

# I217: Functional Programming

## 5. Tables

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## Roadmap

- Tables
- Tables as Lists
- Billing Program

## Tables

A *table* from a set  $A$  to a set  $B$  consists of a subset  $A'$  of  $A$  and a function  $f: A' \rightarrow B$ .

The elements of  $A'$  are called the *keys* of the table. For  $a' \in A'$ ,  $f(a')$  is called the *value* of the key  $a'$  in the table. The pair  $(a', f(a'))$  is called an *entry* of the table.

An example of tables from the set Qid of quoted IDs, such as 'a to the set Tag of (String,Nat)-pairs, such as ("apple",150):

$A'$  is  $\{'a','o','t'\}$        $f('a')$  is ("apple",150)  
     $f('o')$  is ("orange",100)  
     $f('t')$  is ("tomato",90)

## Tables

Tables can be graphically drawn as follows:

keys	values
$k_1$	$v_1$
...	...
$k_n$	$v_n$

The keys  $k_1, \dots, k_n$  are different from each other.

The order is irrelevant.

The example of tables can be graphically drawn as follows:

keys	values
'a	("apple",150)
'o	("orange",100)
't	("tomato",90)

## Tables

Tables may be called *maps* (for example in Java) and *dictionaries* (for example in Smalltalk and Python).

In Artificial Intelligence (AI), they are called *association lists* (*a-lists*).

Environments (or stores) used in imperative programming language processors, such as interpreters, can be implemented as tables from the set of variables to the set of values stored in those variables.

## Tables as Lists

Tables can be expressed as lists of (key,value)-pairs:

$$(k_1, v_1) \mid \dots \mid (k_n, v_n) \mid \text{nil}$$

where  $k_1, \dots, k_n$  are different from each other and the order is irrelevant.

The example of tables can be expressed as follows:

$$('a, ("apple", 150)) \mid ('o, ("orange", 100)) \mid ('t, ("tomato", 90)) \mid \text{nil}$$

## Tables as Lists

Entries are implemented as pairs as follows:

```

mod! ENTRY(K :: TRIV, V :: TRIV-ERR-IF) {
  pr(PAIR(K,V) * {sort Pair -> Entry})
  [Entry ErrEntry < Entry&Err]
  op errEntry : -> ErrEntry {constr} .
  op ( ,_ ) : Elt.K Elt&Err.V -> Entry&Err .
  var K : Elt.K .
  eq (K,err.V) = errEntry .
}

```

For error handling because the second element may be an error

If the second element is an error, then the entry is also an error.

Please see the appendices (after the exercise page) for PAIR and TRIV-ERR-IF.

## Tables as Lists

Tables are implemented as lists as follows:

```

mod! TABLE { pr(BOOL-ERR)
  pr(GLIST-ERR(E <= view from TRIV-ERR to ENTRY {
    sort Elt -> Entry, sort Err -> ErrEntry,
    sort Elt&Err -> Entry&Err, op err -> errEntry } )
  * { sort List -> Table, sort Nil -> EmpTable, sort NnList -> NeTable,
    sort ErrList -> ErrTable, sort List&Err -> Table&Err,
    op errList -> errTable, op nil -> empTable } )
  vars K K2 : Elt.K . vars V V2 : Elt.V . vars VE VE2 : Elt&Err.V .
  var T : Table . var TE : Table&Err .
  ... }

```

Since the parameterized module **ENTRY** is used as an actual parameter of **GLIST-ERR**, **TABLE** inherits the parameters from **ENTRY**.

Please see the appendices for **BOOL-ERR**, **TRIV-ERR** and **GLIST-ERR**.

## Tables as Lists

Some functions for tables:

```

op singleton : Elt.K Elt.V -> Table .
op singleton : Elt.K Elt&Err.V -> Table&Err .
eq singleton(K,err.V) = errTable .
eq singleton(K,V) = (K,V) | empTable .
  
