

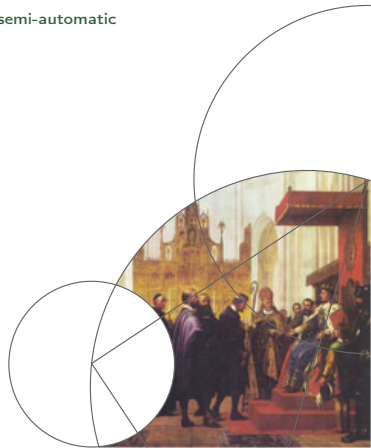


Faculty of Science

Turtledove

Tool assisted programming in SML, with special emphasis on semi-automatic rewriting to predefined standard forms.

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Program

- Introduktion.
- Regler for `exists` og `all`.
- Eksempel: `member` er en `exists`-instans.
- Afrunding.



Introduktion

Ideen bag Turtledove

- 1 Et system til at udvikle front-end-uafhængige refaktoreringer og værktøjer til SML.
- 2 Et værktøj til at opdage og omskrive funktioner i henhold til et antal foruddefinerede skabeloner.

Nærmeste „konkurrent“: HaRe

- 1 Implementerer mange forskellige refaktoreringer.
- 2 Kun „simple“ refaktoreringer.
- 3 Layoutbevarende.



Regler for `exists` og `all`

`existsa`

$$\begin{aligned} C[\bar{x} :: xs] &\Rightarrow \mathbb{D}(C[\bar{x}]) \text{ orelse self}(C[xs]) \\ \mathcal{D} &\Rightarrow \text{false} \\ &\text{where samedom}(C, \mathcal{D}) \\ &\Downarrow \\ C[xs] &\Rightarrow \text{List.exists } (\text{fn } a \Rightarrow \mathbb{D}(C[a])) \text{ } xs \end{aligned}$$

`alla`

$$\begin{aligned} C[\bar{x} :: xs] &\Rightarrow \mathbb{D}(C[\bar{x}]) \text{ andalso self}(C[xs]) \\ \mathcal{D} &\Rightarrow \text{true} \\ &\text{where samedom}(C, \mathcal{D}) \\ &\Downarrow \\ C[xs] &\Rightarrow \text{List.all } (\text{fn } a \Rightarrow \mathbb{D}(C[a])) \text{ } xs \end{aligned}$$


Eksempel

```
1 fun member (_, nil) = false
2   | member (x, y :: ys) = x = y orelse member (x, ys)
3
4 fun sublist (nil, _) = true
5   | sublist (x :: xs, ys) = member (x, ys) andalso sublist (xs, ys)
```

kan skrives om til

```
1 fun member (x, ys) = List.exists (fn y => x = y) ys
2
3 fun sublist (xs, ys) = List.all (fn x => member (x, ys)) xs
```



Eksempel — Normalform

```
1 fun member (_, nil) = false
2   | member (x, y :: ys) = x = y orelse member (x, ys)
```

```
1 fun member (x, y :: ys) = x = y orelse member (x, ys)
2   | member x = false
```

```
1 fun sublist (nil, _) = true
2   | sublist (x :: xs, ys) = member (x, ys) andalso sublist (xs, ys)
```

```
1 fun sublist (x :: xs, ys) = member (x, ys) andalso sublist (xs, ys)
2   | sublist x = true
```



Eksempel — Normalform

Live demo



Eksempel — Omskrivning

Først undersøges om funktionen er en instans af reglen. For hvert klausulpar skal eksistere en afledning

$$\frac{\mathcal{H} \quad \mathcal{I} \quad \mathcal{J}}{\sigma \vdash pat \Rightarrow exp : spat \Rightarrow sexp}$$

$\sigma(sp\text{at}) = mpat \quad pat : \langle mpat, \theta \rangle \quad \sigma, \theta \vdash sexp : exp$

Jeg demonstrerer omskrivning af member.

Lad

$$\sigma = \left\{ \begin{array}{ll} \mathcal{C} \mapsto & (\bar{a}, \diamond_1) \\ \mathcal{D} \mapsto & \bar{a} \\ \mathbb{E} \mapsto & (v, w), v = w \\ \text{self} \mapsto & (\text{member}, 1) \end{array} \right\}$$



Eksempel — Omskrivning

```
1 fun member (x, y :: ys) = x = y orelse member (x, ys)
2   | member x = false
```

$$\mathcal{C}[\bar{x} :: xs] \Rightarrow \mathbb{D}(\mathcal{C}[\bar{x}]) \text{ orelse self}(\mathcal{C}[xs])$$
$$\mathcal{D} \quad \Rightarrow \text{false}$$


