idbs Enabling Science

ACCU 2012

Variance in Generic Types in Java and C#

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Variance in Generic Types in Java and C♯

List<Cat>

Variance in Generic Types in Java and C♯

List<? extends Cat>

List<? super Cat>

```
interface List<out T>
{
    …
}
```


```
interface Collector<in T>
{
    …
}
```

Variance in Generic Types in Java and C♯

```
package java.util;
public class Collections {

public static <T>
int  binarySearch(
        List<? extends Comparable<? super T>>  list,
        T  key)
{…}
```

Variance in Generic Types in Java and C♯

```
List<? extends Cat>
List<? super Cat>
```

- What do they mean?
- What problem do they solve?
- Why do they look so different in Java and C♯?

```
interface List<out T>
{
    interface Collector<in T>
    {
        …
    }
}
```

Motivation for Covariance

- If an API expects a cat …

```
void writeToXml(Cat cat);
```

- … then we can give it a tiger.

```
Tiger tiger = …;
writeToXml(tiger);
```

Motivation for Covariance

- If an API expects a list of cats …

```
void writeToXml(List<Cat> cats);
```

- … then we'd expect it to accept a list of tigers …

```
List<Tiger> tigers = …;
writeToXml(tigers);
```

Motivation for Covariance

- If an API expects a list of cats …

```
void writeToXml(List<Cat> cats);
```

- … then we'd expect it to accept a list of tigers …

```
List<Tiger> tigers = …;
writeToXml(tigers);
```

- … but it doesn't.

Why not?

Motivation for Covariance

- Expect an implementation like this …

```
void writeToXml(List<Cat> cats)
{
    foreach (Cat cat in cats)
        process(cat);
}
```

```
List<Tiger> tigers = …;
writeToXml(tigers);
```

Motivation for Covariance

- … but it could be this …

```
void writeToXml(List<Cat> cats)
{
    cats.add(new Lion());
}
```

```
List<Tiger> tigers = …;
writeToXml(tigers);
```

Motivation for Covariance

- … but it could be this …

```
void writeToXml(List<Cat> cats)
{
    cats.add(new Lion());
}
```

- … which would cause a type violation.

```
List<Tiger> tigers = …;
writeToXml(tigers);
tigers.get(n).countStripes();
```

Motivation for Covariance

- We want to declare that List<Tiger> subtypes List<Cat>

```
void writeToXml(List<Cat> cats)
{
    foreach (Cat cat in cats)
        process(cat);
}
```

```
void writeToXml(List<Cat> cats)
{
    cats.add(new Lion());
}
```

```
List<Tiger> tigers = ...;
writeToXml(tigers);
```

Motivation for Contravariance

- We want to declare that Collector<Cat> subtypes Collector<Tiger>

```
void donateMyTigers(Collector<Tiger> tigerCollector)
{
    foreach (Tiger tiger in this.tigers)
        tigerCollector.accept(tiger);
}
```

```
void donateMyTigers(Collector<Tiger> tigerCollector)
{
    Tiger tiger = tigerCollector.mostRecentItem();
    tiger.countStripes();
}
```

```
Collector<Cat> catCollector = …;
catCollector.accept(new Lion());

donateMyTigers(catCollector);
```

Covariance in Traditional Java/C♯

Covariance in Traditional Java/C♯

- Tiger[] convertible to Cat[]

```
void writeToXml(Cat[] cats)
{
    for (int i = 0; i < cats.Length; i ++)
        process(cats[i]);
}
```

```
void writeToXml(Cat[] cats)
{
    cats[0] = new Lion();
}
```

```
Tiger[] tigers = …;
writeToXml(tigers);
```

Covariance in Traditional Java/C♯

- Tiger[] convertible to Cat[]
- Not statically type-safe – check at run-time

```
void writeToXml(Cat[] cats)
{
    for (int i = 0; i < cats.Length; i ++)
        process(cats[i]);
}
```

```
void writeToXml(Cat[] cats)
{
    cats[0] = new Lion();
}
```

ArrayTypeMismatchException

```
Tiger[] tigers = …;
writeToXml(tigers);
```

Covariance in Traditional Java/C♯

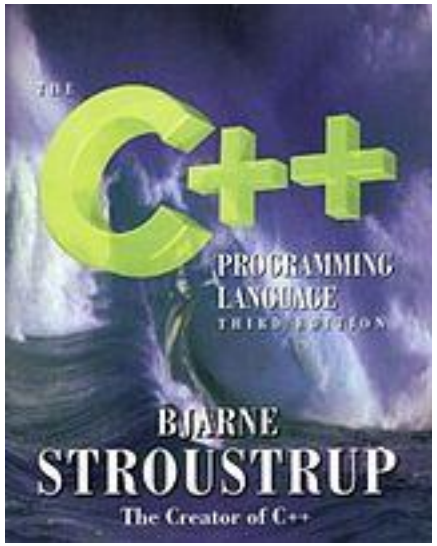
- Tiger[] convertible to Cat[]
- Not statically type-safe – check at run-time

```
void writeToXml(Cat[] cats)
{
    for (int i = 0; i < cats.Length; i ++)
        process(cats[i]);
}
```

```
void writeToXml(Cat[] cats)
{
    cats[0] = new Lion();
}
```

ArrayTypeMismatchException
ArrayStoreException

```
Tiger[] tigers = …;
writeToXml(tigers);
```



