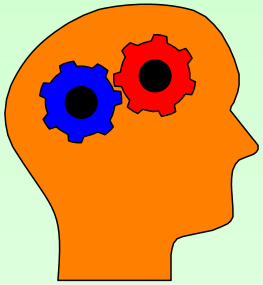
CS6202: Advanced Topics in Programming Languages and Systems

Lecture 2/3 : **Standard ML**



A type-safe language that embodies many innovative ideas in language design.

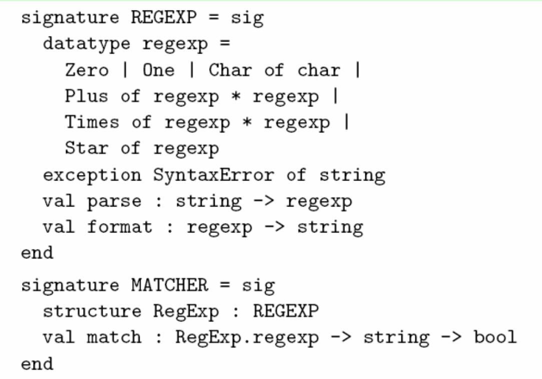
Standard ML

- Great programming language – reusability, abstraction, quite efficient.
- Expression-Oriented.
- Values, Types and Effects
- Polymorphic Types and Inference
- Products, Records and Algebraic Types
- Higher-Order Functions
- Exceptions and Reference Types
- Rich Module Language

Reference --- Programming in Standard ML:
http://www.cs.cmu.edu/~rwh/introsml/

Example ML Program

- Problem – matching string against a regular expression.



```
signature REGEXP = sig
  datatype regexp =
    Zero | One | Char of char |
    Plus of regexp * regexp |
    Times of regexp * regexp |
    Star of regexp
  exception SyntaxError of string
  val parse : string -> regexp
  val format : regexp -> string
end
signature MATCHER = sig
  structure RegExp : REGEXP
  val match : RegExp.regexp -> string -> bool
end
```

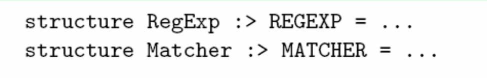
- Structure is *implementation*, while signature denotes *interface*.

Signature

- Signature – describe interface of modules.
- Signature Expression :
  `sigexp ::= sig specs end`
- Contains basic *specifications* for type, datatype, exception, values.
- Signature binding :
  `signature sigid = sigexp`

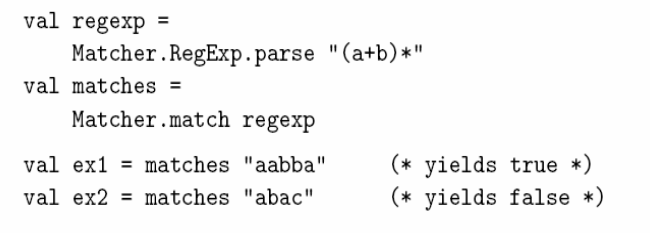
Implementation

- Implementation of signature is called structure.



```
structure RegExp :> REGEXP = ...
structure Matcher :> MATCHER = ...
```

- Components referred by long identifiers.



```
val regexp =
    Matcher.RegExp.parse "(a+b)*"
val matches =
    Matcher.match regexp

val ex1 = matches "aabba"     (* yields true *)
val ex2 = matches "abac"      (* yields false *)
```

Structure

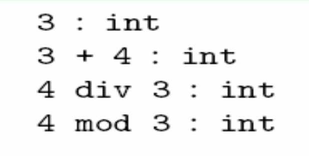
- A unit of program with declarations for types, exceptions and values.
- Structure Expression :
  `strexp ::= struct decs end`
- Contains *definitions* for type, datatype, exception, values.
- Structure binding :
  `structure strid = strexp`

Computation Model

- Emphasis is on evaluation of *expressions* rather than command.
- Each expression has three characteristics :
  (i) *type*, (ii) *value* and (iii) possible *effect*.
- Type is a description of the value it is supposed to yield.
- Evaluation may cause an effect, such as *input/output*, *exception* or *mutation*.
- Pure expression (e.g. mathematical functions) does not have side-effects.

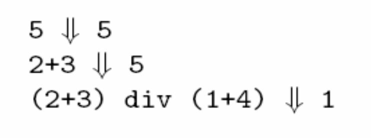
Values

- Expression has a type, denoted by `exp : typ`



```
3 : int
3 + 4 : int
4 div 3 : int
4 mod 3 : int
```

- Can be evaluated to a value, denoted by `exp ⇓ val`



```
5 ⇓ 5
2+3 ⇓ 5
(2+3) div (1+4) ⇓ 1
```

Types

- Some examples of base types :
  - *Type name*: `real`
    - *Values*: `3.14`, `2.17`, `0.1E6`, ...
    - *Operations*: +, −, ∗, /, =, <, ...
  - *Type name*: `char`
    - *Values*: `#"a"`, `#"b"`, ...
    - *Operations*: `ord`,`chr`,=, <, ...
  - *Type name*: `string`
    - *Values*: `"abc"`, `"1234"`, ...
    - *Operations*: ˆ, `size`, =, <, ...
  - *Type name*: `bool`
    - *Values*: `true`, `false`
    - *Operations*: `if` *exp* `then` exp_1 `else` exp_2

Declarations

- Any type may be given a name through type binding

```
type float = real
type count = int and average = real
```

- A value may be given a name through a value binding. Such bindings are type-checked, and rejected if ill-typed.

```
val m : int = 3+2
val pi : real = 3.14 and e : real = 2.17
```

