

```
fun append (xs,ys) =  
  if xs=[]  
  then ys  
  else (hd xs)::append(tl xs,ys)  
  
fun map (f,xs) =  
  case xs of  
    [] => []  
  | x::xs' => (f x)::(map(f,xs'))  
  
val a = map (increment, [4,8,12,16])  
val b = map (hd, [[8,6],[7,5],[3,0,9]])
```

# Programming Languages

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Depth Subtyping

# *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