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Type Unification in **Generic–Java**

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Overview

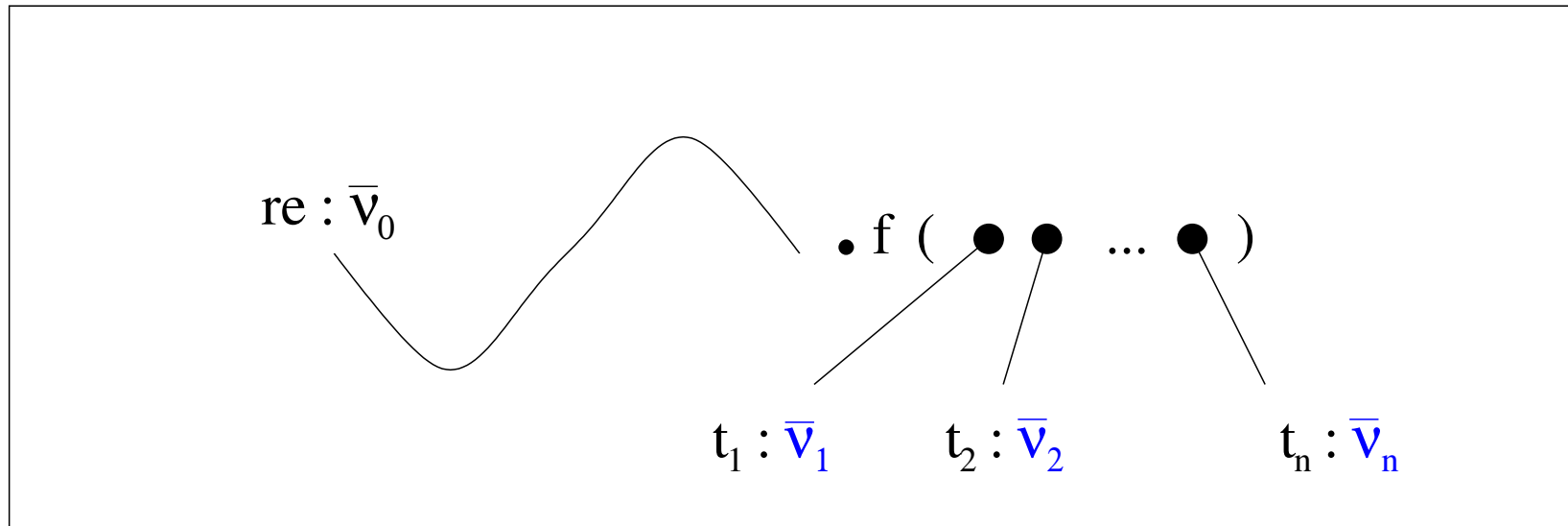
1. Motivation: Type–Inference in Java 1.5 (G–JAVA)
2. Inheritance Hierarchy
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1. Motivation: Type–Inference in G–JAVA

Introduction example

```
class Matrix extends Vector<Vector<Integer>> {  
  
    Matrix mul(Matrix m) {  
        Matrix ret = new Matrix ();  
        for(int i = 0; i < size(); i++) {  
            Vector<Integer> v1 = this.elementAt(i);  
            Vector<Integer> v2 = new Vector<Integer> ();  
            for (int j = 0; j < v1.size(); j++) {  
                int erg = 0;  
                for (int k = 0; k < v1.size(); k++) {  
                    erg = erg + v1.elementAt(k)  
                        * (m.elementAt(k)).elementAt(j);  
                }  
                v2.addElement(erg);  
            }  
            ret.addElement(v2);  
        }  
        return ret;  
    }  
}
```

Type inference for method application



$$f : \nu_1 \times \dots \times \nu_n \rightarrow \nu$$

To determine:

$$\mathbf{TUnify} \leq^* ((\bar{\nu}_1, \dots, \bar{\nu}_n), (\nu_1, \dots, \nu_n))$$

The problem

The type unification problem: For two given type terms θ_1, θ_2 a substitution σ is searched such that

$$\sigma(\theta_1) \leq^* \sigma(\theta_2).$$

The restrictions:

- no interfaces
- no F-bounded parameters
- the number of parameters are equal in all inheritance relations

2. Inheritance Hierarchy

Type terms in **G-JAVA**

Set of type variables: TV

Rank alphabet: $\Theta = (\Theta^{(n)})_{n \in \mathbb{N}}$

For each class declaration

class $C \langle a_1, \dots, a_n \rangle$

holds

$C \in \Theta^{(n)}$

Examples:

- $\text{Seq}, \text{Vector} \in \Theta^{(1)}$
- $\text{Pair} \in \Theta^{(2)}$

Definition: The *set of types* are the set of terms over Θ : $T_\Theta(TV)$.

