

Foundations of Computer Science

Lecture 12:

Procedural Programming & Recap

Anil Madhavapeddy & Amanda Prorok
2019-2020

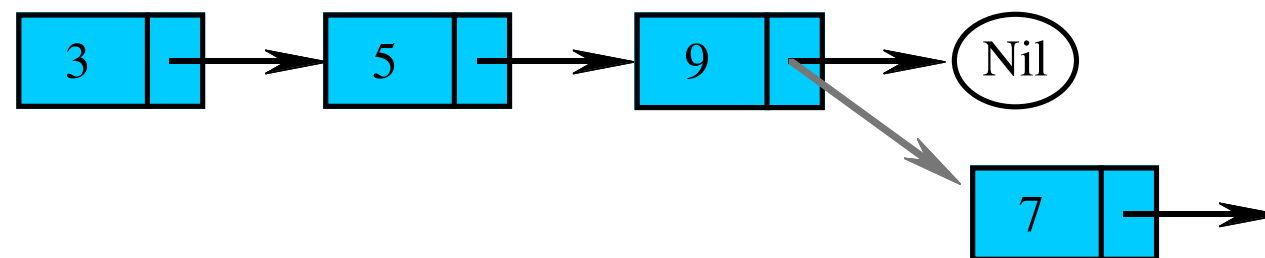
References: ML Versus Conventional Languages

- We must write `!p` to get the *contents* of `p`
- We write just `p` for the address of `p`
- We can store *private* reference cells in functions; simulating object oriented programming
- OCaml's assignment syntax is $V := E$ instead of $V = E$
- OCaml has similar control structures: `while/done`, `for/done` and `match/with`
- OCaml has short syntax for updating arrays `x.(1)` and the access is safe against buffer overflows

What More Is There to ML?

With references, we can now make mutable linked lists

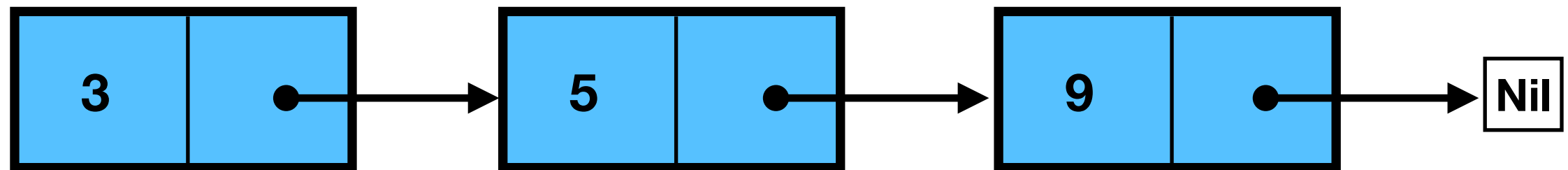
```
# type 'a mlist =  
  | Nil  
  | Cons of 'a * 'a mlist ref  
type 'a mlist = Nil | Cons of 'a * 'a mlist ref
```



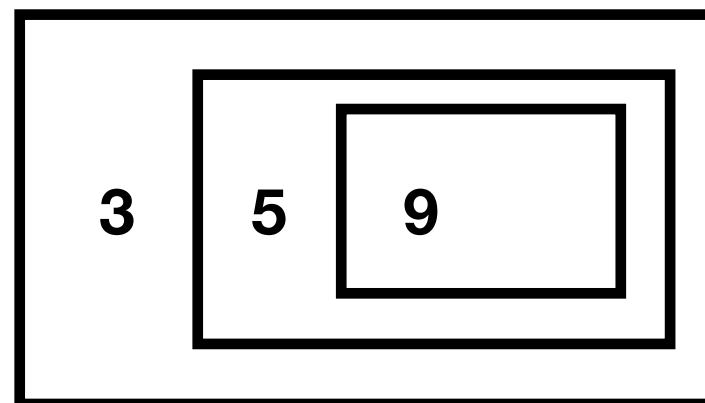
References to References

Two ways to visualize references to references:

(1) Using pointers:



(2) Using nested boxes:



Linked (Mutable) Lists

```
# type 'a mlist =  
  | Nil  
  | Cons of 'a * 'a mlist ref  
type 'a mlist = Nil / Cons of 'a * 'a mlist ref
```

→ The tail can be redirected!

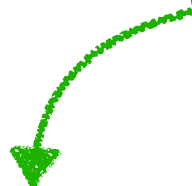
Linked (Mutable) Lists

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type 'a mlist = Nil / Cons of 'a * 'a mlist ref
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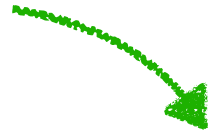
```
# let rec mlistOf = function  
  | [] -> Nil  
  | x :: l -> Cons (x, ref (mlistOf l))  
mlist : 'a list -> 'a mlist = <fun>
```

creates a new pointer to rest of mlist



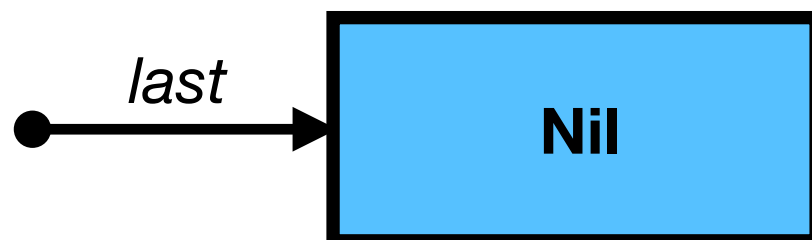
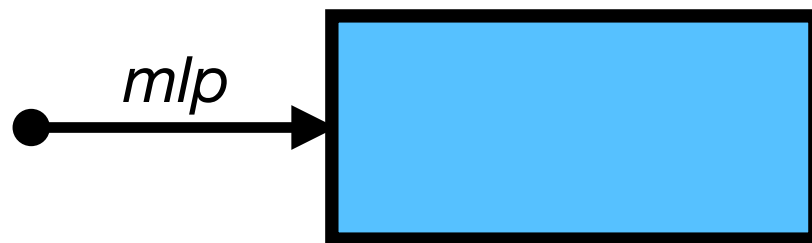
Extending a List to the Rear

pointing to a 'box'



