CMSC 330: Organization of Programming Languages

Polymorphism
Polymorphism

Definition

• Feature that allows values of different data types to be handled using a uniform interface

Applicable to

• Functions
  ➢ Same function applied to different data types
  ➢ Example
    ```javascript
    let id = function x -> x
    ```

• Data types
  ➢ Same data type can contain different data types
  ➢ Example
    ```javascript
    type 'a option =
    | None
    | Some of 'a
    ```
Two Kinds of Polymorphism

- Described by Strachey in 1967
- Ad hoc and Subtype polymorphism
  - Range of types is finite
  - Combinations must be specified in advance
  - Behavior may differ based on type of arguments

- Parametric polymorphism
  - Code written without mention of specific type
  - May be transparently used with arbitrary # of types
  - Behavior is same for different types of arguments
Polymorphism Overview

- **Subtype (for OO languages)**
  - Sometimes considered ad-hoc

- **Ad-hoc**
  - Overloading
    - Operator overloading
    - Method name overloading

- **Parametric**
  - ML types
  - A.k.a. generic programming (for OO languages)
    - Bounded parametric polymorphism combines subtype and parametric polymorphism
Subtype Polymorphism

- Any context expecting an object of type A can be given an object of type B where B is a subtype of A
  - Example: Function parameter has type A
  - So it may be called with arguments of type B
- Subtyping enabled by inheritance

```java
class A { ... } // subclass
class B extends A { ... }
static void f(A arg) { ... }
A a = new A();
B b = new B();
f(a); f(b); // f accepts arg of type A or B
```
More generally, B is a subtype of A if it can “do” everything A can
- Has the “same” fields, methods

Java interfaces also support subtyping

```java
interface A { ... }
class B implements A { ... }
class C implements A { ... }
static void f(A arg) { ... }
B b = new B();
C c = new C();
f(b); f(c); // f accepts arg of type B or C
```
When can we extend or implement?

When can A extend B?
- Complicated!
- Roughly: When it overrides methods such that the overriding types are subtypes of original

When can A implement B?
- When it has methods whose types are the same as those required by the interface
Overloading

- Multiple copies of function
  - Same function name
  - But different number / type of parameters
- Arguments determine function actually invoked
  - Function is uniquely identified not by function name, but by name + order & number of argument type(s)
    - print(Integer i) → print_Integer(…)
    - print(Float f) → print_Float(…)

```
static void print(Integer arg) { ... }
static void print(Float arg)   { ... }
print(1); // invokes 1st print
print(3.14); // invokes 2nd print
```
Overloading and Overriding

- Interaction is confusing
  - Common mistake is inadvertently overload when you mean to override

```java
public class Point {
    private int x = 0, y = 0;
    public boolean equals(Point p) { //overloads
        return (p.x == x) && (p.y == y);
    }

    public static void main(String args[]) {
        Point p1 = new Point();
        Point p2 = new Point();
        Object o = p1;
        System.out.println(o.equals(p2)); //prints false
        System.out.println(p1.equals(p2)); //prints true
    }
}
```
Operator Overloading

- Treat operators as functions
  - With special syntax for invocations
  - Behavior different depending on operand type

- Example
  - + in Java

```
1 + 2          // integer addition
1.0 + 3.14     // float addition
“Hello” + “world”  // string concatenation
```
Operator Overloading (cont.)

- User-specified operator overloading
  - Supported in languages such as Ruby, C++
  - Makes user data types appear more like native types

Examples
- Defining function for ^ operator

```ruby
class MyS
  def ^ (arg)
    ...
  end
end
```

Ruby

```cpp
class MyS {
  MyS operator^(MyS arg) {
    ...
  }
}
```

C++
Parametric Polymorphism

- Found in statically typed functional languages
  - OCaml, ML, Haskell
  - Example
    ```plaintext
    let hd = function (h::_) -> h
    'a list -> 'a
    ```

- Also used in object oriented programming
  - Known as generic programming
  - Example: Java, C++
An Integer Stack Implementation

class Stack {
    class Entry {
        Integer elt; Entry next;
        Entry(Integer i, Entry n) { elt = i; next = n; }
    } Entry theStack;
    void push(Integer i) {
        theStack = new Entry(i, theStack);
    }
    Integer pop() throws EmptyStackException {
        if (theStack == null)
            throw new EmptyStackException();
        else {
            Integer i = theStack.elt;
            theStack = theStack.next;
            return i;
        }
    }
}
Integer Stack Client

Stack is = new Stack();
Integer i;
is.push(new Integer(3));
is.push(new Integer(4));
i = is.pop();

