A Semantic Foundation for Gradual Set-theoretic Types

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Victor Lanvin

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The transition is **gradual**:

$$
? \preccurlyeq ? \rightarrow ? \preccurlyeq \text{Int} \rightarrow ? \preccurlyeq \text{Int} \rightarrow \text{Bool}
$$

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– In Semantic subtyping:

Types \simeq Sets of values Subtyping ≃ Set-containment

```
let map (condition : Bool) (f : \alpha \rightarrow \beta) (data : ) : =
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  if condition then
    List.map f data
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Runtime checks or casts are then inserted automatically by the compiler.

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  if condition then
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Runtime checks or casts are then inserted **automatically** by the compiler.

This is however very **unsafe**, as it accepts a string for example.

```
let map condition f
  (data : (\alpha list \lor \alpha array) ) =
  if condition then
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  else
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let map condition f
  (data : (\alpha \text{ list } \lor \alpha \text{ array}) \land ?) =
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- By subtyping, (α list \vee α array) \wedge ? \leq ?.
- Can only be used with lists or arrays.
- No need for manual type checks.

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2. Embed this relation into typing rules.

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\frac{\Gamma \vdash e_1 : \tau_1 \to \tau_1' \qquad \Gamma \vdash e_2 : \tau_2 \qquad \tau_2 \leq \tau_1}{\Gamma \vdash e_1 \ e_2 : \tau_1'}
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1. Define a subtype-consistency relation $\tilde{\le}$.

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\frac{\Gamma \vdash e_1 : \tau_1 \qquad \Gamma \vdash e_2 : \tau_2 \qquad \tau_2 \leq \text{dom}(\tau_1)}{\Gamma \vdash e_1 \ e_2 : \tau_1 \circ \tau_2}
$$

This gets even more complicated with set-theoretic types!

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Important remark: this translation is only used to define and compute relations, and is not done in the source program.

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It can be used to handle unions and intersections, by simply plugging-in the static version of semantic subtyping:

 $? \leq ? \vee$ Int \wedge ? \leq ?

? $\leq \tau$ for every τ $? \rightarrow ? \preccurlyeq \tau_1 \rightarrow \tau_2$ for every τ_1, τ_2

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And it is transitive:

 $? \preccurlyeq ? \rightharpoonup ? \preccurlyeq ? \rightharpoonup \text{Int} \preccurlyeq \text{Int} \rightharpoonup \text{Int}$

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And it is transitive:

? \preccurlyeq ? \rightarrow ? \preccurlyeq ? \rightarrow Int \preccurlyeq Int \rightarrow Int

Therefore it can be embedded into a type system as a **subsumption-like** rule: materialization.

$$
\begin{array}{ll}\n\overline{\Gamma, x : \forall \vec{\alpha}. \tau \vdash x : \tau \{ \vec{\alpha} := \vec{t} \}} & \overline{\Gamma \vdash \lambda x. e : \tau_1 \rightarrow \tau_2} \\
& \overline{\Gamma \vdash \lambda x. e : \tau_1 \rightarrow \tau_2} \\
& \overline{\Gamma \vdash e_1 : \tau_1 \rightarrow \tau_2} & \Gamma \vdash e_2 : \tau_1 \\
& \overline{\Gamma \vdash e_1 e_2 : \tau_2} \\
& \overline{\Gamma \vdash \text{let } x = e_1 \text{ in } e_2 : \tau}\n\end{array}
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\n
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\frac{\Gamma \vdash e_1 : \tau_1 \rightarrow \tau_2 \qquad \Gamma \vdash e_2 : \tau_1}{\Gamma \vdash e_1 e_2 : \tau_2}
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\n
$$
\frac{\Gamma \vdash e_1 : \tau_1 \qquad \Gamma, x : \text{Gen}_{\Gamma}(\tau_1) \vdash e_2 : \tau}{\Gamma \vdash \text{let } x = e_1 \text{ in } e_2 : \tau}
$$
\n
$$
\frac{\Gamma \vdash e : \tau_1 \qquad \tau_1 \preccurlyeq \tau_2}{\Gamma \vdash e : \tau_2}
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$\Gamma, x : \forall \vec{\alpha}. \tau \vdash x : \tau \{\vec{\alpha} := \vec{t}\}$	$\Gamma, x : \tau_1 \vdash e : \tau_2$	
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$\Gamma \vdash e : \tau_1$	$\tau_1 \preceq \tau_2$	
$\Gamma \vdash e : \tau_2$	$\Gamma \vdash e : \tau_1$	$\tau_1 \leq \tau_2$

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And as a bonus, we get the static gradual guarantee for free!

```
For every type \tau \in GTypes, there exists t_1, t_2 \in STypes such that:
      \tau \preccurlyeq t_1 and \tau \preccurlyeq t_2\forall \tau' \in \mathtt{GTypes}. \tau \preccurlyeq \tau' \implies t_1 \leq \tau' \leq t_2
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For every type $\tau \in G$ Types, there exists $t_1, t_2 \in S$ Types such that: $\tau \preccurlyeq t_1$ and $\tau \preccurlyeq t_2$ $\forall \tau' \in \mathtt{GTypes}.$ $\tau \preccurlyeq \tau' \implies t_1 \leq \tau' \leq t_2$

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We write $t_1 = \tau^{\Downarrow}$ and $t_2 = \tau^{\Uparrow}$. $(?\rightarrow ?)^{\Uparrow} = 0 \rightarrow \mathbb{1} \qquad (?\rightarrow ?)^{\Downarrow} = \mathbb{1} \rightarrow \mathbb{0}$

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$$
(? \rightarrow ?)^{\Uparrow} = 0 \rightarrow \mathbb{1} \qquad (? \rightarrow ?)^{\Downarrow} = \mathbb{1} \rightarrow \mathbb{0}
$$

These types are computed in *linear time!*

We show the following:

$$
\tau_1 \leq \tau_2 \iff \begin{cases} \tau_1^{\Downarrow} \leq \tau_2^{\Downarrow} \\ \tau_1^{\Uparrow} \leq \tau_2^{\Uparrow} \end{cases}
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Moreover, we have that for every gradual type τ ,

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\tau \simeq \tau^{\Downarrow} \vee (?\wedge \tau^{\Uparrow})
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$$

We can use this representation to **lift operators** to gradual types!

$$
\textnormal{dom}(\tau) \stackrel{\textnormal{def}}{=} \textnormal{dom}(\tau^{\Uparrow}) \vee (?\wedge \textnormal{dom}(\tau^{\Downarrow}))
$$

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- 1. A simple method of **declaratively adding** gradual typing to any existing type system.
- 2. A set-theoretic interpretation of gradual types that has considerable consequences.
- 3. The algorithmic systems for our GTLC with set-theoretic types.
- 4. Denotational semantics for several calculi, including CDuce, and a GTLC without set-theoretic types.

– Fully *unify* our logical approach and our denotational semantics.

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- Add more features to our calculus, such as intersection types for functions.
- A denotational semantics for a cast calculus with set-theoretic types.