

# Well-typings for Java $\lambda$

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# Overview

Introduction

The language

The type-system

Type-inference algorithm

Integration of well-typings in Java $\lambda$

Related work

# History of Java type system

## Version 1:

- ▶ Subtyping on classes (without parameters)  
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- ▶ Parametrized classes (type constructors)  
Ex.: `Vector<X>`
- ▶ Subtyping extension  
Ex.: `Matrix ≤* Vector<Vector<Integer>>`
- ▶ Wildcards (with lower and upper bounds)  
Ex.: `Vector<? extends Integer>`

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- ▶ Subtyping extension  
Ex.: `Matrix ≤* Vector<Vector<Integer>>`
- ▶ Wildcards (with lower and upper bounds)  
Ex.: `Vector<? extends Integer>`

## Version 8:

- ▶ Closures ( $\lambda$ -expressions)
- ▶ SAM-Types, **but no function types**

# Single Abstract Method–Types

- ▶ abstract class with a single abstract method or
- ▶ interface with a single method declaration

## Example:

```
interface Operation {  
    public int op (int x, int y);  
}
```

## call by an anonymous inner class:

```
foo.doAddition(new Operation () {  
    public int op (int x, int y) {  
        return x + y;  
    }  
});
```

$\lambda$ -expressions could simplify the call by using

```
foo.doAddition(#{ (int x, int y) -> x + y })
```

# Function type declaration

In earlier announcements (e.g. Mark Reinhold: [Project Lambda](#)<sup>1</sup> Java Language Specification draft (Version 0.1.5)) explicit function types had been introduced:

```
#int(int, int)
```

---

<sup>1</sup><http://mail.openjdk.java.net/pipermail/lambda-dev/attachments/20100212/af8d2cc5/attachment-0001.txt>



## Function type declaration

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```
#int(int, int)
```

Different approaches:

### Function types

```
void doAddition(#int(int, int) o)  
{ ... }
```

### SAM-Types

```
interface Operation {  
    public int op (int x, int y);  
}
```

```
void doAddition(Operation o)  
{ ... }
```

<sup>1</sup><http://mail.openjdk.java.net/pipermail/lambda-dev/attachments/20100212/af8d2cc5/attachment-0001.txt>

# The language

<i>Source</i>	$:=$	<i>class</i> *
<i>class</i>	$:=$	Class( <i>stype</i> , [ extends( <i>stype</i> ), ] <i>IVarDecl</i> *, <i>FunDecl</i> *)
<i>IVarDecl</i>	$:=$	InstVarDecl( <i>stype</i> , <i>var</i> )
<i>FunDecl</i>	$:=$	Fun( <i>fname</i> , [ <u><i>type</i></u> ], <i>lambdaexpr</i> )
<i>block</i>	$:=$	Block( <i>stmt</i> * )
<i>stmt</i>	$:=$	<i>block</i>   Return( <i>expr</i> )   While( <i>bexpr</i> , <i>block</i> )   LocalVarDecl( <i>var</i> [, <u><i>type</i></u> ] )   If( <i>bexpr</i> , <i>block</i> [, <i>block</i> ] )   <i>stmtexpr</i>
<i>lambdaexpr</i>	$:=$	Lambda( (( <i>var</i> [, <u><i>type</i></u> ]))*, ( <i>stmt</i>   <i>expr</i> ) )
<i>stmtexpr</i>	$:=$	Assign( <i>var</i> , <i>expr</i> )   New( <i>stype</i> , <i>expr</i> * )   Eval( <i>expr</i> , <i>expr</i> * )
<i>expr</i>	$:=$	<i>lambdaexpr</i>   <i>stmtexpr</i>   this   This( <i>stype</i> )   super   LocalOrFieldVar( <i>var</i> )   InstVar( <i>expr</i> , <i>var</i> )   InstFun( <i>expr</i> , <i>fname</i> )   <i>bexp</i>   <i>sexp</i>

## Example

