

# Specifying the unboxability check on mutually recursive datatypes in OCaml

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# Unboxed constructors in OCaml

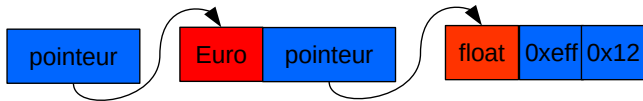
OCaml values are **words**, that are either

- an immediate value ( `2` , `true` , `[]` , `None` ...)
- a pointer to a **block** on the heap

where a **block** contains:

- a **header**
- some arguments which are **words**

```
type euro = Euro of float
```



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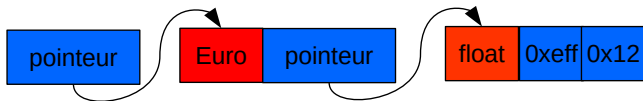
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```
type euro = Euro of float
```



```
type euro = Euro of float [@@unboxed]
```

## Float arrays

Generic OCaml arrays: each value is a word.

Float array optimization:

- remove pointer and header
- store the two words inline

Dynamic choice at array-creation time.

```
# let array = Array.make 3 0.0;;  
val array : float array = [|0.; 0.; 0.|]  
# Array.set array 1 (Obj.magic true);;  
Segmentation fault (core dumped)
```

## GADTs

Existentially quantified type variables.

```
type printable =  
  | Pair : 'a * ('a -> string) -> printable
```

```
type any =  
  | Any : 'a -> any
```

Should we unbox any we would get segmentation faults

```
# let array = Array.make 2 (Any 0.0);;  
val array : any array = [|Any <poly>; Any <poly>|]  
# Array.set array 1 (Any true);;  
Segmentation fault (core dumped)
```

## Rejected unboxed

```
# type any = Any : 'a -> any [@@unboxed]
Error: This type cannot be unboxed because
       it might contain both float and non-float values.
       You should annotate it with [@@ocaml.boxed].
```

OCaml rightly rejects such types if we try to unbox them

However OCaml also rejects types that should be unboxable

```
type ('a, 'kind) tree =  
  | Root : { value : 'a; rank : int } -> ('a, root) tree  
  | Inner : { parent : 'a node } -> ('a, inner) tree  
  
and 'a node =  
  Node : ('a, _) tree -> 'a node [@@ocaml.unboxed]
```

(Markus Mottl, <https://caml.inria.fr/mantis/view.php?id=7364>)

## Modes

We propose a system of inference rules

$$\Sigma; \Gamma \vdash A : m \qquad m ::= \text{Sep} \mid \text{Ind}$$

Sep means that the type can either only contain floats or only non floats

Ind means that we don't assert anything about the type

Declaration: `type ('a, 'b) t = 'a`

Mode signature: `type ( $\alpha : \text{Sep}, \beta : \text{Ind}$ ) t =  $\alpha$`



# Judgments

$\vdash \Sigma$                        $\Sigma; \Gamma \vdash A : m$

$m$      ::=    Sep | Ind

$A, B$  ::=  $\alpha$  | int |  $A \rightarrow B$  |  $(A_i)^{i \in I} t$  |  $\forall \alpha. A$  |  $\exists \alpha. A$  |  $B \uparrow (\alpha = A)$

$\Gamma$      ::=     $\emptyset$  |  $\alpha : m$

$\Sigma$     ::=     $\emptyset$  |  $\Sigma, \text{type } (\alpha_i : m_i)^{i \in I} t = A$

## Some inference rules

$$\overline{\Gamma \vdash \text{int} : m}$$

$$\overline{\Gamma \vdash \text{bool} : m}$$

$$\overline{\Gamma \vdash \text{float} : m}$$

Base types are of all modes

$$\overline{\Gamma \vdash A \times B : m}$$

A pair of values cannot be a float so it is Sep (or Ind)

$$\frac{(\alpha : m) \in \Gamma}{\Sigma; \Gamma \vdash \alpha : m}$$

The context  $\Gamma$  stores the modes of type variables (type parameters).

## Inference rule for parametrized types

$$\frac{(\mathbf{type} (\alpha_i : m_i) \mathit{t} = \_ ) \in \Sigma \quad \forall i \in I, \Gamma \vdash A_i : m.m_i}{\Sigma; \Gamma \vdash (A_i) \mathit{t} : m}$$

We define a product of modes such that

$$m.m = m \qquad \text{Sep.Ind} = \text{Ind.Sep} = \text{Ind}$$

## Existential types

$$\frac{\Sigma; \Gamma, \alpha : \text{Ind} \vdash A : m}{\Sigma; \Gamma \vdash \exists \alpha. A : m}$$

Types featuring  $\exists \alpha.$  can only be Sep if that does not require  $\alpha$  to be Sep

$$\Sigma; \Gamma \vdash \exists \alpha. \alpha : \text{Ind}$$

~~$$\Sigma; \Gamma \vdash \exists \alpha. \alpha : \text{Sep}$$~~

$$\Sigma; \Gamma \vdash \exists \alpha. (\alpha \times (\alpha \rightarrow \text{string})) : \text{Sep}$$

## Checking a whole block

$$\frac{\Sigma = (\text{type } (\alpha_i : m_i)^{i \in I_k} t_k = A_k)^{k \in K} \quad \forall k \in K, \Sigma; \emptyset \vdash A_k : \text{Sep}}{\vdash \Sigma}$$

## Right-to-left algorithm

Judgment:  $\Sigma; \Gamma \vdash A : m$

Algorithm:  $\Sigma, A, m \Longrightarrow \Gamma$

Suppose  $\Sigma$  is type  $(\alpha : \mathbf{Ind}, \beta : \mathbf{Sep})t = \beta$ .

Question: mode for  $\beta$  in type  $(\beta)u = \exists\alpha.(\alpha, \beta)t$

---

$$\Sigma; ? \vdash \exists\alpha.(\alpha, \beta)t : \mathbf{Sep}$$

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Answer: type  $(\beta : \text{Sep})u$

## Mutually-recursive types: fixpoint

$\Sigma$ : how to guess the parameter modes?

$\implies$  start with `Ind` everywhere

If a type doesn't evaluate to the mode we need it to be  
we know which type variables (parameters) need to change mode

$\implies$  repeat until we reach fixpoint



## Fixpoint: example

