## Implicit Programming

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### What is it?

Implicit programming is a programming style that relies on the compiler to infer certain pieces of code in programs.

# Relation to Type-Inference

- Type-inference help us by inferring types
- Implicit programming uses types to infer code.

## Related Mechanisms

- Two closely related and useful language mechanisms:
  - Type Classes (Haskell and other languages)
  - Implicits (Scala)

#### **Example** (Without Implicit Programming)

## Sorting

A sorting function parametrized by a comparison function:

**data** Ordering =  $LT \mid EQ \mid GT$ sort ::  $(a \rightarrow a \rightarrow Ordering) \rightarrow [a] \rightarrow [a]$ 

## Comparison functions

 $cmpInt :: Int \rightarrow Int \rightarrow Ordering$  $cmpInt \ x \ y = compare \ x \ y$ 

$$cmdPair :: (a \rightarrow a \rightarrow Ordering) \rightarrow (b \rightarrow b \rightarrow Ordering) \rightarrow$$
  
 $(a, b) \rightarrow (a, b) \rightarrow Ordering$   
 $cmdPair \ ca \ cb \ (x_1, y_1) \ (x_2, y_2) =$   
**case**  $ca \ x_1 \ x_2 \ of$   
 $LT \rightarrow LT$   
 $GT \rightarrow GT$   
 $EQ \rightarrow cb \ y_1 \ y_2$ 

## Client code

$$program1 :: [Int]$$

$$program1 = sort \ cmpInt \ [3, 2, 4]$$

$$program2 :: [(Int, Int)]$$

$$program2 =$$

$$sort \ (cmdPair \ cmpInt \ cmpInt) \ [(2, 3), (4, 1), (2, 2)]$$

#### **Example** (With Implicit Programming - Type Classes)

## Sorting

• Type classes can be used for constraining generic (parametric polymorphic) functions

sort :: Ord 
$$a \Rightarrow [a] \rightarrow [a]$$

Prelude > List.sort [(3,3), (2,4), (3,4)] [(2,4), (3,3), (3,4)]



## Code Inference

sort :: Ord 
$$a \Rightarrow [a] \rightarrow [a]$$

 $Prelude > List.sort [(3,3), (2,4), (3,4)] \\ [(2,4), (3,3), (3,4)] \\ Inferred by the compiler$ 

cmdPair cmpInt cmpInt

#### **Example** (With Implicit Programming - Scala Implicits)

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# Towards a calculus for Implicit Programming



- Type classes are well-studied, but have limited expressiveness;
- Scala implicits are not formalized;
- Understanding the essence of implicit programming: type-directed instantiation of code

# Type Classes vs Implicits

|                        | Type Classes | Implicits | What we want |
|------------------------|--------------|-----------|--------------|
| Scoping                | Global       | Local     | Local        |
| Implicit<br>overriding | No           | Yes       | Yes          |
| First-class<br>types   | No           | Yes       | Yes          |
| Constraints semantics  | Set          | List      | Set* ?       |
| Type-inference         | Yes          | No        | Yes          |
| Formalized             | Yes          | No        | Yes          |

## Current Status

- Draft operational semantics; type system and translation semantics
- Operational semantics is tricky because we need to use types
- Wonchan Lee will talk more about this

## Conclusion

- Implicit programming is useful
  - lots of applications in the Haskell and Scala community
- Type classes and Scala implicits have tradeoffs (no mechanism subsumes the other)
- We believe there is a more general mechanism that generalizes both