If we also want a stack of Floats, do we need to write a Float Stack class?
An Object Stack Implementation

class Stack {
    class Entry {
        Object elt; Entry next;
        Entry(Object i, Entry n) { elt = i; next = n; }
    }
    Entry theStack;
    void push(Object i) {
        theStack = new Entry(i, theStack);
    }
    Object pop() throws EmptyStackException {
        if (theStack == null)
            throw new EmptyStackException();
        else {
            Object i = theStack.elt;
            theStack = theStack.next;
            return i;
        }
    }
}
New Stack Client

Stack is = new Stack();
Integer i;
is.push(new Integer(3));
is.push(new Integer(4));
i = (Integer) is.pop();

- Object stacks are **polymorphic** & reusable
  - push() works the same
  - But now pop() returns an Object
    - Have to **downcast** back to Integer
      - Not checked until run-time
General Problem

- When we move from an $X$ container to an Object container
  - Methods that take $X$’s as input parameters are OK
    - If you’re allowed to pass Object in, you can pass any $X$ in
  - Methods that return $X$’s as results require downcasts
    - You only get Objects out, which you need to cast down to $X$

- General characteristic of **subtype** polymorphism
Parametric Polymorphism (for Classes)

- Java 1.5 introduced generics
- We can parameterize the Stack class by its element type

**Syntax**

- **Class declaration:**
  ```java
class A<T> { ... }
  ```
  - A is the class name, as before
  - T is a type variable, can be used in body of class (...)

- **Client usage declaration:**
  ```java
  A<Integer> x;
  ```
  - We instantiate A with the Integer type
class Stack<ElementType> {
    class Entry {
        ElementType elt; Entry next;
        Entry(ElementType i, Entry n) { elt = i; next = n; }
    }
    Entry theStack;
    void push(ElementType i) {
        theStack = new Entry(i, theStack);
    }
    ElementType pop() throws EmptyStackException {
        if (theStack == null)
            throw new EmptyStackException();
        else {
            ElementType i = theStack.elt;
            theStack = theStack.next;
            return i;
        }
    }
}

Parametric Polymorphism for Stack
Stack<Element> Client

```java
Stack<Integer> is = new Stack<Integer>();
Integer i;
is.push(new Integer(3));
is.push(new Integer(4));
i = is.pop();
```

- No downcasts
- Type-checked at compile time
- No need to duplicate Stack code for every usage
  - line `i = is.pop();` can stay the same even if the type of `is` isn’t an integer in every path through the program
Parametric Polymorphism for Methods

- String is a subtype of Object
  1. static Object id(Object x) { return x; }
  2. static Object id(String x) { return x; }
  3. static String id(Object x) { return x; }
  4. static String id(String x) { return x; }

- Can’t pass an Object to 2 or 4
- 3 doesn’t type check
- Can pass a String to 1 but you get an Object back
But `id()` doesn’t care about the type of `x`
  - It works for any type

So parameterize the static method

```java
static <T> T id(T x) { return x; }
```

```java
Integer i = id(new Integer(3));
```

- Notice no need to instantiate `id`; compiler figures out the correct type at usage
- The formal parameter has type `T`, the actual parameter has type `Integer`
Standard Library, and Java 1.5 (and later)

Part of Java 1.5 (called “generics”)

- Comes with replacement for java.util.*
  - class LinkedList<A> { ... }
  - class HashMap<A, B> { ... }
  - interface Collection<A> { ... }

- Excellent tutorial listed on references page

But they didn’t change the JVM to add generics

- How was that done?
Translation via Erasure

- Replace uses of type variables with `Object`
  - `class A<T> { ...T x;... }` becomes
    - `class A { ...Object x;... }`

- Add downcasts wherever necessary
  - `Integer x = A<Integer>.get();` becomes
    - `Integer x = (Integer) (A.get());`

- So why did we bother with generics if they’re just going to be removed?
  - Because the compiler still did type checking for us
  - We know that those casts will not fail at run time
Limitations of Translation

- Some type information not available at compile-time
  - Recall type variables $T$ are rewritten to Object

- Disallowed, assuming $T$ is type variable
  - new $T()$ would translate to new Object() (error)
  - new $T[n]$ would translate to new Object[n] (warning)
  - Some casts/instanceofs that use $T$
    - Only ones the compiler can figure out are allowed
Using with Legacy Code

- Translation via type erasure
  - class A <T> becomes class A

- Thus class A is available as a “raw type”
  - class A<T> { ... }
  - class B { A x; } // use A as raw type

- Sometimes useful with legacy code, but...
  - Dangerous feature to use, plus unsafe
  - Relies on implementation of generics, not semantics
Subtyping and Arrays

- Java has one funny subtyping feature
  - If S is a subtype of T, then
  - S[] is a subtype of T[]

