

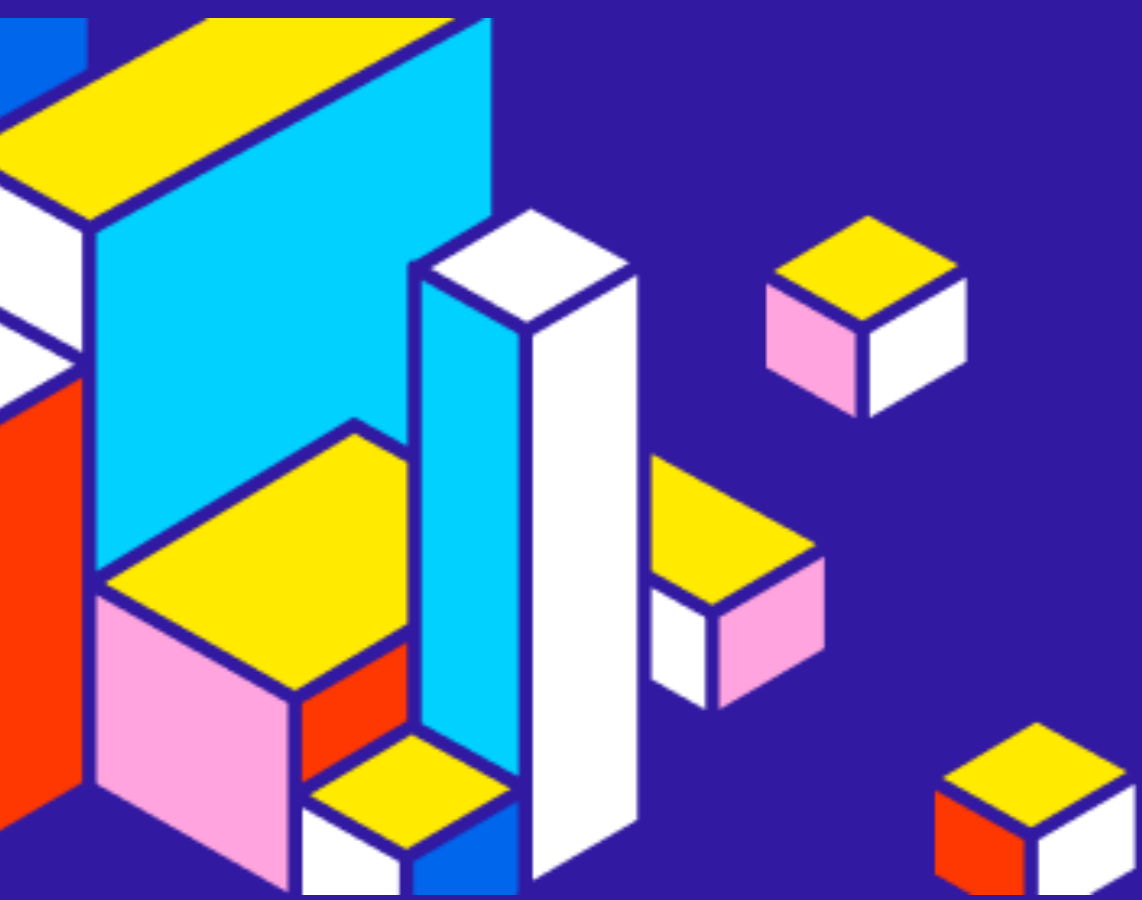
PHP GENERICS TODAY

DAVE LIDDAMENT

www.daveliddament.co.uk

LARAVEL LIVE DENMARK

Copenhagen · 20–21 August 2026



```
function process(User $user): void { ... }
```



Type declaration

► **Communicate intent**

```
function process(User $user): void { ... }
```



Type declaration

► **Communicate intent**

► **Run time checks**

```
process("Bob");
```



Bug. A string is not a User object.

```
function process(User $user): void { ... }
```



Type declaration

```
process("Bob");
```



Bug. A string is not a User object.

- ▶ **Communicate intent**
- ▶ **Run time checks**
- ▶ **Static analysis checks**

```
function process(User $user): void { ... }
```



Type declaration

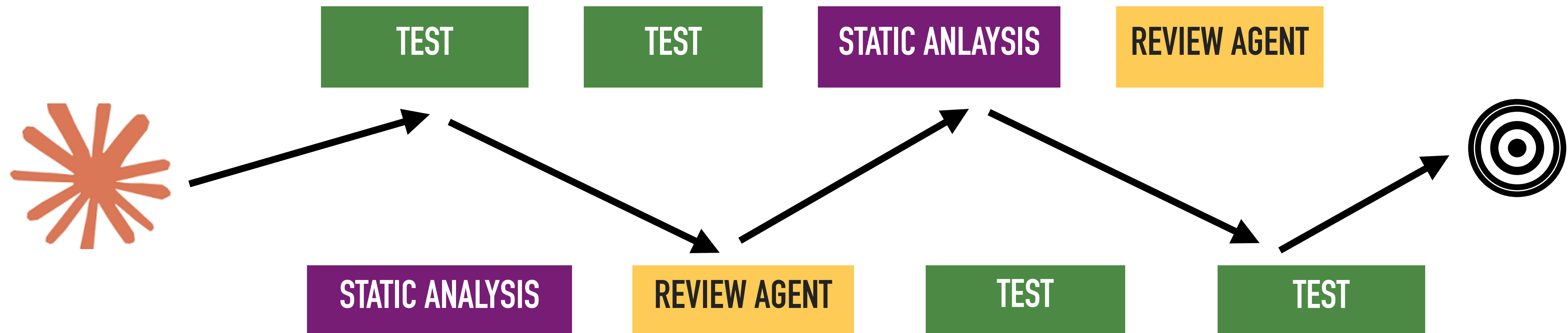
```
process("Bob");
```



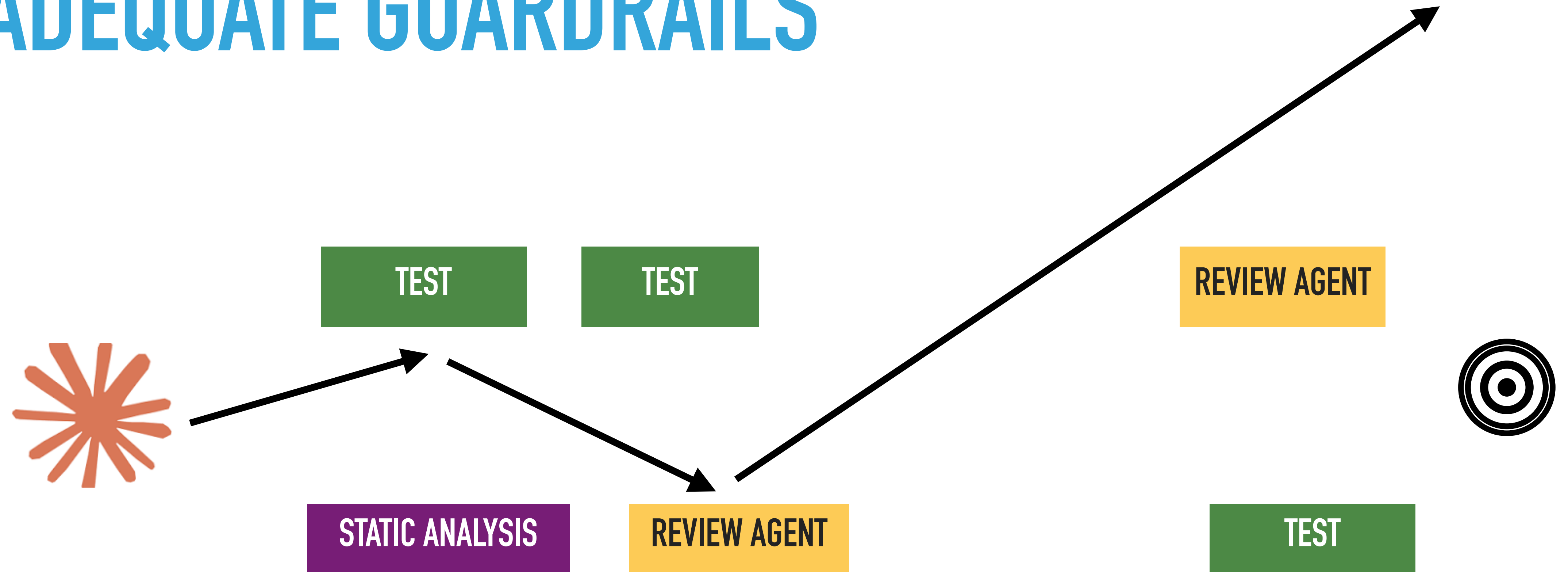
Bug. A string is not a User object.

