Disjoint Union Types in P0 Project 9 / Group 8

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What are Disjoint Union Types?

What do they look like?

The anatomy of a case statement.

 cases are the only way to access data inside of DUTs.

```
case <variable > of {
    [nil: <stmtSuite >]
    Kind A: <stmtSuite >
    Kind B: <stmtSuite >
    ...
    Kind Z: <stmtSuite >
    [default: <stmtSuite >]
    ... or ...
    [default nothing]
}
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Exhaust your cases!

If you create a non-exhaustive case statement, the compiler will warn you.

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Example: Maybe

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Output

-1

1111

Example: Lists

```
type List = Cons(head: integer, tail: List)
             Nil
procedure upToList(n: integer) \rightarrow (I: List)
    if n < 1 then | := Ni|() else | := Cons(n, upToList(n-1))
procedure consumeList(I: List)
    case | of {
        Cons: writeln(I.head); consumeList(I.tail)
        default nothing
procedure sumList(I: List) \rightarrow (n: integer)
    case | of {
        Cons: n := sumList(I.tail) + I.head
        default: n := 0
program Main
    var myList: List
    myList := upToList(5)
    consumeList (myList)
    writeIn (sumList (myList))
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Example: Lists

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type List = Cons(head: integer, tail: List)
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procedure upToList(n: integer) \rightarrow (I: List)
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    consumeList (myList)
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```

Output 5 4 3 2 1 15

Example: Strings

... lists in disguise?

```
type String = SCons(ch: integer, tail: String)
              SNil
procedure printStr(s: String, In: boolean)
    case s of {
        SCons: writeChar(s.ch); printStr(s.tail, In)
        default: if In then writeNewLine()
// inclusively generating alphabets in a range
procedure genBetwn(start: integer, end: integer) -> (s: String)
    var ch: integer
    ch := end
    s := SNil()
    while start <= end do
        s, start, ch := SCons(ch, s), start + 1, ch - 1
program Main
    // print capital letters
    printStr(genBetwn('A', 'Z'), true)
    // print lowercase letters
    printStr(genBetwn('a', 'z'), true)
    // print numbers 0-9
    printStr(genBetwn('0', '9'), true)
    // print Greek letters
    printStr(genBetwn('\alpha', '\omega'), true)
```

Note

We convert single-quoted characters into their UTF-8 integer representation when reading in P0 programs.

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Output

ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghiiklmnopgrstuvwxvz 0123456789 αβγδεζηθικλμνξοπρστυφχψω

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Other Examples

Remark

Modelling is nice with disjoint union types!

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- "*" as an alternative for "×"

- Single-value returning procedures may be used "in-place" in expressions
- "<-" and "->" as alternatives for " \leftarrow " and " \rightarrow ", respectively
- ullet ">=" and "<=" as alternatives for " \geq " and " \leq ", respectively
- "*" as an alternative for "×"
- Standard procedures
 - write no longer prints a newline character
 - writeln writes single integer to std. out. with a newline afterwards
 - writeChar writes single integer converted into a utf-8 character to std. out.
 - writeCharLn writes single integer converted into a utf-8 character to std. out. with a newline afterwards
 - writeNewLine writes a newline character to std. out.

Example: case WebAssembly Generation

For example, the WebAssembly code on the right-hand side for the below case statement.

```
type Colour = R | G | Unknown
procedure printCol(col: Colour)
  case col of {
      nil: writeCharLn('?')
      R: writeCharLn('R')
      G: writeCharLn('G')
      default: writeCharLn('?')
}
```

```
local.get $col
i32 load
                     ;; check if nil
i32 . const 0
i32.ea
                     :: if it is nil
i f
i32 . const 63
call $writeCharLn
                     ;; print '?'
                     :: otherwise
else
local.get $col
i32 . load
i32 const 1
                     :: check if 'R'
i32.ea
i f
                     ;; if it is 'R'
i32 const 82
call $writeCharln
                     :: print 'R'
                     ;; otherwise
else
local.get $col
i32 load
i32 const 2
                     ;; check if 'G'
i32.eq
i f
                     :: if it is 'G'
i32.const 71
call $writeCharLn
                     ;; print 'G'
else
                     ;; otherwise, default
i32.const 63
call $writeCharLn
                    ;; print '?'
end
end
```

end

Memory Impact & Management

Each instance of a DUT is located on the heap, and instances of local/global DUTs are pointers to the locations of their corresponding DUT on the heap.

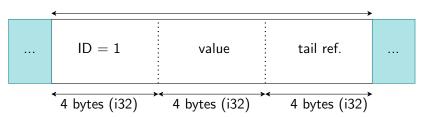
- Size of an allocation depends on the size of the variant being instantiated
- Offsets to accessing variables work similar to records, with a 4 byte offset for the variant id.

Allocated memory location of an ADT/DUT

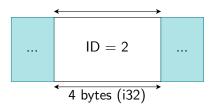


Example: Lists in Memory

Allocated memory location of a 'Cons' (12 bytes)



Allocated memory location of a 'Nil' (4 bytes)



• The first 4 bytes of a program are to be always initialized to 0 so that we can always have uninitialized DUT pointers pointing to it, then when this uninitialized DUT is read in, we will always see that the "instance" has *kindld* = 0, meaning it hasn't been instantiated.

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- When DUTs are read in, we create "helper functions" for each DUT variant. These "helper functions" are then used whenever we want to instantiate any particular DUT variant. DUT variant instantiation is hence secretly just a function call (to some function that creates a DUT on the heap and returns it's memory location).

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- DUT variant kind identifiers are immutable!

Example of DUT instantiation helper

This function is used when wanting to instantiate a "Cons" variant (of a List).

```
(func $_mk_Cons (param $head i32) (param $tail i32) (result i32)
global.get $_memsize
                            :: get known unused memory location
i32 const 1
                            :: get Cons's kind index
i32. store
                            ;; store it
global.get $_memsize
                            ;; get known unused memory location
i32 const 4
                            ;; get offset of the next type
i32.add
                            ;; impose offset onto total memory size
local.get $head
                            ;; get param head
                            :: store it in it's area
i32 store
global.get $_memsize
                          ;; get known unused memory location
i32 const 8
                            ;; get offset of the next type
i32 add
                            :: impose offset onto total memory size
                          ;; get param tail
local.get $tail
i32. store
                            ;; store it in it's area
global.get $_memsize
                            ;; get global memory size
global.get $_memsize
                            ;; get global memory size (again)
i32 . const 12
                            ;; get size of kind (Cons)
i32.add
                            ;; add to memory size
global.set $_memsize
                            :: set memory size. leftover i32 on stack which is the
     returned pointer to the generated Cons
```

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- This causes issues for pywasm
 - Due to being interpreted in Python, a recursive call stack size limitation is imposed onto our programs.
- Thankfully, wasmer has no issues!
- In-browser WebAssembly execution also has no issues, but we don't ship a web browser with the compiler.

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 - Stronger syntactic sugar for String generation (e.g., "abcd..." for quickly instantiating large strings)

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 - Strings, Lists, Maps as a basic set of built-in DUTs
 - Stronger syntactic sugar for String generation (e.g., "abcd..." for quickly instantiating large strings)
- Improved Memory Management
 - Memory freeing!
 - Memory reuse!
 - Allocation specialization for built-in DUTs!

References