Elements of Programming Languages

Lecture 9: Programs, modules and interfaces

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Overview

- So far we have covered programming "in the small"
  - simple functional programming
  - abstractions: parametric polymorphism and subtyping
- Next few lectures: programming "in the large"
- Today
  - "Programs" as collections of definitions
  - Namespace management — *packages*
  - Abstract data types — *modules* and *interfaces*
- We will mostly work "by example" using Scala — formalizing modules, interfaces involves a lot of bureaucracy.

Programs

- What is a program?
  - In L_{Poly}, a program is an expression; any functions defined in L_{Poly} are local to the expression

$$\begin{array}{l} \texttt{let fun } f(x:\tau) = e_1 \texttt{ in} \\ \texttt{let fun } g(y:\tau') = e_2 \texttt{ in} \\ \vdots \\ e \end{array}$$

- Scope management is easier with these simplistic forms, but isn't very modular
- In particular, we can't easily split a program up into parts that do unrelated work.

Declarations and Programs

- Most languages support *declarations*

$$\begin{array}{rcl} Decl \ni d & ::= & \texttt{let } x = e; \mid \texttt{let fun } f(y:\tau) = e; \\ & \mid & \texttt{let rec } f(y:\tau):\tau' = e; \\ & \mid & \texttt{type } T = \tau; \mid \texttt{deftype } T = \tau; \end{array}$$

- A *program* is a sequence of declarations. The names x, f, T are in scope in the subsequent declarations.
  - Variation: In some languages (Haskell, Scala), the order of declarations within a program is unimportant, and names can be referenced before they are used.
  - Variation: In some languages, only certain "top-level" declarations are allowed (e.g. classes/interfaces in Java)

Entry points

- The *entry point* is the place where execution starts when the program is run

```
public static void main(String[] args) {...}
```

- Can be specified in different ways:
  - Executable: specify a particular function that is called first (e.g. `main` in C/C++, Java, Scala)
  - Scripting: entry point is start of program, expressions or statements run in order
  - Web applications: entry points are functions such as `doGet`, `doPost` in Java's `Servlet` interface
  - Reactive: provide *callbacks* to handle one or more *events* (e.g. JavaScript handlers for mouse actions)

Programming in the large

- What is the largest program you've written (or maintained)?
  - 1000 lines — 1 file?
  - 10,000 lines? 10 files?
  - 100,000 lines? 100 files?
- Sooner or later, someone is going to want to use the same name for different things.
- If there are n programmers, then there are $O(n^2)$ possible sources of name conflicts.
- *Namespaces* provide a way to compartmentalize names to avoid ambiguity.

Example: Packages in Java

```
// com/widget/round/Widget.java
package com.widget.round
class Widget {...
}

// com/widget/square/Widget.java
package com.widget.square
class Widget { ...
}
```

- We can reuse `Widget` and disambiguate: `com.widget.square.Widget` vs. `com.widget.round.Widget`
- (Package names track the directory hierarchy in Java.)

Importing

- Given a namespace, we can *import* it

```
import com.widget.round.Widget
```

  - This brings a *single* name defined in a namespace into the current scope

```
import com.widget.round.*
```

  - This brings *all* names defined in a namespace into the current scope
- In Java, importing can only happen at the top level of a file, and imported names are always classes or interfaces.
  - (Scala is more flexible, as we'll see)

Code reuse and abstract data types

- Another important concern for programming in the large is *code reuse*.
- We'd like to implement (or reuse) certain key data structures once and for all, in a *modular* way
  - Examples: Lists, stacks, queues, sets, maps, etc.
- An *abstract data type* (ADT) is a type together with some operations on it
  - Abstract means the type definition (and operation implementations) are not visible to the rest of the program
  - Only the types of the operations are visible (the *interface*)
  - An ADT also has a *specification* describing its behavior

Running example: priority queues in Scala

Using Scala `objects`, here is an initial priority queue ADT:

```
object PQueue {
  type T = ...
  val empty: T
  def insert(n: Int,pq: T): T
  def remove(pq:T): (Int,T)
}
```

- (Similar to Java `class` with only static members)
- Specification:
  - A priority queue represents a set of integers.
  - `empty` corresponds to the empty set
  - `insert` adds to the set
  - `remove` removes the *least* element of the set

Implementing priority queues

- One implementation: sorted lists (others possible)

```
object ListPQueue {
  type T = List[Int]
  val empty: T = Nil
  def insert(n: Int,pq: T): T = pq match {
    case Nil => List(n)
    case x::xs =>
      if (n < x) {n::pq} else {x::insert(n,xs)}
  }
  def remove(pq:T) = pq match {
    case x::xs => (x,xs) // otherwise error
  }
}
```


Importing

- Like packages, `objects` provide a form of namespace

```
object ListPQueue {
  ...
}
val pq = ListPQueue.insert(1,ListPQueue.empty)
import ListPQueue._
val pq2 = remove(pq)
```

- Importing can be done inside other scopes (unlike Java)

```
def singleton(x: Int) {
  import ListPQueue._
  insert(x,empty)
}
```

ListPQueue isn't abstract

- If we only use the ListPQueue operations, the specification is satisfied
- However, the ListPQueue.T type allows non-sorted lists
- So we can violate the specification by passing remove a non-sorted list!

```
remove(List(2,1))
// returns 2, should return 1
```

- This violates the (implicit) invariant that ListPQueue.T is a sorted list.
- So, users of this module need to be more careful to use it correctly.

