

CSE 116: Fall 2019

**Introduction to Functional
Programming**

Polymorphism and Type Inference

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Roadmap

Past two weeks:

How do we *implement* a tiny functional language?

1. *Interpreter*: how do we *evaluate* a program given its AST?
2. *Parser*: how do we convert strings to ASTs?

This week: adding types

How do we check statically if our programs “make sense”?

1. *Type system*: formalizing the intuition about which expressions have which types
2. *Type inference*: computing the type of an expression

Reminder: Nano2

```
e ::= n | x           -- numbers, vars
    | e1 + e2         -- arithmetic
    | \x -> e         -- abstraction
    | e1 e2           -- application
    | let x = e1 in e2 -- let binding
```

Reminder: Nano2

Which one of these Nano2 programs is well-typed? *

- (A) $(\lambda x \rightarrow x) + 1$
- (B) $1\ 2$
- (C) $\text{let } f = \lambda x \rightarrow x + 1 \text{ in } f (\lambda y \rightarrow y)$
- (D) $\lambda x \rightarrow \lambda y \rightarrow x\ y$
- (D) $(\lambda y \rightarrow 1 + y) (1 + 2) \Rightarrow 1 + 1 + 2$
- (E) $\lambda x \rightarrow x\ x$



<http://tiny.cc/cse116-nanotype-ind>

Reminder: Nano2

Which one of these Nano2 programs is well-typed? *

- (A) $(\lambda x \rightarrow x) + 1$
- (B) $1\ 2$
- (C) $\text{let } f = \lambda x \rightarrow x + 1 \text{ in } f (\lambda y \rightarrow y)$
- (D) $\lambda x \rightarrow \lambda y \rightarrow x\ y$
- (D) $(\lambda y \rightarrow 1 + y) (1 + 2) \Rightarrow 1 + 1 + 2$
- (E) $\lambda x \rightarrow x\ x$



<http://tiny.cc/cse116-nanotype-grp>

QUIZ

Answer: D.

A adds a function;

B applies a number;

C defines f to take an `Int` and then passes in a function;

E requires a type `T` that is equal to `T -> T`, which doesn't exist.

Type system for Nano2

A **type system** defines what types an expression can have

To define a type system we need to define:

- the *syntax* of types: what do types look like?
- the *static semantics* of our language (i.e. the typing rules): assign types to expressions

Type system: take 1

Syntax of types:

```
T ::= Int      -- integers
    | T1 -> T2 -- function types
```

Now we want to define a *typing relation* $e :: T$ (e has type T)

We define this relation *inductively* through a set of *typing rules*:

```
[T-Num]  n :: Int
```

```
[T-Add]  e1 :: Int    e2 :: Int    -- premises
         -----
         e1 + e2 :: Int    -- conclusion
```

```
[T-Var]  x :: ???
```

What is the type of a variable?

We have to remember what type of expression it was bound to!

Type Environment

An expression has a type in a given **type environment** (also called **context**), which maps all its *free variables* to their *types*

$G = x_1:T_1, x_2:T_2, \dots, x_n:T_n$

Our *typing relation* should include the context G :

$G \vdash e :: T$ (e has type T in context G)

Typing rules: take 2

[T-Num] $G \vdash n :: \text{Int}$

[T-Add]
$$\frac{G \vdash e_1 :: \text{Int} \quad G \vdash e_2 :: \text{Int}}{G \vdash e_1 + e_2 :: \text{Int}}$$

[T-Var] $G \vdash x :: T$ **if** $x:T$ **in** G

[T-Abs]
$$\frac{G, x:T_1 \vdash e :: T_2}{G \vdash \lambda x. e :: T_1 \rightarrow T_2}$$

[T-App]
$$\frac{G \vdash e_1 :: T_1 \rightarrow T_2 \quad G \vdash e_2 :: T_1}{G \vdash e_1 e_2 :: T_2}$$

[T-Let]
$$\frac{G \vdash e_1 :: T_1 \quad G, x:T_1 \vdash e_2 :: T_2}{G \vdash \text{let } x = e_1 \text{ in } e_2 :: T_2}$$

