Programming Languages and Compilers (CS 421)
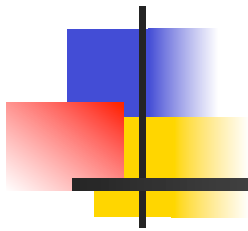
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Based in part on slides by Mattox Beckman, as updated by Vikram Adve and Gul Agha

Data type in Ocaml: lists

- Frequently used lists in recursive program
- Matched over two structural cases
  - [ ] - the empty list
  - (x :: xs) a non-empty list
- Covers all possible lists
- type 'a list = [ ] | (::) of 'a * 'a list
 - Not quite legitimate declaration because of special syntax

Variants - Syntax (slightly simplified)

- type *name* = C_1 [of ty_1] | . . . | C_n [of ty_n]
- Introduce a type called *name*
- (fun x -> C_i x) : ty_1 -> *name*
- C_i is called a *constructor*; if the optional type argument is omitted, it is called a *constant*
- Constructors are the basis of almost all pattern matching

Enumeration Types as Variants

An enumeration type is a collection of distinct values
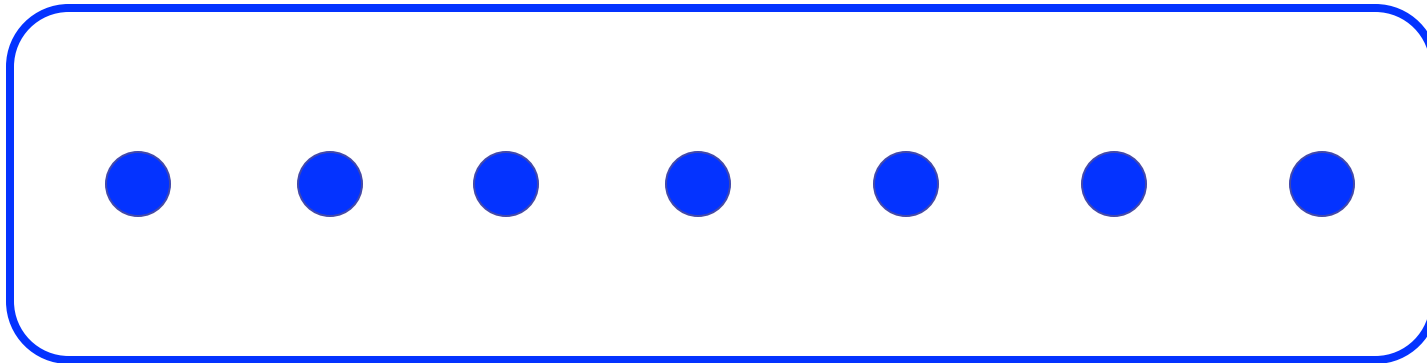
In C and Ocaml they have an order structure; order by order of input

Enumeration Types as Variants

type weekday = Monday | Tuesday | Wednesday
 | Thursday | Friday | Saturday | Sunday;;
type weekday =
  Monday
 | Tuesday
 | Wednesday
 | Thursday
 | Friday
 | Saturday
 | Sunday

Functions over Enumerations

```
# let day_after day = match day with
    Monday -> Tuesday
  | Tuesday -> Wednesday
  | Wednesday -> Thursday
  | Thursday -> Friday
  | Friday -> Saturday
  | Saturday -> Sunday
  | Sunday -> Monday;;
val day_after : weekday -> weekday = <fun>
```

Functions over Enumerations

let rec days_later n day =
    match n with 0 -> day
    | _ -> if n > 0
        then day_after (days_later (n - 1) day)
        else days_later (n + 7) day;;
val days_later : int -> weekday -> weekday
  = <fun>

Functions over Enumerations

\# days_later 2 Tuesday;;

\- : weekday = Thursday

\# days_later (-1) Wednesday;;

\- : weekday = Tuesday

\# days_later (-4) Monday;;

\- : weekday = Thursday

Problem:

type weekday = Monday | Tuesday | Wednesday

   | Thursday | Friday | Saturday | Sunday;;

