



CSE341: Programming Languages

Lecture 24 Subtyping

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Last major topic: Subtyping

Build up key ideas from first principles

- In pseudocode because:
 - No time for another language
 - Simple to first show subtyping without objects

Then:

- How does subtyping relate to types for OOP?
 - Brief sketch only
- What are the relative strengths of subtyping and generics?
- How can subtyping and generics combine synergistically?

A tiny language

- Can cover most core subtyping ideas by just considering *records with mutable fields*
- Will make up our own syntax
 - ML has records, but no subtyping or field-mutation
 - Racket and Ruby have no type system
 - Java uses class/interface names and rarely fits on a slide

Records (half like ML, half like Java)

Record **creation** (field names and contents):

`{f1=e1, f2=e2, ..., fn=en}` Evaluate e_i , make a record

Record field **access**:

`e.f` Evaluate e to record v with an f field, get contents of f field

Record field **update**

`e1.f = e2` Evaluate e_1 to a record v_1 and e_2 to a value v_2 ;
Change v_1 's f field (which must exist) to v_2 ;
Return v_2

A Basic Type System

Record **types**: What fields a record has and type for each field

$\{f_1:t_1, f_2:t_2, \dots, f_n:t_n\}$

Type-checking expressions:

- If e_1 has type t_1 , ..., e_n has type t_n ,
then $\{f_1=e_1, \dots, f_n=e_n\}$ has type $\{f_1:t_1, \dots, f_n:t_n\}$
- If e has a record type containing $f : t$,
then $e.f$ has type t
- If e_1 has a record type containing $f : t$ and e_2 has type t ,
then $e_1.f = e_2$ has type t

This is safe

These evaluation rules and typing rules prevent ever trying to access a field of a record that does not exist

Example program that type-checks (in a made-up language):

```
fun distToOrigin (p:{x:real,y:real}) =  
  Math.sqrt(p.x*p.x + p.y*p.y)  
  
val pythag : {x:real,y:real} = {x=3.0, y=4.0}  
val five : real = distToOrigin(pythag)
```

Motivating subtyping

But according to our typing rules, this program does not type-check

- It does nothing wrong and seems worth supporting

```
fun distToOrigin (p:{x:real,y:real}) =  
    Math.sqrt(p.x*p.x + p.y*p.y)  
  
val c : {x:real,y:real,color:string} =  
    {x=3.0, y=4.0, color="green"}  
  
val five : real = distToOrigin(c)
```

A good idea: allow extra fields

Natural idea: If an expression has type

`{f1:t1, f2:t2, ..., fn:tn}`

Then it can *also* have a type with some fields removed

This is what we need to type-check these function calls:

```
fun distToOrigin (p:{x:real,y:real}) = ...
fun makePurple (p:{color:string}) =
  p.color = "purple"

val c :{x:real,y:real,color:string} =
  {x=3.0, y=4.0, color="green"}

val _ = distToOrigin(c)
val _ = makePurple(c)
```


Keeping subtyping separate

A programming language already has a lot of typing rules and we do not want to change them

- Example: The type of an actual function argument must **equal** the type of the function parameter

We can do this by adding “just two things to our language”

- *Subtyping*: Write $\tau_1 <: \tau_2$ for τ_1 is a subtype of τ_2
- One new typing rule that uses subtyping:
 - If e has type τ_1 and $\tau_1 <: \tau_2$,
 - then e (also) has type τ_2

Now all we need to do is define $\tau_1 <: \tau_2$

Subtyping is not a matter of opinion

- Misconception: If we are making a new language, we can have whatever typing and subtyping rules we want
- Not if you want to prevent what you claim to prevent [soundness]
 - Here: No accessing record fields that do not exist
- Our typing rules were *sound* before we added subtyping
 - We should keep it that way
- Principle of *substitutability*: If $\tau_1 <: \tau_2$, then any value of type τ_1 must be usable in every way a τ_2 is
 - Here: Any value of subtype needs all fields any value of supertype has

Four good rules

For our record types, these rules all meet the substitutability test:

1. “Width” subtyping: A supertype can have a subset of fields with the same types
2. “Permutation” subtyping: A supertype can have the same set of fields with the same types in a different order
3. Transitivity: If $t_1 <: t_2$ and $t_2 <: t_3$, then $t_1 <: t_3$
4. Reflexivity: Every type is a subtype of itself

(4) may seem unnecessary, but it composes well with other rules in a full language and “does no harm”

More record subtyping?