```
class Matrix extends Vector<Vector<Integer>> {  
  
  ##Matrix(#Matrix(Matrix, Matrix))(Matrix)  
  op = #{ Matrix m -> #{ #Matrix(Matrix, Matrix) f ->  
                        f(Matrix.this, m) } }  
}
```

## Example

```
class Matrix extends Vector<Vector<Integer>> {  
  
    ##Matrix(#Matrix(Matrix, Matrix))(Matrix)  
    op = #{ Matrix m -> #{ #Matrix(Matrix, Matrix) f ->  
                          f(Matrix.this, m) } }  
  
    public static void main(String[] args) {  
        Matrix m1 = new Matrix(...);  
        Matrix m2 = new Matrix(...);  
        m1.op.(m2).(#{ (Matrix m1, Matrix m2) ->  
                    Matrix ret = new Matrix ();  
                    : //matrix multiplication  
                    return ret;  
                    })  
    }  
}
```

# Goal

```
class Matrix extends Vector<Vector<Integer>> {  
  
    op = #{ m -> #{ f -> f(Matrix.this, m) } }  
  
    public static void main(String[] args) {  
        Matrix m1 = new Matrix(...);  
        Matrix m2 = new Matrix(...);  
        m1.op.(m2).(#{ (Matrix m1, Matrix m2) ->  
                    Matrix ret = new Matrix ();  
                    : //matrix multiplication  
                    return ret;  
                })  
    }  
}
```

# Adapt Fuh and Mishra's algorithm

- ▶ Java $\lambda$  type system is equivalent
- ▶ subtyping, but
- ▶ no overloading

## Adapt Fuh and Mishra's algorithm

- ▶ Java $\lambda$  type system is equivalent
- ▶ subtyping, but
- ▶ no overloading
- ▶ Fuh and Mishra's algorithm determines *well typings*

$$(C, A) \vdash N : t$$

- ▶  $C$  = set of coercions (set of sub-type pairs)
- ▶  $A$  = set of type assumptions
- ▶  $N$  = expression
- ▶  $t$  = type

**Java has no well-typings!!!**

# The algorithm I

**WTYPE** : TypeAssumptions  $\times$  class  $\rightarrow$  { WellTyping } + { *fail* }

Input:

- ▶ a set of type assumptions
- ▶ a Java $\lambda$  class (without type annotations)

Output:

- ▶ set of well-typings for the functions of the input class



## The algorithm II: The sub-function **TYPE**

**TYPE** : TypeAssumptions × class  
→ TypeAssumptions × CoercionSet

- ▶ maps a fresh type variable to each subterm of the functions
- ▶ determines a result type (variable) for each function
- ▶ determines the corresponding coercions (sub-type pairs)

## The algorithm III: The sub-function **MATCH**

**MATCH** :  $\text{CoercionSet} \rightarrow \text{Substitution} \times \text{ACoercionSet} + \{ \textit{fail} \}$

- ▶ Type unification [Pluemicke 2009]<sup>2</sup> to adapt the structure of the coercions.
- ▶ Reduce the coercions to atomic coercions (eliminate type constructors)

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<sup>2</sup>[Pluemicke 2009]: *Java type unification with wildcards*, INAP 07

## The algorithm III: The sub-function **CONSISTENT**

**CONSISTENT** : AtomicCoercionSet  $\rightarrow$  Boolean

- ▶ Consistence check of the atomic coercions by intersection set constructions for all possible instatiations
- ▶ If the intersection sets are non-empty then the set of atomic coercions is consistent.

# The algorithm IV

**WTYPE**:  $\text{TypeAssumptions} \times \text{class} \rightarrow \{\text{WellTyping}\} \cup \{\text{fail}\}$

**WTYPE**( *Ass*, *Class*( *cl*, *extends*(  $\tau'$  ), *fdecls*, *ivardecls* ) ) =

let

(  $\{ f_1 : a_1, \dots, f_n : a_n \}$ , *CoeS* ) =  
**TYPE**( *Ass*, *Class*( *cl*, *extends*(  $\tau'$  ), *fdecls*, *ivardecls* ) )

(  $\sigma$ , *AC* ) = **MATCH**( *CoeS* )

in

if **CONSISTENT**( *AC* ) then

$\{ (AC, \text{Ass} \vdash f_i : \sigma(a_i)) \mid 1 \leq i \leq n \}$

else *fail*

# Example