Typing rules

$G \mid - e :: T$

An expression e **has type** T in G if we can derive $G \mid - e :: T$ using these rules

An expression e is **well-typed** in G if we can derive $G \mid - e :: T$ for some type T

- and **ill-typed** otherwise

Examples

Example 1:

Let's derive: $[] \vdash (\lambda x \rightarrow x) \ 2 \ :: \text{Int}$

[T-Var] -----

$[x:\text{Int}] \vdash x \ :: \text{Int}$

[T-Abs] -----

$[] \vdash \lambda x \rightarrow x \ :: \text{Int} \rightarrow \text{Int}$

----- [T-Num]

$[] \vdash 2 \ :: \text{Int}$

[T-App] -----

$[] \vdash (\lambda x \rightarrow x) \ 2 \ :: \text{Int}$

But we *cannot* derive: $[] \vdash 1 \ 2 \ :: T$ for any type T

- Why?
- **T-App** only applies when LHS has a function type, but there's no rule to derive a function type for 1

Examples

Example 2:

Let's derive: $[] \mid - \text{let } x = 1 \text{ in } x + 2 :: \text{Int}$

$$\begin{array}{c} \text{[T-Var]} \text{-----} \qquad \qquad \qquad \text{-----} \text{[T-Num]} \\ \qquad \qquad \qquad x:\text{Int} \mid - x :: \text{Int} \qquad x:\text{Int} \mid - 2 :: \text{Int} \\ \text{[T-Num]} \text{-----} \qquad \qquad \qquad \text{-----} \text{[T-Add]} \\ \qquad \qquad \qquad [] \mid - 1 :: \text{Int} \qquad x:\text{Int} \mid - x + 2 :: \text{Int} \\ \text{[T-Let]} \text{-----} \\ \qquad \qquad \qquad [] \mid - \text{let } x = 1 \text{ in } x + 2 :: \text{Int} \end{array}$$

But we *cannot* derive: $[] \mid - \text{let } x = \backslash y \rightarrow y \text{ in } x + 2 :: T$ for any type T

The [T-Var] rule above will fail to derive $x :: \text{Int}$

Examples

Example 3:

We cannot derive: $[\] \vdash (\lambda x \rightarrow x\ x) :: T$ for any type T

We cannot find any type T to fill in for x , because it has to be equal to $T \rightarrow T$

A note about typing rules

According to these rules, an expression can have *zero*, *one*, or *many* types

- examples?

1 2 has no types; 1 has one type (**Int**)

$\lambda x \rightarrow x$ has many types:

- we can derive $[] \mid - \lambda x \rightarrow x :: \text{Int} \rightarrow \text{Int}$
- or $[] \mid - \lambda x \rightarrow x :: (\text{Int} \rightarrow \text{Int}) \rightarrow (\text{Int} \rightarrow \text{Int})$
- or $T \rightarrow T$ for any concrete T

We would like every well-typed expression to have a single **most general** type!

- most general type = allows most uses
- infer type once and reuse later

QUIZ

Is this program well-typed according to your intuition and according to our rules? *

```
let id = \x -> x in
  let y = id 5 in
    id (\z -> z + y)
```

- (A) Me: okay, rules: okay
- (B) Me: okay, rules: nope
- (C) Me: nope, rules: okay
- (D) Me: nope, rules: nope



<http://tiny.cc/cse116-typed-ind>

QUIZ

Is this program well-typed according to your intuition and according to our rules? *

```
let id = \x -> x in
  let y = id 5 in
    id (\z -> z + y)
```

- (A) Me: okay, rules: okay
- (B) Me: okay, rules: nope
- (C) Me: nope, rules: okay
- (D) Me: nope, rules: nope



<http://tiny.cc/cse116-typed-grp>

QUIZ

Answer: B.