- ▶ **Communicate intent**
- ▶ **Run time checks**
- ▶ **Static analysis checks**
- ▶ **Enable refactoring**
- ▶ **AI Assisted Development**

AI ASSISTED CODING WITH GUARDRAILS



INADEQUATE GUARDRAILS



Higher type coverage = more accurate static analysis

- ▶ **Communicate intent**
- ▶ **Run time checks**
- ▶ **Static analysis checks**
- ▶ **Enable refactoring**
- ▶ **AI Assisted Development**

```
class PhpTypeSystemImprovements {  
    public const string PHP_83 = 'typed class constants';  
    private string $php74;  
    public function php70(int $n): string {}  
    public function php71(?string $s): void {}  
    public function php72(object $o): object {}  
    public function php80(int|string $id, mixed $anything): static {}  
    public function php81(Countable&Traversable $c): never {}  
    public function php82((Countable&Traversable)|null $c): true {}  
}
```

BUT...

```
function process(array $users): void { ... }
```



What is stored in the array?

AND...

```
class Queue {
```

```
    public function add(??? $item): void {...}
```

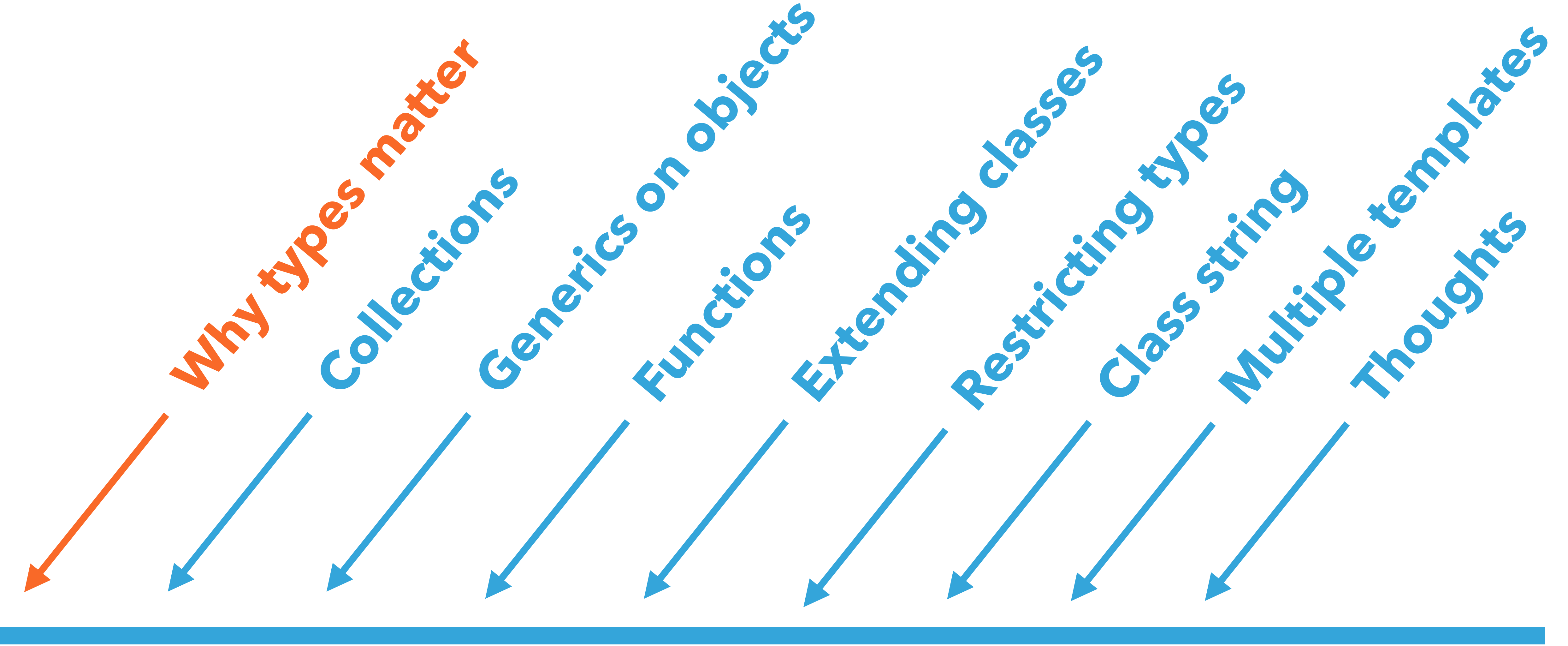


What are these types?



```
    public function getNext(): ??? {...}
```

```
}
```



