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# SPACE-EFFICIENCY FOR ABSTRACT GRADUAL TYPING?

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With Felipe Bañados Schwerter and Alison M. Clark  
University of British Columbia

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# GRADUAL TYPING

---

Less  
Typed



More  
Typed



Sound Reasoning Principles

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# MIXED PROGRAMMING

---

```
def f(x:int) = x + 2
```

```
def h(g) = g(true)
```

```
h(f)
```

---

# FROM MIXED TO GRADUAL

---

Mixed-Type  
Program

```
def f(x:int) = x + 2
def h(g) = g(true)
h(f)
```



Gradually-Typed  
Program

```
def f(x:int) = x + 2
def h(g:?) =g(true:?)?
h(f:?)
```

[Siek & Taha, 2006]  
[Wadler & Findler, 2009]

# FROM MIXED TO GRADUAL

Mixed-Type  
Program

```
def f(x:int) = x + 2  
def h(g) = g(true)  
h(f)
```

desugar

Imprecise  
Types

Gradually-Typed  
Program

```
def f(x:int) = x + 2  
def h(g:?) = g(true:?)?  
h(f:?)
```

[Siek & Taha, 2006]

[Wadler & Findler, 2009]

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# FROM GRADUAL TO CASTS

---

Gradually-Typed  
Program

```
def f(x:int) = x + 2
def h(g:?) = g(true:?) :?
h(f:?)
```



elaborate

Cast  
Program

```
def f(x:int) = x + 2
def h(g:?) = (<?->?<=?>g) (<?<=bool>true)
h(<?<=bool>f)
```

[Siek & Taha, 2006]

[Wadler & Findler, 2009]

# FROM GRADUAL TO CASTS

Gradually-Typed  
Program

```
def f(x:int) = x + 2
def h(g:?) = g(true:?)
h(f:?)
```

elaborate

Cast  
Program

```
def f(x:int) = x + 2
def h(g:?) = (<?→?←?>g) (<?←bool>true)
h(<?←bool>f)
```

Casts

[Siek & Taha, 2006]  
[Wadler & Findler, 2009]

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# DEATH OF A TAIL CALL

---

$even : \text{Dyn} \rightarrow \text{Dyn} \stackrel{\text{def}}{=} \lambda n : \text{Dyn}. \text{if } (n = 0) \text{ then true else } odd (n - 1)$

$odd : \text{Int} \rightarrow \text{Bool} \stackrel{\text{def}}{=} \lambda n : \text{Int}. \text{if } (n = 0) \text{ then false else } even (n - 1)$

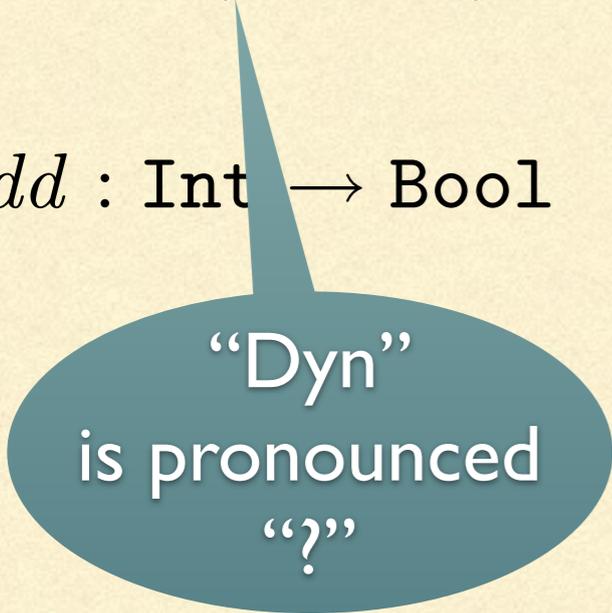
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# DEATH OF A TAIL CALL

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$odd : Int \rightarrow Bool \stackrel{\text{def}}{=} \lambda n : Int. \text{ if } (n = 0) \text{ then false else } even (n - 1)$



“Dyn”  
is pronounced  
“?”

---

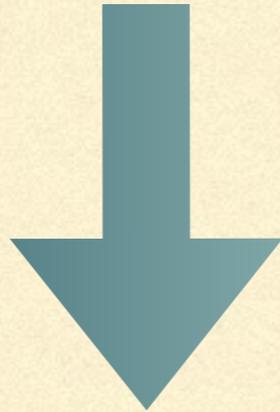
# DEATH OF A TAIL CALL

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Cast  
Insertion



$odd_c : \text{Int} \rightarrow \text{Bool} \stackrel{\text{def}}{=} \lambda n : \text{Int}. \text{if } (n = 0) \text{ then false else } \langle \text{Bool} \rangle (even \langle \text{Dyn} \rangle (n - 1))$

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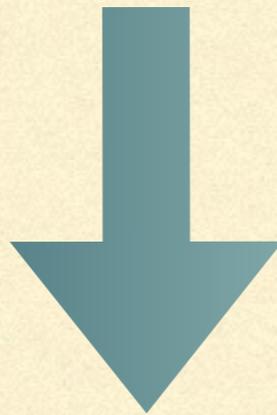
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Cast  
Insertion



looks like tail  
recursion!

$odd_c : \text{Int} \rightarrow \text{Bool} \stackrel{\text{def}}{=} \lambda n : \text{Int}. \text{if } (n = 0) \text{ then false else } \langle \text{Bool} \rangle (even \langle \text{Dyn} \rangle (n - 1))$

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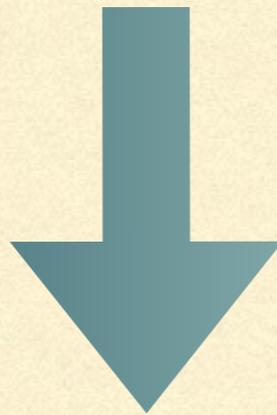
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Cast  
Insertion



looks like tail recursion!

$odd_c : \text{Int} \rightarrow \text{Bool} \stackrel{\text{def}}{=} \lambda n : \text{Int}. \text{if } (n = 0) \text{ then false else } \langle \text{Bool} \rangle (even \langle \text{Dyn} \rangle (n - 1))$

uh oh!

---

# WRAP VALUES OVER AND OVER!

---

$evenk_c : \text{Int} \rightarrow \text{Bool} \stackrel{\text{def}}{=} \lambda n : \text{Int}. \lambda k : (\text{Dyn} \rightarrow \text{Dyn}).$   
if  $(n = 0)$   
then  $\langle \text{Bool} \rangle (k (\langle \text{Dyn} \rangle \text{true}))$   
else  $oddk_c (n - 1) (\langle \text{Bool} \rightarrow \text{Bool} \rangle k)$

$oddk_c : \text{Int} \rightarrow \text{Bool} \stackrel{\text{def}}{=} \lambda n : \text{Int}. \lambda k : (\text{Bool} \rightarrow \text{Bool}).$   
if  $(n = 0)$   
then  $(k \text{ false})$   
else  $evenk_c (n - 1) (\langle \text{Dyn} \rightarrow \text{Dyn} \rangle k)$

---

# WRAP VALUES OVER AND OVER!

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else  $evenk_c (n - 1) (\langle \text{Dyn} \rightarrow \text{Dyn} \rangle k)$



Wrap on  
each call!

---

# SOLUTIONS

---

## **Space-Efficient Gradual Typing**

**David Herman · Aaron Tomb · Cormac  
Flanagan**

Coercions

## **Threesomes, With and Without Blame\***

**Jeremy G. Siek**

University of Colorado at Boulder  
jeremy.siek@colorado.edu

**Philip Wadler**

University of Edinburgh  
wadler@inf.ed.ac.uk

Threesomes

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# SOLUTIONS

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## Space-Efficient Gradual Typing

David Herman · Aaron Tomb · Cormac Flanagan

Coercions

**Address Only *One*  
Gradual Type Discipline**

## Threesomes, With and Without Blame\*

Jeremy G. Siek

University of Colorado at Boulder  
jeremy.siek@colorado.edu

Philip Wadler

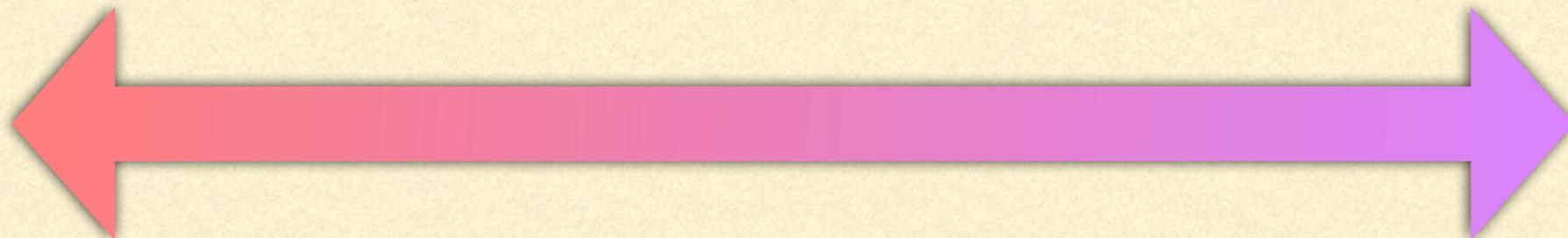
University of Edinburgh  
wadler@inf.ed.ac.uk

Threesomes

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# MANY GRADUAL DISCIPLINES!

Less  
Typed



More  
Typed

Untyped

[Siek and Taha 06]

Simple

Untyped

[Siek and Taha 08]

Subtyping

Untyped

[Siek and Vachharajani 08]

Hindley/Milner

Simple

[Lehman et al. 17] [Dunfield et al. 17]

Refinements

Simple

[Bañados et al. 14]

Type&Effect

Simple

[Disney and Flanagan 11]

Security

static type system &  
type safety proof

interpretation of  
gradual types



## Abstracting Gradual Typing

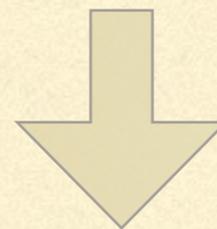
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gradual language

TYPE  
SYSTEM

DYNAMIC  
SEMANTICS

static type system &  
type safety proof

interpretation of  
gradual types



## Abstracting Gradual Typing

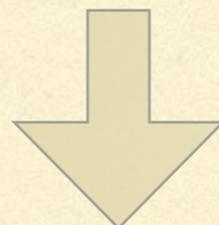
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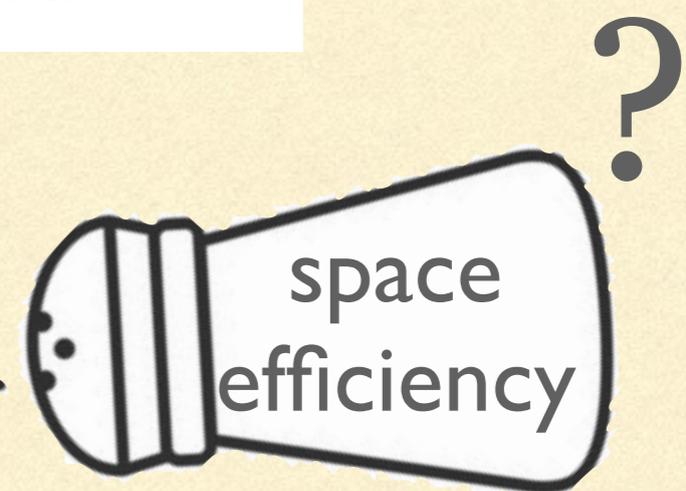
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gradual language ···



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TL;DR  
(TOO LONG; DIDN'T READ)

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# SOME GOOD NEWS

---

$evenk_c : \text{Int} \rightarrow \text{Bool} \stackrel{\text{def}}{=} \lambda n : \text{Int}. \lambda k : (\text{Dyn} \rightarrow \text{Dyn}).$   
if  $(n = 0)$   
then  $\langle \text{Bool} \rangle (k (\langle \text{Dyn} \rangle \text{true}))$   
else  $oddk_c (n - 1) (\langle \text{Bool} \rightarrow \text{Bool} \rangle k)$

$oddk_c : \text{Int} \rightarrow \text{Bool} \stackrel{\text{def}}{=} \lambda n : \text{Int}. \lambda k : (\text{Bool} \rightarrow \text{Bool}).$   
if  $(n = 0)$   
then  $(k \text{ false})$   
else  $evenk_c (n - 1) (\langle \text{Dyn} \rightarrow \text{Dyn} \rangle k)$



Wrap on  
each call!

# SOME GOOD NEWS

$evenk_c : \text{Int} \rightarrow \text{Bool}$

$oddk_c : \text{Int} \rightarrow \text{Bool}$



$\text{Dyn}$ ).

$(\langle \text{Dyn} \rangle \text{true}))$

$1) (\langle \text{Bool} \rightarrow \text{Bool} \rangle k)$

$\rightarrow \text{Bool}$ ).

$- 1) (\langle \text{Dyn} \rightarrow \text{Dyn} \rangle k)$

Wrap on  
each call!

---

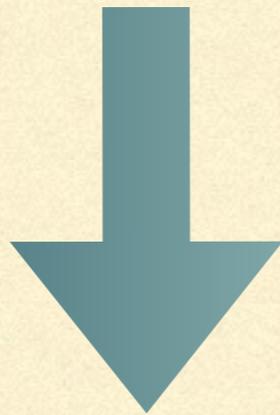
# CONSERVATION OF GOODNESS

---

$even : Dyn \rightarrow Dyn \stackrel{\text{def}}{=} \lambda n : Dyn. \text{ if } (n = 0) \text{ then true else } odd (n - 1)$

$odd : Int \rightarrow Bool \stackrel{\text{def}}{=} \lambda n : Int. \text{ if } (n = 0) \text{ then false else } even (n - 1)$

Cast  
Insertion



looks like a  
tail call!

$odd_c : Int \rightarrow Bool \stackrel{\text{def}}{=} \lambda n : Int. \text{ if } (n = 0) \text{ then false else } \langle Bool \rangle (even (\langle Dyn \rangle (n - 1)))$

uh oh!

# CONSERVATION OF GOODNESS

$even : \text{Dyn} \rightarrow \text{Dyn}$  <sup>def</sup>  $\lambda n : \text{Int}. \text{if } (n = 0) \text{ then } \text{true} \text{ else } \text{odd } (n - 1)$

$odd : \text{Int} \rightarrow \text{Bool}$  <sup>def</sup>  $\lambda n : \text{Int}. \text{if } (n = 0) \text{ then } \text{false} \text{ else } \langle \text{Bool} \rangle (even (\langle \text{Dyn} \rangle (n - 1)))$

$odd_c : \text{Int} \rightarrow \text{Bool}$  <sup>def</sup>  $\lambda n : \text{Int}. \text{if } (n = 0) \text{ then } \text{false} \text{ else } \langle \text{Bool} \rangle (even (\langle \text{Dyn} \rangle (n - 1)))$



looks like a tail call!

uh oh!

# AGT-BASED DISCIPLINES

Less  
Typed



More  
Typed

Untyped

[Garcia et al. 16]

Y

Simple

Untyped

[Garcia et al. 16]

N

Subtyping

Simple

[Lehman et al. 17]

?

Refinements

Simple

[Toro et al. 18]

Y

Security

Untyped

[Toro et al. 19]

Y

Parametricity

# AGT-BASED DISCIPLINES

Less  
Typed



More  
Typed

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[Garcia et al. 16]

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Simple

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Subtyping

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[Lehman et al. 17]

?