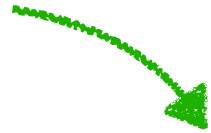
```
# let extend mlp x =  
  let last = ref Nil in  
  mlp := Cons (x, last);  
  last
```

```
> val extend = fn : 'a mlist ref * 'a -> 'a mlist ref
```



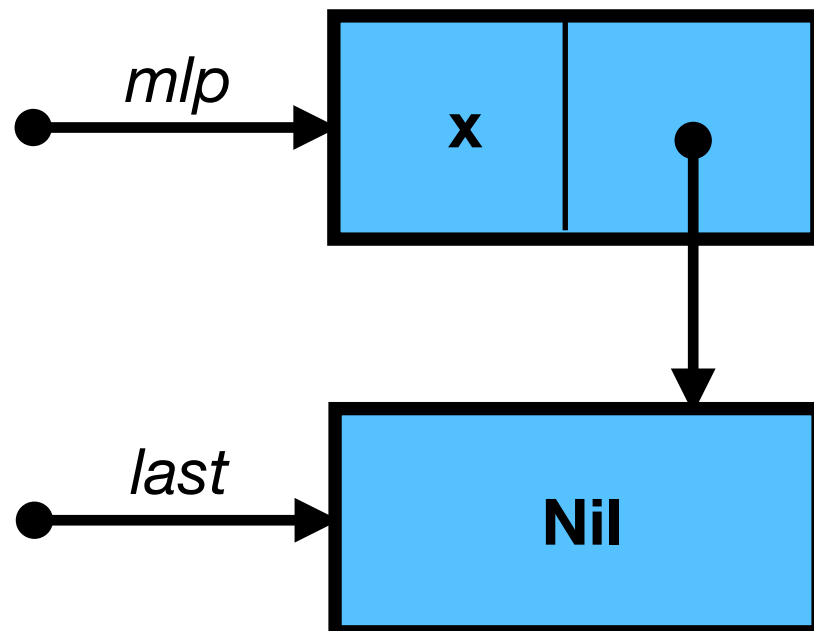
Extending a List to the Rear

pointing to a 'box'



```
# let extend mlp x =  
  let last = ref Nil in  
  mlp := Cons (x, last);  
  last
```

```
> val extend = fn : 'a mlist ref * 'a -> 'a mlist ref
```



Example of Extending a List

```
# let mlp = ref (Nil: string mlist);;  
val mlp : string mlist ref = {contents = Nil}
```

```
# extend mlp "a";;  
- : string mlist ref = {contents = Nil}
```

Example of Extending a List

```
# let mlp = ref (Nil: string mlist);;  
val mlp : string mlist ref = {contents = Nil}
```

