

# Modules II

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15-150

Lecture 17: 🎃👻🎃, 2024

Stephanie Balzer

Carnegie Mellon University

# Announcement: midterm II

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When and where:

- Thursday, **November 7, 11:00am – 12:20pm.**
- **MM 103** (Sections A–D), **PH 100** (Sections E–L).

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Be on time; next lecture starts at 12:30pm!

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## Scope:

- Lectures: 1 – 15.
- Labs: 1 – 8 and midterm review section of Lab 10.
- Assignments: up to including Exceptions/Regex.

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- Labs: 1 – 8 and midterm review section of Lab 10.
- Assignments: up to including Exceptions/Regex.

## What you may have on your desk:

- Writing utensils, we provide paper, something to drink/eat, tissues.
- 8.5” x 11” cheatsheet (back and front), handwritten or typeset.
- No cell phones, laptops, or any other smart devices.

# Recap

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# Recap

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Abstraction through separating specification from implementation:



# Recap

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Abstraction through separating specification from implementation:

→ Specification: externally visible promise deliver.

→ Implementation: internal choice of how to deliver promise.

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- ➔ Specification: externally visible promise deliver.
- ➔ Implementation: internal choice of how to deliver promise.
- ➔ Allows us to hide implementation details from the client.

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Abstraction through separating specification from implementation:

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- Representation independence: the client becomes independent of the choice of internal representation.

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- Specification: externally visible promise deliver.
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- Any two implementations that satisfy specifications are indistinguishable to the client and thus equal.

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Abstraction through separating specification from implementation:

- Specification: externally visible promise deliver.
- Implementation: internal choice of how to deliver promise.
- Allows us to hide implementation details from the client.
- Representation independence: the client becomes independent of the choice of internal representation.
- Any two implementations that satisfy specifications are indistinguishable to the client and thus equal.
- Facilitates modular reasoning (component-wise reasoning).

# Recap

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# Recap

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SML modules facilitate abstraction:

# Recap

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SML modules facilitate abstraction:

→ Specification: **signature**.

→ Implementation: **structure**.



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➔ Structures can **hide** auxiliary, implementation-specific components, not specified by signature.

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SML modules facilitate abstraction:

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SML modules allow us to control the “flow of information”:

➔ Structures can **hide** auxiliary, implementation-specific components, not specified by signature.

➔ **Transparent ascription**: for undefined type specified in signature, **representation type** chosen by structure is **revealed**.

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SML modules facilitate abstraction:

➔ Specification: **signature**.

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SML modules allow us to control the “flow of information”:

➔ Structures can **hide** auxiliary, implementation-specific components, not specified by signature.

➔ **Transparent ascription**: for undefined type specified in signature, **representation type** chosen by structure is **revealed**.

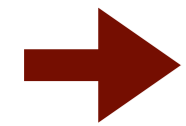
➔ **Opaque ascription**: for undefined type specified in signature, **representation type** chosen by structure is **hidden**.

# Today

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# Today

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Functors (aka functions on structures).

# Today

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- Type classes (aka descriptive signatures).

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- ➔ Deeper exploration of transparent and opaque ascription.



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Correspondence:

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Correspondence:

specification	signature	type
implementation	structure	value
mapping	functor	function

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Correspondence:

specification

signature

type

implementation

structure

value

loosely

mapping

functor

function

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- Type classes (aka descriptive signatures).
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Correspondence:

specification	signature	type	
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- Let's resume our dictionary example!

# Example: dictionary

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A dictionary is a collection of pairs of the form

**(key, value)**

where all keys must be unique within a dictionary.

# Example: dictionary

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A dictionary is a collection of pairs of the form

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where all keys must be unique within a dictionary.

```
signature DICT =  
sig  
  type key = string (* concrete type *)  
  type 'a entry = key * 'a (* concrete type *)  
  type 'a dict (* abstract type *)  
  
end
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# Example: dictionary

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A dictionary is a collection of pairs of the form

(key, value)

where all keys must be unique within a dictionary.

```
signature DICT =  
sig
```

Let's use strings as keys for now

```
  type key = string (* concrete type *)
```

```
  type 'a entry = key * 'a (* concrete type *)
```

```
  type 'a dict (* abstract type *)
```

```
end
```



# Example: dictionary

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Let's use strings as keys for now

Permit value type to  
be polymorphic

```
end
```

# Example: dictionary

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A dictionary is a collection of pairs of the form

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where all keys must be unique within a dictionary.

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  val empty : 'a dict  
  val lookup : 'a dict -> key -> 'a option  
  val insert : 'a dict * 'a entry -> 'a dict  
end
```

Replace entry, if key already exists

# Search tree representation of dictionary

---

# Search tree representation of dictionary

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Implementation: **represent** dictionary as a binary search tree, where  
(key, value)  
are stored in nodes.

# Search tree representation of dictionary

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Representation **invariant**:

# Search tree representation of dictionary

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→ Representation **invariant**:

→ Tree must be sorted.



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→ Tree must be sorted.

→ Keys must be unique.

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Implementation: **represent** dictionary as a binary search tree, where  
(key, value)  
are stored in nodes.

- Representation **invariant**:
- Tree must be sorted.
- Keys must be unique.
- All functions declared by structure

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Implementation: **represent** dictionary as a binary search tree, where  
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→ Tree must be sorted.

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→ All functions declared by structure

→ may **assume** that received tree is sorted,

# Search tree representation of dictionary

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→ Tree must be sorted.

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→ may **assume** that received tree is sorted,

→ and must **assert** that returned tree is sorted.

# Search tree representation of dictionary

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Implementation: **represent** dictionary as a binary search tree, where  
(key, value)  
are stored in nodes.

→ Representation **invariant**:

→ Tree must be sorted.

→ Keys must be unique.

