Concepts in Programming Languages

Alan Mycroft*

Computer Laboratory
University of Cambridge
2011–2012 (Easter Term)

(*) I thank Marcelo Fiore for permission to use these slides

Practicalities

♦ Course web page:
⟨www.cl.cam.ac.uk/teaching/1112/ConceptsPL/⟩
with lecture slides, exercise sheet and reading material.
♦ One exam question.

Main books


Topics

I. Introduction and motivation.

II. The first procedural language: FORTRAN (1954–58).


VIII. The state of the art: Scala (2007)
Topic I
Introduction and motivation

References:

Goals
♦ Critical thinking about programming languages.
  ➢ What is a programming language!?
♦ Study programming languages.
  ➢ Be familiar with basic language concepts.
  ➢ Appreciate trade-offs in language design.
♦ Trace history, appreciate evolution and diversity of ideas.
♦ Be prepared for new programming methods, paradigms.

Why study programming languages?
♦ To improve the ability to develop effective algorithms.
♦ To improve the use of familiar languages.
♦ To increase the vocabulary of useful programming constructs.
♦ To allow a better choice of programming language.
♦ To make it easier to learn a new language.
♦ To make it easier to design a new language.
♦ To simulate useful features in languages that lack them.
♦ To make better use of language technology wherever it appears.

What makes a good language?
♦ Clarity, simplicity, and unity.
♦ Orthogonality.
♦ Naturalness for the application.
♦ Support of abstraction.
♦ Ease of program verification.
♦ Programming environments.
♦ Portability of programs.
- Cost of use.
  - Cost of execution.
  - Cost of program translation.
  - Cost of program creation, testing, and use.
  - Cost of program maintenance.

What makes a language successful?

- Expressive power.
- Ease of use for the novice.
- Ease of implementation.
- Open source.
- Excellent compilers.
- Economics, patronage, and inertia.

Influences

- Computer capabilities.
- Applications.
- Programming methods.
- Implementation methods.
- Theoretical studies.
- Standardisation.

Applications domains

<table>
<thead>
<tr>
<th>Era</th>
<th>Application</th>
<th>Major languages</th>
<th>Other languages</th>
</tr>
</thead>
<tbody>
<tr>
<td>1960s</td>
<td>Business</td>
<td>COBOL</td>
<td>Assembler</td>
</tr>
<tr>
<td></td>
<td>Scientific</td>
<td>FORTRAN, ALGOL, BASIC, APL</td>
<td>JOVIAL, Forth</td>
</tr>
<tr>
<td></td>
<td>System</td>
<td>LISP</td>
<td>SNOBOL</td>
</tr>
<tr>
<td></td>
<td>AI</td>
<td>BCPL, C, C++</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>LISP, Prolog</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>\TeX, Postscript, word processing</td>
<td></td>
</tr>
<tr>
<td>Today</td>
<td>Business</td>
<td>COBOL, SQL, spreadsheet, FORTRAN, C, C++</td>
<td>C, PL/I, 4GLs</td>
</tr>
<tr>
<td></td>
<td>Scientific</td>
<td>Maple, Mathematica</td>
<td>BASIC, Pascal</td>
</tr>
<tr>
<td></td>
<td>System</td>
<td>BCPL, C, C++</td>
<td>Pascal, Ada, BASIC, MODULA</td>
</tr>
<tr>
<td></td>
<td>AI</td>
<td>LISP, Prolog</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Publishing</td>
<td>\TeX, Postscript, word processing</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Process</td>
<td>UNIX shell, TCL, Perl</td>
<td>Marvel, Esterel</td>
</tr>
<tr>
<td></td>
<td>New paradigms</td>
<td>Smalltalk, SML, Haskell, Java</td>
<td>Eifell, C#, Scala</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Python, Ruby</td>
<td></td>
</tr>
</tbody>
</table>
Why are there so many languages?

♦ Evolution.
♦ Special purposes.
♦ Personal preference.

Motivating application in language design

A specific purpose provides focus for language designers; it helps to set criteria for making design decisions.

A specific, motivating application also helps to solve one of the hardest problems in programming language design: deciding which features to leave out.

Examples: Good languages designed with a specific purpose in mind.

♦ LISP: symbolic computation, automated reasoning
♦ FP: functional programming, algebraic laws
♦ BCPL: compiler writing
♦ Simula: simulation
♦ C: systems programming
♦ ML: theorem proving
♦ Smalltalk: Dynabook
♦ Clu, SML Modules: modular programming
♦ C++: object orientation
♦ Java: Internet applications

Program execution model

Good language design presents abstract machine.

♦ FORTRAN: Flat register machine; memory arranged as linear array
♦ LISP: cons cells, read-eval-print loop
♦ Algol family: stack of activation records; heap storage
♦ BCPL, C: underlying machine + abstractions
♦ Simula: Object references
♦ FP, ML: functions are basic control structure
♦ Smalltalk: objects and methods, communicating by messages
♦ Java: Java virtual machine
Classification of programming languages

- **Imperative**
  - procedural: C, Ada, Pascal, Algol, FORTRAN, ...
  - object oriented: Scala, C#, Java, Smalltalk, SIMULA, ...
  - scripting: Perl, Python, PHP, ...

- **Declarative**
  - functional: Haskell, SML, Lisp, Scheme, ...
  - logic: Prolog
  - dataflow: Id, Val
  - constraint-based: spreadsheets
  - template-based: XSLT

Theoretical foundations

Examples:

- Formal-language theory.
- Automata theory.
- Algorithmics.
- λ-calculus.
- Semantics.
- Formal verification.
- Type theory.
- Complexity theory.
- Logic.

Standardisation

- Proprietary standards.
- Consensus standards.
  - ANSI (American National Standards Institute)
  - IEEE (Institute of Electrical and Electronics Engineers)
  - BSI (British Standard Institute)
  - ISO (International Standards Organisation)

Language standardisation

Consider:

```c
int i; i = (1 && 2) + 3;
```

- Is it valid C code? If so, what’s the value of `i`?
- How do we answer such questions!?
  - Read the reference manual.
  - Try it and see!
  - Read the ANSI C Standard.
Language-standards issues

Timeliness. When do we standardise a language?

Conformance. What does it mean for a program to adhere to a standard and for a compiler to compile a standard?

Ambiguity and freedom to optimise — Machine dependence — Undefined behaviour.

Obsolescence. When does a standard age and how does it get modified?

Deprecated features.

Language standards

PL/1

What does the following mean?

9 + 8/3

− 11.666... ?
− Overflow ?
− 1.666... ?

For 9 + 8/3 we have:

DEC(1,0) + DEC(1,0)/DEC(1,0)
=> DEC(1,0) + DEC(15,15-((1-0)+0))
=> DEC(1,0) + DEC(15,14)
=> DEC(MIN(1+MAX(1-0,15-14)+MAX(0,14),15),MAX(0,14))
=> DEC(15,14)

So the calculation is as follows

9 + 8/3
= 9 + 2.66666666666666 - OVERFLOW
= 1.66666666666666 - OVERFLOW disabled
History

1956–60: FORTRAN, COBOL, LISP, Algol 60.
1961–65: APL notation, Algol 60 (revised), SNOBOL, CPL.
1966–70: APL, SNOBOL 4, FORTRAN 66, BASIC, SIMULA, Algol 68, Algol-W, BCPL.
1971–75: Pascal, PL/1 (Standard), C, Scheme, Prolog.
1976–80: Smalltalk, Ada, FORTRAN 77, ML.
2000–05: C#, Python, Ruby, Scala.

Language groups

♦ Multi-purpose languages
  ♦ Scala, C#, Java, C++, C
  ♦ Haskell, SML, Scheme, LISP
  ♦ Perl, Python, Ruby
♦ Special-purpose languages
  ♦ UNIX shell
  ♦ SQL
  ♦ LATEX

Things to think about

♦ What makes a good language?
♦ The role of
  1. motivating applications,
  2. program execution,
  3. theoretical foundations in language design.
♦ Language standardisation.
Topic II

FORTRAN: A simple procedural language

References:

♦ Chapter 10(§1) of Programming Languages: Design and implementation (3RD EDITION) by T. W. Pratt and M. V. Zelkowitz. Prentice Hall, 1999.


John Backus

As far as we were aware, we simply made up the language as we went along. We did not regard language design as a difficult problem, merely a simple prelude to the real problem: designing a compiler which could produce efficient programs.\(^\text{a}\)


FORTRAN = FORmula TRANslator (1957)

♦ Developed in the 1950s by an IBM team led by John Backus.

♦ The first high-level programming language to become widely used.

♦ At the time the utility of any high-level language was open to question!

The main complain was the efficiency of compiled code. This heavily influenced the designed, orienting it towards providing execution efficiency.

♦ Standards:


Overview

Execution model

♦ FORTRAN program = main program + subprograms

♦ Each is compiled separate from all others.

♦ Translated programs are linked into final executable form during loading.

♦ All storage is allocated statically before program execution begins; no run-time storage management is provided.

♦ Flat register machine. No stacks, no recursion. Memory arranged as linear array.
Overview
Compilation

FORTRAN program

Compiler

Incomplete machine language
Library routines

Linker

Machine language program

Overview
Data types

♦ Numeric data: Integer, real, complex, double-precision real.

♦ Boolean data. called logical

♦ Arrays. of fixed declared length

♦ Character strings. of fixed declared length

♦ Files.

Overview
Control structures

♦ FORTRAN 66
  Relied heavily on statement labels and GOTO statements.

♦ FORTRAN 77
  Added some modern control structures (e.g., conditionals).

Example

PROGRAM MAIN
  PARAMETER (MaxSize=99)
  REAL A(MaxSize)
  10 READ (5,100,END=999) K
  100 FORMAT(I5)
  IF (K.LE.0 .OR. K.GT.MAXSIZ) STOP
  READ *,(A(I),I=1,K)
  PRINT *,(A(I),I=1,K)
  PRINT *,'SUM=',SUM(A,K)
  GO TO 10
  PRINT *, "All Done"
  STOP
END
C SUMMATION SUBPROGRAM

FUNCTION SUM(V,N)
REAL V(N)
SUM = 0.0
DO 20 I = 1,N
   SUM = SUM + V(I)
20 CONTINUE
RETURN
END

Example

Commentary

♦ Columns and lines are relevant.
♦ Blanks are ignored (by early FORTRANs).
♦ Variable names are from 1 to 6 characters long, begin with a letter, and contain letters and digits.
♦ Programmer-defined constants.
♦ Arrays: when sizes are given, lower bounds are assumed to be 1; otherwise subscript ranges must be explicitly declared.
♦ Variable types may not be declared: implicit naming convention.

Data formats.
♦ FORTRAN 77 has no while statement.
♦ Functions are compiled separately from the main program. Information from the main program is not used to pass information to the compiler. Failure may arise when the loader tries to merge subprograms with main program.
♦ Function parameters are uniformly transmitted by reference (or value-result). Recall that allocation is done statically.
♦ DO loops by increment.
♦ A value is returned in a FORTRAN function by assigning a value to the name of a function.

On syntax

A misspelling bug ...

do 10 i = 1,100 vs. do 10 i = 1.100

... that is reported to have caused the NASA Mariner 1 probe to fail to reach Venus!
Types

♦ FORTRAN has no mechanism for creating user types.