Why types matter

Collections

Generics on objects

Functions

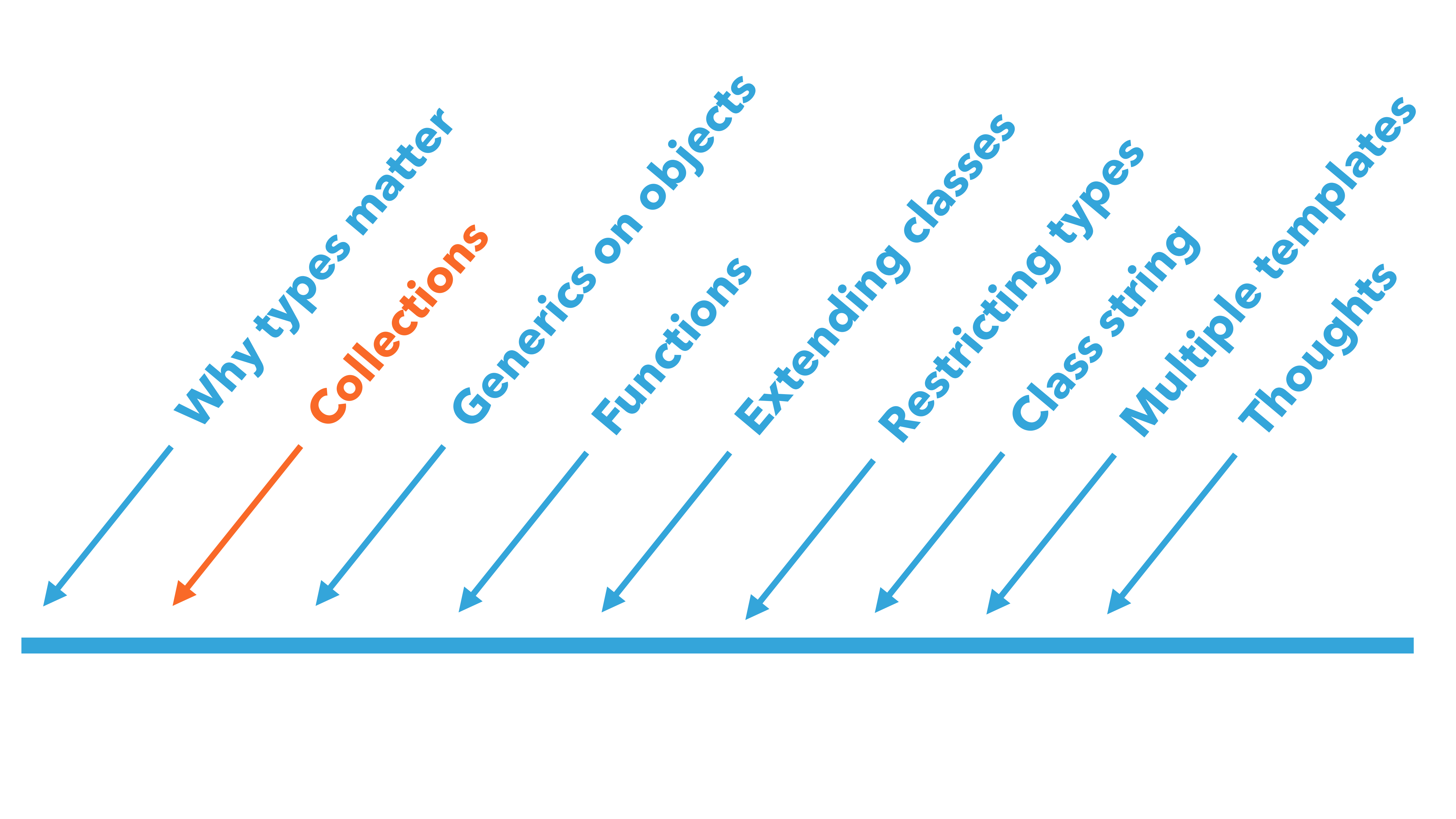
Extending classes

Restricting types

Class string

Multiple templates

Thoughts



Why types matter

Collections

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Extending classes

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Thoughts

```
/** @return User[] */
```

```
function getUsers(): array {...}
```

```
foreach(getUsers() as $user) {  
    processUser($user);  
}
```

```
function processUser(User $user): void {...}
```

Type Hint



```
/** @return User[] */
```

```
function getUsers(): array {...}
```



Type Declaration



Psalm



PHPStan

```
/** @return User[] $users */
```

```
function getUsers(): array
```

```
{
```

```
    return [
```

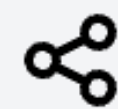
```
        new User("Jane"),
```

```
        "james",
```

```
    ];
```

```
}
```

```
1 <?php declare(strict_types = 1);
2
3 class User {
4     public function __construct(public string $name){}
5 }
6
7
8 /** @return User[] */
9 function getUsers(): array
10 {
11     return [
12         new User("jane"),
13         "bob",
14     ];
15 }
```

 Share

Level 10 ▾

 Options

PHP 8.0 – 8.5 (1 error)

PHP 7.2 – 7.4 (2 errors)

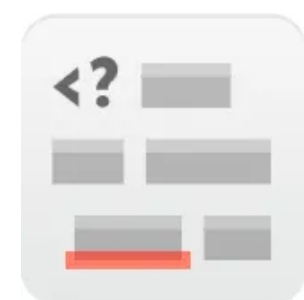
Line

Error

11

Function getUsers() should return array<User> but returns array<int, string|User>.





Psalm

Type Hint

(Only checked by static analysis)



```
/** @return User[] */
```

```
function getUsers(): array {...}
```



Type Declaration

(Checked by PHP at runtime and by static analysis)

```
class Business {
```

```
/** @return Employee[] */
```

```
public function getEmployees(): array {...}
```

```
}
```

```
function promote(Employee $employee): void {...}
```

```
function welcome(string $name): void {...}
```

```
foreach($business->getEmployees() as $name => $employee) {
```

```
    welcome($name);
```

```
    promote($employee);
```

```
}
```

```
18  
19 foreach($business->getEmployees() as $name => $employee) {  
20     promote($employee);  
21     welcome($name);  
22 }
```

Psalm output (using commit add7c14):

INFO: MixedArgument - 21:12 - Argument 1 of welcome cannot be mixed, expecting string

```
class Business {  
    /** @return array<string,Employee> */  
    public function getEmployees(): array {...}  
}  
  
function promote(Employee $employee): void {...}  
function welcome(string $name): void {...}  
  
foreach($business->getEmployees() as $name => $employee)  
{  
    welcome($name);  
    promote($employee);  
}
```

```
/** @var array<V> */
```

```
/** @var array<Person> */
```

```
$people = [ ... ];
```

```
/** @var array<K, V> */
```

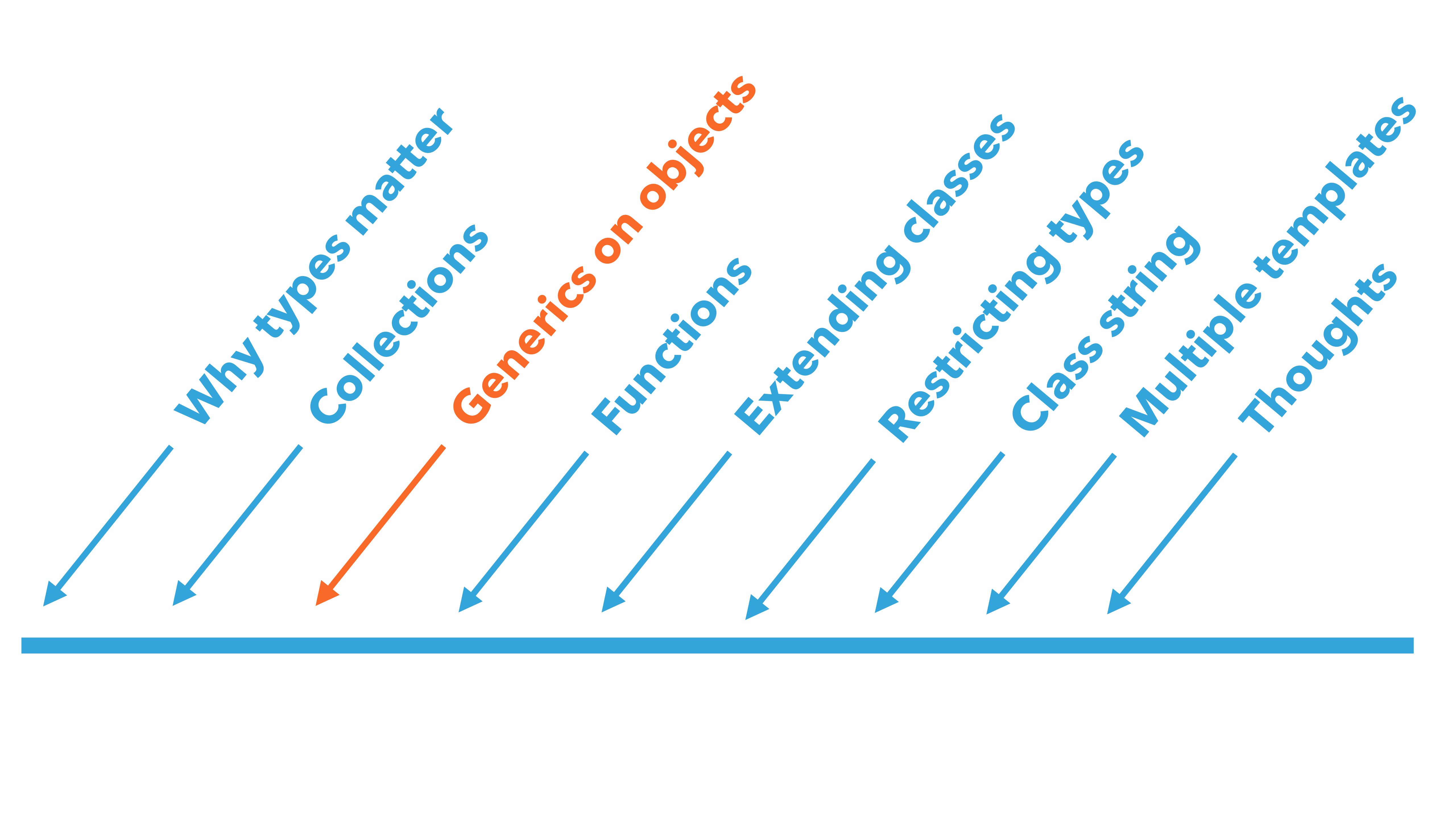
```
/** @var array<string, Person> */
```

```
$people = [ ... ];
```

```
/** @var Collection<K, V> */
```

```
/** @var Collection<string, Person> */
```

```
$people = new Collection();
```



Why types matter

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```
class Queue {
```

```
    public function add(??? $item): void {...}
```

What are these types?