■ Write function is_weekend : weekday -> bool

let is_weekend day =

Problem:

type weekday = Monday | Tuesday | Wednesday
    | Thursday | Friday | Saturday | Sunday;;
- Write function is_weekend : weekday -> bool

let is_weekend day =
    match day with Saturday -> true
      | Sunday -> true
      | _ -> false

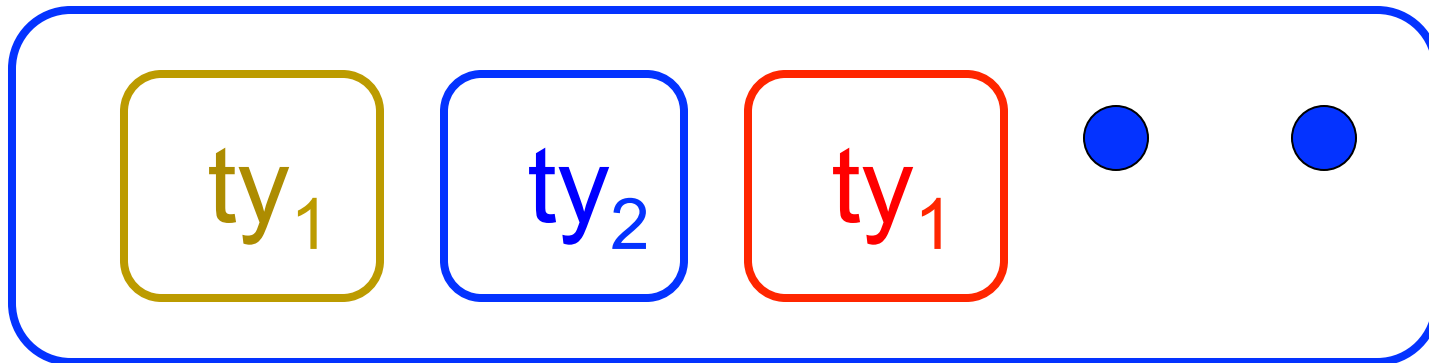# Example Enumeration Types

type bin_op = IntPlusOp | IntMinusOp
        | EqOp | CommaOp | ConsOp

type mon_op = HdOp | TlOp | FstOp
        | SndOp

Disjoint Union Types

- Disjoint union of types, with some possibly occurring more than once

- We can also add in some new singleton elements

Disjoint Union Types

```
# type id = DriversLicense of int
   | SocialSecurity of int | Name of string;;
type id = DriversLicense of int | SocialSecurity
   of int | Name of string
# let check_id id = match id with
      DriversLicense num ->
        not (List.mem num [13570; 99999])
     | SocialSecurity num -> num < 900000000
     | Name str -> not (str = "John Doe");;
val check_id : id -> bool = <fun>
```

Problem

- Create a type to represent the currencies for US, UK, Europe and Japan

Problem

- Create a type to represent the currencies for US, UK, Europe and Japan

```
type currency =
    Dollar of int
  | Pound of int
  | Euro of int
  | Yen of int
```

Example Disjoint Union Type

type const =

BoolConst of bool

| IntConst of int

| FloatConst of float

| StringConst of string

| NilConst

| UnitConst

Example Disjoint Union Type

type const = BoolConst of bool
   | IntConst of int | FloatConst of float
   | StringConst of string | NilConst
   | UnitConst

- How to represent 7 as a const?
- Answer: IntConst 7

Polymorphism in Variants

- The type 'a option is gives us something to represent non-existence or failure

\# type 'a option = Some of 'a | None;;

type 'a option = Some of 'a | None

- Used to encode partial functions
- Often can replace the raising of an exception

Functions producing option

```
# let rec first p list =
    match list with [ ] -> None
    | (x::xs) -> if p x then Some x else first p xs;;
val first : ('a -> bool) -> 'a list -> 'a option = <fun>
# first (fun x -> x > 3) [1;3;4;2;5];;
- : int option = Some 4
# first (fun x -> x > 5) [1;3;4;2;5];;
- : int option = None
```

Functions over option

```
# let result_ok r =
    match r with None -> false
    | Some _ -> true;;
val result_ok : 'a option -> bool = <fun>
# result_ok (first (fun x -> x > 3) [1;3;4;2;5]);;
- : bool = true
# result_ok (first (fun x -> x > 5) [1;3;4;2;5]);;
- : bool = false
```

Problem

- Write a hd and tl on lists that doesn't raise an exception and works at all types of lists.