One solution (?)

- As in Java, we can make some components private

```
object ListPQueue {
  private type T = List[Int]
  private val foo: T = List(1)
}
```

- This stops us from accessing foo

```
scala> ListPQueue.foo
<console>:20: error: (foo cannot be accessed)
```

- However, T is still visible as List[Int]!

```
scala> ListPQueue.remove(List(2,1))
res10: (Int, List[Int]) = (2,List(1))
```


Interfaces

- Another way to hide information about the implementation of a module is to specify an *interface*
- (This may be familiar from Java already. Haskell type classes also can act as interfaces.)
- We'd like to use an interface PQueue that says there is some type T with operations:

```
empty: T
insert: (Int,T) => T
remove: T => (Int,T)
```

but prevent clients from knowing (or relying on) the definition of T.

Traits in Scala

- Scala doesn't exactly have Java-like interfaces, but its traits can play a similar role.

```
trait PQueue {
  type T = List[Int]
  val empty: T
  def insert(n: Int, pq: T): T
  def remove(pq: T): (Int,T)
}
```

- (We'll say more about why Scala uses the terms object and trait instead of module and interface later...)

Implementing an interface

- Already, the trait interface hides information about the implementations of the operations. But, now we can go further and hide the definition of `T`!

```
trait PQueue {
  type T // abstract!
}
```

- Now we can specify that `ListPQueue` *implements* `PQueue` using the `extends` keyword:

```
    object ListPQueue extends PQueue {...}
```

- This assertion needs be *checked* to ensure that all of the components of `PQueue` are present and have the right types!

Checking a module against an interface

```
trait PQueue {
  type T
  val empty: T
  def insert(n: Int, pq: T): T
  def remove(pq: T): (Int,T)
}
```

- An implementation needs to define `T` to be some type τ
- It needs to provide a value `empty:` τ
- It needs to provide functions `insert` and `remove` with the corresponding types (replacing `T` with τ)
- If any are missing or types don't match, error.
- (Note: this is related to type inference, and there can be similar complications!)

Interfaces allow multiple implementations

- We can now provide other implementations of `PQueue`

```
object ListPQueue extends PQueue {...}
object SetPQueue extends PQueue {...}
```

- Also, in Scala, `objects` can be passed as values, and `extends` implies a subtyping relationship
- So, we can write a function that uses any implementation of `PQueue`, and run it with different implementations:

```
def make(m: PQueue) =
  m.insert(42,m.insert(17,m.empty))
scala> make(ListPQueue)
```


Data abstraction

- Even though `ListPQueue` satisfies the `PQueue` interface, its definition of `T = List[Int]` is still visible
- However, `T` is *abstract* to clients that use the `PQueue` interface
- So, we can't do this:

```
scala> def bad(m: PQueue) = m.remove(List(2,1))
<console>:18: error: type mismatch;
 found   : List[Int]
 required: m.T
       def bad(m: PQueue) = m.remove(List(2,1))
```

Implementing multiple interfaces

- An interface gives a "view" of a module (possibly hiding some details).
- Modules can also satisfy more than one interface.

```
trait HasSize {
  type T
  def size(x: T): Int
}
object ListPQueue extends PQueue with HasSize {
  ...
  def size(pq: T) = pq.length
}
```

- (This is slightly hacky, since it relies on using the same type name `T` as `PQueue` uses. We'll revisit this later.)

Representation independence

- If we have two implementations of the same interface, how do we know they are providing "equivalent" behavior?
- *Representation independence* means that the clients of the interface can't distinguish the two implementations using the operations of the interface
  - (even if their actual run time behavior is very different)
- This is much easier in a strongly typed language because the abstraction barrier is enforced by type system
- In other languages, client code needs to be more careful to avoid depending on (or violating) intended abstraction barriers

Modules and interfaces, in general

$$
\begin{array}{rcl}
\mathit{Decl} \ni d & ::= & \texttt{let } x = e; \mid \texttt{let fun } f(x:\tau) = e; \\
& \mid & \texttt{let rec } f(x:\tau):\tau' = e; \\
& \mid & \texttt{type } T = \tau; \mid \texttt{deftype } T = \tau; \\
& \mid & \texttt{module } M\ \{d_1 \cdots d_n\} \mid \texttt{import } q \\
& \mid & \texttt{interface } S\ \{s_1 \cdots s_n\} \\
\mathit{Spec} \ni s & ::= & \texttt{val } x:\ \tau; \mid \texttt{type } T; \mid \texttt{type } T = \tau; \\
\mathit{QName} \ni q & ::= & x \mid M.q \mid S.q \mid \_
\end{array}
$$

This a simplified form of the (influential) Standard ML module language. (We aren't going to formalize the details.)
Note: Allows arbitrary nesting of modules, interfaces
Not shown: need to allow qualified names in code also

Summary

- As programs grow in size, we want to:
  - split programs into components (*packages* or *modules*)
  - use package or module scope and structured names to refer to components
  - use interfaces to hide implementation details from other parts of the program
- We've given a high-level idea of how these components fit together, illustrated using Scala
- Next time:
  - Object-oriented constructs (objects, classes)