Refinements

Simple

[Toro et al. 18]

Y

Security

Untyped

[Toro et al. 19]

Y

Parametricity

---

# CASE STUDY: RECORD SUBTYPING

---

---

# GTFL<sub>2</sub>

$$S \in \text{GType} ::= ? \mid \text{Int} \mid \text{Bool} \mid S \rightarrow S \mid [\overline{l : S}] \mid [\overline{l : S}, ?]$$

---

# GTFL $\simeq$

records with  
width/depth subtyping

$S \in \text{GType} ::= ? \mid \text{Int} \mid \text{Bool} \mid S \rightarrow S \mid \overline{[l : S]} \mid \overline{[l : S, ?]}$

# GTFL $\simeq$

records with  
width/depth subtyping

$S \in \text{GType} ::= ? \mid \text{Int} \mid \text{Bool} \mid S \rightarrow S \mid \overline{[l : S]} \mid \overline{[l : S, ?]}$

“unknown  
type”

# GTFL $\simeq$

records with  
width/depth subtyping

$S \in \text{GType} ::= ? \mid \text{Int} \mid \text{Bool} \mid S \rightarrow S \mid [\overline{l : S}] \mid [\overline{l : S}, ?]$

“unknown  
type”

“unknown  
row”

---

# EXAMPLE 1

---

```
let sum (hasM : Bool) (x : [f : Int, ?]) =  
    if hasM then x.f + x.m else x.f + x.q  
in (sum true [f = 6, m = 2]) + (sum false [f = 6, q = 2])
```

---

# EXAMPLE 1

---

*must* have an  
integral “f” field

```
let sum (hasM : Bool) (x : [f : Int, ?]) =  
    if hasM then x.f + x.m else x.f + x.q  
in (sum true [f = 6, m = 2]) + (sum false [f = 6, q = 2])
```

statically  
checked

---

---

# EXAMPLE 1

---

*may* have  
additional fields

```
let sum (hasM : Bool) (x : [f : Int, ?]) =  
    if hasM then x.f + x.m else x.f + x.q  
in (sum true [f = 6, m = 2]) + (sum false [f = 6, q = 2])
```

dynamically  
checked

---

---

# EXAMPLE 1

---

*may* have  
additional fields

```
let sum (hasM : Bool) (x : [f : Int, ?]) =  
    if hasM then x.f + x.m else x.f + x.q  
in (sum true [f = 6, m = 2]) + (sum false [f = 6, q = 2])
```

“Type-constrained  
downcasting”

dynamically  
checked

---

---

# EXAMPLE 2

---

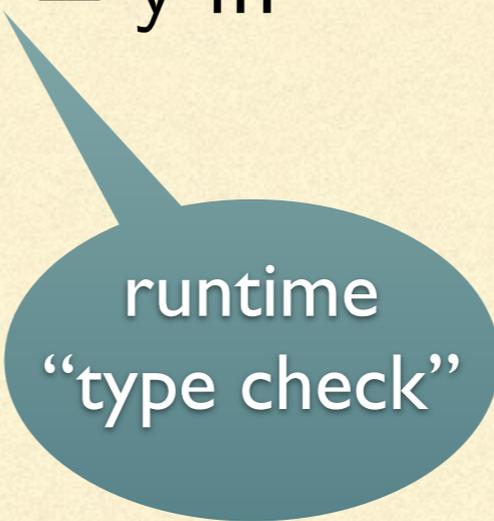
let  $x : [a : \text{Int}, b : \text{Bool}] = [a = 5, b = \text{false}]$  in  
let  $y : [a : \text{Int}, ?] = x$  in  
let  $z : [a : \text{Int}, b : \text{Bool}] = y$  in  
 $z.b$

---

# EXAMPLE 2

---

```
let x : [a : Int, b : Bool] = [a = 5, b = false] in
let y : [a : Int, ?] = x in
let z : [a : Int, b : Bool] = y in
z.b
```



runtime  
“type check”

---

# EXAMPLE 2

---

```
let x : [a : Int, b : Bool] = [a = 5, b = false] in
let y : [a : Int, ?] = x in
let z : [a : Int, b : Bool] = y in
z.b
```

Type Checks  
Runs Successfully



runtime  
“type check”

---

# EXAMPLE 2

---

```
let x : [a : Int, b : Bool] = [a = 5, b = false] in  
let y : [a : Int, ?] = x in  
let z : [a : Int, b : Bool] = y in  
z.b
```

Type Checks  
Runs Successfully



runtime  
“type check”

# EXAMPLE 3

$[a : \text{Int}, b : \text{Bool}] <: [a : \text{Int}]$

```
let x : [a : Int] = [a = 5, b = false] in  
let y : [a : Int, ?] = x in  
let z : [a : Int, b : Bool] = y in  
z.b
```

runtime  
“type check”

# EXAMPLE 3

$[a : \text{Int}, b : \text{Bool}] <: [a : \text{Int}]$

```
let x : [a : Int] = [a = 5, b = false] in
let y : [a : Int, ?] = x in
let z : [a : Int, b : Bool] = y in
z.b
```

Type Checks  
Runtime Error!

runtime  
“type check”

---

# TYPES: STATIC AND GRADUAL

---

records with  
width/depth subtyping

$S \in \text{GType} ::= ? \mid \text{Int} \mid \text{Bool} \mid S \rightarrow S \mid \overline{[l : S]} \mid \overline{[l : S, ?]}$

“unknown  
type”

“unknown  
row”

---

# TYPES: STATIC AND GRADUAL

---

records with  
width/depth subtyping

$T \in \text{Type} ::= \text{Int} \mid \text{Bool} \mid T \rightarrow T \mid \overline{[l : T]}$   
 $S \in \text{GType} ::= ? \mid \text{Int} \mid \text{Bool} \mid S \rightarrow S \mid \overline{[l : S]} \mid \overline{[l : S, ?]}$

$\text{TYPE} \subseteq \text{GTYPE}$

“unknown  
type”

“unknown  
row”

# TYPES: STATIC AND GRADUAL

records with  
width/depth subtyping

$$\begin{aligned} T \in \text{Type} & ::= \text{Int} \mid \text{Bool} \mid T \rightarrow T \mid \overline{[l : T]} \\ S \in \text{GType} & ::= ? \mid \text{Int} \mid \text{Bool} \mid S \rightarrow S \mid \overline{[l : S]} \mid \overline{[l : S, ?]} \end{aligned}$$

“unknown  
type”

$\text{Type} \subseteq \text{GType}$

every static type is also  
a gradual type

“unknown  
row”

---

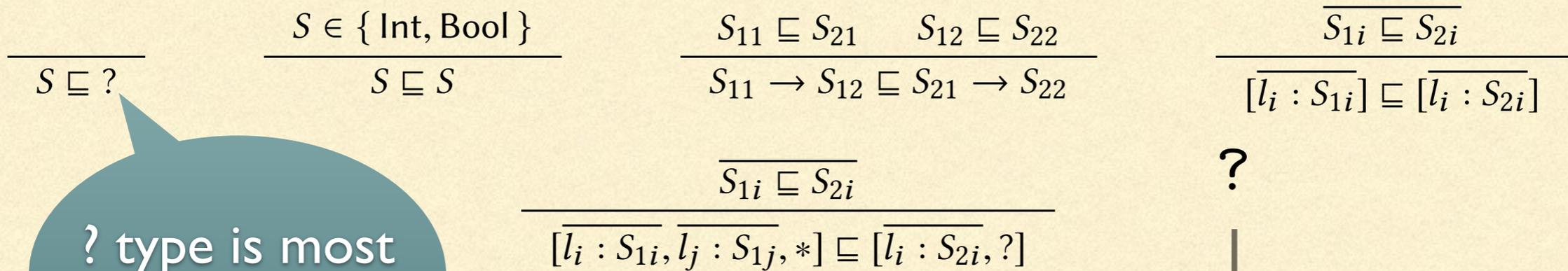
# PRECISION

---

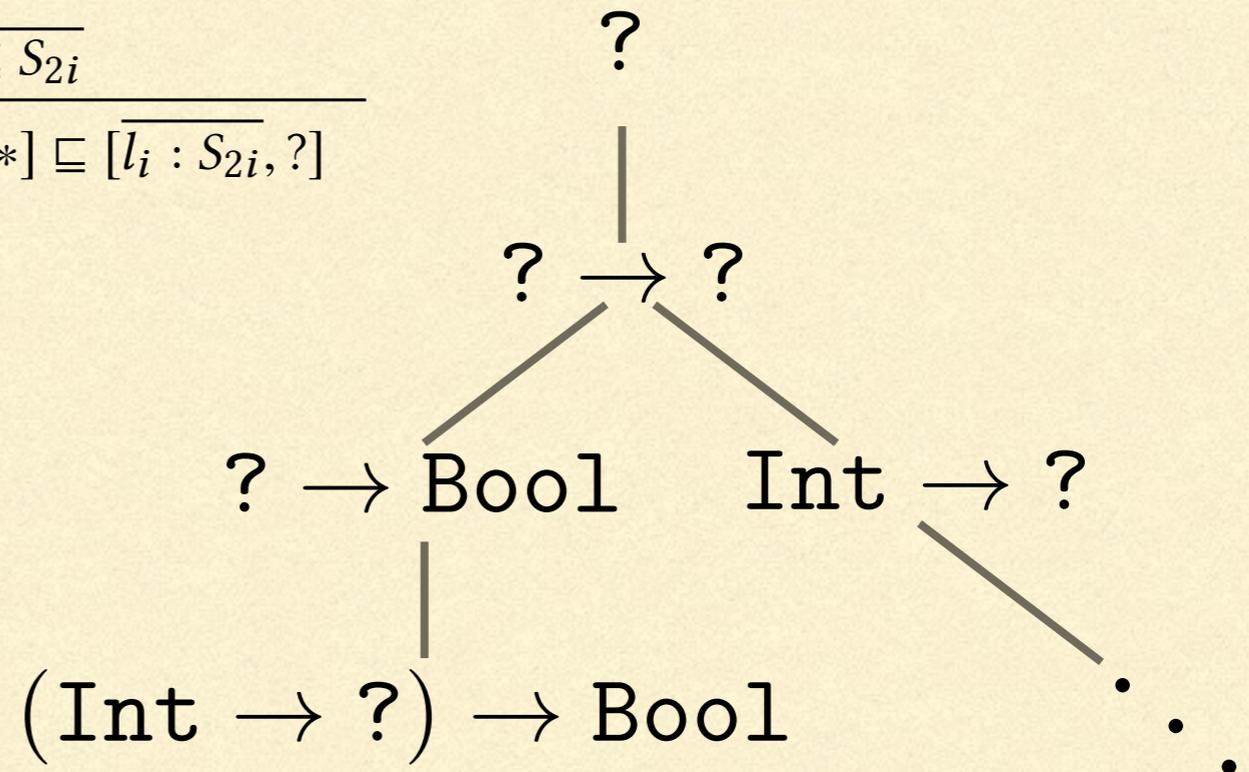
$$\frac{}{S \sqsubseteq ?} \quad \frac{S \in \{ \text{Int}, \text{Bool} \}}{S \sqsubseteq S} \quad \frac{S_{11} \sqsubseteq S_{21} \quad S_{12} \sqsubseteq S_{22}}{S_{11} \rightarrow S_{12} \sqsubseteq S_{21} \rightarrow S_{22}} \quad \frac{\overline{S_{1i} \sqsubseteq S_{2i}}}{[\overline{l_i : S_{1i}}] \sqsubseteq [\overline{l_i : S_{2i}}]}$$
$$\frac{\overline{S_{1i} \sqsubseteq S_{2i}}}{[\overline{l_i : S_{1i}}, \overline{l_j : S_{1j}}, *] \sqsubseteq [\overline{l_i : S_{2i}}, ?]}$$

