

# Type Systems

Lecture 8 Dec. 8th, 2004  
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<http://lampwww.epfl.ch/teaching/typeSystems/2004>

## Important:

The **FJ Programming Assignment** is only due  
**tomorrow, Dec. 9<sup>th</sup>, at 17:00.**

→ send code to `burak.emir@epfl.ch`

## Today .. into Polymorphism ..

1. What is Polymorphism?
2. Type Inference (Reconstruction)
3. Unification
4. Let-Polymorphism
5. Conclusion

## A Critique of Statically Typed PLs

- Types are obtrusive: they overwhelm the code
- Types inhibit code re-use: one version for each type.

```
double_int = λx:int→int. λy:int. x(x(y))  
double_bool = λx:bool→bool. λy:bool. x(x(y))
```

## A Critique of Statically Typed PLs

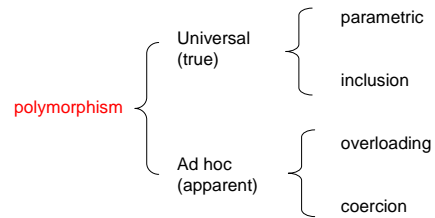
- Types are obtrusive: they overwhelm the code
  - Type Inference (Reconstruction)
- Types inhibit code re-use: one version for each type.
  - Polymorphism

## 1. What is Polymorphism?

Generally: Idea that an operation can be applied to **values of different types**. ('poly'='many')

Can be achieved in many ways..

According to Strachey (1967, "Fundamental Concepts in PLs") and Cardelli/Wegner (1985, survey)



## Ad Hoc Polymorphism

**Overloading** (resolved at compile-time. -- Overridden methods at run-time)

- one name for different functions
- only a convenient syntax abbreviation

→ example: `+ : int → int`      `1 + 2`  
`+ : real → real`      `1.0 + 2.0`

**Coercion** (= compile away subtyping by run-time coercions)

`((real 1) + 1.0`      or      `1 + 1.0`

## Universal Polymorphism

**Inclusion = Subtype Polymorphism**

- One object belongs to many classes.  
E.g., a colored point  
can be seen as a point.

```
class Cpt extends Pt {  
  color c;  
  Cpt(int x, int y, color c) {  
    super(x, y);  
    this.c = c;  
  }  
  color getc () { return this.c; }  
}
```

**Parametric Polymorphism**

- Use type variables

`f = λx: int → int. λy: int. x(x(y))`

## Universal Polymorphism

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}
```

### Parametric Polymorphism

→ Use type variables

```
f = λx: int→int. λy: int. x(x(y))  
      bool→bool  bool
```

## Universal Polymorphism

### Inclusion = Subtype Polymorphism

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### Parametric Polymorphism

→ Use Type Variables

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```

### Parametric Polymorphism

→ Use Type Variables

