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Functional Unparsing *

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Abstract

A string-formatting function such as printf in C seemingly requires dependent types, because its control string determines the rest of its arguments.

Examples:

printf ("Hello world.\n");
printf ("The %s is %d.\n", "answer", 42);

We show how changing the representation of the control string makes it possible to program printf in ML (which does not allow dependent types). The result is well typed and perceptibly more efficient than the corresponding library functions in Standard ML of New Jersey and in Caml.

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1 The Problem

In ML, expressing a printf-like function is not as trivial as in C. For example, we would like that evaluating the expression

format "%i is %s%n" 3 "x"

yields the string "3 is x\n", as specified by the pattern "%i is %s%n", which tells format to issue an integer, followed by the constant string " is ", itself followed by a string and ended by the newline character.

What is the type of format? In this example, it is

string -> int -> string -> string

but we would like our printf-like function to handle any kind of pattern. For example, we would like

format "%i/%i" 10 20

to yield "10/20". In that example, format is used with the type

string -> int -> int -> string

However, we cannot do that in ML: format can only have one type.

2 Analysis

The crux of the problem is that the type of format *depends* on the value of its first argument, i.e., the pattern. This has led, for example, Shields, Sheard, and Peyton Jones to propose a dynamic type system that makes it possible to express such a formatting function by delaying type inference until the pattern is available [3].

The culprit, however, is not ML's type system, but the fact that the pattern is represented as a string, which format in essence has to interpret (in the sense of a programming-language interpreter).

3 A Solution

Let us pursue this programming-language analogy, i.e., that format interprets the pattern. Instead of considering the *concrete syntax* of each pattern - as a string, we can consider its *abstract syntax* - as a data type.

Abstract syntax of patterns: The data type of patterns is composed of the following pattern directives:

- lit for declaring literal strings (" is " and "/" above);
- eol for declaring newlines (%n above);
- int for specifying integers (%i above); and
- str for specifying strings (%s above).

In addition, we provide the user with an associative infix operator oo to glue pattern components together.

Cosmetics: For cosmetic value, we could also provide two "outfix" directives << and >> to delimit a pattern.

We could also define the operator % to be the polymorphic identity function, so that, e.g., %int (or even %i for that matter) would be a valid pattern directive.

Two examples: Thus equipped, we can make format construct an appropriate (statically typed) higher-order function, as in the following two examples.

```
format (int oo lit " is " oo str oo eol) : int -> string -> string
format (int oo lit "/" oo int) : int -> int -> string
```

The insights: Rather than making format interpret the pattern recursively, we make the pattern construct an appropriate higher-order function inductively. In that, we follow Harry Mairson's observation that most of the time, our programs are inductive, not recursive [2]. More concretely, we use continuation-passing style (CPS) to thread the constructed string throughout. We also exploit the polymorphic domain of answers to instantiate it to the appropriately typed function. Formatting a string then boils down to supplying the initial continuation and the initial string.

For example, the type of the eol directive reads as follows.

(string -> 'a) -> string -> 'a

Its first argument is the continuation, which expects a string and yields the final answer. Its second argument is the threaded string, and because it is in CPS, this directive also yields the final answer.

For a second example, the type of the int directive reads as follows.

(string -> 'a) -> string -> int -> 'a

Its first argument is the continuation and its second argument is the threaded string. This directive yields a function expecting an integer and yielding the final answer.

The directives: lit and eol operate in a similar way:

As for int and str, they also operate in a similar way:

N.B. One can uncurry the directives and also change the order of their parameters, but the present formulation yields the simplest definition of ∞ .

Glueing the directives: We can implement oo, for example, as function composition (o in ML). So glueing int together with itself, for example, yields a function of the following type.

int oo int : (string \rightarrow 'a) \rightarrow string \rightarrow int \rightarrow 'a

Initializing the computation: The job of format reduces to providing an initial continuation and an initial string to trigger the computation specified by the pattern:

So given the pattern int oo int, the format function supplies it with an initial continuation (the identity function over strings) and an initial string (the empty string), yielding a value of the following type, as desired.

int -> int -> string

4 An Alternative Solution

Alternatively, and given an end-of-pattern directive (implemented as the identity function), we can implement glueing as function application instead of as function composition. In both cases, the implementation of the directives remains the same, but the definition of format need no longer supply an initial continuation, since the initial continuation in effect is already provided by the end-of-pattern directive:

Therefore, glueing int together with itself and the end-of-pattern directive, for example, yields a function of the following type.

int oo int oo eod : string -> int -> int -> string

More on cosmetics: Implementing glueing as function application makes it simple to implement the outfix directives << and >> mentioned in Section 3. We can simply define each of them as the polymorphic identity function:

```
fun << x
= x
fun >> x
= x
```

And then we can write, e.g., the following:

<< int oo int >> : string -> int -> int -> string format' (<< int oo int >>) : int -> int -> string

5 Assessment

Formatting strings is a standard example in partial evaluation [1]: the formatting function can be specialized with respect to any given pattern. Partial evaluation then removes the overhead of interpreting each pattern. So, for example, specializing a term such as format (int oo lit " is " oo str oo eol)

yields the following more efficient residual term.

```
fn (x1:int) => fn x2 => (makestring x1) ^ " is " ^ x2 ^ "\n"
```

The required partial-evaluation steps can be very mild: for the functional specification described here, mere inlining (β -reduction) suffices. The back end of the ML Kit, for example, provides the specialization just above (Martin Elsmann, personal communication, March 1998).

Independently of partial evaluation, the functional specification is also efficient on its own. For example, besides being type-safer, it appears to be perceptibly faster than the resident format function in the New Jersey library Format: it is 3 to 4 times faster if glueing is implemented as function composition. Ditto for the resident sprintf function in the Caml library: the functional specification is 2 to 3 times faster if glueing is implemented as function composition. In both cases, making function composition leftor right-associative has little influence on the overall efficiency. Finally, implementing glueing as (right-associative) function application gives another 10% speedup both in Standard ML of New Jersey and in Caml.

Independently of efficiency, this functional specification of format further illustrates the expressive power of ML, or for that matter of any functional language based on the Hindley-Milner static type system [4]. It also easily scales up to inductive types such as lists.

This new directive is parameterized with a type and is used as follows.

```
format (lis int oo lit " " oo lis (lis str))
: int list -> string list list -> string
```

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