

CS320 - Scala Seminar

# Parametric Polymorphism

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# Lists of Integers

```
trait List
```

```
case object Nil extends List
```

```
case class Cons(head: Int, tail: List) extends List
```

# Options of Integers

```
trait Option
```

```
case object None extends Option
```

```
case class Some(n: Int) extends Option
```

# Streams of Integers

```
class Stream(val head: Int, t1: => Stream) {  
    lazy val tail = t1  
}
```

# More Than Integers

- We need lists, options, and streams of other types as well.
- For example,
  - a list of booleans,
  - an option of a function from a string to a string, and
  - a stream of doubles.

# Functions for Lists

```
def list_map(l: List, f: Int => Int): List = l match {  
  case Nil => Nil  
  case Cons(h, t) => Cons(f(h), list_map(t, f)) }
```

```
def list_filter(l: List, f: Int => Boolean): List = l match {  
  case Nil => Nil  
  case Cons(h, t) =>  
    if (f(h)) Cons(h, list_filter(t, f)) else list_filter(t, f) }
```

# Functions for Options

```
def option_map(opt: Option, f: Int => Int): Option =  
  opt match {  
    case None => None  
    case Some(n) => Some(f(n)) } }
```

```
def option_flatMap(opt: Option, f: Int => Option): Option =  
  opt match {  
    case None => None  
    case Some(n) => f(n) } }
```

# Functions for Streams

```
def stream_map(st: Stream, f: Int => Int): Stream =  
    Stream(f(st.head), stream_map(st.tail, f))
```

```
def stream_map2(  
    st0: Stream, st1: Stream, f: (Int, Int) => Int  
): Stream =  
    Stream(f(st0.head, st1.head), stream_map2(st0.tail, st1.tail, f))
```



# More Than Integers

- We need functions for lists, options, and streams of other types as well.
- For example,
  - `list_filter` takes a list of strings,
  - `option_map` from an option of a string to an option of an integer, and
  - `stream_map2` from two streams of integers to a stream of doubles.

# The First Solution

- Implement different types and functions for all possible types.
- For example, ...

# A List for Each Type

```
trait IList
```

```
case object INil extends IList
```

```
case class ICons(head: Int, tail: IList) extends IList
```

```
trait SList
```

```
case object SNil extends SList
```

```
case class SCons(head: String, tail: SList) extends SList
```

# A Function for Each Type

```
def list_map_int_int(l: IList, f: Int => Int): IList =  
  case INil => INil  
  case ICons(h, t) => ICons(f(h), list_map_int_int(t, f)) }
```

```
def list_map_int_str(l: IList, f: Int => String): SList =  
  case INil => INil  
  case ICons(h, t) => SCons(f(h), list_map_int_str(t, f)) }
```

# Implementation for Each Type

- Does not reuse code.
- Infinitely many types exist.

Int

Int => Int

Int => Int => Int

...

# The Second Solution

- Use the top type.
  - Every value belongs to the top type.
  - In Scala, the top type is Any.

# The Top Type

`1: Any`

`true: Any`

`"abc": Any`

`((x: Int) => x): Any`

`def f(x: Any): Any = x`

`f(42): Any`

`f(false): Any`

# Lists of "Any"s

```
trait List
```

```
case object Nil extends List
```

```
case class Cons(head: Any, tail: List) extends List
```



# Lists of "Any"s

```
List(1, 2, 3): List
```

```
List("a", "b", "c"): List
```

```
List(1, "a", true): List
```

# Lists of "Any"s

```
def list_get(l: List, i: Int): Any = ...
```

```
val integers = List(1, 2, ...)
```

```
list_get(integers, 0) + list_get(integers, 1) // type error
```

```
list_get(integers, 0).asInstanceOf[Int] +  
  list_get(integers, 1).asInstanceOf[Int]
```

# Lists of "Any"s

```
def list_get(l: List, i: Int): Any = ...
```

```
val integers = List("1", 2, ...)
```

```
list_get(integers, 0).asInstanceOf[Int] +
```

```
  list_get(integers, 1).asInstanceOf[Int]
```

```
ClassCastException: String cannot be cast to Integer
```

# Using the Top Type

- Is error-prone.
  - A collection may contain a value of a wrong type.
  - User may cast an element to a wrong type.
  - Nothing is checked by the type checker.