Limiting Scope

- Scope of a type variable or type constructor may be delimited, as follows :

`let` *dec* `in` *exp* `end`

`local` *dec* `in` *dec′* `end`

- An Example.

```
val m : int = 2
val r : int =
    let
        val m : int = 3
        val n : int = m*m
    in
        m*n
    end * m
```

Functions

- Two main aspects :
  - *algorithmic* – how it is computed
  - *extensional* – what is being computed
- Each function has a type :
  `typ -> typ’`
- Anonymous function written using syntax :

`fn` *var* `:` *typ* `=>` *exp*

Example :

```
fn x : real => Math.sqrt (Math.sqrt x)
```

Functions

- Function is also a value :

```
val var : typ = exp
```

- An example of function value :

```
val fourthroot : real -> real =
    fn x : real => Math.sqrt (Math.sqrt x)
```

Tuple and Product Type

- Aggregate data structures, such as tuples, lists, can be easily created and manipulated.
- An n-tuple is a finite ordered sequence :

$(val_1, \ldots, val_n)$: $typ_1 * \ldots * typ_n$

tuple value

product type

Example

```
val pair : int * int = (2, 3)
val triple : int * real * string = (2, 2.0, "2")
val quadruple
    : int * int * real * real
    = (2,3,2.0,3.0)
val pair_of_pairs
    : (int * int) * (real * real)
    = ((2,3),(2.0,3.0))
```

Tuple Pattern

- Allows easy access of components. General form :

```
val pat = exp
```

- Permitted form of tuple pattern :

1. A *variable pattern* of the form *var*:*typ*.
2. A *tuple pattern* of the form $(pat_1, \ldots, pat_n)$, where each pat_i is a pattern. This includes as a special case the null-tuple pattern, ().
3. A *wildcard pattern* of the form _.

- Example : `val ((_, _), (r:real, _)) = val`

Record Types

- Record type allows a label to be associated with each component.
- A record value and its type :

$\{lab_1=val_1, \ldots, lab_n=val_n\}$: $\{lab_1:typ_1, \ldots, lab_n:typ_n\}$

record value

record type

- Record binding.

```
val
  {lab1=pat1, ..., labn=patn} =
  {lab1=val1, ..., labn=valn}
```

Record Example

record type

```
type hyperlink =
     { protocol : string,
       address : string,
       display : string }
```

record binding

```
val mailto_rwh : hyperlink =
     { protocol="mailto",
       address="rwh@cs.cmu.edu",
       display="Robert Harper" }
```

ellipsis as shorthand

```
val {protocol=prot,...} =
```

expanded

```
{protocol=prot, address=_, display=_}
```

Selectors

- A list of predefined selection function for the i-th component of a tuple.

```
fun #i (_, ..., _, x, _, ..., _) = x
```

- Predefined selector for record fields :

```
fun #lab {lab=x,...} = x
```

- Use sparingly as patterns are typically clearer.

Case Analysis

- Clausal function expression useful for cases.

`fn` pat_1 `=>` exp_1
`|` $\vdots$
`|` pat_n `=>` exp_n

- An example :

```
val recip : int -> int =
    fn 0 => 0 | n:int => 1 div n
```

- Alternative form :

`case` exp
`of` pat_1 `=>` exp_1
`| ...`
`|` pat_n `=>` exp_n

≡

`(fn` pat_1 `=>` exp_1
`| ...`
`|` pat_n `=>` exp_n`)`
exp.

Recursive Function

- Use `rec` to indicate recursive value binding.

```
val rec factorial : int->int =
    fn 0 => 1 | n:int => n * factorial (n-1)
```

- Or use fun notation directly :

```
fun factorial 0 = 1
  | factorial (n:int) = n * factorial (n-1)
```

General Recursion

- Requires linear stack space.

```
fun factorial 0 = 1
  | factorial (n:int) = n * factorial (n-1)
```

- Example :

```
factorial 3

3 * factorial 2

3 * 2 * factorial 1

3 * 2 * 1 * factorial 0

3 * 2 * 1 * 1

3 * 2 * 1

3 * 2

6
```

Iteration via Tail-Recursion

- Loop is equivalent to tail-recursive code

```
fun helper (0,r:int) = r
  | helper (n:int,r:int) = helper (n-1,n*r)
fun factorial (n:int) = helper (n, 1)
```

- Example :

```
helper (3, 1)

helper (2, 3)

helper (1, 6)

helper (0, 6)
 6
```

- What is a tail call, and why is it more efficient?

Polymorphism / Overloading

- Some functions have generic type. For example, the identity function has a principal type `‘a -> ‘a`

```
val I : 'a->'a = fn x=>x
```

```
fun I(x:'a):'a = x
```

- Overloading uses the same name for a class of operator.

```
fn x:int => x+x
```

```
fn x:real => x+x
```

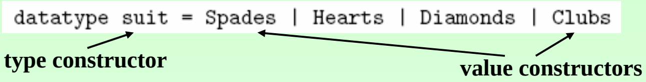
- Hard problem:

```
let
    val double = fn x => x+x
in
    (double 3, double 3.0)
end
```

Algebraic Data Types

- Data type declaration via `datatype` contains :
  - Type constructor
  - Value constructor(s)

- Examples of non-recursive data types.



```
datatype suit = Spades | Hearts | Diamonds | Clubs
```

type constructor

value constructors

```
fun outranks (Spades, Spades) = false
  | outranks (Spades, _) = true
  | outranks (Hearts, Spades) = false
  | outranks (Hearts, Hearts) = false
  | outranks (Hearts, _) = true
  | outranks (Diamonds, Clubs) = true
  | outranks (Diamonds, _) = false
  | outranks (Clubs, _) = false
```

