SML

CSE 307 – Principles of Programming Languages

Stony Brook University

http://www.cs.stonybrook.edu/~cse307

Functional Programming

- *Function evaluation* is the basic concept for a programming paradigm that has been implemented in ***functional programming languages***
- The language ML ("Meta Language") was originally introduced in 1977 as part of a theorem proving system, and was intended for describing and implementing proof strategies in the Logic for Computable Functions (LCF) theorem prover (whose language, pplambda, a combination of the first-order predicate calculus and the simply typed polymorphic lambda calculus, had ML as its metalanguage)
- Standard ML of New Jersey (SML) is an implementation of ML
  - The basic mode of computation in SML is the use of the definition and application of functions

Install Standard ML

- Download from:
  - http://www.smlnj.org
- Start Standard ML:
  - Type **`sml`** from the shell (run command line in Windows)
- Exit Standard ML:
  - **`Ctrl-Z`** under Windows
  - **`Ctrl-D`** under Unix/Mac

Standard ML

- The basic cycle of SML activity has three parts:
  - read input from the user
  - evaluate it
  - print the computed value (or an error message)

First SML example

- SML prompt:

```
-
```

- Simple example:

```
- 3;
val it = 3 : int
```

- The first line contains the SML prompt, followed by *an expression* typed in by the user and ended by *a semicolon*
- The second line is SML's response, indicating the *value* of the input expression and its *type*

Interacting with SML

- SML has a number of built-in operators and data types.
  - it provides the standard arithmetic operators

```
- 3+2;
val it = 5 : int
```

- The boolean values `true` and `false` are available, as are logical operators such as: `not` (negation), `andalso` (conjunction), and `orelse` (disjunction)

```
- not(true);
val it = false : bool
- true andalso false;
val it = false : bool
```

Types in SML

- As part of the evaluation process, SML determines the type of the output value using methods of *type inference*.
- Simple types include **`int`**, **`real`**, **`bool`**, and **`string`**
- One can also associate identifiers with values

```
- val five = 3+2;
val five = 5 : int
```

and thereby establish a new value binding

```
- five;
val it = 5 : int
```

Function Definitions in SML

- The general form of a function definition in SML is:

```
fun <identifier> (<parameters>) =
                <expression>;
```

- For example,

```
- fun double(x) = 2*x;
val double = fn : int -> int
```

declares **double** as a function from integers to integers, i.e., of type **int → int**

- Apply a function to an argument of the wrong type results in an error message:

```
- double(2.0);
Error: operator and operand don't agree ...
```

Function Definitions in SML

- The user may also **explicitly** indicate types:

```
- fun max(x:int,y:int,z:int):int =
    if ((x>y) andalso (x>z)) then x
    else (if (y>z) then y else z);
val max = fn : int * int * int -> int

- max(3,2,2);
val it = 3 : int
```

Recursive Definitions

- The use of recursive definitions is a main characteristic of functional programming languages, and these languages encourage the use of recursion over iterative constructs such as while loops:

```
- fun factorial(x) = if x=0 then 1
   else x*factorial(x-1);
val factorial = fn : int -> int
```

- The definition is used by SML to evaluate applications of the function to specific arguments:

```
- factorial(5);
val it = 120 : int
- factorial(10);
val it = 3628800 : int
```

Example: Greatest Common Divisor

- The greatest common divisor (gcd) of two positive integers can defined recursively based on the following observations:

```
gcd(n, n) = n,
gcd(m, n) = gcd(n, m), if m < n, and
gcd(m, n) = gcd(m - n, n), if m > n.
```

- These identities suggest the following recursive definition:

```
- fun gcd(m,n):int = if m=n then n
     else if m>n then gcd(m-n,n)
     else gcd(m,n-m);
  val gcd = fn : int * int -> int
- gcd(12,30);      - gcd(1,20);      - gcd(125,56345);
val it = 6 : int   val it = 1 : int  val it = 5 : int
```

Basic operators on the integers

op	:	*type*	*form*	*precedence*
+	:	int × int → int	infix	6
−	:	int × int → int	infix	6
∗	:	int × int → int	infix	7
div	:	int × int → int	infix	7
mod	:	int × int → int	infix	7
=	:	int × int → bool *	infix	4
<>	:	int × int → bool *	infix	4
<	:	int × int → bool	infix	4
<=	:	int × int → bool	infix	4
>	:	int × int → bool	infix	4
>=	:	int × int → bool	infix	4
~	:	int → int	prefix	
abs	:	int → int	prefix	

- The infix operators associate to the left
- The operands are always all evaluated

