

CS131: Programming Languages

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Administration

- Class website: <https://ccle.ucla.edu/course/view/17S-COMSCI131-1>
- Piazza: piazza.com/ucla/spring2017/cs131
- Office Hour: Wed 11am – 1pm, BH 2432
- Email: lunliu93@gmail.com

OCaml: Variables

- **let** *<variable>* = *<expr>*

```
# let x = 1;;
```

```
val x : int = 1
```

```
# let y = 4;;
```

```
val y : int = 4
```

```
# let z = x + y;;
```

```
val z : int = 5
```

- **let** *<variable>* = *<expr1>* **in** *<expr2>* (local variable)

OCaml: Functions

- Anonymous Functions

```
# (fun x -> x + 2) ;;
```

```
- : int -> int = <fun>
```

```
# let plustwo = (fun x -> x + 2) ;;
```

```
val plustwo : int -> int = <fun>
```

```
# plustwo 3 ;;
```

```
- : int = 5
```

OCaml: Functions

```
# let add x y = x + y;;
```

```
val add : int -> int -> int = <fun>
```

```
# add 1 2;;
```

```
- : int = 3
```

OCaml: Functions

- Use **function** keyword

```
# let square = function x -> x * x;;  
val square : int -> int = <fun>
```

- Syntactic sugar, pattern matching

```
# let square = fun y -> match y with  
    x -> x * x;;  
val square : int -> int = <fun>
```

OCaml: Pattern Matching

```
# let imply v = match v with
  (true,true) -> true
| (true,false) -> false
| (false,true) -> true
| (false,false) -> true;;
val imply : bool * bool -> bool = <fun>
```

```
# let imply v = match v with
  (true,x) -> x
| (false,x) -> true;;
val imply : bool * bool -> bool = <fun>
```

OCaml: Lists

```
# [1;2;3];;
```

```
- : int list = [1; 2; 3]
```

```
# 1::[2;3];;
```

```
- : int list = [1; 2; 3]
```

```
# [[1];[2];[3]];;
```

```
- : int list list = [[1]; [2]; [3]]
```

```
# [1]::[[2];[3]];;
```

```
- : int list list = [[1]; [2]; [3]]
```


OCaml: Lists

```
# [1::2]::[[3; 4]];;
```

Error: This expression has type int but an expression was expected of type

int list

```
# [1;2]::[[3; 4]];;
```

```
-: int list list = [[1; 2]; [3; 4]]
```

```
# [1; 2] @ [3; 4];;
```

```
- : int list = [1; 2; 3; 4]
```

OCaml: Tuples

```
# (1, 2);;
```

```
- : int * int = (1, 2)
```

```
# ("what", 2, 5.1);;
```

```
- : string * int * float = ("what", 2, 5.1)
```

OCaml: Tuples

```
# let my_add = fun (x, y) -> x + y;;  
val my_add : int * int -> int = <fun>  
# my_add 1 2;;
```

Error: This function has type `int * int -> int`
It is applied to too many arguments;
maybe you forgot a ``;'`.

```
# my_add (1,2);;  
- : int = 3
```

Exercises!

OCaml: Higher-order Functions

- Functions are like any other expressions
- Higher-order function: function that takes another function as an argument

```
# let rec map f l =match l with  
    | [] -> []  
    | h::t -> (f h)::(map f t);;
```

```
val map : ('a -> 'b) -> 'a list -> 'b list =  
<fun>
```

```
# map (function x -> x+1) [1;2;3];;  
- : int list = [2; 3; 4]
```

OCaml: Currying

- Passing multiple arguments one at a time, with functions returning other functions.

```
# let add x y = x + y;;  
val add : int -> int -> int = <fun>  
val add : int -> (int -> int) = <fun>  
# let add2_curried = add 2;;  
val add2_curried :  
  int -> int = <fun>  
# add2_curried 3 ;;  
- : int = 5
```

Exercises

Tail Recursion

- **The return value of any given recursive step is the same as the return value of the next recursive call.**
- Calculation first then recursive call
- Allow compiler optimization for stack

Backup

Environment Setup

- OCaml arrow key problems
 - [UTop \(fancy!\)](#)
 - [ledit](#)
 - [rlwrap](#)