

Shared Subtypes

Subtyping Recursive Parameterized Algebraic Data Types

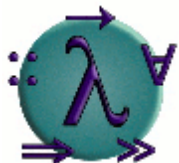
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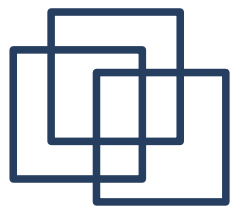


Portland State
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ACM SIGPLAN 2008 Haskell Symposium





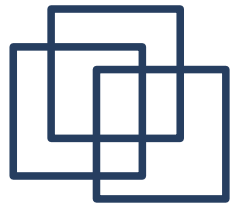
Background

Subtype Polymorphism in OOPL (Object-Oriented Programming Language)

In Java, `String readLine(InputStream s)`

Parametric Polymorphism in FPL

In Haskell, `length :: [a] → Int`



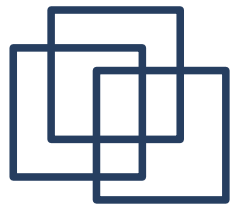
Subtype Polymorphism

Subtype Polymorphism in OOPL

In Java, `String readLine(InputStream s)`

Can call this function any subtype of `InputStream`

```
readLine(System.in);    // InputStream type
FileInputStream ifs = new FileInputStream(...);
readLine(ifs);         // FileInputStream is a subtype
```



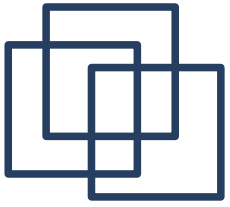
Parametric Polymorphism

Parametric Polymorphism in FPL

In Haskell, $length :: [a] \rightarrow Int$

We can apply this function on ANY list

```
length [1, 2, 3]           -- a = Int  
length [True, False]     -- a = Bool  
length [[], [1], [2], [1, 2]] -- a = [Int]
```

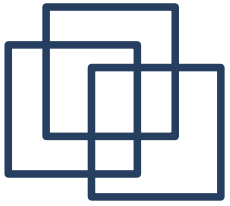


Some History

Lack of Parametric Polymorphism in OOPLs was quite a pain. So, most major OOPLs finally decided to extend their language

Templates in C++, **Generics** in Java / C#

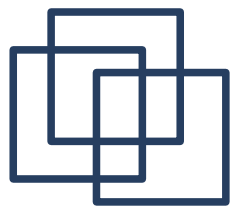
FPLs, especially Haskell, lived happily without Subtypes because of **Type Classes** (somewhat like abstract interfaces, but more flexible)



Shared Subtypes

In abbr. SSubtypes = Shared Subtypes

- Subtyping by sharing representations
 - Newtypes and now SSubtypes
 - While OO subtyping by consistent interface
- We can use SSubtypes when we want to
 - Restrict number of data constructors
 - Ensure static properties using type indexes
 - reuse library without efficiency loss
- Relatively small changes to type system



Why Subtype in FPL?

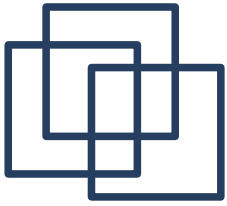
Well, not the good old subtyping in OOPs

Haskell can mimic dynamic subtyping
(sharing interface) using type classes

See Oleg & Ralf's OOHaskell library

But a different one namely Shared Subtypes

static subtyping (sharing the structure)
can be quite useful in FPLs too!



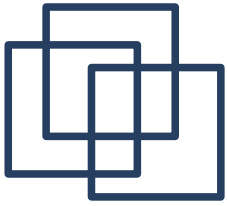
Example

```
data Nat = Zero | Succ Nat
```

```
Zero      -- 0
```

```
Succ Zero -- 1
```

```
Succ (Succ Zero) -- 2
```



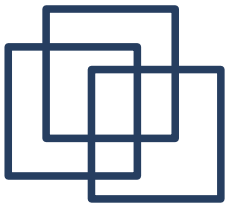
Example

data $Nat = Zero \mid Succ\ Nat$

$nat2int \quad \quad \quad :: Nat \rightarrow Int$

$nat2int\ Zero \quad = 0$

$nat2int\ (Succ\ n) = 1 + nat2int\ n$



Example

```
data Nat = Zero | Succ Nat
data Even = ZeroE | SuccE Odd
data Odd = SuccO Even
nat2int  :: Nat → Int
even2int :: Even → Int
odd2int  :: Odd  → Int
```



Example

data *Nat* = *Zero* | *Succ Nat*

data *Even* = *ZeroE* | *SuccE Odd*

data *Odd* = *SuccO Even*

nat2int :: *Nat* → *Int*

nat2int Zero = 0

nat2int (Succ n) = 1 + *nat2int n*

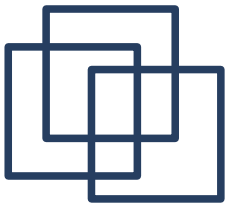
even2int :: *Even* → *Int*

even2int ZeroE = 0

even2int (SuccE n) = 1 + *odd2int n*

odd2int :: *Odd* → *Int*

odd2int (SuccO n) = 1 + *even2int n*



Example

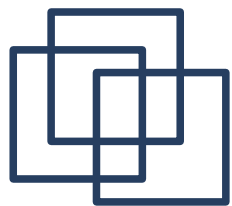
```
data Nat = Zero | Succ Nat
data Even = ZeroE | SuccE Odd
data Odd = SuccO Even

nat2int :: Nat → Int
nat2int Zero = 0
nat2int (Succ n) = 1 + nat2int n

even2int :: Even → Int
even2int ZeroE = 0
even2int (SuccE n) = 1 + odd2int n

odd2int :: Odd → Int
odd2int (SuccO n) = 1 + even2int n
```

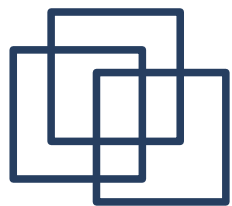
(X3) Code Duplication !!!



What's the Problem?

Both *Even* (even natural numbers)
and *Odd* (odd natural numbers)
are subsets of *Nat* (all natural numbers)

But, Haskell and many other FPLs
do not have language feature that can
express this idea of subtyping directly



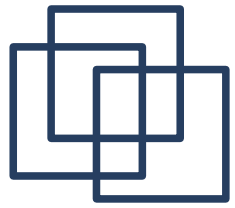
Idea (Shared Subtypes)

```
data Nat          = Zero
                  | Succ      Nat
data Even < Nat = (ZeroE < Zero)
                  | (SuccE < Succ) Odd
data Odd  < Nat = (SuccO < Succ) Even
```

```
nat2int :: Nat → Int
```

```
nat2int Zero    = 0
```

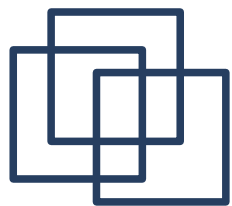
```
nat2int (Succ n) = 1 + nat2int n
```



Is this really important?

Even and Odd unary numbers
may not sound very interesting to you

But, this same problem can happen for more
complex and realistic data structures such as
lists and trees, as we shall see soon

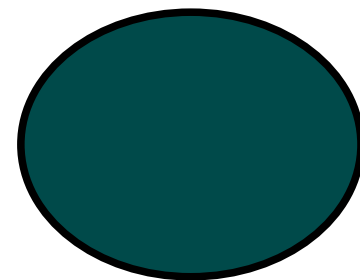


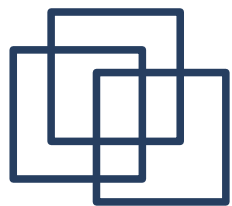
Is this really important?

