

# CO AND CONTRA VARIANCE: A WAR OF CONQUEST

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*Sebastián Ortega*

**job**and**talent**



@\_sortega



# JARGON

#@\$%&!



“

“A monad is just a monoid in the  
category of endofunctors,  
what's the problem?”

*–James Iry, in his blog*

“

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what's the problem?”



—James Iry, in [his blog](#)

“ By making type constructors  
**covariant** or **contravariant** instead  
of invariant, more programs will  
be accepted as well-typed.



# SOLID PRINCIPLES

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- Single responsibility principle
- Open-closed principle
- Liskov substitution principle
- Interface-segregation principle
- Dependency injection principle



# SOLID PRINCIPLES

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- Single responsibility principle
- Open-closed principle
- Liskov substitution principle
- Interface-segregation principle
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**S SUBTYPES T**

**OBJECTS OF TYPE T MAY BE  
REPLACED WITH OBJECTS OF TYPE  
S**

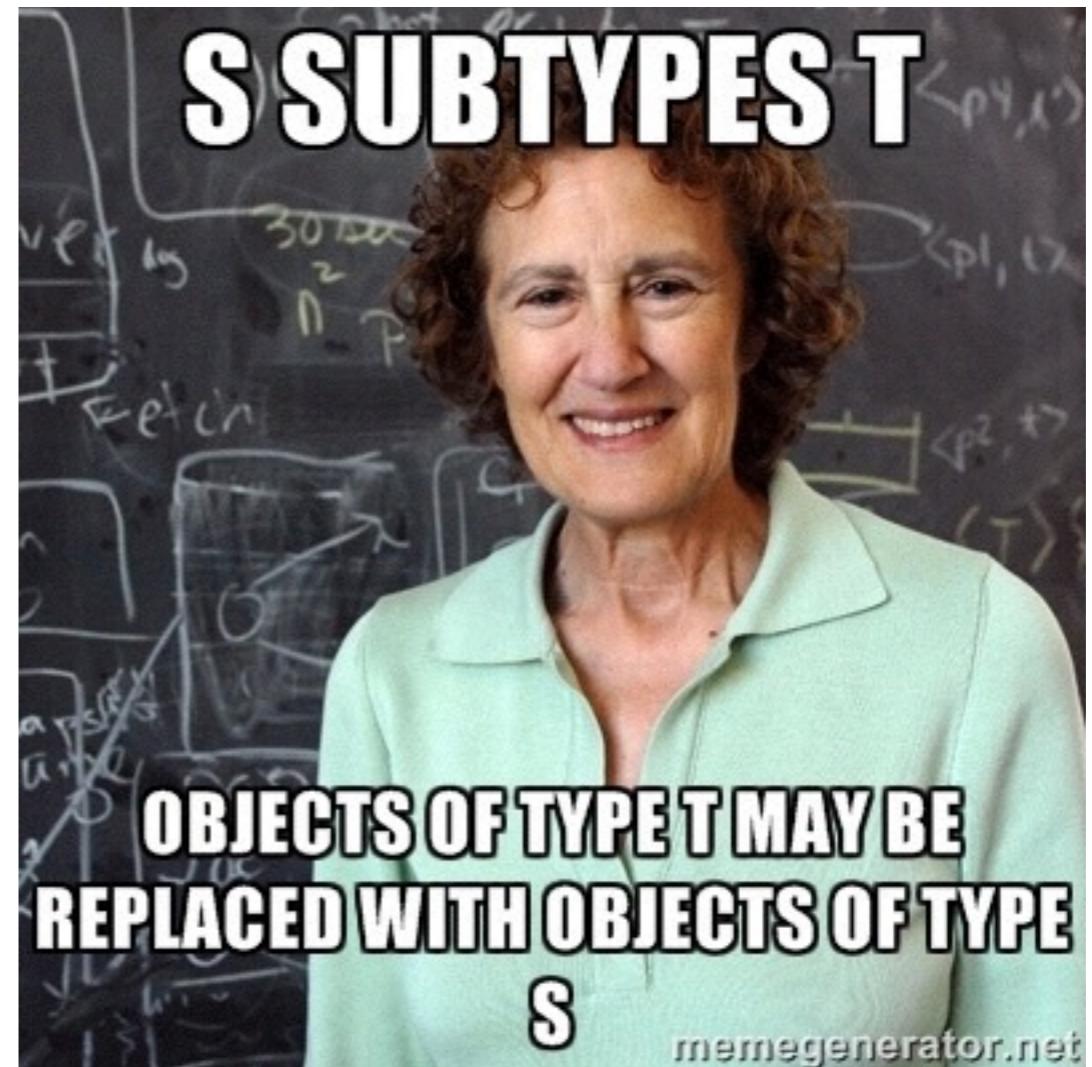
memegenerator.net

# WHAT IT TAKES TO BE A SUBTYPE?

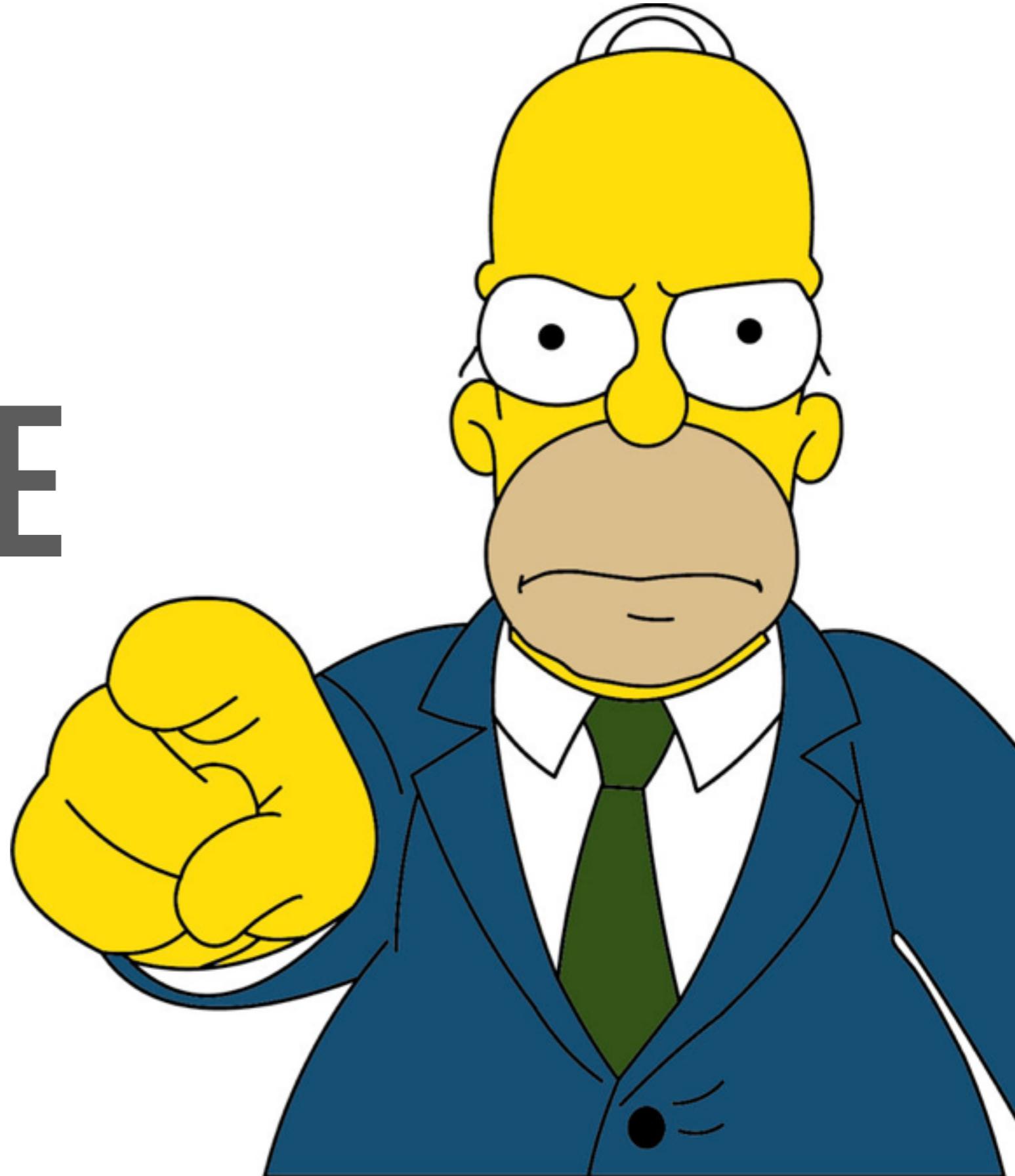
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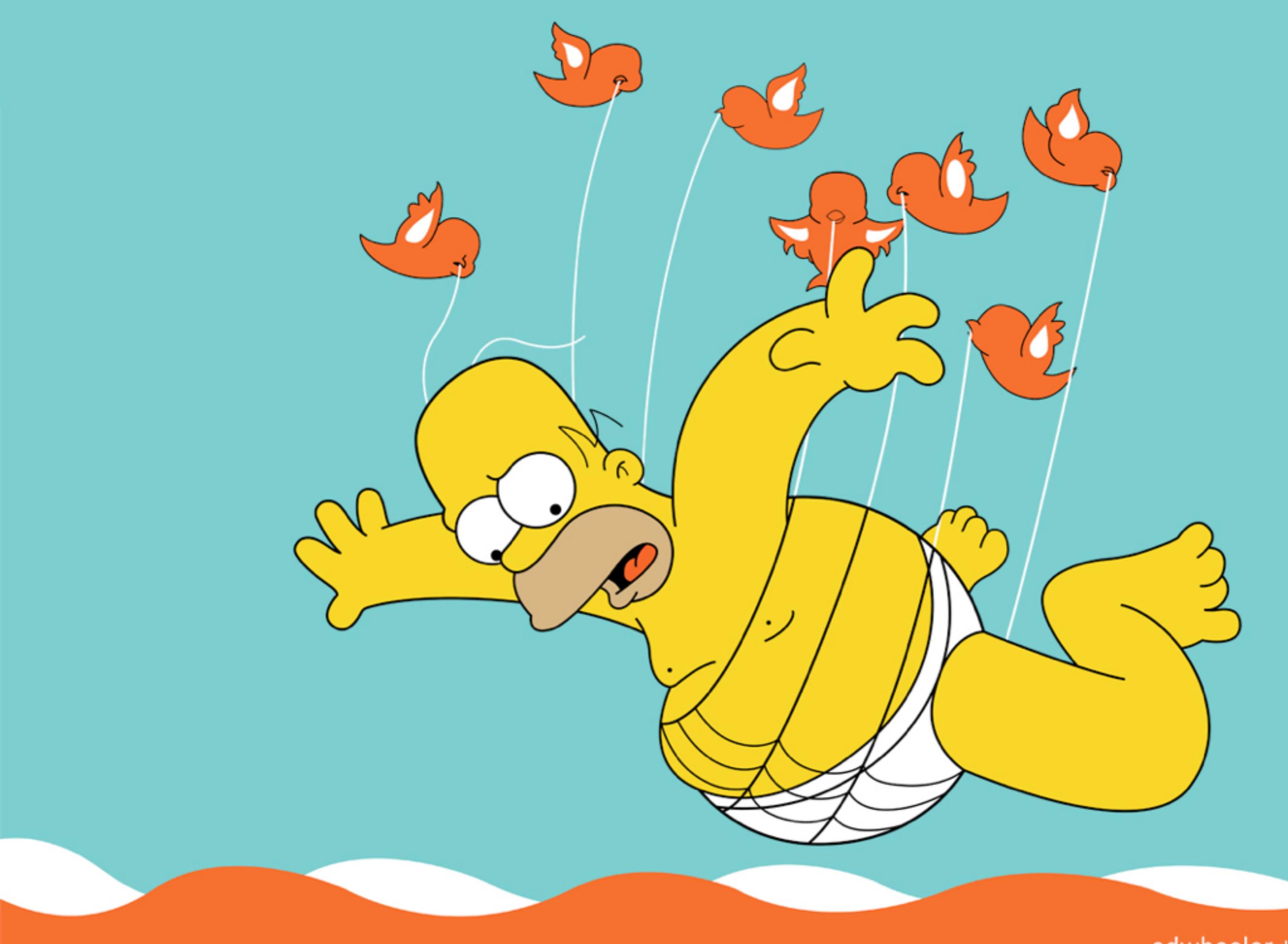
*“Let  $\Phi(x)$  be a property provable about objects  $x$  of type  $T$ . Then  $\Phi(y)$  should be true for objects  $y$  of type  $S$  where  $S$  is a subtype of  $T$ .”*

