Lecture 2

Product types

- `add` **could take a single argument of the product type** `int * int`

```
fun add(x,y):int = x+y;
> val add = fn : int * int -> int

add(3,4);
> val it = 7 : int

let val z = (3,4) in add z end;
> val it = 7 : int

add 3;
> Error: operator and operand don't agree
>   operator domain: int * int
>   operand:         int
```

- **Error message based on SML/NJ**

- **N.B. the type of the** *result* **specified**
  - **sufficient to explicitly type any subexpression**
  - **must disambiguates all overloaded operators**

Type abbreviations

- **Types can be given names:**

```
type intpair = int * int;
> type intpair defined

fun addpair ((x,y):intpair) = x+y;
> val addpair = fn : intpair -> int

(3,5);
> val it = (3,5) : int * int

(3,5):intpair;
> val it = (3,5) : intpair

addpair(3,5);
> val it = 8 : int
```

- **The new name is simply an abbreviation**
  - **`intpair` and `int*int` are completely equivalent**

Multiple results

- **Functions may also return structured results**

```
fun sumdiff(x:int,y:int) = (x+y,x-y);
> val sumdiff = fn : int * int -> int * int

sumdiff(3,4);
> val it = (7,~1) : int * int
```

- **In ML all functions technically have one argument and one result**
  - **but arguments and results can be structures**

Operators

- **+ (addition) and $*$ are built-in infix operators**

- **Users can define their own infixes**

  - **using `infix` for left associative operators**

  - **and `infixr` for right associative ones**

```
infix op1;
infixr op2;
```

- **This tells the parser to parse e_1 `op1` e_2 as `op1(`e_1`,`e_2`)` and e_1 `op2` e_2 as `op2(`e_1`,`e_2`)`**

```
fun (x:int) op1 (y:int) = x + y;
> val op1 = fn : int * int -> int

1 op1 2;
> val it = 3 : int

fun (x:int) op2 (y:int) = x * y;
> val op2 = fn : int * int -> int

2 op2 3;
> val it = 6 : int
```

Precedence

- `infix` n **creates:**
  - **a left-associative infix**
  - **of precedence** n
- `infixr` n **creates:**
  - **a right-associative infix**
  - **of precedence** n
- **If the** n **is omitted a default precedence is** `0`

Suppressing infix status

- **The ML parser can be told to ignore the infix status of an occurrence of an identifier by preceding the occurrence with `op`**

```
op1;
> Error: nonfix identifier required

op op1;
> val it = fn : int * int -> int
```

- **Infix status of an operator can be permanently removed using `nonfix`**

```
1 + 2;
> val it = 3 : int

nonfix +;
> nonfix +

1 + 2;
> Error: operator is not a function
>   operator: int
>   in expression:
>     1 + : overloaded
```

Restoring infix status of +

- **Removing the infix status of built-in operators is not recommended**

- **Let's restore it**

  - **+ is left-associative with precedence** 6

```
infix 6 +;
> infix 6 +
```

Function composition

- **A useful built-in operator is function composition** `o`

```
op o;
> val it = fn : ('a -> 'b) * ('c -> 'a) -> 'c -> 'b

fun add1 n = n+1
and add2 n = n+2;
> val add1 = fn : int -> int
> val add2 = fn : int -> int

(add1 o add2) 5;
> val it = 8 : int
```

Lists

- **If** $e_1, \ldots, e_n$ **all have type** ty

- **then** `[`e_1`,`$\ldots$`,`e_n`]` **has type** (ty `list`)

- **Standard functions on lists are:**

  - `hd` **(head)**

  - `tl` **(tail)**

  - `null` **(tests for empty list—i.e. equal to** `[]`**)**

  - `::` **(infixed 'cons')**

  - `@` **(infixed 'append', i.e. concatenation)**

Examples of list-processing opererators

```
val m = [1,2,(2+1),4];
> val m = [1,2,3,4] : int list

(hd m , tl m);
> val it = (1,[2,3,4]) : int * int list

(null m , null []);
> val it = (false,true) : bool * bool

0::m;
> val it = [0,1,2,3,4] : int list

[1, 2] @ [3, 4, 5, 6];
> val it = [1,2,3,4,5,6] : int list

[1,true,2];
> Error: operator and operand don't agree
>   operator domain: bool * bool list
>   operand:         bool * int list
```

- **Members of a list must have the same type**

Strings

- **Sequence of characters enclosed between quotes (") is a string**

```
"this is a string";
> val it = "this is a string" : string
```

- **The empty string is** `""`

- `explode` **converts a string to a list of single-character strings**

- `implode` **is the inverse of** `explode`

```
explode;
> val it = fn : string -> string list

explode "this is a string";
> val it =
>   ["t","h","i","s"," ","i","s"," ","a"," ","s","t",
>    "r","i","n","g"]
>   : string list

implode it;
> val it = "this is a string" : string
```

Records

- **Records are data-structures with named components**

- **Contrasted with tuples whose components are determined by position**

- $\{x_1$=v_1, ... , x_n=$v_n\}$ **creates a record with:**
  - **fields named** $x_1, \ldots, x_n$
  - **corresponding values** $v_1, \ldots, v_n$

```
val MikeData = {userid = "mjcg", sex = "male",
                married = true, children = 2};
> val MikeData =
>  {children=2,married=true,sex="male",userid="mjcg"}
>  : {children:int, married:bool,
>     sex:string, userid:string}
```