```
    public function getNext(): ??? {...}
```

```
}
```

```
class Queue <T> {  
  
    public function add(T $item): void {...}  
  
    public function getNext():T {...}  
  
}
```

```
/** @template T */  
class Queue <T> {  
  
    /** @param T $item */  
    public function add(T $item): void {...}  
  
    /** @return T */  
    public function getNext(): T {...}  
  
}
```

```
/** @var Queue<User> $userQueue */  
$userQueue = new Queue();
```

```
/** @var Queue<User> $userQueue */  
$userQueue = new Queue();
```

```
/** @template User */  
class Queue  
{  
    /** @param User $item */  
    public function add(    $item): void {...}  
  
    /** @return User */  
    public function getNext()    {...}  
}
```

```
/** @var Queue<User> $userQueue */
```

```
$userQueue = new Queue();
```

```
$userQueue->add(new User()); 
```

```
$userQueue->add("Bob"); 
```

WITHOUT GENERICS

```
$userQueue = new Queue();
```

```
$userQueue->add(new User()); 
```

```
$userQueue->add("Bob"); 
```

```
/** @var Queue<Book> $userQueue */  
$userQueue = new Queue();
```

```
/** @template Book */  
class Queue    {  
  
    /** @param Book $item */  
    public function add(    $item): void {...}  
  
    /** @return Book */  
    public function getNext()    {...}  
  
}
```

```
/** @var Queue<Book> $readingList */
```

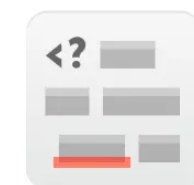
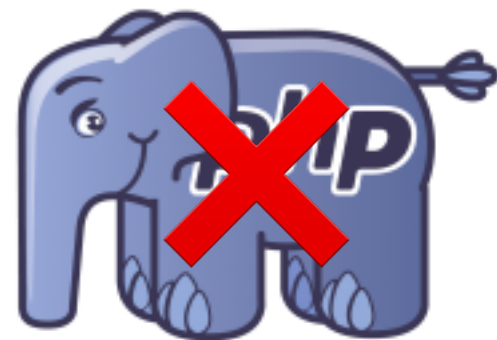
```
$readingList = new Queue();
```

