
Generics in protocol/extension

Hikaru YOSHIMURA (吉村 優)

Recruit Marketing Partners Co., Ltd.
yyu@mental.poker

try! Swift Tokyo on March 21, 2019
(y-yu/try-swift-slide@60a398d)

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Self-introduction



Twitter [@_yyu_](https://twitter.com/_yyu_)
Qiita [@yyu](https://qiita.com/yyu)
GitHub [y-yu](https://github.com/y-yu)

- University of Tsukuba (Bachelor of CS)
 - Programming Logic Group
- Scala engineer at Recruit Marketing Partners Co., Ltd.
- I'm interested in
 - Cryptography
 - Functional Programming
 - Quantum Information
 - Typesetting (\LaTeX)

Problem

- First we are thinking about these data structures: Tuple and List

```
struct Tuple<A, B> {  
    let left: A  
    let right: B  
  
    init(_ l: A, _ r: B) {  
        this.left = l  
        this.right = r  
    }  
}
```

```
enum List<A> {  
    indirect case Cons(  
        h: A,  
        t: List<A>  
    )  
    case Nil  
}
```

- Tuple represents *exact two* values for each type A and B
- And List represents fixed type A values whose number is *more than or equal 0*

Can we make a List which have some type values?

Heterogeneous List

- We are looking at `HList` as follows

```
protocol HList {  
    associatedtype Head  
    associatedtype Tail: HList  
}
```

- `HList` has two `associatedtype`: `Head` and `Tail`

Heterogeneous List

- And there are two structs: `HCons` and `HNil`

```
public enum Nothing { }
struct HNil: HList {
    typealias Head = Nothing
    typealias Tail = HNil

    init() { }

    static var hNil = HNil()
}
```

```
struct HCons<H, T: HList>: HList {
    typealias Head = H
    typealias Tail = T
    let head: Head
    let tail: Tail

    init(_ h: Head, _ t: Tail) {
        self.head = h
        self.tail = t
    }
}
```

Is it the same to List?

No, it's not just List

Heterogeneous List

- HList can have some values and their type order

```
let a = HCons(  
  1,  
  HCons(  
    true,  
    HCons(  
      "string",  
      HNil.hnil()  
    )  
  )
```

```
a: HCons<Int, HCons<Bool, HCons<String, HNil>>>
```

- List cannot have more than 1 type, but HList have any of the number of types

Today, we'll consider the append method of two HLists

append for Lists

- For now, in the case of the ordinary List

```
func append<A>(_ a: List<A>, _ b: List<A>) -> List<A> {
    switch a {
        case let .Cons(h, t):
            return .Cons(h, append(t, b))
        case .Nil:
            return b
    }
}
```

- But, HList may have more than 1 type, so it's not easy... 😊

What should we use to implement it?

It's difficult for Java but Swift has protocol and extension

protocol/extension

- Swift protocol sometimes could be said “it's similler to interface of Java”

```
interface JsonWrite<A> {  
    public JSON toJson(A a);  
}  
class User(???) implements JsonWrite<User> {  
    public JSON toJson(User a) {  
        ???  
    }  
}
```

Listing: Java interface

```
protocol JsonWrite {  
    associatedtype A  
    func toJson(_ a: A) -> JSON  
}  
class User: JsonWrite {  
    typealias A = User  
    func toJson(_ a: A) -> JSON {  
        ???  
    }  
}
```

Listing: Swift protocol

It's not at all...

protocol/extension

- If we need to extend a fixed data type such a Integer
- However in Java, we cannot extend a fixed data type so we can't help but to use the *Adapter pattern*

```
class RichInteger implements JsonWrite<Integer> {  
    public Integer n;  
    public RichInteger(Integer i) {  
        this.n = i  
    }  
  
    public JSON toJson(Integer a) {  
        ???  
    }  
}
```

```
extension Int: JsonWrite {  
    typealias A = Int  
  
    func toJson(_ a: Int) -> JSON {  
        ???  
    }  
}
```

[Listing: extension in Swift](#)

[Listing: Adapter pattern in Java](#)

- But Swift has **extension**, which find the function by the given types

protocol/extension

What is the meaning of finding functions by the types?

- For example, let's think about *overloading* like following

```
1 + 1 // 2
```

```
"hot" + "dog" // "hotdog"
```

- Operator + has two behaviors:
 - (Int, Int) -> Int
 - (String, String) -> String
- So Swift looks up a suitable function by the arguments' types
- extension** is similar like overloading

protocol/extension

- We can write + function using protocol and extension

```
protocol Plusable {  
    associatedtype A  
    func +(_ a: A, _ b: A) -> A  
}
```

```
extension Int: Plusable {  
    typealias A = Int  
    func +(_ a: A, _ b: A) -> A {  
        // `Int.plus` maybe not exist...  
        return Int.plus(a, b)  
    }  
}
```

```
extension String: Plusable {  
    typealias A = String  
    func +(_ a: A, _ b: A) -> A {  
        return a.stringByAppendingString(b)  
    }  
}
```

- Overloading can be done by protocol and extension

protocol/extension

- extension can use another extension defined by a protocol

```
extension Array: JsonWrite where Element: JsonWrite {  
    typealias A = Array<Element>  
  
    func toJson(_ a: Array<Element>): JSON {  
        ???  
    }  
}
```

Can we make the append for HLists by extension?

