# Comp 302 Final

### Concepts

```
let curry f = (fun x y -> f (x, y))
let curry2 f x y = f (x, y)
let curry3 = fun f -> fun x -> fun y -> f (x, y)
let uncurry f = (fun (x, y) -> f x y)

(* Functions are right associative *)
(* Functions are not evaluated until they need to be *)
let test a b = a * a + b
test 3 = fun y -> 3 * 3 + y (* Not 9 + y *)
```

## Syntax

Do not forget about 'rec', 'let ... in', brackets, constructors or tuples

```
match x with

| a -> (* return *)
| b -> (* Nested matching *)
| begin match ... with
| ... ->
| end
| _ -> (* wildcard return *)
```

```
let name arg1 arg2 =
  let inner' arg1' arg2' = out' in
  inner' arg1 arg2
```

exception Failure of string

```
raise \ (Failure \ "what\_a\_terrible\_failure")
```

```
let x = 2 and y = 4 (* Initializes both *)
```

(\* An anonymous 'function' has only one argument, and can be matched directly without match ... with val is\_zero : int -> string = <fun> \*)

let is\_zero = function | 0 -> "zero" | \_ -> "not\_zero"

(\* Variable bindings are overshadowed; bindings are valid in their respective scopes \*) let m = 2;; let m = m \* m in m (\* is 4 \*);; m (\* is 2 \*);; let f () = m;; let m = 3;; f () (\* is 2 \*);

# List Ops

### Types & Option

## **Higher Order Functions**

```
(* sum : (int -> int) -> int * int -> int *)

let rec sum f (a, b) =

if a > b then 0

else f a + sum f (a + 1, b)

(* sumCubes : int * int -> int = <fun> *)

let sumCubes (a, b) = sum (fun x -> x * x * x) (a, b)
```

#### Induction

- Mathematical, Structural
- Can generalize theory when proving Eg rev (x::t) = rev' (x::t) ∏ ⇒ rev l @ acc = rev' l acc

```
\begin{array}{ll} e \Downarrow v & \text{multi step evaluation from } e \text{ to } v \\ e \Rightarrow e' & \text{single step evaluation from } e \text{ to } e' \\ e \Rightarrow^* e' & \text{multiple small step evaluations from } e \text{ to } e' \end{array}
```

State theory and IH; do base case

```
let even_parity_tr l = let rec parity p = function
| [] -> p | p'::xs -> parity (p<>p') xs in
parity false l
```

```
(* IH: For all l, even_parity l = even_parity_tr l *)
(* Case for true: *)
even_parity_tr true::xs
= parity false true::xs
                             (* Def of even_parity_tr *)
= parity (false <> true) xs (* Def of parity *)
                             (* Def of <> *)
= parity true xs
= not (parity false xs)
                             (* Prove? *)
                             (* Def of even_parity_tr *)
= not (even_parity_tr xs)
= not (even_parity xs)
                             (* IH *)
= even_parity true::xs
                             (* Def of even_parity *)
```

#### References

```
module type STACK =
\mathbf{sig}
    type stack
    type t
    val empty : unit -> stack
    val push: t -> stack -> stack
    \mathbf{val} size: stack -> int
    val pop : stack -> stack option
    val peek: stack -> t option
module IntStack : (STACK with type t = int) =
    type stack = int list
    type t = int
    let empty () = []
    let push i s = i :: s
    let size = List.length
    let pop = function | [] -> None |_{-} :: t -> Some t
    let peek = function | [] -> None | h :: _ -> Some h
end
(* Susp *)
type 'a susp = Susp of (unit -> 'a)
type 'a str = \{hd: 'a; tl : ('a str) susp\}
                        (* (unit \rightarrow 'a) \rightarrow 'a susp *)
let delay f = Susp(f)
let force (Susp f) = f() (* 'a susp -> 'a *)
(* ('a \rightarrow 'b \rightarrow 'c) \rightarrow 'a str \rightarrow 'b str \rightarrow 'c str *)
let rec zip f s1 s2 = {hd = f s1.hd s2.hd;
    tl = delay (fun () -> zip f (force s1.tl) (force s2.tl)) }
(* Sieve of Eratosthenes *)
let rec filter_str (p : 'a \rightarrow bool) (s : 'a str) =
    let h, t = find_hd p s in {hd = h;}
    tl = delay (fun () -> filter_str p (force t))
and find_hd p s = if p s.hd then (s.hd, s. tl)
    else find_hd p (force s.tl)
let no-divider m = not (n \mod m = 0)
let rec sieve s = \{ hd = s.hd; \}
    tl = delay (fun () ->
        sieve (filter_str (no_divider s.hd) (force s.tl) ))}
(* val double : ('a -> 'a) -> 'a -> 'a = < fun> *)
let double = fun f -> fun x -> f(f(x))
```

```
(* Coin *)
exception BackTrack
(* \ val \ change : int \ list \ -> int \ -> int \ list \ = <\!fun\!> *)
let rec change coins amt = if amt = 0 then []
    else (match coins with
         | [] -> raise BackTrack
        | coin :: cs ->
            if coin > amt then change cs amt
            else try coin :: (change coins (amt - coin))
                with BackTrack -> change cs amt)
(* val change : int list -> int ->
    (int list \rightarrow 'a) \rightarrow (unit \rightarrow 'a) \rightarrow 'a = \langle fun \rangle *)
let rec change coins amt success failure =
    if amt = 0 then success []
    else match coins with
         | | | ->  failure ()
        | coin :: cs ->
             if coin > amt then change cs amt success failure
            else change coins (amt - coin)
                 (fun list -> success (coin :: list ))
                 (fun () -> change cs amt success failure)
Syntax & Semantics
    • Definition
```

Definition  $FV((e_1, e_2)) = FV(e_1) \cup FV(e_2)$ 

• Substitution [e'/x'] (let pair  $(x,y) = e_1$  in  $e_2$  end) = let pair  $(x,y) = [e'/x']e_1$  in  $[e'/x']e_2$  end Provided  $x' \neq x$  &&  $x' \neq y$  &&  $(x,y \neq FV(e'))$ 

• Type  $\Gamma \vdash (x,y) : T \times S \quad \Gamma \cup \{(x:T), (y:S)\} \vdash e_2 : U$   $\Gamma \vdash \text{let pair } (x,y) = e_1 \text{ in } e_2 : U$   $\Gamma \vdash \text{LET}$ 

• Operation  $\frac{e_1 \Downarrow (v_1, v_2) \quad [v_1/x][v_2/y]e_3 \Downarrow v}{\text{let pair } (x, y) = e_1 \text{ in } e_2 \Downarrow v_3} \text{ B-LET}$