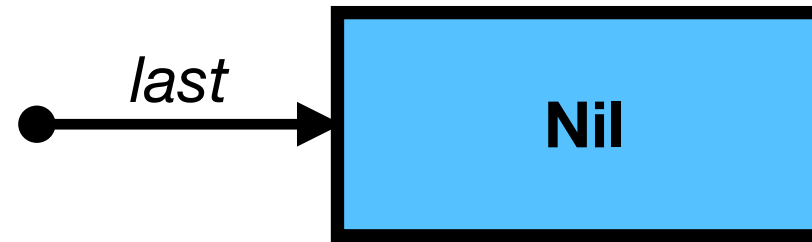
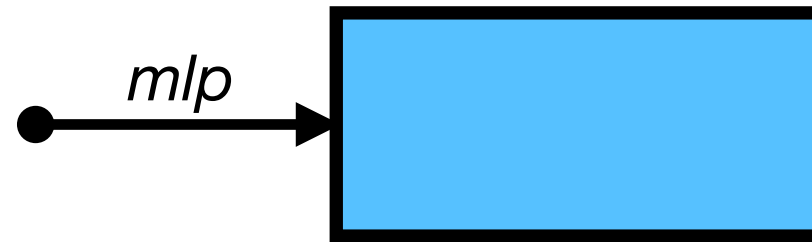
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# extend mlp "a";;  
- : string mlist ref = {contents = Nil}
```

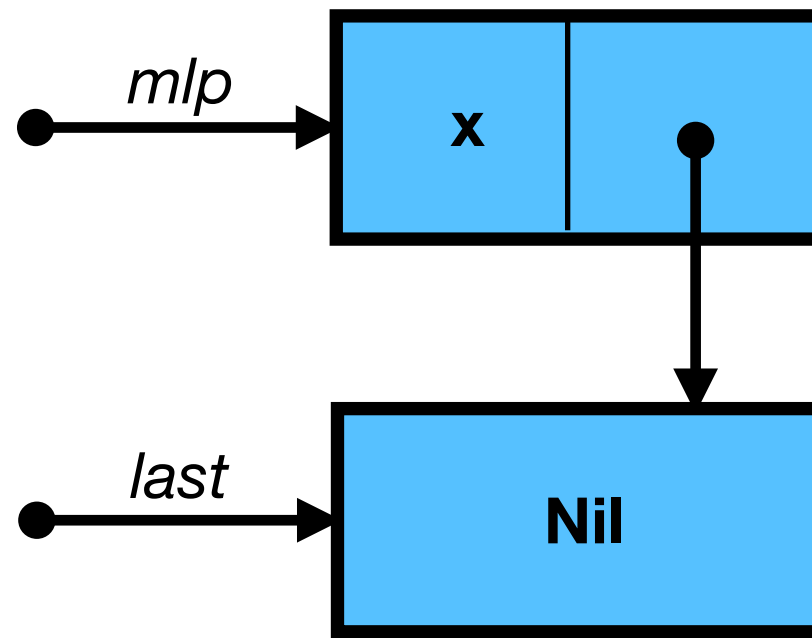
```
# let mlp = ref (Nil : string mlist);;  
val mlp : string mlist ref = {contents = Nil}
```

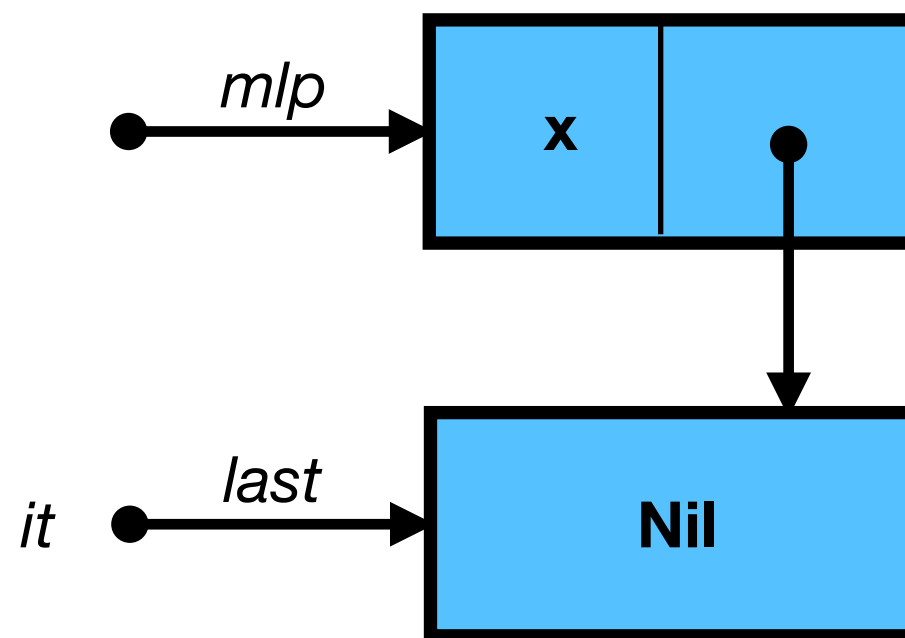
```
# let it = extend mlp "a" ;;  
val it : string mlist ref = {contents = Nil}
```