♦ Static type checking is used in FORTRAN, but the checking is incomplete. Many language features, including arguments in subprogram calls and the use of COMMON blocks, cannot be statically checked (in part because subprograms are compiled independently). Constructs that cannot be statically checked are ordinarily left unchecked at run time in FORTRAN implementations.

Storage Representation and Management

♦ Storage representation in FORTRAN is sequential.

♦ Only two levels of referencing environment are provided, global and local. The global environment may be partitioned into separate common environments that are shared amongst sets of subprograms, but only data objects may be shared in this way.

The sequential storage representation is critical in the definition of the EQUIVALENCE and COMMON declarations.

♦ EQUIVALENCE
   This declaration allows more than one simple or subscripted variable to refer to the same storage location.
   🤔 Is this a good idea?
   Consider the following:
   ```
   REAL X
   INTEGER Y
   EQUIVALENCE (X,Y)
   ```

♦ COMMON
   The global environment is set up in terms of sets of variables and arrays, which are termed COMMON blocks. A COMMON block is a named block of storage and may contain the values of any number of simple variables and arrays.
   COMMON blocks may be used to isolate global data to only a few subprograms needing that data.
   🤔 Is the COMMON block a good idea?
   Consider the following:
   ```
   COMMON/BLK/X,Y,K(25) in MAIN
   COMMON/BLK/U,V,I(5),M(4,5) in SUB
   ```
Aliasing occurs when two names or expressions refer to the same object or location.

- Aliasing raises serious problems for both the user and implementor of a language.
- Because of the problems caused by aliasing, new language designs sometimes attempt to restrict or eliminate altogether features that allow aliases to be constructed.

Parameters

There are two concepts that must be clearly distinguished.

- The parameter names used in a function declaration are called formal parameters.
- When a function is called, expressions called actual parameters are used to compute the parameter values for that call.

FORTRAN subroutines and functions

- Actual parameters may be simple variables, literals, array names, subscripted variables, subprogram names, or arithmetic or logical expressions.
  The interpretation of a formal parameter as an array is done by the called subroutine.
- Each subroutine is compiled independently and no checking is done for compatibility between the subroutine declaration and its call.

- The language specifies that if a formal parameter is assigned to, the actual parameter must be a variable, but because of independent compilation this rule cannot be checked by the compiler.

Example:

```fortran
SUBROUTINE SUB(X,Y)
   X = Y
END

CALL SUB(-1.0,1.0)
```

- Parameter passing is uniformly by reference.
~ Topic III ~
LISP: functions, recursion, and lists

References:
♦ Chapters 5(§4.5) and 13(§1) of Programming languages: Design and implementation (3RD EDITION) by T. W. Pratt and M. V. Zelkowitz. Prentice Hall, 1999.

LISP = LISt Processing 
(±1960)
♦ Developed in the late 1950s and early 1960s by a team led by John McCarthy in MIT.
♦ McCarthy described LISP as a “a scheme for representing the partial recursive functions of a certain class of symbolic expressions”.
♦ Motivating problems: Symbolic computation (symbolic differentiation), logic (Advice taker), experimental programming.
♦ Software embedding LISP: Emacs (text editor), GTK (linux graphical toolkit), Sawfish (window manager), GnuCash (accounting software).


Available on-line from ⟨http://www-formal.stanford.edu/jmc/recursive.html⟩.

Programming-language phrases
♦ Expressions. A syntactic entity that may be evaluated to determine its value.
♦ Statement. A command that alters the state of the machine in some explicit way.
♦ Declaration. A syntactic entity that introduces a new identifier, often specifying one or more attributes.
Innovation in the design of LISP

♦ LISP is an expression-based language.

*Conditional expressions* that produce a value were new in LISP.

♦ *Pure* LISP has no statements and no expressions with side effects. However, LISP also supports *impure* constructs.

Some contributions of LISP

♦ Lists.

♦ Recursive functions.

♦ Garbage collection.

♦ Programs as data.

Overview

♦ LISP syntax is extremely simple. To make parsing easy, all operations are written in prefix form (*i.e.*, with the operator in front of all the operands).

♦ LISP programs compute with *atoms* and *cells*.

♦ The basic data structures of LISP are *dotted pairs*, which are pairs written with a dot between the components. Putting atoms or pairs together, one can write symbolic expressions in a form traditionally called *S-expressions*. Most LISP programs use *lists* built out of S-expressions.

♦ LISP is an *untyped* programming language.

♦ Most operations in LISP take list arguments and return list values.

**Example:**

```
( cons '(a b c) '(d e f) )
```

**Remark:** The function `(quote x)`, or simply `‘x`, just returns the literal value of its argument.
How does one recognise a LISP program?

```
(defvar x 1)
(val x = 1 ;
(defun g(z) (+ x z))
(fun g(z) = x + z ;
(defun f(y)
  (+ ( g y )
    (let
      ( ( x y) )
      val x = y
    )
    g x )
  )
(f (+ x 1))
```

It is full of parentheses!

Historically, LISP was a dynamically scoped language ...

```
(defvar x T)
(defun test(y) (eq x y))
(cond
  (x (let ((z 0)) (test z)))
)
```

vs.

```
(defvar x T)
(defun test(y) (eq x y))
(cond
  (x (let ((x 0)) (test x)))
)
```

... when Scheme was introduced in 1978, it was a statically scoped variant of LISP.

### Static and dynamic scope

**Static scope** rules relate references with declarations of names in the program text; **dynamic scope** rules relate references with associations for names during program execution.

There are two main rules for finding the declaration of a global identifier:

- **Static scope.** A global identifier refers to the identifier with that name that is declared in the closest enclosing scope of the program text.
- **Dynamic scope.** A global identifier refers to the identifier associated with the most recent environment.

### Renaming of local variables

Lexical scope is deeply related to renaming of variables. It should not matter whether a program uses one name or another one for a local variable. Let us state this supposition as a principle:

Consistent renaming of local names in the source text has no effect on the computation set up by a program.

This renaming principle motivates static scope because a language that obeys the renaming principle uses lexical scope. The reason is that the renaming principle can be applied to rename local variables until each name has only one declaration in the entire program. This one declaration is the one obtained under lexical scope.
The importance of static scope

Static scope rules play an important part in the design and implementation of most programming languages.

- Static scope rules allow many different sorts of connections to be established between references to names and their declarations during translation.

  For instance, relating a variable name to a declaration for the variable and relating a constant name to a declaration for the constant.

  Other connections include relating names to type declarations, relating formal parameters to formal parameter specifications, relating subprogram calls to subprogram declarations, and relating statement labels referenced in goto statements to labels on particular statements.

  In each of these cases, a different set of simplifications may be made during translation that make execution of the program more efficient.

- Static scope rules are also important for the programmer in reading a program because they make it possible to relate a name referenced in a program to a declaration for the name without tracing the course of program execution.

Abstract machines

The terminology abstract machine is generally used to refer to an idealised computing device that can execute a specific programming language directly. Systems people use virtual machine (as in JVM) for a similar concept.

Typically an abstract machine may not be fully implementable. However, an abstract machine should be sufficiently realistic to provide useful information about real program execution.

An important goal in discussing abstract machines is to identify the mental model of the computer that a programmer uses to write and debug programs.

LISP abstract machine

The abstract machine for Pure LISP has four parts:

1. A LISP expression to be evaluated.
2. A continuation, which is a function representing the remaining of the program to evaluate when done with the current expression.
3. An association list, also know as the A-list. The purpose of the A-list is to store the values of variables that may occur either in the current expression to be evaluated or in the remaining expressions in the program.
4. A heap, which is a set of cons cells (or dotted pairs) that might be pointed to by pointers in the A-list.
Recursion
McCarthy (1960)

(defun subst (x y z)
  (cond
    ((atom z) (cond ((eq z y) x) (T z)))
    (T (cons (subst x y (car z)) (subst x y (cdr z))))))

In general . . . , the routine for a recursive function uses itself as a subroutine. For example, the program for subst x y z uses itself as a subroutine to evaluate the result of substituting into the subexpression car z and cdr z. While subst x y (cdr z) is being evaluated, the result of the previous evaluation of subst x y (car z) must be saved in a temporary storage register. However, subst may need the same register for evaluating subst x y (cdr z). This possible conflict is resolved by the SAVE and UNSAVE routines that use the public push-down list. The SAVE routine has an index that tells it how many registers in the push-down list are already in use. It moves the contents of the registers which are to be saved to the first unused registers in the push-down list, advances the index of the list, and returns to the program form which control came. This program may then freely use these registers for temporary storage. Before the routine exits it uses UNSAVE, which restores the contents of the temporary registers from the push-down list and moves back the index of this list. The result of these conventions is described, in programming terminology, by saying that the recursive subroutine is transparent to the temporary storage registers.

Garbage collection
McCarthy (1960)

...When a free register is wanted, and there is none left on the free-storage list, a reclamation cycle starts.

† We already called this process “garbage collection”, but I guess that I chickened out of using it in the paper—or else the Research Laboratory of Electronics grammar ladies wouldn’t let me.

Garbage collection
In computing, garbage refers to memory locations that are not accessible to a program.

At a given point in the execution of a program P, a memory location ℓ is garbage if no completed execution of P from this point can access location ℓ. In other words, replacing the contents of ℓ or making this location inaccessible to P cannot affect any further execution of the program.

Garbage collection is the process of detecting garbage during the execution of a program and making it available.
Programs as data

♦ LISP data and LISP program have the same syntax and internal representation. This allows data structures to be executed as programs and programs to be modified as data.

♦ One feature that sets LISP apart from many other languages is that it is possible for a program to build a data structure that represents an expression and then evaluates the expression as if it were written as part of the program. This is done with the function `eval`.

Reflection

A language mechanism is said to be **reflective** if it allows to reason about its own structure.

A language is said to be **fully reflective** if it allows a program to reason about all aspects of its current structure and state.

Fully reflective languages are still just research prototypes (e.g. Maude), but limited forms of reflection appear in several languages (e.g. LISP, Prolog, Python).

Parameter passing in LISP

The **actual parameters** in a function call are always expressions, represented as lists structures.

LISP provides two main methods of parameter passing:

♦ **Pass/Call-by-value.** The most common method is to evaluate the expressions in the actual-parameter list, and pass the resulting values.

♦ **Pass/Call-by-name.** A less common method is to transmit the expression in the actual parameter list *unevaluated*, and let the call function evaluate them as needed using `eval`.

The programmer may specify transmission by name using `nlambda` in place of `lambda` in the function definition.

Strict and lazy evaluation

Example: Consider the following function definitions with parameter-passing by value.

```lisp
( defun CountFrom(n) ( CountFrom(+ n 1) ) )
( defun FunnyOr(x y) ( cond ( x 1) ( T y ) )
  )
( defun FunnyOrelse(x y) ( cond ( (eval x) 1) ( T (eval y) ) )
  )
```
What happens in the following calls?

( FunnyOr T (CountFrom 0) )
( FunnyOr nil T )

( FunnyOrElse ’T ’(CountFrom 0) )
( FunnyOrElse ’nil ’T )

---

**Parameters**

There are two concepts that must be clearly distinguished:

- A **formal parameter** is a declaration that appears in the declaration of the subprogram. (The computation in the body of the subprogram is written in terms of formal parameters.)
- An **actual parameter** is a value that the calling program sends to the subprogram.

