

# Type unification for structural types in Java

– Extended Abstract –

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In the past we considered type inference for Java with generics and lambda-expressions. The base of our algorithm was a finitary type unification. The algorithm determines nominal types in subjection to a given environment. This is a hard restriction as separate compilation of Java classes without relying on type informations of other classes is impossible. Let us consider the following example:

```
import java.util.Vector;
class A { m (v) { return v.elementAt(0); } }
```

For the method `m` the type `Vector<A> → A` is inferred, as `Vector` is the only class in the environment. This type is not principal. The principal type of `m` would be a structural type `ST<A>`, that have a method `elementAt`: `ST<A> → A`.

We present an extended type unification algorithm as the base of a type inference algorithm for a Java-like language, that infers structural types without given environments.

## The type unification algorithm

The *type unification problem* is given as: For a set of constraints  $\{\theta_1 \triangleleft \theta'_1, \dots, \theta_n \triangleleft \theta'_n\}$ , where  $\theta_i, \theta'_j$  are type terms, a substitution  $\sigma$  is demanded, such that for all  $1 \leq i \leq n$  :  $\sigma(\theta_i)$  is a subtype of  $\sigma(\theta'_i)$ . The substitution  $\sigma$  is called *type unifier*. The type unification algorithm is given by eight rules, that are applied most often as possible. If the result  $C$  is in solved form (all elements has either the form  $T \doteq \theta$ ,  $T \triangleleft \theta$ , or  $\theta \triangleleft T$ , where  $T$  is a type variable) then  $C$  is the result otherwise the algorithm fails. We prove the termination of the algorithm and give a soundness and a completeness theorem.

## Example

Extending the example from the beginning

```
class Vector<A> extends ST<A> { given in as Standard Java }
class Main { main() { return new A<>().m(new Vector<Integer>(...)); }}
```

leads to the set of type constraints  $C = \{\text{Vector}\langle\text{Integer}\rangle \triangleleft \nu_1, \nu_1 \triangleleft \text{ST}\langle\nu_2\rangle\}$ . Applying the type unification algorithm to  $C$  results in  $\{\nu_2 \doteq \text{Integer}, \text{Vector}\langle\text{Integer}\rangle \triangleleft \nu_1, \nu_1 \triangleleft \text{ST}\langle\text{Integer}\rangle\}$ . The type inferred program is then given as

```
class A {  $\nu_2$  m ( $\nu_1$  v) { return v.elementAt(0); } }
class Main { Integer main() { return new A<>().m(new Vector<Integer>(...)); }}
```