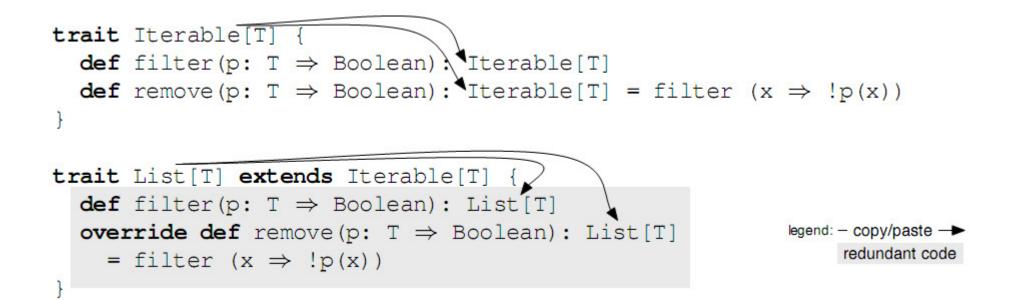
### Higher-Order Types

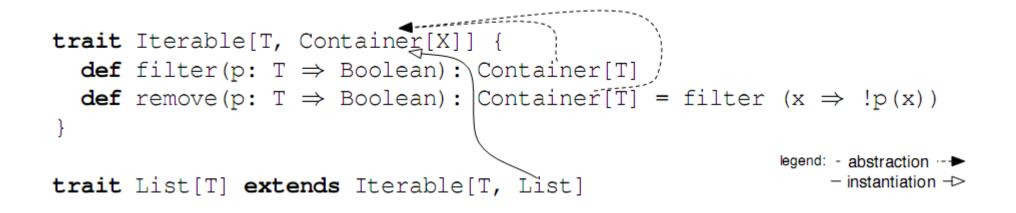
Klaus Ostermann Aarhus University

#### Motivation: Limitations of first-order types in Scala

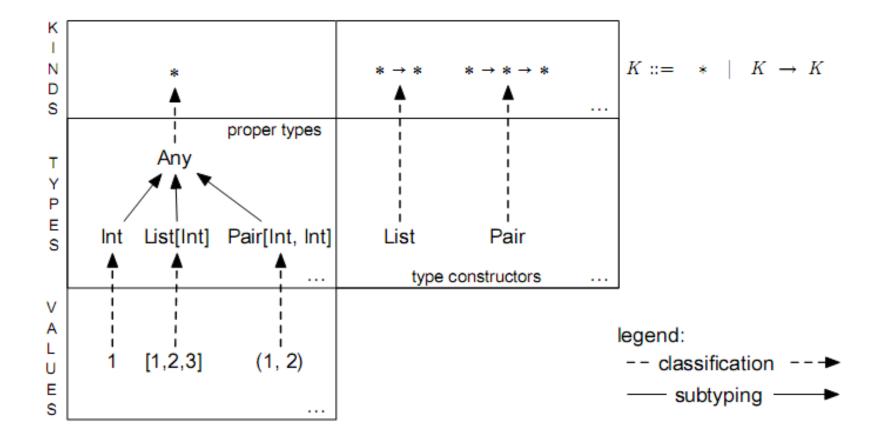


From "Generics of a Higher Kind" by Moors et al, 2008

## Solution using higher-order types



#### Universes in Scala



### Motivation: Higher-Order types in Haskell

data Tree a = Leaf a | Branch (Tree a) (Tree a)

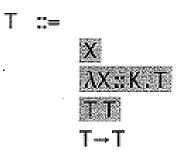
instance Functor Tree where fmap f (Leaf x) = Leaf (f x) fmap f (Branch t1 t2) = Branch (fmap f t1) (fmap f t2)

```
addone :: Tree Int -> Tree Int
addone t = fmap (+ 1) t
```

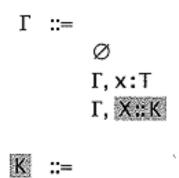
-- instance Functor Integer where  $\rightarrow$  kind error