**Example:** Named parameter associations.

Normally the actual parameters in a subprogram call are just listed and the matching with the formal parameters is done by

---

**References:**

- Chapters 10(§2) and 11(§1) of *Programming languages: Design and implementation* (3RD EDITION) by T. W. Pratt and M. V. Zelkowitz. Prentice Hall, 1999.

---

**Topic IV**

Block-structured procedural languages

Algol and Pascal

---

**References:**

- Chapter 7 of *Understanding programming languages* by M Ben-Ari. Wiley, 1996.
position:

procedure Proc(First: Integer; Second: Character);
Proc(24,'h');

In **Ada** it is possible to use *named association* in the call:

Proc(Second => 'h', First => 24);

What about in **ML**? Can it be simulated?

This is commonly used together with *default parameters*:

procedure Proc(First: Integer := 0; Second: Character := '*');
Proc(Second => 'o');

Parameter passing

The way that actual parameters are evaluated and passed to procedures depends on the programming language and the kind of *parameter-passing mechanisms* it uses.

The main distinction between different parameter-passing mechanisms are:

- the time that the actual parameter is evaluated, and
- the location used to store the parameter value.

**NB:** The *location* of a variable (or expression) is called its *L-value*, and the *value* stored in this location is called the *R-value* of the variable (or expression).

Parameter passing

**Pass/Call-by-value**

- In *pass-by-value*, the actual parameter is evaluated. The value of the actual parameter is then stored in a new location allocated for the function parameter.

- Under *call-by-value*, a formal parameter corresponds to the value of an actual parameter. That is, the formal \( x \) of a procedure \( P \) takes on the value of the actual parameter. The idea is to evaluate a call \( P(E) \) as follows:

\[
\begin{align*}
x & := E; \\
\text{execute the body of procedure } P; \\
\text{if } P \text{ is a function, return a result.}
\end{align*}
\]

Parameter passing

**Pass/Call-by-reference**

- In *pass-by-reference*, the actual parameter must have an L-value. The L-value of the actual parameter is then bound to the formal parameter.

- Under *call-by-reference*, a formal parameter becomes a synonym for the location of an actual parameter. An actual reference parameter must have a location.
The difference between call-by-value and call-by-reference is important to the programmer in several ways:

- **Side effects.** Assignments inside the function body may have different effects under pass-by-value and pass-by-reference.
- **Aliasing.** Aliasing occurs when two names refer to the same object or location. Aliasing may occur when two parameters are passed by reference or one parameter passed by reference has the same location as the global variable of the procedure.

---

**Efficiency.** Pass-by-value may be inefficient for large structures if the value of the large structure must be copied. Pass-by-reference maybe less efficient than pass-by-value for small structures that would fit directly on stack, because when parameters are passed by reference we must dereference a pointer to get their value.

---

**Parameter passing**

Call-by-value/result is also known as *copy-in/copy-out* because the actuals are initially copied into the formals and the formals are eventually copied back out to the actuals.

Actuals that do not have locations are passed by value. Actuals with locations are treated as follows:

1. **Copy-in phase.** Both the values and the locations of the actual parameters are computed. The values are assigned to the corresponding formals, as in call-by-value, and the locations are saved for the copy-out phase.
2. **Copy-out phase.** After the procedure body is executed, the final values of the formals are copied back out to the locations computed in the copy-in phase.
Examples:

- A parameter in Pascal is normally passed by value. It is passed by reference, however, if the keyword `var` appears before the declaration of the formal parameter.

```pascal
procedure proc(in: Integer; var out: Real);
```

- The only parameter-passing method in C is call-by-value; however, the effect of call-by-reference can be achieved using pointers. In C++ true call-by-reference is available using reference parameters.

- Ada supports three kinds of parameters:
  1. **in** parameters, corresponding to value parameters;
  2. **out** parameters, corresponding to just the copy-out phase of call-by-value/result; and
  3. **in out** parameters, corresponding to either reference parameters or value/result parameters, at the discretion of the implementation.

Parameter passing

Pass/Call-by-name

The Algol 60 report describes **call-by-name** as follows:

1. Actual parameters are textually substituted for the formals. Possible conflicts between names in the actuals and local names in the procedure body are avoided by renaming the locals in the body.

2. The resulting procedure body is substituted for the call. Possible conflicts between nonlocals in the procedure body and locals at the point of call are avoided by renaming the locals at the point of call.

Block structure

- In a **block-structured language**, each program or subprogram is organised as a set of nested blocks.

  A **block** is a region of program text, identified by begin and end markers, that may contain declarations local to this region.

- **In-line (or unnamed) blocks** are useful for restricting the scope of variables by declaring them only when needed, instead of at the beginning of a subprogram. The trend in programming is to reduce the size of subprograms, so the use of unnamed blocks is less useful than it used to be.
Nested procedures can be used to group statements that are executed at more than one location within a subprogram, but refer to local variables and so cannot be external to the subprogram. Before modules and object-oriented programming were introduced, nested procedures were used to structure large programs.

- Block structure was first defined in Algol. Pascal contains nested procedures but not in-line blocks; C contains in-line blocks but not nested procedures; Ada supports both.

- Block-structured languages are characterised by the following properties:
  - New variables may be declared at various points in a program.
  - Each declaration is visible within a certain region of program text, called a block.
  - When a program begins executing the instructions contained in a block at run time, memory is allocated for the variables declared in that block.
  - When a program exits a block, some or all of the memory allocated to variables declared in that block will be deallocated.
  - An identifier that is not declared in the current block is considered global to the block and refers to the entity with this name that is declared in the closest enclosing block.

**Algol**

- The Algol-like programming languages evolved in parallel with the LISP family of languages, beginning with Algol 58 and Algol 60 in the late 1950s.

- The most prominent Algol-like programming languages are Pascal and C, although C differs from most of the Algol-like languages in some significant ways. Further Algol-like languages are: Algol 58, Algol W, Euclid, etc.

- The main characteristics of the Algol family are:
  - the familiar semicolon-separated sequence of statements,
  - block structure,
  - functions and procedures,
  - static typing.
Algol 60

♦ Designed by a committee (including Backus, McCarthy, Perlis) between 1958 and 1963.

♦ Intended to be a general purpose programming language, with emphasis on scientific and numerical applications.

♦ Compared with FORTRAN, Algol 60 provided better ways to represent data structures and, like LISP, allowed functions to be called recursively.

Eclipsed by FORTRAN because of the lack of I/O statements, separate compilation, and library; and because it was not supported by IBM.

Algol 60

Some trouble spots

♦ The Algol 60 type discipline had some shortcomings.

For instance:

♦ Automatic type conversions were not fully specified (e.g., \( x := x/y \) was not properly defined when \( x \) and \( y \) were integers—is it allowed, and if so was the value rounded or truncated?).

♦ The type of a procedure parameter to a procedure does not include the types of parameters.

♦ An array parameter to a procedure is given type array, without array bounds.

Algol 60

Features

♦ Simple statement-oriented syntax.

♦ Block structure.

♦ Recursive functions and stack storage allocation.

♦ Fewer ad hoc restrictions than previous languages (e.g., general expressions inside array indices, procedures that could be called with procedure parameters).

♦ A primitive static type system, later improved in Algol 68 and Pascal.

♦ Algol 60 was designed around two parameter-passing mechanisms, call-by-name and call-by-value.

Call-by-name interacts badly with side effects; call-by-value is expensive for arrays.

♦ There are some awkward issues related to control flow, such as memory management, when a program jumps out of a nested block.
**Algol 60 procedure types**

In Algol 60, the type of each formal parameter of a procedure must be given. However, `proc` is considered a type (the type of procedures). This is much simpler than the ML types of function arguments. However, this is really a type loophole; because calls to procedure parameters are not fully type checked, Algol 60 programs may produce run-time errors.

Write a procedure declaration for `Q` that causes the following program fragment to produce a run-time type error:

```algol
proc P ( proc Q )
    begin Q(true) end;
P(Q);
```

where `true` is a Boolean value. Explain why the procedure is statically type correct, but produces a run-time type error. (You may assume that adding a Boolean to an integer is a run-time error.)

---

**Algol 60 pass-by-name**

The following Algol 60 code declares a procedure `P` with one pass-by-name integer parameter. Explain how the procedure call `P(A[i])` changes the values of `i` and `A` by substituting the actual parameters for the formal parameters, according to the Algol 60 copy rule. What integer values are printed by the program? And, by using pass-by-value parameter passing?

```algol
begin
    integer i; i:=1;
    integer array A[1:2]; A[1]:=2; A[2]:=3;
    procedure P(x); integer x;
        begin i:=x; x:=1 end
    P(A[i]); print(i,A[1],A[2])
end
```

---

**Algol 68**

Intended to remove some of the difficulties found in Algol 60 and to improve the expressiveness of the language.

It did not entirely succeed however, with one main problem being the difficulty of efficient compilation (e.g., the implementation consequences of higher-order procedures where not well understood at the time).

One contribution of Algol 68 was its *regular, systematic type system*.

The types (referred to as modes in Algol 68) are either primitive (int, real, complex, bool, char, string, bits, bytes, semaphore, format, file) or compound (array, structure, procedure, set, pointer).
Type constructions could be combined without restriction. This made the type system seem more systematic than previous languages.

- Algol 68 memory management involves a **stack** for local variables and **heap** storage. Algol 68 data on the heap are explicitly allocated, and are reclaimed by **garbage collection**.

- Algol 68 parameter passing is by value, with pass-by-reference accomplished by pointer types. (This is essentially the same design as that adopted in C.)

- The decision to allow independent constructs to be combined without restriction also led to some complex features, such as assignable pointers.

### Algol innovations
- Use of BNF syntax description.
- Block structure.
- Scope rules for local variables.
- Dynamic lifetimes for variables.
- Nested if-then-else expressions and statements.
- Recursive subroutines.
- Call-by-value and call-by-name arguments.
- Explicit type declarations for variables.
- Static typing.
- Arrays with dynamic bounds.

### Pascal
- Designed in the 1970s by Niklaus Wirth, after the design and implementation of Algol W.

- Very successful programming language for teaching, in part because it was designed explicitly for that purpose. Also designed to be compiled in one pass. This hindered language design; e.g., it forced the problematic forward declaration.

- Pascal is a **block-structured** language in which **static scope** rules are used to determine the meaning of nonlocal references to names.

- A Pascal program is always formed from a single main program block, which contains within it definitions of the subprograms used. Each block has a characteristic **structure**: a header giving the specification of parameters and results, followed by constant definitions, type definitions, local variable declarations, other nested subprogram definitions, and the statements that make up the executable part.
Pascal is a quasi-strong, statically typed programming language.

An important contribution of the Pascal type system is the rich set of data-structuring concepts: e.g. enumerations, subranges, records, variant records, sets, sequential files.

The Pascal type system is more expressive than the Algol 60 one (repairing some of its loopholes), and simpler and more limited than the Algol 68 one (eliminating some of the compilation difficulties).

Pascal was the first language to propose index checking.

Problematically, in Pascal, the index type of an array is part of its type. The Pascal standard defines conformant array parameters whose bounds are implicitly passed to a procedure. The Ada programming language uses so-called unconstrained array types to solve this problem. The subscript range must be fixed at compile time permitting the compiler to perform all address calculations during compilation.

Pascal uses a mixture of name and structural equivalence for determining if two variables have the same type. Name equivalence is used in most cases for determining if formal and actual parameters in subprogram calls have the same type; structural equivalence is used in most other situations.