Problem

- Write a hd and tl on lists that doesn't raise an exception and works at all types of lists.

- let hd list =

    match list with [] -> None

    | (x::xs) -> Some x
- let tl list =

    match list with [] -> None

    | (x::xs) -> Some xs

Mapping over Variants

```
# let optionMap f opt =
    match opt with None -> None
    | Some x -> Some (f x);;
val optionMap : ('a -> 'b) -> 'a option -> 'b
  option = <fun>
# optionMap
  (fun x -> x - 2)
  (first (fun x -> x > 3) [1;3;4;2;5]);;
- : int option = Some 2
```
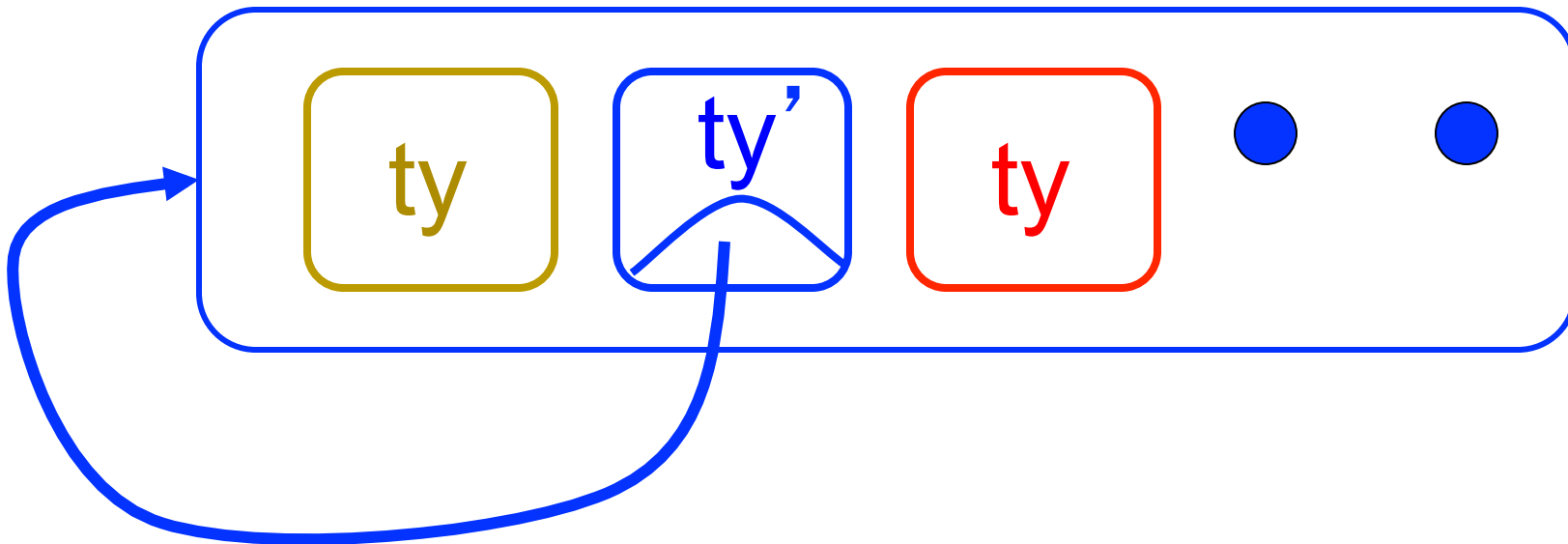
Folding over Variants

```
# let optionFold someFun noneVal opt =
     match opt with None -> noneVal
     | Some x -> someFun x;;
val optionFold : ('a -> 'b) -> 'b -> 'a option ->
  'b = <fun>
# let optionMap f opt =
     optionFold (fun x -> Some (f x)) None opt;;
val optionMap : ('a -> 'b) -> 'a option -> 'b
  option = <fun>
```

