

Ruby master - Bug #10475

Array#flatten should not accept a nil argument

11/04/2014 02:37 PM - dubek (Dov Murik)

Status: Open	
Priority: Normal	
Assignee: matz (Yukihiro Matsumoto)	
Target version:	
ruby -v: ruby 2.1.4p265 (2014-10-27 revision 48166) [x86_64-linux]	Backport: 2.0.0: UNKNOWN, 2.1: UNKNOWN

Description

Currently Array#flatten accepts an explicit nil argument which has the same meaning as -1 (or no argument) - meaning endless recursive flattening. I'd expect flatten to accept an integer argument only (or not at all, with a default of -1).

Moreover, the behaviour of arr.flatten(-1) is not described in the method's documentation.

Current behaviour (Ruby 2.1.4):

```
2.1.4 :001 > arr = [1, [2, [3, [4, 5]]]]
=> [1, [2, [3, [4, 5]]]]
2.1.4 :002 > arr.flatten
=> [1, 2, 3, 4, 5]
2.1.4 :003 > arr.flatten(-1)
=> [1, 2, 3, 4, 5]
2.1.4 :004 > arr.flatten(nil)
=> [1, 2, 3, 4, 5]
```

Expected behaviour:

- The last call (arr.flatten(nil)) should raise ArgumentError exception.
- The -1 (as "indefinite") should be documented.

Note that this suggestion will break applications/gems that rely on the fact that arr.flatten(nil) is identical to arr.flatten.

I'd like to hear your opinions on this. If accepted, I'm willing to try and write a patch.

History

#1 - 11/16/2014 02:22 PM - jaredbeck (Jared Beck)

flatten also accepts Float values, apparently using to_i (aka. truncate) to convert to Integer.

```
arr.flatten(0.9)
=> [1, [2, [3, [4, 5]]]]
arr.flatten(1.1)
=> [1, 2, [3, [4, 5]]]
arr.flatten(-0.9)
=> [1, [2, [3, [4, 5]]]]
arr.flatten(-1.1)
=> [1, 2, 3, 4, 5]
```

Given that to_i (or something like it) is used on Float values, it's odd that nil is treated as -1, rather than 0.

```
nil.to_i
=> 0
```

#2 - 11/23/2014 09:13 AM - jwmittag (Jörg W Mittag)

Dov Murik wrote:

Currently Array#flatten accepts an explicit nil argument which has the same meaning as -1 (or no argument) - meaning endless recursive flattening. I'd expect flatten to accept an integer argument only (or not at all, with a default of -1).

Jared Beck wrote:

flatten also accepts Float values, apparently using `to_i` (aka. truncate) to convert to Integer.

IMO, the correct behavior would be to use `to_int`. Requiring Integer is too restrictive (an Integer-like object is perfectly fine), but `to_i` is too lax. The special casing of nil seems weird.

#3 - 11/24/2014 01:54 PM - marcandre (Marc-Andre Lafortune)

- Assignee set to matz (Yukihiko Matsumoto)

Jörg W Mittag wrote:

IMO, the correct behavior would be to use `to_int`.

It *is* using `to_int`, except for nil which is treated specially.

The special casing of nil seems weird.

Right. The documentation lists two interfaces (one with no argument, one with a single argument), so it can be read to imply that nil is not an acceptable argument. Still, the interface to fill (which explicitly accepts nil) does a similar thing, probably to be more readable given its complexity.

FWIW, this behavior dates from 2007.

A couple of methods accept an explicit nil, like `cycle`, or `fill`

Matz, should we disallow nil as an argument, or accept it and change the documentation?

I'm guessing you will choose the latter, in which case, the doc could be changed like:

```
diff --git a/array.c b/array.c
index 04a8286..7820a13 100644
--- a/array.c
+++ b/array.c
@@ -4373,15 +4373,16 @@ flatten(VALUE ary, int level, int *modified)

/*
 * call-seq:
- *   ary.flatten!           -> ary or nil
- *   ary.flatten!(level) -> ary or nil
+ *   ary.flatten!(recursion_limit=nil) -> ary or nil
 *
 * Flattens +self+ in place.
 *
 * Returns +nil+ if no modifications were made (i.e., the array contains no
 * subarrays.)
 *
- * The optional +level+ argument determines the level of recursion to flatten.
+ * The optional +recursion_limit+ argument determines maximum level of recursi
+ * to flatten. A value of 0 means no flattening will happen, while +nil+ or a
+ * negative number stand for no recursion limit.
```

I note in passing that the explanation for a returned value of nil is not completely accurate (i.e. the array contains no subarrays.), in the corner case when 0 is passed.

#4 - 11/25/2014 01:03 AM - nobu (Nobuyoshi Nakada)

I agree that this is a documentation issue.

But afraid that the negative value is worth to mention.