

Refactoring in OCaml: Challenges and Solutions

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Why I Am Not Talking About Proof Assistants

Proof Assistants are (enhanced) functional programming languages

- Coq modules based on OCaml's modules
- Agda's module system facilitates aliasing and re-exporting
- Type classes in Isabelle/Lean induce dependencies between definitions

Challenges for Refactoring OCaml

OCaml's module system is very expressive.

- Structures and signatures
- Module/signature **include**
- Functors: (higher-order) functions between modules
- Module type constraints and (type level) module aliases
- Module type extraction
- Recursive and first-class modules

Renaming: A Minimal, Non-trivial Setting

Renaming (top-level) value bindings within modules

```
module M : sig
  val foo : 'a -> 'a
  val bar : int
end = struct
  let foo x = x
  let bar = 42
end
```

- Get the ‘basics’ right first, the rest will follow
- Already requires solving problems relevant to all refactorings

Complexities of the Module System: Functors and Module Types

```
module Int = struct
  type t = int
  let to_string i = string_of_int i
end
```

```
module Pair =
  functor (X : Stringable)(Y : Stringable) ->
  struct
    type t = X.t * Y.t
    let to_string (x, y) =
      (X.to_string x) ^ " " ^ (Y.to_string y)
  end
```

```
module P = Pair(Int)(String)
```

```
print_endline (P.to_string (5, "Gold Rings!"))
```

```
module String = struct
  type t = string
  let to_string s = s
end
```

```
module type Stringable = sig
  type t
  val to_string : t -> string
end
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Identifiers in declarations
renamed along with the
references that resolve to them

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Declarations may be connected
via module type annotations

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Declarations may be connected via module type annotations

Shadowing

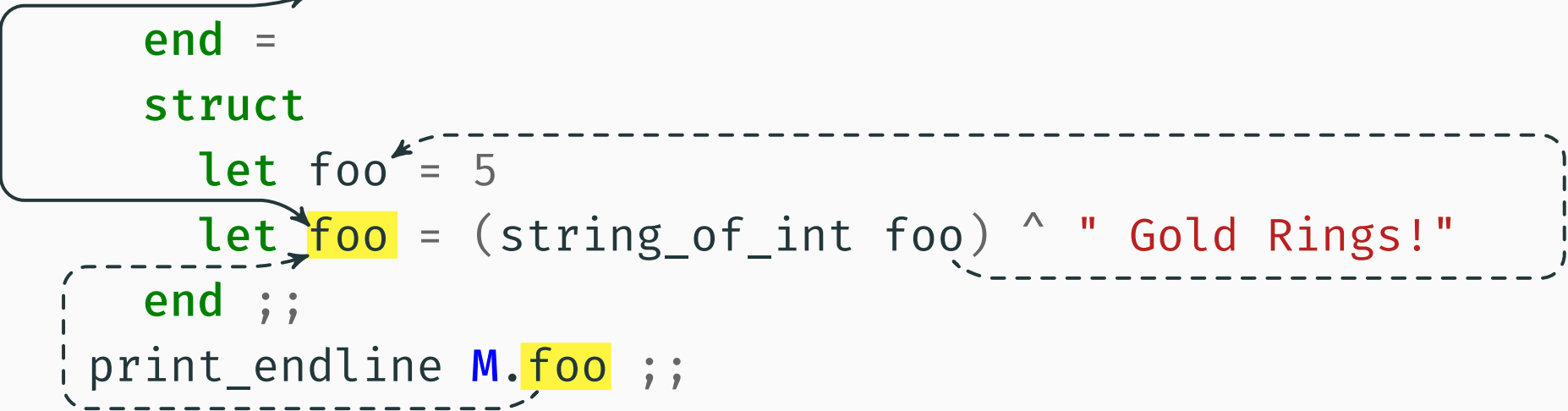
```
module M : sig
  val foo : string
end =
struct
  let foo = 5
  let foo = (string_of_int foo) ^ " Gold Rings!"
end ;;
print_endline M.foo ;;
```

Shadowing

```
module M : sig
  val foo : string
end =
  struct
    let foo = 5
    let foo = (string_of_int foo) ^ " Gold Rings!"
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Shadowing

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  end ;;
print_endline M.foo ;;
```



Shadowing

```
module M : sig
  val foo : float
  val foo : string
end =
struct
  let foo = 5
  let foo = (string_of_int foo) ^ " Gold Rings!"
end ;;
print_endline M.foo ;;
```

The diagram illustrates variable shadowing in OCaml. A solid arrow points from the `foo` in the second `val` declaration to the `foo` in the `let` declaration. A dashed arrow points from the `foo` in the `let` declaration to the `foo` in the `let` declaration. A dashed box encloses the `let foo = (string_of_int foo) ^ " Gold Rings!"` line and the `end ;;` line. Another dashed box encloses the `print_endline M.foo ;;` line.

Shadowing

