

Introduction to Functional Programming in *OCaml*

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Week 2 - Sequence 4: Case study: A small (typed) database



Putting everything together

- ▶ A database for a contact list with 3 kinds of queries: `insert`, `delete`, `search`.
- ▶ The database engine is a function of type:
$$\text{database} \rightarrow \text{query} \rightarrow \text{status} * \text{database} * \text{contact}$$
- ▶ The status is `true` if the query went well.

A small typed database I

(* A phone number is a sequence of four integers . *)

```
type phone_number = int * int * int * int;;
```

```
# type phone_number = int * int * int * int
```

A small typed database II

(* A contact has a name and a phone number. *)

```
type contact = {  
  name          : string;  
  phone_number  : phone_number  
};;
```

```
# type contact = {  
  name : string;  
  phone_number : phone_number;  
}
```

(* Here is a dumb contact. *)

```
let nobody = { name = ""; phone_number = (0, 0, 0, 0) };;
```

```
# val nobody : contact =  
  {name = ""; phone_number = (0, 0, 0, 0)}
```

A small typed database III

(* A database is a collection of contacts. *)

```
type database = {  
  number_of_contacts : int;  
  contacts : contact array;  
};;
```

```
# type database = {  
  number_of_contacts : int;  
  contacts : contact array;  
}
```

A small typed database IV

(* [make n] is the database with no contact and at most [n] contacts stored inside . *)

```
let make max_number_of_contacts =  
  {  
    number_of_contacts = 0;  
    contacts = Array.make max_number_of_contacts nobody  
  };;  
  
# val make : int -> database = <fun>
```

A small typed database V

- (* Queries are represented by a code and a contact .
 - If the code is 0 then the contact must be inserted .
 - If the code is 1 then the contact must be deleted .
 - If the code is 2 then we are looking for a contact with the same name in the database.

*)

```
type query = {  
  code      : int;  
  contact   : contact;  
}  
  
let search db contact =  
  let rec aux idx =  
    if idx >= db.number_of_contacts then  
      (false, db, nobody)  
    else if db.contacts.(idx).name = contact.name then  
      (true, db, db.contacts.(idx))
```

A small typed database VI

```
    else
      aux (idx + 1)
  in
  aux 0;;
# type query = { code : int; contact : contact; }
val search :
  database -> contact -> bool * database * contact = <fun>
```


A small typed database VII

```
let insert db contact =
  if db.number_of_contacts >= Array.length db.contacts then
    (false, db, nobody)
  else
    let (status, db, _) = search db contact in
      if status then (false, db, contact) else
        let cells i =
          if i = db.number_of_contacts then contact else
            db.contacts.(i)
          in
            let db' = {
              number_of_contacts = db.number_of_contacts + 1;
              contacts = Array.init (Array.length db.contacts) cells
            }
            in
              (true, db', contact);;
```

A small typed database VIII

```
# val insert :  
  database -> contact -> bool * database * contact = <fun>
```

A small typed database IX

```
let delete db contact =  
  let (status, db, contact) = search db contact in  
  if not status then (false, db, contact)  
  else  
    let cells i = if db.contacts.(i).name = contact.name then nobody  
    else db.contacts.(i) in  
    let db' = {  
      number_of_contacts = db.number_of_contacts - 1;  
      contacts = Array.init (Array.length db.contacts) cells  
    }  
    in  
    (true, db', contact);;  
# val delete :  
  database -> contact -> bool * database * contact = <fun>
```

A small typed database X

(* Engine parses and interprets the query. *)

```
let engine db (code, contact) =  
  if code = 0 then insert db contact  
  else if code = 1 then delete db contact  
  else if code = 2 then search db contact  
  else (false, db, nobody);;  
# val engine :  
  database -> int * contact -> bool * database * contact =  
  <fun>
```

A small typed database XI

```
let db = make 5;;  
# val db : database =  
  {number_of_contacts = 0;  
   contacts =  
     [|{name = ""; phone_number = (0, 0, 0, 0)};  
      {name = ""; phone_number = (0, 0, 0, 0)};  
      {name = ""; phone_number = (0, 0, 0, 0)};  
      {name = ""; phone_number = (0, 0, 0, 0)};  
      {name = ""; phone_number = (0, 0, 0, 0)}|]}
```

