

### Ungraded Problem Set #3

- Using the typing rules presented on the last page, give a type derivation for each of the following assuming the specified type context ( $\Gamma$ ) to start. If a type cannot be found for a term, clearly indicate where the derivation fails (show the derivation to that point).

- $\{x=2, y=3, \text{color}=c\}$   
where  $\Gamma = \{c : \text{Color}\}$
- $\{x=2, y=3, \text{color}=c\}.\text{color}$   
where  $\Gamma = \{c : \text{Color}\}$
- $\lambda \text{obj} : \{\text{move} : \{x : \text{Int}, y : \text{Int}\} \rightarrow \{x : \text{Int}, y : \text{Int}\}, \text{point} : \{x : \text{Int}, y : \text{Int}\}\} . \text{obj}.\text{point}.x$   
where  $\Gamma = \{\}$ , the bound variable's type annotation is underlined for clarity

- Though we have not yet covered subtyping, consider a simple class hierarchy wherein a method is overridden within each subclass. As such, invocation of the method (via a reference to the parent class) invokes the proper implementation in the subclass used to instantiate the object (i.e., if B extends A and overrides the f method, then invoking f on a B object, even via a reference of type A, will invoke the f in B).

Discuss how this relates to the use of a variant type defined as follows (using the name A as a label) with a dispatch function as given below.

$A = \langle B : \{f : BData \rightarrow Int, data : BData\}, C : \{f : CData \rightarrow Int, data : CData\} \rangle$

$f = \lambda a : A . \text{case } a \text{ of}$   
 $\langle B = b \rangle \Rightarrow b.f \ b.data$   
 $\langle C = c \rangle \Rightarrow c.f \ c.data$

- Using the typing rules presented on the last page, give a type derivation for each of the following assuming the specified type context ( $\Gamma$ ) to start. If a type cannot be found for a term, clearly indicate where the derivation fails (show the derivation to that point).

- $\langle b = \text{true} \rangle$  as  $\langle b : \text{Bool}, i : \text{Int}, u : \text{Unit} \rangle$   
where  $\Gamma = \{\}$
- $\langle x = 7 \rangle$  as  $\langle b : \text{Bool}, i : \text{Int}, u : \text{Unit} \rangle$   
where  $\Gamma = \{\}$
- $\lambda a : \langle b : \text{Bool}, i : \text{Int}, u : \text{Unit} \rangle . \text{case } a \text{ of}$   
 $\langle b = y \rangle \Rightarrow y$   
 $\langle i = n \rangle \Rightarrow n$   
 $\langle u = x \rangle \Rightarrow 0$

where  $\Gamma = \{\}$

- $\lambda a : \langle b : \text{Bool}, i : \text{Int}, u : \text{Unit} \rangle . \text{case } a \text{ of}$   
 $\langle b = y \rangle \Rightarrow 0$   
 $\langle i = n \rangle \Rightarrow n$

where  $\Gamma = \{\}$

- $A = \langle B : \{f : BData \rightarrow Int, data : BData\}, C : \{f : CData \rightarrow Int, data : CData\} \rangle$

$\lambda a : A . \text{case } a \text{ of}$   
 $\langle B = b \rangle \Rightarrow b.f \ b.data$   
 $\langle C = c \rangle \Rightarrow c.f \ c.data$

where  $\Gamma = \{\}$

The terms for the expression language are to be inferred from the rules below coupled with the discussion in lecture (and in the textbook).

$nv$  is for numeric values.

$$\Gamma \vdash \text{true} : \text{Bool} \quad (\text{T-TRUE})$$

$$\Gamma \vdash \text{false} : \text{Bool} \quad (\text{T-FALSE})$$

$$\frac{\Gamma \vdash t_1 : \text{Bool} \quad \Gamma \vdash t_2 : \tau \quad \Gamma \vdash t_3 : \tau}{\Gamma \vdash \text{if } t_1 \text{ then } t_2 \text{ else } t_3 : \tau} \quad (\text{T-IF})$$

$$\Gamma \vdash nv : \text{Int} \quad (\text{T-INTCONST})$$

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

$$\frac{\Gamma \vdash t_1 : \text{Int} \quad \Gamma \vdash t_2 : \text{Int}}{\Gamma \vdash t_1 + t_2 : \text{Int}} \quad (\text{T-ADD})$$

$$\frac{\Gamma \vdash t_1 : \text{Int} \quad \Gamma \vdash t_2 : \text{Int}}{\Gamma \vdash t_1 - t_2 : \text{Int}} \quad (\text{T-SUB})$$

$$\frac{x : \tau \in \Gamma}{\Gamma \vdash x : \tau} \quad (\text{T-VAR})$$

$$\frac{\Gamma, x : \alpha \vdash t_1 : \beta}{\Gamma \vdash \lambda x : \alpha. t_1 : \alpha \rightarrow \beta} \quad (\text{T-ABS})$$

$$\frac{\Gamma \vdash t_1 : \alpha \rightarrow \beta \quad \Gamma \vdash t_2 : \alpha}{\Gamma \vdash t_1 t_2 : \beta} \quad (\text{T-APP})$$

$$\frac{\text{for each } i \quad \Gamma \vdash t_i : \tau_i}{\Gamma \vdash \{l_i = t_i \mid i \in 1..n\} : \{l_i : \tau_i \mid i \in 1..n\}} \quad (\text{T-RCD})$$

$$\frac{\Gamma \vdash t_1 : \{l_i : \tau_i \mid i \in 1..n\}}{\Gamma \vdash t_1.j : \tau_j} \quad (\text{T-PROJ})$$

$$\frac{\Gamma \vdash t_j : \tau_j}{\Gamma \vdash \langle l_j = t_j \rangle \text{ as } \langle l_i : \tau_i \mid i \in 1..n \rangle : \langle l_i : \tau_i \mid i \in 1..n \rangle} \quad (\text{T-VARIANT})$$

$$\frac{\Gamma \vdash t_0 : \langle l_i : \tau_i \mid i \in 1..n \rangle \quad \text{for each } i \quad \Gamma, x_i : \tau_i \vdash t_i : \tau}{\Gamma \vdash \text{case } t_0 \text{ of } \langle l_i = x_i \rangle \Rightarrow t_i \mid i \in 1..n : \tau} \quad (\text{T-CASE})$$

$$\Gamma \vdash \text{unit} : \text{Unit} \quad (\text{T-UNIT})$$