```
$readingList->add(new Book()); 
```

```
$readingList->add(new User()); 
```

```
/** @template T */  
class Queue() { ... }
```

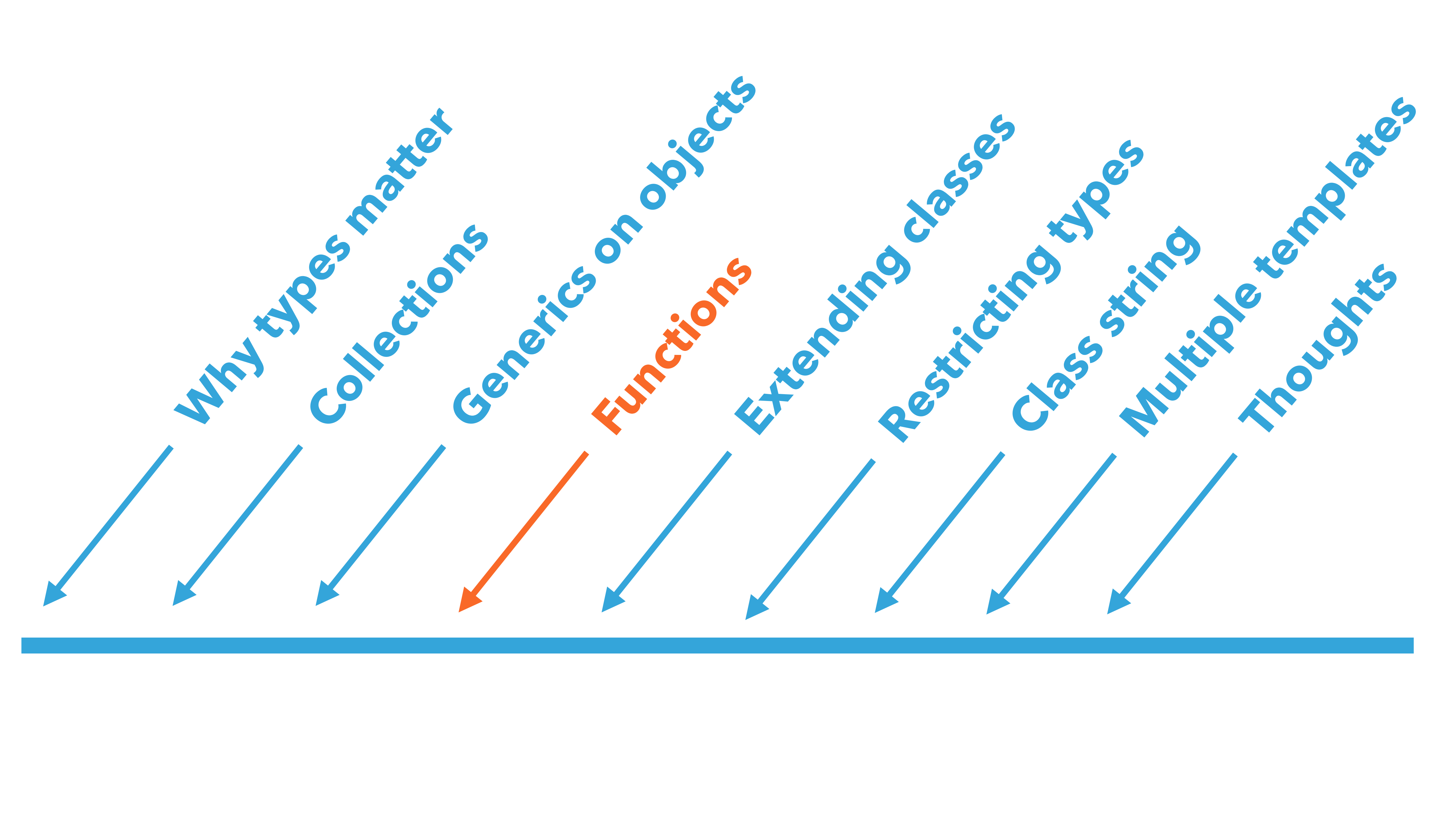
```
/** @var Queue<User> $userQueue */  
$userQueue = new Queue();
```



Psalm



- ▶ **Communicate intent**
- ▶ ~~**Run-time checks**~~
- ▶ **Static analysis checks**
- ▶ **Enable refactoring**
- ▶ **AI Assisted Development**



Why types matter

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Class string

Multiple templates

Thoughts

/**

*** @template T**

*** @param T \$value**

*** @return T**

***/**

function mirror(\$value) { return \$value; }

/**

*** @template** **T**

*** @param** **T \$input**

*** @return** **T**

***/**

function mirror(\$input) { return \$input; }

\$value = **mirror(5);**

/**

*** @template T**

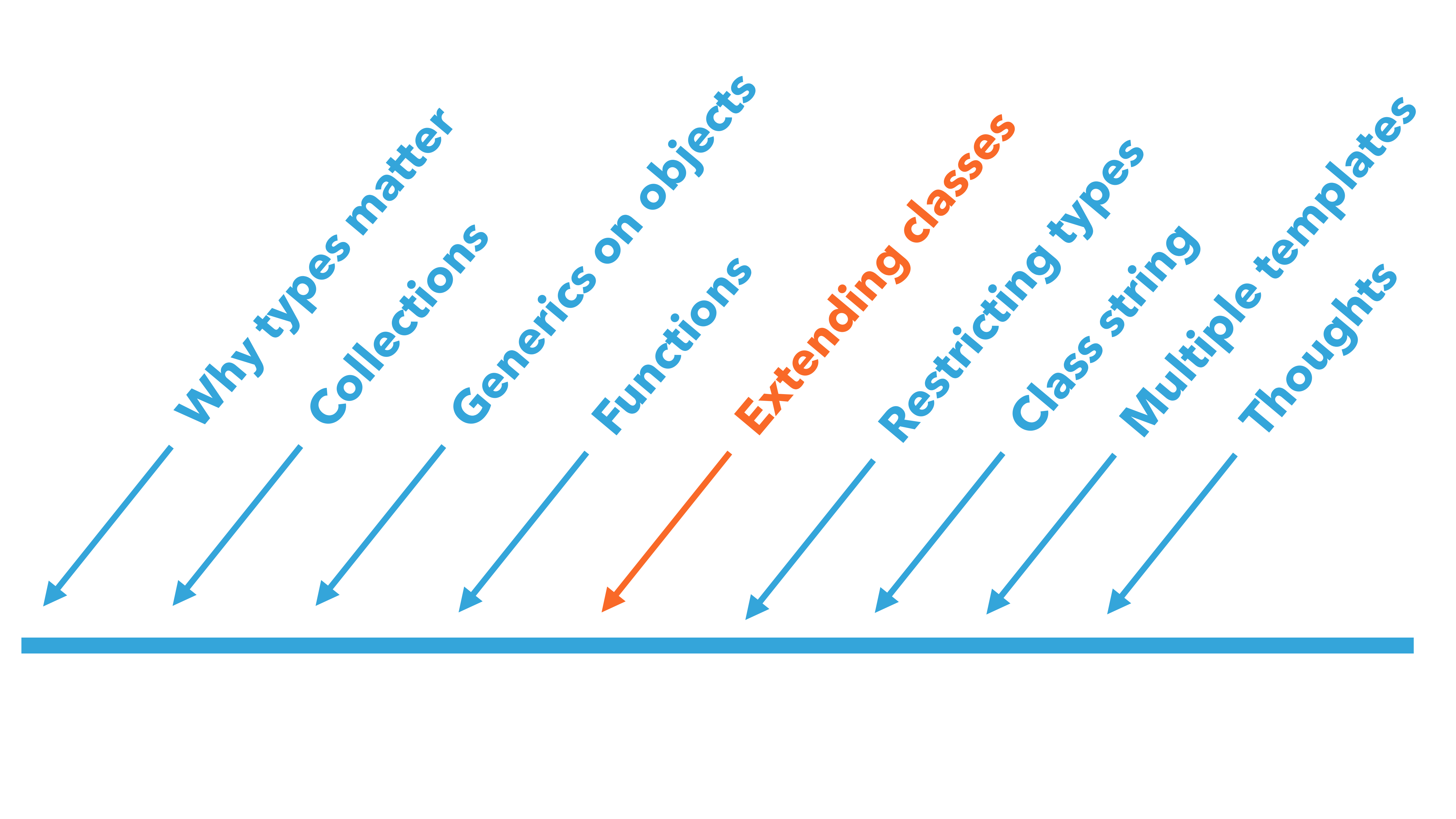
*** @param T \$value**

*** @return array<T>**

***/**

function asArray(\$value) { return [\$value]; }

\$values = asArray(5);



Why types matter

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```
class Animal { ... }
```

```
class Dog extends Animal {  
    public function bark(): void {...}  
}
```

```
class Cat extends Animal {  
    public function meow(): void {...}  
}
```

```
/** @template T */
```

```
interface AnimalGame {
```

```
    /** @param T $animal */
```

```
    public function play($animal): void;
```

```
}
```

```
/** @implements AnimalGame<Dog> */
```

```
class DogGame implements AnimalGame {...}
```

```
/** @implements AnimalGame<Dog> */  
class DogGame implements AnimalGame {...}
```

```
/** @template Dog */  
interface AnimalGame {
```

```
    /** @param Dog $animal */  
    public function play($animal): void;  
}
```

```
/** @implements AnimalGame<Dog> */
```

```
class DogGame implements AnimalGame {
```

```
    public function play($animal): void {
```

```
        $animal->bark(); // We know $animal is a dog
```

```
    }
```

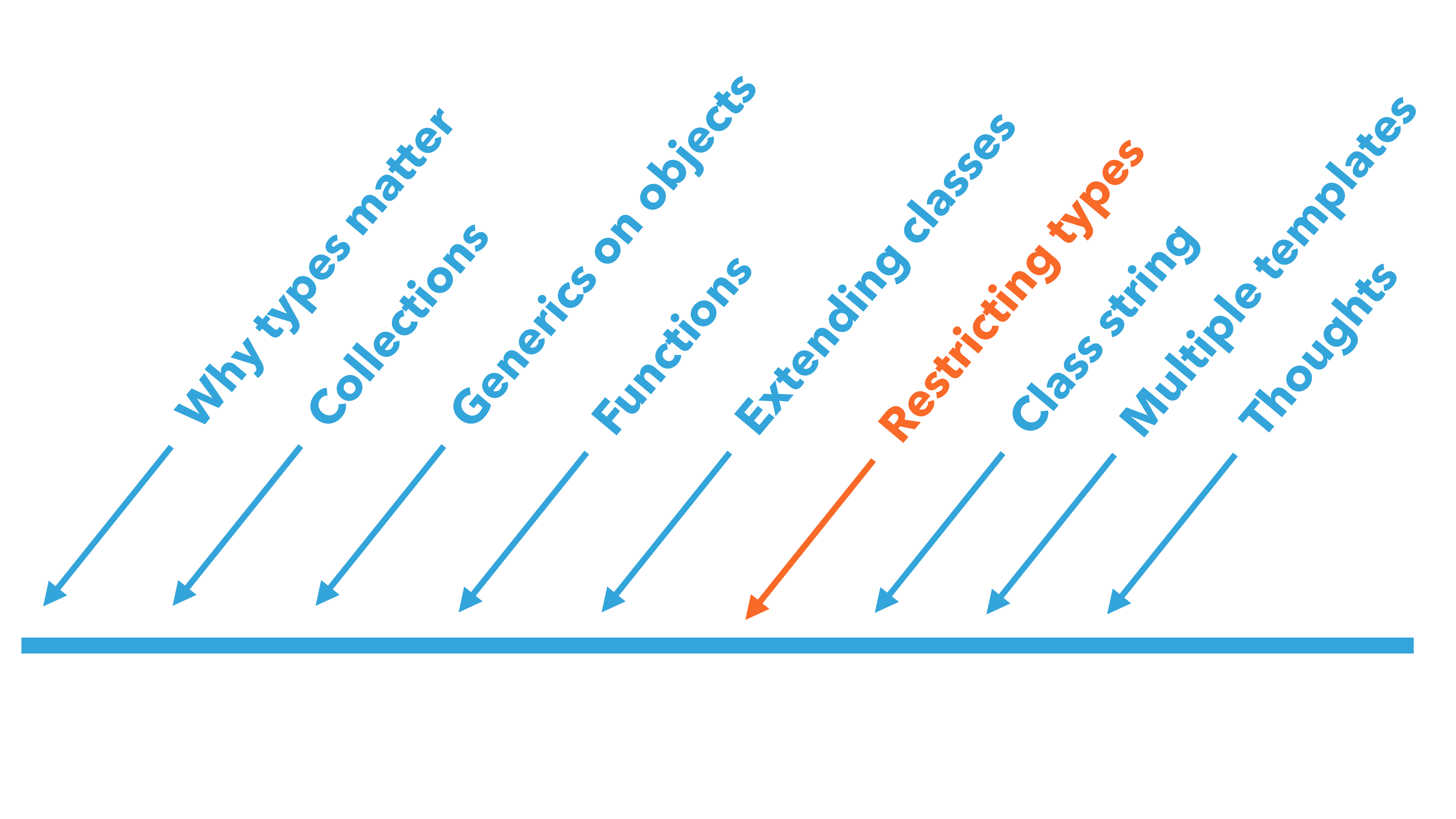
```
}
```

```
/** @implements AnimalGame<Dog> */  
class DogGame implements AnimalGame {  
  
    public function play($animal): void {  
        $animal->meow(); // Dogs can't meow  
    }  
}
```



```
/** @implements AnimalGame<Dog> */  
class DogGame implements AnimalGame {...}
```

```
/** @extends AnimalGame<Dog> */  
class DogGame extends AnimalGame {...}
```