```
module M : sig
  val foo : float
  val bar : string
end =
struct
  let foo = 5
  let bar = (string_of_int foo) ^ " Gold Rings!"
end ;;
print_endline M.bar ;;
```

Shadowing

```
module M : sig
```

```
  val foo : float
```

```
  val foo : string
```

```
end =
```

```
struct
```

```
  let foo = 5
```

```
  let foo = (string_of_int foo) ^ " Gold Rings!"
```

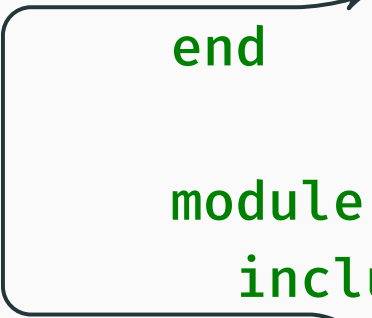
```
end ;;
```

```
print_endline M.foo ;;
```


Module Includes and Encapsulation

```
module A = struct
  let foo = 42
  let bar = "Hello"
end
```

```
module B = struct
  include A
  let bar = "World!"
end
```

A diagram consisting of a black line that starts at the left side of the 'end' keyword of the first module definition, goes up, then right, then down, and finally right again to point at the 'include A' line in the second module definition. This illustrates that module B includes the code from module A.

Module Includes and Encapsulation

