# Polymorphism: What's the deal with 'a?

Hype for Types

October 13, 2023

# Polymorphism

# Identity

Recall lambda abstraction from the Simply Typed Lambda Calculus

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Let's write the identity function (assuming some reasonable base types).
$id = \lambda(x : Nat)x$
But this only works on Nats!
$id\ true$ (* type error! *)
$id2 = \lambda(x : Bool)x$
This seems really annoying $>$: (

# What does SML do?

```
val id = fn (x : 'a) => x
val _ = id 1
val _ = id true
val _ = id "nice"
```

```
id : 'a -> 'a
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`id : 'a -> 'a`

But what *is* `'a`? Is it a type?

If `id 1` type checks then `1 : 'a`???

# Polymorphism

Intuitively, we'd like to interpret `'a -> 'a` as "for all `'a`, `'a -> 'a`"

The "for all" is *implicit*.

This is great for programming, but confusing to formalize.

Let's make it *explicit*!

`'a -> 'a` $\implies \forall a.a \to a$

The ticks are no longer needed, as we've explicitly bound *a* as a type variable.

# Polymorphism

How do we construct a value of type $\forall a.a \to a$ in our new formalism? We might suggest $\lambda(x : a)x$, but once again the type variable is being bound *implicitly*.

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How do we use this?
$(\Lambda(a : \text{Type})\lambda(x : a)x)[Nat] \Longrightarrow \lambda(x : Nat)x$

# System F

The polymorphic lambda calculus we've developed is called System F.
Let's write a grammar!

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$$
\begin{array}{rcll}
e & ::= & x & \text{term variable} \\
 & | & \lambda(x : \tau)e & \text{term abstraction} \\
 & | & \Lambda(t : \text{Type})e & \text{type abstraction} \\
 & | & e_1\, e_2 & \text{term application} \\
 & | & e_1[\tau] & \text{type application}
\end{array}
$$

$$
\begin{array}{rcll}
\tau & ::= & t & \text{type variable} \\
 & | & \tau_1 \to \tau_2 & \text{function type} \\
 & | & \forall t.\tau & \text{polymorphic type}
\end{array}
$$

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$$\frac{t \in \Delta}{\Delta \vdash t \ \ type} \qquad \frac{\Delta \vdash \tau_1 \ \ type \quad \Delta \vdash \tau_2 \ \ type}{\Delta \vdash \tau_1 \to \tau_2 \ \ type} \qquad \frac{\Delta, t \vdash \tau \ \ type}{\Delta \vdash \forall t.\tau \ \ type}$$

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$$\frac{x : \tau \in \Gamma}{\Delta; \Gamma \vdash x : \tau} \qquad \frac{\Delta; \Gamma, x : \tau \vdash e : \tau' \quad \Delta \vdash \tau \ \mathit{type}}{\Delta; \Gamma \vdash \lambda(x : \tau)e : \tau \to \tau'}$$

$$\frac{\Delta, t; \Gamma \vdash e : \tau}{\Delta; \Gamma \vdash \Lambda(t : \mathrm{Type})e : \forall t.\tau} \qquad \frac{\Delta; \Gamma \vdash e_1 : \tau \to \tau' \quad \Delta; \Gamma \vdash e_2 : \tau}{\Delta; \Gamma \vdash e_1 e_2 : \tau'}$$

$$\frac{\Delta; \Gamma \vdash e : \forall t.\tau \quad \Delta \vdash \tau' \ \mathit{type}}{\Delta; \Gamma \vdash e[\tau'] : \tau[\tau'/t]}$$

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$$\frac{x : \tau \in \Gamma}{\Delta; \Gamma \vdash x : \tau} \qquad \frac{\Delta; \Gamma, x : \tau \vdash e : \tau' \quad \Delta \vdash \tau \ \ \mathit{type}}{\Delta; \Gamma \vdash \lambda(x : \tau)e : \tau \to \tau'}$$

$$\frac{\Delta, t; \Gamma \vdash e : \tau}{\Delta; \Gamma \vdash \Lambda(t : \mathrm{Type})e : \forall t.\tau} \qquad \frac{\Delta; \Gamma \vdash e_1 : \tau \to \tau' \quad \Delta; \Gamma \vdash e_2 : \tau}{\Delta; \Gamma \vdash e_1 e_2 : \tau'}$$

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**Question**

Do we need anything else? What about product types? Sum types?

# Some F-ing Functions

$$swap : \forall a\ b\ c.(a \to b \to c) \to (b \to a \to c) =$$

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$$\Lambda(a\ b\ c : \mathrm{Type})\lambda(f : a \to b)\lambda(g : b \to c)\lambda(x : a)g(f\ \ x)$$

# Does SML implement System F?

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Is `'a -> 'a` always really $\forall a.a \rightarrow a$?
Consider:

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Is the polymorphism of SML equivalent to the polymorphism of System F?
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Consider:

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fun hmm (id : 'a -> 'a) = (id 1, id true)
```

Type error! In SML, big lambdas can only be present at *declarations*, not arbitrarily inside expressions.
Our function here is equivalent to:

$$hmm = \Lambda(a : \text{Type})\lambda(id : a \to a)(id\ 1, id\ \ true)$$

Which is *not* the same as:

$$hmm = \lambda(id : \forall a.a \to a)(id[int]\ 1, id[bool]\ \ true)$$

Why? Because type inference for System F is undecidable!

