Andrzej Wasowski

Advanced **Programming**

Partial Computations (Option)







- Primary Constructors
- **Dynamic Virtual Dispatch**
- Variance of Type Parameters
- Option
- Programming without pattern matching!
- For comprehensions
- In the next episode ...



The Primary Constructor

```
class Person (val name: String, val age: Int) {
println ("Just constructed a person")
def description = s"$name is $age years old"
}
```

```
1 class Person {
    private String name;
    private int age:
    public String name() { return name; }
    public int age() { return age; }
    public Person(String name, int age) {
      this.name = name:
      this.age = age:
      System.out.println("Just constructed a person");
12
13
    public String description ()
    { return name + "is " + age + " years old"; }
15 }
```

- Parameters become fields
- 'val' parameters become values, 'var' become variables
- If no parameter list, primary constructor takes none
- Constructor initializes fields and executes top-level statements of the class
- Like for all functions, parameters can take default values, reducing the need for overloading
- Note: primary constructors are used with case classes
- Known from F# and C# as well

Mentimeter: Dynamic Dispatch in Java

- printable printable printable printable
- square printable triangle printable
- square printable printable printable
- square square triangle triangle
- square square printable printable
- The program will crash, or fail to type check

In Scala, like in Java, all instance methods are virtual

(dynamically dispatched) unlike in C# and C++

Programs as data **Higher-order functions**, polymorphic types, and type inference

Niels Hallenberg Thursday 2019-09-17 Originally by Peter Sestoft

Variance in type parameters

Assume Student subtype of Person

```
void PrintPeople(IEnumerable<Person> ps) { ... }
```

```
IEnumerable<Student> students = ...;
PrintPeople(students);
Java and C# 3 say
NO: Ill-typed!
```

- C# 3 and Java:
 - A generic type is *invariant* in its parameter
 - I<Student> is *not* subtype of I<Person>
- Co-variance (co=with):
 - I<Student> is subtype of I<Person>
- Contra-variance (contra=against):
 - I<Person> is subtype of I<Student>

The Problem with Covariance of Java Arrays

```
1 class A {};
2 class B extends A {};
3 class C extends A {};
4
5 class Variance {
6
7  static void problem () {
8   B[] b = new B();
9   A[] a = b;
10   a[0] = new C();
11  }
12 };
C
```

- All type checks compile
- Runtime type error in line 11. Why?
- Not always covariance is desired.
- Covariance is good, for immutable containers storing elements of the parameter type.

Code in option/src/main/java/adpro/variance/Variance.java and the corresponding test in option/src/test/scala/adpro/variance/

Co-/contra-variance is unsafe in general

Co-variance is unsafe in general

```
Wrong!
List<Student> ss = new List<Student>() ·
List<Person> ps = ss;
                                      Because would allow
ps.Add(new Person(...));
                                        writing Person to
Student s0 = ss[0];
                                          Student list
```

Contra-variance is unsafe in general

```
Wrona!
List<Person> ps = ...;
List<Student> ss = ps;
                                       Because would allow
Student s0 = ss[0]; -
                                      reading Student from
                                            Person list
```

- But:
 - co-variance OK if we *only read (output)* from list
 - contra-variance OK if we only write (input) to list

Co-variance in interfaces (C# 4)

- When an I<T> only produces/outputs T's, it is safe to use an I<Student> where an I<Person> is expected
- This is co-variance
- Co-variance is declared with the out modifier

```
interface IEnumerable<out T> {
  IEnumerator<T> GetEnumerator();
interface IEnumerator<out T> {
  T Current { get; }
```

• Type T can be used only in *output* position; e.g. not as method argument (input)

Contra-variance in interfaces (C# 4)

- When an I<T> only consumes/inputs T's, it is safe to use an I<Person> where an I<Student> is expected
- This is contra-variance
- Contra-variance is declared with in modifier

```
interface IComparer<in T> {
  int Compare(T x, T y);
}
OK! - a
Compare method
working on Persons
will also work on
Students.
```

• Type T can be used only in *input* position; e.g. not as method return type (output)

Variance of Type Parameters (condensed, in Scala)

- Write A <: B to say that A is a **subtype of** B (values of A fit where Bs are expected)
- Example: if class A extends a class B then A <: B. Same for traits.
- Assume a generic type T[B];

 B is a **covariant** parameter of T if for each A <: B we have that T[A] <: T[B]

 So we can use T[A] values where T[B]s are expected
- In Scala write T[+B] to specify that B is a covariant type parameter (so + is out in C#).
- Covariance common in pure programs. Scala lists are covariant (List[+B]).
- A is a contra-variant parameter of T if whenever A <: B we have that T[B] <: T[A]
- Contra-variance is needed if A is send in subsequently.
 In Scala, write T[-A] to specify contra-variance (- is in of C#)
- Invariance means that there is no automatic subtypes of generic type T; Invariance is default in Scala (when you omit the -/+), like in C#
- Java and C# generics also support variance of type parameters. F# has no variance.
- Java has covariant arrays (problem). Scala has invariant arrays.