Algebraic Data Types

- Some may have type parameters, e.g.

```
datatype 'a option = NONE | SOME of 'a
```

- An example of its use :

```
fun reciprocal 0 = NONE
  | reciprocal n = SOME (1 div n)
```

- Recursive type is also possible :

```
datatype 'a tree =
  Empty |
  Node of 'a tree * 'a * 'a tree
```

Algebraic Data Types

- Recursive functions :

```
fun height Empty = 0
  | height (Node (lft, _, rht)) =
    1 + max (height lft, height rht)
```

```
fun size Empty = 0
  | size (Node (lft, _, rht)) =
    1 + size lft + size rht
```

- Mutual recursive data types (a bit contrived):

```
datatype 'a tree =
  Empty |
  Node of 'a * 'a forest
and 'a forest =
  None |
  Tree of 'a tree * 'a forest
```

- Disjoint union types :

```
datatype int_or_string =
  Int of int |
  String of string
```

Abstract Syntax Tree

- Easy to model symbolic data structures :

```
datatype expr =
  Numeral of int |
  Plus of expr * expr |
  Times of expr * expr
```

- An interpreter :

```
fun eval (Numeral n) = Numeral n
  | eval (Plus (e1, e2)) =
    let
        val Numeral n1 = eval e1
        val Numeral n2 = eval e2
    in
        Numeral (n1+n2)
    end
  | eval (Times (e1, e2)) =
    let
        val Numeral n1 = eval e1
        val Numeral n2 = eval e2
    in
        Numeral (n1*n2)
    end
```

Lists

- A built-in data type with 2 value constructors.

```
val nil : typ list
val (op ::) : typ * typ list -> typ list
```

$val_1::val_2::\cdots::val_n::\texttt{nil} \xrightarrow{abbreviated} [\ val_1,\ val_2,\ \ldots,\ val_n\ ]$

- Some functions on list :

```
fun length nil = 0
    | length (_::t) = 1 + length t
```

```
fun append (nil, l) = l
  | append (h::t, l) = h :: append (t, l)
```

```
fun rev nil = nil
  | rev (h::t) = rev t @ [h]
```

infix version of append

Higher-Order Functions

- Functions are first-class : *pass as arguments, return as result, contain inside data structures, has a type.*

- Key main uses :
  - abstracting control
  - staging computation

- Example – applies a function to every element of list

```
fun map' (f, nil) = nil
  | map' (f, h::t) = (f h) :: map' (f, t)
```

`map' (fn x => x+1, [1,2,3,4])` ⟶ `[2,3,4,5]`

Higher-Order Functions

- Returning function as result :

```
val constantly = fn k => (fn a => k)
```

```
fun constantly k a = k
```

- Curry function to untupled argument

```
fun curry f x y = f (x, y)
```

```
('a*'b->'c) -> ('a -> ('b -> 'c))
```

tupled

curried

Abstracting Control

- Abstracting similar patterns of control

```
fun add_up nil = 0
  | add_up (h::t) = h + add_up t
fun mul_up nil = 1
  | mul_up (h::t) = h * mul_up t
```

⟹

```
fun reduce (unit, opn, nil) =
    unit
  | reduce (unit, opn, h::t) =
    opn (h, reduce (unit, opn, t))
```

- What is the principal type of this reduction?

```
val reduce : 'b * ('a*'b->'b) * 'a list -> 'b
```

Staging

- Distinguish early from late arguments :

```
fun staged_reduce (unit, opn) =
    let
        fun red nil = unit
          | red (h::t) = opn (h, red t)
    in
        red
    end
```

early argument

late argument

- Improve by early evaluation and then sharing.

```
fun staged_append nil = fn l => l
  | staged_append (h::t) =
    let
        val tail_appender = staged_append t
    in
        fn l => h :: tail_appender l
    end
```

staged_append $[v_1,\ldots,v_n]$

⇓

fn l => v_1 :: v_2 :: ... :: v_n :: l.

Exceptions

- Are useful to catch runtime errors.

`3 div 0 ⇓ raise Div`   `hd nil ⇓ raise Match`

- An example of user-defined exception :

```
exception Factorial
fun checked_factorial n =
    if n < 0 then
       raise Factorial
    else if n=0 then
       1
    else n * checked_factorial (n-1)
```

Exceptions

- Exception handler can be used to catch a raised exception. This can make software more robust.

```
fun factorial_driver () =
    let
        val input = read_integer ()
        val result =
            toString (checked_factorial input)
    in
        print result
    end
    handle Factorial => print "Out of range."
```

- Handler has the syntax:

```
exp handle match
match ::= pat => exp
```

Exceptions

- Exception can implement back-tracking.

```
exception Change
fun change _ 0 = nil
  | change nil _ = raise Change
  | change (coin::coins) amt =
    if coin > amt then
       change coins amt
    else
       (coin :: change (coin::coins) (amt-coin))
       handle Change => change coins amt
```

- Exception may carry values.

declare `exception SyntaxError of string`

raise `raise SyntaxError "Identifier expected"`

catch

```
... handle SyntaxError msg => print "Syntax error: " ^ msg
```

Mutable Store

- Mutable cell contains a value that may change :
- Create a mutable cell with an initial value :
  `ref : ‘a -> ‘a ref`
- Contents can be retrieved using :
  `! : ‘a ref -> ‘a`

  Can use a ref pattern : `fun !(ref a) = a`
- How is equality implemented for reference?

```
val r = ref ()
val s = ref ()
```

```
if s=r then "it's r" else "it's not"
```