– Barbara Liskov

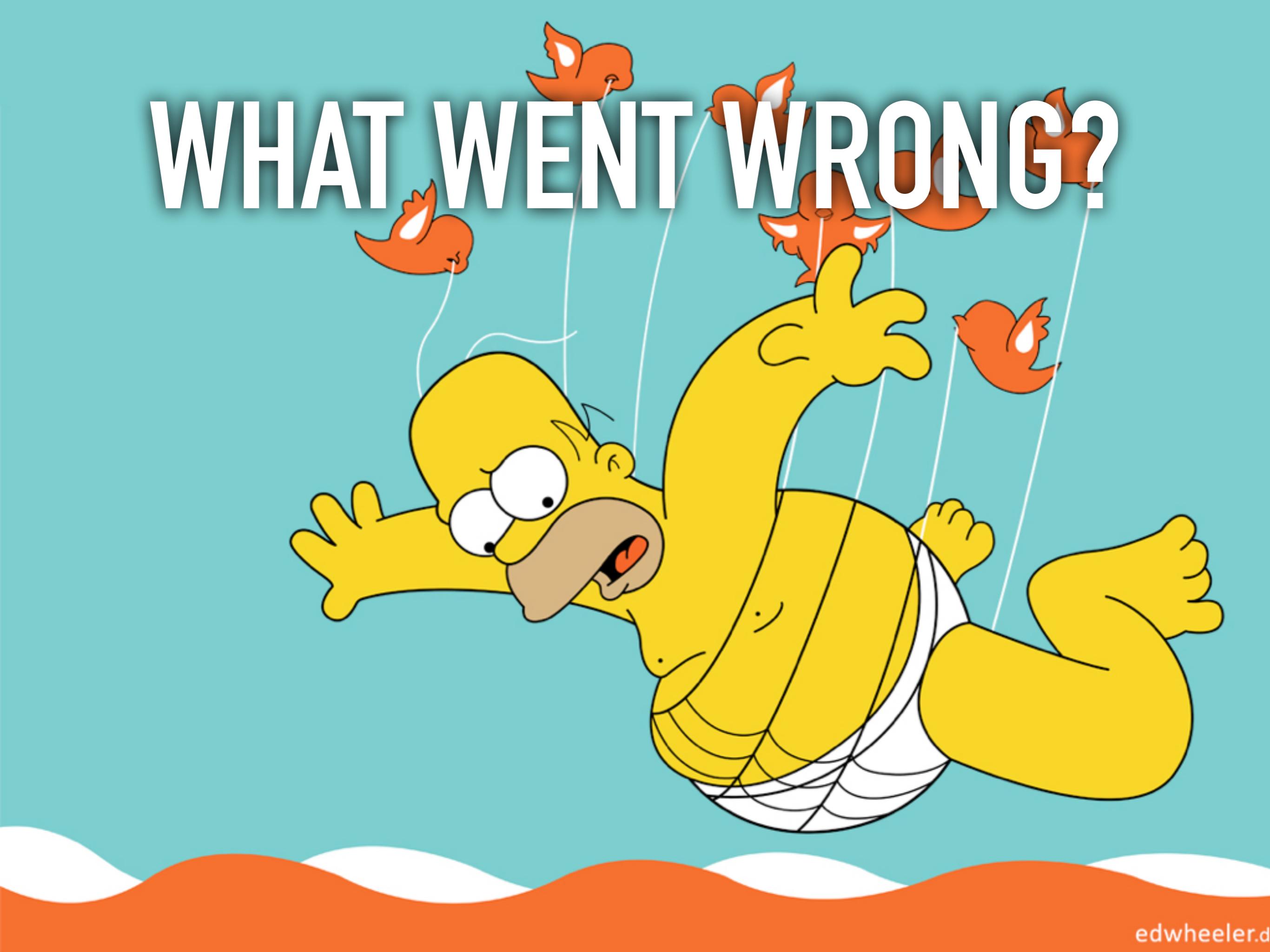


**SHOW ME  
SOME CODE**





# WHAT WENT WRONG?



- “IS A” in the real world is about “being”
- indeed, a square is a rectangle

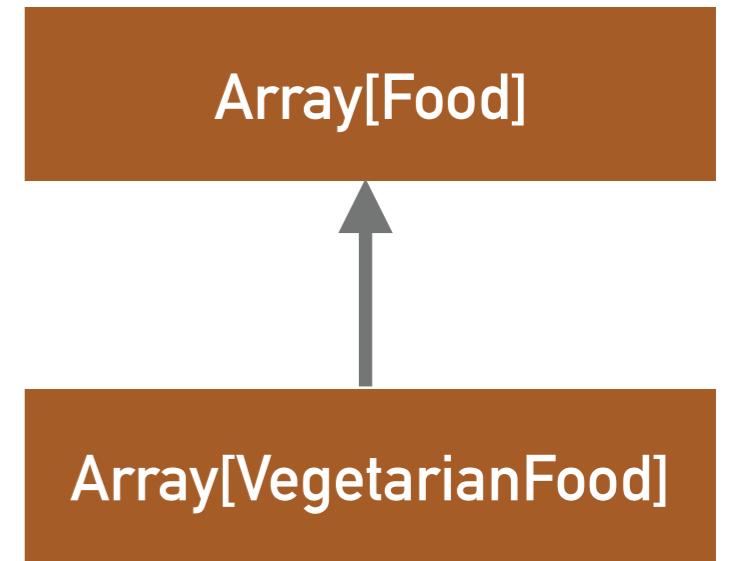
- “IS A” in the real world is about “being”
  - indeed, a square is a rectangle
- “IS A” in our code is about “behaving like”
  - a mutable square doesn’t behave like a rectangle

“

“To err is to be human but  
compilers never forget.”

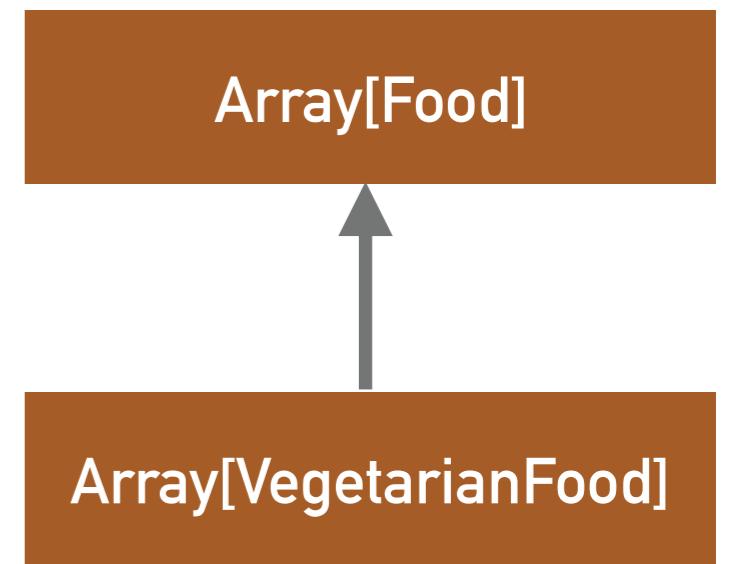
*–The Rust Book*

**IS `ARRAY[VEGETARIANFOOD]` A  
SUBTYPE OF `ARRAY[FOOD]` ?**



IS ARRAY [VEGETARIAN FOOD] A  
SUBTYPE OF ARRAY [FOOD] ?

**NOPE**



# WHY?

# TYPE SYSTEM

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All programs

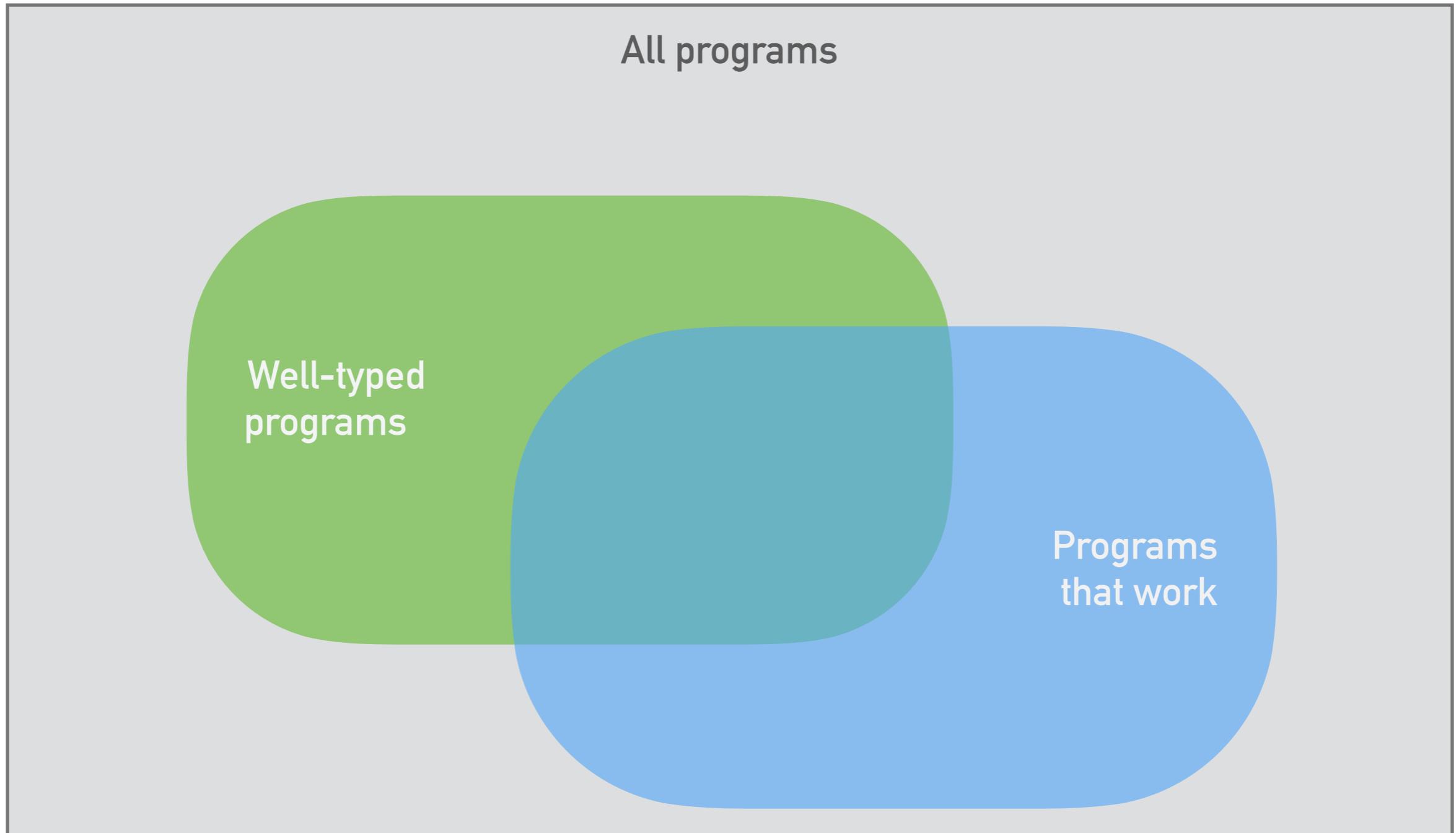
# TYPE SYSTEM

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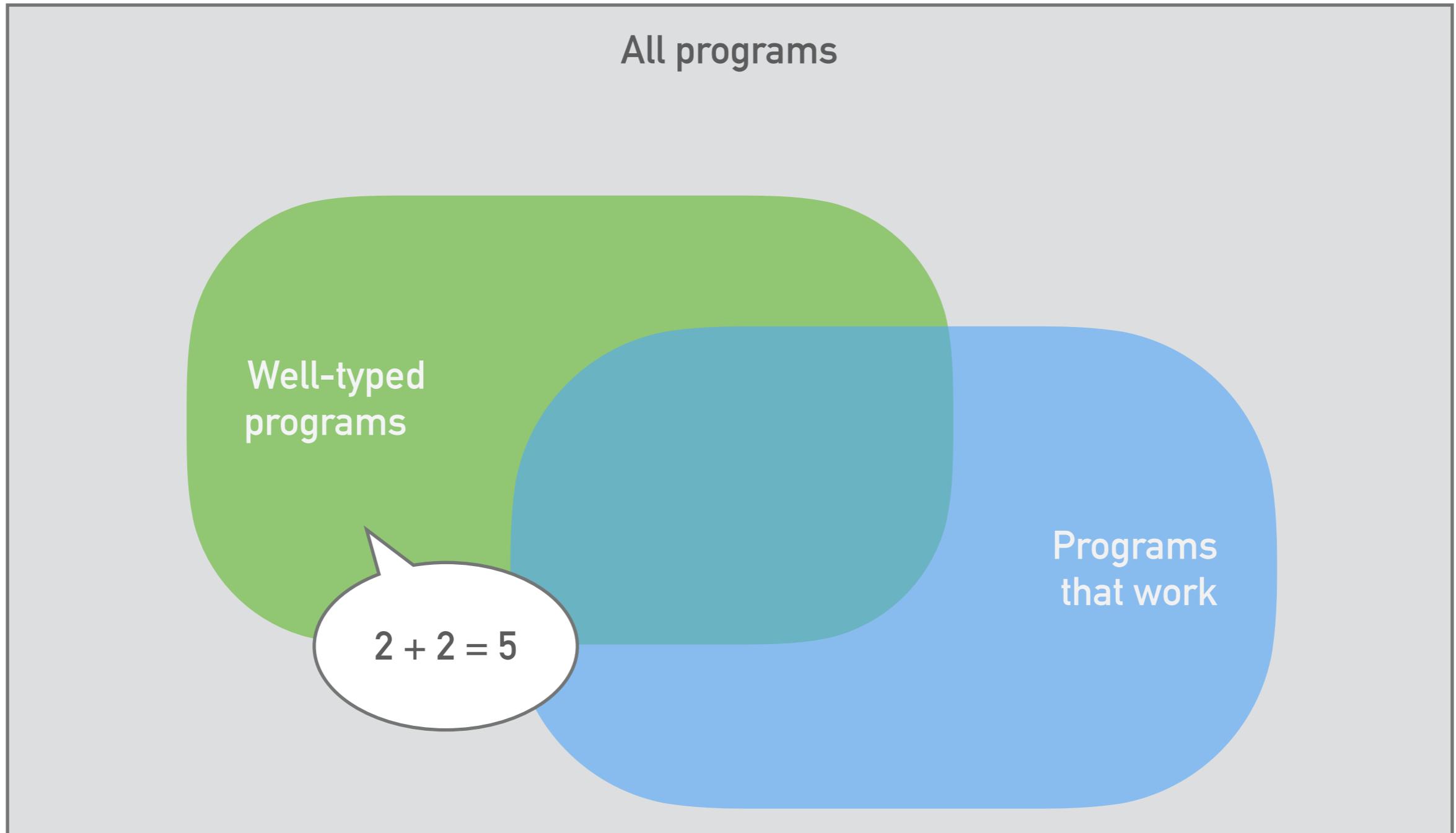
# TYPE SYSTEM

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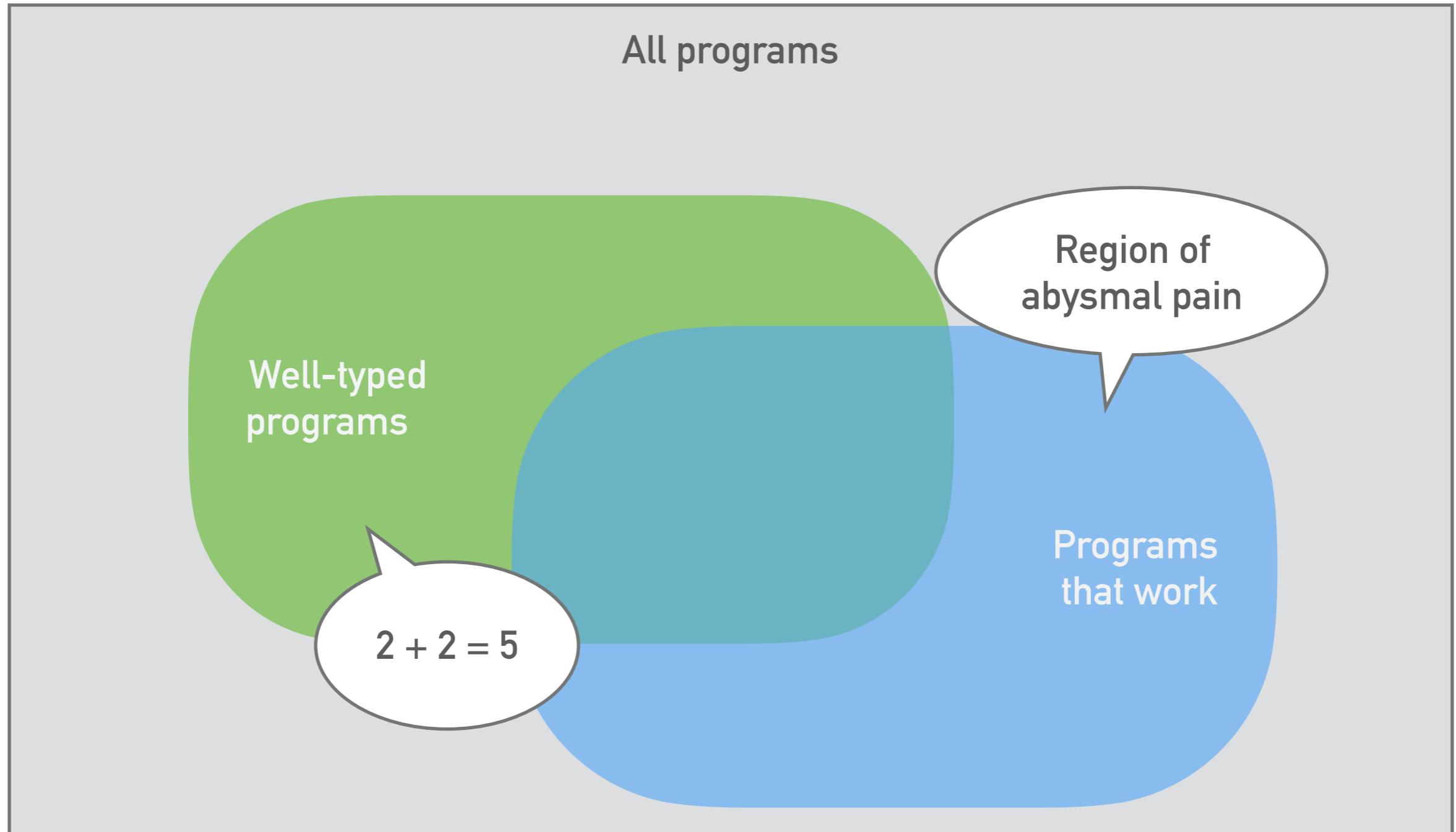
# TYPE SYSTEM

