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Overloading and Type Classes

(Adhoc Polymorphism)

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References

- [D. Rémy: Type systems for PLs](#)
 - Chapter 7 Overloading
- [Concepts in PLs] [Revised Chapter 7 Type Classes](#)
- Papers
 - [\[ESOP 1988\]](#) Parametric Overloading in Polymorphic PLs
 - [\[POPL 2007\]](#) Modular Type Classes
- Implementation
 - [Implementing, and Understanding Type Classes](#)
 - [Implementing type classes as OCaml modules](#)
- Types and Propositions
 - [\[TPHOLs 1997\]](#)

Outline

- Parametric Polymorphism vs. Overloading
- Why Overloading
- Overloading Mechanisms
 - Static / dynamic resolution of overloading
- Parametric Overloading and Type Classes
 - also known as bounded polymorphism, or type classes
 - Dictionary passing
 - Macro
 - Intentionally type analysis

Parametric Polymorphism vs. Overloading

- Parametric polymorphism
 - Single algorithm for *any* type
 - If $f : X \rightarrow X$, then $f : \text{int} \rightarrow \text{int}$, $f : \text{bool} \rightarrow \text{bool}$, ...
- Overloading
 - Single symbol may refer to different algorithms/operations.
 - Each algorithm may have different unrelated type.
 - Choice of algorithm determined by type context.
- Parametric overloading
 - The types being instances of a single type expression over some extended set of type variables
 - + has types $\text{int} \rightarrow \text{int} \rightarrow \text{int}$, $\text{float} \rightarrow \text{float} \rightarrow \text{float}$,
 - but not $X \rightarrow X \rightarrow X$ for any X .

Why Overloading ?

- Many useful functions are not parametric
- Can list membership work for any type?

$\text{member} : \forall X.X \text{ list} \rightarrow X \rightarrow \text{bool}$

- Can list sorting work for any type?

$\text{sort} : \forall X.X \text{ list} \rightarrow X \text{ list}$

Why Overloading ?

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- No! Only for types X that support equality.

- Can list sorting work for any type?

$\text{sort} : \forall X.X \text{ list} \rightarrow X \text{ list}$

- No! Only for types X that support ordering.

Variants of Overloading

- Static overloading: *static* resolution strategy
 - **Simple semantics**: meaning determined statically
 - **Does not increase expressiveness**
 - **Reduce verbosity, increase modularity and abstraction**
- Dynamic overloading
 - **meaning determined dynamically**
 - **Increase expressiveness**
 - **Extra mechanism to support the dynamic resolution**
 - Require full or partial type info., or some type-related info.

Overloading Mechanisms

Static Overloading

- Approach 1: A function containing overloaded symbols
=> multiple functions
 - E.g. `double x = x + x`
defines two versions: `Int -> Int` and `Float -> Float`

But, how to resolve

`doubles (x, y, z) = (double x, double y, double z)`

- 8 possible versions!

=> Exponential growth in number of versions

Static Overloading

- Approach 2 (used in SML-[MLton](#)): **restrict** the definition, i.e., specify one of the possible versions as the meaning
 - E.g. `double x = x + x` \Rightarrow `double: Int -> Int`
`double 3` ✓ `double 3.2` ✗

If you want `double: Float -> Float`, you need define the function explicitly specifying type.
- In Java
 - overloading a method in a class \Rightarrow **static resolution**
 - But if an argument has a runtime type that is subtype of the compile-time time \Rightarrow **dynamic resolution**

Dynamic Overloading

- Resolution with a type passing semantics

Runtime type dispatch using a general *typecase* construct

- High runtime cost of *typecase* unless type patterns are significantly restricted

- Resolution with a type erasing semantics

To avoid the expensive cost of *typecase*,
restrict the overloaded functions by using tags.

let $f = \lambda x.x + x$ in []

e.g. Dictionary passing

can be elaborated into let $f = \lambda(+).\lambda x.x + x$ in []

f 1.0 is then elaborated to f (+.) 1.0

Parametric Overloading

- Overloading Equality

1. Equality was overloaded as an operator.

But *member* using '==' does not work in general

`member [] y = False`

`member (x : xs) y = (x == y) || member xs y`

`member [1, 2, 3] 32 ✓`

`member "Haskell" 'k' ✗`

Parametric Overloading

- Overloading Equality

1. Equality was overloaded as an operator.

But *member* using '==' does not work in general

2. Make type of equality fully polymorphic (Miranda)

$(==) :: t \rightarrow t \rightarrow \text{Bool}$

thus *member* is polymorphic, $\text{member} :: [t] \rightarrow t \rightarrow \text{Bool}$

If *t* does not provide a definition of equality, then there is a runtime error when equality applied to a value of type *t*.

=> Violate principle of abstraction

Parametric Overloading

- Overloading Equality

1. Equality was overloaded as an operator.

But *member* using '==' does not work in general

2. Make type of equality fully polymorphic (Miranda)

3. Make equality polymorphic in **a limited way**

(used in current SML)

`(==) :: 't -> 't -> Bool` 't indicate t is an eqtype variable

`member` has precise type, i.e. `['t] -> 't -> Bool`

if t does not support equality, there will be a **static** error

Parametric Overloading

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Equality is a special case,
how can we generalize overloading?

Type Classes

- Type classes are a mechanism in Haskell
 - Generalize `eqtype` to user-defined collections of types (called *type classes*)
member:: (a-> a-> Bool) -> [a] -> a-> Bool
member cmp [] y = False
member cmp (x : xs) y = (cmp x y) || member cmp xs y
- Dictionary-passing style implementation [[ESOP1988](#)]
 - Type-class declaration – dictionary
 - Name of a type class method – label in the dictionary
 - Parametric overloading
 - pass the dictionary to the function

Examples: Dictionary Passing

- Haskell

```
class Show a where  
  show :: a -> String
```

```
instance Show Bool where  
  show True  = "True"  
  show False = "False"
```

```
instance Show Int where  
  show x = Prelude.show x -- internal
```

— The first parametrically
— overloaded function

```
print :: Show a => a -> IO ()  
print x = putStrLn $ show x
```

— and its instantiation

```
test_print :: IO ()  
test_print = print True
```

- OCaml

```
type 'a show = {show: 'a -> string}
```

```
let show_bool : bool show =  
  {show = function  
    | true  -> "True"  
    | false -> "False"}
```

```
let show_int : int show =  
  {show = string_of_int}
```

(* The first parametrically overloaded function *)

```
let print : 'a show -> 'a -> unit =  
  fun {show=show} x -> print_endline (show x)
```

(* and its instantiation *)

```
let test_print : unit =  
  print show_bool true
```

Dictionary

Label in the
dictionary

More Examples

- Type class whose methods have a different of overloading: e.g. [Num](#)
- An instance with a constraint:
 - e.g. a `Show` instance for all list types `[a]` where the element type `a` is also restricted to be a member of `Show`.
 - `show_list: 'a show -> 'a list show (OCaml)`
- A class of comparable types
 - e.g. `class Eq a` (Haskell) or `type 'a eq` (OCaml)
- Polymorphic recursion

See <http://okmij.org/ftp/Computation/typeclass.html#dict>

Other Implementations

- Type classes as macros
 - **Static monomorphization (compile-time)**
 - Takes the **type-checked** code with type classes
 - generates code with no type classes and no bounded polymorphism
 - vs. C++ templates** ? Template instantiation may produce ill-typed code
 - Intentional type analysis (run-time)
 - choose the appropriate overloading operation at run-time
- See <http://okmij.org/ftp/Computation/typeclass.html#dict>