Bad Imperative Programming

- A factorial function : can you follow?

```
fun imperative_fact (n:int) =
    let
        val result = ref 1
        val i = ref 0
        fun loop () =
            if !i = n then
               ()
            else
               (i := !i + 1;
                result := !result * !i;
                loop ())
    in
        loop (); !result
    end
```

OO Programming Style

- An single counter :

```
local
   val counter = ref 0
in
   fun tick () = (counter := !counter + 1; !counter)
   fun reset () = (counter := 0)
end
```

- A class of counters :

```
fun new_counter () =
    let
        val counter = ref 0
        fun tick () = (counter := !counter + 1; !counter)
        fun reset () = (counter := 0)
    in
        { tick = tick, reset = reset }
    end
```

type of new_counter →

```
unit -> { tick : unit->int, reset : unit->unit }
```

Mutable Array

- Mutable array as a primitive data structure :

```
val array : int * 'a -> 'a array
val length : 'a array -> int
val sub : 'a array * int -> 'a
val update : 'a array * int * 'a -> unit
```

- Can be used for memoization where many redundant calls, e.g n-th Catalan number :

```
fun C 1 = 1
  | C n = sum (fn k => (C k) * (C (n-k))) (n-1)
```

```
sum f n =  (f 0) + … + (f n)
```

Memoization

- Repeated calls are retrieved rather than recomputed.

```
local
       val limit : int = 100
       val memopad : int option array =
           Array.array (limit, NONE)
in
       fun C' 1 = 1
         | C' n = sum (fn k => (C k)*(C (n-k))) (n-1)
       and C n =
           if n < limit then
              case Array.sub (memopad, n)
                of SOME r => r
                 | NONE =>
                   let
                       val r = C' n
                   in
                       Array.update (memopad, n, SOME r);
                       r
                   end
           else
              C' n
end
```

Memoization

- Apply the same idea to computing fibonacci efficiently.

```
local
  val limit : int = 1000
  val memo : int option array = Array.array(limit,NONE)
in
  fun fib’ 0 = 1
    | fib’ 1 = 1
    | fib’ n = fib(n-1) + fib(n-2)
  and fib n =
       if n<limit then
        case Array.sub (memo,n) of
          SOMR r => r
        | None => let r=fib’ n in
                    Array.update(memo,n,SOME r)
                  end
       else fib’ n
  end
```

Tupling

- Is there no hope for purity?
  Use tupled function

```
fibtup n = (fib(n+1), fib(n))
```

Optimised code with reuse :

```
fun fibtup 0 = (1,1)
  | fibtup n = case fibtup(n-1) of
                  (u,v) => (u+v,u)
and fib n    = snd(fibtup(n))
end
```

More optimization – tail recursion ? logarithmic time?

Input/Output

- Standard input/output organized as streams.
- Read a line from an input stream.
  `inputLine : instream -> string`
- Write a line to `stdout` stream.
  `print : string -> unit`
- Write a line to a specific stream.
  `output : outstream * string -> unit`
  `flushout : outstream -> unit`
- A blocking input that reads current available string
  `input : instream -> string`
- Non-blocking input that reads upto n-char string
  `caninput : instream * int -> string`

Lazy Data Structures

- ML philosophy – laziness us a special case of eagerness. Can treat an unevaluated expression as a value.
- Applications (i) infinite structures (e.g. streams)
  (ii) interactive system
  (iii) better termination property

activate SML/NJ option

```
Compiler.Control.lazysml := true;
open Lazy;
```

- Infinite stream and acceses:

```
datatype lazy ’a stream = Cons of ’a * ’a stream
val rec lazy ones = Cons (1, ones)
val Cons (h, t) = ones
val Cons (h, (Cons (h’, t’)) = ones
```

Lazy Function Definitions

- Function over lazy stream is already lazy.

```
fun shd (Cons (h, _)) = h
fun stl (Cons (_, s)) = s
```

- So how can a function be made lazier?.

```
fun lazy lstl (Cons (_, s)) = s
```

- An example of difference in laziness

```
val rec lazy s = (print "."; Cons (1, s))
val _ = stl s     (* prints "." *)
val _ = stl s     (* silent *)

val rec lazy s = (print "."; Cons (1, s));
val _ = lstl s    (* silent *)
val _ = stl s     (* prints "." *)
```

Programming with Streams

- Lazily set up stream computation, not perform them.

```
fun smap f =
    let
        fun lazy loop (Cons (x, s)) =
            Cons (f x, loop s)
    in
        loop
    end
```

- Lazy feature suspends a function call, an example :

```
val one_plus = smap (fn n => n+1)
val rec lazy nats = Cons (0, one_plus nats)
```

Result : `[0,1,2,3,4,5,6,…..]`

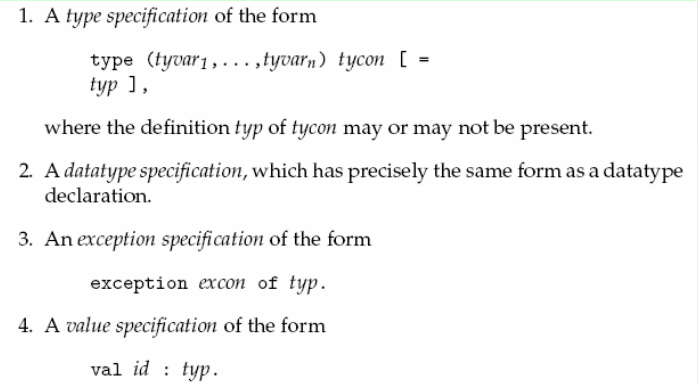
Infinite Primes

- Using Sieve of Erastotene method that sieves away non-prime.

```
fun sfilter pred =
    let
        fun lazy loop (Cons (x, s)) =
            if pred x then
                Cons (x, loop s)
            else
                loop s
    in
        loop
    end
fun m mod n = m - n * (m div n)
fun divides m n = n mod m = 0
fun lazy sieve (Cons (x, s)) =
    Cons (x, sieve (sfilter (not o (divides x)) s))
val nats2 = stl (stl nats)
val primes = sieve nats2
```

Modules in ML

- *Signatures* and *Structures* are fundamental constructs of ML module system.
- Four basic forms of specifications are :



1. A *type specification* of the form

    `type` (*tyvar*$_1$,...,*tyvar*$_n$) *tycon* `[ =` *typ* `],`

    where the definition *typ* of *tycon* may or may not be present.

