

# CMSC 330: Organization of Programming Languages

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Lets, Tuples, Records

# Let Expressions

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- Syntax
  - `let x = e1 in e2`
  - *x* is a *bound variable*
  - *e1* is the *binding expression*
  - *e2* is the *body expression*
- `let` expressions bind *local* variables
  - Different from `let definitions`, which are at the top-level

# Let Expressions

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- Syntax

- `let x = e1 in e2`

- Evaluation

- $e1 \Rightarrow v1$

- $e2\{v1/x\}$

```
let z = 3+4 in 3*z
```

```
21
```

# Let Expressions

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- Syntax

- `let  $x$  =  $e1$  in  $e2$`

- Type checking

- If  $e1 : t1$  and

- If assuming  $x : t1$  implies  $e2 : t$

- Then  $(\text{let } x = e1 \text{ in } e2) : t$

## Example

What is the type of `let  $z$  =  $3+4$  in  $3*z$`  ?

- $3+4 : \text{int}$
- Assuming  $z : \text{int}$ , we have  $3*z : \text{int}$
- So the type of `let  $z$  =  $3+4$  in  $3*z$`  is  $\text{int}$

# Let Definitions vs. Let Expressions

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- At the top-level, we write
  - `let x = e;; (* no in e2 part *)`
  - This is called a let *definition*, not a let *expression*
    - Because it doesn't, itself, evaluate to anything
- Omitting `in` means “from now on”:
  - `# let pi = 3.14;;`
  - `(* pi is now bound in the rest of the top-level scope *)`

# Let Expressions: Scope

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- In `let x = e1 in e2`, var **x** is *not* visible outside of **e2**

```
let pi = 3.14 in pi *. 3.0 *. 3.0;;  
print_float pi;;
```

error: **pi** not bound

bind **pi** (only) in body of **let**  
(which is `pi *. 3.0 *. 3.0`)

```
{  
  float pi = 3.14;  
  
  pi * 3.0 * 3.0;  
}  
pi; /* pi unbound! */
```

# Examples – Scope of Let bindings

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- `x;;` (\* Unbound value x \*)
- `let x = 1 in x + 1;;` (\* 2 \*)
- `let x = x in x + 1;;` (\* Unbound value x \*)
- `(let x = 1 in x + 1);; x;;` (\* Unbound value x \*)
- `let x = 4 in (let x = x + 1 in x) ;;` (\* 5 \*)

# Nested Let Expressions

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```
let res =  
  (let area =  
    (let pi = 3.14 in  
      let r = 3.0 in  
        pi *. r *. r) in  
    area /. 2.0) ;;
```

Similar scoping possibilities C and Java

```
float res;  
{ float area;  
  { float pi = 3.14  
    float r = 3.0;  
    area = pi * r * r;  
  }  
  res = area / 2.0;  
}
```



# Let Expressions in Functions

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- You can use **let** inside of functions for local vars

```
let area d =  
  let pi = 3.14 in  
  let r = d /. 2.0 in  
  pi *. r *. r
```

# Shadowing Names

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- **Shadowing** is rebinding a name in an inner scope to have a different meaning
  - May or may not be allowed by the language

C

```
int i;  
  
void f(float i) {  
    {  
        char *i = NULL;  
        ...  
    }  
}
```

```
let x = 10 in  
  let z =  
    let x = 20 in  
      x*2 in  
x+z. (* 50 *)
```

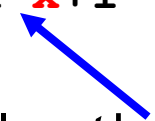
# Shadowing, by the Semantics

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- What if **e2** is also a **let** for **x** ?
  - Substitution will **stop** at the **e2** of a shadowing **x**

## Example

```
let x = 3+4 in let x = 3*x in x+1
- let x = 7 in let x = 3*x in x+1
- let x = 3*7 in x+1
- let x = 21 in x+1
- 21+1
- 22
```



Will *not* be substituted,  
since it is shadowed  
by the inner let

## Quiz 1: What does this evaluate to?

---

```
let x = 2 in  
let y = x + x in  
y * x
```

- A. 4
- B. 6
- C. 8
- D. Error

## Quiz 1: What does this evaluate to?

---

```
let x = 2 in  
let y = x + x in  
y * x
```

- A. 4
- B. 6
- C. 8
- D. Error

## Quiz 2: What does this evaluate to?

---

```
let x = 5 in  
x = 3
```

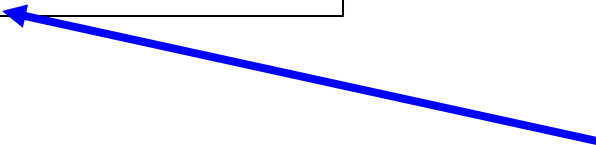
- A. 3
- B. 2
- C. true
- D. false

## Quiz 2: What does this evaluate to?

---

