Signature review: collect declarations

signature QUEUE = sig
  type 'a queue      (* another abstract type *)
  exception Empty

  val empty : 'a queue
  val put : 'a * 'a queue -> 'a queue
  val get : 'a queue -> 'a * 'a queue      (* raises Empty *)

  (* LAWS: get(put(a, empty)) == (a, empty) *)
  ... *

end
structure Queue :> QUEUE = struct  (* opaque seal *)
    type 'a queue = 'a list
    exception Empty

    val empty = []
    fun put (x,q) = q @ [x]
    fun get [] = raise Empty
        | get (x :: xs) = (x, xs)

    (* LAWS: get(put(a, empty)) == (a, empty)  ...
    *)
end
Dot notation to access components

fun single x = Queue.put (Queue.empty, x)
val _ = single : 'a -> 'a Queue.queue
What interface with what implementation?

Maybe mixed together, extracted by compiler!
  • CLU, Haskell

Maybe matched by name:
  • Modula-3, Modula-3, Ada

Best: any interface with any implementation:
  • Java, Standard ML

But: not “any”—only some matches are OK
Signature Matching

Well-formed

structure Queue :> QUEUE = QueueImpl

if principal signature of QueueImpl matches ascribed signature QUEUE:
  • Every type in QUEUE is in QueueImpl
  • Every exception in QUEUE is in QueueImpl
  • Every value in QUEUE is in QueueImp
    (type could be more polymorphic)
  • Every substructure matches, too (none here)
Signature Ascription

Ascription attaches signature to structure

- **Transparent Ascription**: types are revealed
  
  ```
  structure strid : sig_exp = struct_exp
  ```

  This method is stupid and broken (legacy)
  (But it’s awfully convenient)

- **Opaque Ascription**: types are hidden (“sealing”)
  
  ```
  structure strid :> sig_exp = struct_exp
  ```

  This method respects abstraction
  (And when you *need* to expose, can be tiresome)

Slogan: “use the beak”
Opaque Ascription

**Recommended**

**Example:**

```ml
structure Queue :> QUEUE = struct
  type 'a queue = 'a list
  exception Empty

  val empty = []
  fun put (x, q) = q @ [x]
  fun get [] = raise Empty
    | get (x :: xs) = (x, xs)
end
```

**Not exposed:** `'a Queue.queue = 'a list`

- Respects abstraction
How opaque ascription works

Outside module, no access to representation
• Protects invariants
• Allows software to evolve
• Type system limits interoperability

Inside module, complete access to representation
• Every function sees rep of every argument
• Key distinction abstract type vs object
Abstract data types and your homework

Natural numbers

- Funs /+, /−/, /∗/ see both representations
- Makes arithmetic relatively easy
- But type nat works only with type nat
  (no “mixed” arithmetic)
Abstract data types and your homework

Two-player games:
- Abstraction not as crisp as “number” or “queue”

Problems abstraction must solve:
- Interact with human player via strings (accept moves, display progress)
- Know whose turn it is
- Handle special features like “extra moves”
- Provide API for computer player

Result: a very wide interface
Abstraction design: Computer player

Computer player should work with any game, provided
- Up to two players
- Complete information
- Always terminates

Brute force: exhaustive search

Your turn! What does computer player need?
- Types?
- Exceptions?
- Functions?
Our computer player: AGS

Any game has two key types:

```ml
type config
structure Move : sig
    type move
      ...
      (* string conversion, etc *)
    end
```

Key functions use both types:

```ml
val possmoves : config -> Move.move list
val makemove : config -> Move.move -> config
```

Multiple games with different `config, move`?