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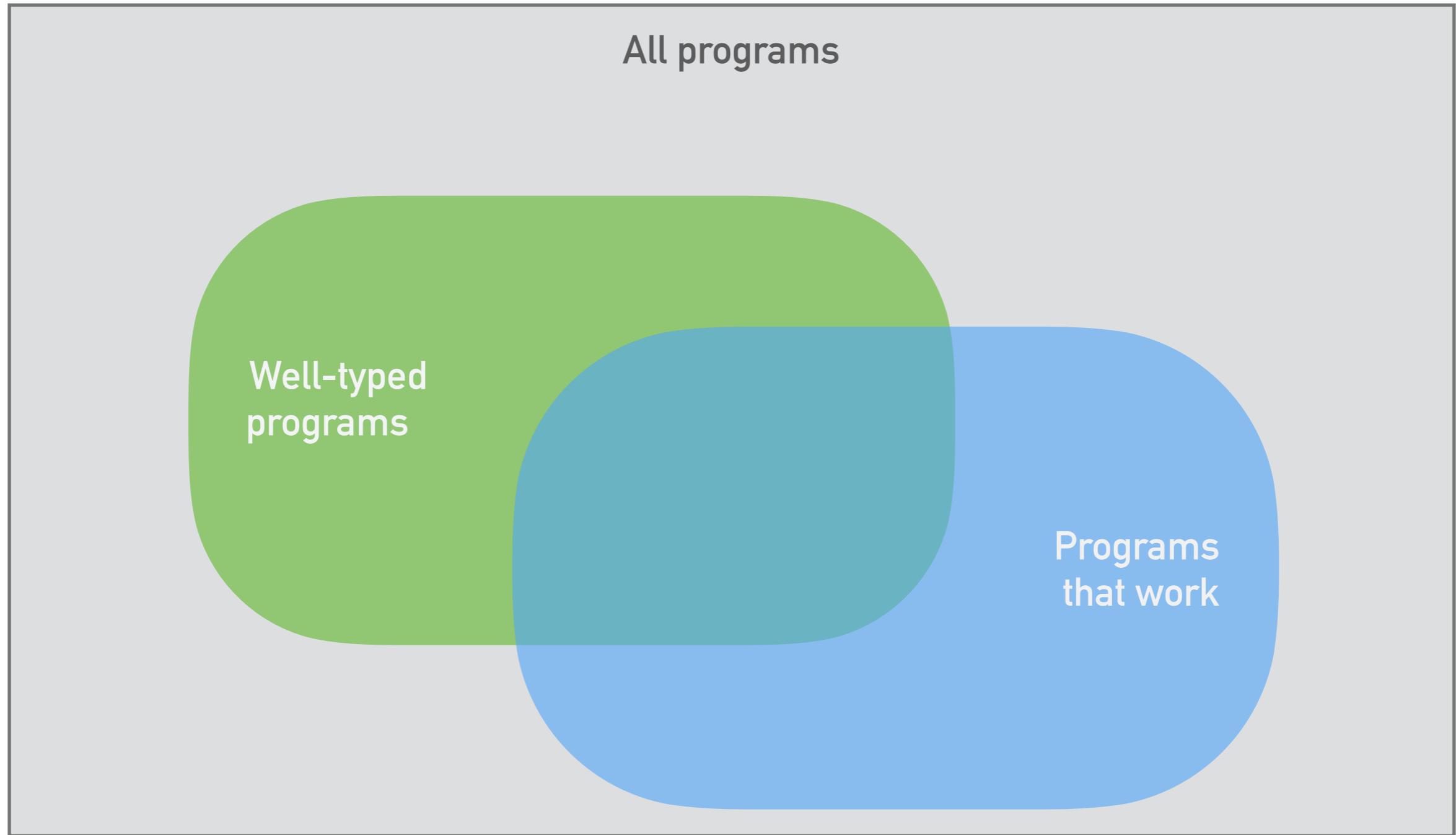
# TYPE SYSTEM

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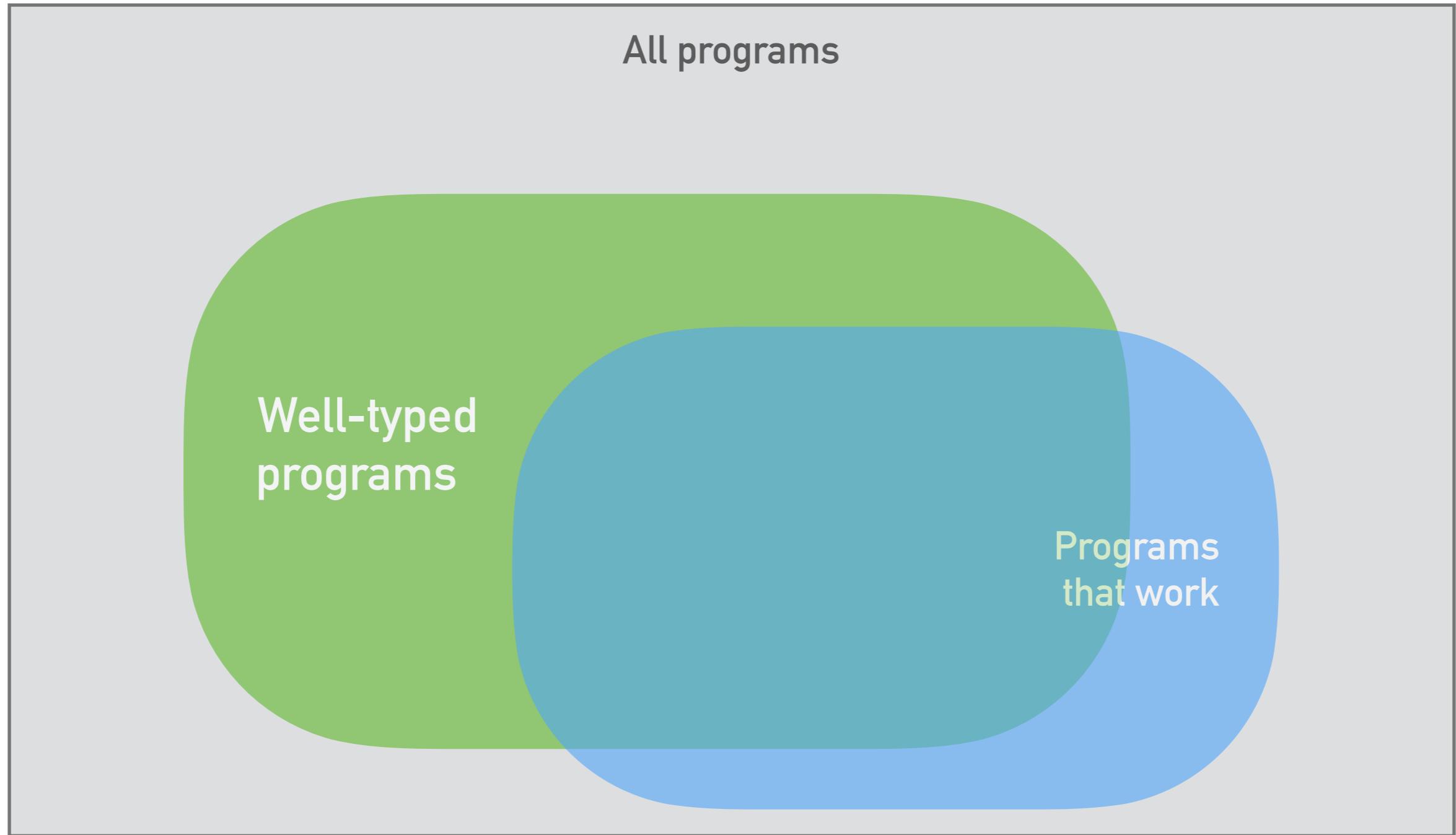
# BETTER TYPE SYSTEM

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# BETTER TYPE SYSTEM

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# WHAT'S IN A CONTRACT?

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# WHAT'S IN A CONTRACT?

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Precondition	OK	Compiler friendly
Object has been initialized	y	y
Object has some property	y	n
Input arguments have some type	y	y
Input arguments have some property	y	n
Global state has some property	n	n

# WHAT'S IN A CONTRACT?

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Postcondition	OK	Compiler friendly
Returned value has a type	y	y
Returned value has a property	y	n
Object state has a property	y	n
Global state has some property	n	n



# WHAT'S IN A CONTRACT? (II)

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## WHAT'S IN A CONTRACT? (II)

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- We **must** respect the contract



## WHAT'S IN A CONTRACT? (II)

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- We must respect the contract
- We can constrain the postconditions

## WHAT'S IN A CONTRACT? (II)

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- We must respect the contract
- We can constrain the postconditions
- We can relax the preconditions

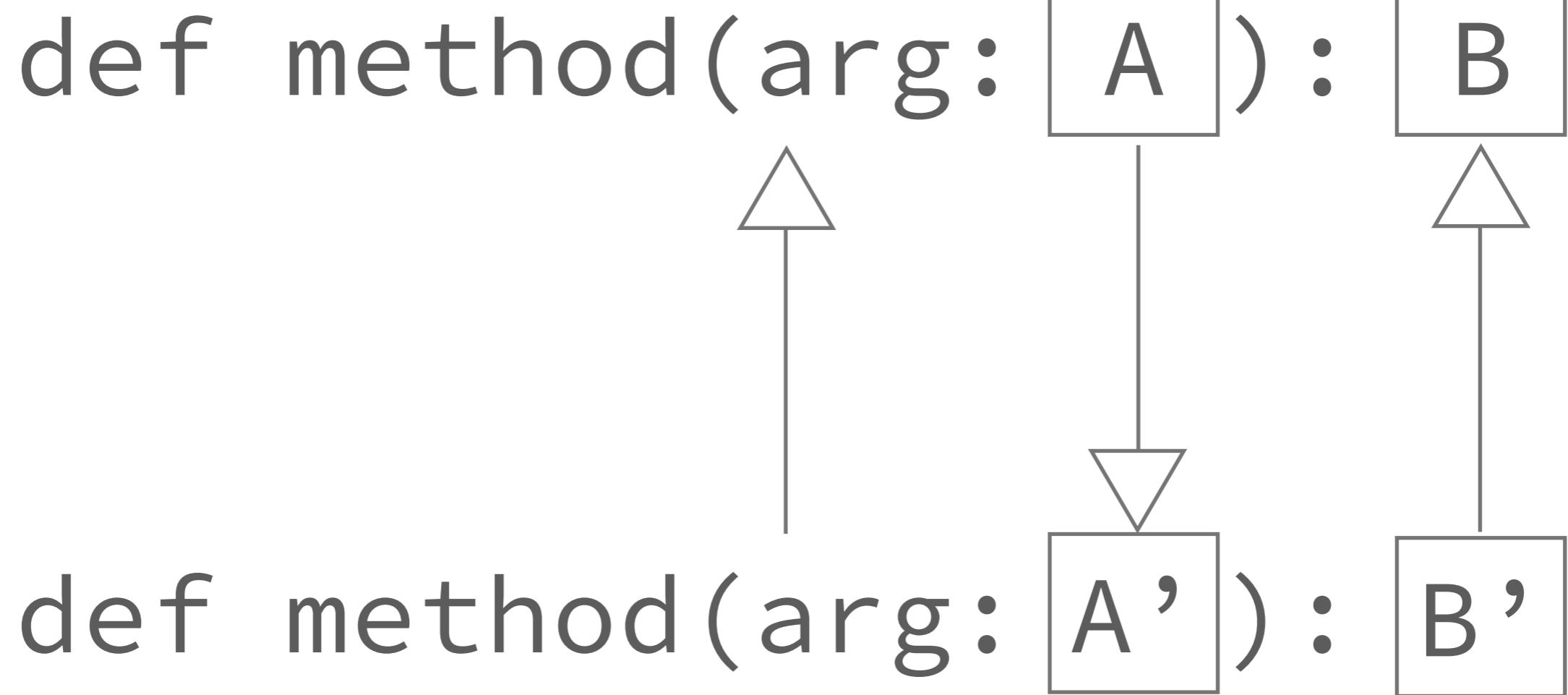
```
def method(arg: A): B
```



```
def method(arg: A'): B'
```

```
def method(arg: A): B  
def method(arg: A'): B'
```

```
graph TD; A[A] --> A_prime[A']; B[B] --> B_prime[B']
```

