CMSC 330: Organization of Programming Languages

OCaml Data Types

OCaml Data

- So far, we've seen the following kinds of data
  - Basic types (int, float, char, string)
  - Lists
    - One kind of data structure
    - A list is either [ ] or h::t, deconstructed with pattern matching
  - Tuples and Records
    - Let you collect data together in fixed-size pieces
  - Functions

- How can we build other data structures?
  - Building everything from lists and tuples is awkward

User Defined Types

- type can be used to create new names for types
  - Useful for combinations of lists and tuples

- Examples

```
type my_type = int * (int list)
let (x:my_type) = (3, [1; 2])

type my_type2 = int*char*(int*float)
let (y:my_type2) = (3, ‘a’, (5, 3.0))
```

(User-Defined) Variants

```
type coin = Heads | Tails

let flip x =
  match x with
    Heads -> Tails
  | Tails -> Heads

let rec count_heads x =
  match x with
    [] -> 0
  | (Heads::x') -> 1 + count_heads x'
  | (_::x') -> count_heads x'
```

In simplest form: Like a C **`enum`**

Basic pattern matching resembles C **`switch`**

Combined list and variant patterns possible

Constructing and Destructing Variants

- Syntax
  - `type t = C1 | … | Cn`
  - the `Ci` are called constructors
    - Must begin with a capital letter
- Evaluation
  - A constructor `Ci` is already a value
  - Destructing a value `v` of type `t` is done by pattern matching on `v`; the patterns are the constructors `Ci`
- Type Checking
  - `Ci` : `t` (for each `Ci` in `t`'s definition)

Data Types: Variants with Data

- We can define variants that "carry data" too
  - Not just a constructor, but a constructor *plus values*

```
type shape =
   Rect of float * float (* width*length *)
 | Circle of float       (* radius *)
```

- **`Rect`** and **`Circle`** are constructors
  - where a **`shape`** is either a **`Rect(`*`w`*`,`*`l`*`)`**
    - for any floats ***`w`*** and ***`l`***
  - or a **`Circle`** ***`r`***
    - for any float ***`r`***

Data Types (cont.)

```
let area s =
  match s with
      Rect (w, l) -> w *. l
    | Circle r -> r  *. r *. 3.14
;;
area (Rect (3.0, 4.0));; (* 12.0 *)
area (Circle 3.0);;      (* 9.42 *)
```

- Use pattern matching to deconstruct values
  - Can bind pattern values to data parts
- Data types are *aka* algebraic data types are *aka* tagged unions

Data Types (cont.)

```
type shape =
    Rect of float * float (* width*length *)
  | Circle of float       (* radius *)

let lst = [Rect (3.0, 4.0) ; Circle 3.0]
```

- What's the type of `lst`?

  `shape list`

- What's the type of `lst`'s first element?

  `shape`

Variation: Shapes in Java Compare this to OCaml

```
public interface Shape {
    public double area();
}
```

```
class Rect implements Shape {
  private double width, length;

  Rect (double w, double l) {
    this.width = w;
    this.length = l;
  }

  double area() {
    return width * length;
  }
}
```

```
class Circle implements Shape {
  private double rad;

  Circle (double r) {
    this.rad = r;
  }


  double area() {
    return rad * rad * 3.14159;
  }
}
```

Option Type

```
type optional_int =
    None
  | Some of int

let divide x y =
  if y != 0 then Some (x/y)
  else None

let string_of_opt o =
  match o with
    Some i -> string_of_int i
  | None -> "nothing"
```

```
let p = divide 1 0;;
print_string
  (string_of_opt p);;
(* prints "nothing" *)

let q = divide 1 1;;
print_string
  (string_of_opt q);;
(* prints "1" *)
```

- Comparing to Java: **`None`** is like **`null`**, while **`Some`** *i* is like an **`Integer(`*i*`)`** object

Polymorphic Option Type

- A Polymorphic version of **`option`** type can work with *any kind of data*
  - As int option, char option, etc...

```
type `a option =
  Some of `a
| None
```

Polymorphic parameter: like **`Option<`***T***`>`** in Java

In fact, this option type is built into OCaml

```
let opthd l =
  match l with
    [] -> None
  | x::_ -> Some x
```

```
let p = opthd [];;      (* p = None *)
let q = opthd [1;2];;   (* q = Some 1 *)
let r = opthd ["a"];;   (* r = Some "a" *)
```

