

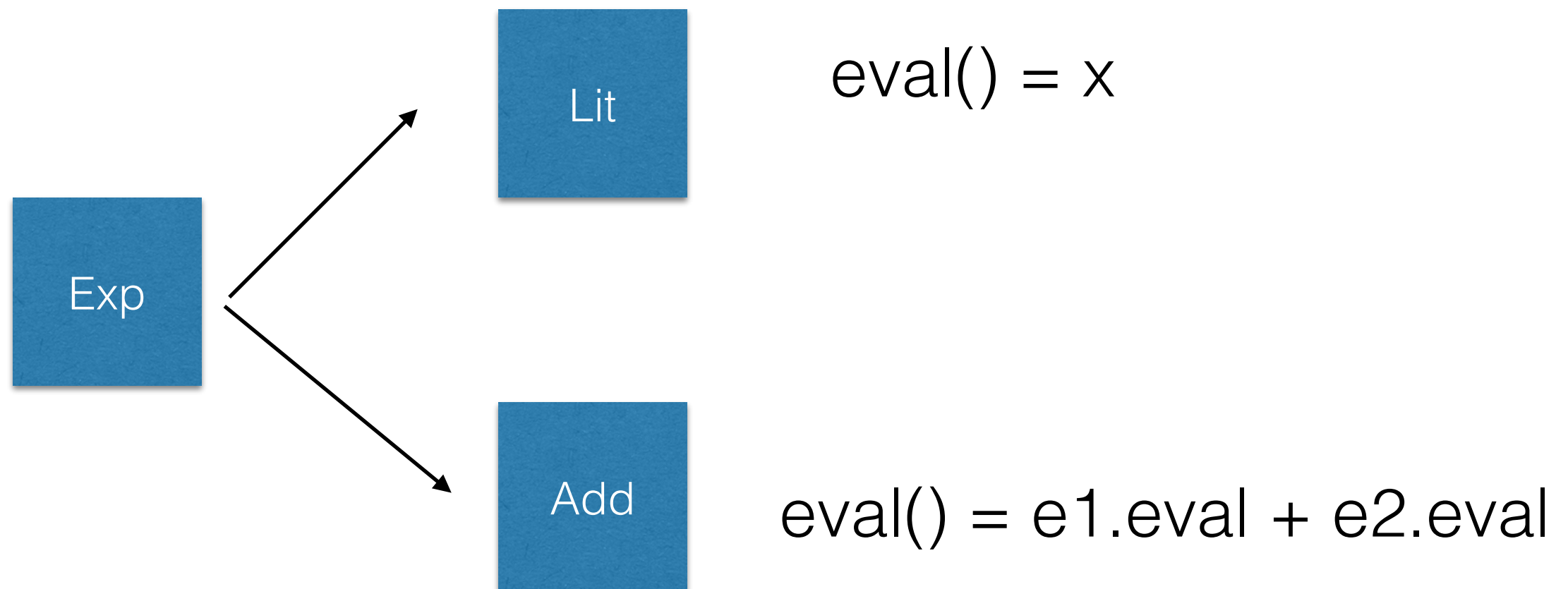
# Exploring Pattern Matching in Object Algebras

