Programming Languages and Compilers (CS 421)

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Based in part on slides by Mattox Beckman, as updated by Vikram Adve and Gul Agha

Recursive Data Types

```
# type exp =
    VarExp of string
  | ConstExp of const
  | MonOpAppExp of mon_op * exp
  | BinOpAppExp of bin_op * exp * exp
  | IfExp of exp* exp * exp
  | AppExp of exp * exp
  | FunExp of string * exp
```


Recursive Data Types

```
# type bin_op = IntPlusOp | IntMinusOp
      | EqOp | CommaOp | ConsOp | …
# type const = BoolConst of bool | IntConst of int |
…
# type exp = VarExp of string | ConstExp of const
  | BinOpAppExp of bin_op * exp * exp | …
```

- How to represent 6 as an exp?

Recursive Data Types

```
# type bin_op = IntPlusOp | IntMinusOp
      | EqOp | CommaOp | ConsOp | …
# type const = BoolConst of bool | IntConst of int |
…
# type exp = VarExp of string | ConstExp of const
  | BinOpAppExp of bin_op * exp * exp | …
```

- How to represent 6 as an exp?
- Answer: ConstExp (IntConst 6)

Recursive Data Types

```
# type bin_op = IntPlusOp | IntMinusOp
      | EqOp | CommaOp | ConsOp | …
# type const = BoolConst of bool | IntConst of int |
…
# type exp = VarExp of string | ConstExp of const
  | BinOpAppExp of bin_op * exp * exp | …
```

- How to represent (6, 3) as an exp?

Recursive Data Types

```
# type bin_op = IntPlusOp | IntMinusOp
      | EqOp | CommaOp | ConsOp | …
# type const = BoolConst of bool | IntConst of int |
…
# type exp = VarExp of string | ConstExp of const
  | BinOpAppExp of bin_op * exp * exp | …
```

- How to represent (6, 3) as an exp?
- BinOpAppExp (CommaOp, ConstExp (IntConst 6),
  ConstExp (IntConst 3))

Recursive Data Types

type bin_op = IntPlusOp | IntMinusOp
| EqOp | CommaOp | ConsOp | …
type const = BoolConst of bool | IntConst of int | …
type exp = VarExp of string | ConstExp of const
| BinOpAppExp of bin_op * exp * exp | …

- How to represent [(6, 3)] as an exp?
- BinOpAppExp (ConsOp, BinOpAppExp (CommaOp, ConstExp (IntConst 6), ConstExp (IntConst 3)), ConstExp NilConst)));;

Problem

type int_Bin_Tree =Leaf of int
| Node of (int_Bin_Tree * int_Bin_Tree);;

- Write sum_tree : int_Bin_Tree -> int
- Adds all ints in tree

let rec sum_tree t =

Problem

type int_Bin_Tree =Leaf of int
| Node of (int_Bin_Tree * int_Bin_Tree);;

- Write sum_tree : int_Bin_Tree -> int
- Adds all ints in tree

```
let rec sum_tree t =
    match t with Leaf n -> n
    | Node(t1,t2) -> sum_tree t1 + sum_tree t2
```


Recursion over Recursive Data Types

type exp = VarExp of string | ConstExp of const
| BinOpAppExp of bin_op * exp * exp
| FunExp of string * exp | AppExp of exp * exp

- How to count the number of variables in an exp?

Recursion over Recursive Data Types

type exp = VarExp of string | ConstExp of const
| BinOpAppExp of bin_op * exp * exp
| FunExp of string * exp | AppExp of exp * exp

- How to count the number of variables in an exp?

```
# let rec varCnt exp =
  match exp with VarExp x ->
   | ConstExp c ->
   | BinOpAppExp (b, e1, e2) ->
   | FunExp (x,e) ->
   | AppExp (e1, e2) ->
```


Recursion over Recursive Data Types

type exp = VarExp of string | ConstExp of const
| BinOpAppExp of bin_op * exp * exp
| FunExp of string * exp | AppExp of exp * exp

