

Chapter 23: Universal Types

System F (polymorphic lambda calculus)

Power of System F

Properties (Soundness, decidability,
parametricity, impredicativity)



Abstraction

```
doubleNat = λf:Nat→Nat. λx:Nat. f (f x);  
doubleRcd = λf:{l:Bool}→{l:Bool}. λx:{l:Bool}. f (f x);  
doubleFun = λf:(Nat→Nat)→(Nat→Nat). λx:Nat→Nat. f (f x);
```



Can we do abstraction over types so that we can apply to different types?

```
double = λX. λf:X→X. λx:X. f (f x)
```



Polymorphism

- Parametric polymorphism
 - $\lambda x: T. x : T \rightarrow T$
- Ad-hoc polymorphism (overloading)
 - $1 + 2$
 - $1.0 + 2.0$
 - "we " + "you"



System F

- First discovered by Jean-Yves Girard (1972)
- Independently developed by John Reynolds (1974) as **polymorphic lambda calculus** (or **second order lambda calculus**)
- A natural extension of $\lambda \rightarrow$ with a new form of **abstract and application over types**:

$$\frac{\Gamma, X \vdash t_2 : T_2}{\Gamma \vdash \lambda X. t_2 : \forall X. T_2}$$

$$\frac{\Gamma \vdash t_1 : \forall X. T_{12}}{\Gamma \vdash t_1 [T_2] : [X \mapsto T_2]T_{12}}$$



Syntax and Evaluation



Syntax

$t ::=$

- x
- $\lambda x:T.t$
- $t t$
- $\lambda X.t$
- $t [T]$

- terms:*
- variable*
- abstraction*
- application*
- type abstraction*
- type application*

$v ::=$

- $\lambda x:T.t$
- $\lambda X.t$

- values:*
- abstraction value*
- type abstraction value*

Evaluation

$$t \rightarrow t'$$

$$\frac{t_1 \rightarrow t'_1}{t_1 t_2 \rightarrow t'_1 t_2} \quad \text{(E-APP1)}$$

$$\frac{t_2 \rightarrow t'_2}{v_1 t_2 \rightarrow v_1 t'_2} \quad \text{(E-APP2)}$$

$$(\lambda x:T_{11}.t_{12}) v_2 \rightarrow [x \mapsto v_2]t_{12} \quad \text{(E-APPABS)}$$

$$\frac{t_1 \rightarrow t'_1}{t_1 [T_2] \rightarrow t'_1 [T_2]} \quad \text{(E-TAPP)}$$

$$(\lambda X.t_{12}) [T_2] \rightarrow [X \mapsto T_2]t_{12} \quad \text{(E-TAPPTABS)}$$



Types and Type Context



$T ::=$

X

$T \rightarrow T$

$\forall X. T$

types:

type variable

type of functions

universal type

$\Gamma ::=$

\emptyset

$\Gamma, x:T$

Γ, X

contexts:

empty context

term variable binding

type variable binding



Typing

Typing

$$\boxed{\Gamma \vdash t : T}$$

$$\frac{x:T \in \Gamma}{\Gamma \vdash x : T}$$

(T-VAR)

$$\frac{\Gamma, x:T_1 \vdash t_2 : T_2}{\Gamma \vdash \lambda x:T_1. t_2 : T_1 \rightarrow T_2}$$

(T-ABS)

$$\frac{\Gamma \vdash t_1 : T_{11} \rightarrow T_{12} \quad \Gamma \vdash t_2 : T_{11}}{\Gamma \vdash t_1 t_2 : T_{12}}$$

(T-APP)

$$\frac{\Gamma, X \vdash t_2 : T_2}{\Gamma \vdash \lambda X. t_2 : \forall X. T_2}$$

(T-TABS)

$$\frac{\Gamma \vdash t_1 : \forall X. T_{12}}{\Gamma \vdash t_1 [T_2] : [X \mapsto T_2] T_{12}}$$

(T-TAPP)



Ex.: Defining Polymorphic Functions

- $\text{id} = \lambda X. \lambda x:X. x$
 - $\text{id} : \forall X. X \rightarrow X$
 - $\text{id} [\text{Nat}] 0 \rightarrow 0$
- $\text{double} = \lambda X. \lambda f:X \rightarrow X. \lambda a:X. f (f a)$
 - $\text{double} : \forall X. (X \rightarrow X) \rightarrow X \rightarrow X$
 - $\text{double} [\text{Nat}] (\lambda x:\text{Nat}. \text{succ}(\text{succ}(x))) 3 \rightarrow 7$
- $\text{selfApp} = \lambda x:\forall X.X \rightarrow X. x [\forall X.X \rightarrow X] x$
 - $\text{selfApp} : (\forall X. X \rightarrow X) \rightarrow (\forall X. X \rightarrow X)$
- $\text{quadruple} = \lambda X. \text{double} [X \rightarrow X] (\text{double} [X]);$
 - $\text{quadruple} : \forall X. (X \rightarrow X) \rightarrow X \rightarrow X$



