

Examples to the lecture on types

W. Drabent

Institute of Computer Science, Polish Academy of Sciences
Linköping University (Sweden)

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Example

$D_1 :$

T	\rightarrow	$participants[Pers^+]$	2. single-label
$Pers$	\rightarrow	$person[Nam Id Dlic^?]$	3. local
Nam	\rightarrow	$name[\#]$	
Id	\rightarrow	$idCardNo[\#]$	
$Dlic$	\rightarrow	$drivLicNo[\#]$	$\# \in \mathcal{C}$

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$D_3 : \quad T \quad \rightarrow \text{participants}[Driv Pers^*]$ not 4. single-type
 $Driv \rightarrow \text{person}[Nam Id Dlic]$
 $Pers \rightarrow \text{person}[Nam Id Dlic^?]$
 $Nam, Id, Dlic$ like in D_1

Example (cnt'd)

$D_3 : T \rightarrow participants[Driv Pers^*]$ 6. restrained-competition

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Proper Type Definitions – Computing Intersection

Construct a type definition
for the intersection of types
defined by a proper D .

Express $\llbracket T \rrbracket \cap \llbracket U \rrbracket$ as $\llbracket TU \rrbracket$ where TU a new symbol
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Intuition:

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Take T_0, U_0 . The rules for T_0, U_0 in D

$$T_0 \rightarrow l(\tau) \quad U_0 \rightarrow l(v) \quad \text{where } () = [] \text{ or } () = \{\}$$

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The rule for $T_0 U_0$ is $T_0 U_0 \rightarrow l(\tau')$.