

Liquid Types Revisited

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Refinement types [2] state complex program’s invariants, by simplying augmenting type systems with logical predicates. A refinement type of the form $\{\nu : B \mid \phi\}$ stands for the set of values from basic type B restricted to the filtering predicate (refinement) ϕ . However, the use of arbitrary boolean terms as refinement expressions leads to undecidable type systems, both for type checking and inference.

Liquid Types [4] (*Logically Qualified Data Types*) present a system capable of automatically infer refinement types, by means of two main restrictions to a general refinement type system: every refinement predicate is a conjunction of expressions exclusively taken from a global, user-supplied set of logical qualifiers (simple predicates over program variables, the value variable ν and the variable placeholder \star); and a conservative (once decidable) notion of subtyping.

The Liquid Types system is defined as an extension to the Damas-Milner type system, with the term language extended with an `if-then-else` constructor and constants. A key idea behind this system is that the refinement type of every term is a refinement of the corresponding ML type.

We propose a refinement type system based on Liquid Types, with the addition of intersection types [1]. Our intersections are at the refinement expressions level only, i.e. for the type $\sigma \cap \tau$ both σ and τ are of the same form, solely differing in the refinement predicates. As an example, the identity function $id = \lambda x.x$ (considered to act only over integer values) could be typed within our system as $(x : \{\nu : int \mid \nu \geq 0\} \rightarrow \{\nu : int \mid \nu \geq 0\}) \cap (x : \{\nu : int \mid \nu \leq 0\} \rightarrow \{\nu : int \mid \nu \leq 0\})$. Our use of intersections for refinement types draws some inspiration from [3].

With our type system we are able to derive more precise types than in the original system, leading to a detailed description of programs’ behaviour.

References

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