```
class Matrix extends Vector<Vector<Integer>> {  
  
    op = #{ m -> #{ f -> f(Matrix.this, m) } }  
  
    public static void main(String[] args) {  
        Matrix m1 = new Matrix(...);  
        Matrix m2 = new Matrix(...);  
        m1.op.(m2).(#{ (Matrix m1, Matrix m2) ->  
                    Matrix ret = new Matrix ();  
                    : //matrix multiplication  
                    return ret;  
                })  
    }  
}
```

# TYPE

```
aop op =  
  a#m #{ am m ->  
          a#f #{ af f ->  
                af(M.this,m) f(Matrix Matrix.this, am m) } }
```

## TYPE

```
 $a_{op}$  op =  
   $a_{\#m}$  # {  $a_m$  m ->  
             $a_{\#f}$  # {  $a_f$  f ->  
                     $a_f(M.this,m)$  f(Matrix Matrix.this,  $a_m$  m) } }
```

- ▶  $a_{\#m} \triangleleft a_{op}$
- ▶  $a_m \rightarrow a_{\#f} \triangleleft a_{\#m}$
- ▶  $a_f \rightarrow a_f(this,m) \triangleleft a_{\#f}$
- ▶  $a_f \triangleleft (a_1, a_2) \rightarrow a_3$
- ▶ **Matrix**  $\triangleleft a_1$
- ▶  $a_m \triangleleft a_2$
- ▶  $a_3 \triangleleft a_f(this,m)$

# MATCH

Matched/Unified coercions:

- ▶  $\beta \rightarrow ((\epsilon_3, \epsilon'_3) \rightarrow \epsilon''_3) \rightarrow \gamma'_2 \triangleleft \beta_1 \rightarrow ((\epsilon_4, \epsilon'_4) \rightarrow \epsilon''_4) \rightarrow \gamma'_3,$
- ▶  $a_m \rightarrow ((\epsilon_2, \epsilon'_2) \rightarrow \epsilon''_2) \rightarrow \gamma'_1 \triangleleft \beta \rightarrow ((\epsilon_3, \epsilon'_3) \rightarrow \epsilon''_3) \rightarrow \gamma'_2,$
- ▶  $((\epsilon_1, \epsilon'_1) \rightarrow \epsilon''_1) \rightarrow a_{f(\text{this}, m)} \triangleleft ((\epsilon_2, \epsilon'_2) \rightarrow \epsilon''_2) \rightarrow \gamma'_1$
- ▶  $(\epsilon_1, \epsilon'_1) \rightarrow \epsilon''_1 \triangleleft (a_1, a_2) \rightarrow a_3$
- ▶  $\text{Matrix} \triangleleft a_1$
- ▶  $a_m \triangleleft a_2$
- ▶  $a_3 \triangleleft a_{f(\text{this}, m)}$



## MATCH

Matched/Unified coercions:

- ▶  $\beta \rightarrow ((\epsilon_3, \epsilon'_3) \rightarrow \epsilon''_3) \rightarrow \gamma'_2 \triangleleft \beta_1 \rightarrow ((\epsilon_4, \epsilon'_4) \rightarrow \epsilon''_4) \rightarrow \gamma'_3,$
- ▶  $a_m \rightarrow ((\epsilon_2, \epsilon'_2) \rightarrow \epsilon''_2) \rightarrow \gamma'_1 \triangleleft \beta \rightarrow ((\epsilon_3, \epsilon'_3) \rightarrow \epsilon''_3) \rightarrow \gamma'_2,$
- ▶  $((\epsilon_1, \epsilon'_1) \rightarrow \epsilon''_1) \rightarrow a_{f(this,m)} \triangleleft ((\epsilon_2, \epsilon'_2) \rightarrow \epsilon''_2) \rightarrow \gamma'_1$
- ▶  $(\epsilon_1, \epsilon'_1) \rightarrow \epsilon''_1 \triangleleft (a_1, a_2) \rightarrow a_3$
- ▶ Matrix  $\triangleleft a_1$
- ▶  $a_m \triangleleft a_2$
- ▶  $a_3 \triangleleft a_{f(this,m)}$

Reduced atomic coercions: AC =

$$\left\{ \beta \triangleleft a_m, \beta \triangleleft \beta_1, a_{f(this,m)} \triangleleft \gamma'_1, \epsilon''_1 \triangleleft a_3, a_1 \triangleleft \epsilon_1, a_2 \triangleleft \epsilon'_1, \right. \\ \epsilon''_2 \triangleleft \epsilon''_1, \epsilon_1 \triangleleft \epsilon_2, \epsilon'_1 \triangleleft \epsilon'_2, \gamma'_1 \triangleleft \gamma'_2, \epsilon''_3 \triangleleft \epsilon''_2, \epsilon_2 \triangleleft \epsilon_3, \epsilon'_2 \triangleleft \epsilon'_3, \\ \gamma'_2 \triangleleft \gamma'_3, \epsilon''_4 \triangleleft \epsilon''_3, \epsilon_3 \triangleleft \epsilon_4, \epsilon'_3 \triangleleft \epsilon'_4, \\ \left. \text{Matrix} \triangleleft a_1, a_m \triangleleft a_2, a_3 \triangleleft a_{f(this,m)} \right\}$$

# CONSISTENCE

$It$	Coercion	$l_M$	$l_{a_1}$	$l_{\epsilon_1}$	$l_{\epsilon_2}$	$l_{\epsilon_3}$	$l_{\epsilon_4}$
