Mutation

COS 326

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Reasoning about Mutable State is Hard

**mutable set**

```plaintext
insert i s1;
f x;
member i s1
```

**immutable set**

```plaintext
let s1 = insert i s0 in
f x;
member i s1
```

Is `member i s1 == true`? ...

- When `s1` is mutable, one must look at `f` to determine if it modifies `s1`.
- Worse, one must often solve the *aliasing problem*.
- Worse, in a concurrent setting, one must look at *every other function* that *any other thread may be executing* to see if it modifies `s1`.
We have considered the (almost) purely functional subset of OCaml.

- We’ve had a few side effects: printing & raising exceptions.

Two reasons for this emphasis:

- *Reasoning about functional code is easier.*
  - Both formal reasoning
    - equationally, using the substitution model
    - and informal reasoning
  - Data structures are *persistent*.
    - They don’t change – we build new ones and let the garbage collector reclaim the unused old ones.
  - *Hence, any invariant you prove true stays true.*
    - e.g., 3 is a member of set $S$.
  - *To convince you that you don’t need side effects for many things where you previously thought you did.*
    - Programming with *basic immutable data like ints, pairs, lists is easy.*
      - types do a lot of testing for you!
      - do not fear recursion!
    - You can implement *expressive, highly reuseable functional* data structures like polymorphic 2-3 trees or dictionaries or stacks or queues or sets or expressions or programming languages with reasonable space and time.
Purely functional code is pointless.

– The whole reason we write code is to have some effect on the world.
– For example, the OCaml top-level loop prints out your result.
  • Without that printing (a side effect), how would you know that your functions computed the right thing?

Some algorithms or data structures need mutable state.

– Hash-tables have (essentially) constant-time access and update.
  • The best functional dictionaries have either:
    – logarithmic access & logarithmic update
    – constant access & linear update
    – constant update & linear access
  • Don’t forget that we give up something for this:
    – we can’t go back and look at previous versions of the dictionary. We can do that in a functional setting.
– Robinson’s unification algorithm
  • A critical part of the OCaml type-inference engine.
  • Also used in other kinds of program analyses.
– Depth-first search, more ...

However, purely mostly functional code is amazingly productive
John Alan Robinson

1928 –
PhD Princeton 1956 (philosophy)
Professor (emeritus), Syracuse U.
Inventor (1960s) of algorithms now fundamental to computational logical reasoning (about software, hardware, and other things...)

"Robinson was born in Yorkshire, England in 1930 and left for the United States in 1952 with a classics degree from Cambridge University. He studied philosophy at the University of Oregon before moving to Princeton University where he received his PhD in philosophy in 1956. He then worked at Du Pont as an operations research analyst, where he learned programming and taught himself mathematics. He moved to Rice University in 1961, spending his summers as a visiting researcher at the Argonne National Laboratory's Applied Mathematics Division. He moved to Syracuse University as Distinguished Professor of Logic and Computer Science in 1967 and became professor emeritus in 1993."
--Wikipedia
OCAML MUTABLE REFERENCES
References

• New type: `t ref`
  – Think of it as a pointer to a box that holds a `t` value.
  – The contents of the box can be read or written.
• New type: \texttt{t ref}
  – Think of it as a pointer to a \textit{box} that holds a \texttt{t} value.
  – The contents of the box can be read or written.

• To create a fresh box: \texttt{ref 42}
  – allocates a new box, initializes its contents to 42, and returns a pointer:

\begin{center}
\begin{tikzpicture}
\node [draw, fill=red!20] at (0,0) {42};
\end{tikzpicture}
\end{center}

\texttt{ref 42 : int ref}
New type: \texttt{t ref}

- Think of it as a pointer to a box that holds a \texttt{t} value.
- The contents of the box can be read or written.

To create a fresh box: \texttt{ref 42}

- allocates a new box, initializes its contents to 42, and returns a pointer:

\begin{verbatim}
        ref 42 : int ref
\end{verbatim}

To read the contents:

- if \texttt{r} points to a box containing 42, then return 42.
- if \texttt{r : t ref} then \texttt{!r : t}

To write the contents:

- updates the box that \texttt{r} points to so that it contains 5.
- if \texttt{r : t ref} then \texttt{r := 5 : unit}
Example

```ocaml
let c = ref 0 in

let x = !c in (* x will be 0 *)

c := 42;

let y = !c in (* y will be 42. 
    x will still be 0! *)
```
Another Example

```ml
let c = ref 0 ;;

let next() =
  let v = !c in
  (c := v+1 ; v)
```
Another Example

```ocaml
let c = ref 0

let next() =
    let v = !c in
    (c := v+1 ; v)
```