Double identity

```
let id = \x -> x in
  let y = id 5 in
    id (\z -> z + y)
```

Intuitively this program looks okay, but our type system *rejects* it:

- in the first application, `id` needs to have type `Int -> Int`
- in the second application, `id` needs to have type `(Int -> Int) -> (Int -> Int)`
- the type system forces us to pick *just one type* for each variable, such as `id :`

What can we do?

Polymorphic types

Intuitively, we can describe the type of `id` like this:

- it's a function type where
- the argument type can be any type T
- the return type is then also T

Polymorphic types

We formalize this intuition as a **polymorphic type**: `forall a . a -> a`

- where `a` is a (bound) type variable
- also called a **type scheme**
- Haskell also has polymorphic types, but you don't usually write `forall a`.

We can **instantiate** this scheme into different types by replacing `a` in the body with some type, e.g.

- instantiating with `Int` yields `Int -> Int`
- instantiating with `Int -> Int` yields `(Int -> Int) -> Int -> Int`
- etc.

Inference with polymorphic types

With polymorphic types, we can derive $e :: \text{Int} \rightarrow \text{Int}$ where e is

```
let id = \x -> x in
  let y = id 5 in
    id (\z -> z + y)
```

At a high level, inference works as follows:

1. When we have to pick a type T for x , we pick a fresh type variable a
2. So the type of $\backslash x \rightarrow x$ comes out as $a \rightarrow a$
3. We can generalize this type to $\text{forall } a . a \rightarrow a$
4. When we apply `id` the first time, we instantiate this polymorphic type with `Int`
5. When we apply `id` the second time, we instantiate this polymorphic type with `Int -> Int`

Let's formalize this intuition as a type system!

Type system: take 3

Syntax of types

```
-- Mono-types
T ::= Int      -- integers
    | T1 -> T2 -- function types
    | a        -- NEW: type variable

-- NEW: Poly-types (type schemes)
S ::= T        -- mono-type
    | forall a . S -- polymorphic type
```

where $a \in TVar$, $T \in Type$, $S \in Poly$

Type Environment

The type environment now maps variables to poly-types: $G : Var \rightarrow Poly$

- example, $G = [z: Int, id: forall a . a \rightarrow a]$

Type system: take 3

Type Substitutions

We need a mechanism for replacing all type variables in a type with another type

A **type substitution** is a finite map from type variables to types: $U : TVar \rightarrow Type$

- example: $U1 = [a / Int, b / (c \rightarrow c)]$

To **apply** a substitution U to a type T means replace all type vars in T with whatever they are mapped to in U

- example 1: $U1 (a \rightarrow a) = Int \rightarrow Int$
- example 2: $U1 Int = Int$

QUIZ

What is the result of the following substitution application? *

$[a / \text{Int}, b / c \rightarrow c] (b \rightarrow d \rightarrow b)$

- (A) $c \rightarrow d \rightarrow c$
- (B) $(c \rightarrow c) \rightarrow d \rightarrow (c \rightarrow c)$
- (C) Error: no mapping for type variable d
- (D) Error: type variable a is unused



<http://tiny.cc/cse116-subst-ind>

QUIZ

What is the result of the following substitution application? *

$[a / \text{Int}, b / c \rightarrow c] (b \rightarrow d \rightarrow b)$

- (A) $c \rightarrow d \rightarrow c$
- (B) $(c \rightarrow c) \rightarrow d \rightarrow (c \rightarrow c)$
- (C) Error: no mapping for type variable d
- (D) Error: type variable a is unused



<http://tiny.cc/cse116-subst-grp>

QUIZ

(B) $(c \rightarrow c) \rightarrow d \rightarrow (c \rightarrow c)$

Answer: B

Typing rules

We need to change the typing rules so that:

1. Variables (and their definitions) can have polymorphic types

[T-Var] $G \vdash x :: S$ **if** $x:S$ **in** G

[T-Let]
$$\frac{G \vdash e1 :: S \quad G, x:S \vdash e2 :: T}{G \vdash \text{let } x = e1 \text{ in } e2 :: T}$$

Typing rules

2. We can *instantiate* a type scheme into a type

$$\begin{array}{c} G \mid - e :: \text{forall } a . S \\ \text{[T-Inst]} \text{ -----} \\ G \mid - e :: [a / T] S \end{array}$$