Example:

- $\text{Pair} \langle \text{Seq} \langle \text{Integer} \rangle, \text{Vector} \langle A \rangle \rangle$

Inheritance hierarchy

Type term ordering \leq : The extension declaration

`class $C\langle a_1, \dots, a_n \rangle$ extends τ'`

is described as

$$C\langle a_1, \dots, a_n \rangle \leq \tau'.$$

Closure of the type term ordering \leq^* : The smallest ordering with the conditions

- if $(\theta, \theta') \in T_{\Theta}(TV) \times T_{\Theta}(TV)$ is an element of the reflexive and transitive closure of \leq then $\theta \leq^* \theta'$.
- if $\theta_1 \leq^* \theta_2$ then $\sigma_1(\theta_1) \leq^* \sigma_2(\theta_2)$ for all substitutions σ_1, σ_2 , with $\sigma_1(a) = \sigma_2(a)$ for all $a \in \text{TVar}(\theta_2)$.

Contravariance problem

```
class Super { ... }
```

```
class Sub extends Super { ... }
```

```
class Vector<a> {  
    void add (a elem) { ... }  
}
```

```
class Main {  
    public static void main(String[] args) {  
        Vector<Super> v;  
        v = new Vector<Sub> ();  
        v.add(new Super());  
    }  
}
```

Super $\not\leq^*$ Sub

Finite closure

Example

```
class AbstractList<a> extends List<a> { ... }
```

```
class Vector<a> extends AbstractList<a> { ... }
```

```
class Matrix<a> extends Vector<Vector<a>> { ... }
```

```
class ExtMatrix<a> extends Matrix<a> { ... }
```

Unification of

1. $\text{Matrix}\langle\text{Object}\rangle \triangleleft \text{Vector}\langle\text{Vector}\langle\text{b}\rangle\rangle$

– reduction with $\text{Matrix}\langle\text{a}\rangle \leq \text{Vector}\langle\text{Vector}\langle\text{a}\rangle\rangle$

– result: $\text{b} \mapsto \text{Object}$.

2. $\text{Matrix}\langle\text{Object}\rangle \triangleleft \text{List}\langle\text{Vector}\langle\text{b}\rangle\rangle$

– there is no $\text{Matrix}\langle\text{a}\rangle \leq \theta$ for reduction

– the pair $\text{Matrix}\langle\text{a}\rangle \leq \text{List}\langle\text{Vector}\langle\text{a}\rangle\rangle$ would be needed.

$\implies \leq$ is extended to the *Finite closure*.

Definition: Finite closure

The *finite closure* $\mathbf{FC}(\leq)$ of \leq is defined as the transitive closure of

$$\{ (\bar{\theta}, \theta') \in \leq^* \mid \theta \leq \theta', \bar{\theta} \in T_{\Theta}(TV) \} \cup \\ \{ (\theta, \theta'') \in \leq^* \mid \theta \leq \theta', \theta'' \in T_{\Theta}(TV) \}$$

Example

Interesting part of $\mathbf{FC}(\leq)$ ($\mathbf{Matrix}\langle a \rangle \leq \mathbf{Vector}\langle \mathbf{Vector}\langle a \rangle \rangle$):

$$fc_1 = \{ \mathbf{Vector}\langle \mathbf{Vector}\langle a \rangle \rangle \leq^* \mathbf{Vector}\langle \mathbf{Vector}\langle a \rangle \rangle, \\ \mathbf{Matrix}\langle a \rangle \leq^* \mathbf{Vector}\langle \mathbf{Vector}\langle a \rangle \rangle, \\ \mathbf{ExtMatrix}\langle a \rangle \leq^* \mathbf{Vector}\langle \mathbf{Vector}\langle a \rangle \rangle \}$$

$$fc_2 = \{ \mathbf{Matrix}\langle a \rangle \leq^* \mathbf{Matrix}\langle a \rangle, \\ \mathbf{Matrix}\langle a \rangle \leq^* \mathbf{Vector}\langle \mathbf{Vector}\langle a \rangle \rangle, \\ \mathbf{Matrix}\langle a \rangle \leq^* \mathbf{AbstractList}\langle \mathbf{Vector}\langle a \rangle \rangle, \\ \mathbf{Matrix}\langle a \rangle \leq^* \mathbf{List}\langle \mathbf{Vector}\langle a \rangle \rangle \}$$