System



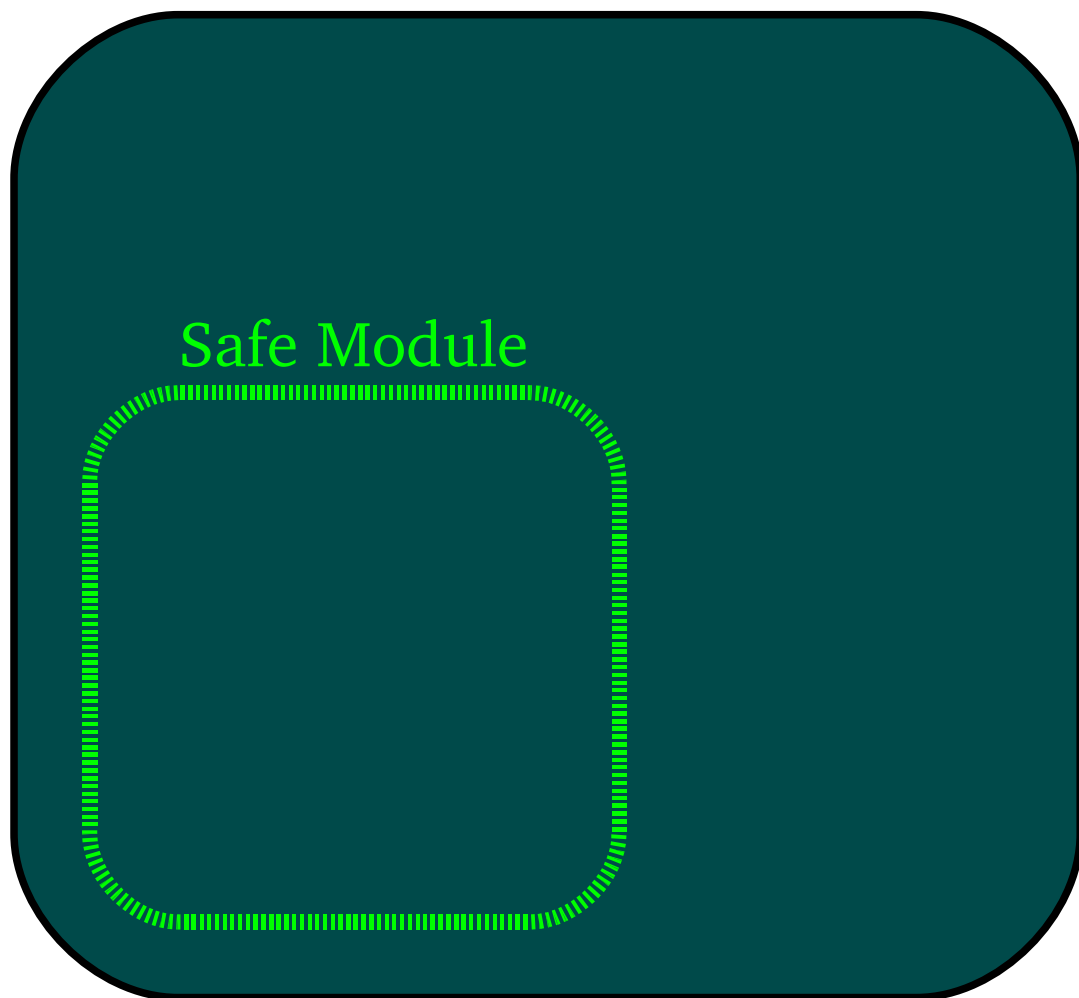
Data



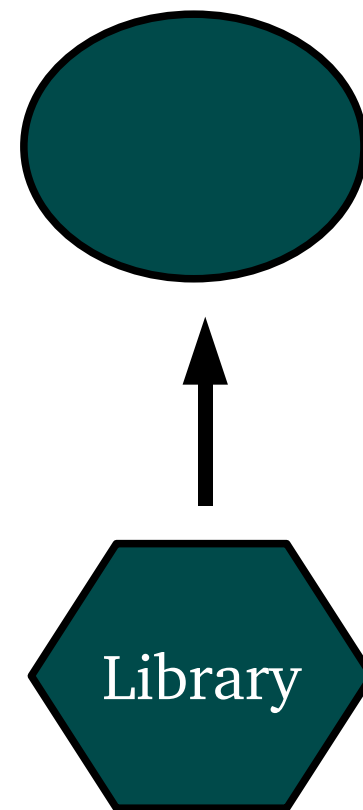


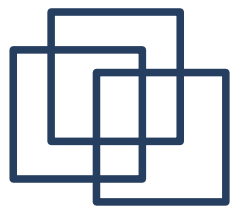
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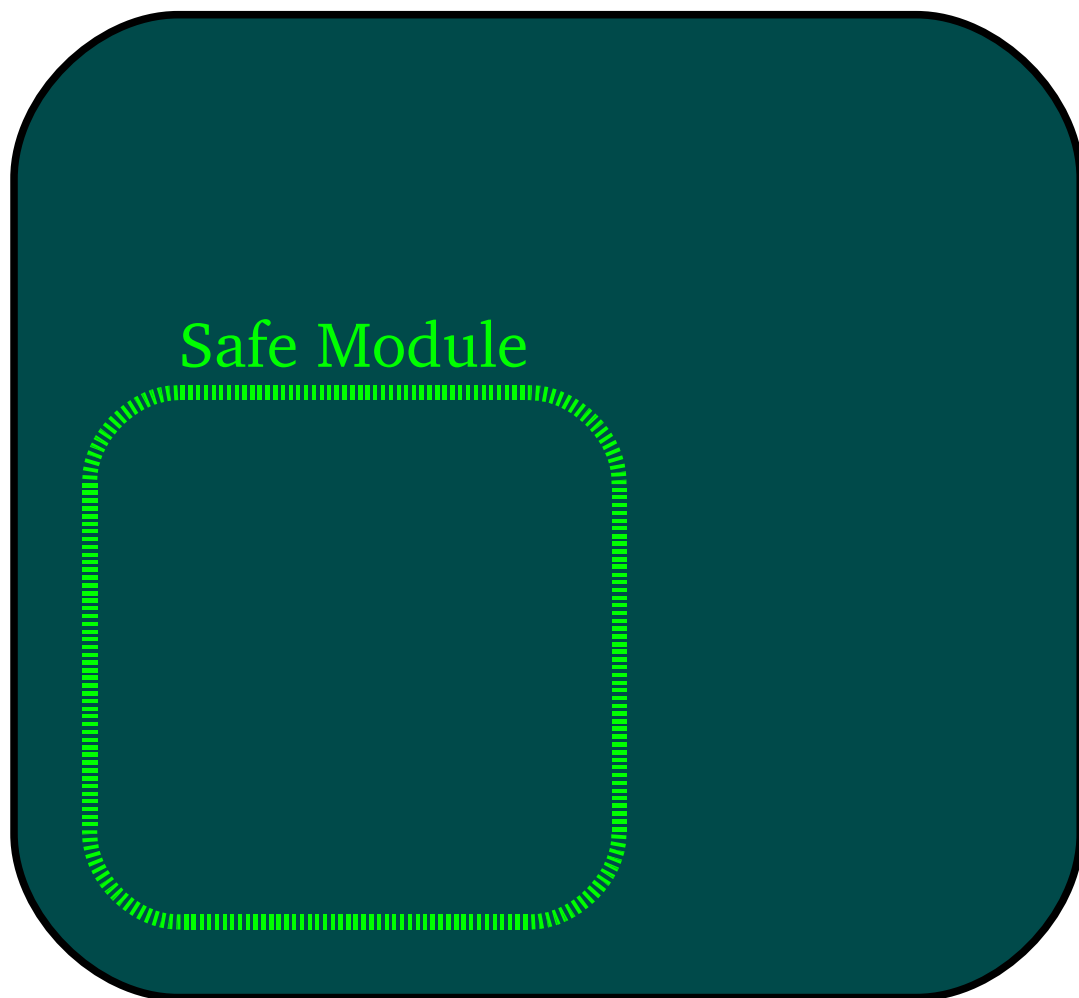
Data





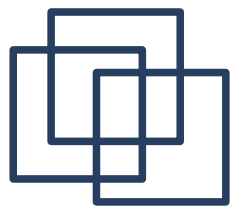
Is this really important?

System



Data



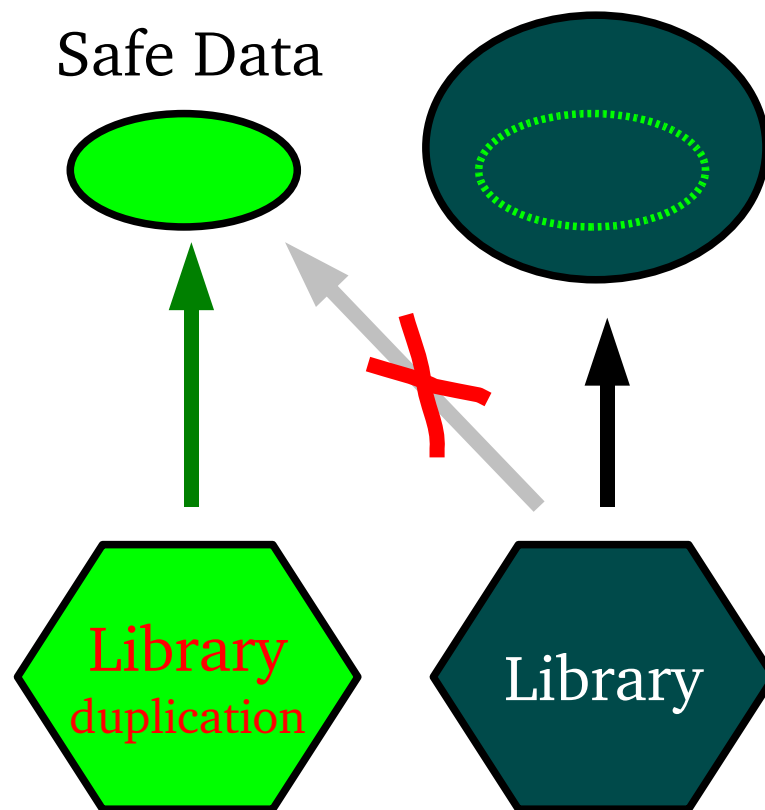


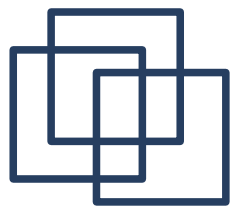
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System