### Adding kinds to simply-typed LC

- Syntax
  - Syntax of terms and values unchanged



types: type variable operator abstraction operator application type of functions



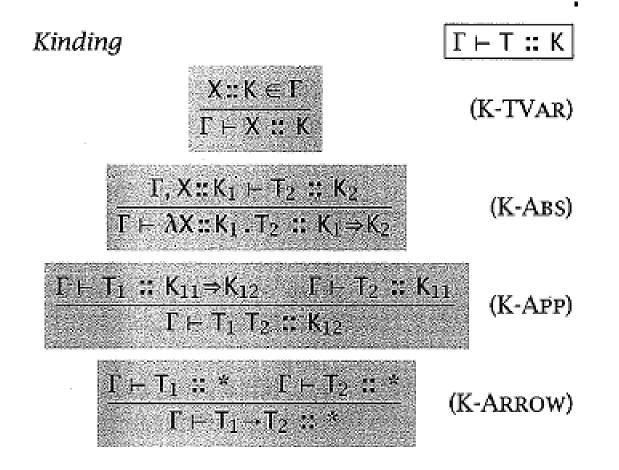
contexts: empty context term variable binding type variable binding

kinds: kind of proper types kind of operators

#### Evaluation

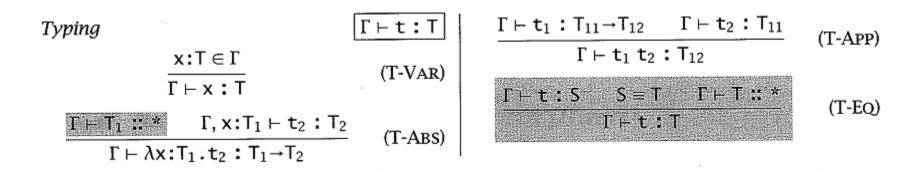
• Like in simply-typed LC, no changes

### Kinding rules



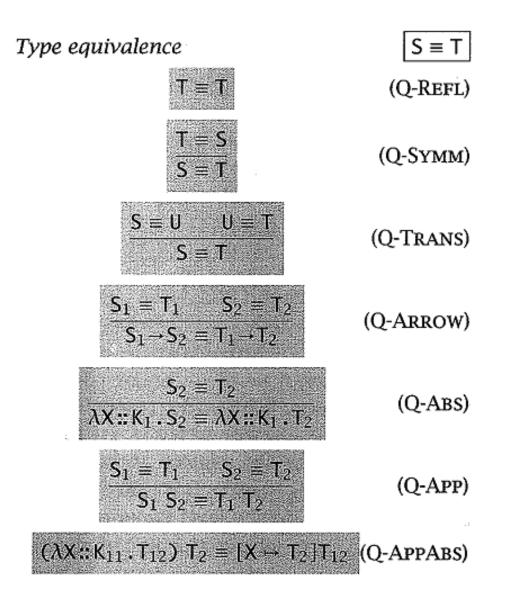
This is basically a copy of the STLC "one level up"!

### **Typing Rules**



- We need a notion of type equivalence!
- T-Eq is not syntax-directed, like the subsumption rule in subtyping

### Type Equivalence

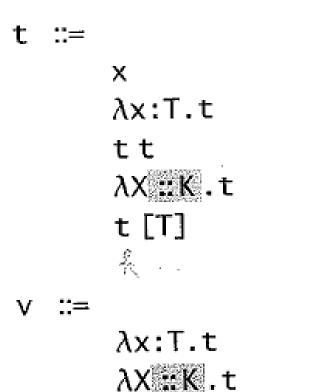


### Nice, but...

- Adding kinds to STLC is not really useful.
- A program in this language can trivially be rewritten to STLC w/o kinds by just normalizing every type expression in place.
- To gain real expressive power we need universal types, too.
- Let's hack System F, then!

