

Well-typings for Java λ

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Overview

Introduction

The language

The type-system

Type-inference algorithm

Integration of well-typings in Java λ

Related work

History of Java type system

Version 1:

- ▶ Subtyping on classes (without parameters)
Ex.: `Integer \leq^* Object`

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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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Version 8:

- ▶ Closures (λ -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;  
    }  
});
```

λ -expressions could simplify the call by using

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

Function type declaration

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

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

More convenient declaration:

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

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Function types in Java have some disadvantages (Brian Goetz)

Type inference could solve some problems (Martin Plümicke)

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The language

Source := *class**

class := `Class(stype, [extends(stype),] IVarDecl*, FunDecl*)`

IVarDecl := `InstVarDecl(stype, var)`

FunDecl := `Fun(fname, [type], lambdaexpr)`

block := `Block(stmt*)`

stmt := `block | Return(expr) | While(bexpr, block)`
| `LocalVarDecl(var[, type]) | If(bexpr, block[, block])`
| *stmtexpr*

lambdaexpr := `Lambda(((var[, type]))*, (stmt | expr))`

stmtexpr := `Assign(var, expr) | New(stype, expr*)`
| `Eval(expr, expr*)`

expr := `lambdaexpr | stmtexpr | this | This(stype) | super`
| `LocalOrFieldVar(var) | InstVar(expr, var)`
| `InstFun(expr, fname) | bexpr | sexpr`

Adapt Fuh and Mishra's algorithm

- ▶ Java λ type system is equivalent
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- ▶ Java λ 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
- ▶ A = set of type assumptions
- ▶ N = Ausdruck
- ▶ t = Typ

The algorithm I

WTYPE : TypeAssumptions × class → { WellTyping } + { fail }

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

TYPE : $\text{TypeAssumptions} \times \text{class}$
 $\rightarrow \text{TypeAssumptions} \times \text{CoercionSet}$

Maps a fresh type variable to each subterm of the functions and determines a result type (variable) for each function and the corresponding coercions

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

Extended type unification to adopt the structure of the coercions.
Transform to atomic coercions (eliminate type constructors)

CONSISTENT : $\text{AtomicCoercionSet} \rightarrow \text{Boolean}$

Consistence check of the atomic coercions.

The algorithm II

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

WTYPE(Ass , $\text{Class}(cl, \text{extends}(\tau'), fdecls, ivardecls)$) =

let

($\{ f_1 : a_1, \dots, f_n : a_n \}, \text{CoeS}) =$

TYPE(Ass , $\text{Class}(cl, \text{extends}(\tau'), fdecls, ivardecls)$)

(σ, 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) } }
```

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 ();  
                       : //matrice multiplication  
                       return ret;  
                    })  
    }  
}
```

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) } }
```

TYPE

$$a_{op} \text{ op} =$$
$$a_{\#m} \# \{ a_m \text{ m} \rightarrow$$
$$a_{\#f} \# \{ a_f \text{ f} \rightarrow$$
$$a_f(M.\text{this}, m) \text{ f}(\text{Matrix Matrix.this}, a_m \text{ m}) \} \}$$

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

MATCH

Matched coercions:

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

MATCH

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

Atomic coercions: $AC =$

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

CONSISTENCE

It	Coercion	l_M	l_{a_1}	l_{ϵ_1}	l_{ϵ_2}	l_{ϵ_3}	l_{ϵ_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	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$

CONSISTENCE

It	Coercion	l_M	l_{a_1}	l_{ϵ_1}	l_{ϵ_2}	l_{ϵ_3}	l_{ϵ_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	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$	$M, V \langle V \langle \text{Int} \rangle \rangle$

Result:

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

with

$\epsilon_4 = \text{Matrix}, \text{Vector} \langle \text{Vector} \langle \text{Integer} \rangle \rangle$

$\beta_1 \triangleleft a_m \triangleleft a_2 \triangleleft \epsilon'_1 \triangleleft \epsilon'_2 \triangleleft \epsilon'_3 \triangleleft \epsilon'_4$

$\epsilon''_4 \triangleleft \epsilon'_4 \triangleleft \epsilon''_2 \triangleleft \epsilon'_1 \triangleleft a_3 \triangleleft a_f(\text{this}, m) \triangleleft \gamma'_1 \triangleleft \gamma'_2 \triangleleft \gamma'_3$

Different Solutions (Intersection Type)

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

with

a_1	ϵ_1	ϵ_2	ϵ_3	ϵ_4	β_1	ϵ''_4	...
M	M	M	M	M	ϵ'_4	γ'_3	
M	M	M	M	V<V<Int>>	ϵ'_4	γ'_3	
M	M	M	V<V<Int>>	V<V<Int>>	ϵ'_4	γ'_3	
M	M	V<V<Int>>	V<V<Int>>	V<V<Int>>	ϵ'_4	γ'_3	
M	V<V<Int>>	V<V<Int>>	V<V<Int>>	V<V<Int>>	ϵ'_4	γ'_3	
V<V<Int>>	V<V<Int>>	V<V<Int>>	V<V<Int>>	V<V<Int>>	ϵ'_4	γ'_3	

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) }  
  
}
```

Related work

Scala:

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

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C#:

- ▶ closures
- ▶ function types as delegates (similar to SAM-types)
- ▶ no type inference

Conclusion and Future work

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- ▶ Fuh and Mishra's type inference algorithm can be adopted to Java_λ .
- ▶ *Real function types* are possible without confusing the programmers
- ▶ *Well typings* are results of the type inference algorithm
 - ▶ Intersection type approach
 - ▶ Bounded type variables approach

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Future work

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