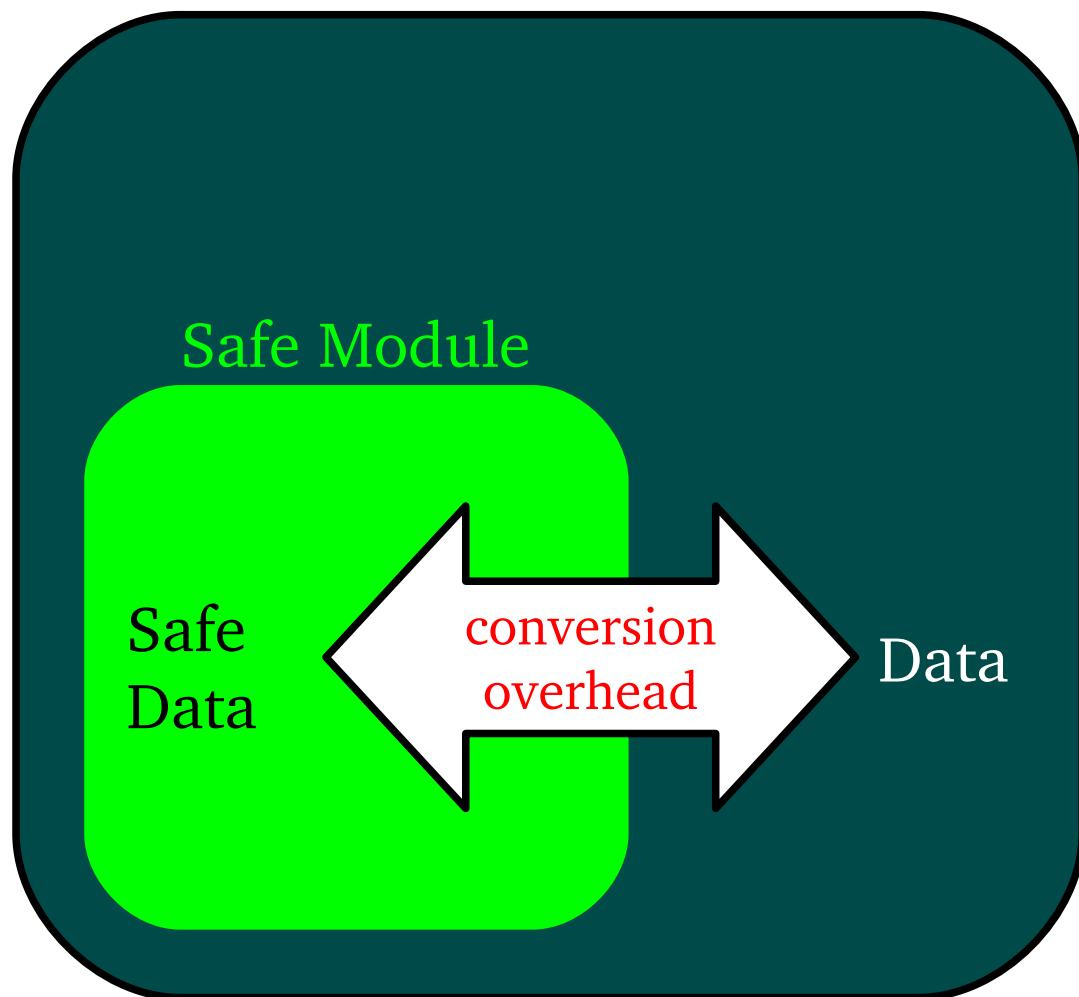
Data





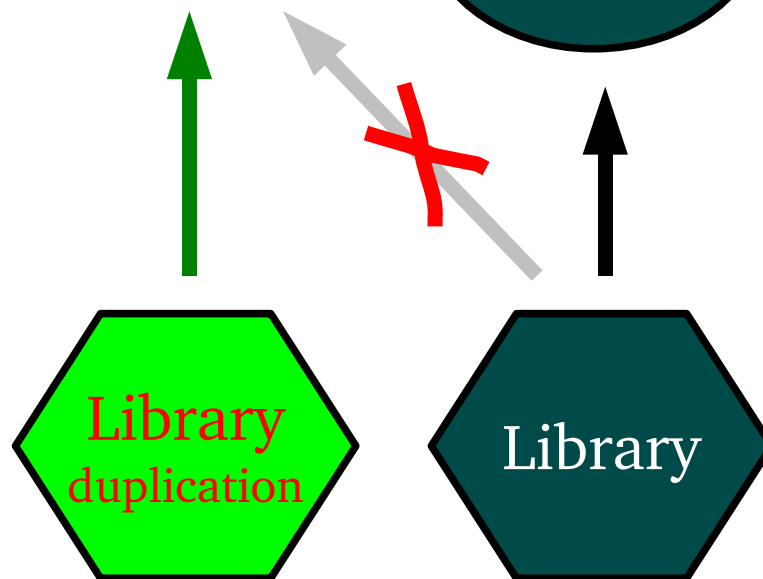
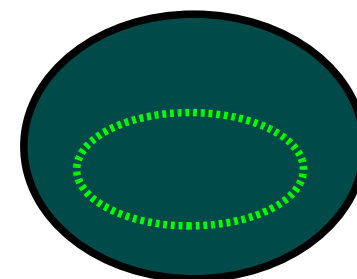
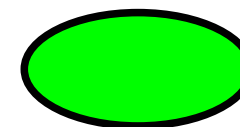
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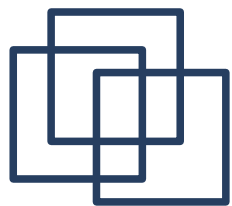
System



Data

Safe Data

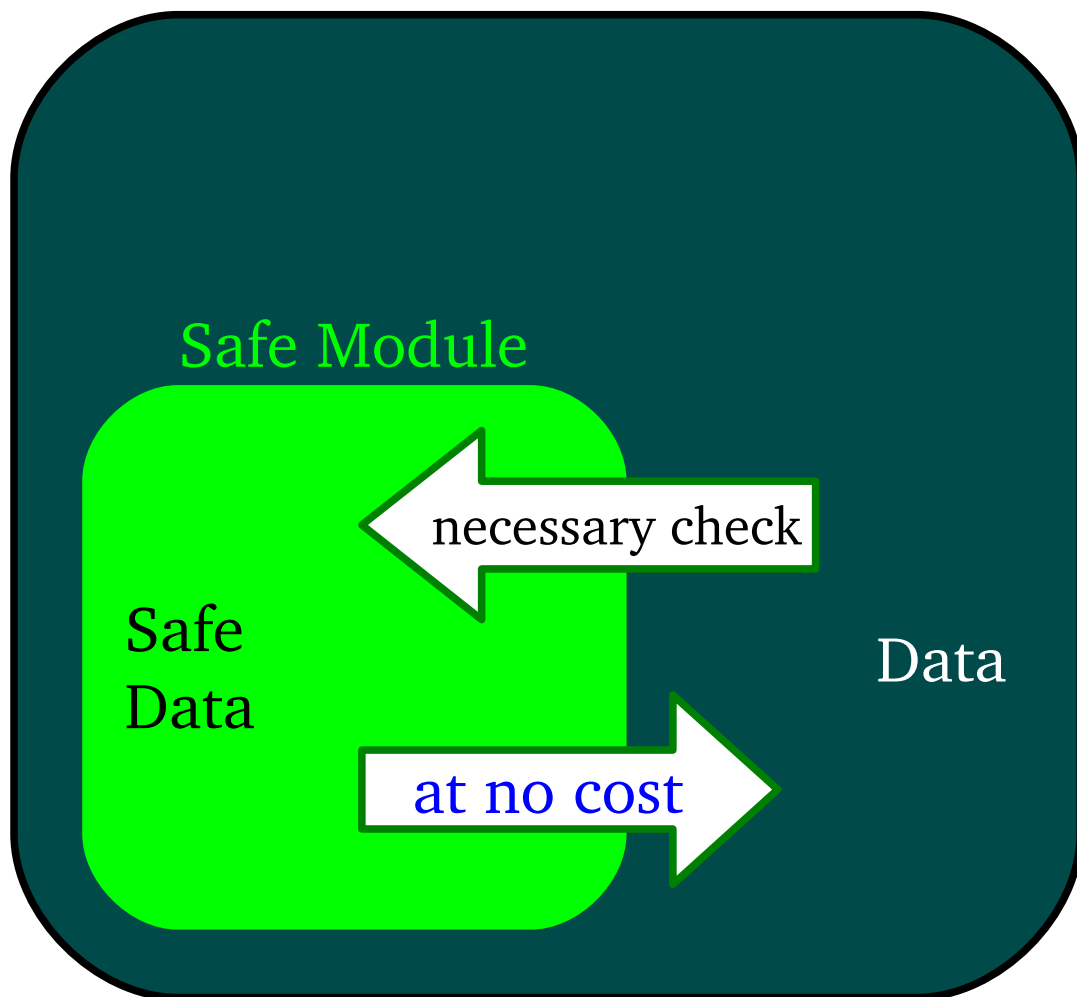




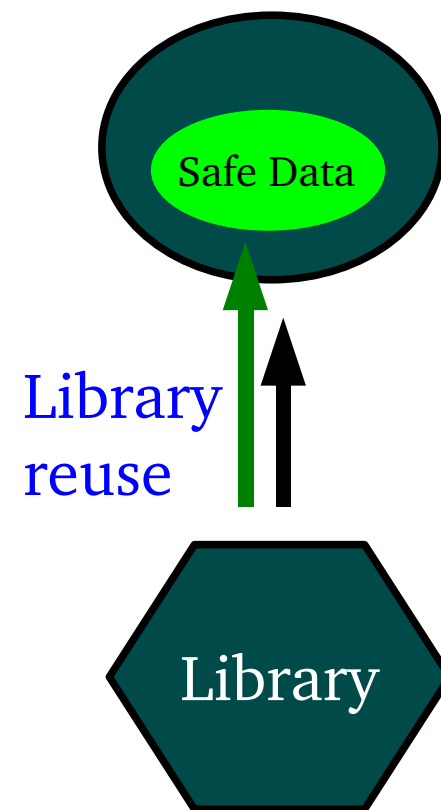
Yes, it is really important!

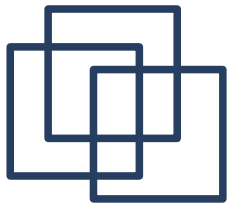
If we had Shared Subtypes ...

System



Data

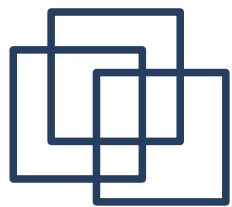




Shared Subtypes

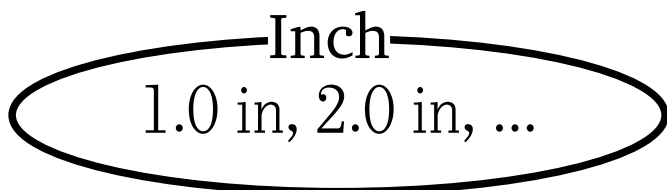
In abbr. SSubtypes = Shared Subtypes

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What do we do when two types share a common representation

Isomorphic



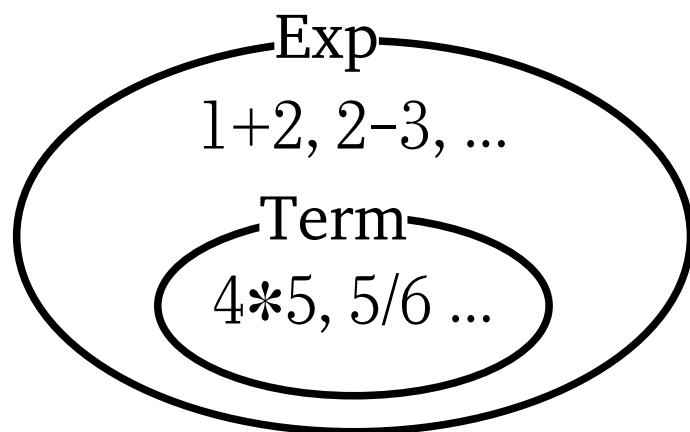
In Haskell:

newtype Inch = Inch Double

common functions

$+$, $-$, $==$, ...

Subset



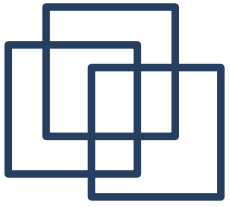
Not in Haskell: (until now)

data Exp = ...

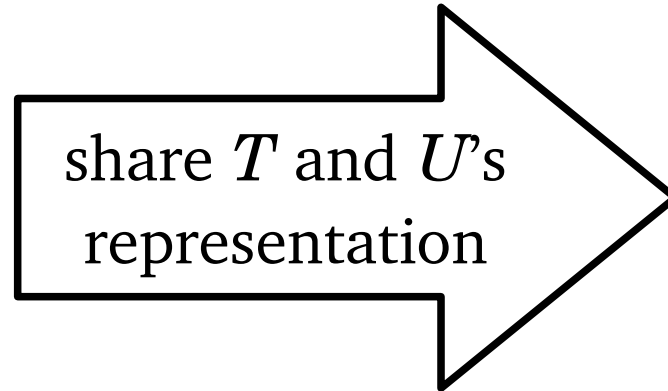
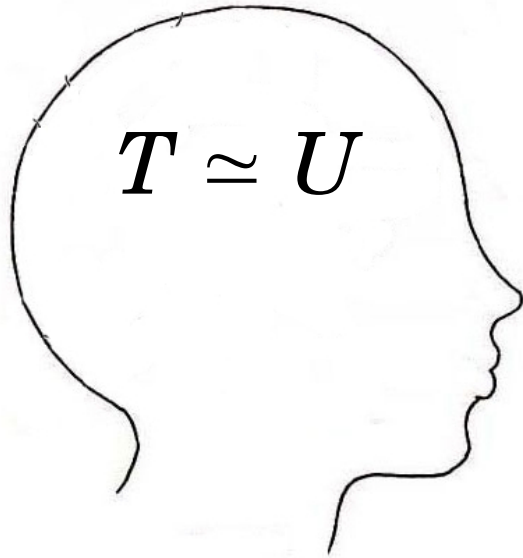
data Term < Exp = ...

common functions

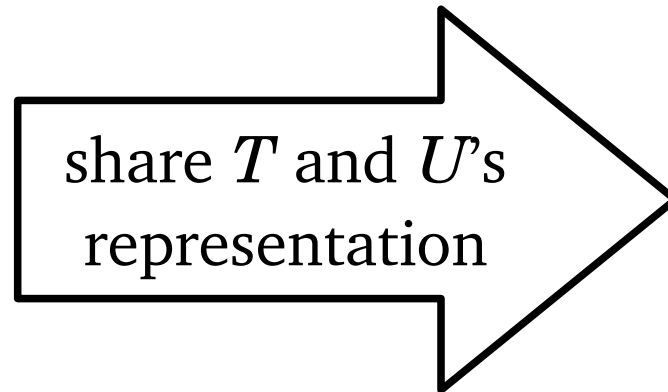
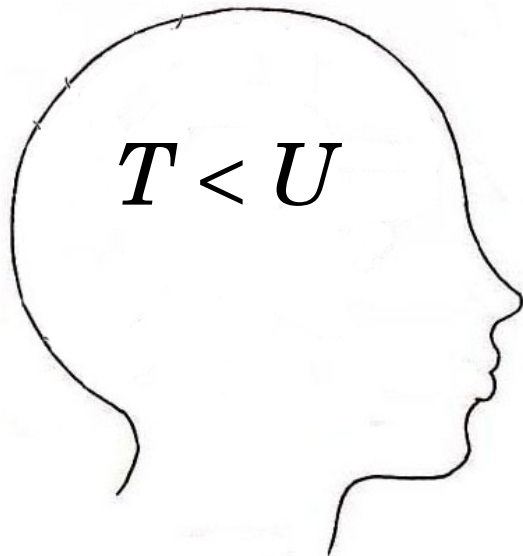
eval, size, hight, ...