Covariance in C++

Covariance in C++

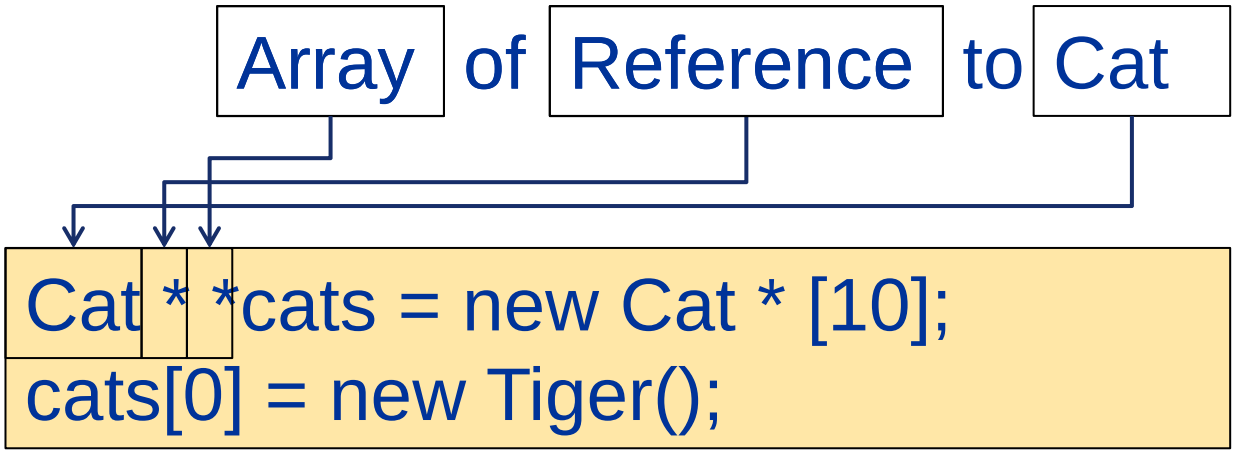
- C++ templates are always non-variant

std::list<Tiger *>

std::list<Cat *>

Covariance in C++

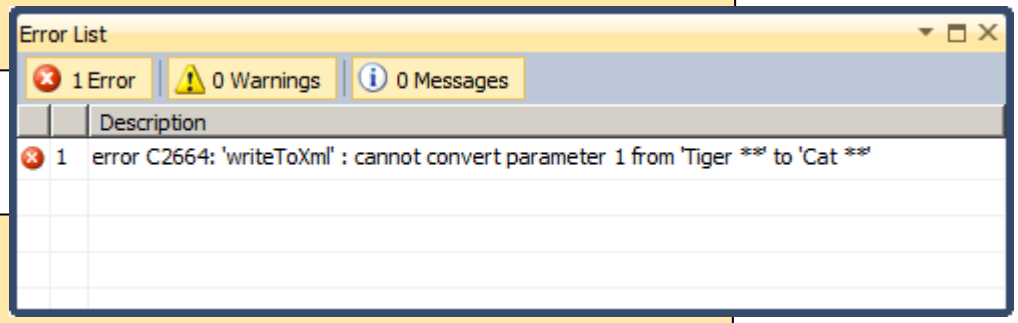
- Pointers to pointers



Covariance in C++

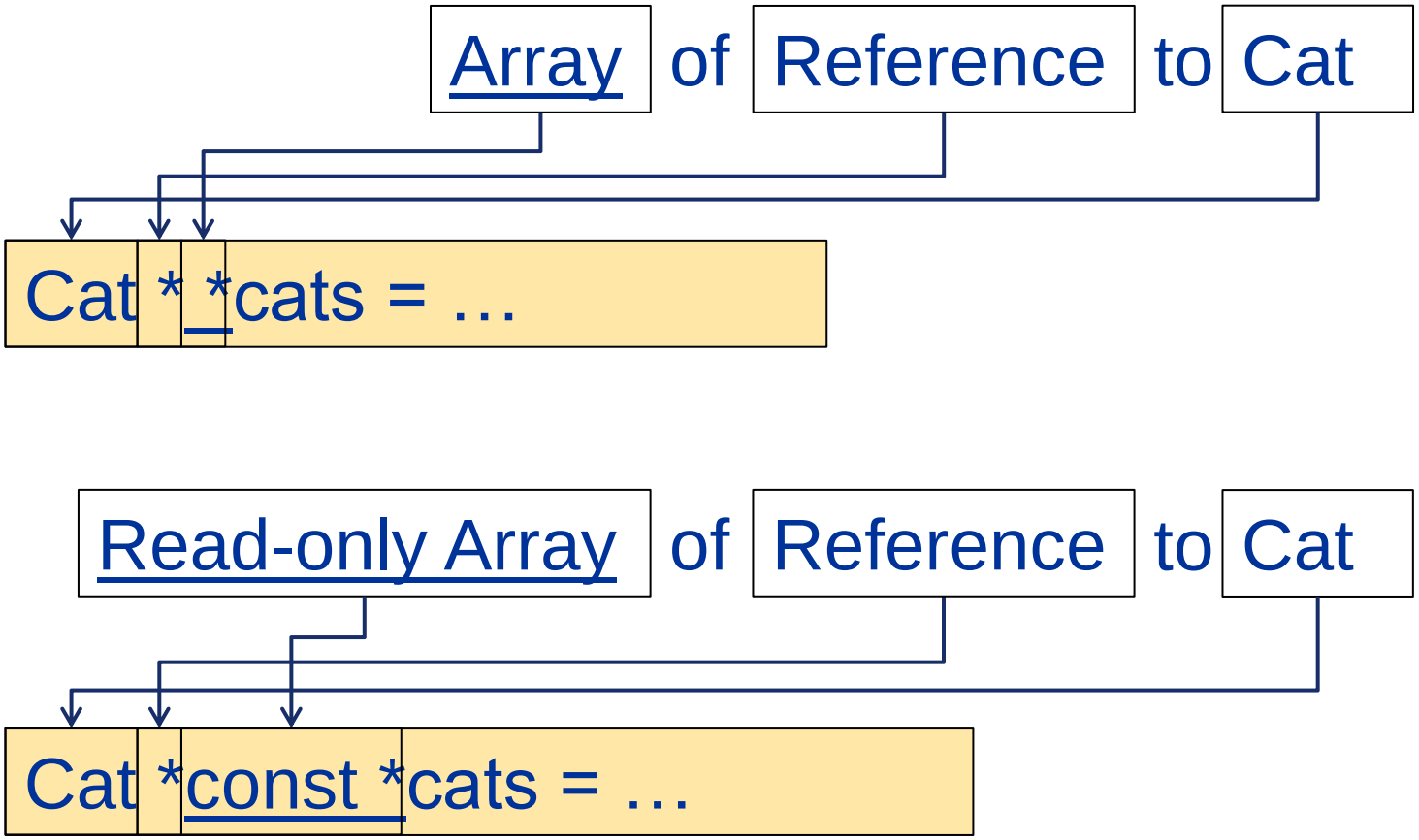
- ‘T * *’ is not covariant

```
void writeToXml(Cat * *cats, size_t num)
{
    cats[0] = new Lion();
}
```




```
Tiger * *tigers = …;
writeToXml(tigers, numTigers);
tigers[0]->countStripes();
```

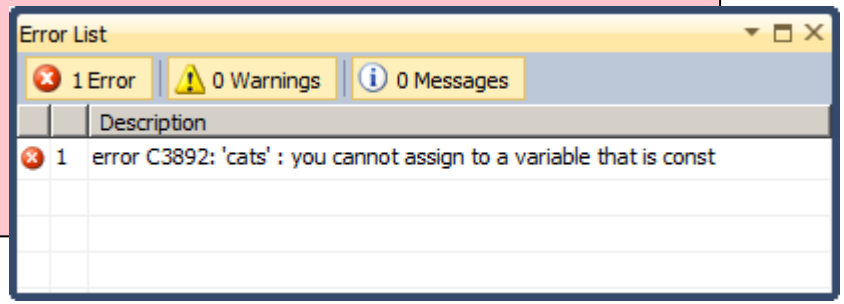
Covariance in C++



Covariance in C++

- ‘T *const *’ should be covariant …

```
void writeToXml(Cat *const *cats, size_t num)
{
    cats[0] = new Lion();
}
```




```
Tiger *const *tigers = …;
writeToXml(tigers, numTigers);
tigers[0]->countStripes();
```

Covariance in C++

- ‘T *const *’ should be covariant …

```
void writeToXml(Cat *const *cats, size_t num)
{
    for (size_t  j = 0; j < num; j ++)
    {
        Cat *cat = cats[j];
        process(cat);
    }
```

```
Tiger *const *tigers = …;
writeToXml(tigers, numTigers);
```

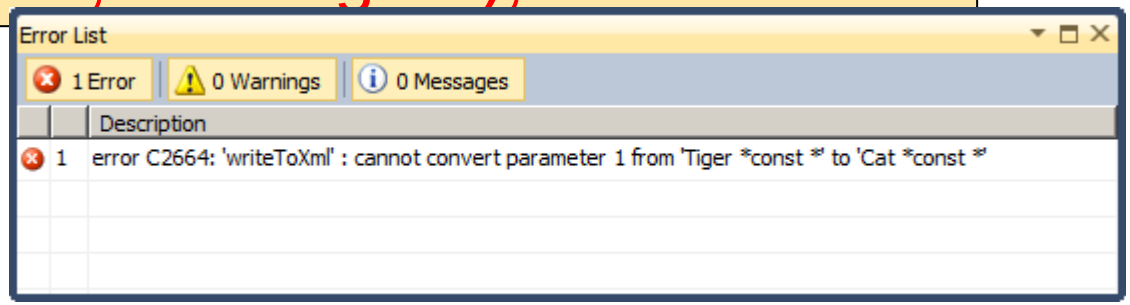
Covariance in C++

- ‘T *const *’ should be covariant …

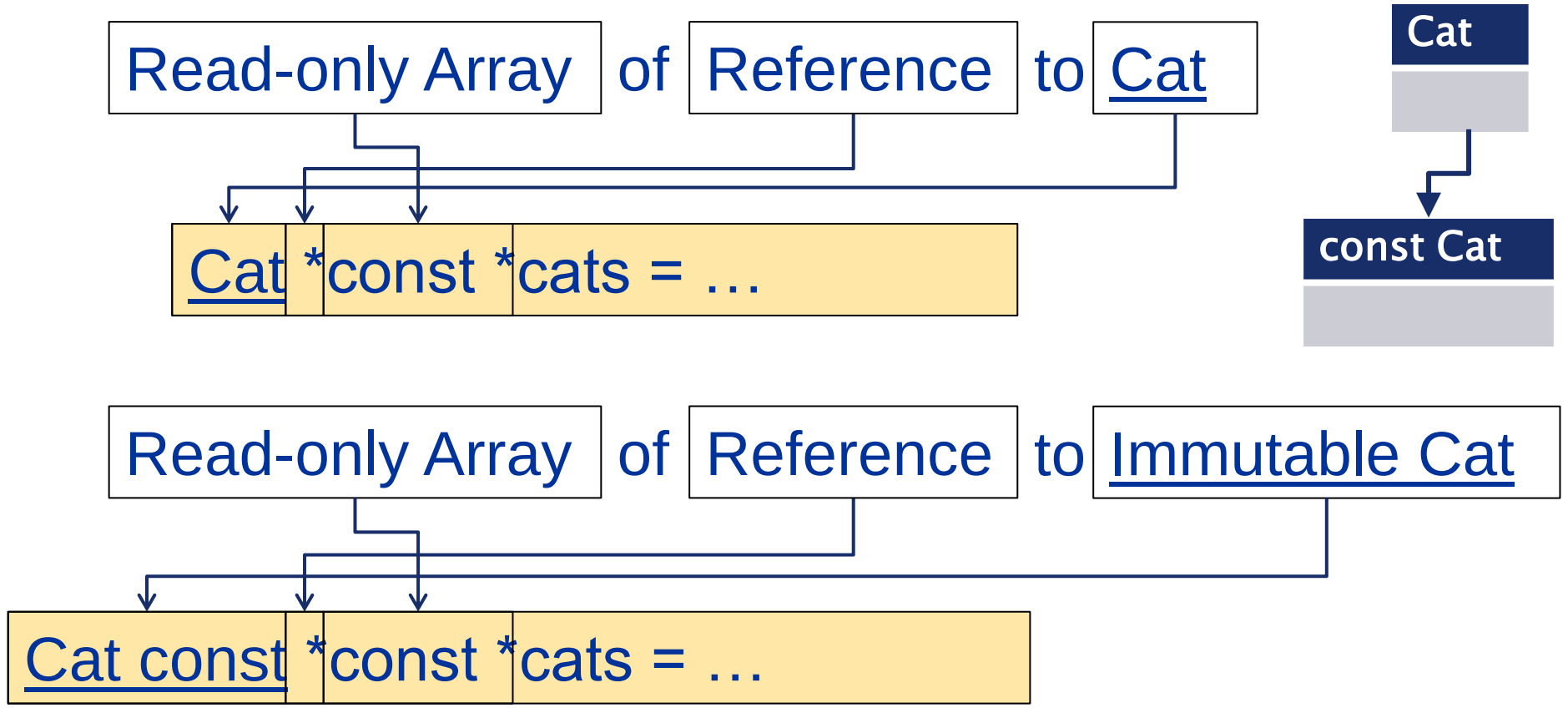
```
void writeToXml(Cat *const *cats, size_t num);
```

