

# Introduction to Functional Programming in *OCaml*

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Week 3 - Sequence 4: Polymorphic algebraic datatypes



# Type parametric programming

- ▶ `list` is a **type constructor** parameterized by the type of the elements.
- ▶ Most of the functions over lists do not depend on the type of the elements.
- ▶ Hence, the module `List` contains only **polymorphic functions**.
- ▶ These are written once and for all, maximizing **code reuse**.

The programmer can define  
her **own parameterized types**.

# A type constructor for optional values I

(\* The following type is predefined . \*)

```
type 'a option =
```

```
  | None
```

```
  | Some of 'a;;
```

```
# type 'a option = None | Some of 'a
```

```
let o1 = Some 42;;
```

```
# val o1 : int option = Some 42
```

```
let o2 = None;;
```

```
# val o2 : 'a option = None
```

# A type constructor for the disjoint union of two types I

```
type ('a, 'b) either =  
  | Left  of 'a  
  | Right of 'b;;  
# type ('a, 'b) either = Left of 'a | Right of 'b  
type square = { dimension : int };;  
# type square = { dimension : int; }  
type circle = { radius : int };;  
# type circle = { radius : int; }  
type shape = (square, circle) either;;  
# type shape = (square, circle) either
```

# A generic binary search tree I

```
type 'a bst =  
  | Empty  
  | Node of 'a bst * 'a * 'a bst;;  
# type 'a bst = Empty | Node of 'a bst * 'a * 'a bst
```

# A generic binary search tree II

```
let rec find_max = function
  | Empty -> assert false
  | Node (_, x, Empty) -> x
  | Node (_, x, r) -> find_max r;;
# val find_max : 'a bst -> 'a = <fun>
```

# A generic binary search tree III

```
let rec insert x = function
  | Empty -> Node (Empty, x, Empty)
  | Node (l, y, r) ->
    if x = y then Node (l, y, r)
    else if x < y then Node (insert x l, y, r)
    else Node (l, y, insert x r);;
# val insert : 'a -> 'a bst -> 'a bst = <fun>
```

# A generic binary search tree IV

```
let rec delete x = function
  | Empty ->
    Empty
  | Node (l, y, r) ->
    if x = y then join l r
    else if x < y then Node (delete x l, y, r)
    else Node (l, y, delete x r)
and join l r =
  match l, r with
  | Empty, r -> r
  | l, Empty -> l
  | l, r -> let m = find_max l in Node (delete m l, m, r);;
# val delete : 'a -> 'a bst -> 'a bst = <fun>
val join : 'a bst -> 'a bst -> 'a bst = <fun>
```



# A generic binary search tree V

```
type contact = { name : string; phone_number : int }  
type database = contact bst;;  
# type contact = { name : string; phone_number : int; }  
type database = contact bst
```

# Syntax for parameterized types

- ▶ To declare a parameterized type:

```
type ('a1, ..., 'aN) some_type_identifier = some_type
```

- ▶ The **type variables** 'a1, ..., 'aN represent unknown types.
- ▶ They can appear in some\_type.
- ▶ To instantiate a parameterized type, we write:  
(some\_type, ..., some\_type) some\_type\_identifier

# Pitfalls

- ▶ The arity of the type constructor must be respected.
- ▶ The type variables must be declared.

# Invalid type application I

```
type ('a, 'b) t = 'a * 'b * 'a;;
```

```
# type ('a, 'b) t = 'a * 'b * 'a
```

```
type u = (int, bool, string) t;;
```

```
# Characters 9-30:
```

```
    type u = (int, bool, string) t;;  
            ~~~~~
```

Error: The **type constructor** `t` expects 2 argument(s),  
but is here applied **to** 3 argument(s)

# Unbound type variable I

```
type 'a t = 'a * 'b;;
```

```
# Characters 17-19:
```

```
  type 'a t = 'a * 'b;;  
                ^^
```

```
Error: Unbound type parameter 'b
```