```
module A = struct
```

```
  let foo = 42
```

```
  let bar = "Hello"
```

```
end
```

```
module B = struct
```

```
  include (A : sig val foo : int end)
```

```
  let bar = "World!"
```

```
end
```

Some Observations

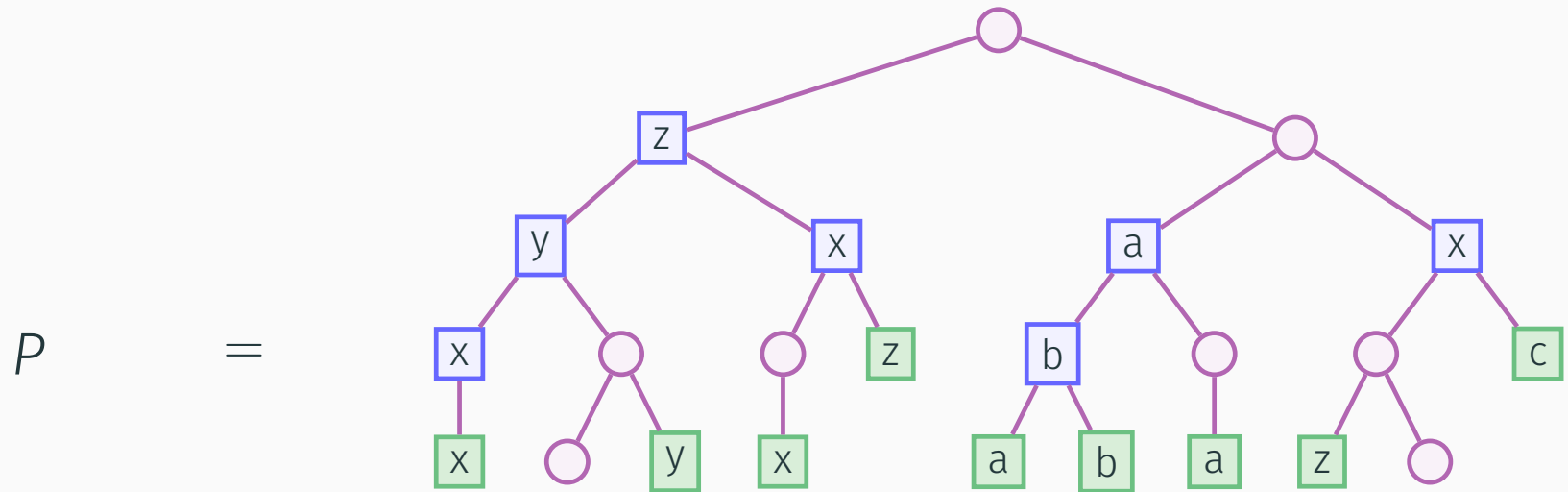
- Basic renamings rely on binding resolution information
- Program structure induces **dependencies** between renamings
- Disparate parts of a program can together make up a single logical meta-level entity

Our Solution

We devised an abstract, denotational semantics for programs

- Covers a subset of OCaml
- Characterises changes needed to rename value bindings
- Provides a framework for developing a ‘theory of renaming’
- Abstract semantics and renaming theory formalised in Coq

Renaming, Abstractly

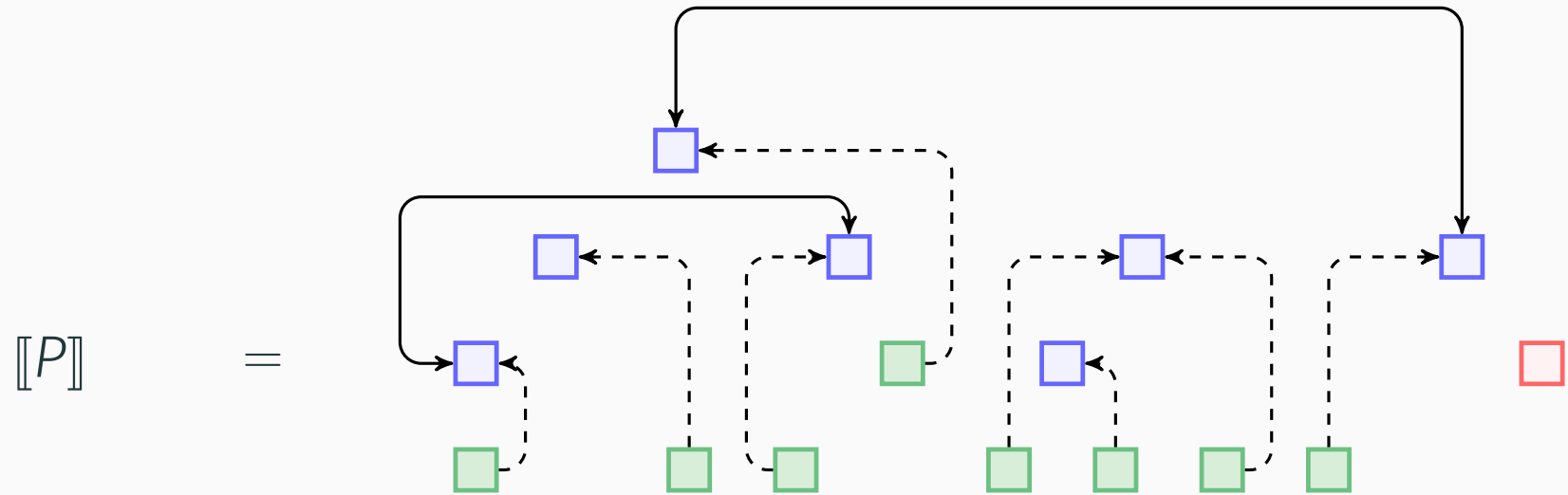


We distinguish two types of identifiers: declarations (x) and references (b)

A *renaming* of P to P' changes *only* identifiers

- AST structure is identical otherwise

Renaming, Abstractly



Definition (Valid Renamings)

A renaming of P to P' is *valid* when $\llbracket P \rrbracket = \llbracket P' \rrbracket$

A Renaming Theory

1. Valid renamings induce an equivalence relation on programs
2. Renamings are characterised by (mutual) **dependencies**
3. We can construct a **minimal** renaming for any binding
4. Valid renamings can be factorised into **atomic** renamings
5. If $\llbracket P \rrbracket = \llbracket P' \rrbracket$, then P and P' are operationally equivalent
 - Do not have the converse: valid renamings must preserve shadowing

Language Coverage



- modules and module types
- functors and functor types
- module and module type **open**
- module and module type **include**
- module and module type aliases
- constraints on module types
- module type extraction
- simple λ -expressions (no value types)



- recursive modules
- first class modules
- type-level module aliases
- complex patterns, records
- references
- the object system

ROTOR: A Tool for Automatic Renaming in OCaml

- Implemented in OCaml, integrated into the OCaml ecosystem
- Outputs patch file and information on renaming dependencies
- Fails with a warning when renaming not possible:
 1. Binding structure would change (i.e. name capture)
 2. Requires renaming bindings external to input codebase

Dealing with Practicalities

- ROTOR only *approximates* our formal analysis
 - Only intra-file binding information provided by compiler
 - Inter-file binding information remains as logical paths
- Code can be generated by the OCaml pre-processor (PPX)
 - ROTOR reads the post-processed ASTs directly from files
 - Not all generated code correctly flagged as 'ghost' code

Lessons From Implementation

Reuse existing ecosystem as much as possible

- OCaml's **compiler-libs** package interfaces with compiler
 - Don't have to do parsing/type inference ourselves
 - Can rely on build artifacts that store AST representations
- OCaml's **visitors** library generates code for AST traversals
 - Automates generation of boilerplate code
- We integrate with the **dune** build tool
 - Provides information about the 'workspace' and build environment

Experimental Evaluation

- Jane Street standard library overlay (~900 files)
 - ~3000 externally visible top-level bindings (~1400 generated by PPX)
 - Re-compilation after renaming successful for 68% of cases
 - 10% require changes in external libraries
- OCaml compiler (~500 files)
 - ~2650 externally visible top-level bindings
 - Self-contained, no use of PPX preprocessor
 - Re-compilation after renaming successful for 70% of cases

Next Steps (for EPF WG4)

- Can our high-level observations be lifted to proof languages?
- What new name resolution and dependency phenomena do we find in this context?
- Do proof assistants have sufficient tool/ecosystem infrastructure?

<https://gitlab.com/trustworthy-refactoring/refactorer>

With thanks for support from:

