∼ Lecture III ∼

Keywords:

types; polymorphism; curried functions; nameless functions; lists; pattern matching; case expressions; list manipulation; tail recursion; accumulators; local bindings.

References:

- [MLWP, Chapters 2, 3, & 5]
- J. McCarthy. Recursive functions of symbolic expressions and their computation by machine, Part I. *Communications of the ACM*, April 1960.[a]

[a] Available on-line from ⟨http://www-formal.stanford.edu/jmc/recursive.html⟩.

Types

Every well-formed ML expression has a type. A *type* denotes a collection of values. All types are determined statically. Given little of no explicit type information, ML can *infer* all the types involved with a value or function declaration.

Via a mathematical theorem typically known as *Subject Reduction*, ML guarantees that the value obtained by evaluating an expression coincides with that of the evaluated expression. Thus, type-correct programs cannot suffer run-time type errors.

Polymorphism

In *parametric polymorphism*, a function (or datatype) is general enough to work with objects of different types.

A *polymorphic type* is a type scheme constructed from *type variables* and *basic types* (like `int`, `real`, `char`, `string`, `bool`, `unit`) using *type constructors* (like the *product* type constructor `*`, the *function* type constructor `->`, *etc.*).

Polymorphic types represent families of types; *viz.* the family of *instances* obtained by substituting types for type variables.

Examples:

1. Swapping

```
fun swap( x , y ) = ( y , x ) ;
fun int_swap( p:int*int ) = swap p ;
fun real_swap( p:real*real ) = swap p ;
fun unit_swap( p:unit*unit ) = swap p ;
~
"poly"
```

```
> val ('a, 'b) swap = fn : 'a * 'b -> 'b * 'a
> val int_swap = fn : int * int -> int * int
> val real_swap = fn : real * real -> real * real
> val unit_swap = fn : unit * unit -> unit * unit
```

2. Associating

```
fun assocLR( ( x , y ) , z ) = ( x , ( y , z ) ) ;
fun assocRL( x , ( y , z ) ) = ( ( x , y ) , z )  ;
~
"poly"
> val ('a, 'b, 'c) assocLR = fn :
    ('a * 'b) * 'c -> 'a * ('b * 'c)
> val ('a, 'b, 'c) assocRL = fn :
    'a * ('b * 'c) -> ('a * 'b) * 'c
```


Declaring functions
Curried functions

Since an ML function can have only one argument, functions taking more than one argument have so far corresponded to ML functions taking tuples.

However, functions admitting multiple arguments can also be realised by the process of *currying* them, to produce another function that takes each of its arguments in turn returning a function as result.

Examples:

1. Ternary multiplication

```
fun termult( a, b, c )
  = a * b * c : int ;
fun curried_termult a b c
  = termult( a, b, c ) ;
~
"curry"
> val termult = fn :
    int * int * int -> int
> val curried_termult = fn :
    int -> int -> int -> int
```

NB: Function application associates to the left, whilst the function-type constructor associates to the right.

NB: Curried functions permit *partial evaluation*:

```
fun mult (x,y) = curried_termult 1 x y  ;
fun double x = curried_termult 1 2 x  ;
fun pow3 x = curried_termult x x x  ;
~
"curry"
> val mult = fn : int * int -> int
> val double = fn : int -> int
> val pow3 = fn : int -> int
```

2. Composition

```
fun compose f g x
  = f(g x) ;
fun uncurried_compose( (f,g) , x )
  = compose f g x ;
~
"curry"
> val ('a, 'b, 'c) compose = fn :
    ('a -> 'b) -> ('c -> 'a) -> 'c -> 'b
> val ('a, 'b, 'c) uncurried_compose = fn :
    ( ('a -> 'b) * ('c -> 'a) ) * 'c -> 'b
```