Why types matter

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```
/** @implements AnimalGame<Car> */  
class CarGame implements AnimalGame { ... }
```

```
/** @template T of Animal */
```

```
interface AnimalGame { ... }
```

```
/** @implements AnimalGame<Car> */
```

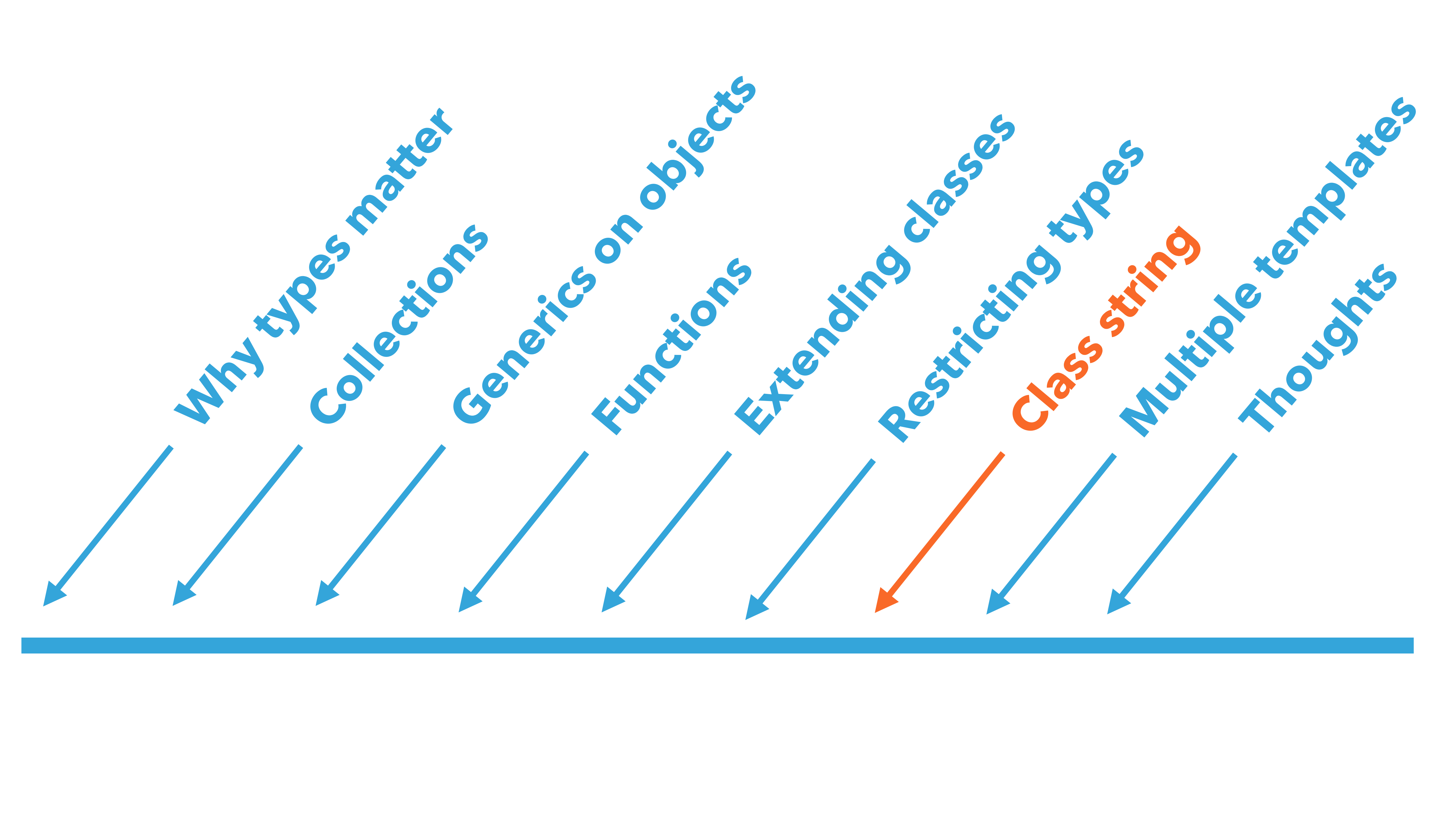


```
class CarGame implements AnimalGame { ... }
```

```
/** @implements AnimalGame<Cat> */
```



```
class CatGame implements AnimalGame { ... }
```



Why types matter

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CLASS STRING

App\Entities\Person

Person::class

```
class Person {...}
```

```
/**  
 *  
 * @param string $className  
 * @return object  
 */  
function app(string $className): object {...}
```