2. A *datatype specification*, which has precisely the same form as a datatype declaration.
3. An *exception specification* of the form

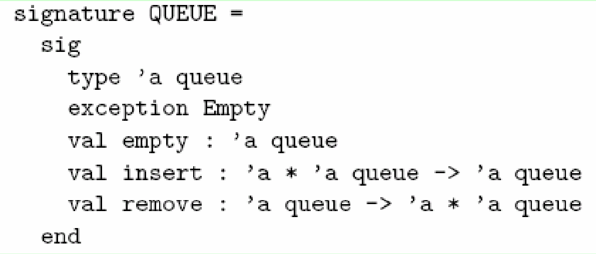
    `exception` *excon* `of` *typ*.

4. A *value specification* of the form

    `val` *id* `:` *typ*.

Signatures

- An example of signature definition.

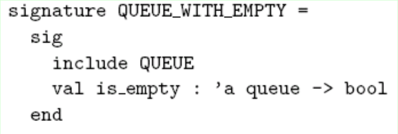


```
signature QUEUE =
  sig
    type 'a queue
    exception Empty
    val empty : 'a queue
    val insert : 'a * 'a queue -> 'a queue
    val remove : 'a queue -> 'a * 'a queue
  end
```

- Above signature requires its structure to provide a unary type constructor, an exception and three polymorphic value/functions.

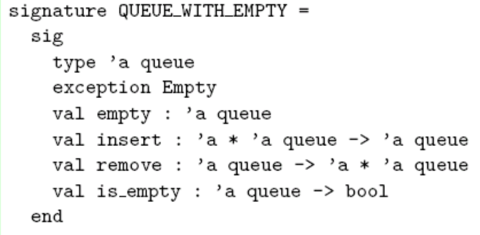
Signature Inheritance

- Signatures can use two kinds of inheritance mechanism - *inclusion* or *specialization*.
- An example with inclusion :



```
signature QUEUE_WITH_EMPTY =
  sig
    include QUEUE
    val is_empty : 'a queue -> bool
  end
```

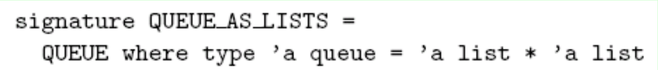
- Same as expanded version :



```
signature QUEUE_WITH_EMPTY =
  sig
    type 'a queue
    exception Empty
    val empty : 'a queue
    val insert : 'a * 'a queue -> 'a queue
    val remove : 'a queue -> 'a * 'a queue
    val is_empty : 'a queue -> bool
  end
```

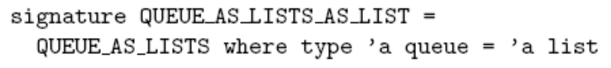
Signature Specialization

- Can augment an existing signature with extra type definitions.



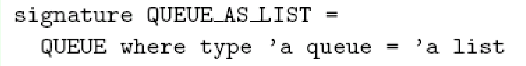
```
signature QUEUE_AS_LISTS =
  QUEUE where type 'a queue = 'a list * 'a list
```

- But must <u>not</u> re-define a type that is already defined.



```
signature QUEUE_AS_LISTS_AS_LIST =
  QUEUE_AS_LISTS where type 'a queue = 'a list
```

🚫

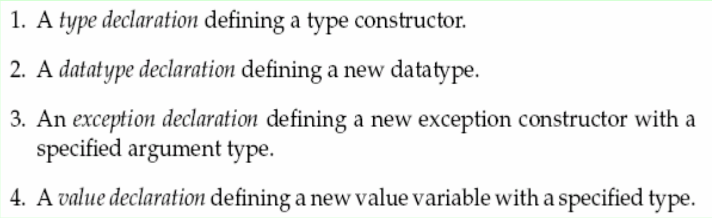


```
signature QUEUE_AS_LIST =
  QUEUE where type 'a queue = 'a list
```

☺

Structures

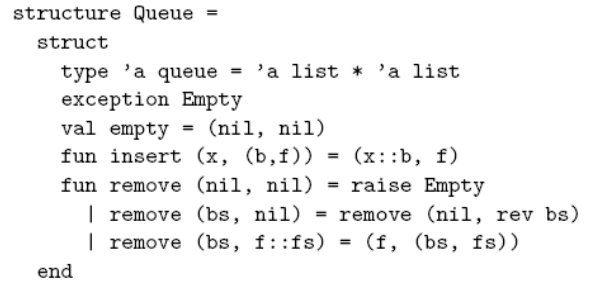
- Structures are implementation of signatures, while signatures are the *types* of structures.
- Four basic forms of structures.



1. A *type declaration* defining a type constructor.
2. A *datatype declaration* defining a new datatype.
3. An *exception declaration* defining a new exception constructor with a specified argument type.
4. A *value declaration* defining a new value variable with a specified type.