Ex.: Polymorphic Lists

- $\text{nil} : \forall X. \text{List } X$
- $\text{cons} : \forall X. X \rightarrow \text{List } X \rightarrow \text{List } X$
- $\text{isnil} : \forall X. \text{List } X \rightarrow \text{Bool}$
- $\text{head} : \forall X. \text{List } X \rightarrow X$
- $\text{tail} : \forall X. \text{List } X \rightarrow \text{List } X$

```
map :  $\forall X. \forall Y. (X \rightarrow Y) \rightarrow \text{List } X \rightarrow \text{List } Y$   
map =  $\lambda X. \lambda Y. \lambda f: X \rightarrow Y.$   
      (fix ( $\lambda m: (\text{List } X) \rightarrow (\text{List } Y). \lambda l: \text{List } X.$   
          if isnil [X] l then nil [Y]  
          else cons [Y] (f (head [X] l)) (m (tail [X] l))))
```

Exercise: Can you write reverse?



Ex.: Church Encoding

- Church encodings can be carried out in System F.
- $CBool = \forall X. X \rightarrow X \rightarrow X$;
 - $tru = \lambda X. \lambda t:X. \lambda f:X. t$;
 - $fls = \lambda X. \lambda t:X. \lambda f:X. f$;
 - $not = \lambda b:CBool. \lambda X. \lambda t:X. \lambda f:X. b [X] f t$;
- $CNat = \forall X. (X \rightarrow X) \rightarrow X \rightarrow X$
 - $c0 = \lambda X. \lambda s:X \rightarrow X. \lambda z:X. z$
 - $c1 = \lambda X. \lambda s:X \rightarrow X. \lambda z:X. s z$;
 - $csucc = \lambda n:CNat. \lambda X. \lambda s:X \rightarrow X. \lambda z:X. s (n [X] s z)$
 - $cplus = \lambda m:CNat. \lambda n:CNat. \lambda X. \lambda s:X \rightarrow X. \lambda z:X. m [X] s (n [X] s z)$



Ex.: Encoding Lists

- $\text{List } X = \forall R. (X \rightarrow R \rightarrow R) \rightarrow R \rightarrow R$
 - $\text{nil} = \lambda X. (\lambda R. \lambda c: X \rightarrow R \rightarrow R. \lambda n: R. n)$ as $\forall X. \text{List } X$
 - $\text{cons} = \lambda X. \lambda \text{hd}: X. \lambda \text{tl}: \text{List } X.$
 $(\lambda R. \lambda c: X \rightarrow R \rightarrow R. \lambda n: R. c \text{ hd } (\text{tl } [R] \text{ c } n))$ as $\text{List } X;$
 - $\text{isnil} = \lambda X. \lambda l: \text{List } X.$
 $l \text{ [Bool]} (\lambda \text{hd}: X. \lambda \text{tl}: \text{Bool}. \text{false}) \text{ true}$
 - $\text{head} = \lambda X. \lambda l: \text{List } X.$
 $l \text{ [X]} (\lambda \text{hd}: X. \lambda \text{tl}: X. \text{hd}) (\text{diverge } [X] \text{ unit})$
 - $\text{sum} : \text{List Nat} \rightarrow \text{Nat}$
 $\text{sum} = \dots$ definition without using $\text{fix} \dots?$



Ex.: Encoding Pair

- $\text{Pair } X \ Y = \lambda R. (X \rightarrow Y \rightarrow R) \rightarrow R;$
 - $\text{pair} : \forall X. \forall Y. X \rightarrow Y \rightarrow \text{Pair } X \ Y$
 - $\text{fst} : \forall X. \forall Y. \text{Pair } X \ Y \rightarrow X$
 - $\text{snd} : \forall X. \forall Y. \text{Pair } X \ Y \rightarrow Y$

$\text{pair} = \lambda X. \lambda Y. \lambda x:X. \lambda y:Y. \lambda R. \lambda p. \ p \ x \ y$

$\text{fst} = \lambda X. \lambda Y. \lambda p. \ p \ [X] \ (\lambda x. \lambda y \rightarrow x)$

$\text{snd} = \lambda X. \lambda Y. \lambda p. \ p \ [X] \ (\lambda x. \lambda y \rightarrow y)$



Basic Properties of System F



Very similar to those of the simply typed λ -calculus.