Recursive Types

- The type being defined may be a component of itself

Recursive Data Types

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

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

Recursive Data Type Values

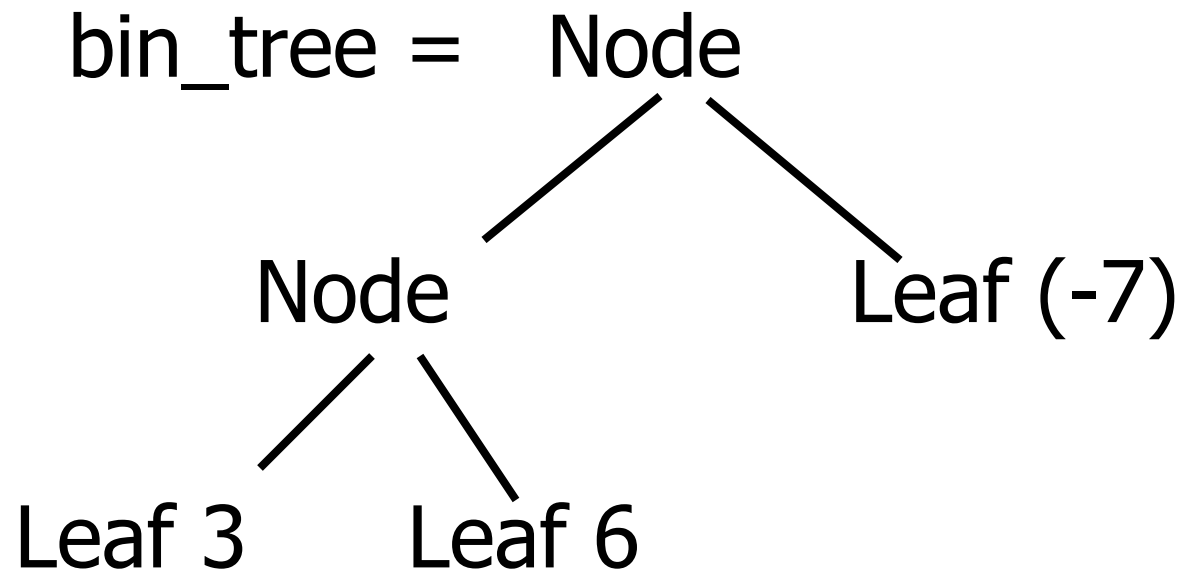# let bin_tree =
 Node(Node(Leaf 3, Leaf 6),Leaf (-7));;

val bin_tree : int_Bin_Tree = Node (Node
   (Leaf 3, Leaf 6), Leaf (-7))

Recursive Data Type Values

bin_tree =   Node

    Node   Leaf (-7)

Leaf 3   Leaf 6

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)))));;

Recursive Functions

let rec first_leaf_value tree =
   match tree with (Leaf n) -> n
   | Node (left_tree, right_tree) ->
   first_leaf_value left_tree;;
val first_leaf_value : int_Bin_Tree -> int =
  <fun>
let left = first_leaf_value bin_tree;;
val left : int = 3

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) ->
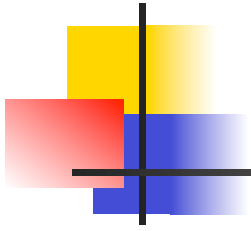
    | FunExp (x,e) ->

