

Building a Typed Scripting Language

Zachary Palmer

The Johns Hopkins University

April 16th, 2015

Scripting: Good and Bad

```
1 print "What number?"
2 number = raw_input();
3 if number < 4:
4     print "Small!"
5 else:
6     print "Not small!"
```

Scripting: Good and Bad

```
1 print "What number?"
2 number = raw_input();
3 if number < 4:
4     print "Small!"
5 else:
6     print "Not small!"
```

Scripting languages are...

- Terse and legible: easy to read and write

Scripting: Good and Bad

```
1 print "What number?"
2 number = raw_input();
3 if number < 4:
4     print "Small!"
5 else:
6     print "Not small!"
```

Scripting languages are...

- Terse and legible: easy to read and write
- Flexible

Scripting: Good and Bad

```
1 print "What number?"
2 number = raw_input();
3 if number < 4:
4     print "Small!"
5 else:
6     print "Not small!"
```

Scripting languages are...

- Terse and legible: easy to read and write
- Flexible
- High-level

Scripting: Good and Bad

```
1 print "What number?"
2 number = raw_input();
3 if number < 4:
4     print "Small!"
5 else:
6     print "Not small!"
```

Scripting languages are...

- Terse and legible: easy to read and write
- Flexible
- High-level
- **Error-prone**

Scripting: Good and Bad

```
1 import java.util.*;
2 public class SmallnessDetector {
3     public static void main(String[] arg) {
4         Scanner scanner = new Scanner(System.in);
5         System.out.println("What number?");
6         int number = scanner.nextLine();
7         if (number < 4) {
8             System.out.println("Small!");
9         } else {
10            System.out.println("Not small!");
11        }
12    }
13 }
```

Scripting: Good and Bad

```
1 import java.util.*;
2 public class SmallnessDetector {
3     public static void main(String[] arg) {
4         Scanner scanner = new Scanner(System.in);
5         System.out.println("What number?");
6         int number = scanner.nextLine();
7         if (number < 4) {
8             System.out.println("Small!");
9         } else {
10            System.out.println("Not small!");
11        }
12    }
13 }
```

- Expression has type String
- Variable declared with type `int`

The Best of Both Worlds

Why can't we just create a type system?

The Best of Both Worlds

Why can't we just create a type system? We have.

The Best of Both Worlds

Why can't we just create a type system? We have.

Rubydust Flow
 MyPy
TeJaS
... Diamondback Ruby ...
 PHP+QB Hack
 TypeScript

Retrofitting is Challenging

- Retrofitting: appealing, but very hard.

Retrofitting is Challenging

- Retrofitting: appealing, but very hard.
- Scripting languages: designed without type systems in mind.

Retrofitting is Challenging

- Retrofitting: appealing, but very hard.
- Scripting languages: designed without type systems in mind.


```
1 x = 5
2 print x + 1
```

Retrofitting is Challenging

- Retrofitting: appealing, but very hard.
- Scripting languages: designed without type systems in mind.

```
1 x = 5
2 print x + 1
```

int

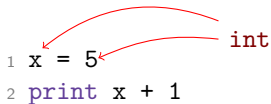


Retrofitting is Challenging

- Retrofitting: appealing, but very hard.
- Scripting languages: designed without type systems in mind.

```
1 x = 5
2 print x + 1
```

`int`



Retrofitting is Challenging

- Retrofitting: appealing, but very hard.
- Scripting languages: designed without type systems in mind.

```
1 x = 5
2 print(x + 1)
```

int

Retrofitting is Challenging

- Retrofitting: appealing, but very hard.
- Scripting languages: designed without type systems in mind.

```
1 fs = [str, str.strip, len]
2 xs = [True, " very ", "ab"]
3 for (f,x) in zip(fs,xs):
4     print f(x)
```

Retrofitting is Challenging

- Retrofitting: appealing, but very hard.
- Scripting languages: designed without type systems in mind.

```
1 fs = [str, str.strip, len]
2 xs = [True, " very ", "ab"]
3 for (f,x) in zip(fs,xs):
4     print f(x)
```

```
1 x = 5
2 locals()[raw_input()] = "foo"
3 print x + 1
```

Retrofitting is Challenging

- Retrofitting: appealing, but very hard.
- Scripting languages: designed without type systems in mind.

```
1 fs = [str, str.strip, len]
2 xs = [True, " very ", "ab"]
3 for (f,x) in zip(fs,xs):
4     print f(x)
```

```
1 x = 5
2 locals()[raw_input()] = "foo"
3 print x + 1
```

```
1 exec(open(raw_input()).read())
```

Retrofitting is Challenging

- Retrofitting: appealing, but very hard.
- Scripting languages: designed without type systems in mind.

Observations:

- **Fundamentally dynamic operations**

Retrofitting is Challenging

- Retrofitting: appealing, but very hard.
- Scripting languages: designed without type systems in mind.

Observations:

- Fundamentally dynamic operations
- **Contrived – not necessary for “scripting”**

Retrofitting is Challenging

- Retrofitting: appealing, but very hard.
- Scripting languages: designed without type systems in mind.

Observations:

- Fundamentally dynamic operations
- Contrived – not necessary for “scripting”
- **Alternative: build a typed scripting language from scratch**

Retrofitting is Challenging

- Retrofitting: appealing, but very hard.
- Scripting languages: designed without type systems in mind.

Observations:

- Fundamentally dynamic operations
- Contrived – not necessary for “scripting”
- Alternative: **build a typed scripting language from scratch**
 - Include “scripty” expressiveness

Retrofitting is Challenging

- Retrofitting: appealing, but very hard.
- Scripting languages: designed without type systems in mind.

Observations:

- Fundamentally dynamic operations
- Contrived – not necessary for “scripting”
- Alternative: **build a typed scripting language from scratch**
 - Include “scripty” expressiveness
 - **Avoid dynamic operations**

This Talk

Building a Typed Scripting Language

This Talk

Building a Typed Scripting Language

- Primary contribution: synthesis

This Talk

Building a Typed Scripting Language

- Primary contribution: synthesis
 - Underused type theory

This Talk

Building a Typed Scripting Language

- Primary contribution: synthesis
 - Underused type theory
 - **Some abstract interpretation**

This Talk

Building a Typed Scripting Language

- Primary contribution: synthesis
 - Underused type theory
 - Some abstract interpretation
 - **New type theory**

This Talk

Building a Typed Scripting Language

- Primary contribution: synthesis
 - Underused type theory
 - Some abstract interpretation
 - New type theory
- Thesis: *It is possible to construct a language which has the static analyzability of traditional languages and the flexibility of scripting languages.*

Outline

- Duck Type Inference
- Conditional Reasoning
- Contextual Reasoning
- Flexible Data Model
- Formal Development
- What's Left?
- Conclusion

Outline

- Duck Type Inference
- Conditional Reasoning
- Contextual Reasoning
- Flexible Data Model
- Formal Development
- What's Left?
- Conclusion

Duck Typing

“When I see a bird that walks like a duck and swims like a duck and quacks like a duck, I call that bird a duck.”

James Whitcomb Riley

Duck Typing

“When I see a bird that walks like a duck and swims like a duck and quacks like a duck, I call that bird a duck.”

James Whitcomb Riley

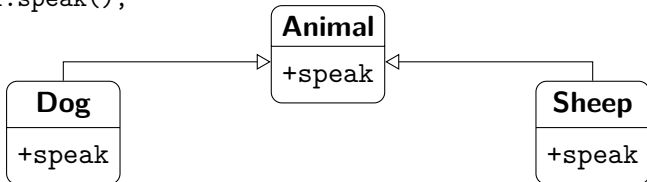
Duck typing: categorizing data based on its exhibited properties (as opposed to by explicit grouping).

Java: No Duck Typing

```
1 public interface Animal {
2     public void speak();
3 }
4 public class Dog implements Animal {
5     public void speak() {
6         System.out.println("Woof!");
7     }
8 }
9 ...
10 Animal animal = new Dog();
11 animal.speak();
12 animal = new Sheep();
13 animal.speak();
```

Java: No Duck Typing

```
1 public interface Animal {  
2     public void speak();  
3 }  
4 public class Dog implements Animal {  
5     public void speak() {  
6         System.out.println("Woof!");  
7     }  
8 }  
9 ...  
10 Animal animal = new Dog();  
11 animal.speak();  
12 animal = new Sheep();  
13 animal.speak();
```



Python: Duck Typing

```
1 class Dog:
2     def speak(self): print "Woof!"
3 ...
4 animal = Dog();
5 animal.speak();
6 animal = Sheep();
7 animal.speak();
```

Python: Duck Typing

```
1 class Dog:
2     def speak(self): print "Woof!"
3 ...
4 animal = Dog();
5 animal.speak();
6 animal = Sheep();
7 animal.speak();
```



How do we type it?

Constraint Types

Let's use constraint types!

Constraint Types

Let's use constraint types!

- Commonly used to type existing scripting languages

Constraint Types

Let's use constraint types!

- Commonly used to type existing scripting languages
 - Well-suited to type inference

Constraint Types

Let's use constraint types!

- Commonly used to type existing scripting languages
 - Well-suited to type inference
- Type described by restrictions on variables

Constraint Types

Let's use constraint types!

- Commonly used to type existing scripting languages
 - Well-suited to type inference
- Type described by restrictions on variables
 - $\alpha \{ \alpha \leq \text{has speak}() \}$

Constraint Types

Let's use constraint types!

- Commonly used to type existing scripting languages
 - Well-suited to type inference
- Type described by restrictions on variables
 - $\alpha \setminus \{\alpha \leq \text{has speak}()\}$
- Expressive:
 - Union types: $\alpha \setminus \{\alpha \geq \text{int}, \alpha \geq \text{char}\}$
 - Recursive types: $\alpha_1 \setminus \{\text{nil} \leq \alpha_1, \text{cons } \alpha_2 \alpha_1 \leq \alpha_1\}$
 - etc.

Constraint Types

Let's use constraint types!

- Commonly used to type existing scripting languages
 - Well-suited to type inference
- Type described by restrictions on variables
 - $\alpha \setminus \{\alpha \leq \text{has speak}()\}$
- Expressive:
 - Union types: $\alpha \setminus \{\alpha \geq \text{int}, \alpha \geq \text{char}\}$
 - Recursive types: $\alpha_1 \setminus \{\text{nil} \leq \alpha_1, \text{cons } \alpha_2 \alpha_1 \leq \alpha_1\}$
 - etc.
- Inhabited iff deductive closure is consistent

Constraint Types

Let's use constraint types!

- Commonly used to type existing scripting languages
 - Well-suited to type inference
- Type described by restrictions on variables
 - $\alpha \setminus \{\alpha \leq \text{has speak}()\}$
- Expressive:
 - Union types: $\alpha \setminus \{\alpha \geq \text{int}, \alpha \geq \text{char}\}$
 - Recursive types: $\alpha_1 \setminus \{\text{nil} \leq \alpha_1, \text{cons } \alpha_2 \alpha_1 \leq \alpha_1\}$
 - etc.
- Inhabited iff deductive closure is consistent
 - $\alpha_1 \setminus \{\alpha_2 \geq \text{int}, \alpha_1 \geq \alpha_2, \text{char} \geq \alpha_1\}$

Constraint Types

Let's use constraint types!

- Commonly used to type existing scripting languages
 - Well-suited to type inference
- Type described by restrictions on variables
 - $\alpha \setminus \{\alpha \leq \text{has speak}()\}$
- Expressive:
 - Union types: $\alpha \setminus \{\alpha \geq \text{int}, \alpha \geq \text{char}\}$
 - Recursive types: $\alpha_1 \setminus \{\text{nil} \leq \alpha_1, \text{cons } \alpha_2 \alpha_1 \leq \alpha_1\}$
 - etc.
- Inhabited iff deductive closure is consistent
 - $\alpha_1 \setminus \{\alpha_2 \geq \text{int}, \alpha_1 \geq \alpha_2, \text{char} \geq \alpha_1\}$
 - $\alpha_1 \setminus \{\alpha_2 \geq \text{int}, \alpha_1 \geq \alpha_2, \text{char} \geq \alpha_1, \text{char} \geq \text{int}\}$

Constraint Types

Let's use constraint types!

