

# Almost Compositional Functions

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# The problem: Boring tree traversals

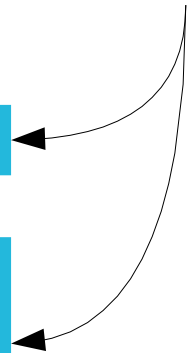
## An abstract syntax tree type:

```
data Exp = EAbs String Exp | EApp Exp Exp
         | EVar String | EAdd Exp Exp
         | EMul Exp Exp | EInt Int
```

## Add "X" to all variable names:

```
rename :: Exp -> Exp
rename e = case e of
  EAbs x a -> EAbs (x ++ "X") (rename a)
  EApp a b -> EApp (rename a) (rename b)
  EVar x    -> EVar (x ++ "X")
  EAdd a b  -> EAdd (rename a) (rename b)
  EMul a b  -> EMul (rename a) (rename b)
  _         -> e
```

Boring code



# The solution: Abstraction

Apply a function to the children of all nodes:

```
composOp :: (Exp -> Exp) -> Exp -> Exp
composOp f e = case e of
  EAbs x a -> EAbs x (f a)
  EApp a b -> EApp (f a) (f b)
  EAdd a b -> EAdd (f a) (f b)
  EMul a b -> EMul (f a) (f b)
  _        -> e
```

## Example: Renaming

```
rename :: Exp -> Exp
rename e = case e of
  EAbs x b -> EAbs (x ++ "X") (rename b)
  EVar x    -> EVar (x ++ "X")
  _        -> composOp rename e
```

← Boring code

# Some other examples

- Substitute a term for a variable.
- Syntactic desugaring.
- Constant folding (e.g. replace  $2 + 5$  with  $7$ ).

# Making the problem more difficult

We often have more than one syntactic category:

```
data Stm = SDecl Typ Var
         | SAss  Var Exp
         | SBlock [Stm]
         | SReturn Exp
```

```
data Exp = EStm  Stm
         | EAdd  Exp Exp
         | EVar  Var
         | EInt  Int
```

```
data Var = V String
```

```
data Typ = T_int | T_float
```

# Masochist's rename

```
renameStm :: Stm -> Stm
renameStm s = case s of
  SDecl t v -> SDecl t (renameVar v)
  SAss v e   -> SAss (renameVar v) (renameExp e)
  SBlock ss -> SBlock (map renameStm ss)
  SReturn e  -> SReturn (renameExp e)

renameExp :: Exp -> Exp
renameExp e = case e of
  EAdd e1 e2 -> EAdd (renameExp e1) (renameExp e2)
  EStm s      -> EStm (renameStm s)
  EVar v      -> EVar (renameVar v)
```

```
renameVar :: Var -> Var
renameVar (V x) = V (x ++ "X")
```

# Abstract Syntax with GADTs

Dummy types for categories:

```
data Stm; data Exp; data Var; data Typ
```

The family of syntax tree types:

```
data Tree :: * -> * where
  SDecl    :: Tree Typ -> Tree Var -> Tree Stm
  SAss     :: Tree Var -> Tree Exp -> Tree Stm
  SBlock   :: [Tree Stm] -> Tree Stm
  SReturn  :: Tree Exp -> Tree Stm
  EStm     :: Tree Stm -> Tree Exp
  EAdd     :: Tree Exp -> Tree Exp -> Tree Exp
  EVar     :: Tree Var -> Tree Exp
  EInt     :: Int -> Tree Exp
  V        :: String -> Tree Var
  T_int    :: Tree Typ; T_float :: Tree Typ
```

# GADT composOp

A function which can be applied to any syntax tree.

```
composOp ::  $\overbrace{(\text{forall } a. \text{Tree } a \rightarrow \text{Tree } a)}$ 
          \rightarrow \text{Tree } c \rightarrow \text{Tree } c
```

```
composOp f t = case t of
  SDecl typ var    -> SDecl (f typ) (f var)
  SAss var exp     -> SAss (f var) (f exp)
  SBlock stms      -> SBlock (map f stms)
  SReturn exp      -> SReturn (f exp)
  EAdd exp1 exp2   -> EAdd (f exp1) (f exp2)
  EStm stm         -> EStm (f stm)
  EVar var         -> EVar (f var)
  _                -> t
```



# A slightly shorter rename

```
rename :: Tree c -> Tree c
rename t = case t of
    V x -> V (x ++ "X")
    _   -> composOp rename t
```

# Generalizing composOp

- Only simple tree transformations so far.
- Maybe we need to return something else?
- Maybe we need some state?
- Maybe we want to beep once in a while?
- We can make other composOp-like functions.