Parameters are passed by value or reference. Complete static type checking is possible for correspondence of actual and formal parameter types in each subprogram call.

A restriction that made Pascal simpler than Algol 68:

```pascal
procedure
   Allowed( j,k: integer );

procedure
   AlsoAllowed( procedure P(i:integer);
                j,k: integer );

procedure
  NotAllowed( procedure
               MyProc( procedure
                       P( i:integer ) ) );
```

```pascal
procedure Allowed( a: array [1..10] of integer ) ;
procedure
  NotAllowed( n: integer;
               a: array [1..n] of integer ) ;
```
Pascal variant records

Variant records have a part common to all records of that type, and a variable part, specific to some subset of the records.

```pascal
type
kind = ( unary, binary ) ;
type { datatype }
UBtree = record { 'a UBtree = record of }
value: integer ; { 'a * 'a UBkind }
case k: kind of { and 'a UBkind = }
unary: ^UBtree ; { unary of 'a UBtree }
binary: record { | binary of }
left: ^UBtree ; { 'a UBtree * }
right: ^UBtree { 'a UBtree ; }
end
end ;
```

Variant records introduce weaknesses into the type system for a language.

1. Compilers do not usually check that the value in the tag field is consistent with the state of the record.
2. Tag fields are optional. If omitted, no checking is possible at run time to determine which variant is present when a selection is made of a field in a variant.

Note that datatype and case in ML effectively provide a safe form of variant records. Why are they safe?

Summary

♦ The Algol family of languages established the command-oriented syntax, with blocks, local declarations, and recursive functions, that are used in most current programming languages.

♦ The Algol family of languages is statically typed, as each expression has a type that is determined by its syntactic form and the compiler checks before running the program to make sure that the types of operations and operands agree.

Topic V

Object-oriented languages: Concepts and origins

SIMULA and Smalltalk

References:


★ Chapters 8, and 12§2 and 3) of Programming languages: Design and implementation (3RD EDITION) by T. W. Pratt and M. V. Zelkowitz. Prentice Hall, 1999.


Objects in ML !?

```
exception Empty ;
fun newStack(x0)
  = let val stack = ref [x0]
      in ref{
          push = fn(x)
            => stack := ( x :: !stack ) ,
          pop = fn()
            => case !stack of
                nil => raise Empty
            | h::t => ( stack := t; h )
      }end ;

exception Empty
val newStack = fn :
  'a -> {pop:unit -> 'a, push:'a -> unit} ref
```

```
val BoolStack = newStack(true) ;
val BoolStack = ref {pop=fn,push=fn}
  : {pop:unit -> bool, push:bool -> unit} ref
val IntStack0 = newStack(0) ;
val IntStack0 = ref {pop=fn,push=fn}
  : {pop:unit -> int, push:int -> unit} ref
val IntStack1 = newStack(1) ;
val IntStack1 = ref {pop=fn,push=fn}
  : {pop:unit -> int, push:int -> unit} ref

IntStack0 := !IntStack1 ;
val it = () : unit

val BoolStack = newStack(true) ;
val BoolStack = ref {pop=fn,push=fn}
  : {pop:unit -> bool, push:bool -> unit} ref
val IntStack0 = newStack(0) ;
val IntStack0 = ref {pop=fn,push=fn}
  : {pop:unit -> int, push:int -> unit} ref
val IntStack1 = newStack(1) ;
val IntStack1 = ref {pop=fn,push=fn}
  : {pop:unit -> int, push:int -> unit} ref
val IntStack0 := !IntStack1 ;
val it = () : unit

#pop(!IntStack0)() ;
val it = 1 : int

#push(!IntStack0)(4) ;
val it = () : unit
```

val BoolStack = newStack(true) ;
val BoolStack = ref {pop=fn,push=fn}
  : {pop:unit -> bool, push:bool -> unit} ref
val IntStack0 = newStack(0) ;
val IntStack0 = ref {pop=fn,push=fn}
  : {pop:unit -> int, push:int -> unit} ref
val IntStack1 = newStack(1) ;
val IntStack1 = ref {pop=fn,push=fn}
  : {pop:unit -> int, push:int -> unit} ref
val IntStack0 := !IntStack1 ;
val it = () : unit

#pop(!IntStack0)() ;
val it = 1 : int

#push(!IntStack0)(4) ;
val it = () : unit
map ( #push(!IntStack0) ) [3,2,1] ;
val it = [(),(),()] : unit list
map ( #pop(!IntStack0) ) [(),(),(),()] ;
val it = [1,2,3,4] : int list

NB:
♦ The stack discipline for activation records fails!
♦ ? Is ML an object-oriented language?
   ♦ Of course not!
   ♦ ? Why?

**Dynamic lookup**
♦ **Dynamic lookup** means that when a message is sent to an object, the method to be executed is selected dynamically, at run time, according to the implementation of the object that receives the message. In other words, the object “chooses” how to respond to a message.

The important property of dynamic lookup is that different objects may implement the same operation differently, and so may respond to the same message in different ways.

---

**Basic concepts in object-oriented languages**

Four main language concepts for object-oriented languages:

1. Dynamic lookup.
2. Abstraction.
3. Subtyping.
4. Inheritance.

---

*a*Notes from Chapter 10 of *Concepts in programming languages* by J. C. Mitchell. CUP, 2003.

Dynamic lookup is sometimes confused with **overloading**, which is a mechanism based on static types of operands. However, the two are very different. ♦ ? Why?
Abstraction

Abstraction means that implementation details are hidden inside a program unit with a specific interface. For objects, the interface usually consists of a set of methods that manipulate hidden data.

Abstraction based on objects is similar in many ways to abstraction based on abstract data types: Objects and abstract data types both combine functions and data, and abstraction in both cases involves distinguishing between a public interface and private implementation. Other features of object-oriented languages, however, make abstraction in object-oriented languages more flexible than abstraction with abstract data types.

Subtyping

Subtyping is a relation on types that allows values of one type to be used in place of values of another. Specifically, if an object \( a \) has all the functionality of another object \( b \), then we may use \( a \) in any context expecting \( b \).

The basic principle associated with subtyping is substitutivity: If \( A \) is a subtype of \( B \), then any expression of type \( A \) may be used without type error in any context that requires an expression of type \( B \).

The primary advantage of subtyping is that it permits uniform operations over various types of data. For instance, subtyping makes it possible to have heterogeneous data structures that contain objects that belong to different subtypes of some common type.

Subtyping in an object-oriented language allows functionality to be added without modifying general parts of a system.

Inheritance

Inheritance is the ability to reuse the definition of one kind of object to define another kind of object.

The importance of inheritance is that it saves the effort of duplicating (or reading duplicated) code and that, when one class is implemented by inheriting from another, changes to one affect the other. This has a significant impact on code maintenance and modification.
Inheritance is not subtyping

Subtyping is a relation on interfaces, inheritance is a relation on implementations.

One reason subtyping and inheritance are often confused is that some class mechanisms combine the two. A typical example is C++, in which \( A \) will be recognized by the compiler as a subtype of \( B \) only if \( B \) is a public base class of \( A \). Combining subtyping and inheritance is an elective design decision.

**SIMULA**

- Extremely influential as the first language with classes objects, dynamic lookup, subtyping, and inheritance.
- Originally designed for the purpose of *simulation* by O.-J. Dahl and K. Nygaard at the Norwegian Computing Center, Oslo, in the 1960s.
- SIMULA was designed as an extension and modification of Algol 60. The main features added to Algol 60 were: class concepts and reference variables (pointers to objects); pass-by-reference; input-output features; coroutines (a mechanism for writing concurrent programs).

**History of objects**

SIMULA and Smalltalk

- Objects were invented in the design of SIMULA and refined in the evolution of Smalltalk.
- **SIMULA**: The first object-oriented language.
  The object model in SIMULA was based on procedures activation records, with objects originally described as procedures that return a pointer to their own activation record.
- **Smalltalk**: A dynamically typed object-oriented language.
  Many object-oriented ideas originated or were popularised by the Smalltalk group, which built on Alan Kay’s then-futuristic idea of the Dynabook.

A generic event-based simulation program

\[
\text{Q := make_queue(initial_event);} \\
\text{repeat} \\
\text{select event e from Q} \\
\text{simulate event e} \\
\text{place all events generated by e on Q} \\
\text{until Q is empty}
\]

naturally requires:

- A data structure that may contain a variety of kinds of events.
- The selection of the simulation operation according to the kind of event being processed.
- Ways in which to structure the implementation of related kinds of events.
**Objects in SIMULA**

**Class:** A procedure returning a pointer to its activation record.

**Object:** An activation record produced by call to a class, called an instance of the class. $\sim$ a SIMULA object is a closure

- SIMULA implementations place objects on the heap.
- Objects are deallocated by the garbage collector (which deallocates objects only when they are no longer reachable from the program that created them).

**SIMULA Object-oriented features**

- **Objects:** A SIMULA object is an activation record produced by call to a class.

- **Classes:** A SIMULA class is a procedure that returns a pointer to its activation record. The body of a class may initialise the objects it creates.

- **Dynamic lookup:** Operations on an object are selected from the activation record of that object.

- **Abstraction:** Hiding was not provided in SIMULA 67 but was added later and used as the basis for C++.

SIMULA 67 did not distinguish between public and private members of classes.

A later version of the language, however, allowed attributes to be made “protected”, which means that they are accessible for subclasses (but not for other classes), or “hidden”, in which case they are not accessible to subclasses either.

- **Subtyping:** Objects are typed according to the classes that create them. Subtyping is determined by class hierarchy.

- **Inheritance:** A SIMULA class may be defined, by class prefixing, as an extension of a class that has already been defined including the ability to redefine parts of a class in a subclass.
SIMULA
Further object-related features

- **Inner**, which indicates that the method of a subclass should be called in combination with execution of superclass code that contains the `inner` keyword.

- **Inspect** and **qua**, which provide the ability to test the type of an object at run time and to execute appropriate code accordingly. (inspect is a class (type) test, and qua is a form of type cast that is checked for correctness at run time.)

---

**CLASS** POINT(X,Y); REAL X, Y;

**COMMENT***CARTESIAN REPRESENTATION***

**BEGIN**

**BOOLEAN** PROCEDURE EQUALS(P); REF(POINT) P;

IF P /= NONE THEN

EQUALS := ABS(X-P.X) + ABS(Y-P.Y) < 0.00001;

**REAL** PROCEDURE DISTANCE(P); REF(POINT) P;

IF P == NONE THEN ERROR ELSE

DISTANCE := SQRT( (X-P.X)**2 + (Y-P.Y)**2 );

**END***POINT***

---

**CLASS** LINE(A,B,C); REAL A,B,C;

**COMMENT***Ax+By+C=0 REPRESENTATION***

**BEGIN**

**BOOLEAN** PROCEDURE PARALLELTO(L); REF(LINE) L;

IF L /= NONE THEN

PARALLELTO := ABS( A*L.B - B*L.A ) < 0.00001;

**REF(POINT)** PROCEDURE MEETS(L); REF(LINE) L;

BEGIN REAL T;

IF L /= NONE and ~PARALLELTO(L) THEN

BEGIN ...