```

Given  $k$  and  $v$ ,

keys	values
$k$	$v$

is made.

## Tables as Lists

```

op isReg : Table Elt.K -> Bool .
op isReg : Table&Err Elt.K -> Bool&Err .
eq isReg(errTable,K2) = errBool .
eq isReg(empTable,K2) = false .
eq isReg((K,V) | T,K2) = if K == K2 then {true} else {isReg(T,K2)} .
  
```

keys	values
...	...
$k$	$v$
...	...

If  $k$  is registered



**true** is returned

keys	values
...	...

otherwise



**false** is returned

## Tables as Lists

**op** lookup : Table  $\text{Elt.K} \rightarrow \text{Elt\&Err.V}$  .  
**op** lookup : Table $\&\text{Err}$   $\text{Elt.K} \rightarrow \text{Elt\&Err.V}$  .  
**eq** lookup(errTable,K2) = err.V .  
**eq** lookup(empTable,K2) = err.V .  
**eq** lookup((K,V) | T,K2) = if  $K == K2$  then {V} else {lookup(T,K2)} .

keys	values
...	...
$k$	$v$
...	...

If  $k$  is registered



$v$  is returned

keys	values
...	...

otherwise



an error is returned

## Tables as Lists

**op** update : Table  $\text{Elt.K}$   $\text{Elt.V} \rightarrow \text{Table}$  .  
**op** update : Table $\&\text{Err}$   $\text{Elt.K}$   $\text{Elt\&Err.V} \rightarrow \text{Table\&Err}$  .  
**eq** update(errTable,K2,VE2) = errTable .  
**eq** update(TE,K2,err.V) = errTable .  
**eq** update(empTable,K2,V2) = (K2,V2) | empTable .  
**eq** update((K,V) | T,K2,V2)  
 = if  $K == K2$  then {(K,V2) | T} else {(K,V) | update(T,K2,V2)} .

keys	values
...	...
$k_2$	$v$
...	...

If  $k_2$  is registered



keys	values
...	...
$k_2$	$v_2$
...	...

otherwise



keys	values
...	...

keys	values
...	...
$k_2$	$v_2$

## Tables as Lists

**op** insert : Table Elt.K Elt.V -> Table&Err .  
**op** insert : Table&Err Elt.K Elt&Err.V -> Table&Err .  
**eq** insert(errTable,K2,VE) = errTable .  
**eq** insert(TE,K2,err.V) = errTable .  
**eq** insert(T,K2,V2) = if isReg(T,K2) then {errTable} else {(K2,V2) | T} .

keys	values
...	...
$k_2$	$v$
...	...

If  $k_2$  is registered



errTable is returned

keys	values
...	...

otherwise



keys	values
$k_2$	$v_2$
...	...

## Tables as Lists

**op** remove : Table Elt.K -> Table .  
**op** remove : Table&Err Elt.K -> Table&Err  
**eq** remove(errTable,K2) = errTable .  
**eq** remove(empTable,K2) = empTable .  
**eq** remove((K,V) | T,K2)  
 = if  $K == K_2$  then {T} else {(K,V) | remove(T,K2)} .

keys	values
...	...
$k_2$	$v$
...	...

If  $k_2$  is registered



keys	values
...	...
...	...

keys	values
...	...

otherwise



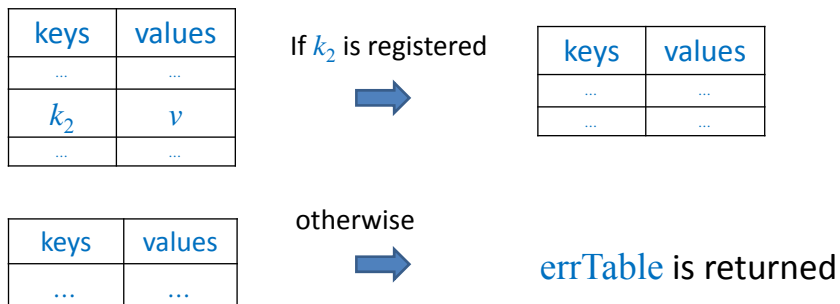
keys	values
...	...