Yanlin Wang

20150326

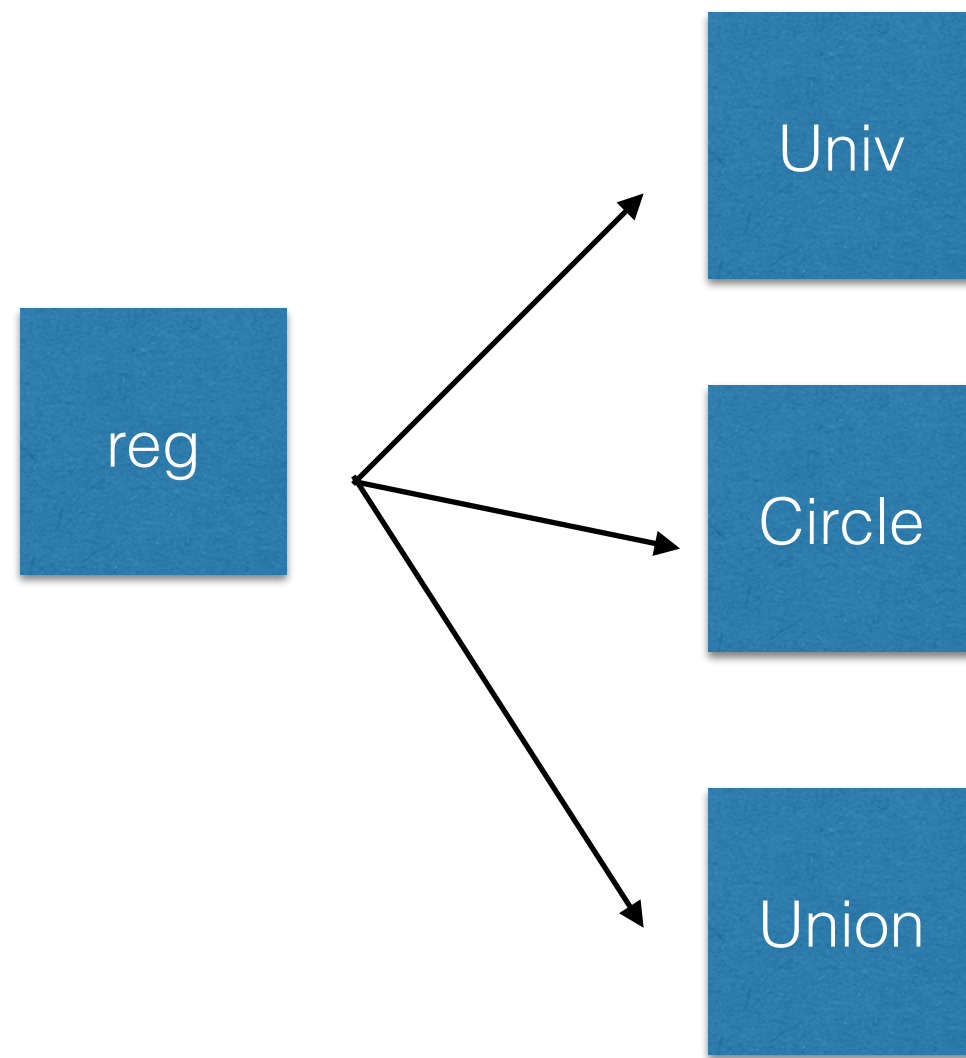
# Integer Expression Example

eval : Int



# 'Region' Example <sup>[1]</sup>

`eval : (Double, Double) => Boolean`



`eval = (_, _) => true`

`eval = (x, y) => x * x + y * y <= r * r`

`eval = (x, y) => reg1.eval(x, y) || reg2.eval(x, y)`

# OA Review

## Integer Expressions

```
trait ExpAlg[Exp] {  
  def Lit(x : Int) : Exp  
  def Add(e1 : Exp, e2 : Exp) : Exp  
}
```

```
trait IEval {  
  def eval() : Int  
}  
  
trait ExpEval extends ExpAlg[IEval] {  
  def Lit(x : Int) : IEval = new IEval {  
    def eval() : Int = x  
  }  
  
  def Add(e1 : IEval, e2 : IEval) : IEval = new IEval {  
    def eval() : Int = e1.eval() + e2.eval()  
  }  
}
```

