

Bounded Lattice Type System

Bidirectional type-directed program execution

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Overview

- BLTS is the type system of the experimental wombat language
 - <https://github.com/rks987/marsupial> (wombat is a marsupial library)
 - that code implements a small illustrative subset
- The subtyping hierarchy
- Relevant aspects of Wombat
- Procedures in the hierarchy
- The execution engine: type driven execution

What are types?

Mathematical Foundations folk have claimed the notion of “type”:

“an element of one type can never be an element of another type”

– Mike Shulman

- Not English usage: a dog is also a mammal.
- Not even the way most Mathematicians think
 - An integer is also a rational
 - A group is also a monoid

BLTS tries to push the idea of a hierarchy of types to the limit.

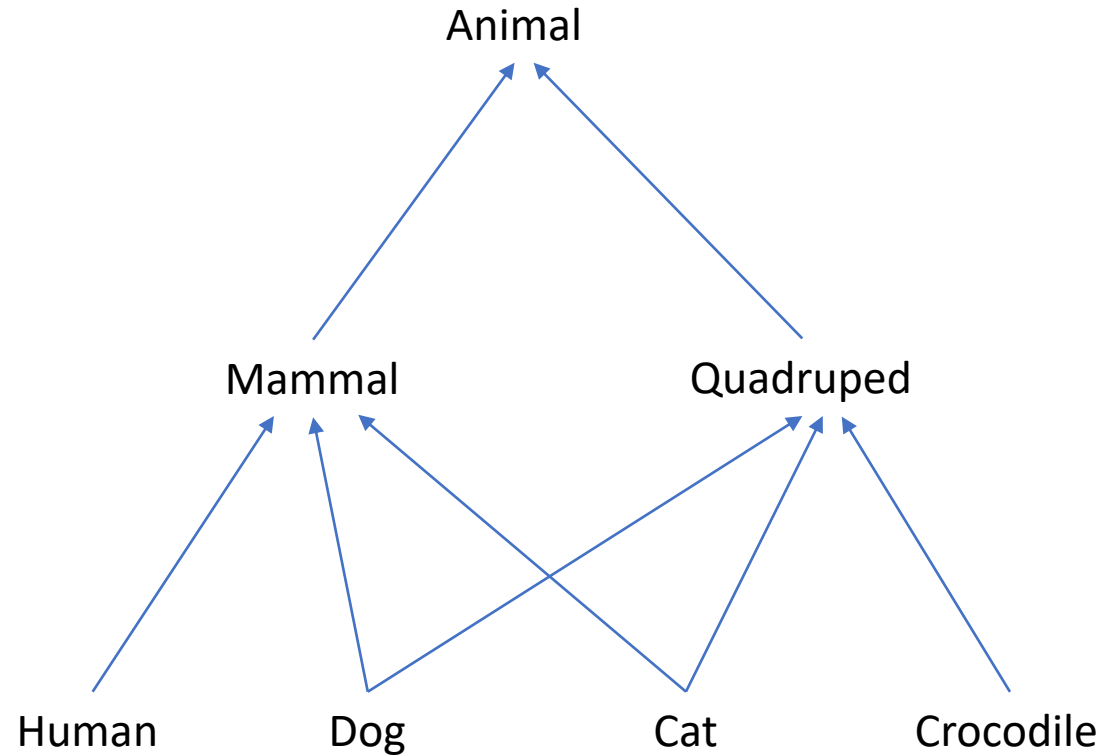
Subtyping

Dog **isA** Mammal

Quadruped **isA** Animal

etc, etc

- Properties go down as you go up
- Diamonds must commute
 - Prove or run-time check.
- Inverse pair of procedures:
 - Up is 1-1 total, always succeeds.
 - Down fails when input is not of that subtype.
 - Inverses of each other where both defined.