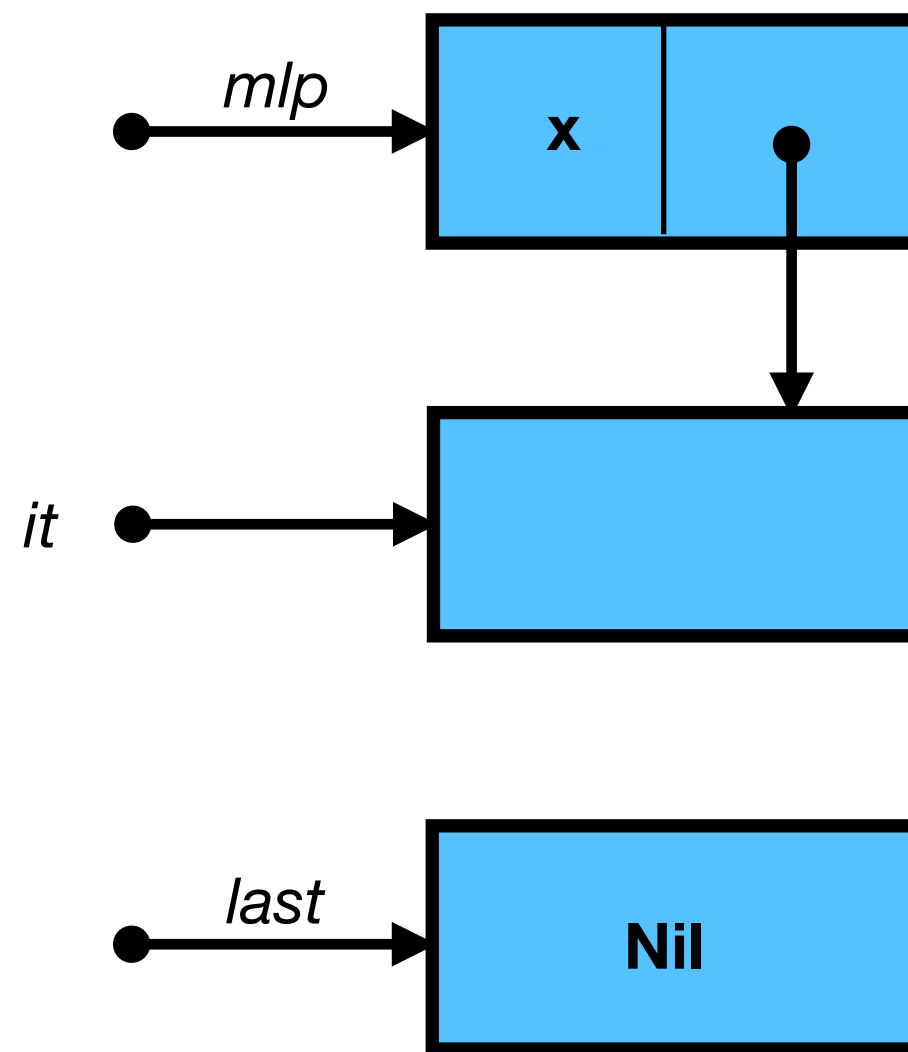
```
# let it = extend it "b" ;;  
- : string mlist ref = {contents = Nil}
```

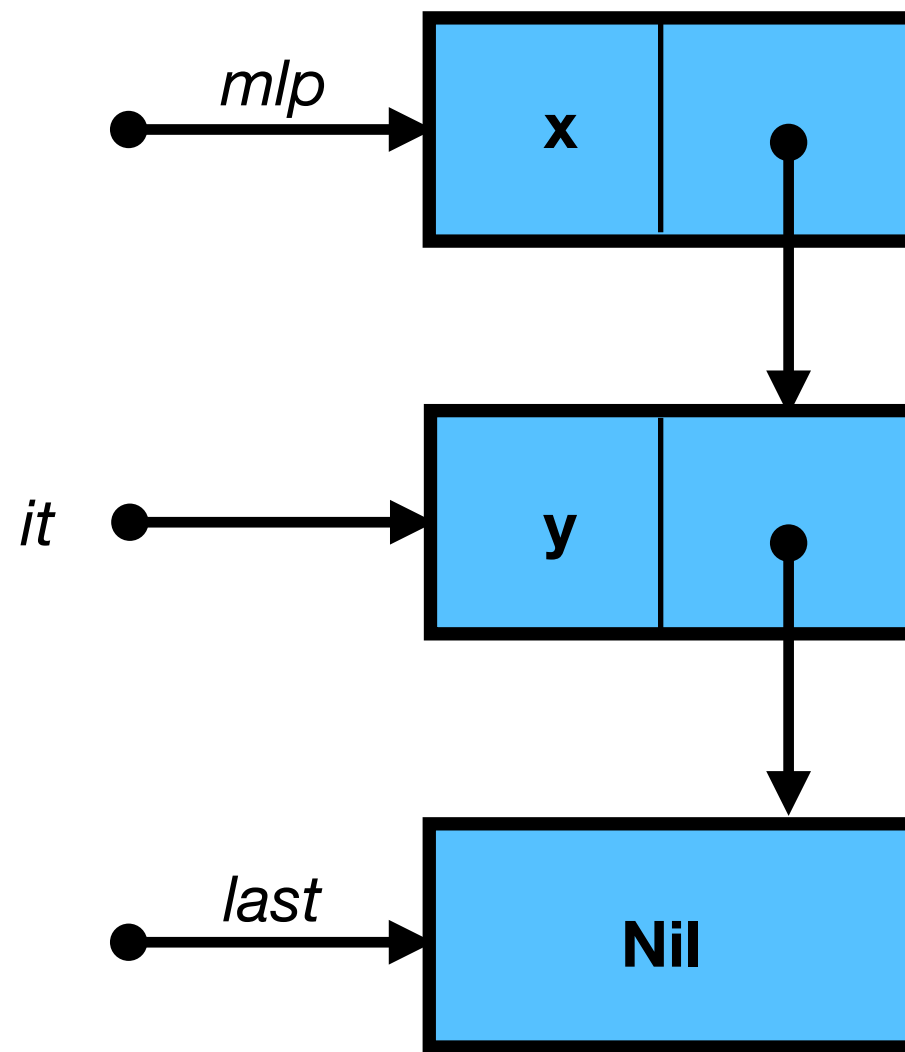
```
# mlp ;;  
- : string mlist ref =  
{contents = Cons ("a",  
  {contents = Cons ("b", {contents = Nil})})}
```

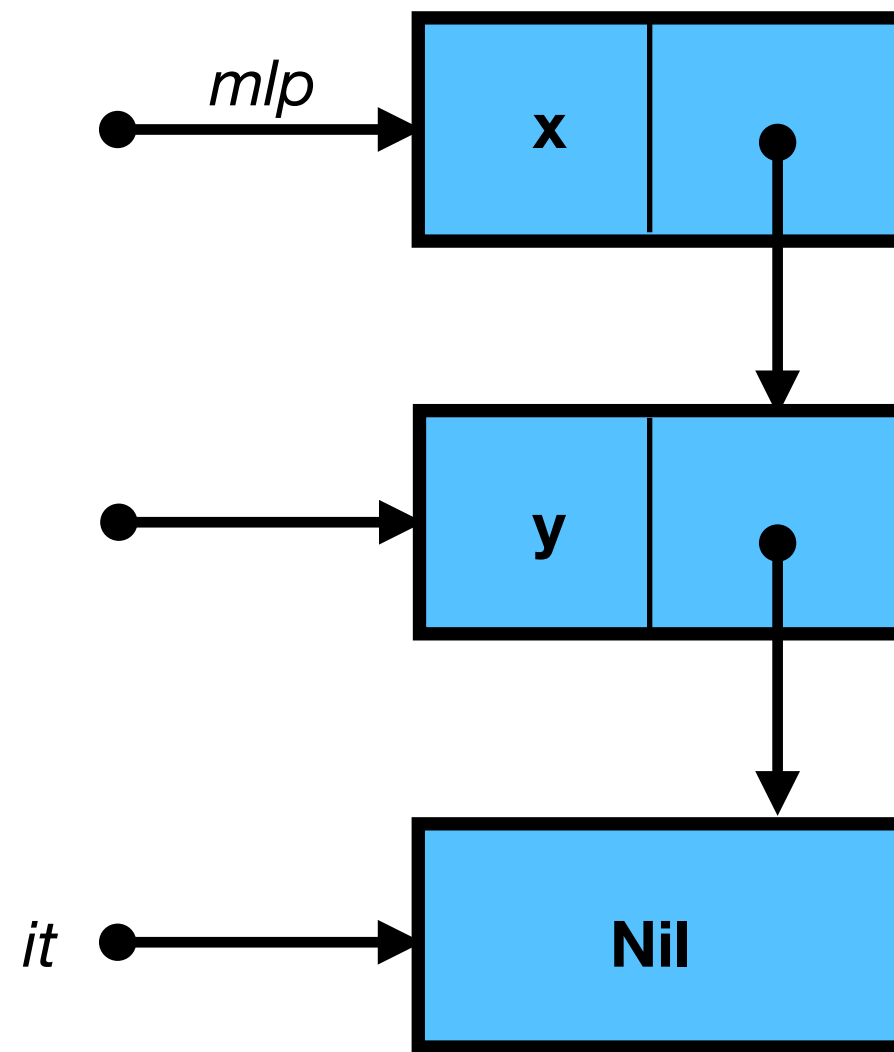


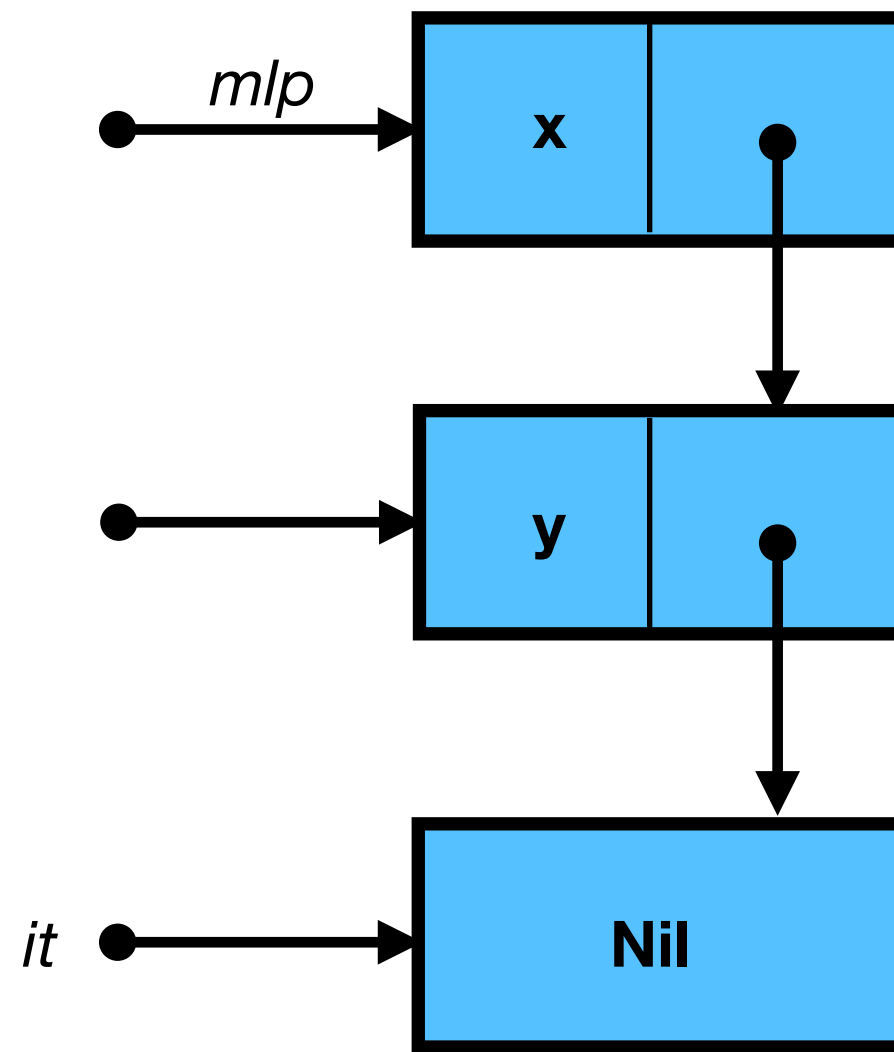












$ref (Cons (x, ref (Cons (y, ref Nil))))$

Destructive Concatenation

pointing to a 'box'

contents of a 'box'