A small typed database XII

```
let (status, db, contact) = engine db (0, { name = "luke";  
    phone_number = (1, 2, 3, 4) });;  
# val status : bool = true  
val db : database =  
  {number_of_contacts = 1;  
   contacts =  
     [|{name = "luke"; phone_number = (1, 2, 3, 4)};  
      {name = ""; phone_number = (0, 0, 0, 0)};  
      {name = ""; phone_number = (0, 0, 0, 0)};  
      {name = ""; phone_number = (0, 0, 0, 0)};  
      {name = ""; phone_number = (0, 0, 0, 0)}|]}  
val contact : contact =  
  {name = "luke"; phone_number = (1, 2, 3, 4)}
```

A small typed database XIII

```
let (status, db, contact) = engine db (0, { name = "darth";  
    phone_number = (4, 3, 2, 1) });;  
# val status : bool = true  
val db : database =  
  {number_of_contacts = 2;  
   contacts =  
    [|{name = "luke"; phone_number = (1, 2, 3, 4)};  
     {name = "darth"; phone_number = (4, 3, 2, 1)};  
     {name = ""; phone_number = (0, 0, 0, 0)};  
     {name = ""; phone_number = (0, 0, 0, 0)};  
     {name = ""; phone_number = (0, 0, 0, 0)}|]}  
val contact : contact =  
  {name = "darth"; phone_number = (4, 3, 2, 1)}
```

A small typed database XIV

```
let (status, db, contact) = engine db (2, { name = "luke";  
    phone_number = (1, 2, 3, 4) });;  
# val status : bool = true  
val db : database =  
  {number_of_contacts = 2;  
   contacts =  
     [|{name = "luke"; phone_number = (1, 2, 3, 4)};  
      {name = "darth"; phone_number = (4, 3, 2, 1)};  
      {name = ""; phone_number = (0, 0, 0, 0)};  
      {name = ""; phone_number = (0, 0, 0, 0)};  
      {name = ""; phone_number = (0, 0, 0, 0)}|]}  
val contact : contact =  
  {name = "luke"; phone_number = (1, 2, 3, 4)}
```


A small typed database XV

```
let (status, db, contact) = engine db (1, { name = "luke";  
    phone_number = (4, 3, 2, 1) });  
# val status : bool = true  
val db : database =  
  {number_of_contacts = 1;  
   contacts =  
     [|{name = ""; phone_number = (0, 0, 0, 0)};  
      {name = "darth"; phone_number = (4, 3, 2, 1)};  
      {name = ""; phone_number = (0, 0, 0, 0)};  
      {name = ""; phone_number = (0, 0, 0, 0)};  
      {name = ""; phone_number = (0, 0, 0, 0)}|]}  
val contact : contact =  
  {name = "luke"; phone_number = (1, 2, 3, 4)}
```

A small typed database XVI

```
let (status, db, contact) = engine db (2, { name = "luke";  
    phone_number = (1, 2, 3, 4) });  
# val status : bool = false  
val db : database =  
  {number_of_contacts = 1;  
   contacts =  
     [|{name = ""; phone_number = (0, 0, 0, 0)};  
      {name = "darth"; phone_number = (4, 3, 2, 1)};  
      {name = ""; phone_number = (0, 0, 0, 0)};  
      {name = ""; phone_number = (0, 0, 0, 0)};  
      {name = ""; phone_number = (0, 0, 0, 0)}|]}  
val contact : contact =  
  {name = ""; phone_number = (0, 0, 0, 0)}
```

A purely functional database engine

A “non destructive” program

- ▶ This database engine has type:

```
database -> query -> status * database * contact
```

- ▶ As shown in this type, a **new** database is created each time a query is processed.
- ▶ Hence, previous versions of the database are still valid.
- ▶ In imperative programming, applying a query would modify the database instead.

This is a **purely functional program**.

Purely functional programs

Side-effects considered harmful

- ▶ Functional programming encourages a style in which functions **produce values instead of modifying the memory** as in imperative programming.
- ▶ The evaluation of a function does not depend on the state of the program but only on its arguments. Exactly like in Mathematics!
- ▶ Mathematical specification can therefore be used on functional programs.
- ▶ For instance, for all database d and for all contact c ,
$$\text{if insert db } c = (\text{true}, \text{db}', _)$$
$$\text{then search db}' c = (\text{true}, \text{db}', c)$$
- ▶ As it does not depend on the state of the machine, a functional program can be used anytime.
It is more **composable** than an imperative one.

Weaknesses of our implementation

Imprecise typing of query results

- ▶ Search queries return a contact while insertion queries return a new database.
- ▶ The type of `engine` forces us to use a single type of query results.
- ▶ The type of `engine` should be the **union** of query results types.

Inefficient duplications of databases

- ▶ Each time a contact is inserted, the database is duplicated!
- ▶ We should use a datastructure that enables more sharing.

Forthcoming **algebraic datatypes**
will be an elegant answer to all these problems!