[Warning: I am misleading you 😊]

Subtyping rules so far let us drop fields but not change their types

Example: A circle has a center field holding another record

```
fun circleY (c:{center:{x:real,y:real}, r:real}) =  
  c.center.y  
  
val sphere:{center:{x:real,y:real,z:real}, r:real} =  
  {center={x=3.0,y=4.0,z=0.0}, r=1.0}  
  
val _ = circleY(sphere)
```

For this to type-check, we need:

$$\begin{array}{c} \{\text{center}:\{\text{x}:\text{real},\text{y}:\text{real},\text{z}:\text{real}\}, \text{r}:\text{real}\} \\ <: \\ \{\text{center}:\{\text{x}:\text{real},\text{y}:\text{real}\}, \text{r}:\text{real}\} \end{array}$$

Do not have this subtyping – could we?

```
{center: {x: real, y: real, z: real}, r: real}
  <:
  {center: {x: real, y: real}, r: real}
```

- No way to get this yet: we can drop **center**, drop **r**, or permute order, but cannot “reach into a field type” to do subtyping
- So why not add another subtyping rule... “Depth” subtyping:
If **ta** <: **tb**, then {**f1**:**t1**, ..., **f**:**ta**, ..., **fn**:**tn**} <:
 {**f1**:**t1**, ..., **f**:**tb**, ..., **fn**:**tn**}
- Depth subtyping (along with width on the field's type) lets our example type-check

Stop!

- It is nice and all that our new subtyping rule lets our example type-check
- But it is not worth it if it breaks soundness
 - Also allows programs that can access missing record fields
- Unfortunately, **it breaks soundness** ☹️

Mutation strikes again

```
If ta <: tb,  
then {f1:t1, ..., f:ta, ..., fn:tn} <:  
    {f1:t1, ..., f:tb, ..., fn:tn}
```

```
fun setToOrigin (c:{center:{x:real,y:real}, r:real})=  
    c.center = {x=0.0, y=0.0}
```

```
val sphere:{center:{x:real,y:real,z:real}, r:real} =  
    {center={x=3.0, y=4.0, z=0.0}, r=1.0}
```

```
val _ = setToOrigin(sphere)
```

```
val _ = sphere.center.z (* kaboom! (no z field) *)
```

Moral of the story

- In a language with records/objects with getters and **setters**, **depth subtyping is unsound**
 - Subtyping cannot change the type of fields
- If fields are **immutable**, then **depth subtyping is sound!**
 - Yet another benefit of outlawing mutation!
 - Choose two of three: setters, depth subtyping, soundness
- Remember: subtyping is not a matter of opinion

Picking on Java (and C#)

Arrays should work just like records in terms of depth subtyping

- But in Java, if $t1 <: t2$, then $t1[] <: t2[]$
- So this code type-checks, surprisingly

```
class Point { ... }
class ColorPoint extends Point { ... }
...
void m1(Point[] pt_arr) {
    pt_arr[0] = new Point(3,4);
}
String m2(int x) {
    ColorPoint[] cpt_arr = new ColorPoint[x];
    for(int i=0; i < x; i++)
        cpt_arr[i] = new ColorPoint(0,0,"green");
    m1(cpt_arr); // !
    return cpt_arr[0].color; // !
}
```

Why did they do this?

- More flexible type system allows more programs but prevents fewer errors
 - Seemed especially important before Java/C# had generics
- Good news: despite this “inappropriate” depth subtyping
 - `e.color` will never fail due to there being no `color` field
 - Array reads `e1[e2]` always return a (subtype of) `t` if `e1` is a `t[]`
- Bad news: to get the good news
 - `e1[e2]=e3` can fail even if `e1` has type `t[]` and `e3` has type `t`
 - Array stores check the *run-time class* of `e1`'s elements and do not allow storing a supertype
 - No type-system help to avoid such bugs / performance cost

So what happens

```
void m1(Point[] pt_arr) {
    pt_arr[0] = new Point(3,4); // can throw
}
String m2(int x) {
    ColorPoint[] cpt_arr = new ColorPoint[x];
    ...
    m1(cpt_arr); // "inappropriate" depth subtyping
    ColorPoint c = cpt_arr[0]; // fine, cpt_arr
    // will always hold (subtypes of) ColorPoints
    return c.color; // fine, a ColorPoint has a color
}
```

- Causes code in `m1` to throw an **ArrayStoreException**
 - Even though logical error is in `m2`
 - At least run-time checks occur only on array stores, not on field accesses like `c.color`

null

- Array stores probably the most *surprising* choice for flexibility over static checking
- But `null` is the most *common* one in practice
 - `null` is not an object; it has *no* fields or methods
 - But Java and C# let it have *any* object type (backwards, huh?!)
 - So, in fact, we do *not* have the static guarantee that evaluating `e` in `e.f` or `e.m (...)` produces an object that has an `f` or `m`
 - The “or `null`” caveat leads to run-time checks and errors, as you have surely noticed
- Sometimes `null` is convenient (like ML's option types)
 - But also having “cannot be `null`” types would be nice