## Adding kinds to System F – a.k.a. $F_{\omega}$

Syntax of terms and values



terms: variable abstraction application type abstraction type application

values: abstraction value type abstraction value

## Adding kinds to System F – a.k.a. $F_{\omega}$

Syntax of types, contexts, kinds

Т	::=	x	types: type variable
		T⊸T	type of functions
		∀X::K.T	universal type
		λΧ::Κ.Τ	operator abstraction
		ТТ	operator application
r			contexts:

contexts.		::=	Г
empty context	Ø		
term variable binding	Г, х:Т		
type variable binding	Г, Х::К		

К ::=	kinds:
*	kind of proper types
K⇒K	kind of operators

### Adding kinds to System F – a.k.a. $F_{\omega}$

Evaluation	$t \rightarrow t'$	
$\frac{\mathtt{t}_1 \longrightarrow \mathtt{t}_1'}{\mathtt{t}_1  \mathtt{t}_2 \longrightarrow \mathtt{t}_1'  \mathtt{t}_2}$	(E-App1)	
$\frac{t_2 \longrightarrow t_2'}{v_1 \: t_2 \longrightarrow v_1 \: t_2'}$	(E-App2)	
$(\lambda x:T_{11},t_{12}) \vee_2 \longrightarrow [x \mapsto \vee_2]t_{12}$ (E-APPABS)		
$\frac{t_1 \longrightarrow t'_1}{t_1 \ [T_2] \longrightarrow t'_1 \ [T_2]}$	(E-TAPP)	
$(\lambda X :: K_{11} \cdot t_{12}) [T_2] \rightarrow [X \mapsto T_2]$	2]t <sub>12</sub> (E-TAPPTABS)	

#### Adding kinds to System F – a.k.a. $F_{\omega}$ Г ⊢ Т **::** К Kinding X::K∈Γ (K-TVAR) $\Gamma \vdash X :: K$ $\Gamma, X :: K_1 \vdash T_2 :: K_2$ (K-ABS) $\overline{\Gamma \vdash \lambda X :: K_1 \cdot T_2} :: K_1 \Rightarrow K_2$ $\Gamma \vdash \mathsf{T}_1 :: \mathsf{K}_{11} \Rightarrow \mathsf{K}_{12} \qquad \Gamma \vdash \mathsf{T}_2 :: \mathsf{K}_{11}$ (K-APP) $\Gamma \vdash T_1 T_2 :: K_{12}$ $\Gamma \vdash \mathsf{T}_1 :: * \quad \Gamma \vdash \mathsf{T}_2 :: *$ (K-ARROW) $\Gamma \vdash \mathsf{T}_1 \rightarrow \mathsf{T}_2 :: *$ $\Gamma, X :: K_1 \vdash T_2 :: *$ (K-ALL) $\Gamma \vdash \forall X :: K_1 \cdot T_2 :: *$

#### Adding kinds to System F – a.k.a. $F_{\omega}$ Γ⊢t:T Typing **x:**Τ∈Γ (T-VAR) $\Gamma \vdash x : T$ $\Gamma \vdash \mathsf{T}_1 :: * \quad \Gamma, \mathsf{x}:\mathsf{T}_1 \vdash \mathsf{t}_2 : \mathsf{T}_2$ (T-ABS) $\Gamma \vdash \lambda x: T_1 \cdot t_2 : T_1 \rightarrow T_2$ $\Gamma \vdash t_1 : T_{11} \rightarrow T_{12}$ $\Gamma \vdash t_2 : T_{11}$ (T-APP) $\Gamma \vdash t_1 t_2 : T_{12}$ $\Gamma, X :: K_1 \vdash t_2 : T_2$ (T-TABS) $\overline{\Gamma \vdash \lambda X :: K_1 \cdot t_2} : \forall X :: K_1 \cdot T_2$ $\Gamma \vdash t_1 : \forall X :: K_{11} . T_{12}$ $\Gamma \vdash T_2 :: K_{11}$ (T-TAPP) $\Gamma \vdash t_1 [T_2] : [X \mapsto T_2]T_{12}$ $\Gamma \vdash t: S \quad S \equiv T \quad \Gamma \vdash T :: *$ (T-EQ) Γ⊢t:T