$\mathbf{FC}(\leq) = \text{transitive and reflexive closure of } (fc_1 \cup fc_2 \cup \leq).$

3. The Type Unification Algorithm

Type unification problem

For two given type terms θ_1, θ_2 a substitution σ is searched such that

$$\sigma(\theta_1) \leq^* \sigma(\theta_2).$$

Unification Rules *reduce*, *erase*, *swap*

$$\text{(reduce1)} \quad \frac{Eq \cup \{ C\langle \theta_1, \dots, \theta_n \rangle \triangleleft D\langle \theta'_1, \dots, \theta'_n \rangle \}}{Eq \cup \{ \theta_{\pi(1)} \doteq \theta'_1, \dots, \theta_{\pi(n)} \doteq \theta'_n \}}$$

where

- $C\langle a_1, \dots, a_n \rangle \leq^* D\langle a_{\pi(1)}, \dots, a_{\pi(n)} \rangle$
- $\{ a_1, \dots, a_n \} \subseteq TV$
- π is a permutation

$$\text{(reduce2)} \quad \frac{Eq \cup \{ C\langle \theta_1, \dots, \theta_n \rangle \doteq C\langle \theta'_1, \dots, \theta'_n \rangle \}}{Eq \cup \{ \theta_1 \doteq \theta'_1, \dots, \theta_n \doteq \theta'_n \}}$$

$$\text{(erase)} \quad \frac{Eq \cup \{ \theta \doteq \theta' \}}{Eq} \quad \theta = \theta'$$

$$\text{(swap)} \quad \frac{Eq \cup \{ \theta \doteq a \}}{Eq \cup \{ a \doteq \theta \}} \quad \theta \notin TV, a \in TV$$

adapt rule

$$\text{(adapt)} \quad \frac{Eq \cup \{ D \langle \theta_1, \dots, \theta_n \rangle \triangleleft D' \langle \theta'_1, \dots, \theta'_m \rangle \}}{Eq \cup \{ D' \langle \bar{\theta}'_1, \dots, \bar{\theta}'_m \rangle [a_i \mapsto \theta_i \mid 1 \leq i \leq n] \doteq D' \langle \theta'_1, \dots, \theta'_m \rangle \}}$$

where there are $\bar{\theta}'_1, \dots, \bar{\theta}'_m$ with

- $(D \langle a_1, \dots, a_n \rangle \leq^* D' \langle \bar{\theta}'_1, \dots, \bar{\theta}'_m \rangle) \in \mathbf{FC}(\leq)$

subst rule

$$\frac{Eq \cup \{ a \doteq \theta \}}{Eq[a \mapsto \theta] \cup \{ a \doteq \theta \}} \quad a \text{ occurs in } Eq \text{ but not in } \theta$$

The type unification algorithm

Input: Set of equations $Eq = \{ \theta_1 \triangleleft \theta'_1, \dots, \theta_n \triangleleft \theta'_n \}$

Output: Set of most general type unifiers $Uni = \{ \sigma_1, \dots, \sigma_m \}$

The algorithm itself is given in seven steps:

1. $Eq_1 = \{ \theta \triangleleft \theta' \mid (\theta \triangleleft \theta') \in Eq \wedge ((\theta, \theta' \notin TV) \vee (\theta, \theta' \in TV)) \}$
2. $Eq_2 = Eq \setminus (Eq_1 \cup \{ \theta \triangleleft \theta \mid (\theta \triangleleft \theta) \in Eq \})$
3. $Eq_{set} = \{ Eq_1 \} \times \left(\bigotimes_{(a \triangleleft \theta') \in Eq_2} \{ a \doteq \theta \mid (\theta \leq^* \sigma(\theta')) \in \mathbf{FC}(\leq) \} \right) \\ \times \left(\bigotimes_{(\theta \triangleleft a) \in Eq_2} \{ a \doteq \theta' \mid \theta \leq^* \theta' \} \right)$
4. Repeated application of the rules *reduce1*, *reduce2*, *erase*, *swap*, *adapt* to all elements of Eq_{set} . The end configuration Eq'_{set} is reached if for each element no rule is applicable.
5. Application of the *subst* rule to each element of $Eq' \in Eq'_{set}$ as often as possible. The result is Eq''_{set} .
6. (a) Foreach $Eq'' \in Eq''_{set}$ which has changed in the last step start again with the first step.
 (b) Build the union Eq'''_{set} of all results of (a) and $Eq'' \in Eq''_{set}$ which has not changed in the last step.
7. $Uni = \{ Eq''' \mid Eq''' \in Eq'''_{set} \text{ is a unifier (is in solved form)} \}$