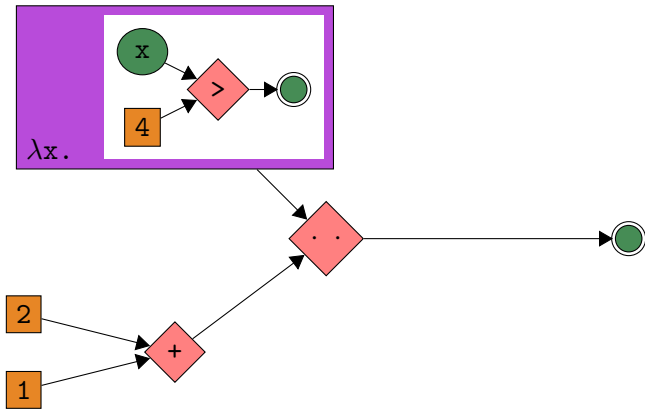
- Commonly used to type existing scripting languages
 - Well-suited to type inference
- Type described by restrictions on variables
 - $\alpha \setminus \{\alpha \leq \text{has speak}()\}$
- Expressive:
 - Union types: $\alpha \setminus \{\alpha \geq \text{int}, \alpha \geq \text{char}\}$
 - Recursive types: $\alpha_1 \setminus \{\text{nil} \leq \alpha_1, \text{cons } \alpha_2 \alpha_1 \leq \alpha_1\}$
 - etc.
- Inhabited iff deductive closure is consistent
 - $\alpha_1 \setminus \{\alpha_2 \geq \text{int}, \alpha_1 \geq \alpha_2, \text{char} \geq \alpha_1\}$
 - $\alpha_1 \setminus \{\alpha_2 \geq \text{int}, \alpha_1 \geq \alpha_2, \text{char} \geq \alpha_1, \text{char} \geq \text{int}\}$
 - **$\text{char} \geq \text{int}$ is false, so this type does not exist!**

Intuition

$\lambda x. x > 4$ (2+1)

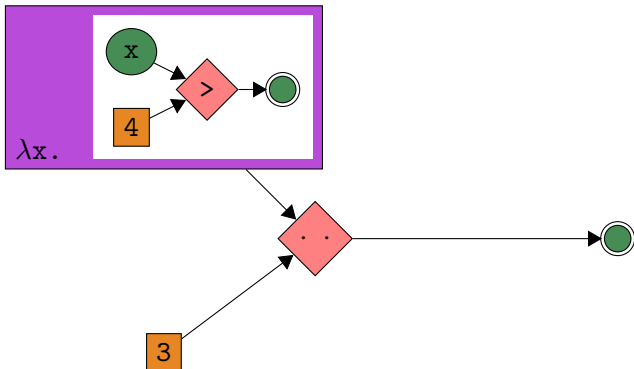
Intuition

$1 (\lambda x. x > 4) (2+1)$



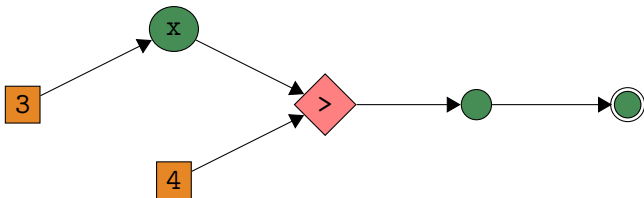
Intuition

1 $(\lambda x. x > 4) (2+1)$



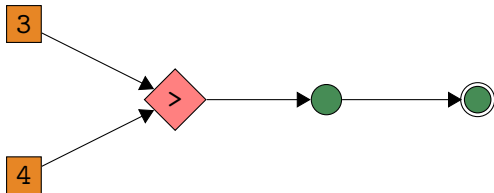
Intuition

$\lambda x. x > 4$ (2+1)



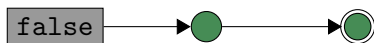
Intuition

$\lambda x. x > 4$ (2+1)



Intuition

$\lambda x. x > 4$ (2+1)



Intuition

$\lambda x. x > 4$ (2+1)



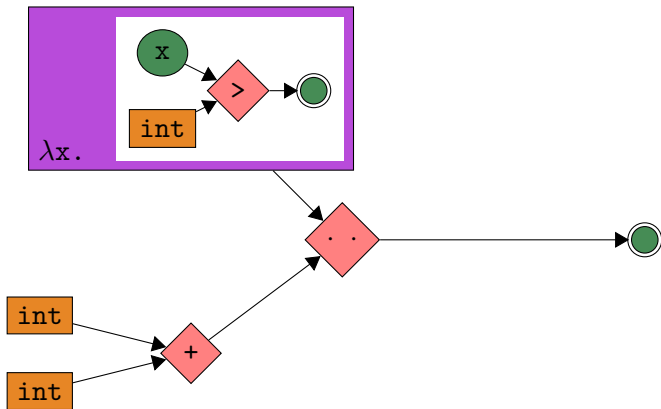
Intuition

$\lambda x. x > 4$ (2+1)

$$\left\{ \begin{array}{l} \alpha_z \geq \alpha_f \alpha_a, \\ \alpha_a \geq \text{int} + \text{int} \\ \alpha_f \geq \alpha_x \rightarrow \alpha_r \setminus \{ \alpha_r \geq \alpha_x > \text{int} \} \end{array} \right\}$$

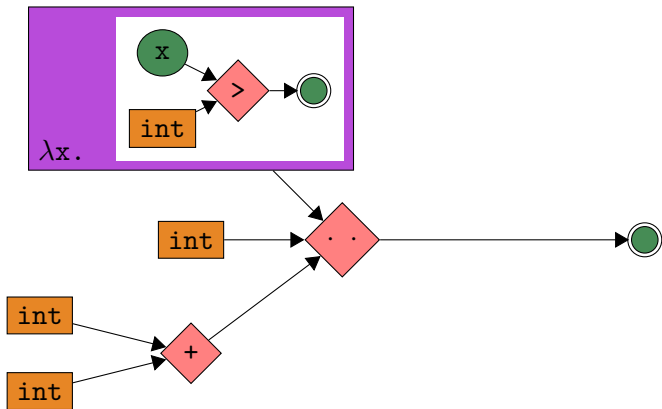
Intuition

$1 (\lambda x. x > 4) (2+1)$



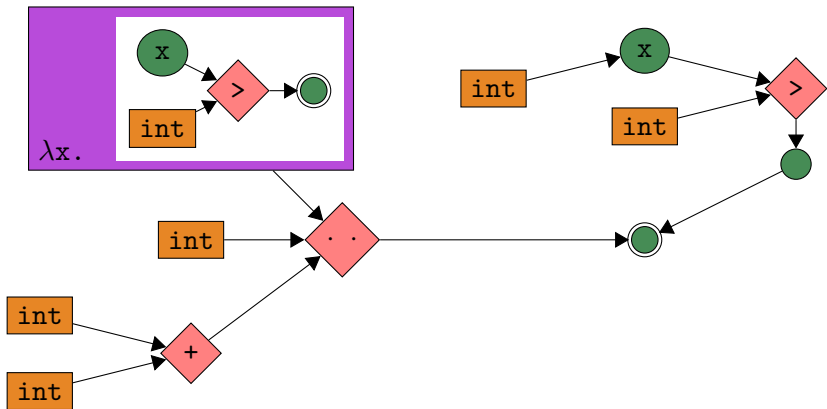
Intuition

$1 (\lambda x. x > 4) (2+1)$



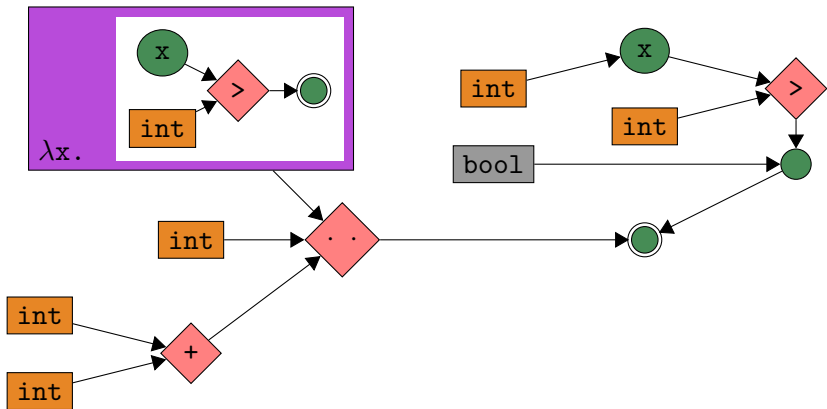
Intuition

$\lambda x. x > 4$ (2+1)



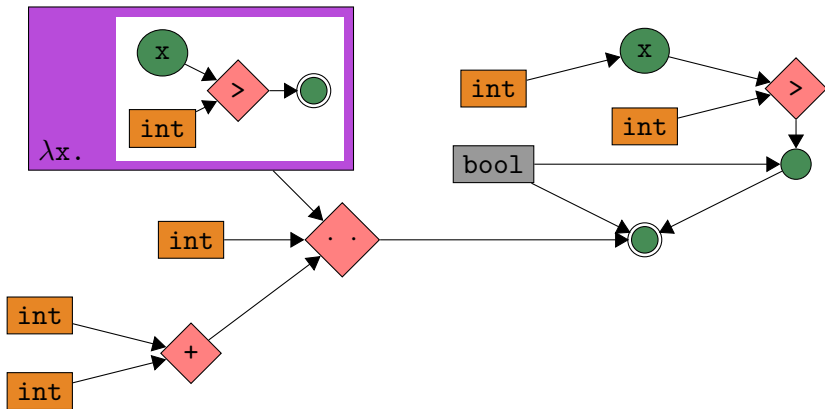
Intuition

$\lambda x. x > 4$ (2+1)



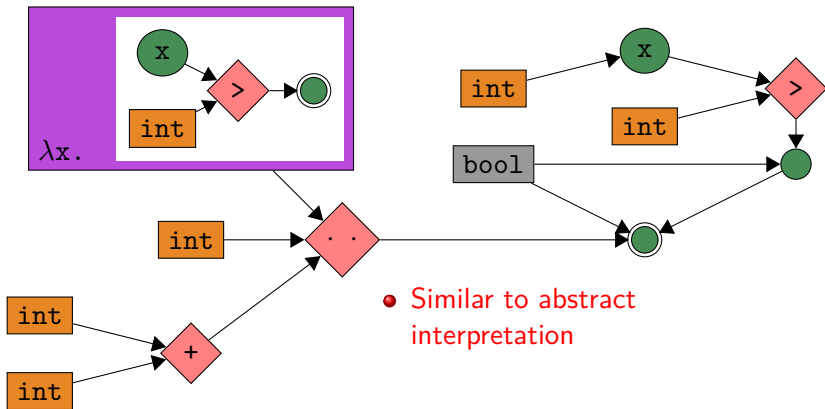
Intuition

$\lambda x. x > 4$ (2+1)



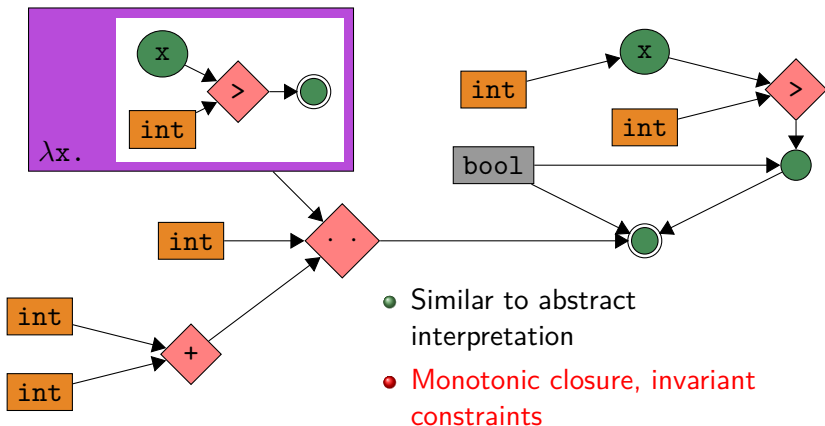
Intuition

$\lambda x. x > 4$ (2+1)



Intuition

$\lambda x. x > 4$ (2+1)



Outline

- Duck Type Inference
- **Conditional Reasoning**
- Contextual Reasoning
- Flexible Data Model
- Formal Development
- What's Left?
- Conclusion

Conditional Reasoning

- Soundness of code based on case analysis

Conditional Reasoning

- Soundness of code based on case analysis
- Common tactic in scripting

Conditional Reasoning

- Soundness of code based on case analysis
- Common tactic in scripting
- Works particularly well with duck typing

Conditional Reasoning

```
1 def processHooks(tgt, data):
2     if callable(tgt):
3         fns = [tgt]
4     else:
5         fns = tgt
6     for fn in fns:
7         data = fn(data)
8     return data
```



function list

Conditional Reasoning

```
1 def processHooks(tgt, data):  
2     if callable(tgt):  
3         fns = [tgt]  
4     else:  
5         fns = tgt  
6     for fn in fns:  
7         data = fn(data)  
8     return data
```



function list

Conditional Reasoning

```
1 def processHooks(tgt, data):  
2     if callable(tgt):  
3         fns = [tgt]  
4     else:  
5         fns = tgt  
6     for fn in fns:  
7         data = fn(data)  
8     return data
```



function list

Conditional Reasoning

```
1 def processHooks(tgt, data):  
2     if callable(tgt):  
3         fns = [tgt]  
4     else:  
5         fns = tgt  
6     for fn in fns:  
7         data = fn(data)  
8     return data
```



function list

Conditional Reasoning

```
1 def processHooks(tgt, data):  
2     if callable(tgt):  
3         fns = [tgt]  
4     else:  
5         fns = tgt  
6     for fn in fns:  
7         data = fn(data)  
8     return data
```



function list

Conditional Reasoning

```
1 def processHooks(tgt, data):
2     if callable(tgt):
3         fns = [tgt]
4     else:
5         fns = tgt
6     for fn in fns:
7         data = fn(data)
8     return data
```



function list



function

Conditional Reasoning

```
1 def processHooks(tgt, data):  
2     if callable(tgt):  
3         fns = [tgt]  
4     else:  
5         fns = tgt  
6     for fn in fns:  
7         data = fn(data)  
8     return data
```



function list



function

Conditional Reasoning

```
1 def processHooks(tgt, data):
2     if callable(tgt):
3         fns = [tgt]
4     else:
5         fns = tgt
6     for fn in fns:
7         data = fn(data)
8     return data
```



function list
function

Conditional Reasoning

```
1 def processHooks(tgt, data):
2     if callable(tgt):
3         fns = [tgt]
4     else:
5         fns = tgt
6     for fn in fns:
7         data = fn(data)
8     return data
```

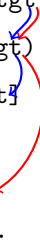
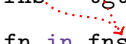
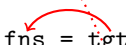
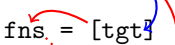


function list
function

Conditional Reasoning

```
1 def processHooks(tgt, data):
2     if callable(tgt):
3         fns = [tgt]
4     else:
5         fns = tgt
6     for fn in fns:
7         data = fn(data)
8     return data
```

→ function list
→ function



Conditional Reasoning

```
1 def processHooks(tgt, data):
2     if callable(tgt):
3         fns = [tgt]
4     else:
5         fns = tgt
6     for fn in fns:
7         data = fn(data)
8     return data
```

→ function list
→ function

- Program analyses with conditional reasoning: “path-sensitive”

How do we type it?