If $e_1 : \text{unit}$ and $e_2 : \text{t}$ then
$$(e_1 ; e_2) : \text{t}$$
You can also write it like this:

```ml
let c = ref 0

let next() =
    let v = !c in
    let _ = c := v+1 in
    v
```
Another Idiom

Global Mutable Reference

```plaintext
let c = ref 0

let next () : int =
  let v = !c in
  (c := v+1 ; v)
```

Mutable Reference Captured in Closure

```plaintext
let counter () =
  let c = ref 0 in
  fun () ->
    let v = !c in
    (c := v+1 ; v)

let countA = counter() in
let countB = counter() in
countA(); (* 0 *)
countA(); (* 1 *)
countB(); (* 0 *)
countB(); (* 1 *)
countA(); (* 2 *)
```
(* sum of 0 .. n *)

let sum (n:int) =
    let s = ref 0 in
    let current = ref n in
    while !current > 0 do
        s := !s + !current;
        current := !current - 1
    done;
    !s

(* print n .. 0 *)
let count_down (n:int) =
    for i = n downto 0 do
        print_int i;
        print_newline()
    done

(* print 0 .. n *)
let count_up (n:int) =
    for i = 0 to n do
        print_int i;
        print_newline()
    done
(* print n .. 0 *)

let count_down (n:int) =
  for i = n downto 0 do
    print_int i;
    print_newline()
  done

(* for i=n downto 0 do f i *)

let rec for_down
  (n : int)
  (f : int -> unit)
    : unit =
  if n >= 0 then
    (f n; for_down (n-1) f)
  else
    ()

let count_down (n:int) =
  for_down n (fun i ->
    print_int i;
    print_newline()
  )
let c = ref 0

let x = c

x := 42 ;

!c
let c = ref 0
let x = c
x := 42 ;
!c
let c = ref 0
let x = c
x := 42 ;
!c
let c = ref 0

let x = c

x := 42 ;

!c

result: 42

warning! we can’t say !c == 0
REFS AND MODULES
Types and References

Concrete, first-order type tells you a lot about a data structure:

- int ➞ immutable
- int ref ➞ mutable
- int * int ➞ immutable
- int * (int ref) ➞ 1st component immutable, 2nd mutable
- ... etc

What about higher-order types?

- int -> int ➞ the function can't be changed
  ➞ what happens when we run it?

What about abstract types?

- stack, queue? stack * queue?
module type STACK =
  sig
    type 'a stack
    val empty : unit -> 'a stack
    val push : 'a -> 'a stack -> 'a stack
    val peek : 'a stack -> 'a option
    ...
  end
module type STACK =
  sig
    type 'a stack
    val empty : unit -> 'a stack
    val push : 'a -> 'a stack -> 'a stack
    val peek : 'a stack -> 'a option
    ...
  end

A functional interface takes in arguments, analyzes them, and produces new results.
module type IMP_STACK =
  sig
    type 'a stack
    val empty : unit -> 'a stack
    val push : 'a -> 'a stack -> unit
    val peek : 'a stack -> 'a option
    ...
  end
module type IMP_STACK =
  sig
    type 'a stack
    val empty : unit -> 'a stack
    val push : 'a -> 'a stack -> unit
    val peek : 'a stack -> 'a option
    ...
  end

When you see “unit” as the return type, you know the function is being executed for its side effects. (Like void in C/C++/Java.)
Imperative Stacks

module type IMP_STACK =
  sig
    type 'a stack
    val empty : unit -> 'a stack
    val push : 'a -> 'a stack -> unit
    val peek : 'a stack -> 'a option
    val pop : 'a stack -> 'a option
  end

Unfortunately, we can’t always tell from the type that there are side-effects going on. It’s a good idea to document them explicitly if the user can perceive them.
module type IMP_STACK =

sig

  type 'a stack
  val empty : unit -> 'a stack
  val push : 'a -> 'a stack -> unit
  val peek : 'a stack -> 'a option
  val pop : 'a stack -> 'a option

end

Unfortunately, we can’t always tell from the type that there are side-effects going on. It’s a good idea to document them explicitly if the user can perceive them.

