

Understanding an ADT implementation: Abstraction functions

CSE 331

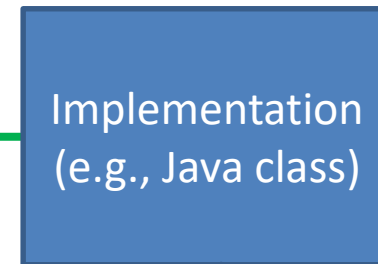
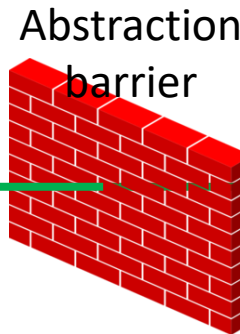
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Outline of data abstraction lectures

ADT
specification

ADT
implementation



ADT
represents
something in
the world

Today Abstraction function
(AF): Relationship between
ADT specification and
implementation

Representation invariant (RI):
Relationship among
implementation fields

Review: Connecting specifications and implementations

Representation invariant: Object \rightarrow boolean

Indicates whether rep/instance is **well-formed**

Defines the set of valid values of the data structure

Only well-formed representations are meaningful

Abstraction function: Object \rightarrow abstract value

What the rep/instance **means** as an abstract value

How the rep/instance is to be interpreted

Used by implementors/maintainers of the abstraction

Abstraction function: rep \rightarrow abstract value

The **abstraction function** maps the concrete representation to the abstract value it represents

AF: Object \rightarrow abstract value

AF(CharSet this) = { c | c is contained in this.elts }

“set of Characters contained in this.elts”

Typically *not* executable (Why?)

The abstraction function lets us reason about concrete method behavior **from the client (abstract) perspective**

Rep invariant constrains structure, not meaning

An implementation of `insert` that preserves the rep invariant (no nulls or duplicates in `elts`):

```
public void insert(Character c) {
    Character cc = new Character(encrypt(c));
    if (!elts.contains(cc))
        elts.addElement(cc);
}
public boolean member(Character c) {
    return elts.contains(c);
}
```

Implementation is still wrong; this client code observes incorrect behavior:

```
CharSet s = new CharSet();
s.insert('a');
if (s.member('a'))
    ...
```

Abstraction function and insert impl.

Our real goal is to satisfy the **specification of insert**:

```
// modifies: this  
// effects: thispost = thispre U {c}  
public void insert(Character c);
```

The **AF** tells us what the rep means (and lets us place the blame)

$$\text{AF}(\text{CharSet this}) = \{ c \mid c \text{ is contained in this.elts } \}$$

Consider a call `insert('a')`:

On **entry**, the meaning is $\text{AF}(\text{this}_{\text{pre}}) \approx \text{elts}_{\text{pre}}$

On **exit**, the meaning is $\text{AF}(\text{this}_{\text{post}}) = \text{AF}(\text{this}_{\text{pre}}) \cup \{\text{encrypt('a')}\}$

What if we used this abstraction function instead?

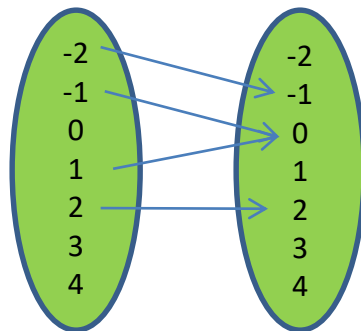
$$\begin{aligned} \text{AF}(\text{this}) &= \{ c \mid \text{encrypt}(c) \text{ is contained in this.elts } \} \\ &= \{ \text{decrypt}(c) \mid c \text{ is contained in this.elts } \} \end{aligned}$$

The abstraction function: concrete \rightarrow abstract

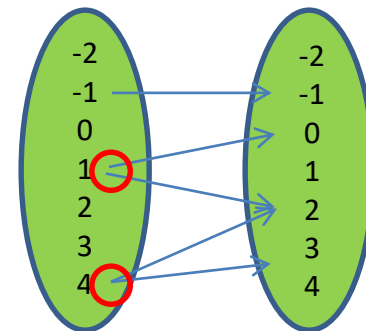
Q: Why don't we use the inverse of the AF? What function maps abstract to concrete?