Typing Path-Sensitivity

- Soundness reasoning by case analysis on value

Typing Path-Sensitivity

- Soundness reasoning by case analysis on value
- Thus, use case analysis types

Typing Path-Sensitivity

- Soundness reasoning by case analysis on value
- Thus, use case analysis types
- Use only those constraints associated with correct case

Typing Path-Sensitivity

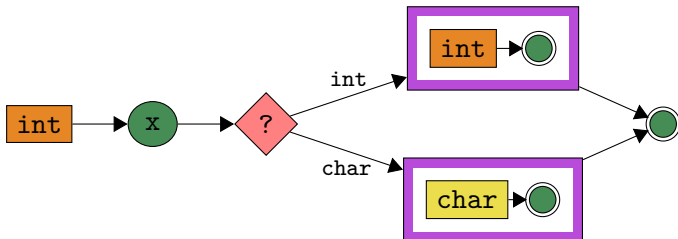
- Soundness reasoning by case analysis on value
- Thus, use case analysis types
- Use only those constraints associated with correct case

```
1 let x = 4 in
2 case x of
3     int -> 0
4     char -> 'a'
```

Typing Path-Sensitivity

- Soundness reasoning by case analysis on value
- Thus, use case analysis types
- Use only those constraints associated with correct case

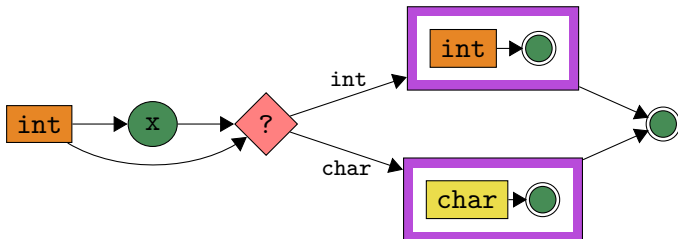
```
1 let x = 4 in
2 case x of
3   int -> 0
4   char -> 'a'
```



Typing Path-Sensitivity

- Soundness reasoning by case analysis on value
- Thus, use case analysis types
- Use only those constraints associated with correct case

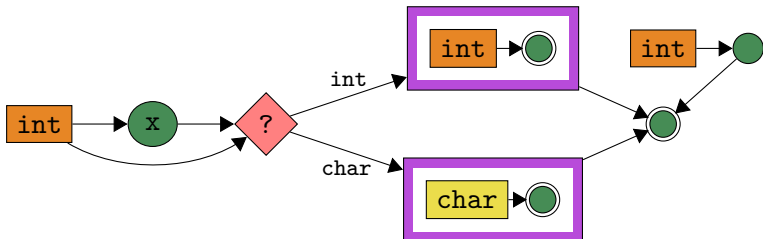
```
1 let x = 4 in
2 case x of
3   int -> 0
4   char -> 'a'
```



Typing Path-Sensitivity

- Soundness reasoning by case analysis on value
- Thus, use case analysis types
- Use only those constraints associated with correct case

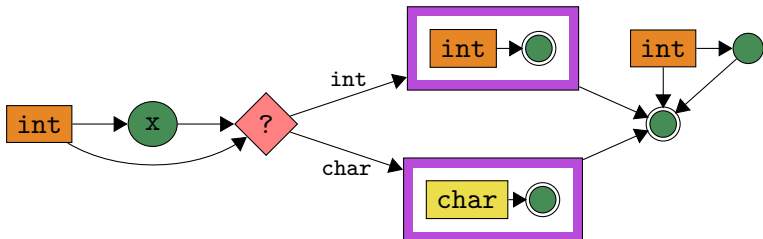
```
1 let x = 4 in
2 case x of
3   int -> 0
4   char -> 'a'
```



Typing Path-Sensitivity

- Soundness reasoning by case analysis on value
- Thus, use case analysis types
- Use only those constraints associated with correct case

```
1 let x = 4 in
2 case x of
3   int -> 0
4   char -> 'a'
```



Outline

- Duck Type Inference
- Conditional Reasoning
 - Filtered Types
- Contextual Reasoning
- Flexible Data Model
- Formal Development
- What's Left?
- Conclusion


Filtered Types

```
1 let x = (if somebool then 4 else 'z') in
2 case x of
3     int -> x + 1
4     z -> 0
```

Filtered Types

```
1 let x = (if somebool then 4 else 'z') in
2 case x of
3   int -> x + 1
4   z   -> 0
```


known to be an int!



Filtered Types

```
1 let x = (if somebool then 4 else 'z') in
2 case x of
3   int -> x + 1
4   z   -> 0
```

known to be an int!




- We want refinement on case analysis

Filtered Types

```
1 let x = (if somebool then 4 else 'z') in
2 case x of
3   int -> x + 1
4   z -> 0
```

known to be an int!




- We want refinement on case analysis, but
 - We'd like to preserve the invariance of types

Filtered Types

```
1 let x = (if somebool then 4 else 'z') in
2 case x of
3   int -> x + 1
4   z   -> 0
```

known to be an int!



- We want refinement on case analysis, but
 - We'd like to preserve the invariance of types and
 - We have to keep decidability in mind

Filtered Types

```
1 let x = (if somebool then 4 else 'z') in
2 case x of
3     y * int -> y + 1
4     z -> 0
```


Filtered Types

```
1 let x = (if somebool then 4 else 'z') in
2 case x of
3     y * int -> y + 1
4     z -> 0
```

- $\alpha_y \geq \alpha_x \cap \text{int}$

Filtered Types

```
1 let x = (if somebool then 4 else 'z') in
2 case x of
3     y * int -> y + 1
4     z -> 0
```

- $\alpha_y \geq \alpha_x \cap \text{int}$

- General intersections are infeasible [?]

Filtered Types

```
1 let x = (if somebool then 4 else 'z') in
2 case x of
3     y * int -> y + 1
4     z -> 0
```

- $\alpha_y \geq \alpha_x \cap \text{int}$
- General intersections are infeasible [?]
- Filtered types: $\tau \cap \pi \cap \pi \cap \dots$

Filtered Types

```
1 let x = (if somebool then 4 else 'z') in
2 case x of
3   y * int -> y + 1
4   z -> 0
```

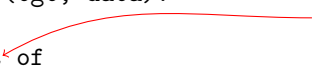
- $\alpha_y \geq \alpha_x \cap \text{int}$
- General intersections are infeasible [?]
- Filtered types: $\tau \cap \pi \cap \pi \cap \dots$
- Also includes negation (top level only): $\alpha_z \geq 1 - \text{int}$

Filtered Types

```
1 def processHooks(tgt, data):
2     let fns =
3         case tgt of
4             f * fun -> [f]
5             x -> x
6     for fn in fns:
7         fn(data)
8     return data
```

Filtered Types

```
1 def processHooks(tgt, data):  
2     let fns = fun ∪ [fun]  
3         case tgt of  
4             f * fun -> [f]  
5             x -> x  
6     for fn in fns:  
7         fn(data)  
8     return data
```



Filtered Types

```
1 def processHooks(tgt, data):
2   let fns =
3     case tgt of
4       f * fun -> [f]
5       x -> x
6   for fn in fns:
7     fn(data)
8   return data
```

$\text{fun} \cup [\text{fun}]$

$(\text{fun} \cup [\text{fun}]) \cap \text{fun}$

Filtered Types

```
1 def processHooks(tgt, data):  
2     let fns = fun ∪ [fun]  
3         case tgt of  
4             f * fun -> [f]  
5             x -> x (fun ∪ [fun]) ∩ fun = fun  
6     for fn in fns:  
7         fn(data)  
8     return data
```


Filtered Types

```
1 def processHooks(tgt, data):
2   let fns =
3     case tgt of
4       f * fun -> [f]
5       x -> x
6   for fn in fns:
7     fn(data)
8   return data
```

$\text{fun} \cup [\text{fun}]$

$(\text{fun} \cup [\text{fun}]) \cap \text{fun} = \text{fun}$

$(\text{fun} \cup [\text{fun}]) \cap (1 - \text{fun})$

Filtered Types

```
1 def processHooks(tgt, data):  
2   let fns =  
3     case tgt of  
4       f * fun -> [f]  
5       x -> x  
6   for fn in fns:  
7     fn(data)  
8   return data
```

$\text{fun} \cup [\text{fun}]$

$(\text{fun} \cup [\text{fun}]) \cap \text{fun} = \text{fun}$

$(\text{fun} \cup [\text{fun}]) \cap (1 - \text{fun}) = [\text{fun}]$

Outline

- Duck Type Inference
- Conditional Reasoning
 - Filtered Types
- Contextual Reasoning
- Flexible Data Model
- Formal Development
- What's Left?
- Conclusion

Contextual Reasoning

```
1 def strange(b):  
2     if b: return (lambda n: n+1)  
3     else: return 4  
4 f = strange(True)  
5 x = strange(False)  
6 print f(x)
```

- f is a function from integers to integers

Contextual Reasoning

```
1 def strange(b):  
2     if b: return (lambda n: n+1)  
3     else: return 4  
4 f = strange(True)  
5 x = strange(False)  
6 print f(x)
```

- f is a function from integers to integers
- x is a single integer value

Contextual Reasoning

```
1 def strange(b):  
2     if b: return (lambda n: n+1)  
3     else: return 4  
4 f = strange(True)  
5 x = strange(False)  
6 print f(x)
```

- f is a function from integers to integers
- x is a single integer value
- Return types are different based on invocation context

Contextual Reasoning

```
1 def strange(b):  
2     if b: return (lambda n: n+1)  
3     else: return 4  
4 f = strange(True)  
5 x = strange(False)  
6 print f(x)
```

- f is a function from integers to integers
- x is a single integer value
- Return types are different based on invocation context
- Program analyses with contextual reasoning:
“context-sensitive”

How do we type it?

Context Sensitivity

- Let-bound polymorphism
- Existing program analyses [?]
- Conditional constraints [?]

Context Sensitivity

- Let-bound polymorphism (too weak)
- Existing program analyses [?]
- Conditional constraints [?]

Context Sensitivity

- Let-bound polymorphism (too weak)
- Existing program analyses [?] (too brittle, not suited)
- Conditional constraints [?]

Context Sensitivity

- Let-bound polymorphism (too weak)
- Existing program analyses [?] (too brittle, not suited)
- Conditional constraints [?] (too coarse)

Context Sensitivity

- Let-bound polymorphism (too weak)
- Existing program analyses [?] (too brittle, not suited)
- Conditional constraints [?] (too coarse)
- Call-site polymorphism [?, ?]

Call-Site Polymorphism

- **All** functions inferred polymorphic types

Call-Site Polymorphism

- **All** functions inferred polymorphic types
- Polyinstantiation at call sites

Call-Site Polymorphism

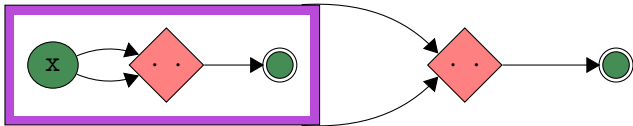
- **All** functions inferred polymorphic types
- Polyinstantiation at call sites
- Expressiveness:

```
1 let f x =  
2   let g y = y in  
3   g;;  
4 let h = f();;  
5 let q = (h 1, h 'z');
```

```
1 def f() = fun y -> y  
2  
3  
4 def h = f()  
5 def q = (h 1, h 'z')
```

