

# Chapter 8: Typed Arithmetic Expressions

Types

The Typing Relation

Safety = Progress + Preservation



# Reall: Syntax and Semantics

$t ::=$

true

false

if  $t$  then  $t$  else  $t$

0

succ  $t$

pred  $t$

iszero  $t$

*Evaluation*

$t \rightarrow t'$

if true then  $t_2$  else  $t_3 \rightarrow t_2$  (E-IFTRUE)

if false then  $t_2$  else  $t_3 \rightarrow t_3$  (E-IFFALSE)

$$\frac{t_1 \rightarrow t'_1}{\text{if } t_1 \text{ then } t_2 \text{ else } t_3 \rightarrow \text{if } t'_1 \text{ then } t_2 \text{ else } t_3} \quad (\text{E-IF})$$

$$\frac{t_1 \rightarrow t'_1}{\text{succ } t_1 \rightarrow \text{succ } t'_1} \quad (\text{E-SUCC})$$

pred 0  $\rightarrow$  0 (E-PREDZERO)

pred (succ  $nv_1$ )  $\rightarrow$   $nv_1$  (E-PREDSUCC)

$$\frac{t_1 \rightarrow t'_1}{\text{pred } t_1 \rightarrow \text{pred } t'_1} \quad (\text{E-PRED})$$

iszero 0  $\rightarrow$  true (E-ISZEROZERO)

iszero (succ  $nv_1$ )  $\rightarrow$  false (E-ISZEROSUCC)

$$\frac{t_1 \rightarrow t'_1}{\text{iszero } t_1 \rightarrow \text{iszero } t'_1} \quad (\text{E-ISZERO})$$


# Evaluation Results

- Values

`v ::=`  
    `true`  
    `false`  
    `nv`

`nv ::=`  
    `0`  
    `succ nv`

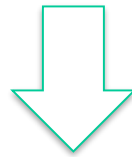
*values:*  
    *true value*  
    *false value*  
    *numeric value*  
  
*numeric values:*  
    *zero value*  
    *successor value*

- Get stuck (i.e., pred false)



# Types of Terms

- Can we tell, **without actually evaluating a term**, that the term evaluation will **not get stuck**?



- Distinguish two types of terms:
  - **Nat**: terms whose results will be a numeric value
  - **Bool**: terms whose results will be a Boolean value
- **“a term t has type T”** means that t “obviously” (statically) evaluates to a value of T
  - if true then false else true has type Bool
  - `pred (succ (pred (succ 0)))` has type Nat



# The Typing Relation: $t : T$



# Typing Rule for Booleans

*New syntactic forms*

$T ::= \text{Bool}$

*types:  
type of booleans*

*New typing rules*

$\text{true} : \text{Bool}$

$t : T$   
(T-TRUE)

$\text{false} : \text{Bool}$

(T-FALSE)

$\frac{t_1 : \text{Bool} \quad t_2 : T \quad t_3 : T}{\text{if } t_1 \text{ then } t_2 \text{ else } t_3 : T}$

(T-IF)



# Typing Rules for Numbers

*New syntactic forms*

$T ::= \dots$  *types:*  
 $\text{Nat}$  *type of natural numbers*

*New typing rules*

$0 : \text{Nat}$   $t : T$   
(T-ZERO)

$$\frac{t_1 : \text{Nat}}{\text{succ } t_1 : \text{Nat}} \quad \text{(T-SUCC)}$$

$$\frac{t_1 : \text{Nat}}{\text{pred } t_1 : \text{Nat}} \quad \text{(T-PRED)}$$

$$\frac{t_1 : \text{Nat}}{\text{iszero } t_1 : \text{Bool}} \quad \text{(T-ISZERO)}$$



# Typing Relation: Formal Definition

- **Definition:** the **typing relation** for arithmetic expressions is the **smallest binary relation** between terms and types satisfying all instances of the typing rules.
- A term  $t$  is **typable** (or **well typed**) if there is some  $T$  such that  $t : T$ .





# Inversion Lemma (Generation Lemma)

- Given a valid typing statement, it shows
  - how a proof of this statement could have been generated;
  - a recursive algorithm for calculating the types of terms.

