

A Pretty Printer that Says what it Means

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Command:

Dynamic Lisp Listener 3

Mouse-R: Menu.

To see other commands, press Shift, Control, Meta-Shift, or Super.

[Thu 27 Aug 1:04:41] LISPM

CL USER:

User Input

Command: (defun addition (x y) (+ x y))

ADDITION

Command:

Dynamic Lisp Listener 3

Mouse-R: Menu.

To see other commands, press Shift, Control, Meta-Shift, or Super.

[Thu 27 Aug 1:05:40] LISPM

CL USER:

User Input

Command: (defun addition (x y) (+ x y))

ADDITION

Command:

Dynamic Lisp Listener 3

Mouse-L: 'ADDITION; Mouse-M: (DESCRIBE 'ADDITION); Mouse-R: Menu.
To see other commands, press Shift, Control, Meta, Meta-Shift, Super, or Super-Shift.

[Thu 27 Aug 1:07:30] LISPM

CL USER:

User Input

Operation on ADDITION:

Command: 'ADDITION
ADDITION (DESCRIBE 'ADDITION)
Command: (INSPECT 'ADDITION)
ADDITION
ADDITION [will not activate]
Edit Definition (name) ADDITION (type) Function
Edit viewspecs
Show this function's argument list
Marking and yanking menu
Presentation debugging menu
System menu
Window operation menu

Dynamic Lisp Listener 3

Mouse-L, -M, -R: Show this function's argument list.
To see other commands, press Shift, Control, Meta-Shift, or Super.

[Thu 27 Aug 1:07:52] LISPM

CL USER:

User Input

```
Command: (defun addition (x y) (+ x y))
ADDITION
Command: Show Function Arguments ADDITION
ADDITION: (X Y)
Command: █
```

Dynamic Lisp Listener 3

Mouse-L: Show Function Arguments (function s; Mouse-M: Re-execute command after modify; Mouse-R: Menu
To see other commands, press Shift, Control, Meta-Shift, or Super.

[Thu 27 Aug 1:09:17] LISPM

CL USER:

User Input

Operation on ADDITION:

Command: 'ADDITION
ADDITION
(DESCRIBE 'ADDITION)
Command: (INSPECT 'ADDITION)
ADDITION
Command: ADDITION [will not activate]
Edit Definition (name) ADDITION (type) Function
Edit viewspecs
Show this function's argument list
Marking and yanking menu
Presentation debugging menu
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Window operation menu

Dynamic Lisp Listener 3

Mouse-L, -M, -R: (DESCRIBE 'ADDITION).
To see other commands, press Shift, Control, Meta-Shift, or Super.

[Thu 27 Aug 1:09:37] LISPM

CL USER:

User Input

```
Command: (defun addition (x y) (+ x y))
ADDITION
Command: Show Function Arguments ADDITION
ADDITION: (X Y)
Command: (DESCRIBE 'ADDITION)
ADDITION is the function #<Interpreted function ADDITION 104065>: (X Y)
  #<Interpreted function ADDITION 104065> is a lexical closure
    of the function #<Compiled function SI:INTERPRETER-TRAMPOLINE 21010141723>
      in environment (NIL SI:DIGESTED-LAMBDA
        (LAMBDA (X Y)
          (DECLARE (SYS:FUNCTION-NAME ADDITION))
          NIL
          (BLOCK ADDITION
            (+ X Y)))
        (ADDITION) 2050 655362 NIL (X Y) NIL NIL
        (BLOCK ADDITION
          (+ X Y)))
      #<Compiled function SI:INTERPRETER-TRAMPOLINE 21010141723> has a suffix size of 1 and a total size
of 8
  This function is not an internal function.
  Linked references to this function are allowed.
  No linked references to this function exist.
  Extra info: (-2147483360 #<DTP-PACKED-INSTRUCTION-70 4013000016> 1.6560084e-24
    (CLOS:PRINT-OBJECT SI:INTERPRETED-FUNCTION-PRINTER))
```

ADDITION is in the USER (really COMMON-LISP-USER) package.

ADDITION

Command: █

Dynamic Lisp Listener 3

Mouse-R: Menu.

To see other commands, press Shift, Control, Meta-Shift, or Super.