- How to count the number of variables in an exp?

```
# let rec varCnt exp =
  match exp with VarExp x -> 1
   | ConstExp c -> 0
   | BinOpAppExp (b, e1, e2) -> varCnt e1 + varCnt e2
   | FunExp (x,e) -> 1 + varCnt e
   | AppExp (e1, e2) -> varCnt e1 + varCnt e2
```

Mapping over Recursive Types

```
# let rec ibtreeMap f tree =
   match tree with (Leaf n) -> Leaf (f n)
   | Node (left_tree, right_tree) ->
    Node (ibtreeMap f left_tree,
         ibtreeMap f right_tree);;
val ibtreeMap : (int -> int) -> int_Bin_Tree ->
  int_Bin_Tree = <fun>
```


Mapping over Recursive Types

```
# ibtreeMap ((+) 2) bin_tree;;

- : int_Bin_Tree = Node (Node (Leaf 5, Leaf
  8), Leaf (-5))
```


Folding over Recursive Types

```
# let rec ibtreeFoldRight leafFun nodeFun tree =
   match tree with Leaf n -> leafFun n
   | Node (left_tree, right_tree) ->
    nodeFun
    (ibtreeFoldRight leafFun nodeFun left_tree)
    (ibtreeFoldRight leafFun nodeFun right_tree);;
val ibtreeFoldRight : (int -> 'a) -> ('a -> 'a -> 'a) ->
  int_Bin_Tree -> 'a = <fun>
```


Folding over Recursive Types

```
# let tree_sum =
   ibtreeFoldRight (fun x -> x) (+);;
val tree_sum : int_Bin_Tree -> int = <fun>
# tree_sum bin_tree;;
- : int = 2
```


Mutually Recursive Types

```
# type 'a tree = TreeLeaf of 'a
   | TreeNode of 'a treeList
and 'a treeList = Last of 'a tree
   | More of ('a tree * 'a treeList);;
type 'a tree = TreeLeaf of 'a | TreeNode of 'a
  treeList
and 'a treeList = Last of 'a tree | More of ('a
  tree * 'a treeList)
```

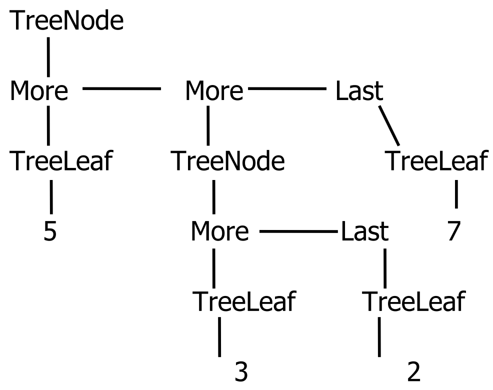

Mutually Recursive Types - Values

```
# let tree =
  TreeNode
   (More (TreeLeaf 5,
         (More (TreeNode
               (More (TreeLeaf 3,
                     Last (TreeLeaf 2))),
               Last (TreeLeaf 7)))));;
```

Mutually Recursive Types - Values

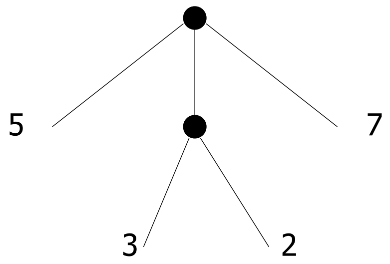
val tree : int tree =
TreeNode
(More
(TreeLeaf 5,
More
(TreeNode (More (TreeLeaf 3, Last
(TreeLeaf 2))), Last (TreeLeaf 7))))

Mutually Recursive Types - Values



Mutually Recursive Types - Values

A more conventional picture



Mutually Recursive Functions

```
# let rec fringe tree =
    match tree with (TreeLeaf x) -> [x]
  | (TreeNode list) -> list_fringe list
and list_fringe tree_list =
    match tree_list with (Last tree) -> fringe tree
  | (More (tree,list)) ->
    (fringe tree) @ (list_fringe list);;

val fringe : 'a tree -> 'a list = <fun>
val list_fringe : 'a treeList -> 'a list = <fun>
```