# "The" Solution

- A function abstracts a term by a term.

$$(1 * 1 * 1)$$
$$(2 * 2 * 2)$$
$$f = \lambda x. (x * x * x)$$
$$f(1) = (1 * 1 * 1)$$
$$f(2) = (2 * 2 * 2)$$

# "The" Solution

- Now, abstracts a term by a type.

```
def list_filter(l: List of Int, Int => Boolean): List of Int
```

```
def list_filter(l: List of String, String => Boolean):
```

```
  List of String
```

```
f =  $\lambda T$ .(def list_filter(l: List of T, T => Boolean):
```

```
  List of T)
```

```
f(Int)
```

```
f(String)
```

# Parametric Polymorphism

- We call such a feature parametric polymorphism, or generics.
- Polymorphism allows using a single implementation with multiple types.
  - Parametric polymorphism
    - Implementation is parametrized by types.
  - Subtype polymorphism
  - Ad-hoc polymorphism

# Defining Lists

```
trait List[T]
```

```
case object Nil[T] extends List[T]
```

```
case class Cons[T](head: T, tail: List[T]) extends List[T]
```

```
error: ';' expected but '[' found.
```

```
  object Nil[T]
```



# Defining Lists

```
trait List[T]
```

```
case class Nil[T]() extends List[T]
```

```
case class Cons[T](head: T, tail: List[T]) extends List[T]
```

# Creating Lists

```
Nil[Int](): List[Int]
```

```
Cons[Int](1, Nil[Int]()): List[Int]
```

```
Cons[Int](2, Cons[Int](1, Nil[Int]())): List[Int]
```

```
Nil[String](): List[String]
```

```
Cons[String]("a", Nil[String]()): List[String]
```

```
Cons[String]("b", Cons[String]("a", Nil[String]())): List[String]
```

# Using Lists

```
val one: List[Int] = Cons[Int](1, Nil[Int]())
```

```
Cons[Int](2, one).head: Int
```

```
one match {
```

```
  case Nil() => 0
```

```
  case Cons(h, t) => h + 3
```

```
}
```

# Omitting Type Arguments

```
Nil(): List[Int]
```

```
Cons(1, Nil()): List[Int]
```

```
Cons(2, Cons(1, Nil())): List[Int]
```

```
Nil(): List[String]
```

```
Cons("a", Nil()): List[String]
```

```
Cons("b", Cons("a", Nil())): List[String]
```

# Creating Lists

```
def List[T](elems: T*): List[T] = ...
```

```
List[Int](1, 2, 3)
```

```
List(1, 2, 3)
```

```
List[String]("a", "b", "c")
```

```
List("a", "b", "c")
```

# Filtering Lists

```
def list_filter(l: List, f: Int => Boolean): List =  
  l match {  
    case Nil => Nil  
    case Cons(h, t) =>  
      if (f(h)) Cons(h, list_filter(t, f))  
      else list_filter(t, f)  
  }
```

# Filtering Lists

```
def list_filter[T](l: List[T], f: T => Boolean): List[T] =  
  l match {  
    case Nil() => Nil()  
    case Cons(h, t) =>  
      if (f(h)) Cons(h, list_filter(t, f))  
      else list_filter(t, f)  
  }
```

# Filtering Lists

```
list_filter[Int](List(1, 2, 3, 4), _ % 2 == 0)
```

```
list_filter(List(1, 2, 3, 4), _ % 2 == 0)
```

```
// error: missing parameter type for expanded function
```

```
list_filter[String](List("a", "ab", "cd"), _.length == 2)
```

```
list_filter(List("a", "ab", "cd"), _.length == 2)
```

```
// error: missing parameter type for expanded function
```



# Type Inference

- Scala uses local type inference.
- Two possible solutions to help the Scala compiler:
  - Currying
  - Instance methods (object-oriented style)

# Currying

```
def f(x: Int, y: Int): Int = x + y
```

```
f(1, 2)
```

```
def f(x: Int)(y: Int): Int = x + y
```

```
f(1)(2)
```

# Filtering Lists

```
def list_filter[T](l: List[T])(f: T => Boolean): List[T] =  
  l match {  
    case Nil() => Nil()  
    case Cons(h, t) =>  
      if (f(h)) Cons(h, list_filter(t)(f))  
      else list_filter(t)(f)  
  }
```

# Filtering Lists

```
list_filter[Int](List(1, 2, 3, 4))(_ % 2 == 0)
```

```
list_filter(List(1, 2, 3, 4))(_ % 2 == 0)
```

```
list_filter[String](List("a", "ab", "cd"))(_.length == 2)
```

```
list_filter(List("a", "ab", "cd"))(_.length == 2)
```

# Mapping Lists

```
def list_map(l: List, f: Int => Int): List =  
  l match {  
    case Nil => Nil  
    case Cons(h, t) => Cons(f(h), list_map(t, f))  
  }
```