- … but it isn’t.

```
Tiger *const *tigers = …;
writeToXml(tigers, numTigers);
```



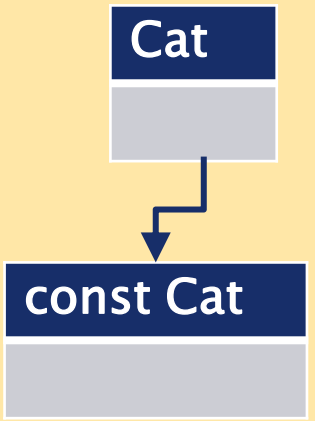
Covariance in C++



Covariance in C++

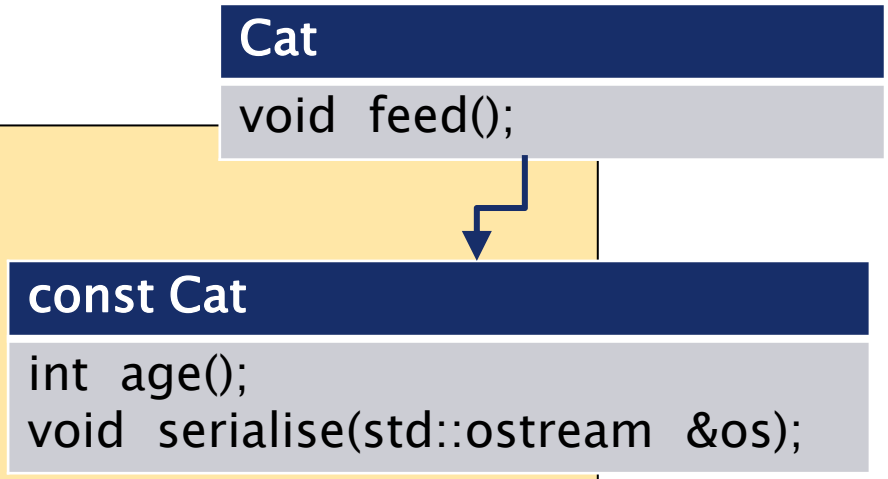
- ‘T *const *’ is covariant w.r.t. const/volatile…

```
void writeToXml(Cat const *const *cats, size_t num)
{
    for (size_t  j = 0; j < num; j ++)
    {
        Cat const *cat = cats[j];
        cat.serialise(std::cout);
    }
```




```
Cat *const *cats = …;
writeToXml(cats, num);
```

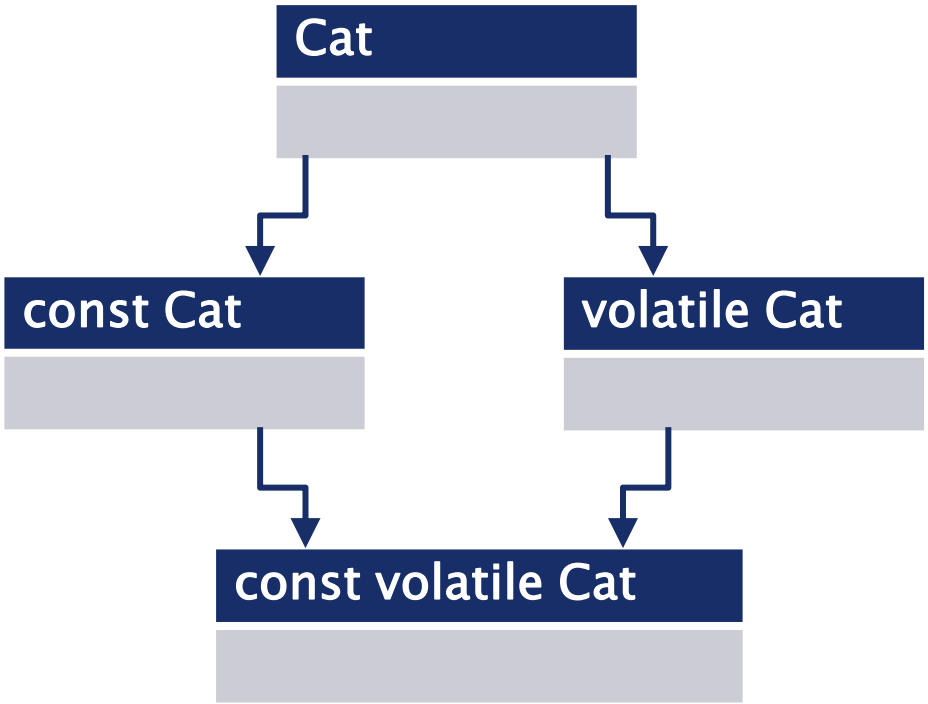
Covariance in C++




```
class Cat : public Animal
{
public:

    int  age()  const = 0;
    void  serialise(std::ostream &)  const = 0;

    void  feed() = 0;
};
```

Covariance in C++

- The limit of its extensibility:



A Type System with Variance

A Type System with Variance

- Requirements:
  - List<Tiger> is a sub-type of List<Cat>
  - Type-safe

```
List<Cat> cats = …;

a = cats.f(b); // cats may be List<Tiger>.
```

- Deduce conditions on List, for this to be valid

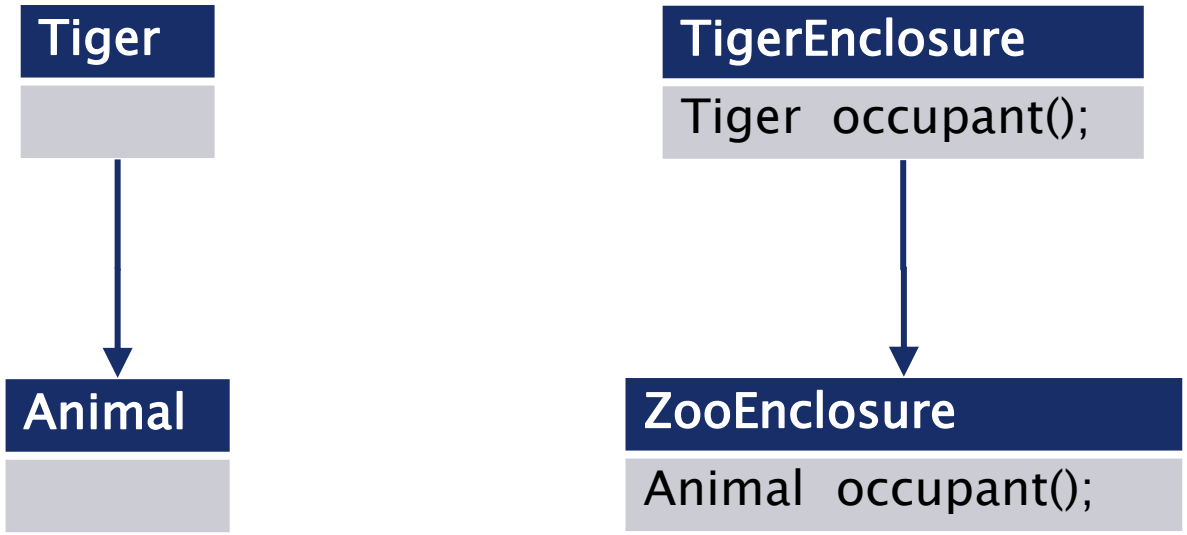
Method Variance

```
List<Cat> cats = …;

try {
    a = cats.f(b); // cats may be List<Tiger>
} catch (E) {…}
```

- Invoking a method without complete knowledge of its run-time implementation's:
  - Return type
  - Argument types
  - Checked exception types