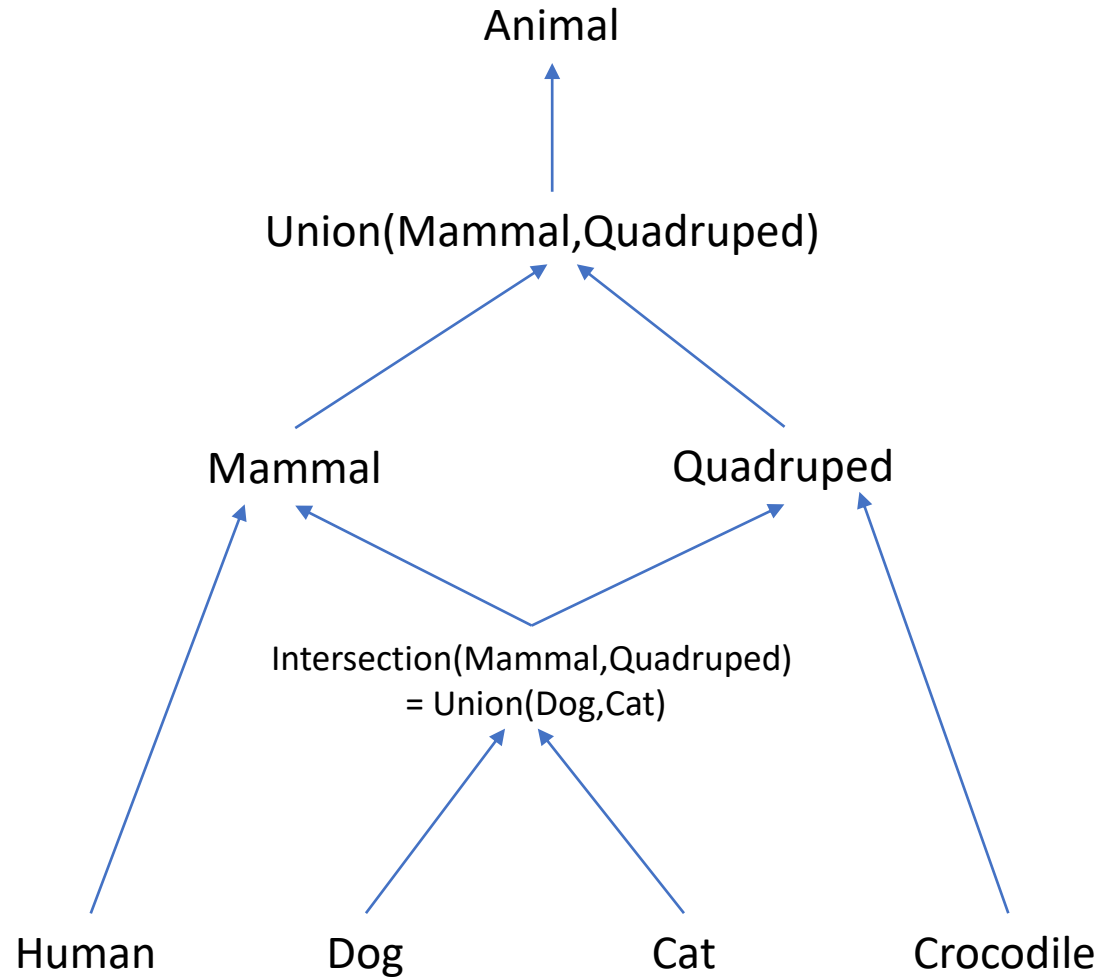
Lattice (order)

Least Upper Bound (lub / join / sup)