[Thu 27 Aug 1:09:59] LISPM

CL USER:

User Input


```
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ADDITION
Command: Show Function Arguments ADDITION
ADDITION: (X Y)
Command: (DESCRIBE 'ADDITION)
ADDITION is the function #<Interpreted function ADDITION 104065>: (X Y)
  #<Interpreted function ADDITION 104065> is a lexical closure
    of the function #<Compiled function SI:INTERPRETER-TRAMPOLINE 21010141723>
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```

ADDITION is in the USER (really COMMON-LISP-USER) package.

ADDITION

Command:

Dynamic Lisp Listener 3

Mouse-L: '(LAMBDA (X Y) (DECLARE #) ...); Mouse-M: (DESCRIBE '(LAMBDA # # ...)); Mouse-R: Menu.
To see other commands, press Shift, Control, Meta, Meta-Shift, Control-Meta, Super, or Super-Shift.

[Thu 27 Aug 1:12:27] LISPM

CL USER:

User Input

Presentations: a connection between screen output and the underlying objects.

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- ▶ We must support a variety of interfaces: console, Web, editors, and more
- ▶ It is useful to support clients other than development environments: IRC bots, search engines, and unknown products of ingenuity

How did we implement presentations in Idris? Can Haskell make use of the same technique?

What is Idris?



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- ▶ Full dependent types
- ▶ Primarily developed by Edwin Brady at St Andrews, contributors around the world
- ▶ **Written in Haskell**



Demo!

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- ▶ The pretty printing library supports **semantic annotations**
- ▶ Annotations describe the **meaning** of sub-documents
- ▶ Provide in-band and out-of-band communication of annotations
- ▶ REPL commands take annotations as arguments

Begin with a pretty-printing library:

- ▶ Hughes-Peyton Jones style
- ▶ Wadler-Leijen style

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- ▶ Type `Doc`, representing sets of strings
- ▶ Combinators for constructing a `Doc`
- ▶ Renderers that convert a `Doc` into a `String`, or to write it to a handle

Make it say what it means!

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```
annotate :: a → Doc a → Doc a
```

3. Add output methods:

```
outputSpans :: Doc a → (String, [(Int, Int, a)])
```

```
displayDecorated :: (a → String → String)  
→ Doc a → String
```


What About Windows?

Windows needs side effects to change console colors: ANSI codes don't work!

Check if any elements of the first list are found in the second, using Boolean equality.

```
Prelude.List.hasAnyBy : (a -> a -> Bool) ->  
                      List a -> List a -> Bool
```

Check if any elements of the first list are found in the second, using a custom comparison.

```
Prelude.List.hasAnyByNilFalse : (p : a -> a -> Bool) ->  
                                (l : List a) -> hasAnyBy p [] l = False
```

No list contains an element of the empty list by any predicate.

```
Prelude.List.hasAnyNilFalse : Eq a => (l : List a) ->  
                                hasAny [] l = False
```

No list contains an element of the empty list.

```
Prelude.List.head : (l : List a) -> {auto ok : NonEmpty l} -> a
```

Get the first element of a non-empty list

```
Prelude.Stream.head : Stream a -> a
```

The first element of an infinite stream

```
displayDecoratedA :: (Applicative f, Monoid b)
                  => (String -> f b)
                  -> (a -> f b) -> (a -> f b)
                  -> Doc a -> f b
```

More generality, please!

```
displayDecoratedA :: (Applicative f, Monoid b)
                  => (String -> f b)
                  -> (a -> f b) -> (a -> f b)
                  -> Doc a -> f b
```

For Windows output, let f be `IO` and let b be `()`

Because Doc is a Functor, we can transform or decorate annotations.

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Uses:

- ▶ Add additional type information without imposing dependencies on pretty-printer
- ▶ Convert annotations to the IDE protocol
- ▶ Type check terms that occur inside of docstrings

`annotated-wl-pprint`

Idris's pretty-printing library – a Wadler-Leijen derivative

`pretty`

Trevor Elliott at Galois implemented annotations for it in 2014

`wl-pprint-extras`

A free monad based on `wl-pprint` where effects can be embedded in documents

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type Doc = Annotated.Doc ()

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- ▶ When pretty printers say what they mean, listeners don't need to guess (or, even worse – parse)
- ▶ Editor commands can get ahold of references directly
- ▶ Can be implemented incrementally:
type Doc = Annotated.Doc ()
- ▶ Let's take good ideas from Lisp and Smalltalk UIs, and make them **even better** with types!