Lecture 4

More examples with half

```
half(0) handle Zero => 1000;
> val it = 1000 : int

half(1) handle Zero => 1000;
> uncaught exception Odd

half(0) handle Zero => 1000 | Odd => 1001;
> val it = 1000 : int

half(3) handle Zero => 1000 | Odd => 1001;
> val it = 1001 : int
```

- **Instead of `Zero` and `Odd` could have a single kind of exception containing a string**

```
exception Half of string;
> exception Half

fun half n =
 if n=0 then raise Half "Zero"
       else let
             val m = n div 2
            in
             if n=2*m then m else raise Half "Odd"
            end;
> val half = fn : int -> int
```

Yet more examples with half

- **Contents of exception packets not printed**

```
half 0;
> uncaught exception Half

half 3;
> uncaught exception Half

half(0)
 handle Half "Zero" => 1000 | Half "Odd" => 1001;
> val it = 1000 : int

half(3)
 handle Half "Zero" => 1000 | Half "Odd" => 1001;
> val it = 1001 : int
```

- **Could match contents of exception packet to a variable, s say, and then branch on the value matched to s**

```
half(0)
 handle Half s => (if s="Zero" then 1000 else 1001);
> val it = 1000 : int

half(3)
 handle Half s => (if s="Zero" then 1000 else 1001);
> val it = 1001 : int
```

Datatype declarations

- **New types can also be defined**

- **Datatypes are defined by a set of constructors**
  - **which can be used to create objects of that type**
  - **and also – via patterns – to decompose objects**

```
datatype card = king | queen | jack | other of int;
> datatype  card
> con jack : card
> con king : card
> con other : int -> card
> con queen : card
```

- **Declares constructors** `king`, `queen`, `jack`, `other`

- **Gives constructors values**
  - **value of a 0-ary constructors is constant value**
  - **value of 1-ary constructor** `other` **is a function**
    - **given an integer value** n **produces** `other`(n)

```
king;
> val it = king : card

other(4+5);
> val it = other 9 : card
```

Patterns and constructors

- **Constructors can be used in pattern matching**

```
fun value king      = 500
 |  value queen     = 200
 |  value jack      = 100
 |  value (other n) = 5*n;
> val value = fn : card -> int
```

- **Or:**

```
val value = fn  king      => 500
            |   queen     => 200
            |   jack      => 100
            |   (other n) => 5*n;
> val value = fn : card -> int
```

Primitive datatypes

- **The booleans could be defined by:**

```
datatype bool = true | false;
> datatype  bool
> con false : bool
> con true : bool
```

- **The positive integers**

```
datatype int = zero | suc of int;
> datatype  int
> con suc : int -> int
> con zero : int
```

Lisp S-expressions

```
datatype sexp = litatom of string
              | numatom of int
              | cons    of sexp * sexp;
> datatype  sexp
> con cons : sexp * sexp -> sexp
> con litatom : string -> sexp
> con numatom : int -> sexp

fun car (cons(x,y)) = x and cdr (cons(x,y)) = y;
> Warning: match nonexhaustive
> val car = fn : sexp -> sexp
> Warning: match nonexhaustive
> val cdr = fn : sexp -> sexp

val a1 = litatom "Foo" and a2 = numatom 1;
> val a1 = litatom "Foo" : sexp
> val a2 = numatom 1 : sexp

car(cons(a1,a2));
> val it = litatom "Foo" : sexp

cdr(cons(a1,a2));
> val it = numatom 1 : sexp
```

- **These funtions are only partially specified**

```
car (litatom "foo");
> uncaught exception Match
```

Abstract types

- **An abstract type declaration has the form**

  `abstype` d `with` b `end`

  - d **is a datatype specification**
  - b **is a binding**
    - **i.e. the kind of phrase that can follow** `val`

- **Such a declaration introduces:**
  - **a new type,** ty **say**
  - **specified by the datatype declaration** d

