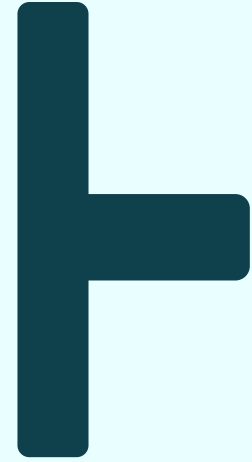


Types for (In)correctness



PLRG

Steven Ramsay

Programming Languages Research Group
University of Bristol, UK



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Photo by Cristina Aranda, (pexels.com)

Well-Typed Programs Don't Go Wrong

Most type systems for programming languages satisfy (in theory):

Every program accepted by the type checker either diverges or evaluates to a value.

Landscape

All terminating programs

Accepted by type checker

Safe programs

Crashing programs

$\lambda x. x x$

if True
then 3
else "foo"

$\lambda x. (3 \text{ "foo"})$

3 "foo"

[1, 2] ++ 3

fst [1, 2, 3]

map (+1) [2, 4, 4]

$(\lambda x. x + 3)(2 * 2)$

Mathematics of Type Systems

Type Assignment



$3 + 2 : Int$



$3 + x : Int$

$map (+1) [2, 3] : Int$



$\lambda x. 3 + x : Int \rightarrow Int$



Typing Judgement

Assumptions

$$x: B_1, \dots, x: B_n \vdash M : A$$

Term

Type

$$\vdash 3 + 2 : \text{Int}$$
$$x: \text{Int} \vdash 3 + x : \text{Int}$$
$$f: \text{Int} \rightarrow \text{Int} \vdash \text{map } f [2, 3] : [\text{Int}]$$
$$x: [\text{Int}] \vdash 3 + x : \text{Int}$$

Core Typing Rules

Γ

An arbitrary set of assumptions on the types of variables

$$\frac{}{\Gamma, x : A \vdash x : A} \text{ (Var)}$$

$$\frac{\Gamma \vdash M : A \rightarrow B \quad \Gamma \vdash N : A}{\Gamma \vdash MN : B} \text{ (App)}$$

$$\frac{\Gamma, x : A \vdash M : B}{\Gamma \vdash \lambda x. M : A \rightarrow B} \text{ (Abs)}$$

Recalling an assumption

$$\frac{}{\Gamma, x : A \vdash x : A} \text{ (Var)}$$

$f : \text{Int} \rightarrow \text{String}, z : \text{Int} \vdash f : \text{Int} \rightarrow \text{String}$

$f : \text{Int} \rightarrow \text{String}, z : \text{Int} \vdash z : \text{Int}$

$f : \text{Int} \rightarrow \text{String}, z : \text{Int} \not\vdash z : \text{Int} \rightarrow \text{String}$

Applying a function to an input

$$\frac{\Gamma \vdash M : A \rightarrow B \quad \Gamma \vdash N : A}{\Gamma \vdash MN : B} \text{ (App)}$$

$$\frac{f: \text{Int} \rightarrow \text{String}, z: \text{Int} \vdash f: \text{Int} \rightarrow \text{String} \quad f: \text{Int} \rightarrow \text{String}, z: \text{Int} \vdash z: \text{Int}}{f: \text{Int} \rightarrow \text{String}, z: \text{Int} \vdash f z : \text{String}}$$

Constructing a function

$$\frac{\Gamma, x:A \vdash M : B}{\Gamma \vdash \lambda x. M : A \rightarrow B} \text{ (Abs)}$$

$f: \text{Int} \rightarrow \text{String}, z: \text{Int} \vdash f z : \text{String}$

$z: \text{Int} \vdash \lambda f. f z : (\text{Int} \rightarrow \text{String}) \rightarrow \text{String}$

Typing primitives

+ typing rules for all the primitives of the programming language, e.g.

$$\frac{\Gamma \vdash M : \text{Bool} \quad \Gamma \vdash N : A \quad \Gamma \vdash P : A}{\Gamma \vdash \mathbf{if } M \mathbf{ then } N \mathbf{ else } P : A} \text{ (If)}$$