Example I (1)

$$\Theta^{(0)} = \{ \text{Integer}, \text{Object} \}, \Theta^{(1)} = \{ \text{Vector}, \text{Stack}, \text{AbstractList}, \text{List} \},$$

$$\Theta^{(2)} = \{ \text{Pair} \},$$

$$\text{Integer} \leq \text{Object},$$

and

$$\text{Stack}\langle a \rangle \leq \text{Vector}\langle a \rangle \leq \text{AbstractList}\langle a \rangle \leq \text{List}\langle a \rangle.$$

Now, we apply the unification algorithm to

$$Eq = \{ a \triangleleft \text{Vector}\langle \text{Integer} \rangle,$$

$$\text{AbstractList}\langle \text{Object} \rangle \triangleleft b,$$

$$\text{AbstractList}\langle \text{Pair}\langle \text{Stack}\langle \text{Integer} \rangle, d \rangle \rangle \triangleleft \text{List}\langle \text{Pair}\langle c, \text{List}\langle \text{Integer} \rangle \rangle \rangle,$$

$$c \triangleleft d \}$$

Example I (2)

The result of the first step is

$$Eq_1 = \{ \text{AbstractList}\langle \text{Pair}\langle \text{Stack}\langle \text{Integer}\rangle, d \rangle \rangle \triangleleft \text{List}\langle \text{Pair}\langle c, \text{List}\langle \text{Integer}\rangle \rangle \rangle, \\ c \triangleleft d \}$$

The result of the second step is

$$Eq_2 = \{ a \triangleleft \text{Vector}\langle \text{Integer}\rangle, \\ \text{AbstractList}\langle \text{Object}\rangle \triangleleft b \}$$

Example I (3)

The third step multiplies the set of pairs:

$Eq_{set} =$

$$\begin{aligned} & \{ \{ \text{AbstractList}\langle \text{Pair}\langle \text{Stack}\langle \text{Integer}\rangle, d \rangle \rangle \triangleleft \text{List}\langle \text{Pair}\langle c, \text{List}\langle \text{Integer}\rangle \rangle \rangle, \\ & \quad c \triangleleft d \} \\ & \quad \cup \{ b \doteq \text{AbstractList}\langle \text{Object}\rangle, a \doteq \text{Vector}\langle \text{Integer}\rangle \}, \\ & \{ \text{AbstractList}\langle \text{Pair}\langle \text{Stack}\langle \text{Integer}\rangle, d \rangle \rangle \triangleleft \text{List}\langle \text{Pair}\langle c, \text{List}\langle \text{Integer}\rangle \rangle \rangle, \\ & \quad c \triangleleft d \} \\ & \quad \cup \{ b \doteq \text{List}\langle \text{Object}\rangle, a \doteq \text{Vector}\langle \text{Integer}\rangle \}, \\ & \{ \text{AbstractList}\langle \text{Pair}\langle \text{Stack}\langle \text{Integer}\rangle, d \rangle \rangle \triangleleft \text{List}\langle \text{Pair}\langle c, \text{List}\langle \text{Integer}\rangle \rangle \rangle, \\ & \quad c \triangleleft d \} \\ & \quad \cup \{ b \doteq \text{AbstractList}\langle \text{Object}\rangle, a \doteq \text{Stack}\langle \text{Integer}\rangle \}, \\ & \{ \text{AbstractList}\langle \text{Pair}\langle \text{Stack}\langle \text{Integer}\rangle, d \rangle \rangle \triangleleft \text{List}\langle \text{Pair}\langle c, \text{List}\langle \text{Integer}\rangle \rangle \rangle, \\ & \quad c \triangleleft d \} \\ & \quad \cup \{ b \doteq \text{List}\langle \text{Object}\rangle, a \doteq \text{Stack}\langle \text{Integer}\rangle \} \} \end{aligned}$$

