Existential Types

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Existential Types

- Are "dual" to universal types
- Foundation for data abstraction and information hiding
- Two ways to look at an existential type $\{\exists X,T\}$
 - Logical intuition: a value of type T[X:=S] for some type S
 - Operational intuition: a pair {*S,t} of a type S and term t of type T[X:=S]
- Other books use the (more standard) notation
 ∃X.T. We stick to Pierce's notation {∃X,T}

Building and using terms with existential types

- Or, in the terminology of natural deduction, *introduction* and *elimination* rules
- Idea: A term can be packed to hide a type component, and unpacked (or: openend) to use it

Example

```
counterADT =
   {*Nat,
    {new = 1,
    get = λi:Nat. i,
    inc = λi:Nat. succ(i)}}
as {∃Counter,
    {new: Counter,
    get: Counter→Nat,
    inc: Counter→Counter}};
```

counterADT : {∃Counter,

 $\{new:Counter,get:Counter \rightarrow Nat,inc:Counter \rightarrow Counter\}\}$

```
let {Counter,counter} = counterADT in
counter.get (counter.inc counter.new);
```

▶ 2 : Nat

Example

let {Counter,counter}=counterADT in

let add3 = λ c:Counter. counter.inc (counter.inc (counter.inc c)) in counter.get (add3 counter.new);

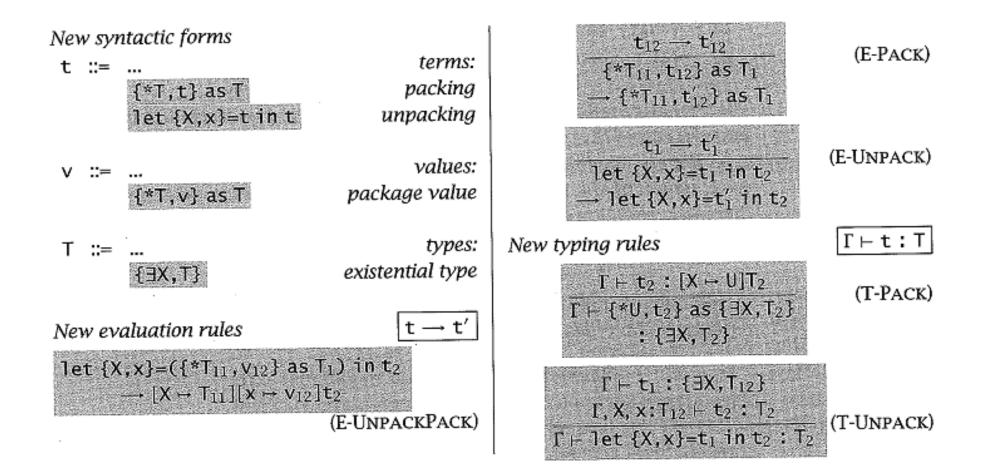
▶ 4 : Nat

```
let {Counter, counter} = counterADT in
let {FlipFlop,flipflop} =
    {*Counter,
        {new = counter.new,
        read = λc:Counter. iseven (counter.get c),
        toggle = λc:Counter. counter.inc c,
        reset = λc:Counter. counter.new}
as {∃FlipFlop,
        {new: FlipFlop, read: FlipFlop→Bool,
        toggle: FlipFlop→FlipFlop, reset: FlipFlop→FlipFlop}} in
```

flipflop.read (flipflop.toggle (flipflop.toggle flipflop.new));

```
▶ false : Bool
```

Existential Types



Encoding existential types by universal types

- In logic we have $\exists x \in \mathbf{X} P(x) \equiv \forall x \in \mathbf{X} \neg P(x)$
- We can simulate a existential types by a universal type and a "continuation"

 $\{\exists X,T\} \stackrel{\text{def}}{=} \forall Y. (\forall X.T \rightarrow Y) \rightarrow Y.$

 Recall that, via Curry-Howard, CPS transformation corresponds to double negation!

Encoding existential types by universal types

Packing

{*S,t} as { $\exists X,T$ } $\stackrel{\text{def}}{=} \lambda Y. \lambda f: (\forall X.T \rightarrow Y). f [S] t$

• Unpacking

let {X,x}=t₁ in t₂ $\stackrel{\text{def}}{=}$ t₁ [T₂] (λ X. λ x:T₁₁. t₂).

Forms of existential types: SML

signature INT_QUEUE = sig
 type t
 val empty : t
 val insert : int * t -> t
 val remove : t -> int * t
end

Forms of existential types: SML

```
structure IQ :> INT_QUEUE = struct
 type t = int list
 val empty = nil
 val insert = op ::
 fun remove q =
   let val x::qr = rev q
     in (x, rev qr) end
end
structure Client = struct
 ... IQ.insert ... IQ.remove ...
end
```

Open vs closed Scope

- Existentials via pack/unpack provide no direct access to hidden type (closed scope)
 - If we open an existential package twice, we get two different abstract types!
- If S is an SML module with hidden type t, then each occurrence of S.t refers to the same unknown type
 - SML modules are not first-class whereas pack/unpack terms are

Forms of existential types: Java Wildcards

From: "Towards an Existential Types Model for Java Wildcards", FTFJP 2007

```
void m1(Box<?> x) {...}
void m2(Box<Dog> y) { this.m1(y); }
```

is translated to:

```
void m1(∃X.Box<X> x) {...}
void m2(Box<Dog> y)} { this.m1(close y with X hiding Dog); }
```

```
<X>Box<X> m1(Box<X> x) {...}
Box<?> m2(Box<?> y) { this.m1(y); }
```

is translated to (note how opening the existential type allows us to provide an actual type parameter to m1):

```
<X>Box<X> m1(Box<X> x) {...}
∃Z.Box<Z> m2(∃Y.Box<Y> y) {
    open y,Y as y2 in
        close
        this.<Y>m1(y2) \\has type Box<Y>
        with Z hiding Y; \\has type ∃Z.Box<Z>
}
```

Forms of existential types: Existentially quantified data constructors in Haskell

```
data Obj = forall a. (Show a) => Obj a
xs :: [Obj]
xs = [Obj 1, Obj "foo", Obj 'c']
doShow :: [Obj] -> String
doShow [] = ""
```

doShow ((Obj x):xs) = show x ++ doShow xs