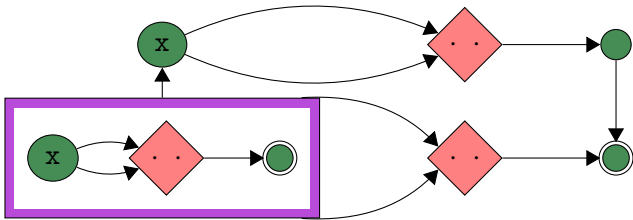

Bounding Call-Site Polymorphism

$_1 (\lambda x. x x) (\lambda x. x x)$



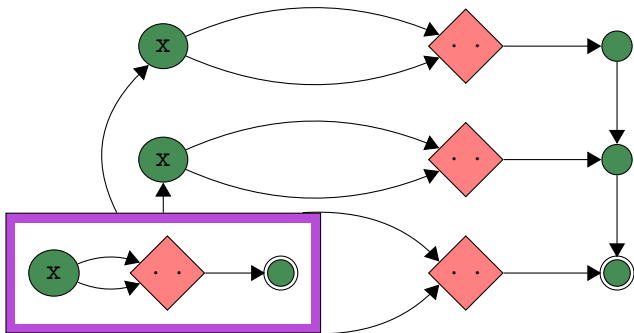
Bounding Call-Site Polymorphism

$_1 (\lambda x. x x) (\lambda x. x x)$



Bounding Call-Site Polymorphism

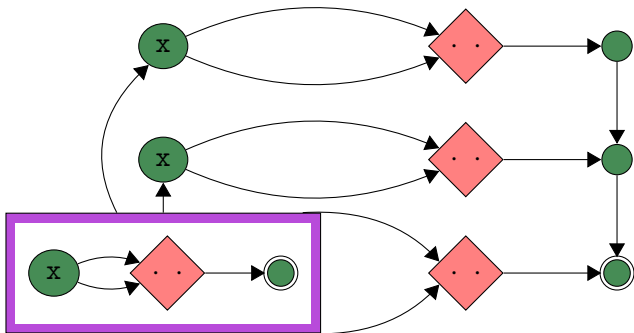
$_1 (\lambda x. x x) (\lambda x. x x)$



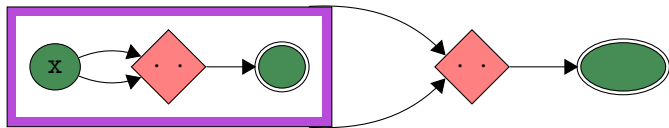
Bounding Call-Site Polymorphism

$_1 (\lambda x. x x) (\lambda x. x x)$

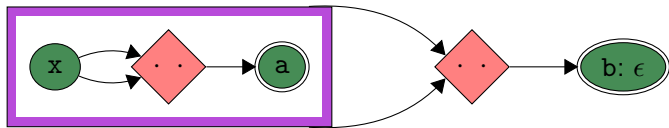
\vdots



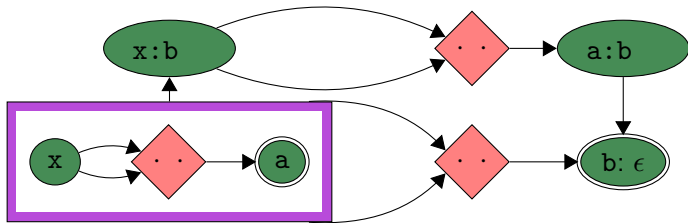
Bounding Call-Site Polymorphism



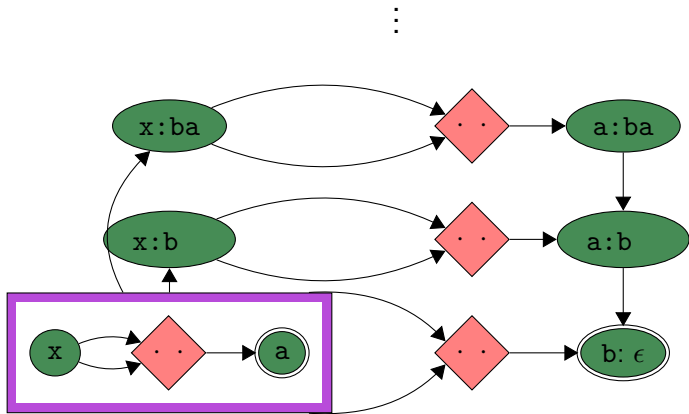
Bounding Call-Site Polymorphism



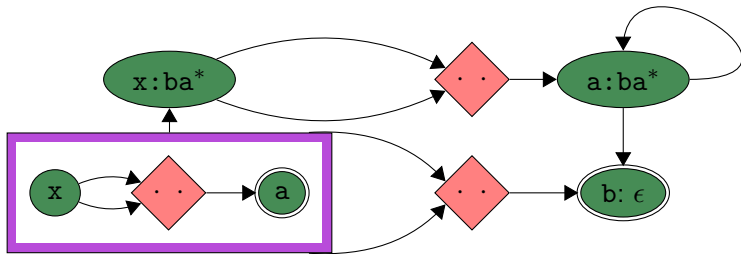
Bounding Call-Site Polymorphism



Bounding Call-Site Polymorphism

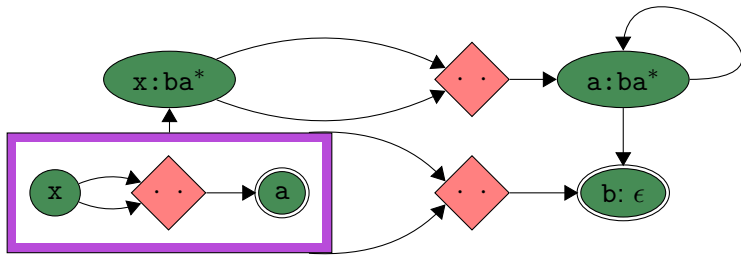


Bounding Call-Site Polymorphism



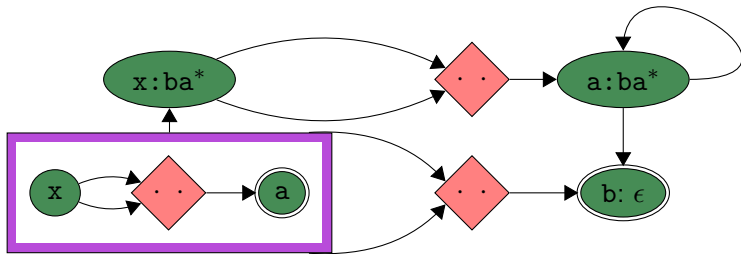
Bounding Call-Site Polymorphism

- Variables named by program point and **contour**



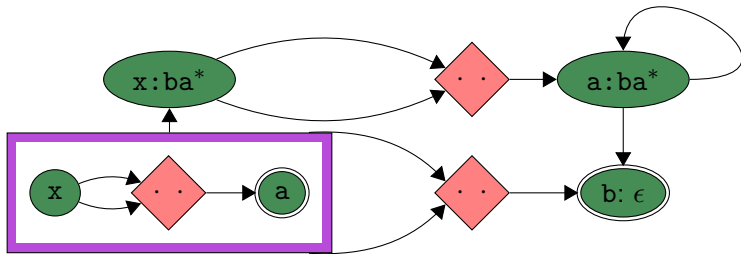
Bounding Call-Site Polymorphism

- Variables named by program point and **contour**
- **Contour:** restricted regular expression



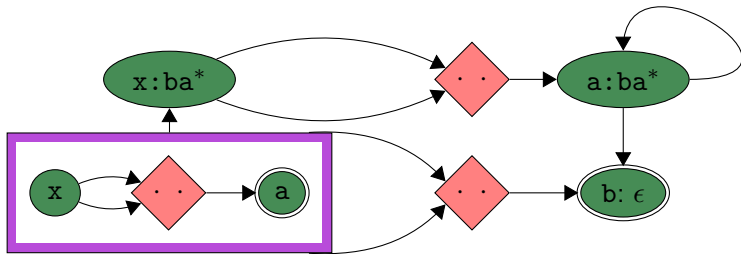
Bounding Call-Site Polymorphism

- Variables named by program point and **contour**
- Contour: restricted regular expression
 - Concatenation of literals and Kleene closures over literals



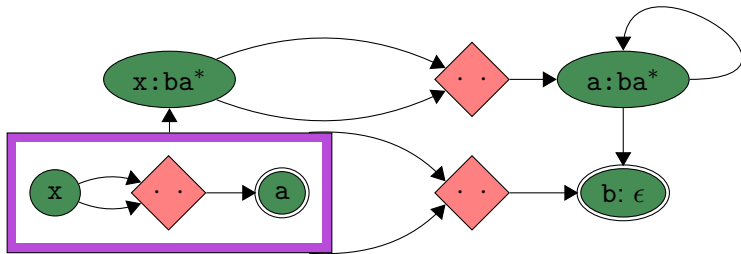
Bounding Call-Site Polymorphism

- Variables named by program point and **contour**
- Contour: restricted regular expression
 - Concatenation of literals and Kleene closures over literals
 - Each literal token may appear at most once



Bounding Call-Site Polymorphism

- Variables named by program point and **contour**
- Contour: restricted regular expression
 - Concatenation of literals and Kleene closures over literals
 - Each literal token may appear at most once
- Contours are joined at recursion



Outline

- Duck Type Inference
- Conditional Reasoning
 - Filtered Types
- Contextual Reasoning
- Flexible Data Model
- Formal Development
- What's Left?
- Conclusion

Flexible Data Model

Scripting languages have flexible data models:

```
1 class MyClass:
2     def msg(self):
3         print "Foo"
4 obj = MyClass()
5 obj.msg() # Prints "Foo"
6 obj.msg = types.MethodType(lambda s: print "Bar", obj)
7 obj.msg() # Prints "Bar"
```


Flexible Data Model

Scripting languages have flexible data models:

```
1 class MyClass:
2     def msg(self):
3         print "Foo"
4 obj = MyClass()
5 obj.msg() # Prints "Foo"
6 obj.msg = types.MethodType(lambda s: print "Bar", obj)
7 obj.msg() # Prints "Bar"
```

- Mutating/adding methods
- Multiple inheritance
- Dynamic mixins
- etc.

How do we type it?

Encoding

- Reduces complexity of type system

Encoding

- Reduces complexity of type system
- Ensures consistency in reasoning

Encoding

- Reduces complexity of type system
- Ensures consistency in reasoning
- No artificial distinctions (e.g. strategy object \cong function)

Encoding

- Reduces complexity of type system
- Ensures consistency in reasoning
- No artificial distinctions (e.g. strategy object \cong function)
- Programmer can work “under the hood” as necessary

Encoding

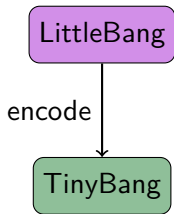
LittleBang

Encoding

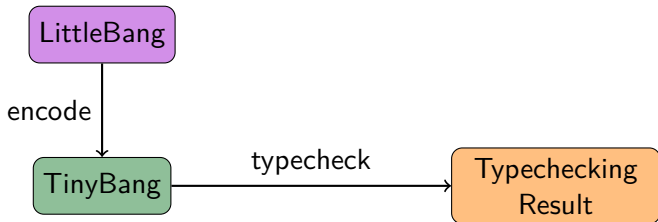
LittleBang

TinyBang

Encoding



Encoding



TinyBang Language Features

- Primitives (e.g. 5)



TinyBang Language Features

- Primitives (e.g. 5)
- Labels (e.g. 'A 5)



TinyBang Language Features

- Primitives (e.g. 5)
- Labels (e.g. 'A 5)
- Partial functions



TinyBang Language Features

- Primitives (e.g. 5)
- Labels (e.g. 'A 5)
- Partial functions
 - `fun int -> 0` matches any integer



TinyBang Language Features

- Primitives (e.g. 5)
- Labels (e.g. 'A 5)
- Partial functions
 - `fun int -> 0` matches any integer
 - `fun x:int -> x` is integer identity



TinyBang Language Features

- Primitives (e.g. 5)
- Labels (e.g. 'A 5)
- Partial functions
 - `fun int -> 0` matches any integer
 - `fun x:int -> x` is integer identity
 - `(fun x:int -> x + 1) 4` returns 5



TinyBang Language Features

- Primitives (e.g. 5)
- Labels (e.g. 'A 5)
- Partial functions
 - `fun int -> 0` matches any integer
 - `fun x:int -> x` is integer identity
 - `(fun x:int -> x + 1) 4` returns 5
 - `(fun x -> x + 1) "badness"` crashes



TinyBang Language Features

- Primitives (e.g. 5)
- Labels (e.g. 'A 5)
- Partial functions
 - `fun int -> 0` matches any integer
 - `fun x:int -> x` is integer identity
 - `(fun x:int -> x + 1) 4` returns 5
 - `(fun x -> x + 1) "badness"` crashes
 - `(fun int -> 0) "badness"` also crashes



TinyBang Language Features

- Primitives (e.g. 5)
- Labels (e.g. 'A 5)
- Partial functions
- Onions: type-indexed records [?]



TinyBang Language Features

- Primitives (e.g. 5)
- Labels (e.g. 'A 5)
- Partial functions
- Onions: type-indexed records [?]
 - "Normal" records: {Name="Ann", Age=43}



TinyBang Language Features

- Primitives (e.g. 5)
- Labels (e.g. 'A 5)
- Partial functions
- Onions: type-indexed records [?]
 - "Normal" records: {Name="Ann", Age=43}
 - 4 & "word" is an onion with an `int` and a `str`



TinyBang Language Features

- Primitives (e.g. 5)
- Labels (e.g. 'A 5)
- Partial functions
- Onions: type-indexed records [?]
 - "Normal" records: {Name="Ann", Age=43}
 - 4 & "word" is an onion with an `int` and a `str`
 - Onions of labels: records/structs
 - 'Name "Ann" & 'Age 43



TinyBang Language Features

- Primitives (e.g. 5)
- Labels (e.g. 'A 5)
- Partial functions
- Onions: type-indexed records [?]
 - "Normal" records: {Name="Ann", Age=43}
 - 4 & "word" is an onion with an int and a str
 - Onions of labels: records/structs
 - 'Name "Ann" & 'Age 43
 - Functions match onions by type
 - (fun 'Name n -> n) ('Name "Ann" & 'Age 43)
returns "Ann"



TinyBang Language Features

- Primitives (e.g. 5)
- Labels (e.g. 'A 5)
- Partial functions
- Onions: type-indexed records [?]
 - "Normal" records: {Name="Ann", Age=43}
 - 4 & "word" is an onion with an `int` and a `str`
 - Onions of labels: records/structs
 - 'Name "Ann" & 'Age 43
 - Functions match onions by type
 - (fun 'Name n -> n) ('Name "Ann" & 'Age 43)
returns "Ann"
 - **Leftmost** onion element wins
 - (fun 'A x -> x) ('A 2 & 'B 3 & 'A 4) returns 2



TinyBang Language Features

- Primitives (e.g. 5)
- Labels (e.g. 'A 5)
- Partial functions
- Onions: type-indexed records [?]
- **Onion dispatch: leftmost function wins**



TinyBang Language Features

- Primitives (e.g. 5)
- Labels (e.g. 'A 5)
- Partial functions
- Onions: type-indexed records [?]
- Onion dispatch: leftmost function wins
 - (`int -> 0`) & (`char -> 'a'`) matches `int` or `char` onions



TinyBang Language Features

- Primitives (e.g. 5)
- Labels (e.g. 'A 5)
- Partial functions
- Onions: type-indexed records [?]
- Onion dispatch: leftmost function wins
 - `(int -> 0) & (char -> 'a')` matches `int` or `char` onions
 - `((int -> 0) & (char -> 'a')) (5) ==> 0`



TinyBang Language Features

- Primitives (e.g. 5)
- Labels (e.g. 'A 5)
- Partial functions
- Onions: type-indexed records [?]
- Onion dispatch: leftmost function wins
 - `(int -> 0) & (char -> 'a')` matches `int` or `char` onions
 - `((int -> 0) & (char -> 'a')) (5) ==> 0`
 - `((int -> 0) & (char -> 'a')) ('z') ==> 'a'`



TinyBang Language Features

- Primitives (e.g. 5)
- Labels (e.g. 'A 5)
- Partial functions
- Onions: type-indexed records [?]
- Onion dispatch: leftmost function wins
 - `(int -> 0) & (char -> 'a')` matches `int` or `char` onions
 - `((int -> 0) & (char -> 'a')) (5) ==> 0`
 - `((int -> 0) & (char -> 'a')) ('z') ==> 'a'`
 - `((int -> 0) & (char -> 'a')) (5 & 'z') ==> 0`



TinyBang Language Features

- Primitives (e.g. 5)
- Labels (e.g. 'A 5)
- Partial functions
- Onions: type-indexed records [?]
- Onion dispatch: leftmost function wins
 - `(int -> 0) & (char -> 'a')` matches `int` or `char` onions
 - `((int -> 0) & (char -> 'a')) (5) ==> 0`
 - `((int -> 0) & (char -> 'a')) ('z') ==> 'a'`
 - `((int -> 0) & (char -> 'a')) (5 & 'z') ==> 0`
 - `((int -> 0) & (char -> 'a')) ('A 5 & 'B 4)` crashes



TinyBang Language Features

- Primitives (e.g. 5)
- Labels (e.g. 'A 5)
- Partial functions
- Onions: type-indexed records [?]
- Onion dispatch: leftmost function wins
- That's it!



