

# Characterising Renaming within OCaml's Module System

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## Motivation

- Refactorings in the wild can be large, tedious, error-prone
- Most refactoring research targets object-oriented languages
- More recent work targets Haskell and Erlang
- OCaml presents different challenges/opportunities

Renaming (top-level) value bindings within modules

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

## Our Contributions

1. Abstract semantics for a subset of OCaml
  - Characterises changes needed to rename value bindings
2. Coq formalisation of abstract semantics and renaming theory
3. Prototype tool, ROTOR, for automatic renaming in full OCaml

## What is Difficult in 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

## Complexities of the Module System

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

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

module type Stringable = sig    type t    val to_string : t -> string    end

module Pair = functor (X : Stringable)(Y : Stringable) ->
  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!")) ;;
```

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```
module Pair = functor (X : Stringable)(Y : Stringable) ->
```

```
    type t = X.t * Y.t
```

```
    let to_string (x, y) = (X.to_string x) ^ " " ^ (Y.to_string y)
```

```
end
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end

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

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```

The diagram consists of several dashed boxes and arrows indicating dependencies between modules:

- A dashed box encloses the `Stringable` module type signature and the `Pair` functor. An arrow points from the `Stringable` signature to the `String` module.
- Another dashed box encloses the `Pair` functor and the `P` module. An arrow points from the `Pair` functor to the `Stringable` signature.
- A third dashed box encloses the `P` module and the `print_endline` call. An arrow points from the `P` module to the `print_endline` call.



## Complexities of the Module System

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

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end

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

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```

The diagram consists of several dashed boxes and arrows indicating dependencies between modules and their components:

- A dashed box encloses the `Stringable` module type signature and the `Pair` functor. An arrow points from the `Stringable` signature to the `String` module definition.
- Another dashed box encloses the `Pair` functor's implementation, specifically the `to_string` function. An arrow points from this box to the `to_string` function call in the `P` module definition.
- A third dashed box encloses the `P` module definition and the `print_endline` call. An arrow points from this box to the `to_string` function call in the `Pair` functor's implementation.

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end

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

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```

The diagram consists of several dashed boxes and arrows illustrating dependencies between modules and functions:

- A dashed box encloses the `Stringable` module type signature and the `Pair` functor. An arrow points from the `Stringable` signature to the `Stringable` module definition above it.
- Another dashed box encloses the `Pair` functor's implementation, including the `to_string` function. An arrow points from the `to_string` function to the `Stringable` signature above it.
- A third dashed box encloses the `Pair` functor definition and the `P` module definition. An arrow points from the `P` module to the `Pair` functor definition above it.
- A fourth dashed box encloses the `P` module definition and the `print_endline` call. An arrow points from the `print_endline` call to the `P` module definition above it.

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end

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

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

The diagram illustrates the dependencies between modules in the code. A dashed box encloses the `Stringable` module type, the `Pair` functor, and the `P` module. An arrow points from the `to_string` field in the `Stringable` signature to the `to_string` field in the `Pair` functor. Another arrow points from the `to_string` field in the `Pair` functor to the `to_string` field in the `P` module definition. A third arrow points from the `to_string` field in the `P` module definition to the `to_string` field in the `print_endline` call.

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

The diagram illustrates the dependencies between modules in the code. Solid arrows point from the `to_string` field in the `Stringable` signature to the `to_string` field in the `Int` and `String` structures, and from the `to_string` field in the `Stringable` signature to the `to_string` field in the `Pair` functor. A dashed box encloses the `Stringable` signature, the `Pair` functor, and the `P` module definition, indicating that these three components are interdependent. Another dashed box encloses the `Pair` functor and the `P` module definition, indicating that they are also interdependent.

## 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

```
module M : sig
  val foo : int
  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 : int
  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 : int
```

```
  val foo : string
```

```
end =
```

```
struct
```

```
  let foo = 5
```

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

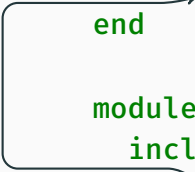
```
end ;;
```

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

## Encapsulation

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

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



## Encapsulation