- Union in wombat

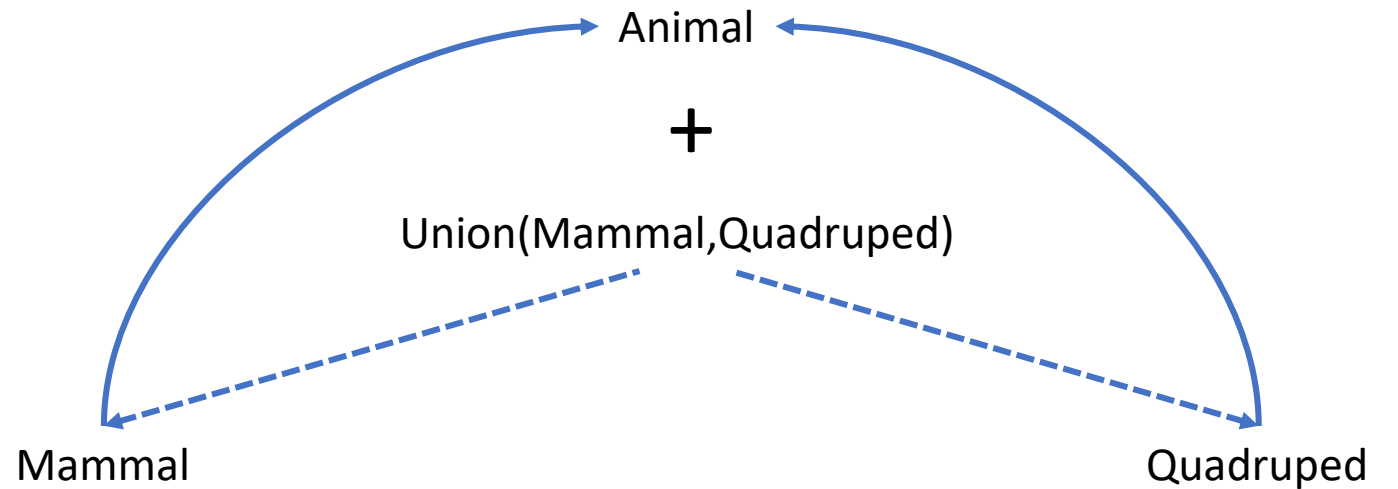
Greatest Lower Bound (glb / meet / inf)

- Intersection in wombat



Up from a Union

- Go down to components then up.
 - The fact that one of the down links must succeed is a defining property of Union.
- Combine results (case procedure).
- Union has the properties of Animal, but not other properties of Mammal or Quadruped.



