CS 162 Programming Languages

Lecture 4: OCaml Crash Course III

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Outline for today

- Last lecture on OCaml
- Date types
- Higher-order functions

One-of types

We’ve defined a “one-of” type named attrib

Elements are one of:

- string
- `int`
- `int*int*int`
- float
- bool

```
type attrib =
  Name of string
| Age of int
| DOB of int*int*int
| Address of string
| Height of real
| Alive of bool
| Phone of int*int
| Email of string;
```

Each-of types

We've defined a "Each-of" type (i.e., product type) named "DOB" attrib is the composition of three ints:

- `int*int*int`

```
type attrib =
  Name of string
| DOB of int*int*int
```

List data type

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

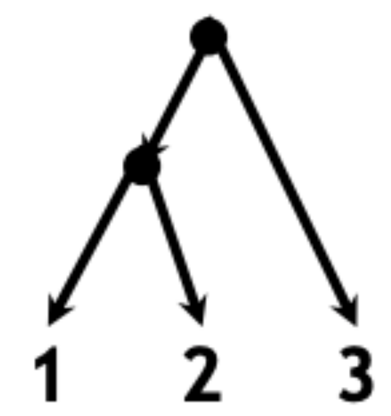
Lists are a derived type: built using elegant core!

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

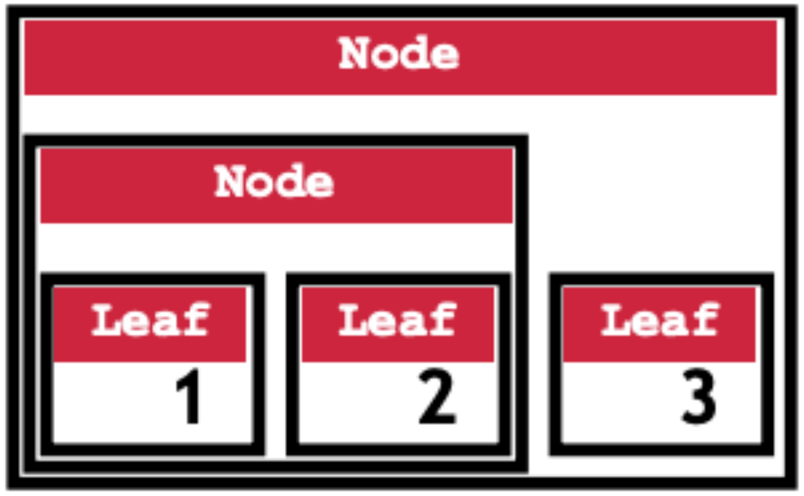
:: is just a syntactic sugar for “Cons”
[] is a syntactic sugar for “Nil”

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 int
| Node of tree*tree
```

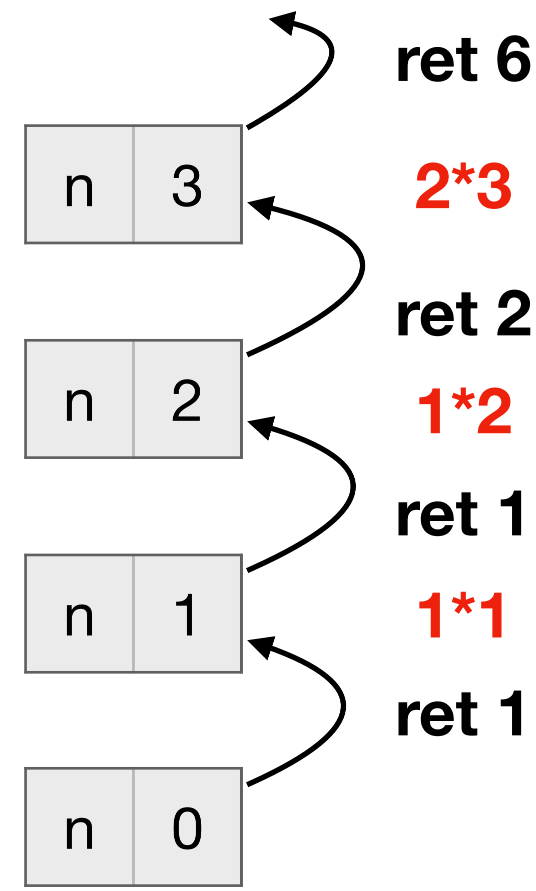
```
let rec sum_leaf t =
    match t with
    | Leaf n -> n
    | Node(t1,t2) -> (sum_leaf t1)
                    +(sum_leaf t2)
```

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

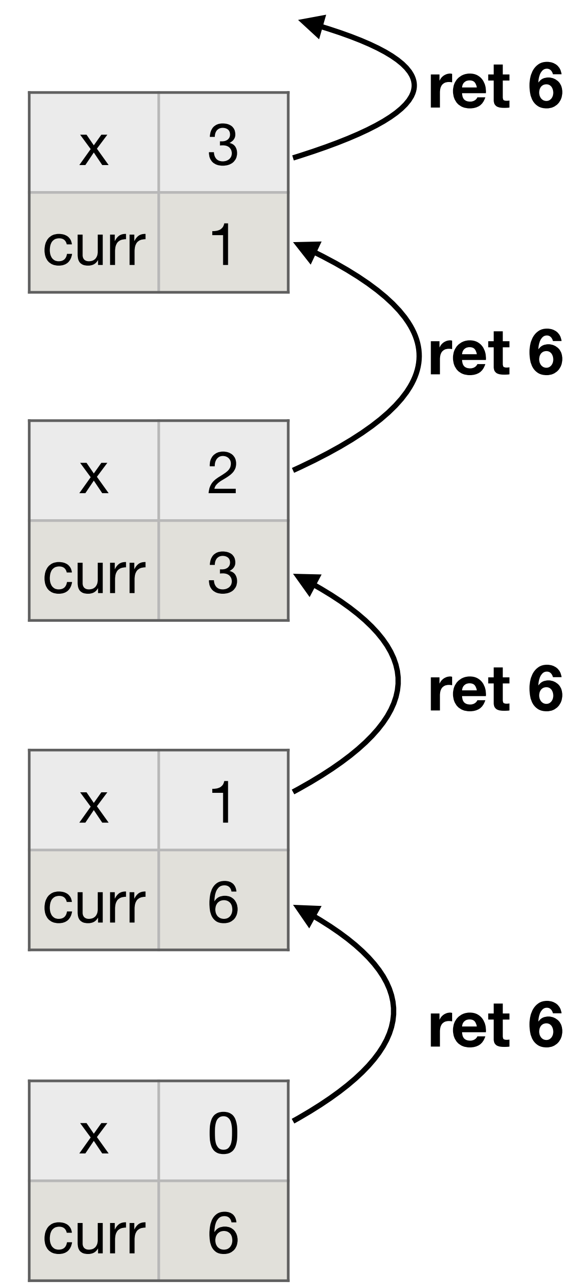
- Recursion where all recursive calls are immediately followed by a return

- 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;;
```