```
f = λx: X . λy: Y . x(x(y))
```

$Y \rightarrow Y$      $Y$

"principal type" of  $f = \lambda x. \lambda y. x(x(y))$

## Parametric Polymorphism

How to find the principal type of  $\lambda x. \lambda y. x(x(y))$  ??

→ type check and accumulate constraints about the types of the variables

## Parametric Polymorphism

How to find the **principal type** of  $\lambda x: X. \lambda y: Y. x(x(y))$  ??

→ type check and accumulate constraints about the types of the variables  
 Type Variables

Type checking  $x(y)$  requires that  $X = Y \rightarrow Z$

Type checking  $x(x(y))$  requires that  $X = Z \rightarrow W$

## Parametric Polymorphism

How to find the **principal type** of  $\lambda x: X. \lambda y: Y. x(x(y))$  ??

→ type check and accumulate constraints about the types of variables  
 Type Parameters

Type checking  $x(y)$  requires that  $X = Y \rightarrow Z$

Type checking  $x(x(y))$  requires that  $X = Z \rightarrow W$

→  $Z = Y$  and  $X = Y \rightarrow Y$  (and result type is  $Y$ )

This process is called type inference or type reconstruction.

## Parametric Polymorphism

How to find the **principal type** of  $\lambda x: X. \lambda y: Y. x(x(y))$  ??

→ type check and accumulate constraints about the types of variables  
 Type Parameters

Type checking  $x(y)$  requires that  $X = Y \rightarrow Z$  constraints

Type checking  $x(x(y))$  requires that  $X = Z \rightarrow W$

→  $Z = Y$  and  $X = Y \rightarrow Y$  (and result type is  $Y$ )  
 smallest solution

This process is called type inference or type reconstruction.

## 2. Type Inference (Reconstruction)

For simply typed lambda calculus (with base types, Int and Bool)

A **Type Substitution** is a mapping from type variables to types.

E.g.  $\sigma = [X / \text{bool}, Y / X \rightarrow X]$

then  $\sigma X = \text{bool}$   
 and  $\sigma Y = X \rightarrow X$  (applied simultaneously)

**Composition**  $\sigma \circ \gamma$  "sigma after gamma"

$(\sigma \circ \gamma) S = \sigma(\gamma S)$

$\sigma \circ \gamma := [ X / \sigma(T) \text{ for } X / T \text{ in } \gamma, \text{ and } X / T \text{ for } X / T \text{ in } \sigma \text{ with } X \notin \text{dom}(\gamma) ]$

## 2. Type Inference (Reconstruction)

Extend type substitution to **environments**  $\Gamma$  and terms  $t$ .

**Lemma.** Type substitution preserves typing:

if  $\Gamma \vdash t : T$  then  $\sigma\Gamma \vdash \sigma t : \sigma T$ .

**Proof.** By induction on the structure of term  $t$ .

**Example.**  $x:X \vdash \lambda y:X \rightarrow \text{int}. y \ x : \text{int}$  is derivable.

Applying  $\sigma = [X / \text{bool}]$  gives

$x:\text{bool} \vdash \lambda y:\text{bool} \rightarrow \text{int}. y \ x : \text{int}$

which is also derivable.

## 2. Type Inference (Reconstruction)

$\Gamma$  : environment  
 $t$  : term

A **solution for**  $(\Gamma, t)$  is a pair  $(\sigma, T)$  such that  $\sigma\Gamma \vdash \sigma t : T$

**Example:**  $\Gamma = f : X, a : Y$  and  $t = f \ a$

Then  $([X / Y \rightarrow \text{int}], \text{int})$

$([X / \text{int} \rightarrow \text{int}, Y \rightarrow \text{int}], \text{int})$

$([X / Y \rightarrow Z], Z)$

$([X / Y \rightarrow Z, Z \rightarrow \text{int}], Z)$  are solutions of  $(\Gamma, t)$

## 2. Type Inference (Reconstruction)

$\Gamma$  : environment  
 $t$  : term

A **solution for**  $(\Gamma, t)$  is a pair  $(\sigma, T)$  such that  $\sigma\Gamma \vdash \sigma t : T$

Find three different solutions for  $\Gamma = \emptyset$  and

$t = \lambda x:X. \lambda y:Y. \lambda z:Z. (x \ z) \ (y \ z)$

## 2. Type Inference (Reconstruction)

$\Gamma$  : environment  
 $t$  : term

A **solution for**  $(\Gamma, t)$  is a pair  $(\sigma, T)$  such that  $\sigma\Gamma \vdash \sigma t : T$

**Constraint-Based Typing:**

Given  $(\Gamma, t)$

Calculate **set of constraints** that must be satisfied by ANY solution for  $(\Gamma, t)$

## 2. Type Inference (Reconstruction)

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

$\frac{t_1 : \text{Nat}}{\text{succ } t_1 : \text{Nat}}$     $\frac{t_1 : \text{Nat}}{\text{pred } t_1 : \text{Nat}}$     $\frac{t_1 : \text{Nat}}{\text{isZero } t_1 : \text{Bool}}$

$\frac{\Gamma \vdash t_1 : T \parallel_U C \quad C' = C \cup \{T = \text{Nat}\}}{\Gamma \vdash \text{succ } t_1 : \text{Nat} \parallel_U C'}$

## 2. Type Inference (Reconstruction)

$\text{true} : \text{Bool}$     $\text{false} : \text{Bool}$     $\frac{t_1 : \text{Bool} \quad t_2 : T \quad t_3 : T}{\text{if } t_1 \text{ then } t_2 \text{ else } t_3 : T}$   
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## 2. Type Inference (Reconstruction)

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

$\frac{t_1 : \text{Nat}}{\text{succ } t_1 : \text{Nat}}$     $\frac{t_1 : \text{Nat}}{\text{pred } t_1 : \text{Nat}}$     $\frac{t_1 : \text{Nat}}{\text{isZero } t_1 : \text{Bool}}$