- Let’s write methods that take arbitrary arrays

```java
public static void reverseArray(Object [] A) {
    for(int i=0, j=A.length-1; i<j; i++, j--)
    {
        Object tmp = A[i];
        A[i] = A[j];
        A[j] = tmp;
    }
}
```
Problem with Subtyping Arrays

```java
public class A { ... }
public class B extends A { void newMethod(); }
...

void foo(void) {
    B[] bs = new B[3];
    A[] as;

    as = bs;  // Since B[] subtype of A[]
    as[0] = new A();  // (1)
    bs[0].newMethod();  // (2) Fails since not type B
}
```

- Program compiles without warning
- Java must generate run-time check at (1) to prevent (2)
  - Type written to array must be subtype of array contents
Subtyping for Generics

- Is `Stack<Integer>` a subtype of `Stack<Object>`?
  - We could have the same problem as with arrays
  - Thus Java forbids this subtyping

- Now consider the following method:

```java
int count(Collection<Object> c) {
    int j = 0;
    for (Iterator<Object> i = c.iterator(); i.hasNext(); ) {
        Object e = i.next(); j++;
    }
    return j;
}
```

- Not allowed to call `count(x)` where `x` has type `Stack<Integer>`
Solution I: Use Polymorphic Methods

```java
<T> int count(Collection<T> c) {
    int j = 0;
    for (Iterator<T> i = c.iterator(); i.hasNext(); ) {
        T e = i.next(); j++;
    }
    return j;
}
```

- But requires a “dummy” type variable that isn’t really used for anything
Solution II: Wildcards

- Use `?` as the type variable
  - `Collection<?>` is “Collection of unknown”

```java
int count(Collection<?> c) {
    int j = 0;
    for (Iterator<?> i = c.iterator(); i.hasNext(); ) {
        Object e = i.next(); j++;
    }
    return j;
}
```

- Why is this safe?
  - Using `?` is a contract that you’ll never rely on having a particular parameter type
  - All objects subtype of `Object`, so assignment to `e` ok
Legal Wildcard Usage

- **Reasonable question:**
  - Stack<Integer> is not a subtype of Stack<Object>
  - Why is Stack<Integer> a subtype of Collection<<?>>?

- **Answer:**
  - Wildcards permit “reading” but not “writing”
Example: Can Read But Cannot Write c

```java
int count(Collection<?> c) {
    int j = 0;
    for (Iterator<?> i = c.iterator(); i.hasNext(); ) {
        Object e = i.next();
        c.add(e); // fails: Object is not ?
        j++;
    }
    return j; }
```
For Loops

- Java 1.5 has a more convenient syntax for this standard for loop

```java
int count(Collection<?> c) {
    int j = 0;
    for (Object e : c)
        j++;
    return j;
}
```

- This loop will get the standard iterate and set e to each element of the list, in order
More on Generic Classes

- Suppose we have classes `Circle`, `Square`, and `Rectangle`, all subtypes of `Shape`

```java
void drawAll(Collection<Shape> c) {
    for (Shape s : c)
        s.draw();
}
```

- Can we pass this method a `Collection<Square>`?
  - No, not a subtype of `Collection<Shape>`

- How about the following?

```java
void drawAll(Collection<?> c) {
    for (Shape s : c) // not allowed, assumes ? is Shape
        s.draw();
}
```
Bounded Wildcards

- We want `drawAll` to take a `Collection` of anything that is a subtype of shape
  - this includes `Shape` itself

```java
void drawAll(Collection<? extends Shape> c) {
    for (Shape s : c)
        s.draw();
}
```

- This is a bounded wildcard
- We can pass `Collection<Circle>`
- We can safely treat `s` as a `Shape`
Upper Bounded Wild Cards

- ? extends Shape actually gives an upper bound on the type accepted
- Shape is the upper bound of the wildcard

```
Shape
  \--- Circle
  \--- Rectangle
        \--- Square
```
Should the following be allowed?

```java
void foo(Collection<? extends Shape> c) {
    c.add(new Circle());
}
```

- No, because `c` might be a `Collection` of something that is not compatible with `Circle`
- This code is forbidden at compile time
Lower Bounded Wildcards

- Dual of the upper bounded wildcards
- \(? \text{super} \) Rectangle denotes a type that is a supertype of Rectangle
  - Type Rectangle is included
- \(? \text{super} \) Rectangle gives a lower bound on the type accepted
Lower Bounded Wildcards (cont.)

Now the following is allowed

```java
void foo(Collection<? super Circle> c) {
    c.add(new Circle());
    c.add(new Rectangle()); // fails
}
```

- Because `c` is a `Collection` of something that is always compatible with `Circle`
Bounded Type Variables

- You can also add bounds to regular type vars

```java
<T extends Shape> T getAndDrawShape(List<T> c) {
    c.get(1).draw();
    return c.get(2);
}
```

- This method can take a List of any subclass of Shape
  - This addresses some of the reason that we decided to introduce wild cards
  - Once again, this only works for methods