## Tables as Lists

```

op delete : Table<Elt.K> -> Table&Err .
op delete : Table&Err<Elt.K> -> Table&Err .
eq delete(errTable,K2) = errTable .
eq delete(T,K2)
  = if isReg(T,K2) then {remove(T,K2)} else {errTable} .

```



## Tables as Lists

How to use tables:

```


mod! STRING-ERR principal-sort String {
  pr(STRING)
  [String ErrString < String&Err]
  op errStr : -> ErrString {constr} .
  op if_ then{__}else{__} : Bool String&Err String&Err -> String&Err .
  vars SE1 SE2 : String&Err .
  eq if true then {SE1} else {SE2} = SE1 .
  eq if false then {SE1} else {SE2} = SE2 .
}

```




## Tables as Lists

```
view TRIV2QID from TRIV to QID {
  sort Elt -> Qid
}
```

 The built-in module in which quoted IDs are defined

```
view TRIV-ERR-IF2STRING-ERR
  from TRIV-ERR-IF to STRING-ERR {
  sort Elt -> String,
  sort Err -> ErrString,
  sort Elt&Err -> String&Err,
  op err -> errStr,
  op (if_then{_}else{_}) -> (if_then{_}else{_}),
}
```

 Mix-fix operators should be enclosed with ( and ) when they appears in views.

## Tables as Lists

```
open TABLE(K <= TRIV2QID, V <= TRIV-ERR-IF2STRING-ERR) .
  op t : -> Table .
  eq t = update(update(singleton('java,"Java"),'obj,"OBJ3'),'c,"C") .
  red t .
  red isReg(t,'obj) .
  red isReg(t,'mk) .
  red lookup(t,'obj) .
  red lookup(t,'mk) .
  red update(t,'mk,"SML#") .
  red update(t,'obj,"CafeOBJ") .
  red insert(t,'mk,"SML#") .
  red insert(t,'obj,"CafeOBJ") .
  red remove(t,'mk) .
  red remove(t,'obj) .
  red delete(t,'mk) .
  red delete(t,'obj) .
close
```

## Billing Program

We will develop a billing program as an application of tables. The billing program makes a bill based on a catalog and a shopping cart.

A catalog contains some information on items that can be ordered, associating each item ID to the item name and price. It is expressed as a table from the set of item IDs to the set of (name,price)-pairs. Item IDs, names and prices are expressed as quoted IDs, strings and natural numbers.

An example of catalogs expressed as a table:

```
('a,("apple",150)) | ('o,("orange",100)) | ('t,("tomato",90)) | empTable
```

## Billing Program

A shopping cart contains items to be ordered and their numbers, expressed as lists of (item IDs,natural number)-pairs.

An example of catalogs expressed as such a list:

```
('o,4) | ('t,10) | ('o,6) | nil
```

## Billing Program

A bill item consists of an item name, the number of the item to be ordered and the sub-total for this item, expressed as a triple of a string, a natural number and a natural number.

A bill item list is a list of bill items.

A bill is a pair of a bill item list and the total.

An example of bills expressed as such pairs:



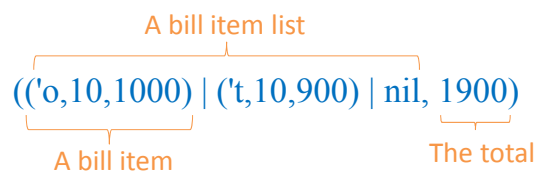
## Billing Program

The billing program takes

`('a,("apple",150)) | ('o,("orange",100)) | ('t,("tomato",90)) | empTable`

`('o,4) | ('t,10) | ('o,6) | nil`

and makes the bill



## Billing Program

```

mod! TAG {
  pr(PAIR(STRING-ERR,NAT-ERR) * {sort Pair -> Tag} )
  [Tag ErrTag < Tag&Err]
  op errTag : -> ErrTag {constr} .
  op (_,_) : String&Err Nat&Err -> Tag&Err .
  op if_then{__}else{__} : Bool Tag&Err Tag&Err -> Tag&Err .
  var SE : String&Err .
  var NE : Nat&Err .
  vars TE1 TE2 : Tag&Err .
  -- (_,_)
  eq (errStr,NE) = errTag .
  eq (SE,errNat) = errTag .
  -- if_then{__}else{__}
  eq if true then {TE1} else {TE2} = TE1 .
  eq if false then {TE1} else {TE2} = TE2 .
}

```

('a,("apple",150)) |  
 ('o,("orange",100)) |  
 ('t,("tomato",90)) |  
 empTable

## Billing Program

```

mod! CATALOG {
  pr(TABLE(K <= TRIV2QID, V <= TRIV-ERR-IF2TAG) * {
    sort Table -> Catalog, sort EmpTable -> EmpCatalog,
    sort NeTable -> NeCatalog, sort ErrTable -> ErrCatalog,
    sort Table&Err -> Catalog&Err, op empTable -> empCatalog,
    op errTable -> errCatalog } ) }

view TRIV-ERR-IF2TAG from TRIV-ERR-IF to TAG {
  sort Elt -> Tag, sort Err -> ErrTag,
  sort Elt&Err -> Tag&Err, op err -> errTag,
  op (if_then{__}else{__}) -> (if_then{__}else{__}) }

open CATALOG .
  op cat : -> Catalog .
  eq cat = ('a,("apple",150)) | ('o,("orange",100)) | ('t,("tomato",90)) | empCatalog .
  red cat .
close

```

empTable has been renamed to empCatalog.

## Billing Program

```

mod! CART-ITEM {
  pr(PAIR(QID,NAT-ERR) * {sort Pair -> CItem})
  [CItem ErrCItem < CItem&Err]
  op errCItem : -> ErrCItem {constr} .
}

```

`(0,4) | (t,10) | (0,6) | nil`

```

view TRIV-ERR2CART-ITEM from TRIV-ERR to CART-ITEM {
  sort Elt -> CItem,
  sort Err -> ErrCItem,
  sort Elt&Err -> CItem&Err,
  op err -> errCItem,
}

```

## Billing Program

```

mod! CART { pr(GLIST-ERR(E <= TRIV-ERR2CART-ITEM) * {
  sort List -> Cart, sort Nil -> EmpCart,
  sort NnList -> NeCart, sort ErrList -> ErrCart,
  sort List&Err -> Cart&Err, op nil -> empCart,
  op errList -> errCart } )
op norm : Cart -> Cart .
op mkCart : Cart CItem -> Cart .
vars I I2 : Qid . vars N N2 : Nat . var C : Cart .
-- norm
eq norm(empCart) = empCart .
eq norm((I,N) | C) = mkCart(norm(C),(I,N)) .
-- mkCart
eq mkCart(empCart,(I,N)) = (I,N) | empCart .
eq mkCart((I2,N2) | C,(I,N))
  = if I == I2 then {(I,N + N2) | C} else {(I2,N2) | mkCart(C,(I,N))} .
}

```

## Billing Program

nil has been renamed to empCart.

```

open CART .
op c : -> Cart .
eq c = ('o,4) | ('t,10) | ('o,6) | empCart .
red norm(c) .
close

```

( 'o,10 ) | ( 't,10 ) | nil is returned as the result.

A shopping cart may contain multiple pairs whose item IDs are the same. `norm` modifies a given shopping cart such that it contains at most one pair for each item ID, preserving the number of each item to be ordered.

