# Compilers INF-400

Burak Arslan ext-inf400@burakarslan.com

Galatasaray Üniversitesi

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#### Course website

burakarslan.com/inf400

Types in Kiraz

Types in Kiraz (cont'd)

Types in Kiraz

#### Two categories of types:

- ▶ Builtins (primitives plus special types like Module, Function etc.)
- ▶ User-defined types (classes, defined in terms of builtins)

Types in Kiraz

Type checking is two-stage process:

- Propagating the types
- Verifying the types and associated operations

Types in Kiraz

#### Type checking formalism:

- ▶ Just simple logic with some fancy notation
- ► Translated to C++ manually

Types in Kiraz

If  $e_1$  has type Integer64 and  $e_2$  has type Integer64,

▶ then  $e_1 + e_2$  has type Integer64

becomes:

 $(e_1: \mathsf{Integer64} \land e_2: \mathsf{Integer64}) \Rightarrow e_1 + e_2: \mathsf{Integer64}$ 

Types in Kiraz

... which is called an inference rule:

 $\mathsf{Hypothesis}_1 \land \cdots \land \mathsf{Hypothesis}_n \Rightarrow \mathsf{Conclusion}$ 

#### Types in Kiraz

With a more compact notation:

$$\frac{\vdash H_1 \cdots \vdash H_n}{C}$$

eg.

$$\dfrac{\vdash e_1 : \mathtt{Integer64} \vdash e_2 : \mathtt{Integer64}}{\vdash e_1 + e_2 : \mathtt{Integer64}}$$

(⊢: It is provable that . . . )

Types in Kiraz

(You may notice that the structure is the same as the AST)

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Types in Kiraz

Note that hypotheses are optional:

⊢ let x: Type : Type

Types in Kiraz

You need to cover every single corner case.

During the language design phase, a considerable amount of time is spent on dealing with corner cases.

Types in Kiraz

You won't always be successful!

C/C++ is full of undefined/unspecified/implementation defined behavior. eg:

```
int a = 5;
int b = (++a + a++); // UB!
```

Types in Kiraz

An example from kiraz:

$$\dfrac{\vdash e_1 : { t Boolean} \ e_2 : { t StatementList}}{\vdash { t while} \ e_1 \ { t do} \ e_2 : { t Void}}$$

Any statement whose type computes to Void can exist in isolation, but can't be moved around

Or could it?

**Type Environment** 

Let's look at the following code fragment:

let 
$$a = x + y$$
;

Where does the type information come from?

**Type Environment** 

The compiler needs to maintain a separate type environment in addition to the symbol table to remember \_\_previously seen stuff\_

**Type Environment** 

#### Type environment is:

- A function that maps identifiers to types.
- ➤ See the get\_symbol(SymbolTable &) and get\_subsymbol(SymbolTable &) functions in the kiraz codebase

#### **Type Environment**

#### Some properties of the type environment:

- ► The type environment gives types to the free identifiers in the current scope
- ► The type environment is passed down the AST from the root towards the leaves
- ► Types are computed up the AST from the leaves towards the root