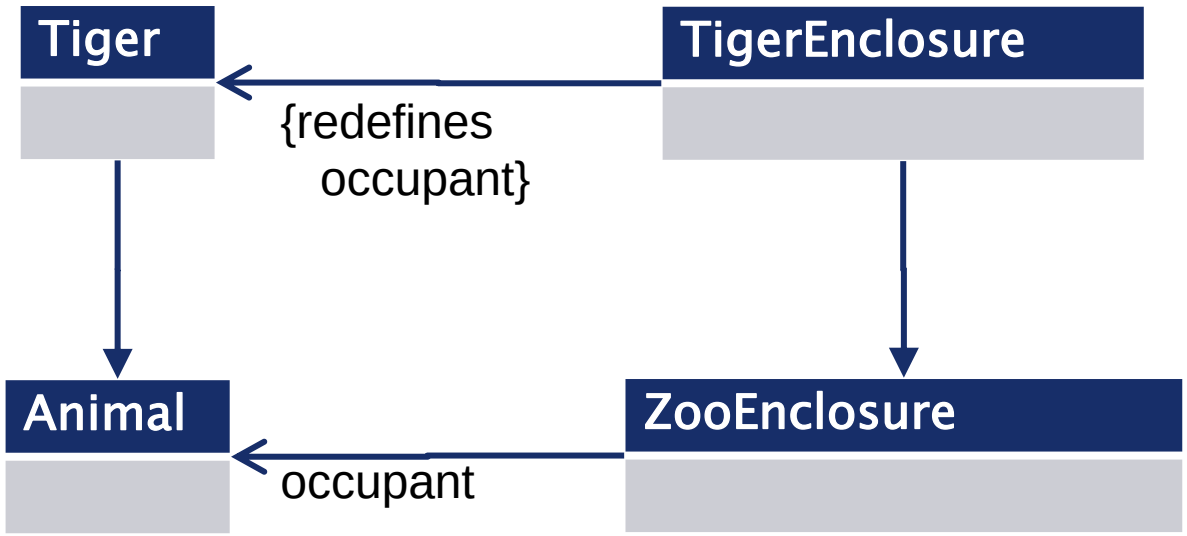
Method Variance

- Precedent: Covariant return type



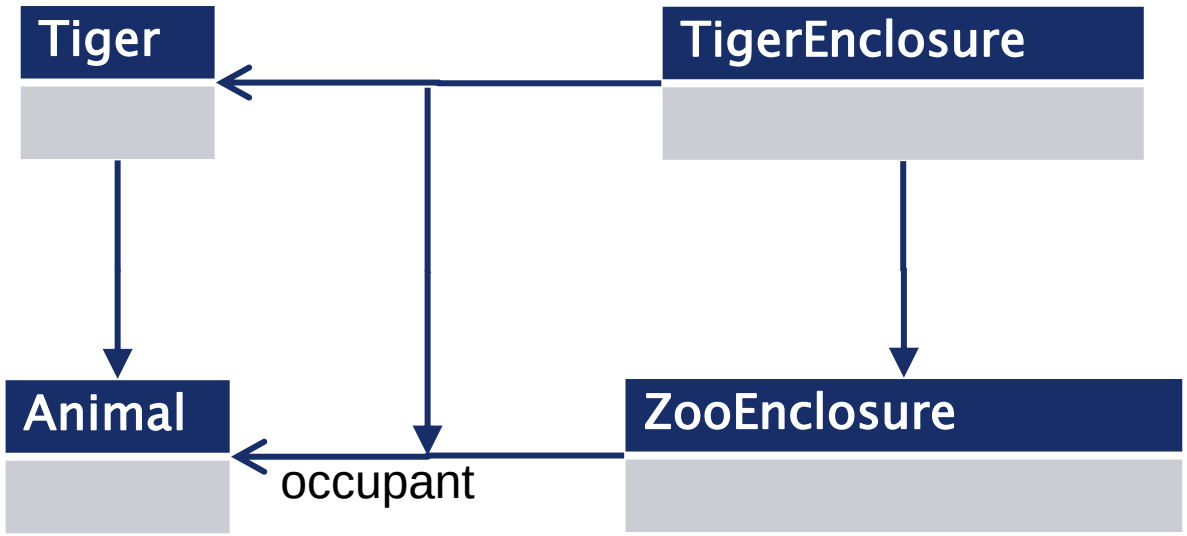
Method Variance

- Covariant return type in UML



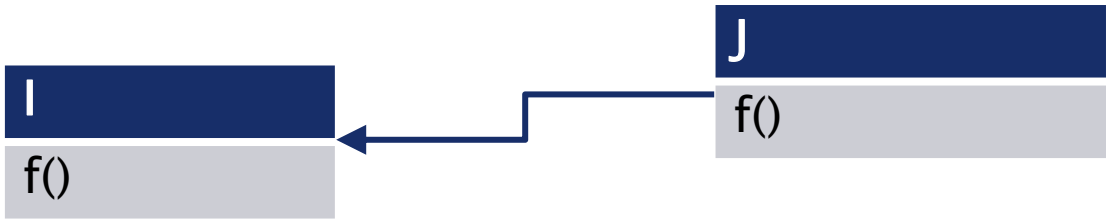
Method Variance

- Covariant return type in UML
  - Association specialisation



Method Variance

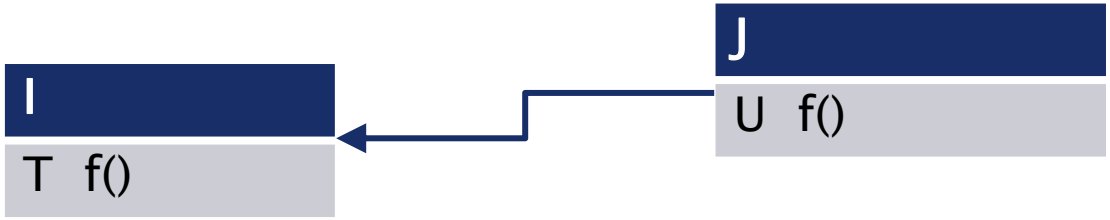
- Under-promise
- Over-deliver




```
I i = …;

try {
    a = i.f(b); // i may be a J.
} catch (E) {…}
```

Covariance of Return Type

- Under-promise
- Over-deliver



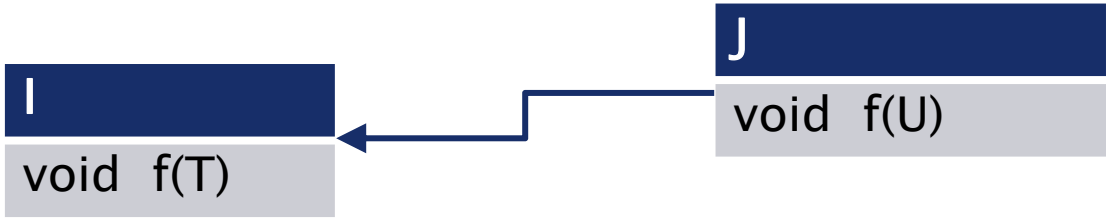

```
I i = …;

T a = i.f();
```

if
  J <: I
then
  ret-type(J.f) <: ret-type(I.f)

ret-type(J.f) covariant w.r.t. J

Contravariance of Argument Type

- Under-promise
- Over-deliver



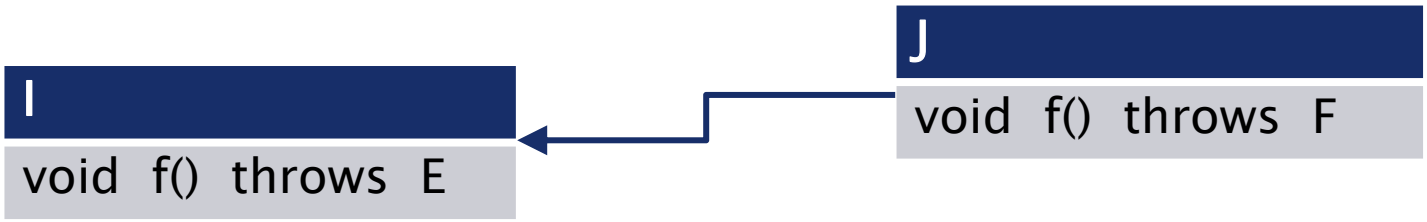

```
I i = …;

T b = …;
i.f(b);
```

if
  J <: I
then
  arg-type$_n$(J.f) :> arg-type$_n$(I.f)

arg-type$_n$(J.f) contravariant w.r.t. J

Covariance of Checked Exception Type

- Under-promise
- Over-deliver



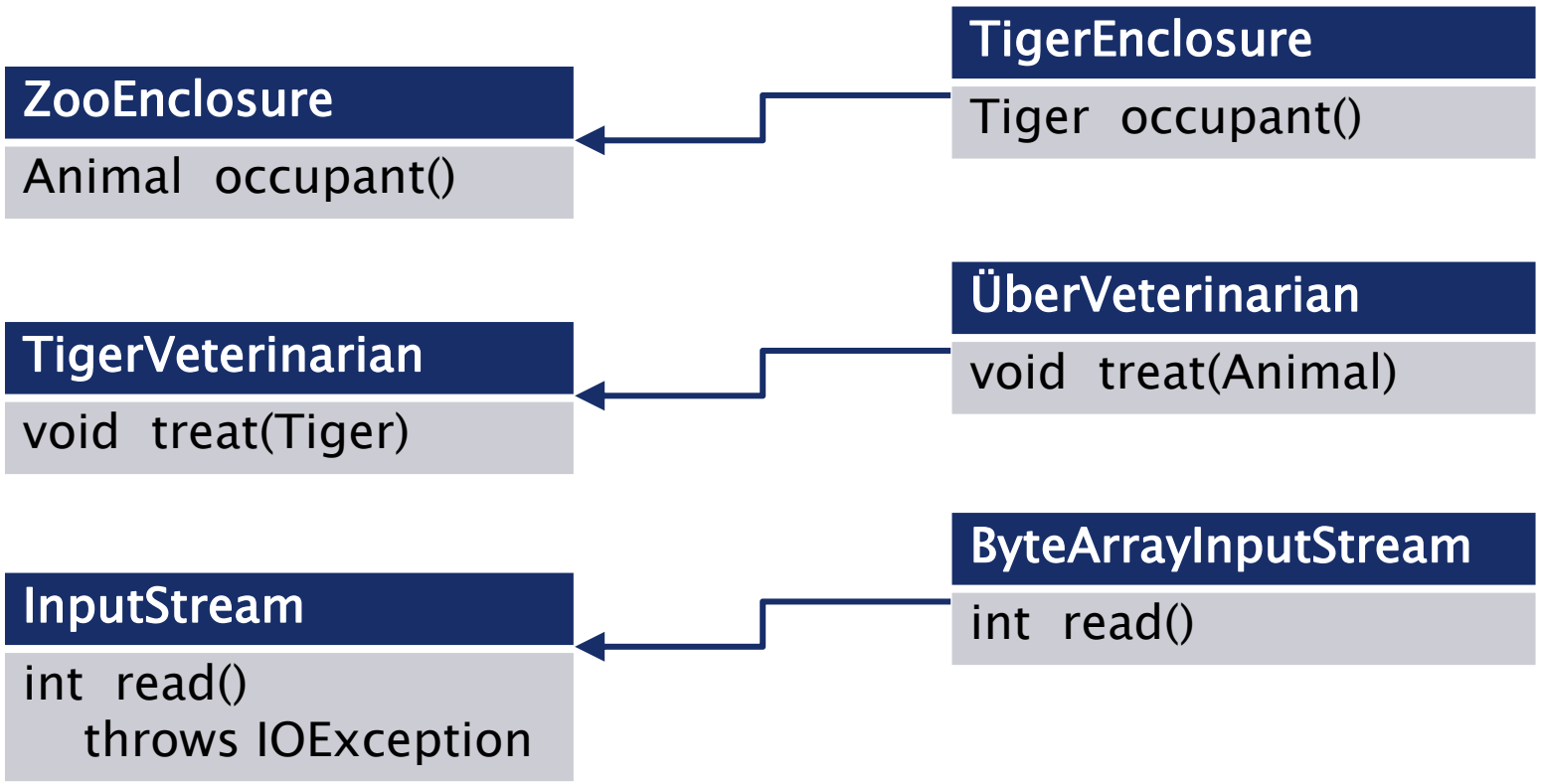

```
I i = …;

try {
    i.f();
} catch (E) {…}
```