Why These Features?

Together, unions and partial functions can encode:

Why These Features?

Together, unions and partial functions can encode:

- Records
- Conditionals (on `'True ()` and `'False ()`)
- Variant-based objects
- Operator overloading
- Classes, inheritance, subclasses, etc.
- Mixins, dynamic functional object extension
- First-class cases
- Optional arguments
- etc.

Why These Features?

Together, unions and partial functions can encode:

- Records
- Conditionals (on `'True ()` and `'False ()`)
- Variant-based objects
- Operator overloading
- Classes, inheritance, subclasses, etc.
- Mixins, dynamic functional object extension
- First-class cases
- Optional arguments
- etc.

And we can type them!

Encoding Example

LittleBang

```
1 def inc(x,y=1):  
2     return x + y  
3 print inc(3,5)  
4 print inc(7)
```

Encoding Example

LittleBang

```
1 def inc(x,y=1):  
2     return x + y  
3 print inc(3,5)  
4 print inc(7)
```

TinyBang

```
1 let inc = fun a * 'x x ->  
2     let y = ( (fun 'y v -> v)  
3             & (fun _ -> 1)      ) a  
4     in x + y  
5 print (inc ('x 3 & 'y 5))  
6 print (inc ('x 7))
```

Working Under the Hood

```
1 let obj = if somebool
2     then object {
3         m(s:str) = print(s)
4     }
5     else object {
6         inc(x:int) = x + 1
7     }
8 obj.m("hello") # static type error if no m
9
10 def dynamic(msg): throw MethodError()
11 (obj & dynamic).m("hello") # exception if no m
```

Working Under the Hood

```
1 let obj = if somebool
2     then
3         fun ('msg 'm () * 's (s * str)) -> print(s)
4
5     else
6         fun ('msg 'inc () * 'x (x * int)) -> x + 1
7
8 obj ('msg 'm () & 's "hello") # static type error if no m
9
10 let dynamic = fun msg -> throw MethodError()
11 (obj & dynamic) ('msg 'm () & 's "hello") # exception if no m
```

What We Don't Get

TinyBang is:

- Aware of conditionals
- Aware of calling context
- Flexible on data

What We Don't Get

TinyBang is:

- Aware of conditionals
- Aware of calling context
- Flexible on data

TinyBang isn't:

- Perfect on recursion
- Modular
- Aware of time

What We Don't Get

TinyBang is:

- Aware of conditionals
- Aware of calling context
- Flexible on data

TinyBang isn't:

- Perfect on recursion
- Modular
- Aware of time

```
1 def c = 4
2 c = "hello"
3 (str -> "") c
```

What We Don't Get

TinyBang is:

- Aware of conditionals
- Aware of calling context
- Flexible on data

TinyBang isn't:

- Perfect on recursion
- Modular
- Aware of time

```
1 def c = 4
2 c = "hello"
3 (str -> "") c
```

- No typestate

What We Don't Get

TinyBang is:

- Aware of conditionals
- Aware of calling context
- Flexible on data

TinyBang isn't:

- Perfect on recursion
- Modular
- Aware of time

```
1 def c = 4
2 c = "hello"
3 (str -> "") c
```

- No typestate
- No mutable monkeypatching (use functional extension!)

Outline

- Duck Type Inference
- Conditional Reasoning
 - Filtered Types
- Contextual Reasoning
- Flexible Data Model
- **Formal Development**
- What's Left?
- Conclusion

Typechecking Process

To typecheck a LittleBang program:

Typechecking Process

To typecheck a LittleBang program:

- Encode LittleBang operations into TinyBang

Typechecking Process

To typecheck a LittleBang program:

- Encode LittleBang operations into TinyBang
- *A-translate* TinyBang into A-normal form

Typechecking Process

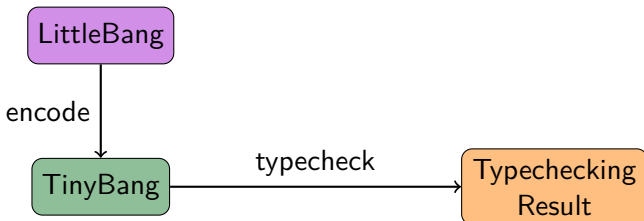
To typecheck a LittleBang program:

- Encode LittleBang operations into TinyBang
- *A-translate* TinyBang into A-normal form
 - Like assembly language: lots of small steps

Typechecking Process

To typecheck a LittleBang program:

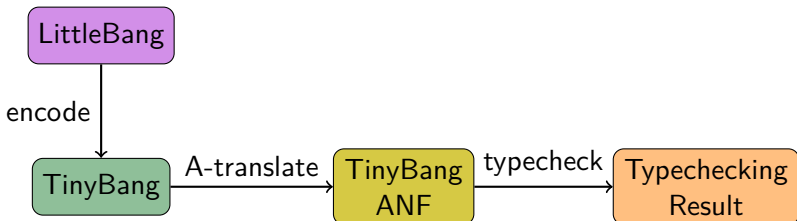
- Encode LittleBang operations into TinyBang
- *A-translate* TinyBang into A-normal form
 - Like assembly language: lots of small steps



Typechecking Process

To typecheck a LittleBang program:

- Encode LittleBang operations into TinyBang
- *A-translate* TinyBang into A-normal form
 - Like assembly language: lots of small steps



Typechecking Process

To typecheck a LittleBang program:

- Encode LittleBang operations into TinyBang
- *A-translate* TinyBang into A-normal form
 - Like assembly language: lots of small steps
- Derive type constraints from program

Typechecking Process

To typecheck a LittleBang program:

- Encode LittleBang operations into TinyBang
- *A-translate* TinyBang into A-normal form
 - Like assembly language: lots of small steps
- Derive type constraints from program
 - e.g. $x=5$ implies $\alpha_x \geq \text{int}$

Typechecking Process

To typecheck a LittleBang program:

- Encode LittleBang operations into TinyBang
- *A-translate* TinyBang into A-normal form
 - Like assembly language: lots of small steps
- Derive type constraints from program
 - e.g. $x=5$ implies $\alpha_x \geq \text{int}$
- Perform deductive logical closure

Typechecking Process

To typecheck a LittleBang program:

- Encode LittleBang operations into TinyBang
- *A-translate* TinyBang into A-normal form
 - Like assembly language: lots of small steps
- Derive type constraints from program
 - e.g. $x=5$ implies $\alpha_x \geq \text{int}$
- Perform deductive logical closure
 - Reach every conclusion we can from what we've learned

Typechecking Process

To typecheck a LittleBang program:

- Encode LittleBang operations into TinyBang
- *A-translate* TinyBang into A-normal form
 - Like assembly language: lots of small steps
- Derive type constraints from program
 - e.g. $x=5$ implies $\alpha_x \geq \text{int}$
- Perform deductive logical closure
 - Reach every conclusion we can from what we've learned
 - **Similar to running the program**

Typechecking Process

To typecheck a LittleBang program:

- Encode LittleBang operations into TinyBang
- *A-translate* TinyBang into A-normal form
 - Like assembly language: lots of small steps
- Derive type constraints from program
 - e.g. $x=5$ implies $\alpha_x \geq \text{int}$
- Perform deductive logical closure
 - Reach every conclusion we can from what we've learned
 - Similar to running the program
- Check consistency of result

Typechecking Process

To typecheck a LittleBang program:

- Encode LittleBang operations into TinyBang
- *A-translate* TinyBang into A-normal form
 - Like assembly language: lots of small steps
- Derive type constraints from program
 - e.g. $x=5$ implies $\alpha_x \geq \text{int}$
- Perform deductive logical closure
 - Reach every conclusion we can from what we've learned
 - Similar to running the program
- Check consistency of result
 - If the program is bad, we will reach a false conclusion

Synthesis

- TinyBang type grammar is shallow (unusual)
 - e.g. $\alpha_1 \setminus \{ 'A \alpha_2 \leq \alpha_1, \text{int} \leq \alpha_2 \}$
 - not $'A \text{int}$

Synthesis

- TinyBang type grammar is shallow (unusual)
 - e.g. $\alpha_1 \setminus \{ 'A \alpha_2 \leq \alpha_1, \text{int} \leq \alpha_2 \}$
 - not $'A \text{int}$
- Corresponds to A-normalized expression grammar

Synthesis

- TinyBang type grammar is shallow (unusual)
 - e.g. $\alpha_1 \setminus \{ \text{'A } \alpha_2 \leq \alpha_1, \text{int} \leq \alpha_2 \}$
 - not 'A int
- Corresponds to A-normalized expression grammar
- In general, correspondence between evaluation and type systems
 - value \leftrightarrow type
 - clause \leftrightarrow constraint
 - expression \leftrightarrow constraint type
 - operational semantics rule \leftrightarrow constraint closure rule
 - evaluation \leftrightarrow constraint closure

Synthesis

- TinyBang type grammar is shallow (unusual)
 - e.g. $\alpha_1 \setminus \{ \text{'A } \alpha_2 \leq \alpha_1, \text{int} \leq \alpha_2 \}$
 - not 'A int
- Corresponds to A-normalized expression grammar
- In general, correspondence between evaluation and type systems
 - value \leftrightarrow type
 - clause \leftrightarrow constraint
 - expression \leftrightarrow constraint type
 - operational semantics rule \leftrightarrow constraint closure rule
 - evaluation \leftrightarrow constraint closure
- **Forms adjoint (as in abstract interpretation)**

Synthesis

- TinyBang type grammar is shallow (unusual)
 - e.g. $\alpha_1 \setminus \{ \text{'A } \alpha_2 \leq \alpha_1, \text{int} \leq \alpha_2 \}$
 - not 'A int
- Corresponds to A-normalized expression grammar
- In general, correspondence between evaluation and type systems
 - value \leftrightarrow type
 - clause \leftrightarrow constraint
 - expression \leftrightarrow constraint type
 - operational semantics rule \leftrightarrow constraint closure rule
 - evaluation \leftrightarrow constraint closure
- Forms adjoint (as in abstract interpretation)
- Proof of soundness: simulation rather than progress & preservation

Synthesis

- TinyBang type grammar is shallow (unusual)
 - e.g. $\alpha_1 \setminus \{ \text{'A } \alpha_2 \leq \alpha_1, \text{int} \leq \alpha_2 \}$
 - not 'A int
- Corresponds to A-normalized expression grammar
- In general, correspondence between evaluation and type systems
 - value \leftrightarrow type
 - clause \leftrightarrow constraint
 - expression \leftrightarrow constraint type
 - operational semantics rule \leftrightarrow constraint closure rule
 - evaluation \leftrightarrow constraint closure
- Forms adjoint (as in abstract interpretation)
- Proof of soundness: simulation rather than progress & preservation
- **Difference: all facts gathered here are invariant**

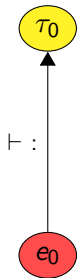
Proof of Soundness

Progress & Preservation



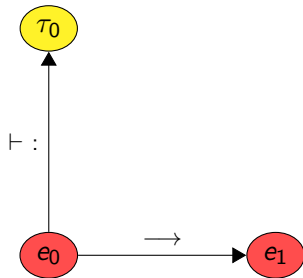
Proof of Soundness

Progress & Preservation



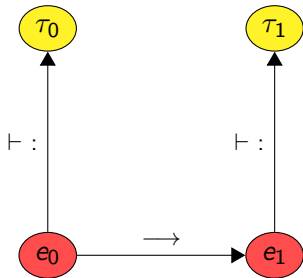
Proof of Soundness

Progress & Preservation



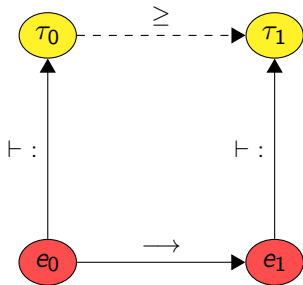
Proof of Soundness

Progress & Preservation



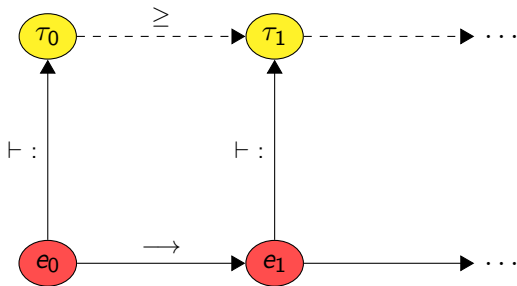
Proof of Soundness

Progress & Preservation



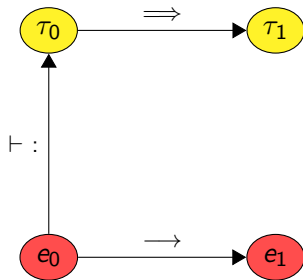
Proof of Soundness

Progress & Preservation



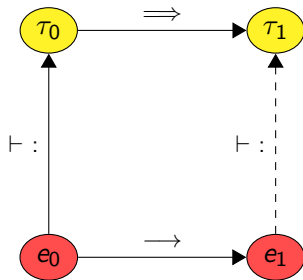
Proof of Soundness

Simulation



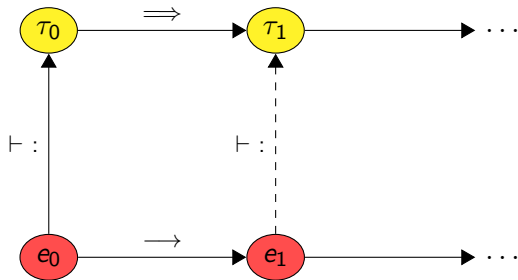
Proof of Soundness

Simulation



Proof of Soundness

Simulation



Not Shown Here

- Union alignment invariants

Not Shown Here

- Union alignment invariants
- The interesting encodings (dynamic mixins, subclasses, etc.)