# Mapping Lists

```
def list_map[T, S](l: List[T])(f: T => S): List[S] =  
  l match {  
    case Nil() => Nil()  
    case Cons(h, t) => Cons(f(h), list_map(t)(f))  
  }
```

# Mapping Lists

```
list_map[Int, Int](List(1, 2, 3))(n => n * n)
```

```
list_map(List(1, 2, 3))(n => n * n)
```

```
list_map[String, Int](List("a", "ab", "abc"))(_.length)
```

```
list_map(List("a", "ab", "abc"))(_.length)
```

```
list_map[String, String](List("a", "ab", "abc"))(_.reverse)
```

```
list_map(List("a", "ab", "abc"))(_.reverse)
```

# Folding Lists

```
def list_foldRight(l: List, n: Int, f: (Int, Int) => Int): Int =  
  l match {  
    case Nil => n  
    case Cons(h, t) => f(h, list_foldRight(t, n, f))  
  }
```



# Folding Lists

```
def list_foldRight[T, S](l: List[T], n: S)(f: (T, S) => S): S =  
  l match {  
    case Nil() => n  
    case Cons(h, t) => f(h, list_foldRight(t, n)(f))  
  }
```

# Folding Lists

```
list_foldRight[Int, Int](List(1, 2, 3), 1)(_ * _)
```

```
list_foldRight(List(1, 2, 3), 1)(_ * _)
```

```
list_foldRight[String, String](List("a", "b", "c"), "")(_ + _)
```

```
list_foldRight(List("a", "b", "c"), "")(_ + _)
```

```
list_foldRight[Int, String](List(1, 2, 3), "")(_ + _)
```

```
list_foldRight(List(1, 2, 3), "")(_ + _)
```

# Folding Lists

```
def list_foldLeft(l: List, n: Int, f: (Int, Int) => Int): Int = {  
  @tailrec def aux(l: List, inter: Int): Int = l match {  
    case Nil => inter  
    case Cons(h, t) => aux(t, f(inter, h))  
  }  
  aux(l, n)  
}
```

# Folding Lists

```
def list_foldLeft[T, S](l: List[T], n: S)(f: (S, T) => S): S = {  
  @tailrec def aux(l: List[T], inter: S): S = l match {  
    case Nil() => inter  
    case Cons(h, t) => aux(t, f(inter, h))  
  }  
  aux(l, n)  
}
```

# Folding Lists

```
list_foldLeft[Int, Int](List(1, 2, 3), 1)(_ * _)
```

```
list_foldLeft(List(1, 2, 3), 1)(_ * _)
```

```
list_foldLeft[String, String](List("a", "b", "c"), "")(_ + _)
```

```
list_foldLeft(List("a", "b", "c"), "")(_ + _)
```

# Folding Lists

```
list_foldLeft[Int, List[Int]](List(1, 2, 3), List())(  
  (t, h) => Cons(h, t)  
)
```

```
list_foldLeft(List(1, 2, 3), List())((t, h) => Cons(h, t))
```

```
// type mismatch; found: Int, required: Nothing
```

```
list_foldLeft(List(1, 2, 3), List[Int]())((t, h) => Cons(h, t))
```

# Subtype Polymorphism

- Is defined by substitutability.
  - If every value of type  $T$  can replace any occurrence of value of type  $S$ ,
  - then  $T$  is a subtype of  $S$ , i.e.  $T <: S$ .

# Subtype Polymorphism

- The top type: `Any`
  - `T <: Any` for any type `T`
- The bottom type: `Nothing`
  - `Nothing <: T` for any type `T`
  - No value belongs to `Nothing`.
  - A `throw` expression has type `Nothing`.



# Subtype Polymorphism

```
lazy val error: Nothing = throw new Exception
```

```
def f(x: Nothing): Int = x
```

```
def g(x: Nothing): String = x
```

```
def h(x: Nothing): List[Int] = x
```

# Subtype Polymorphism

- Users can explicitly declare subtype relationship by using `extends`.

```
class Fruit
```

```
class Apple extends Fruit
```

```
class Banana extends Fruit
```

- Then, `Apple <: Fruit` and `Banana <: Fruit`, but their converses are wrong.
- `Apple` is not a subtype of `Banana` and vice versa.

# Polymorphism

- Parametric polymorphism is mainly used in functional languages.
- Subtype polymorphism is mainly used in object-oriented languages.
- Scala has both!
- To see how two features interact is interesting.