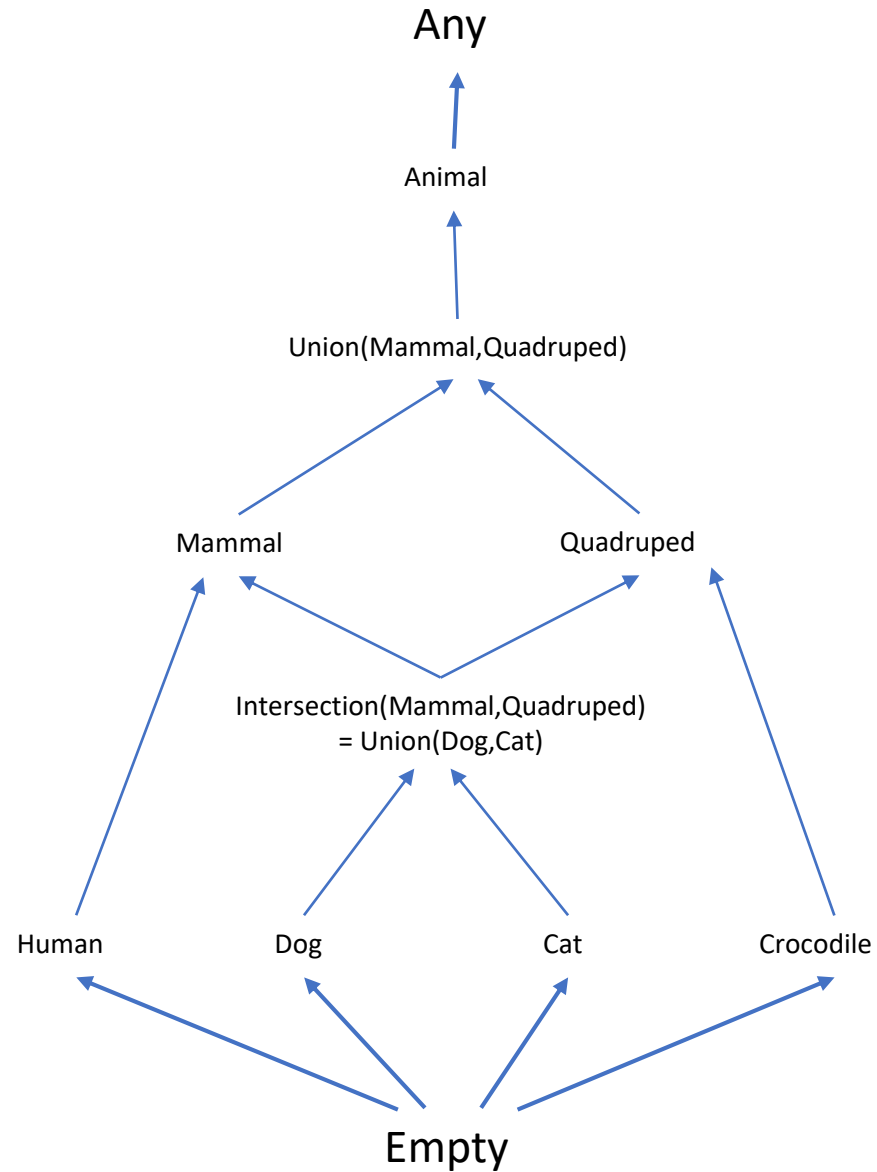
Bounded Lattice

All sets have a lub, including empty set:

- $\text{Union}() = \text{Empty}$

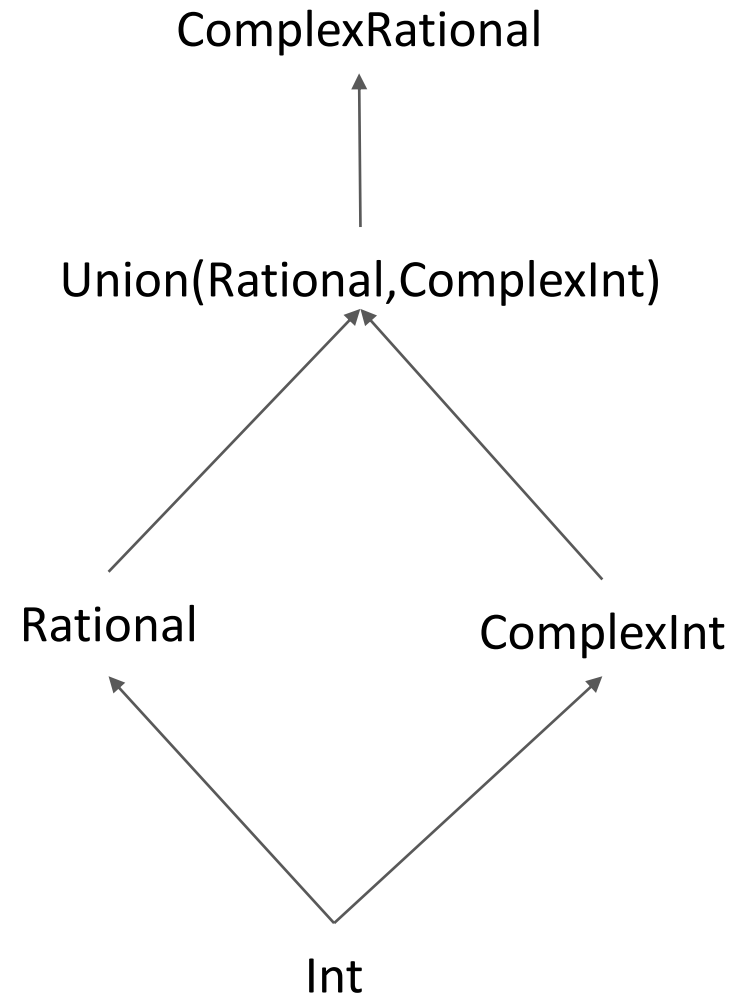
All sets have glb

- $\text{Intersection}() = \text{Any}$



Properties

- add property must be compatible
- Union inherits add from ComplexRational
 - $\text{ComplexRational}^2 \Rightarrow \text{ComplexRational}$
- Properties always come in a bundle (Behaviour), but only the separate properties are inherited downwards.
- A property is identified by:
 - Name
 - Behaviour that includes the name
 - Type that conformsTo Behaviour
 - 'how' index (because a type can conform in more than one way).



Subset Types

- aka refinement types
- No properties of their own, all properties inherited from the parent type.
- Subset restricted to a single value is an important special case.
 - The only subset type supported in the current implementation.
- If a subtype in the **isA** hierarchy has no additional properties then it is indistinguishable from a subset type.

Example program, language features

```
`test = { case $:Nat of [  
    { $ = 0; 100}  
    { $ = `n; n-1 }  
  ]  
};  
print (test 4);  
6 = test `x; print x;  
100 = test `y; print y  
# Backquote when name used for first time  
# Explicit closure in braces, {}. $ is the input parameter  
# Case takes list of procedures, expects one to succeed.  
# = unifies, can fail. n-1 will fail if n:Nat=0.
```