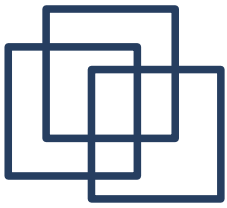


Motivation

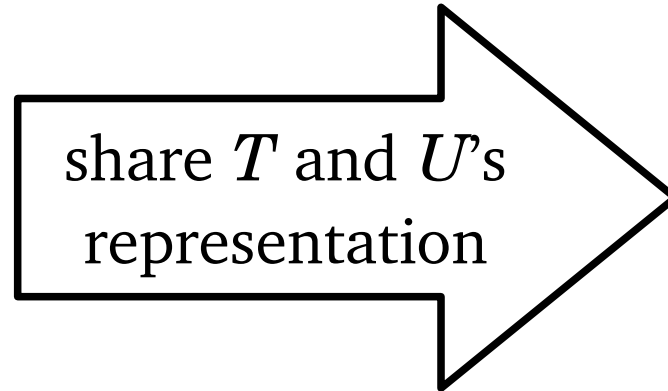
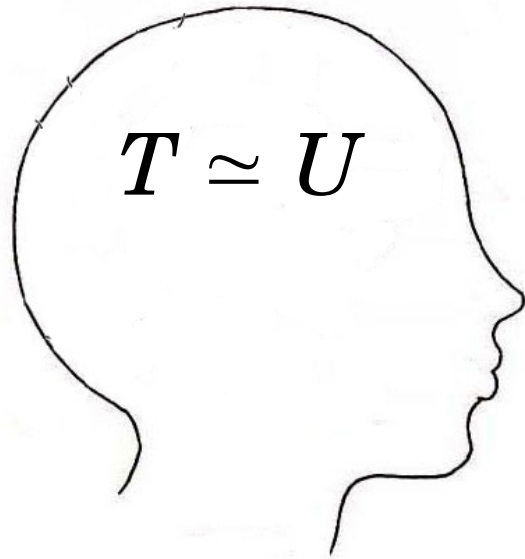


declare T as
newtype of U

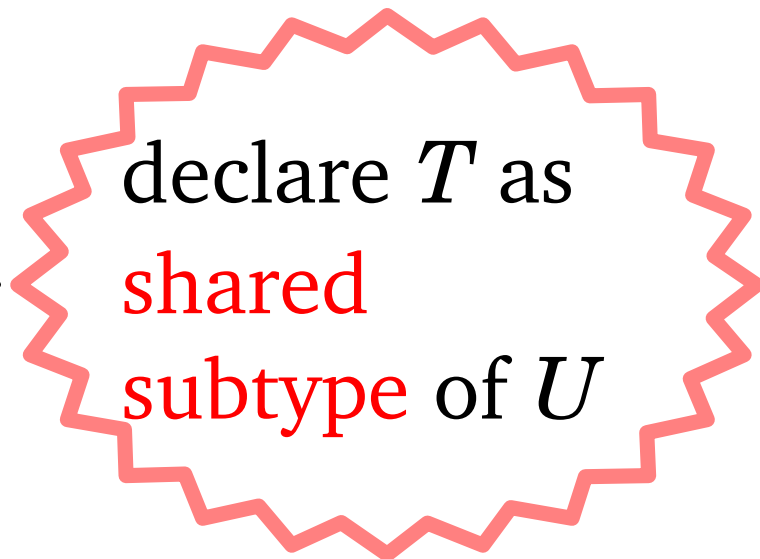
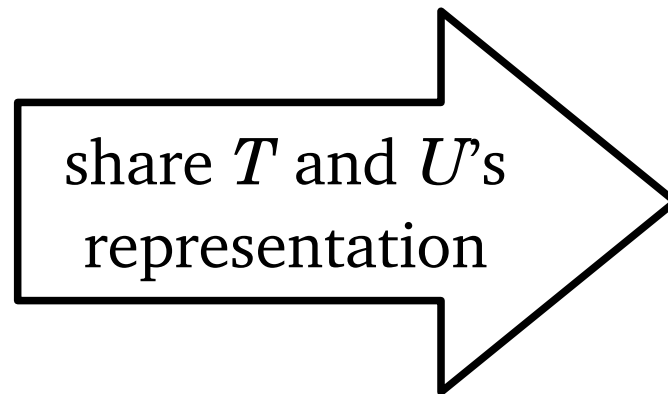
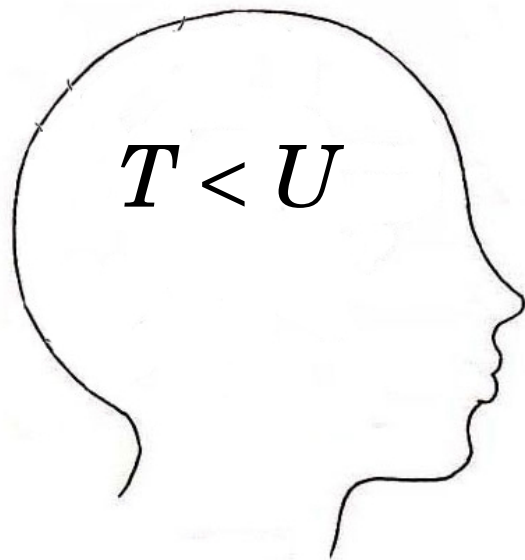


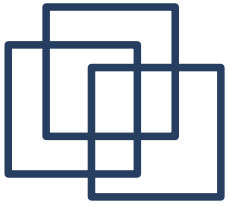


Motivation



declare T as
newtype of U

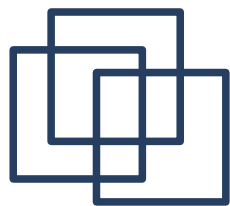




Shared Subtypes

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Newtypes

newtype *Inch* = *Inch Double*

instance *Eq Inch* **where**

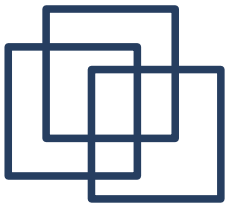
$(\text{Inch } x) == (\text{Inch } y) = x == y$

class *ToMeter a* **where**

$\text{toMeter} :: a \rightarrow \text{Meter}$

instance *ToMeter Inch* **where**

$\text{toMeter } (\text{Inch } x) = \dots$



Newtypes

newtype *Inch* = ~~*Inch*~~ *Double*

instance *Eq* *Inch* **where**

(~~*Inch*~~ *x*) == (~~*Inch*~~ *y*) = *x* == *y*

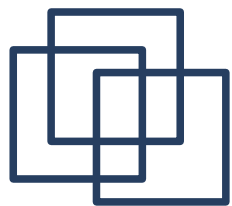
class *ToMeter* *a* **where**

toMeter :: *a* → *Meter*

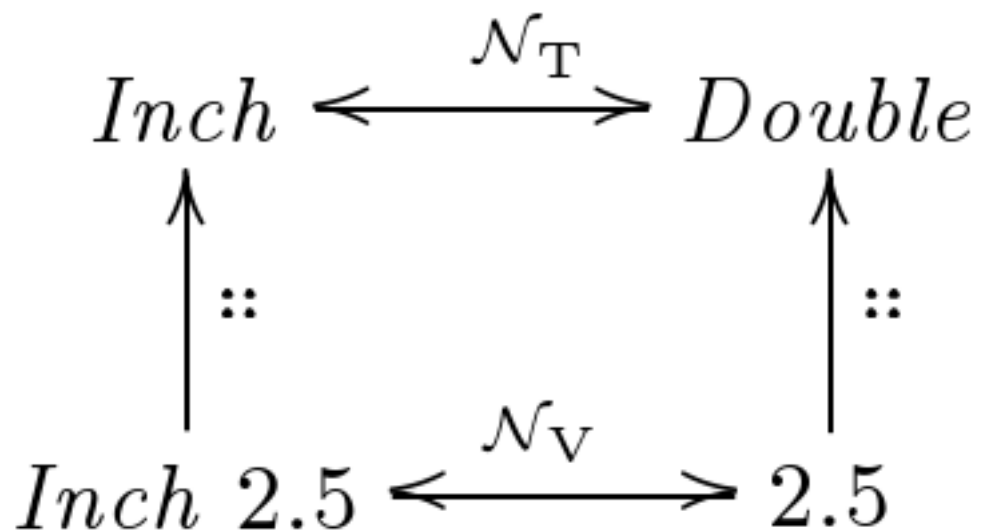
instance *ToMeter* *Inch* **where**

toMeter (*Inch* *x*) = ...