Basic operators on the reals

op	:	*type*	*form*	*precedence*
+	:	real × real → real	infix	6
−	:	real × real → real	infix	6
*	:	real × real → real	infix	7
/	:	real × real → real	infix	7
=	:	real × real → bool *	infix	4
<>	:	real × real → bool *	infix	4
<	:	real × real → bool	infix	4
<=	:	real × real → bool	infix	4
>	:	real × real → bool	infix	4
>=	:	real × real → bool	infix	4
~	:	real → real	prefix	
abs	:	real → real	prefix	
Math.sqrt	:	real → real	prefix	
Math.ln	:	real → real	prefix	

unary operator – is represented by ~

Type conversions

op	:	*type*
real	:	$\mathrm{int} \longrightarrow \mathrm{real}$
ceil	:	$\mathrm{real} \longrightarrow \mathrm{int}$
floor	:	$\mathrm{real} \longrightarrow \mathrm{int}$
round	:	$\mathrm{real} \longrightarrow \mathrm{int}$
trunc	:	$\mathrm{real} \longrightarrow \mathrm{int}$

```
- real(2) + 3.5 ;
val it = 5.5 : real
- ceil(23.65) ;
val it = 24 : int
- ceil(~23.65) ;
val it = ~23 : int
- foor(23.65) ;
val it = 23 : int
```

More recursive functions

```
- fun exp(b,n) = if n=0 then 1.0
      else b * exp(b,n-1);
val exp = fn : real * int -> real

- exp(2.0,10);
val it = 1024.0 : real
```

Tuples in SML

- In SML tuples are finite sequences of arbitrary but fixed length, where different components need not be of the same type

```
- (1, "two");
val it = (1,"two") : int * string
- val t1 = (1,2,3);
val t1 = (1,2,3) : int * int * int
- val t2 = (4,(5.0,6));
val t2 = (4,(5.0,6)) : int * (real * int)
```

- The components of a tuple can be accessed by applying the built-in functions **#i**, where **i** is a positive number

```
- #1(t1);
val it = 1 : int
- #2(t2);
val it = (5.0,6) : real * int
```

If a function #i is applied to a tuple with fewer than i components, an error results.

Tuples in SML

- Functions using tuples should completely define the type of tuples, otherwise SML cannot detect the type, e.g., nth argument

```
- fun firstThird(Tuple:'a * 'b * 'c):'a * 'c =
      (#1(Tuple), #3(Tuple));
val firstThird = fn : 'a * 'b * 'c -> 'a * 'c

- firstThird((1,"two",3));
val it = (1,3) : int * int
```

  - Without types, we would get an error:

```
- fun firstThird(Tuple) = (#1(Tuple), #3(Tuple));
stdIn: Error: unresolved flex record (need to know the
  names of ALL the fields in this context)
```

Polymorphic functions

```
- fun id x = x;
val id = fn : 'a -> 'a
- (id 1, id "two");
val it = (1,"two") : int * string
- fun fst(x,y) = x;
val fst = fn : 'a * 'b -> 'a
- fun snd(x,y) = y;
val snd = fn : 'a * 'b -> 'b
- fun switch(x,y) = (y,x);
val switch = fn : 'a * 'b -> 'b * 'a
```

Polymorphic functions

- `'a` means "*any type*", while `''a` means "*any type that can be compared for equality*" (see the `concat` function later which compares a polymorphic variable list with `[]`)
- There will be a "*Warning: calling polyEqual*" that means that you're comparing two values with polymorphic type for equality
  - Why does this produce a warning? Because it's less efficient than comparing two values of known types for equality
  - How do you get rid of the warning? By changing your function to only work with a specific type instead of any type
    - Should you do that or care about the warning? Probably not. In most cases having a function that can work for any type is more important than having the most efficient code possible, so you should just ignore the warning.

Lists in SML

- A list in SML is a finite sequence of objects, all of the same type:

```
- [1,2,3];
val it = [1,2,3] : int list
- [true,false,true];
val it = [true,false,true] : bool list
- [[1,2,3],[4,5],[6]];
val it = [[1,2,3],[4,5],[6]] :
                                  int list list
```

  - The last example is **a list of lists of integers**

Lists in SML

- All objects in a list must be of the same type:

```
- [1,[2]];
Error: operator and operand don't agree
```

- An empty list is denoted by one of the following expressions:

```
- [];
val it = [] : 'a list
- nil;
val it = [] : 'a list
```

- Note that the type is described in terms of a type variable **'a**. Instantiating the type variable, by types such as **int**, results in (different) empty lists of corresponding types

Operations on Lists

- SML provides various functions for manipulating lists
  - The function **hd** returns the first element of its argument list

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

Applying this function to the empty list will result in an error.

