

# **Concrete Data**

- Consists of constructions that can be inspected, taken apart, or joined to form larger constructions
- Examples of concrete data:
  - Lists
    - Test whether or not empty
    - Divide (a non-empty list) into its head and tail
    - Join in new elements
  - Trees, Logical proposition, etc.
- ◆ datatype
  - Defines a new type along with its constructors
  - A constructor
    - In an expression: creates a value of a datatype
    - In a pattern: describe how to take a value apart

# **Types of Drinks**

- Cataloguing all types of drinks
  - Coffee has a brand, number of sugar lumps and w/o milk
    - e.g. Elite, 2 sugars, with milk
    - type Coffee = string\*int\*bool;
  - Wine has vineyard name.
    - e.g Shato-Lablan
    - type Wine = string\*int;
  - Beer has brand name.
    - e.g. Paulaner.
    - type Beer = string;
  - Water is simply water. There is nothing more to say.
    - type Water = unit;

The datatype declaration for the type drink:

datatype drink =
 Water
 Coffee of string\*int\*bool
 Wine of string
 Beer of string;

ML Datatypes.3

# Values of a datatype

- May belong to compound data structures

val drinks = [Water, Coffee ("Elite", 2, true), Beer "Paulaner"]: drink list

- ◆ May be arguments and results of functions
- ◆ Remember Patterns?
  - Patterns can consist
    - · Constants int, real, string, etc ...
    - Constructs tuples, datatype constructs
    - Variables all the rest
    - Underscore a wildcard

Later ...

#### **Constructors in Patterns**

◆ Create titles for persons:

```
fun title Water = "Nature's best Drink!"
  | title (Beer brand) = brand^" Beer"
  | title (Wine brand) = brand^" Wine"
  | title (Coffee (brand, sugars, true)) = brand^" Coffee with "^
Int.toString(sugars)^" lumps, with milk"
  | title (Coffee (brand, sugars, false)) = brand^" Coffee with "^
Int.toString(sugars)^" lumps, no milk";
  | val title = fn : drink -> string
```

Get brand names of drinks in a list:

ML Datatypes.5

#### **Patterns in Value Declarations**

- $\blacklozenge$  val P = E
  - Defines the variables in the pattern  $\mathbb{P}$  to have the corresponding values of expression  $\mathbb{E}$ .
- Extracting a peasant name

```
- val p = Beer "Paulaner";
- val (Beer s) = p;
Warning: binding not exhaustive
val s = "Paulaner": string
- val (Wine s) = Beer "Paulaner";

val declaration
fails if the
matching fails
```

uncaught exception nonexhaustive binding failure

◆ What will happen for the following:

```
- val Water = Water; (* OK *)
- val Water = "Paulaner"; (* FAIL - types mismatch *)
```

#### Can't ruin constructors

# **Enumeration Datatypes**

- Enumeration types
  - A datatype consisting of a finite number of constants

```
■ datatype bool = true | false;
```

```
■ fun not true = false
| not false = true
```

But no order on the elements like Pascal, C

ML Datatypes.7

# **Polymorphic Datatypes**

- ♦ We can use datatypes to "unite" two different types:
- We can abstract on this idea, and create a datatype uniting any two types; 'a and 'b

- ◆ Three things are declared as a result:
  - the type operator union
  - the two constructors
    - type1 : 'a -> ('a,'b)union■ type2 : 'b -> ('a,'b)union

#### Datatype ('a,'b)union

- ◆ ('a,'b) union is a disjoint union of 'a and 'b
  - Contains a copy of 'a OR a copy of 'b
  - type1 and type2 can be viewed as labels that distinguish 'a from 'b
- ◆ Allows several types where only a single type is allowed:
  - ((string,int)union)list comprises string and integers
  - [type2 Water,type1 "Technion"] : ((string,drink)union) list
  - [type1 "Audi", type2 80, type1 "Technion"] : ((string,int)union)list
  - type1 "Technion" : (string, 'a) union

ML Datatypes.9

# The Disjoint union

 Pattern-matching can test whether type1 or type2 is present

- The disjoint union can express any other non-recursive datatype
  - The type drink can be represented by:

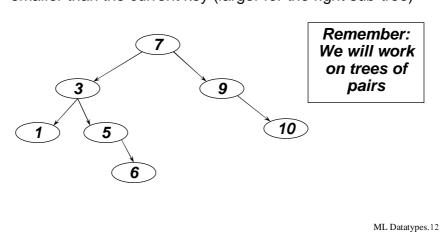
 $((\verb"unit", \verb"string"* \verb"int"* \verb"bool") \verb"union", (\verb"string", \verb"string") \verb"union") \verb"sum"$ 

- With the following constructors:
  - Water =type1(type1())
  - $\blacksquare$  Coffee(b,s,m)=type1(type2(b,s,m))
  - Wine(b)=type2(type1(b))
  - Beer(b)=type2(type2(b))

# **Trees**

# **Binary Search Trees**

- The search tree will hold pairs of (key,value). The key will be an int.
- ◆ The tree is sorted so any key on the left sub-tree is smaller than the current key (larger for the right sub-tree)



# **Binary Search Trees - Search & Insert**

```
exception Bsearch of string;
fun blookup(Br((a,x),t1,t2), b) =
              b<a then blookup(t1,b)
      else if a<b then blookup(t2,b)</pre>
                    else x
  | blookup(Lf,b) =
      raise Bsearch("lookup: "^Int.toString(b));
> val blookup = fn:(int * 'a) tree * int -> 'a
fun binsert(Lf,b, y) = Br((b,y), Lf, Lf)
  | binsert(Br((a,x),t1,t2),b,y) =
       if b<a then Br((a,x),binsert(t1,b,y),t2)</pre>
       if a<b then Br((a,x),t1,binsert(t2,b,y))</pre>
       else (*a=b*)
           raise Bsearch("insert: "^Int.toString(b));
> val binsert = fn:(int * 'a)tree * int * 'a -> (int * 'a)tree
                                                   ML Datatypes.13
```

#### Question from a test (2004)

```
שאלה ו

מעיף א'י סעיף א'י סעיף א'י טעיף איי שאלה הוא:

(unit, (bool->'a) * (bool->'b)) union ->

(unit, ((bool,bool) union -> ('a,'b) union)) union

i union (type1__) = _____

| foo (type2 (f: bool->'a, g: bool->'b)) = ______;

fun foo (type1()) = type1()

| foo (type2((f: bool->'a,g: bool->'b))) = type2( fn (type1(b)) => type1(p(b)) |

| (type2(b)) => type2(q(b)) );
```

# Question from a test (2004) Proposition of the entire of