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$\forall t.t \rightarrow t$ means "for *any* type `t`: if you give me a `t`, I'll give you a `t`"

So $\exists t.t \rightarrow t$ should probably mean "there is some *specific* type `t`, and if you give me that `t`, I'll give you a `t`"

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So $\exists t.t \to t$ should probably mean "there is some *specific* type `t`, and if you give me that `t`, I'll give you a `t`"

**Question**

Does this sound similar to anything in SML?

# Existentialism == Modules!

```
signature S =
  sig
    type t
    val x : t
    val f : t -> t
  end
```

is basically equivalent to:

$$\exists t.\{x : t, f : t \to t\}$$

or even more simply:

$$\exists t.t \times (t \to t)$$

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**Main Idea**

We use **signatures** to represent **existential types**!

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**Answer:** A module!

```
structure M : S =
  struct
    type t = int
    val x = 150
    val f = fn x => x + 1
  end
```

is a value of type $\exists t.\{x : t, f : t \rightarrow t\}$

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In other words, I have a type `t` and a value of type `t * (t -> t)`
(Remember the type of `M` was $\exists t.t \times (t \to t)$)

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To unpack a structure, use the `open` keyword!

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**Main Idea**

opening a value (module) of type $\exists t.\tau$ gives us a type $t$ and a value of type $\tau$

# Typechecking Rules

$$\frac{\Delta, t \vdash \tau \ \ type}{\Delta \vdash \exists t.\tau \ \ type} \qquad \frac{\Delta; \Gamma \vdash e : [\rho/t]\tau \quad \Delta \vdash \rho \ \ type}{\Delta; \Gamma \vdash struct \ \ type \ \ t = \rho \ \ in \ \ e : \exists t.\tau}$$

$$\frac{\Delta; \Gamma \vdash M : \exists t.\tau \quad \Delta, t; \Gamma, x : \tau \vdash e : \tau' \quad \Delta \vdash \tau' \ \ type}{\Delta; \Gamma \vdash open \ \ M \ \ as \ \ t, x \ \ in \ \ e : \tau'}$$

# Example: Stacks!

```
signature STACK =
  sig
    type t
    val empty : t
    val push : int -> t -> t
    val pop : t -> (int * t) option
  end

structure ListStack : STACK =
  struct
    type t = int list
    val empty = []
    fun push x xs = x :: xs
    fun pop [] = NONE
      | pop (x :: xs) = SOME (x, xs)
  end
```

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$$struct\ \ type\ \ t = int\ \ list\ \ in$$

$$\{empty = Nil,$$

$$push = Cons,$$

$$pop = ...\}$$

# What about functors?

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signature STACK =
  sig
    type t
    val empty : t
    val push : int -> t -> t
    val pop : t -> (int * t) option
  end

functor MkDoubleStack (S : STACK) : STACK =
  struct
    type t = S.t
    val empty = S.empty
    fun push x s = S.push x (S.push x s)
    val pop = S.pop
  end
```

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$$MkDoubleStack : Stack \rightarrow Stack =$$

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$$MkDoubleStack : Stack \to Stack =$$

$$\lambda(S : Stack).$$

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$$open\ S\ as\ t', s\ in$$

$$struct\ type\ t = t'\ in$$

$$\{empty = s.empty,$$

$$push = \lambda(x : int).(s.push\ x)\ o\ (s.push\ x)$$

$$pop = s.pop\}$$

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**Question**

Can we encode $A \times B$ in System F?

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If we have a function that requires a value of type $A$ and a value of type $B$, we can give it arguments!

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What can you *do* with a value of type $A \times B$?

If we have a function that requires a value of type $A$ and a value of type $B$, we can give it arguments!

$$A \times B = \forall R.(A \rightarrow B \rightarrow R) \rightarrow R$$

# Product Types in System F

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$$pair : \forall A\ B.A \to B \to A \times B =$$

$$\Lambda(A\ B)\ \lambda(x : A)\ \lambda(y : B)\ \Lambda(R)\ \lambda(f : A \to B \to R)\ f\ x\ y$$

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$$\Lambda(A\ B)\ \lambda(p : A \times B)\ p[A]\ (\lambda(x : A)\ \lambda(y : B)\ x)$$

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$$\Lambda(A\ B)\ \lambda(p : A \times B)\ p[A]\ (\lambda(x : A)\ \lambda(y : B)\ x)$$

$$snd : \forall A\ B.A \times B \to B =$$

$$\Lambda(A\ B)\ \lambda(p : A \times B)\ p[B]\ (\lambda(x : A)\ \lambda(y : B)\ y)$$

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**Question**

What about case?

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**Question**

What about case?

**Answer:** An encoded value of type $A + B$ *is already* a case!