

WHEN TYPE CHECKING GOES **WRONG!** BUT KEEPS GOING

From **Merlin** to OCaml's Typechecker: **Integrating Typing Recovery**



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making their presence almost **unnoticeable**, but
their absence **catastrophic**.

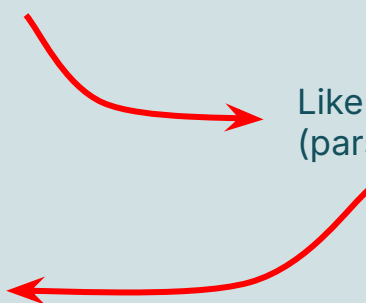
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working.



Like **Merlin** **recovers mechanisms**
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The diagram consists of two red curved arrows forming a cycle. One arrow points from the text 'When programming...' to 'Like Merlin recovers mechanisms...', and the other points from 'Like Merlin recovers mechanisms...' back to 'When programming...'. The arrows are red and have a slight curve.

More than having the tool to working (such as completion), we want a **good user experience when errors are displayed.**

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WHAT?

Whats is Typing Recovery



WHY?

Why not keeping it into Merlin



HOW?

Design, Configuration

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Design, Configuration

And last but not least: ***WHERE ARE WE?***

Let's imagine the following program

```
let f x =  
  x + 1
```

```
let g x =  
  f x @ [ 1; 2; 3 ]
```

```
let h = function  
  | `Foo x -> string_of_int x  
  | `Bar x -> int_of_string x
```

```
let l = [ 1; 2; 3; "4"; 5; true]
```

```
type t = { x: int; y: string }
```

```
let i {x; y; z} =  
  (x + int_of_string y) ^ z
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let i {x; y; z} =  
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Let's imagine the following program

File "test.ml", line 5, characters 2-5:

```
5 | f x @ [ 1; 2; 3 ]  
   ^^
```

Error: This expression has type `int` but an expression was expected of type `'a list`

```
let f x =  
  x + 1
```

```
let g x =  
  f x :: [ 1; 2; 3 ]
```

```
let h = function  
  | `Foo x -> string_of_int x  
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let l = [ 1; 2; 3; "4"; 5; true]
```

```
type t = { x: int; y: string }
```

```
let i {x; y; z} =  
  (x + int_of_string y) ^ z
```

Let's imagine the following program

File "test.ml", line 9, characters 14-29:

```
9 | | `Bar x -> int_of_string x  
      ^^^^^^^^^^^
```

Error: This expression has type **int** but an expression was expected of type **string**

```
let f x =  
  x + 1
```

```
let g x =  
  f x :: [ 1; 2; 3 ]
```

```
let h = function  
  | `Foo x -> string_of_int x  
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```

```
let l = [ 1; 2; 3; "4"; 5; true]
```

```
type t = { x: int; y: string }
```

```
let i {x; y; z} =  
  (x + int_of_string y) ^ z
```

Let's imagine the following program

File "test.ml", line 11, characters 19-22:

11 | let l = [1; 2; 3; "4"; 5; bool]

^^

Error: This constant has type **string** but an expression was expected of type **int**

```
let f x =  
  x + 1
```

```
let g x =  
  f x :: [ 1; 2; 3 ]
```

```
let h = function  
  | `Foo x -> string_of_int x  
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```

```
let l = [ 1; 2; 3; 4; 5; true]
```

```
type t = { x: int; y: string }
```

```
let i {x; y; z} =  
  (x + int_of_string y) ^ z
```

Let's imagine the following program

File "test.ml", line 11, characters 25-29:

11 | let l = [1; 2; 3; "4"; 5; bool]
 ^^^

Error: This constant has type **bool** but an expression was expected of type **int**



```
let f x =  
  x + 1
```

```
let g x =  
  f x :: [ 1; 2; 3 ]
```

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let h = function  
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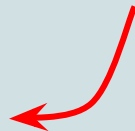
```
type t = { x: int; y: string }
```

```
let i {x; y; z} =  
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```

This approach is perfectly accurate.

When compiling a program where you want the most precise errors, and stopping type checking as soon as a type error is detected in a compilation unit **is perfectly reasonable for reporting precise errors.**

But when I am editing the code I probably want have more than one-per-one error.



```
let f x =  
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```
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```
type t = { x: int; y: string }
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let i {x; y; z} =  
  (x + int_of_string y) ^ z
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Compiling leads to the **same first error**.
Editing retrieves **more than the first error**
(accepting the price of less precise errors)

File "test.ml", line 5, characters 2-5:

```
5 | f x @ [ 1; 2; 3 ]  
   ^^^
```

Error: This expression has type int but an expression
was expected of type
 'a list

Here is an example using **Emacs** and **OCaml-eglot**
(which **uses Merlin under the hood**)