```
# let rec joining mlp m12 =  
  match !mlp with  
  | Nil -> mlp := m12  
  | Cons (_, mlp1) -> joining mlp1 m12  
val joining : 'a mlist ref * 'a mlist -> unit = <fun>  
  
# let join m11 m12 =  
  let mlp = ref m11 in  
  joining mlp m12;  
  !mlp  
val join : 'a mlist -> 'a mlist -> 'a mlist = <fun>
```

Side-Effects

```
# let m11 = mListOf ["a"];;  
val m11 : string mlist = Cons ("a", {contents = Nil})  
# let m12 = mListOf ["b";"c"];;  
val m12 : string mlist =  
    Cons ("b", {contents = Cons ("c", {contents = Nil})})  
# join m11 m12 ;;
```

What does this return?

Side-Effects

```
# let m11 = mlistOf ["a"];;  
val m11 : string mlist = Cons ("a", {contents = Nil})  
# let m12 = mlistOf ["b";"c"];;  
val m12 : string mlist =  
    Cons ("b", {contents = Cons ("c", {contents = Nil})})  
# join m11 m12 ;;
```

What does this return?

```
- : string mlist =  
Cons ("a",  
    {contents = Cons ("b",  
        {contents = Cons ("c", {contents = Nil})})})
```

Functional Programming

Let's Recap

Goals of Programming

- to **describe a computation** so that it can be done *mechanically*:
 - *expressions* compute *values*
 - *commands* cause *effects*
- to do so **efficiently and correctly**, giving right answers *quickly*
- to allow **easy modification** as our needs change
 - through an orderly *structure* based on *abstraction* principles
 - programmer should be able to predict effects of changes

Why Program in OCaml?

- It is **interactive**.
- It has a flexible notion of **data type**.
- It hides the underlying hardware: **no crashes**.
- Programs can easily be **understood mathematically**.
- It **distinguishes naming** from updating memory.
- It **manages storage** in memory for us.

Language

Static type
checking

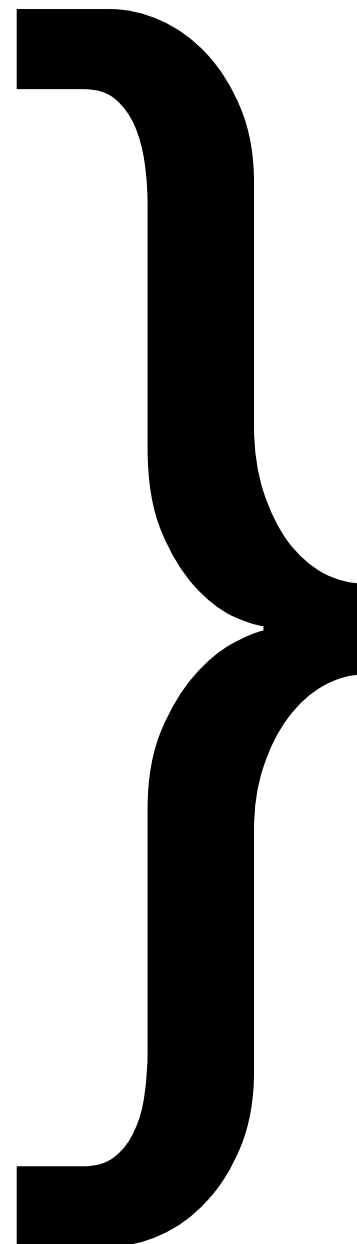
Parametric
Polymorphism

Type Inference

Algebraic Data
Types

Pattern Matching

First Class
Functions



Abstraction

Language

Static type
checking

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Polymorphism

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```
# let x = "1" + 1 ;;  
Error: This expression has type string but  
an expression was expected of type int
```

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Error: This expression has type string but  
an expression was expected of type int
```

1A Object Oriented Programming

Dr Andrew Rice

Language

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checking

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First Class
Functions

```
# type 'a tree =  
  | Lf  
  | Br of 'a * 'a tree * 'a tree
```

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```
# let fn l = List.map (fun (a,b) ->  
    string_of_int a ^ b) l;;
```

```
val fn : (int * string) list -> string list  
= <fun>
```

