CS 160 Compilers

Lectur OCaml Crash Course III

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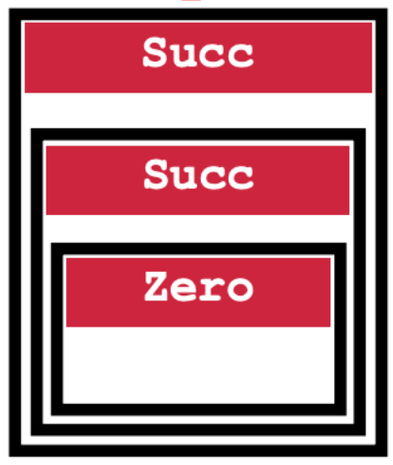
Recursive types


```
type nat = Zero | Succ of nat
```

What are values of nat ?

One nat contains another!



plus: nat*nat -> nat

```
type nat =
  Zero
| Succ of nat

let rec plus n m =
match m with
| Zero -> n
| Succ m' -> Succ (plus n m')
```

Base pattern

Inductive pattern

Base expression

Inductive expression

List datatype


```
type int_list =
  Nil
| Cons of int * int_list
```


Lists are a derived type: built using elegant core!

1. Each-of
2. One-of
3. Recursive

:: is just a syntactic sugar for "Cons"

[] is a syntactic sugar for "Nil"

List function: length

```
let rec len l =
    match l with
    | Nil -> 0
    | Cons(h,t) -> 1 + (len t)
```

Base pattern *Base expression*

Inductive pattern *Inductive expression*

List function: list_max

```
let rec li          l =
    match l with
    | Nil -> 0
    | Cons(h,t) -> max h (list_max t)
```

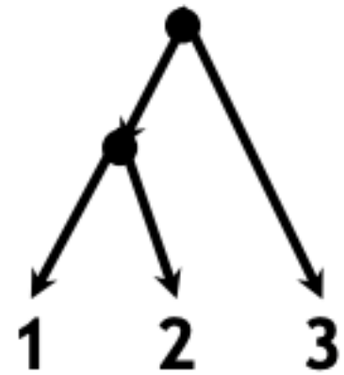
Base pattern *Base expression*

Inductive pattern *Inductive expression*

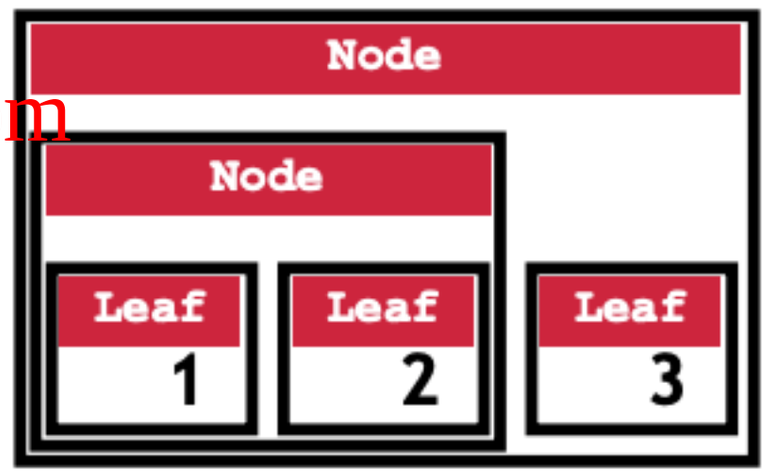

```
let max x y = if x > y then x else y;;
```

Representing Trees

```
type tree =
  Leaf of int
| Node of tree*tree
```

Node(Node(Leaf 1, Leaf 2), Leaf 3)



sum_leaf: tree -> int


```
type tree =
  Leaf of i
| Node of tree*tree
```

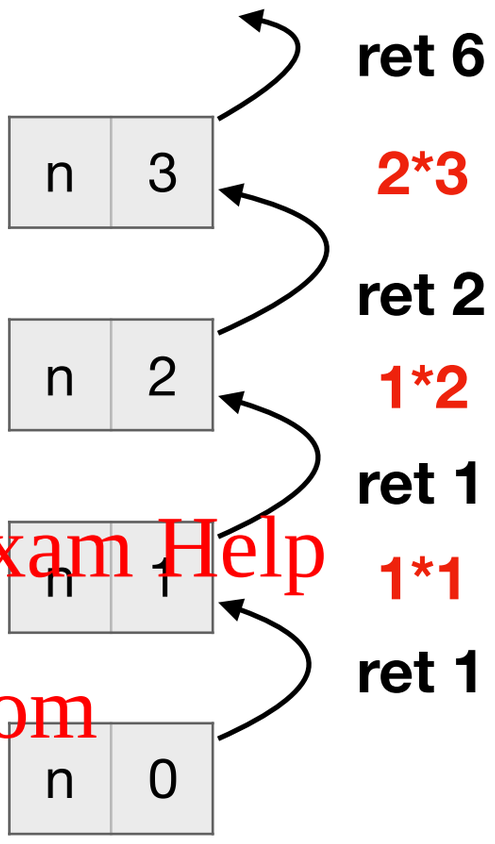


```
let rec sum_leaf t =
    match t with
    | Leaf n -> n
    | Node(t1,t2) -> (sum_leaf t1)
                   +(sum_leaf t2)
```