Not Shown Here

- Union alignment invariants
- The interesting encodings (dynamic mixins, subclasses, etc.)
- Novel object extension properties [?]

Outline

- Duck Type Inference
- Conditional Reasoning
 - Filtered Types
- Contextual Reasoning
- Flexible Data Model
- Formal Development
- **What's Left?**
- Conclusion

What's Left?

- Current Research

What's Left?

- Current Research
 - Function patterns (e.g. `int ~> int`)

What's Left?

- Current Research
 - Function patterns (e.g. `int ~> int`)
 - Encode type signatures

What's Left?

- Current Research
 - Function patterns (e.g. `int ~> int`)
 - Encode type signatures
 - First overloading of higher-order functions

What's Left?

- Current Research
 - Function patterns (e.g. `int ~> int`)
 - Encode type signatures
 - First overloading of higher-order functions
 - Potentially solves modularity issues

What's Left?

- Current Research
 - Function patterns (e.g. `int ~> int`)
 - Encode type signatures
 - First overloading of higher-order functions
 - Potentially solves modularity issues
 - Chronological constraints

What's Left?

- Current Research
 - Function patterns (e.g. `int ~> int`)
 - Encode type signatures
 - First overloading of higher-order functions
 - Potentially solves modularity issues
 - Chronological constraints
 - Enable flow-sensitivity (awareness of time)

What's Left?

- Current Research
 - Function patterns (e.g. `int ~> int`)
 - Encode type signatures
 - First overloading of higher-order functions
 - Potentially solves modularity issues
 - Chronological constraints
 - Enable flow-sensitivity (awareness of time)
 - Possibly improves typechecking performance

What's Left?

- Current Research
 - Function patterns (e.g. `int ~> int`)
 - Encode type signatures
 - First overloading of higher-order functions
 - Potentially solves modularity issues
 - Chronological constraints
 - Enable flow-sensitivity (awareness of time)
 - Possibly improves typechecking performance
 - **Layout calculus**

What's Left?

- Current Research
 - Function patterns (e.g. `int ~> int`)
 - Encode type signatures
 - First overloading of higher-order functions
 - Potentially solves modularity issues
 - Chronological constraints
 - Enable flow-sensitivity (awareness of time)
 - Possibly improves typechecking performance
 - Layout calculus
 - Hari's dissertation focus

What's Left?

- Current Research
 - Function patterns (e.g. `int ~> int`)
 - Encode type signatures
 - First overloading of higher-order functions
 - Potentially solves modularity issues
 - Chronological constraints
 - Enable flow-sensitivity (awareness of time)
 - Possibly improves typechecking performance
 - Layout calculus
 - Hari's dissertation focus
 - **Efficient onion memory layout and dispatch**

What's Left?

- Current Research
 - Function patterns (e.g. `int ~> int`)
 - Encode type signatures
 - First overloading of higher-order functions
 - Potentially solves modularity issues
 - Chronological constraints
 - Enable flow-sensitivity (awareness of time)
 - Possibly improves typechecking performance
 - Layout calculus
 - Hari's dissertation focus
 - Efficient onion memory layout and dispatch
- Future Research

What's Left?

- Current Research
 - Function patterns (e.g. `int ~> int`)
 - Encode type signatures
 - First overloading of higher-order functions
 - Potentially solves modularity issues
 - Chronological constraints
 - Enable flow-sensitivity (awareness of time)
 - Possibly improves typechecking performance
 - Layout calculus
 - Hari's dissertation focus
 - Efficient onion memory layout and dispatch
- Future Research
 - Type error processing

What's Left?

- Current Research

- Function patterns (e.g. `int ~> int`)
 - Encode type signatures
 - First overloading of higher-order functions
 - Potentially solves modularity issues
- Chronological constraints
 - Enable flow-sensitivity (awareness of time)
 - Possibly improves typechecking performance
- Layout calculus
 - Hari's dissertation focus
 - Efficient onion memory layout and dispatch

- Future Research

- Type error processing
- **Modularity**

What's Left?

- Current Research
 - Function patterns (e.g. `int ~> int`)
 - Encode type signatures
 - First overloading of higher-order functions
 - Potentially solves modularity issues
 - Chronological constraints
 - Enable flow-sensitivity (awareness of time)
 - Possibly improves typechecking performance
 - Layout calculus
 - Hari's dissertation focus
 - Efficient onion memory layout and dispatch
- Future Research
 - Type error processing
 - Modularity
 - User-specified encodings / language features

What's Left?

- Current Research

- Function patterns (e.g. `int ~> int`)
 - Encode type signatures
 - First overloading of higher-order functions
 - Potentially solves modularity issues
- Chronological constraints
 - Enable flow-sensitivity (awareness of time)
 - Possibly improves typechecking performance
- Layout calculus
 - Hari's dissertation focus
 - Efficient onion memory layout and dispatch

- Future Research

- Type error processing
- Modularity
- User-specified encodings / language features
- Type-aware script metaprogramming

Outline

- Duck Type Inference
- Conditional Reasoning
 - Filtered Types
- Contextual Reasoning
- Flexible Data Model
- Formal Development
- What's Left?
- Conclusion

Conclusions

Conclusions

We can build a typed scripting language from scratch.

Conclusions

We can build a typed scripting language from scratch.

- Subtype constraints allow for duck typing

Conclusions

We can build a typed scripting language from scratch.

- Subtype constraints allow for duck typing
- Feature encodings keep type system simple

Conclusions

We can build a typed scripting language from scratch.

- Subtype constraints allow for duck typing
- Feature encodings keep type system simple
 - Asymmetry of onions allows encoding of subclasses, overloading, etc.

Conclusions

We can build a typed scripting language from scratch.

- Subtype constraints allow for duck typing
- Feature encodings keep type system simple
 - Asymmetry of onions allows encoding of subclasses, overloading, etc.
- Path-sensitivity (via onion dispatch) enables case-based reasoning

Conclusions

We can build a typed scripting language from scratch.

- Subtype constraints allow for duck typing
- Feature encodings keep type system simple
 - Asymmetry of unions allows encoding of subclasses, overloading, etc.
- Path-sensitivity (via union dispatch) enables case-based reasoning
- Context-sensitivity (via call-site polymorphism) allows complex, intuitive soundness arguments

Conclusions

We can build a typed scripting language from scratch.

- Subtype constraints allow for duck typing
- Feature encodings keep type system simple
 - Asymmetry of unions allows encoding of subclasses, overloading, etc.
- Path-sensitivity (via union dispatch) enables case-based reasoning
- Context-sensitivity (via call-site polymorphism) allows complex, intuitive soundness arguments
- **Exploit connection to abstract interpretation while remaining in type theory**

Thanks!

- Scott F. Smith (advisor)
- Alexander Rozenstheyn (collaborator)
- Pottayil Harisanker Menon (collaborator)
- Rebekah Palmer (wife, best friend)
- JHU Computer Science Department
- All those people who did all that research

Questions?

Bibliography

Typechecking Example

Typechecking by Example

First, we will typecheck this program:

```
1 let b = ...  
2 1 + 2 + (if b then 5 else 1)
```

Typechecking by Example

First, we will typecheck this program:

```
1 let b = ...  
2 1 + 2 + (if b then 5 else 1)
```

Then, we will typecheck this program:

```
1 let b = ...  
2 1 + 2 + (if b then 'z' else 1)
```

Encoding and A-normalization

Preparing to Typecheck

LittleBang

```
1 let b = ...  
2 1 + 2 + (if b then 5 else 1)
```

Preparing to Typecheck

LittleBang

```
1 let b = ...  
2 1 + 2 + (if b then 5 else 1)
```

TinyBang

```
1 let b = ... in  
2 1 + 2 + ( ('True () -> 5)  
3           &('False () -> 1)) b)
```

Preparing to Typecheck

LittleBang

```
1 let b = ...
2 1 + 2 + (if b then 5 else 1)
```

TinyBang

```
1 let b = ... in
2 1 + 2 + ( (('True () -> 5)
3           &('False () -> 1)) b)
```

TinyBang
ANF

```
1 b = ...;
2 x1 = 1;
3 x2 = 2;
4 x3 = + x1 x2;
5 x4 = { p1 = (); p2 = 'True p1 } -> { r1 = 5 };
6 x5 = { p3 = (); p4 = 'False p3 } -> { r2 = 1 };
7 x6 = x4 & x5;
8 x7 = x6 b;
9 x8 = + x3 x7;
```

An Aside: Execution

```
1 b = ...;
2 x1 = 1;
3 x2 = 2;
4 x3 = + x1 x2;
5 x4 = { p1 = (); p2 = 'True p1 } -> { r1 = 5 };
6 x5 = { p3 = (); p4 = 'False p3 } -> { r2 = 1 };
7 x6 = x4 & x5;
8 x7 = x6 b;
9 x8 = + x3 x7;
```


An Aside: Execution

```
1 b = ...;
2 x1 = 1;
3 x2 = 2;
4 x3 = 3;
5 x4 = { p1 = (); p2 = 'True p1 } -> { r1 = 5 };
6 x5 = { p3 = (); p4 = 'False p3 } -> { r2 = 1 };
7 x6 = x4 & x5;
8 x7 = x6 b;
9 x8 = + x3 x7;
```

An Aside: Execution

```
1 b = 'False ...;
2 x1 = 1;
3 x2 = 2;
4 x3 = 3;
5 x4 = { p1 = (); p2 = 'True p1 } -> { r1 = 5 };
6 x5 = { p3 = (); p4 = 'False p3 } -> { r2 = 1 };
7 x6 = x4 & x5;
8 x7 = x6 b;
9 x8 = + x3 x7;
```

An Aside: Execution

```
1 b = 'False ...;
2 x1 = 1;
3 x2 = 2;
4 x3 = 3;
5 x4 = { p1 = (); p2 = 'True p1 } -> { r1 = 5 };
6 x5 = { p3 = (); p4 = 'False p3 } -> { r2 = 1 };
7 x6 = x4 & x5;
8 x7 = x6 b;
9 x8 = + x3 x7;
```

An Aside: Execution

```
1 b = 'False ...;
2 x1 = 1;
3 x2 = 2;
4 x3 = 3;
5 x4 = { p1 = (); p2 = 'True p1 } -> { r1 = 5 };
6 x5 = { p3 = (); p4 = 'False p3 } -> { r2 = 1 };
7 x6 = x4 & x5;
8 x7 = x6 b;
9 x8 = + x3 x7;
```

An Aside: Execution

```
1 b = 'False ...;
2 x1 = 1;
3 x2 = 2;
4 x3 = 3;
5 x4 = { p1 = (); p2 = 'True p1 } -> { r1 = 5 };
6 x5 = { p3 = (); p4 = 'False p3 } -> { r2 = 1 };
7 x6 = x4 & x5;
8 x7 = x6 b;
9 x8 = + x3 x7;
```

An Aside: Execution

```
1 b = 'False ...;
2 x1 = 1;
3 x2 = 2;
4 x3 = 3;
5 x4 = { p1 = (); p2 = 'True p1 } -> { r1 = 5 };
6 x5 = { p3 = (); p4 = 'False p3 } -> { r2 = 1 };
7 x6 = x4 & x5;
8 x7 = x6 b;
9 x8 = + x3 x7;
```

An Aside: Execution

```
1 b = 'False ...;
2 x1 = 1;
3 x2 = 2;
4 x3 = 3;
5 x4 = { p1 = (); p2 = 'True p1 } -> { r1 = 5 };
6 x5 = { p3 = (); p4 = 'False p3 } -> { r2 = 1 };
7 x6 = x4 & x5;
8 r2' = 1; x7 = r2';
9 x8 = + x3 x7;
```

An Aside: Execution

```
1 b = 'False ...;
2 x1 = 1;
3 x2 = 2;
4 x3 = 3;
5 x4 = { p1 = (); p2 = 'True p1 } -> { r1 = 5 };
6 x5 = { p3 = (); p4 = 'False p3 } -> { r2 = 1 };
7 x6 = x4 & x5;
8 r2' = 1; x7 = r2';
9 x8 = + x3 x7;
```


An Aside: Execution

```
1 b = 'False ...;
2 x1 = 1;
3 x2 = 2;
4 x3 = 3;
5 x4 = { p1 = (); p2 = 'True p1 } -> { r1 = 5 };
6 x5 = { p3 = (); p4 = 'False p3 } -> { r2 = 1 };
7 x6 = x4 & x5;
8 r2' = 1; x7 = 1;
9 x8 = + x3 x7;
```

An Aside: Execution

```
1 b = 'False ...;
2 x1 = 1;
3 x2 = 2;
4 x3 = 3;
5 x4 = { p1 = (); p2 = 'True p1 } -> { r1 = 5 };
6 x5 = { p3 = (); p4 = 'False p3 } -> { r2 = 1 };
7 x6 = x4 & x5;
8 r2' = 1; x7 = 1;
9 x8 = 4;
```

Initial Alignment

```
1 b = ...;
2 x1 = 1;
3 x2 = 2;
4 x3 = + x1 x2;
5 x4 = { p1 = (); p2 = 'True p1 } -> { r1 = 5 };
6 x5 = { p3 = (); p4 = 'False p3 } -> { r2 = 1 };
7 x6 = x4 & x5;
8 x7 = x6 b;
9 x8 = + x3 x7;
```