≠ **if True then 3 else "foo" : A**

Landscape

All terminating programs

Accepted by type checker

Safe programs

Crashing programs

$\lambda x. x x$

*if True
then 3
else "foo"*

$\lambda x. (3 \text{ "foo"})$

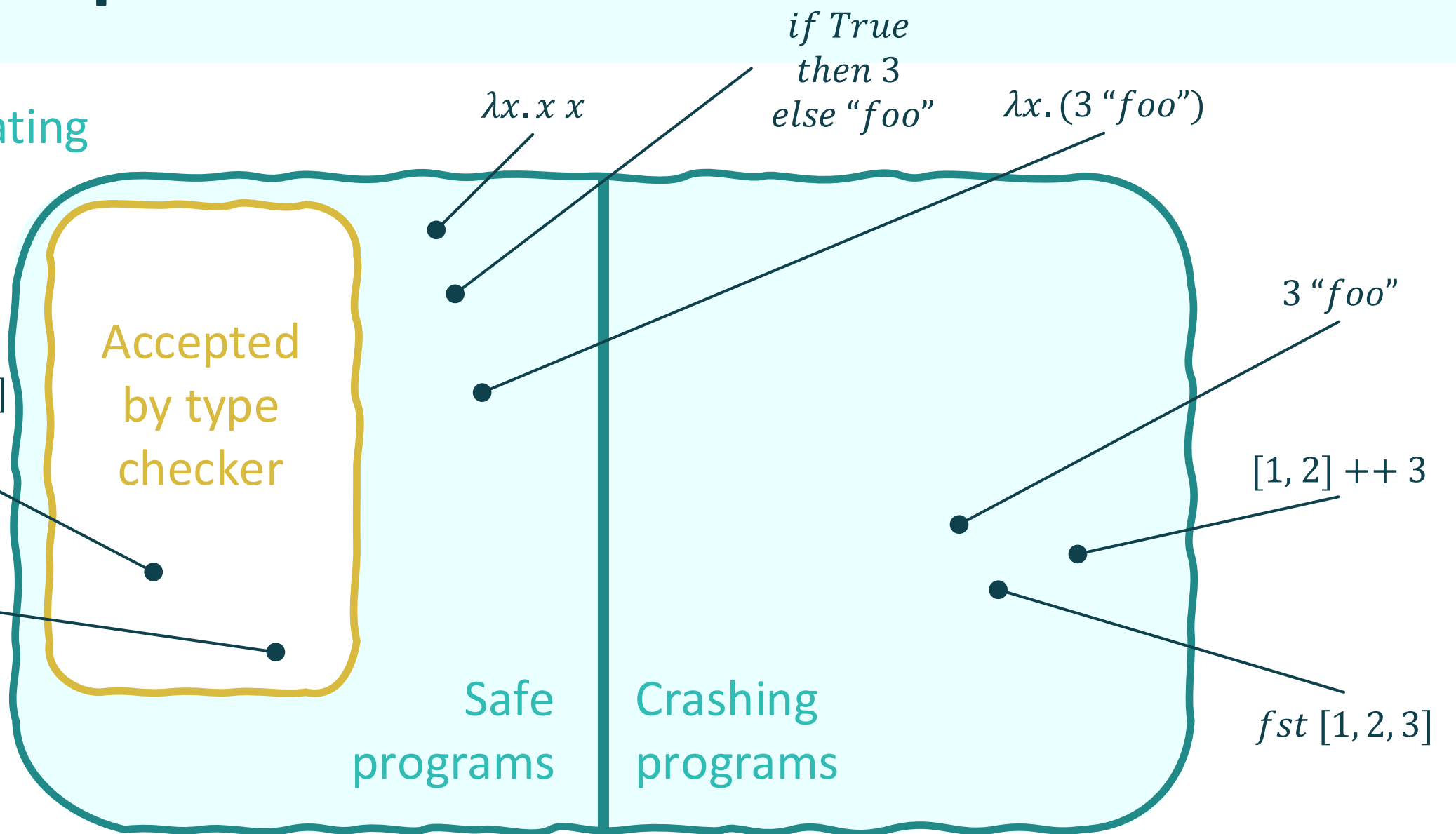
3 "foo"

[1, 2] ++ 3

fst [1, 2, 3]

map (+1) [2, 4, 4]