Procedures in the Hierarchy

If

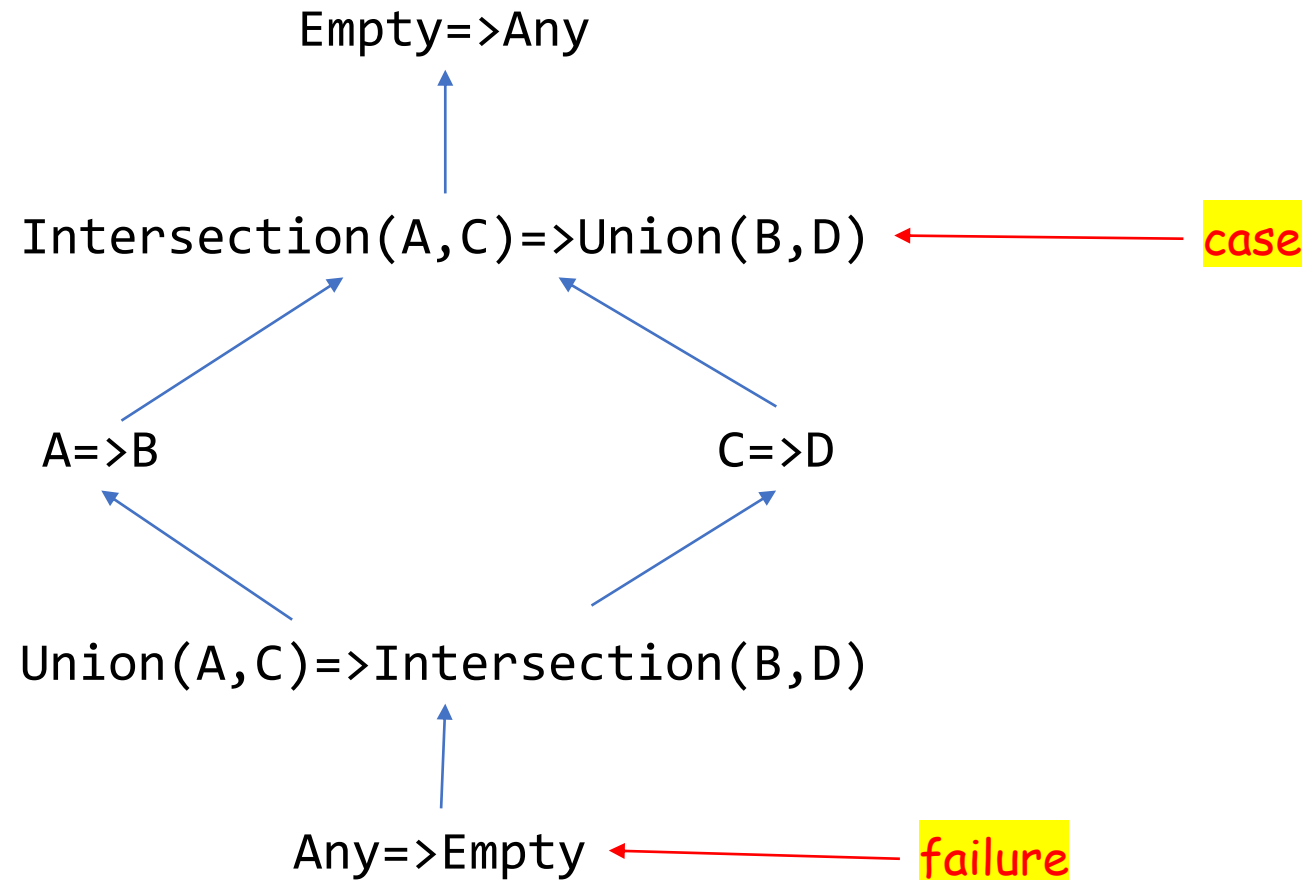
$A \Rightarrow B$ isA $X \Rightarrow Y$

Then an $ab :: A \Rightarrow B$ can be used where an $X \Rightarrow Y$ is expected.
So it must accept an X and return a Y . So we must have:

- X isA A , and
- B isA Y

The conditions are also sufficient.

Procedures form a sub bounded lattice



Bidirectional Type Driven Execution

- All subexpressions in a closure are executed.
- All optional/repeated/async execution of code is by passing closures to an appropriate procedure, such as `whileP`, `ifP`, or `caseP`.
- All subexpressions in the closure execute simultaneously.
 - They start with type `Any`.
 - As they learn their type is lower they let neighbours know.
 - Neighbours are parent, children, and for local identifiers the id registry.
- Since all changes are monotonically downward this process must terminate.

A simple example

Consider:

```
`x::Nat ; x = 3; x-1
```

- 3 has type Decimal (numbers with a finite number of decimal places – the type of numeric constants) restricted to value 3.
- The = operator sets both sides to the Intersection.
- Then, since the left of the = is an identifier, it reports to the registry, which then reports to all other cases of that identifier.
- Order of operation doesn't matter: all operations commutative.
 - If = before :: then x set to Decimal/3 before :: op converts it to Nat/3
 - If :: before = then = op sees types Nat and Decimal/3: intersection is Nat/3
- Interpreter code (approximate):

```
class PvRequal(PVrun):  
    def pTrT(self,pt,rt):  
        newt = H.intersectionList([pt.tMindx[0],pt.tMindx[1],rt])  
        return MtVal(T.mfTuple,(newt,newt),None),newt
```

