

Phorms: Pattern Matching Library for Pharo

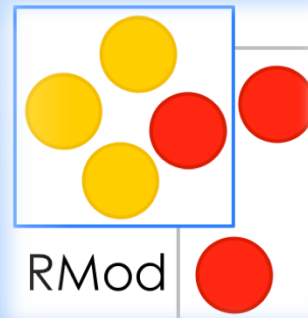
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RMod



Pattern matching

Introduced in **functional programming**.

Mainly used for **inductive definition of functions**.

Pattern matching.

Example

```
fib n
```

```
| n == 0 = 1
```

```
| n == 1 = 1
```

```
| n >= 2 = fib (n-1) + fib (n-2)
```

Pattern matching

Integrated in **Newspeak, Scala.**

Mainly used to **decompose object data.**

Pattern matching in Pharo

The Rewrite Engine

- Source code rewriting

Pattern matching in Pharo.

Example

“input”

`a > b`

`ifTrue: [a]`

`ifFalse: [b]`

“result”

`a max: b`

“matching part”

``@a > `@b`

`ifTrue: [`@a]`

`ifFalse: [`@b]`

“transforming part”

``@a max: `@b`

The Rewrite Engine



1. **Efficient** source code **rewriting**.
2. **Smalltalk** style **syntax**.

1. **AST focused**.
2. Sometimes **confusing**.
3. Patterns are **not composable**.
4. **Debug** and **inspect** are **not user-friendly**.
5. **Not extendable**.

Phorms

- Patterns are objects

Phorms. Patterns

1 equals

“equality”

$p_1 \& p_2 \& \dots \& p_N$

“and”

$p_1 | p_2 | \dots | p_N$

“or”

Phorms. Patterns

p_1, p_2, \dots, p_N

“list”

$p_1, (p_2, p_3) \text{ inList}$

“nested list”

$p_1, p_2 \text{ star}, p_3$

“star list”

Phorms. Patterns

pattern ==> [:it :context | ...] “rewriting”

1 equals **named:** #aName “named”

#var **any** “any”

Phorms. **Matching**

pattern **match**: anObject

Phorms.

Matching **Example 1**

- 1) pattern := **2 equals**, **3 equals**.
- 2) pattern match: **2@3**.

Phorms. Matching **Example 1**

2 equals, 3 equals

2@3

```
graph TD; A[2@3] --- B[2]; A --- C[3]
```

2

3

Phorms.

Matching **Example 2**

- 1) pattern := **#var any**, **5 equals**.
- 2) ast := RParser parseExpression:
- 3) **'variable := 5'**.
- 4) pattern **match**: ast.

Phorms. Matching **Example 2**

#var any, 5 equals

variable := 5

```
graph TD; A[variable := 5] --- B[variable]; A --- C[5]
```

variable

5

Phorms. Rewriting

rewritingPattern **rewrite**: anObject

Rewriting pattern = match + transform.

Phorms. Rewriting Example

- 1) `match := #x any, #y any.`
- 2) `transform := [:it :context | it y @ it x].`
- 4) `pattern := match ==> transform .`
- 5) `pattern rewrite: 1@2.`

Result: **(2@1)**

Phorms.

Conclusion

1. Rewrite **anything!**
2. **Patterns** are objects (**compose & convert**).
3. User-friendly **debug & inspect**.
4. Easily **extendable**

1. **Not (yet!) AST focused.**
2. Sometimes **bulky code.**