---

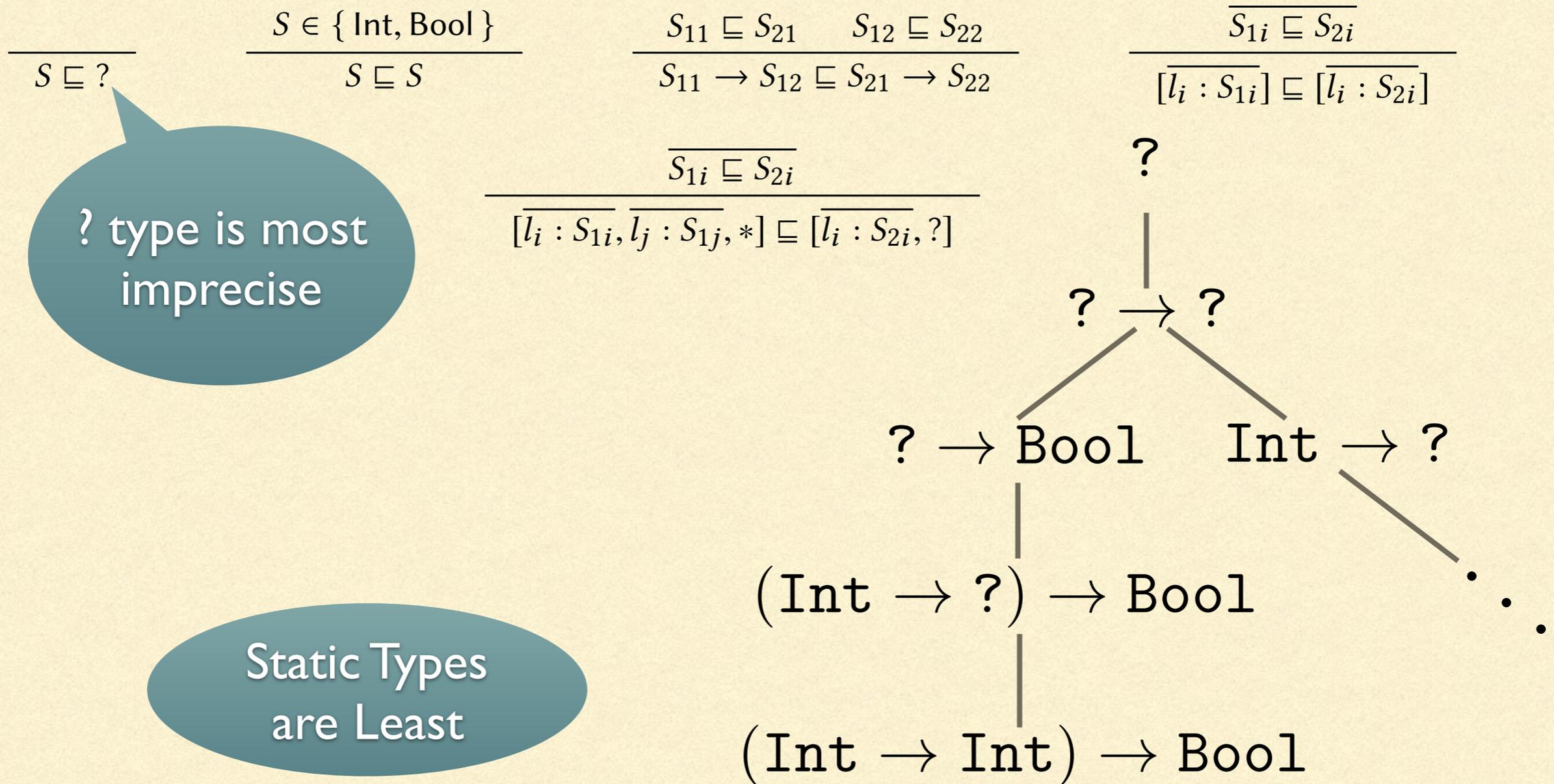
# PRECISION



? type is most imprecise

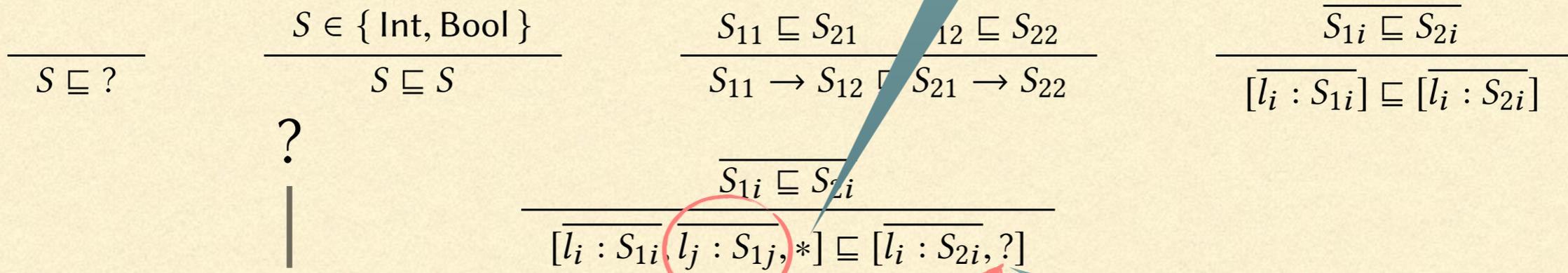


# PRECISION

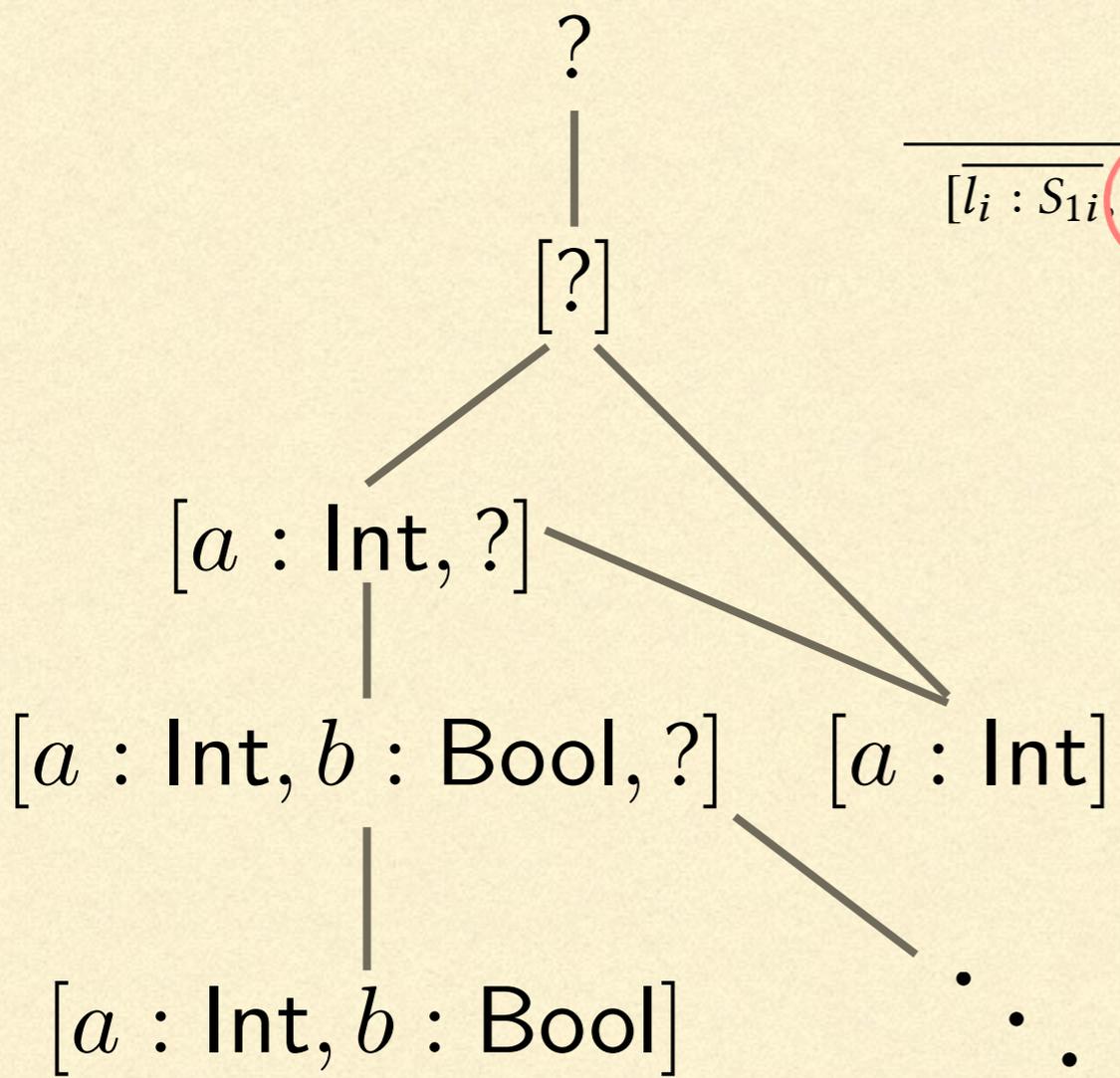


# PRECISION

“\*”  
stands for  
“?” or “”



? row adds  
imprecision about  
fields



---

# CONSISTENT LIFTING

---

$$S_1 \lesssim S_2$$

Consistent  
Subtyping

if and only if

$$\sqcup \quad \sqcup$$

$$T_1 <: T_2$$

Static  
Subtyping

For some  $T_1$  and  $T_2$

---

# EXAMPLES

---

$$[a : \text{Int}, b : \text{Bool}] \lesssim [a : \text{Int}]$$

$$S_1 \lesssim S_2$$

$$\sqcup \quad \sqcup$$

$$T_1 <: T_2$$

---

# EXAMPLES

---

$[a : \text{Int}, b : \text{Bool}] \lesssim [a : \text{Int}]$

$[a : \text{Int}] \not\lesssim [a : \text{Int}, b : \text{Bool}]$

$S_1 \lesssim S_2$

$\sqcup \quad \sqcup$

$T_1 <: T_2$

---

# EXAMPLES

---

$$[a : \text{Int}, b : \text{Bool}] \lesssim [a : \text{Int}]$$

$$[a : \text{Int}] \not\lesssim [a : \text{Int}, b : \text{Bool}]$$

$$[a : \text{Int}, ?] \lesssim [a : \text{Int}, b : \text{Bool}]$$

$$S_1 \lesssim S_2$$

$$\sqcup \quad \sqcup$$

$$T_1 <: T_2$$

---

# EXAMPLES

---

$$[a : \text{Int}, b : \text{Bool}] \lesssim [a : \text{Int}]$$

$$[a : \text{Int}] \not\lesssim [a : \text{Int}, b : \text{Bool}]$$

$$[a : \text{Int}, ?] \lesssim [a : \text{Int}, b : \text{Bool}]$$

$$[a : \text{Int}, b : \text{Bool}] \lesssim [a : \text{Int}, ?]$$

$$S_1 \lesssim S_2$$

$$\sqcup \quad \sqcup$$

$$T_1 <: T_2$$

---

# EXAMPLES

---

$$[a : \text{Int}, b : \text{Bool}] \lesssim [a : \text{Int}]$$

$$[a : \text{Int}] \not\lesssim [a : \text{Int}, b : \text{Bool}]$$

$$[a : \text{Int}, ?] \lesssim [a : \text{Int}, b : \text{Bool}]$$

$$[a : \text{Int}, b : \text{Bool}] \lesssim [a : \text{Int}, ?]$$

$$[a : \text{Int}] \not\lesssim [a : \text{Int}, b : \text{Bool}, ?]$$

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---

# EXAMPLES

---

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$$[a : \text{Int}, b : \text{Bool}, ?] \lesssim [a : \text{Int}, ?]$$

$$S_1 \lesssim S_2$$

$$\sqcup \quad \sqcup$$

$$T_1 <: T_2$$

---

---

# RUNTIME TYPE ENFORCEMENT

---

---

# SEMANTICS OF GRADUAL TYPES

---

e.g.,

$$\gamma : \text{GTYPE} \rightarrow \mathcal{P}^+(\text{TYPE})$$

$$\gamma(S) = \{ T \in \text{TYPE} \mid T \sqsubseteq S \}$$

Concretization Function

Some critical properties:

$$\gamma(T) = \{ T \}$$

$$S_1 \sqsubseteq S_2 \iff \gamma(S_1) \subseteq \gamma(S_2)$$

---

# SEMANTICS OF GRADUAL TYPES

---

e.g.,

$$\alpha : \mathcal{P}^+(\text{TYPE}) \rightarrow \text{GTYP E}$$

$$\alpha(C) = \sqcap \{ S \in \text{GTYP E} \mid C \subseteq \gamma(S) \}$$

Abstraction Function

Some useful properties:

$$\alpha(\{ T \}) = T \quad (\text{even better: } \alpha(\gamma(S)) = S)$$

$$C_1 \subseteq C_2 \implies \alpha(C_1) \sqsubseteq \alpha(C_2)$$

---

# EVIDENCE (I.E., “CASTS”)

---

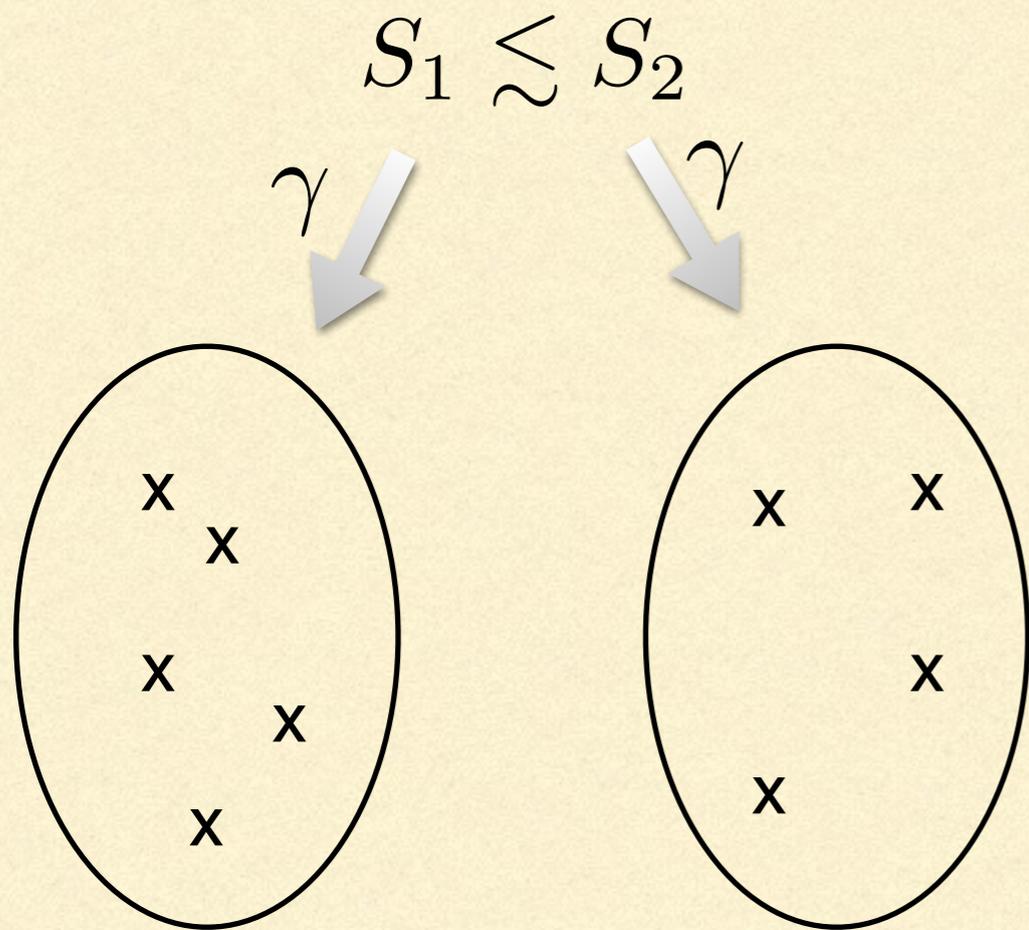
$$S_1 \lesssim S_2$$



runtime  
evidence

$$\varepsilon_{12} \vdash U_1 \lesssim U_2$$

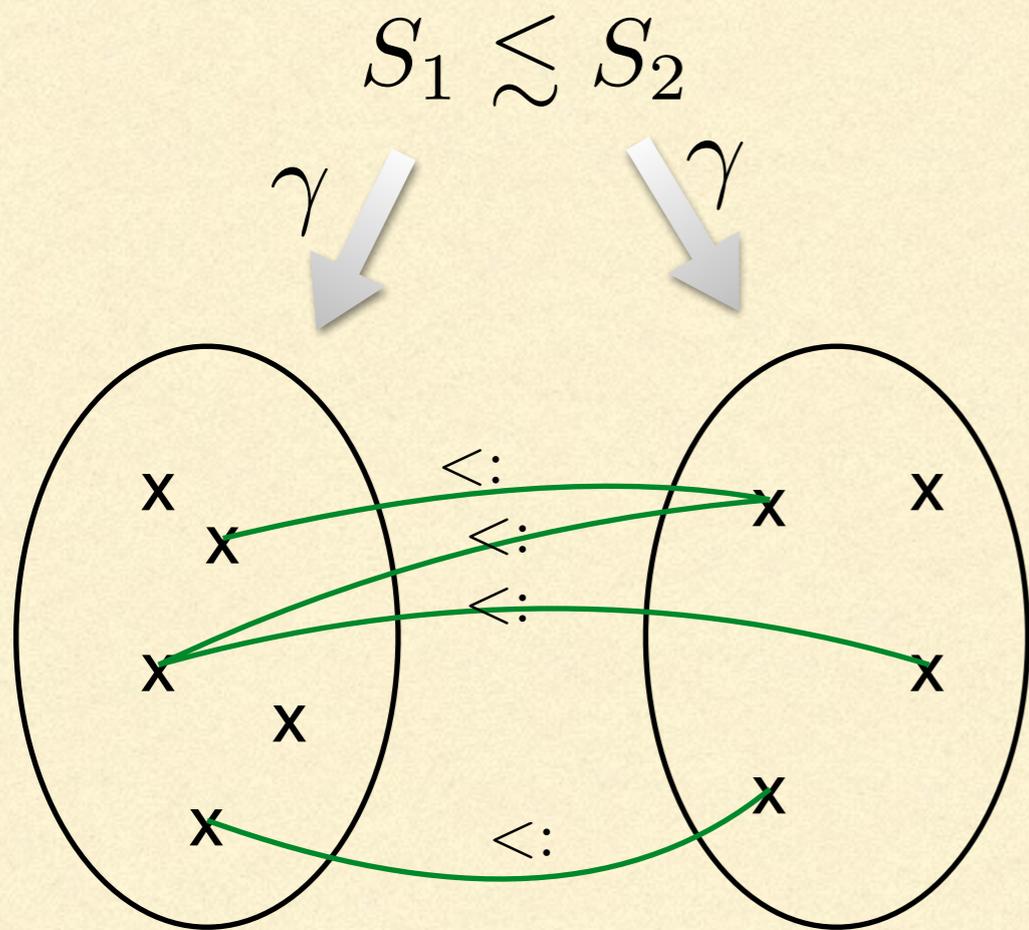
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runtime  
evidence

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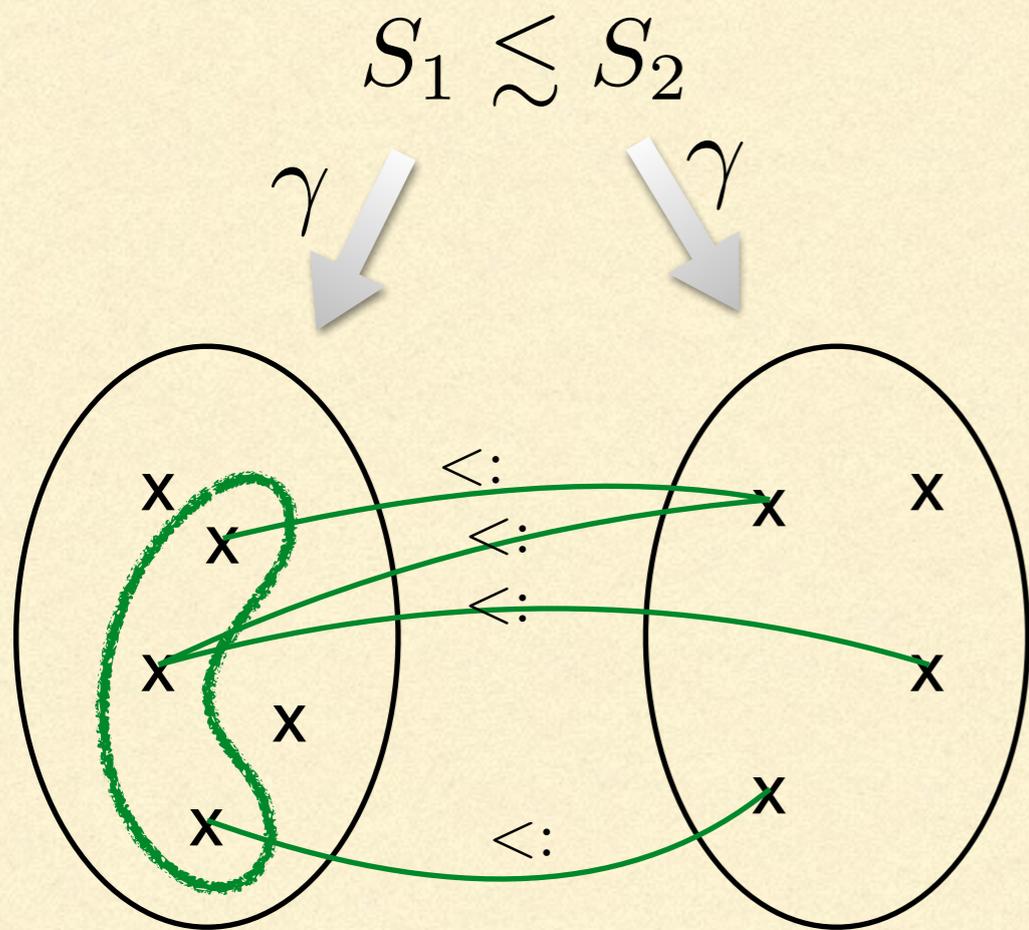
# EVIDENCE (I.E., "CASTS")