```
type 'b u = exists 'a. ('a, 'b) t
and ('a, 'b) t = 'b
```

$$\Sigma_0 = (\beta : \text{Ind}) u, (\alpha : \text{Ind}, \beta : \text{Ind}) t$$

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$(\beta : \text{Ind}) u = \exists \alpha. (\alpha, \beta) t : \text{Sep} \Rightarrow \text{ok}$

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$$(\alpha : \text{Ind}, \beta : \text{Ind}) t = \beta : \text{Sep} \Rightarrow \beta : \text{Sep}$$

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$$(\alpha : \text{Ind}, \beta : \text{Sep}) t = \beta : \text{Sep} \Rightarrow \text{ok}$$

$$\Sigma_2 = (\beta : \text{Sep}) u, (\alpha : \text{Ind}, \beta : \text{Sep}) t$$

# Conclusion

- Analysis problem presented as a type system
- From rules to algorithm: right-to-left reading

Proposed implementation: (reviews welcome!)

<https://github.com/ocaml/ocaml/pull/2188>

Not in this talk (see paper):

- third mode Deepsep
- GADT equations
- cyclic types
- principality issues

Thanks. Any question?





# Deepsep

```
type safe_or_not = Any : ('b * int) t -> safe_or_not
```

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type safe_or_not = Any : ('b * int) t -> safe_or_not
```

```
type _ t = Danger : 'b -> ('b * int) t [@@unboxed]
```

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( $A : \text{Deepsep}$ ): all sub-components of  $A$  must be Sep.

$$\frac{\Gamma \vdash A : m.\text{Ind} \quad \Gamma \vdash B : m.\text{Ind}}{\Gamma \vdash A \times B : m}$$

$\text{Deepsep}.m = \text{Deepsep}$

## GADT equations

$$\frac{\Gamma, \alpha : \text{Deepsep} \vdash B : \text{Sep}}{\Gamma, \alpha : \text{Ind} \vdash B \uparrow (\alpha = \text{int}) : \text{Sep}} \\ \frac{}{\Gamma \vdash \exists \alpha. B \uparrow (\alpha = \text{int}) : \text{Sep}}$$

## GADT equations

$$\frac{\frac{\Gamma, \alpha : \text{Deepsep} \vdash B : \text{Sep}}{\Gamma, \alpha : \text{Ind} \vdash B \uparrow (\alpha = \text{int}) : \text{Sep}}}{\Gamma \vdash \exists \alpha. B \uparrow (\alpha = \text{int}) : \text{Sep}}$$

$$\frac{\forall \Gamma' \geq \Gamma, \quad \Gamma' \vdash (A_1 = A_2) \implies \Gamma' \vdash B : m}{\Sigma; \Gamma \vdash B \uparrow (A_1 = A_2) : b}$$

$$\frac{\forall m, \quad \Gamma' \vdash A_1 : m \iff \Gamma' \vdash A_2 : m}{\Gamma' \vdash (A_1 = A_2)}$$

## Non-principality

```
type (_, _) eq =  
| Refl : ('a, 'a) eq
```

```
type (_, _) weird_eq =  
| Weird_refl : 'a -> ('a, 'a) weird_eq  
[@@unboxed]
```

$(\alpha : \text{Ind}, \beta : \text{Sep})$  weird\_eq

$(\alpha : \text{Sep}, \beta : \text{Ind})$  weird\_eq