3. We can *generalize* a type with free type variables into a type scheme

$$\begin{array}{c} G \mid - e :: S \\ \text{[T-Gen]} \text{ ----- if not (a in FTV(G))} \\ G \mid - e :: \text{forall } a . S \end{array}$$

Typing rules

The rest of the rules are the same:

[T-Num] $G \vdash n :: \text{Int}$

[T-Add]
$$\frac{G \vdash e_1 :: \text{Int} \quad G \vdash e_2 :: \text{Int}}{G \vdash e_1 + e_2 :: \text{Int}}$$

[T-Abs]
$$\frac{G, x:T_1 \vdash e :: T_2}{G \vdash \lambda x. e :: T_1 \rightarrow T_2}$$

[T-App]
$$\frac{G \vdash e_1 :: T_1 \rightarrow T_2 \quad G \vdash e_2 :: T_1}{G \vdash e_1 e_2 :: T_2}$$

Examples

Example 1

Let's derive: $[\] \vdash \lambda x \rightarrow x :: \text{forall } a . a \rightarrow a$

[T-Var] -----
 $[x:a] \vdash x :: a$

[T-Abs] -----
 $[\] \vdash \lambda x \rightarrow x :: a \rightarrow a$

[T-Gen] ----- not (a in FTV([\]))
 $[\] \vdash \lambda x \rightarrow x :: \text{forall } a . a \rightarrow a$

Can we derive: $[x:a] \vdash x :: \text{forall } a . a$?

No! The side condition of [T-Gen] is violated because **a** is present in the context

Examples

Example 2

Let's derive: $G1 \vdash id\ 5 :: Int$ where $G1 = [id : (forall\ a . a \rightarrow a)]$:

```
[T-Var]-----  
      G1 ⊢ id :: forall a.a -> a  
[T-Inst]----- [T-Num]-----  
      G1 ⊢ id :: Int -> Int      G1 ⊢ 5 :: Int  
[T-App]-----  
      G1 ⊢ id 5 :: Int
```