→ All functions declared by structure

→ may **assume** that received tree is sorted,

→ and must **assert** that returned tree is sorted.

→ (Similarly for key uniqueness.)

# Search tree representation of dictionary

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signature DICT =
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  type key = string          (* concrete type *)
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end
```

```
structure BST : DICT =
struct
```

```
  type key = string
  type 'a entry = key * 'a
```

```
  datatype 'a tree =
    Empty | Node of 'a tree * 'a entry * 'a tree
```

```
  type 'a dict = 'a tree
```

```
end
```



# Search tree representation of dictionary

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```

```
end
```

# Search tree representation of dictionary

Explore :>

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structure BST : DICT =  
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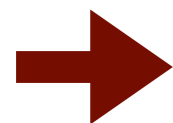
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Transparent ascription can be useful for debugging purposes.

```
end
```

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```
  type 'a dict = 'a tree
```

```
end
```

forced by signature

# Search tree representation of dictionary

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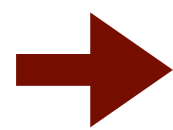
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Because datatype is not declared in signature, constructors (and thus pattern matching) are not available outside signature.

```
end
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```

➔ Because datatype is not declared in signature, constructors (and thus pattern matching) are not available outside signature.

end ➔ But bindings externally visible due to transparent ascription.

# Search tree representation of dictionary

---

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  type 'a dict = 'a tree
```

```
end
```

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  datatype 'a tree =  
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```
  type 'a dict = 'a tree
```

```
  val empty = Empty
```

```
  fun insert ...
```

```
  fun lookup ...
```

```
end
```

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  type key = string          (* concrete type *)  
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structure BST : DICT =  
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```
  type 'a dict = 'a tree
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```
  val empty = Empty
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```
  fun insert ...  
  fun lookup ...
```

```
end
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```

```
  type 'a dict = 'a tree
```

```
  val empty = Empty
```

```
  fun insert ...  
  fun lookup ...
```

```
end
```

explore next!

# Search tree representation of dictionary

---

# Search tree representation of dictionary

---

```
(* ins : 'a dict * 'a entry -> 'a dict *)  
fun insert (Empty, e) = Node(Empty, e, Empty)  
  | insert (Node(lt, e' as (k',_), rt),  
           e as (k,_)) =
```



# Search tree representation of dictionary

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(* ins : 'a dict * 'a entry -> 'a dict *)  
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Layered pattern  
matching

# Search tree representation of dictionary

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fun insert (Empty, e) = Node(Empty, e, Empty)  
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    (case String.compare(k, k') of
```

# Search tree representation of dictionary

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    (case String.compare(k, k') of  
     EQUAL => Node(lt, e, rt)
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# Search tree representation of dictionary

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```

Replace existing entry  
with new one

# Search tree representation of dictionary

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(* ins : 'a dict * 'a entry -> 'a dict *)  
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    (case String.compare(k,k') of  
     EQUAL => Node(lt, e, rt)  
    | LESS => Node(insert(lt,e), e', rt)
```



# Search tree representation of dictionary

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(* ins : 'a dict * 'a entry -> 'a dict *)  
fun insert (Empty, e) = Node(Empty, e, Empty)  
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           e as (k,_)) =  
    (case String.compare(k,k') of  
     EQUAL => Node(lt, e, rt)  
    | LESS  => Node(insert(lt,e), e', rt)  
    | GREATER => Node(lt, e', insert(rt,e)))
```

# Search tree representation of dictionary

---

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---

```
(* lookup : 'a dict -> key -> 'a option *)  
fun lookup tree key =  
  let  
    fun lk (Empty) = NONE  
      | lk (Node(left, (k,v), right)) =  
        (case String.compare(key,k) of  
          EQUAL => SOME(v)  
          | LESS => lk left  
          | GREATER => lk right)  
    in  
      lk tree  
    end
```

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Let's interact with **BST**:

# Search tree representation of dictionary

---

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```
val d = BST.insert(BST.insert(BST.insert(
    BST.empty, ("a", 1)), ("b", 2)), ("c", 3))
```

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Let's interact with **BST**:

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What is the type of **d**?

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val d = BST.insert(BST.insert(BST.insert(
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What is the type of `d`?

```
int BST.dict
```



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The binding for `d` will be revealed because of opaque ascription. However, because the tree datatype is not declared in the signature, a client cannot pattern match on its constructors.

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Now consider:

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Now consider: `val look = BST.lookup d`

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What is the type of `look`?

# Search tree representation of dictionary

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Now consider: `val look = BST.lookup d`

What is the type of `look`?

```
BST.key -> int option
```

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What is the type of `d`?

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Now consider: `val look = BST.lookup d`

What is the type of `look`?

```
BST.key -> int option
```

```
Now consider: val x = look "e"
               val y = look "a"
```



# Search tree representation of dictionary

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```

What is the type of `d`?

```
int BST.dict
```

Now consider: `val look = BST.lookup d`

What is the type of `look`?

```
BST.key -> int option
```

```
Now consider: val x = look "e"
               val y = look "a"
```

Bindings:

# Search tree representation of dictionary

---

Let's interact with `BST`:

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val d = BST.insert(BST.insert(BST.insert(
    BST.empty, ("a", 1)), ("b", 2)), ("c", 3))
```

What is the type of `d`?

```
int BST.dict
```

Now consider: `val look = BST.lookup d`

What is the type of `look`?

```
BST.key -> int option
```

Now consider: `val x = look "e"`  
`val y = look "a"`

Bindings: `[NONE/x, (SOME 1)/y]`

# Let's reconsider our DICT signature

---

# Let's reconsider our DICT signature

---

```
signature DICT =
sig
  type key = string                (* concrete type *)
  type 'a entry = key * 'a        (* concrete type *)
  type 'a dict                    (* abstract type *)
  val empty : 'a dict
  val lookup :
  val insert :
end
```

# Let's reconsider our DICT signature

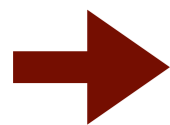
---

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  val insert :  
end
```



What if we needed keys other than strings?

# Let's reconsider our DICT signature

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signature DICT =  
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  type key = string (* concrete type *)  
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  type 'a dict (* abstract type *)  
  val empty : 'a dict  
  val lookup :  
  val insert :  
end
```

➔ What if we needed keys other than strings?