Initial Alignment

```
1 b = ...;
2 x1 = int;
3 x2 = int;
4 x3 = + x1 x2;
5 x4 = { p1 = (); p2 = 'True p1 } -> { r1 = int };
6 x5 = { p3 = (); p4 = 'False p3 } -> { r2 = int };
7 x6 = x4 & x5;
8 x7 = x6 b;
9 x8 = + x3 x7;
```

- Replace primitive data with its type

Initial Alignment

$$\left\{ \begin{array}{l} \alpha_b \geq \text{'True } \dots, \quad \alpha_b \geq \text{'False } \dots, \\ \alpha_{x1} \geq \text{int}, \\ \alpha_{x2} \geq \text{int}, \\ \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, \\ \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{int} \}, \\ \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, \\ \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, \\ \alpha_{x7} \geq \alpha_{x6} \alpha_b, \\ \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7}, \end{array} \right.$$

- Replace primitive data with its type
- Convert to constraints (for e.g. duck typing)

Perform Constraint Closure

$$\left\{ \begin{array}{l} \alpha_b \geq \text{'True } \dots, \quad \alpha_b \geq \text{'False } \dots, \\ \alpha_{x1} \geq \text{int}, \\ \alpha_{x2} \geq \text{int}, \\ \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, \\ \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{int} \}, \\ \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, \\ \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, \\ \alpha_{x7} \geq \alpha_{x6} \alpha_b, \\ \\ \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7} \end{array} \right.$$

Perform Constraint Closure

$$\left\{ \begin{array}{l} \alpha_b \geq \text{'True } \dots, \quad \alpha_b \geq \text{'False } \dots, \\ \alpha_{x1} \geq \text{int}, \\ \alpha_{x2} \geq \text{int}, \\ \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, \\ \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{int} \}, \\ \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, \\ \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, \\ \alpha_{x7} \geq \alpha_{x6} \alpha_b, \\ \\ \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7} \end{array} \right.$$

Perform Constraint Closure

$$\left\{ \begin{array}{l} \alpha_b \geq \text{'True } \dots, \quad \alpha_b \geq \text{'False } \dots, \\ \alpha_{x1} \geq \text{int}, \\ \alpha_{x2} \geq \text{int}, \\ \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, \\ \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{int} \}, \\ \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, \\ \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, \\ \alpha_{x7} \geq \alpha_{x6} \alpha_b, \\ \\ \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7} \end{array} \right. \quad \alpha_{x3} \geq \text{int},$$

Perform Constraint Closure

$$\left\{ \begin{array}{l} \alpha_b \geq \text{'True' } \dots, \quad \alpha_b \geq \text{'False' } \dots, \\ \alpha_{x1} \geq \text{int}, \\ \alpha_{x2} \geq \text{int}, \\ \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, \\ \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True' } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{int} \}, \\ \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False' } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, \\ \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, \\ \alpha_{x7} \geq \alpha_{x6} \alpha_b, \\ \\ \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7} \end{array} \right. \quad \alpha_{x3} \geq \text{int},$$

Perform Constraint Closure

$$\left\{ \begin{array}{l} \alpha_b \geq \text{'True ...}, \quad \alpha_b \geq \text{'False ...}, \\ \alpha_{x1} \geq \text{int}, \\ \alpha_{x2} \geq \text{int}, \\ \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, \\ \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{int} \}, \\ \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, \\ \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, \\ \alpha_{x7} \geq \alpha_{x6} \alpha_b, \\ \\ \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7} \end{array} \right. \quad \alpha_{x3} \geq \text{int},$$

Perform Constraint Closure

$$\left\{ \begin{array}{l} \alpha_b \geq \text{'True ...}, \quad \alpha_b \geq \text{'False ...}, \\ \alpha_{x1} \geq \text{int}, \\ \alpha_{x2} \geq \text{int}, \\ \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, \\ \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{int} \}, \\ \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, \\ \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, \\ \alpha_{x7} \geq \alpha_{x6} \alpha_b, \\ \\ \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7} \end{array} \right. \quad \alpha_{x3} \geq \text{int},$$

Perform Constraint Closure

$$\left\{ \begin{array}{l} \alpha_b \geq \text{'True ...}, \quad \alpha_b \geq \text{'False ...}, \\ \alpha_{x1} \geq \text{int}, \\ \alpha_{x2} \geq \text{int}, \\ \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, \\ \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{int} \}, \\ \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, \\ \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, \\ \alpha_{x7} \geq \alpha_{x6} \alpha_b, \\ \\ \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7} \end{array} \right. \quad \alpha_{x3} \geq \text{int},$$

Perform Constraint Closure

$$\left\{ \begin{array}{l} \alpha_b \geq \text{'True' } \dots, \quad \alpha_b \geq \text{'False' } \dots, \\ \alpha_{x1} \geq \text{int}, \\ \alpha_{x2} \geq \text{int}, \\ \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, \\ \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True' } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{int} \}, \\ \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False' } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, \\ \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, \\ \alpha_{x7} \geq \alpha_{x6} \alpha_b, \\ \\ \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7} \end{array} \right. \left\{ \begin{array}{l} \alpha_{x3} \geq \text{int}, \\ \alpha_{r1}' \geq \text{int}, \\ \\ \alpha_{x7} \geq \alpha_{r1}', \end{array} \right.$$

Perform Constraint Closure

$$\left\{ \begin{array}{l}
 \alpha_b \geq \text{'True' } \dots, \quad \alpha_b \geq \text{'False' } \dots, \\
 \alpha_{x1} \geq \text{int}, \\
 \alpha_{x2} \geq \text{int}, \\
 \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, \\
 \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True' } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{int} \}, \\
 \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False' } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, \\
 \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, \\
 \alpha_{x7} \geq \alpha_{x6} \alpha_b, \\
 \\
 \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7}
 \end{array} \right. \quad \left. \begin{array}{l}
 \\
 \\
 \\
 \alpha_{x3} \geq \text{int}, \\
 \alpha_{r1'} \geq \text{int}, \\
 \\
 \alpha_{x7} \geq \alpha_{r1'}, \\
 \\
 \\
 \end{array} \right\}$$

Perform Constraint Closure

$$\left\{ \begin{array}{l} \alpha_b \geq \text{'True' } \dots, \quad \alpha_b \geq \text{'False' } \dots, \\ \alpha_{x1} \geq \text{int}, \\ \alpha_{x2} \geq \text{int}, \\ \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, \\ \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True' } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{int} \}, \\ \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False' } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, \\ \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, \\ \alpha_{x7} \geq \alpha_{x6} \alpha_b, \\ \\ \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7} \end{array} \right. \left. \begin{array}{l} \alpha_{x3} \geq \text{int}, \\ \alpha_{r1'} \geq \text{int}, \\ \\ \alpha_{x7} \geq \alpha_{r1'}, \end{array} \right\}$$

Perform Constraint Closure

$$\left\{ \begin{array}{l}
 \alpha_b \geq \text{'True' } \dots, \quad \alpha_b \geq \text{'False' } \dots, \\
 \alpha_{x1} \geq \text{int}, \\
 \alpha_{x2} \geq \text{int}, \\
 \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, \\
 \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True' } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{int} \}, \\
 \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False' } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, \\
 \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, \\
 \alpha_{x7} \geq \alpha_{x6} \alpha_b, \\
 \\
 \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7}
 \end{array} \right. \quad \left. \begin{array}{l}
 \\
 \\
 \\
 \alpha_{x3} \geq \text{int}, \\
 \alpha_{r1'} \geq \text{int}, \\
 \\
 \alpha_{x7} \geq \alpha_{r1'}, \\
 \\
 \\
 \end{array} \right\}$$

Perform Constraint Closure

$$\left\{ \begin{array}{ll}
 \alpha_b \geq \text{'True' } \dots, & \alpha_b \geq \text{'False' } \dots, \\
 \alpha_{x1} \geq \text{int}, & \\
 \alpha_{x2} \geq \text{int}, & \\
 \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, & \alpha_{x3} \geq \text{int}, \\
 \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True' } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{int} \}, & \alpha_{r1'} \geq \text{int}, \\
 \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False' } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, & \alpha_{r2'} \geq \text{int}, \\
 \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, & \\
 \alpha_{x7} \geq \alpha_{x6} \alpha_b, & \alpha_{x7} \geq \alpha_{r1'}, \\
 & \alpha_{x7} \geq \alpha_{r2'}, \\
 \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7} &
 \end{array} \right.$$

Perform Constraint Closure

$$\left\{ \begin{array}{ll}
 \alpha_b \geq \text{'True' } \dots, & \alpha_b \geq \text{'False' } \dots, \\
 \alpha_{x1} \geq \text{int}, & \\
 \alpha_{x2} \geq \text{int}, & \\
 \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, & \alpha_{x3} \geq \text{int}, \\
 \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True' } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{int} \}, & \alpha_{r1}' \geq \text{int}, \\
 \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False' } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, & \alpha_{r2}' \geq \text{int}, \\
 \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, & \\
 \alpha_{x7} \geq \alpha_{x6} \alpha_b, & \alpha_{x7} \geq \text{int}, \quad \alpha_{x7} \geq \alpha_{r1}', \\
 & \alpha_{x7} \geq \alpha_{r2}', \\
 \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7} &
 \end{array} \right.$$

Perform Constraint Closure

$$\left\{ \begin{array}{ll}
 \alpha_b \geq \text{'True' } \dots, & \alpha_b \geq \text{'False' } \dots, \\
 \alpha_{x1} \geq \text{int}, & \\
 \alpha_{x2} \geq \text{int}, & \\
 \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, & \alpha_{x3} \geq \text{int}, \\
 \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True' } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{int} \}, & \alpha_{r1'} \geq \text{int}, \\
 \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False' } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, & \alpha_{r2'} \geq \text{int}, \\
 \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, & \\
 \alpha_{x7} \geq \alpha_{x6} \alpha_b, & \alpha_{x7} \geq \text{int}, \\
 & \alpha_{x7} \geq \alpha_{r1'}, \\
 & \alpha_{x7} \geq \alpha_{r2'}, \\
 \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7} &
 \end{array} \right.$$

Perform Constraint Closure

$$\left\{ \begin{array}{ll}
 \alpha_b \geq \text{'True' } \dots, & \alpha_b \geq \text{'False' } \dots, \\
 \alpha_{x1} \geq \text{int}, & \\
 \alpha_{x2} \geq \text{int}, & \\
 \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, & \alpha_{x3} \geq \text{int}, \\
 \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True' } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{int} \}, & \alpha_{r1'} \geq \text{int}, \\
 \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False' } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, & \alpha_{r2'} \geq \text{int}, \\
 \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, & \\
 \alpha_{x7} \geq \alpha_{x6} \alpha_b, & \alpha_{x7} \geq \text{int}, \\
 & \alpha_{x7} \geq \alpha_{r1'}, \\
 & \alpha_{x7} \geq \alpha_{r2'}, \\
 \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7} &
 \end{array} \right.$$

Perform Constraint Closure

$$\left\{ \begin{array}{ll}
 \alpha_b \geq \text{'True' } \dots, & \alpha_b \geq \text{'False' } \dots, \\
 \alpha_{x1} \geq \text{int}, & \\
 \alpha_{x2} \geq \text{int}, & \\
 \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, & \alpha_{x3} \geq \text{int}, \\
 \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True' } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{int} \}, & \alpha_{r1'} \geq \text{int}, \\
 \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False' } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, & \alpha_{r2'} \geq \text{int}, \\
 \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, & \\
 \alpha_{x7} \geq \alpha_{x6} \alpha_b, & \alpha_{x7} \geq \text{int}, \\
 & \alpha_{x7} \geq \alpha_{r1'}, \\
 & \alpha_{x7} \geq \alpha_{r2'}, \\
 \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7}, & \alpha_{x8} \geq \text{int}
 \end{array} \right.$$

Check Consistency

$$\left\{ \begin{array}{ll} \alpha_b \geq \text{'True' } \dots, & \alpha_b \geq \text{'False' } \dots, \\ \alpha_{x1} \geq \text{int}, & \\ \alpha_{x2} \geq \text{int}, & \\ \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, & \alpha_{x3} \geq \text{int}, \\ \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True' } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{int} \}, & \alpha_{r1'} \geq \text{int}, \\ \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False' } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, & \alpha_{r2'} \geq \text{int}, \\ \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, & \\ \alpha_{x7} \geq \alpha_{x6} \alpha_b, & \alpha_{x7} \geq \text{int}, & \alpha_{x7} \geq \alpha_{r1'}, \\ & & \alpha_{x7} \geq \alpha_{r2'}, \\ \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7}, & & \alpha_{x8} \geq \text{int} \end{array} \right\}$$



Typechecking by Example

First, we will typecheck this program:

```
1 let b = ...  
2 1 + 2 + (if b then 5 else 1)
```



Then, we will typecheck this program:

```
1 let b = ...  
2 1 + 2 + (if b then 'z' else 1)
```

Initial Alignment

```
1 b = ...;
2 x1 = 1;
3 x2 = 2;
4 x3 = + x1 x2;
5 x4 = { p1 = (); p2 = 'True p1 } -> { r1 = 'z' };
6 x5 = { p3 = (); p4 = 'False p3 } -> { r2 = 1 };
7 x6 = x4 & x5;
8 x7 = x6 b;
9 x8 = + x3 x7;
```


Initial Alignment

$$\left\{ \begin{array}{l} \alpha_b \geq \text{'True } \dots, \quad \alpha_b \geq \text{'False } \dots, \\ \alpha_{x1} \geq \text{int}, \\ \alpha_{x2} \geq \text{int}, \\ \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, \\ \alpha_{x4} \geq \{ \alpha_{p1} \geq (), \alpha_{p2} \geq \text{'True } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{char} \}, \\ \alpha_{x5} \geq \{ \alpha_{p3} \geq (), \alpha_{p4} \geq \text{'False } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, \\ \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, \\ \alpha_{x7} \geq \alpha_{x6} \alpha_b, \\ \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7}, \end{array} \right.$$