```
1 let f x =
2   |> x + 1
3
4 let g x =
5   |> f x @ [ 1; 2; 3 ]
6
7 let h = function
8   |> `Foo x -> string_of_int x
9   |> `Bar x -> int_of_string x
10
11 let l = [ 1; 2; 3; "4"; 5; true ]
12
13 type t = { x: int; y: string }
```

tyrec-talk/test.ml 4:9 Top LF UTF-8 Tuareg 5 0 0

Line	Col	Type	Origin	Message
1	5	2 error	ocaml lsp	This expression has type int but an expression was expected of type 'a list
2	9	14 error	ocaml lsp	This expression has type int but an expression was expected of type string
3	11	19 error	ocaml lsp	This constant has type string but an expression was expected of type int
4	11	27 error	ocaml lsp	The constructor true has type bool but an expression was expected of type int
5	15	13 error	ocaml lsp	Unbound record field z

Flymake diagnostics for 'test.ml' 1:0 All LF UTF-8 Flymake diagnostics

'a -> 'a -> bool



It was working on Merlin **since almost day 1...** so

WHY?

Short Answer: because it is hard.

Merlin uses a patched version of the OCaml Frontend

Why not just leave things as they are **and keep Typing Recovery in Merlin?**

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SO AT EVERY NEW OCAML'S VERSION (~6MONTHS)

Merlin's patches

(handling recoveries)

OCaml patches

(handling the rest)

Merlin

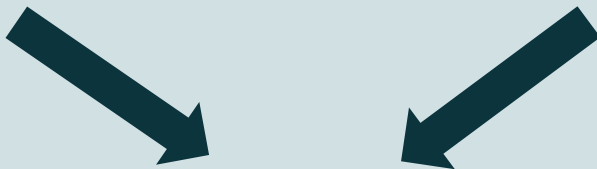
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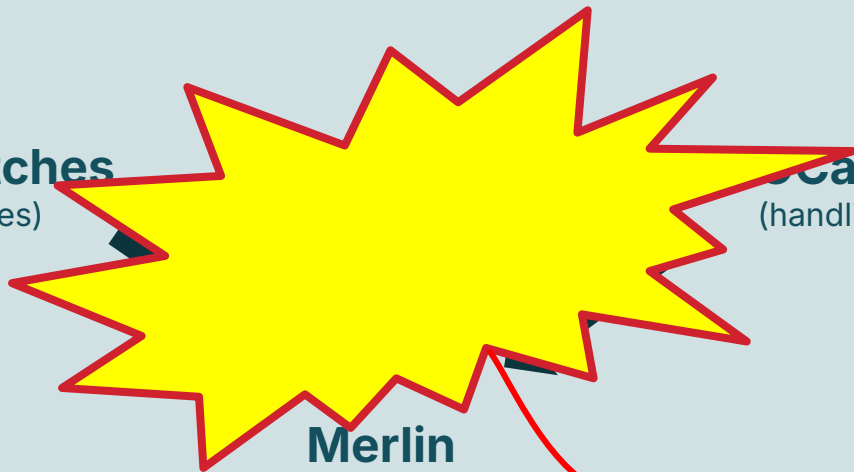


Merlin

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Merlin

BOUM
(almost 2weeks of work)

**It is nice to reduce the diff between Merlin-OCaml's
frontend and the one from OCaml**

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HOW?

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HOW?

- Optional
- Systematic
- Simple

THE BIG PICTURE

In Merlin, **Parsing** and **Typing** always produce a "valid" result:

- Every source produce a Parsetree (Parsing recovery)
- Every Parsetree produce a Typedtree (Typing recovery)

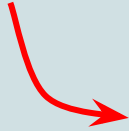
Make the tooling still working even on invalid buffer.

THE BIG PICTURE

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we **resume** (locally) at the recursive call
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**So we can report multiple typing
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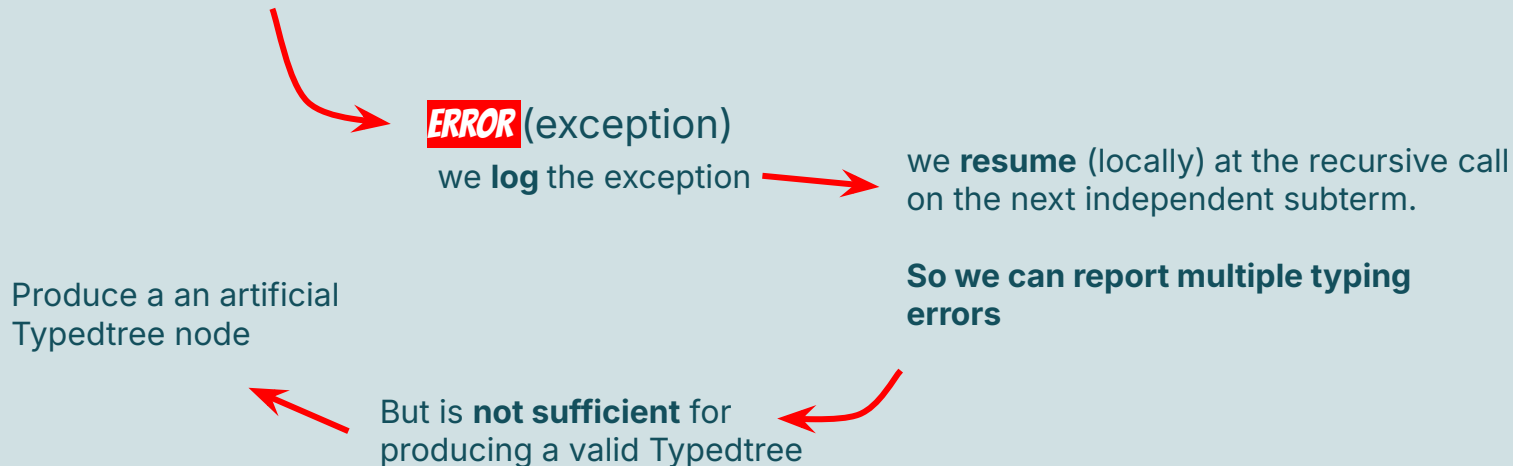
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But is **not sufficient** for
producing a valid Typedtree

THE BIG PICTURE

The Typechecking is done by some big recursive functions



This the **Generic Recovery**

There is also **fine-grained cases** (e,g: typing record labels)

HOW TO PROCEED

A new flag **-typing-recovery** (for activating it)

The goal is to be used by Merlin and other tools
(so **not by human users... please**)

A SIMPLE API

Replacing Typechecking-related exception **raise** by:

- **log_and_raise** : $\text{exn} \rightarrow 'a$
- **log_or_raise** : $\text{exn} \rightarrow \text{unit}$

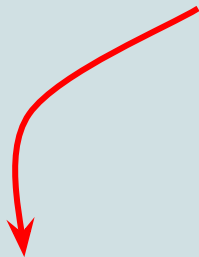
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Log the error and resume the typing
(When **we can** continue locally)

A SIMPLE API

Log the error and re-raise
(When **we cannot** continue locally)

Replacing Typechecking-related exception **raise** by:

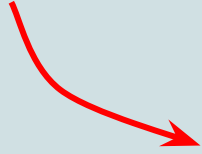
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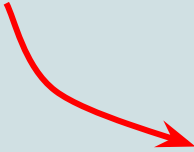
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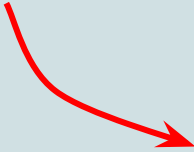
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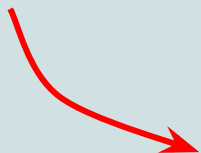


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how to enforce the logging of user-facing error ?

