

CS603 Programming Language Organization

Lecture 22

Spring 2004

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Objectives

- Provide you with some familiarity with ML.
In particular, you should be able to:
 - Know how to debug type errors
 - Write some programs

Bonus!

- Higher Order Functions!

- ```
- fun twice f x = f (f x);
> val twice = fn : ('a -> 'a) -> 'a
-> 'a
- fun inc n = n + 1;
> val inc = fn : int -> int
- twice inc 20;
> val it = 22 : int
-
```

# One more thing....

- - use "myprogram.sml";
- Immediate mode is fun, but it can be counter-productive....



# Recursion in ML

- In functional languages, repetition is accomplished by recursion.
- ```
fun gcd m n =  
  if m = n then m  
  else if m < n then gcd m (n % m)  
  else gcd n m;
```

Lists

- Recursive data structure:
 - A T list (a list whose elements are of type T) is either empty or a T joined to a T list.
- If $L = x$ joined to M , then x is the head of L and M is the tail of L

Lists in ML

- Constants:
 - `[1,2,3]: int list`
 - `[true, false]: bool list`
- Operations:
 - `hd [1,2,3] = 1`
 - `tl [1,2,3] = [2,3]`
 - `null [] = true`
 - `null [1,2] = false`
 - `1::[2,3] = [1,2,3]`

Types of ML lists and operations

- Lists can contain other lists, but are homogeneous.
 - `[[1,2], [], [4,5,2]]`: `(int list) list`
- But `[1, [2,3]]` is not legal.
- List operations have polymorphic types:
 - `hd: 'a list -> 'a`
 - `tl: 'a list -> 'a list`
 - `::: 'a * 'a list -> 'a list`
 - `null: 'a list -> bool`

Simple examples

- `fun tltl L = list with first 2 elements removed`
`fun hdtl L = 2nd element of list`
`fun incrhd L = list with first element incremented`
`fun swaphd L = list with first 2 elements reversed`

Pair up:

Write each of the above functions

Simple examples

- ```
fun tltl L = (tl (tl L));
fun hdtl L = hd (tl L);
fun incrhd L = (1+(hd L))::(tl L);
fun swaphd L =
 (hdtl L) :: (hd L) :: (tltl L);
fun length L = if null L then 0
 else 1+(length (tl L));
fun append L M = if null L then M
 else (hd L)::(append (tl L) M);
fun concat L M = if null L then L
 else (append (hd L) M);
```

# Pattern-matching in function definitions

- ```
fun f [] = ...
  | f (x::xs) = ...x...(f xs)...
```
- ```
fun f [] M = ...M...
 | f L [] = ...L...
 | f (x::xs) (y::ys) =
 ...x...y...(f xs ys)...
```
- ```
fun f [] = ...
  | f [x] = ...x...
  | f (x::y::xs) =
      ...x...y...(f (y::xs))...
```

More code

```
fun prod L = if null L then 1 else (hd L) * (prod (tl L));
```

```
fun prod [] = 1  
  | prod (x::xs) = x * prod xs;
```

```
fun length [] = 0  
  | length (x::xs) = 1 + length xs;
```

```
local  
  fun addlen (n, []) = n  
    | addlen (n, x::xs) = addlen (n+1, xs)  
in  
  fun length l = addlen (0, l)  
end;
```


Example: merge sort

- ```
fun msort L =
 let val halves = split L
 in merge (msort (hd halves))
 (msort (hdtl halves))
 end

fun split [] = [[], []]
 | split [a] = [[a], []]
 | split (a::b::t) =
 let val splittl = split t
 in [a::(hd splittl),
 b::(hdtl splittl)]
 end;
end;
```

Pair up:  
Write merge

# merge

- ```
fun merge ([], ys)      = ys
  merge (xs, [])       = xs
  merge (x::xs, y::ys) =
    if x <= y then x::merge(xs, y::ys)
    else y::merge(x::xs, ys);
```

Algebraic Data-types

- ```
datatype 'a tree = Empty
 | Node of 'a tree *
 'a *
 'a tree
```

```
fun height Empty = 0
 | height (Node (lft, _, rht)) =
 1 + max (height lft, height rht)
```

# Resources

- “Programming in Standard ML”
  - <http://www-2.cs.cmu.edu/~rwh/smlbook/offline.pdf>
- Source code from above book
  - <http://www-2.cs.cmu.edu/~rwh/smlbook/examples/>
- Moscow ML
  - <http://www.dina.dk/~setsoft/mosml.html>