Functors

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Fall 2017

Today’s music: "Uptown Funk"
by Mark Ronson feat. Bruno Mars
Review

Previously in 3110:
• modules, structures, signatures, abstract types
• aspects of modularity: namespaces, abstraction

Today:
• higher-order usage of modules: functors
• another aspect: code reuse
**Review**

**Structure:** a group of related *definitions*

```ml
struct
  type 'a t = 'a list
  let push x s = x :: s
end
```

**Signature:** a group of related *declarations* aka *type specifications*

```ml
sig
  type 'a t
  val push : 'a -> 'a t -> 'a t
end
```

*Signatures are the types of structures*
module type StackSig = sig
  type 'a t
  val empty : 'a t
  val push : 'a -> 'a t -> 'a t
  val peek : 'a t -> 'a
end

module MyStack = struct
  type 'a t = Empty | Entry of 'a * 'a t
  let empty = Empty
  let push x s = Entry (x, s)
  let peek = function
    | Empty -> failwith "Empty"
    | Entry(x,_) -> x
end

module ListStack = struct
  type 'a t = 'a list
  let empty = []
  let push x s = x :: s
  let peek = function
    | [] -> failwith "Empty"
    | x::_ -> x
end
Module and module types: bind struct. and sig. to names

```ml
module type Stack = sig
  type 'a t
  val push : 'a -> 'a t -> 'a t
end

module ListStack : Stack = struct
  type 'a t = 'a list
  let push x s = x::s
end
```
Encapsulation: hide parts of module from clients

```ocaml
module type Stack = sig
  type 'a t
  val push : 'a -> 'a t -> 'a t
end

module ListStack : Stack = struct
  type 'a t = 'a list
  let push x s = x::s
end
```
Review

Encapsulation: hide parts of module from clients

```
module type Stack = sig
  type 'a t
  val push : 'a -> 'a t -> 'a t
end
```

```
module ListStack : Stack = struct
  type 'a t = 'a list
  let push x s = x :: s
end
```
Review

Encapsulation: hide parts of module from clients

```ocaml
module type Stack = sig
  type 'a t
  val push : 'a -> 'a t -> 'a t
end

module ListStack : Stack = struct
  type 'a t = 'a list
  let push x s = x :: s
end
```

module is sealed: all definitions in it except those given in signature Stack are hidden from clients
Consider this code:

```ocaml
module type Stack =
  sig
    type 'a t
    val empty : 'a t
    val push : 'a -> 'a t -> 'a t
  end

module ListStack : Stack =
  struct
    type 'a t = 'a list
    let empty = []
    let push x s = x::s
  end
```

Which of the following expressions will type check?

A. Stack.empty
B. ListStack.push 1 []
C. fun (s:ListStack) -> ListStack.push 1 s
D. All of the above
E. None of the above
Consider this code:

```ocaml
module type Stack =
.sig
  type 'a t
  val empty : 'a t
  val push : 'a -> 'a t -> 'a t
end

module ListStack : Stack =
  struct
    type 'a t = 'a list
    let empty = []
    let push x s = x::s
  end
```

Which of the following expressions will type check?

A. `Stack.empty`
B. `ListStack.push 1 []`
C. `fun (s:ListStack) -> ListStack.push 1 s`
D. All of the above
E. None of the above
INCLUDES
Include a signature

**Interface inheritance:** reuse code from other signatures

```plaintext
module type Ring = sig
  type t
  val zero : t
  val one : t
  val add : t -> t -> t
  val mult : t -> t -> t
  val neg : t -> t
end

module type Field = sig
  include Ring
  val div : t -> t -> t
end
```
Include a module

Implementation inheritance: reuse code from other structures

module FloatRing = struct
  type t = float
  let zero = 0.
  let one = 1.
  let add = (+.)
  let mult = (*.)
  let neg = (~~.)
end

module FloatField = struct
  include FloatRing
  let div = (/.)
end
Code reuse from includes

- Implementer of one module can rely on code from another module: no need to copy code
- Solves a similar problem as class inheritance in Java
  - but without explicitly creating subtype relationships
  - decouples inheritance from subtyping
FUNCTORS

(funk you up?)

Cornell (CS) funk you up:
https://www.youtube.com/watch?v=Au56Ah92Ulk
Higher order structures

• You can write "functions" that manipulate structures
  – take structures as input, return structure as output
  – syntax is a bit different than functions we've seen so far

• These "functions" are called **functors**
  – One of the most advanced features in OCaml
  – A *higher-order module system*
  – Time for some **funky higher-order fun**...
Simple functor

module type X = sig val x : int end

module IncX (M : X) = struct
  let x = M.x + 1
end

module A = struct let x = 0 end
module B = IncX(A) (* B.x is 1 *)
module C = IncX(B) (* C.x is 2 *)
Alternative functor syntax

Instead of:

```ocaml
module IncX (M : X) = struct
  let x = M.x + 1
end
```

Could write:

```ocaml
module IncX = functor (M : X) -> struct
  let x = M.x + 1
end
```

Parallels syntax for anonymous functions
Using functor to eliminate duplication

• To test MyStack:

  ```plaintext
  assert (MyStack.(empty |> push 1 |> peek) = 1)
  ```

• To test ListStack:

  ```plaintext
  assert (ListStack.(empty |> push 1 |> peek) = 1)
  ```

• To test any other stack...

  ```plaintext
  assert (WhateverStack.(empty |> push 1 |> peek) = 1)
  ```

• Too much code duplication!