Example I (4)

The result of the fourth step (application of the *reduce* rules and the *swap* rule) is:

$$\begin{aligned} Eq'_{set} = & \{ \{ c \doteq \text{Stack}\langle \text{Integer} \rangle, d \doteq \text{List}\langle \text{Integer} \rangle, c \triangleleft d, \\ & b \doteq \text{AbstractList}\langle \text{Object} \rangle, a \doteq \text{Vector}\langle \text{Integer} \rangle \}, \\ & \{ c \doteq \text{Stack}\langle \text{Integer} \rangle, d \doteq \text{List}\langle \text{Integer} \rangle, c \triangleleft d, \\ & b \doteq \text{List}\langle \text{Object} \rangle, a \doteq \text{Vector}\langle \text{Integer} \rangle \}, \\ & \{ c \doteq \text{Stack}\langle \text{Integer} \rangle, d \doteq \text{List}\langle \text{Integer} \rangle, c \triangleleft d, \\ & b \doteq \text{AbstractList}\langle \text{Object} \rangle, a \doteq \text{Stack}\langle \text{Integer} \rangle \}, \\ & \{ c \doteq \text{Stack}\langle \text{Integer} \rangle, d \doteq \text{List}\langle \text{Integer} \rangle, c \triangleleft d, \\ & b \doteq \text{List}\langle \text{Object} \rangle, a \doteq \text{Stack}\langle \text{Integer} \rangle \} \} \end{aligned}$$

Example I (5)

In the fifth step the *subst* rule is applied for c and d:

$$\begin{aligned} Eq''_{set} = & \{ \{ c \doteq \text{Stack}\langle \text{Integer} \rangle, d \doteq \text{List}\langle \text{Integer} \rangle, \\ & \text{Stack}\langle \text{Integer} \rangle \triangleleft \text{List}\langle \text{Integer} \rangle, \\ & b \doteq \text{AbstractList}\langle \text{Object} \rangle, a \doteq \text{Vector}\langle \text{Integer} \rangle \}, \\ & \{ c \doteq \text{Stack}\langle \text{Integer} \rangle, d \doteq \text{List}\langle \text{Integer} \rangle, \\ & \text{Stack}\langle \text{Integer} \rangle \triangleleft \text{List}\langle \text{Integer} \rangle, \\ & b \doteq \text{List}\langle \text{Object} \rangle, a \doteq \text{Vector}\langle \text{Integer} \rangle \}, \\ & \{ c \doteq \text{Stack}\langle \text{Integer} \rangle, d \doteq \text{List}\langle \text{Integer} \rangle, \\ & \text{Stack}\langle \text{Integer} \rangle \triangleleft \text{List}\langle \text{Integer} \rangle, \\ & b \doteq \text{AbstractList}\langle \text{Object} \rangle, a \doteq \text{Stack}\langle \text{Integer} \rangle \}, \\ & \{ c \doteq \text{Stack}\langle \text{Integer} \rangle, d \doteq \text{List}\langle \text{Integer} \rangle, \\ & \text{Stack}\langle \text{Integer} \rangle \triangleleft \text{List}\langle \text{Integer} \rangle, \\ & b \doteq \text{List}\langle \text{Object} \rangle, a \doteq \text{Stack}\langle \text{Integer} \rangle \} \} \end{aligned}$$

Example I (6)

The sixth step is divided in (a) and (b):

(a): In the first three steps nothing is changed, as Eq_2 is empty.

In step four $\text{Stack}\langle\text{Integer}\rangle \prec \text{List}\langle\text{Integer}\rangle$ is reduced and finally erased.

(b): This leads to the result

$$\begin{aligned} Eq'''_{set} = & \{ \{ c \doteq \text{Stack}\langle\text{Integer}\rangle, d \doteq \text{List}\langle\text{Integer}\rangle, \\ & b \doteq \text{AbstractList}\langle\text{Object}\rangle, a \doteq \text{Vector}\langle\text{Integer}\rangle \}, \\ & \{ c \doteq \text{Stack}\langle\text{Integer}\rangle, d \doteq \text{List}\langle\text{Integer}\rangle, \\ & b \doteq \text{List}\langle\text{Object}\rangle, a \doteq \text{Vector}\langle\text{Integer}\rangle \}, \\ & \{ c \doteq \text{Stack}\langle\text{Integer}\rangle, d \doteq \text{List}\langle\text{Integer}\rangle, \\ & b \doteq \text{AbstractList}\langle\text{Object}\rangle, a \doteq \text{Stack}\langle\text{Integer}\rangle \}, \\ & \{ c \doteq \text{Stack}\langle\text{Integer}\rangle, d \doteq \text{List}\langle\text{Integer}\rangle, \\ & b \doteq \text{List}\langle\text{Object}\rangle, a \doteq \text{Stack}\langle\text{Integer}\rangle \} \} \end{aligned}$$