- $\{x_1\!:\!\sigma_1, \ldots, x_n\!:\!\sigma_n\}$ **is type of** $\{x_1$=v_1, ... , x_n=$v_n\}$
  - **where** σ_i **is the type of** v_i

Order of fields not significant

- **Order of record components does not matter**

```
val MikeData' =
 {sex = "male", userid = "mjcg",
  children = 2, married = true};
> val MikeData' =
>  {children=2,married=true,sex="male",userid="mjcg"}
>    : {children:int, married:bool,
>       sex:string, userid:string}

MikeData = MikeData';
> val it = true : bool
```

- **Component named x extracted using #x**

```
#children MikeData;
> val it = 2 : int
```

Record arguments need explicit types

- **Record types need explicit disambiguation**
  - **different records can share field names**

```
fun Sex p = #sex p;
> Error: unresolved flex record in let pattern

type persondata = {userid:string, children:int,
                   married:bool, sex:string};
> type persondata =
>  {children:int, married:bool,
>   sex:string, userid:string}

fun Sex(p:persondata) = #sex p;
> val Sex = fn : persondata -> string

type animal = {kind:string, sex:string};
> type  animal = {kind:string, sex:string}

fun IsStallion a =
 #kind a = "horse" andalso #sex a = "male";
> Error: unresolved flex record in let pattern

fun IsStallion(a:animal) =
 #kind a = "horse" andalso #sex a = "male";
> val IsStallion = fn : animal -> bool
```

Tuples are records

- **tuples in ML are a special case of records**
- $(v_1,\ \ldots\ ,\ v_n)$ **is equivalent to** $\{$**1=**v_1**,** $\ldots$ **, n=**$v_n\}$

```
{1 = "Hello", 2 = true, 3 = 0};
> val it = ("Hello",true,0) : string * bool * int

#2 it;
> val it = true : bool
```

- $(\sigma_1 \ast \sigma_2 \ast \cdots \ast \sigma_n) = \{1{:}\sigma_1,\ 2{:}\sigma_2\ \cdots\ ,\ n{:}\sigma_n\}$

Polymorphism

- `hd`, `tl` **etc. can be used on all types of lists**

```
hd [1,2,3];
> val it = 1 : int

hd [true,false,true];
> val it = true : bool

hd [(1,2),(3,4)];
> val it = (1,2) : int * int
```

- `hd` **is used above with types**
  - `(int list) -> int`
  - `(bool list) -> bool`
  - `(int * int) list -> (int * int)`

- `hd` **has the type** (ty `list) ->` ty
  - **where** ty **is any type**

Type variables

- **Functions, like `hd`, with many types are called** *polymorphic*

- **ML uses type variables `'a`, `'b`, `'c` etc. to represent their types**

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

map

- **The ML function `map` takes**
  - **a function with argument type `'a` and result type `'b`**
  - **a list of elements of type `'a`**
- **`map` returns the list obtained by applying the function to each element of the list**
  - **the result has type `'b list`**

```
map;
> val map = fn : ('a -> 'b) -> 'a list -> 'b list

fun add1 (x:int) = x+1;
> val add1 = fn : int -> int

map add1 [1,2,3,4,5];
> val it = [2,3,4,5,6] : int list
```

- **`map` can be used at any instance of its type**

```
map null [[1,2], [], [3], []];
> val it = [false,true,false,true] : bool list
```

fn-expressions

- `fn` x `=>` e **evaluates to a function**
  - **with formal parameter** x
  - **and with body** e
- `fun` f x `=` e **is equivalent to** `val` f `=` `fn` x `=>` e
- **Similarly**
  `fun` f`(`x`,`y`)`z `=` e
  is equivalent to
  `val` f `=` `fn` `(`x`,`y`)` `=>` `fn` z `=>` e
- **In the λ-calculus λ is used instead of** `fn`
  - `fn` x `=>` e **in ML is $\lambda x.e$ in the λ-calculus**

```
fn x => x+1;
> val it = fn : int -> int

it 3;
> val it = 4 : int
```

Some examples using `map`

```
map (fn x => x*x) [1,2,3,4];
> val it = [1,4,9,16] : int list

val doubleup = map (fn x => x@x);
> val doubleup = fn : 'a list list -> 'a list list

doubleup [ [1,2], [3,4,5] ];
> val it = [[1,2,1,2],[3,4,5,3,4,5]] : int list list

doubleup [];
> val it = [] : 'a list list
```

Conditionals

- **Syntax** `if` e `then` e_1 `else` e_2
  - **expected meaning**
  - **truthvalues are** `true` **and** `false`
    - **both of type** `bool`

```
if true then 1 else 2;
> val it = 1 : int

if 2<1 then 1 else 2;
> val it = 2 : int
```

- e_1 `orelse` e_2
  abbreviates
  `if` e_1 `then true else` e_2

- e_1 `andalso` e_2
  abbreviates
  `if` e_1 `then` e_2 `else false`