Factorial: int -> int


```
let rec fact n =
    if n<=0
    then 1
    else n * fact (n-1);;

fact 3;;
```



How does it execute?

Tail recursion

Tail recursion

- Recursion where all recursive calls are immediately followed by a return

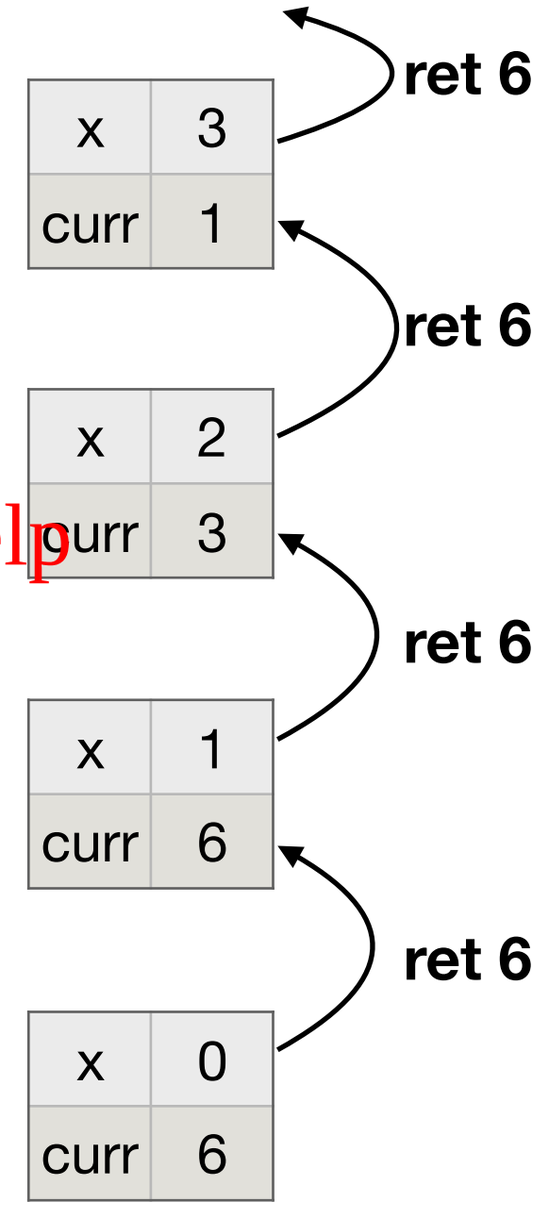
- In other words: not allowed to do anything between recursive call and return

Tail recursive Factorial


```
let fact x =
  let rec helper x curr =
      if x <= 0
      then curr
      else helper (x - 1) (x * curr)
  in
      helper x 1;;

fact 3;;
```


How does it execute?



Tail recursion

Tail recursion

- Recursion where all recursive calls are immediately followed by a return

- In other words: not allowed to do anything between recursive call and return

Why do we care about tail recursion?

- Tail recursion can be optimized into a simple loop

Compiler optimization

```
let fact x =
  let rec helper x curr =
    if x <= 0
    then curr
    else helper (x - 1) (x * curr)
  in
  helper x 1;;
```

```
fact(x) {
  curr := 1;
  while (1) {
  if (x <= 0)
  then { return curr }
  else { x := x - 1;
         curr := (x * curr) }}
}
```


Recursion

Loop

max function

```
let max x y = if x < y then y else x;;

(* return max element of list l *)
let list_max l =
   let rec l_max l =
     match l with
       [] -> 0
     | h::t -> max h (l_max t)
   in
   l_max l;;
```

A better max function

```
let max x y = if x < y then y else x;;

(* return max element of list l *)
let list_max2 l =
   let rec helper cur l =
     match l with
       [] -> cur
     | h::t -> helper (max cur h) t
in
   helper 0 l;;
```


Tail recursion

concat function

```
(* concatenate strings in a list *)
let concat l =
   let rec helper cur l =
      match l with
        [] -> cur
      | h::t -> helper (cur ^ h) t
in
   helper "" l;;
```

What is the pattern?

