

datatype money

pounds(3.0) = pounds of real

dollars(3.0) | dollars of real

yen(3.0) | yen of real

Enumerated type

datatype day = mon | tues | weds | thurs | fri | sat | sun

fun activity Fri = "party"

| activity sat = "shop"

| activity sun = "church"

| activity D = "work"

D is a variable ^{capital letter?}
^{non capital?}
variable

activity: day → string

activity(Fri) = "party"

activity(mon) = "work"

activity(sun) = "church"

Let expressions

Local Variables

Local functions

Let val $x_1 = \text{expr}_1$

and $x_2 = \text{expr}_2$

:

and $x_n = \text{expr}_n$

meaning:

first calculate $\text{expr}_1 \dots \text{expr}_n$

then assign these values to variables x_1, x_2, \dots, x_n

yes

in Expr

then evaluate expr & return its value

end

```
fun f(x, y) =
```

```
  let val D = x - y
```

```
      and S = x + y
```

```
  in D + D + S + S
```

```
  end
```

$f(3, 1) = (3 - 1)^2 + (3 + 1)^2$

last3[1, 2, 3, 4, 5, 6, 7]

$\Rightarrow [5, 6, 7]$

```
fun last3 L
```

```
  let val RL = reverse L
```

```
  in [(third RL), (second RL), (first RL)]
```

```
  end
```

given reverse: 'a list \rightarrow 'a list

Lexical Scope

```
Let val y = 2 in
```

```
  expr then y
```

```
  else -y
```

end

→ 2 or -2, always, even if expr redefines y

let val y = 2 in expr

if y > (let val y = 3 in y + y end) then y
else -y

end

⇒ -y ⇒ -2 (not -3)

local functions

sum Cube(A, B, C) = $A^3 + B^3 + C^3$

fun cube(x) = $x * x * x$

in cube(A) + cube(B) + cube(C)

end

local recursion

fun revers(L) =

let fun reverse2([], L2) = L2

reverse2(h::t, L2) = reverse2(t, h::L2)

in reverse2(L, [])

end

reverse2(L1, L2)

y reverse2([1, 2, 3], [a, b, c])

⇒ [3, 2, 1, a, b, c]

reverse2(L, []) = reverse(L)

reverse2([2, 3], [1, a, b, c])

reverse2([3], [2, 1, a, b, c])

reverse([], [3, 2, 1, a, b, c])

```

fun reverse2(L1, L2) = L2
  | reverse2(h::t, L2) = reverse2(t, h::L2)
end

```

```

fun reverse(L) = reverse2(L, [])

```

Local Mutual Recursion

```

let fun even 0 = true
    | even N = odd (N-1)
    and odd 0 = false
    | odd N = even (N-1)
in even(4) end;

```

$\text{odd } N = N \bmod 2$
 $\text{even } N = 1 - \text{odd } (N)$

Picture

Higher order functions unnamed functions (lambda-like)

$(\text{fn } x \Rightarrow \text{expr}) \equiv (\text{lambda } (x) \text{expr})$ in scheme

$(\text{fn } x \Rightarrow x + 1)(2) \Rightarrow 3$

$\text{map}(sq, [1, 2, 3]) \Rightarrow [1^2, 2^2, 3^2] = [1, 4, 9]$

$\text{map}(\text{fn } x \Rightarrow x + 1, [1, 2, 3]) \Rightarrow [2, 3, 4]$

$\text{map}('a \rightarrow 'b) * ('a \text{ list}) \rightarrow ('b \text{ list})$

$\text{map}(F, L)$

$\text{fun map}(f, L) = []$

$\lambda \text{map } (f, h :: t) = f(h) :: \text{map}(f, t);$

`val F = (fn x => x + 2)`

`F 3 => 5`

$\equiv \text{fun } f \ x = x + 2;$

local recursion

`reverse(L) =`

`let fun reverse2(l[], L2) = L2`

`| reverse2(h::t, L2) = reverse2(t, h::L2)`

`in reverse2(L, [])`

`end`

`fun double F = (fn x => F(F x))`

`double: ('a -> 'a) -> ('a -> 'a)`

Exception Handling

`fun f(x) = 1.0/x`

$f: \text{real} \mapsto \text{real}$

`f 0 => error`

`fun g(x) = hd(x)`

$g: 'a \text{ list} \rightarrow 'a$

`g([]) => error`

`fun h(x) = tl(x)`

$h: 'a \text{ list} \rightarrow 'a \text{ list}$

`h[] => error`

`n! requires $n \geq 0$`

`exception Neg Arg`

`fun fact N =`

`if N = 0 then 1`

else if $N > 0$ then $N \rightarrow \text{fact}(N-1)$

else raise NegArg;

fact: int \rightarrow int

when $0 \leq m \leq n$ then $\binom{n}{m} = \frac{n!}{m!(n-m)!}$

(1) $n < 0$ negative(n)

(2) $m < 0$ negative(m)

(3) $m > n$ TooBig(m)

exception Negative of int

exception TooBig of int

fun comb(N, m) =

if $N < 0$ then raise Negative(N)

else if $M < 0$ then raise Negative(m)

else if $M > N$ then raise TooBig(M)

else fact(N) div (fact(m) * fact(N - m));
int division

fact (3 + comb(2, 4))

uncaught exception TooBig(4)

comb(7.5, 6.0)

type error, don't need to catch

Exception Handling

$\langle \text{expr}_1 \rangle \text{ handle } \langle \text{exception}_1 \rangle = \langle \text{expr}_2 \rangle$

meaning: when evaluating $\langle \text{expr}_1 \rangle$

(1) if no exceptions are raised then return values of $\langle \text{expr}_1 \rangle$

(2) if $\langle \text{exception} \rangle$ is raised, then return value of $\langle \text{expr}_2 \rangle$