➔ We could try to make key polymorphic too.

# Let's reconsider our DICT signature

---

```
signature DICT =
sig
  type 'a key = 'a (* concrete type *)
  type ('a, 'b) entry = 'a key * 'b (* concrete type *)
  type ('a, 'b) dict (* abstract type *)
  val empty : ('a, 'b) dict
  val lookup :
  val insert :
end
```

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  type 'a key = 'a (* concrete type *)
  type ('a, 'b) entry = 'a key * 'b (* concrete type *)
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end
```

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sig  
  type 'a key = 'a          (* concrete type *)  
  type ('a, 'b) entry = 'a key * 'b (* concrete type *)  
  type ('a, 'b) dict      (* abstract type *)  
  val empty : ('a, 'b) dict  
  val lookup :  
  val insert :  
end
```

➔ What if we needed keys other than strings?

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signature DICT =  
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  type 'a key = 'a (* concrete type *)  
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  val empty : ('a, 'b) dict  
  val lookup :  
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end
```

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  val lookup :  
  val insert :  
end
```

How to implement now?

- ➔ What if we needed keys other than strings?
- ➔ We could try to make key polymorphic too.

# Let's reconsider our DICT signature

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```

How to implement now?

Used `String.compare`

- ➔ What if we needed keys other than strings?
- ➔ We could try to make key polymorphic too.

# Let's reconsider our DICT signature

---

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signature DICT =  
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  type 'a key = 'a (* concrete type *)  
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  val empty : ('a, 'b) dict  
  val lookup :  
  val insert :  
end
```

How to implement now?

Used `String.compare`

- ➔ What if we needed keys other than strings?
- ➔ We could try to make key polymorphic too.
- ➔ Keys should become comparable!

# Let's reconsider our DICT signature

---

lookup:

insert:

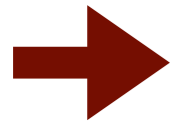
→ Keys should become comparable!

# Let's reconsider our DICT signature

---

lookup: ('a \* 'a -> order) -> ('a, 'b) dict -> 'a -> 'b option

insert: ('a \* 'a -> order) -> (('a, 'b) dict \* ('a, 'b) entry)  
-> ('a, 'b) dict



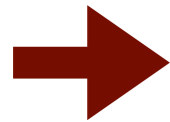
Keys should become comparable!



# Let's reconsider our DICT signature

---

lookup: `('a * 'a -> order)` -> `('a, 'b) dict` -> `'a -> 'b option`  
insert: `('a * 'a -> order)` -> `(( 'a, 'b) dict * ( 'a, 'b) entry)`  
-> `('a, 'b) dict`



Keys should become comparable!

# Let's reconsider our DICT signature

---

lookup: `('a * 'a -> order)` -> `('a, 'b) dict` -> `'a -> 'b option`  
insert: `('a * 'a -> order)` -> `(( 'a, 'b) dict * ( 'a, 'b) entry)`  
-> `('a, 'b) dict`

➔ Keys should become comparable!

➔ Require a comparison function as an argument.

# Let's reconsider our DICT signature

---

lookup: `('a * 'a -> order)` -> `('a, 'b) dict` -> `'a -> 'b option`  
insert: `('a * 'a -> order)` -> `(( 'a, 'b) dict * ('a, 'b) entry)`  
-> `('a, 'b) dict`

➔ Keys should become comparable!

➔ Require a comparison function as an argument.

➔ Restricts polymorphism of keys!

# Let's update our BST structure accordingly

---

# Let's update our BST structure accordingly

---

```
structure BST : DICT =
struct
  type 'a key = 'a

  type ('a, 'b) entry = 'a key * 'b

  datatype ('a, 'b) dict = Empty | Node of
    ('a, 'b) dict * ('a, 'b) entry * ('a, 'b) dict

  val empty = Empty

  fun insert cmp d k =

  fun lookup cmp (d, k) =
end
```

# Let's update our BST structure accordingly

---

```
structure BST : DICT =  
struct  
  type 'a key = 'a  
  type ('a, 'b) entry = 'a key * 'b  
  datatype ('a, 'b) dict = Empty | Node of  
    ('a, 'b) dict * ('a, 'b) entry * ('a, 'b) dict  
  val empty = Empty  
  fun insert cmp d k =  
  fun lookup cmp (d, k) =  
end
```

# Let's update our BST structure accordingly

---

```
structure BST : DICT =  
struct
```

```
  type 'a key = 'a
```

```
  type ('a, 'b) entry = 'a key * 'b
```

```
  datatype ('a, 'b) dict = Empty | Node of  
    ('a, 'b) dict * ('a, 'b) entry * ('a, 'b) dict
```

```
  val empty = Empty
```

```
  fun insert cmp d k =
```

```
  fun lookup cmp (d, k) =
```

```
end
```

As specified by signature

# Let's update our BST structure accordingly

---

```
structure BST : DICT =
struct
  type 'a key = 'a

  type ('a, 'b) entry = 'a key * 'b

  datatype ('a, 'b) dict = Empty | Node of
    ('a, 'b) dict * ('a, 'b) entry * ('a, 'b) dict

  val empty = Empty

  fun insert cmp d k =

  fun lookup cmp (d, k) =
end
```



# Let's update our BST structure accordingly

---