# Appending Lists

```
def append[T](l0: List[T], l1: List[T]): List[T] = l0 match {  
  case Nil() => l1  
  case Cons(h, t) => Cons(h, append(t, l1)) }  
}
```

```
append(List(1, 2, 3), List(4, 5, 6))
```

```
append(List("a", "b", "c"), List("d", "e", "f"))
```

# Appending Lists

```
trait Fruit { val sold: Boolean }
```

```
case class Apple(sold: Boolean, radius: Int) extends Fruit
```

```
def getApples(n: Int): List[Apple] = ...
```

```
val oldApples = getApples(1)
```

```
val apples = append(oldApples, getApples(2))
```

# Appending Lists

```
case class Banana(sold: Boolean, length: Int) extends Fruit
def getBananas(n: Int): List[Banana] = ...

val bananas = getBananas(2)
val fruits = append(apples, bananas)

// type mismatch; found: List[Apple], required: List[Fruit]
// type mismatch; found: List[Banana], required: List[Fruit]
```

# Appending Lists

- Currently, `List[T] <: List[S]` iff `T = S`.
- We call it invariance.

```
val fruits = append(  
  list_map(apples)(a => a: Fruit),  
  list_map(bananas)(b => b: Fruit)  
)
```

# Covariance

- A list of apples is a list of fruits.
- A list of bananas is a list of fruits.
- It is more intuitive if `List[T] <: List[S]` iff `T <: S`
- We call it covariance.



# Covariance

- To make a list covariant, use the + symbol.

```
trait List[+T]
```

```
case class Nil[T]() extends List[T]
```

```
case class Cons[T](head: T, tail: List[T]) extends List[T]
```

# Covariance

```
val oldApples: List[Apple] = getApples(1)
```

```
val apples: List[Apple] = append(oldApples, getApples(2))
```

```
val bananas: List[Banana] = getBananas(2)
```

```
apples: List[Fruit]
```

```
bananas: List[Fruit]
```

```
val fruits: List[Fruit] = append(apples, bananas)
```

# Covariance

- Now, we can use the `object` keyword again by inheriting `List[Nothing]`.

```
trait List[+T]
```

```
case object Nil extends List[Nothing]
```

```
case class Cons[T](head: T, tail: List[T]) extends List[T]
```

# Covariance

```
Cons(1, Cons(2, Nil))
```

```
Cons("a", Cons("b", Nil))
```

```
def list_map[T, S](l: List[T])(f: T => S): List[S] = l match {  
  case Nil => Nil  
  case Cons(h, t) => Cons(f(h), list_map(t)(f)) }
```

# Selling Fruits

```
def removeSold(l: List[Fruit]): List[Fruit] =  
  list_filter(l)(!_.sold)  
  
removeSold(List(Apple(true, 5), Apple(false, 6)))  
removeSold(List(Banana(false, 15), Apple(true, 20)))
```

# Selling Fruits

```
list_map(  
    removeSold(List(Apple(true, 5), Apple(false, 6)))  
)(_.radius) // error: value radius is not a member of Fruit
```

```
list_map(  
    removeSold(List(Banana(false, 15), Banana(true, 20)))  
)(_.length) // error: value length is not a member of Fruit
```

# Selling Fruits

```
def removeSold(l: List[Fruit]): List[Fruit] =  
  list_filter(l)(!_.sold)
```

```
def removeSold(l: List[Apple]): List[Apple] =  
  list_filter(l)(!_.sold)
```

```
def removeSold(l: List[Banana]): List[Banana] =  
  list_filter(l)(!_.sold)
```

- Working, but not scalable

# Selling Fruits

```
def removeSold[T](l: List[T]): List[T] =
```

```
  list_filter(l)(!_.sold)
```

```
// error: value sold is not a member of type parameter T
```

- Need to constrain type parameter T to be a subtype of Fruit.



# Upper Bounds

```
def removeSold[T <: Fruit](l: List[T]): List[T] =  
  list_filter(l)(!_.sold)
```

- The `<:` symbol constrains type parameter `T` to be a subtype of `Fruit`.
- `Fruit` is an upper bound of `T`.