Language

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1B Concepts in Programming Languages

1B Further Java

II Types

Language

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```
# type vehicle =  
  | Car of bool  
  | Motorbike of int  
  | Bicycle
```

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```
# type vehicle =  
  | Car of bool  
  | Motorbike of int  
  | Bicycle  
  
# match v with  
  | Car false -> "car"  
  | Car true  -> "reliant robin"  
  ...
```

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1B Semantics of Programming Languages

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    | Car of bool  
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# match v with  
    | Car false -> "car"  
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    ...
```


Language

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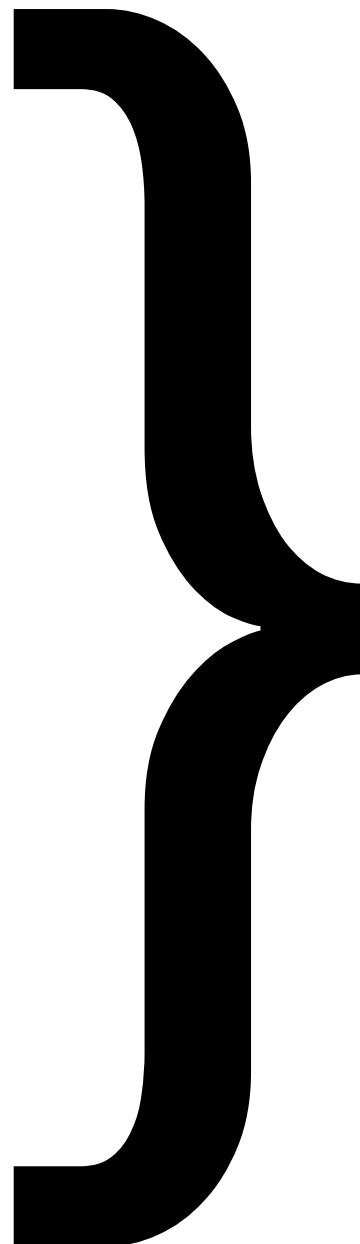
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Abstraction

Runtime

**Fast Foreign
Functions**

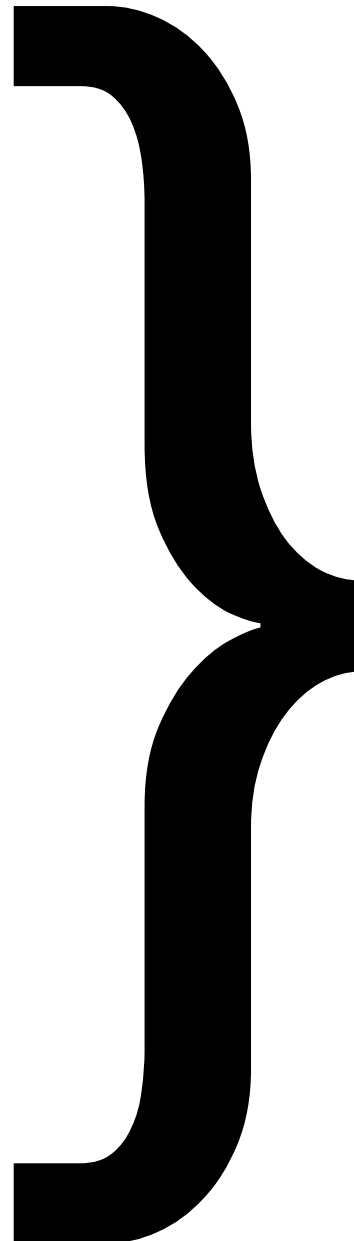
Static Linking

**Garbage
Collection**

Fast Native Code

Multiarchitecture

Portable Bytecode



Execution

Runtime

**Fast Foreign
Functions**

Static Linking

**Garbage
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Fast Native Code

Multiarchitecture

Portable Bytecode

Upcoming Courses:

1A Operating Systems

1B Compiler Construction

1B Programming in C/C++

**1B Concurrent &
Distributed Systems**

OCaml: a system



Runtime

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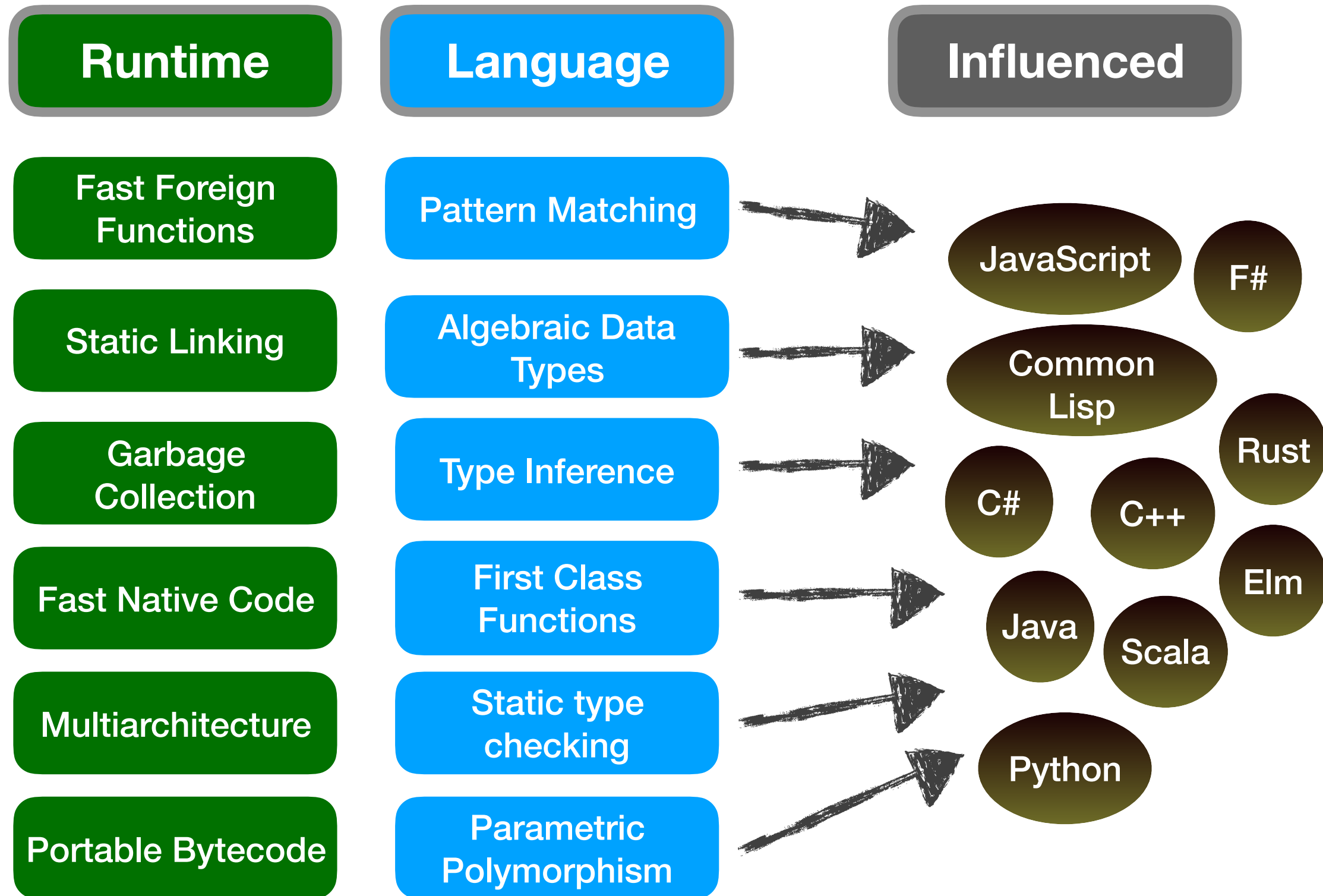
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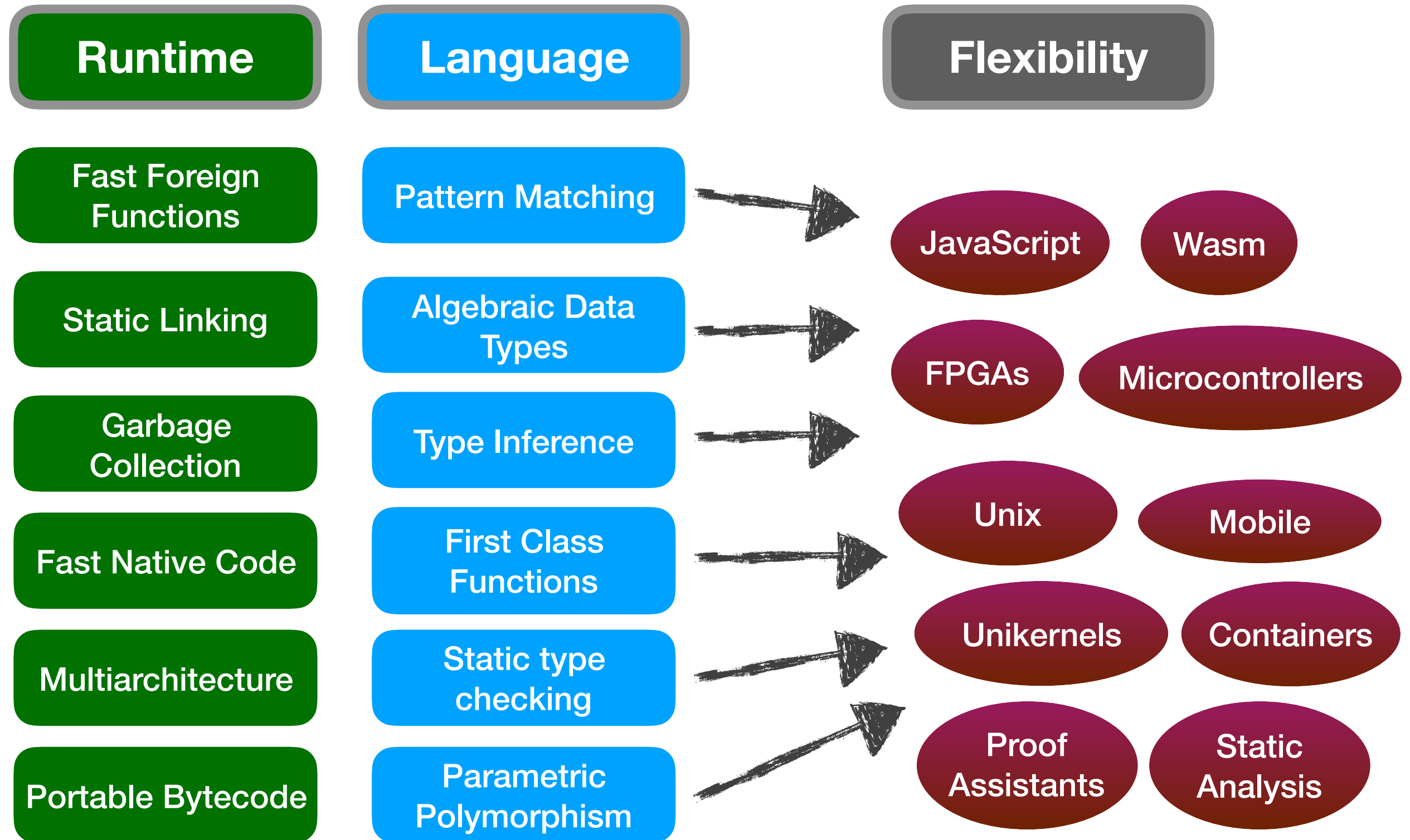