```
$person = app(Person::class);
```

```
class Person {...}
```

```
/**
```

```
 *
```

```
 * @param string $className
```

```
 * @return object
```

```
 */
```

```
function app(string $className): object {...}
```

```
$person = app(Person::class);
```

```
class Person {...}
```

```
/**
```

```
* @template T of object
```

```
* @param class-string<T> $className
```

```
* @return T
```

```
*/
```

```
function app(string $className): object {...}
```

```
$person = app(Person::class);
```

Why types matter

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```
/**
 * @template T
 * @template U
 */
final readonly class Tuple {

    /**
     * @param T $a
     * @param U $b
     */
    public function __construct(
        public $a,
        public $b,
    ) {}
}
```

```
/**
 * @template T
 * @template U
 */
final readonly class Tuple {

    /**
     * @param T $a
     * @param U $b
     */
    public function __construct(
        public $a,
        public $b,
    ) {}

}
```

```
/**
 * @param Tuple<User,Book> $result
 */
function process(Tuple $result)
{

    // $user is a User object
    $user = $result->a;

    // $book is a Book object
    $book = $result->b;

}
```

```
/**
 * @template T
 * @template U
 */
final readonly class Tuple {

/**
 * @param T $a
 * @param U $b
 */
public function __construct(
    public $a,
    public $b,
) {}

}
```

```
/**
 * @param Tuple<User,Book> $result
 */
function process(Tuple $result)
{

    // $user is a User object
    $user = $result->a;

    // $book is a Book object
    $book = $result->b;

}
```

```
/**
 * @template T
 * @template U
 */
final readonly class Tuple {

/**
 * @param T $a
 * @param U $b
 */
public function __construct(
    public $a,
    public $b,
) {}

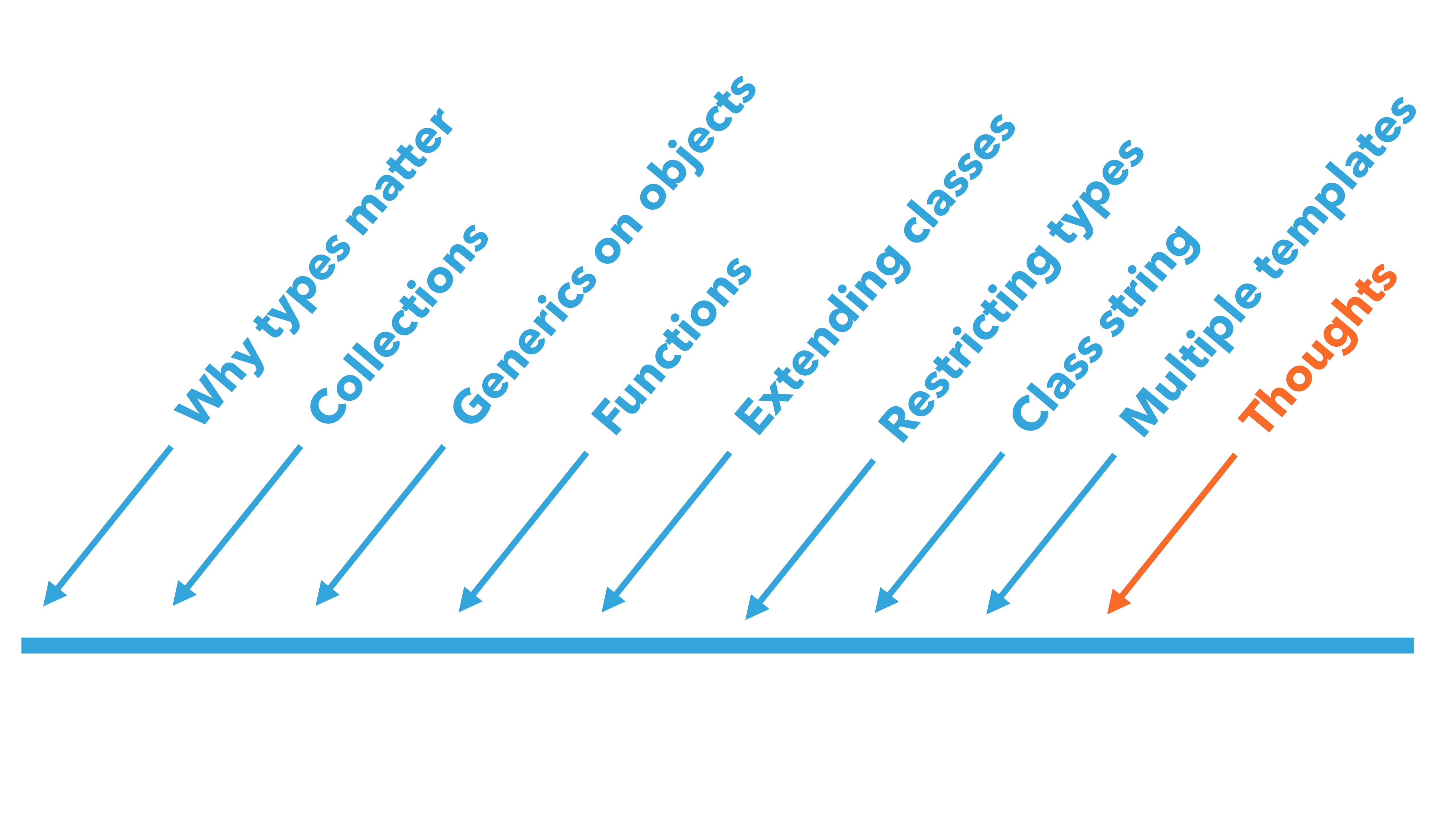
}
```

```
/**
 * @param Tuple<User,Book> $result
 */
function process(Tuple $result)
{

    // $user is a User object
    $user = $result->a;

    // $book is a Book object
    $book = $result->b;

}
```



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- ▶ **Communicate intent**
- ▶ **Run time checks**
- ▶ **Static analysis checks**
- ▶ **Enable refactoring**
- ▶ **AI Assisted Development**

Type Hint

(Only checked by static analysis)



```
/** @return User[] */
```

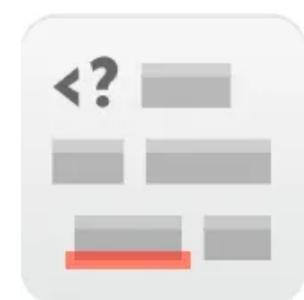
```
function getUsers(): array {...}
```



Type Declaration

(Checked by PHP at runtime and by static analysis)

- ▶ **Communicate intent**
- ▶ ~~**Run-time checks**~~
- ▶ **Static analysis checks**
- ▶ **Enable refactoring**
- ▶ **AI Assisted Development**



Psalm

Why types matter

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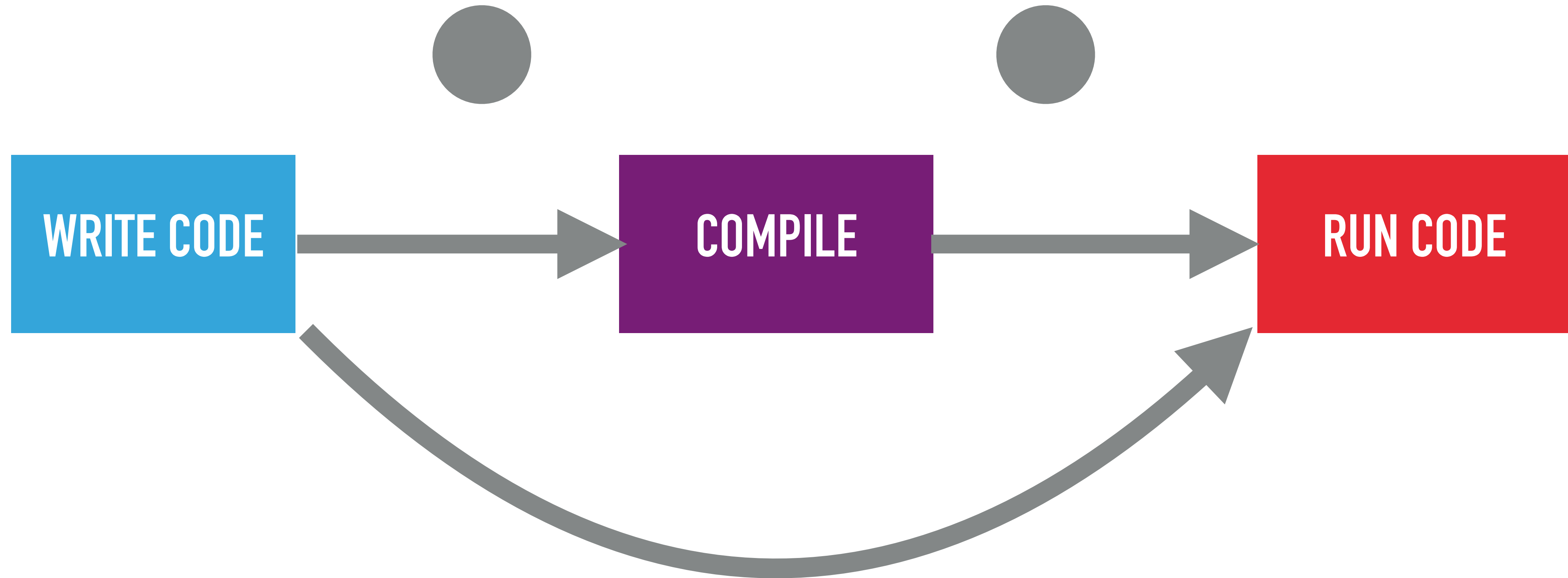
Restricting types

