

# **Advanced Type Theory**

**For the masses**

# Subtyping

When a set of values in one type,  $T$ , is a subset of the set of values in another type,  $U$

we say that  $T$  is a **subtype** of  $U$

# Subtyping

So  $[1 \text{ to } 10]$  is a **subtype** of  $int$

But also  $int$  is a **subtype** of  $num$

$int \in num$

functions written to operate on elements of  $int$  also operate on elements of  $num$

# Variance

$$A : \textit{nat} \in \textit{int} \in \textit{num}$$

Given  $A$ , what types are acceptable subtypes of the following function

$$\textit{int} \rightarrow \textit{int}$$

# Variance

*int*  $\rightarrow$  *num*

Being **less specific** about the return type does not require us to change the internals

# Variance

$$nat \rightarrow int$$

Being **more restrictive** of the function input, does not require changes to the function internals

# Variance and Generics

What happens to the subtyping relation of generics?

Consider `Source<int>`, that we can get the value from.

# Variance and Generics

Source<int> can be treated as Source<num>



# Variance and Generics

Now consider `Sink<int>` that we can put the value in.

# Variance and Generics

`Sink<int>` can be treated as `Sink<nat>`

# Variance and Generics

Thus `Source<int>` can be treated as `Source<num>`

While `Sink<int>` can be treated as `Sink<nat>`

# Co-variance

Since

$$\textit{nat} \in \textit{num}$$

and

$$\text{Sink}\langle \textit{nat} \rangle \in \text{Sink}\langle \textit{int} \rangle$$

the relation is the same (or co-)

# Contra-variance

Though

$$int \in num$$

and

$$Source\langle num \rangle \in Source\langle int \rangle$$

the relation is opposite (or contra-)

# Open Recursion

*Open recursion is the ability for one method body to invoke another method of the same object via a special variable. The special behavior of this variable is that it is late-bound, allowing a method defined in one class to invoke another method that is defined later, in some subclass of the first.*

# Dynamic dispatch

*The process of selecting which implementation of a polymorphic operation (method or function) to call at run time.*

# Subtyping vs Inheritance

$A \in B$ , if every function that can be invoked on an object of type  $A$  can also be invoked on an object of type  $B$ .

$A$  *extends*  $B$ , type  $B$  inherits from another type  $A$  if some functions for  $B$  are written in terms of functions of  $A$ .



## **Nominal subtyping**

*in which only types declared in a certain way may be subtypes of each other*

## **Structural subtyping**

*in which the structure of two types determines whether or not one is a subtype of the other.*

# **Widening**

*A conversion from a subtype to a supertype is called a widening conversion. It is called a widening conversion because it goes from a smaller type(the subtype) to a bigger type*

# **Narrowing**

*A conversion from a supertype to a subtype is called a narrowing conversion. It is called a narrowing conversion because it goes from a bigger type (supertype) to a smaller type (subtype).*