Sometimes, one uses references inside a module but the data structures have functional (persistent) semantics.
module type IMP_STACK =

sig

  type 'a stack

  val empty : unit -> 'a stack

  val push : 'a -> 'a stack -> unit

  val peek : 'a stack -> 'a option

  val pop : 'a stack -> 'a option

end

Unfortunately, we can’t always tell from the type that there are side-effects going on. It’s a good idea to document them explicitly if the user can perceive them.

Sometimes, one uses references inside a module but the data structures have functional (persistent) semantics.

This is a terrific way to use references in ML. Look for these opportunities.
module ImpStack : IMP_STACK =
struct
    type 'a stack = ('a list) ref

    let empty() : 'a stack = ref []

    let push(x:'a)(s:'a stack) : unit =
        s := x::(!s)

    let pop(s:'a stack) : 'a option =
        match !s with
        | [] -> None
        | h::t -> (s := t ; Some h)
end
module ImpStack : IMP_STACK =
    struct
    type 'a stack = ('a list) ref

    let empty() : 'a stack = ref []

    let push(x:'a)(s:'a stack) : unit =
        s := x :: (!s)

    let pop(s:'a stack) : 'a option =
        match !s with
        | [] -> None
        | h :: t -> (s := t ; Some h)
    end

Note: We don't have to make everything mutable. The list is an immutable data structure stored in a single mutable cell.
Fully Mutable Lists

definition type 'a mlist =
    Nil | Cons of 'a * ('a mlist ref)

let ml = Cons(1, ref (Cons(2, ref (Cons(3, ref Nil))))))
type `a mlist =
   Nil | Cons of `a * ('a mlist ref)

let ml = Cons(1, ref (Cons(2, ref (Cons(3, ref Nil))))))

let ml2 = Cons(7, ref Nil)
type 'a mlist =
      Nil | Cons of 'a * ('a mlist ref)

let rec fudge(l:'a mlist)
      (m:'a mlist) : unit =
    match l with
    | Nil -> ()
    | Cons(h,t) -> t := m ; ()
type `a mlist =
  Nil | Cons of `a * (`a mlist ref)

let rec fudge(l:`a mlist)
    (m:`a mlist) : unit =
match l with
| Nil -> ()
| Cons(h,t) -> t := m ; ()
type 'a mlist =
    Nil | Cons of 'a * ('a mlist ref)

let rec mlength(m:'a mlist) : int =
    match m with
    | Nil -> 0
    | Cons(h,t) -> 1 + mlength(!t)

pictorial convention:
type 'a mlist =
    Nil | Cons of 'a * ('a mlist ref)

let rec mlength(m:'a mlist) : int =
    match m with
    | Nil -> 0
    | Cons(h,t) -> 1 + length(!t)

let r = ref Nil ;;
let m = Cons(3,r) ;;
r := m ;;
mlength m ;;
type 'a mlist =
  Nil | Cons of 'a * ('a mlist ref)

let rec mlength(m:'a mlist) : int =
  match m with
  | Nil -> 0
  | Cons(h,t) -> 1 + length(!t)

let r = ref Nil in
let m = Cons(3,r) in
r := m ;
mlength m
type ‘a mlist =
    Nil | Cons of ‘a * (‘a mlist ref)

let rec mlength(m:‘a mlist) : int =
    match m with
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let r = ref Nil in
let m = Cons(3,r) in
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    Nil | Cons of 'a * ('a mlist ref)

let rec mlength (m:'a mlist) : int =
    match m with
    | Nil -> 0
    | Cons (h, t) -> 1 + length (!t)

let r = ref Nil in
let m = Cons (3, r) in
r := m ;
mlength m
Another Example:

```ocaml
type 'a mlist =
    Nil | Cons of 'a * ('a mlist ref)

let rec mappend xs ys =
    match xs with
    | Nil -> ()
    | Cons(h,t) ->
        (match !t with
            | Nil -> t := ys
            | Cons(_,_) as m -> mappend m ys)
```
mutable append example:

```ml
let rec mappend xs ys =
  match xs with
  | Nil -> ()
  | Cons(h,t) ->
    (match !t with
      | Nil -> t := ys
      | Cons(_,_) as m -> mappend m ys) ;;

let xs = Cons(1,ref (Cons (2, ref (Cons (3, ref Nil))))) ;;
let ys = Cons(4,ref (Cons (5, ref (Cons (6, ref Nil))))) ;;
mappend xs ys ;;
```
Mutable Append Example:

```ocaml
let rec mappend xs ys =  
  match xs with  
  | Nil -> ()  
  | Cons(h,t) ->  
    (match !t with  
    | Nil -> t := ys  
    | Cons(_,_) as m -> mappend m ys) ;;

let xs = Cons(1,ref (Cons (2, ref (Cons (3, ref Nil))))) ;;
let ys = Cons(4,ref (Cons (5, ref (Cons (6, ref Nil))))) ;;

mappend xs ys ;;
```
let rec mappend xs ys =
  match xs with
  | Nil -> ()
  | Cons(h,t) ->
    (match !t with
     | Nil -> t := ys
     | Cons(_,_) as m -> mappend m ys) ;;
let xs = Cons(1,ref (Cons (2, ref (Cons (3, ref Nil))))) ;;
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mappend xs ys ;;
Mutable Append Example:

let rec mappend xs ys =
  match xs with
  | Nil -> ()
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    | Nil -> t := ys
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let xs = Cons(1, ref (Cons(2, ref (Cons(3, ref Nil)))))) ;;
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mappend xs ys ;;
let rec mappend xs ys =
  match xs with
  | Nil -> ()
  | Cons(h,t) ->
    (match t with
     | Nil -> t := ys
     | Cons(_,_) as m -> mappend m ys) ;;

let xs = Cons(1,ref (Cons (2, ref (Cons (3, ref Nil))))) ;;
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mappend xs ys ;;
Another Example:

```
let rec mappend xs ys =
  match xs with
  | Nil -> ()
  | Cons(h,t) ->
    (match !t with
      | Nil -> t := ys
      | Cons(_,_) as m -> mappend m ys)

let dup xs = mappend xs xs;;
let m = Cons(1,ref Nil);;
dup m;;
mlength m;;
```
Mutable Append Example:

```ocaml
let rec mappend xs ys =
  match xs with
  | Nil -> ()
  | Cons(h, t) ->
    (match !t with
      | Nil -> t := ys
      | Cons(_, _) as m -> mappend m ys) ;;

let dup xs = mappend xs xs;;
let m = Cons(1, ref Nil) ;;
dup m ;;
mlength m ;;
```

Mutable Append Example:

```ocaml
let rec mappend xs ys =  
  match xs with  
  | Nil -> ()  
  | Cons(h,t) ->  
    (match !t with  
      | Nil -> t := ys  
      | Cons(_,_) as m -> mappend m ys) ;;

let dup xs = mappend xs xs;;
let m = Cons(1,ref Nil);;
dup m ;;
mlength m ;;
```

Diagram:
- Node 1 connected to itself
- Node 1 connected to `xs`
- Node 1 connected to `ys`
Mutable Append Example:

```ocaml
let rec mappend xs ys =  
  match xs with  
  | Nil -> ()  
  | Cons(h,t) ->  
    (match !t with  
      | Nil -> t := ys  
      | Cons(_,_) as m -> mappend m ys) ;;

let dup xs = mappend xs xs;;
let m = Cons(1,ref Nil);;
dup m ;;
mlength m ;;
```

Just like our hand-constructed example from “Fraught with Peril” slide. Good luck calling `mlength on this.`
Two types:

```haskell
type 'a very_mutable_list_list =
    Nil
| Cons of 'a * ('a very_mutable_list_list ref)
```

```haskell
type 'a less_mutable_list_list = 'a list ref
```

The first makes cyclic lists possible, the second doesn't
 – the second preemptively avoids certain kinds of errors.
 – often called a correct-by-construction design
Is it possible to avoid all state?

Yes! (in single-threaded programs)

– Pass in old values to functions; return new values from functions ... but this isn't necessarily the most efficient thing to do

Consider the difference between our functional stacks and our imperative ones:

– fnl_push : ‘a -> ‘a stack -> ‘a stack
– imp_push : ‘a -> ‘a stack -> unit

In general, we could pass a dictionary into and out of every function.

– That dictionary would map “addresses” to “values”
  • it would record the value of every reference
– But then accessing or updating a reference takes O(lg n) time.
– ... (wonder how bad the constant factors would be, too) ...
MUTABLE RECORDS AND ARRAYS
OCaml records with mutable fields:

```ocaml
type 'a queue1 =
    {front : 'a list ref;
     back : 'a list ref }

type 'a queue2 =
    {mutable front : 'a list;
      mutable back : 'a list}

let q1 = {front = [1]; back = [2]} in
let q2 = {front = [1]; back = [2]} in

let x = q2.front @ q2.back in

q2.front <- [3]
```

In fact:  

```
type 'a ref = {mutable contents : 'a}
```
Mutable Arrays

For arrays, we have:

A. (i)
  • to read the ith element of the array A

A. (i) <- 42
  • to write the ith element of the array A

Array.make : int -> 'a -> 'a array
  • Array.make 42 'x' creates an array of length 42 with all elements initialized to the character 'x'.