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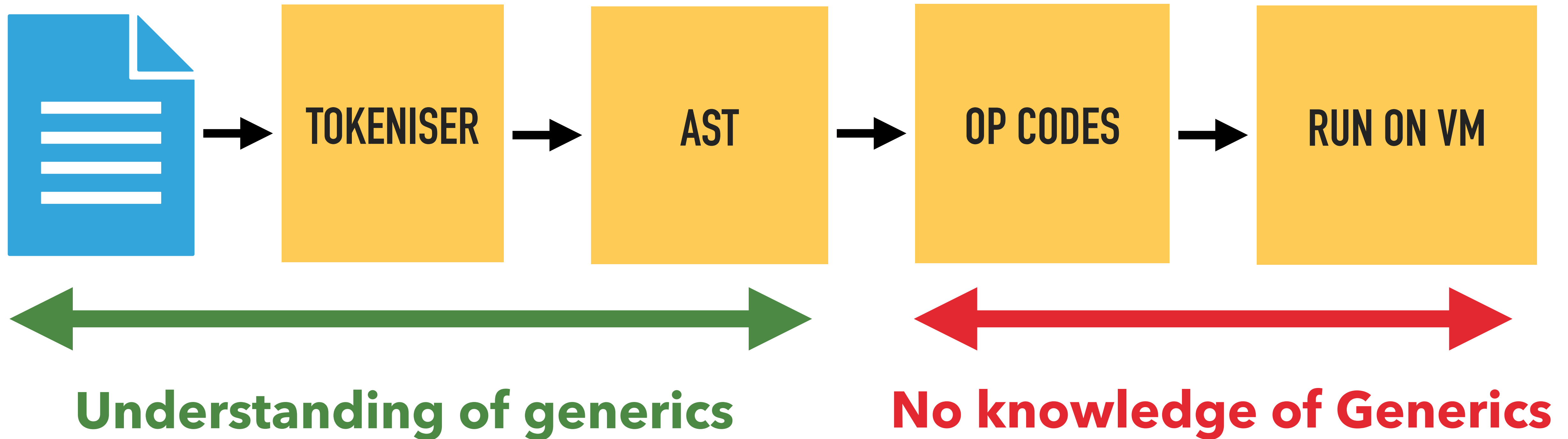
WHY NOT JUST USE JAVA?



IMPLEMENTING GENERICS

- ▶ Full language support
- ▶ Partial language support
 - ▶ Valid syntax
 - ▶ Ignored at run time
- ▶ PSR / similar

PARTIAL LANGUAGE SUPPORT



Validated by Static Analysis, not at run time.

https://wiki.php.net/rfc/bound_erased_generic_types

```
class Queue <T: Animal>
{
    private array<int,T> $queue = [];

    public function add(T $item): void {...}

    public function next(): T {...}
}

$personQueue = new Queue::<Dog>();
```

PHP GENERICS TODAY (ALMOST)



USING GENERICS NOW



Psalm

WE ALREADY HAVE GENERICS!

I'VE BEEN DOING THIS FOR 6 YEARS.

NOW YOU CAN TOO!

Dave Liddament

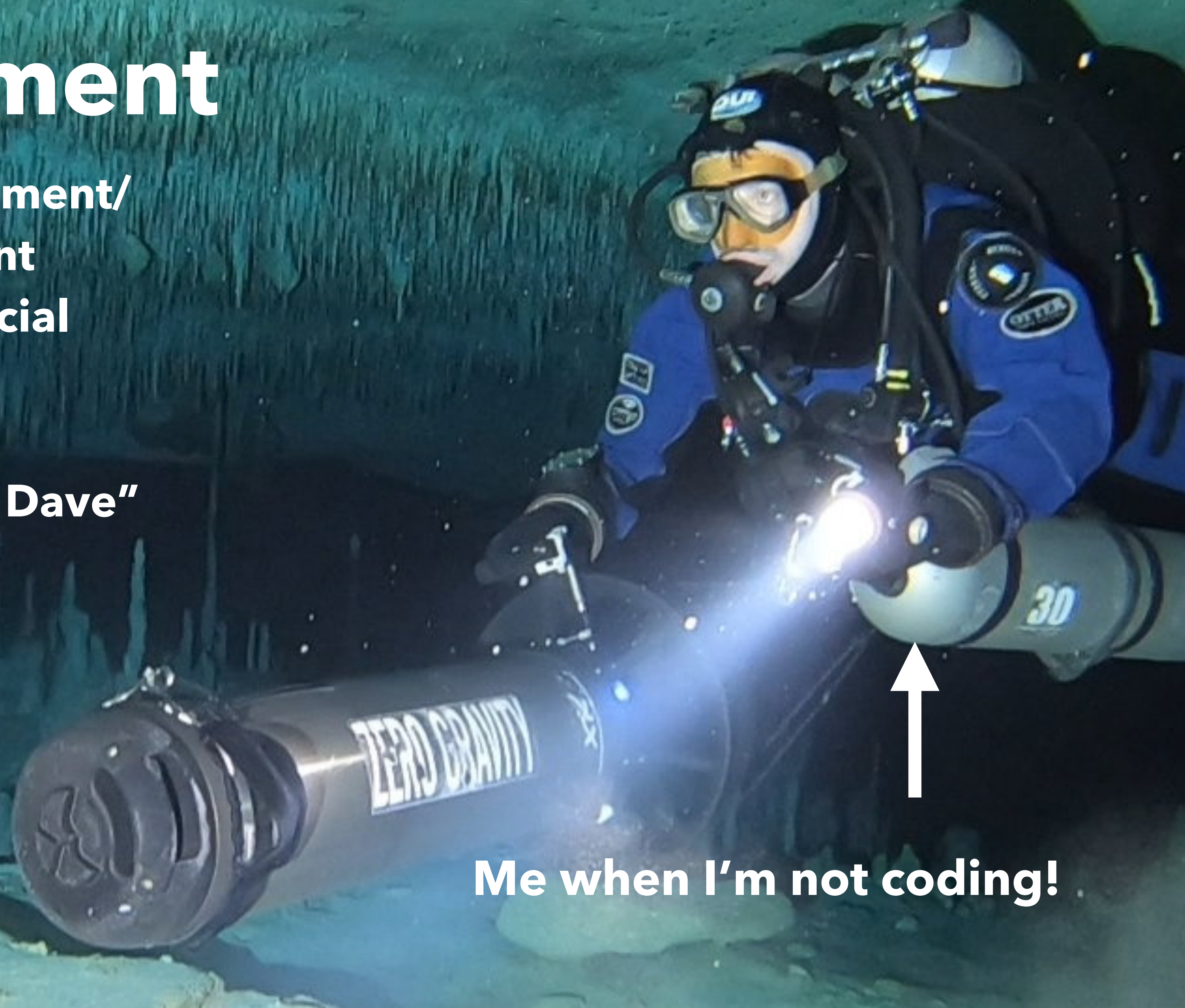
[linkedin.com/in/daveliddament/](https://www.linkedin.com/in/daveliddament/)

github.com/DaveLiddament

@daveliddament@phpc.social

[@daveliddament](#)

Or Google "Static Analysis Dave"



Me when I'm not coding!