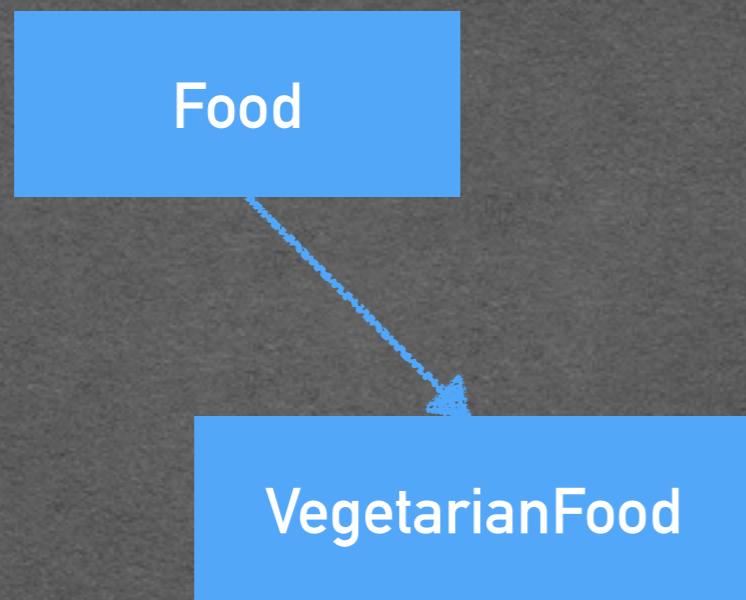


**LET'S LISTEN TO  
THE CODE**

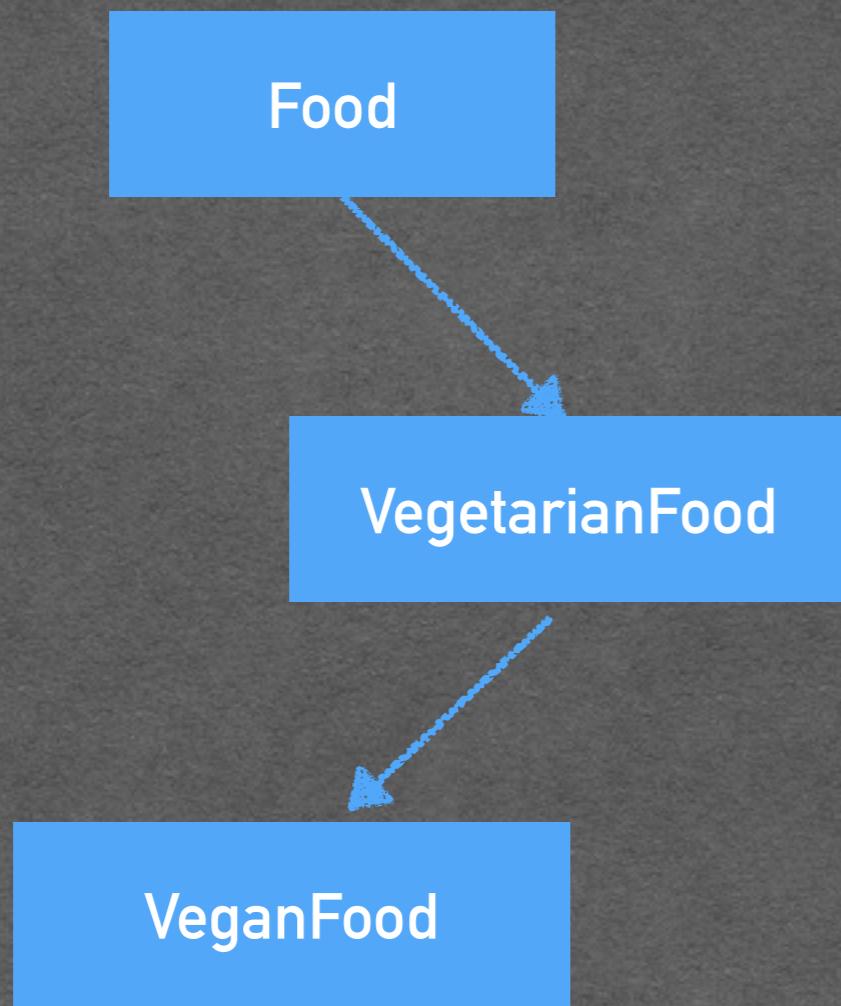
Food

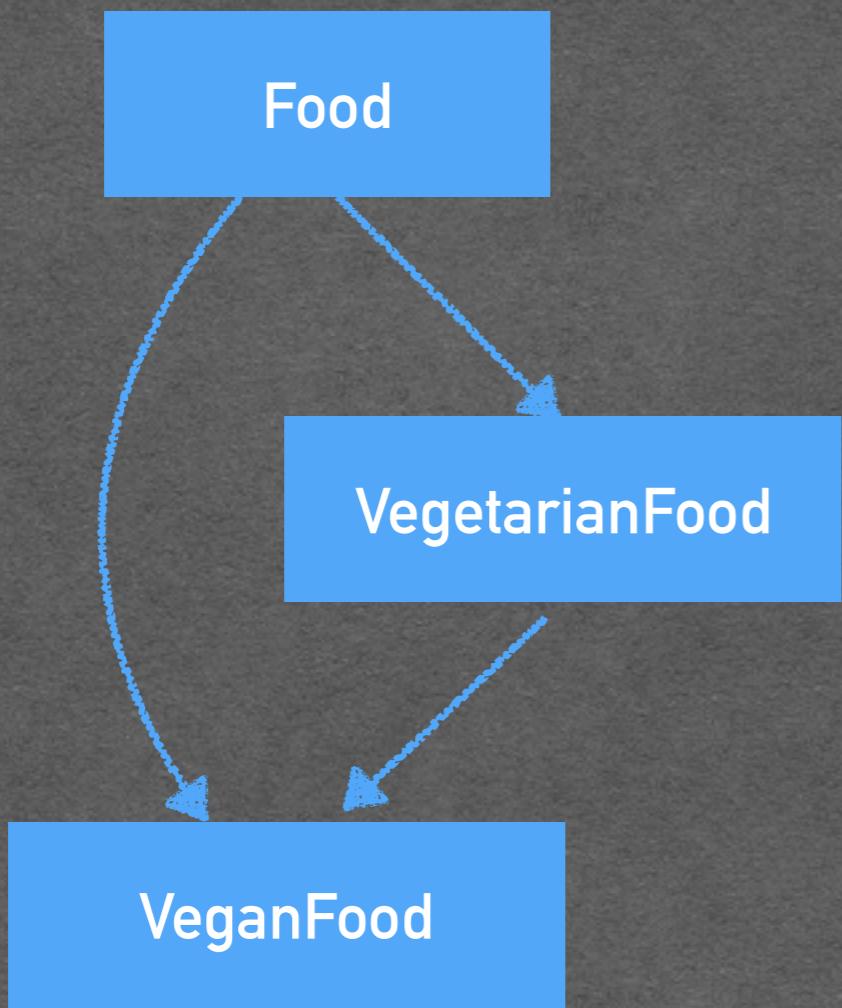
VegetarianFood

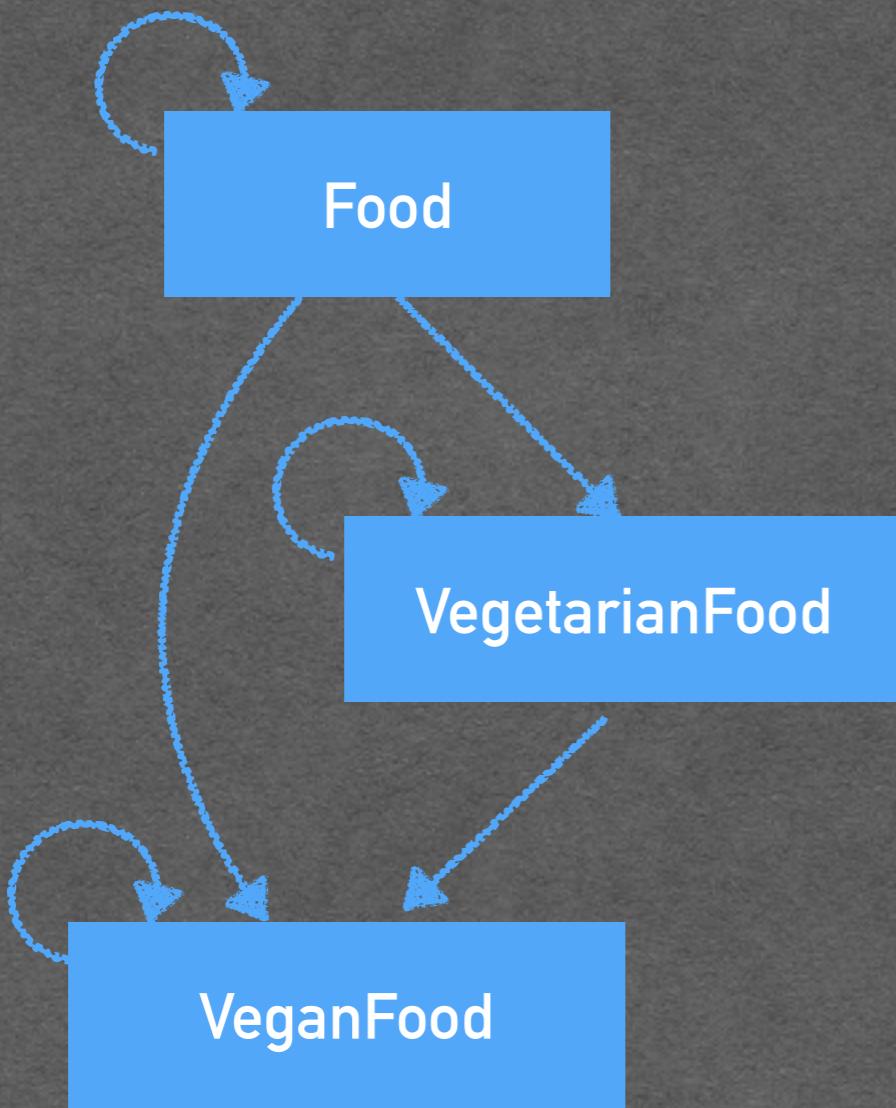
VeganFood

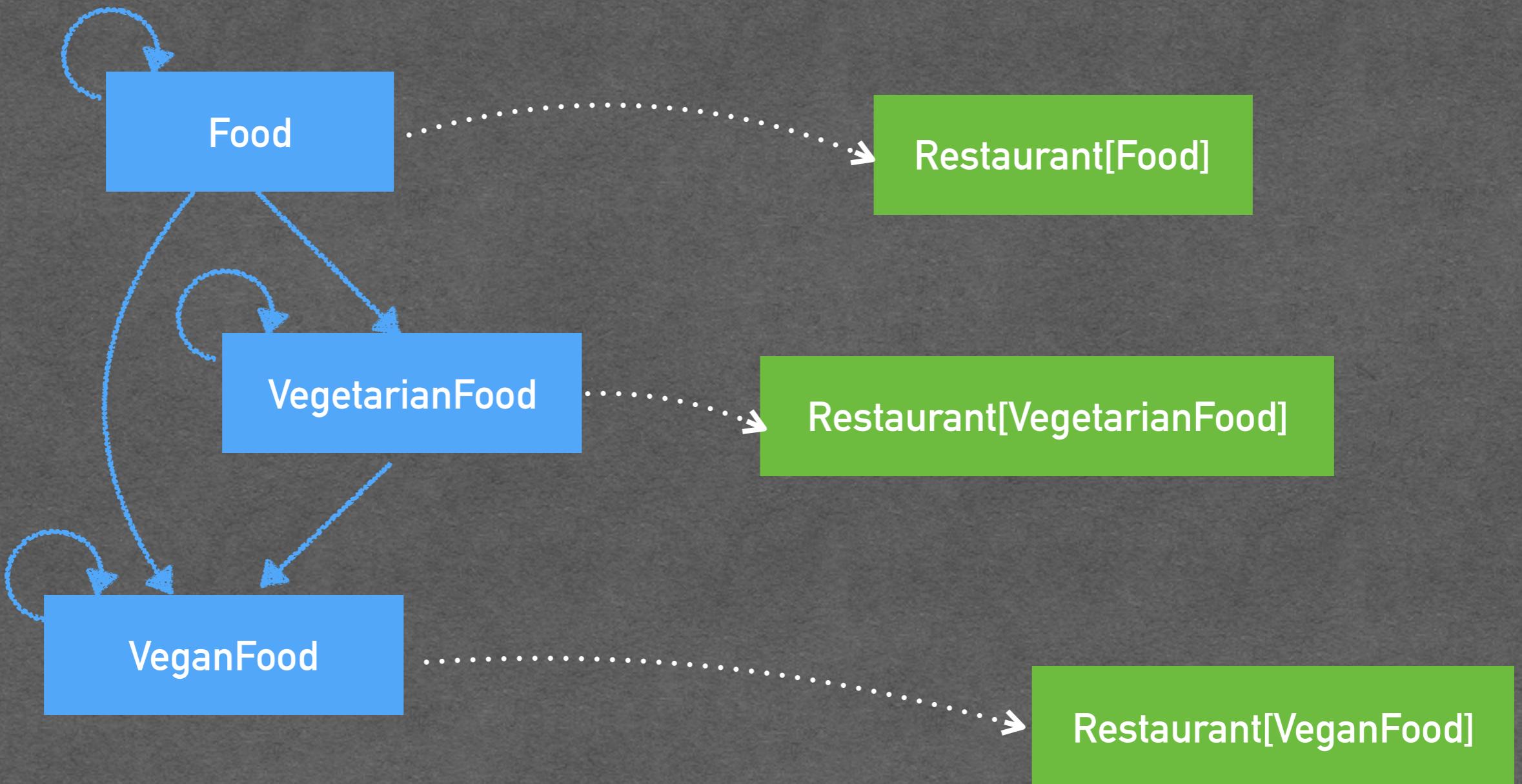


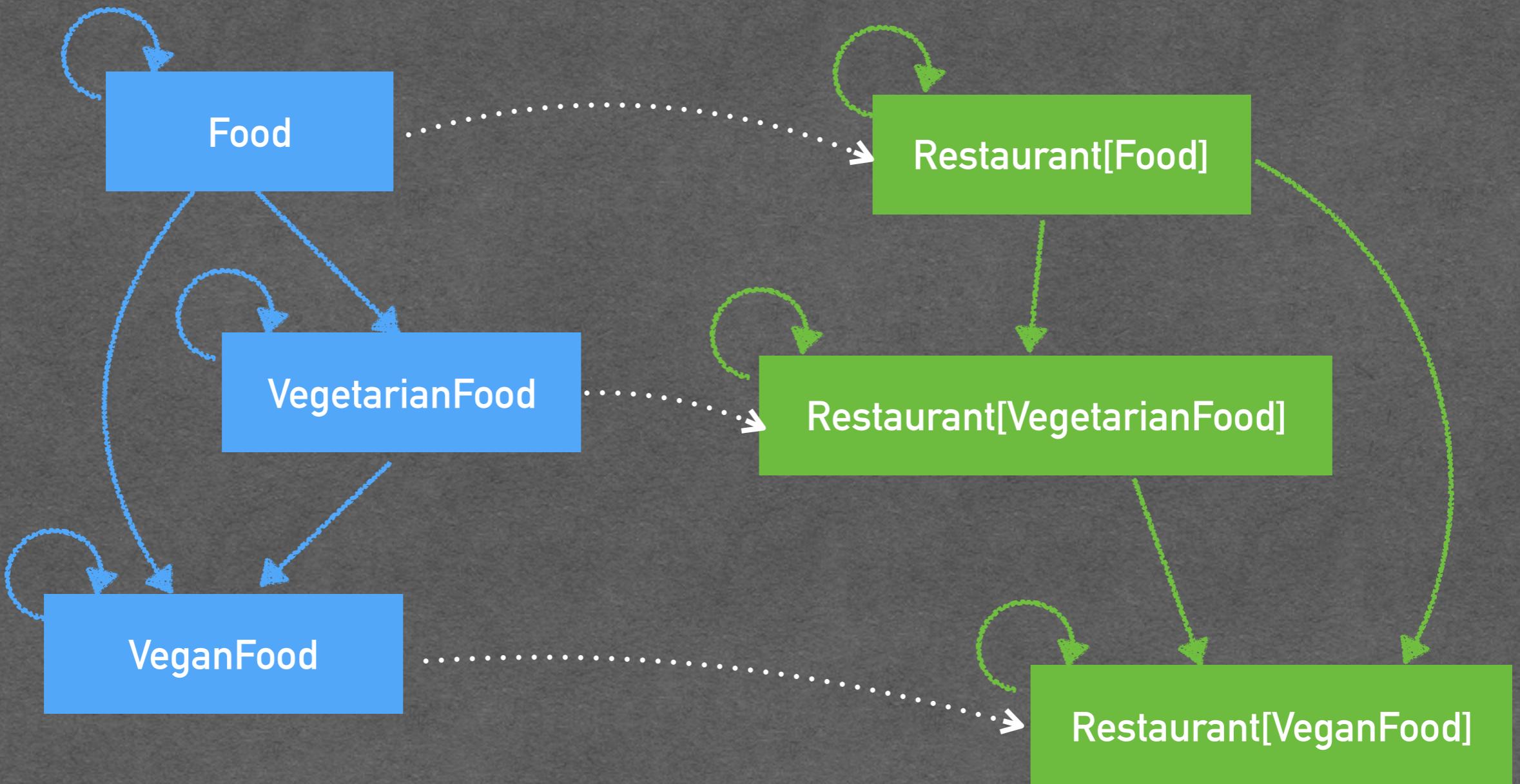
VeganFood



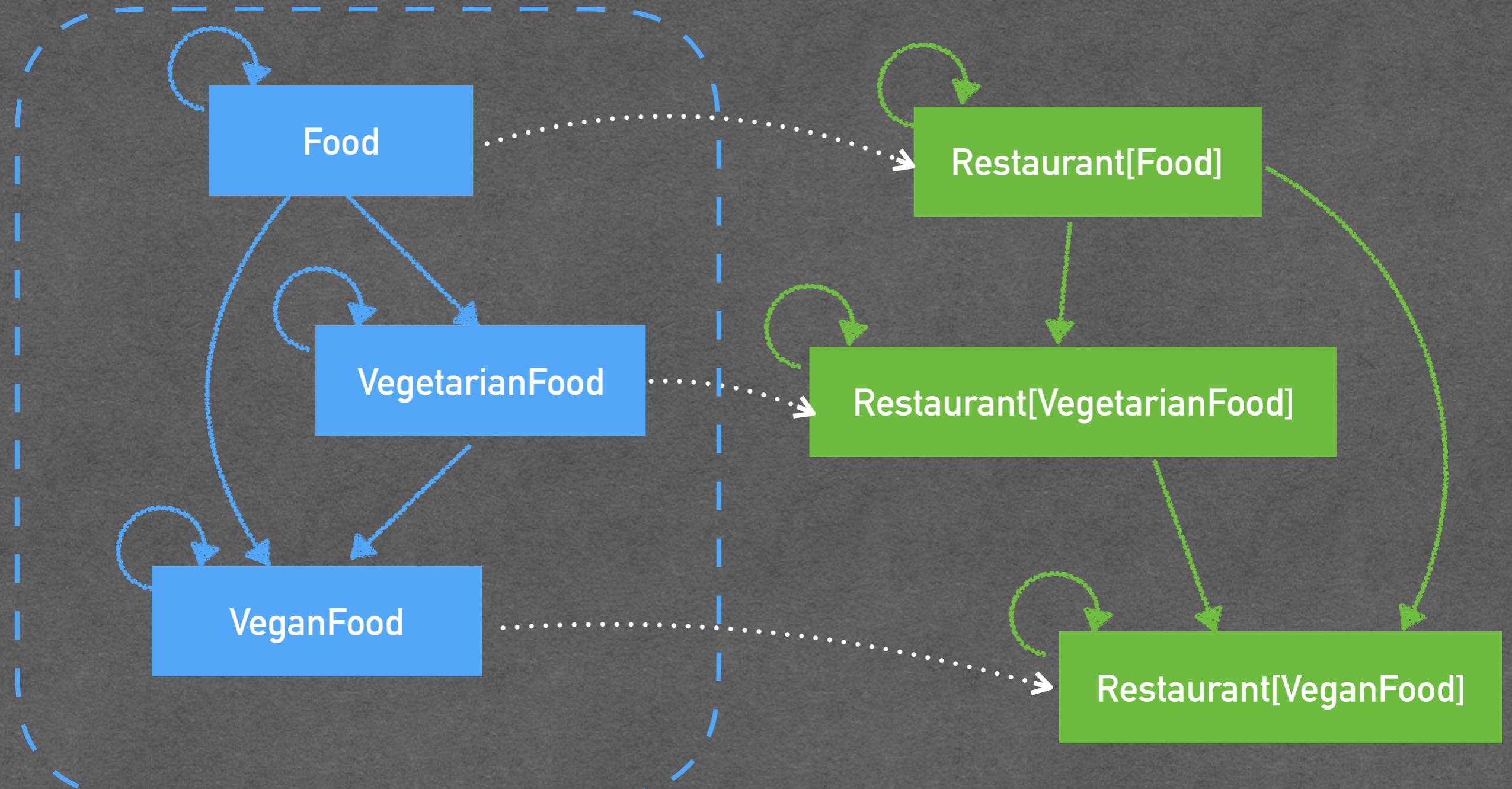




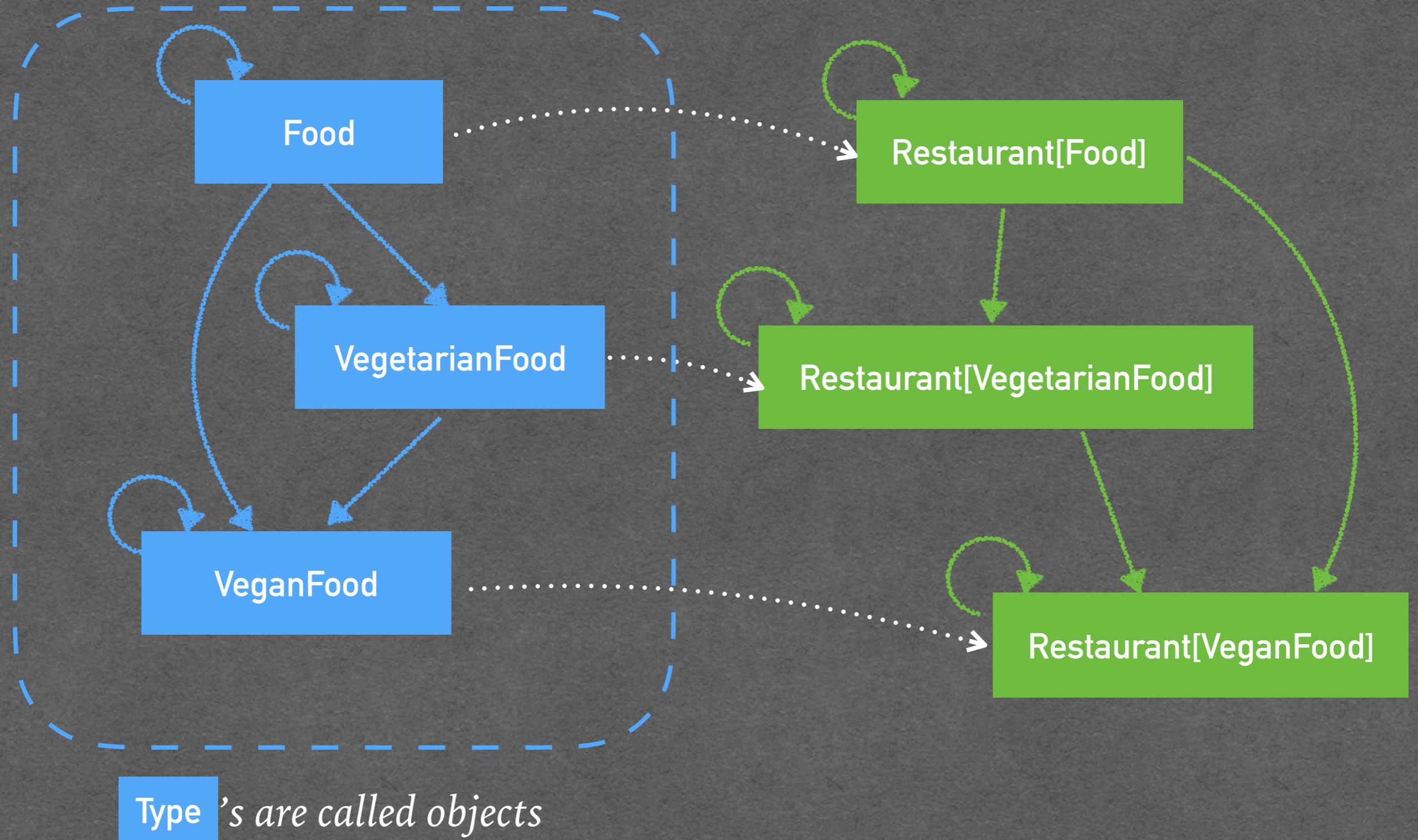




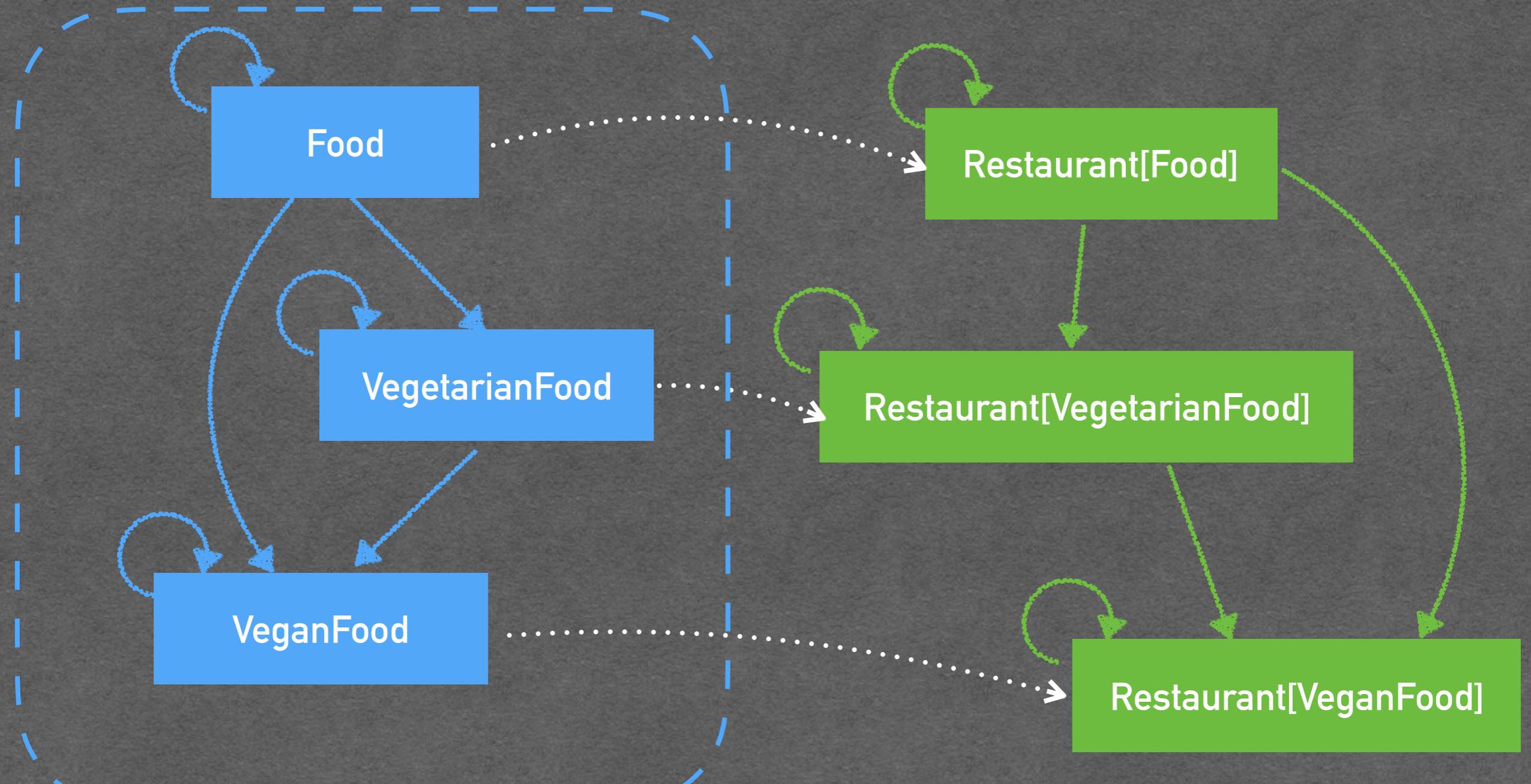
*This is a category!*



*This is a category!*



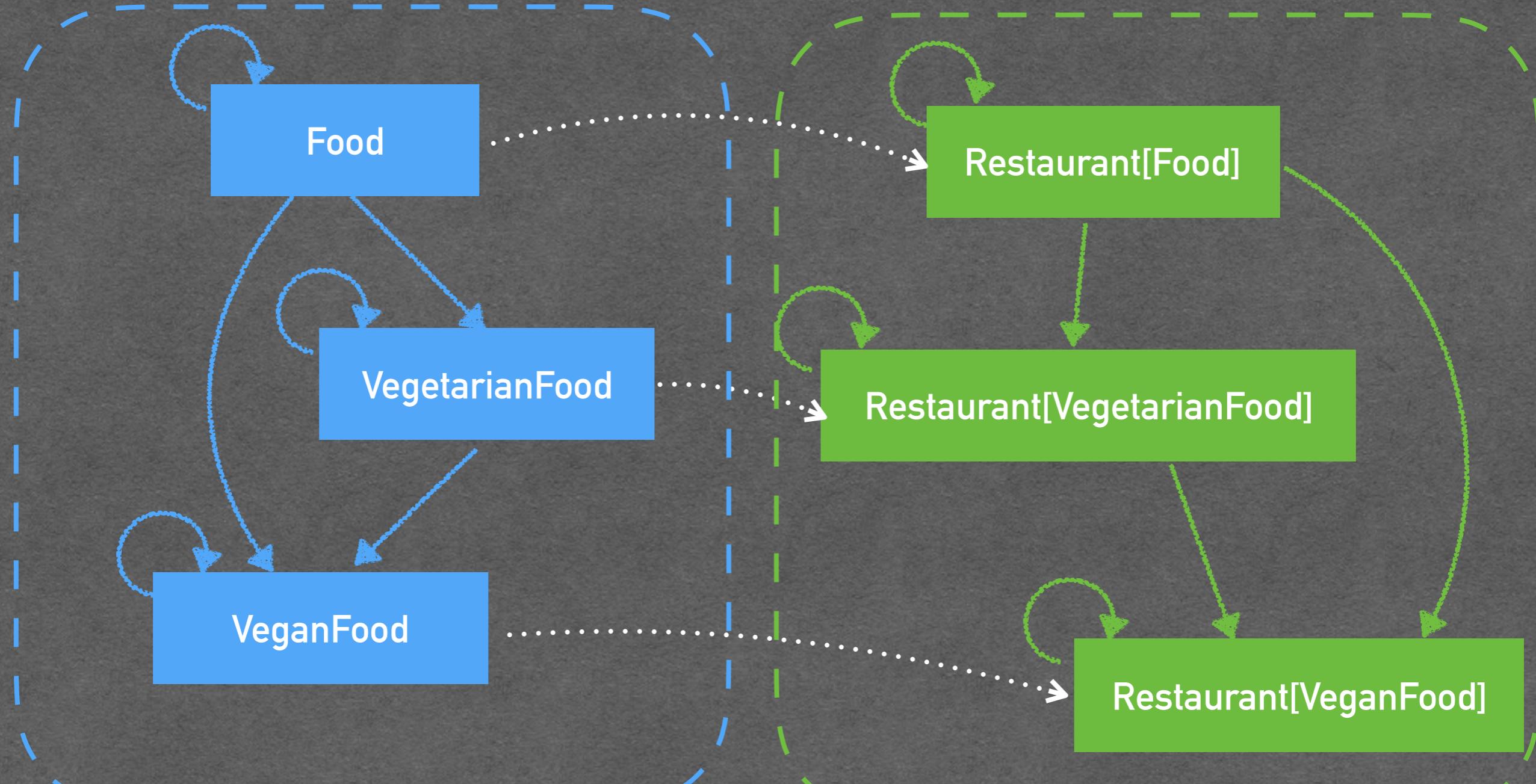
*This is a category!*