  - The function **tl** removes the first element of its argument lists, and returns the remaining list

```
- tl[1,2,3];
val it = [2,3] : int list
- tl[[1,2],[3]];
val it = [[3]] : int list list
```

  - The application of this function to the empty list will also result in an error

Operations on Lists

- Lists can be constructed by the (binary) function `::` (read ***cons***) that adds its first argument to the front of the second argument.

```
- 5::[];
val it = [5] : int list
- 1::[2,3];
val it = [1,2,3] : int list
- [1,2]::[[3],[4,5,6,7]];
val it = [[1,2],[3],[4,5,6,7]] : int list list
```

  - IMPORTANT: The arguments must be of the right type (such that the result is a list of elements of the same type):

```
- [1]::[2,3];
Error: operator and operand don't agree
```

Operations on Lists

- Lists can also be compared for equality:

```
- [1,2,3]=[1,2,3];
val it = true : bool

- [1,2]=[2,1];
val it = false : bool

- tl[1] = [];
val it = true : bool
```

Defining List Functions

- Recursion is particularly useful for defining functions that process lists
  - For example, consider the problem of defining an SML function that takes as arguments two lists of the same type and returns the concatenated list.
    - In defining such list functions, it is helpful to keep in mind that a list is either
      - an empty list **`[]`** or
      - of the form **`x::y`**

Concatenation

- In designing a function for **<u>concatenating</u>** two lists **`x`** and **`y`** we thus distinguish two cases, depending on the form of **`x`**:
  - If **`x`** is an empty list **`[]`**, then concatenating **`x`** with **`y`** yields just **`y`**.
  - If **`x`** is of the form **`x1::x2`**, then concatenating **`x`** with **`y`** is a list of the form **`x1::z`**, where **`z`** is the result of concatenating **`x2`** with **`y`**.
    - We can be more specific by observing that **`x = x1::x2 = hd(x)::tl(x)`**

Concatenation

```
- fun concat(x,y) = if x=[] then y
  else hd(x)::concat(tl(x),y);
val concat = fn : ''a list * ''a list -> ''a list
```

- Applying the function yields the expected results:

```
- concat([1,2],[3,4,5]);
val it = [1,2,3,4,5] : int list
- concat([],[1,2]);
val it = [1,2] : int list
- concat([1,2],[]);
val it = [1,2] : int list
```

Length

- The following function computes the length of its argument list:

```
- fun length(L) = if (L=nil) then 0
                  else 1+length(tl(L));
val length = fn : ''a list -> int

- length[1,2,3];
val it = 3 : int
- length[[5],[4],[3],[2,1]];
val it = 4 : int
- length[];
val it = 0 : int
```

doubleall

- The following function doubles all the elements in its argument list (of integers):

```
- fun doubleall(L) =
          if L=[] then []
          else (2*hd(L))::doubleall(tl(L));
val doubleall = fn : int list -> int list

- doubleall([1,3,5,7]);
val it = [2,6,10,14] : int list
```

Reversing a List

```
- fun reverse(L) =
      if L = nil then nil
      else concat(reverse(tl(L)),[hd(L)]);
val reverse = fn : ''a list -> ''a list

- reverse [1,2,3];
calls
- concat(reverse([2,3]), [1])
- concat([3,2], [1]);
val it = [3,2,1] : int list
```

Reversing a List

- Concatenation of lists, for which we gave a recursive definition, is actually a built-in operator in SML, denoted by the symbol **@**
  - We can use this operator in reversing:

```
- fun reverse(L) =
      if L = nil then nil
      else reverse(tl(L)) @ [hd(L)];
val reverse = fn : ''a list -> ''a list
- reverse [1,2,3];
val it = [3,2,1] : int list
```

Reversing a List

```
- fun reverse(L) =
      if L = nil then nil
      else concat(reverse(tl(L)),[hd(L)]);
```

This method is not efficient: $O(n^2)$

```
T(N) = T(N-1) + (N-1) =
     = T(N-2) + (N-2) + (N-1) =
     = 1+ 2 + 3+ … + N-1 = N * (N-1)/2
```

Reversing a List

- This way (using an accumulator) is better: **O(n)**

```
- fun reverse_helper(L,L2) =
    if L = nil then L2
   else reverse_helper(tl(L),hd(L)::L2);
- fun reverse(L) = reverse_helper(L,[]);
- reverse [1,2,3];
- reverse_helper([1,2,3],[]);
- reverse_helper([2,3],[1]);
- reverse_helper([3],[2,1]);
- reverse_helper([],[3,2,1]);
[3,2,1]
```