Static type
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Parametric
Polymorphism

OCaml (& ML): Influences



OCaml: Applications



OCaml: Web Programming



Runtime

Language

Flexibility

Fast Foreign
Functions

Pattern Matching

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Garbage
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Parametric
Polymorphism

JavaScript

Wasm

REASON

<https://reasonml.github.io>

Reason lets you write
simple, fast and quality
type safe code while
leveraging both the
JavaScript & OCaml
ecosystems.

OCaml: Building Hardware



Runtime

Language

Flexibility



OCaPIC: PIC microcontrollers programmed in OCaml

Static Linking

Algebraic Data
Types



FPGAs

Microcontrollers

Garbage
Collect

Type Inference



Fast Native

Multiarchi

Portable By



ORCONF2015

**Writing hardware in OCaml,
Running OCaml in hardware**

Andrew Ray

HardCaml is a structural hardware design DSL embedded in OCaml. The library can be used for front end design tasks up to the synthesis stage where a VHDL or Verilog netlist is generated. Libraries for fast simulation using LLVM, waveform viewing and co-simulation with Icarus Verilog are provided.

HardCaml-RiscV is a simple pipelined RV32I core, targeted towards a FPGA implementation and built with HardCaml.

OCaml: Operating Systems



Runtime

Language

Flexibility

MIRAGE OS

Blog

Docs

API

Canopy

Community ▾

A programming framework for building type-safe, modular systems

MirageOS is a library operating system that constructs unikernels for secure, high-performance network applications across a variety of cloud computing and mobile platforms. Code can be developed on a normal OS such as Linux or MacOS X, and then compiled into a fully-standalone, specialised unikernel that runs under a Xen or KVM