Type's are called objects

→'s are called morphisms

*This is a category!*



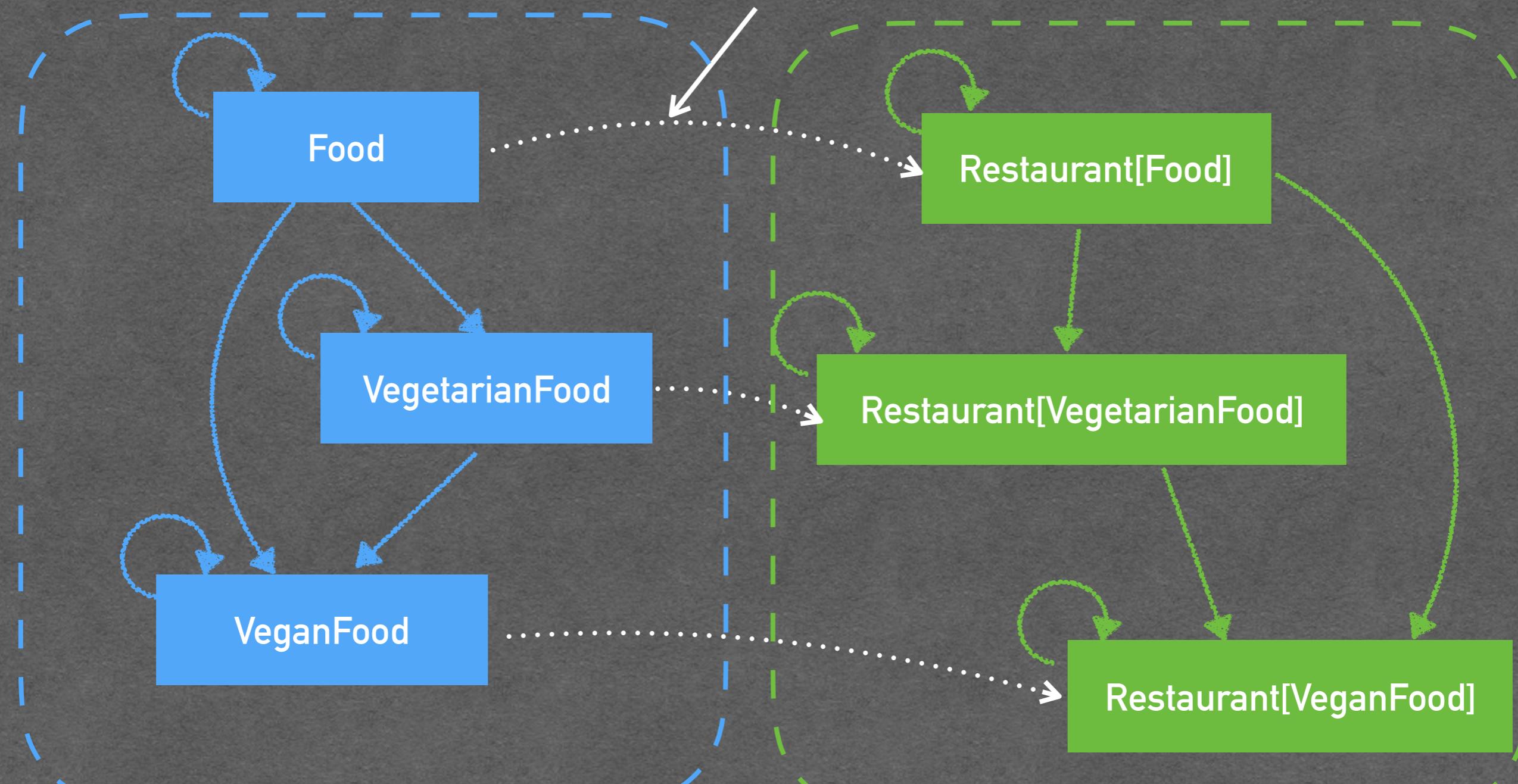
Type's are called objects

→'s are called morphisms

*Another category!*

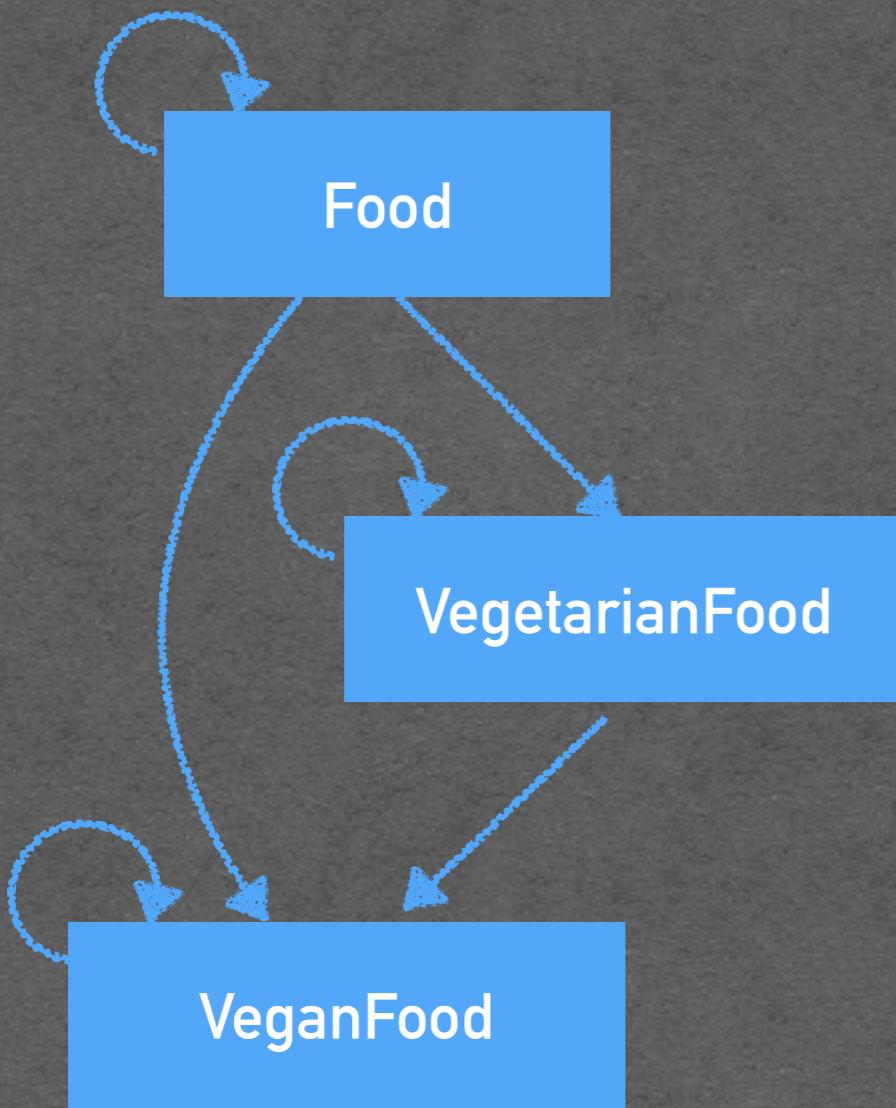
*This is a category!*

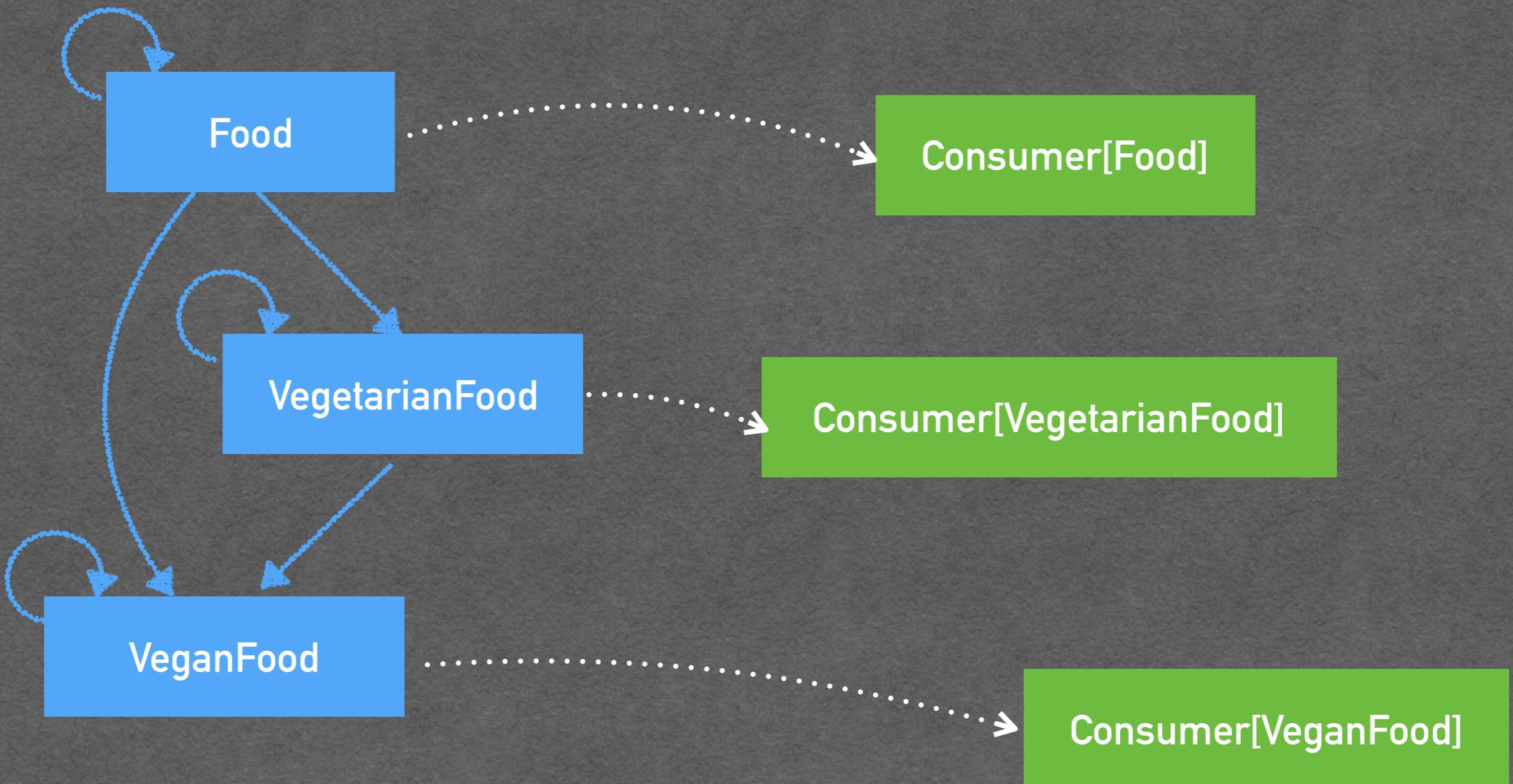
*Restaurant[\_] is covariant*

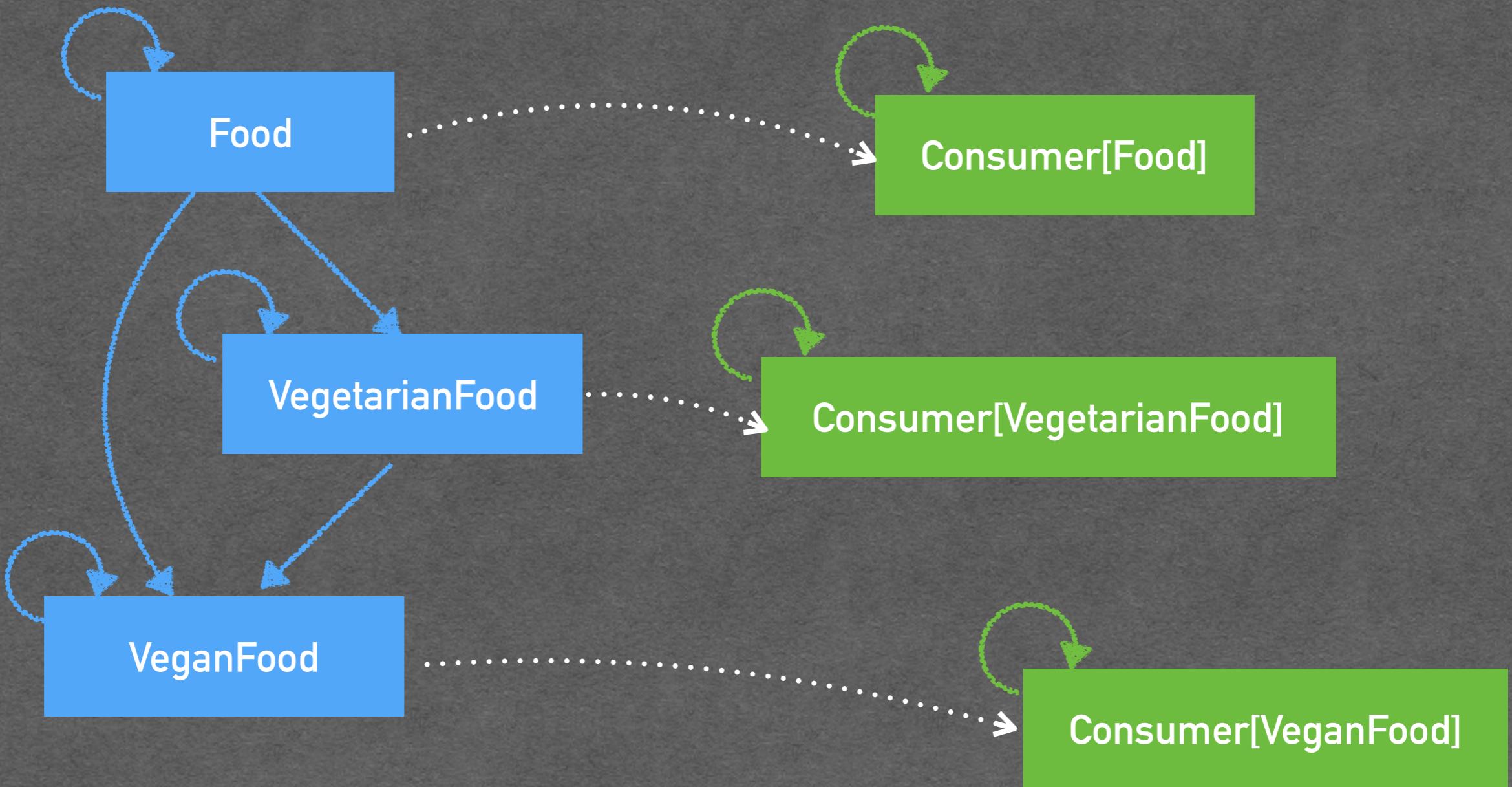


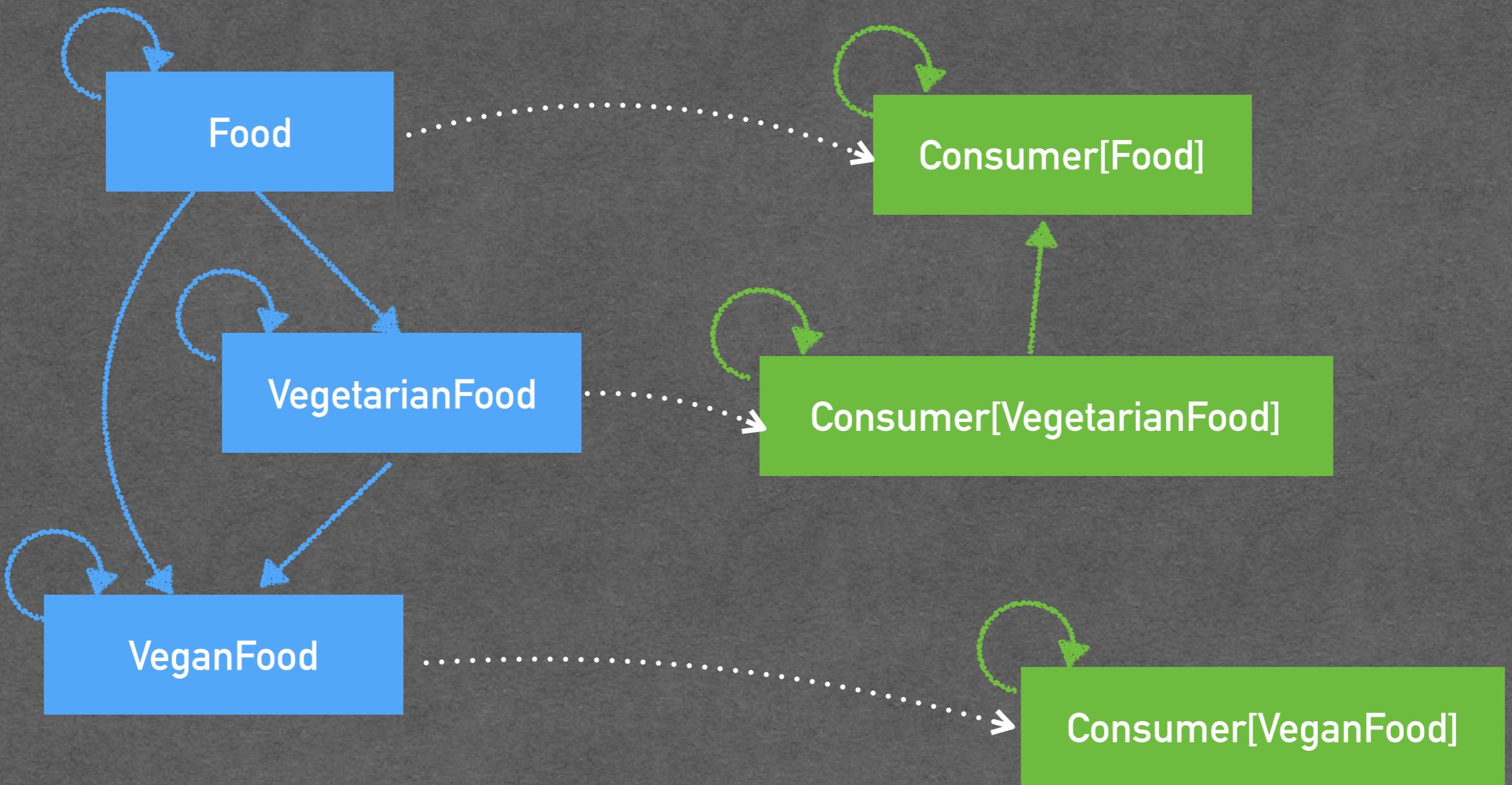
Type's are called objects

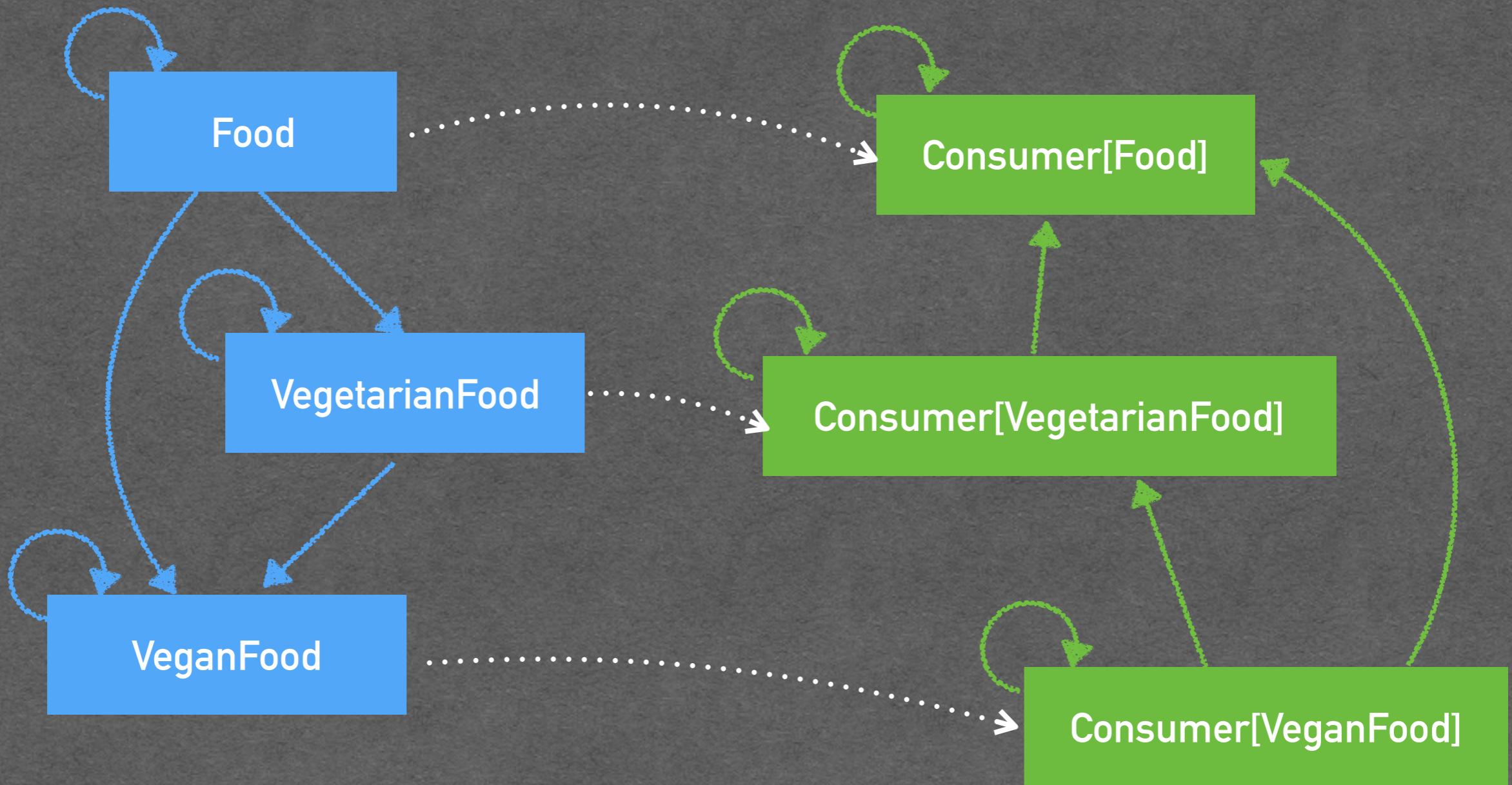
→'s are called morphisms



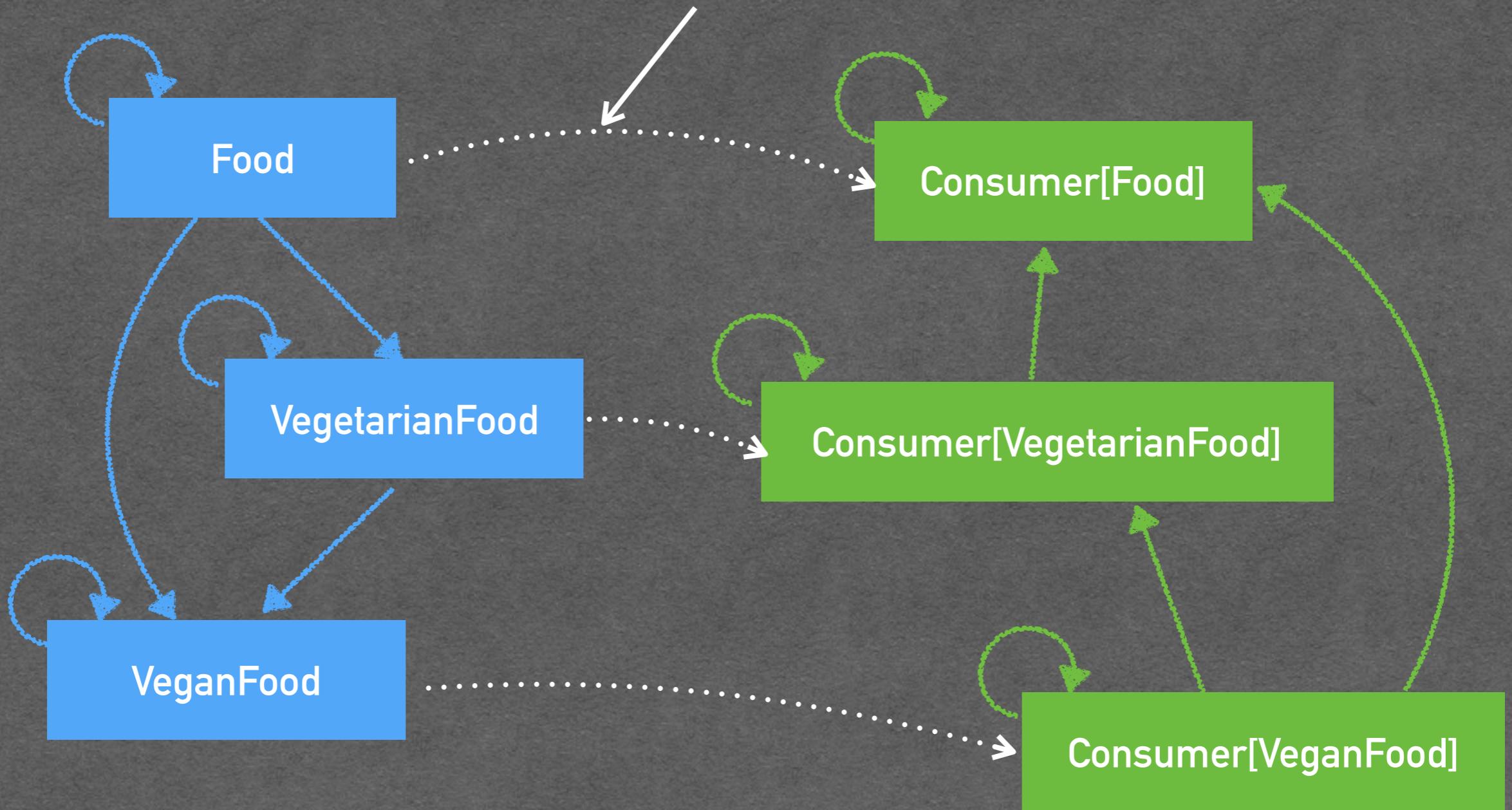




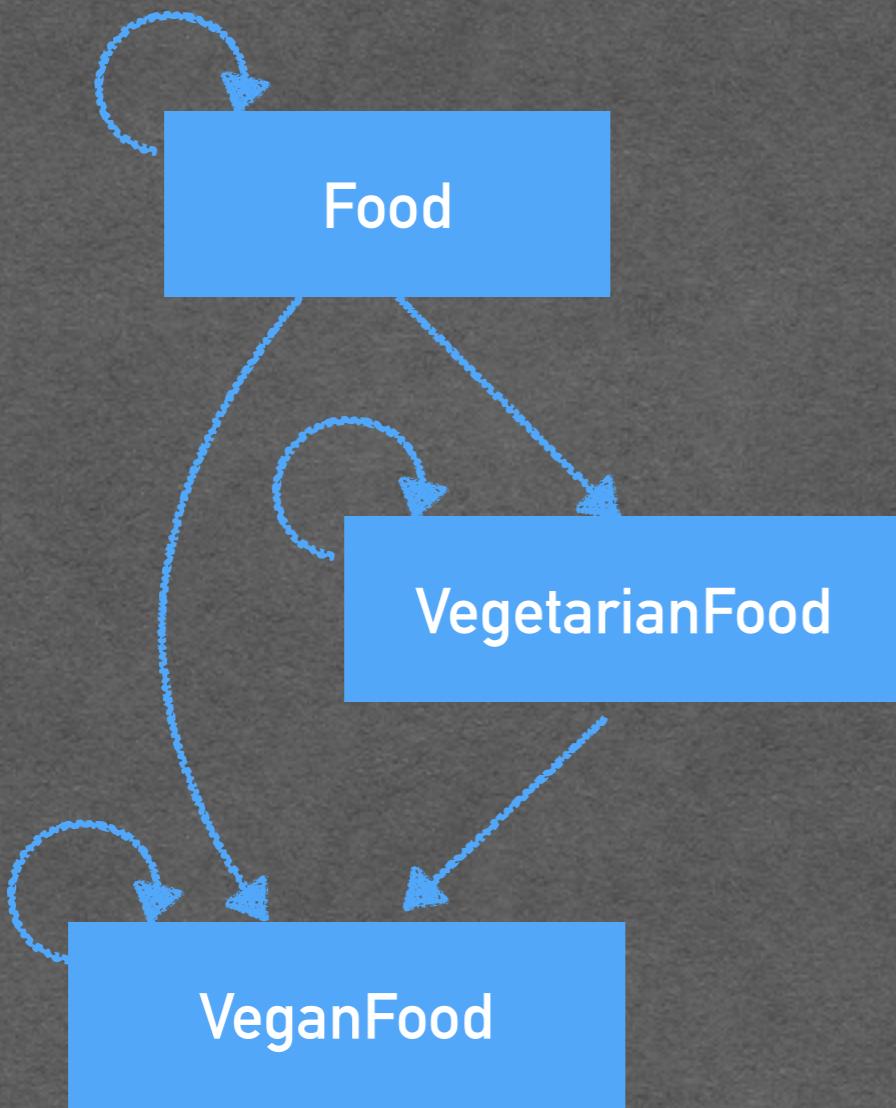