# Upper Bounds

```
list_map(  
  removeSold(List(Apple(true, 5), Apple(false, 6)))  
)(_.radius)  
  
list_map(  
  removeSold(List(Banana(false, 15), Banana(true, 20)))  
)(_.length)  
  
removeSold(List(1, 2, 3))
```

```
// type argument Int does not conform to type parameter bound T <: Fruit
```

# Further Abstraction

```
def list_flatMap[T, S](l: List[T])(f: T => List[S]): List[S]
```

```
flatMap = map + flatten
```

```
def list_unit[T](t: T): List[T]
```

# Further Abstraction

```
scala> list_flatMap(List(1, 2, 3))(  
    n => List(n, n * n)  
)
```

```
res: List[Int] =  
    Cons(1, Cons(1, Cons(2, Cons(4, Cons(3, Cons(9, Nil))))))
```

```
scala> list_unit(1)
```

```
res: List[Int] = Cons(1, Nil)
```

# Further Abstraction

```
def list_map[T, S](l: List[T])(f: T => S): List[S] =  
  list_flatMap(l)(t => list_unit(f(t)))
```

```
scala> list_map(List(1, 2, 3))(n => n * n)
```

```
res: List[Int] = Cons(1, Cons(4, Cons(9, Nil)))
```

# Further Abstraction

```
trait Option[+T]  
  
case object None extends Option[Nothing]  
  
case class Some[T](t: T) extends Option[T]
```

# Further Abstraction

```
def option_flatMap[T, S](opt: Option[T])(
```

```
  f: T => Option[S]
```

```
): Option[S]
```

```
def option_unit[T](t: T): Option[T] = Some(t)
```

# Further Abstraction

```
scala> option_flatMap[Int, Int](Some(1))(n => Some(n * n))
```

```
res: Option[Int] = Some(1)
```

```
scala> option_flatMap[Int, Int](Some(1))(n => None)
```

```
res: Option[Int] = None
```

```
scala> option_flatMap[Int, Int](None)(n => Some(n * n))
```

```
res: Option[Int] = None
```



# Further Abstraction

```
def option_map[T, S](o: Option[T])(f: T => S): Option[S] =  
  option_flatMap(o)(t => option_unit(f(t)))
```

```
scala> option_map(Some(1))(n => n * n)
```

```
res: Option[Int] = Some(1)
```

# Further Abstraction

```
def list_map[T, S](l: List[T])(f: T => S): List[S] =  
  list_flatMap(l)(t => list_unit(f(t)))
```

```
def option_map[T, S](o: Option[T])(f: T => S): Option[S] =  
  option_flatMap(o)(t => option_unit(f(t)))
```

# Further Abstraction

```
def list_map[T, S](l: List[T])(f: T => S)(
  unit: S => List[S],
  flatMap: List[T] => (T => List[S]) => List[S]
): List[S] = flatMap(l)(t => unit(f(t)))
```

```
def option_map[T, S](l: Option[T])(f: T => S)(
  unit: S => Option[S],
  flatMap: Option[T] => (T => Option[S]) => Option[S]
): Option[S] = flatMap(l)(t => unit(f(t)))
```

# Type Operator

- What are `List` and `Option`?
- There is no value of type `List` or type `Option`.
- They are type operators, which take a type and return a type.
- A function is a value, which takes a value and returns a value.
- A type operator is a type, which takes a type and returns a type.
- We need a type of a type!

# Kinds

- A proper type—a type of a value—is denoted by `*`.

```
Int :: *
```

```
String :: *
```

```
Int => String :: *
```

```
List :: * => *
```

```
Option :: * => *
```

```
List[Int] :: *
```

# Higher-kinded Types

```
def map[M[_], T, S](l: M[T])(f: T => S)(  
  unit: S => M[S],  
  flatMap: M[T] => (T => M[S]) => M[S]  
): M[S] =  
  flatMap(l)(t => unit(f(t)))
```

# Higher-kinded Types

```
def list_map[T, S](l: List[T])(f: T => S): List[S] =  
  map[List, T, S](l)(f)(list_unit, list_flatMap)
```

```
def list_map[T, S](l: List[T])(f: T => S): List[S] =  
  map(l)(f)(list_unit, list_flatMap)
```

# Higher-kinded Types

```
def option_map[T, S](l: Option[T])(f: T => S): Option[S] =  
  map[Option, T, S](l)(f)(option_unit, option_flatMap)
```

```
def option_map[T, S](l: Option[T])(f: T => S): Option[S] =  
  map(l)(f)(option_unit, option_flatMap)
```



# Possible Abstractions

	by a term	by a type
Abstract a term	lambda abstraction <pre>(x: Int) =&gt; x def f(x: Int) = x</pre>	type abstraction <pre>class List[T] def f[T](t: T) = t</pre>
Abstract a type	dependent types	type operator <pre>List, Option type T[X] = X =&gt; X</pre>

# Summary

- To reuse a single implementation for multiple types, parametrize the implementation by using type parameters.
- We call it parametric polymorphism.
- When parametric polymorphism interacts with subtyping, interesting concepts like variance and bounds of type parameters appear.
- We can abstract types by types and create higher-kinded types.
- The most important thing in Computer Science is **abstraction!**