runtime  
evidence

$$\varepsilon_{12} \vdash U_1 \lesssim U_2$$

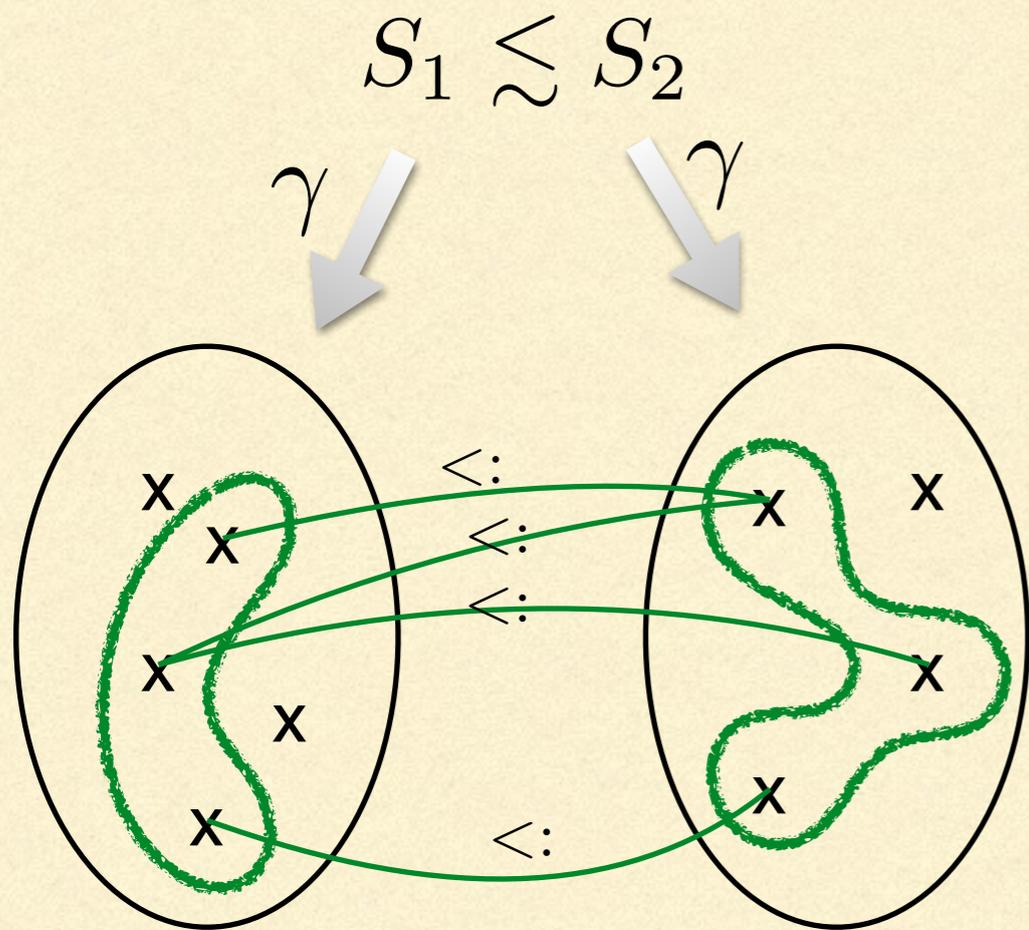
# EVIDENCE (I.E., "CASTS")



runtime  
evidence

$$\varepsilon_{12} \vdash U_1 \lesssim U_2$$

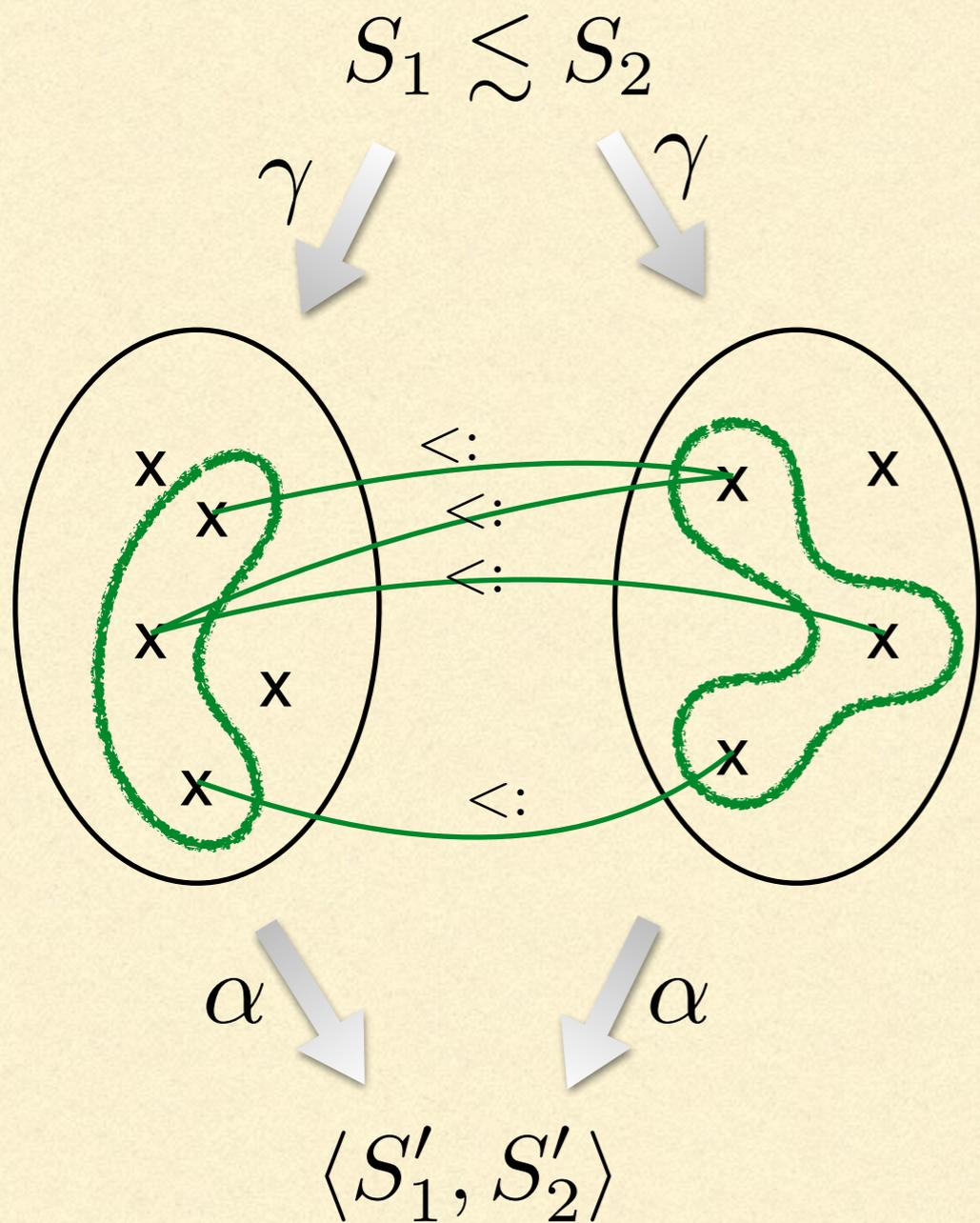
# EVIDENCE (I.E., "CASTS")



runtime  
evidence

$$\varepsilon_{12} \vdash U_1 \lesssim U_2$$

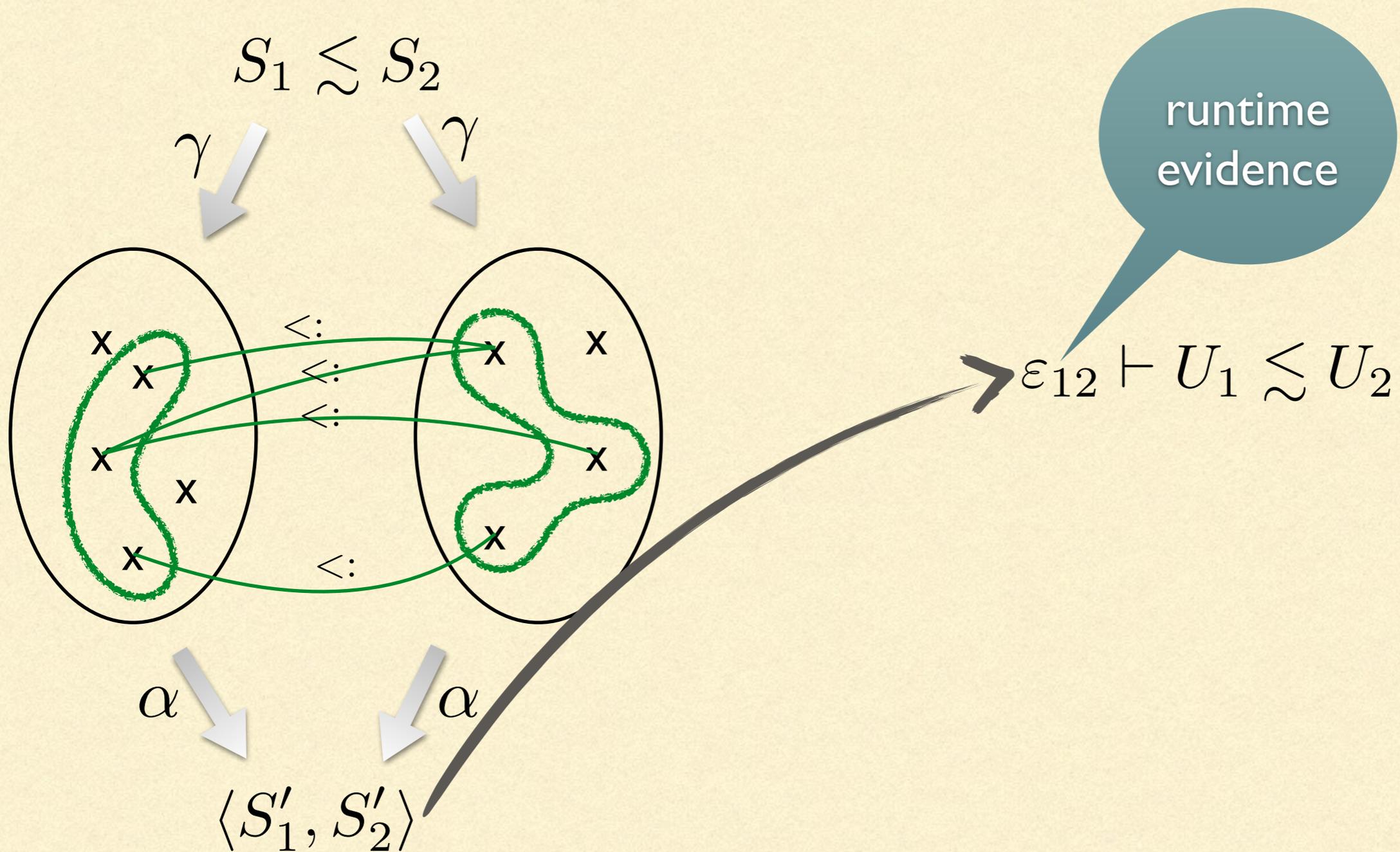
# EVIDENCE (I.E., "CASTS")



runtime  
evidence

$$\varepsilon_{12} \vdash U_1 \lesssim U_2$$

# EVIDENCE (I.E., "CASTS")



---

# COMPOSITION

---

$$\varepsilon_{23} \vdash S_2 \lesssim S_3 \quad \varepsilon_{12} \vdash S_1 \lesssim S_2$$

$$\varepsilon_{12} \circ \varepsilon_{23} \vdash S_1 \lesssim S_3$$

Runtime Proof  
of Transitivity

---

---

# COMPOSITION

---

$$\varepsilon_{23} \vdash S_2 \lesssim S_3$$

$$\varepsilon_{12} \vdash S_1 \lesssim S_2$$

$$\varepsilon_{12} \circ \varepsilon_{23} \vdash S_1 \lesssim S_3$$

Runtime Proof  
of Transitivity

**“cast error”  
if undefined**

---

---

# COMPOSITION

$$\varepsilon_{12} \circ \varepsilon_{23}$$

---

---

# COMPOSITION

$$\langle S_1, S_{21} \rangle \circ \langle S_{22}, S_3 \rangle$$

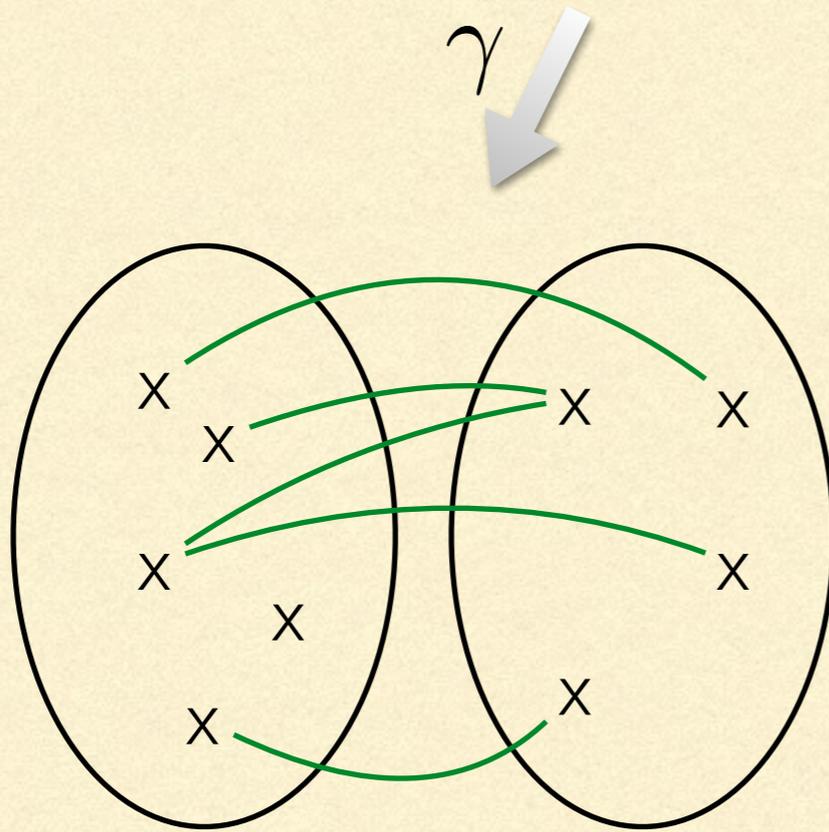
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# COMPOSITION