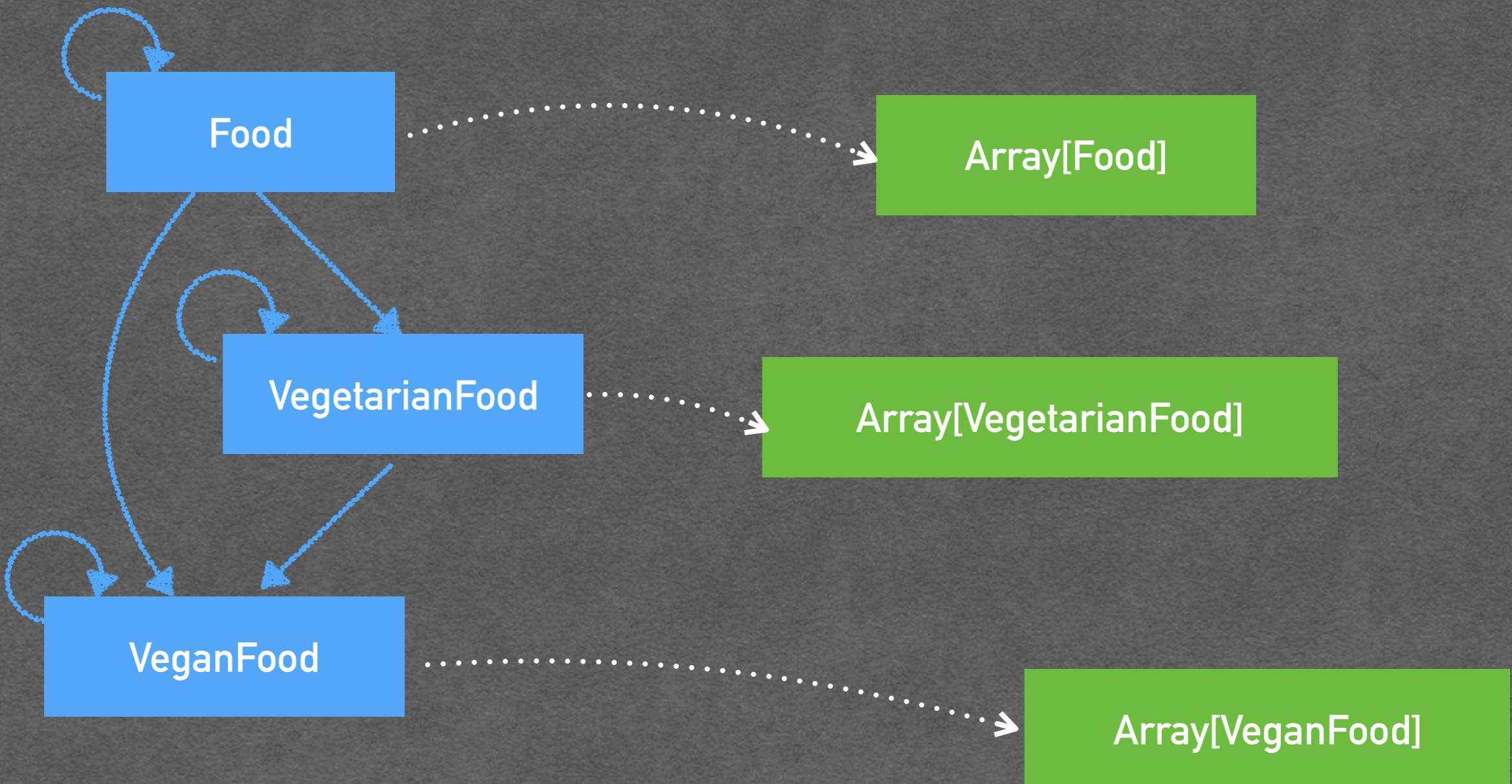


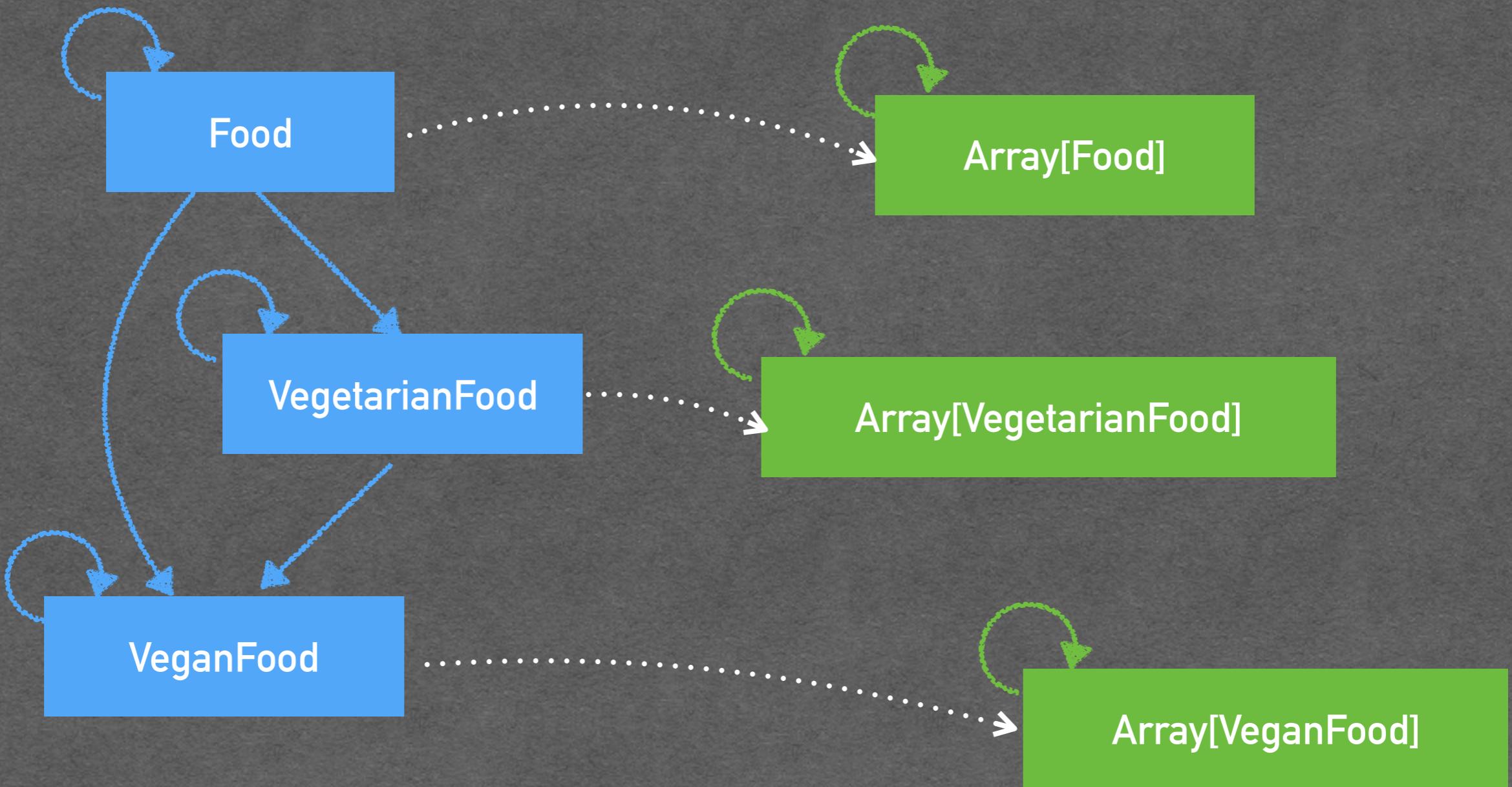
*Consumer[] is contravariant*



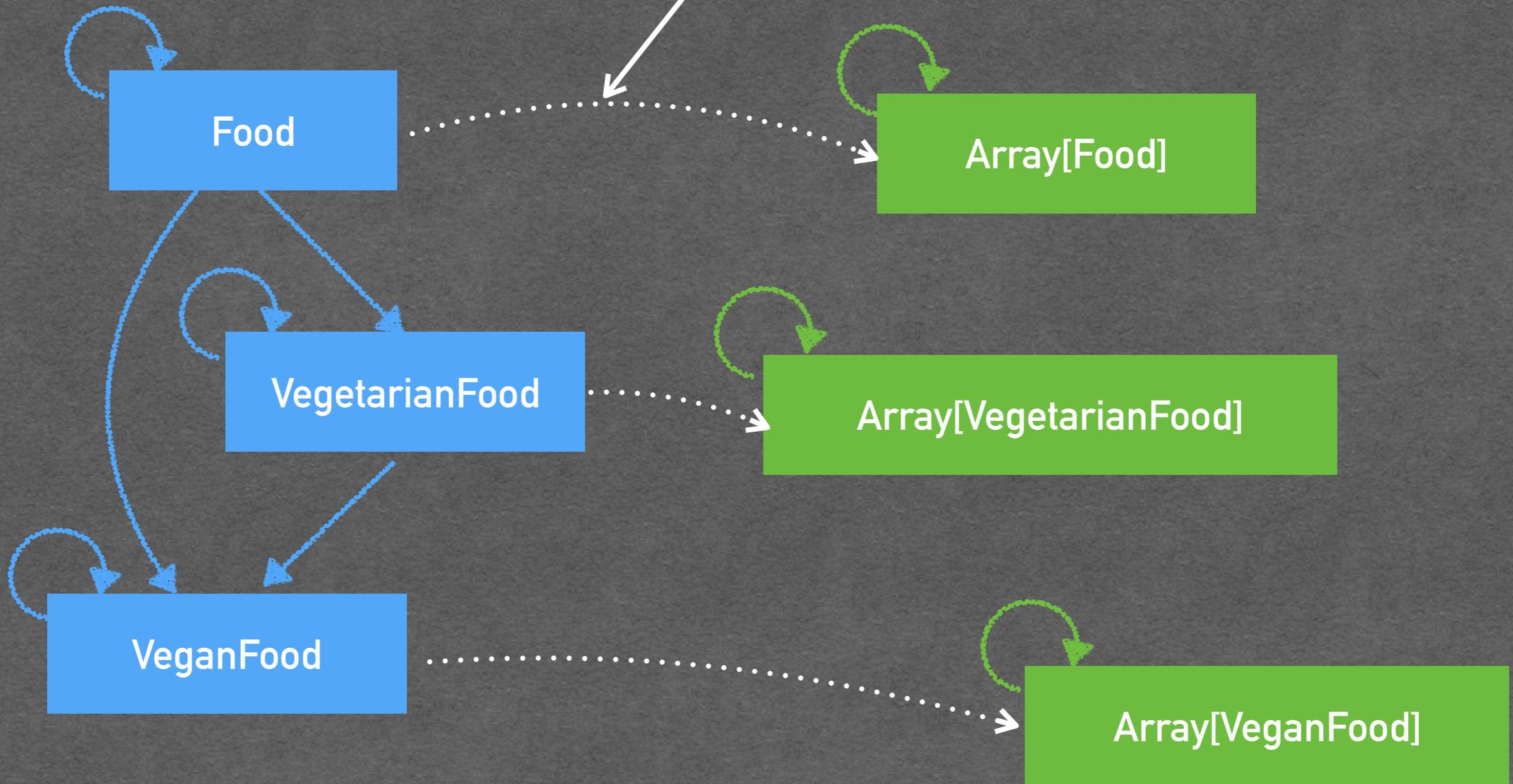
*The dual category!*



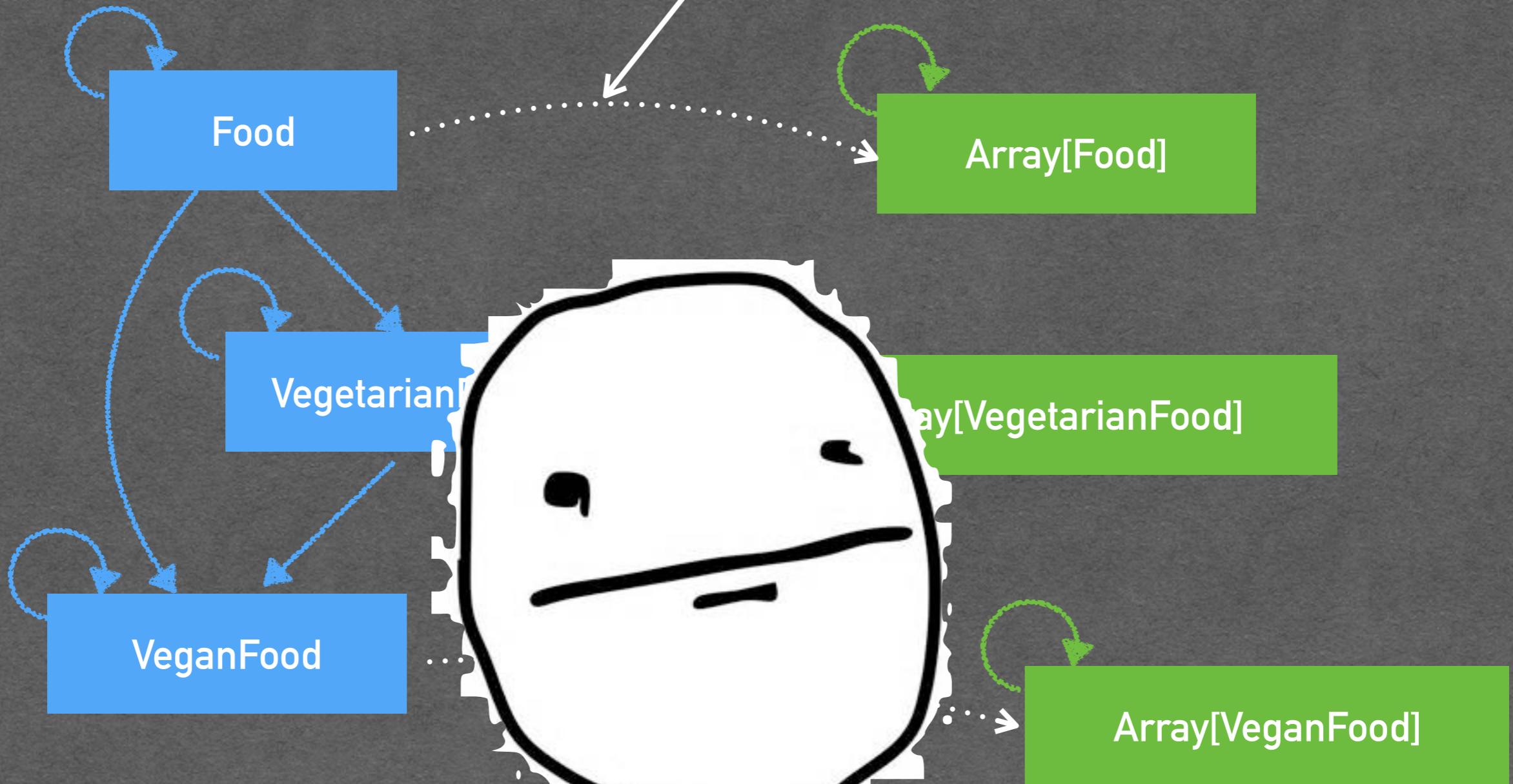




*Array[\_] is invariant*



*Array[] is invariant*



“ By making type constructors  
**covariant** or **contravariant** instead  
of invariant, more programs will  
be accepted as well-typed.



Congratulations!

You have conquered the  
provinces of **Covariant** and  
**Contravariant Functors**

# CO/CONTRA VARIANCE EVERYWHERE!

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- Collections library:  