```
structure BST : DICT =  
struct  
  type 'a key = 'a
```

```
  type ('a, 'b) entry = 'a key * 'b
```

```
  datatype ('a, 'b) dict = Empty | Node of  
    ('a, 'b) dict * ('a, 'b) entry * ('a, 'b) dict
```

```
  val empty = Empty
```

```
  fun insert cmp d k =
```

```
  fun lookup cmp (d, k) =
```

```
end
```

# Let's update our BST structure accordingly

---

```
structure BST : DICT =  
struct  
  type 'a key = 'a
```

```
  type ('a, 'b) entry = 'a key * 'b
```

```
  datatype ('a, 'b) dict = Empty | Node of  
    ('a, 'b) dict * ('a, 'b) entry * ('a, 'b) dict
```

```
  val empty = Empty
```

```
  fun insert cmp d k =
```

```
  fun lookup cmp (d, k) =
```

```
end
```

Again, binary search tree  
as representation type.

# Let's update our BST structure accordingly

---

```
structure BST : DICT =  
struct  
  type 'a key = 'a
```

```
  type ('a, 'b) entry = 'a key * 'b
```

```
  datatype ('a, 'b) dict = Empty | Node of  
    ('a, 'b) dict * ('a, 'b) entry * ('a, 'b) dict
```

```
  val empty = Empty
```

```
  fun insert cmp d k =
```

```
  fun lookup cmp (d, k) =
```

```
end
```

Again, binary search tree  
as representation type.

This time, with polymorphic key.

# Let's update our BST structure accordingly

---

```
structure BST : DICT =
struct
  type 'a key = 'a

  type ('a, 'b) entry = 'a key * 'b

  datatype ('a, 'b) dict = Empty | Node of
    ('a, 'b) dict * ('a, 'b) entry * ('a, 'b) dict

  val empty = Empty

  fun insert cmp d k =

  fun lookup cmp (d, k) =
end
```

# Let's update our BST structure accordingly

---

```
structure BST : DICT =  
struct  
  type 'a key = 'a  
  
  type ('a, 'b) entry = 'a key * 'b  
  
  datatype ('a, 'b) dict = Empty | Node of  
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  fun insert cmp d k =  
  
  fun lookup cmp (d, k) =  
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# Let's update our BST structure accordingly

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```
structure BST : DICT =  
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  val empty = Empty  
  
  fun insert cmp d k =  
  
  fun lookup cmp (d, k) =  
end
```



As before.

# Let's update our BST structure accordingly

---

```
structure BST : DICT =
struct
  type 'a key = 'a

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  val empty = Empty  
  
  fun insert cmp d k =  
  fun lookup cmp (d, k) =  
end
```

Bodies of `insert` and `lookup` now use `cmp` instead of `String.compare`.

# Let's update our BST structure accordingly

---

```
structure BST : DICT =
struct
  type 'a key = 'a

  type ('a, 'b) entry = 'a key * 'b

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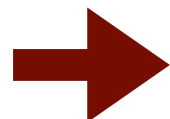
  val empty = Empty

  fun insert cmp d k =
  fun lookup cmp (d, k) =
end
```

# Let's update our BST structure accordingly

---

```
structure BST : DICT =  
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  val empty = Empty  
  
  fun insert cmp d k =  
  
  fun lookup cmp (d, k) =  
end
```

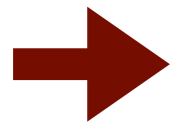


Does this do the trick?

# Let's update our BST structure accordingly

---

```
fun insert cmp d k =  
fun lookup cmp (d, k) =
```

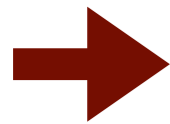


Does this do the trick?

# Let's update our BST structure accordingly

---

```
fun insert cmp d k =  
fun lookup cmp (d, k) =
```



Does this do the trick? Well, not quite.

# Let's update our BST structure accordingly

---

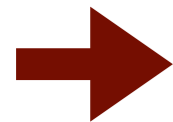
```
fun insert cmp d k =  
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```

➔ Does this do the trick? Well, not quite.

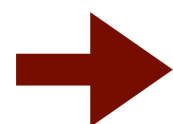
➔ What if a client provides different `cmp` functions to `insert` than to `lookup`, for example?

# Let's update our BST structure accordingly

---



Does this do the trick? Well, not quite.



What if a client provides different `cmp` functions to `insert` than to `lookup`, for example?

# Let's update our BST structure accordingly

---

- ➔ Does this do the trick? Well, not quite.
- ➔ What if a client provides different `cmp` functions to `insert` than to `lookup`, for example?

For example, a client creates the following tree using `insert` and `Int.compare`:

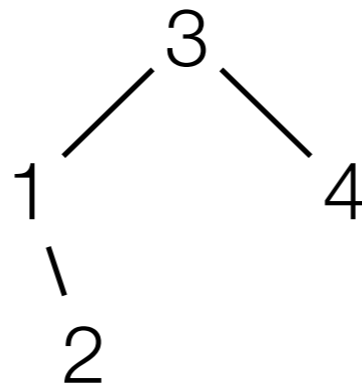


# Let's update our BST structure accordingly

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- ➔ Does this do the trick? Well, not quite.
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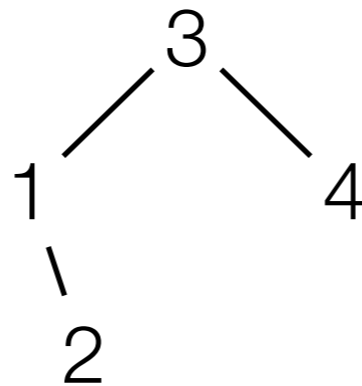
# Let's update our BST structure accordingly

---

➔ Does this do the trick? Well, not quite.