# Compositional folding

When the function does not change the tree:

Result for leaves    Combine child results

```
composOpFold ::  $\underbrace{b \rightarrow}$   $\underbrace{(b \rightarrow b \rightarrow b)}$   
               $\rightarrow$  (forall a. Tree a  $\rightarrow$  b)  $\rightarrow$  Tree c  $\rightarrow$  b
```

## Example: Free variables

```
free :: Exp  $\rightarrow$  [String]  
free e = case e of  
    EAbs x b  $\rightarrow$  delete x (free b)  
    EVar x  $\rightarrow$  [x]  
    _  $\rightarrow$  composOpFold [] union free e
```

# Monadic composOp

When the action changes the tree:

```
composOpM :: Monad m =>
  (forall a. Tree a -> m (Tree a))
  -> Tree c -> m (Tree c)
```

When the action doesn't change the tree:

```
composOpM_ :: Monad m =>
  (forall a. Tree a -> m ())
  -> Tree c -> m ()
```

# Examples of composOpM

## Example: Beep on assignment

```
warnAssign :: Tree c -> IO ()
warnAssign t = case t of
  SAss _ _ -> putChar (chr 7)
  _ -> composOpM_ warnAssign t
```

Other examples: fresh variables names, failure

# Most general composOp

We can express all the composOp\* functions with:

The operations of an applicative functor,  
*Conor McBride and Ross Paterson,*  
*Applicative Programming with Effects.*



```
compos :: (forall a. a -> m a)
-> (forall a b. m (a -> b) -> m a -> m b)
-> (forall a. Tree a -> m (Tree a))
-> Tree c -> m (Tree c)
```

# Java: Boring traversal code

- Example: Build a symbol table

```
class BuildSymTab implements Stm.Visitor<SymTab> {  
    public Stm visit(SDecl d, SymTab tab) {  
        tab.put(d.var_, d.typ_);  
        return d;  
    }  
    public Stm visit(SAss p, Map<Var, Typ> arg) {  
        Var var_ = p.var_.accept(this, arg);  
        Exp exp_ = p.exp_.accept(this, arg);  
        return new SAss(var_, exp_);  
    }  
    ... lots of similar cases ...  
}
```

# Java: ComposVisitor

- A visitor which visits all the children and reconstructs each node:

```
public class ComposVisitor<A> implements
    Stm.Visitor<Stm,A>, ... {

    public Stm visit(SAss p, A arg) {
        Var var_ = p.var_.accept(this, arg);
        Exp exp_ = p.exp_.accept(this, arg);
        return new SAss(var_, exp_);
    }
    ...
}
```

Handles all  
categories





# Java: Using ComposVisitor

Extend ComposVisitor, override interesting cases.

**Example: Build a symbol table**

```
class BuildSymTab extends ComposVisitor<SymTab> {  
    public Stm visit(SDecl d, SymTab tab) {  
        tab.put(d.var_, d.typ_);  
        return d; } }
```