Implementation

- This is a `append` for two normal Lists

```
func append<A>(_ a: List<A>, _ b: List<A>) -> List<A> {
    switch a {
        case let .Cons(h, t):
            return .Cons(h, append(t, b))
        case .Nil:
            return b
    }
}
```

- This `append` has two cases depending on the first argument
 - If it is `Cons(h, t)`, then the `append` calls itself passing `t` as the first argument recursively
 - If it is `Nil`, then the function returns the second argument
- This `append` is using *run time* dispatching, but we want to dispatch in *compile time*

Implementation

- We are making a **protocol** for the HLists append as follows

```
protocol HAppend {  
    associatedtype Left: HList  
    associatedtype Right: HList  
    associatedtype Result: HList  
  
    static func append(_ l1: Left, _ l2: Right) -> Result  
}
```

- Then we'll think about its **extension**

Implementation

- First we can create a pattern for that the first argument is `HNil`

```
class App1<A: HList> {
    init() {}
}

extension App1: HAppend {
    typealias Left = HNil
    typealias Right = A
    typealias Result = A

    static func append(_ l1: HNil, _ l2: A) -> A {
        return l2
    }
}
```

- It just returns the second argument

Implementation

- Next we have to make a HCons pattern

```
extension App1: HAppend where A == HCons<?, ?> {  
    ??? // There is non-working.....  
}
```

- How do we get the ? types? so it doesn't work well... 😞
- There are two problems
 - ① A structure (**class**, **struct** and **protocol**) can be conformed by the same **protocol** *at most one*
 - ② And how do we get the **append** function that can concat previous **HLists**?

Solution for the former

- We make an adapter class App3 following below

```
class App3<A: HList, B: HList, C> {  
    init() {}  
}
```

```
extension App3: HAppend where A == HCons<C, B> {  
    ???  
}
```

- We can use App3 for HCons case instead of App1
- Then we have to decide the associatedtypes of HAppend

```
extension App3: HAppend where A == HCons<C, B> {  
    typealias Left = A  
    typealias Right = ? // What should we put?  
    typealias Result = ? // What should we put?  
}
```

What should we put into types: Right and Result?

Solution for the latter

- We add a type parameter called EV to get the previous append
- For this, we add 2 type parameters then the adapter class takes 5 parameters rather than 3

```
class App5<A: HList, B: HList, C: HList, D, EV: HAppend> {  
    init() {}  
}
```

- Finally we can substitute the types for **associatedtypes** declared by HAppend

```
extension App5: HAppend where A == EV.Left, B == EV.Right, C == EV.Result {  
    typealias Left = HCons<D, A>  
    typealias Right = B  
    typealias Result = HCons<D, C>  
}
```

Solution for the latter

```
extension App5: HAppend where A == EV.Left, B == EV.Right, C == EV.Result {  
    typealias Left = HCons<D, A>  
    typealias Right = B  
    typealias Result = HCons<D, C>  
}
```

- It can be figured out by the picture

$$A := \boxed{?_1 | ?_2}, \quad B := \boxed{?_3 | ?_4}, \quad C := A + B = \boxed{?_1 | ?_2 | ?_3 | ?_4}$$

$$\text{Left} := HCons(\mathbf{D}, A) = \boxed{\mathbf{D} | ?_1 | ?_2}$$

$$\text{Right} := B = \boxed{?_3 | ?_4}$$

$$\text{Result} := HCons(\mathbf{D}, \text{Left}) + \text{Right} = \boxed{\mathbf{D} | ?_1 | ?_2 | ?_3 | ?_4} = HCons(D, C)$$

Complete implementation

- We get the perfect implementation for HLists append function

```
extension App1: HAppend {  
    typealias Left = HNil  
    typealias Right = A  
    typealias Result = A  
  
    static func append(_ l1: HNil, _ l2: A) -> A {  
        return l2  
    }  
}  
extension App5: HAppend where EV.Left == A, B == EV.Right, C == EV.Result {  
    typealias Left = HCons<D, A>  
    typealias Right = B  
    typealias Result = HCons<D, C>  
  
    static func append(_ l1: HCons<D, A>, _ l2: B) -> HCons<D, C> {  
        return HCons(l1.head, EV.append(l1.tail, l2))  
    }  
}
```

Example

```
let a = HCons(1, HCons("string", HNil.hNil))
let b = HCons(true, HCons(1.001, HNil.hNil))

typealias AA = HCons<String, HNil>
typealias A = HCons<Int, AA>
typealias BB = HCons<Double, HNil>
typealias B = HCons<Bool, BB>
typealias CC = HCons<String, B>
typealias C = HCons<Int, CC>
typealias AppC = App1<B>
typealias AppB = App5<HNil, B, B, String, AppC>
typealias AppA = App5<AA, B, CC, Int, AppB>

let appended = AppA.append(a, b)
```

This is it! 😊

Example

- We have to give Swift what the type EV is because Swift doesn't infer it

Conclusion

- There are some interesting data types like `HList`
- `append` method is able to make by `protocol` and `extension`
- Swift's type inference is wanted by people to improve itself
 - `HLists` are very useful but we'll not use their `append` in the production

References

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Thank you for your attention!