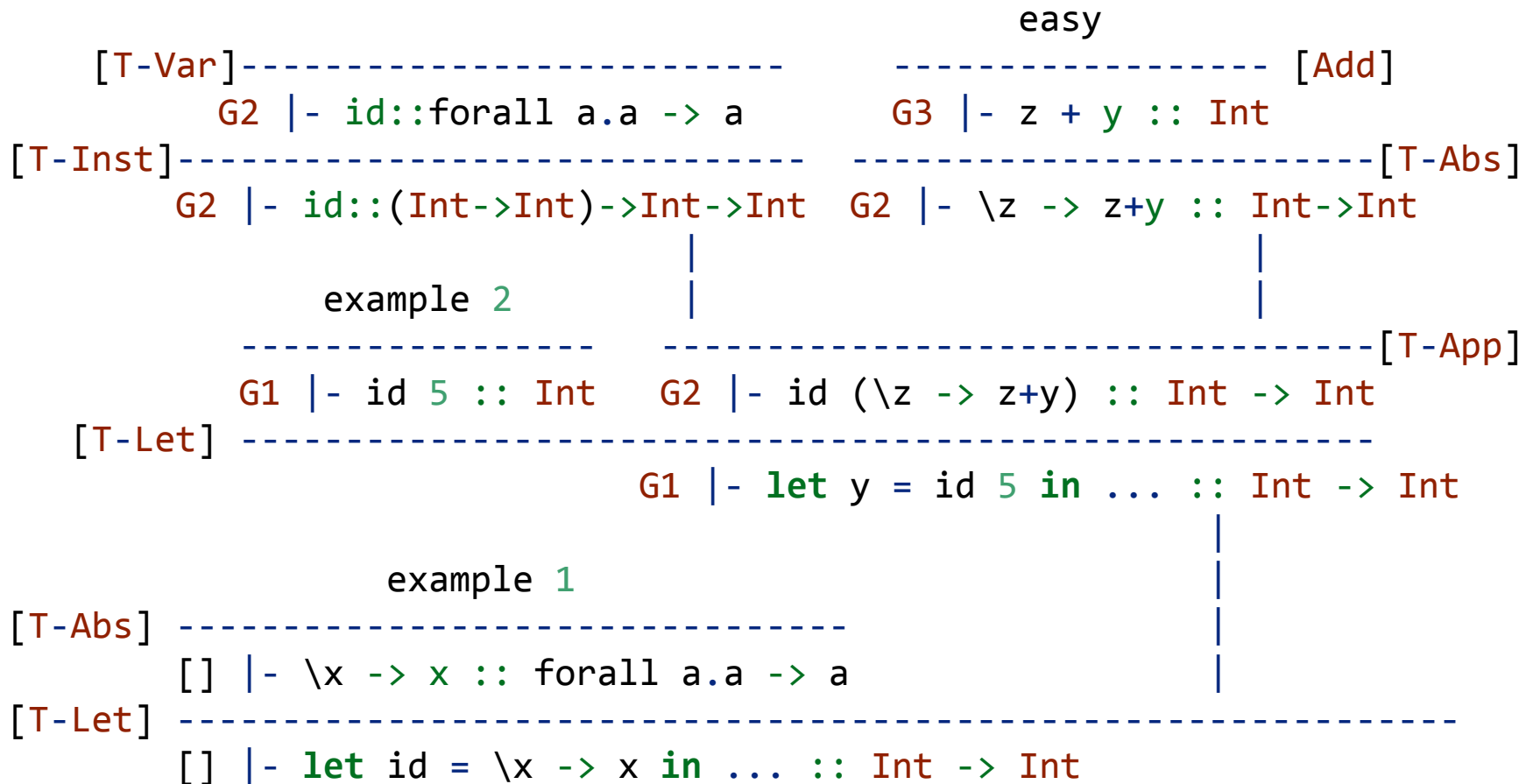

Examples

Example 3

Finally, we can derive:

```
(let id = \x -> x in
  let y = id 5 in
    id (\z -> z + y)) :: Int -> Int
```

Examples



- G1 = [id : (forall a . a -> a)]
- G2 = [y : Int, id : (forall a . a -> a)]
- G3 = [z : Int, y : Int, id : (forall a . a -> a)]

Type inference algorithm

Our ultimate goal is to implement a Haskell function `infer` which

- given a context G and an expression e
- returns a type T such that $G \vdash e :: T$
- *or* reports a type error if e is ill-typed in G

Representing types

First, let's define a Haskell datatype to represent Nano2 types:

```
data Type
```

```
  = TInt           -- Int
  | Type :=> Type  -- T1 -> T2
  | TVar String    -- a, b, c
```

```
data Poly = Mono Type
          | Forall TVar Poly
```

```
type TVar = String
```

```
type TEnv = [(Id, Poly)] -- type environment
```

```
type Subst = [(String, Type)] -- type substitution
```

Inference: main idea

Let's implement `infer` like this:

1. Depending on what kind of expression `e` is, find a typing rule that applies to it
2. If the rule has premises, recursively call `infer` to obtain the types of sub-expressions
3. Combine the types of sub-expression according to the conclusion of the rule
4. If no rule applies, report a type error

Inference: main idea

```
-- | This is not the final version!!!
infer :: TypeEnv -> Expr -> Type
infer _ (ENum _) = TInt
infer tEnv (EVar var) = lookup var tEnv
infer tEnv (EAdd e1 e2) =
  if t1 == TInt && t2 == TInt
  then return TInt
  else throw "type error: + expects Int operands"
where
  t1 = infer tEnv e1
  t2 = infer tEnv e2
...
```

This doesn't quite work (for other cases). Why?

Inference: tricky bits

The trouble is that our typing rules are *nondeterministic*!

- When building derivations, sometimes we had to *guess* how to proceed

Problem 1: Guessing a type

-- oh, now we know!