Recent Updates *all*

- [MirageOS running on the ESP32 embedded chip \(26 Jan 2018\)](#)
- [MirageOS Winter 2017 hack retreat roundup \(23 Dec 2017\)](#)

Fast Native Code

First Class
Functions

Unix

Mobile

Unikernels

Containers



Portable Bytecode

Parametric
Polymorphism

<https://mirage.io>

OCaml: Safety Critical



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The Coq Proof Assistant

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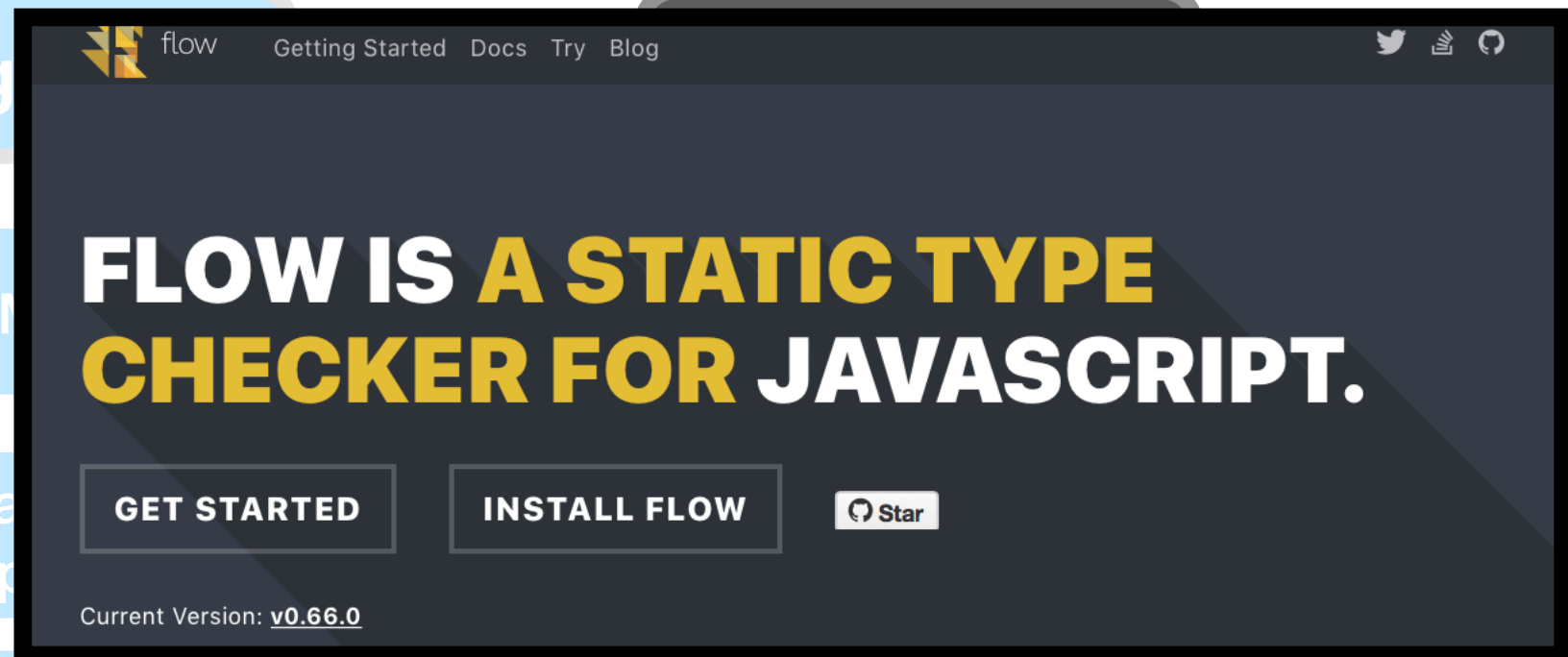
Parametric
Polymorphism



<https://coq.inria.fr>

Proof
Assistants

Static
Analysis



OCaml: Predictable Robots!



Run

Creating safe robots with Imandra



Kostya Kanishev [Follow](#)

Jul 9, 2018 · 3 min read

Fast
Fun

Static

Game
Code

Fast N

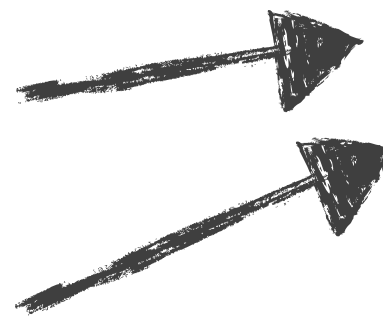
From self-driving cars to medical surgeons, robots have become ubiquitous. Ensuring they operate safely and correctly is evermore important. The most popular middleware for robotics is the open-sourced Robot OS. We have begun work on developing an Imandra interface to Robot OS, opening up the world of robotics to the latest advancements in automated reasoning. In this post, we showcase our early results, discuss our roadmap and our submission for a talk at the upcoming ROSCon 2018 (Madrid, Spain).

Multiarchitecture

Portable Bytecode

Static type
checking

Parametric
Polymorphism



www.imandra.ai

Proof
Assistants

Static
Analysis

OCaml: Data Science



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ocaml.xyz

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