*($\lambda x. x + 3$)($2 * 2$)*



Landscape

All terminating programs

Accepted by type checker

Rejected by type checker

$\lambda x. x x$

*if True
then 3
else "foo"*

$\lambda x. (3 \text{ "foo"})$

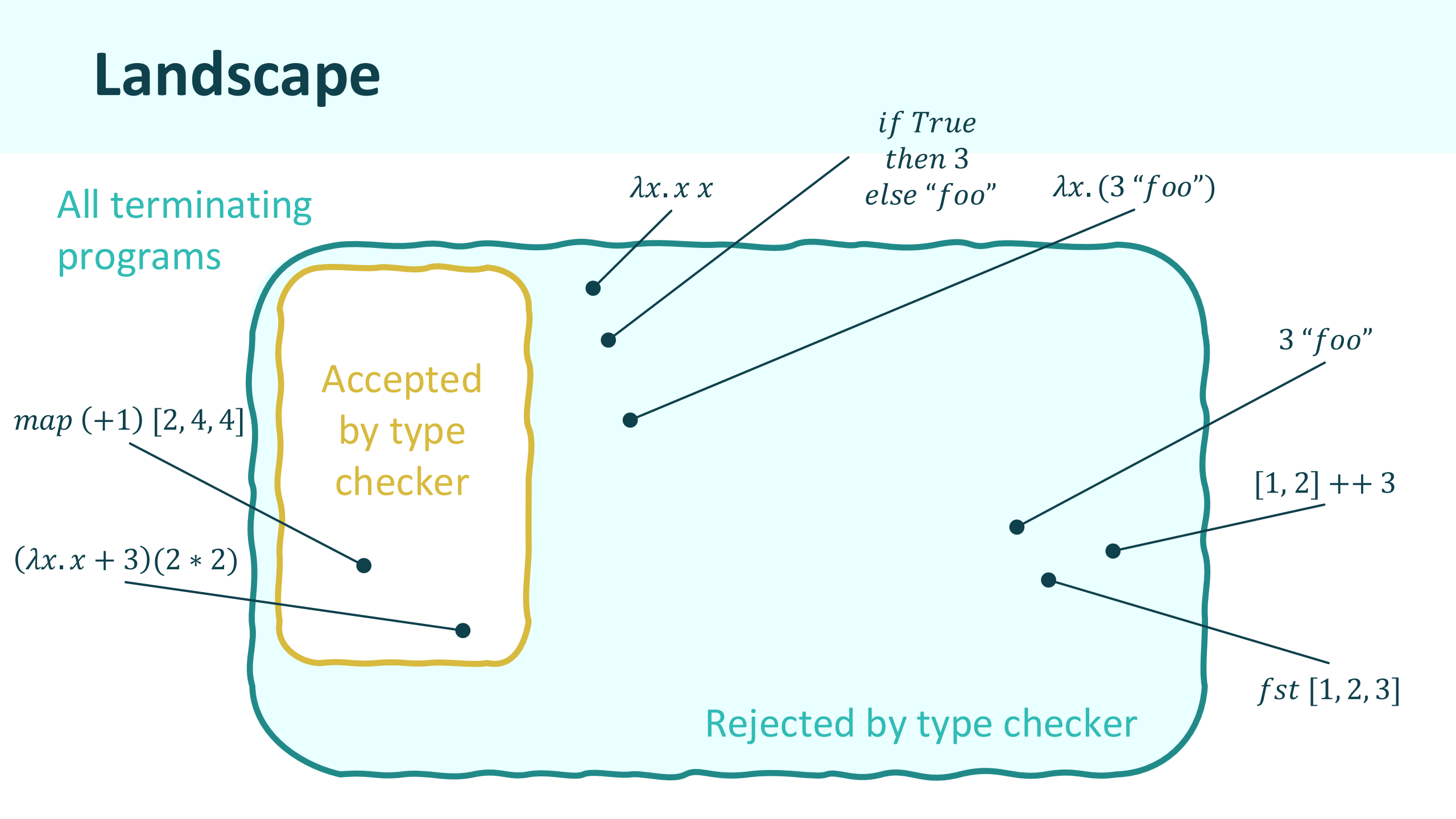
3 "foo"

[1, 2] ++ 3

fst [1, 2, 3]