Mutually Recursive Functions

```
# fringe tree;;
- : int list = [5; 3; 2; 7]
```


Problem

```
# type 'a tree = TreeLeaf of 'a | TreeNode of 'a treeList
and 'a treeList = Last of 'a tree | More of ('a tree * 'a treeList);;
```

Define tree_size

Problem

type 'a tree = TreeLeaf of 'a | TreeNode of 'a treeList
and 'a treeList = Last of 'a tree | More of ('a tree * 'a treeList);;

Define tree_size

```
let rec tree_size t =
    match t with TreeLeaf _ ->
    | TreeNode ts ->
```


Problem

type 'a tree = TreeLeaf of 'a | TreeNode of 'a treeList
and 'a treeList = Last of 'a tree | More of ('a tree * 'a treeList);;

Define tree_size

```
let rec tree_size t =
    match t with TreeLeaf _ -> 1
    | TreeNode ts -> treeList_size  ts
```


Problem

type 'a tree = TreeLeaf of 'a | TreeNode of 'a treeList
and 'a treeList = Last of 'a tree | More of ('a tree * 'a treeList);;

Define tree_size and treeList_size

```
let rec tree_size t =
    match t with TreeLeaf _ -> 1
    | TreeNode ts -> treeList_size  ts
and treeList_size ts =
```


Problem

type 'a tree = TreeLeaf of 'a | TreeNode of 'a treeList
and 'a treeList = Last of 'a tree | More of ('a tree * 'a treeList);;

Define tree_size and treeList_size

```
let rec tree_size t =
    match t with TreeLeaf _ -> 1
    | TreeNode ts -> treeList_size  ts
and treeList_size ts =
    match ts with Last t ->
    | More t ts’ ->
```


Problem

type 'a tree = TreeLeaf of 'a | TreeNode of 'a treeList
and 'a treeList = Last of 'a tree | More of ('a tree * 'a treeList);;

Define tree_size and treeList_size

```
let rec tree_size t =
    match t with TreeLeaf _ -> 1
    | TreeNode ts -> treeList_size  ts
and treeList_size ts =
    match ts with Last t -> tree_size t
    | More t ts’ -> tree_size t + treeList_size ts’
```


Problem

type 'a tree = TreeLeaf of 'a | TreeNode of 'a treeList
and 'a treeList = Last of 'a tree | More of ('a tree * 'a treeList);;

Define tree_size and treeList_size

```
let rec tree_size t =
    match t with TreeLeaf _ -> 1
    | TreeNode ts -> treeList_size  ts
and treeList_size ts =
    match ts with Last t -> tree_size t
    | More t ts’ -> tree_size t + treeList_size ts’
```

Nested Recursive Types

```
# type 'a labeled_tree =
 TreeNode of ('a * 'a labeled_tree
  list);;
type 'a labeled_tree = TreeNode of ('a
  * 'a labeled_tree list)
```

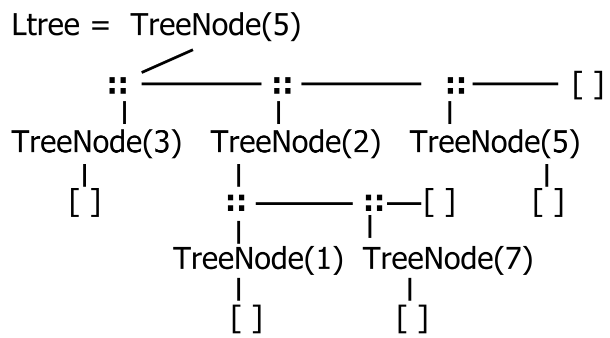

Nested Recursive Type Values

```
# let ltree =
  TreeNode(5,
    [TreeNode (3, []);
     TreeNode (2, [TreeNode (1, []);
                   TreeNode (7, [])]);
     TreeNode (5, [])]);;
```

