

An Introduction to Functional Programming

Intermediate Computer Science Pre-College Program

23-27 July 2018

– Module 4 –

Topics for Today

- ▶ Algebraic Data Types (eg. enumerations and trees)
- ▶ Programming with Trees
- ▶ Function Schemes (map, iter, fold) over Trees

A First Example – Days of Week

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- ▶ Algebraic data types (or unions or variants)
- ▶ They allow for user-defined types

```
1 # type dow =  
2   | Monday  
3   | Tuesday  
4   | Wednesday  
5   | Thursday  
6   | Friday  
7   | Saturday  
8   | Sunday;;  
9 type dow = Monday | Tuesday | Wednesday | Thursday | Friday  
   | Saturday | Sunday
```

Days of Week

```
1 # type dow =
2   | Monday
3   | Tuesday
4   | Wednesday
5   | Thursday
6   | Friday
7   | Saturday
8   | Sunday;;
9 type dow = Monday | Tuesday | Wednesday | Thursday | Friday
   | Saturday | Sunday
10 # Monday;;
11 - : dow = Monday
12 # Sunday;;
13 - : dow = Sunday
```

Example Function over an ADT

```
1 let is_weekend d =  
2   match d with  
3   | Saturday -> true  
4   | Sunday -> true  
5   | _ -> false  
6  
7 let is_weekend2 d =  
8   match d with  
9   | Saturday | Sunday -> true  
10  | _ -> false  
11  
12 let is_weekend3 = function  
13   | Saturday | Sunday -> true  
14   | _ -> false
```

- All three are equivalent

Example Function of an ADT

```
1 # let next_day = function
2   | Monday -> Tuesday
3   | Tuesday -> Wednesday
4   | Wednesday -> Thursday
5   | Thursday -> Friday
6   | Friday -> Saturday
7   | Saturday -> Sunday
8   | Sunday -> Monday;;
9 val next_day : dow -> dow = <fun>
10 # next_day Monday;;
11 - : dow = Tuesday
```

Another Example of a Function on an ADT

```
1 (* next_day : dow -> dow *)
2 let next_day d =
3     match d with
4     | Monday -> Tuesday
5     | Tuesday -> Wednesday
6     | Wednesday -> Thursday
7     | Thursday -> Friday
8     | Friday -> Saturday
9     | Saturday -> Sunday
10    | Sunday -> Monday
```


Another Example of an ADT

```
1 type course =  
2   | UGrad of string * int * (dow list)  (* name, enrollment,  
      schedule *)  
3   | Grad  of string * int * (dow list)
```

Represents a course including

- ▶ Whether it is an undergrad or grad course
- ▶ Its name
- ▶ its current enrollment
- ▶ Its schedule

```
1 UGrad ("data structures", 23, [Monday; Wednesday])
```

Example: List the names of all the courses in a list of courses

```
1 (* Given a course, returns its name
2    get_name : course -> string *)
3 let get_name c =
4   match c with
5   | UGrad(name,_,_) -> name
6   | Grad(name,_,_) -> name
```

or just

```
1 let get_name c =
2   match c with
3   | UGrad(name,_,_) | Grad(name,_,_) -> name
```

Example

Determine all the days in which there are courses running

```
1 (* scheduled_days : course * list -> dow * list *)
2 let rec scheduled_days cs =
3   match cs with
4   | [] -> []
5   | (c:cs') -> (get_schedule c) @ (scheduled_days cs')
```

Exercise 1

- ▶ Write a function `max_enrollment` that returns the course with the maximum number of registrants
 - ▶ Assume the list of courses is non-empty
- ▶ What is the type of this function?

Exercise 2

- ▶ Write a function `most_scheduled_day` that returns the day in which most courses are scheduled
- ▶ What is the type of this function?

Exercise 3

- ▶ Write a function `delete_course` that given a course name and a list of courses returns a new list resulting from dropping that course
- ▶ What is the type of this function?

Binary Tree of Integers

Def. *A binary tree of integers is either the empty tree or a node that has a number and two binary trees of integers, namely its left and right subtrees*

- ▶ Lets draw some examples of binary trees of numbers on the board

Binary Tree of Integers

```
1 type treei =  
2   | Empty  
3   | Node of int * treei * treei
```

A binary tree of integers is either the empty tree or a node that has a number and two binary trees of integers, namely its left and right subtrees

Binary Tree of Integers

```
1 type treei =  
2   | Empty  
3   | Node of int * treei * treei
```

A binary tree of integers is either the empty tree or a node that has a number and two binary trees of integers, namely its left and right subtrees

An example tree

```
1 Node(1, Node(2, Empty, Empty), Node(3, Empty, Empty))
```

Lets draw it on the board

An Example of a Function over Binary Trees of Integers

```
1 let rec size t =  
2   match t with  
3   | Empty -> 0  
4   | Node(i,lt,rt) -> i + size lt + size rt
```

- ▶ What is the type of this function?
- ▶ Apply it to the following tree:

```
1 Node(1,Node(2,Empty,Empty),Node(3,Empty,Empty))
```

Exercises: Simple Functions on `treei`

- ▶ `sum`: adds all the numbers in a `treei`
- ▶ `product`: multiplies all the numbers in a `treei`
- ▶ `max`: returns the maximum number in a non-empty `treei`
- ▶ `min`: returns the minimum number in a non-empty `treei`
- ▶ `isEmpty`: returns a boolean indicating whether the argument `treei` is empty or not
- ▶ `isLeaf`: returns a boolean indicating whether the argument `treei` is a leaf (what is a leaf?)
- ▶ `height`: returns the height of a `treei`

Exercises: Functions on `treei` that Return a List

► preorder

Exercises: Functions on `treei` that Return `treei`

- ▶ `increment_tree`
- ▶ `double_tree`
- ▶ `mirror_tree`

Binary Search Trees

- ▶ A `treei` that has an additional condition: in a tree of the form `Node(i,lt,rt)`, `i` is greater than every number in `lt` and smaller than every number in `rt`
- ▶ Lets look at some examples

BSTs

- ▶ `is_bst : treei -> bool`: hint: use `min` and `max`
- ▶ `find_bst : treei -> int -> bool`
- ▶ `add_bst : treei -> int -> treei`, fails if number already is in the tree
- ▶ `remove_bst : treei -> treei`: fails if number is not in the tree (non-trivial!)

Polymorphic Binary Trees

Binary trees with data of arbitrary type

```
1 type 'a tree =  
2   | Empty  
3   | Node of 'a * 'a tree * 'a tree
```

- ▶ A tree of numbers: (type is `int tree`)

```
1 Node(1, Node(2, Empty, Empty), Node(3, Empty, Empty))
```

- ▶ A tree of strings: (type is `string tree`)

```
1 Node("hello", Node("bye", Empty, Empty), Node("hey", Empty,  
    Empty))
```

- ▶ A tree of booleans: (type is `bool tree`)

```
1 Node(true, Node(false, Empty, Empty), Node(true, Empty, Empty  
    ))
```

Functions over `tree`

```
1 let rec size_tree t =  
2   match t with  
3   | Empty -> 0  
4   | Node(x,lt,rt) -> 1 + size_tree lt + size_tree rt
```

- What is the type of this function?

Functions Schemes over Trees

- ▶ Map, iter and fold over binary trees

Summary

- ▶ Algebraic data types
- ▶ Trees
- ▶ Binary search trees
- ▶ Function schemes over trees