Removing List Elements

- The following function removes all occurrences of its first argument from its second argument list

```
- fun remove(x,L) = if (L=[]) then []
        else if x=hd(L)then remove(x,tl(L))
        else hd(L)::remove(x,tl(L));
val remove = fn : ''a * ''a list -> ''a list

- remove(1,[5,3,1]);
val it = [5,3] : int list

- remove(2,[4,2,4,2,4,2,2]);
val it = [4,4,4] : int list
```

Removing Duplicates

- The remove function can be used in the definition of another function that removes all duplicate occurrences of elements from its argument list:

```
- fun removedupl(L) =
 if (L=[]) then []
 else hd(L)::removedupl(remove(hd(L),tl(L)));
val removedupl = fn : ''a list -> ''a list

- removedupl([3,2,4,6,4,3,2,3,4,3,2,1]);
val it = [3,2,4,6,1] : int list
```

Definition by Patterns

- In SML functions can also be defined via patterns.
  - The general form of such definitions is:

```
fun <identifier>(<pattern1>) = <expression1>
| <identifier>(<pattern2>) = <expression2>
| ...
| <identifier>(<patternK>) = <expressionK>;
```

where the identifiers, which name the function, are all the same, all patterns are of the same type, and all expressions are of the same type.

  - Example:

```
- fun reverse(nil) = nil
  | reverse(x::xs) = reverse(xs) @ [x];
val reverse = fn : 'a list -> 'a list
```

The patterns are inspected in order and the first match determines the value of the function.

Sets with lists in SML

```
fun member(X,L) =
      if L=[] then false
      else if X=hd(L) then true
      else member(X,tl(L));
```

OR with patterns:

```
fun member(X,[]) = false
      | member(X,Y::Ys) =
            if (X=Y) then true
            else member(X,Ys);
member(1,[1,2]); (* true *)
member(1,[2,1]); (* true *)
member(1,[2,3]); (* false *)
```

Sets UNION

```
fun union(L1,L2) =
    if L1=[] then L2
    else if member(hd(L1),L2)
         then union(tl(L1),L2)
         else hd(L1)::union(tl(L1),L2);

union([1,5,7,9],[2,3,5,10]);
      (* [1,7,9,2,3,5,10] *)
union([],[1,2]);  (* [1,2] *)
union([1,2],[]);  (* [1,2] *)
```

Sets UNION with patterns

```
fun union([],L2) = L2
    | union(X::Xs,L2) =
        if member(X,L2) then union(Xs,L2)
        else X::union(Xs,L2);
```

Sets Intersection (∩)

```
fun intersection(L1,L2) =
    if L1=[] then []
    else if member(hd(L1),L2)
    then hd(L1)::intersection(tl(L1),L2)
    else intersection(tl(L1),L2);

intersection([1,5,7,9],[2,3,5,10]);
    (* [5] *)
```

Sets ∩ with patterns

```
fun intersection([],L2) = []
    | intersection(L1,[]) = []
    | intersection(X::Xs,L2) =
        if member(X,L2)
        then X::intersection(Xs,L2)
        else intersection(Xs,L2);
```

Sets subset

```
fun subset(L1,L2) = if L1=[] then true
     else if L2=[] then false
     else if member(hd(L1),L2)
          then subset(tl(L1),L2)
          else false;

subset([1,5,7,9],[2,3,5,10]);(* false *)
subset([5],[2,3,5,10]);    (* true *)
```

Sets subset patterns

```
fun subset([],L2) = true
    | subset(L1,[]) = if(L1=[])
        then true
        else false
    | subset(X::Xs,L2) =
        if member(X,L2)
            then subset(Xs,L2)
            else false;
```

Sets equal

```
fun setEqual(L1,L2) =
    subset(L1,L2) andalso subset(L2,L1);

setEqual([1,5,7],[7,5,1,2]);(* false *)
setEqual([1,5,7],[7,5,1]); (* true *)
```

Set difference patterns

```
fun minus([],L2) = []
    | minus(X::Xs,L2) =
        if member(X,L2)
            then minus(Xs,L2)
            else X::minus(Xs,L2);

minus([1,5,7,9],[2,3,5,10]);
    (* [1,7,9] *)
```

Sets Cartesian product

```
fun product_one(X,[]) = []
    | product_one(X,Y::Ys) =
          (X,Y)::product_one(X,Ys);
product_one(1,[2,3]);
    (* [(1,2),(1,3)] *)
fun product([],L2) = []
    | product(X::Xs,L2) =
          union(product_one(X,L2),
                product(Xs,L2));
product([1,5,7,9],[2,3,5,10]);
    (* [(1,2),(1,3),(1,5),(1,10),(5,2),
   (5,3),(5,5),(5,10),(7,2),(7,3),...] *)
```