$\Gamma \vdash t_1 : T_1 \parallel_{U1} C_1$     $U1, U2, U3$  pairwise disjoint  
 $\Gamma \vdash t_2 : T_2 \parallel_{U2} C_2$   
 $\Gamma \vdash t_3 : T_3 \parallel_{U3} C_3$     $C' = C_1 \cup C_2 \cup C_3 \cup \{T_1 = \text{Bool}, T_2 = T_3\}$

$\Gamma \vdash \text{if } t_1 \text{ then } t_2 \text{ else } t_3 : T_2 \parallel_{U1 \cup U2 \cup U3} C'$

## 2. Type Inference (Reconstruction)

$$\frac{x: T \in \Gamma \quad \Gamma, x: T_1 \vdash t: T_2}{\Gamma \vdash x: T \quad \Gamma \vdash \lambda x: T_1. t: T_1 \rightarrow T_2}$$

$$\frac{\Gamma \vdash t_1: T \rightarrow R \quad \Gamma \vdash t_2: T}{\Gamma \vdash t_1 t_2: R}$$

$$\frac{x: T \in \Gamma}{\Gamma \vdash x: T \parallel_{\emptyset} \{}}$$

Variable and Abstraction:

No new constraints!

$$\frac{\Gamma, x: T_1 \vdash t: T_2 \parallel_{\cup} C}{\Gamma \vdash \lambda x: T_1. t: T_1 \rightarrow T_2 \parallel_{\cup} C}$$

## 2. Type Inference (Reconstruction)

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Variable and Abstraction:

No new constraints!

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BUT: we can leave out type annotations now!!

## 2. Type Inference (Reconstruction)

$$\frac{x: T \in \Gamma \quad \Gamma, x: T_1 \vdash t: T_2}{\Gamma \vdash x: T \quad \Gamma \vdash \lambda x: T_1. t: T_1 \rightarrow T_2}$$

$$\frac{\Gamma \vdash t_1: T \rightarrow R \quad \Gamma \vdash t_2: T}{\Gamma \vdash t_1 t_2: R}$$

Application:

$$\frac{\Gamma \vdash t_1: T_1 \parallel_{\cup} C_1 \quad X \text{ fresh} \quad \Gamma \vdash t_2: T_2 \parallel_{\cup} C_2 \quad C' = C_1 \cup C_2 \cup \{T_1 = T_2 \rightarrow X\}}{\Gamma \vdash t_1 t_2: X \parallel_{\cup} C'}$$

## 2. Type Inference (Reconstruction)

Suppose that  $\Gamma \vdash t: S \parallel C$

**solution of  $(\Gamma, t, S, C)$**  is a pair  $(\sigma, T)$  such that  $\sigma$  satisfies  $C$  and  $\sigma S = T$

How to find a solution to a set of constraints??

**Unification** [Robinson, 1965]

→ Basis to logic programming (e.g., used in Prolog)

→ Linear space algorithm [Martelli, Montanari, 1984]

### 3. Unification

- More precisely: syntactic equational unification
  - Define the set of terms  
 $t := x \mid f(t_1, \dots, t_n)$  with  $x \in \text{Var}$  and  $f \in \text{FuncSymbols}$
  - Given an equation  $s \approx t$  we look for substitution  $\sigma$  such that  $\sigma s \approx \sigma t$
- ( $\sigma$  is called **unifier** for  $s \approx t$ )

$\sigma_1$  more general than  $\sigma_2$  iff  $\exists \sigma$  such that  $\sigma \sigma_1 = \sigma_2$   
 Write  $\sigma_1 \leq \sigma_2$  ( $\sigma_2$  can be obtained from  $\sigma_1$ !)

**Principal Unifier** of  $s \approx t$  is unifier  $\sigma$  s.t. for all unifiers  $\sigma'$ :  $\sigma \leq \sigma'$

**Unification Theorem:**  $s \approx t$  has principal unifier, if it is unifiable!

### 3. Unification

Example:  $f(x,y) \approx f(a,y)$

→  $\sigma_1 = [x/a, y/b]$  is a unifier because  $\sigma_1 f(x,y) = \sigma_1 f(a,y)$   
 $f(a,b) = f(a,b)$

→  $\sigma_2 = [x/a]$  is principal unifier because  $\sigma_2 f(x,y) = \sigma_2 f(a,y)$   
 $f(a,y) = f(a,y)$

$\sigma_1 \leq \sigma_2$  because  $[y/b] \sigma_2 = \sigma_1$

### 3. Unification by Martelli, Montanari

$R$  = set of equations of the form  $s \approx t$

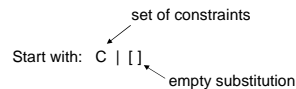
- $t \approx t, R \mid \sigma \Rightarrow_{MM} R \mid \sigma$
- $f(\dots) \approx g(\dots), R \mid \sigma \Rightarrow_{MM} \perp$  if  $f \neq g$  or  $\text{Arity}(f) \neq \text{Arity}(g)$
- $f(s_1, \dots, s_n) \approx f(t_1, \dots, t_n), R \mid \sigma \Rightarrow_{MM} s_1 \approx t_1, \dots, s_n \approx t_n, R \mid \sigma$

$x \approx t, R \mid \sigma \Rightarrow_{MM} [x/t] R \mid [x/t] \sigma$  if  $x \notin \text{var}(t)$   
 (Self Occurrence Check)

$x \approx t, R \mid \sigma \Rightarrow_{MM} \perp$  if  $x \in \text{var}(t)$

$t \approx x, R \mid \sigma \Rightarrow_{MM} x \approx t, R \mid \sigma$

$\emptyset \mid \sigma \Rightarrow_{MM} \sigma$



### 3. Unification by Martelli, Montanari

Examples:

C1 = {  $X = \text{int}, Y = X \rightarrow X$  }

C2 = {  $\text{int} \rightarrow \text{int} = X \rightarrow Y$  }

C3 = {  $X \rightarrow Y = Y \rightarrow Z, Z = U \rightarrow W$  }

C4 = {  $\text{int} = \text{int} \rightarrow Y$  }

C5 = {  $Y = \text{int} \rightarrow Y$  }



### 3. Unification by Martelli, Montanari

Suppose that  $\Gamma \vdash t: S \parallel C$

**solution of  $(\Gamma, t, S, C)$**  is a pair  $(\sigma, T)$  such that  $\sigma$  satisfies  $C$  and  $\sigma S = T$

→ Use MM - unification algorithm on  $C \parallel []$

→ If this returns substitution  $\sigma$ ,  
then  $\sigma S$  is the **principal type of  $t$  under  $\Gamma$** .

### 4. Let-Polymorphism

Let us now try to use this parametric function:

```
let double = λx:Y→Y. λy:Y. x(x(y)) in
{
  let a = double (λx:int. x+2) 2 in {
    let b = double (λx:bool. x) false in {...}
  }
}
```

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$$\frac{\Gamma \vdash t_1: T_1 \quad \Gamma, x: T_1 \vdash t_2: T_2}{\Gamma \vdash \text{let } x=t_1 \text{ in } t_2: T_2}$$

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Can NOT be typed!

constraints:  $Y \rightarrow Y = \text{int} \rightarrow \text{int}$  AND  $Y \rightarrow Y = \text{bool} \rightarrow \text{bool}$

#### 4. Let-Polymorphism

How can we 'repair' this?

$$\frac{\Gamma \vdash t_1 : T_1 \quad \Gamma, x : T_1 \vdash t_2 : T_2}{\Gamma \vdash \text{let } x = t_1 \text{ in } t_2 : T_2}$$

Should NOT be required to be the same type  $T_1$ !

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Should NOT be required to be the same type  $T_1$ !

→ substitute, and only type check the expanded term

$$\frac{\Gamma \vdash [x \rightarrow t_1] t_2 : T_2}{\Gamma \vdash \text{let } x = t_1 \text{ in } t_2 : T_2}$$

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... now it works ... but, what if  $x$  does not occur in  $t_2$ ??

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Should NOT be required to be the same type  $T_1$ !

→ substitute, and only type check the expanded term

$$\frac{\Gamma \vdash [x \rightarrow t_1] t_2 : T_2 \quad \Gamma \vdash t_1 : T_1}{\Gamma \vdash \text{let } x = t_1 \text{ in } t_2 : T_2}$$

... now it works ... but, what if  $x$  does not occur in  $t_2$ ??

→  $t_1$  should be typable! Add  $t_1 : T_1$  as premise.

#### 4. Let-Polymorphism

$$\frac{\Gamma \vdash t_1 : T_1 \quad \Gamma \vdash [x \rightarrow t_1] t_2 : T_2}{\Gamma \vdash \text{let } x = t_1 \text{ in } t_2 : T_2}$$