Eksempel — Omskrivning

$$\mathcal{H} : \frac{}{\sigma(\mathcal{C}[\overline{x} :: xs]) = (\overline{a}, \diamond_1)[\overline{x} :: xs/\diamond_1]}$$

$$\mathcal{I} : \frac{\frac{}{x : \langle \overline{a}, \{\overline{a} \mapsto x\} \rangle} \quad \frac{\frac{}{y : \langle \overline{x}, \{\overline{x} \mapsto y\} \rangle} \quad \frac{}{ys : \langle xs, \emptyset \rangle}}{y :: ys : \langle \overline{x} :: xs, \{\overline{x} \mapsto y\} \rangle}}{(x, y :: ys) : \langle \langle \overline{a}, \overline{x} :: xs \rangle, \{\overline{a} \mapsto x, \overline{x} \mapsto y\} \rangle}$$

Og vi identificerer xs med ys .



Eksempel — Omskrivning

Lad $\theta = \{\bar{a} \mapsto x, \bar{x} \mapsto y\}$ og husk at vi identificerer xs med ys .

$$\mathcal{J}_1 : \frac{\frac{\frac{\sigma, \theta \vdash \bar{a} : x}{\sigma, \theta \vdash (\bar{a}, \diamond_1)[\bar{x}/\diamond_1] : (x, y)}}{\sigma, \theta \vdash C[\bar{x}] : (x, y)}}{\sigma, \theta \vdash \mathbb{D}(C[\bar{x}]) : (v = w)[(x, y)/(v, w)]}$$

$$\mathcal{J}_2 : \frac{\frac{\frac{\sigma, \theta \vdash \bar{a} : x}{\sigma, \theta \vdash (\bar{a}, \diamond_1)[xs/\diamond_1] : (x, ys)}}{\sigma, \theta \vdash C[xs] : (x, ys)}}{\sigma, \theta \vdash \text{self}(C[xs]) : (\text{member } x)[(x, ys)/x]}$$

$$\mathcal{J} : \frac{\mathcal{J}_1 \quad \mathcal{J}_2}{\sigma, \theta \vdash \mathbb{D}(C[\bar{x}]) \text{ or else self}(C[xs]) : x = y \text{ or else member } (x, ys)}$$



Eksempel — Resultat

$$\mathcal{C}[\overline{x} :: xs] \Rightarrow \mathbb{D}(\mathcal{C}[\overline{x}]) \text{ orelse self}(\mathcal{C}[xs])$$

$$\mathcal{D} \Rightarrow \text{false}$$

$$\text{where samedom}(\mathcal{C}, \mathcal{D})$$

$$\Downarrow$$

$$\mathcal{C}[xs] \Rightarrow \text{List.exists (fn a => } \mathbb{D}(\mathcal{C}[a]) \text{)) xs}$$

$$\frac{\frac{\frac{\sigma, \theta \vdash \overline{a} : x}{\sigma, \theta \vdash (\overline{a}, \diamond_1)[a/\diamond_1] : (x, a)}}{\sigma, \theta \vdash \mathcal{C}[a] : (x, a)} \quad \frac{\sigma, \theta \vdash \mathbb{D}(\mathcal{C}[a]) : (v = w)[(x, a)/(v, w)]}{\sigma, \theta \vdash \text{List.exists (fn a => } \mathbb{D}(\mathcal{C}[a]) \text{)) xs : List.exists (fn a => x = a) ys} \quad \frac{\sigma, \theta \vdash xs : ys}{\sigma, \theta \vdash \text{List.exists (fn a => } \mathbb{D}(\mathcal{C}[a]) \text{)) xs : List.exists (fn a => x = a) ys}$$

1

```
fun member (x, ys) = List.exists (fn a => x = a) ys
```



Fejl i normalform

```
1 fun foo (x :: y :: ys) = x + 42 :: foo (y :: ys)
2   | foo _ = nil
```

```
1 fun foo (x :: c) = x + 42 :: foo c
2   | foo x = nil
```

Løsning: Sørg for at alle konstruktører fra datatypen eksisterer før et delmønster generaliseres.

```
1 fun foo (x :: y :: ys) = x + 42 :: foo (y :: ys)
2   | foo (x :: nil) = x + 42 :: foo nil
3   | foo _ = nil
```



Afrunding

- Forholdsvist let at lave simple værktøjer:
 - Udtræk „todo“-lister.
 - Omdøb variable.
 - Auto-completion.
 - Gå til definition.
 - Indfør ekstra funktionparameter.
 - Generér stubimplementering fra signatur.
 - ...
- Svært at lave skabelonbaseret omkskrivninger:
 - Semantikbevarelse.
 - Det samme program kan skrives på mange måder.
Skabeloner skal ramme en balance hvor flest mulige programmer med samme betydning dækkes, men ingen med forskellig.