1. It's not a function in the other direction.
E.g., lists $[a,b]$ and $[b,a]$ each represent the set $\{a, b\}$
2. To go from abstract to concrete, just construct and modify objects via the provided operators
3. Not helpful in reasoning about impl correctness

A function maps
each argument to
at most one value



Function



Not a function

Multiple reps for the same abstract value

Stack rep:

```
int[] elements;
```

```
int top; // first unused index
```

new Stack ()



stack = <>



push (17)



stack = <17>



push (-9)



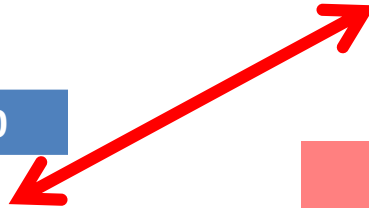
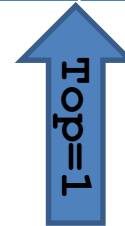
stack = <17, -9>



pop ()



stack = <17>



Abstract states are the same
stack = <17> = <17>

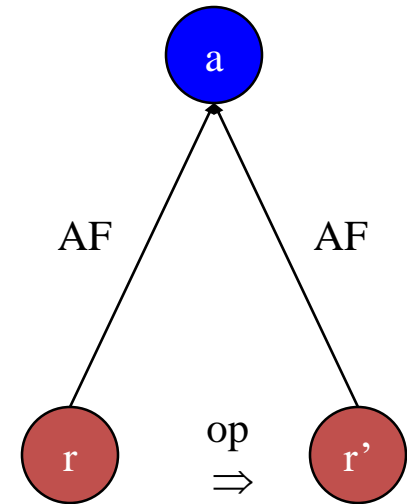
Concrete states are different
<[17, 0, 0], top=1>
≠
<[17, -9, 0], top=1>

AF is a function
AF⁻¹ is not a function

Benevolent side effects

Different implementation of member:

```
boolean member(Character c) {  
    int i = elts.indexOf(c);  
    if (i == -1)  
        return false;  
    // move-to-front optimization  
    Character tmp = elts.elementAt(0);  
    elts.set(0, c);  
    elts.set(i, tmp);  
    return true;  
}
```