Yes! Using key feature of ML: `functor`
functor AgsFun (structure Game : GAME) :> (sig
structure Game : GAME
val bestmove : Game.config -> Game.Move.move option
val forecast : Game.config -> Player.outcome
end
where type Game.Move.move = Game.Move.move
and type Game.config = Game.config)
= struct
    structure Game = Game
    ... definitions of 'bestmove', 'forecast' ...
end
Functors: baby steps

A functor abstracts over a module

Formal parameters are declarations:

functor AddSingle(structure Q:QUEUE) =
  struct
    structure Queue = Q
    fun single x = Q.put (Q.empty, x)
  end

Combines familiar ideas:

• Higher-order functions
• type-lambda
Using Functors

Functor applications are evaluated at *compile time*.

```ml
functor AddSingle(structure Q:QUEUE) =
  struct
    structure Queue = Q
    fun single x = Q.put (Q.empty, x)
  end
```

Actual parameters are definitions

```ml
structure QueueS = AddSingle(structure Q = Queue)
structure EQueueS = AddSingle(structure Q = EQueue)
```

where *EQueue* is a more efficient implementation
Refining signature using \texttt{where type}

signature ORDER = sig
  type t
  val compare : t * t -> order
end

signature MAP = sig
  type key
  type 'a table
  val insert : key -> 'a -> 'a table -> 'a table
  ...
end

functor RBTree(structure O:ORD)
  :> (MAP where type key = O.t) =
  struct ... end
Versatile functors

Code reuse. RBTREE with different orders

Type abstraction. RBTREE with different ordered types

Separate compilation. RBTREE compiled independently

functor RBTREE(structure O:ORD)

    -> (MAP where type key = O.t) =

struct
    ...
end
Functors on your homework

Separate compilation:
  • Unit tests for natural numbers, without an implementation of natural numbers

Code reuse with type abstraction
  • Abstract Game Solver
    (any representation of game config, move)
Trick: Functor instead of function

AGS expects game with fixed initial configuration.

What about family of games? 3 sticks? 14 sticks? 1000 sticks?

Functor to rescue:

functor SticksFun (val N : int) => GAME =
    struct ... end

structure S14 = SticksFun(val N = 14)
Reusable Abstractions: Extended Example

Error-tracking interpreter for a toy language

(More in 2nd modules recitation, next week)
Classic “accumulator” for errors

signature ERROR = sig
  type error       (* a single error *)
  type summary (  (* summary of what errors occurred *)

  val nothing : summary  (* no errors *)
  val <+> : summary * summary -> summary  (* combine *)

  val oneError : error -> summary

  (* laws: nothing <+> s == s
       s <+> nothing == s
       s1 <+> (s2 <+> s3) == (s1 <+> s2) <+> s3
          // associativity

  *)
end
structure FirstError :

  (ERROR where type error = string
   and type summary = string option) =

struct
  type error    = string
  type summary = string option

  val nothing = NONE

  fun <+> (NONE,   s) = s
    | <+> (SOME e, _) = SOME e

  val oneError = SOME

end
structure AllErrors :>

  (ERROR where type error = string
   and type summary = string list) =

  struct
    type error = string
    type summary = error list

    val nothing = []
    val <+> = op @
    fun oneError e = [e]
  end
Exercise: Simple arithmetic interpreter

(* Given: *)
datatype 'a comp = OK of 'a | ERR of AllErrors.summary

datatype exp = LIT of int
    | PLUS of exp * exp
    | DIV of exp * exp

(* Write an evaluation function that tracks errors. *)

val eval : exp -> int comp = ...
Exercise: LIT and PLUS cases

fun eval (LIT n) = OK n
| eval (PLUS (e1, e2)) =
  (case eval e1
     of OK v1 =>
       (case eval e2
           (case eval e2
               of OK v2 => OK (v1 + v2)
                | ERR s2 => ERR s2)
                | ERR s1 =>
                (case eval e2
                    of OK _  => ERR s1
                    | ERR s2 => ERR (AllErrors.<+> (s1, s2))))))
Exercise: DIV case

| eval (DIV (e1, e2)) =
  (case eval e1
    of OK v1 =>
      (case eval e2
        of OK 0 => ERR (AllErrors.oneError "Div 0")
         | OK v2 => OK (v1 div v2)
         | ERR s2 => ERR s2)
    | ERR s1 =>
      (case eval e2
        of OK v2 => ERR s1
         | ERR s2 => ERR (AllErrors.<+> (s1, s2)))}
Combining generic computations

signature COMPUTATION = sig
  type 'a comp (* Computation! When run, results in value of type 'a or error summary. *)

