



# The Power of Abstraction

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Barbara Liskov  
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# Outline

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- Inventing abstract data types
- CLU
- Type hierarchy
- What next

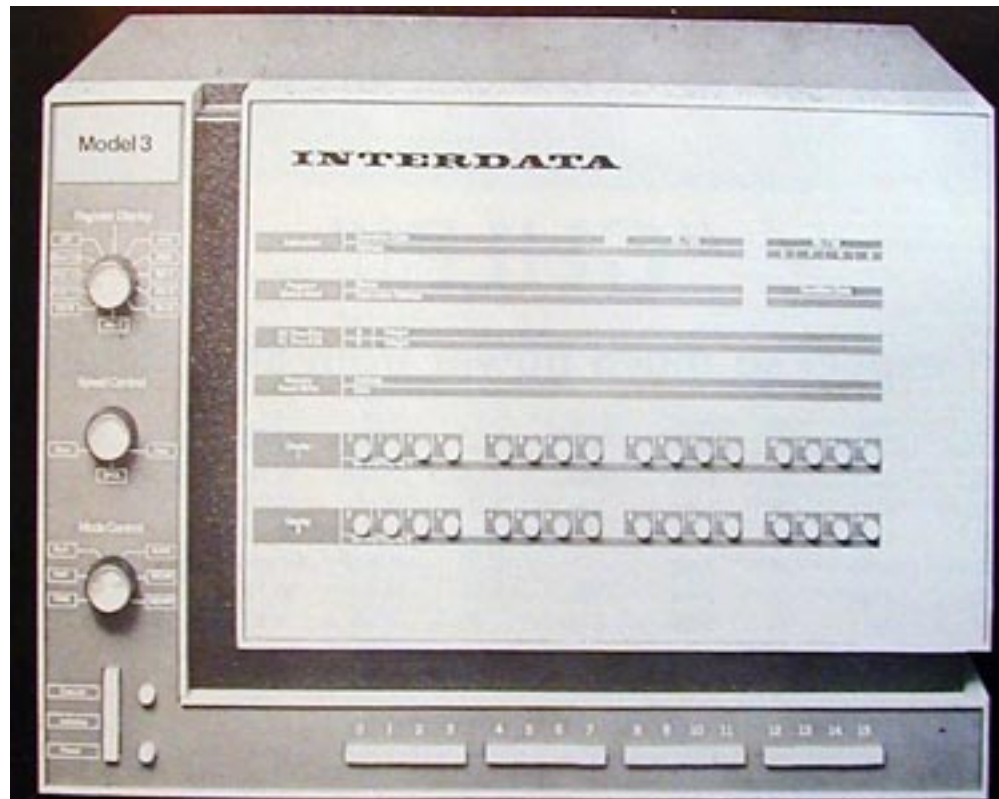


# Data Abstraction Prehistory

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- The Venus machine

# The Interdata 3





# Data Abstraction Prehistory

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- The Venus machine
- The Venus operating system



# Data Abstraction Prehistory

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- The Venus machine
- The Venus operating system
- Programming methodology



# Programming Methodology

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- How should programs be designed?
- How should programs be structured?



# The Landscape

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- E. W. Dijkstra. Go To Statement Considered Harmful. Cacm, Mar. 1968





# The Landscape

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- N. Wirth. Program Development by Stepwise Refinement. Cacm, April 1971



# The Landscape

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- D. L. Parnas. Information Distribution Aspects of Design Methodology. IFIP Congress, 1971
- “The connections between modules are the assumptions which the modules make about each other.”



# Partitions

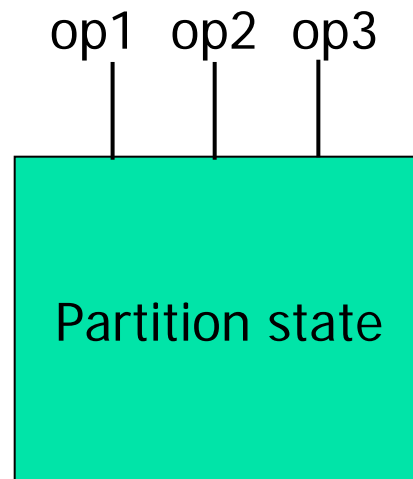
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- B. Liskov. A Design Methodology for Reliable Software Systems. FJCC, Dec. 1972



# Partitions

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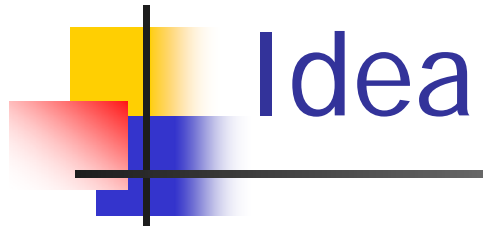




# From Partitions to ADTs

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- How can these ideas be applied to building programs?



# Idea

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- Connect partitions to data types



# Meeting in Savannah

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- ACM Sigplan-Sigops interface meeting. April 1973. (Sigplan Notices, Sept. 1973)
- Started to work with Steve Zilles



# The Landscape

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- Extensible Languages
  - S. Schuman and P. Jourrand. Definition Mechanisms in Extensible Programming Languages. AFIPS. 1967
  - R. Balzer. Dataless Programming. FJCC 1967





# The Landscape

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- O-J. Dahl and C.A.R. Hoare. Hierarchical Program Structures. Structured Programming, Academic Press, 1972



# The Landscape

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- J. H. Morris. Protection in Programming Languages. Cacm. Jan. 1973



# The Landscape

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- W. Wulf and M. Shaw. Global Variable Considered Harmful. Sigplan Notices. Feb. 1973.