0		M	*	*	*	*	*
1	$M \triangleleft a_1$	M	$M, V \langle V \langle \text{Int} \rangle \rangle$	*	*	*	*
2	$a_1 \triangleleft \epsilon_1$	M	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	*	*	*
2	$\epsilon_1 \triangleleft \epsilon_2$	M	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	*	*
2	$\epsilon_2 \triangleleft \epsilon_3$	M	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	*
2	$\epsilon_3 \triangleleft \epsilon_4$	M	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$
2	...	M	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$
3	...	M	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$

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0		M	*	*	*	*	*
1	$M \triangleleft a_1$	M	$M, V \langle V \langle \text{Int} \rangle \rangle$	*	*	*	*
2	$a_1 \triangleleft \epsilon_1$	M	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	*	*	*
2	$\epsilon_1 \triangleleft \epsilon_2$	M	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	*	*
2	$\epsilon_2 \triangleleft \epsilon_3$	M	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	*
2	$\epsilon_3 \triangleleft \epsilon_4$	M	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$
2	...	M	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$
3	...	M	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$

Result:

$$(AC, Ass_1) \vdash \{ \text{op} : \beta_1 \rightarrow ((\epsilon_4, \epsilon'_4) \rightarrow \epsilon''_4) \rightarrow \gamma'_3 \}$$

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0		M	*	*	*	*	*
1	$M \triangleleft a_1$	M	$M, V \langle V \langle \text{Int} \rangle \rangle$	*	*	*	*
2	$a_1 \triangleleft \epsilon_1$	M	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	*	*	*
2	$\epsilon_1 \triangleleft \epsilon_2$	M	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	*	*
2	$\epsilon_2 \triangleleft \epsilon_3$	M	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	*
2	$\epsilon_3 \triangleleft \epsilon_4$	M	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$
2	...	M	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$
3	...	M	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$

**Result:**

$$(\text{AC}, \text{Ass}_1) \vdash \{ \text{op} : \beta_1 \rightarrow ((\epsilon_4, \epsilon'_4) \rightarrow \epsilon''_4) \rightarrow \gamma'_3 \}$$

**Comparison:** Declared type:

$$\text{op} : \text{Matrix} \rightarrow ((\text{Matrix}, \text{Matrix}) \rightarrow \text{Matrix}) \rightarrow \text{Matrix}$$

The well-typing is correct but not very meaningful!

## Different Solutions (Intersection Type)

$$\text{op} : \beta_1 \rightarrow ((\epsilon_4, \epsilon'_4) \rightarrow \epsilon''_4) \rightarrow \gamma'_3$$

A modification of the algorithm CONSISTENCE results:

- ▶  $\epsilon_4 = \text{Matrix, Vector}\langle \text{Vector}\langle \text{Integer} \rangle \rangle$
- ▶  $\beta_1 \triangleleft a_m \triangleleft a_2 \triangleleft \epsilon'_1 \triangleleft \epsilon'_2 \triangleleft \epsilon'_3 \triangleleft \epsilon'_4$
- ▶  $\epsilon''_4 \triangleleft \epsilon''_4 \triangleleft \epsilon''_2 \triangleleft \epsilon''_1 \triangleleft a_3 \triangleleft a_{f(\text{this}, m)} \triangleleft \gamma'_1 \triangleleft \gamma'_2 \triangleleft \gamma'_3$

# Different Solutions (Intersection Type)

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- ▶  $\epsilon''_4 \triangleleft \epsilon''_4 \triangleleft \epsilon''_2 \triangleleft \epsilon''_1 \triangleleft a_3 \triangleleft a_{f(\text{this},m)} \triangleleft \gamma'_1 \triangleleft \gamma'_2 \triangleleft \gamma_3$

This result is meaningful and more principal than the declared type.

## Coercions as bounded type variables