if
  J <: I
then
  throws-type(J.f) <: throws-type(I.f)

throws-type(J.f) covariant w.r.t. J

Method Variance Examples

- Under-promise
- Over-deliver



Back to Generics …

Covariant Interface

- List<T> covariant w.r.t. T
- For each method f:

if
  U <: T
then
  List[U] <: List[T]
so
  ret-type(List[U].f) <: ret-type(List[T].f)

ret-type(List[T].f) covariant w.r.t. T

Covariant Interface

- List<T> covariant w.r.t. T
- For each method f, for the n^{th} argument:

if
  U <: T
then
  List[U] <: List[T]
so
  arg-type$_n$(List[U].f) :> arg-type$_n$(List[T].f)

arg-type$_n$(List[T].f) contravariant w.r.t. T

Covariant Interface

When declaring List[T] *to be covariant w.r.t. T:*

for each method f *in* List
    ret-type(f) covariant w.r.t. T
    arg-type$_n$(f) contravariant w.r.t. T

for each immediate super-type J *of* List[T]
    J covariant w.r.t. T

Covariant Interface

for each method f *in* List
  ret-type(f) covariant w.r.t. T
  arg-type$_n$(f) contravariant w.r.t. T

for each immediate super-type J *of* List[T]
  J covariant w.r.t. T

```
interface List<co T>
{
   int size();
   T elementAt(int index);
   List<T> clone();
   List<List<T>> chunks(int chunkSize);
   void sendTo(Collector<T> collector);
   void set(int index, T value);
   void appendAll(List<T> values);
   Collector<T> appender();
}
```

Contravariant Interface

- Collector<T> contravariant w.r.t. T
- For each method f:

if
  U <: T
then
  Collector[U] :> Collector[T]
so
  ret-type(Collector[U].f) :> ret-type(Coll'r[T].f)

ret-type(Collector[T].f) contravariant w.r.t. T

Contravariant Interface

- Collector<T> contravariant w.r.t. T
- For each method f:

if
  U <: T
then
  Collector[U] :> Collector[T]
so
  arg-type$_n$(Collector[U].f) <: arg-type$_n$(Coll'r[T].f)

arg-type$_n$(Collector[T].f) covariant w.r.t. T

Contravariant Interface

When declaring Collector[T] *to be contravariant w.r.t. T:*

for each method f *in* Collector
    ret-type(f) contravariant w.r.t. T
    arg-type$_n$(f) covariant w.r.t. T

for each immediate super-type J *of* Collector[T]
    J contravariant w.r.t. T

Contravariant Interface

```
interface Collector<contra T>
{
    void accept(T item);
    void accept(List<T> items);
    Collector<T> clone();
    void donate(Collector<T> collector);
    T mostRecentItem();
    List<T> allItems();
}
```

for each method f *in* Collector
ret-type(f) contravariant w.r.t. T
arg-type$_n$(f) covariant w.r.t. T

for each immediate super-type J *of* Collector[T]
J contravariant w.r.t. T

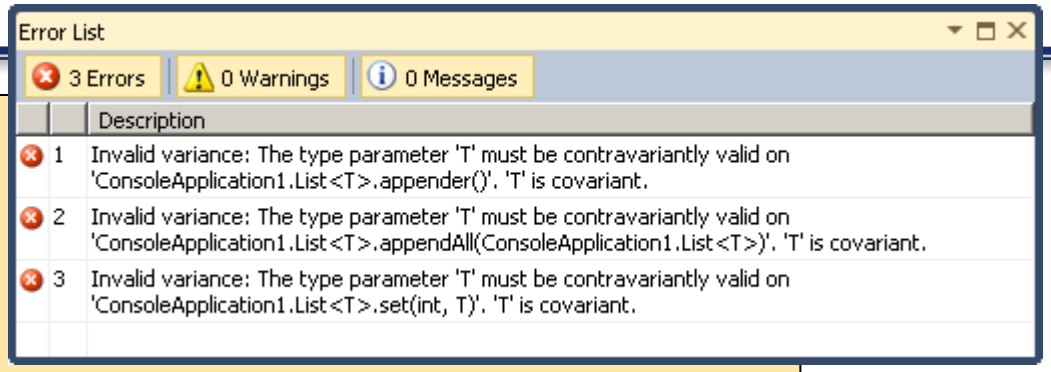
Implementation in C#

Implementation in C♯

```
interface IEnumerator<out T>
{
    T Current { get; }
    void MoveNext();
}
```

```
interface IComparable<in T>
{
    int CompareTo(T other);
}
```

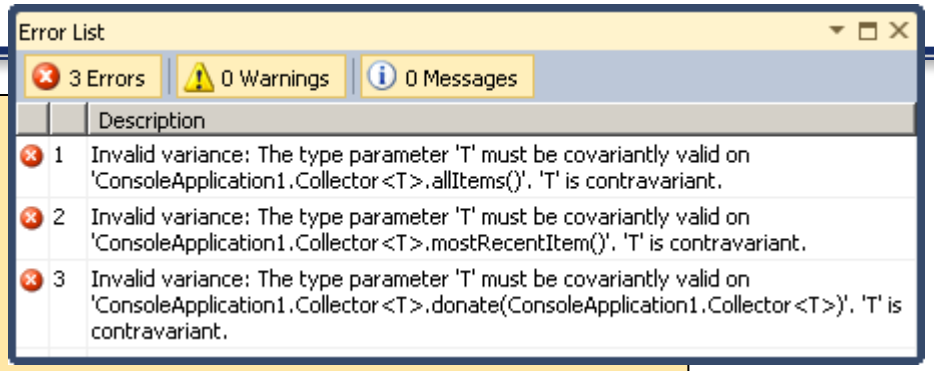
Implementation in C♯



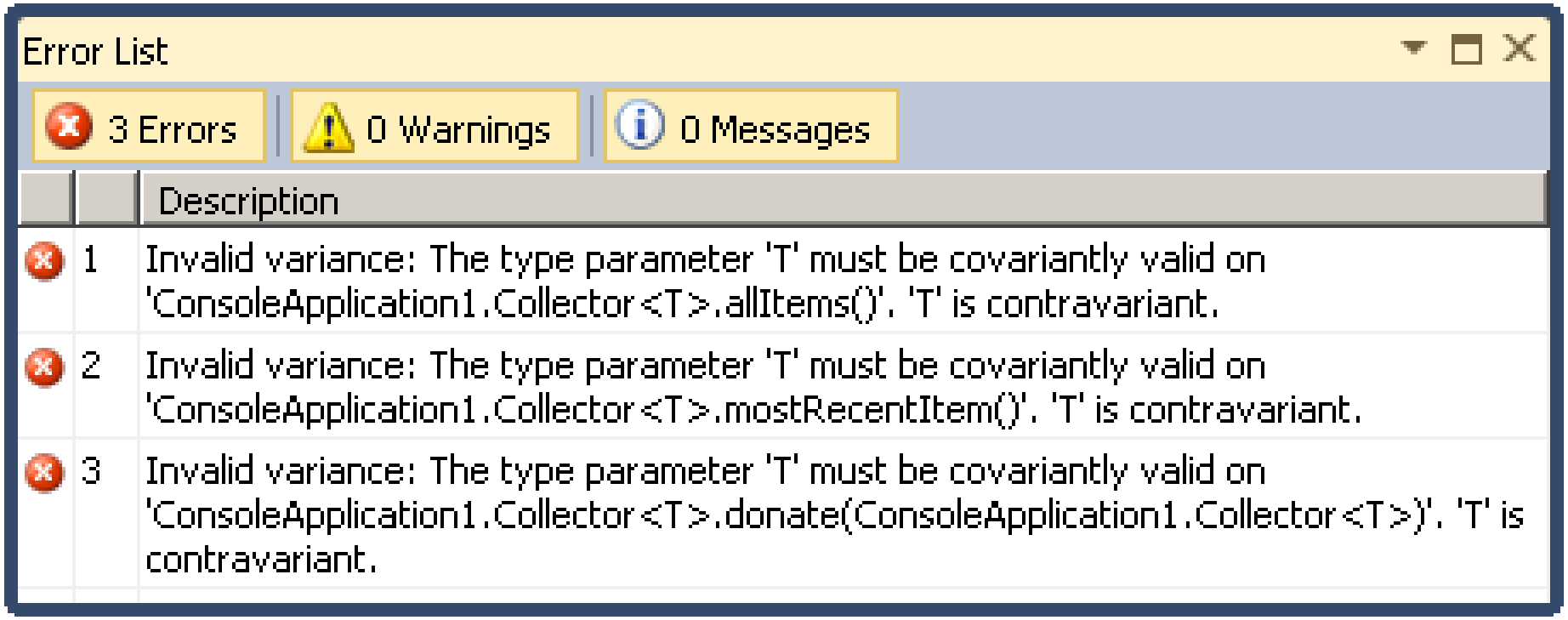

```
interface List<out T>
{
    int size();
    T elementAt(int index);
    List<T> clone();
    List<List<T>> chunks(int chunkSize);
    void sendTo(Collector<T> collector);
    void set(int index, T value);
    void appendAll(List<T> values);
    Collector<T> appender();
}
```