- **Constructors declared on** ty **by** d **only available within** b

- **Exported bindings are those specified in** b

- **Values of an abstract type are printed as "-"**

Example abstract type

```
exception BadTime;
> exception BadTime

abstype time = time of int * int
 with
  fun maketime(hrs,mins)   =
   if hrs<0 orelse 23<hrs orelse mins<0 orelse 59<mins
      then raise BadTime
      else time(hrs,mins)
  and hours(time(t1,t2))   = t1
  and minutes(time(t1,t2)) = t2
 end;
> type time
> val maketime = fn : int * int -> time
> val hours = fn : time -> int
> val minutes = fn : time -> int

val t = maketime(8,30);
> val t = - : time

(hours t , minutes t);
> val it = (8,30) : int * int
```

- **Defines an abstract type** `time`
  - **with three primitive functions:**
    `maketime`, `hours`, `minutes`

`abstype` – summary

- An abstract type declaration simultaneously declares
  - a new type
  - together with primitive functions for the type
- The representation datatype is not accessible outside the `with`-part of the declaration

Type constructors

- **`list` and `*` are type constructors**
  - **`list` has one argument – hence `'a list`**
  - **`*` has two – hence `'a * 'b`**
- **Useful operations can be defined using patterns**

```
fun fst(x,y) = x and snd(x,y) = y;
> val fst = fn : 'a * 'b -> 'a
> val snd = fn : 'a * 'b -> 'b

val p = (8,30);
> val p = (8,30) : int * int

fst p;
> val it = 8 : int

snd p;
> val it = 30 : int
```

- **See also previous definitions of `hd`, `tl`, `null`**

Example: sets

- set represents sets as lists without repetitions

```
abstype ’a set = set of ’a list
 with
  val emptyset = set[]
  fun isempty(set s) = null s
  fun member(_, set[]) = false
   |  member(x, set(y::z)) =
       (x=y) orelse member(x, set z)
  fun add(x, set[]) = set[x]
   |  add(x, set(y::z)) =
       if x=y then set(y::z)
              else let val set l = add(x, set z)
                   in set(y::l) end
 end
> val emptyset = [] : ’a list
> val isempty = fn : ’a set -> bool
> val member = fn : ’’a * ’’a set -> bool
> val add = fn : ’’a * ’’a set -> ’’a set

val s = add(1,(add(2,(add(3,emptyset)))));
> val s = - : int set

member(3,s);
> val it = true : bool

member(5,s);
> val it = false : bool
```

References and assignment

- References are ‘boxes’ that can contain values

- Contents can be changed using `:=`

- “*ty* `ref`” is type of references containing values of type *ty*

- References are created using the `ref` operator

  - takes a value of type *ty* to a value of type *ty* `ref`.

- x`:=`e changes

  - contents of reference x

  - to the value of e

- Value of assignment expression is `()`

  - assignments are executed for a ‘side effect’, not for their value

- Contents of a reference can be extracted using the `!` operator

Example showing references

```
val x = 0;

x:=1;
> Type clash  in:  (x := 1)
> Looking  for a:  'a ref
> I have found a:  int

val x = ref 1 and y = ref 2;
> val x = ref 1 : int ref
> val y = ref 2 : int ref

x;
> val it = ref 1 : int ref

x:=6;
> val it = () : unit

x;
> val it = ref 6 : int ref

!x;
> val it = 6 : int
```

- **Only use references if you have to!**
  - **experience shows their use increases errors**

Iteration

- **Semicolon denotes sequencing**
  - **value of e_1;...;e_n is value of e_n**
- **Evaluating `while` e `do` c consists in**
  - **evaluating e**
  - **if the result is `true`**
    - **c is evaluated for its side-effect**
    - **and then the whole process repeats**
  - **if e evaluates to false**
    - **the evaluation of `while` e `do` c terminates with value `()`**

Example: iterative factorial

- **An iterative definition of `fact`**
  - **uses two local references: `count` and `result`**

```
 fun fact n =
  let val count = ref n and result = ref 1
  in while !count > 0
     do (result := !count * !result;
         count := !count-1);
     !result
  end;
> val fact = fn : int -> int

fact 6;
> val it = 720 : int
```