```
let x = 2 in  
x = 3
```

- A. 3
- B. 2
- C. true
- D. false



This expression is checking whether **x** is equal to 3

## Quiz 3: What does this evaluate to?

---

```
let y = 3 in  
let x = y+2 in  
let y = 6 in  
x+y
```

- A. 8
- B. 11
- C. 13
- D. 14



## Quiz 3: What does this evaluate to?

---

```
let y = 3 in  
let x = y+2 in  
let y = 6 in  
x+y
```

A. 8

B. 11

C. 13

D. 14

# Tuples

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- **Constructed** using `(e1, ..., en)`
- **Deconstructed** using pattern matching
  - Patterns involve parens and commas, e.g., `(p1, p2, ...)`
- Tuples are similar to C structs
  - But without field labels
  - Allocated on the heap
- Tuples can be heterogenous
  - Unlike lists, which must be homogenous
  - `(1, ["string1"; "string2"])` is a valid tuple

# Tuple Types

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- Tuple types use **\*** to separate components
  - Type joins types of its components
- Examples
  - `(1, 2) :`
  - `(1, "string", 3.5) :`
  - `(1, ["a"; "b"], 'c') :`
  - `[(1,2)] :`
  - `[(1, 2); (3, 4)] :`
  - `[(1,2); (1,2,3)] :`

# Tuple Types

---

- Tuple types use **\*** to separate components
  - Type joins types of its components
- Examples
  - `(1, 2) :` `int * int`
  - `(1, "string", 3.5) :` `int * string * float`
  - `(1, ["a"; "b"], 'c') :` `int * string list * char`
  - `[(1,2)] :` `(int * int) list`
  - `[(1, 2); (3, 4)] :` `(int * int) list`
  - `[(1,2); (1,2,3)] :` *error*

Because the first list element has type `int * int`, but the second has type `int * int * int` – list elements must all be of the same type

# Pattern Matching Tuples

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```
let plus3 t =  
  match t with  
    (x, y, z) -> x + y + z;;  
plus3 : int*int*int -> int = <fun>
```

```
let plus3' (x, y, z) = x + y + z;;  
plusThree' : int*int*int -> int = <fun>
```

# Tuples Are A Fixed Size

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- This OCaml definition
  - `let foo x = match x with`
    - `(a, b) -> a + b`
    - `| (a, b, c) -> a + b + c`

has a type error. Why?

- Tuples of different size have different types
  - `(a, b)` has type: `'a * 'b`
  - `(a, b, c)` has type: `'a * 'b * 'c`

## Quiz 4: What does this evaluate to?

---

```
let get a b = (a+b,0) in  
get 1 2
```

- A. (3,0)
- B. (2,0)
- C. 3
- D. type error

## Quiz 4: What does this evaluate to?

---

```
let get a b = (a+b,0) in  
get 1 2
```

**A. (3,0)**

B. (2,0)

C. 3

D. type error



## Quiz 5: What does this evaluate to?

---

```
let get (a,b) y = a+y in  
get (2,1) 1
```

- A. 3
- B. type error
- C. 2
- D. 1

## Quiz 5: What does this evaluate to?

---

```
let get (a,b) y = a+y in  
get (2,1) 1
```

**A. 3**

B. type error

C. 2

D. 1

# Records

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- Records: identify elements by **name**
  - Elements of a tuple are identified by **position**
- Define a **record type** before defining record values

```
type date = { month: string; day: int; year: int }
```

- Define a **record value**

```
# let today = { day=16; year=2017; month="f"^"eb" };;  
  
today : date = { day=16; year=2017; month="feb" };;
```

# Destructing Records

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```
type date = { month: string; day: int; year: int }  
let today = { day=16; year=2017; month="feb" };;
```

- Access by field name or pattern matching

```
today.month;; (* feb *)
```

```
let { year } = today in (* binds year to 2017 *)  
let { month=_; day=d } = today in  
...
```

## Quiz 6: What is the type of `shift`?

---

```
type point = {x:int; y:int}  
let shift { x = px } = [px]::[]
```

- A. `point -> int list`
- B. `int -> int list`
- C. `point -> point list`
- D. `point -> int list list`

## Quiz 6: What is the type of `shift`?

---

```
type point = {x:int; y:int}  
let shift { x = px } = [px]::[]
```

- A. `point -> int list`
- B. `int -> int list`
- C. `point -> point list`
- D. `point -> int list list`