Polymorphism

Warning

In ML, a polymorphic type can be instantiated in multiple ways, but all type variables for a given instance must be instantiated as a group.

```
fun p x y = (x,y) ;
val p12 = p 1 2 ;
val p1true = p 1 true ;

> val ('a, 'b) p = fn : 'a -> 'b -> 'a * 'b
> val p12 = (1, 2) : int * int
> val p1true = (1, true) : int * bool
```



```
fun q x = p 1 x ;
val q2 = q 2 ;
val qtrue = q true ;

> val 'a q = fn : 'a -> int * 'a
> val q2 = (1, 2) : int * int
> val qtrue = (1, true) : int * bool

- val q' = p 1 ;

! Warning: Value polymorphism:
! Free type variable(s) at top level in value
!   identifier q'
> val q' = fn : 'a -> int * 'a
```



```
- val q'2 = q' 2 ;

! Warning: the free type variable 'a has been
!   instantiated to int
> val q'2 = (1, 2) : int * int

- val q'true = q' true ;

! Toplevel input:
! val q'true = q' true ;
!                 ^^^^
! Type clash: expression of type
!   bool
! cannot have type
!   int
```

Function values

Most functional languages give *function values* full rights, free of arbitrary restrictions. Like other values, functions may be arguments and results of other functions and may belong to other data structures (pairs, *etc.*).

Nameless functions

An ML function need not have a name. Indeed, the expression

```
fn x => E
```

is a *function value* with formal argument (or parameter) `x` and body `E`. In particular, the declarations

`fun myfun x = E ;` and `val myfun = fn x => E ;`

are equivalent.

Examples:

1.
```
fun Curry f
  = fn x => fn y => f( x ,y ) ;
fun unCurry f
  = fn( x , y ) => f x y ;
~
"fn"
> val ('a, 'b, 'c) Curry = fn :
    ('a * 'b -> 'c) -> 'a -> 'b -> 'c
> val ('a, 'b, 'c) unCurry = fn :
    ('a -> 'b -> 'c) -> 'a * 'b -> 'c
```


2.
```
fun split f
  = ( fn x => ( fn(y,z)=>y ) (f x) ,
      fn x => ( fn(y,z)=>z ) (f x) ) ;
fun pack( f , g )
  = fn x => ( f x , g x ) ;
~
"fn"
> val ('a, 'b, 'c) split = fn :
    ('a -> 'b * 'c) -> ('a -> 'b) * ('a -> 'c)
> val ('a, 'b, 'c) pack = fn :
    ('a -> 'b) * ('a -> 'c) -> 'a -> 'b * 'c
```


Lists

- A *list* is a finite sequence of elements of the same type.

  For instance:

  - `int list` is the type of lists of integers,
  - `string list` is the type of lists of strings,
  - `int list list` is the type of lists whose elements are themselves lists of integers.

♦ Examples

```
[ 1 , 2 , 4 , 2 , 1 ] ;
[ "a" , "b" , "b" , " a " ] ;
[ [3,6,9] , [5] , [7] ] ;
[] ;
~
"p01"
```

```
> val it = [1, 2, 4, 2, 1] : int list
> val it = ["a", "b", "b", " a "] : string list
> val it = [[3, 6, 9], [5], [7]] : int list list
> val 'a it = [] : 'a list
```


♦ Lists are either of two kinds:

Empty:

`[]: 'a list`

Compound:

`h::t`

with `h` the *head* of the list and `t` the *tail*

NB:

- `::` is an infix operator:

```
- op :: ;
> val 'a it = fn : 'a * 'a list -> 'a list
```

- The notation `[ e1 , e2 , ... , en ]` is a shorthand for `e1 :: e2 :: ... :: en :: []`.

Built-in functions

Head: `- hd;`

```
> val 'a it = fn : 'a list -> 'a
```

Tail: `- tl;`

```
> val 'a it = fn : 'a list -> 'a list
```

Append:

```
- op @;
> val 'a it = fn : 'a list * 'a list -> 'a list
```

Reverse: `- rev;`

```
> val 'a it = fn : 'a list -> 'a list
```


`nil` **testing:** `- null;`

```
> val 'a it = fn : 'a list -> bool
```

Length: `- length;`

```
> val 'a it = fn : 'a list -> int
```

Pattern matching

- The use of data constructors as *patterns* allows to deconstruct data.
- A *pattern match* takes place between a *pattern* (= linear expressions built from variables, constants, and data constructors) and data (built from constants and data constructors).

