Types for Flexible Objects Building a Typed Scripting Language

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Flexible OO language + Static typing, inference, etc.

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- Good for ad-hoc, situational requirements

Examples of Flexibility

Add a method to an existing object:

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Rely on execution path invariants:

```
def neg(x):
    if type(x) is int:
        return -x
    else:
        return not x
print neg(2) + 3
```

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- We want both!

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- Design a language to include statically-typed flex

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• Result: flexible language with static typing

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Semantics

- Powerful records and record combinators
- First-class match clauses
- Object encoding using variants
- Static typing
 - Overview
 - Union elimination
 - Polymorphism
- Summary

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Asymmetric Concatenation

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• Asymmetry is fundamental in several encodings

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- Operator & uniformly concatenates records, match clauses: ('x 1) & (int -> 0)

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point 'mg // returns 6
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- All statically typed!

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- First-class cases
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And we can type them!

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 - Concession: it's whole-program typing

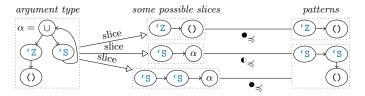
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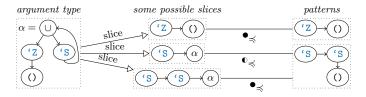
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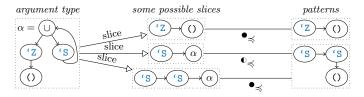


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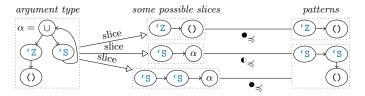
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 - Similar to DCPA and Δ CFA, but optimistic

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- So, start with ML and add "principled flex"
- TinyBang is our initial result

-supports flex but more safely/declaratively

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- http://big-bang-lang.org

Related Work

- Re-sealing objects generalizes [Fisher Bono '98]
- Unifying records and variants from [Pottier '00]
- Type-indexed records [Shields Meijer '01]
- First-class match generalizes [Blume et. al. '06]
- CDuce [Castagna et. al. '14]
 - Similar expressiveness in several dimensions
 - CDuce: type checking; TinyBang: type inference

Questions?