Implementation in C♯

```
interface Collector<in T>
{
    void accept(T item);
    void accept(List<T> items);
    Collector<T> clone();
    void donate(Collector<T> collector);
    T mostRecentItem();
    List<T> allItems();
}
```



Implementation in C♯



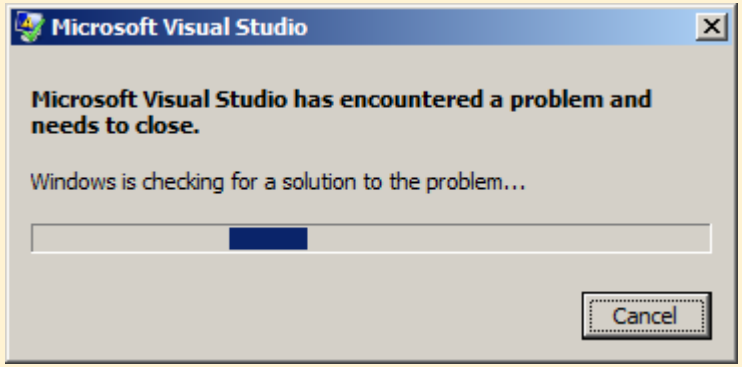
Determinism of Sub-Type

```
interface N<in Z> { }
interface C : N<N<C>> { }
…
void f(C c)
{
   N<C> nc = c;
}
```

Kennedy, A.J., Pierce, B.C. (2006). On Decidability of Nominal Subtyping with Variance, FOOL-WOOD ’07.

Determinism of Sub-Type

```
interface N<in Z> { }
interface C : N<N<C>> { }
…
void f(C c)
{
   N<C> nc = c;
}
```



Kennedy, A.J., Pierce, B.C. (2006). On Decidability of Nominal Subtyping with Variance, FOOL-WOOD '07.

Determinism of Sub-Type

interface N[contra Z]
interface C <: N[N[C]]

C <: N[C] ?

Kennedy, A.J., Pierce, B.C. (2006). On Decidability of Nominal Subtyping with Variance, FOOL-WOOD '07.

Determinism of Sub-Type

interface N[contra Z]
interface C <: N[N[C]]

C <: N[C]
is implied by
N[N[C]] <: N[C]

Kennedy, A.J., Pierce, B.C. (2006). On Decidability of Nominal Subtyping with Variance, FOOL-WOOD '07.

Determinism of Sub-Type

interface N[contra Z]
interface C <: N[N[C]]

C <: N[C]
is implied by
N[N[C]] <: N[C]
is implied by
N[C] :> C

Kennedy, A.J., Pierce, B.C. (2006). On Decidability of Nominal Subtyping with Variance, FOOL-WOOD '07.

Implementation in Java

Covariance in Java

- If an API expects a list of cats …

```
void writeToXml(List<Cat> cats);
```

- … then we'd expect it to accept a list of tigers …

```
List<Tiger> tigers = …;
writeToXml(tigers);
```

Covariance in Java

- How can we make the API general?

```
void writeToXml(List<Cat> cats);
```

Covariance in Java

- How can we make the API general?

```
void writeToXml(List<Cat> cats);
void writeToXml(List<Tiger> cats);
```

Covariance in Java

- How can we make the API general?

```
void writeToXml(List<Cat> cats);
void writeToXml(List<Tiger> cats);
void writeToXml(List<Lion> cats);
…
void writeToXml(List<Ocelot> cats);
```

Covariance in Java

- How can we make the API general?

```
<T extends Cat>
void writeToXml(List<T> cats);
```

Covariance in Java

- How can we make the API general?

```
<T extends Cat>
void writeToXml(List<T> cats);
```

- Unsatisfactory: we don't do this:

```
<T extends Cat>
void writeToXml(T cat);
```

Covariance in Java

- How can we make the API general?

```
void writeToXml(List<? extends Cat> cats);
```

- List<? extends T> is covariant w.r.t. T

Wildcard Types (Covariant)

```
void writeToXml(List<? extends Cat> cats);
```

- The Java compiler:
  - *allows* us to obtain Cat instances from “cats”
    - This is safe even if “cats” is List<Tiger>

```
Cat firstCat = cats.get(0);
```

  - *forbids* us to give Cat instances to “cats”
    - This would be unsafe if “cats” is List<Tiger>

```
cats.add(new Lion());
```

Contravariance in Java

- How can we make the API general?

```
void donateMyTigers(List<Tiger> tigerCollector);
void donateMyTigers(List<Cat> tigerCollector);
void donateMyTigers(List<Animal> tigerCollector);
void donateMyTigers(List<HasStripes> tigerCollector);
void donateMyTigers(List<Object> tigerCollector);
```

Contravariance in Java

- How can we make the API general?

```
void donateMyTigers(List<? super Tiger> tigerCollector);
```

- List<? super T> is contravariant w.r.t. T

Wildcard Types (Contravariant)

```
void donateMyTigers(List<? super Tiger> tigerCollector);
```

- The Java compiler:
  - *allows* us to give Tiger instances to “tigerCollector”
    - This is safe even if “tigerCollector” is List<Cat>

```
tigerCollector.add(new Tiger());
```

  - *forbids* us to obtain Cat instances from “cats”
    - This would be unsafe if “cats” is List<Animal>

```
~~Tiger firstTiger = tigerCollector.get(0);~~
```

Available Methods (Covariant)

```
interface  List<T>
                extends  Collection<T>
{
   int  size();
   T  get(int  index);
   void  add(int  index,  T  item);
   Iterator<T>  iterator();
   List<List<T>>  chunks(int  chunkSize);
}
```

Available Methods (Covariant)

```
interface  List<? extends T>
                extends  ~~Collection<T>~~
{
   int  size();
   T  get(int  index);
   void  add(int  index,  ~~T  item~~);
   ~~Iterator<T>~~  iterator();
   ~~List<List<T>>~~  chunks(int  chunkSize);
}
```

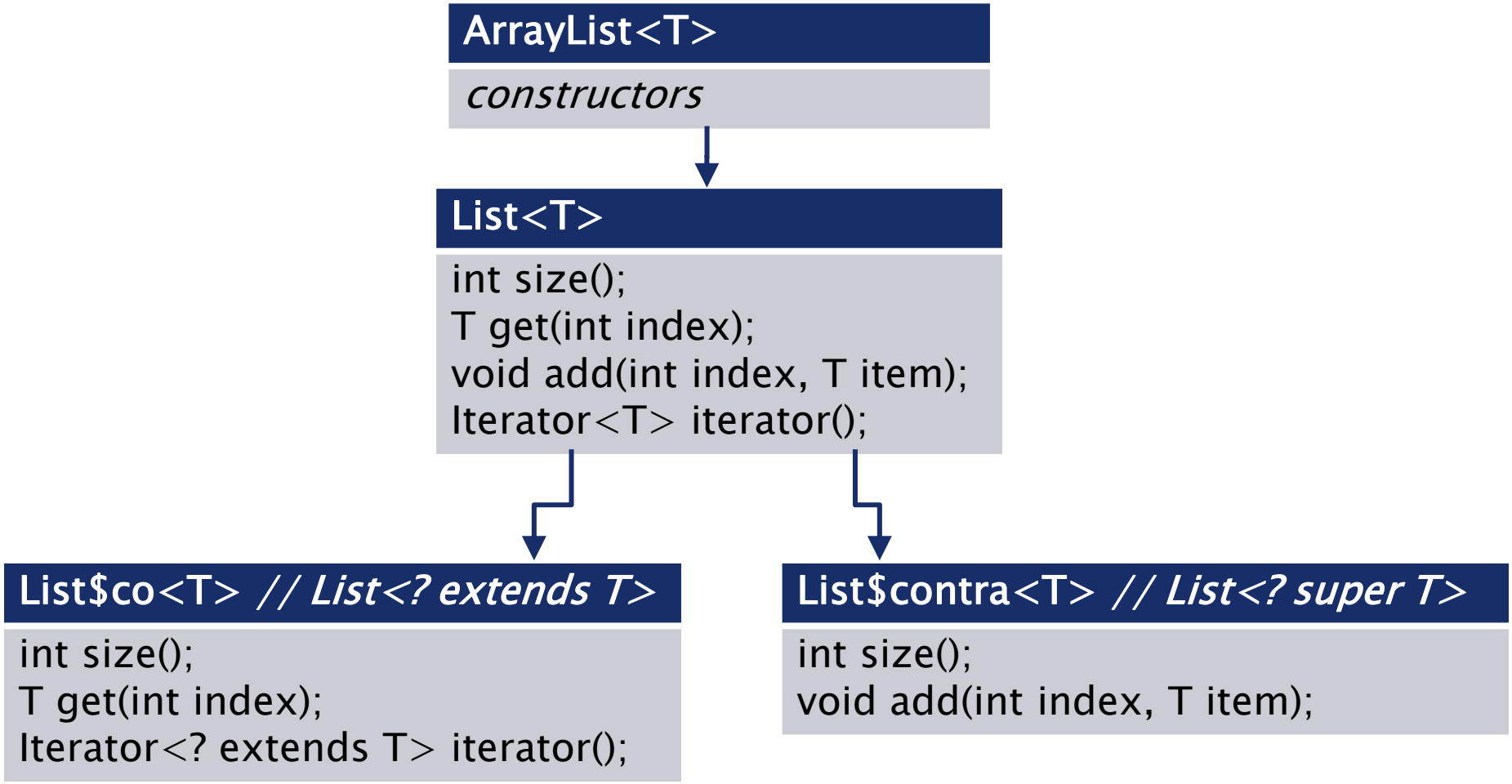
Available Methods (Covariant)

```
interface  List$co<T>  // List<? extends T>
                extends  Collection<? extends T>
{
    int  size();
    T  get(int  index);
    void  add(int  index,  null-type  item);
    Iterator<? extends T>  iterator();
    List<List<capture#1-of-? extends T>>
          chunks(int  chunkSize);
}
```