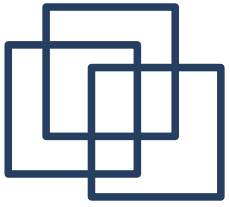
Code Reuse
without
conversion
overhead



Newtype Summary

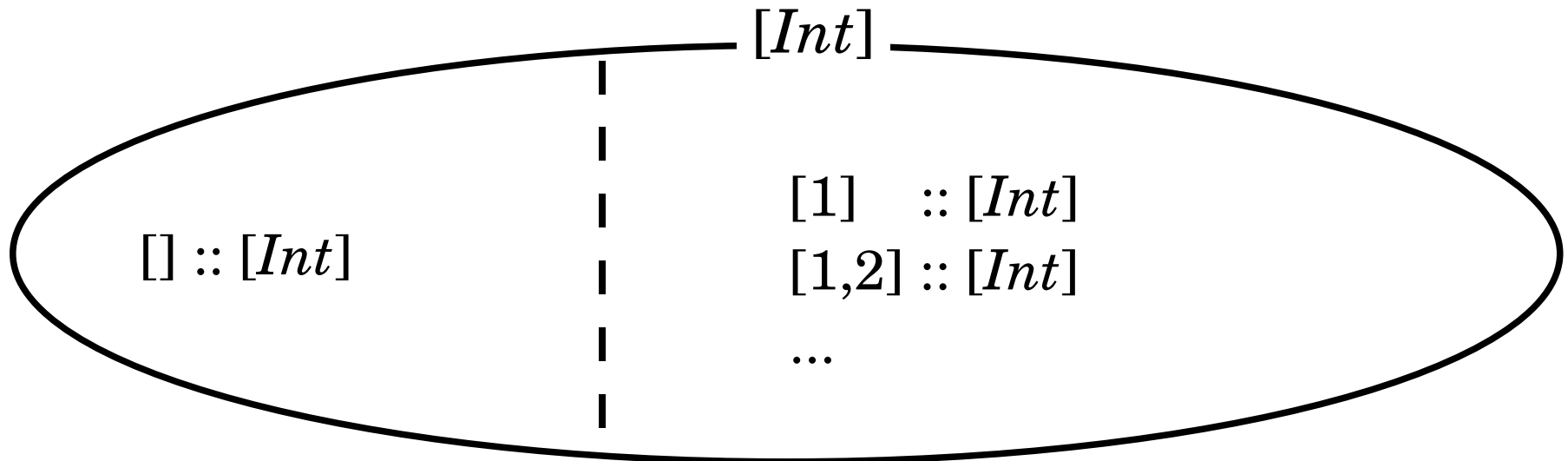


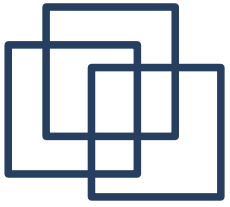
$$\begin{aligned} \mathcal{N}_T &= \{ \text{Inch} \simeq \text{Double} \} \\ \mathcal{N}_V &= \{ \text{Inch } x \simeq x \} \end{aligned}$$



Subtyping by Refinement

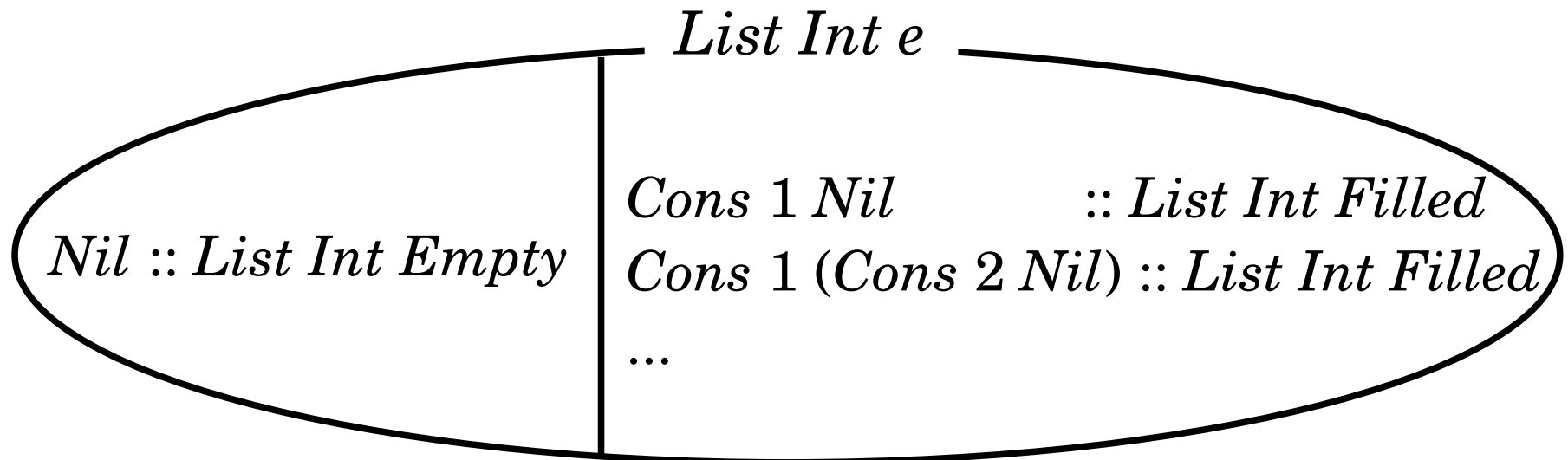
- We can Partition a type (e.g. lists) into subsets (e.g. empty lists and filled lists)
- Each subset is a subtype
- Possible with GADTs and type indexes

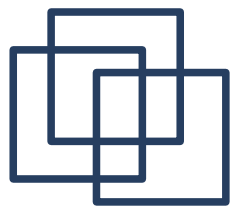




Subtyping by Refinement

- We can Partition a type (e.g. lists) into subsets (e.g. empty lists and filled lists)
- Each subset is a subtype
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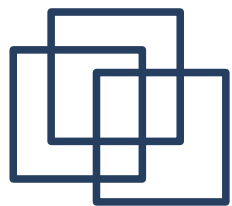


GADT = Generalized ADT

We can express any ADT as GADT

```
data [ a ] -- ADT  
  = []  
  | (:) a [ a ]
```

```
data [ a ] where -- GADT  
  [] :: [ a ]  
  (:) :: a → [ a ] → [ a ]
```



The GADT (*List a e*)

With GADTs, we can define richer types

by using different type indexes

in the result types of data constructors

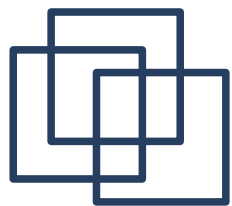
```
data Empty    -- empty index type
```

```
data Filled   -- empty index type
```

```
data List a e where
```

```
  Nil    :: List a Empty
```

```
  Cons :: a → List a e → List a Filled
```



The GADT (*List a e*)

With GADTs, we can define richer types

by using **different type indexes**
in the result types of data constructors

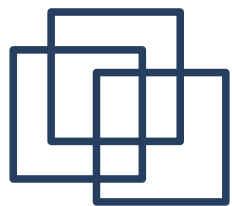
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```