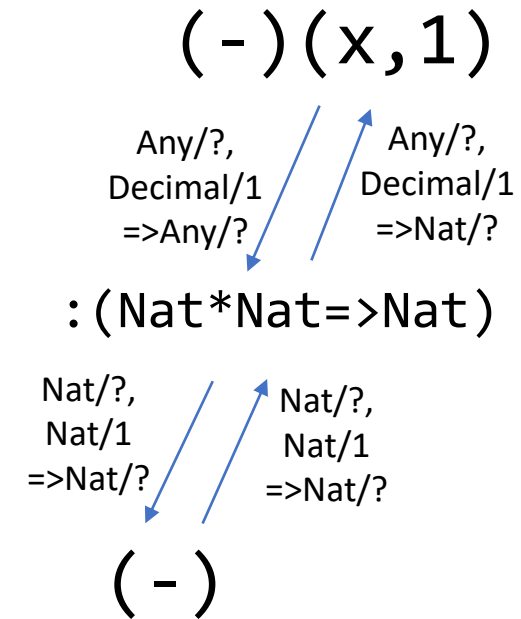
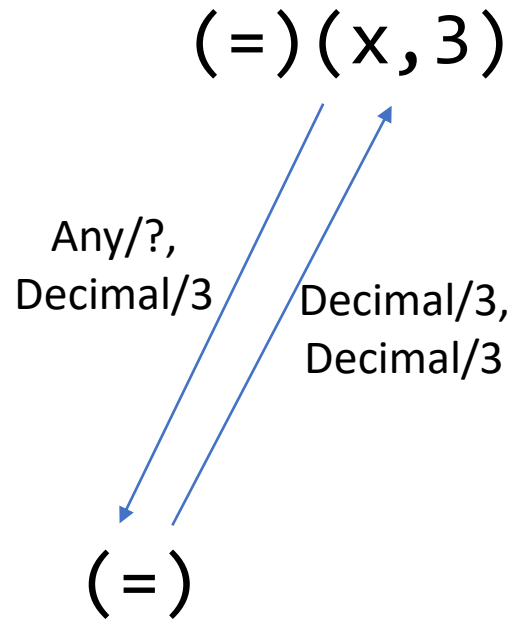
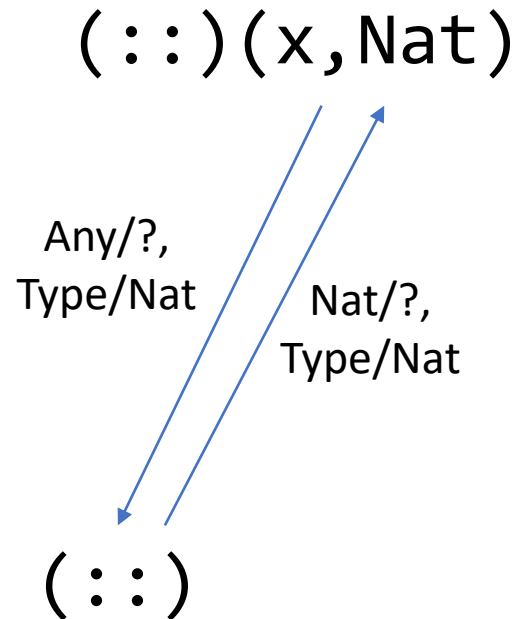
Procedure execution(1)

{ `x::Nat ; x = 3 ; x-1 }

Assume leftmost will be done first

registry
x :: Any/?

conversion operations don't affect the caller's parameter



various simplifications, e.g. (;) is also a procedure

Procedure execution (2)

{ `x::Nat ; x = 3 ; x-1 }

only middle can move next

registry

x :: Nat/?

(::)(x, Nat)

Nat/?,
Type/Nat

Nat/?,
Type/Nat

(::)

(=)(x, 3)

Nat/?,
Decimal/3

Nat/3,
Nat/3

(=)

(-)(x, 1)

Nat/?,
Nat/1
=>Nat/?