➔ What if a client provides different `cmp` functions to `insert` than to `lookup`, for example?

For example, a client creates the following tree using `insert` and `Int.compare`:



For `lookup` of `1`, the client now uses:

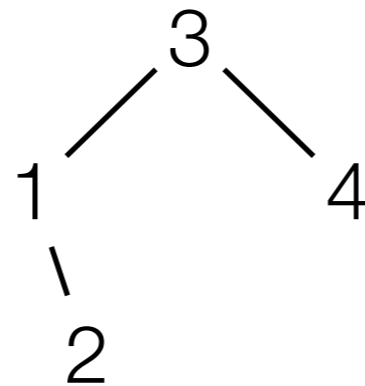
# Let's update our BST structure accordingly

---

➔ Does this do the trick? Well, not quite.

➔ What if a client provides different `cmp` functions to `insert` than to `lookup`, for example?

For example, a client creates the following tree using `insert` and `Int.compare`:



For `lookup` of `1`, the client now uses:

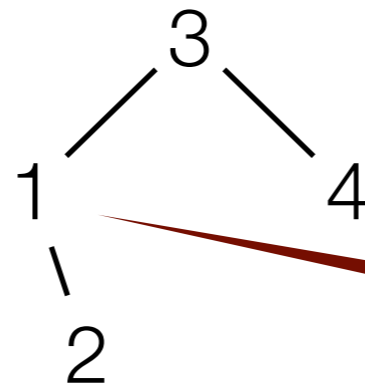
```
fun cmp (x,y) = Int.compare (y,x)
```

# Let's update our BST structure accordingly

---

- ➔ Does this do the trick? Well, not quite.
- ➔ What if a client provides different `cmp` functions to `insert` than to `lookup`, for example?

For example, a client creates the following tree using `insert` and `Int.compare`:



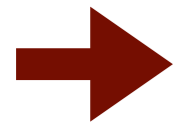
1 won't be found!

For `lookup` of `1`, the client now uses:

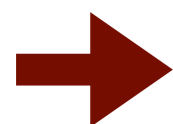
```
fun cmp (x,y) = Int.compare (y,x)
```

# Let's update our BST structure accordingly

---



Does this do the trick? Well, not quite.



What if a client provides different `cmp` functions to `insert` than to `lookup`, for example?

# Let's update our BST structure accordingly

---

- ➔ Does this do the trick? Well, not quite.
- ➔ What if a client provides different `cmp` functions to `insert` than to `lookup`, for example?
- ➔ Can we enforce the invariant, that all operations use the same comparison function by typing?

# Let's update our BST structure accordingly

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- ➔ Does this do the trick? Well, not quite.
- ➔ What if a client provides different `cmp` functions to `insert` than to `lookup`, for example?
- ➔ Can we enforce the invariant, that all operations use the same comparison function by typing?
- ➔ Yes, but we need type classes for this!

# Type classes

---



# Type classes

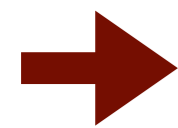
---

Type class

# Type classes

---

Type class



A signature specifying a type and associated operations.

# Type classes

---

## Type class

- A signature specifying a type and associated operations.
- No expectation that specification is exhaustive.

# Type classes

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- ➔ A signature specifying a type and associated operations.
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Example:

# Type classes

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Example:

```
signature ORDERED =  
sig  
  type t      (* parameter *)  
  val compare : t * t -> order  
end
```

# Type classes

---

## Type class

- A signature specifying a type and associated operations.
- No expectation that specification is exhaustive.

Example:

```
signature ORDERED =  
sig  
  type t          (* parameter *)  
  val compare : t * t -> order  
end
```

Signature **ORDERED** specifies an “ordered type class” to consist of a type **t** along with a comparison function **compare** for **t**.

# Type classes

---

Example: `signature ORDERED =`  
`sig`  
    `type t`           `(* parameter *)`  
    `val compare : t * t -> order`  
`end`

# Type classes

---

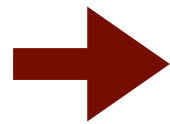
Example: `signature ORDERED =`  
`sig`  
    `type t` (\* parameter \*)  
    `val compare : t * t -> order`  
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# Type classes

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Example: `signature ORDERED =`  
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    `type t` (\* parameter \*)  
    `val compare : t * t -> order`  
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Even though `t` is not concrete, it is not abstract.

# Type classes

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Example: `signature ORDERED =`  
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    `type t` (\* parameter \*)  
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➔ Even though `t` is not concrete, it is not abstract.

➔ We expect `t` to be some already existing type, hence use the comment **parameter**.

# Type classes

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Example: `signature ORDERED =`  
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➔ Even though `t` is not concrete, it is not abstract.

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➔ Signature `ORDERED` is said to be **descriptive**.

# Type classes

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Example: `signature ORDERED =`  
`sig`  
    `type t` (\* parameter \*)  
    `val compare : t * t -> order`  
`end`

- ➔ Even though `t` is not concrete, it is not abstract.
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- ➔ Signature `DICT` is in contrast **prescriptive**, defining an abstract type with all its operations, exhaustively.

# Type classes

---

- Even though `t` is not concrete, it does not have to be abstract.
- We expect `t` to be some already existing type, hence use the comment **parameter**.
- Signature `ORDERED` is said to be **descriptive**.
- Signature `DICTIONARY` is in contrast **prescriptive**, defining an abstract type with all its operations, exhaustively.

# Type classes

---

- Even though `t` is not concrete, it does not have to be abstract.
- We expect `t` to be some already existing type, hence use the comment **parameter**.
- Signature **ORDERED** is said to be **descriptive**.
- Signature **DICT** is in contrast **prescriptive**, defining an abstract type with all its operations, exhaustively.
- We tend to use transparent ascription for descriptive signatures (aka type classes), and opaque ascription for prescriptive signatures.