Recursion

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

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 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;;
```

What is the pattern?

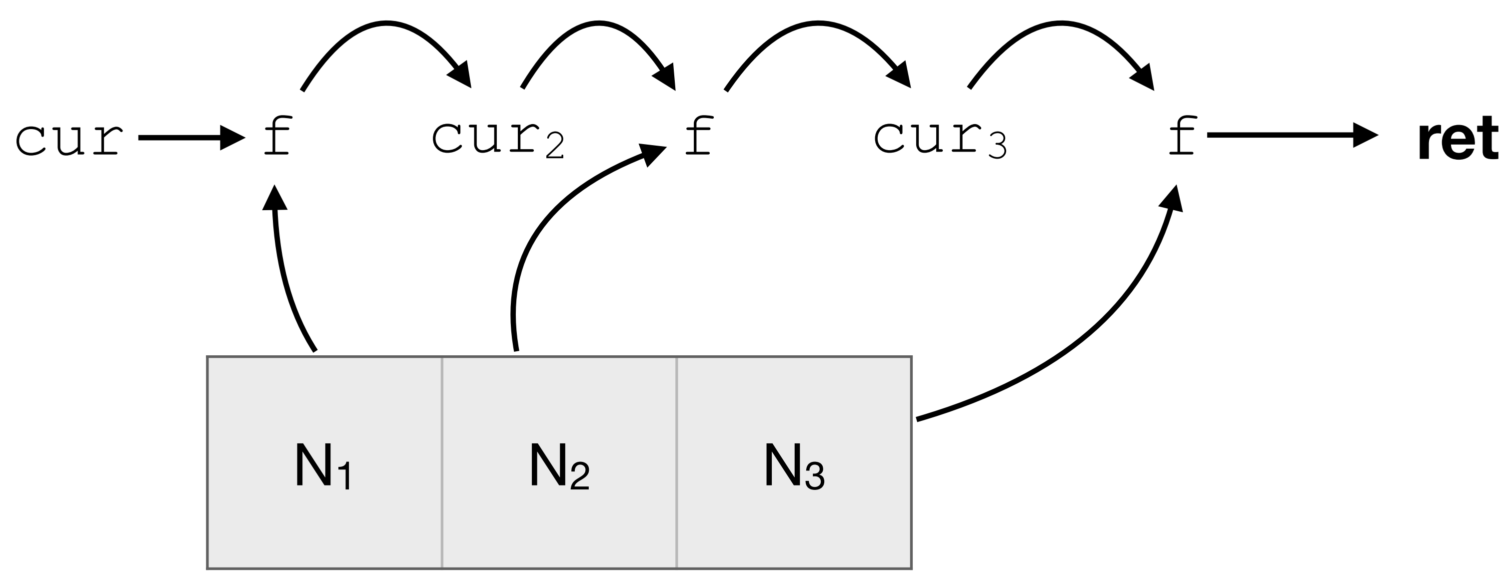
```
(* return max element of list l *)
let list_max2 l =
   let rec helper cur l =
      match l with
        [] -> cur
       | h::t -> helper (max cur h) t
   in
      helper 0 l;;
```

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, the coolest 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 the 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

$(f \circ g)(x) = f(g(x))$

```
# (* 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;;
```

Instead of manipulating lists, we are manipulating the list manipulators!

Putting all together

Function ***choose*** that takes a list ***xs*** and a non-negative integer ***n***, and returns a list of all possible ways to choose n elements from xs.
For example, ***choose [1;2;3] 2*** should return ***[[1;2]; [1;3]; [2;3]]***

```
let rec choose (n: int) (xs: [1] ) : [2] =
  if n = 0 then [3]
  else
    match xs with
    | [] -> [4]
    | y::ys ->
      let r1 = choose [5] [6] in
      let r2 = choose [7] [8] in
      let r3 = map (fun (zs: [9] ) -> [10] [11] [12] ) r2 in
      r1 [13] r3
```

Candidate pool:

1: `n` 2: `n-1` 3: `n-2`
4: `::` 5: `@` 6: `[]` 7: `[[]]`
8: `xs` 9: `y` 10: `ys` 11: `zs`
12: `[xs]` 13: `[y]` 14: `[ys]` 15: `[zs]`
16: `'a list` 17: `'a list list`

Benefits of higher-order functions

Identify common computation 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