

# **Contracts for First-Class Modules**

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# **Debugging Plugins for DrScheme**

A dynamic extension to DrScheme...

A dynamic extension to DrScheme...

... that itself has dynamic extensions...

A dynamic extension to DrScheme...

... that itself has dynamic extensions...

... that, unsurprisingly, had bugs.

# Error without Contracts

```
cdr: expected argument of type <pair>;  
given #<procedure>
```

==== context ===

```
plt/collects/stats/stats.ss:12:2: loop  
plt/collects/stats/tool.ss:42:25  
plt/collects/scheme/private/more-scheme.ss:158:2:  
call-with-break-parameterization  
plt/collects/scheme/private/more-scheme.ss:274:2:  
call-with-exception-handler
```

This is the *complete* stack trace.

# Error with Contracts

```
(unit pearson-pm) broke the contract
  ((cons/c
    string?
    ((listof number?) -> (real-in -1.0 1.0)))
  ->
  void?
on enqueue; expected <cons>, given: #<procedure>
```

# **Software Contracts**

A software contract is a **specification** and an **agreement**.

encrypt

```
(provide/contract
  [encrypter (string? prime? -> string?)])
(define (encrypter str p)
  (rsa-encrypt str p))
```

client

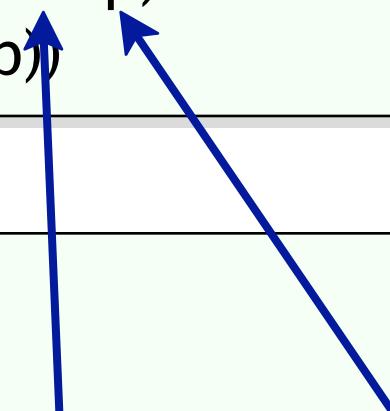
```
(require encrypt)
(encrypter "Meet at midnight" 23)
```

encrypt

```
(provide/contract
 [encrypter (string? prime? -> string?)])
(define (encrypter str p)
  (rsa-encrypt str p))
```

client

```
(require encrypt)
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encrypt

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(provide/contract
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client

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(require encrypt)
(encrypter "Meet at midnight" 23)
```



encrypt

```
(provide/contract
  [encrypter (string? prime? -> string?)])
(define (encrypter str p)
  (rsa-encrypt str p))
```

Boundary

client

```
(require encrypt)
(encrypter "Meet at midnight" 23)
```

encrypt

```
(provide/contract
 [encrypter (string? prime? -> string?)])
(define (encrypter str p)
  (rsa-encrypt str p))
```

Boundary

client

```
(require encrypt)
(encrypter "Eat at Joe's" 42)
```

*client broke the contract (string? prime? -> string?) on  
encrypter; expected <prime?>, given: 42*

webserver

```
(provide/contract
 [serve (high-tcp-port? -> void?)])
(define (serve port)
  (let ([req (parse-http-request (tcp-accept port))])
    (handle-request req)
    (serve port)))
(define (serve-on-80)
  (with-su (serve 80)))
```

Boundary

client

```
(require webserver)
(serve 8080)
```

webserver

```
(provide/contract
 [serve (high-tcp-port? -> void?)])
(define (serve port)
  (let ([req (parse-http-request (tcp-accept port))])
    (handle-request req)
    (serve port)))
(define (serve-on-80)
  (with-su (serve 80)))
```

Boundary

client

```
(require webserver)
(serve 8080)
```

webserver

```
(provide/contract
 [serve (high-tcp-port? -> void?)])
(define (serve port)
  (let ([req (parse-http-request (tcp-accept port))])
    (handle-request req)
    (serve port)))
(define (serve-on-80)
  (with-su (serve 80)))
```