Example I (7)

In the seventh step no mapping is erased, as all pairs are in solved form, such that the result are four most general unifiers:

$$\begin{aligned} & \{ \{ a \mapsto \text{Vector}\langle \text{Integer} \rangle, b \mapsto \text{AbstractList}\langle \text{Object} \rangle, \\ & \quad c \mapsto \text{Stack}\langle \text{Integer} \rangle, d \mapsto \text{List}\langle \text{Integer} \rangle \}, \\ & \{ a \mapsto \text{Vector}\langle \text{Integer} \rangle, b \mapsto \text{List}\langle \text{Object} \rangle, \\ & \quad c \mapsto \text{Stack}\langle \text{Integer} \rangle, d \mapsto \text{List}\langle \text{Integer} \rangle \}, \\ & \{ a \mapsto \text{Stack}\langle \text{Integer} \rangle, b \mapsto \text{AbstractList}\langle \text{Object} \rangle, \\ & \quad c \mapsto \text{Stack}\langle \text{Integer} \rangle, d \mapsto \text{List}\langle \text{Integer} \rangle \}, \\ & \{ a \mapsto \text{Stack}\langle \text{Integer} \rangle, b \mapsto \text{List}\langle \text{Object} \rangle, \\ & \quad c \mapsto \text{Stack}\langle \text{Integer} \rangle, d \mapsto \text{List}\langle \text{Integer} \rangle \} \} \end{aligned}$$

Example II (1)

Example with the *adapt* rule:

$$\Theta^{(0)} = \{ \text{Object} \}, \Theta^{(1)} = \{ \text{Vector}, \text{Matrix}, \text{List} \}$$

and

$$\text{Matrix}\langle a \rangle \leq \text{Vector}\langle \text{Vector}\langle a \rangle \rangle.$$

Now, we apply the unification algorithm to

$$Eq = \{ \text{Matrix}\langle \text{List}\langle b \rangle \rangle \triangleleft \text{Vector}\langle \text{Vector}\langle \text{List}\langle \text{Object} \rangle \rangle \rangle \}$$

Example II (2)

- In the first three steps nothing happens.
- In step four neither the *erase*, nor the *swap* rule is applicable.
- The *reduce1* rule is also not applicable, as there is no relation

$$\text{Matrix}\langle a \rangle \leq \text{Vector}\langle a \rangle.$$

⇒ Now the *adapt* rule is necessary.

Example II (3)

As

$$(\text{Matrix}\langle a \rangle \leq^* \text{Vector}\langle \text{Vector}\langle a \rangle \rangle) \in \mathbf{FC}(\leq)$$

from

$$Eq = \{ \text{Matrix}\langle \text{List}\langle b \rangle \rangle \triangleleft \text{Vector}\langle \text{Vector}\langle \text{List}\langle \text{Object} \rangle \rangle \rangle \}$$

by the *adapt* rule follows:

$$Eq_{set} = \{ \text{Vector}\langle \text{Vector}\langle \text{List}\langle b \rangle \rangle \rangle \doteq \text{Vector}\langle \text{Vector}\langle \text{List}\langle \text{Object} \rangle \rangle \rangle \}$$

Then the *reduce2* rule leads finally to the result:

$$\{ \{ b \mapsto \text{Object} \} \}$$

Soundness and completeness

Theorem: The type unification problem is solved by the type unification algorithm. This means that the algorithm is sound and complete.

4. Conclusion and Outlook

Summary:

- We described the inheritance in G-JAVA by two relations.
- We solved the type unification problem in G-JAVA, with the restrictions:
 - no interfaces
 - no F-bounded parameters
 - the number of parameters are equal in all inheritance relations

To do:

- Extension to interfaces and F-bounded parameters.
- The project is continued by implementing the type inference algorithm.
- Finally the idea is to integrate the type inference algorithm in a programming framework like eclipse or netbeans. The user can then elect one of the determined types for the methods.