$$\langle S_1, S_{21} \rangle \circ \langle S_{22}, S_3 \rangle$$

---

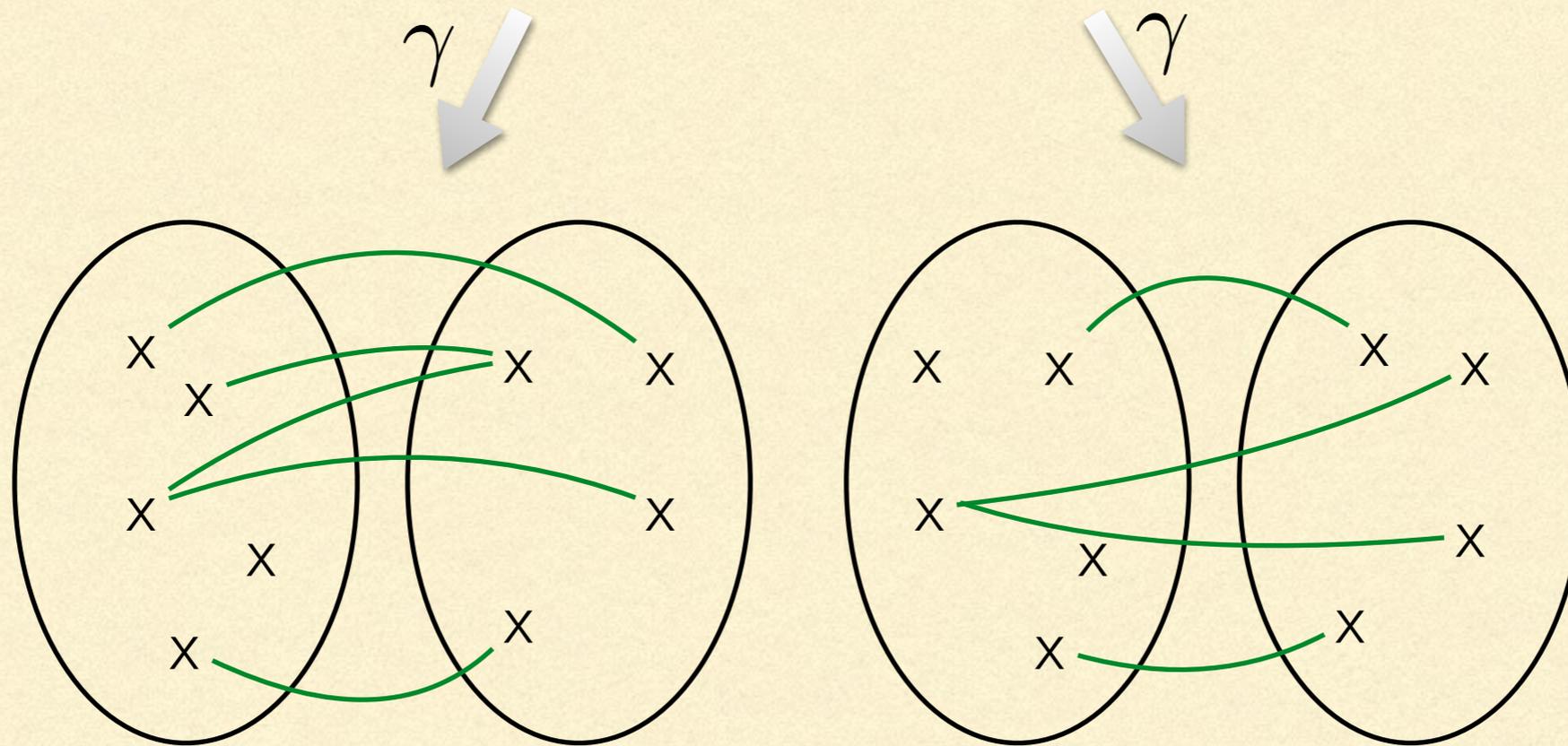


---

# COMPOSITION

$$\langle S_1, S_{21} \rangle \circ \langle S_{22}, S_3 \rangle$$

---

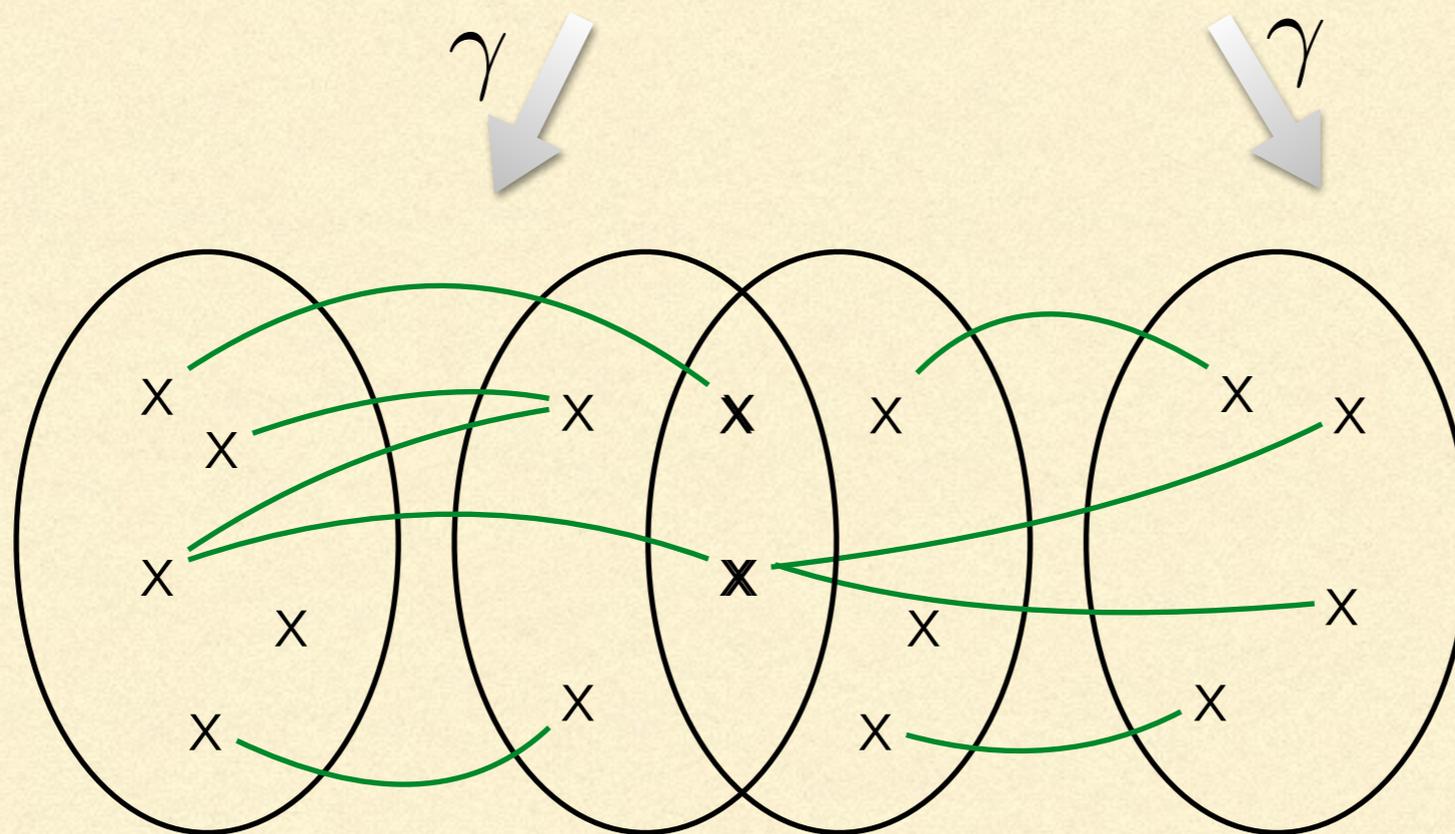


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# COMPOSITION

$$\langle S_1, S_{21} \rangle \circ \langle S_{22}, S_3 \rangle$$

---

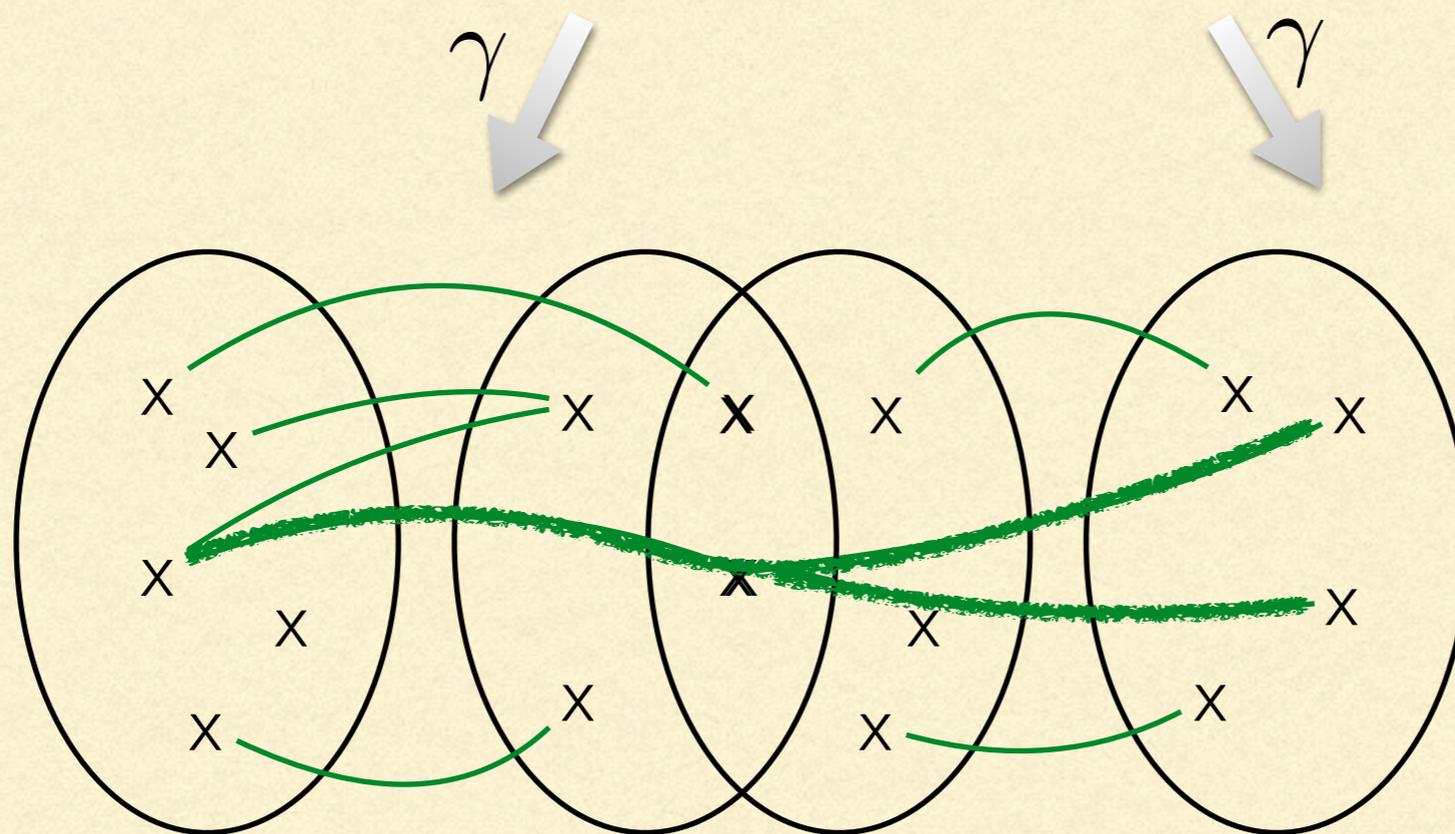


---

# COMPOSITION

$$\langle S_1, S_{21} \rangle \circ \langle S_{22}, S_3 \rangle$$