Boundary

client

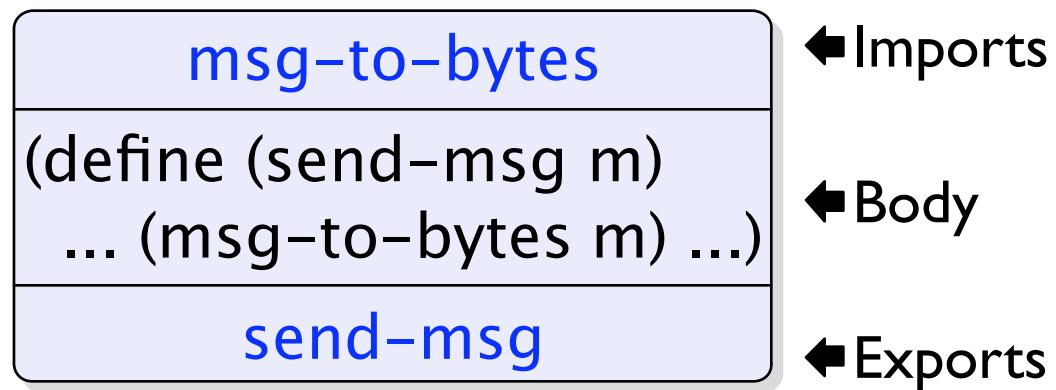
```
(require webserver)
(serve 8080)
```

# Units

PLT Scheme **units** are first-class, dynamically-linked modules.

Other dynamic languages have similar features.

Name ➔ sender



# Linking Units

mail-sender

message

```
(define make-msg ...)  
(define msg-to-bytes ...)
```

msg-to-bytes  
make-msg

sender

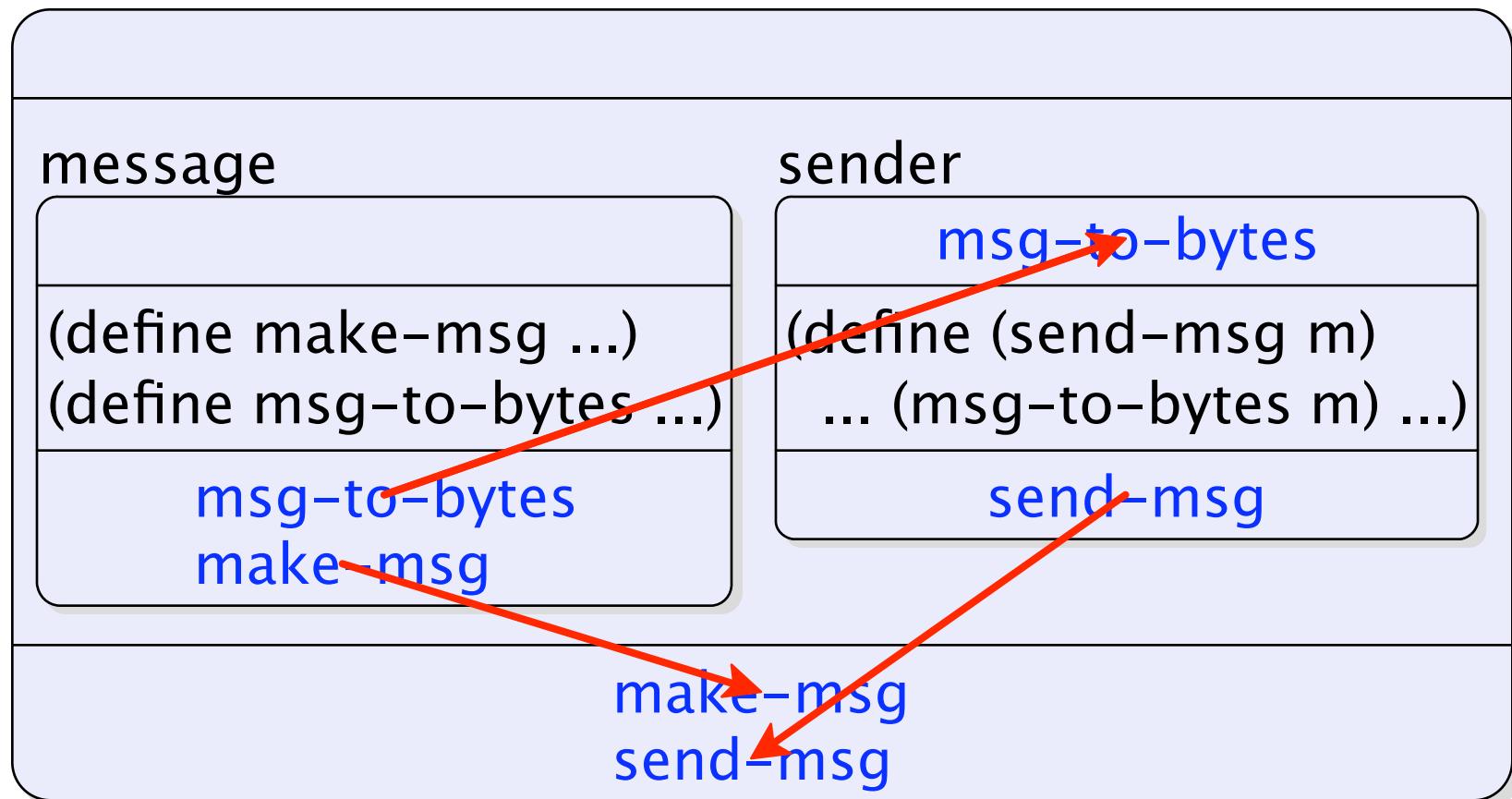
```
msg-to-bytes  
(define (send-msg m)  
... (msg-to-bytes m) ...)
```

