

Programming Languages and Compilers (CS 421)

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<http://www.cs.uiuc.edu/class/sp07/cs421/>

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

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

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Record Types

- Record types must be declared before they can be used

```
# type person = {name : string; ss : (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*

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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}
```

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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
```

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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
```

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Record Field Access

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

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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}
```

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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}
```

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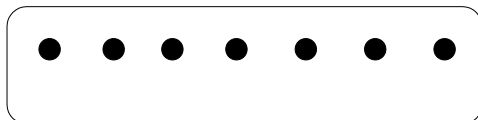
Variants - Syntax (slightly simplified)

- type $name = C_1 [of\ ty_1] | \dots | C_n [of\ ty_n]$
- 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

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Enumeration Types as Variants

An enumeration type is a collection of distinct values



In C and Caml they have an order structure; order by order of input

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Enumeration Types as Variants

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

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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>
```

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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>
```

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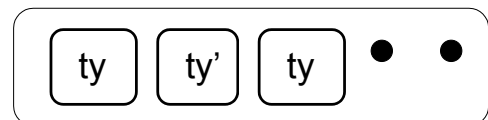
Functions over Enumerations

```
# days_later 2 Tuesday;;
- : weekday = Thursday
# days_later (-1) Wednesday;;
- : weekday = Tuesday
# days_later (-4) Monday;;
- : weekday = Thursday
```

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Disjoint Union Types

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



- We can also add in some new singleton elements

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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>
```

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Polymorphism in Variants

- The type 'a option 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

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Functions over 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
```

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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 - 3)  
  (first (fun x -> x > 3) [1;3;4;2;5]);;  
- : int option = Some 1
```

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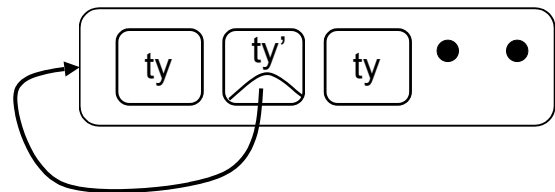
Folding over Variants

```
# 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>
```

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Recursive Types

- The type being defined may be a component of itself



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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)
```

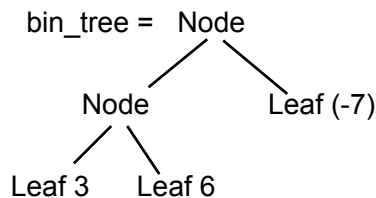
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Recursive Data Type Values

```
# 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))
```

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Recursive Data Type Values



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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
```

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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>
```

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Mapping over Recursive Types

```
# ibtreeMap ((+) 2) bin_tree;;
- : int_Bin_Tree = Node (Node (Leaf 5,
  Leaf 8), Leaf (-5))
```

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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>
```

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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
```

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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)
```

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Mutually Recursive Types - Values

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

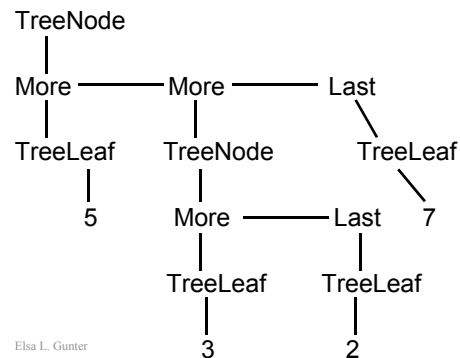
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Mutually Recursive Types - Values

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

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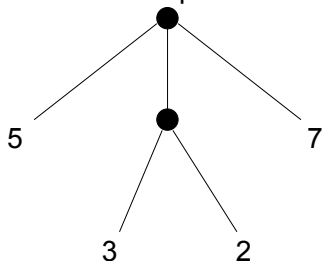
Mutually Recursive Types - Values



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Mutually Recursive Types - Values

A more conventional picture



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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>
```

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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;;
```

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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

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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
```

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Infinite Recursive Values

```
# let rec lab_tree = TreeNode(2, tree_list)  
  and tree_list = [lab_tree; lab_tree];;
```

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Infinite Recursive Values

```
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(...)])]
```

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Infinite Recursive Values

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

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