Seq[+A], Iterable[+A]
- A=>B desugars to  
Function1[-A, +B]
- PartialFunction[-A, +B].
- PartiallyOrdered[+A]
- Scalacheck generators,  
Gen[+T]
- ...



# Q/A



I'm not raising my hand. **MTV**

- Incomplete and mostly wrong history of programming languages.  
<http://james-iry.blogspot.com.es/2009/05/brief-incomplete-and-mostly-wrong.html>
- (Liskov, 99) “Behavioral Subtyping Using Invariants and Constraints”, Barbara Liskov & Jeannette Wing
- Uncle Bob on LSP. <http://www.objectmentor.com/resources/articles/lsp.pdf>
- The Rust book. <http://doc.rust-lang.org/book/>
- Scape from the Ivory Tower, presentation by Simon Peyton Jones.  
<https://yow.eventer.com/events/1004/talks/1054>
- Presentation by Philip Walder: “Propositions as types”. <https://www.youtube.com/watch?v=IOiZatlZtGU>

- Blog post, “Covariance and Contravariance” [http://typeinference.com/typing/2015/10/29/covariance\\_and\\_contravaciance.html](http://typeinference.com/typing/2015/10/29/covariance_and_contravaciance.html)
- Celular automaton as in “A new kind of science” by Stephen Wolfram. <http://wolframscience.com/thebook.html>