See the reference manual for more operations.

www.caml.inria.fr/pub/docs/manual-ocaml/libref/Array.html
This is a terrific way to use references in ML. Look for these opportunities.

Sometimes, one uses references inside a module but the data structures have functional (persistent) semantics.

We can’t always tell from the type that there are side-effects going on. It’s a good idea to document them explicitly if the user can perceive them.
let factor n =
  let s = int_of_float (sqrt (float_of_int n)) in
  let rec f i =
    if i <= s then
      if n mod i = 0 then
        Some i
      else
        f (i+1)
    else
      None
  in f 2
let factor n = let s = int_of_float (sqrt (float_of_int n)) in
let rec f i =
  if i<=s then
    if n mod i = 0 then
      Some i
    else
      f (i+1)
  else
    None
in f 2

memofactor 77 = Some 7
memofactor 97 = None
let factor n =
  let s = int_of_float (sqrt (float_of_int n)) in
  let rec f i =
    if i <= s then
      if n mod i = 0 then
        Some i
      else
        f (i+1)
    else
      None
  in f 2
let factor n =
let s = int_of_float (sqrt (float_of_int n)) in
let rec f i =
  if i <= s then
    if n mod i = 0 then
      Some i
    else
      f (i+1)
  else
    None
in f 2

Caveat 1:
Many applications of prime numbers are for many-bit (500-bit, 2000-bit) numbers; OCaml ints are 31-bit or 63-bit, so you’d want a version of this for the bignums

Caveat 2:
This primitive factoring algorithm, already obsolete 2000 years ago, is not what you’d really use. Modern algorithms based on fancy number theory are much faster.

Caveat 3:
Even the fancy number-theory algs take superpolynomial time (as function of the number of bits in n)
let table = Hashtbl.create 1000

let memofactor n =
  try Hashtbl.find table n
  with Not_found ->
    let p = factor n
    in Hashtbl.add table n p; p

memofactor 77 = Some 7
memofactor 97 = None
Encapsulating the side effects

The table is hidden inside the function closure. There's no way for the client to access it, or know it’s there. We can pretend `memofactor` is a pure function.

You could also use the module system to do this in a more general way, which permits several interface functions to share the same imperative data structure. In fact, you will do this in assignment 6.

```ocaml
let table = Hashtbl.create 1000

let memofactor n =
  try
    Hashtbl.find table n
  with Not_found ->
    let p = factor n
    in
    Hashtbl.add table n p; p
```
OCaml Objects

```ocaml
class point =
  object
    val mutable x = 0
    method get_x = x
    method move d = x <- x + d
  end;;
```

```ocaml
let p = new point in
let x = p#get in
p#move 4;
x + p#get (* 0 + 4 *)
```

http://caml.inria.fr/pub/docs/manual-ocaml-4.00/manual005.html

Xavier Leroy (OCaml inventor):
• No one ever uses objects in OCaml!
• Adding objects to OCaml was one of the best decisions I ever made!
SUMMARY
Summary: How/when to use state?

• A complicated question!
• In general, I try to write the functional version first.
  – e.g., prototype
  – don’t have to worry about sharing and updates
  – don’t have to worry about race conditions
  – reasoning is easy (the substitution model is valid!)
• Sometimes you find you can’t afford it for efficiency reasons.
  – example: routing tables need to be fast in a switch
  – constant time lookup, update (hash-table)
• When I do use state, I try to *encapsulate* it behind an interface.
  – try to reduce the number of error conditions a client can see
    • correct-by-construction design
  – module implementer must think explicitly about sharing and invariants
  – write these down, write assertions to test them
  – if encapsulated in a module, these tests can be localized
  – *most of your code should still be functional*
Mutable data structures can lead to *efficiency improvements*.  
– e.g., Hash tables, memoization, depth-first search

But they are *much* harder to get right, so don't jump the gun  
– *updating in one place may have an effect on other places.*  
– *writing and enforcing invariants becomes more important.*  
  • e.g., assertions we used in the queue example  
  • why more important? because the types do less ...  
– *cycles in data (other than functions) can't happen until* we introduce refs.  
  • must write operations much more carefully to avoid looping  
  • more cases to deal with and the compiler doesn’t help you!  
– we haven’t even gotten to the multi-threaded part.

*So use refs when you must, but try hard to avoid it.*