MEETS := NEW POINT(...,...);

END;

END;***MEETS***

---

**COMMENT*** INITIALISATION CODE***

**REAL** D;

D := SQRT( A**2 + B**2 )

IF D = 0.0 THEN ERROR ELSE

BEGIN

D := 1/D;

A := A*D;  B := B*D;  C := C * D;

END;

END***LINE***

---

**SIMULA**
Sample code

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---
SIMULA
Subclasses and inheritance

SIMULA syntax for a class \texttt{C1} with subclasses \texttt{C2} and \texttt{C3} is

\begin{verbatim}
CLASS C1
  <DECLARATIONS1>;
C1 CLASS C2
  <DECLARATIONS2>;
C1 CLASS C3
  <DECLARATIONS3>;
\end{verbatim}

When we create a \texttt{C2} object, for example, we do this by first creating a \texttt{C1} object (activation record) and then appending a \texttt{C2} object (activation record).

SIMULA
Object types and subtypes

\begin{itemize}
  \item All instances of a class are given the same \textit{type}. The name of this type is the same as the name of the class.
  \item The class names (types of objects) are arranged in a \textit{subtype} hierarchy corresponding exactly to the subclass hierarchy.
\end{itemize}

Example:

\begin{verbatim}
POINT CLASS COLOREDPOINT(C); COLOR C;
BEGIN
  BOOLEAN PROCEDURE EQUALS(Q); REF(COLOREDPOINT) Q;
  ...;
END***COLOREDPOINT**
REF(POINT) P; REF(COLOREDPOINT) CP;
P :- NEW POINT(1.0,2.5);
CP :- NEW COLOREDPOINT(2.5,1.0,RED);
\end{verbatim}

\textbf{NB:} SIMULA 67 did not hide fields. Thus,

\begin{verbatim}
    CP.C := BLUE;
\end{verbatim}

changes the color of the point referenced by \texttt{CP}.

Examples:

1. \begin{verbatim}
CLASS A; A CLASS B;
REF(A) a; REF(B) b;
a :- b; COMMENT***legal since B is a subclass of A
...;
b :- a; COMMENT***also legal, but checked at run time to make sure that a points to a B object, so as to avoid a type error
\end{verbatim}

2. \begin{verbatim}
inspect a
when B do b :- a
otherwise ...
\end{verbatim}
3. An error in the original SIMULA type checker surrounding the relationship between subtyping and inheritance:

```
CLASS A; A CLASS B;
```

SIMULA subclassing produces the subtype relation

\[ B <: A \]

```
REF(A) a; REF(B) b;
```

SIMULA also uses the semantically incorrect principle that, if \( B <: A \) then \( \text{REF}(B) <: \text{REF}(A) \).

So: this code...

```
PROCEDURE ASSIGNa( REF(A) x )
BEGIN x :- a END;
ASSIGNa(b);
```

...will statically type check, but may cause a type error at run time.

**P.S.** The same type error occurs in the original implementation of Eiffel. A similar problem occurs in Java's covariant arrays (see later).

---

**Smalltalk**

- Developed at XEROX PARC in the 1970s.
- Major language that popularised objects; very flexible and powerful.
- The object metaphor was extended and refined.
  - Used some ideas from SIMULA; but it was a completely new language, with new terminology and an original syntax.
  - Abstraction via private *instance variables* (data associated with an object) and public *methods* (code for performing operations).
  - Everything is an object; even a class. All operations are messages to objects.

---

**Smalltalk**

**Motivating application: Dynabook**

- Concept developed by Alan Kay.
- Influence on Smalltalk:
  - Objects and classes as useful organising concepts for building an entire programming environment and system.
  - Language intended to be the operating system interface as well as the programming language for Dynabook.
  - Syntax designed to be used with a special-purpose editor.
  - The implementation emphasised flexibility and ease of use over efficiency.
**Smalltalk**

**Terminology**

- **Object**: A combination of private data and functions. Each object is an *instance* of some class.
- **Class**: A template defining the implementation of a set of objects.
- **Subclass**: Class defined by inheriting from its superclass.
- **Selector**: The name of a message (analogous to a function name).
- **Message**: A selector together with actual parameter values (analogous to a function call).
- **Method**: The code in a class for responding to a message.
- **Instance variable**: Data stored in an individual object (instance class).

<table>
<thead>
<tr>
<th>class name</th>
<th>Point</th>
</tr>
</thead>
<tbody>
<tr>
<td>super class</td>
<td>Object</td>
</tr>
<tr>
<td>class var</td>
<td>pi</td>
</tr>
<tr>
<td>instance var</td>
<td>x, y</td>
</tr>
</tbody>
</table>

**Definition of Point class**

A new point at coordinates (3, 4) is created when the message `newX:3 Y:4` is sent to the Point class.

For instance:

```
p <- Point newX:3 Y:4
```

Some instance messages and methods

```
x || ^x
y || ^y
moveDX: dx Dy: dy ||
x <- x+dx
y <- y+dy
```

Executing the following code

```
p moveDX:2 Y:1
```

the value of the expressions `p x` and `p y` is the object 5.
## Smalltalk

### Inheritance

<table>
<thead>
<tr>
<th>class name</th>
<th>ColoredPoint</th>
</tr>
</thead>
<tbody>
<tr>
<td>super class</td>
<td>Point</td>
</tr>
<tr>
<td>class var</td>
<td></td>
</tr>
<tr>
<td>instance var</td>
<td>color</td>
</tr>
<tr>
<td>class messages and methods</td>
<td>newX:xv Y:yv C:cv ⟨...code...⟩</td>
</tr>
<tr>
<td>instance messages and methods</td>
<td>color</td>
</tr>
<tr>
<td>draw</td>
<td>⟨...code...⟩</td>
</tr>
</tbody>
</table>

**Definition of ColoredPoint class**

- **ColoredPoint** inherits instance variables `x` and `y`, methods `x, y, moveDX:Dy:`, etc.
- **ColoredPoint** adds an instance variable `color` and a method `color` to return the color of a ColoredPoint.
- The **ColoredPoint draw** method redefines (or overrides) the one inherited from `Point`.
- An option available in Smalltalk is to specify that a superclass method should be undefined on a subclass.

### Example: Consider

```smalltalk
newX:xv Y:yv C:cv ||
^ self new x:xv y:yv color:cv
cp <- ColoredPoint newX:1 Y:2 C:red
cp moveDx:3 Dy:4
```

The value of `cp x` is the object 4, and the value of the expression `cp color` is the object red.

Note that even though `moveDX:Dy:` is an inherited method, defined originally for points without color, the result of moving a ColoredPoint is again a ColoredPoint.

## Smalltalk

### Abstraction

**Smalltalk rules:**

- **Methods are public.**  
  Any code with a pointer to an object may send any message to that object. If the corresponding method is defined in the class of the object, or any superclass, the method will be invoked. This makes all methods of an object visible to any code that can access the object.

- **Instance variables are protected.**  
  The instance variables of an object are accessible only to methods of the class of the object and to methods of its subclasses.
**Smalltalk**

**Dynamic lookup**

The run-time structures used for Smalltalk classes and objects support *dynamic lookup* in two ways.

1. Methods are selected through the receiver object.
2. Method lookup starts with the method dictionary of the class of the receiver and then proceeds upwards through the class hierarchy.

**Example:** A factorial method

```plaintext
factorial ||
    self <= 1
    ifTrue: [^1]  
    ifFalse: [^ (self-1) factorial * self]
```

in the `Integer` class for

```
Integer
  SmallInt
  ↑↑↑↑↑↑↑↑↑↑↑
  LargeInt
```

---

**Smalltalk**

**Interfaces as object types**

Although Smalltalk does not use any static type checking, there is an implicit form of type that every Smalltalk programmer uses in some way.

The *type* of an object in Smalltalk is its *interface*, i.e. the set of messages that can be sent to the object without receiving the error “message not understood”.

The interface of an object is determined by its class, as a class lists the messages that each object will answer. However, different classes may implement the same messages, as there are no Smalltalk rules to keep different classes from using the same selector names.

**Subtyping**

Type \( A \) is a *subtype* of type \( B \) if any context expecting an expression of type \( B \) may take any expression of type \( A \) without introducing a type error.

Semantically, in Smalltalk, it makes sense to associate *subtyping* with the *superset* relation on class interfaces.

Why?
In Smalltalk, the interface of a subclass is often a subtype of the interface of its superclass. The reason being that a subclass will ordinarily inherit all of the methods of its superclass, possibly adding more methods.

In general, however, subclassing does not always lead to subtyping in Smalltalk.

1. Because it is possible to delete a method from a superclass in a subclass, a subclass may not produce a subtype.
2. On the other hand, it is easy to have subtyping without inheritance.

**Abstraction**: Abstraction is provided through protected instance variables. All methods are public but instance variables may be accessed only by the methods of the class and methods of subclasses.

**Subtyping**: Smalltalk does not have a compile-time type system. Subtyping arises implicitly through relations between the interfaces of objects. Subtyping depends on the set of messages that are understood by an object, not the representation of objects or whether inheritance is used.

**Inheritance**: Smalltalk subclasses inherit all instance variables and methods of their superclasses. Methods defined in a superclass may be redefined in a subclass or deleted.

---

**Smalltalk**

**Object-oriented features**

- **Objects**: A Smalltalk object is created by a class. At run time, an object stores its instance variables and a pointer to the instantiating class.

- **Classes**: A Smalltalk class defines variables, class methods, and the instance methods that are shared by all objects of the class. At run time, the class data structure contains pointers to an instance variable template, a method dictionary, and the superclass.

---

**Topic VI**

**Types in programming languages**

**References**:


- **Sections 4.9 and 8.6** of *Programming languages: Concepts & constructs* by R. Sethi (2ND EDITION). Addison-Wesley, 1996.
**Types in programming**

- A *type* is a collection of computational entities that share some common property.
- There are three main uses of types in programming languages:
  1. naming and organizing concepts,
  2. making sure that bit sequences in computer memory are interpreted consistently,
  3. providing information to the compiler about data manipulated by the program.

**Using types to organise a program makes it easier for someone to read, understand, and maintain the program. Types can serve an important purpose in documenting the design and intent of the program.**

**Type information in programs can be used for many kinds of optimisations.**

---

**Type systems**

A *type system* for a language is a set of rules for associating a type with phrases in the language.

Terms strong and weak refer to the effectiveness with which a type system prevents errors. A type system is *strong* if it accepts only *safe* phrases. In other words, phrases that are accepted by a strong type system are guaranteed to evaluate without type error. A type system is *weak* if it is not strong.

**Type safety**

A programming language is *type safe* if no program is allowed to violate its type distinctions.

<table>
<thead>
<tr>
<th>Safety</th>
<th>Example language</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Not safe</td>
<td>C, C++</td>
<td>Type casts, pointer arithmetic</td>
</tr>
<tr>
<td>Almost safe</td>
<td>Pascal</td>
<td>Explicit deallocation; dangling pointers</td>
</tr>
<tr>
<td>Safe</td>
<td>LISP, SML, Smalltalk, Java</td>
<td>Type checking</td>
</tr>
</tbody>
</table>
**Type checking**

A *type error* occurs when a computational entity is used in a manner that is inconsistent with the concept it represents.

*Type checking* is used to prevent some or all type errors, ensuring that the operations in a program are applied properly.

Some questions to be asked about type checking in a language:

♦ Is the type system *strong* or *weak*?

♦ Is the checking done *statically* or *dynamically*?

♦ How *expressive* is the type system; that is, amongst safe programs, how many does it accept?

