

CMSC 330: Organization of Programming Languages

Functional Programming with OCaml

Reminders / Announcements

- Project 3 was **posted**

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More Basics...

```
# let l1 = [1;2;3];;
val l1 : int list = [1; 2; 3]
# let l2 = [1;2;3];;
val l2 : int list = [1; 2; 3]
# l1 == l2;;
- : bool = false      (shallow equality)
# l1 = l2;;
- : bool = true       (deep equality)
```

- <> is negation of =
- != is negation of ==

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More Examples of Recursion

- `sum l` (* sum of elts in l *)
`let rec sum l = match l with`
 `[] -> 0`
 `| (x::xs) -> x + (sum xs)`
- `negate l` (* negate elements in list *)
`let rec negate l = match l with`
 `[] -> []`
 `| (x::xs) -> (-x) :: (negate xs)`
- `last l` (* last element of l *)
`let rec last l = match l with`
 `[x] -> x`
 `| (x::xs) -> last xs`

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More Examples (cont'd)

```
(* return a list containing all the elements in the
list l followed by all the elements in list m *)
• append (l, m)
  let rec append (l, m) = match l with
    [] -> m
    | (x::xs) -> x::(append (xs, m))

• rev l (* reverse list; hint: use append *)
  let rec rev l = match l with
    [] -> []
    | (x::xs) -> append ((rev xs), [x])

• rev takes O(n2) time. Can you do better?
```

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A Clever Version of Reverse

```
let rec rev_helper (l, a) = match l with
  [] -> a
  | (x::xs) -> rev_helper (xs, (x::a))
let rev l = rev_helper (l, [])
```

- Let's give it a try
`rev [1; 2; 3] →`
`rev_helper ([1;2;3], []) →`
`rev_helper ([2;3], [1]) →`
`rev_helper ([3], [2;1]) →`
`rev_helper ([], [3;2;1]) →`
`[3;2;1]`

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More Examples

- `flattenPairs` `l (* ('a * 'a) list -> 'a list *)`
`let rec flattenPairs l = match l with`
 `[] -> []`
 `| ((a, b)::t) -> a :: b :: (flattenPairs t)`
- `take` `(n, l) (* return first n elts of l *)`
`let rec take (n, l) =`
 `if n = 0 then []`
 `else match l with`
 `[] -> []`
 `| (x::xs) -> x :: (take (n-1, xs))`

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Working with Lists

- Several of these examples have the same flavor
 - Walk through the list and do something to every element
 - Walk through the list and keep track of something
- Recall the following example code from Ruby:

```
a = [1,2,3,4,5]
b = a.collect { |x| -x }
```

- Here we passed a code block into the `collect` method
- Wouldn't it be nice to do the same in OCaml?

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Higher-Order Functions

- In OCaml you can pass functions as arguments, and return functions as results

```
let plus_three x = x + 3
let twice (f, z) = f (f z)
twice (plus_three, 5)
twice : ('a->'a) * 'a -> 'a

let plus_four x = x + 4
let pick_fn n =
  if n > 0 then plus_three else plus_four
(pick_fn 5) 0
pick_fn : int -> (int->int)
```

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The map Function

- Let's write the `map` function (just like Ruby's `collect`)
 - Takes a function and a list, applies the function to each element of the list, and returns a list of the results

```
let rec map (f, l) = match l with
  [] -> []
  | (h::t) -> (f h)::(map (f, t))
```

```
let add_one x = x + 1
let negate x = -x
map (add_one, [1; 2; 3])
map (negate, [9; -5; 0])
```

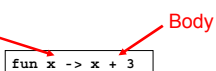
- Type of `map`? `map : ('a -> 'b) * 'a list -> 'b list`

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Anonymous Functions

- Passing functions around is very common
 - So often we don't want to bother to give them names
- Use `fun` to make a function with no name

Parameter  Body

```
map ((fun x -> x + 13), [1; 2; 3])
twice ((fun x -> x + 2), 4)
```

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Pattern Matching with fun

- `match` can be used within `fun`

```
map ((fun l -> match l with (h::_) -> h,
  [ [1; 2; 3]; [4; 5; 6; 7]; [8; 9] ])
  (* [1; 4; 8] *)
```

- For complicated matches, though, use named functions

- Standard pattern matching abbreviation can be used

```
map ((fun (x, y) -> x + y), [(1, 2); (3, 4)])
  (* [3; 7] *)
```

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All Functions Are Anonymous

- Functions are first-class, so you can bind them to other names as you like
 - `let f x = x + 3`
 - `let g = f`
 - `g 5` (* returns 8 *)
- `let` for functions is just a shorthand
 - `let f x = body` stands for
 - `let f = fun x -> body`

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Examples

- `let next x = x + 1`
 - Short for `let next = fun x -> x + 1`
- `let plus (x, y) = x + y`
 - Short for `let plus = fun (x, y) -> x + y`
 - Which is short for
 - `let plus = fun z -> (match z with (x, y) -> x + y)`
- `let rec fact n =`
 - `if n = 0 then 1 else n * fact (n-1)`
 - Short for `let rec fact = fun n -> (if n = 0 then 1 else n * fact (n-1))`

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The fold Function

- Common pattern: iterate through a list and apply a function to each element, keeping track of the partial results computed so far

```
let rec fold (f, a, l) = match l with
[] -> a
| (h::t) -> fold (f, f (a, h), t)
```

- `a` = "accumulator"

- this is usually called "fold left" to remind us that `f` takes the accumulator as its first argument

- What's the type of `fold`?

`fold : ('a * 'b -> 'a) * 'a * 'b list -> 'a`

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Example

```
let rec fold (f, a, l) = match l with
[] -> a
| (h::t) -> fold (f, f (a, h), t)
```

```
let add (a, x) = a + x
fold (add, 0, [1; 2; 3; 4]) ->
fold (add, 1, [2; 3; 4]) ->
fold (add, 3, [3; 4]) ->
fold (add, 6, [4]) ->
fold (add, 10, []) ->
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```

We just built the `sum` function!

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Another Example

```
let rec fold (f, a, l) = match l with
[] -> a
| (h::t) -> fold (f, f (a, h), t)
```

```
let next (a, _) = a + 1
fold (next, 0, [2; 3; 4; 5]) ->
fold (next, 1, [3; 4; 5]) ->
fold (next, 2, [4; 5]) ->
fold (next, 3, [5]) ->
fold (next, 4, []) ->
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```

We just built the `length` function!

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Using fold to Build rev

```
let rec fold (f, a, l) = match l with
[] -> a
| (h::t) -> fold (f, f (a, h), t)
```

- Can you build the `reverse` function with `fold`?

```
let prepend (a, x) = x::a
fold (prepend, [], [1; 2; 3; 4]) ->
fold (prepend, [1], [2; 3; 4]) ->
fold (prepend, [2; 1], [3; 4]) ->
fold (prepend, [3; 2; 1], [4]) ->
fold (prepend, [4; 3; 2; 1], []) ->
[4; 3; 2; 1]
```

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