```
let double = λx. λy. x(x(y)) in
{
  let a = double (λx: int. x+2) 2 in {
    let b = double (λx: bool. x) false in {...}
  }
}
```

CAN be typed now!! Because the new let rule creates two copies of double, and the rule for abstraction assigns a *different* type variable to each one.

#### 4. Let-Polymorphism

$$\frac{\Gamma \vdash t_1 : T_1 \quad \Gamma \vdash [x \rightarrow t_1] t_2 : T_2}{\Gamma \vdash \text{let } x = t_1 \text{ in } t_2 : T_2}$$

Problem with Let-Polymorphism:

If body of let contains many occ's of x, then it will be checked many times!

→ Design a more clever algorithm

Good algorithms in practice appear "essentially linear" ... but ....

#### 4. Let-Polymorphism

... this OCaml program ..

```
let val f0 = fun x => (x,x) in
let val f1 = fun y => f0 (f0 y) in
let val f2 = fun y => f1 (f1 y) in
let val f3 = fun y => f2 (f2 y) in
let val f4 = fun y => f3 (f3 y) in
f4 (fun z => z)
```

.. is well-typed, but takes a **\*\*LONG\*\*** time to type check!!

#### 4. Let-Polymorphism

Program	Derived Type	Type Size	Constraints
let val f0 =	$\forall X0: X0 \rightarrow X0 * X0$	$2^0$	0
fun x => (x,x) in			
let val f1 = fun y => f0 (f0 y) in	$\forall X1: X1 \rightarrow (X1 * X1) * (X1 * X1)$	$2^2$	2
f0 (f0 y) in			
let val f2 = fun y => f1 (f1 y) in	$\forall X2: X2 \rightarrow (((X2 * X2) * (X2 * X2)) * ((X2 * X2) * (X2 * X2)))$	$2^4$	4
f1 (f1 y) in			
let val f3 = fun y => f2 (f2 y) in	$((X2 * X2) * (X2 * X2)) * ((X2 * X2) * (X2 * X2))$	$2^8$	8
f2 (f2 y) in			
let val f4 = fun y => f3 (f3 y) in	$((X2 * X2) * (X2 * X2)) * ((X2 * X2) * (X2 * X2))$	$2^{16}$	16
f3 (f3 y) in	(...)		
f4 (fun z => z)			
end end end end end			

#### 4. Conclusion

In simply-typed lambda-calculus, we can leave out ALL type annotations:

- insert new type variables
- do type reconstruction (using unification)

In this way, changing the let-rule, we obtain

##### Let-Polymorphism

- Simple form of polymorphism
- Introduced by [ Milner 1978 ] in ML
- also known as Damas-Milner polymorphism
- in ML, basis of powerful *generic libraries*  
(e.g., lists, arrays, trees, hash tables, ...)

#### 4. Conclusion

With let-polymorphism, only let-bound values can be used polymorphically.  $\lambda$ -bound values cannot be used polymorphically.

Example: 

```
let f =  $\lambda$ g. ... g(1) ... g(true) ...
in f( $\lambda$ x. x)
```

is not typable: when typechecking the definition of f,  
g has type X (a fresh type variable) which is then constrained by  
X = int  $\rightarrow$  Y and X = bool  $\rightarrow$  Z

Functions cannot take polymorphic functions as parameters.  
This is the key limitation of let-polymorphism.

- Can this be fixed/generalized?? YES: System F (next time)!  
Polymorphic Lambda Calculus

#### 4. Conclusion

- Next time: → polymorphic lambda-calculus (system F)  
(15.12.)
- polymorphic lambda-calculus + subtyping =  
"Bounded Quantification" (System "F-sub"  $F_{\leq}$ )
- written assignment will be distributed  
(to be handed in by 22.12.)

22.12.: → adding generics to FJ (= FGJ)

The programming assignment to be done by 21.01. is  
about implementing FGJ!