Discussion with Rod Bustal about precompilation (30/6/83)

Roel looked briefly at the second draft, and we discussed three points:

(1) Should there be a ducetive

Spec abstype {tyver-seq}tyven and ... and {tyver-seq}tyven mith {cf}id: ty and ... and {op}id: ty;

? Rod liked this because it allows some structure to be expressed in the directive, I had deribuatedy ornited it, requiring it to be clone by

spec type { types - seq } tycon and ... and { types - seq } tycon; spec wal { op} id: ty and ... and { op} id: ty;

My reason was that (1) the spec oul directive is needed anyway, and (6) the spec driffly directive singlest suggest that the type and operations had to be provided by an exactly matching abilities declaration (whereas I wanted them to be founded equality with by e.g. a type declaration, or by an ability declaration from which the required operations were derived rather than provided directly).

But the spece abslight from end be allowed as a derived form; This und help style, Rod Thought.

- (2) A precomplation should produce a (VISIBLE) record of the type environment exported by an external program. This record, being visible, much be a helpful summary of the compilation for the programmor; it is also necessary for other precompilations which use the first one. Furthermore, recompilations can chear the record for any changes; this mill indicate the provide need for recompilations of other programs which use the fair one. None of this should entered any change to the proposal, as far as I can see.

 (3) However, the interaction between use, and precompilation needs Careful
- (3) However, the interaction between use and precompilation needs careful validation. I believe it causes no complications, but I admit that I haven't made myself 100% sure,
- (2a) Roel pointed ont that to have the empler purchase the (visible) export record, as in (2), as compared with a module facility which muld naturally ask the purpammer to provide it, is in the spirit of ML since the empiler usually tells you your types,