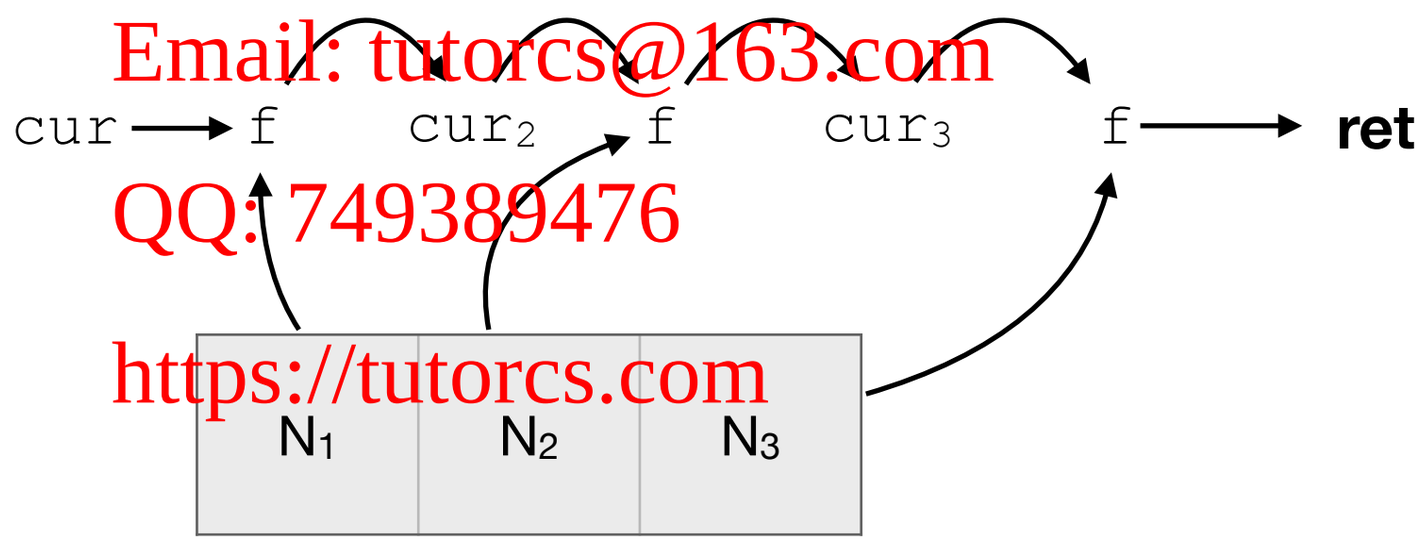

```
(* return max element *)
let list_max2 l =
   let rec helper cur
      match l with
        [] -> cur
       | h::t -> helper (max cur h) t
   in
      helper 0 l;;
```


The two functions are sharing the same template!


```
(* concatenate all strings in a list *)
let concat l =
   let rec helper cur l =
      match l with
        [] -> cur
       | h::t -> helper (cur ^ h) t
   in
      helper "" l;;
```

fold


```
(* fold, tail recursive function! *)
let rec fold f cur l =
   match l with
      [] -> cur
    | h::t -> fold f (f cur h) t;;
```

fold: examples

```
let list_max = fold max 0 l;;
```



```
let concat = fold (^) "" l;;
```

map

```
# (* return a list containing f(e)
     for each element e of l *)
let rec map f l =
    match l with
     [] -> []
     | h::t -> (f h)::(map f t);;
```



```
let incr x = x+1;;

let map_incr = map incr;;

map_incr [1;2;3];;
```

Composing functions

) (x) = f(g(x))

```
# (* return a function that given an argument x
applies f2 to x and then applies f1 to the result *)
let compose f1 f2 = fun x -> (f1 (f2 x));;

(* another way of writing it *)
let compose f1 f2 x = f1 (f2 x);;
```

Higher-order functions

```
let map_incr_2 = compose map_incr map_incr;;
map_incr_2 [1;2;3];;

let map_incr_3 = compose map_incr map_incr_2;;
map_incr_3 [1;2;3];;

let map_incr_3_pos = compose pos_filer map_incr_3;;
```

Benefits of higher-order functions

Identify common co  patterns

- Iterate a function over a set, list, tree …

- Accumulate some value over a collection

Pull out (factor) “common” code:

- Computation Patterns

- Re-use in many different situations