```
class Matrix {  
  
  <B1 extends E4', E4', E4'' extends G3', G3', E4 super Matrix>  
  ##G3'(#E4''(E4, E4'))(B1)  
  op = #{ B1 m -> #{ #E4''(E4, E4') f -> f(Matrix.this, m) }  
  
}
```

# Coercions as bounded type variables

```
class Matrix {  
  
  <B1 extends E4', E4', E4'' extends G3', G3', E4 super Matrix>  
  ##G3' (#E4'' (E4, E4')) (B1)  
  op = #{ B1 m -> #{ #E4'' (E4, E4') f -> f(Matrix.this, m) }  
  
}
```

This declaration is as principal as the inferred type.



# Coercions as bounded type variables

```
class Matrix {  
  
  <B1 extends E4', E4', E4'' extends G3', G3', E4 super Matrix>  
  ##G3'(#E4''(E4, E4'))(B1)  
  op = #{ B1 m -> #{ #E4''(E4, E4') f -> f(Matrix.this, m) }  
  
}
```

This declaration is as principal as the inferred type.  
But not allowed in Java.

## Related work

### Scala:

- ▶ closures, function-types
- ▶ **pattern-matching** and **currying**
- ▶ **local type inference**  
no type inference for whole  $\lambda$ -expressions and recursive methods

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### C#:

- ▶ closures
- ▶ function types as delegates (similar to SAM-types)
- ▶ type inference for `var` declarations

# Conclusion and Future work

## Conclusion

- ▶ Fuh and Mishra's type inference algorithm can be adopted to  $\text{Java}_\lambda$ .
- ▶ *Real function types* are possible without confusing type declarations
- ▶ *Well typings* are results of the type inference algorithm
  - ▶ Intersection type approach
  - ▶ Bounded type variables approach

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- ▶ *Real function types* are possible without confusing type declarations
- ▶ *Well typings* are results of the type inference algorithm
  - ▶ Intersection type approach
  - ▶ Bounded type variables approach

## Future work

- ▶ Implementation of the intersection approach by IDE
- ▶ Extension of the byte code for the realisation of coercions as bounded type variables
- ▶ Overloading