    | 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

Your turn now

Try Problem 3 on MP3

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 =
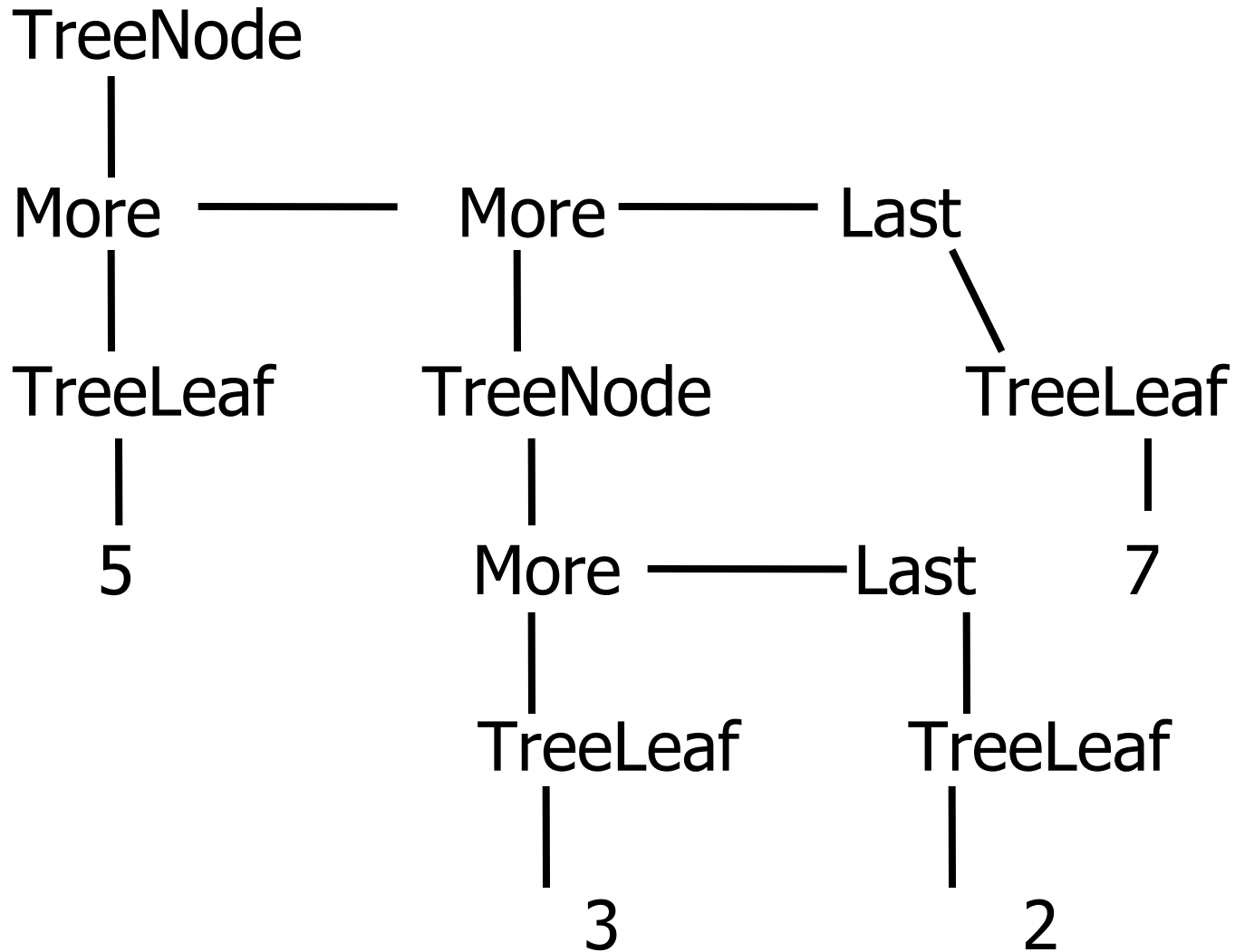 TreeNode
   (More (TreeLeaf 5,
        (More (TreeNode
             (More (TreeLeaf 3,
                  Last (TreeLeaf 2))),
        Last (TreeLeaf 7)))));;