Theorem [Preservation]: If $\Gamma \vdash t : T$ and $t \rightarrow t'$, then $\Gamma \vdash t' : T$.

Theorem [Progress]: If t is a closed, well-typed term, then either t is a value or there is some t' with $t \rightarrow t'$.

Theorem [Normalization]: Well-typed System F terms are normalizing (i.e., the evaluation of every well-typed program terminates).



Erasure and Type Construction



$$\begin{aligned} \textit{erase}(\lambda x:T_1. t_2) &= \lambda x. \textit{erase}(t_2) \\ \textit{erase}(t_1 t_2) &= \textit{erase}(t_1) \textit{erase}(t_2) \\ \textit{erase}(\lambda X. t_2) &= \textit{erase}(t_2) \end{aligned}$$

Theorem [Wells, 1994]: It is **undecidable** whether, given a closed term m of the untyped lambda-calculus, there is some well-typed term t in System F such that $\textit{erase}(t) = m$.



Partial Erasure and Type Construction

$$\begin{aligned} \text{erase}_p(x) &= x \\ \text{erase}_p(\lambda x:T_1. t_2) &= \lambda x:T_1. \text{erase}_p(t_2) \\ \text{erase}_p(t_1 t_2) &= \text{erase}_p(t_1) \text{erase}_p(t_2) \\ \text{erase}_p(\lambda X. t_2) &= \lambda X. \text{erase}_p(t_2) \\ \text{erase}_p(t_1 [T_2]) &= \text{erase}_p(t_1) \boxed{[]} \end{aligned}$$

Theorem [Boehm 1985, 1989]: It is **undecidable** whether, given a closed term s in which type applications are marked but the arguments are omitted, there is some well-typed System F term t such that $\text{erase}_p(t) = s$.

Type reconstruction is as hard as **higher-order unification**.
(But many practical algorithms have been developed)



Erasure and Evaluation Order

Keep type
abstraction

$$\begin{aligned} \text{erase}_v(x) &= x \\ \text{erase}_v(\lambda x:T_1. t_2) &= \lambda x. \text{erase}_v(t_2) \\ \text{erase}_v(t_1 t_2) &= \text{erase}_v(t_1) \text{erase}_v(t_2) \\ \text{erase}_v(\lambda X. t_2) &= \lambda _ . \text{erase}_v(t_2) \\ \text{erase}_v(t_1 [T_2]) &= \text{erase}_v(t_1) \text{dummy}_v \end{aligned}$$

Theorem: If $\text{erase}_v(t) = u$, then either (1) both t and u are normal forms according to their respective evaluation relations, or (2) $t \rightarrow t'$ and $u \rightarrow u'$, with $\text{erase}_v(t') = u'$.



Fragments of System F

- Rank-1 (prenex) polymorphism
 - type variables should not be instantiated with polymorphic types
- Rank-2 polymorphism
 - A type is said to be of rank 2 if no path from its root to a \forall quantifier passes to the left of 2 or more arrows.

$(\forall X.X \rightarrow X) \rightarrow \text{Nat}$	OK
$\text{Nat} \rightarrow ((\forall X.X \rightarrow X) \rightarrow (\text{Nat} \rightarrow \text{Nat}))$	OK
$((\forall X.X \rightarrow X) \rightarrow \text{Nat}) \rightarrow \text{Nat}$	X

Type reconstruction for ranks 2 and lower is decidable, and that for rank 3 and higher of System F is undecidable.



Parametricity

- Uniform behavior of polymorphic programs

$$\begin{aligned} \text{CBool} &= \forall X. X \rightarrow X \rightarrow X; \\ \text{tru} &= \lambda X. \lambda t:X. \lambda f:X. t; \\ \text{fls} &= \lambda X. \lambda t:X. \lambda f:X. f; \end{aligned}$$

(1) Tru and fls are the only two basic inhabitants of Cbool.

(2) Free Theorem:

e.g., for reverse: $\forall X. \text{List } X \rightarrow \text{List } X$, we have

$$\text{map } [X] [Y] f . \text{reverse } [\text{List } X] = \text{reverse } [\text{List } Y] . \text{map } [X] [Y] f$$


Homework



23.5.1 THEOREM [PRESERVATION]: If $\Gamma \vdash t : T$ and $t \rightarrow t'$, then $\Gamma \vdash t' : T$. □

Proof: EXERCISE [RECOMMENDED, ***]. □

23.5.2 THEOREM [PROGRESS]: If t is a closed, well-typed term, then either t is a value or else there is some t' with $t \rightarrow t'$. □

Proof: EXERCISE [RECOMMENDED, ***]. □