Structure Binding

- An example :



```
structure Queue =
  struct
    type ’a queue = ’a list * ’a list
    exception Empty
    val empty = (nil, nil)
    fun insert (x, (b,f)) = (x::b, f)
    fun remove (nil, nil) = raise Empty
      | remove (bs, nil) = remove (nil, rev bs)
      | remove (bs, f::fs) = (f, (bs, fs))
  end
```

- Long identifiers of the form : `strid.id`

```
Queue.empty  : ‘a Queue.queue
Queue.insert : ‘a * ‘a Queue.queue -> ‘a Queue.queue
‘a Queue.queue   =  ‘a list * ‘a list
```

exposed details

Structure Abbreviation

- Use shorter names :

```
structure Q = Queue
```

- An open declaration can inline the bindings directly

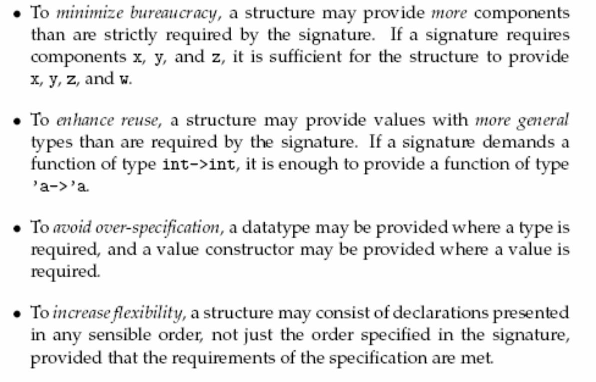
open *strid*$_1$ . . . *strid*$_n$

```
open Queue Stack
```

- Caveat : if an identifier is re-declared, it shadows/overrides the previous version.

Structure Matching

- When does a structure implement a signature? All components must satisfy all type definitions in signature.
- Rules of thumb :

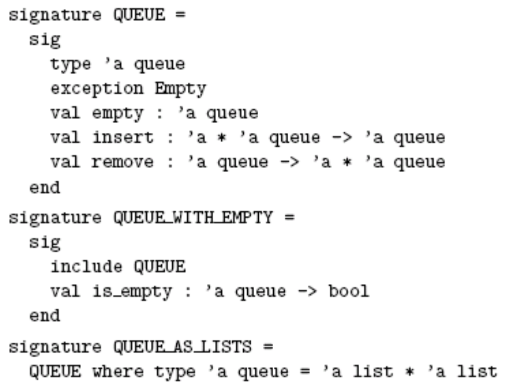


- To *minimize bureaucracy*, a structure may provide *more* components than are strictly required by the signature. If a signature requires components `x`, `y`, and `z`, it is sufficient for the structure to provide `x`, `y`, `z`, and `w`.
- To *enhance reuse*, a structure may provide values with *more general* types than are required by the signature. If a signature demands a function of type `int->int`, it is enough to provide a function of type `’a->’a`.
- To *avoid over-specification*, a datatype may be provided where a type is required, and a value constructor may be provided where a value is required.
- To *increase flexibility*, a structure may consist of declarations presented in any sensible order, not just the order specified in the signature, provided that the requirements of the specification are met.

Principal Signature

- Captures the most specific description of the components of structure.
- Briefly it contains all type definitions, datatype definitions, exception bindings plus principal types of value bindings.
- A candidate signature *matches* another one if it has all components and all type equations of the latter.
- Target is considered a *weakening* of the candidate.

Signature Matching



```
signature QUEUE =
  sig
    type 'a queue
    exception Empty
    val empty : 'a queue
    val insert : 'a * 'a queue -> 'a queue
    val remove : 'a queue -> 'a * 'a queue
  end
signature QUEUE_WITH_EMPTY =
  sig
    include QUEUE
    val is_empty : 'a queue -> bool
  end
signature QUEUE_AS_LISTS =
  QUEUE where type 'a queue = 'a list * 'a list
```

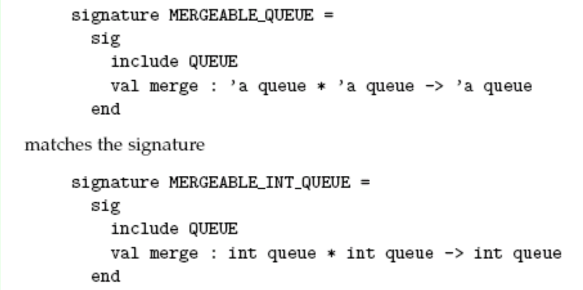
`Queue_with_Empty match Queue`

`Queue_with_Lists match Queue`

but not vice-versa!

Polymorphic Instantiation

- Signature matching may involve an instantiation of polymorphic types.



```
signature MERGEABLE_QUEUE =
  sig
    include QUEUE
    val merge : 'a queue * 'a queue -> 'a queue
  end
```

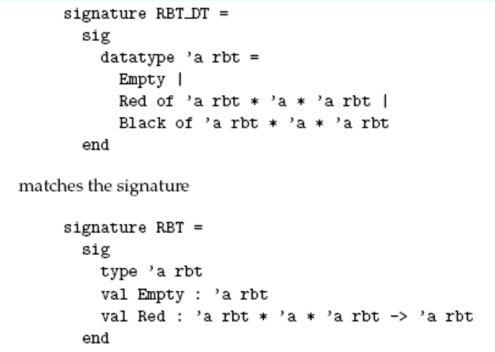
matches the signature

```
signature MERGEABLE_INT_QUEUE =
  sig
    include QUEUE
    val merge : int queue * int queue -> int queue
  end
```

- **`'a queue`** has been instantiated to **`int queue`**

Datatype Refinement

- A datatype spec matches a type with same name but no definition.



```
signature RBT_DT =
  sig
    datatype 'a rbt =
      Empty |
      Red of 'a rbt * 'a * 'a rbt |
      Black of 'a rbt * 'a * 'a rbt
  end
```

matches the signature

```
signature RBT =
  sig
    type 'a rbt
    val Empty : 'a rbt
    val Red : 'a rbt * 'a * 'a rbt -> 'a rbt
  end
```

- A structure implements a signature safely if its principal signature matches with the latter signature.