```
exception Error of error
```

```
module Error : sig
```

```
  type exn += private In_context of error
```

```
  val log_or_raise : error -> unit
```

```
  val log_and_raise : error -> 'a
```

```
end = struct
```

```
  type exn += In_context of error
```

```
  let log_or_raise err =
```

```
    Typing_recovery.log_or_raise (In_context err)
```

```
  let log_and_raise err =
```

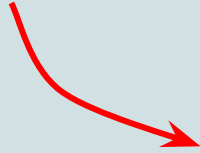
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```

```
end
```

Let's follow the typechecker :)

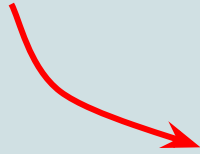
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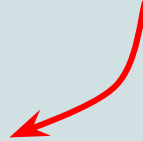


We have a **very precise algorithm !!!**

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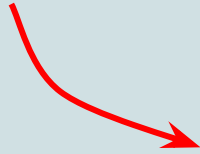


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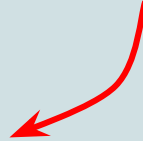


We **write a test** and we observe if the recovery seems fine :)

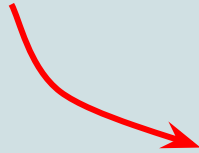
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We have a **very precise algorithm !!!**



We **write a test** and we observe if the recovery seems fine :)



We did not find a precise approach...

WHERE ARE WE?

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the **PR** was merged and it will be available in the next release of OCaml (5.6) !



Thanks to **Thomas Refis** for his **huge help and guidance** on the design, the understanding and the deep-dive review.

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We have a Merlin Branch that previews 5.6
(with a working test-suite!!!)



(It was a big migration but we know that it will drastically reduce the process for the following ones.

We can discuss more on some implementation details...

BUT THIS IS THE END. THANKS