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```
  Cons :: a → List a e → List a Filled
```



Values of (*List a e*)

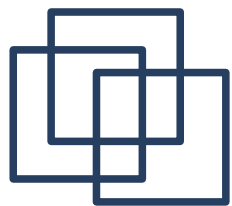
data *List a e* **where**

Nil :: *List a Empty*

Cons :: *a* → *List a e* → *List a Filled*

Nil :: *List a Empty*

Cons True Nil :: *List Bool Filled*



Relating (*List a e*) and [*a*]

data *List a e* **where**

Nil :: *List a Empty*

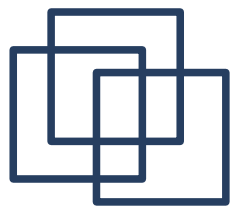
Cons :: *a* → *List a e* → *List a Filled*

Nil :: *List a Empty*

Cons True Nil :: *List Bool Filled*

Nil ~ []

Cons True Nil ~ (:) True []



Relating (*List a e*) and [*a*]

data *List a e* where

Nil :: *List a Empty*

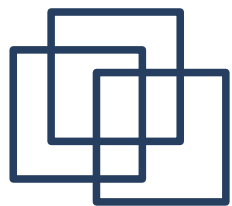
Cons :: *a* → *List a e* → *List a Filled*

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Cons True Nil :: *List Bool Filled*

Nil ~ []

Cons True Nil ~ (:) True []

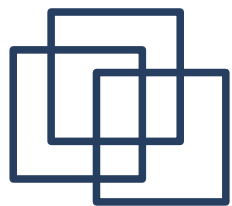


Subtyping GADT Summary

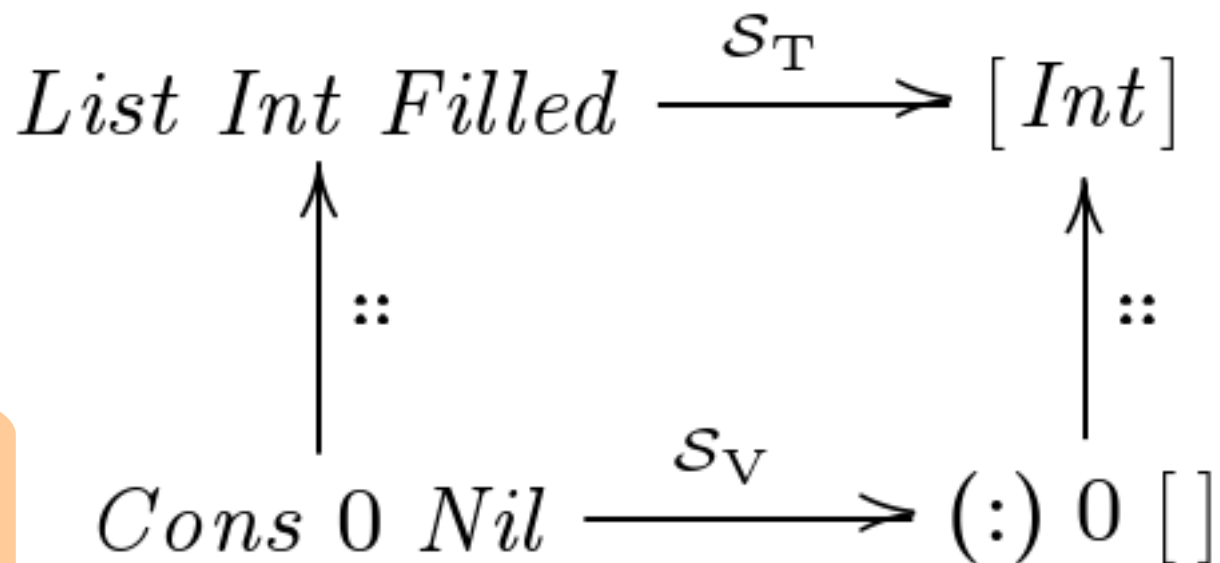
$$\begin{array}{ccc} \textit{List Int Filled} & \xrightarrow{\mathcal{S}_T} & [Int] \\ \uparrow \text{::} & & \uparrow \text{::} \\ \textit{Cons () Nil} & \xrightarrow{\mathcal{S}_V} & (:) () [] \end{array}$$

$$\mathcal{S}_T = \{ \textit{List } a \ e < [a] \}$$

$$\mathcal{S}_V = \{ \textit{Nil} < [], \textit{Cons} < (:) \}$$



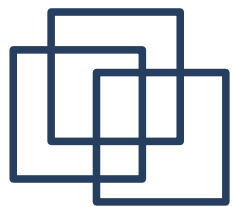
Subtyping GADT Summary



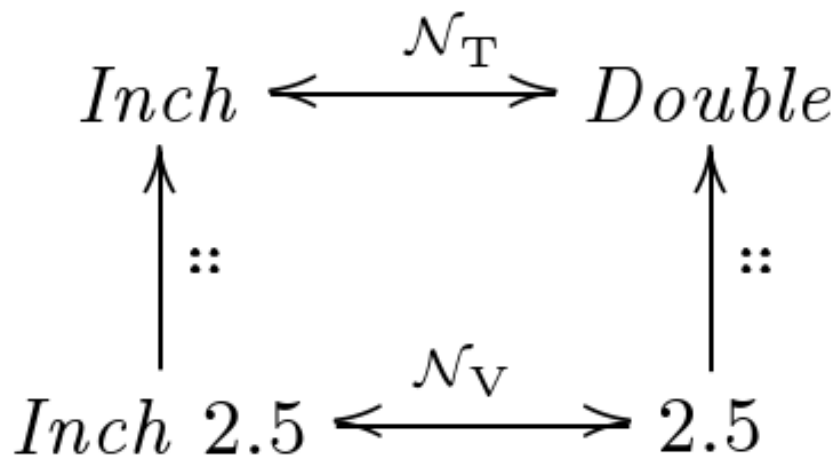
Subtype
rule

$$\begin{aligned} S_T &= \{ \textit{List } a \ e < [a] \} \\ S_V &= \{ \textit{Nil} < [], \textit{Cons} < (:) \} \end{aligned}$$

Sharing
rules



Comparison

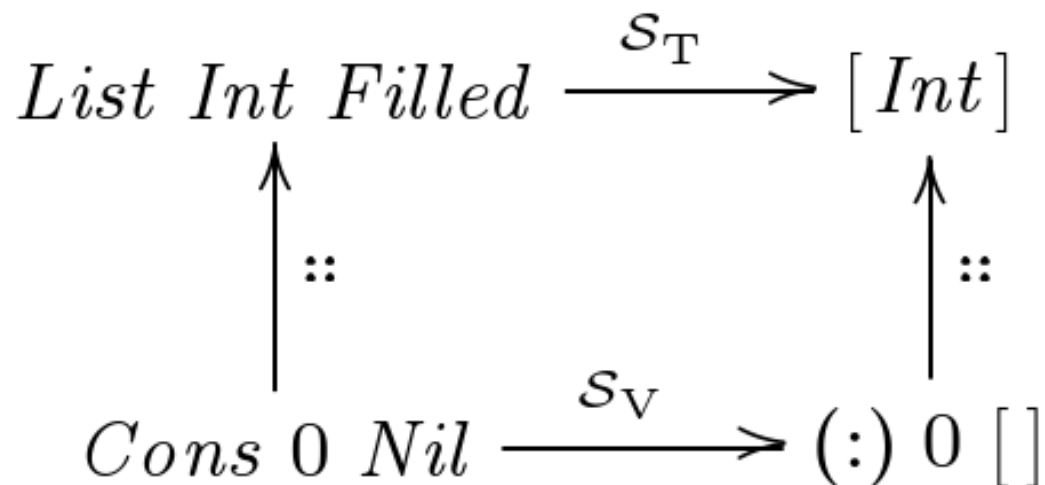


$$\begin{aligned} \mathcal{N}_T &= \{Inch \simeq Double\} \\ \mathcal{N}_V &= \{Inch\ x \simeq x\} \end{aligned}$$

Newtypes

\mathcal{N}_T , \mathcal{N}_V are bijections

Language Feature !!!

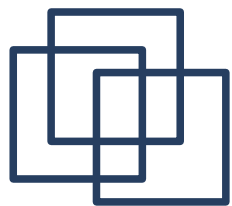


$$\begin{aligned} \mathcal{S}_T &= \{List\ a\ e < [a]\} \\ \mathcal{S}_V &= \{Nil < [],\ Cons < (:)\} \end{aligned}$$

Subtyping (G)ADTs

\mathcal{S}_T , \mathcal{S}_V are injections

Just a *CONCEPT* (until now!)



Options in Haskell

1st option (Code Reuse)

Conversion function that satisfies \mathcal{S}_T and \mathcal{S}_V

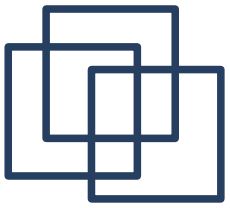
$$\begin{aligned} fromList &:: List\ a\ e \rightarrow [a] \\ fromList\ Nil &= [] \\ fromList\ (Cons\ x\ xs) &= (:) x (fromList\ xs) \end{aligned}$$

Problem: $O(n)$ conversion overhead

2nd option (Efficiency)

Define library functions for GADTs all again

Problem: **code duplication**



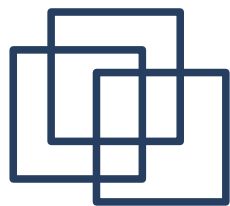
Dilemma

lose efficiency
because of
conversion
overhead

lose code reuse
writing same
functions
for each type

Code
Reuse

Efficiency



Features of Shared Subtypes

We must specify both

- subtype rule (types)

- sharing rules (constructors)

Check consistency

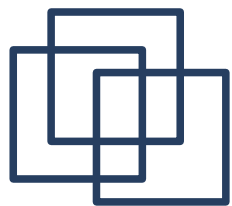
- not all SSubtype declaration make sense

We share representation (like newtypes)

We have implicit coercion (newtypes are explicit)

SSubtypes form hierarchy (as in OO)

Efficient code sharing and library reuse

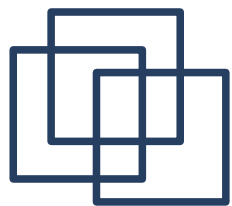


SSubtype Syntax for GADT

$$\begin{array}{ccc} \textit{List Int Filled} & \xrightarrow{\mathcal{S}_T} & [Int] \\ \uparrow \text{::} & & \uparrow \text{::} \\ \textit{Cons () Nil} & \xrightarrow{\mathcal{S}_V} & (:) () [] \end{array}$$

$$\mathcal{S}_T = \{ \textit{List } a \ e < [a] \}$$

$$\mathcal{S}_V = \{ \textit{Nil} < [], \textit{Cons} < (:) \}$$



SSubtype Syntax for GADT

data *List* *a e* < [*a*] **where**

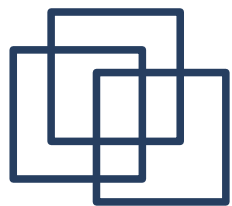
Nil < [] :: *List a Empty*

Cons < (:) :: *a* → *List a e* → *List a Filled*

$$\begin{array}{ccc} \textit{List Int Filled} & \xrightarrow{S_T} & [\textit{Int}] \\ \uparrow \text{::} & & \uparrow \text{::} \\ \textit{Cons () Nil} & \xrightarrow{S_V} & (:) () [] \end{array}$$

$$S_T = \{\textit{List } a \ e \ < \ [a]\}$$

$$S_V = \{\textit{Nil} \ < \ [], \ \textit{Cons} \ < \ (:)\}$$



SSubtype Syntax for GADT

Subtype rule

data $List\ a\ e < [a]$ **where**

$Nil < [] :: List\ a\ Empty$

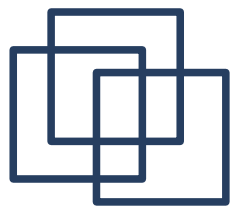
$Cons < (:) :: a \rightarrow List\ a\ e \rightarrow List\ a\ Filled$

Sharing rules

$$\begin{array}{ccc} List\ Int\ Filled & \xrightarrow{S_T} & [Int] \\ \uparrow \text{::} & & \uparrow \text{::} \\ Cons\ 0\ Nil & \xrightarrow{S_V} & (:) 0 [] \end{array}$$

$S_T = \{List\ a\ e < [a]\}$

$S_V = \{Nil < [], Cons < (:) \}$



Code Reuse for SSubtype

We can reuse library function on lists

$length :: [a] \rightarrow Int$

Values of $[a]$

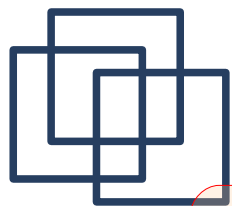
$length [] \rightsquigarrow 0$

$length ((): True []) \rightsquigarrow 1$

Values of
 $List\ a\ e$

$length Nil \rightsquigarrow 0$

$length (Cons True Nil) \rightsquigarrow 1$



Code Reuse for SSubtype

Subtype rule

data *List a e* < [a] where

Nil < [] :: *List a Empty*

Cons < (:) :: *a* → *List a e* → *List a Filled*

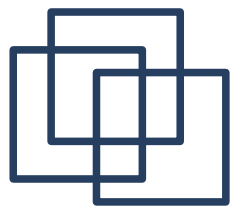
Sharing rules

length [] \rightsquigarrow 0

length ((:) *True* []) \rightsquigarrow 1

length Nil \rightsquigarrow 0

length (Cons True Nil) \rightsquigarrow 1



Consistency of SSubtypes

Not all SSubtype declaration make sense

Example: sharing between different arities

data $List''$ a $e < [a]$ **where**

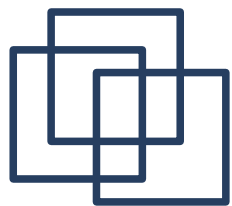
$Nil'' < (:) :: List'' a Empty$

$Cons'' < [] :: a \rightarrow List'' a e \rightarrow List'' a Filled$

$S''_V = \{ \underline{Nil'' < (:)}, \underline{Cons'' < []} \}$

What are the criteria for consistency?

And, how shall we check them?



Consistency of SSubtypes

Not all SSubtype declaration make sense

Example: sharing between different arities

data $List''$ a $e < [a]$ **where**

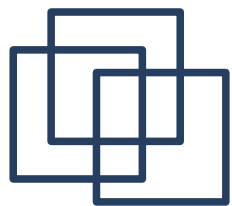
Nil'' ~~$< (:)$~~ $:: List''$ a $Empty$

$Cons''$ ~~$< []$~~ $:: a \rightarrow List''$ a $e \rightarrow List''$ a $Filled$

$S''_V = \{ \underline{Nil'' < (:)}, \underline{Cons'' < []} \}$

What are the criteria for consistency?

And, how shall we check them?



Consistent SSubtype decl's

No cycles in SSubtype hierarchy

Cycle means equivalence ($T \leq U \wedge T \geq U \Rightarrow T = U$)

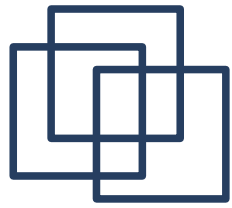
Newtype is the feature for equivalent types

No two subtype data constructors can share the same supertype constructor

Sharing rules are consistent with the subtype rule
(see next slide)

No higher order types (no function args)

additional restriction at present (future work)

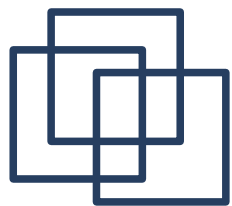


Sharing rules are consistent with Subtype rule

Related data constructors must have same arity

Argument types and result types must be in subtype
relation (+reflexivity for args)

We don't worry about contravariance at present because
we don't have higher order types yet



Sharing rules are consistent with Subtype rule

Related data constructors must have same arity

Argument types and result types must be in subtype
relation (+reflexivity for args)

data $[a]$ **where** -- GADT

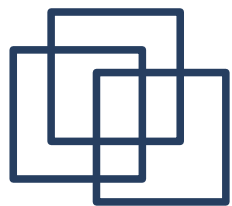
$[] :: [a]$

$(:) :: a \rightarrow [a] \rightarrow [a]$

data *List* a $e < [a]$ **where**

Nil $< [] :: List\ a\ Empty$

Cons $< (:) :: a \rightarrow List\ a\ e \rightarrow List\ a\ Filled$



Consistent SSubtype decl'

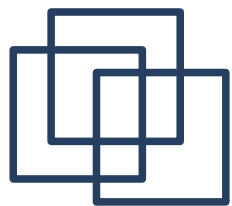
Related data constructors must have same arity

Argument types and result types must be in subtype relation (+reflexivity for args)

$$\frac{List\ a\ Empty \prec [a]}{Nil < []}$$

$$\frac{a \preceq a \quad List\ a\ e \preceq [a] \quad List\ a\ Filled \prec [a]}{a \rightarrow List\ a\ e \rightarrow List\ a\ Filled \prec a \rightarrow [a] \rightarrow [a]}$$

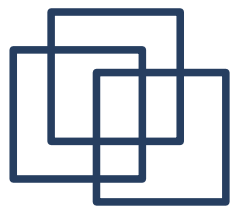
$$Cons < (:)$$



SSubtype Syntax for ADT