Signature Ascription

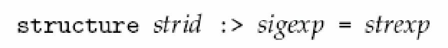
- Signature *ascription* imposes the requirement that a structure implements a signature, hence weakening its signature for all subsequent uses.

- Two forms of ascriptions

transparent (descriptive)

structure *strid* : *sigexp* = *strexp*

opaque (restrictive)



structure *strid* :> *sigexp* = *strexp*

Opaque Ascription

- Primary use is to enforce data abstraction.

```
structure Queue :> QUEUE =
  struct
  type ’a queue = ’a list * ’a list
  val empty = (nil, nil)
  fun insert (x, (bs, fs)) = (x::bs, fs)
  exception Empty
  fun remove (nil, nil) = raise Empty
    | remove (bs, f::fs) = (f, (bs, fs))
    | remove (bs, nil) = remove (nil, rev bs)
 end
```

- The type `‘a Queue.queue` is abstract. Cannot rely on the fact that it is implemented as `(‘a list * ‘a list)` .

Exposing Opaque Ascription

- Occasionally some type need to be exposed.

```
signature PQ =
  sig
    type elt
    val lt : elt * elt -> bool
    type queue
    exception Empty
    val empty : queue
    val insert : elt * queue -> queue
    val remove : queue -> elt * queue
  end
```

- Cannot compare unless we know what `elt` type is.

```
signature STRING_PQ = PQ where type elt = string
structure PrioQueue :> STRING_PQ = ...
```

Transparent Ascription

- Cuts down need for explicit exposure of type definitions.

```
signature ORDERED =
  sig
    type t
    val lt : t * t -> bool
  end
```

- Not useful unless we know the definition for `t`.

```
structure String : ORDERED =
  struct
    type t = string
    val clt = Char.<
    fun lt (s, t) = ... clt ...
  end
```

hidden

Transparent Ascription

- Can help document an interpretation without rendering it abstract.
- Two ways of ordering integers.

```
structure IntLt : ORDERED =
  struct
    type t = int
    val lt = (op <)
  end
structure IntDiv : ORDERED =
  struct
    type t = int
    fun lt (m, n) = (n mod m = 0)
  end
```

Module Hierarchies

- During structure implementation, some type may be specialised to different possibilities.

```
signature MY_STRING_DICT =
  sig
    type 'a dict
    val empty : 'a dict
    val insert : 'a dict * string * 'a -> 'a dict
    val lookup : 'a dict * string -> 'a option
  end
```

```
structure MyStringDict :> MY_STRING_DICT =
  struct
    datatype 'a dict =
      Empty |
      Node of 'a dict * string * 'a * 'a dict
    val empty = Empty
    fun insert (d, k, v) = ...
    fun lookup (d, k) = ...
  end
```

can be changed to other types

Substructures

- Can organise as a structure within a structure.

```
signature ORDERED =
  sig
    type t
    val lt : t * t -> bool
    val eq : t * t -> bool
  end
```

```
signature DICT =
  sig
    structure Key : ORDERED
    type 'a dict
    val empty : 'a dict
    val insert : 'a dict * Key.t * 'a -> 'a dict
    val lookup : 'a dict * Key.t -> 'a option
  end
```

```
(* Lexicographically ordered strings. *)
structure LexString : ORDERED =
  struct
    type t = string
    val eq = (op =)
    val lt = (op <)
  end
(* Integers ordered conventionally. *)
structure LessInt : ORDERED =
  struct
    type t = int
    val eq = (op =)
    val lt = (op <)
  end
(* Integers ordered by divisibility.*)
structure DivInt : ORDERED =
  struct
    type t = int
    fun lt (m, n) = (n mod m = 0)
    fun eq (m, n) = lt (m, n) andalso lt (n, m)
  end
```

Substructures

- Different possible implementations :

```
structure LessIntDict :> INT_DICT =
  struct
    structure Key : ORDERED = LessInt
    datatype 'a dict =
      Empty |
      Node of 'a dict * Key.t * 'a * 'a dict
    val empty = Empty
    fun insert (None, k, v) = Node (Empty, k, v, Empty)
    fun lookup (Empty, _) = NONE
      | lookup (Node (dl, l, v, dr), k) =
        if Key.lt(k, l) then
           lookup (dl, k)
        else if Key.lt (l, k) then
           lookup (dr, k)
        else
           v
  end
```

- Can generalize to *parameterised signatures*.