[T-Var]-----

[x:?] |- x: Int [x:?] |- 1 :: Int

[T-Add]-----

[x:?] |- x + 1 :: ?? *-- what should "?" be?*

[T-Abs]-----

[] |- (\x -> x + 1) :: ? -> ??

Inference: tricky bits

Problem 1: Guessing a type

So, if we want to implement

```
infer tEnv (ELam x e) = tX ==> tBody
```

where

```
tEnv' = extendTEEnv x tX tEnv
```

```
tX    = ??? -- what do we put here?
```

```
tBody = infer tEnv' e
```

...

Inference: tricky bits

Problem 2: Guessing when to generalize

In the derivation for

```
(let id = \x -> x in
  let y = id 5 in
    id (\z -> z + y)) :: Int -> Int
```

we had to *guess* that the type of `id` should be generalized into

```
forall a . a -> a
```

Let's deal with problem 1 first

Constraint-based type inference

-- oh, now we know!

```
[T-Var] -----  
[x:?] |- x: Int      [x:?] |- 1 :: Int  
[T-Add] -----  
[x:?] |- x + 1 :: ?? -- what should "?" be?  
[T-Abs] -----  
[] |- (\x -> x + 1) :: ? -> ??
```

Main idea:

1. Whenever you need to “guess” a type, don’t.
 - just return a **fresh** type variable
 - *fresh* = not used anywhere else in the program
2. Whenever a rule *imposes a constraint* on a type (i.e. says it should have certain form):
 - try to find the right *substitution* for the free type vars to satisfy the constraint
 - this step is called **unification**

Example

Let's infer the type of $\lambda x \rightarrow x + 1$:

<i>-- TEnv</i>	<i>Expression</i>	<i>Step</i>	<i>Subst</i>	<i>Inferred type</i>
1 []	$\lambda x \rightarrow x + 1$	[T-Abs]	[]	
2 [x:a0]	$x + 1$	[T-Add]		
3	x	[T-Var]		a0
4	$x + 1$	unify a0 Int	[a0/Int]	
5 [x:Int]	1	[T-Num]		Int
6	$x + 1$	unify Int Int		
7	$x + 1$			Int
8 []	$\lambda x \rightarrow x + 1$			Int \rightarrow Int

Example

1. Infer the type of $(\lambda x \rightarrow x + 1)$ in $[\]$ (apply $[T\text{-Abs}]$)
2. For the type of x , pick *fresh type variable* (say, $a\theta$); infer the type of $x + 1$ in $[x:a\theta]$ (apply $[T\text{-Add}]$)
3. Infer the type of x in $[x:a\theta]$ (apply $[T\text{-Var}]$); result: $a\theta$
4. $[T\text{-Add}]$ imposes a constraint: its LHS must be of type Int , so *unify* $a\theta$ and Int and update the *current substitution* to $[a\theta / \text{Int}]$
5. *Apply* the current substitution $[a\theta/\text{Int}]$ to the type environment $[x:a\theta]$ to get $[x:\text{Int}]$. Infer the type of 1 in $[x:\text{Int}]$ (apply $[T\text{-Num}]$); result: Int
6. $[T\text{-Add}]$ imposes a constraint: its RHS must be of type Int , so *unify* Int and Int ; current substitution doesn't change
7. By conclusion of $[T\text{-Add}]$: return Int as the inferred type
8. By conclusion of $[T\text{-Lam}]$: return $\text{Int} \rightarrow \text{Int}$ as the inferred type

Unification

The **unification** problem: given two types **T1** and **T2**, find a type substitution **U** such that $U \ T1 =_U \ T2$.

Such a substitution is called a *unifier* of **T1** and **T2**

Examples:

The unifier of:

a	and	Int	is	[a / Int]
a -> a	and	Int -> Int	is	[a / Int]
a -> Int	and	Int -> b	is	[a / Int, b / Int]
Int	and	Int	is	[]
a	and	a	is	[]
Int	and	Int -> Int	cannot	unify!
Int	and	a -> a	cannot	unify!
a	and	a -> a	cannot	unify!