# Perspective of types in signatures

---

# Perspective of types in signatures

---

## Concrete:

Signature dictates representation type, which is thus visible to client.

## Abstract:

Signature hides representation type. Client code must work regardless of the representation type chosen by structure.

## Parameter:

Client supplies the type, implementation must work with whatever the clients supplies.



# Different ways of implementing ORDERED

---

# Different ways of implementing ORDERED

---

```
signature ORDERED =  
sig  
  type t      (* parameter *)  
  val compare : t * t -> order  
end
```

# Different ways of implementing ORDERED

---

```
structure IntLt : ORDERED =  
struct  
  type t = int  
  val compare = Int.compare  
end
```

```
signature ORDERED =  
sig  
  type t      (* parameter *)  
  val compare : t * t -> order  
end
```

# Different ways of implementing ORDERED

---

```
structure IntLt : ORDERED =  
struct  
  type t = int  
  val compare = Int.compare  
end
```

```
structure IntGt : ORDERED =  
struct  
  type t = int  
  fun compare(x,y) = Int.compare(y,x)  
end
```

```
signature ORDERED =  
sig  
  type t      (* parameter *)  
  val compare : t * t -> order  
end
```

# Different ways of implementing ORDERED

---

```
structure IntLt : ORDERED =  
struct  
  type t = int  
  val compare = Int.compare  
end
```

```
structure IntGt : ORDERED =  
struct  
  type t = int  
  fun compare(x,y) = Int.compare(y,x)  
end
```

```
structure StringLt : ORDERED =  
struct  
  type t = string  
  val compare = String.compare  
end
```

```
signature ORDERED =  
sig  
  type t      (* parameter *)  
  val compare : t * t -> order  
end
```

# Redefine DICT using type class ORDERED

---

# Redefine DICT using type class ORDERED

---

```
signature DICT =
sig
  type key = string                (* concrete *)
  type 'a entry = key * 'a        (* concrete *)
  type 'a dict                    (* abstract *)
  val empty : 'a dict
  val lookup : 'a dict -> key -> 'a option
  val insert : 'a dict * 'a entry -> 'a dict
end
```

# Redefine DICT using type class ORDERED

---

```
signature DICT =  
sig  
  type key = string (* concrete *)  
  type 'a entry = key * 'a (* concrete *)  
  type 'a dict (* abstract *)  
  val empty : 'a dict  
  val lookup : 'a dict -> key -> 'a option  
  val insert : 'a dict * 'a entry -> 'a dict  
end
```



# Redefine DICT using type class ORDERED

---

```
signature DICT =  
sig  
  type key = string (* concrete *)  
  type 'a entry = key * 'a (* concrete *)  
  type 'a dict (* abstract *)  
  val empty : 'a dict  
  val lookup : 'a dict -> key -> 'a option  
  val insert : 'a dict * 'a entry -> 'a dict  
end
```

Use type class as a parameter

# Redefine DICT using type class ORDERED

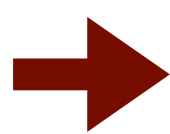
---

```
signature DICT =
sig
  structure Key = ORDERED (* parameter *)
  type 'a entry = key * 'a (* concrete *)
  type 'a dict (* abstract *)
  val empty : 'a dict
  val lookup : 'a dict -> key -> 'a option
  val insert : 'a dict * 'a entry -> 'a dict
end
```

# Redefine DICT using type class ORDERED

---

```
signature DICT =  
sig  
  structure Key = ORDERED (* parameter *)  
  type 'a entry = key * 'a (* concrete *)  
  type 'a dict (* abstract *)  
  val empty : 'a dict  
  val lookup : 'a dict -> key -> 'a option  
  val insert : 'a dict * 'a entry -> 'a dict  
end
```

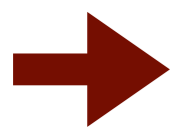


Any structure implementing DICT will comprise a sub-structure implementing ORDERED.

# Redefine DICT using type class ORDERED

---

```
signature DICT =  
sig  
  structure Key = ORDERED (* parameter *)  
  type 'a entry = key * 'a (* concrete *)  
  type 'a dict (* abstract *)  
  val empty : 'a dict  
  val lookup : 'a dict -> key -> 'a option  
  val insert : 'a dict * 'a entry -> 'a dict  
end
```

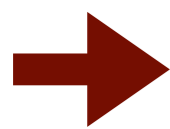


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  val insert : 'a dict * 'a entry -> 'a dict
end
```



Any structure implementing DICT will comprise a sub-structure implementing ORDERED.

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signature DICT =
sig
  structure Key = ORDERED (* parameter *)
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  val empty : 'a dict
  val lookup : 'a dict -> key -> 'a option
  val insert : 'a dict * 'a entry -> 'a dict
end
```

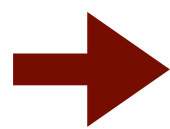
Use type class' type t

➔ Any structure implementing DICT will comprise a sub-structure implementing ORDERED.

# Redefine DICT using type class ORDERED

---

```
signature DICT =
sig
  structure Key = ORDERED                (* parameter *)
  type 'a entry = Key.t * 'a            (* concrete *)
  type 'a dict                (* abstract *)
  val empty : 'a dict
  val lookup : 'a dict -> key -> 'a option
  val insert : 'a dict * 'a entry -> 'a dict
end
```

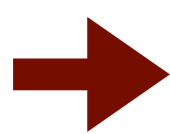


Any structure implementing DICT will comprise a sub-structure implementing ORDERED.