Contra-variance

```
1 class Cell[-T] (init: T) {
   private var current = init
   def get = current
   def set (x: T) { current = x }
5 }
6 object Cell {
   val c1: Cell[String] = new Cell[String] ("abc")
   val c2: Cell[Any] = c1
   c2.set (1)
   val s: String = c1.get
11 }
```

- If cell covariant: I.9 would assign a string to integer (like with our Java example)
- Can do things to cell[Any] that we cannot do to cell[string] (assigning a number)
- Scala compiler detects this in I. 4 (Tused in a contravariant position, on a value that will be assigned). It detects the **wrong design** of the Cell (if covariant).
- So cell **contravariant**, note the r-Tl annotation.
- Compiler flags the assignment in I. 8 (wrong use of the cell)

Mentimeter: Variance of Type Parameters

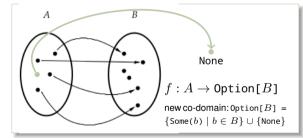
```
1 abstract class A
3 abstract class B extends A
5 // Will the following code type check if T is
6 // (a) invariant,
7 // (b) covariant,
8 // (c) contravariant ?
10 val T[A] = new T[B]
```

- **Primary Constructors**
- **Dynamic Virtual Dispatch**
- **Variance of Type Parameters**
- **Option**
- Programming without pattern matching!
- For comprehensions
- In the next episode ...



Partial Functions

A function $f: A \rightarrow B$ is a binary relation on sets A and B such that for every $a \in A$ there exists precisely one such $b \in B$ that $(a,b) \in f$.



- A function f is **total**, if for each $a \in A$ there exists a $b \in B$ such that f(a) = b
- A function is **partial** otherwise.

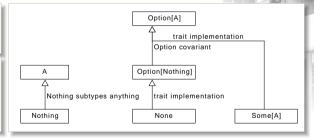
- Computations are functions
- If an argument value for a call is illegal (crash, exception) then partial function
- Object-oriented languages handle partiality with exceptions
- Advantage: handle the missing values separately, not mixing with the main logics implementation. This is valuable
- Scala has exceptions, but we don't use them in this course. Why?
- Need another way to handle partiality, but keep the main advantage of exceptions
- Idea: store the result in a special value by growing the domain, to contain the failure, and provide an API for handling failures non-locally.

Example (Option)

```
1 def mean (xs: List[Double]): Double = xs match {
   case Nil => throw new ArithmeticException ("empty list")
   case _ => xs.sum / xs.length
4 }
                                    // .sum and .length are standard library methods on sequences
```

What is the domain and co-domain of the function above?

```
5 sealed trait Option[+A]
6 case class Some[+A] (get: A) extends Option[A]
7 case object None extends Option[Nothing]
8 def mean (xs: List[Double]): Option[Double] =
   xs match {
   case Nil => None
  case => Some (xs.sun / xs.length)
12
```



Referentially transparent (!), but we still need to figure out how to **defer** error processing (like with exception handling)

Option in the Standard Library Methods (Examp



How other types use Option

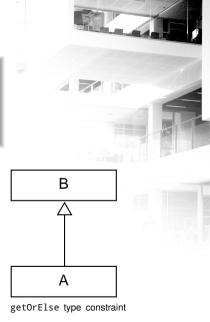
- Option is defined in the standard library
- In the course we make our own implementation for pedagogical purposes.
- trait Map[K, +V]
 - def get(kev: K): Option[V] Optionally returns the value associated with a key
 - def find(p: ((K, V)) =>Boolean): Option[(K, V)] Finds the first element of the collection satisfying a predicate, if any
- class List[+A]
 - def headOption: Option[A] Optionally selects the first element.
 - def lastOption: Option[A] Optionally selects the last element.