send-msg

make-msg  
send-msg

# Linking Units

mail-sender



# Linking Units

mail-sender

```
(define make-msg ...)  
(define msg-to-bytes ...)  
(define (send-msg m)  
  ... (msg-to-bytes m) ...)
```

make-msg  
send-msg

# Linking Units

mail-app

mail-sender

```
(define make-msg ...)  
(define msg-to-bytes ...)  
(define (send-msg m)  
  ... (msg-to-bytes m) ...)
```

make-msg  
send-msg

client

```
make-msg  
send-msg  
  
(send-msg  
  (make-msg ...))
```

# Linking Units

mail-app

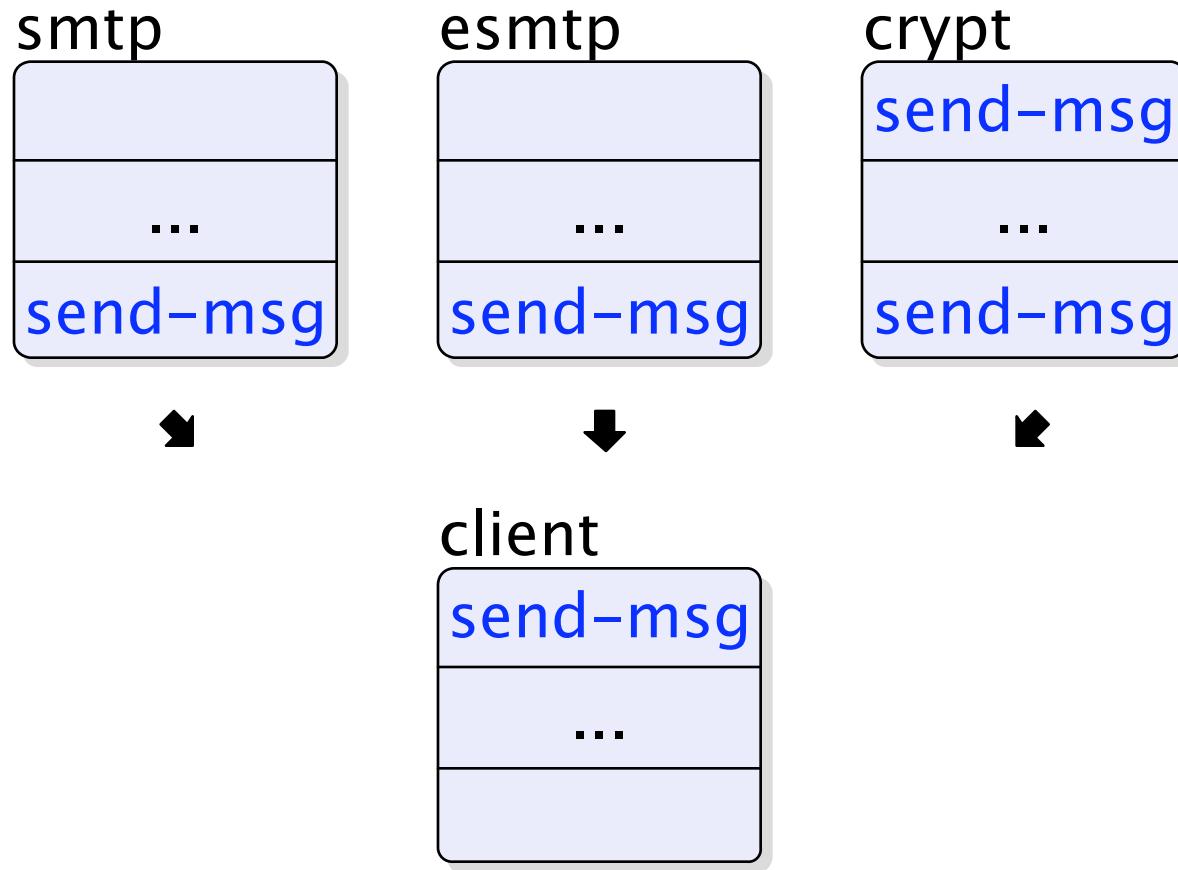
```
(define make-msg ...)  
(define msg-to-bytes ...)  
(define (send-msg m)  
  ... (msg-to-bytes m) ...)  
(send-msg  
(make-msg ...))
```