Recursive Data Types

- We can build up lists with recursive variant types

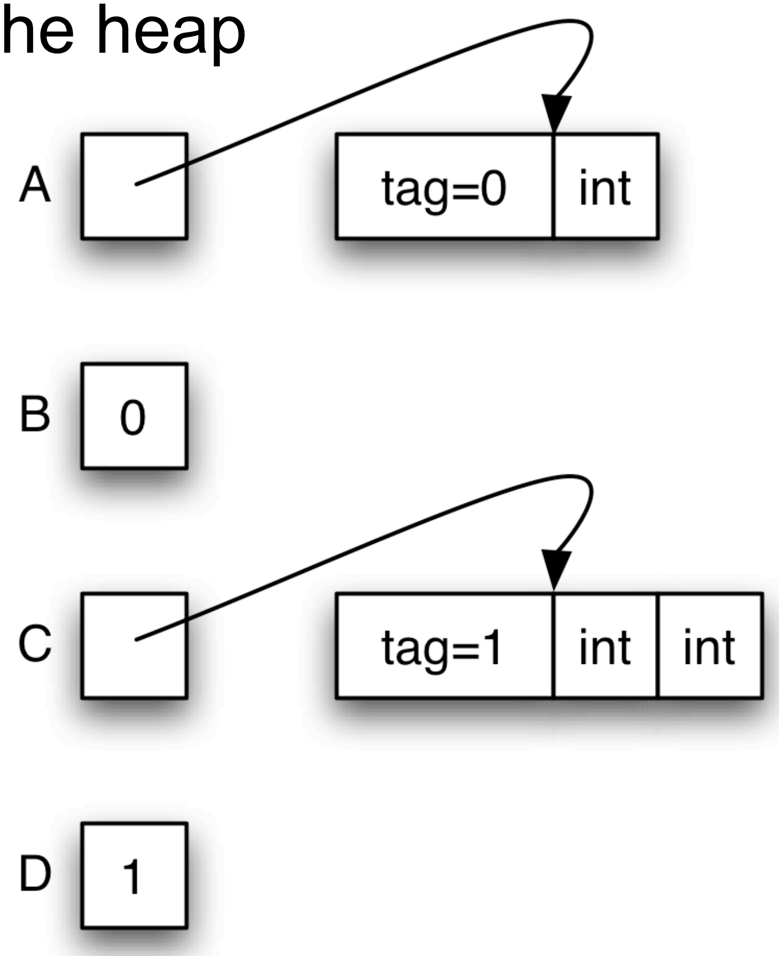
```
type 'a mylist =
    Nil
  | Cons of 'a * 'a mylist

let rec len = function
    Nil -> 0
  | Cons (_, t) -> 1 + (len t)

len (Cons (10, Cons (20, Cons (30, Nil))))
(* evaluates to 3 *)
```

  - Won't have nice [1; 2; 3] syntax for this kind of list

Data Type Representations

- Values in a data type are stored
  1. Directly as integers
  2. As pointers to blocks in the heap

```
type t =
   A of int
 | B
 | C of int * int
 | D
```



Exercise: A Binary Tree Data Type

- Write type `bin_tree` for binary trees over `int`
  - Trees should be ordered (binary search tree)
- Implement the following

```
empty : bin_tree
is_empty : bin_tree -> bool
member : int -> bin_tree -> bool
insert : int -> bin_tree -> bin_tree
remove: int -> bin_tree -> bin_tree
equal : bin_tree -> bin_tree -> bool
fold : (int -> 'a -> 'a) -> bin_tree
       -> 'a -> 'a
```

Quiz 1

```
type foo = (int * (string list)) list
```

Which one of the following could match foo?

A. `[(3, "foo", "bar")]`
B. `[(5, ["foo", "bar"])]`
C. `[(7, ["foo"; "bar"])]`
D. `[(9, [("foo", "bar")])]`

Quiz 1

```
type foo = (int * (string list)) list
```

Which one of the following could match foo?

A. `[(3, “foo”, “bar”)]`
B. `[(5, [“foo”, “bar”])]`
C. `[(7, [“foo”; “bar”])]`
D. `[(9, [(“foo”, “bar”)])]`

Quiz 2: What does this evaluate to?

```
type num = Int of int | Float of float;;
let plus a b =
  match a, b with
  | Int i, Int j -> Int (i+j)
  | Float i, Float j -> Float (i +. j)
  | Float i, Int j -> Float (i +. float_of_int  j)
;;
plus (Float 3.0) (Int 2);;
```

A. `float = 5.`

B. `num = Int 5`

C. `Type Error`

D. `num = Float 5.`

Quiz 2: What does this evaluate to?

```
type num = Int of int | Float of float;;
let plus a b =
  match a, b with
  | Int i, Int j -> Int (i+j)
  | Float i, Float j -> Float (i +. j)
  | Float i, Int j -> Float (i +. float_of_int  j)
;;
plus (Float 3.0) (Int 2);;
```

A. **float = 5.**

B. **num = Int 5**

C. **Type Error**

D. **num = Float 5.**

Quiz 3: What does this evaluate to?

```
let foo f = match f with
    None -> 42.0
  | Some n -> n +. 42.0
;;
foo 3.3;;
```

A. **`float = 45.3`**
B. Error
C. **`float = 42.0`**
D. No output

Quiz 3: What does this evaluate to?

```
let foo f = match f with
    None -> 42.0
  | Some n -> n +. 42.0
;;
~~foo 3.3~~;;   foo (Some 3.3)
```

A. **`float = 45.3`**

B. Error

C. **`float = 42.0`**

D. No output

OCaml Exceptions

```
exception My_exception of int
let f n =
  if n > 0 then
    raise (My_exception n)
  else
    raise (Failure "foo")
let bar n =
  try
    f n
  with My_exception n ->
      Printf.printf "Caught %d\n" n
    | Failure s ->
      Printf.printf "Caught %s\n" s
```

Exceptions (cont.)

- Exceptions are declared with exception
  - They may appear in the signature as well
- Exceptions may take arguments
  - Just like type constructors
  - May also have no arguments
- Catch exceptions with try...with...
  - Pattern-matching can be used in with
  - If an exception is uncaught
    - Current function exits immediately
    - Control transfers up the call chain
    - Until the exception is caught, or until it reaches the top level

OCaml Exceptions (cont.)

- Exceptions may be thrown by I/O statements
  - Common way to detect end of file
  - Need to decide how to handle exception
- Example

```
try
  (input_char stdin)    (* reads 1 char *)
with End_of_file -> 0   (* return 0?    *)

try
  read_line ()          (* reads 1 line *)
with End_of_file -> “”  (* return “”?   *)
```

OCaml Exceptions (cont.)

- **failwith**: Raise exception Failure with the given string.
- **invalid_arg**: Raise exception Invalid_argument with the given string
- **Not_found**: Raised if the object does not exist

```
let div x y =
  if y = 0 failwith "divide by zero" else x/y;;
let lst =[(1,"alice");(2,"bob");(3,"cat")];;
let lookup key lst =
   try
      List.assoc key lst
    with
      Not_found -> "key does not exist"
```