```
module A = struct
```

```
  let foo = 42
```

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

```
end
```

```
module B = struct
```

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

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

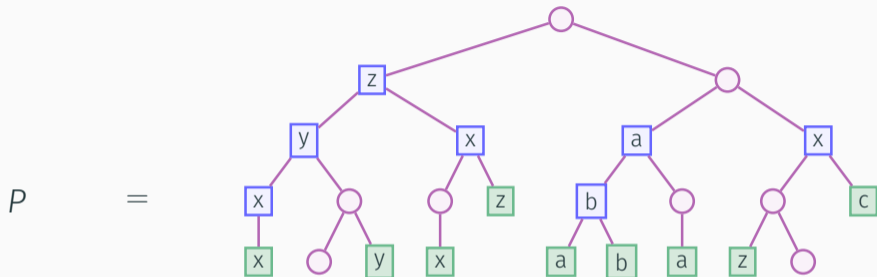
```
end
```

A diagram consisting of a thin black line that starts at the right side of the 'include' line in module B, extends horizontally to the right, then turns 90 degrees upwards, then 90 degrees left, and finally 90 degrees downwards to end with an arrowhead pointing to the 'foo' variable in the 'include' line of module A. This illustrates that module B depends on the 'foo' value defined in module A.

## 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

# Renaming, Abstractly

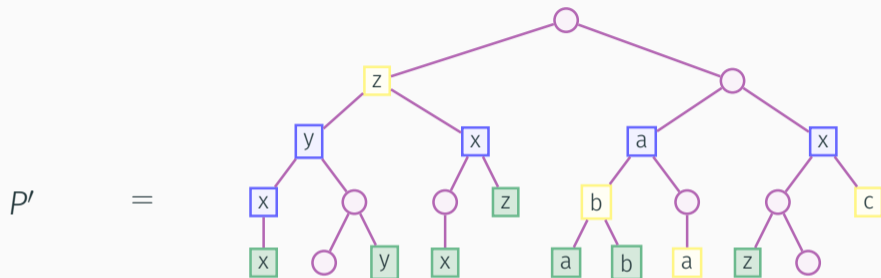


We distinguish identifiers that are:

- declarations, e.g. x
- references, e.g. b

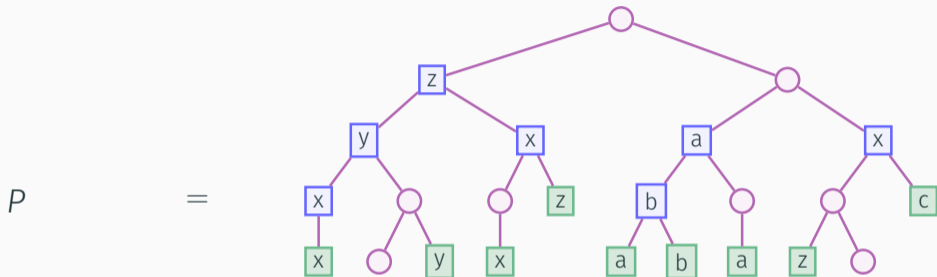


## Renaming, Abstractly



- $P \rightarrow P'$  means  $P'$  is a renaming of  $P$ : it changes **only** identifiers
- The set of changed identifiers is called the **footprint**, e.g. z

# Abstract Semantics for Renaming







# A Renaming Theory

1. Valid renamings induce an equivalence relation on programs

## Theorem

*For all programs  $P$ ,  $P'$ , and  $P''$ :*

- $P \rightarrow P$  is valid
- if  $P \rightarrow P'$  is valid then so is  $P' \rightarrow P$
- if  $P \rightarrow P'$  and  $P' \rightarrow P''$  are valid then so is  $P \rightarrow P''$

## A Renaming Theory

2. Renamings are characterised by (mutual) dependencies.

$$\text{deps}(P, P') = \{v \mid v \in \text{footprint}(P, P') \text{ and } v \text{ a declaration}\}$$

**Theorem** Suppose  $P \rightarrow P'$  is valid, with  $\llbracket P \rrbracket = (V, \succrightarrow, \mathbb{E})$ , and let  $L = \{v \mid v \in \text{deps}(P, P') \vee \exists v' \in \text{deps}(P, P'). v \succrightarrow v'\}$ ; then

1.  $L \subseteq \text{footprint}(P, P')$
2.  $v \succrightarrow \perp$  for all  $v \in \text{footprint}(P, P') \setminus L$

**Theorem** If  $P \rightarrow P'$  is valid, with  $\llbracket P \rrbracket = (V, \succrightarrow, \mathbb{E})$ , then  $\text{deps}(P, P')$  has a partitioning that is a subset of  $V/\mathbb{E}$

# A Renaming Theory

3. We can construct a **minimal** renaming for any binding

## Theorem

Let  $\llbracket P \rrbracket = (V, \succrightarrow, \mathbb{E})$ ,  $v \in V$  be a declaration in  $P$  and  $i$  a fresh value identifier, then  $P \twoheadrightarrow P'$  is a valid renaming, where  $P' = P[v' \mapsto i \mid v' \in [v]_{\mathbb{E}} \vee \exists v'' \in [v]_{\mathbb{E}}. v' \succrightarrow v'']$

$[v]_{\mathbb{E}}$  denotes the  $\mathbb{E}$ -equivalence class containing  $v$ )

4. Valid renamings can be factorised into **atomic** renamings

## Theorem

*Suppose  $P \rightarrow P'$  is valid with  $\llbracket P \rrbracket = (V, \succrightarrow, \mathbb{E})$ , and let  $v$  and  $v'$  be two distinct declarations in  $\text{deps}(P, P')$  such that  $(v, v') \notin \mathbb{E}$  and the new name for  $v$  is fresh; then there exists  $P''$  such that both  $P \rightarrow P''$  and  $P'' \rightarrow P'$  are valid, with  $\text{footprint}(P, P'') \subset \text{footprint}(P, P')$  and  $\text{footprint}(P'', P') \subset \text{footprint}(P, P')$ .*



# Adequacy of the Semantics

We define a denotational semantics  $\llbracket \cdot \rrbracket$  of the operational meaning of programs

- Extends the model defined by Leroy (POPL '95)
- But module types contribute to the meaning of programs

## Theorem

*If  $P \rightarrow P'$  is a valid renaming, then  $\llbracket P \rrbracket = \llbracket P' \rrbracket$*

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## Theorem

*If  $P \twoheadrightarrow P'$  is a valid renaming, then  $\llbracket P \rrbracket = \llbracket P' \rrbracket$*

We do not have a completeness result since 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  $\lambda$ -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 is 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

## 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

# Experimental Evaluation

OCaml Compiler Codebase

	Files	Hunks	Deps	Avg. Hunks/File
Max	19	59	35	15.0
Mean	3.8	5.9	1.6	1.5
Mode	3	3	1	1.0

Jane Street Standard Library Overlay

	Files	Hunks	Deps	Avg. Hunks/File
Max	50	128	1127	5.7
Mean	5.0	7.5	24.0	1.3
Mode	3	3	19	1.0

## Future Work

- Handle more language features
- Other renamings, more sophisticated transformations
- Other kinds of refactorings
- IDE/build system integration



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

<https://zenodo.org/record/2646525>

With thanks for support from:

