



CS618: Program Analysis

2016-17 1st Semester

Typed Arithmetic Expressions

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Types and Programming Languages by Benjamin C. Pierce



Recap: Untyped Arithmetic Expression Language

$t :=$	– <i>terms</i>
true	– <i>constant true</i>
false	– <i>constant false</i>
if t then t else t	– <i>conditional</i>
0	– <i>constant zero</i>
succ t	– <i>successor</i>
pred t	– <i>predecessor</i>
iszero t	– <i>zero test</i>



Recap: The Set of Values

$v :=$

true

false

0

succ v

– *values*

– *value true*

– *value false*

– *value zero*

– *successor value*



Let's add Types to the Language

$T :=$

– *Types*



Let's add Types to the Language

$T :=$

Bool

– *Types*

– *Booleans*



Let's add Types to the Language

$T :=$

Bool
Nat

- *Types*
- *Booleans*
- *Natural Numbers*



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The Typing Relation (contd. . .)

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`true` : **Bool**



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`true : Bool`

`false : Bool`

$$\frac{t_1 : \text{Bool} \quad t_2 : T \quad t_3 : T}{\text{if } t_1 \text{ then } t_2 \text{ else } t_3 : T}$$



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- ▶ A term t is *typable* (or *well typed*) if there is some T such that $t : T$.



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- ▶ Moreover, there is just one derivation of this typing built from the inference rules.



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- ▶ **Preservation:** If a well-typed term takes a step of evaluation, then the resulting term is also well-typed.
 - ▶ If $\vdash t : T$ and $t \rightarrow t'$, then $\vdash t' : T$.