CS 320: Concepts of Programming Languages

Lecture 10: Modules & Monads

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Abstractions of the Day

- Today, we will talk about modules and monads
- Module: this will help us organize big projects into multiple files
- Modules have signatures (like interfaces) and structures (like classes)
- Monad is not a new concept; it's a design pattern that's very common and helpful in programming
- We will primarily look at the Maybe monad
- Last concept before the midterm!

- You've been using modules all along without realizing it!
- Let's look at assign04_02.ml

```
type expr =
   True
   False
   Num of int
  0r of expr * expr
   Add of expr * expr
   IfThenElse of expr * expr * expr
type ty =
    Int
    Bool
expr -> ty option
let type_of (exp : expr) = Some Int
```

- You've been using modules all along without realizing it!
- Let's look at assign04_02.ml

```
type expr =
   True
   False
   Num of int
   Or of expr * expr
   Add of expr * expr
                                           interface
   IfThenElse of expr * expr * expr
type ty =
    Int
    Bool
expr -> ty option
let type_of (exp : expr) = Some Int
```

- You've been using modules all along without realizing it!
- Let's look at assign04 02.ml

```
type expr =
   True
                                                            type expr =
   False
                                                                True
   Num of int
                                                               False
  Or of expr * expr
                                                                Num of int
  Add of expr * expr
                                           interface
   IfThenElse of expr * expr * expr
type ty =
   Int
                                                            type ty = Int | Bool
   Bool
expr -> ty option
let type_of (exp : expr) = Some Int
```

```
Or of expr * expr
   Add of expr * expr
   IfThenElse of expr * expr * expr
val type_of : expr -> ty option
```

- You've been using modules all along without realizing it!
- Let's look at assign04_02.ml

```
type expr =
   True
   False
   Num of int
  Or of expr * expr
  Add of expr * expr
   IfThenElse of expr * expr * expr
type ty =
    Int
   Bool
expr -> ty option
let type_of (exp : expr) = Some Int
```

```
interface
  ocamlc -i
assign04_02.ml
```

Signatures

- The file on the right describes the signature of the code on the left
- Collect all the type definitions and function types (and exceptions)

```
type expr =
   True
                                                           type expr =
   False
                                                               True
   Num of int
                                                              False
  Or of expr * expr
                                                               Num of int
  Add of expr * expr
                                                              0r of expr * expr
                                          Signature
   IfThenElse of expr * expr * expr
                                                              Add of expr * expr
                                                               IfThenElse of expr * expr * expr
type ty =
   Int
                                                           type ty = Int | Bool
   Bool
                                                           val type_of : expr -> ty option
expr -> ty option
let type_of (exp : expr) = Some Int
```

Defining a Module

You can put functions inside a module with the following syntax:

```
module MyList = struct
  int -> int list
  let rec generate n = if n = 0 then [] else n::(generate (n-1))
  'a list -> int
  let rec length l = match l with | [] -> 0 | _::t -> 1 + length t
  exception Failure
  'a list -> 'a
  let hd l = match l with | [] -> raise Failure | h::_ -> h
  'a list -> 'a list
  let tl l = match l with | [] -> raise Failure | _::t -> t
end
```

Using a Module

- You can use module functions using dot notation
- You can also "open" a module (as you've seen in assignments)

```
int list
let l = MyList.generate 100
int
let n = MyList.length l
int
let x = MyList.hd l
int list
let y = MyList.tl l
```

```
open MyList
int list
let l = generate 100
int
let n = length l
let x = hd l
int list
let y = tl l
```

Modules Have Types Too!

- Everything in OCaml has a type, including modules!
- Signature of a module is its type!

```
type expr =
   True
                                                           type expr =
   False
                                                               True
   Num of int
                                                               False
  Or of expr * expr
                                                               Num of int
  Add of expr * expr
                                                              0r of expr * expr
   IfThenElse of expr * expr * expr
                                            Type
                                                              Add of expr * expr
                                                               IfThenElse of expr * expr * expr
type ty =
   Int
                                                           type ty = Int | Bool
   Bool
                                                           val type_of : expr -> ty option
expr -> ty option
let type_of (exp : expr) = Some Int
```

Type of MyList Module

```
module MyList = struct
int -> int list
let rec generate n = if n = 0 then [] else n::(generate (n-1))

'a list -> int
let rec length l = match l with | [] -> 0 | _::t -> 1 + length t

exception Failure

'a list -> 'a
let hd l = match l with | [] -> raise Failure | h::_ -> h

'a list -> 'a list
let tl l = match l with | [] -> raise Failure | _::t -> t
end
```

Type

```
module MyList:
  sig
    val generate : int -> int list
    val length : 'a list -> int
    exception Failure
    val hd : 'a list -> 'a
    val tl : 'a list -> 'a list
  end
```

User-Defined Module Types

```
module type STORE =
  sig
   type 'a t
   val new_store : 'a t
   val push : 'a t -> 'a -> 'a t
   val pop: 'a t -> 'a option * 'a t
   val top: 'a t -> 'a option
  end
```

- Let's implement modules which have this type!
- Two examples: Stack and Queue

Monads

- Last topic: Monads!
- Not a new topic; just looking at a very common programming pattern
- And we will introduce a module to make this pattern easier to program with
- We will do one example, famously called, the Maybe monad
- So, what's the common pattern?
- Let's see this in code!

Conclusion

- Last concept done!
- Next week: midterm review and some theorems and proofs!
- Read OCaml book 5.1, 5.2, 5.4 for modules
- Monads: https://ocaml.org/docs/monads
- Do as much practice as possible!
- Will release solutions to mock midterm by the end of this week