

1. Hash tables for hash consing.

The technique is described in this paper: Sylvain Conchon and Jean-Christophe Filli tre. Type-Safe Modular Hash-Consing. In ACM SIGPLAN Workshop on ML, Portland, Oregon, September 2006. <https://www.lri.fr/~filliatr/ftp/publis/hash-consing2.pdf>

Note: a different, more elaborated hash-consing library can be found in Why3 sources at <http://why3.lri.fr/>

Hash consed values are of the following type *hash_consed*. The field *tag* contains a unique integer (for values hash consed with the same table). The field *hkey* contains the hash key of the value (without modulo) for possible use in other hash tables (and internally when hash consing tables are resized). The field *node* contains the value itself.

Hash consing tables are using weak pointers, so that values that are no more referenced from anywhere else can be erased by the GC.

```
type +α hash_consed = private {
  hkey : int;
  tag  : int;
  node : α }
```

2. Generic part, using ocaml generic equality and hash function.

```
type α t
```

```
val create : int → α t
```

(* create *n* creates an empty table of initial size *n*. The table will grow as needed. *)

```
val clear : α t → unit
```

(* Removes all elements from the table. *)

```
val hashcons : α t → α → α hash_consed
```

(* hashcons *t n* hash-cons the value *n* using table *t* i.e. returns any existing value in *t* equal to *n*, if any; otherwise, allocates a new one hash-consed value of node *n* and returns it. As a consequence the returned value is physically equal to any equal value already hash-consed using table *t*. *)

```
val iter : (α hash_consed → unit) → α t → unit
```

(* iter *f t* iterates *f* over all elements of *t*. *)

```
val stats : α t → int × int × int × int × int × int
```

(* Return statistics on the table. The numbers are, in order: table length, number of entries, sum of bucket lengths, smallest bucket length, median bucket length, biggest bucket length. *)

3. Functorial interface.

```
module type HashedType =  
  sig  
    type t  
    val equal : t → t → bool  
    val hash : t → int  
  end  
  
module type S =  
  sig  
    type key  
    type t  
    val create : int → t  
    val clear : t → unit  
    val hashcons : t → key → key hash_consed  
    val iter : (key hash_consed → unit) → t → unit  
    val stats : t → int × int × int × int × int × int  
  end  
  
module Make(H : HashedType) : (S with type key = H.t)
```