  The variables appearing in a pattern are *bound* to (or *unified* with) the corresponding parts of the data object. (Constants require an exact match and _ is used to match anything without producing any binding.)

Examples:

Successful matchings

1.
```
val a :: b = [ 0 , 1 ] ;
val [ x , y ] = [ 0 , 1 ] ;
val [ c , _ ] = [ 0 , 1 ] ;
val [ _ , _ ] = [ 0 , 1 ] ;
~
"p02"
> val a = 0 : int
  val b = [1] : int list
> val x = 0 : int
  val y = 1 : int
> val c = 0 : int
```


2. Unsuccessful matching
```
val [ a , 2 ] = [ 0 , 1 ] ;
~
"p03"
! Uncaught exception:
! Bind
```

Non-examples

1.
```
val [ a , 2 ] = [ 1 , y ] ;
~
"p04"
! val [ a , 2 ] = [ 1 , y ] ;
!                      ^
! Unbound value identifier: y
```


2.
```
val [ a , a ] = [ 1 , 1 ] ;
~
"p05"
! val [ a , a ] = [ 1 , 1 ] ;
!           ^
! Illegal rebinding of a: the same value
! identifier is bound twice in a pattern
```

Deep patterns

Patterns can be as deep or as shallow as required.

They can match a value or the components that make up that value.

```
val x = [ ( 1 , ( [ (0 ,"F",false) , (1,"T",true) ] ) ) ] ;
val y :: z = x ;
val ( a , ( (b,c,d) :: e) ) :: [] = x ;
~
"p06"
```



```
> val x = [(1, [(0, "F", false), (1, "T", true)])] :
  (int * (int * string * bool) list) list
> val y = (1, [(0, "F", false), (1, "T", true)]) :
  int * (int * string * bool) list
  val z = [] : (int * (int * string * bool) list) list
> val a = 1 : int
  val b = 0 : int
  val c = "F" : string
  val d = false : bool
  val e = [(1, "T", true)] : (int * string * bool) list
```


Using patterns

Only one pattern can be used with `val`, but `fun`, `fn`, and `case` expressions can include multiple patterns. They are tried in order until one is successful.

Examples:

1.

```
fun null0 l = l = [] ;
fun null1 []    = true
  | null1 _ = false ;
val null2 = fn [] => true | _ => false ;
> val ''a null0 = fn : ''a list -> bool
> val 'a null1 = fn : 'a list -> bool
> val 'a null2 = fn : 'a list -> bool
```



```
fun null3 []  = true ;
null3 [] ;
null3 [1,2,3] ;
~
"p07"
! fun null3 []  = true ;
!     ^^^^^^^^^^^^^^^^
! Warning: pattern matching is not exhaustive
> val 'a null3 = fn : 'a list -> bool
> val it = true : bool
! Uncaught exception:
! Match
```

2. The conditional expression

```
if E then E1 else E2
```

abbreviates the function application

```
(fn true => E1 | false => E2)(E)
```


Patterns in case expressions

```
fun null3 l
  = case l of
      [] => true
    | h::t => false ;
fun null4 l
  = case l of
      [] => true ;
~
"p08"
```

```
> val 'a null3 = fn : 'a list -> bool
!       [] => true ;
!       ^^^^^^^^^^
! Warning: pattern matching is not exhaustive
> val 'a null4 = fn : 'a list -> bool
```


List manipulation

Recursive definitions

Examples

1.
```
- fun length [] = 0
    | length (h::t) = 1 + length t ;
> val 'a length = fn : 'a list -> int
```

2.
```
fun append [] l = l
  | append (h::t) l = h :: append t l ;
fun longreverse [] = []
  | longreverse (h::t) = append (longreverse t) [h] ;
~
"p09"
> val 'a append = fn : 'a list -> 'a list -> 'a list
> val 'a longreverse = fn : 'a list -> 'a list
```

! Evaluate `longreverse [0,1,2,3,4]` !

