

# ML-specific optimizations

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# What do we have today?

## Objectives

- Named records
- Data types
- Pattern matching
- Equality
- Exceptions
- Module system

## Tools

- Records (tuples)
- Functions
- our invention

# Named records

## Examples

```
type t = { name: string, number: int }  
val t_ins = { name="Sam", number=5 }  
type 'a r = { name: string, number: 'a }
```

## Implementation

# Named records

## Examples

```
type t = { name: string, number: int }  
val t_ins = { name="Sam", number=5 }  
type 'a r = { name: string, number: 'a }
```

## Implementation

Simple records!

## Example

```
structure Stack1 =  
  struct type 'a stack = 'a list  
    fun push(a,s) = a::s  
    fun top(a::rest) = a | top(nil) = raise Empty  
    fun pop(a::rest) = rest | pop(nil) = raise Empty  
    val empty = nil  
  end
```

# Signatures

## Example

```
signature STACK =  
  sig   type 'a stack  
  val   empty : 'a stack  
  val   push: 'a * 'a stack -> 'a stack  
  val   top  : 'a stack -> 'a  
  val   pop  : 'a stack -> 'a stack  
end
```

# Signatures

## Example

```
signature STACK =  
  sig type 'a stack  
    val empty : 'a stack  
    val push: 'a * 'a stack -> 'a stack  
    val top : 'a stack -> 'a  
    val pop : 'a stack -> 'a stack  
  end
```

## Example

```
structure Stack2 : STACK =  
  struct datatype 'a stack = empty  
    | push of 'a * 'a stack  
    fun top(push(a,rest)) = a  
    fun pop(push(a,rest)) = rest  
  end
```

## Example

```
functor F(S : STACK) = struct
  val em = S.empty
end
structure T = F(Stack2)
```



# Implementation

- Modules  $\rightarrow$  Records
- Functors  $\rightarrow$  Functions

Linker and runtime system have no idea of module system!

# Data types

## Examples

```
type posint = int (* positive integers *)
datatype money = COIN of posint | BILL of posint
               | CHECK of {amount:real, from: string}
datatype color = RED | BLUE | GREEN | YELLOW
datatype 'a list = nil | :: of 'a * 'a list
datatype register = REG of int
datatype tree = LEAF of int | TREE of tree * tree
datatype xxx = M | N | P of int list
datatype xxxp = M | N | P of tree
datatype foo = F of int | Q of tree
datatype yyy = W of int * int | X of real * real * real
datatype gen = A | B | C | D of int | E of real
              | F of gen * gen | G of int * int * gen
```

# Assumption 0

Pointers indistinguishable from integers

Tagged

```
datatype money = COIN of posint | BILL of posint  
               | CHECK of {amount:real, from: string}
```

# Assumption 0

Pointers indistinguishable from integers

## Tagged

```
datatype money = COIN of posint | BILL of posint  
               | CHECK of {amount:real, from: string}
```

## Transparent

```
datatype register = REG of int
```

# Assumption 1

Pointers only distinguishable from small integers

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Pointers only distinguishable from small integers

Constant

```
datatype color = RED | BLUE | GREEN | YELLOW
```

# Assumption 1

Pointers only distinguishable from small integers

## Constant

```
datatype color = RED | BLUE | GREEN | YELLOW
```

## Better transparent constructors

### TransB

```
datatype xxx = M | N | P of int list
```

### TransU

```
datatype color = RED | BLUE | GREEN | YELLOW  
datatype rgb_color = RGB of int * int * int  
                    | BASIC of color
```



# Assumption 2

All pointers distinguishable from all integers

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All pointers distinguishable from all integers

## Optimization

```
datatype tree = LEAF of int | TREE of tree * tree
```

# Assumption 3

Pointers to records of different length distinguishable from each other

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Pointers to records of different length distinguishable from each other

### Optimization

```
datatype yyy = W of int * int | X of real * real * real
```

## Polymorphic datatypes

```
datatype 'a t = A of 'a | B of (real*real)
type u = int t
```

# Problems

## Polymorphic datatypes

```
datatype 'a t = A of 'a | B of (real*real)
type u = int t
```

## Functors

```
functor F(S: sig type 'a t
datatype 'a list = nil | :: of 'a t
end
) = struct ... end
structure A = struct
datatype 'a list = nil | :: of 'a * 'a list
type 'a t = 'a * 'a list
end

structure FA = F(A) (* Where is your runtime system now? *)
```

## Choosing best solution

- Use only assumption 1
- Constructors
  - Tagged
  - Constant
  - Transparent
  - TransB
- Exceptions handled separately
  - Variable
  - VariableC
- Functor mismatch errors at functor-application time

# Exceptions

Open type (unbounded number of constructors)

## Example

### Module A

```
exception C  
exception D = J
```

### Module B

```
exception E of int
```



Match between value of expression and rule of pattern-expression list

## Example

```
case a
  of (false, nil)    => nil
   | (true, w)       =>  w
   | (false, x::nil) => x::x::nil
   | (false, y::z)   =>  z
```

# Equality

## Structural equality

```
[1,2,3] = [1,2,3] (* true *)  
ref 5 = ref 5 (* false *)
```

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```
[1,2,3] = [1,2,3] (* true *)  
ref 5 = ref 5 (* false *)
```

## Enter polymorphism

```
fun member(x, a::rest) = x=a orelse member(x,rest)  
  | member(x, nil) = false
```

## Example

```
datatype color = Red | Green | Blue (* unboxed *)  
val x = ref Red  
val _ = x := Green
```

# Our approach and problems

... TBA ...