## Regions

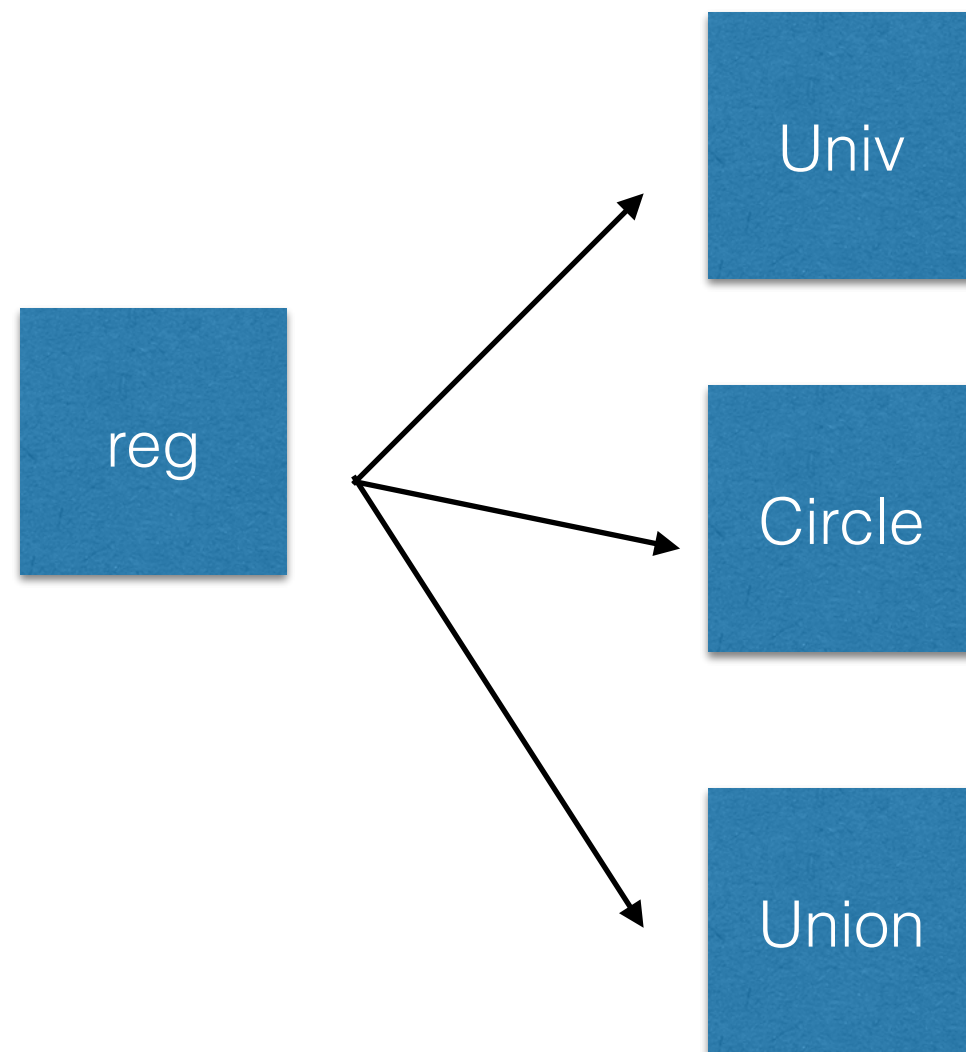
```
trait RegionAlg[Region] {  
  def Univ() : Region  
  def Circle(radius : Double) : Region  
  def Union(reg1 : Region, reg2 : Region) : Region  
}
```

```
trait Eval { def eval : (Double, Double) => Boolean }  
  
trait EvalRegionOriAlg[In <: Eval] extends RegionAlg[Eval] {  
  def Univ(x : Unit) : Eval = new Eval {  
    def eval = (_, _) => true  
  }  
  def Circle(radius : Double) = new Eval {  
    def eval = (x, y) => x * x + y * y <= radius * radius  
  }  
  def Union(reg1 : In, reg2 : In) = new Eval {  
    def eval = (x, y) => reg1.eval(x, y) || reg2.eval(x, y)  
  }  
}
```

# Optimization

- Where pattern matching is required

`eval : (Double, Double) => Boolean`



`eval = (_, _) => true`

`eval = (x, y) => x * x + y * y <= radius * radius`

~~`eval = (x, y) => reg1.eval(x, y) || reg2.eval(x, y)`~~

Do pattern matching on reg1, reg2:

If (reg1 is a Univ) || (reg2 is a Univ)

Then **true**

Else reg1.eval(x, y) || reg2.eval(x, y)

# But

```
trait RegionAlg[Region] {  
  def Univ() : Region  
  def Circle(radius : Double) : Region  
  def Union(reg1 : Region, reg2 : Region) : Region  
}
```

```
trait Eval { def eval : (Double, Double) => Boolean }  
  
trait EvalRegionOriAlg[In <: Eval] extends RegionAlg[Eval] {  
  def Univ(x : Unit) : Eval = new Eval {  
    def eval = (_, _) => true  
  }  
  def Circle(radius : Double) = new Eval {  
    def eval = (x, y) => x * x + y * y <= radius * radius  
  }  
  def Union(reg1 : In, reg2 : In) = new Eval {  
    def eval = (x, y) => reg1.eval(x, y) || reg2.eval(x, y)  
  }  
}
```

the problem is:  
not able pattern match on reg1, reg2.

The only thing we know about reg1, reg2 is :  
they have the 'eval' method,  
but we don't know what kinds of regions they  
are.