List manipulation

Tail recursion

Example:

```
fun lastelem [ e ] = e
  | lastelem (h::t) = lastelem t ;
lastelem [ 0, 1, 2, 3, 4 ] ;
lastelem [ ] ;
"p10"
! ....lastelem [ e ] = e
!   | lastelem (h::t) = lastelem t..
! Warning: pattern matching is not exhaustive
> val 'a lastelem = fn : 'a list -> 'a
> val it = 4 : int
! Uncaught exception:
! Match
```

List manipulation
Tail recursion

- A *tail call* is the last thing that happens in a function.

  A function is said to be *tail recursive* (or *iterative*) if the recursive calls are *tail calls*.
- No computation is required after the recursive call returns; so the call could be replaced with a return.

  There is no stack of pending operations.
- Simple tail recursive functions are the functional equivalent of `while` loops.
- Tail-call optimisation works with mutually recursive functions.

List manipulation
Accumulators

Some functions (like, for instance, `length`, `reverse`, *etc.*) can be made tail recursive by using an *accumulator* that gathers the running total of the computation.

1.
```
fun addlength [] a = a
  | addlength (h::t) a = addlength t (a+1)
fun length l = addlength l 0 ;
~
"p11"
> val 'a addlength = fn : 'a list -> int -> int
  val 'a length = fn : 'a list -> int
```


2.
```
fun accadder [] a = a
  | accadder (h::t) a = accadder t (h+a)
fun adder l = accadder l 0 ;
~
"p12"
> val accadder = fn : int list -> int -> int
  val adder = fn : int list -> int
```

3.
```
fun auxrev [] l = l
  | auxrev (h::t) l = auxrev t (h::l) ;
fun reverse l = auxrev l [] ;
~
"p13"
> val 'a auxrev = fn : 'a list -> 'a list -> 'a list
> val 'a reverse = fn : 'a list -> 'a list
```


List manipulation
Local bindings

Local functions are defined and used inside other functions to present the desired function to the outside world without exporting its internal implementation.

Local functions and other values are defined by means of the `let...in...end` construct.

Remark: For patterns `P1`, ..., `Pn`, the expressions

```
fn P1 => E1 | ··· | Pn => En
```

and

```
let fun f(P1) = E1 | ··· | f(Pn) => En in f end
```

have the same meaning, provided that the name `f` is fresh.

Examples

1.

```
fun reverse l
  = let
      fun auxrev [] l = l
        | auxrev (h::t) l = auxrev t (h::l) ;
    in
      auxrev l []
    end ;
~
"p14"
> val 'a reverse = fn : 'a list -> 'a list
```


2.

```
fun fact n
  = let
      fun accfact n x
        = if n = 0 then x
          else accfact (n-1) (n*x)
    in
      accfact n 1
    end ;
~
"p15"
> val fact = fn : int -> int
```

$\boxed{!}$ Compare with the imperative version !

3.

```
fun unzip [] = ( [] , [] )
  | unzip ( (h1,h2):: t )
      = let val (t1,t2) = unzip t
        in ( h1::t1 , h2::t2 )
        end ;
fun zip ( h1::t1 , h2::t2 ) = (h1,h2) :: zip( t1,t2 )
  | zip _ = [] ;
~
"p16"
```

Recall that patterns are evaluated in the order that they are written.

```
> val ('a, 'b) unzip
    = fn : ('a * 'b) list -> 'a list * 'b list
> val ('a, 'b) zip
    = fn : 'a list * 'b list -> ('a * 'b) list
```


List manipulation

Library functions

Try the following in ML - `load"List"; open List;`

Examples:

```
- List.concat ;
> val 'a it = fn : 'a list list -> 'a list

- List.take ;
> val 'a it = fn : 'a list * int -> 'a list

- List.drop ;
> val 'a it = fn : 'a list * int -> 'a list
```

```
- List.find ;
> val 'a it = fn :
    ('a -> bool) -> 'a list -> 'a option
```

```
- List.partition ;
> val 'a it = fn :
    ('a -> bool) -> 'a list -> 'a list * 'a list
```

! Investigate what they do and provide your own implementations !