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

TreeNode
|
More —————— More —————— Last
| | \
TreeLeaf   TreeNode   TreeLeaf
| | |
5   More ——————— Last   7
| |
TreeLeaf   TreeLeaf
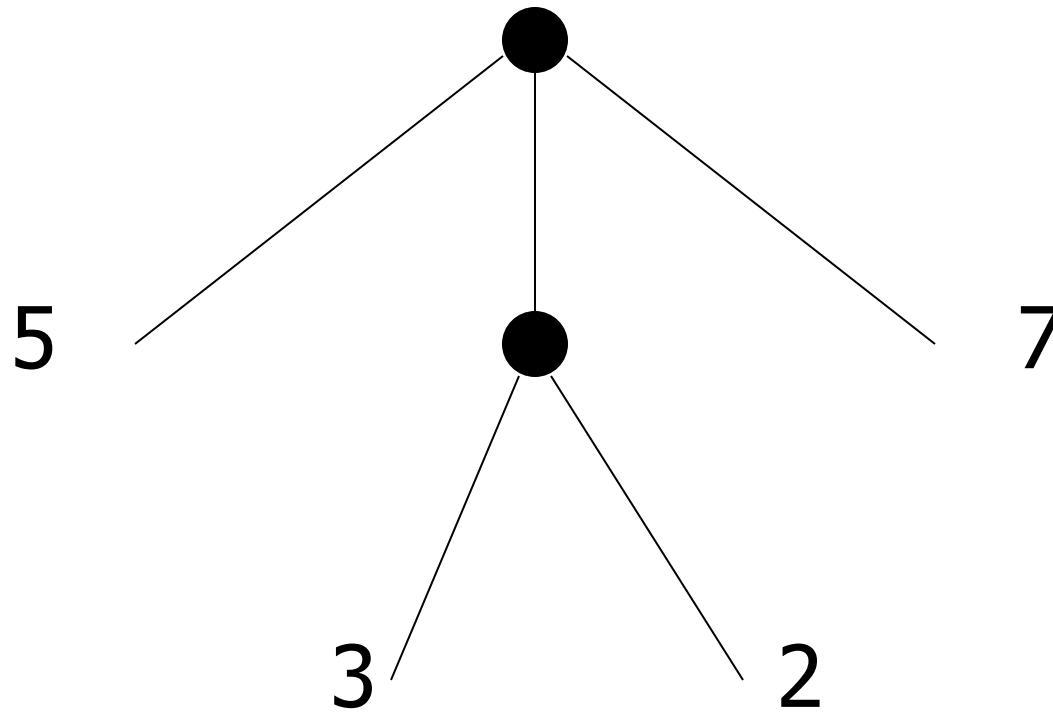| |
3   2

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, [])]);
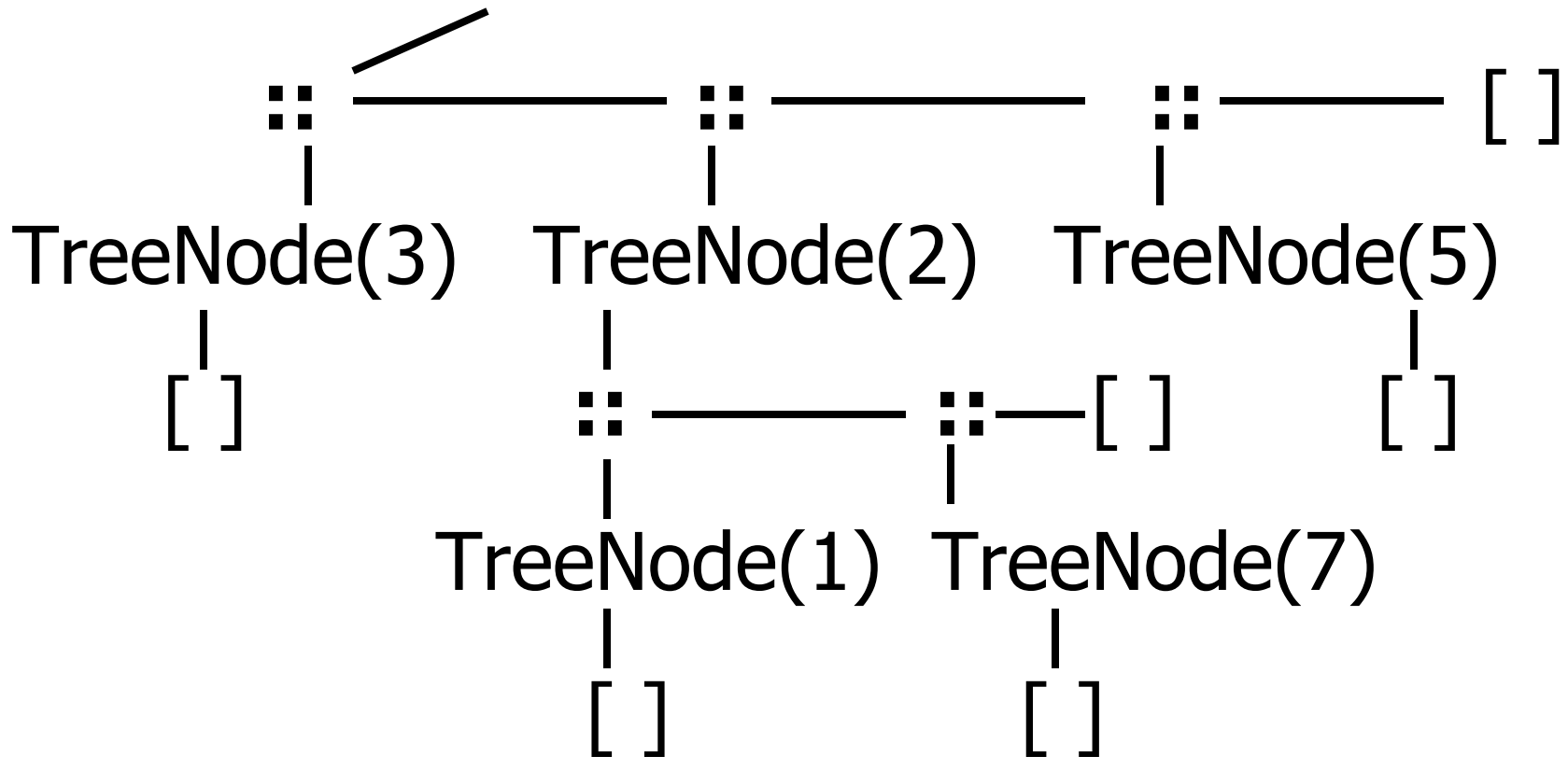   TreeNode (5, [])]);;