# Invoking Units

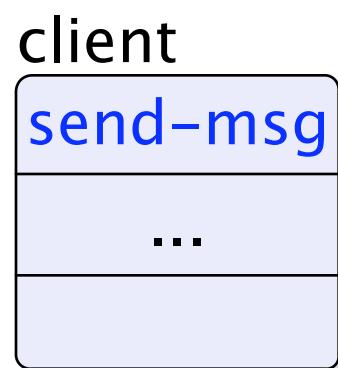
mail-app

```
(define make-msg ...)  
(define msg-to-bytes ...)  
(define (send-msg m)  
  ... (msg-to-bytes m) ...)  
(send-msg  
  (make-msg ...))
```

(let ()  
 (define make-msg ...)  
 (define msg-to-bytes ...))  
 ➔ (define (send-msg m)  
 ... (msg-to-bytes m) ...)  
 (send-msg  
 (make-msg ...)))



?



# **Units with Contracts**

# Dynamic Contract Boundaries

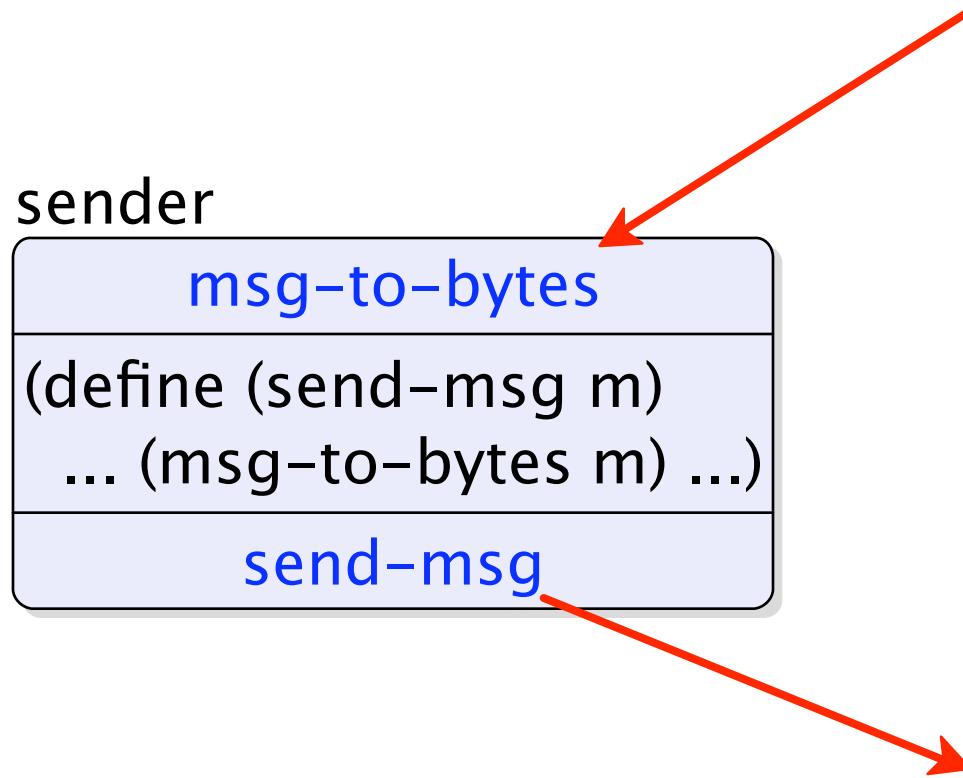
sender

msg-to-bytes

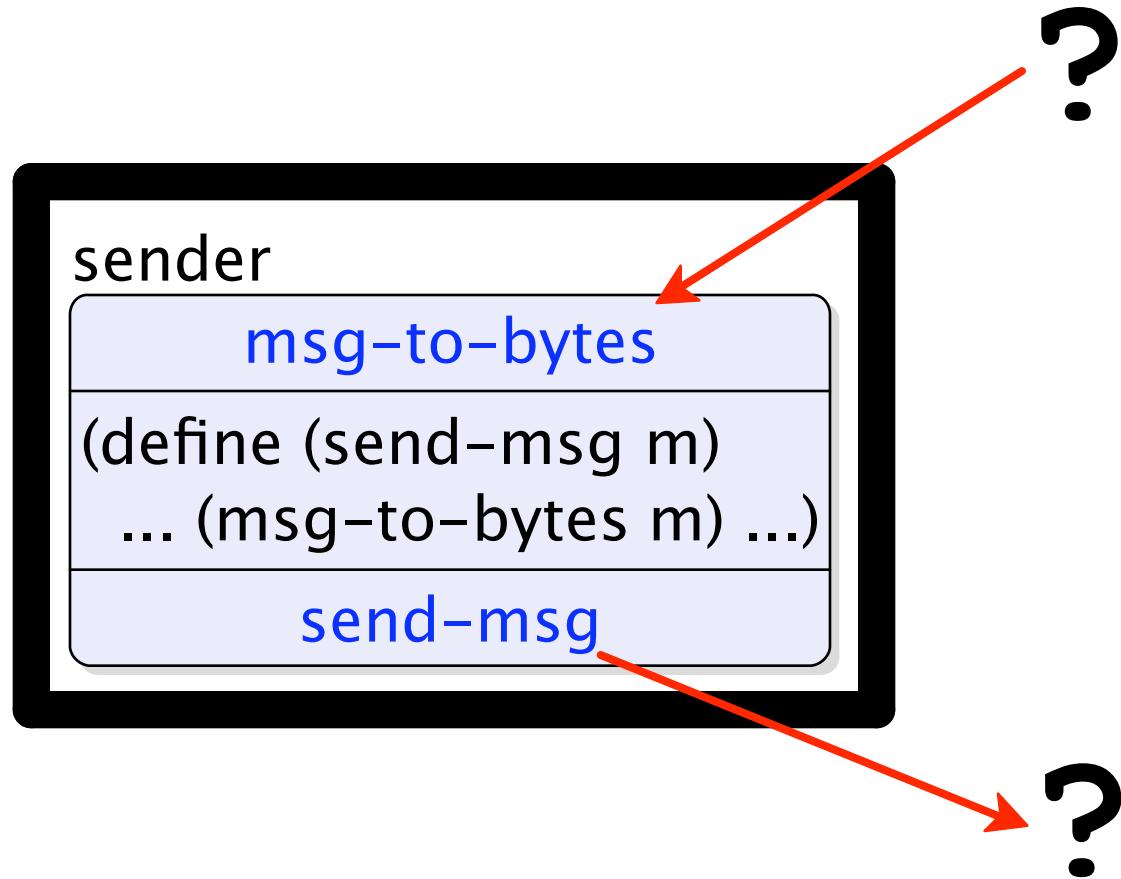
```
(define (send-msg m)
  ... (msg-to-bytes m) ...)
```

send-msg

# Dynamic Contract Boundaries



# Dynamic Contract Boundaries



sender

```
(define send-msg ...)
```

send-msg

sender

```
(define send-msg ...)
```

```
send-msg :  
(rfc822-str? -> status?)
```