---

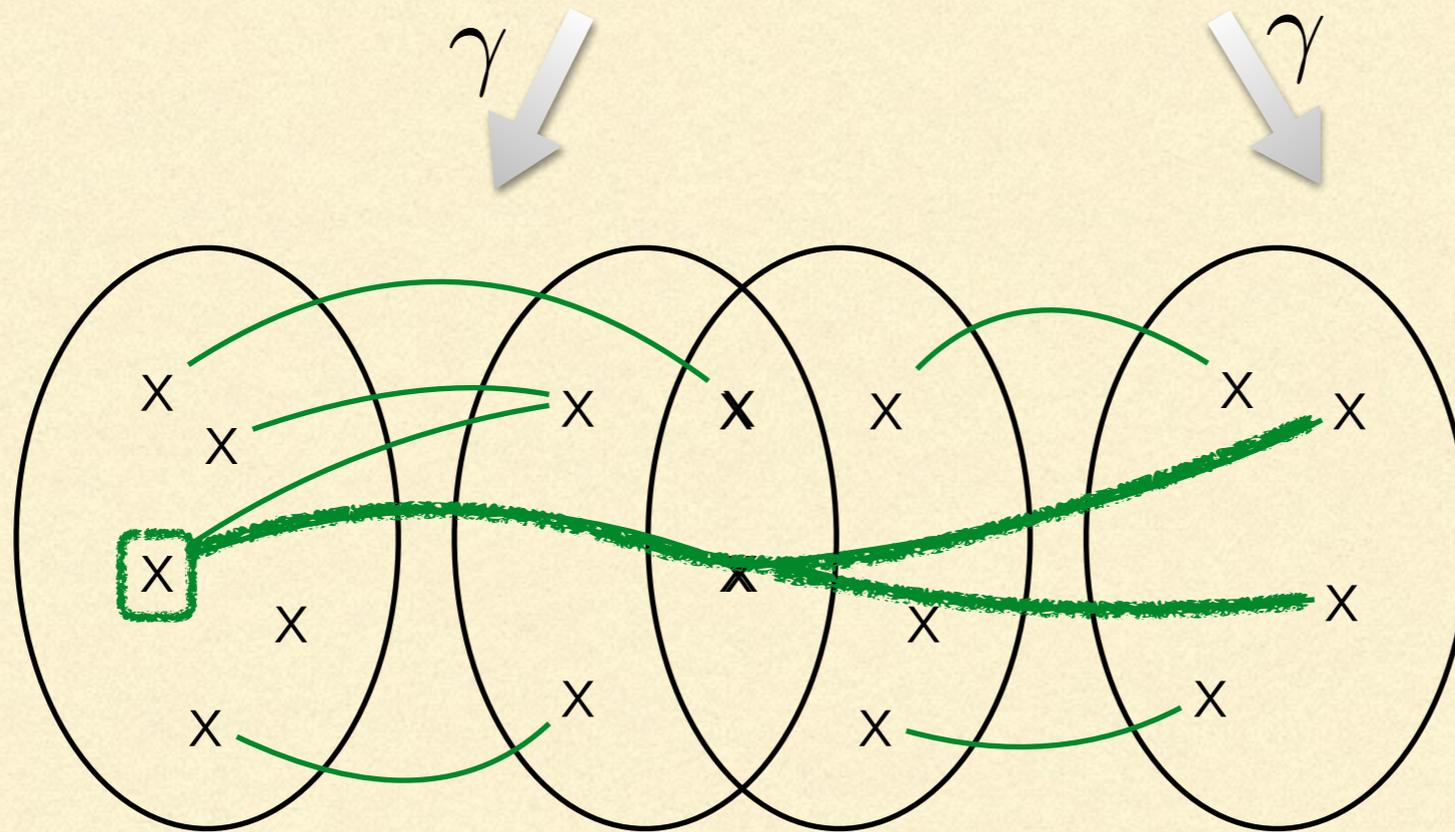


---

# COMPOSITION

$$\langle S_1, S_{21} \rangle \circ \langle S_{22}, S_3 \rangle$$

---

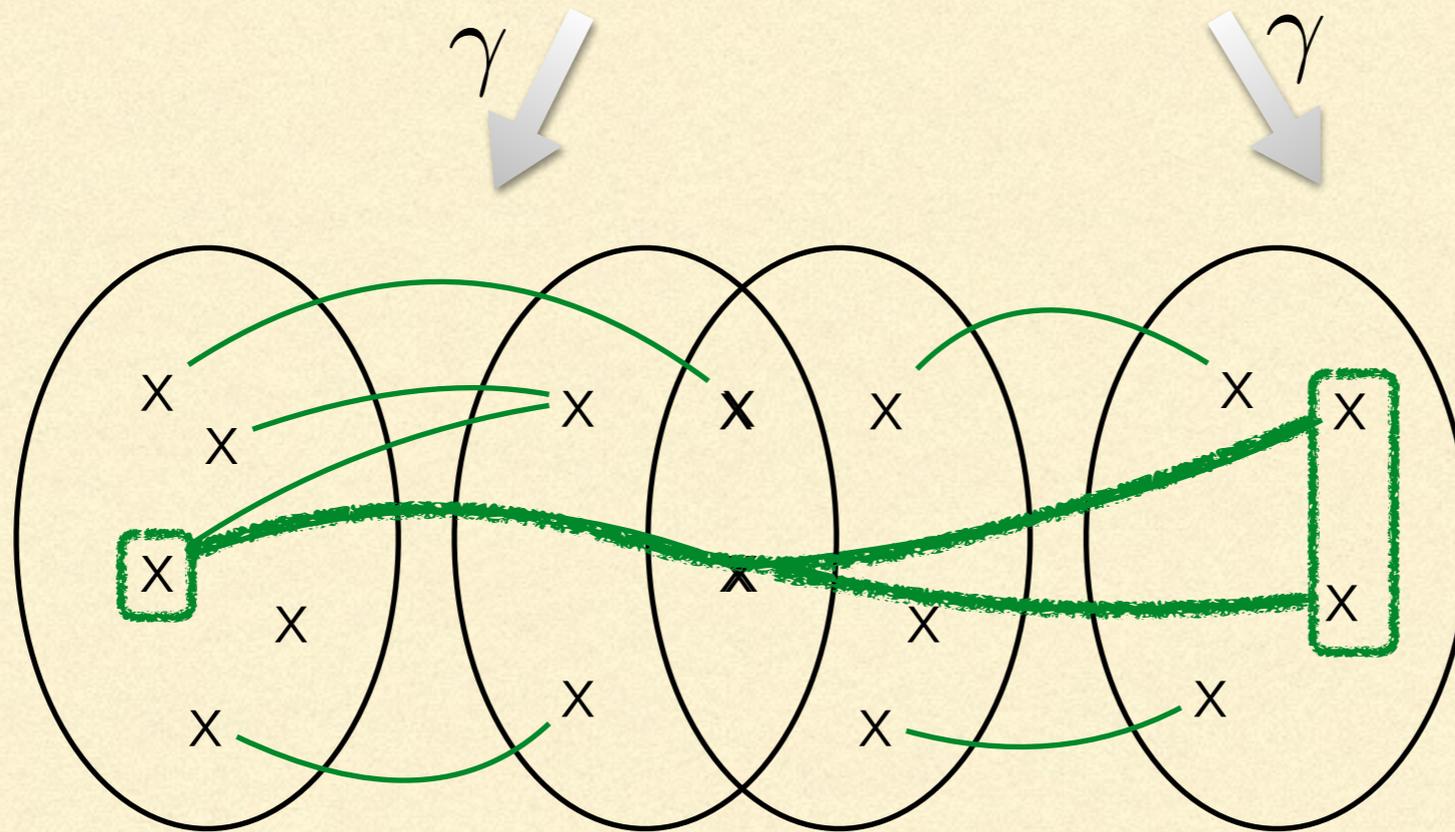


---

# COMPOSITION

$$\langle S_1, S_{21} \rangle \circ \langle S_{22}, S_3 \rangle$$

---

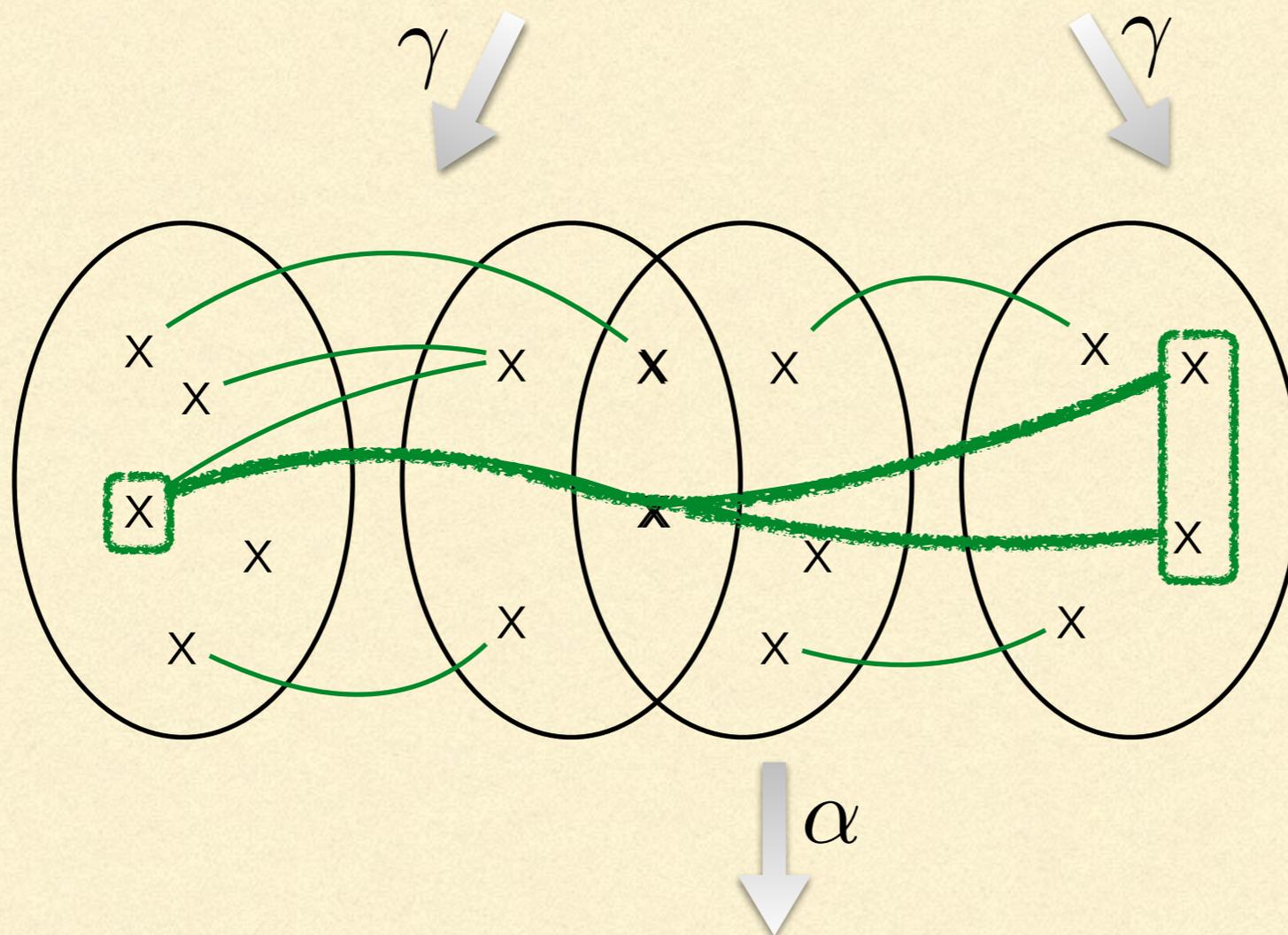


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# COMPOSITION

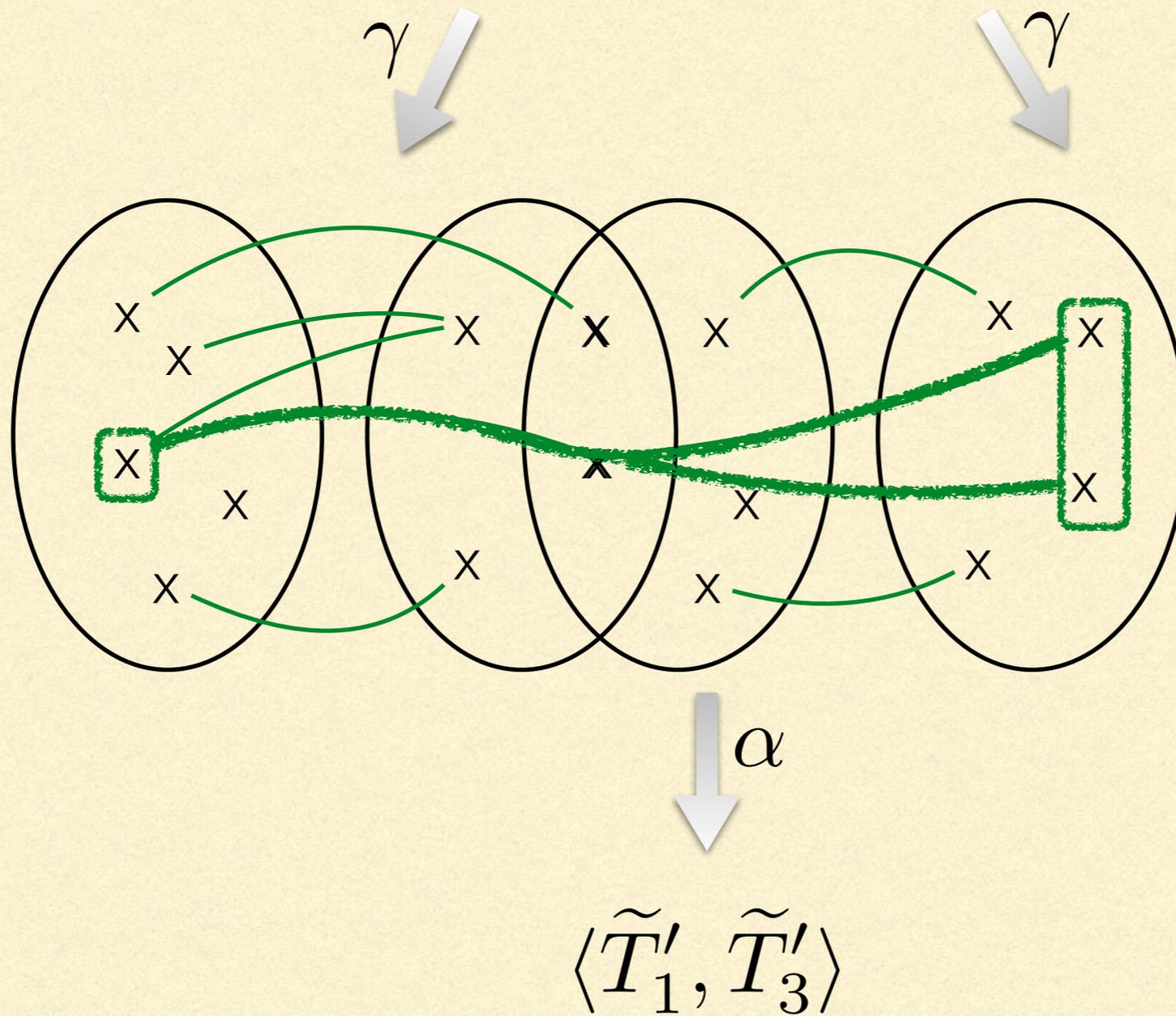
$$\langle S_1, S_{21} \rangle \circ \langle S_{22}, S_3 \rangle$$

---



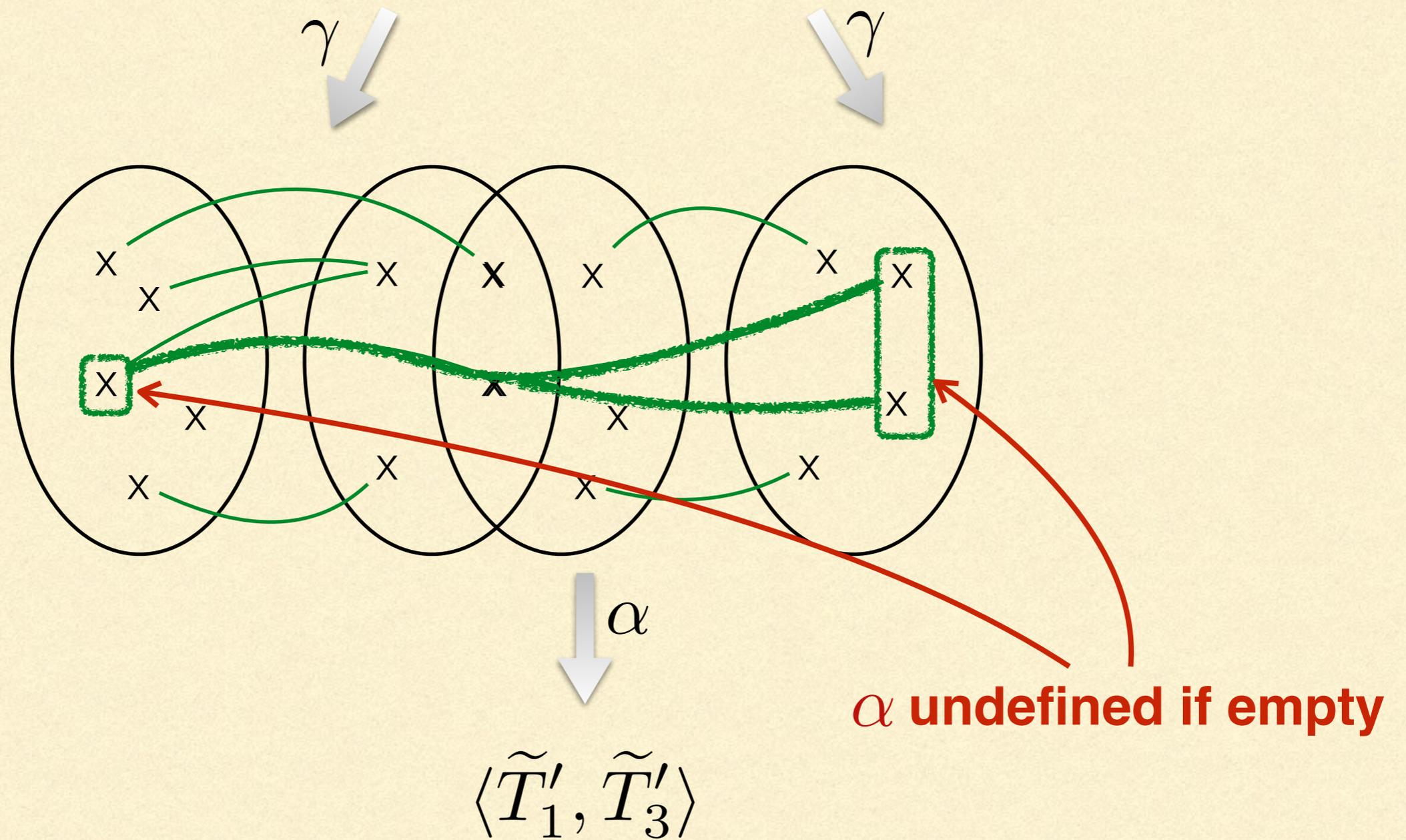
# COMPOSITION

$$\langle S_1, S_{21} \rangle \circ \langle S_{22}, S_3 \rangle$$



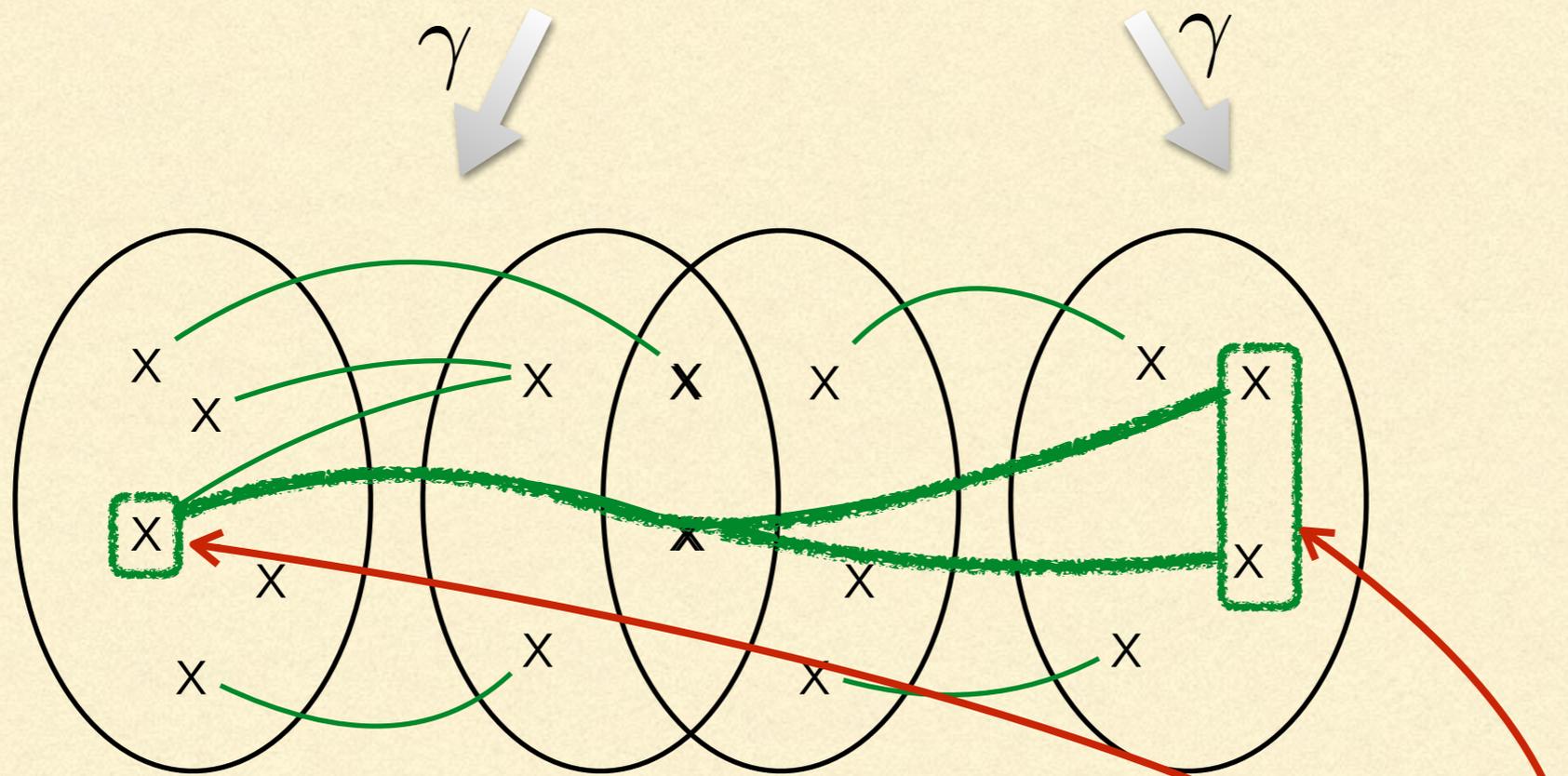
# COMPOSITION

$$\langle S_1, S_{21} \rangle \circ \langle S_{22}, S_3 \rangle$$



# COMPOSITION

$$\langle S_1, S_{21} \rangle \circ \langle S_{22}, S_3 \rangle$$



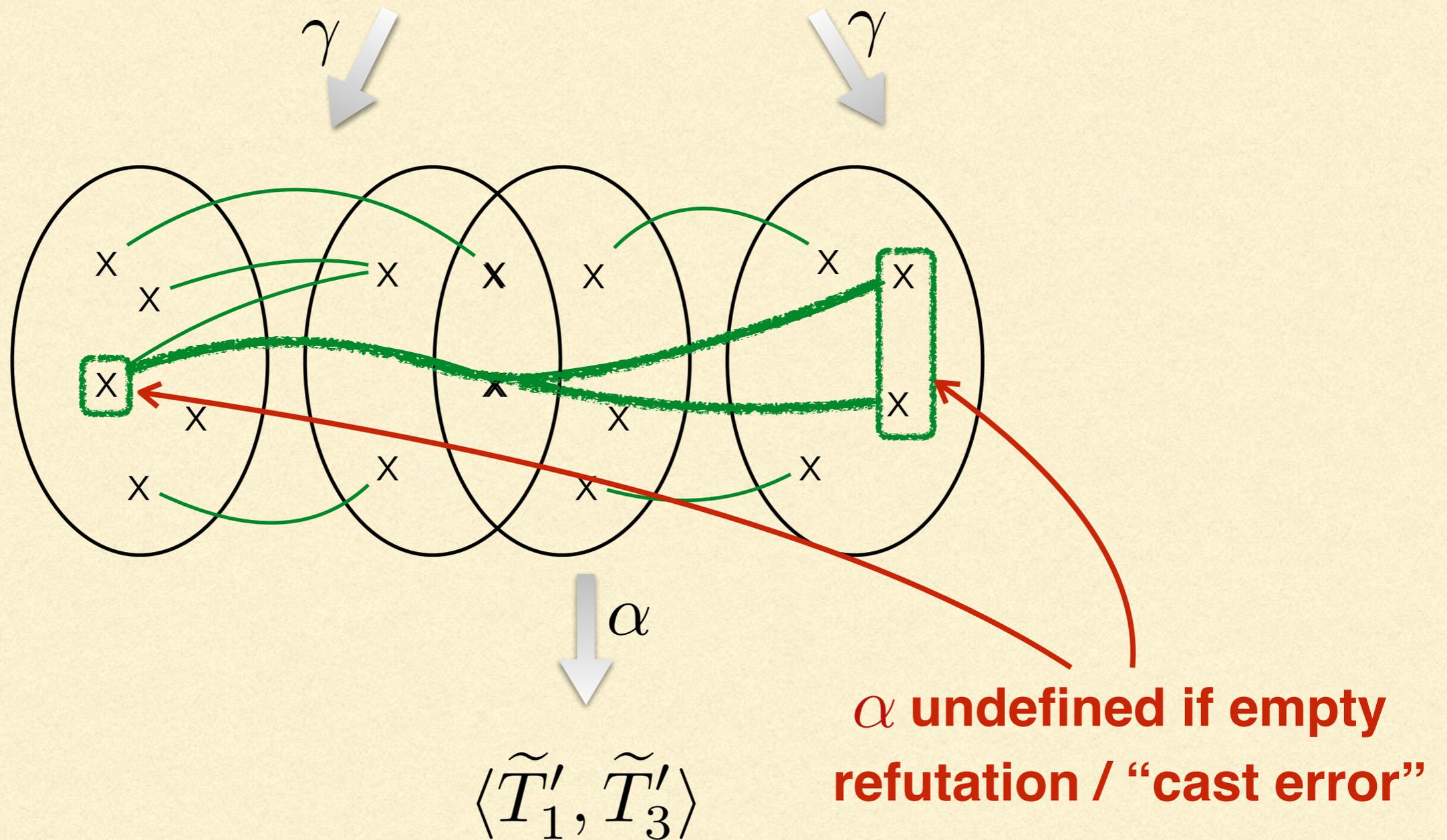
$\alpha$

$$\langle \tilde{T}'_1, \tilde{T}'_3 \rangle$$

$\alpha$  undefined if empty  
refutation / "cast error"

# COMPOSITION

$$\langle S_1, S_{21} \rangle \circ \langle S_{22}, S_3 \rangle$$



$$\alpha^2(\{\langle T_1, T_3 \rangle \in \gamma^2(\tilde{T}_1, \tilde{T}_3) \mid \exists T_2 \in \gamma(\tilde{T}_{21}) \cap \gamma(\tilde{T}_{22}). P(T_1, T_2) \wedge P(T_2, T_3)\})$$

# SOME GOOD NEWS

$evenk_c : \text{Int} \rightarrow \text{Bool}$

$oddk_c : \text{Int} \rightarrow \text{Bool}$



$\text{Dyn}$ ).

$(\langle \text{Dyn} \rangle \text{true}))$

$1) (\langle \text{Bool} \rightarrow \text{Bool} \rangle k)$

$\rightarrow \text{Bool}$ ).

$- 1) (\langle \text{Dyn} \rightarrow \text{Dyn} \rangle k)$

Wrap on  
each call!

# SOME GOOD NEWS

$evenk_c : \text{Int} \rightarrow \text{Bool}$

$oddk_c : \text{Int} \rightarrow \text{Bool}$



$\text{Dyn}$ ).

$(\langle \text{Dyn} \rangle \text{true}))$

$1) (\langle \text{Bool} \rightarrow \text{Bool} \rangle k)$

$\rightarrow \text{Bool}$ ).

$- 1) (\langle \text{Dyn} \rightarrow \text{Dyn} \rangle k)$

Just  
Compose!

---

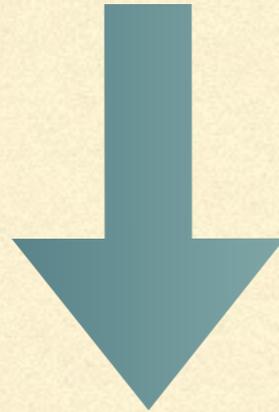
# CONSERVATION OF GOODNESS

---

$even : \text{Dyn} \rightarrow \text{Dyn} \stackrel{\text{def}}{=} \lambda n : \text{Dyn}. \text{if } (n = 0) \text{ then true else } odd (n - 1)$

$odd : \text{Int} \rightarrow \text{Bool} \stackrel{\text{def}}{=} \lambda n : \text{Int}. \text{if } (n = 0) \text{ then false else } even (n - 1)$

Cast  
Insertion



looks like a  
tail call!

$odd_c : \text{Int} \rightarrow \text{Bool} \stackrel{\text{def}}{=} \lambda n : \text{Int}. \text{if } (n = 0) \text{ then false else } \langle \text{Bool} \rangle (even (\langle \text{Dyn} \rangle (n - 1)))$

uh oh!

---

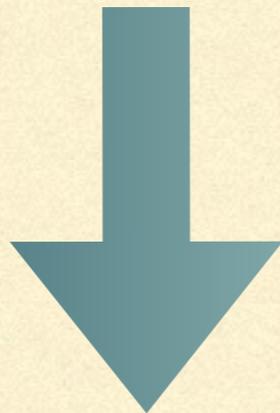
# CONSERVATION OF GOODNESS

---

$even : \text{Dyn} \rightarrow \text{Dyn} \stackrel{\text{def}}{=} \lambda n : \text{Dyn}. \text{if } (n = 0) \text{ then true else } odd (n - 1)$

$odd : \text{Int} \rightarrow \text{Bool} \stackrel{\text{def}}{=} \lambda n : \text{Int}. \text{if } (n = 0) \text{ then false else } even (n - 1)$

Cast  
Insertion



looks like a  
tail call!

$odd_c : \text{Int} \rightarrow \text{Bool} \stackrel{\text{def}}{=} \lambda n : \text{Int}. \text{if } (n = 0) \text{ then false else } \langle \text{Bool} \rangle (even (\langle \text{Dyn} \rangle (n - 1)))$

compose in tail position eagerly!

---

# DON'T BE (TOO) EAGER!

---

odd 6  $\rightarrow^*$

$\langle \text{Bool} \rangle \langle \text{Bool} \rangle$  odd 2  $\rightarrow^*$

$\langle \text{Bool} \rangle \langle \text{Bool} \rangle \langle \text{Bool} \rangle$  odd 0  $\rightarrow^*$

$\langle \text{Bool} \rangle \langle \text{Bool} \rangle \langle \text{Bool} \rangle$  false  $\rightarrow^*$

false

Space-Inefficient  
computation

$\langle \text{Bool} \rangle \circ (\langle \text{Bool} \rangle \circ \langle \text{Bool} \rangle)$

“right-to-left” composition

---

---

# DON'T BE (TOO) EAGER!

---

odd 4  $\rightarrow^*$

$\langle \text{Bool} \rangle \langle \text{Bool} \rangle$  odd 2  $\rightarrow$

$\langle \text{Bool} \rangle$  odd 2  $\rightarrow^*$

$\langle \text{Bool} \rangle \langle \text{Bool} \rangle$  odd 0  $\rightarrow$

$\langle \text{Bool} \rangle$  odd 0  $\rightarrow^*$

$\langle \text{Bool} \rangle$  false  $\rightarrow$

false

Space-efficient  
computation

$(\langle \text{Bool} \rangle \ ; \ \langle \text{Bool} \rangle) \ ; \ \langle \text{Bool} \rangle$

“left-to-right” composition

---

---

# ASSOCIATIVITY!

---

Herman et al. works because:

$$\langle \text{Bool} \rangle \circ (\langle \text{Bool} \rangle \circ \langle \text{Bool} \rangle) = (\langle \text{Bool} \rangle \circ \langle \text{Bool} \rangle) \circ \langle \text{Bool} \rangle$$



---

# ASSOCIATIVITY!

---

AGT can be space-efficient if:

$$\varepsilon_1 \circ (\varepsilon_2 \circ \varepsilon_3) = (\varepsilon_1 \circ \varepsilon_2) \circ \varepsilon_3$$



**εpsilon**  
ASSOCIATES INC.

The logo for Epsilon Associates Inc. features the word "Epsilon" in a large, bold, blue sans-serif font. The letter "E" is stylized with three horizontal bars. Below "Epsilon", the words "ASSOCIATES INC." are written in a smaller, orange, all-caps sans-serif font.

---

# TRAGEDY!

---

$$\varepsilon_1 = \langle [x : \text{Int}, ?], [x : \text{Int}] \rangle$$

$$\varepsilon_2 = \langle [?], [?] \rangle$$

$$\varepsilon_3 = \langle [y : \text{Bool}], [y : \text{Bool}] \rangle$$

$$(\varepsilon_1 \circ \varepsilon_2) \circ \varepsilon_3 =$$

$$\langle [x : \text{Int}, ?], [?] \rangle \circ \varepsilon_3 =$$

$$\langle [x : \text{Int}, y : \text{Bool}, ?], [y : \text{Bool}] \rangle$$

$$\varepsilon_1 \circ (\varepsilon_2 \circ \varepsilon_3) \simeq$$

$$\varepsilon_1 \circ \langle [y : \text{Bool}, ?], [y : \text{Bool}] \rangle$$

undefined!

---

---

# POST-NON-MORTEM

---

$$\varepsilon_1 = \langle [x : \mathbf{Int}, ?], [x : \mathbf{Int}] \rangle$$

$$\varepsilon_2 = \langle [?], [?] \rangle$$

$$\varepsilon_3 = \langle [y : \mathbf{Bool}], [y : \mathbf{Bool}] \rangle$$

$$(\varepsilon_1 \circ \varepsilon_2) \circ \varepsilon_3 =$$

$$\langle [x : \mathbf{Int}, ?], [?] \rangle \circ \varepsilon_3 =$$

$$\langle [x : \mathbf{Int}, y : \mathbf{Bool}, ?], [y : \mathbf{Bool}] \rangle$$

---

---

# POST-NON-MORTEM

---

$$\varepsilon_1 = \langle [x : \text{Int}, ?], [x : \text{Int}] \rangle$$

$$\varepsilon_2 = \langle [?], [?] \rangle$$

$$\varepsilon_3 = \langle [y : \text{Bool}], [y : \text{Bool}] \rangle$$

$$(\varepsilon_1 \circ \varepsilon_2) \circ \varepsilon_3 =$$

$$\langle [x : \text{Int}, ?], [?] \rangle \circ \varepsilon_3 =$$

$$\langle [x : \text{Int}, y : \text{Bool}, ?], [y : \text{Bool}] \rangle$$

Lost Info:

$$\alpha(\{ [x : \text{Int}], [] \}) = [?]$$

---

# BOUNDED GRADUAL ROWS

---

Redesign our Evidence Pairs  
(Surface Language Stays the Same)

$$A ::= R \mid O$$
$$S ::= \text{Unit} \mid S \rightarrow S \mid ? \mid \overline{[\ell_A : S \ell_O : \perp]} \mid \overline{[\ell_A : S \ell_O : \perp ?]}$$

---

# MECHANIZATION: NOT SO SPACE (OR TIME) EFFICIENT

---



- 14 GSM (Grad Student Months)
- 57K Lines of Coq **With some ad hoc extras**
- “Beware of running it since it takes about 3 days and about 24 GB of RAM at one point. :)”

---

# MECHANIZATION: NOT SO SPACE (OR TIME) EFFICIENT

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Felipe  
before



# MECHANIZATION: NOT SO SPACE (OR TIME) EFFICIENT

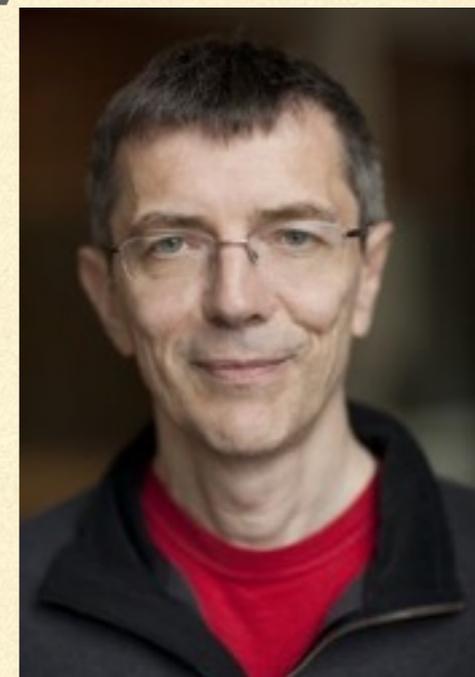


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Felipe  
before



Felipe  
after



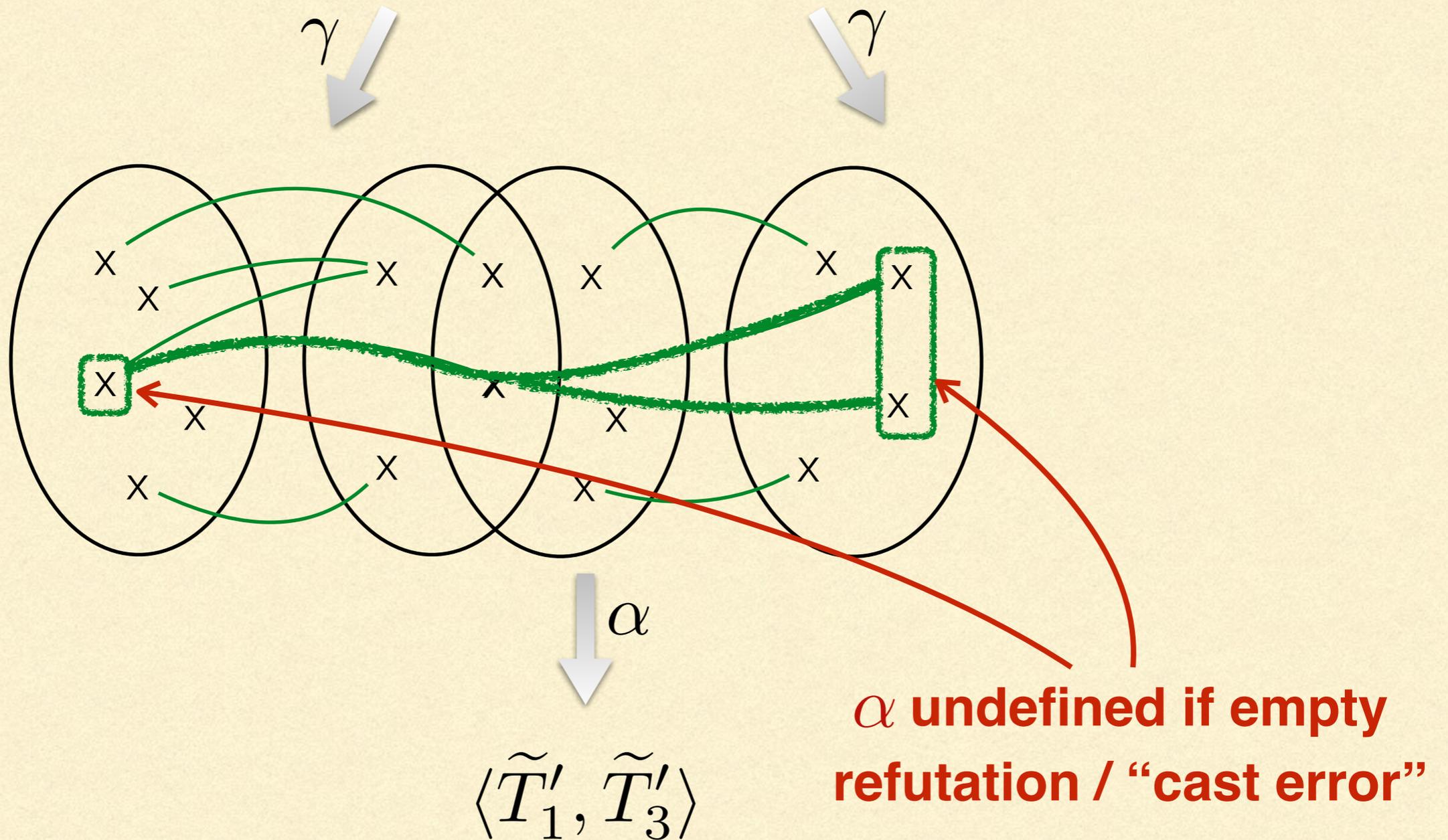
---

IS THERE ANOTHER WAY???