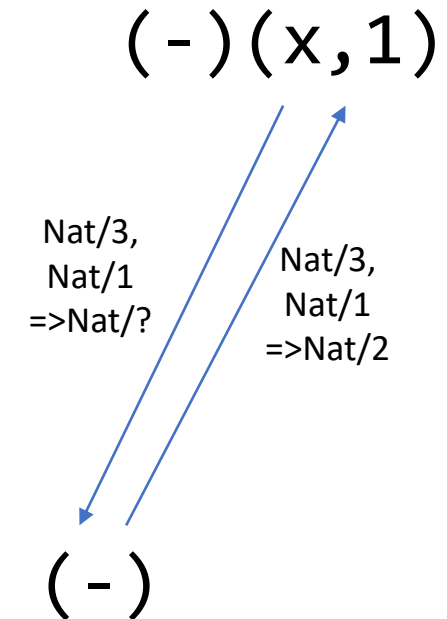
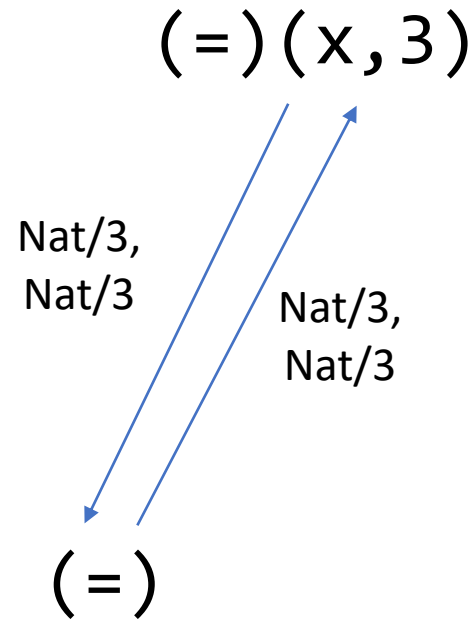
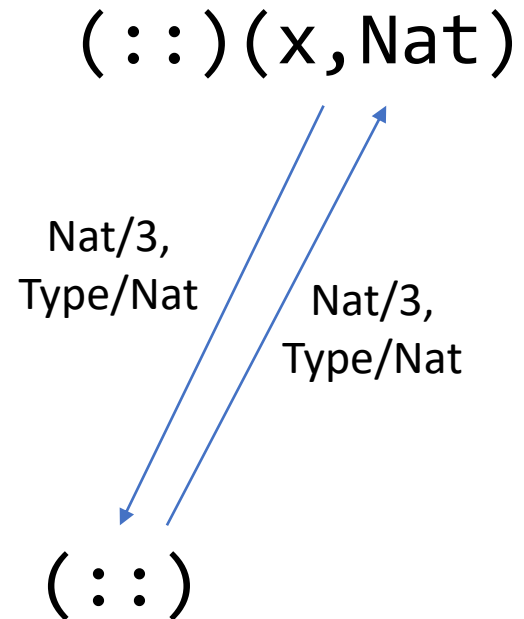
Nat/?,
Nat/1
=>Nat/?

(-)

Procedure execution (3)

{ `x :: Nat ; x = 3 ; x-1` }

registry
`x :: Nat/3`



The case operator/procedure

```
case x:Nat of [ { $ = 0; 100 }  
              { $-1 } ]
```

- Takes a list of procedures and passes input and output to each.
- Normally one succeeds giving the result, others fail.
- When a procedure fails it sets output to Empty, input to Any.
- Case does Intersection of inputs, Union of outputs.
- Allows case statement to run backwards.
- last line of interpreter code for case:

```
return L.bind(pt).tMidx[0].set(H.intersectionList(pts)),H.unionList(rts)
```

inputs



outputs



questions?

Wombat welcomes:

- collaborators
- academic involvement

To come:

- Effect system (stuff that needs to be done in the right order)
- Proof system (minimize run time checks)
- full language + Wombat library
- Documentation

Properties

- The case statement doesn't actually take a List of procedures because the order doesn't matter.
- It doesn't take a Set (or multiset/bag) of procedures because procedures don't fully support equality ($f==g$ can return `.unknown`).

It is, in wombat-speak, a Semiset. Functions using a Semiset must give the same answer when member values occur more than once. This means that it's defining property must take a commutative idempotent action procedure, and a value for the empty Semiset, and return the fold. Case is consistent with this.

Action: $f:R*X \Rightarrow R$, commutative means $f(f(r,x1),x2) == f(f(r,x2),x1)$,
idempotent means $f(f(r,x),x) == f(r,x)$