# mail

## sender

```
(define send-msg ...)
```

```
send-msg :  
(rfc822-str? -> status?)
```

## client

```
send-msg :  
(rfc822-str? -> status?)
```

```
(send-msg msg)
```

# mail

## sender

```
(define send-msg ...)
```

```
send-msg :  
(rfc822-str? -> status?)
```

## client

```
send-msg :  
(rfc822-str? -> status?)
```

```
(send-msg "bogus")
```

# mail

## sender

```
(define (send-msg m)
  (send (msg-to-bytes m)))
```

```
send-msg :
  (rfc822-str? -> status?)
```

## client

```
send-msg :
  (rfc822-str? -> status?)
```

```
(send-msg msg)
```

# mail

## sender

```
(define send-msg ...)
```

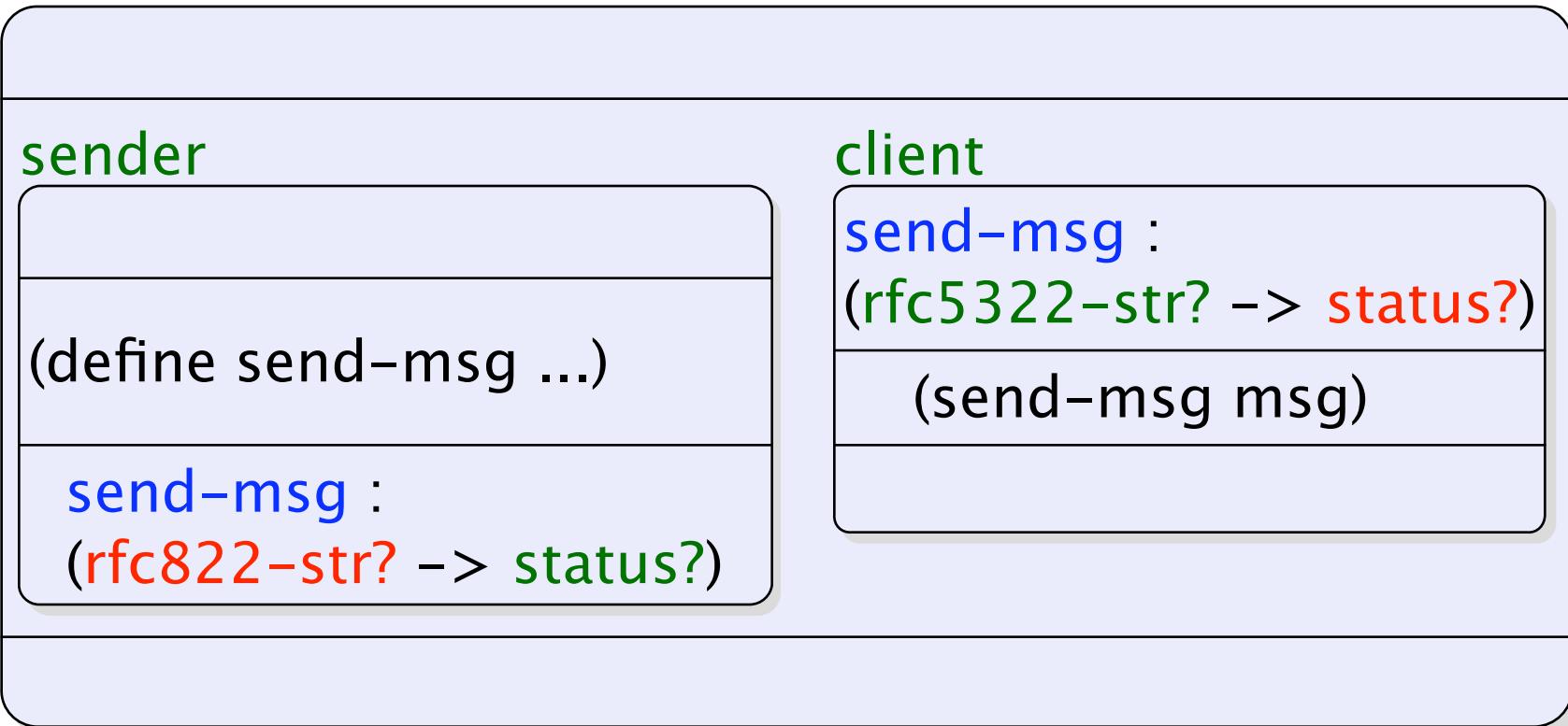
```
send-msg :  
(rfc822-str? -> status?)
```

## client

```
send-msg :  
(rfc5322-str? -> status?)
```

```
(send-msg msg)
```

## mail



sender ↔ linked ↔ client

mail-linker

u : unit?

(define v  
mail-app

client

send-msg :  
(rfc822-str? -> status?)

(send-msg  
(make-msg ...))

u

v : unit?

## mail-linker

```
u : (unit/c (import)
             (export [send-msg (rfc822-str? -> status?)]))
```

```
(define v
```

mail-app

client

```
send-msg :
(rfc822-str? -> status?)
```

```
(send-msg
  (make-msg ...))
```

u

```
v : (unit/c (import)
             (export))
```

# **Realizing Unit Contracts**

# Model

Started with a model for first-class modules.

Extended the model with contracts.

Implemented the model in PLT Redex \* and tested it.

Proved contract behavior for the extended model.