QUIZ

What is the unifier of the following two types? *

1. $a \rightarrow \text{Int} \rightarrow \text{Int}$

2. $b \rightarrow c$

- (A) Cannot unify
- (B) $[a / \text{Int}, b / \text{Int} \rightarrow \text{Int}, c / \text{Int}]$
- (C) $[a / \text{Int}, b / \text{Int}, c / \text{Int} \rightarrow \text{Int}]$
- (D) $[b / a, c / \text{Int} \rightarrow \text{Int}]$
- (E) $[a / b, c / \text{Int} \rightarrow \text{Int}]$



<http://tiny.cc/cse116-unify-ind>

QUIZ

What is the unifier of the following two types? *

1. $a \rightarrow \text{Int} \rightarrow \text{Int}$

2. $b \rightarrow c$

- (A) Cannot unify
- (B) $[a / \text{Int}, b / \text{Int} \rightarrow \text{Int}, c / \text{Int}]$
- (C) $[a / \text{Int}, b / \text{Int}, c / \text{Int} \rightarrow \text{Int}]$
- (D) $[b / a, c / \text{Int} \rightarrow \text{Int}]$
- (E) $[a / b, c / \text{Int} \rightarrow \text{Int}]$



<http://tiny.cc/cse116-unify-grp>

QUIZ

(C), (D) and (E) are all unifiers!

But somehow (D) and (E) are *better* than (C)

- they make the *least commitment* required to make these types equal
- this is called **the most general unifier**

Infer: take 2

Let's add constraint-based typing to infer!

```
-- | Now has to keep track of current substitution!  
infer :: Subst -> TypeEnv -> Expr -> (Subst, Type)  
infer sub _      (ENum _)      = (sub, TInt)  
infer sub tEnv (EVar var)      = (sub, lookup var tEnv)  
  
-- Lambda case: simply generate fresh type variable!  
infer sub tEnv (ELam x e) = (sub1, tX' :=> tBody)  
  where  
    tEnv'      = extendTEEnv x tX tEnv  
    tX         = freshTV -- we'll get to this  
    (sub1, tBody) = infer sub tEnv' e  
    tX'        = apply sub1 tX
```

Infer: take 2

```
-- Add case: recursively infer types of operands
-- and enforce constraint that they are both Int
infer sub tEnv (EAdd e1 e2) = (sub4, TInt)
  where
    (sub1, t1) = infer sub tEnv e1    -- 1. infer type of e1
    sub2      = unify sub1 t1 Int    -- 2. constraint: t1 is Int
    tEnv'     = apply sub2 tEnv      -- 3. apply subst to context
    (sub3, t2) = infer sub2 tEnv' e2 -- 4. infer e2 type in new ctx
    sub4      = unify sub3 t2 Int    -- 5. constraint: t2 is Int
```

Why are all these steps necessary? Can't we just return (sub, TInt)?

QUIZ

Which of these programs will type-check if we skip step 3? *

```
infer sub tEnv (EAdd e1 e2) = (sub4, TInt)
  where
    (sub1, t1) = infer sub tEnv e1    -- 1. infer type of e1
    sub2       = unify sub1 t1 Int    -- 2. enforce constraint: t1 is Int
    tEnv'      = apply sub2 tEnv      -- 3. apply substitution to context
    (sub3, t2) = infer sub2 tEnv' e2  -- 4. infer type of e2 in new ctx
    sub4       = unify sub3 t2 Int    -- 5. enforce constraint: t2 is Int
```

- (A) 1 2 + 3
- (B) 1 + 2 3
- (C) ($\lambda x \rightarrow x$) + 1
- (D) 1 + ($\lambda x \rightarrow x$)
- (E) $\lambda x \rightarrow x + x$ 5



<http://tiny.cc/cse116-infer-ind>

QUIZ

Which of these programs will type-check if we skip step 3? *

```
infer sub tEnv (EAdd e1 e2) = (sub4, TInt)
  where
    (sub1, t1) = infer sub tEnv e1    -- 1. infer type of e1
    sub2      = unify sub1 t1 Int    -- 2. enforce constraint: t1 is Int
    tEnv'     = apply sub2 tEnv      -- 3. apply substitution to context
    (sub3, t2) = infer sub2 tEnv' e2 -- 4. infer type of e2 in new ctx
    sub4      = unify sub3 t2 Int    -- 5. enforce constraint: t2 is Int
```