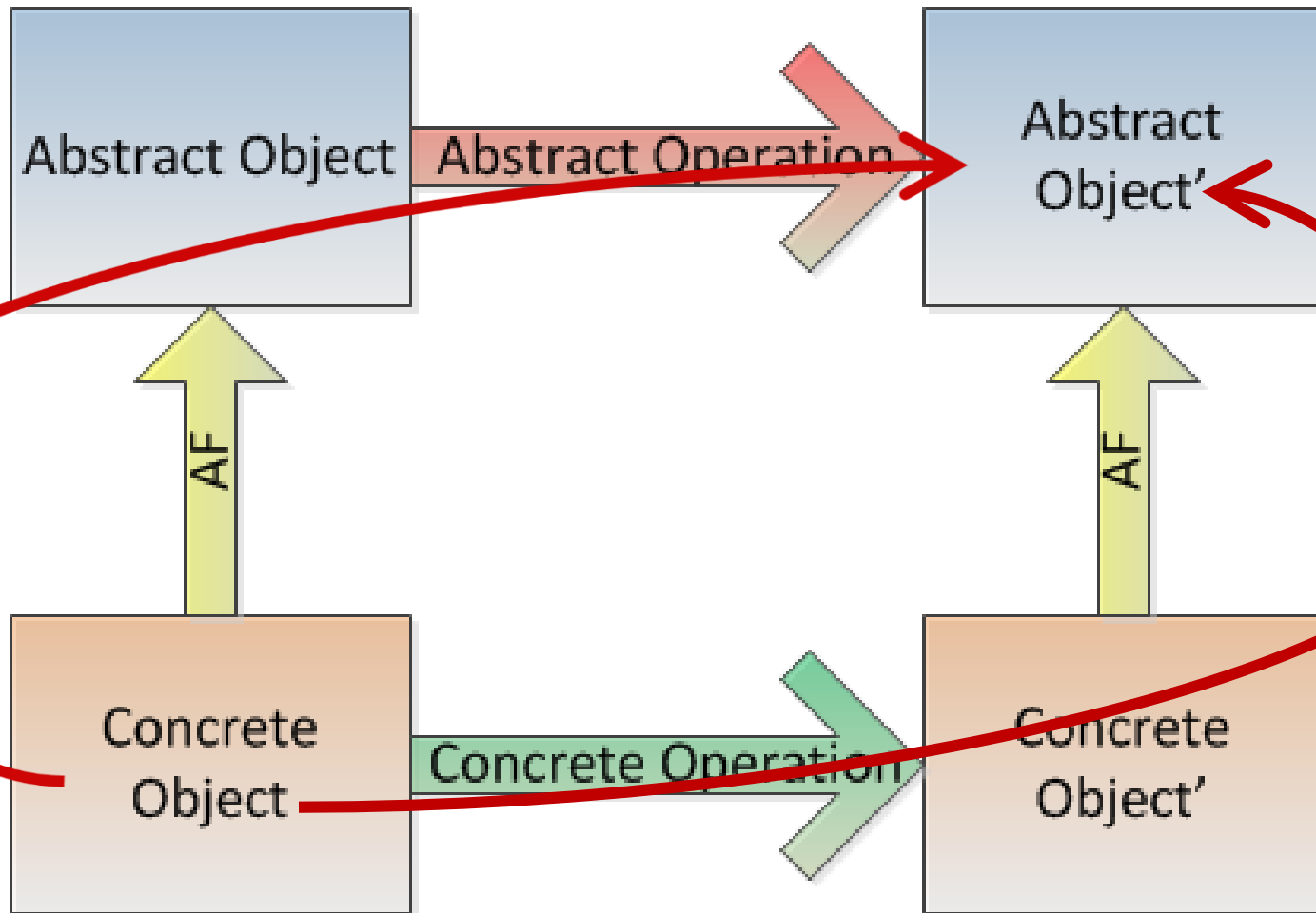
Move-to-front speeds up repeated membership tests

Mutates rep, but does not change *abstract* value

AF maps both reps to the same abstract value

Example: $\{ a, c, i, n, o, t, u \} = AF(\text{a u c t i o n}) = AF(\text{c a u t i o n})$

For any correct operation



Writing an abstraction function

The **domain**: all representations that satisfy the rep invariant

The **range**: can be tricky to denote

- For mathematical entities like sets: easy

- For more complex abstractions: give them fields

 - AF defines the value of each “specification field”

 - For “derived specification fields”, see the handouts

The overview section of the specification should provide a way of writing abstract values

- This printed representation is valuable for debugging
(`toString`)

ADTs and Java language features

- Java classes
 - Make operations in the ADT public
 - Make other operations and fields of the class private
 - Clients can only access ADT operations
- Java interfaces
 - Clients only see the ADT, not the implementation
 - Multiple implementations have no code in common
 - Cannot include creators (constructors) or fields
- Both classes and interfaces are sometimes appropriate
 - Write and rely upon careful specifications
 - Prefer interface types instead of specific classes in declarations (e.g., **List** instead of **ArrayList** for variables and parameters)

Connecting ADTs to implementations: Summary

Rep invariant

Which concrete values represent abstract values

Abstraction function

For each concrete value, which abstract value it represents

Neither one is part of the abstraction (the ADT)

Use both to reason that an implementation satisfies the specification

They modularize the implementation

Can examine operators one at a time

When you program:

Always write a rep invariant (standard industry best practice)

Write an abstraction function when you need it

Write an informal one for most non-trivial classes

A formal one is harder to write and often less useful

Helps with reasoning and debugging

Invariants simplify reasoning

- Why focus so much on invariants (properties of code that do not change)?
- Why focus so much on immutability (a specific kind of invariant)?
- Software is complex – invariants/immutability reduce the intellectual complexity
- If we can assume some property remains unchanged, we don't have to worry about it
- Reducing what we need to think about can be a huge benefit