- Same as last time, but with a char

Perform Constraint Closure

$$\left\{ \begin{array}{l} \alpha_b \geq \text{'True } \dots, \quad \alpha_b \geq \text{'False } \dots, \\ \alpha_{x1} \geq \text{int}, \\ \alpha_{x2} \geq \text{int}, \\ \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, \\ \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{char} \}, \\ \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, \\ \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, \\ \alpha_{x7} \geq \alpha_{x6} \alpha_b, \\ \\ \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7} \end{array} \right.$$

Perform Constraint Closure

$$\left\{ \begin{array}{l} \alpha_b \geq \text{'True } \dots, \quad \alpha_b \geq \text{'False } \dots, \\ \alpha_{x1} \geq \text{int}, \\ \alpha_{x2} \geq \text{int}, \\ \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, \\ \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{char} \}, \\ \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, \\ \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, \\ \alpha_{x7} \geq \alpha_{x6} \alpha_b, \\ \\ \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7} \end{array} \right.$$

Perform Constraint Closure

$$\left\{ \begin{array}{l} \alpha_b \geq \text{'True } \dots, \quad \alpha_b \geq \text{'False } \dots, \\ \alpha_{x1} \geq \text{int}, \\ \alpha_{x2} \geq \text{int}, \\ \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, \\ \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{char} \}, \\ \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, \\ \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, \\ \alpha_{x7} \geq \alpha_{x6} \alpha_b, \\ \\ \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7} \end{array} \right. \quad \alpha_{x3} \geq \text{int},$$

Perform Constraint Closure

$$\left\{ \begin{array}{l} \alpha_b \geq \text{'True' } \dots, \quad \alpha_b \geq \text{'False' } \dots, \\ \alpha_{x1} \geq \text{int}, \\ \alpha_{x2} \geq \text{int}, \\ \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, \\ \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True' } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{char} \}, \\ \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False' } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, \\ \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, \\ \alpha_{x7} \geq \alpha_{x6} \alpha_b, \\ \\ \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7} \end{array} \right. \quad \alpha_{x3} \geq \text{int},$$

Perform Constraint Closure

$$\left\{ \begin{array}{l} \alpha_b \geq \text{'True ...}, \quad \alpha_b \geq \text{'False ...}, \\ \alpha_{x1} \geq \text{int}, \\ \alpha_{x2} \geq \text{int}, \\ \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, \\ \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{char} \}, \\ \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, \\ \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, \\ \alpha_{x7} \geq \alpha_{x6} \alpha_b, \\ \\ \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7} \end{array} \right. \quad \alpha_{x3} \geq \text{int},$$

Perform Constraint Closure

$$\left\{ \begin{array}{l} \alpha_b \geq \text{'True ...}, \quad \alpha_b \geq \text{'False ...}, \\ \alpha_{x1} \geq \text{int}, \\ \alpha_{x2} \geq \text{int}, \\ \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, \\ \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{char} \}, \\ \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, \\ \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, \\ \alpha_{x7} \geq \alpha_{x6} \alpha_b, \\ \\ \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7} \end{array} \right. \quad \alpha_{x3} \geq \text{int},$$

Perform Constraint Closure

$$\left\{ \begin{array}{l} \alpha_b \geq \text{'True ...}, \quad \alpha_b \geq \text{'False ...}, \\ \alpha_{x1} \geq \text{int}, \\ \alpha_{x2} \geq \text{int}, \\ \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, \\ \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{char} \}, \\ \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, \\ \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, \\ \alpha_{x7} \geq \alpha_{x6} \alpha_b, \\ \\ \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7} \end{array} \right. \quad \alpha_{x3} \geq \text{int},$$

Perform Constraint Closure

$$\left\{ \begin{array}{l} \alpha_b \geq \text{'True' } \dots, \quad \alpha_b \geq \text{'False' } \dots, \\ \alpha_{x1} \geq \text{int}, \\ \alpha_{x2} \geq \text{int}, \\ \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, \\ \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True' } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{char} \}, \\ \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False' } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, \\ \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, \\ \alpha_{x7} \geq \alpha_{x6} \alpha_b, \\ \\ \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7} \end{array} \right. \left\{ \begin{array}{l} \alpha_{x3} \geq \text{int}, \\ \alpha_{r1}' \geq \text{char}, \\ \\ \alpha_{x7} \geq \alpha_{r1}', \end{array} \right.$$

Perform Constraint Closure

$$\left\{ \begin{array}{l} \alpha_b \geq \text{'True' } \dots, \quad \alpha_b \geq \text{'False' } \dots, \\ \alpha_{x1} \geq \text{int}, \\ \alpha_{x2} \geq \text{int}, \\ \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, \\ \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True' } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{char} \}, \\ \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False' } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, \\ \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, \\ \alpha_{x7} \geq \alpha_{x6} \alpha_b, \\ \\ \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7} \end{array} \right. \quad \left. \begin{array}{l} \alpha_{x3} \geq \text{int}, \\ \alpha_{r1'} \geq \text{char}, \\ \\ \alpha_{x7} \geq \alpha_{r1'}, \end{array} \right\}$$

Perform Constraint Closure

$$\left\{ \begin{array}{l} \alpha_b \geq \text{'True' } \dots, \quad \alpha_b \geq \text{'False' } \dots, \\ \alpha_{x1} \geq \text{int}, \\ \alpha_{x2} \geq \text{int}, \\ \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, \\ \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True' } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{char} \}, \\ \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False' } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, \\ \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, \\ \alpha_{x7} \geq \alpha_{x6} \alpha_b, \\ \\ \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7} \end{array} \right. \quad \left. \begin{array}{l} \alpha_{x3} \geq \text{int}, \\ \alpha_{r1'} \geq \text{char}, \\ \\ \alpha_{x7} \geq \alpha_{r1'}, \end{array} \right\}$$

Perform Constraint Closure

$$\left\{ \begin{array}{l} \alpha_b \geq \text{'True' } \dots, \quad \alpha_b \geq \text{'False' } \dots, \\ \alpha_{x1} \geq \text{int}, \\ \alpha_{x2} \geq \text{int}, \\ \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, \\ \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True' } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{char} \}, \\ \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False' } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, \\ \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, \\ \alpha_{x7} \geq \alpha_{x6} \alpha_b, \\ \\ \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7} \end{array} \right. \quad \left. \begin{array}{l} \alpha_{x3} \geq \text{int}, \\ \alpha_{r1'} \geq \text{char}, \\ \\ \alpha_{x7} \geq \alpha_{r1'}, \end{array} \right\}$$

Perform Constraint Closure

$$\left\{ \begin{array}{ll}
 \alpha_b \geq \text{'True' } \dots, & \alpha_b \geq \text{'False' } \dots, \\
 \alpha_{x1} \geq \text{int}, & \\
 \alpha_{x2} \geq \text{int}, & \\
 \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, & \alpha_{x3} \geq \text{int}, \\
 \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True' } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{char} \}, & \alpha_{r1'} \geq \text{char}, \\
 \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False' } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, & \alpha_{r2'} \geq \text{int}, \\
 \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, & \\
 \alpha_{x7} \geq \alpha_{x6} \alpha_b, & \alpha_{x7} \geq \alpha_{r1'}, \\
 & \alpha_{x7} \geq \alpha_{r2'}, \\
 \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7} &
 \end{array} \right.$$

Perform Constraint Closure

$$\left\{ \begin{array}{l}
 \alpha_b \geq \text{'True' } \dots, \quad \alpha_b \geq \text{'False' } \dots, \\
 \alpha_{x1} \geq \text{int}, \\
 \alpha_{x2} \geq \text{int}, \\
 \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, \\
 \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True' } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{char} \}, \\
 \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False' } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, \\
 \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, \\
 \alpha_{x7} \geq \alpha_{x6} \alpha_b, \quad \alpha_{x7} \geq \text{char}, \\
 \\
 \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7}
 \end{array} \right. \left\{ \begin{array}{l}
 \alpha_{x3} \geq \text{int}, \\
 \alpha_{r1}' \geq \text{char}, \\
 \alpha_{r2}' \geq \text{int}, \\
 \\
 \alpha_{x7} \geq \alpha_{r1}', \\
 \alpha_{x7} \geq \alpha_{r2}',
 \end{array} \right.$$

Perform Constraint Closure

$$\left\{ \begin{array}{l}
 \alpha_b \geq \text{'True' } \dots, \quad \alpha_b \geq \text{'False' } \dots, \\
 \alpha_{x1} \geq \text{int}, \\
 \alpha_{x2} \geq \text{int}, \\
 \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, \\
 \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True' } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{char} \}, \\
 \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False' } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, \\
 \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, \\
 \alpha_{x7} \geq \alpha_{x6} \alpha_b, \quad \alpha_{x7} \geq \text{char}, \quad \alpha_{x7} \geq \text{int}, \\
 \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7}
 \end{array} \right. \left\{ \begin{array}{l}
 \alpha_{x3} \geq \text{int}, \\
 \alpha_{r1'} \geq \text{char}, \\
 \alpha_{r2'} \geq \text{int}, \\
 \alpha_{x7} \geq \alpha_{r1'}, \\
 \alpha_{x7} \geq \alpha_{r2'},
 \end{array} \right.$$

Perform Constraint Closure

$$\left\{ \begin{array}{ll}
 \alpha_b \geq \text{'True' } \dots, & \alpha_b \geq \text{'False' } \dots, \\
 \alpha_{x1} \geq \text{int}, & \\
 \alpha_{x2} \geq \text{int}, & \\
 \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, & \alpha_{x3} \geq \text{int}, \\
 \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True' } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{char} \}, & \alpha_{r1'} \geq \text{char}, \\
 \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False' } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, & \alpha_{r2'} \geq \text{int}, \\
 \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, & \\
 \alpha_{x7} \geq \alpha_{x6} \alpha_b, & \alpha_{x7} \geq \text{char}, \quad \alpha_{x7} \geq \text{int}, \\
 & \alpha_{x7} \geq \alpha_{r1'}, \\
 & \alpha_{x7} \geq \alpha_{r2'}, \\
 \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7} &
 \end{array} \right.$$

Perform Constraint Closure

$$\left\{ \begin{array}{ll}
 \alpha_b \geq \text{'True' } \dots, & \alpha_b \geq \text{'False' } \dots, \\
 \alpha_{x1} \geq \text{int}, & \\
 \alpha_{x2} \geq \text{int}, & \\
 \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, & \alpha_{x3} \geq \text{int}, \\
 \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True' } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{char} \}, & \alpha_{r1'} \geq \text{char}, \\
 \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False' } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, & \alpha_{r2'} \geq \text{int}, \\
 \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, & \\
 \alpha_{x7} \geq \alpha_{x6} \alpha_b, & \alpha_{x7} \geq \text{char}, \quad \alpha_{x7} \geq \text{int}, \quad \alpha_{x7} \geq \alpha_{r1'}, \\
 & & \alpha_{x7} \geq \alpha_{r2'}, \\
 \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7}, & \alpha_{x8} \geq \text{int}
 \end{array} \right.$$

Check Consistency

$$\left\{ \begin{array}{ll}
 \alpha_b \geq \text{'True' } \dots, & \alpha_b \geq \text{'False' } \dots, \\
 \alpha_{x1} \geq \text{int}, & \\
 \alpha_{x2} \geq \text{int}, & \\
 \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, & \alpha_{x3} \geq \text{int}, \\
 \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True' } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{char} \}, & \alpha_{r1'} \geq \text{char}, \\
 \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False' } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, & \alpha_{r2'} \geq \text{int}, \\
 \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, & \\
 \alpha_{x7} \geq \alpha_{x6} \alpha_b, & \alpha_{x7} \geq \text{char}, \quad \alpha_{x7} \geq \text{int}, \quad \alpha_{x7} \geq \alpha_{r1'}, \\
 & \alpha_{x7} \geq \alpha_{r2'}, \\
 \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7}, & \alpha_{x8} \geq \text{int}
 \end{array} \right.$$

Check Consistency

$$\left\{ \begin{array}{ll} \alpha_b \geq \text{'True' } \dots, & \alpha_b \geq \text{'False' } \dots, \\ \alpha_{x1} \geq \text{int}, & \\ \alpha_{x2} \geq \text{int}, & \\ \alpha_{x3} \geq + \alpha_{x1} \alpha_{x2}, & \alpha_{x3} \geq \text{int}, \\ \alpha_{x4} \geq \{ \alpha_{p1} \geq () , \alpha_{p2} \geq \text{'True' } \alpha_{p1} \} \rightarrow \{ \alpha_{r1} \geq \text{char} \}, & \alpha_{r1'} \geq \text{char}, \\ \alpha_{x5} \geq \{ \alpha_{p3} \geq () , \alpha_{p4} \geq \text{'False' } \alpha_{p3} \} \rightarrow \{ \alpha_{r2} \geq \text{int} \}, & \alpha_{r2'} \geq \text{int}, \\ \alpha_{x6} \geq \alpha_{x4} \& \alpha_{x5}, & \\ \alpha_{x7} \geq \alpha_{x6} \alpha_b, & \alpha_{x7} \geq \text{char}, \quad \alpha_{x7} \geq \text{int}, \quad \alpha_{x7} \geq \alpha_{r1'}, \\ & & \alpha_{x7} \geq \alpha_{r2'}, \\ \alpha_{x8} \geq + \alpha_{x3} \alpha_{x7}, & \alpha_{x8} \geq \text{int} \end{array} \right\}$$

X

Typechecking by Example

First, we will typecheck this program:

```
1 let b = ...  
2 1 + 2 + (if b then 5 else 1)
```



Then, we will typecheck this program:

```
1 let b = ...  
2 1 + 2 + (if b then 'z' else 1)
```