# Attempt: case classes

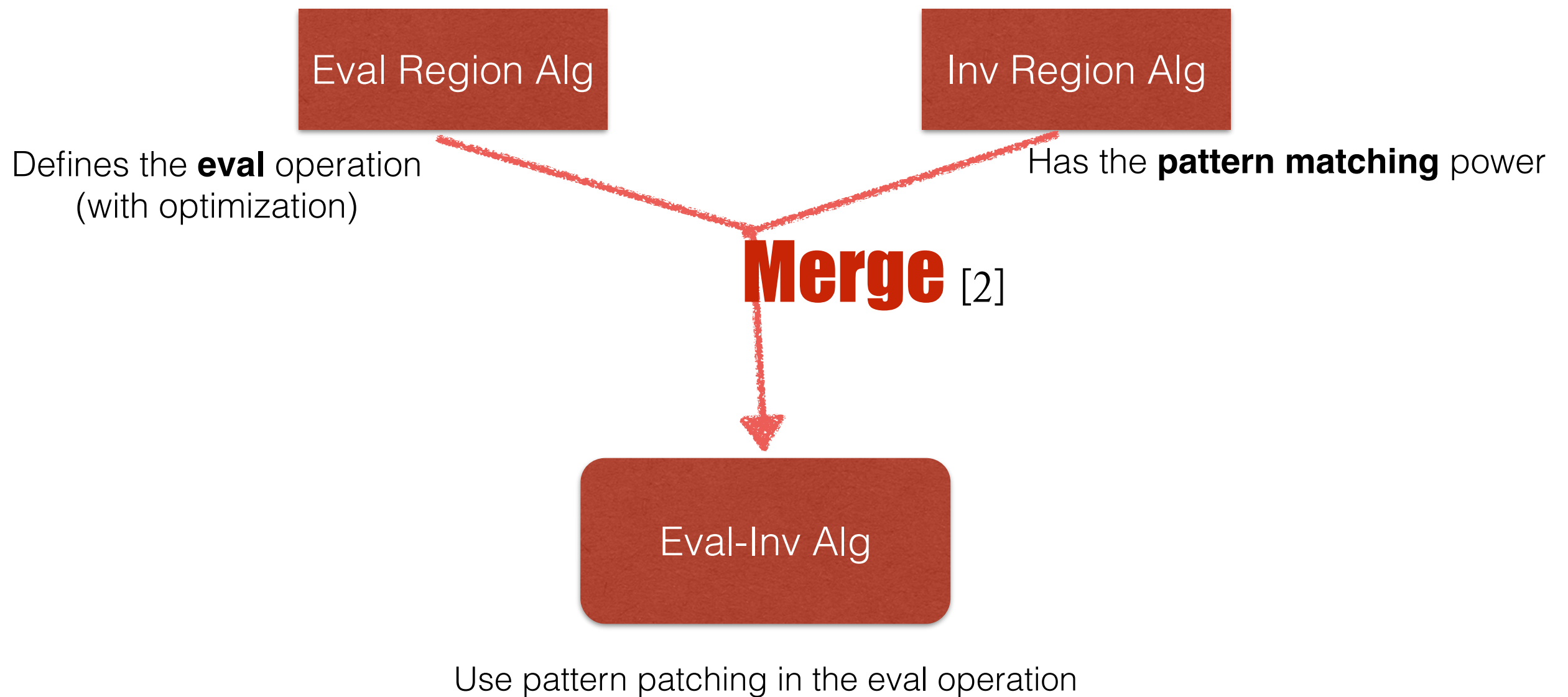
```
trait Region
case class Univ() extends Region
case class Circle(r : Int) extends Region
case class Union(reg1 : Region, reg2 : Region) extends Region
```

```
def eval(r : Region) : (Double, Double) => Boolean = r match {
  case Univ() => (_, _) => true
  case Circle(r) => (x, y) => x * x + y * y <= r * r
  case Union(Univ(), _) => (_, _) => true
  case Union(_, Univ()) => (_, _) => true
  case Union(reg1, reg2) => (x, y) => eval(reg1)(x, y) || eval(reg2)(x, y)
}
```

```
43 case class Univ2() extends Univ
44 case class Circle2(r : Int) extends Circle(r)
45 case class Union2(reg1: Region, reg2: Region) extends Union(reg1, reg2)
46
```

- Pattern matching on case classes could be non-exhaustive. May cause runtime error.
- In Scala, case-to-case inheritance is prohibited