# Redefine DICT using type class ORDERED

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  val empty : 'a dict
  val lookup : 'a dict -> key -> 'a option
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end
```



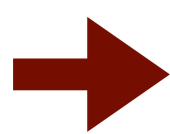
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end
```



Any structure implementing DICT will comprise a sub-structure implementing ORDERED.

# Redefine DICT using type class ORDERED

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signature DICT =
sig
  structure Key = ORDERED
  type 'a entry = Key.t * 'a
  type 'a dict
  val empty : 'a dict
  val lookup : 'a dict -> key -> 'a option
  val insert : 'a dict * 'a entry -> 'a dict
end
```

Use type class' type t

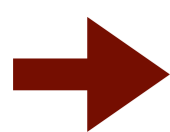
(\* parameter \*)  
(\* concrete \*)  
(\* abstract \*)

➔ Any structure implementing DICT will comprise a sub-structure implementing ORDERED.

# Redefine DICT using type class ORDERED

---

```
signature DICT =
sig
  structure Key = ORDERED                (* parameter *)
  type 'a entry = Key.t * 'a            (* concrete *)
  type 'a dict                (* abstract *)
  val empty : 'a dict
  val lookup : 'a dict -> Key.t -> 'a option
  val insert : 'a dict * 'a entry -> 'a dict
end
```



Any structure implementing DICT will comprise a sub-structure implementing ORDERED.

# Let's define dictionaries with different keys!

---

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Using our structures defined earlier implementing type class `ORDERED`, we can define dictionary structures with different keys:

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Using our structures defined earlier implementing type class `ORDERED`, we can define dictionary structures with different keys:

```
structure IntLtDict : DICT =  
struct
```

```
end
```

# Let's define dictionaries with different keys!

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Using our structures defined earlier implementing type class `ORDERED`, we can define dictionary structures with different keys:

```
structure IntLtDict : DICT =  
struct  
  structure Key = IntLt  
  
end
```

# Let's define dictionaries with different keys!

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Using our structures defined earlier implementing type class ORDERED, we can define dictionary structures with different keys:

```
structure IntLtDict : DICT =  
struct  
  structure Key = IntLt  
  (* code as before but now using Key.t instead of key  
    and Key.compare instead of String.compare *)  
end
```



# Let's define dictionaries with different keys!

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Using our structures defined earlier implementing type class ORDERED, we can define dictionary structures with different keys:

```
structure IntLtDict : DICT =
struct
  structure Key = IntLt
  (* code as before but now using Key.t instead of key
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end

structure IntGtDict : DICT =
struct

end
```

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end
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Using our structures defined earlier implementing type class ORDERED, we can define dictionary structures with different keys:

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     and Key.compare instead of String.compare *)
end

structure StringLtDict : DICT =
struct
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     and Key.compare instead of String.compare *)
end
```

# Let's define dictionaries with different keys!

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end
```

```
structure StringLtDict : DICT =  
struct  
  structure Key = StringLt  
    (* code as before but now using Key.t instead of key  
       and Key.compare instead of String.compare *)  
end
```



Only differ in Key!

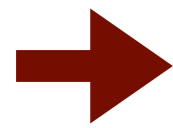
Is that it?

---



# Is that it?

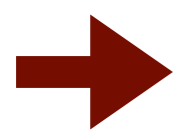
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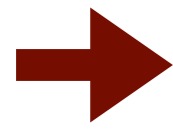
Have we solved the problem of inserting with one comparison function but looking up elements with a different one?

# Is that it?

---



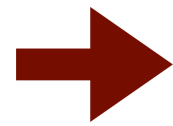
Have we solved the problem of inserting with one comparison function but looking up elements with a different one?



Can we avoid rewriting (copying & pasting) the same code over and over when implementing dictionaries with different keys?

# Is that it?

---



Have we solved the problem of inserting with one comparison function but looking up elements with a different one?

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→ Have we solved the problem of inserting with one comparison function but looking up elements with a different one?

For example, could we accidentally insert into a dictionary using `IntLtDict.insert` but then lookup using `IntGtDict.lookup`?

# Is that it?

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→ Have we solved the problem of inserting with one comparison function but looking up elements with a different one?

For example, could we accidentally insert into a dictionary using `IntLtDict.insert` but then lookup using `IntGtDict.lookup`?  
After all, `IntLtDict.Key.t` and `IntGtDict.Key.t` are both `int`.

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For example, could we accidentally insert into a dictionary using `IntLtDict.insert` but then lookup using `IntGtDict.lookup`?

After all, `IntLtDict.Key.t` and `IntGtDict.Key.t` are both `int`.

No, this is not possible! `IntGtDict.dict` and `IntLtDict.dict` are different types.

# Is that it?

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For example, could we accidentally insert into a dictionary using `IntLtDict.insert` but then lookup using `IntGtDict.lookup`?

After all, `IntLtDict.Key.t` and `IntGtDict.Key.t` are both `int`.

No, this is not possible! `IntGtDict.dict` and `IntLtDict.dict` are different types.

ML type checker will thus prevent intermingling of dictionaries.

# Is that it?

---

➔ Have we solved the problem of inserting with one comparison function but looking up elements with a different one?

For example, could we accidentally insert into a dictionary using `IntLtDict.insert` but then lookup using `IntGtDict.lookup`?

After all, `IntLtDict.Key.t` and `IntGtDict.Key.t` are both `int`.

No, this is not possible! `IntGtDict.dict` and `IntLtDict.dict` are different types.

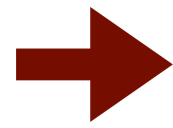
ML type checker will thus prevent intermingling of dictionaries.

Remark: Had we implemented `dict` in terms of a representation type available in the client's scope, we should have used opaque ascription!



# Is that it?

---



Have we solved the problem of inserting with one comparison function but looking up elements with a different one?

# Is that it?

---

→ Have we solved the problem of inserting with one comparison function but looking up elements with a different one?

→ YES!

# Is that it?

---

→ Have we solved the problem of inserting with one comparison function but looking up elements with a different one?

→ YES!

→ Can we avoid rewriting (copying & pasting) the same code over and over when implementing dictionaries with different keys?

# Is that it?

---

→ Have we solved the problem of inserting with one comparison function but looking up elements with a different one?

→ YES!

→ Can we avoid rewriting (copying & pasting) the same code over and over when implementing dictionaries with different keys?

→ YES, but we need to use a functor for this!

# Is that it?

---

→ Have we solved the problem of inserting with one comparison function but looking up elements with a different one?

→ YES!

→ Can we avoid rewriting (copying & pasting) the same code over and over when implementing dictionaries with different keys?

→ YES, but we need to use a functor for this!

→ A **functor** creates a structure, given a structure as an argument.

# Is that it?

---

→ Have we solved the problem of inserting with one comparison function but looking up elements with a different one?

→ YES!

→ Can we avoid rewriting (copying & pasting) the same code over and over when implementing dictionaries with different keys?

→ YES, but we need to use a functor for this!

→ A **functor** creates a structure, given a structure as an argument.

Let's write a functor that creates a structure ascribing to **DICT**, given a structure ascribing to **ORDERED** as an argument.

# Avoid the bloat with a functor!

---

# Avoid the bloat with a functor!

---