  (* A computation without errors always succeeds. *)
  val succeeds : 'a -> 'a comp

  (* Apply a pure function to a computation. *)
  val <$> : ('a -> 'b) * 'a comp -> 'b comp

  (* Application inside computations. *)
  val <*> : ('a -> 'b) comp * 'a comp -> 'b comp

  (* Computation followed by continuation. *)
  val >>= : 'a comp * ('a -> 'b comp) -> 'b comp
end
Buckets of *generic* algebraic laws

```
succeeds a >>= k == k a // identity
comp >>= succeeds == comp // identity
comp >>= (fn x => k x >>= h) == (comp >>= k) >>= h // associativity
succeeds f <*> succeeds x == succeeds (f x) // success...
```
Environments using “computation”

signature COMPENV = sig
  type 'a env (* environment mapping strings to values of type 'a *)
  type 'a comp (* computation of 'a or an error summary *)
  val lookup : string * 'a env -> 'a comp
end
functor InterpFn(structure Error : ERROR
structure Comp : COMPUTATION
structure Env : COMPENV
val zerodivide : Error.error
val error : Error.error -> 'a Comp.comp
sharing type Comp.comp = Env.comp) =
 struct
  val (<*>, <$>, >>=) = (Comp.<*>, Comp.<$>, Comp.>>=) 

  (* Definition of Interpreter *)

end
Definition of interpreter, continued

datatype exp = LIT of int
  | VAR of string
  | PLUS of exp * exp
  | DIV of exp * exp

fun eval (e, rho) =
  let fun ev (LIT n) = Comp.succeeds n
    | ev (VAR x) = Env.lookup (x, rho)
    | ev (PLUS (e1, e2)) = curry op + <$> ev e1 <*> ev e2
    | ev (DIV (e1, e2)) = ev e1 >>= (fn n1 =>
            ev e2 >>= (fn n2 =>
                case n2
                of 0 => error zerodivide
                | _ => Comp.succeeds (n1 div n2)))
  in ev e end
“Computation” abstraction is a “monad”

Supported by special syntax in Haskell:

```haskell
eval :: Exp -> Hopefully Int
eval (LIT v) = return v
eval (PLUS e1 e2) =
  do { v1 <- eval e1
       ; v2 <- eval e2
       ; return (v1 + v2) }
eval (DIV e1 e2) =
  do { v1 <- eval3 e1
       ; v2 <- eval3 e2
       ; if v2 == 0 then Error "div 0"
           else return (v1 `div` v2) }
```
Extend a signature with include

signature ERRORCOMP = sig
    include COMPUTATION
    structure Error : ERROR
datatype 'a result = OK of 'a
                             | ERR of Error.summary
    val run : 'a comp -> 'a result
    val error : Error.error -> 'a comp
end
Let’s build ERRORCOMP

functor ErrorCompFn(structure Error : ERROR) :>
  (ERRORCOMP where type Error.error = Error.error
   and type Error.summary = Error.summary) =

struct
  structure Error = Error
datatype 'a result = OK of 'a
     | ERR of Error.summary

  type 'a comp = 'a result
  fun run comp = comp

  fun error e = ERR (Error.oneError e)
  fun succeeds = OK
  ...
end
ML module summary

New syntactic category: declaration
  • Of type, value, exception, or module

Signature groups declarations: interface

Structure groups definitions: implementation

Functor enables reuse:
  • Formal parameter: declarations
  • Actual parameter: definitions

Opaque ascription hides information
  • Enforces abstraction