```
data Exp           = Lit Int  
                    | Add Exp Exp  
                    | Mul Exp Exp  
data Term < Exp = (Const < Lit) Int  
                    | (Times < Mul) Term Term
```

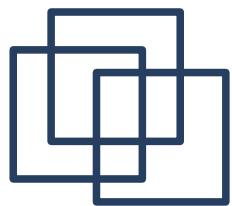
Since *Term* is a SSubtype of *Exp*, we can reuse functions defined on *Exp* for *Term*.



SSubtype Syntax for ADT

```
data Exp           = Lit Int  
                    | Add Exp Exp  
                    | Mul Exp Exp  
data Term < Exp = (Const < Lit) Int  
                    | (Times < Mul) Term Term
```

If we have $eval :: Exp \rightarrow Int$ then
 $eval (Const\ 2\ `Times`\ Const\ 3) \rightsquigarrow 6$



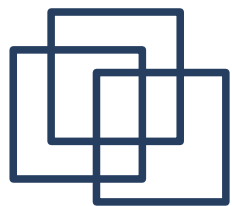
SSubtype Syntax for ADT

data Exp = Lit Int
| Add Exp Exp
| Mul Exp Exp

data $Term < Exp$ = $(Const < Lit)$ Int
| $(Times < Mul)$ $Term$ $Term$

If we have $eval :: Exp \rightarrow Int$ then

$eval$ $(Const\ 2\ `Times` Const\ 3)$ $\rightsquigarrow 6$
 $:: Term$



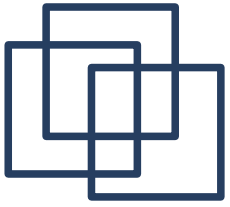
Finite Subsets of Integers

Foreign Function Interface can be both **safe** and **efficient** using SSubtypes

```
data Bool < Int = True < 1  
              | False < 0
```

```
data Signal < Int = SIGTERM < 15  
                 | SIGSEGV < 11  
                 | ... ..
```

Related Feature: F# enum types are just for this purpose to interact with .NET

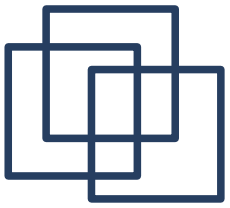


Example from FPH (ICFP'08)

by Dimitrios Vytiniotis, Stephanie Weirich, and Simon Peyton Jones

Syntax of Types in the paper

$$\begin{array}{lcl} \sigma & ::= & \forall \bar{a}. \rho \\ \rho & ::= & \tau \mid \sigma \longrightarrow \sigma \mid \mathbf{T} \bar{\sigma} \\ \tau & ::= & a \mid \tau \longrightarrow \tau \mid \mathbf{T} \bar{\tau} \end{array}$$



Example from FPH (ICFP'08)

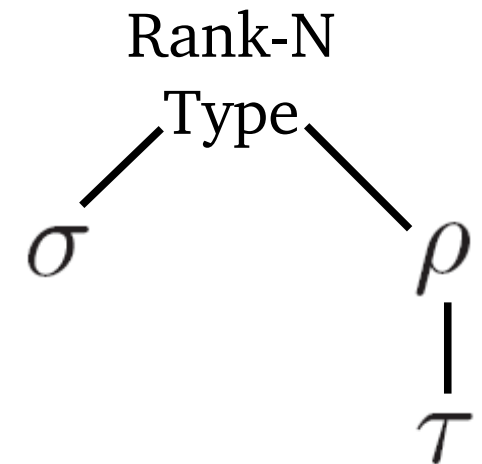
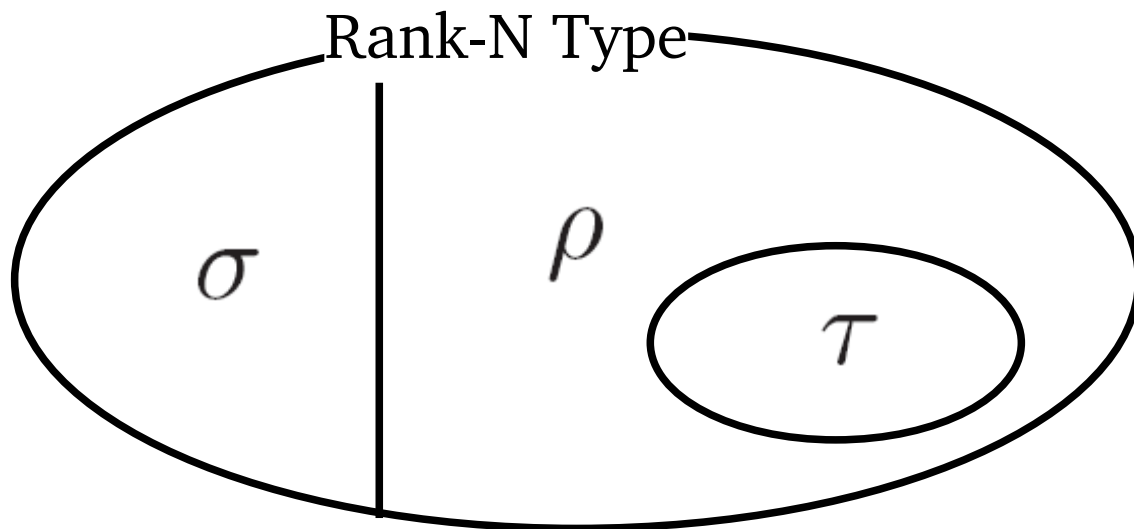
by Dimitrios Vytiniotis, Stephanie Weirich, and Simon Peyton Jones

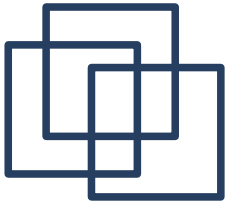
Syntax of Types in the paper

$$\sigma ::= \forall \bar{a}. \rho$$

$$\rho ::= \tau \mid \sigma \rightarrow \sigma \mid \mathbf{T} \bar{\sigma}$$

$$\tau ::= a \mid \tau \rightarrow \tau \mid \mathbf{T} \bar{\tau}$$





Example from FPH (ICFP'08)

by Dimitrios Vytiniotis, Stephanie Weirich, and Simon Peyton Jones

Syntax of Types in the paper

$$\sigma ::= \forall \bar{a}. \rho$$

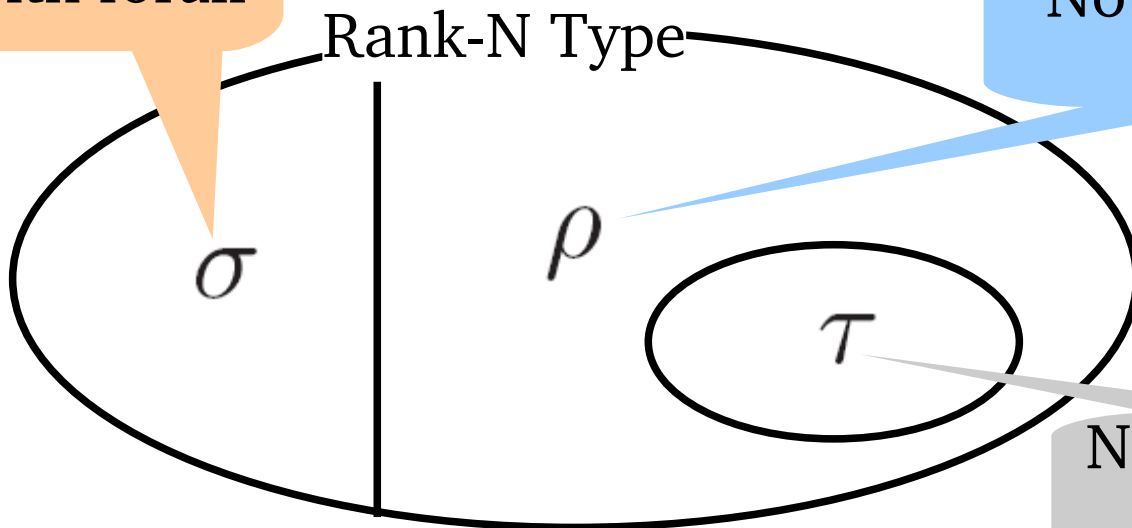
$$\rho ::= \tau \mid \sigma \rightarrow \sigma \mid \mathbf{T} \bar{\sigma}$$

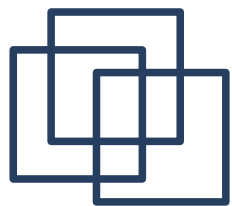
$$\tau ::= a \mid \tau \rightarrow \tau \mid \mathbf{T} \bar{\tau}$$

Starting
with forall

Not starting with
forall

Not containing any
foralls



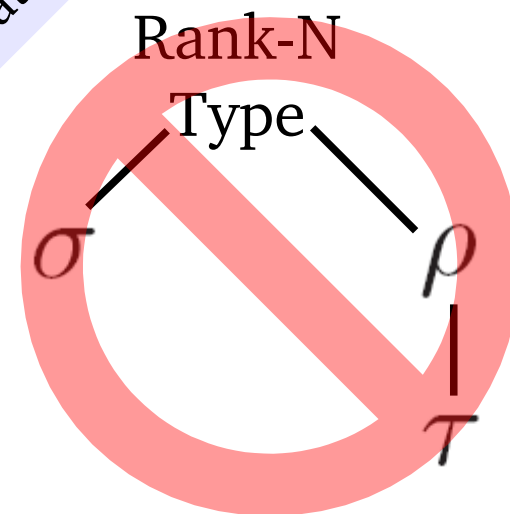


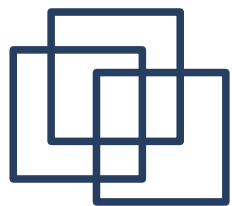
Example from FPH (ICFP'08)