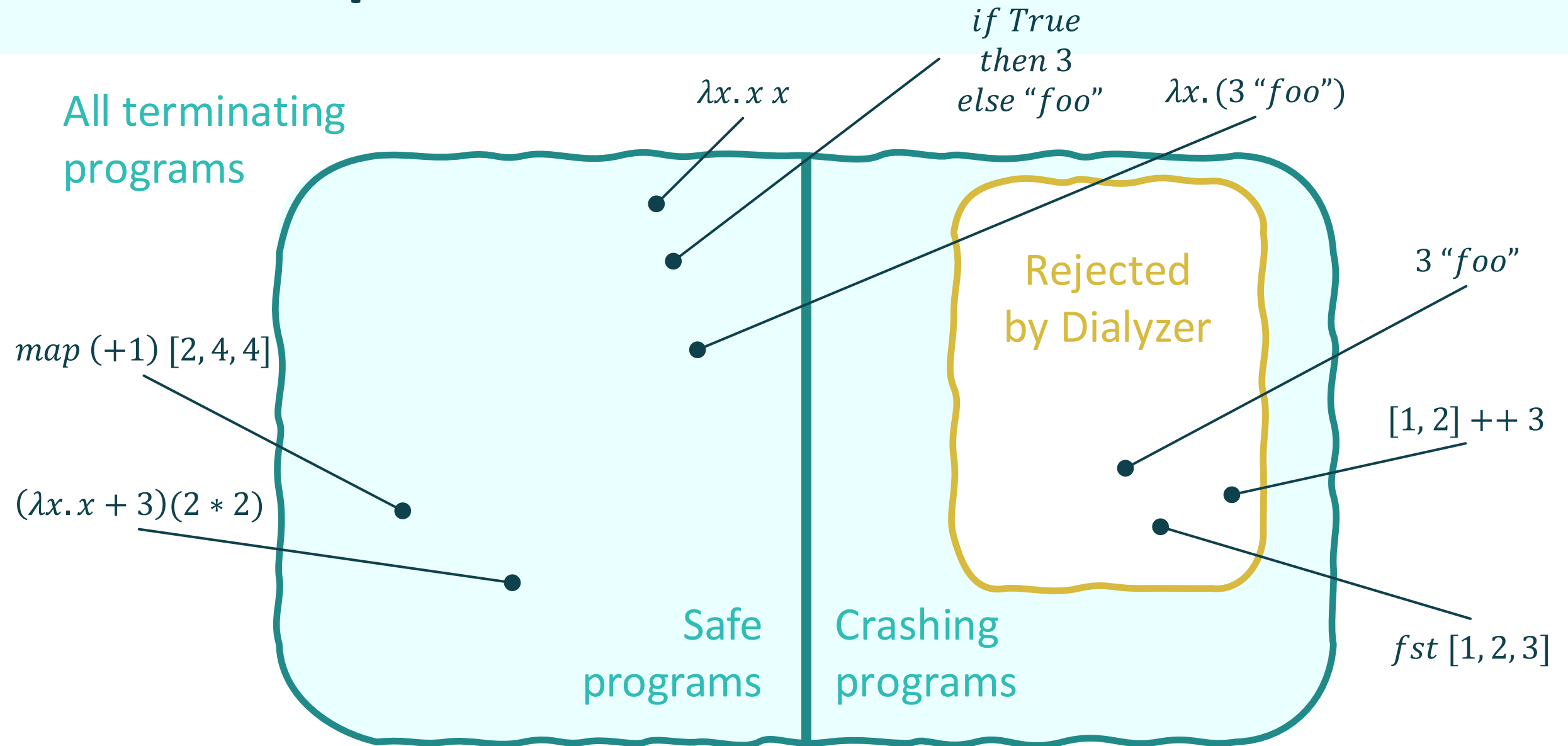
map (+1) [2, 4, 4]