**Example: Convert increments to assignments**

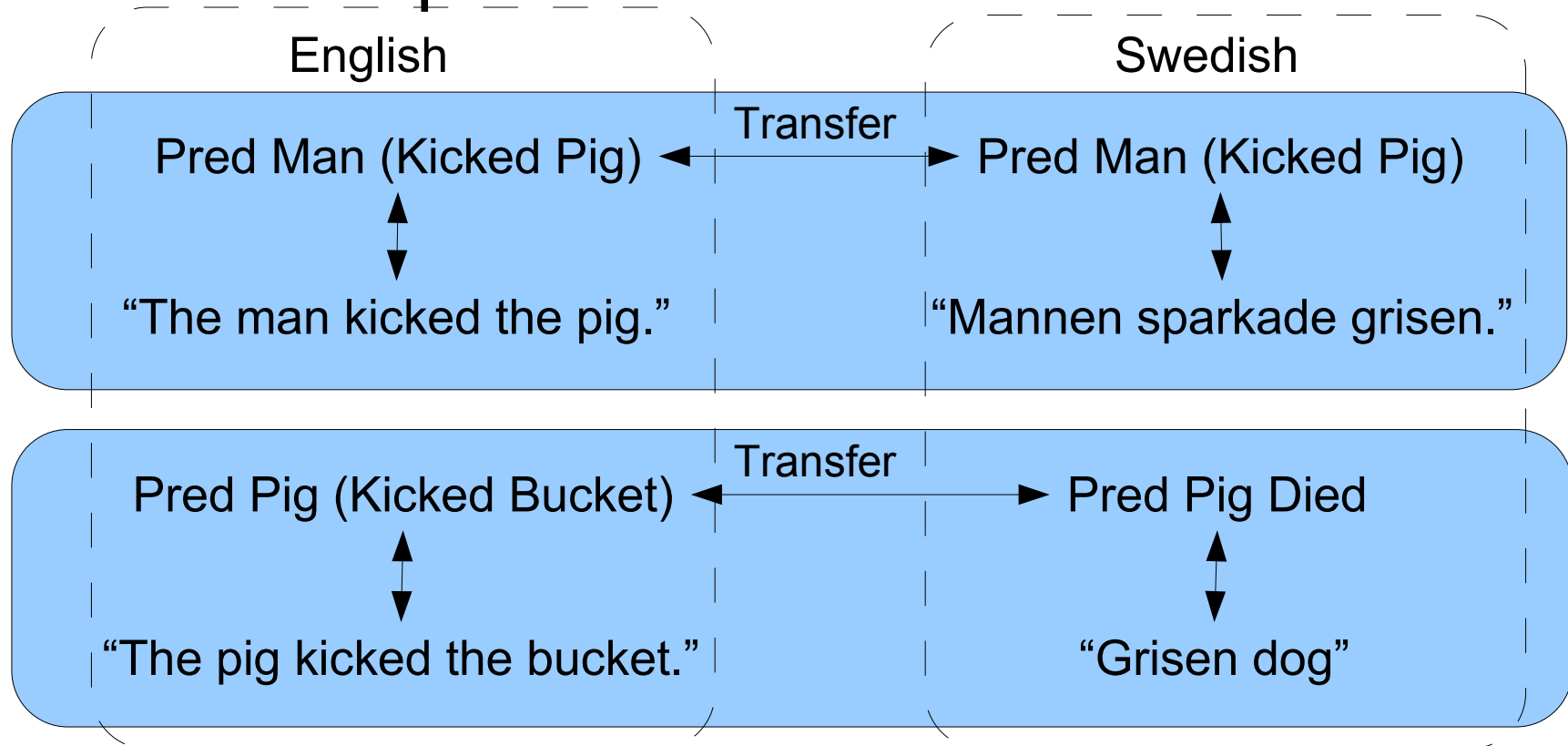
```
class Desugar extends ComposVisitor<Object> {  
    public Stm visit(SInc i, Object arg) {  
        Exp rhs = new EAdd(new Evar(i.var_), new EInt(1));  
        return new SAss(i.var_, rhs); } }
```

# BNFC support for composOp

- The BNF Converter produces abstract syntax, lexer, parser and pretty printer from a BNF grammar.
- We have extended BNFC:
  - There is a new Haskell GADT back-end, which generates abstract syntax with `composOp*` functions.
  - The Java 1.5 back-end now generates a `ComposVisitor`.

# Natural Language Applications

- We can use composOp to translate between languages which use different structures for the same concept:



# Kicking the bucket: Grammar

Abstract syntax

```
cat S; NP; VP;  
fun Pred : NP -> VP -> S;  
Man : NP;  
Pig : NP;  
Bucket : NP;  
Died : VP;  
Kicked : NP -> VP;  
Ate : NP -> VP;
```

English  
concrete syntax

```
lin Pred x y = {s = x.s ++ y.s};  
Man         = {s = ["the man"]};  
Pig         = {s = ["the pig"]};  
Bucket      = {s = ["the bucket"]};  
Died        = {s = "died"};  
Kicked x    = {s = "kicked" ++ x.s};  
Ate x       = {s = "ate" ++ x.s};
```

# Kicking the bucket: Transfer

Generated  
from the  
grammar

```
data Cat : Type where {NP:Cat; S:Cat; VP:Cat}

data Tree : Cat -> Type where
  Pred : Tree NP -> Tree VP -> Tree S
  Man  : Tree NP
  Pig  : Tree NP
  Bucket : Tree NP
  Died : Tree VP
  Kicked : Tree NP -> Tree VP
  Ate : Tree NP -> Tree VP
derive Compos Tree
```

Create composOp  
automatically

Might be hidden in the future

```
translate : (C : Cat) -> Tree C -> Tree C
translate _ t = case t of
  Kicked Bucket -> Died
  _ -> composOp ? ? compos Tree ? translate t
```

# Related Work

- Scrap Your Boilerplate,  
by Ralf Lämmel and Simon Peyton Jones
  - More general, less intuitive.
  - Requires a type cast operator.
  - SYB: normal types, strange functions.
  - composOp: lift types to GADT, normal functions.
- Tree Sets,  
by Kent Peterson and Dan Synek
- Applicative Programming with Effects, Conor McBride and Ross Paterson.

# Future Work

- Generate traversal functions for existing Haskell types automatically.
- Try some more natural language examples.
- Implement in other programming languages?

# Conclusions

- Makes writing and maintaining tree processing programs easier.
  - Reduces amount of boilerplate code.
  - When adding new constructors, only functions that care about them need to be changed.
- Works in multiple programming languages.
- Integrated into BNFC.