- (A) 1 2 + 3
- (B) 1 + 2 3
- (C) ($\lambda x \rightarrow x$) + 1
- (D) 1 + ($\lambda x \rightarrow x$)
- (E) $\lambda x \rightarrow x + x$ 5



<http://tiny.cc/cse116-infer-grp>

QUIZ

Answer: E.

A fails in step 1 (LHS is ill-typed);

B fails in step 4 (RHS is ill-typed);

C fails in step 2 (LHS is not **Int**);

D fails in step 5 (RHS is not **Int**);

finally, E should fail because LHS and RHS by themselves are fine, but not together!

Fresh type variables

```
-- | Now has to keep track of current substitution!  
infer :: Subst -> TypeEnv -> Expr -> (Subst, Type)  
  
-- Lambda case: simply generate fresh type variable!  
infer tEnv (ELam x e) = tX :=> tBody  
  where  
    tEnv'   = extendTEEnv x tX tEnv  
    tX      = freshTV -- how do we do this?  
    tBody   = infer tEnv' e
```

Intended behavior:

- First time we call `freshTV` it returns `a0`
- Second time it returns `a1`
- .. and so on

Can we do that in Haskell?

No, Haskell is pure. Have to thread the counter through :(

Polymorphism: the final frontier

Back to double identity:

```
let id = \x -> x in      -- Must generalize the type of id
  let y = id 5 in        -- Instantiate with Int
    id (\z -> z + y)     -- Instantiate with (Int -> Int)
```

- When should we generalize a type like `a -> a` into a polymorphic type like `forall a . a -> a`?
- When should we instantiate a polymorphic type like `forall a . a -> a` and with what?

Polymorphism: the final frontier

Generalization and instantiation:

- Whenever we infer a type for a let-defined variable, generalize it!
 - it's safe to do so, even when not strictly necessary
- Whenever we see a variable with a polymorphic type, instantiate it
 - with what type?
 - well, what do we use when we don't know what type to use?
 - *fresh type variables!*

Example

Let's infer the type of `let id = \x -> x in id 5`:

--	<i>TEnv</i>	<i>Expression</i>	<i>Step</i>	<i>Subst</i>	<i>Type</i>
1	[]	<code>let id=\x->x in id 5</code>	[T-Let]	[]	
2		<code>\x->x</code>	[T-Abs]		
3	[x:a0]	<code>x</code>	[T-Var]		a0
4		<code>\x->x</code>			a0 -> a0
5	[]	<code>let id=\x->x in id 5</code>	generalize a0		
6	tEnv	<code>id 5</code>	[T-App]		
7		<code>id</code>	[T-Var]		
8		<code>id</code>	instantiate		a1 -> a1
9		<code>5</code>	[T-Num]		Int
10		<code>id 5</code>	unify (a1->a1) (Int->a2) [a1/Int, a2/Int]		
10		<code>id 5</code>			Int
11	[]	<code>let id=\x->x in id 5</code>			Int

Here tEnv = [id : forall a0.a0->a0]

What we learned this week

Type system: a set of rules about which expressions have which types

Type environment (or context): a mapping of variables to their types

Polymorphic type: a type parameterized with type variables that can be instantiated with any concrete type

Type substitution: a mapping of type variables to types; you can **apply** a substitution to a type by replacing all its variables with their values in the substitution

Unifier of two types: a substitution that makes them equal; **unification** is the process of finding a unifier

What we learned this week

Type inference: an algorithm to determine the type of an expression

Constraint-based type inference: a type inference technique that uses fresh type variables and unification

Generalization: turning a mono-type with free type variables into a polymorphic type (by binding its variables with a `forall`)

Instantiation: turning a polymorphic type into a mono-type by substituting type variables in its body with some types