# Idea





# Solution

~~RegionAlg[E]~~

RegionAlg[In, Out]

Separate types in argument &  
return positions

```
trait RegionAlg[In, Out] {  
  def univ(x : Unit) : Out  
  def circle(radius : Double) : Out  
  def union(reg1 : In, reg2 : In) : Out  
}  
  
trait Eval { def eval : (Double, Double) => Boolean }
```

Scala **Options** Example:<sup>[3]</sup>

Allow for pattern matching!

```
object Twice {  
  def apply(x: Int): Int = x * 2  
  def unapply(z: Int): Option[Int] = if (z%2 == 0) Some(z/2) else None  
}  
  
object TwiceTest extends Application {  
  val x = Twice(21)  
  x match { case Twice(n) => Console.println(n) } // prints 21  
}
```

```

trait RegionAlg[In, Out] {
  def univ(x : Unit) : Out
  def circle(radius : Double) : Out
  def union(reg1 : In, reg2 : In) : Out
}

trait Eval { def eval : (Double, Double) => Boolean }

```

```

trait InvRegion[R] {
  val fromUniv : Option[Unit]
  val fromCircle : Option[Double]
  val fromUnion : Option[(R, R)]
}

trait InvRegionAlg[In] extends RegionAlg[In, InvRegion[In]] {
  def univ(x : Unit) = new InvRegion[In] {
    val fromUniv = Some()
    val fromCircle = None
    val fromUnion = None
  }
  def circle(radius : Double) = new InvRegion[In] {
    val fromUniv = None
    val fromCircle = Some(radius)
    val fromUnion = None
  }
  def union(reg1 : In, reg2 : In) = new InvRegion[In] {
    val fromUniv = None
    val fromCircle = None
    val fromUnion = Some(reg1, reg2)
  }
}

def invRegionAlg[In] : RegionAlg[In, InvRegion[In]] = new InvRegionAlg[In] {}

```

```

trait PatternRegionAlg[In <: InvRegion[In], Out] extends RegionAlg[In, Out] {
  object univ { def unapply(e : In) : Option[Unit] = e.fromUniv }
  object circle { def unapply(e : In) : Option[Double] = e.fromCircle }
  object union { def unapply(e : In) : Option[(In, In)] = e.fromUnion }
}

```

```

trait EvalRegionAlg[In <: InvRegion[In] with Eval] extends PatternRegionAlg[In, Eval] {
  def univ(x : Unit) : Eval = new Eval { def eval = (_, _) => true }
  def circle(radius : Double) = new Eval { def eval = (x, y) => x * x + y * y <= radius * radius }
  def union(reg1 : In, reg2 : In) = new Eval {
    def eval = (x, y) => (reg1, reg2) match {
      case (univ(_ : Unit), _) => true
      case (_, univ(_ : Unit)) => true
      case _ => reg1.eval(x, y) || reg2.eval(x, y)
    }
  }
}


def evalRegionAlg[In <: InvRegion[In] with Eval] : PatternRegionAlg[In, Eval] = new EvalRegionAlg[In] {}

```

```

    invRegionAlg[In] : RegionAlg[In, InvRegion[In]]
evalRegionAlg[In <: InvRegion[In] with Eval] : RegionAlg[In, Eval]

```



```

evalInvAlg : RegionAlg[EvalInv, InvRegion[EvalInv] with Eval]

```

```
def o = makeRegion(closeS(evalInvAlg))
```

```
println("Is (0.5,0.5) inside it? " + o.eval(0.5, 0.5))
```

```
def combine[A, B, S <: A with B]
  (alg1 : F[S, A], alg2 : F[S, B])
  : F[S, A with B]
```

```
def closeS[A, B, S <: A with B]
  (alg : F[S, A with B])
  : F[S, S]
```

```
def makeRegion[R](alg : RegionAlg[R, R]) = { import alg._; union(circle(1.0), circle(1.0)) }
```

```
trait EvalInv extends Eval with InvRegion[EvalInv]
```

# Contribution

- The technique to support pattern matching in OAs

# Future Work

- More abstraction
- Fix the library

# References

1. Hofer, C., Ostermann, K.: Modular domain-specific language components in scala.
2. Oliveira, B.C.d.S., van der Storm, T., Loh, A., Cook, W.R.: Feature-oriented programming with object algebras.
3. Scala Option tutorial: <http://www.scala-lang.org/old/node/112>

Q&A