LEMMA [INVERSION OF THE TYPING RELATION]:

1. If  $\text{true} : R$ , then  $R = \text{Bool}$ .
2. If  $\text{false} : R$ , then  $R = \text{Bool}$ .
3. If  $\text{if } t_1 \text{ then } t_2 \text{ else } t_3 : R$ , then  $t_1 : \text{Bool}$ ,  $t_2 : R$ , and  $t_3 : R$ .
4. If  $0 : R$ , then  $R = \text{Nat}$ .
5. If  $\text{succ } t_1 : R$ , then  $R = \text{Nat}$  and  $t_1 : \text{Nat}$ .
6. If  $\text{pred } t_1 : R$ , then  $R = \text{Nat}$  and  $t_1 : \text{Nat}$ .
7. If  $\text{iszero } t_1 : R$ , then  $R = \text{Bool}$  and  $t_1 : \text{Nat}$ .



# Typing Derivation

$$\frac{\frac{\frac{}{0 : \text{Nat}} \text{T-ZERO}}{\text{iszero } 0 : \text{Bool}} \text{T-ISZERO} \quad \frac{}{0 : \text{Nat}} \text{T-ZERO} \quad \frac{\frac{}{0 : \text{Nat}} \text{T-ZERO}}{\text{pred } 0 : \text{Nat}} \text{T-PRED}}{\text{if iszero } 0 \text{ then } 0 \text{ else pred } 0 : \text{Nat}} \text{T-IF}$$

**Statements** are formal assertions about the typing of programs.

**Typing rules** are implications between statements

**Derivations** are deductions based on typing rules.



# Uniqueness of Types



- **Theorem** [Uniqueness of Types]: Each term  $t$  has at most one type. That is, if  $t$  is typable, then its type is unique.
- Note: later on, we may have a type system where a term may have many types.



Safety = Progress + Preservation



# Safety (Soundness)



- By **safety**, it means well-typed terms do not “**go wrong**”.
- By “**go wrong**”, it means reaching a “stuck state” that is not a final value but where the evaluation rules do not tell what to do next.



# Safety = Progress + Preservation

Well-typed terms do not get stuck



- **Progress:** A well-typed term is not stuck (either it is a value or it can take a step according to the evaluation rules).
- **Preservation:** If a well-typed term takes a step of evaluation, then the resulting term is also well typed.

# Canonical Form

- Lemma [Canonical Forms]:
  - If  $v$  is a value of type Bool, then  $v$  is either true or false.
  - If  $v$  is a value of type Nat, then  $v$  is a numeric value according to the grammar for  $nv$ .

$v ::=$	true	<i>values:</i>
	false	<i>true value</i>
	$nv$	<i>false value</i>
		<i>numeric value</i>
$nv ::=$	0	<i>numeric values:</i>
	$\text{succ } nv$	<i>zero value</i>
		<i>successor value</i>



# Progress

- **Theorem** [Progress]: Suppose  $t$  is a well-typed term (that is,  $t : T$  for some  $T$ ). Then either  $t$  is a value or else there is some  $t'$  with  $t \rightarrow t'$ .

Proof: By induction on a derivation of  $t : T$ .

- case T-True:  $\text{true} : \text{Bool}$  OK?

- case T-If:

$t_1 : \text{Bool}, t_2 : T, t_3 : T$

----- OK?

$\text{if } t_1 \text{ then } t_2 \text{ else } t_3 : T$

- ...





# Preservation

- **Theorem** [Preservation]:

If  $t : T$  and  $t \rightarrow t'$ , then  $t' : T$ .

Proof: By induction on a derivation of  $t : T$ .

- case T-True:  $true : Bool$  OK?

- case T-If:

$t1 : Bool, t2 : T, t3 : T$   
 ----- OK?  
 $if\ t1\ then\ t2\ else\ t3 : T$

- ...

Note: The preservation theorem is often called **subject reduction property** (or **subject evaluation property**)



# Homework

- Read Chapter 8.
- Do Exercises 8.3.7

8.3.7 EXERCISE [RECOMMENDED, ★★]: Suppose our evaluation relation is defined in the big-step style, as in Exercise 3.5.17. How should the intuitive property of type safety be formalized? □