*($\lambda x. x + 3$)($2 * 2$)*



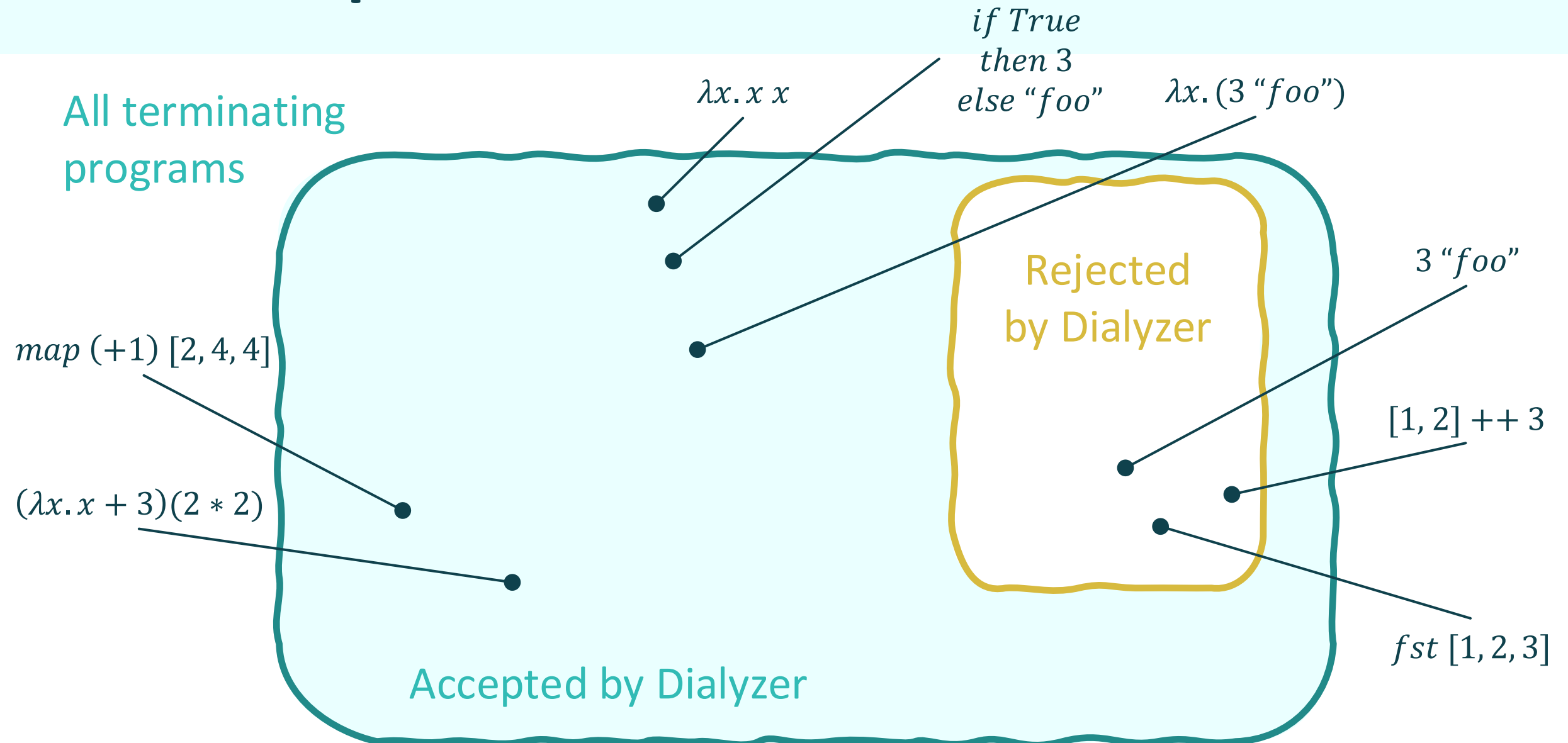
Typing Broken Programs

Landscape



Landscape

All terminating programs



Dialyzer



Bisse @SveTob · Apr 4, 2019



Erlang dialyzer is your super smart colleague who looks at your code and comes with bombshell insights 5 minutes later, but he's an antisocial introvert with no communication skills so you have no clue what the fuck he's saying #elixir #dialyzer



(Tweet taken from Stavros Aronis' Code BEAM '19 talk.)

Success Types

```
-type face() ::  
  1 .. 9 | king | queen | jack | joker.
```

```
value(F) ->  
  case F of  
    jack -> 10;  
    queen -> 11;  
    king -> 12;  
    N -> N  
  end.
```

All the following success typings are accepted:

value : [1 .. 9] U king U queen U jack → int

value : king U queen U jack → 10 .. 12

value : king U queen U jack → 13 .. 20

value : string → string → int

Two-Sided Type Systems

Type System as Proof System

Judgements:

$$x_1 : A_1, \dots, x_k : A_k \vdash M : B$$

Atomic formulas:

$$M : A$$

Term M restricted to variable when formula is an assumption.