Nested Recursive Type Values

val ltree : int labeled_tree =
  TreeNode
   (5,
    [TreeNode (3, []); TreeNode (2,
    [TreeNode (1, []); TreeNode (7, [])]);
      TreeNode (5, [])])
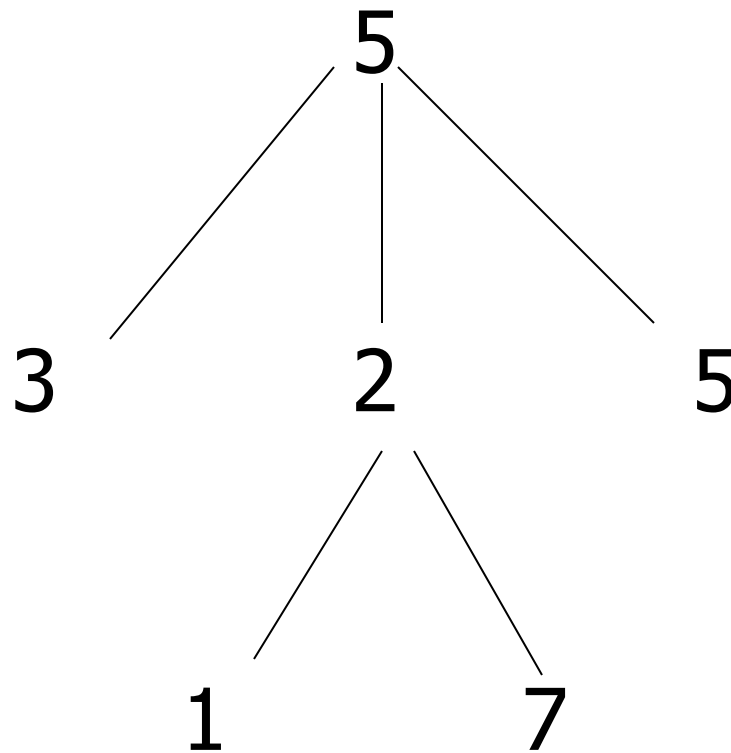
Nested Recursive Type Values

Ltree = TreeNode(5)

```
                ::————————::————————::———— [ ]
                |           |           |
           TreeNode(3)  TreeNode(2)  TreeNode(5)
                |           |           |
               [ ]      ::————————::—[ ]    [ ]
                         |         |
                    TreeNode(1) TreeNode(7)
                         |         |
                        [ ]       [ ]
```

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

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}