---

### Static vs. dynamic type checking

Main trade-offs between compile-time and run-time checking:

<table>
<thead>
<tr>
<th>Form of type checking</th>
<th>Advantages</th>
<th>Disadvantages</th>
</tr>
</thead>
<tbody>
<tr>
<td>Run-time</td>
<td>Prevents type errors</td>
<td>Slows program execution</td>
</tr>
</tbody>
</table>
| Compile-time          | Prevents type errors  
                        | Eliminates run-time tests | May restrict programming because tests are conservative |

---

### Type checking in ML

**Idea**

Given a context $\Gamma$, an expression $e$, and a type $\tau$, decide whether or not the expression $e$ is of type $\tau$ in context $\Gamma$.

**Examples:**

\[
\Gamma \vdash e_1 : \text{bool} \quad \Gamma \vdash e_2 : \text{bool} \\
\Gamma \vdash e_1 \text{ orelse } e_2 : \text{bool}
\]

\[
\text{TC}(\Gamma, e_1 \text{ orelse } e_2, \tau) = \begin{cases} 
\text{TC}(\Gamma, e_1, \text{bool}) \land \text{TC}(\Gamma, e_2, \text{bool}) & \text{if } \tau = \text{bool} \\
\text{false} & \text{otherwise}
\end{cases}
\]
The question of type equality arises during type checking.

What does it mean for two types to be equal!? 

Structural equality. Two type expressions are structurally equal if and only if they are equivalent under the following three rules.

SE1. A type name is structurally equal to itself.

SE2. Two types are structurally equal if they are formed by applying the same type constructor to structurally equal types.

SE3. After a type declaration, say type n = T, the type name n is structurally equal to T.

Name equality:

Pure name equality. A type name is equal to itself, but no constructed type is equal to any other constructed type.

Transitive name equality. A type name is equal to itself and can be declared equal to other type names.

Type-expression equality. A type name is equal only to itself. Two type expressions are equal if they are formed by applying the same constructor to equal expressions. In other words, the expressions have to be identical.

Examples:

Type equality in Pascal/Modula-2. Type equality was left ambiguous in Pascal. Its successor, Modula-2, avoided ambiguity by defining two types to be compatible if
1. they are the same name, or
2. they are s and t, and s = t is a type declaration, or
3. one is a subrange of the other, or
4. both are subranges of the same basic type.

Type equality in C/C++. C uses structural equivalence for all types except for records (structs). struct types are named in C and C++ and the name is treated as a type, equal only to itself. This constraint saves C from having to deal with recursive types.
Type declarations

There are two basic forms of type declarations:

**Transparent.** An alternative name is given to a type that can also be expressed without this name.

**Opaque.** A new type is introduced into the program that is not equal to any other type.

Type inference

♦ **Type inference** is the process of determining the types of phrases based on the constructs that appear in them.

♦ An important language innovation.

♦ A cool algorithm.

♦ Gives some idea of how other static analysis algorithms work.

Type inference in ML

Idea

Typing rule:

\[
\Gamma \vdash x : \tau \\
\text{if } x : \tau \text{ in } \Gamma
\]

Inference rule:

\[
\Gamma \vdash x : \gamma \\
\text{if } x : \alpha \text{ in } \Gamma
\]

Typing rule:

\[
\Gamma \vdash f : \sigma \rightarrow \tau \\
\Gamma \vdash e : \sigma \\
\hline
\Gamma \vdash f(e) : \tau
\]

Inference rule:

\[
\Gamma \vdash f : \alpha \\
\Gamma \vdash e : \beta \\
\hline
\Gamma \vdash f(e) : \gamma \\
\alpha \approx \beta \rightarrow \gamma
\]
Typing rule:

\[
\Gamma, x : \sigma \vdash e : \tau
\]

\[
\Gamma \vdash (\text{fn } x => e) : \sigma \rightarrow \tau
\]

Inference rule:

\[
\Gamma, x : \alpha \vdash e : \beta
\]

\[
\Gamma \vdash (\text{fn } x => e) : \gamma
\]

\[
\gamma \approx \alpha \rightarrow \beta
\]

**Polymorphism**

*Polymorphism*, which literally means “having multiple forms”, refers to constructs that can take on different types as needed.

Forms of polymorphism in contemporary programming languages:

**Parametric polymorphism.** A function may be applied to any arguments whose types match a type expression involving type variables.

Parametric polymorphism may be:

**Implicit.** Programs do not need to contain types; types and instantiations of type variables are computed.

**Example:** SML.

**Explicit.** The program text contains type variables that determine the way that a construct may be treated polymorphically.

Explicit polymorphism often involves explicit instantiation or type application to indicate how type variables are replaced with specific types in the use of a polymorphic construct.

**Example:** C++ templates.

**Ad hoc polymorphism or overloading.** Two or more implementations with different types are referred to by the same name.

**Subtype polymorphism.** The subtype relation between types allows an expression to have many possible types.
let-polymorphism

- The standard sugaring
  \[
  \text{let val } x = v \text{ in } e \text{ end} \mapsto (\text{fn } x \mapsto e)(v)
  \]
does not respect ML type checking.
For instance

- Let
  \[
  \text{let val } f = \text{fn } x \mapsto x \text{ in } f \text{ end}
  \]
type checks, whilst

  \[
  (\text{fn } f \mapsto f(f))(\text{fn } x \mapsto x)
  \]
does not.
- Type inference for let-expressions is involved, requiring type schemes.

Polymorphic exceptions

**Example:** Depth-first search for finitely-branching trees.

```
 datatype 'a FBtree = node of 'a * 'a FBtree list ;
 fun dfs P (t: 'a FBtree) = let
   exception Ok of 'a ;
   fun auxdfs ( node(n,F) )
     = if P n then raise Ok n
     else foldl (fn(t,_) => auxdfs t) NONE F ;
   in
   auxdfs t handle Ok n => SOME n end ;
 val dfs = fn : ('a -> bool) -> 'a FBtree -> 'a option
```

When a polymorphic exception is declared, SML ensures that it is used with only one type. The type of a top level exception must be monomorphic and the type variables of a local exception are frozen.

Consider the following nonsense:

```
 exception Poly of 'a ; (*** ILLEGAL!!! ***)
 (raise Poly true) handle Poly x => x+1 ;
```

~ Topic VII ~

Data abstraction and modularity

SML Modules

References:

- Chapter 7 of *ML for the working programmer* (2ND EDITION) by L. C. Paulson. CUP, 1996.

Largely based on an Introduction to SML Modules by Claudio Russo
(https://research.microsoft.com/~crusso).
The Core and Modules languages

SML consists of two sub-languages:

♦ The **Core** language is for *programming in the small*, by supporting the definition of types and expressions denoting values of those types.

♦ The **Modules** language is for *programming in the large*, by grouping related Core definitions of types and expressions into self-contained units, with descriptive interfaces.

The **Core** expresses details of *data structures* and *algorithms*. The **Modules** language expresses *software architecture*. Both languages are largely independent.

The Modules language

Writing a real program as an unstructured sequence of Core definitions quickly becomes unmanageable.

```sml
type nat = int
val zero = 0
fun succ x = x + 1
fun iter b f i =
  if i = zero then b
  else f (iter b f (i-1))
...
(* thousands of lines later *)
fun even (n:nat) = iter true not n
```

The SML Modules language lets one split large programs into separate units with descriptive interfaces.

SML Modules

Signatures and structures

An *abstract data type* is a type equipped with a set of operations, which are the only operations applicable to that type.

Its representation can be changed without affecting the rest of the program.

♦ **Structures** let us *package* up declarations of related types, values, and functions.

♦ **Signatures** let us *specify* what components a structure must contain.
Structures

In Modules, one can encapsulate a sequence of Core type and value definitions into a unit called a `structure`. We enclose the definitions in between the keywords `struct ... end`.

**Example:** A structure representing the natural numbers, as positive integers.

```core
struct
type nat = int
val zero = 0
fun succ x = x + 1
fun iter b f i = if i = zero then b
else f (iter b f (i-1))
end
```

The dot notation

One can name a structure by binding it to an identifier.

```core
structure IntNat =
struct
type nat = ...
fun iter b f i = ...
end
```

Components of a structure are accessed with the `dot notation`.

```core
fun even (n:IntNat.nat) = IntNat.iter true not n
```

**NB:** Type `IntNat.nat` is statically equal to `int`. Value `IntNat.iter` dynamically evaluates to a closure.

Nested structures

Structures can be nested inside other structures, in a hierarchy.

```core
structure IntNatAdd =
struct
structure Nat = IntNat
fun add n m = Nat.iter m Nat.succ n
end

fun mult n m = IntNatAdd.Nat.iter IntNatAdd.Nat.zero (IntNatAdd.add m) n
```

The dot notation (`IntNatAdd.Nat`) accesses a nested structure.

Sequencing dots provides deeper access (`IntNatAdd.Nat.zero`).

Nesting and dot notation provides `name-space` control.

Concrete signatures

**Signature expressions** specify the types of structures by listing the specifications of their components.

A signature expression consists of a `sequence` of component specifications, enclosed in between the keywords `sig ... end`.

```core
sig
  type nat = int
  val zero : nat
  val succ : nat -> nat
  val 'a iter : 'a -> ('a->'a) -> nat -> 'a
end
```

This signature fully describes the `type` of `IntNat`.

The specification of type `nat` is `concrete`: it must be `int`.
Opaque signatures

On the other hand, the following signature

```
sig type nat
  val zero : nat
  val succ : nat -> nat
  val 'a iter : 'a -> ('a->'a) -> nat -> 'a
end
```

specifies structures that are free to use any implementation for type nat (perhaps int, or word, or some recursive datatype).

This specification of type nat is opaque.

---

Example: Polymorphic functional stacks.

```
signature STACK =
sig
  exception E
  type 'a retype (* <-- INTERNAL REPRESENTATION *)
  val new: 'a retype
  val push: 'a -> 'a retype -> 'a retype
  val pop: 'a retype -> 'a retype
  val top: 'a retype -> 'a
end;
```

```
structure MyStack: STACK =
struct
  exception E ;
  type 'a retype = 'a list ;
  val new = [] ;
  fun push x s = x::s ;
  fun split( h::t ) = ( h , t ) | split _ = raise E ;
  fun pop s = #2( split s ) ;
  fun top s = #1( split s ) ;
end ;
```

```
val MyEmptyStack = MyStack.new ;
val MyStack0 = MyStack.push 0 MyEmptyStack ;
val MyStack01 = MyStack.push 1 MyStack0 ;
val MyStack0' = MyStack.pop MyStack01 ;
MyStack.top MyStack0' ;
```

```
val MyEmptyStack = [] : 'a MyStack.retype
val MyStack0 = [0] : int MyStack.retype
val MyStack01 = [1,0] : int MyStack.retype
val MyStack0' = [0] : int MyStack.retype
val it = 0 : int
```
Named and nested signatures

Signatures may be named and referenced, to avoid repetition:

```plaintext
signature NAT =
  sig type nat
    val zero : nat
    val succ : nat -> nat
    val 'a iter : 'a -> ('a->'a) -> nat -> 'a
  end
```

**Nested** signatures specify named sub-structures:

```plaintext
signature Add =
  sig structure Nat: NAT (* references NAT *)
    val add: Nat.nat -> Nat.nat -> Nat.nat
  end
```

**Signature matching**

**Q:** When does a structure satisfy a signature?

**A:** The type of a structure **matches** a signature whenever it implements at least the components of the signature.

- The structure must **realise** (i.e. define) all of the opaque type components in the signature.
- The structure must **enrich** this realised signature, component-wise:
  - every concrete type must be implemented equivalently;
  - every specified value must have a more general typescheme;
  - every specified structure must be enriched by a substructure.