*Contracts should not change the meaning of valid programs.*

\* <http://redex.plt-scheme.org>

# Implementation

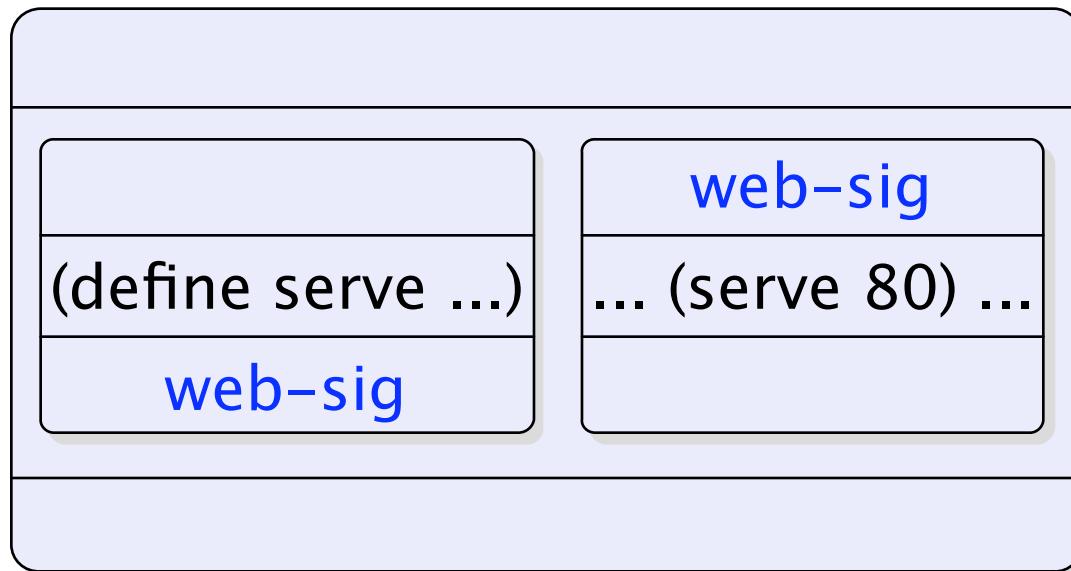
PLT Scheme's unit system is mostly nominal.

```
(define-signature web-sig (serve))  
(define-signature mail-sig (serve))
```

# Implementation

PLT Scheme's unit system is mostly nominal.

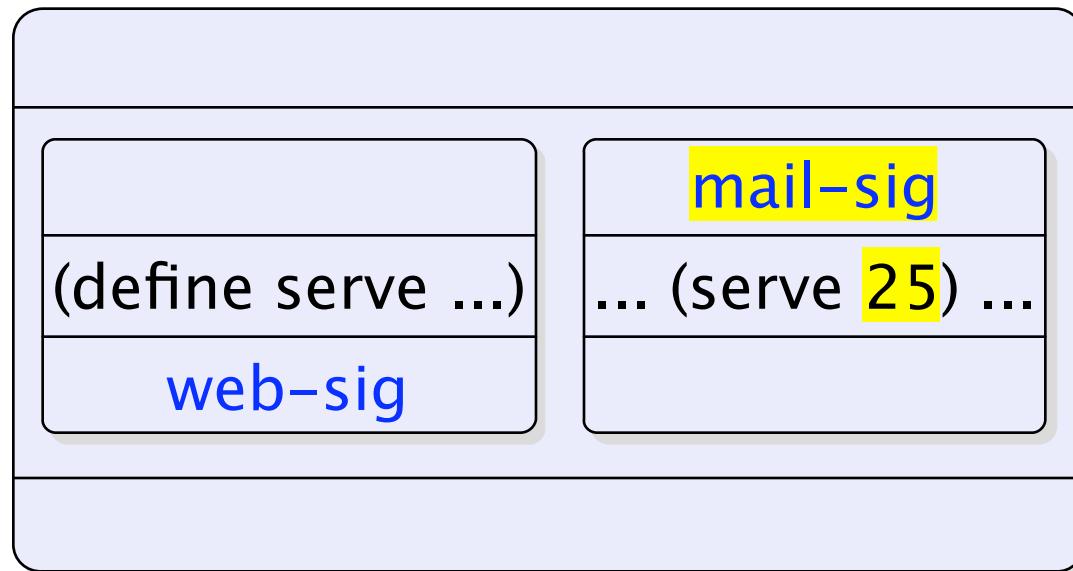
```
(define-signature web-sig (serve))  
(define-signature mail-sig (serve))
```



# Implementation

PLT Scheme's unit system is mostly nominal.