```
functor TreeDict (K : ORDERED) : DICT =  
struct
```

```
end
```



# Avoid the bloat with a functor!

---

```
functor TreeDict (K : ORDERED) : DICT =  
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end
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# Avoid the bloat with a functor!

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functor TreeDict (K : ORDERED) : DICT =  
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Argument structure, of  
type ORDERED

```
end
```

# Avoid the bloat with a functor!

---

```
functor TreeDict (K : ORDERED) : DICT =  
struct
```

```
end
```

Argument structure, of  
type ORDERED

Note: ":" denotes typing,  
not ascription mode.

# Avoid the bloat with a functor!

---

```
functor TreeDict (K : ORDERED) : DICT =  
struct
```

```
end
```

# Avoid the bloat with a functor!

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```
functor TreeDict (K : ORDERED) : DICT =  
struct
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end
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# Avoid the bloat with a functor!

---

```
functor TreeDict (K : ORDERED) : DICT =  
struct
```



Structured  
returned, transparently  
ascribing to **DICT**

```
end
```

# Avoid the bloat with a functor!

---

```
functor TreeDict (K : ORDERED) : DICT =  
struct
```

```
end
```

Structured  
returned, transparently  
ascribing to **DICT**

Denotes ascription mode,  
as usual.

# Avoid the bloat with a functor!

---

```
functor TreeDict (K : ORDERED) : DICT =  
struct
```

```
end
```



# Avoid the bloat with a functor!

---

```
functor TreeDict (K : ORDERED) : DICT =  
  struct  
    structure Key = K  
  
  end
```

# Avoid the bloat with a functor!

---

```
functor TreeDict (K : ORDERED) : DICT =  
struct  
  structure Key = K  
  type 'a entry = Key.t * 'a  
  
end
```

# Avoid the bloat with a functor!

---

```
functor TreeDict (K : ORDERED) : DICT =  
struct  
  structure Key = K  
  type 'a entry = Key.t * 'a  
  datatype 'a dict = ...  
  
end
```

# Avoid the bloat with a functor!

---

```
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struct
  structure Key = K
  type 'a entry = Key.t * 'a
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# Avoid the bloat with a functor!

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Now, we can define our earlier dictionaries as:

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```

Now, we can define our earlier dictionaries as:

```
structure IntLtDict = TreeDict(IntLt)
structure IntGtDict = TreeDict(IntGt)
structure StringLtDict = TreeDict(StringLt)
```

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Let's use opaque  
ascription instead!

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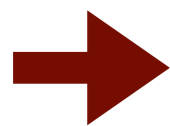
---

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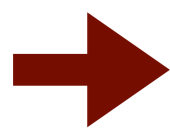


But now we hide the representation type for `Key.t`.

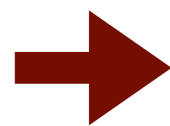
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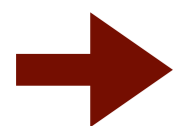


But we want it to be known that `Key.t` is the same as the input key `K.t`!

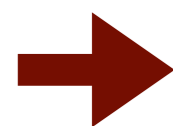
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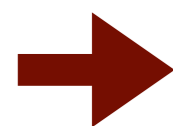
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But now we hide the representation type for `Key.t`.



But we want it to be known that `Key.t` is the same as the input key `K.t`!



To rectify this, we need to add a `where` clause.

# Avoid the bloat with a functor!

---

```
functor TreeDict (K : ORDERED) :> DICT
  where type Key.t = K.t =
struct
  structure Key = K
  type 'a entry = Key.t * 'a
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  (* code as before, but using Key.t and Key.compare *)
end
```

➔ But now we hide the representation type for `Key.t`.

➔ But we want it to be known that `Key.t` is the same as the input key `K.t`!

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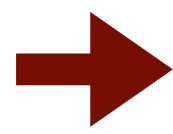
# Summary

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# Summary

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**Prescriptive** signatures exhaustively specify a type's operations, typically using **opaque** ascription.

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A word on syntax:

# Summary

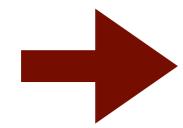
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# Summary

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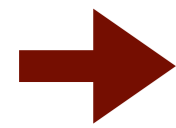


Functors only take a single structure as an argument.

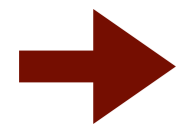
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That's all for today. Happy 🎃👻🎃!