Now functions

- Already know a caller can use subtyping for arguments passed
 - Or on the result
- More interesting: When is one function type a subtype of another?
 - Important for higher-order functions: If a function expects an argument of type $t_1 \rightarrow t_2$, can you pass a $t_3 \rightarrow t_4$ instead?
 - Coming next: Important for understanding methods
 - (An object type is a lot like a record type where “method positions” are immutable and have function types)

Example

```
fun distMoved (f : {x:real,y:real}->{x:real,y:real},
                p : {x:real,y:real}) =
  let val p2 : {x:real,y:real} = f p
      val dx : real = p2.x - p.x
      val dy : real = p2.y - p.y
  in Math.sqrt(dx*dx + dy*dy) end

fun flip p = {x = ~p.x, y=~p.y}
val d = distMoved(flip, {x=3.0, y=4.0})
```

No subtyping here yet:

- `flip` has exactly the type `distMoved` expects for `f`
- Can pass `distMoved` a record with extra fields for `p`, but that's old news

Return-type subtyping

```
fun distMoved (f : {x:real,y:real}->{x:real,y:real},
              p : {x:real,y:real}) =
  let val p2 : {x:real,y:real} = f p
      val dx : real = p2.x - p.x
      val dy : real = p2.y - p.y
  in Math.sqrt(dx*dx + dy*dy) end

fun flipGreen p = {x = ~p.x, y=~p.y, color="green"}
val d = distMoved(flipGreen, {x=3.0, y=4.0})
```

- Return type of `flipGreen` is `{x:real,y:real,color:string}`, but `distMoved` expects a return type of `{x:real,y:real}`
- Nothing goes wrong: **If** `ta <: tb`, **then** `t -> ta <: t -> tb`
 - A function can return “*more than it needs to*”
 - Jargon: “Return types are *covariant*”

This is wrong

```
fun distMoved (f : {x:real,y:real}->{x:real,y:real},
               p : {x:real,y:real}) =
  let val p2 : {x:real,y:real} = f p
      val dx : real = p2.x - p.x
      val dy : real = p2.y - p.y
  in Math.sqrt(dx*dx + dy*dy) end

fun flipIfGreen p = if p.color = "green" (*kaboom!*)
                   then {x = ~p.x, y=~p.y}
                   else {x = p.x, y=p.y}

val d = distMoved(flipIfGreen, {x=3.0, y=4.0})
```

- Argument type of `flipIfGreen` is `{x:real,y:real,color:string}`, but it is called with a `{x:real,y:real}`
- Unsound! `ta <: tb` does **NOT** allow `ta -> t <: tb -> t`

The other way works!

```
fun distMoved (f : {x:real,y:real}->{x:real,y:real},
              p : {x:real,y:real}) =
  let val p2 : {x:real,y:real} = f p
      val dx : real = p2.x - p.x
      val dy : real = p2.y - p.y
  in Math.sqrt(dx*dx + dy*dy) end

fun flipX_Y0 p = {x = ~p.x, y=0.0}
val d = distMoved(flipX_Y0, {x=3.0, y=4.0})
```

- Argument type of `flipX_Y0` is `{x:real}`, but it is called with a `{x:real,y:real}`, which is fine
- If $tb <: ta$, then $ta \rightarrow t <: tb \rightarrow t$
 - A function can assume “less than it needs to” about arguments
 - Jargon: “Argument types are *contravariant*”

Can do both

```
fun distMoved (f : {x:real,y:real}->{x:real,y:real},
               p : {x:real,y:real}) =
  let val p2 : {x:real,y:real} = f p
      val dx : real = p2.x - p.x
      val dy : real = p2.y - p.y
  in Math.sqrt(dx*dx + dy*dy) end

fun flipXMakeGreen p = {x = ~p.x, y=0.0, color="green"}
val d = distMoved(flipXMakeGreen, {x=3.0, y=4.0})
```

- `flipXMakeGreen` has type
`{x:real} -> {x:real,y:real,color:string}`
- Fine to pass a function of such a type as function of type
`{x:real,y:real} -> {x:real,y:real}`
- If $t3 <: t1$ and $t2 <: t4$, then $t1 \rightarrow t2 <: t3 \rightarrow t4$

Conclusion

- If $t3 <: t1$ and $t2 <: t4$, then $t1 \rightarrow t2 <: t3 \rightarrow t4$
 - Function subtyping contravariant in argument(s) and covariant in results
- Also essential for understanding subtyping and methods in OOP
- Most unintuitive concept in the course
 - Smart people often forget and convince themselves covariant arguments are okay
 - These people are always mistaken
 - At times, you or your boss or your friend may do this
 - Remember: A guy with a PhD in PL ***jumped out and down*** insisting that function/method subtyping is always contravariant in its argument -- covariant is unsound