Adding kinds to	System F –
a.k.a. Type equivalence	S = T
T≡T	(Q-REFL)
$\frac{T \equiv S}{S \equiv T}$	(Q-Symm)
$\frac{S \equiv U  U \equiv T}{S \equiv T}$	(Q-TRANS)
$\frac{S_1 \equiv T_1 \qquad S_2 \equiv T_2}{S_1 \!\rightarrow\! S_2 \equiv T_1 \!\rightarrow\! T_2}$	(Q-Arrow)
$\frac{S_2 \equiv T_2}{\forall X ::: K_1 . S_2 \equiv \forall X ::: K_1 . T_2}$	(Q-ALL)
$S_2 \equiv T_2$ $\lambda X :: K_1 \cdot S_2 \equiv \lambda X :: K_1 \cdot T_2$	(Q-ABS)
$\frac{S_1 \equiv T_1 \qquad S_2 \equiv T_2}{S_1 S_2 \equiv T_1 T_2}$	(Q-APP)
$(\lambda X :: K_{11} \cdot T_{12}) T_2 \equiv [X \mapsto T_2]T$	12 (Q-APPABS)

### Higher-Order Existentials

- $F_{\omega}$  with existential types has some interesting uses
- Example: Abstract data type for pairs

   want to hide choice of Pair type constructor

```
PairSig = {\existsPair:*\Rightarrow*\Rightarrow*,
{pair: \forall X. \forall Y. X \rightarrow Y \rightarrow (Pair X Y),
fst: \forall X. \forall Y. (Pair X Y) \rightarrow X,
snd: \forall X. \forall Y. (Pair X Y) \rightarrow Y};
```

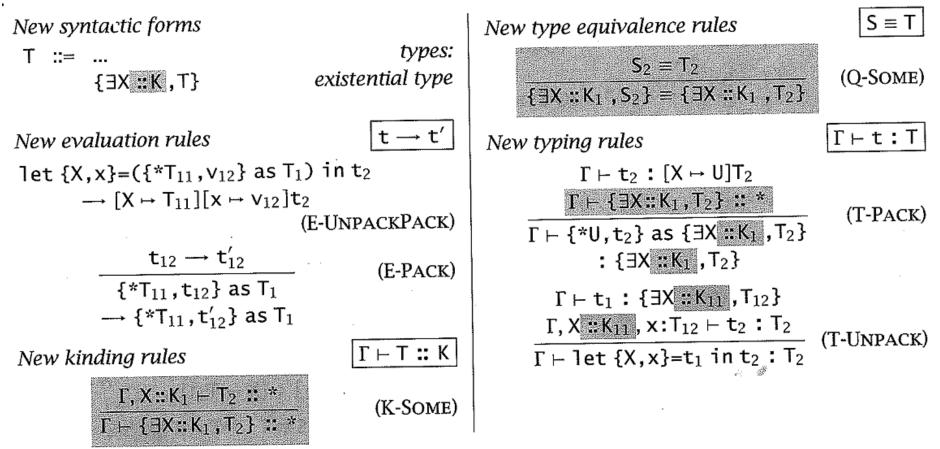
#### Higher-Order Existentials

#### Using the Pair ADT:

let {Pair,pair}=pairADT
in pair.fst [Nat] [Boo1] (pair.pair [Nat] [Boo1] 5 true);

▶ 5 : Nat

### Higher-Order Existentials, formally



# Algorithmic Type-Checking for $F_{\omega}$

- Kinding relation is easily decidable (syntax-directed)
- T-Eq must be removed, similarly to T-Sub in the system with subtyping
- Two critical points for the now missing T-Eq rule:
  - First premise of T-App and T-TApp requires type to be of a specific form
  - In the second premise of T-App we must match two types

# Algorithmic Type-Checking for $F_{\omega}$

- Idea: Equivalence checking by normalization
- Normalization = Reduction to normal form
- In our case: Use directed variant of type equivalence relation, reduce until normal form reached
- In practical languages, a slightly weaker form of equivalence checking is used: Normalization to Weak Head Normal Form (WHNF)
- A term is in WHNF if its top-level constructor is not reducible

- i.e. stop if top-level constructor is not an application