```
data Type = ForAll [ Var ] Rho  
          | Fun Sigma Sigma  
          | TyCon Name [ Sigma ]  
          | TyVar Var
```

```
type Sigma = Type  
type Rho   = Type  
type Tau   = Type
```

Code snippet from their
reference implementation
(with slight simplification)



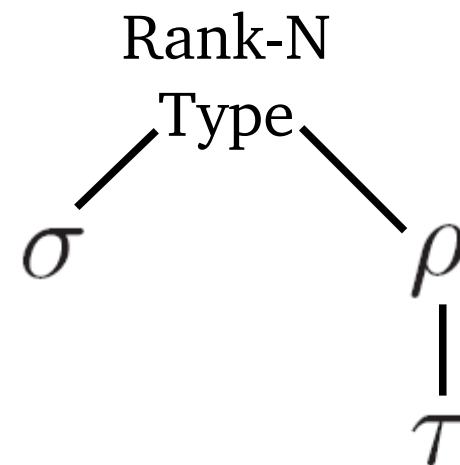


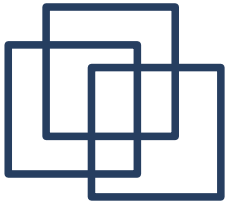
SSubtype Hierarchy for FPH

data $\textit{Sigma} < \textit{Type}$
= ($\textit{Forall} < \textit{ForAll}$) $\textit{Var} \textit{Rho}$

data $\textit{Rho} < \textit{Type}$
= ($\textit{Arrow} < \textit{Fun}$) $\textit{Type} \textit{Type}$
| ($\textit{Con} < \textit{TyCon}$) $\textit{Name} [\textit{Type}]$
| ($\textit{Var} < \textit{TyVar}$) \textit{Var}

data $\textit{Tau} < \textit{Rho}$
= ($\textit{A} < \textit{Arrow}$) $\textit{Tau} \textit{Tau}$
| ($\textit{C} < \textit{Con}$) $\textit{Name} [\textit{Type}]$
| ($\textit{V} < \textit{Var}$) \textit{Var}





Limitations

We may lose some static properties when we reuse the functions on the supertype

$map :: (a \rightarrow b) \rightarrow [a] \rightarrow [a]$

$map\ id\ (Cons\ 0\ Nil) :: [Int] \text{ -- not } List\ a\ Filled$

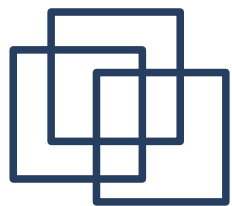
$map\ id\ Nil :: [Int] \text{ -- not } List\ a\ Empty$

In order to preserve such static properties, we have to write such functions again

$mapList :: (a \rightarrow b) \rightarrow List\ a\ e \rightarrow List\ b\ e$

$mapList\ f\ Nil = Nil$

$mapList\ f\ (Cons\ x\ xs) = Cons\ x\ (mapList\ f\ xs)$



Related Work

Language Features

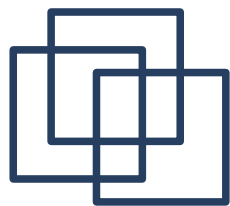
Datatype Subtyping in O'Haskell (Nordlander)

Refinement Types (Freeman & Pfenning)

Theory

Subtyping Recursive Types (Amadio & Cardelli)

Implicit Calculus of Constructions (Miquel)



Related Work

Language Features

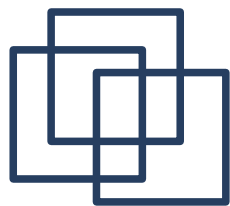
Datatype Subtyping in O'Haskell (Nordlander)

Similar syntax and idea with SSubtypes

Extends existing ADTs (c.f. SSubtype restricts)

Shares constructor names between related types

Does not cover recursive types or GADTs



Related Work

Language Features

Refinement Types (Freeman & Pfenning)

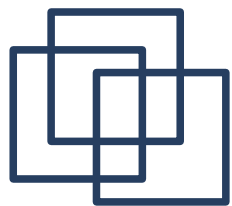
Based on intersection types

More powerful than subtyping (e.g. *map*, ++)

Types can get bulky

Separate compilation is questionable

Polymorphic variants are related to this too



Related Work

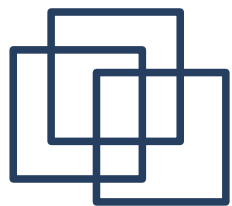
Theory

Subtyping Recursive Types (Amadio & Cardelli)

Build types from ground types using \times , $+$, \rightarrow

Recursive type equation using μ notation

Our work conforms to the rules in their work



Related Work

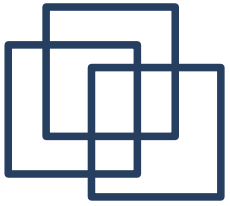
Theory

Implicit Calculus of Constructions (Miquel)

Defines subtype relation as a Macro

Data constructors are encoded as λ -terms, and subtype relation means that these terms coincide

SSubtype restores this lost relation in (G)ADTs



Future Work

(G)ADTs containing higher order values

relax from Contravariance Free types
to Variance Consistent types

Complete proof that covers all uses

Harmonize SSubtypes with Type Classes

Possibility of adopting O'Haskell features

Non-variable parameters in subtype rules

Implementation



Conclusion

SSubtype is subtyping by sharing representations

c.f. Usual subtyping (as in OO) is by sharing interface of different representation

We can use SSubtypes when we want to

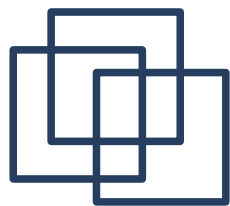
Restrict number of data constructors

Ensure static property using type indexes

reuse library without efficiency loss

Separate compilation (tradeoff for the limitation)

GADTs makes this idea more powerful



Thanks to

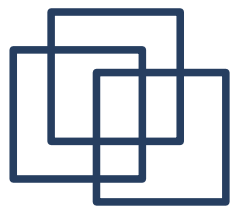
Everyone in the Acknowledgment section in the paper.

Also, those who gave useful comments on the practice talk (Andrew P. Black,

Emerson Murphy Hill, Brian Huffman, Mark P. Jones).

And, YOU for listening.

Questions?



Name Sharing

data $Type = ForAll [Var] Rho$

| $Fun Type Type$

| $TyCon Name [Type]$

| $TyVar Var$

data $Sigma < Type = ForAll Var Rho$

data $Rho < Type = Fun Type Type$

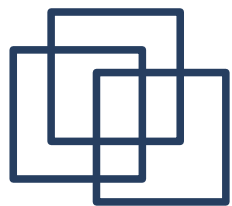
| $TyCon Name [Type]$

| $TyVar Var$

data $Tau < Rho = Fun Tau Tau$

| $TyCon Name [Type]$

| $TyVar Var$



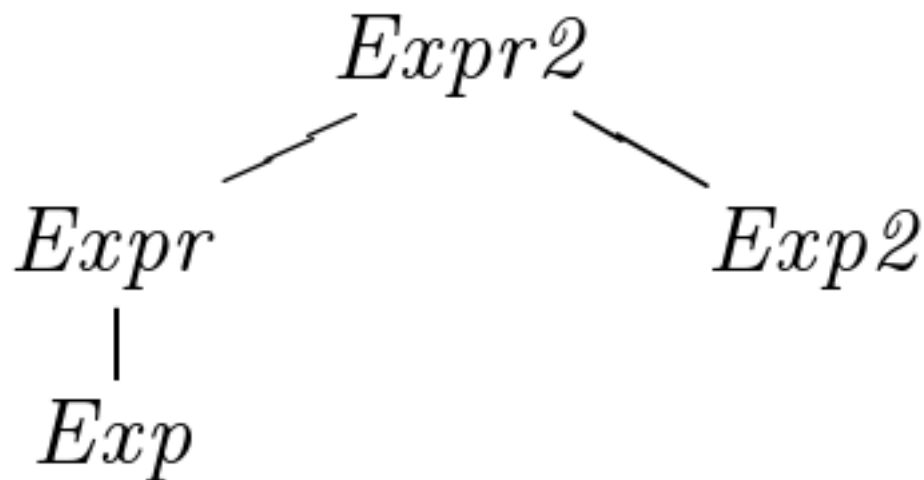
SSubtype Hierarchy

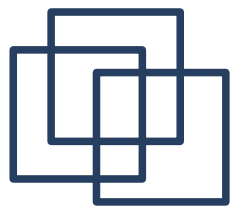
Expr2 : +, *, *int*, *var*, *let*

Expr : +, *int*, *var*, *let*

Exp2 : +, *, *int*

Exp : +, *int*





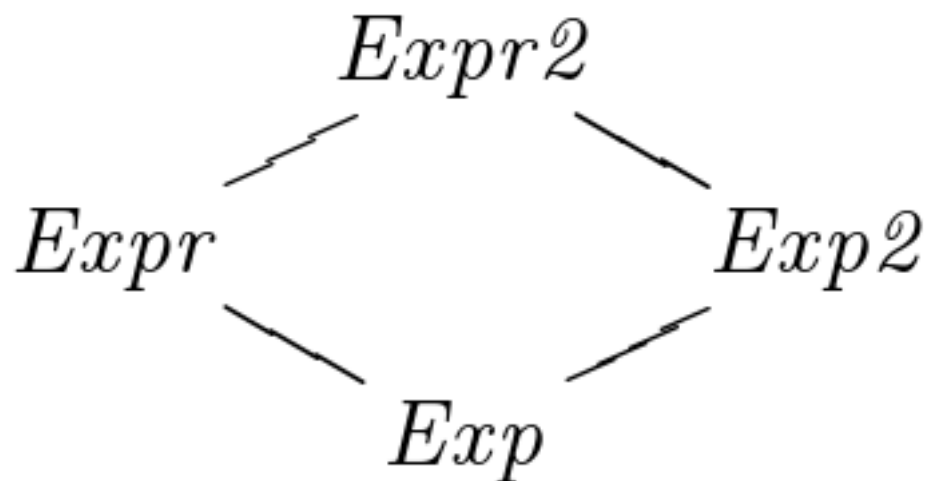
SSubtype Hierarchy

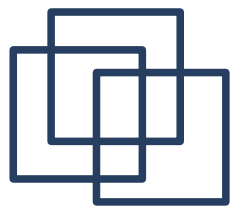
Expr2 : +, *, *int*, *var*, *let*

Expr : +, *int*, *var*, *let*

Exp2 : +, *, *int*

Exp : +, *int*





Type Inhabitation (§6.2)

data *IList* *a* = (*ConsI* < (:)) *a* (*IList* *a*)

data *U* *a* **where**

D1 :: *U* (*T* *a*)

D2 :: *U* (*U* *a*) → *U* (*U* *a*)

data *T* *a* < *U* *a* **where**

C1 < *D1* :: *T* (*T* *a*)

C2 < *D2* :: *T* (*U* *a*) → *T* (*U* *a*)