Option API

What Option itself offers

```
1 trait Option[+A] {
    def map[B] (f :A => B) :Option[B]
    def flatMap[B] (f :A => Option[B]) :Option[B]
    def filter(f: A => Boolean) :Option[A]
    def getOrElse[B >: A] (default: => B) :B
6 }
```

- Implement these functions in homework exercises
- Let's try using them (Mentimeter)
 - List(1,2,3).headOption.map { /10.0} ?
 - List().headOption.map {_ /10.0} ?
- An interesting type parameter on getOrElse, with a constraint on B
 - Get a value of any type B from an Option[A], if B is a **super-type** of A (so implicit upcasting, as needed)
 - Another case of interesting interplay between object-oriented and functional programming type systems



Localized Error Handling in the Option Monad

```
1 list.headOption
2    .map (_ / 10.0)
3    .map (_ + 2)
4    .flatMap (something that can fail)
5    .map (something that cannot fail)
6    ...
```

- A **failure** can occur in line 2 (or in line 5)
- The entire code is written **ignoring** a possible failure, like with exceptions
- All the computation steps are in the Option monad (informal for now)
- Handling the error is done **arbitrarily far** (maybe in a different function) by deciding what to do, if None is received.
- A default or error value (like -1 in C) can be injected with getOrElse:

```
6 ...
7 .getOrElse (-1)
```

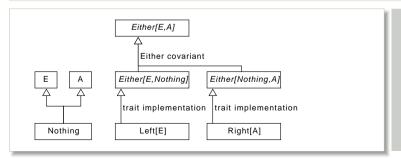
What does this compute? Mentimeter 1 List(2,3,4) .headOption .filter { _ % 2 == 0 } .map $\{ _ / 2 \}$

Either: Failures with diagnostic info

Recall that exceptions carry failure data objects

```
1 sealed trait Either[+E.+A]
2 case class Left[+E](value :E) extends Either[E,Nothing]
3 case class Right[+A](value: A) extends Either[Nothing, A]
```

- Two time parameters: left (error, E) and right (aka correct, value, A)
- Mnemonic: right is synonym for correct, which is a synonym for succesful



If you need to arow the failure info along the call-stack fashion. then E should be a collection, for instance a Either[List[Msg]], where Msg is the error message type.

Mentimeter preparing for-yield discussion

For-Yield Comprehensions

```
1 // the original input
2 Some (4)
  .flatMap (x1 \Rightarrow (if (x1\%2=0) Some (x1 / 2) else None)
  .flatMap (x2 \Rightarrow Some (x2 + 1)
5 \cdot map(x3 \Rightarrow x3.toString))
```

```
1 // break lines differently
2 Some(4).flatMap (x1 =>
   (if (x1\%2 == 0) Some (x1/2) else None).flatMap (x2 =>
     Some (x2+1).map(x3 =>
       x3.toString) ) )
```

```
For-comprehensions correspond
  to Haskell's do-notation or F#
  computation expressions.
```

- Work for any type with map and flatMap
- Other functions (like filter) also integrated
- Not to be confused with other uses of for in Scala (mostly impure loops iterating over collections)

```
1 // flush right
                                 Some(4).flatMap(x1 =>
3 (if (x1\%2 == 0) Some (x1/2) else None).flatMap (x2 => 1)
                                  Some (x2+1).map(x3 =>
                                        x3.toString) ) )
```

```
1 for {
2 \times 1 < - Some (4)
x^2 < -if(x^{1/2}=0) Some (x^{1/2}) else None
4 \times 3 < - Some (x2+1)
5 } yield (x3.toString)
```

List is also a monad

For-comprehensions work on lists, too

```
1 for {
2  x <- List(3,4,5)
3  incremented = x + 1
4  duplicated <- List(incremented,incremented) if incremented % 2 == 0
5 } yield (duplicated) // map identity</pre>
```

- **Mentimeter:** What is the result of the above?
- Exercise (joint typing): Rewrite the above code using map and flatMap.
- '<-' translates to flatMap</p>
- if translates to filter
- 'yield' translates to map

F# has a limited form of for-yield

```
1 seq {
2   for x in 1..10 do
3    yield x
4   yield! seq { for i in 1..x -> i}
5 }
```

- Can we try to do some collaborative programming and translate this to Scala? Using for yield? Using just map/flatmap?
- Key difference: F# only supports this only for sequences,
- Scala for—yield is **general**, for any **user defined type** that supports monadic API (flatMap and map, and ...)
- Generators are a similar construct in Python; Also the with blocks resemble monadic progamming (but are not strictly such!)

- Primary Constructors
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- **■** For comprehensions
- In the next episode ...



In the next episode ...

- A very **nice week**, **beautiful** ideas, **simple** but **powerful** API
- We learn call-by-name and laziness
- We implement a **stream library** (the lazy parallel of Lists)
- Happy reading! and See you next week!