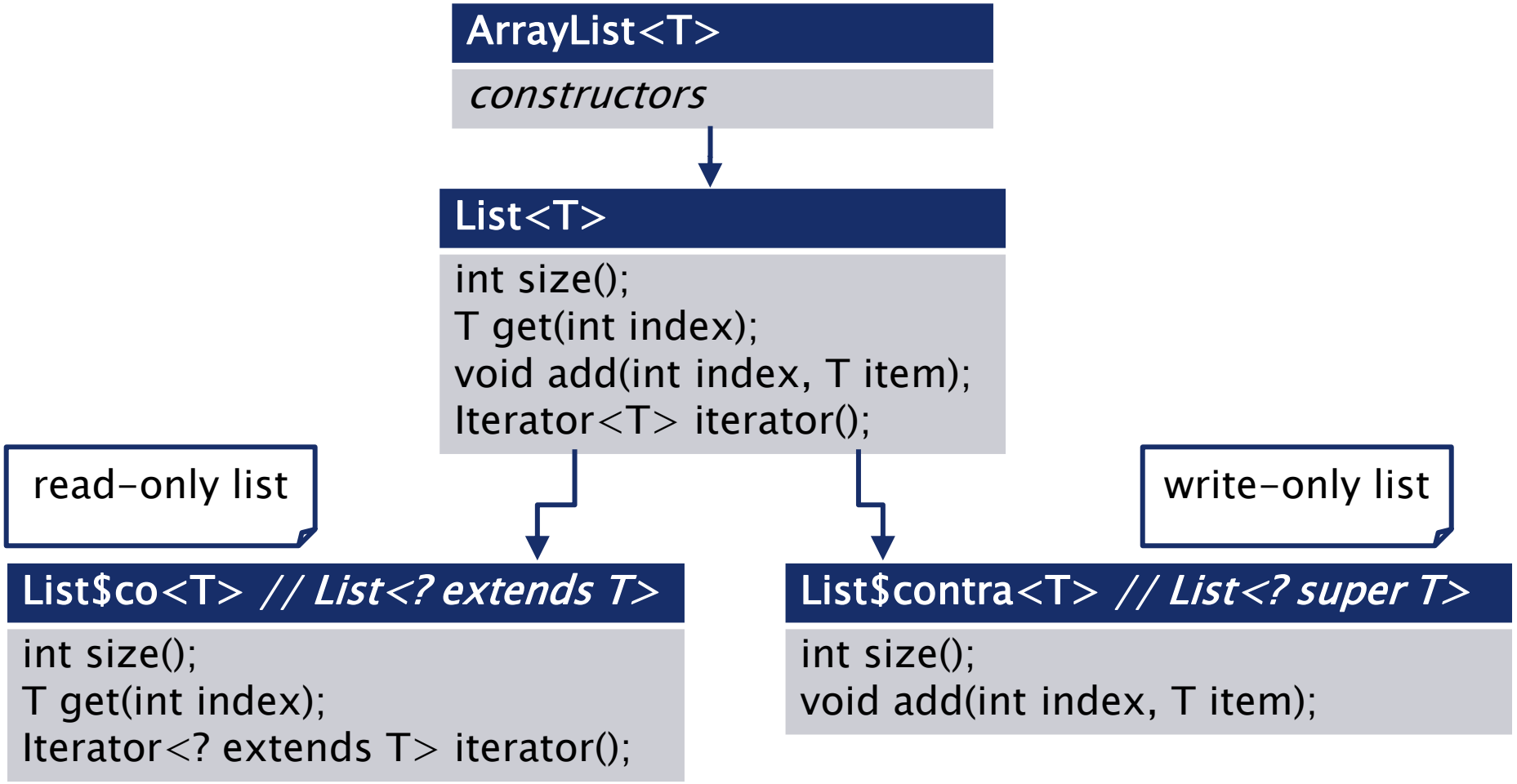
Available Methods (Contravariant)

```
interface  List$contra<T>  // List<? super T>
                extends  Collection<? super T>
{
    int  size();
    Object  get(int  index);
    void  add(int  index,  T  item);
    Iterator<? super T>  iterator();
    List<List<capture#1-of-? super T>>
          chunks(int  chunkSize);
}
```