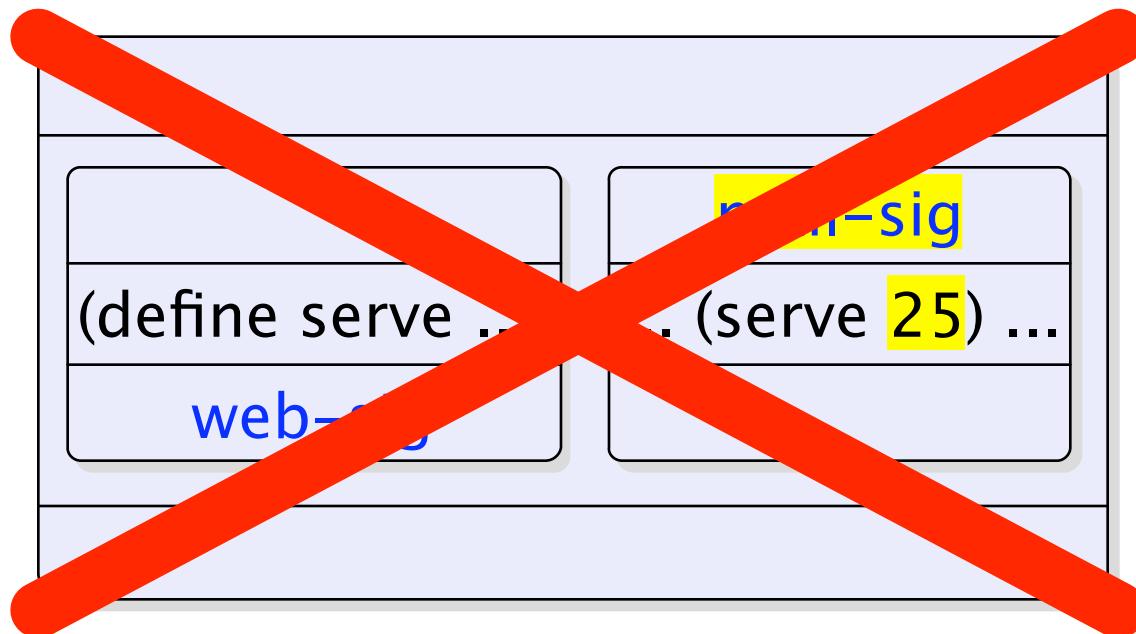
```
(define-signature web-sig (serve))  
(define-signature mail-sig (serve))
```



# Implementation

PLT Scheme's unit system is mostly nominal.

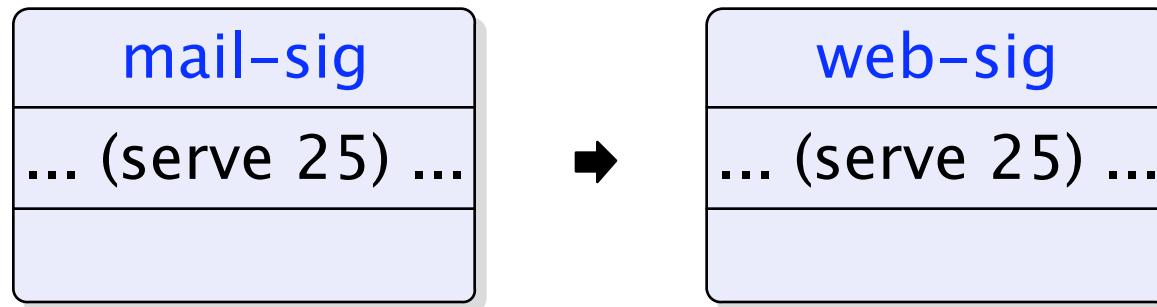
```
(define-signature web-sig (serve))  
(define-signature mail-sig (serve))
```



# Implementation

However, it has some structural features.

```
(define-signature web-sig (serve))  
(define-signature mail-sig (serve))
```



Also, the **unit/c** contract combinator is inherently structural.

# Conclusion

Blame tracking helps pinpoint locations of errors.

Dynamic features do not make blame tracking impossible.

PLT Scheme now has contracts for first-class modules.

<http://www.plt-scheme.org>