Two-Sided Judgement

N_1 evals to an A_1

$$N_1 : A_1, \dots, N_k : A_k \vdash M : B$$

N_k evals to an A_k

M evals to a B
or M diverges

PCF Examples

$$(\lambda x. x) y : \text{Int} \vdash y : \text{Int}$$
$$\text{if } z \geq 0 \text{ then } M \text{ else } N : \text{Int} \vdash z : \text{Int}$$
$$(\lambda x. x) y : \text{Int}, \text{ if } z \geq 0 \text{ then } M \text{ else } N : \text{Int} \vdash y + z : \text{Int}$$

Disjunction on the Right

Several formulas on the RHS understood disjunctively:

$$\mathbf{if\ } x \mathbf{\ then\ } y \mathbf{\ else\ } z : \text{Nat} \vdash y : \text{Nat}, z : \text{Nat}$$

The empty RHS is understood as absurdity:

$$x : \text{Nat} \rightarrow \text{Nat}, x + y : \text{Nat} \vdash$$

Sequent Rules

$$\frac{\Gamma \vdash M : \text{Bool}, \Delta \quad \Gamma \vdash N : A, \Delta \quad \Gamma \vdash P : A, \Delta}{\Gamma \vdash \text{if } M \text{ then } N \text{ else } P : A, \Delta} \text{ (IfR)}$$

$$\frac{\Gamma, M : \text{Bool} \vdash \Delta}{\Gamma, \text{if } M \text{ then } N \text{ else } P : A \vdash \Delta} \text{ (IfL}_1\text{)}$$

$$\frac{\Gamma, N : A \vdash \Delta \quad \Gamma, P : A \vdash \Delta}{\Gamma, \text{if } M \text{ then } N \text{ else } P : A \vdash \Delta} \text{ (IfL}_2\text{)}$$

Co-arrow type

$A \multimap B$

“A coto B”

The type of all values that are **not** functions which necessarily require an A to produce a B

Sufficiency

$$\frac{\Gamma, x : A \vdash M : B, \Delta}{\Gamma \vdash \lambda x. M : A \rightarrow B, \Delta} \text{ (AbsR)}$$

$\vdash \lambda x. 42 : \text{Int} \rightarrow \text{Int}$

$\vdash \text{map } f : \text{Nil} \rightarrow \text{Nil}$

$\not\vdash \text{map } f : \text{List}(a) \rightarrow \text{Nil}$

Necessity

$$\frac{\Gamma, M : B \vdash x : A, \Delta}{\Gamma, \lambda x. M : A \not\rightarrow B \vdash \Delta} \text{ (AbsL)}$$

$\text{hd} : \text{ConsList}(a) \not\rightarrow a \vdash$

$\text{map } f : \text{Nil} \not\rightarrow \text{Nil} \vdash$

$\lambda x. 42 : \text{Int} \not\rightarrow \text{Int} \vdash$

Application on the Left

$$\Gamma, M : A \not\rightarrow B \vdash \Delta$$
$$\Gamma, N : A \vdash \Delta$$

$$\Gamma, MN : B \vdash \Delta$$
 (AppL)

To **refute** that MN is a B :

- Establish that M is a function that **necessarily** requires an A to produce a B .
- Establish that N is **not** an A .

Pure Calculus

(Var)

$$\frac{}{\Gamma, x : A \vdash x : A, \Delta}$$

(AbsL)

$$\frac{\Gamma, M : B \vdash x : A, \Delta}{\Gamma, \lambda x. M : A \multimap B \vdash \Delta}$$

(AbsR)

$$\frac{\Gamma, x : A \vdash M : B, \Delta}{\Gamma \vdash \lambda x. M : A \rightarrow B, \Delta}$$

(AppL)

$$\frac{\Gamma, M : A \multimap B \vdash \Delta \quad \Gamma, N : A \vdash \Delta}{\Gamma, M N : B \vdash \Delta}$$

(AppR)

$$\frac{\Gamma \vdash M : A \rightarrow B, \Delta \quad \Gamma \vdash N : A, \Delta}{\Gamma \vdash M N : B, \Delta}$$

Type of Values

Ok

The type of *all values*

```
power (x, y) = if y == 0 then 1 else x * power (x, y - 1)
```

```
power : Int × Int ↯ Int ⊢
```

