

Programming Languages and Paradigms

COMP 302

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Lesson 2: expressions, values, scopes, and types

Definitions

Expressions. Things like $2 + 5$.

Values. These are irreducible expressions, e.g. 7 , "hello".

Evaluation. The process of turning expressions into values, e.g.

$$(2 + 5) * 6 \rightarrow 7 * 6 \rightarrow 42.$$

Defining and applying functions

- ▶ Basic syntax: `let` creates new *definitions*
- ▶ Call a function with a space: `f a` is `f` applied to `a`.
- ▶ Multiple arguments, use more spaces: `f a b`
- ▶ Surround an argument with parens if it is complicated:
`f (n - 1)` is `f` applied to `n - 1`
Otherwise, `f n - 1` is `f n` minus one.

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`f (n - 1)` is `f` applied to `n - 1`
Otherwise, `f n - 1` is `f n` minus one.
- ▶ Define a function the same as other values, but with *parameters* which come after the name of the function.

```
1 let rec fib n =
2   if n = 0 then 0 else
3   if n = 1 then 1 else
4     fib (n-1) + fib (n-2)
```

The `rec` keyword is necessary to make a definition *recursive*.

Figuring out the types

```
1 let rec fib n =
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```

- ▶ How does OCaml know that `n : int`?
- ▶ How does OCaml know that `fib n : int`?
i.e. how does it know that the **return type** of `fib` is `int`?
- ▶ How do we write the type of the *function fib*?

This time...

- ▶ More on variables, functions, and scope.
- ▶ Performance implications of recursion.

let, let ... in ..., and let rec

demo

Recap

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Hint: evaluating an expression does not change its type.

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- ▶ What is the type of `let x = e1 in e2` ?

Solution: same as the type of `e2`

Example:

```
let n = 330 in "class has " ^ string_of_int n ^ " students"  
has type string because the part after in has type string.
```

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- ▶ What is the type of `let x = e1 in e2` ?
- ▶ Top-level definitions, e.g. `let rec fib n = ...`, lack an explicit `in` part; the rest of the file is the *implied in* part.
Only works for top-level definitions.

Shadowing \neq variable update!

- ▶ We can *shadow* bindings in OCaml.
`let x = 5 in let x = 2 in x + x` evaluates to 4
- ▶ This doesn't *change* the value associated to the first binding of `x`!

Compare: Python vs OCaml scoping

```
1 # python
2 x = 5
3 def f(y): return x + y
4 x = 8
5 a = f(10)
```

```
1 (* ocamlo *)
2 let x = 5
3 let f y = x + y
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5 let a = f 10
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What is the value of `a` after running the program?

Discuss with the person beside you.

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Python. The variable `x` is **updated** (line 4)

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The function `f` uses the latest value of the variable.

Python evaluates `f(10)` to 18.

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OCaml. The variable `x` is **shadowed**.

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OCaml. The variable `x` is shadowed.

The definition of `f` can only “see” the binding for `x` above it. The below binding is *not in scope*.

OCaml evaluates `f 10` to 15.

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```

We can **shadow** a definition, e.g. for `x`, by making a new one with the same name. This **does not** affect any definitions that were using the old definition of `x`.

Short break before moving on.

Rewriting fibonacci

```
1 let rec fib n =
2   if n = 0 then 0 else
3   if n = 1 then 1 else
4     fib (n-1) + fib (n-2)
```

We can do better than exponential time.
Let's see how!

Exercises

- ▶ `let rec sqrt (i : int) (n : int) : int = ...`

Finds the greatest integer whose square is less than or equal to `n`.

Called as `sqrt 0 n`, i.e. `i` starts at 0.

- ▶ `let rec is_prime (i : int) (n : int) : bool = ...`

Decides whether `n` is a prime number, i.e. not divisible by any number other than 1 or `n`.

Called as `is_prime 2 n`, i.e. `i` starts at 2.

Write `n mod i` to calculate the remainder of dividing `n` by `i`.

Exercises – solutions

demo