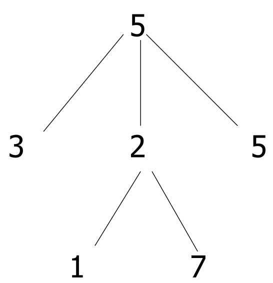

Nested Recursive Type Values

```
val ltree : int labeled_tree =
  TreeNode
   (5,
    [TreeNode (3, []); TreeNode (2,
  [TreeNode (1, []); TreeNode (7, [])]);
     TreeNode (5, [])])
```


Nested Recursive Type Values



Nested Recursive Type Values



Mutually Recursive Functions

```
# let rec flatten_tree labtree =
    match labtree with TreeNode (x,treelist)
     -> x::flatten_tree_list treelist
    and flatten_tree_list treelist =
    match treelist with [] -> []
    | labtree::labtrees
     -> flatten_tree labtree
       @ flatten_tree_list labtrees;;
```

Mutually Recursive Functions

val flatten_tree : 'a labeled_tree -> 'a list = <fun>

val flatten_tree_list : 'a labeled_tree list -> 'a list = <fun>

flatten_tree ltree;;

- : int list = [5; 3; 2; 1; 7; 5]

- Nested recursive types lead to mutually recursive functions

625 minutes

Extra Material

Infinite Recursive Values

```
# let rec ones = 1::ones;;
val ones : int list =
  [1; 1; 1; 1; ...]
# match ones with x::_ -> x;;
Characters 0-25:
Warning: this pattern-matching is not exhaustive.
Here is an example of a value that is not matched:
[]
  match ones with x::_ -> x;;
  ^^^^^^^^^^^^^^^^^^^^^^^^^
- : int = 1
```


Infinite Recursive Values

```
# let rec lab_tree = TreeNode(2, tree_list)
   and tree_list = [lab_tree; lab_tree];;
val lab_tree : int labeled_tree =
  TreeNode (2, [TreeNode(...); TreeNode(...)])
val tree_list : int labeled_tree list =
  [TreeNode (2, [TreeNode(...);
   TreeNode(...)]);
   TreeNode (2, [TreeNode(...);
   TreeNode(...)])]
```


Infinite Recursive Values

```
# match lab_tree
  with TreeNode (x, _) -> x;;
- : int = 2
```

Records

- Records serve the same programming purpose as tuples
- Provide better documentation, more readable code
- Allow components to be accessed by label instead of position
  - Labels (aka *field names* must be unique)
  - Fields accessed by suffix dot notation

Record Types

- Record types must be declared before they can be used in OCaml

```
# type person = {name : string; ss : (int * int * int); age : int};;
type person = { name : string; ss : int * int * int; age : int; }
```

- person is the type being introduced
- name, ss and age are the labels, or fields

Record Values

- Records built with labels; order does not matter

```
# let teacher = {name = "Elsa L. Gunter"; age = 102; ss = (119,73,6244)};;
val teacher : person =
  {name = "Elsa L. Gunter"; ss = (119, 73, 6244); age = 102}
```


Record Pattern Matching

```
# let {name = elsa; age = age; ss = (_,_,s3)} = teacher;;
val elsa : string = "Elsa L. Gunter"
val age : int = 102
val s3 : int = 6244
```


Record Field Access

```
# let soc_sec = teacher.ss;;
val soc_sec : int * int * int = (119, 73, 6244)
```


Record Values

```
# let student = {ss=(325,40,1276); name="Joseph Martins"; age=22};;
val student : person =
  {name = "Joseph Martins"; ss = (325, 40, 1276); age = 22}
# student = teacher;;
- : bool = false
```

New Records from Old

let birthday person = {person with age = person.age + 1};;

val birthday : person -> person = <fun>

birthday teacher;;

- : person = {name = "Elsa L. Gunter"; ss = (119, 73, 6244); age = 103}

New Records from Old

let new_id name soc_sec person = {person with name = name; ss = soc_sec};;

val new_id : string -> int * int * int -> person -> person = <fun>

new_id "Guieseppe Martin" (523,04,6712) student;;

- : person = {name = "Guieseppe Martin"; ss = (523, 4, 6712); age = 22}

End of Extra Material

625 minutes