• Especially if you imagine they are large OUnit test suites, not just single assertions
Using functor to eliminate duplication

```plaintext
module StackTester (S:StackSig) = struct
  assert (S.(empty |> push 1 |> peek) = 1)
end

module MyStackTester = StackTester(MyStack)
module ListStackTester = StackTester(ListStack)
```

StackTester does not define any values: it is not a stack module: this is not Java extension

Can pass ListStack to StackTester even though ListStack not explicitly annotated with :StackSig: this is not Java subtyping
“Extension” with a functor

module type Sig = sig ... end

module Ext (M : Sig) = struct
  include M
  let f = ...
end

(see notes for detailed example)
“Subtyping” with structures

A structure `Struct` *matches* a signature `Sig` if:

- `Struct` defines every declaration in `Sig`
  - Ok for `Struct` to have additional definitions!
  - Just can't be missing any from `Sig`
- The type of each definition in `Struct` meets the requirement for that type in `Sig`
  - Usually, that means they're the same types
  - But type of definition could be more general than type of declaration, e.g.

```ocaml
module M
  : sig val f : int -> int end
= struct let f x = x end
```
Recap

• Functors are "functions" from structures to structures
• Functors make the OCaml module system higher-order
• Functors enable code reuse
Upcoming events

• N/A

This is higher-order funk.

THIS IS 3110
For recitation

STANDARD LIBRARY: MAP
(* maps over totally ordered keys *)

module Map : sig

(* the input type of Make *)
module type OrderedType = sig type t ...
   end

(* the output type of Make *)
module type S = sig type key ...
   end

(* functor that makes a module *)
module Make (Ord : OrderedType)
   : S with type key = Ord.t
end
module type S =

sig
  type key
  type 'a t
  val empty : 'a t
  val mem : key -> 'a t -> bool
  val add : key -> 'a -> 'a t -> 'a t
  ...
end
Map

```ocaml
module type OrderedType = sig
  type t
  val compare : t -> t -> int
end
```

Must return 0 if equal, negative if first argument is lesser, positive if second argument is lesser.
Map

(* maps over totally ordered keys *)

module Map : sig

(* the input type of Make *)
module type OrderedType = sig type t ...

(* the output type of Make *)
module type S = sig type key ...

(* functor that makes a module *)
module Make (Ord : OrderedType)
  : S with type key = Ord.t

end

sharing constraint: the output of Make additionally knows that the key type and the OrderedType are the same
module type S with type key = Ord.t =
sig
  type key = Ord.t
  type 'a t
  val empty : 'a t
  val mem : key -> 'a t -> bool
  val add : key -> 'a -> 'a t -> 'a t
  ...
end
Map

Why does this work? The String module already provides a type t and a function compare.

```ocaml
# module StringMap = Map.Make(String) ;;
module StringMap : sig
  type key = string
  ...
end

# let sm = StringMap.(
  empty |> add "Alice" 4.0 |> add "Bob" 3.7)

# StringMap.find "Bob" sm
- : float = 3.7
```
What if we wanted a map with keys that are int's?
There's no standard library module that gives us a type \texttt{t} and function \texttt{compare} for ints.
So we build our own...

\begin{verbatim}
module Int = struct
    type t = int
    let compare = Pervasives.compare
end

module IntMap = Map.Make(Int)
let im = IntMap.(empty |> add 1 "one" |> add 2 "two")
\end{verbatim}
Map

- What if we wanted a map over records that sorts in a custom order?
- Again, build our own module...

```ocaml
type name = {first:string; last:string}

module Name = struct
  type t = name
  let compare {first=first1; last=last1}
  {first=first2; last=last2} =
      match Pervasives.compare last1 last2 with
      | 0  -> Pervasives.compare first1 first2
      | c  -> c
  end

module NameMap = Map.Make(Name)
```

Sort by last name then by first name
Map

let k1 =
    {last="Kardashian"; first="Kourtney"}
let k2 =
    {last="Kardashian"; first="Kimberly"}
let k3 =
    {last="Kardashian"; first="Khloe"}
let k4 =
    {last="West"; first="Kanye"}

let nm = NameMap.(
    empty  |> add k1 1979  |> add k2 1980
    |> add k3 1984  |> add k4 1977)
let print_entry {first; last} v =
  print_string (first ^ " " ^ last ^ " : ");
  print_int v;
  print_newline ()

let () = NameMap.iter print_entry nm

Khloe Kardashian: 1984
Kimberly Kardashian: 1980
Kourtney Kardashian: 1979
Kanye West: 1977
Code reuse with Map

• The Map implementer built all the tricky parts of maps: adding keys and values, iterating over them, etc.
• As clients, all we have to provide is a description of our keys and how to sort them; then we get to reuse everything the implementer already built.
• Solves a similar problem as Java does with interfaces+subtyping: see Java's TreeMap constructor that takes a Comparator.
• OCaml's Set module is quite similar to Map in its functorial interface.