

Introduction to Functional Programming in *OCaml*

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Week 3 - Sequence 1: Recursive types



Deep data structures

- ▶ Some standard data structures like lists and trees have an **unbounded depth**.
- ▶ We cannot define a type for lists because we have only seen “flat” data types.
- ▶ Informally, a list of integers is **either**:
 - ▶ an empty list, or
 - ▶ an integer and the *rest of the list*.
- ▶ We already know how to define a type by cases using sum types.
- ▶ Now, just realize that the “rest of the list” is also a list.

The type for list of integers I

```
type int_list =  
  | EmptyList  
  | SomeElement of int * int_list;;  
# type int_list = EmptyList | SomeElement of int * int_list
```

In the machine

- The following value:

```
SomeElement (1, SomeElement (3, EmptyList));;
```

... implements a **linked list** data structure:



Recursive types

- ▶ A sum type can refer to itself in its own definition.
- ▶ Such a sum type is therefore **recursive**.
- ▶ Functions over a recursive type are often defined by case analysis and recursion.

Computing the length of a list l

```
let rec length = function
  | EmptyList -> 0
  | SomeElement (x, l) -> 1 + length l;;
# val length : int_list -> int = <fun>
```

A predefined type for lists

- ▶ The type for lists of elements of type `t` is predefined in *OCaml* and written:

`t list`

- ▶ The empty list is written:

`[]`

- ▶ `[]` is a special tag corresponding to `EmptyList` in the previous example.

- ▶ An integer `i` followed by the rest of the list `r` is written:

`i :: r`

- ▶ `::` is a special tag corresponding to `SomeElement`.

- ▶ A list can be defined by enumeration:

`[some_expression; ...; some_expression]`

Computing the length of a *OCaml* list I

```
let rec length = function
  | [] -> 0
  | x :: xs -> 1 + length xs;;
# val length : 'a list -> int = <fun>
let three = length [1; 2; 3];;
# val three : int = 3
```


Reversing a list in quadratic time I

```
(* The '@' is a predefined operator that appends a list to another one. *)  
let rec rev = function  
  | [] -> []  
  | x :: xs -> rev xs @ [ x ];;  
# val rev : 'a list -> 'a list = <fun>  
let l = rev [ 1; 2; 3 ];;  
# val l : int list = [3; 2; 1]
```

Reversing a list in linear time I

```
let rec rev_aux accu = function
  | [] -> accu
  | x :: xs -> rev_aux (x :: accu) xs;;
# val rev_aux : 'a list -> 'a list -> 'a list = <fun>
let rev l = rev_aux [] l;;
# val rev : 'a list -> 'a list = <fun>
let l = rev [1; 2; 3];;
# val l : int list = [3; 2; 1]
```

Remove repeated elements I

```
let rec uniq = function
  | [] -> []
  | [x] -> [x]
  | x :: x' :: xs ->
    if x = x' then
      uniq (x' :: xs)
    else
      x :: uniq (x' :: xs);;
# val uniq : 'a list -> 'a list = <fun>
let l1 = uniq [1;2;2;3;4;3];;
# val l1 : int list = [1; 2; 3; 4; 3]
```