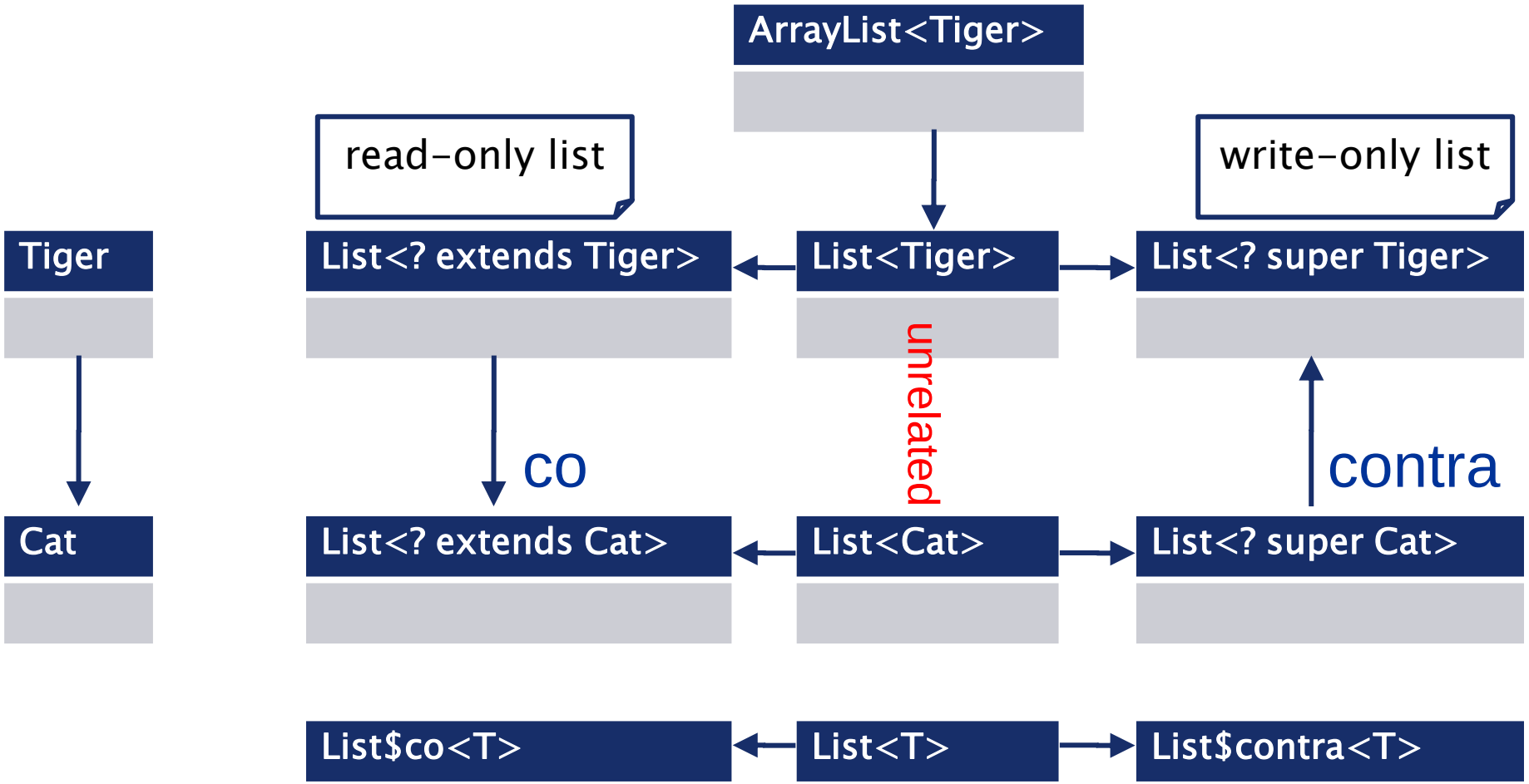
Implicit Interfaces



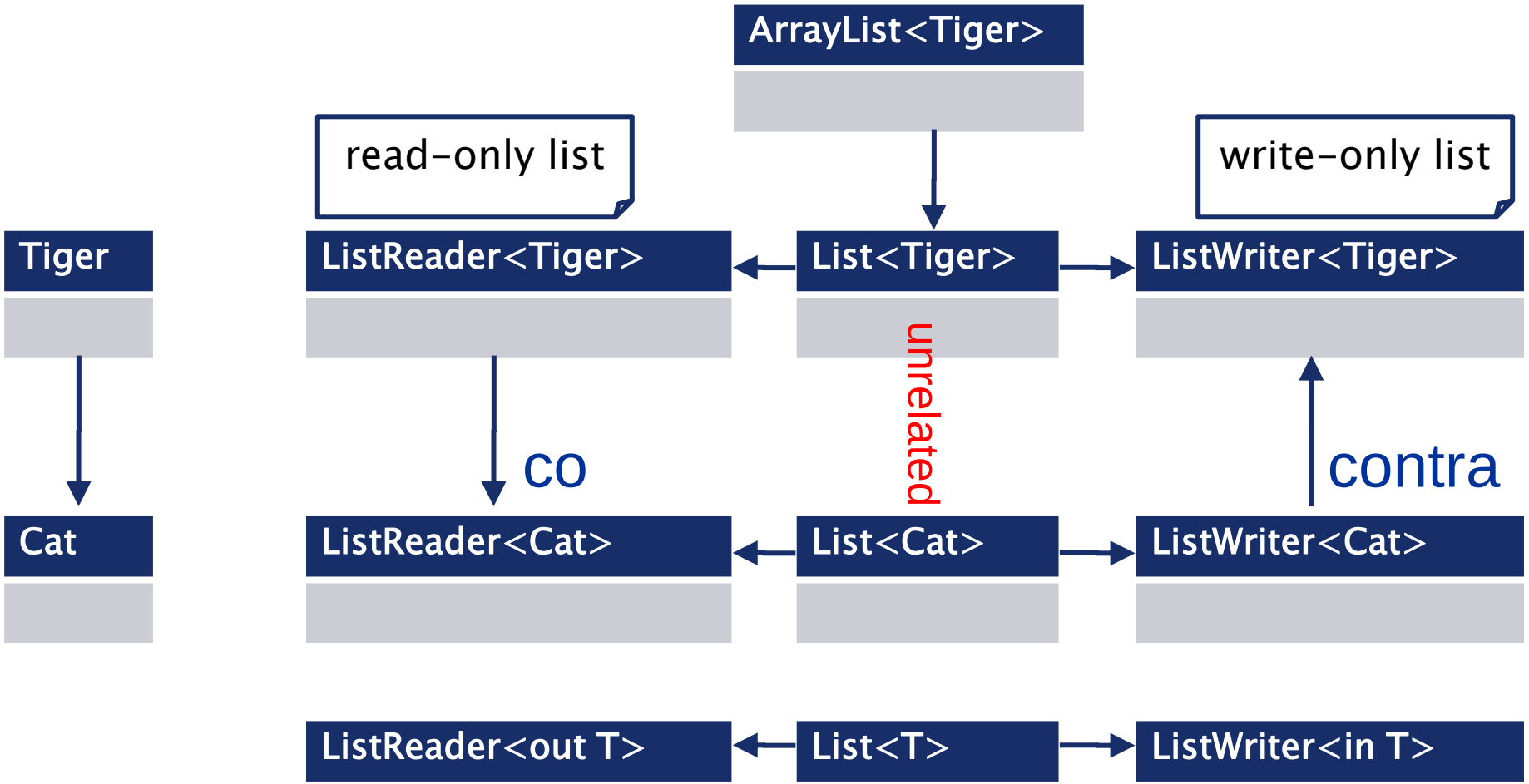
Implicit Interfaces



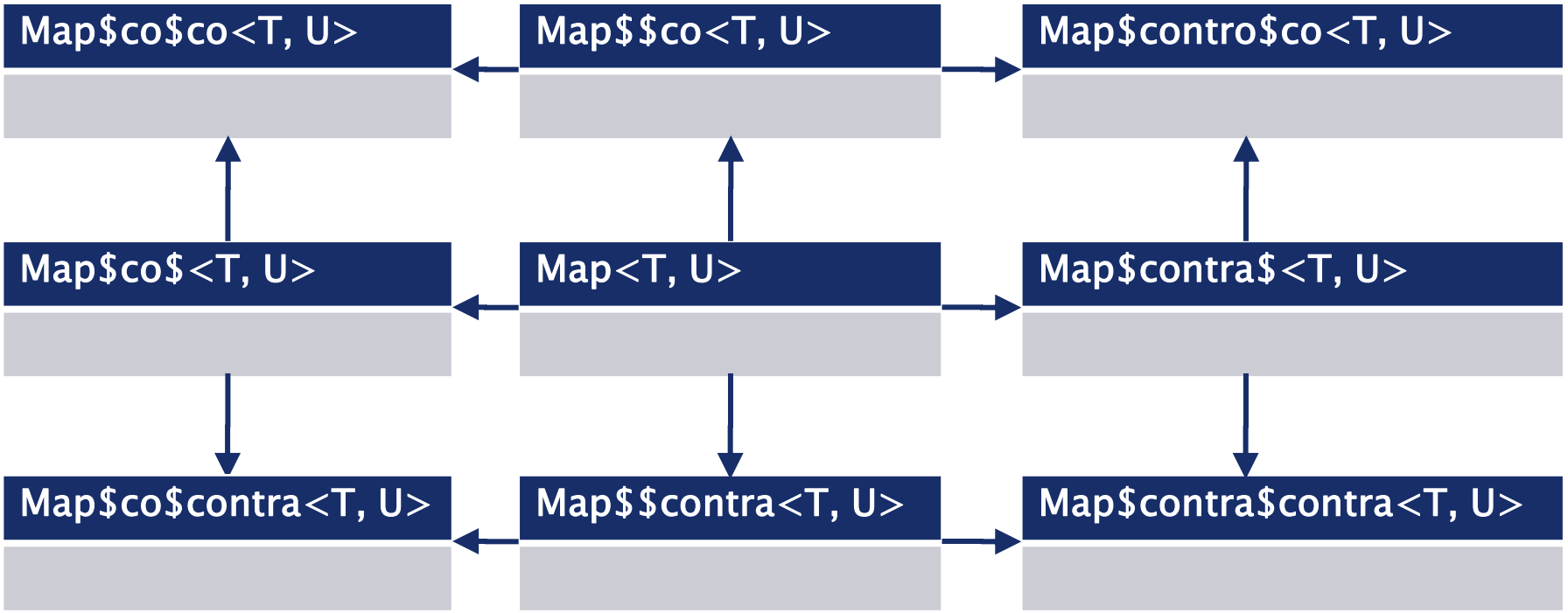
Covariance and Contravariance



Covariance and Contravariance in C♯



Multiple Type Parameters



Wildcard vs Variant Interface

- Wildcard perspective:

List < ? extends T >

- "List of some sub-type of T"

- Variant Interface perspective:

List<?extends T>
List$co<T>

- "Covariant list of T"

Implementation Hiding

```
interface Car
{
    ArrayList<Wheel> wheels();
}
```

Implementation Hiding

```
interface Car
{
    ArrayList<Wheel> wheels();
}
```

```
interface Car
{
    List<Wheel> wheels();
}
```

Implementation Hiding

```
interface Car
{
    ArrayList<Wheel> wheels();
}
```

```
interface Car
{
    List<Wheel> wheels();
}
```

```
interface Car
{
    List<? extends Wheel> wheels();
}
```

Documentation Aid

```
/**
 * @return          car's wheels
 */
List<Wheel> wheels()
{
  return this.wheels;
}
```

Documentation Aid

```
/**
 * @return          car's wheels;
 *                  please don't modify
 */
List<Wheel> wheels()
{
  return this.wheels;
}
```

Documentation Aid

```
/**
 * @return          car's wheels;
 *                  please don't modify
 *                  pretty please
 */
List<Wheel> wheels()
{
  return this.wheels;
}
```

Documentation Aid

```
/**
 * @return          car's wheels;
 *                  please don't modify
 *                  (actually, don't bother trying)
 */
List<Wheel> wheels()
{
  return Collections.unmodifiableList(
                this.wheels);
}
```

Documentation Aid

```
/**
 * @return          car's wheels
 */
List<? extends Wheel> wheels()
{
  return this.wheels;
}
```

Declaration-Site vs Use-Site Variance

- Declaration-Site Variance

```
interface List<out T>
{
}
```

```
interface Collector<in T>
{
    …
}
```

- Use-Site Variance

```
List<? extends Cat>
```

```
List<? super Cat>
```

Limitations of Use-Site Variance

- Cannot inherit from a variant type

```
class ListDecorator<T>
                implements List<? extends T>
{
    private final List<? extends T> target;
…
    public Iterator<? extends T> iterator()
    {
        return target.iterator();
    }
}
```

Limitations of Use-Site Variance

- Cannot inherit from a variant type

```
class ListDecorator<T>
                implements List<T>
{
    private final List<? extends T> target;
…
    public Iterator<T> iterator()
    {
        return target.iterator();
    }
}
```

Reading Types

```
public static <T>
int  binarySearch(
        List<? extends Comparable<? super T>>  list,
        T  key)
{…}
```

```
public static <T>
int  binarySearch(
        List$co<Comparable$contra<T>>  list,
        T  key)
{…}
```

Questions

Questions

? extends