# Abstract Data Types

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- B. Liskov and S. Zilles. Programming with Abstract Data Types. ACM Sigplan Conference on Very High Level Languages. April 1974



# What that paper proposed

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- Abstract data types
  - A set of operations
  - And a set of objects
  - The operations provide the **only** way to use the objects



# What that paper proposed

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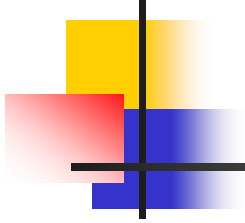
- Abstract data types
  - Clusters with encapsulation
- Polymorphism
- Static type checking (we hoped)
- Exception handling



# From ADTs to CLU

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- Participants
  - Russ Atkinson
  - Craig Schaffert
  - Alan Snyder







# Why a Programming Language?

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- Communicating to programmers
- Do ADTs work in practice?
- Getting a precise definition
- Achieving reasonable performance



# Language Design

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- Goals

- Expressive power, simplicity, performance, ease of use
- Minimality
- Uniformity
- Safety



# Language Design

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- Restrictions
  - No concurrency
  - No go tos
  - No inheritance



# Some Assumptions/Decisions

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- Heap-based with garbage collection!
- No block structure!
- Separate compilation
- Static type checking



# CLU Mechanisms

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- Clusters
- Polymorphism
- Exception handling
- Iterators



# Clusters

---

IntSet = cluster is create, insert, delete, isIn, ...

end IntSet



# Clusters

---

```
IntSet = cluster is create, insert, delete, ...  
end IntSet
```

```
IntSet s := IntSet$create( )  
IntSet$insert(s, 3)
```



# Clusters

---

IntSet = cluster is create, insert, delete, ...

rep = array[int]





# Clusters

---

IntSet = `cluster is` create, insert, delete, ...

```
rep = array[int]
```

```
create = proc ( ) returns (cvt)  
  return (rep$create( ))  
end create
```



# Polymorphism

---

```
Set = cluster[T: type] is create, insert, ...  
end Set
```

```
Set[int] s := Set[int]$create( )  
Set[int]$insert(s, 3)
```



# Polymorphism

---

Set = `cluster[T: type]` is create, insert, ...  
where T has equal: `proctype(T, T)`  
returns (bool)



# Polymorphism

---

Set = `cluster[T: type]` is create, insert, ...  
where T has equal: `proctype(T, T)`  
returns (bool)

`rep` = `array[T]`

`insert` = `proc` (x: `cvt`, e: T)  
... `if` e = x[i] `then` ...



# Exception Handling

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- J. Goodenough. Exception Handling: Issues and a Proposed Notation. Cacm, Dec. 1975
  - Termination vs. resumption
  - How to specify handlers



# Exception Handling

---

```
choose = proc (x: cvt) returns (T)
  signals (empty)
  if rep$size() = 0 then signal empty
  ...
```



# Exception Handling

---

```
choose = proc (x: cvt) returns (T)
  signals (empty)
  if rep$size() = 0 then signal empty
  ...
```

```
set[T]$ choose(s)
  except when empty: ...
```



# Exception Handling

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- Handling
- Propagating
- Shouldn't happen
  - The **failure** exception
- Principles
  - Accurate interfaces
  - Avoid useless code





# Iterators

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- For all  $x$  in  $C$  do  $S$



# Iterators

---

- For all  $x$  in  $C$  do  $S$ 
  - Destroy the collection?
  - Complicate the abstraction?



# Visit to CMU

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- Bill Wulf and Mary Shaw, Alphard
- Generators



# Iterators

---

```
sum: int := 0
```

```
for e: int in Set[int]$members(s) do
```

```
    sum := sum + e
```

```
end
```



# Iterators

---

Set = `cluster[T]` is create, ..., members, ...

`rep = array[T]`

members = `iter (x: cvt) yields (T)`

`for z: T in rep$elements(x) do`

`yield (z) end`



# After CLU

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- Argus and distributed computing
- Type Hierarchy



# The Landscape

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- Inheritance was used for:
  - Implementation
  - Type hierarchy



# Implementation Inheritance

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- Violated encapsulation!

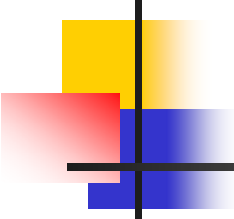




# Type hierarchy

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- Wasn't well understood
- E.g., stacks vs. queues



# The Liskov Substitution Principle (LSP)

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- Objects of subtypes should behave like those of supertypes if used via supertype methods
- B. Liskov. Data abstraction and hierarchy. Sigplan notices, May 1988



# Polymorphism

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- where T has ... vs.
- where T subtype of S
  
- Proofs happen at different times!



# What Next?

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- Modularity based on abstraction is the way things are done



# Challenges

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- New abstraction mechanisms?
- Massively Parallel Computers
- Internet Computer
  - Storage and computation
  - Semantics, reliability, availability, security



# The Power of Abstraction

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October 2009