**Properties of signature matching**

- The components of a structure can be defined in a different order than in the signature; names matter but ordering does not.
- A structure may contain more components, or components of more general types, than are specified in a matching signature.
- Signature matching is **structural**. A structure can match many signatures and there is no need to pre-declare its matching signatures (unlike “interfaces” in Java and C#).
- Although similar to record types, signatures actually play a number of different roles.

**Signature inclusion**

To avoid nesting, one can also directly **include** a signature identifier:

```plaintext
sig include NAT
  val add: nat -> nat -> nat
end
```

**NB:** This is equivalent to the following signature.

```plaintext
sig type nat
  val zero: nat
  val succ: nat -> nat
  val 'a iter: 'a -> ('a->'a) -> nat -> 'a
  val add: nat -> nat -> nat
end
```
**Subtyping**

Signature matching supports a form of *subtyping* not found in the Core language:

- A structure with more type, value, and structure components may be used where fewer components are expected.
- A value component may have a more general type scheme than expected.

---

**Using signatures to restrict access**

The following structure uses a *signature constraint* to provide a restricted view of `IntNat`:

```sml
structure ResIntNat =
  IntNat : sig type nat
  val succ : nat->nat
  val iter : nat->(nat->nat)->nat->nat
end
```

**NB:** The constraint `str:sig` prunes the structure `str` according to the signature `sig`:

- `ResIntNat.zero` is *undefined*;
- `ResIntNat.iter` is less polymorphic than `IntNat.iter`.

---

**Transparency of :-:**

Although the `:-` operator can hide names, it does not conceal the definitions of opaque types.

Thus, the fact that `ResIntNat.nat = IntNat.nat = int` remains *transparent*.

For instance the application `ResIntNat.succ(-3)` is still well-typed, because `-3` has type `int` but `-3` is negative, so not a valid representation of a natural number!

---

**SML Modules**

**Information hiding**

In SML, we can limit outside access to the components of a structure by *constraining* its signature in *transparent* or *opaque* manners.

Further, we can *hide* the representation of a type by means of an *abstype* declaration.

The combination of these methods yields *abstract structures*. 

---
Using signatures to hide the identity of types

With different syntax, signature matching can also be used to enforce *data abstraction*:

```plaintext
structure AbsNat =

  IntNat :> sig
type nat
  val zero : nat
  val succ : nat -> nat
  val 'a iter : 'a -> ('a -> 'a) -> nat -> 'a
end
```

The constraint `str :> sig` prunes `str` but also generates a new, *abstract* type for each opaque type in `sig`.

1. Opaque signature constraints

```plaintext
structure MyOpaqueStack :> STACK = MyStack ;
val MyEmptyOpaqueStack = MyOpaqueStack.new ;
val MyOpaqueStack0 = MyOpaqueStack.push 0 MyEmptyOpaqueStack ;
val MyOpaqueStack01 = MyOpaqueStack.push 1 MyOpaqueStack0 ;
val MyOpaqueStack0' = MyOpaqueStack.pop MyOpaqueStack01 ;
val MyEmptyOpaqueStack = - : 'a MyOpaqueStack.reptype
val MyOpaqueStack0 = - : int MyOpaqueStack.reptype
val MyOpaqueStack01 = - : int MyOpaqueStack.reptype
val MyOpaqueStack0' = - : int MyOpaqueStack.reptype
val it = 0 : int
```

2. abstypes

```plaintext
structure MyHiddenStack: STACK = struct
exception E ;
abstype 'a reptype = S of 'a list (* <-- HIDDEN *)
with (* REPRESENTATION *)
  val new = S [] ;
  fun push x (S s) = S( x::s ) ;
  fun pop( S [] ) = raise E
  | pop( S(_::t) ) = S( t ) ;
  fun top( S [] ) = raise E
  | top( S(h::_) ) = h ;
end ;
```
val MyHiddenEmptyStack = MyHiddenStack.new ;
val MyHiddenStack0 = MyHiddenStack.push 0 MyHiddenEmptyStack ;
val MyHiddenStack01 = MyHiddenStack.push 1 MyHiddenStack0 ;
val MyHiddenStack0′ = MyHiddenStack.pop MyHiddenStack01 ;
MyHiddenStack.top MyHiddenStack0′ ;
val MyHiddenEmptyStack = - : 'a MyHiddenStack.reptype
val MyHiddenStack0 = - : int MyHiddenStack.reptype
val MyHiddenStack01 = - : int MyHiddenStack.reptype
val MyHiddenStack0′ = - : int MyHiddenStack.reptype
val it = 0 : int

**Functors**

Modules also supports *parameterised structures*, called *functors*.

**Example:** The functor `AddFun` below takes any implementation, `N`, of naturals and re-exports it with an addition operation.

```
functor AddFun(N:NAT) =
  struct
    structure Nat = N
    fun add n m = Nat.iter n (Nat.succ) m
  end
```

**SML Modules**

**Functors**

♦ An SML *functor* is a structure that takes other structures as parameters.

♦ Functors let us write program units that can be combined in different ways. Functors can also express generic algorithms.

♦ A functor is a *function* mapping a formal argument structure to a concrete result structure.

♦ The body of a functor may assume no more information about its formal argument than is specified in its signature.

In particular, opaque types are treated as distinct type parameters.

Each actual argument can supply its own, independent implementation of opaque types.
Functor application

A functor may be used to create a structure by applying it to an actual argument:

structure IntNatAdd = AddFun(IntNat)
structure AbsNatAdd = AddFun(AbsNat)

The actual argument must match the signature of the formal parameter—so it can provide more components, of more general types.

Above, AddFun is applied twice, but to arguments that differ in their implementation of type nat (AbsNat.nat ≠ IntNat.nat).

Example: Generic imperative stacks.

signature STACK =
sig
type itemtypeval push: itemtype -> unitval pop: unit -> unitval top: unit -> itemtype
end ;

exception E ;functor Stack( T : sig type atype end ) : STACK =
struct
type itemtype = T.atypeval stack = ref( [] : itemtype list )fun push x
  = ( stack := x :: !stack )fun pop() 
  = case !stack of [] => raise E
  | _::s => ( stack := s )fun top()
  = case !stack of [] => raise E
  | t::_ => tend ;

structure intStack
  = Stack(struct type atype = int end) ;
structure intStack : STACK
intStack.push(0) ;intStack.top() ;intStack.pop() ;intStack.push(4) ;
val it = () : unitval it = 0 : intStack.itemtypeval it = () : unitval it = () : unit
map ( intStack.push ) [3,2,1] ;
map ( fn _ => let val top = intStack.top()
      in intStack.pop(); top end )
[(),(),(),()] ;
val it = [(),(),(),()] : unit list
val it = [1,2,3,4] : intStack.itemtype list

Why functors?
Functors support:

Code reuse.
AddFun may be applied many times to different
structures, reusing its body.

Code abstraction.
AddFun can be compiled before any
argument is implemented.

Type abstraction.
AddFun can be applied to different types \texttt{N.nat}.

~ Topic VIII ~

The state of the art
Scala
<www.scala-lang.org>

References:

♦ Scala By Example by M. Odersky. Programming
  Methods Laboratory, EPFL, 2008.

♦ An overview of the Scala programming language by
  M. Odersky et al. Technical Report
Scala (I)

Scala has been developed from 2001 in the Programming Methods Laboratory at EPFL by a group lead by Martin Odersky. It was first released publicly in 2004, with a second version released in 2006.

Scala is aimed at the construction of components and component systems.

One of the major design goals of Scala was that it should be flexible enough to act as a convenient host language for domain specific languages implemented by library modules.

A procedural language!

```scala
def qsort( xs: Array[Int] ) {
  def swap(i: Int, j:Int) {
    val t = xs(i); xs(i) = xs(j); xs(j) = t
  }
  def sort(l: Int, r: Int) {
    val pivot = xs( (l+r)/2 ); var i = l; var j = r
    while (i <= j) {
      while ( lt( xs(i), pivot ) ) i += 1
      while ( lt( xs(j), pivot ) ) j -= 1
      if (i<=j) {swap(i,j); i += 1; j -= 1}
    } if (l<j) sort(l,j) if (j<r) sort(i,r)
  } sort(0,xs.length-1)
}
```

NB:

Definitions start with a reserved word.

Type declarations use the colon notation.

Array selections are written in functional notation. (In fact, arrays in Scala inherit from functions.)

Block structure.

Scala has been designed to work well with Java and C#.

Every Java class is seen in Scala as two entities, a class containing all dynamic members and a singleton object, containing all static members.

Scala classes and objects can also inherit from Java classes and implement Java interfaces. This makes it possible to use Scala code in a Java framework.

Scala’s influences: Beta, C#, FamilyJ, gbeta, Haskell, Java, Jiazzi, ML, Moby, MultiJava, Nice, OCaml, Pizza, Sather, Smalltalk, SML, XQuery, etc.
A declarative language!

```scala
def qsort[T]( xs: Array[T] )( lt: (T,T)=>Boolean ): Array[T]
= if ( xs.length <= 1 ) xs
  else {
    val pivot = xs( xs.length/2 )
    Array.concat( qsort( xs filter (x => lt(x,pivot)) ) lt ,
      xs filter (x => x == pivot ) ,
      qsort( xs filter (x => lt(pivot,x)) ) lt )
  }
```

NB:

♦ Polymorphism.

♦ Type declarations can often be omitted because the compiler can infer it from the context.

♦ Higher-order functions.

♦ The binary operation $e \star e'$ is always interpreted as the method call $e.\star(e')$.

♦ The equality operation $==$ between values is designed to be transparent with respect to the type representation.

Scala (II)

Scala fuses (1) object-oriented programming and (2) functional programming in a statically typed programming language.

1. Scala uses a uniform and pure object-oriented model similar to that of Smalltalk: Every value is an object and every operation is a message send (that is, the invocation of a method).
   
   In fact, even primitive types are not treated specially; they are defined as type aliases of Scala classes.

2. Scala is also a functional language in the sense that functions are first-class values.

Mutable state

♦ Real-world objects with state are represented in Scala by objects that have variables as members.

♦ In Scala, all mutable state is ultimately built from variables.

♦ Every defined variable has to be initialised at the point of its definition.

♦ Variables may be private.
Blocks

Scala is an *expression-oriented* language, every function returns some result.

Blocks in Scala are themselves expressions. Every block ends in a result expression which defines its value.

Scala uses the usual block-structured scoping rules.

Functions

A function in Scala is a first-class value.

The anonymous function

\[
( x_1: T_1, \ldots, x_n: T_n ) => E
\]

is equivalent to the block

\[
\{ \text{def } f ( x_1: T_1, \ldots, x_n: T_n ) = E ; f \}
\]

where \( f \) is a fresh name which is used nowhere else in the program.

Parameter passing

Scala uses call-by-value by default, but it switches to call-by-name evaluation if the parameter type is preceded by `=>`.

