

1996 Paper 7 Question 10

Types

Explain the term *minimal type* and discuss its importance in typechecking algorithms for type systems with subtyping. What is the difference between a minimal type and a principal typing? [6 marks]

Write subtyping and typing algorithms (*either* as syntax-directed systems of inference rules *or* as pseudo-code) for the following “core” of the simply typed lambda-calculus with subtyping.

$$e ::= x \\ \text{fun}(x \in T)e \\ e_1 e_2$$

$$T ::= T_1 \rightarrow T_2 \\ \text{Top}$$

Your algorithms need not handle records or booleans. [6 marks]

Suppose that we add to this calculus a type $\text{Box}(T)$ for each type T , and the expression constructors

$$e ::= \dots \\ \text{box } e \\ \text{contents } e \\ e_1 \leftarrow e_2$$

with the following evaluation rules:

$$\frac{e \Downarrow r}{\text{box } e \Downarrow \text{box } r} \\ \frac{e \Downarrow \text{box } r}{\text{contents } e \Downarrow r} \\ \frac{e_1 \Downarrow \text{box } r_1 \quad e_2 \Downarrow r_2}{e_1 \leftarrow e_2 \Downarrow \text{box } r_2}$$

Write sound typing and subtyping rules for these constructs. [5 marks]

Now suppose that we add to this calculus the type variables and bounded universal quantification of System F_{\leq} . Indicate how your typing and/or subtyping rules must change (while remaining sound!) so that the expression

$$\text{fun}(X \leq \text{Box}(\text{Top} \rightarrow \text{Top})) \text{fun}(x \in X) x \leftarrow (\text{fun}(y \in \text{Top}) y)$$

has the type

$$\text{All}(X \leq \text{Box}(\text{Top} \rightarrow \text{Top})) X \rightarrow X$$

[3 marks]