

**Script** generated by TTT

Title: Petter: Compiler Construction (25.06.2020)  
- 48: Structural Subtyping

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## Subtyping $\leq$

On the arithmetic basic types `char`, `int`, `long`, etc. there exists a rich *subtype* hierarchy

### Subtypes

$t_1 \leq t_2$ , means that the values of type  $t_1$

- 1 form a **subset** of the values of type  $t_2$ ;
- 2 can be converted into a value of type  $t_2$ ;
- 3 fulfill the requirements of type  $t_2$ ;
- 4 are assignable to variables of type  $t_2$ .

Example:

assign smaller type (fewer values) to larger type (more values)

```
 $t_1$  x;  
 $t_2$  y;  
y = x;
```

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assign smaller type (fewer values) to larger type (more values)

```
int x;  
double y;  
y = x;  
int  $\leq$  double
```

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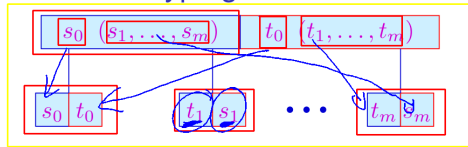
## Example: Subtyping

Extending the subtype relationship to more complex types, observe:

```
string extractInfo( struct { string info; } x) {
    return x.info;
}
```

- we want `extractInfo` to be applicable to all argument structures that return a string typed field for accessor `info`
- the idea of subtyping on values is related to subclasses
- we use deduction rules to describe when  $t_1 \leq t_2$  should hold...

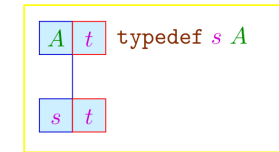
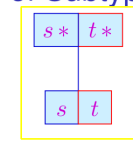
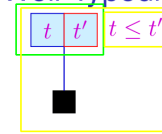
## Rules and Examples for Subtyping



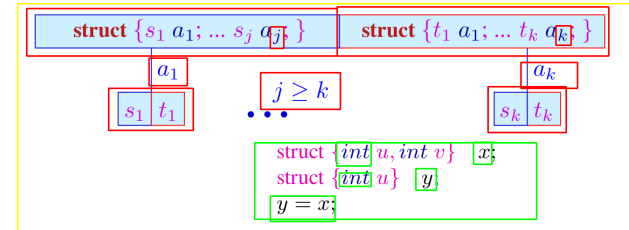
Examples:

$\text{struct } \{ \text{int } a; \text{ int } b; \} \stackrel{?}{\leq} \text{struct } \{ \text{float } a; \}$   
 $\text{int (int)} \stackrel{?}{\leq} \text{float (float)}$   
 $\text{int (float)} \stackrel{?}{\leq} \text{float (int)}$

## Rules for Well-Typedness of Subtyping



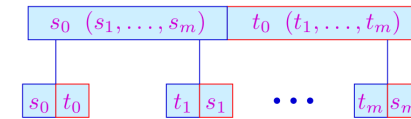
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## Rules and Examples for Subtyping



Examples:

$\text{struct } \{ \text{int } a; \text{ int } b; \}$        $\text{struct } \{ \text{float } a; \}$   
 $\text{int (int)}$                        $\text{float (float)}$   
 $\text{int (float)}$                      $\text{float (int)}$

### Definition

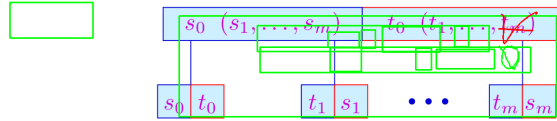
Given two function types in subtype relation  $s_0(s_1, \dots, s_n) \leq t_0(t_1, \dots, t_n)$  then we have

- **co-variance** of the return type  $s_0 \leq t_0$  and
- **contra-variance** of the arguments  $s_i \geq t_i$  für  $1 < i \leq n$

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## Rules and Examples for Subtyping



Examples:

```

struct {int a; int b;} <= struct {float a;}
int (int) <= float (float)
int (float) <= float (int)
    
```

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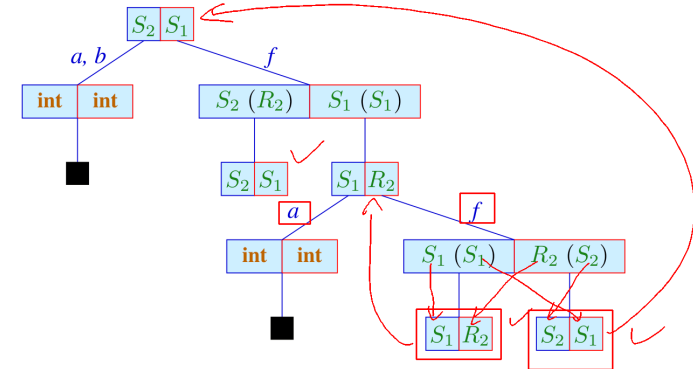
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## Subtypes: Application of Rules (II)

Check if  $S_2 \leq S_1$ : ✓

```

R_1 = struct {int a; R_1(R_1) f;}
S_1 = struct {int a; int b; S_1(S_1) f;}
R_2 = struct {int a; R_2(S_2) f;}
S_2 = struct {int a; int b; S_2(R_2) f;}
    
```



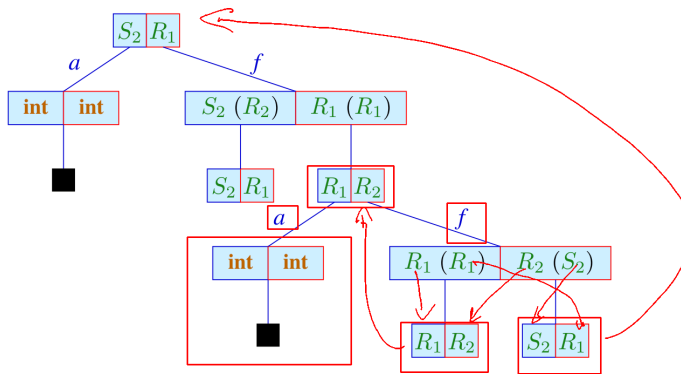
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## Subtypes: Application of Rules (III)

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R_2 = struct {int a; R_2(S_2) f;}
S_2 = struct {int a; int b; S_2(R_2) f;}
    
```



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## Discussion

- for presentational purposes, proof trees are often abbreviated by omitting deductions within the tree
- structural sub-types are very powerful and can be quite intricate to understand
- Java generalizes structs to objects/classes where a sub-class  $A$  inheriting from base class  $O$  is a subtype  $A \leq O$
- subtype relations between classes must be explicitly declared

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