Imperative control structures

A functional implementation of while loops:

\[
def \text{whileLoop}( \text{cond: } => \text{Boolean} )( \text{comm: } => \text{Unit} ) 
\{ \text{if} (\text{cond}) \text{comm} ; \text{whileLoop}( \text{cond})( \text{comm} ) \}
\]

Classes and objects

♦ classes provide fields and methods. These are accessed using the dot notation. However, there may be private fields and methods that are inaccessible outside the class.

Scala, being an object-oriented language, uses dynamic dispatch for method invocation. Dynamic method dispatch is analogous to higher-order function calls. In both cases, the identity of the code to be executed is known only at run-time. This similarity is not superficial. Indeed, Scala represents every function value as an object.
Every class in Scala has a superclass which it extends. A class inherits all members from its superclass. It may also override (i.e. redefine) some inherited members. If class A extends class B, then objects of type A may be used wherever objects of type B are expected. We say in this case that type A conforms to type B.

Scala maintains the invariant that interpreting a value of a subclass as an instance of its superclass does not change the representation of the value. Amongst other things, it guarantees that for each pair of types $S <: T$ and each instance $s$ of $S$ the following semantic equality holds:

$$s.asInstanceOf[T].asInstanceOf[S] = \text{null}$$

Methods in Scala do not necessarily take a parameter list. These parameterless methods are accessed just as value fields.

The uniform access of fields and parameterless methods gives increased flexibility for the implementor of a class. Often, a field in one version of a class becomes a computed value in the next version. Uniform access ensures that clients do not have to be rewritten because of that change.

Abstract classes may have deferred members which are declared but which do not have an implementation. Therefore, no objects of an abstract class may be created using new.

```scala
abstract class IntSet {
  def incl( x: Int ): IntSet
  def contains( x: Int ): Boolean
}
```

Abstract classes may be used to provide interfaces.

Scala has object definitions. An object definition defines a class with a single instance. It is not possible to create other objects with the same structure using new.

```scala
object EmptySet extends IntSet {
  def incl( x: Int ): IntSet
    = new NonEmptySet(x,EmptySet,EmptySet)
  def contains( x: Int ): Boolean = false
}
```

An object is created the first time one of its members is accessed. (This strategy is called lazy evaluation.)
A trait is a special form of an abstract class that does not have any value (as opposed to type) parameters for its constructor and is meant to be combined with other classes.

```scala
trait IntSet {
  def incl( x: Int ): IntSet
  def contains( x: Int ): Boolean
}

Traits may be used to collect signatures of some functionality provided by different classes.
```

Case study (I)

```scala
abstract class Expr {
  def isNumber: Boolean
  def isSum: Boolean
  def numValue: Int
  def leftOp: Expr
  def rightOp: Expr
}

class Number( n: Int ) extends Expr {
  def isNumber: Boolean = true
  def isSum: Boolean = false
  def numValue: Int = n
  def leftOp: Expr = error("Number.leftOp")
  def rightOp: Expr = error("Number.rightOp")
}

class Sum( e1: Expr; e2: Expr ) extends Expr {
  def isNumber: Boolean = false
  def isSum: Boolean = true
  def numValue: Int = error("Sum.numValue")
  def leftOp: Expr = e1
  def rightOp: Expr = e2
  def eval( e: Expr ): Int =
    if (e.isNumber) e.numValue
    else if (e.isSum) e.leftOp.eval + e.rightOp.eval
    else error("bad expression")
}

What is good and what is bad about this implementation?
```

Case study (II)

```scala
abstract class Expr {
  def eval: Int
}

class Number( n: Int ) extends Expr {
  def eval: Int = n
}

class Sum( e1: Expr; e2: Expr ) extends Expr {
  def eval: Int = e1.eval + e2.eval
}
```
This implementation is easily extensible with new types of data:

class Prod( e1: Expr; e2: Expr ) extends Expr {
  def eval: Int = e1.eval * e2.eval
}

But, is this still the case for extensions involving new operations on existing data?

Casestudy (III)

Case classes

abstract class Expr
case class Number( n: Int ) extends Expr
case class Sum( e1: Expr; e2: Expr ) extends Expr
case class Prod( e1: Expr; e2: Expr ) extends Expr

♦ Case classes implicitly come with a constructor function, with the same name as the class.
Hence one can construct expression trees as:
Sum( Sum( Number(1) , Number(2) ) , Number(3) )

Case classes and case objects implicitly come with implementations of methods toString, equals, and hashCode.

♦ Case classes implicitly come with nullary accessor methods which retrieve the constructor arguments.

♦ Case classes allow the constructions of patterns which refer to the case class constructor.

Pattern matching

The match method takes as argument a number of cases:
def eval( e: Expr ): Int
= e match
{  case Number(x) => x
  case Sum(l,r) => eval(l) + eval(r)
  case Prod(l,r) => eval(l) * eval(r)
}

If none of the patterns matches, the pattern matching expression is aborted with a MatchError exception.
Generic types and methods

♦ Classes in Scala can have type parameters.

```scala
abstract class Set[A] {
  def incl( x: A ): Set[A]
  def contains( x: A ): Boolean
}
```

♦ Scala has a fairly powerful type inferencer which allows one to omit type parameters to polymorphic functions and constructors.

245

Generic types

Variance annotations

The combination of type parameters and subtyping poses some interesting questions.

❓ If \( T \) is a subtype of a type \( S \), should \( \text{Array}[T] \) be a subtype of the type \( \text{Array}[S] \)?

❗ Yes, Java decrees so!

❗ No, if one wants to avoid run-time checks!

Example:

```scala
val x = new Array[String](1)
val y: Array[Any] = x  // Scala forbids this because
// Array is not covariant
y.update( 0 , new Rational(1,2) )
```

In Scala, generic types like the following one:

```scala
class Array[A] {
  def apply( index: Int ): A
  ...
  def update( index: Int , elem: A )
  ...
}
```

have by default non-variant subtyping.

However, one can enforce co-variant (or covariant) subtyping by prefixing a formal type parameter with a +. There is also a prefix – which indicates contra-variant subtyping.

In Scala, generic types like the following one:

```scala
class Array[+A] {
  def apply( index: Int ): A
  ...
  def update( index: Int , elem: A )
  ...
}
```

have by default non-variant subtyping.

However, one can enforce co-variant (or covariant) subtyping by prefixing a formal type parameter with a +. There is also a prefix – which indicates contra-variant subtyping.
Functions are objects
Recall that Scala is an object-oriented language in that every value is an object. It follows that functions are objects in Scala.

Indeed, the function type

\[( A_1, \ldots, A_k ) \rightarrow B\]

is equivalent to the following parameterised class type:

\[
\text{abstract class } \text{Function}^{k}[\! -A_1, \ldots, -A_k, B] \\
\quad \{ \text{def apply( } x_1 : A_1, \ldots, x_n : A_k ) : B \}
\]

Since function types are classes in Scala, they can be further refined in subclasses. An example are arrays, which are treated as special functions over the type of integers.

The function \( x \Rightarrow x+1 \) would be expanded to an instance of \text{Function1} as follows:

\[
\text{new } \text{Function1}[\text{Int}, \text{Int}] \\
\quad \{ \\
\quad \quad \text{def apply( } x: \text{Int } ) : \text{Int } = x+1 \\
\quad \}
\]

Conversely, when a value of a function type is applied to some arguments, the apply method of the type is implicitly inserted; e.g. for \( f \) and object of type \text{Function1}[A,B], the application \( f(x) \) is expanded to \( f.\text{apply}(x) \).

\[\textbf{NB:} \text{ Function subtyping is contravariant in its arguments whereas it is covariant in its result.} \ \textit{Why?}\]

Generic types
Type parameter bounds

trait Ord[A] { 
  def lt( that: A ): Boolean 
}

case class Num( value: Int ) extends Ord[Num] { 
  def lt( that: Num ) = this.value < that.value 
}

trait Heap[ A <: Ord[A] ] { 
  def insert( x: A ) : Heap[A]
  def min: A
  def remove: Heap[A]
}
A more flexible design, which admits elements of these types, uses **view bounds**:

```
trait Heap[A <% Ord[A]] {
  def insert(x: A): Heap[A]
  def min: A
  def remove: Heap[A]
}
```

A view bounded type parameter clause \([ A <\% T ]\) only specifies that the bounded type \(A\) must be **convertible** to the bound type \(T\), using an **implicit conversion**.

Views allow one to augment a class with new members and supported traits.

---

**Generic types**

**Lower bounds**

Covariant generic functional stacks:

```
abstract class Stack[+A] {
  def push[B >: A](x: B): Stack[B] = new NonEmptyStack(x, this)
  def top: A
  def pop: Stack[A]
}
```

```
class NonEmptyStack[+A](elem: A, rest: Stack[A]) extends Stack[A] {
  def top = elem
  def pop = rest
}
```

```
object EmptyStack extends Stack[Nothing] {
  def top = error("EmptyStack.top")
  def pop = error("EmptyStack.pop")
}
```

Scala does not allow to parameterise objects with types.

Nothing is a subtype of all other types.

---

**Implicit parameters and conversions**

**Implicit parameters**

In Scala, there is an **implicit** keyword that can be used at the beginning of a parameter list.

```
def qsort[T](xs: Array[T])(implicit o: Ord[T]): Array[T] = if (xs.length <= 1) xs else {
  val pivot = xs(xs.length/2)
  Array.concat(qsort(xs filter (x => o.lt(x, pivot))),
              xs filter (x => x == pivot),
              qsort(xs filter (x => o.lt(pivot, x)))
}
```
The principal idea behind implicit parameters is that arguments for them can be left out from a method call. If the arguments corresponding to implicit parameters are missing, they are inferred by the Scala compiler.

**NB:** View bounds are convenient syntactic sugar for implicit parameters.

♦ **Implicit conversions**

As last resort in case of type mismatch the Scala compiler will try to apply an implicit conversion.

```scala
implicit def int2ord( x: Int ): Ord[Int] = new Ord[Int] { def lt( y: Int ) = x < y }
```

Implicit conversions can also be applied in member selections.

---

**Mixin-class composition**

Every class or object in Scala can inherit from several traits in addition to a normal class.

```scala
trait AbsIterator[T] {
  def hasNext: Boolean
  def next: T
}
trait RichIterator[T] extends AbsIterator[T] {
  def foreach( f: T => Unit ): Unit =
    while (hasNext) f(next)
}
```

```scala
class StringIterator( s: String ) extends AbsIterator[Char] {
  private var i = 0
  def hasNext = i < s.length
  def next = { val x = s charAt i; i = i+1; x }
}
```

Traits can be used in all contexts where other abstract classes appear; however only traits can be used as mixins.

```scala
object Test {
  def main( args: Array[String] ): Unit = {
    class Iter extends StringIterator(args(0))
      with RichIterator[Char]
    val iter = new Iter
    iter.foreach(System.out.println)
  }
}
```

The class `Iter` is constructed from a *mixin composition* of the parents `StringIterator` (called the *superclass*) and `RichIterator` (called a *mixin*) so as to combine their functionality.
The class `Iter` inherits members from both `StringIterator` and `RichIterator`.

**NB:** Mixin-class composition is a form of multiple inheritance!

---

**Language innovations**

♦ Flexible syntax and type system.

♦ Pattern matching over class hierarchies unifies functional and object-oriented data access.

♦ Abstract types and mixin composition unify concepts from object and module systems.