To return an Int, req two Ints

```
power : Int × Int ↯ Ok ⊢
```

To return a value, req two Ints

Incorrectness Reasoning

Ok

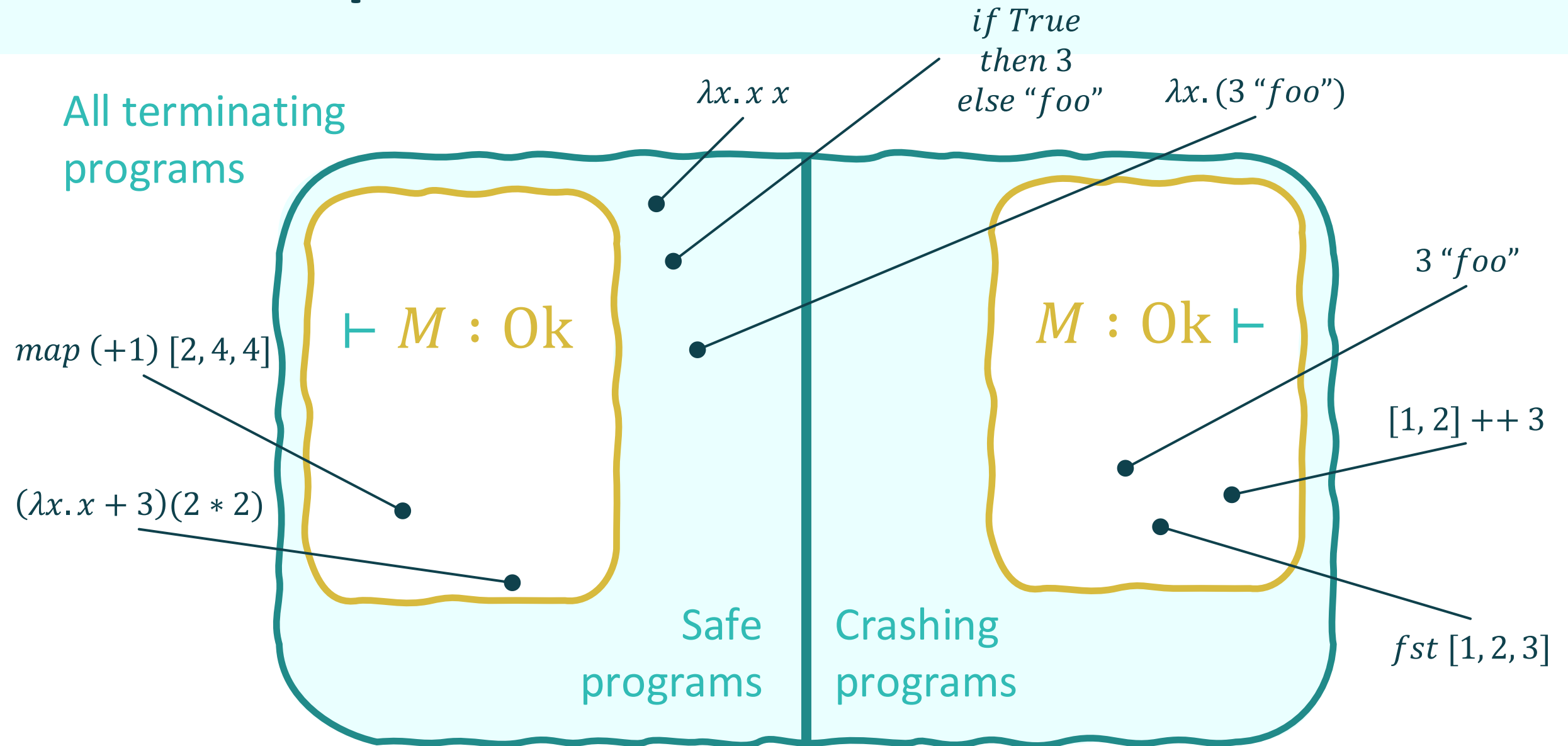
The type of *all values*

$$\frac{\text{hd} : \text{ConsList}(\text{Ok}) \not\vdash \text{Ok} \vdash \quad [] : \text{ConsList}(\text{Ok}) \vdash}{\text{hd} [] : \text{Ok} \vdash}$$

“hd [] *does not* evaluate (reach a value)”

Landscape

All terminating programs



Summary

Summary

- Traditional type systems:
 - Certify the **good behaviour** of programs by **proving** type assignments.
- Two-sided type systems also:
 - Certify the **bad behaviour** of programs by **refuting** type assignments.
- Ongoing research:
 - Algorithms for automatic type inference.
 - Correspondence with certain bi-intuitionistic logics.