## Billing Program

Please see the Appendices.

```

mod! BILL-ITEM { pr(TRIPLE(String-Err,Nat-Err,Nat-Err)
* {sort Triple -> BItem})
[BItem ErrBItem < BItem&Err]
op errBItem : -> ErrBItem {constr} .
op (_,_) : String&Err Nat&Err Nat&Err -> BItem&Err .
var SE : String&Err . vars NE1 NE2 : Nat&Err .
eq (errStr,NE1,NE2) = errBItem .
eq (SE,errNat,NE2) = errBItem .
eq (SE,NE1,errNat) = errBItem .
}
view TRIV-ERR2BILL-ITEM from TRIV-ERR to BILL-ITEM {
sort Elt -> BItem,
sort Err -> ErrBItem,
sort Elt&Err -> BItem&Err,
op err -> errBItem }

```

( 'o,10,1000 ) | ( 't,10,900 ) | nil, 1900

## Billing Program

```

mod! BILIST principal-sort BIList {
  pr(GLIST-ERR(E <= TRIV-ERR2BILL-ITEM) * {
    sort List -> BIList, sort Nil -> NilBIList, sort NnList -> NnBIList,
    sort ErrList -> ErrBIList, sort List&Err -> BIList&Err,
    op nil -> nilBIL, op errList -> errBIL, } )
  op total : BIList -> Nat .
  op total : BIList&Err -> Nat&Err .
  var S : String . vars N ST : Nat . var BIL : BIList .
  eq total(errBIL) = errNat .
  eq total(nilBIL) = 0 .
  eq total((S,N,ST) | BIL) = ST + total(BIL) .
}

```

nil has been renamed to nilBIL.

((o,10,1000) | (t,10,900) | nilBIL, 1900)

## Billing Program

```

mod! BILL { pr(CATALOG) pr(CART)
  pr(PAIR(BILIST,NAT-ERR) * {sort Pair -> Bill})
  [Bill ErrBill < Bill&Err]
  op errBill : -> ErrBill {constr} .
  op (_,_) : BIList&Err Nat&Err -> Bill&Err .
  op mkBill : Catalog Cart -> Bill&Err .
  op mkSubBill : BIList&Err -> Bill&Err .
  op mkBIL : Catalog Cart -> BIList&Err .
  op mkSubBIL : Tag&Err Catalog Cart Nat -> BIList&Err .
  var BILE : BIList&Err . var BIL : BIList . var NE : Nat&Err .
  var CAT : Catalog . var I : Qid . vars N P : Nat .
  var IN : String . var C : Cart .

```

((o,10,1000) | (t,10,900) | nilBIL, 1900)

## Billing Program

```

-- (_,_)
eq (errBIL,NE) = errBill .
eq (BIL,errNat) = errBill .
-- mkBill
eq mkBill(CAT,C) = mkSubBill(mkBIL(CAT,norm(C))) .
-- mkSubBill
eq mkSubBill(errBIL) = errBill .
eq mkSubBill(BIL) = (BIL,total(BIL)) .
-- mkBIL
eq mkBIL(CAT,empCart) = nilBIL .
eq mkBIL(CAT,(I,N) | C) = mkSubBIL(lookup(CAT,I),CAT,C,N) .
-- mkSubBIL
eq mkSubBIL(errTag,CAT,C,N) = errBIL .
eq mkSubBIL((IN,P),CAT,C,N) = (IN,N,N * P) | mkBIL(CAT,C) .
}

```

Handwritten annotations in orange:

- A box around the first line of the `eq` block: `('a,("apple",150)) | ('o,("orange",100)) | ('t,("tomato",90)) | empTable ('o,4) | ('t,10) | ('o,6) | empCart`
- Label `mkBIL` with arrows pointing to `mkBIL(CAT,norm(C))` and `mkBIL(CAT,C)`.
- Label `mkBill` with an arrow pointing to `mkSubBIL(mkBIL(CAT,norm(C)))`.

