

# ML programs are typed

Programs of type  $ty$ :  $\mathbf{Prog}_{ty} \triangleq \{ e \mid \emptyset \vdash e : ty \}$

where

Type assignment relation  $\left\{ \begin{array}{l} \Gamma = \text{typing context} \\ e = \text{expression to be typed} \\ ty = \text{type} \end{array} \right.$  *finite function from identifiers to types*

$\mathbf{\Gamma \vdash e : ty}$

is inductively generated by axioms and rules following the structure of  $e$ , for example:

*[See A.4]*

$$\frac{\Gamma \vdash e_1 : ty_1 \quad \Gamma[x \mapsto ty_1] \vdash e_2 : ty_2 \quad x \notin \text{dom}(\Gamma)}{\Gamma \vdash (\text{let } x = e_1 \text{ in } e_2) : ty_2}$$

**Theorem (Type Soundness).** If  $e, s \Rightarrow v, s'$  and  $e \in \mathbf{Prog}_{ty}$ , then  $v \in \mathbf{Prog}_{ty}$ .

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**Theorem (Type Soundness).** If  $e, s \Rightarrow v, s'$  and  $e \in \mathbf{Prog}_{ty}$ , then  $v \in \mathbf{Prog}_{ty}$ .

proof by induction on the derivation of  $e, s \Rightarrow v, s'$

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PRESERVATION

**Theorem (Type ~~Soundness~~).** If  $e, s \Rightarrow v, s'$  and  $e \in \mathbf{Prog}_{ty}$ , then  $v \in \mathbf{Prog}_{ty}$ .

What about "PROGRESS" ?

ML transition relation

$$(s, e) \rightarrow (s', e')$$

where  $\text{loc}(e) \subseteq \text{dom}(s)$   
&  $\text{loc}(e') \subseteq \text{dom}(s')$

is inductively generated by rules following the structure of  $e$ —e.g.

a **simplification step**

$$\frac{(s, e_1) \rightarrow (s', e'_1)}{(s, \text{let } x = e_1 \text{ in } e_2) \rightarrow (s', \text{let } x = e'_1 \text{ in } e_2)}$$

a **basic reduction**

$$\frac{v \text{ a canonical form}}{(s, \text{let } x = v \text{ in } e) \rightarrow (s, e[v/x])}$$

(see Sect. A.5 for the full definition).

Write  $\rightarrow^*$  for reflexive-transitive closure of  $\rightarrow$ .

For example...

Recall (p381):

$F \triangleq$

```
let  $a = \text{ref}()$  in  
let  $b = \text{ref}()$  in  
fun  $x \rightarrow$   
if  $x == a$  then  $b$   
else  $a$ 
```

$G \triangleq$

```
let  $c = \text{ref}()$  in  
let  $d = \text{ref}()$  in  
fun  $y \rightarrow$   
if  $y == d$  then  $d$   
else  $c$ 
```

For  $T \triangleq \text{fun } f \rightarrow \text{let } x = \text{ref}() \text{ in } f(f x) == f x$ ,  
 $TF$  has value `false`, whereas  $TG$  has value `true`,  
so  $F \not\approx_{\text{ctx}} G$ .

$$(\emptyset, \text{TF}) \rightarrow^* (s, \text{TV}) \quad \text{where } \begin{cases} s \triangleq \{l_1 \mapsto (), l_2 \mapsto ()\} \\ v \triangleq \text{fun } x \rightarrow \text{if } x == l_1 \\ \text{then } l_2 \text{ else } l_1 \end{cases}$$

$$\downarrow^*$$

$$(s, \text{let } x = \text{ref}() \text{ in } v(vx) == vx)$$

$$\downarrow^*$$

$$(s', v(vl_3) == vl_3)$$

$$\text{where } s' = \{l_1 \mapsto (), l_2 \mapsto (), l_3 \mapsto ()\}$$

$$\downarrow^*$$

$$(s', vl_1 == vl_3)$$

$$\downarrow^*$$

$$(s', l_2 == vl_3)$$

$$\downarrow^*$$

$$(s', l_2 == l_1) \longrightarrow^* (s', \text{false})$$

$$(\emptyset, TG) \rightarrow^* (s, T_{v'}) \quad \text{where } \begin{cases} s \triangleq \{l_1 \mapsto (), l_2 \mapsto ()\} \\ v' \triangleq \text{fun } x \rightarrow \text{if } x == l_2 \\ \text{then } l_2 \text{ else } l_1 \end{cases}$$

$$(s, \text{let } x = \text{ref}() \text{ in } v(vx) == vx)$$

$$\downarrow^*$$

$$(s', v(vl_3) == vl_3)$$

$$\text{where } s' = \{l_1 \mapsto (), l_2 \mapsto (), l_3 \mapsto ()\}$$

$$\downarrow^*$$

$$(s', vl_1 == vl_3)$$

$$\downarrow^*$$

$$(s', l_1 == vl_3)$$

$$\downarrow^*$$

$$(s', l_1 == l_1) \longrightarrow^* (s', \text{true})$$

# Relationship between evaluation and transition

**Theorem A.2**  $s, e \Rightarrow v, s'$  iff  $(s, e) \rightarrow^*(s', v)$

Proof via two lemmas:

①  $s, e \Rightarrow v, s'$  implies  $(s, e) \rightarrow^*(s', v)$

(by induction on derivation of  $s, e \Rightarrow v, s'$ )

②  $(s, e) \rightarrow (s', e')$  implies  $\forall v, s'' (s', e' \Rightarrow v, s'' \text{ implies } s, e \Rightarrow v, s'')$

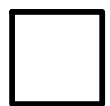
(by induction on derivation of  $(s, e) \rightarrow (s', e')$ )

Repeated use of ② gives

$(s, e) \rightarrow^*(s', e') \ \& \ s', e' \Rightarrow v, s''$  implies  $s, e \Rightarrow v, s''$

So since  $s', v \Rightarrow v, s'$ , get converse of ①:

$(s, e) \rightarrow^*(s', v)$  implies  $s, e \Rightarrow v, s'$





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What about "PROGRESS" ?

# Progress

Evaluation of well-typed programs does not get stuck, in the sense that

if  $e \in \text{Prog}_{\text{ty}}$  and  $\text{loc}(e) \subseteq \text{dom}(s)$   
then either  $e$  is in canonical form  
or  $(s, e) \rightarrow (s', e')$  holds for some  $s'$  &  $e'$ .

(Proof by induction on the structure of  $e$ .)