Sharing Specifications

- Substructures express dependency between one abstraction and another.

same Vector

```
signature GEOMETRY =
  sig
    structure Point : POINT
    structure Sphere : SPHERE
  end
```

```
signature VECTOR =
  sig
    type vector
    val zero : vector
    val scale : real * vector -> vector
    val add : vector * vector -> vector
    val dot : vector * vector -> real
  end
signature POINT =
  sig
    structure Vector : VECTOR
    type point
    (* move a point along a vector *)
    val translate : point * Vector.vector -> point
    (* the vector from a to b *)
    val ray : point * point -> Vector.vector
  end
```

Sharing Specifications

- Opaque ascriptions make type abstract and different.

```
signature SPHERE =
  sig
    structure Vector : VECTOR
    structure Point : POINT
    type sphere
    val sphere : Point.point * Vector.vector -> sphere
  end
```

`Point.Vector` and `Vector` are treated as different types!

```
signature SPHERE =
  sig
    structure Vector : VECTOR
    structure Point : POINT
    sharing Point.Vector = Vector
    type sphere
    val sphere : Point.point * Vector.vector -> sphere
  end
signature GEOMETRY =
  sig
    structure Point : POINT
    structure Sphere : SPHERE
    sharing Point = Sphere.Point
        and Point.Vector = Sphere.Vector
  end
```

Solved by explicit sharing constraints

Sharing Specifications

- Can re-organise to cut down redundant substructures.

```
signature SPHERE =
  sig
    structure Point : POINT
    type sphere
    val sphere :
      Point.point * Point.Vector.vector -> sphere
  end
```

use `Vector` from `Point`

- One fewer sharing constraint.

```
signature GEOMETRY =
  sig
    structure Point : POINT
    structure Sphere : SPHERE
    sharing Point = Sphere.Point
  end
```

Parameterized Modules

- Can support code/spec reuse.
- Functor – module level function that takes a structure as argument to return a structure as result.

`functor` *funid*(*decs*):*sigexp* = *strexp*

`functor` *funid*(*decs*):>*sigexp* = *strexp*

result signature is opaquely described

An Example Functor

- A parametric implementation of dictionary.

```
functor DictFun
  (structure K : ORDERED) :>
    DICT where type Key.t = K.t =
struct
  structure Key : ORDERED = K
  datatype 'a dict =
    Empty |
    Node of 'a dict * Key.t * 'a * 'a dict
  val empty = Empty
  fun insert (None, k, v) =
    Node (Empty, k, v, Empty)
  fun lookup (Empty, _) = NONE
    | lookup (Node (dl, l, v, dr), k) =
      if Key.lt(k, l) then
         lookup (dl, k)
      else if Key.lt (l, k) then
         lookup (dr, k)
      else
         v
end
```

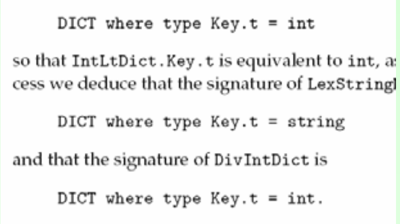
opaque result signature

Functor Application

- Format `funid(binds)` where binds is a sequence of bindings of arguments of the `functor`

```
structure LtIntDict = DictFun (structure K = LessInt)
structure LexStringDict = DictFun (structure K = LexString)
structure DivIntDict = DictFun (structure K = DivInt)
```

- Corresponding opaque signatures :



```
DICT where type Key.t = int
```

so that IntLtDict.Key.t is equivalent to int, a
cess we deduce that the signature of LexStringI

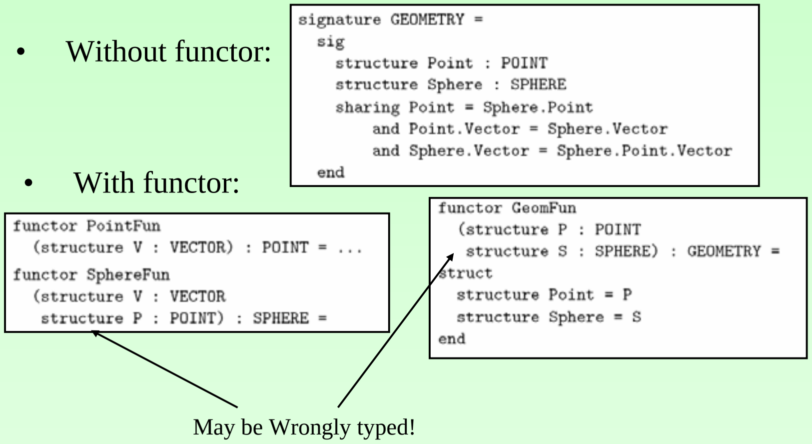
```
DICT where type Key.t = string
```

and that the signature of DivIntDict is

```
DICT where type Key.t = int.
```

Functor and Sharing

- Functor can facilitate sharing of specification
- Without functor:
- With functor:



```
signature GEOMETRY =
  sig
    structure Point : POINT
    structure Sphere : SPHERE
    sharing Point = Sphere.Point
        and Point.Vector = Sphere.Vector
        and Sphere.Vector = Sphere.Point.Vector
  end
```

```
functor PointFun
  (structure V : VECTOR) : POINT = ...
functor SphereFun
  (structure V : VECTOR
   structure P : POINT) : SPHERE =
```

```
functor GeomFun
  (structure P : POINT
   structure S : SPHERE) : GEOMETRY =
struct
  structure Point = P
  structure Sphere = S
end
```

May be Wrongly typed!

Functor and Sharing

- Add sharing constraints to parameter list of functors.

```
functor SphereFun
  (structure V : VECTOR
   structure P : POINT
   sharing P.Vector = V) : SPHERE =
```

```
functor GeomFun
  (structure P : POINT
   structure S : SPHERE
   sharing P.Vector = S.Vector and P = S.Point) : GEOMETRY =
struct
  structure Point = P
  structure Sphere = S
end
```

- Is sharing constraint avoidable? Parameterize on `Point` but there is a loss of generality.

Summary

- Values, Types and Effects
- Polymorphic Types and Inference
- Products, Records and Algebraic Types
- Higher-Order Functions
- Exceptions, Mutable State, Memoization
- Lazy Evaluation
- Module – Signature, Structure, Functors

Reference --- Programming in Standard ML:
http://www.cs.cmu.edu/~rwh/introsml/