---

# CONSISTENT TRANSITIVITY

$$\langle S_1, S_{21} \rangle \circ \langle S_{22}, S_3 \rangle$$



$$\alpha^2(\{\langle T_1, T_3 \rangle \in \gamma^2(\tilde{T}_1, \tilde{T}_3) \mid \exists T_2 \in \gamma(\tilde{T}_{21}) \cap \gamma(\tilde{T}_{22}). P(T_1, T_2) \wedge P(T_2, T_3)\})$$

---

# ABSTRACT VIEW OF EVIDENCE

---

$$\gamma^{<:} : \lesssim \rightarrow \mathcal{P}^+(\langle : \rangle)$$

$$\gamma^{<:}(S_1, S_2) = \{ \langle T_1, T_2 \rangle \mid T_i \in \gamma(S_i) \text{ and } T_1 \langle : T_2 \} .$$

$$\alpha^{<:} : \mathcal{P}^+(\langle : \rangle) \rightarrow \lesssim$$

$$\alpha^{<:}(\mathcal{R}) = \langle \alpha(\pi_1(\mathcal{R})), \alpha(\pi_2(\mathcal{R})) \rangle .$$

Evidence for a consistent judgment is represented as a tuple of gradual types that characterize the space of possible static type relations.<sup>h</sup>

<sup>h</sup> Abstractions can lift to tuples other ways too (Cousot and Cousot 1994).

---

---

# ABSTRACT VIEW OF EVIDENCE

---

$$\gamma^{<:} : \text{EVIDENCE} \rightarrow \mathcal{P}^+(\langle :)$$

$$\gamma^{<:}(\varepsilon) = ???$$

$$\alpha^{<:} : \mathcal{P}^+(\langle :) \rightarrow \text{EVIDENCE}$$

$$\alpha^{<:}(\mathcal{R}) = ???$$

---

---

# A DIFFERENT APPROACH

---

## **Making Abstract Interpretations Complete**

ROBERTO GIACOBAZZI

*Università di Verona, Verona, Italy*

FRANCESCO RANZATO

*Università di Padova, Padova, Italy*

AND

FRANCESCA SCOZZARI

*École Polytechnique, Palaiseau, France*

Two notions of completeness:

$\alpha$ -completeness

$\gamma$ -completeness

---

---

# A DIFFERENT APPROACH

---

**Making Abstract Interpretations Complete...** with respect  
to some operation

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Two notions of completeness:

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$$\gamma^{<}(\varepsilon_1) \circ^{\mathcal{R}} \gamma(\varepsilon_2) = \gamma^{<}(\varepsilon_1 \circ \varepsilon_2)$$

---

# A DIFFERENT APPROACH

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**Making Abstract Interpretations Complete...** with respect  
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$$\gamma^{<}(\varepsilon_1) \circ^{\mathcal{R}} \gamma(\varepsilon_2) = \gamma^{<}(\varepsilon_1 \circ \varepsilon_2)$$

**Epsilon**  
ASSOCIATES INC.

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# BONUS TRACKS

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# WTF GRADUAL TYPING???

## The Dynamic Practice and Static Theory of Gradual Typing

Michael Greenberg

Pomona College, Claremont, CA, USA

<http://www.cs.pomona.edu/~michael/>

[michael@cs.pomona.edu](mailto:michael@cs.pomona.edu)

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### Abstract

---

We can tease apart the research on gradual types into two ‘lineages’: a pragmatic, implementation-oriented dynamic-first lineage and a formal, type-theoretic, static-first lineage. The dynamic-first lineage’s focus is on taming particular idioms—‘pre-existing conditions’ in untyped programming languages. The static-first lineage’s focus is on interoperation and individual type system features, rather than the collection of features found in any particular language. Both appear in programming languages research under the name “gradual typing”, and they are in active conversation with each other.

What are these two lineages? What challenges and opportunities await the static-first lineage? What progress has been made so far?

$\circledast : \text{Ev} \times \text{Ev} \rightarrow \text{Ev}$ **Consistent Transitivity**

$$\langle ?, ? \rangle \circledast \langle ?, ? \rangle = \langle ?, ? \rangle$$

$$\langle S, S \rangle \circledast \langle ?, ? \rangle = \langle S, S \rangle \quad \text{where } S \in \{ \text{Int}, \text{Bool} \}$$

$$\langle ?, ? \rangle \circledast \langle S, S \rangle = \langle S, S \rangle \quad \text{where } S \in \{ \text{Int}, \text{Bool} \}$$

$$\langle S_{11} \rightarrow S_{12}, S_{21} \rightarrow S_{22} \rangle \circledast \langle ?, ? \rangle = \langle S_{11} \rightarrow S_{12}, S_{21} \rightarrow S_{22} \rangle \circledast \langle ? \rightarrow ?, ? \rightarrow ? \rangle$$

$$\langle ?, ? \rangle \circledast \langle S_{11} \rightarrow S_{12}, S_{21} \rightarrow S_{22} \rangle = \langle ? \rightarrow ?, ? \rightarrow ? \rangle \circledast \langle S_{11} \rightarrow S_{12}, S_{21} \rightarrow S_{22} \rangle$$

$$\langle ?, ? \rangle \circledast \langle \overline{[l_i : S_i, *1]}, \overline{[l_j : S_j, *2]} \rangle = \langle [?], [?] \rangle \circledast \langle \overline{[l_i : S_i, *1]}, \overline{[l_j : S_j, *2]} \rangle$$

$$\langle \overline{[l_i : S_i, *1]}, \overline{[l_j : S_j, *2]} \rangle \circledast \langle ?, ? \rangle = \langle \overline{[l_i : S_i, *1]}, \overline{[l_j : S_j, *2]} \rangle \circledast \langle [?], [?] \rangle$$

$$\langle S, S \rangle \circledast \langle S, S \rangle = \langle S, S \rangle \quad \text{where } S \in \{ \text{Int}, \text{Bool} \}$$

$$\langle S_{11} \rightarrow S_{12}, S_{21} \rightarrow S_{22} \rangle \circledast \langle S_{31} \rightarrow S_{32}, S_{41} \rightarrow S_{42} \rangle = \langle S_{51} \rightarrow S_{52}, S_{61} \rightarrow S_{62} \rangle$$

$$\text{where } \langle S_{41}, S_{31} \rangle \circledast \langle S_{21}, S_{11} \rangle = \langle S_{61}, S_{51} \rangle, \quad \langle S_{12}, S_{22} \rangle \circledast \langle S_{32}, S_{42} \rangle = \langle S_{52}, S_{62} \rangle$$

$$\langle \overline{[l_i : S_{i1}, *1]}, \overline{[l_i : S_{i2}, *2]} \rangle \circledast \langle \overline{[l_i : S_{i3}, *3]}, \overline{[l_i : S_{i4}, *4]} \rangle = \langle \overline{[l_i : S_{i5}, *5]}, \overline{[l_i : S_{i6}, *6]} \rangle$$

where  $\overline{[S_{i1}, S_{i2}]} \circledast \overline{[S_{i3}, S_{i4}]} = \overline{[S_{i5}, S_{i6}]}$ ,

$\langle *1, *2 \rangle$	$\langle *3, *4 \rangle$	$= \langle *5, *6 \rangle$
$\langle \emptyset, \emptyset \rangle$	$\langle *3, *4 \rangle$	$\langle \emptyset, \emptyset \rangle$
$\langle ?, ? \rangle$	$\langle ?, ? \rangle$	$\langle ?, ? \rangle$
else		$\langle ?, \emptyset \rangle$

$$\langle \overline{[l_i : S_{i1}, l_j : S_{j1}^+]}^+, \overline{[l_i : S_{i2}, l_j : S_{j2}^+]}^+, *1 \rangle, \overline{[l_i : S_{i2}, l_j : S_{j2}^+]}^+, *2 \rangle \rangle \circledast \langle \overline{[l_i : S_{i3}, ?]}, \overline{[l_i : S_{i4}, *4]} \rangle =$$

$$\langle \overline{[l_i : S_{i1}, l_j : S_{j1}^+]}^+, *1 \rangle, \overline{[l_i : S_{i2}, l_j : S_{j2}^+]}^+, *2 \rangle \rangle \circledast \langle \overline{[l_i : S_{i3}, l_j : ?^+]}^+, ? \rangle, \overline{[l_i : S_{i4}, *4]} \rangle =$$

$$\langle \overline{[l_i : S_{i1}, ?]}, \overline{[l_i : S_{i2}, ?]} \rangle \circledast \langle \overline{[l_i : S_{i3}, l_k : S_{k3}^+]}^+, *3 \rangle, \overline{[l_i : S_{i4}, l_k : S_{k4}^+]}^+, *4 \rangle \rangle =$$

$$\langle \overline{[l_i : S_{i1}, l_k : ?^+]}^+, ? \rangle, \overline{[l_i : S_{i2}, l_k : ?^+]}^+, ? \rangle \rangle \circledast \langle \overline{[l_i : S_{i3}, l_k : S_{k3}^+]}^+, *3 \rangle, \overline{[l_i : S_{i4}, l_k : S_{k4}^+]}^+, *4 \rangle \rangle =$$

$$\langle \overline{[l_i : S_{i1}, l_j : S_{j1}^+]}^+, ? \rangle, \overline{[l_i : S_{i2}, l_j : S_{j2}^+]}^+, ? \rangle \rangle \circledast \langle \overline{[l_i : S_{i3}, l_k : S_{k3}^+]}^+, ? \rangle, \overline{[l_i : S_{i4}, l_k : S_{k4}^+]}^+, *4 \rangle \rangle =$$

$$\langle \overline{[l_i : S_{i1}, l_j : S_{j1}^+]}^+, \overline{[l_k : ?^+]}^+, ? \rangle, \overline{[l_i : S_{i2}, l_j : S_{j2}^+]}^+, \overline{[l_k : ?^+]}^+, ? \rangle \rangle \circledast \langle \overline{[l_i : S_{i3}, l_k : S_{k3}^+]}^+, \overline{[l_j : ?^+]}^+, ? \rangle, \overline{[l_i : S_{i4}, l_k : S_{k4}^+]}^+, *4 \rangle \rangle =$$

Fig. 5. Consistent Transitivity: Part 1

$\circledast : \text{Ev} \times \text{Ev} \rightarrow \text{Ev}$

**Consistent Transitivity (cont'd.)**

$$\begin{aligned} & \langle \overline{[l_i : S_{i1}, l_j : S_{j1}^{\oplus_j}, l_k : S_k^{\oplus_k}, *1]}, \overline{[l_i : S_{i2}, l_j : S_{j2}^{\oplus_j}]} \rangle \circledast \langle \overline{[l_i : S_{i3}, l_j : S_{j3}^{\oplus_j}, l_i : S_{i4}, *4]} \rangle = \\ & \quad \langle \overline{[l_i : S_{i5}, l_j : S_{j5}^{\oplus_j}, l_k : S_k^{\oplus_k}, *1]}, \overline{[l_i : S_{i6}, *4]} \rangle \\ & \langle \overline{[l_i : S_{i1}, l_j : S_{j1}^{\oplus_j}, l_q : S_{q1}, l_k : S_k^{\oplus_k}, *1]}, \overline{[l_i : S_{i2}, l_j : S_{j2}^{\oplus_j}, l_q : S_{q2}]} \rangle \circledast \langle \overline{[l_i : S_{i3}, l_j : S_{j3}^{\oplus_j}, ?]}, \overline{[l_i : S_{i4}, *4]} \rangle = \\ & \quad \langle \overline{[l_i : S_{i5}, l_j : S_{j5}^{\oplus_j}, l_q : S_{q1}, l_k : S_k^{\oplus_k}, *1]}, \overline{[l_i : S_{i6}, *4]} \rangle \\ & \langle \overline{[l_i : S_{i1}, l_m : S_{m1}, l_j : S_{j1}^{\oplus_j}, l_n : S_{n1}^{\oplus_n}, l_k : S_k^{\oplus_k}, *1]}, \overline{[l_i : S_{i2}, l_j : S_{j2}^{\oplus_j}, ?]} \rangle \circledast \\ & \quad \langle \overline{[l_i : S_{i3}, l_m : S_{m3}, l_p : S_{p3}, l_j : S_{j3}^{\oplus_j}, l_n : S_{n3}^{\oplus_n}, l_r : S_{r3}^{\oplus_r}, *3]}, \overline{[l_i : S_{i4}, l_m : S_{m4}, l_p : S_{p4}, *4]} \rangle = \\ & \langle \overline{[l_i : S_{i5}, l_m : S_{m5}, l_p : S_{p5}, l_j : S_{j5}^{\oplus_j}, l_n : S_{n5}^{\oplus_n}, l_r : S_{r5}^{\oplus_r}, l_k : S_k^{\oplus_k}, *1]}, \overline{[l_i : S_{i6}, l_m : S_{m6}, l_p : S_{p6}, *4]} \rangle \\ & \quad *1 = ? \text{ if } \{ \overline{l_p}, \overline{l_r}^{\oplus_r} \} \neq \emptyset \end{aligned}$$

$$\begin{aligned} & \langle \overline{[l_i : S_{i1}, l_m : S_{m1}, l_j : S_{j1}^{\oplus_j}, l_n : S_{n1}^{\oplus_n}, l_q : S_{q1}^+, l_k : S_k^{\oplus_k}, *1]}, \overline{[l_i : S_{i2}, l_j : S_{j2}^{\oplus_j}, l_q : S_{q2}^+, ?]} \rangle \circledast \\ & \quad \langle \overline{[l_i : S_{i3}, l_m : S_{m3}, l_p : S_{p3}, l_j : S_{j3}^{\oplus_j}, l_n : S_{n3}^{\oplus_n}, l_r : S_{r3}^{\oplus_r}, ?]}, \overline{[l_i : S_{i4}, l_m : S_{m4}, l_p : S_{p4}, *4]} \rangle \\ & = \\ & \langle \overline{[l_i : S_{i1}, l_m : S_{m1}, l_j : S_{j1}^{\oplus_j}, l_n : S_{n1}^{\oplus_n}, l_q : S_{q1}^+, l_k : S_k^{\oplus_k}, *1]}, \overline{[l_i : S_{i2}, l_j : S_{j2}^{\oplus_j}, l_q : S_{q2}^+, ?]} \rangle \circledast \\ & \quad \langle \overline{[l_i : S_{i3}, l_m : S_{m3}, l_p : S_{p3}, l_j : S_{j3}^{\oplus_j}, l_n : S_{n3}^{\oplus_n}, l_r : S_{r3}^{\oplus_r}, l_q : ?^+, ?]}, \overline{[l_i : S_{i4}, l_m : S_{m4}, l_p : S_{p4}, *4]} \rangle \end{aligned}$$

where  $\overline{\langle S_{i1}, S_{i2} \rangle} \circledast \overline{\langle S_{i3}, S_{i4} \rangle} = \overline{\langle S_{i5}, S_{i6} \rangle}$ ,

$\overline{\langle S_{m1}, ? \rangle} \circledast \overline{\langle S_{m3}, S_{m4} \rangle} = \overline{\langle S_{m5}, S_{m6} \rangle}$ ,

$\overline{\langle ?, ? \rangle} \circledast \overline{\langle S_{p3}, S_{p4} \rangle} = \overline{\langle S_{p5}, S_{p6} \rangle}$ ,

$\overline{\langle S_{j1}, S_{j2} \rangle} \circledast \overline{\langle S_{j3}, S_{j3} \rangle} = \overline{\langle S_{j5}, S_{j6} \rangle}$

$\overline{\langle S_{n1}, ? \rangle} \circledast \overline{\langle S_{n3}, S_{n3} \rangle} = \overline{\langle S_{n5}, S_{n6} \rangle}$

$\overline{\langle ?, ? \rangle} \circledast \overline{\langle S_{r3}, S_{r3} \rangle} = \overline{\langle S_{r5}, S_{r6} \rangle}$

$$\langle \oplus_{j+n+r}, \oplus_k \rangle \in \{ \langle \emptyset, + \rangle, \langle +, \emptyset \rangle, \langle +, + \rangle \}, \quad \oplus_{j+n+r} = \begin{cases} \oplus_j & \oplus_n, \oplus_r \text{ do not appear} \\ \emptyset & \langle \oplus_j, \oplus_n, \oplus_r \rangle = \langle \emptyset, \emptyset, \emptyset \rangle \\ + & \text{otherwise} \end{cases}$$

$\langle S_1, S_2 \rangle \circledast \langle S_3, S_4 \rangle$  undefined otherwise

Fig. 6. Consistent Transitivity: Part 2