## Billing Program

```

open BILL .
  op cat : -> Catalog .
  eq cat = ('a,("apple",150)) | ('o,("orange",100)) | ('t,("tomato",90)) | empCatalog .
  op c : -> Cart .
  eq c = ('o,4) | ('t,10) | ('o,6) | empCart .
  red mkBill(cat,c) .
close
  ('o,10,1000) | ('t,10,900) | nilBIL, 1900)

open BILL .
  op cat : -> Catalog .
  ops c1 c2 : -> Cart .
  eq cat = ('a,("apple",150)) | ('o,("orange",100)) | ('t,("tomato",90)) |
    ('b,("banana",140)) | ('p,("potato",30)) | empCatalog .
  eq c1 = ('p,3) | ('o,2) | ('a,3) | ('p,10) | ('b,10) | ('o,10) | ('t,20) | empCart .
  eq c2 = ('p,3) | ('o,2) | ('f,10) | ('a,3) | empCart .
  red mkBill(cat,c1) .
  red mkBill(cat,c2) .
close

```



## Exercises

1. Write all programs in the slides including the appendices and feed them into the CafeOBJ system. Moreover, write some more test code and do some more testing for the programs.

## Appendices

```
mod! PAIR(FE :: TRIV, SE :: TRIV) {  
  [Pair]  
  op (_,_) : Elt.FE Elt.SE -> Pair {constr} .  
}  
  
mod! TRIPLE(FE :: TRIV, SE :: TRIV, TE :: TRIV) {  
  [Triple]  
  op (_,_,_) : Elt.FE Elt.SE Elt.TE -> Triple {constr} .  
}  
  
mod* TRIV-ERR-IF {  
  [Elt Err < Elt&Err]  
  op err : -> Err .  
  op if_then{ _ }else{ _ } : Bool Elt&Err Elt&Err -> Elt&Err .  
}
```

## Appendices

```

mod! GLIST-ERR(E :: TRIV-ERR) {
  [Nil NnList < List]
  [List ErrList < List&Err]
  op errList : -> ErrList {constr} .
  op nil : -> Nil {constr} .
  op _|_ : Elt.E List -> List {constr} .
  op _|_ : Elt&Err.E List&Err -> List&Err .
  op _@_ : List List -> List .
  op _@_ : List&Err List&Err -> List&Err .
  op if_then{ }else{ }
    : Bool List&Err List&Err -> List&Err .
  var X : Elt.E .
  var XE : Elt&Err.E .
  vars L L2 : List .
  vars LE LE2 : List&Err .

  -- _|_
  eq err.E | LE = errList .
  eq XE | errList = errList .
  -- _@_
  eq nil @ L2 = L2 .
  eq (X | L) @ L2 = X | (L @ L2) .
  eq errList @ LE = errList .
  eq LE @ errList = errList .
  -- if_then{ }else{ }
  eq if true then {LE} else {LE2} = LE .
  eq if false then {LE} else {LE2} = LE2 .
}

```

## Appendices

```

mod! BOOL-ERR {
  [Bool ErrBool < Bool&Err]
  op errBool : -> ErrBool {constr} .
  op if_then{ }else{ } : Bool Bool Bool -> Bool .
  vars B1 B2 : Bool .
  -- if_then{ }else{ }
  eq if true then {B1} else {B2} = B1 .
  eq if false then {B1} else {B2} = B2 .
}

```

# Appendices

```
mod! NAT-ERR principal-sort Nat {  
  pr(NAT)  
  [Nat ErrNat < Nat&Err]  
  op errNat : -> ErrNat {constr} .  
  op *_ : Nat&Err Nat&Err -> Nat&Err .  
  op if_then{ }else{ } : Bool Nat&Err Nat&Err -> Nat&Err .  
  vars NE NE1 NE2 : Nat&Err .  
  eq errNat * NE = errNat .  
  eq NE * errNat = errNat .  
  eq if true then {NE1} else {NE2} = NE1 .  
  eq if false then {NE1} else {NE2} = NE2 .  
}
```