Sets Powerset

```
fun insert_all(E,L) =
     if L=[] then []
     else (E::hd(L)) :: insert_all(E,tl(L));
insert_all(1,[[],[2],[3],[2,3]]);
 (* [ [1], [1,2], [1,3], [1,2,3] ] *)
fun powerSet(L) =
     if L=[] then [[]]
     else powerSet(tl(L)) @
          insert_all(hd(L),powerSet(tl(L)));
powerSet([]);
powerSet([1,2,3]);
powerSet([2,3]);
```

Higher-Order Functions

- In functional programming languages functions (called ***first-class functions***) can be used as parameters or return value in definitions of other (called ***higher-order***) functions
  - The following function, **`map`**, applies its first argument (a function) to all elements in its second argument (a list of suitable type):

```
- fun map(f,L) = if (L=[]) then []
 else f(hd(L))::(map(f,tl(L)));
val map = fn : (''a -> 'b) * ''a list -> 'b list
```

  - We may apply **`map`** with any function as argument:

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

Higher-Order Functions

- ***Anonymous functions***:

```
- map(fn x=>x+1, [1,2,3,4,5]);
val it = [2,3,4,5,6] : int list
- fun incr(list) = map (fn x=>x+1, list);
val incr = fn : int list -> int list
- incr[1,2,3,4,5];
val it = [2,3,4,5,6] : int list
```

McCarthy's 91 function

- McCarthy's 91 function:

```
- fun mc91(n) = if n>100 then n-10
  else mc91(mc91(n+11));
val mc91 = fn : int -> int

- map mc91 [101, 100, 99, 98, 97, 96];
val it = [91,91,91,91,91,91] : int list
```

Filter

- Filter: keep in a list only the values that satisfy some logical condition/boolean function:

```
- fun filter(f,l) =
    if l=[] then []
      else if f(hd l)
        then (hd l)::(filter (f, tl l))
        else filter(f, tl l);
val filter = fn : ('a -> bool) * 'a list -> 'a list

- filter((fn x => x>0), [~1,0,1,2,3,~2,4]);
val it = [1,2,3,4] : int list
```

Permutations

```
- fun myInterleave(x,[]) = [[x]]
  | myInterleave(x,h::t) =
        (x::h::t)::(
            map((fn l => h::l), myInterleave(x,t)));

- myInterleave(1,[]);
val it = [[1]] : int list list

- myInterleave(1,[3]);
val it = [[1,3],[3,1]] : int list list

- myInterleave(1,[2,3]);
val it = [[1,2,3],[2,1,3],[2,3,1]] : int list list
```

Permutations

```
- fun appendAll(nil) = nil
| appendAll(z::zs) = z @ (appendAll(zs));
```

flattens the list

```
- appendAll([[[1,2]],[[2,1]]]);
val it = [[1,2],[2,1]] : int list list

- fun permute(nil) = [[]]
| permute(h::t) = appendAll(
   map((fn l => myInterleave(h,l)), permute(t)));

- permute([1,2,3]);
val it = [[1,2,3],[2,1,3],[2,3,1],[1,3,2],[3,1,2],
              [3,2,1]] : int list list
```

Currying = partial application

```
- fun f a b c = a+b+c;
 OR
- fun f(a)(b)(c) = a+b+c;
val f = fn : int -> int -> int -> int
val f = fn : int -> (int -> (int -> int))
- val inc1 = f(1);
val inc1 = fn : int -> int -> int
val inc1 = fn : int -> (int -> int)
- val inc12 = inc1(2);
val inc12 = fn : int -> int
- inc12(3);
val it = 6 : int
```

Currying and *Lazy evaluation*

```
- fun mult x y = if x = 0 then 0 else x * y;
```

Eager evaluation: reduce as much as possible before applying the function

```
mult (1-1) (3 div 0)
-> (fn x => (fn y => if x = 0 then 0 else x * y)) (1-1) (3 div 0)
-> (fn x => (fn y => if x = 0 then 0 else x * y)) 0 (3 div 0)
-> (fn y => if 0 = 0 then 0 else 0 * y) (3 div 0)
-> (fn y => if 0 = 0 then 0 else 0 * y) error
-> error
```

Lazy evaluation:

```
mult (1-1) (3 div 0)
-> (fn x => (fn y => if x = 0 then 0 else x * y)) (1-1) (3 div 0)
-> (fn y => if (1-1) = 0 then 0 else (1-1) * y) (3 div 0)
-> if (1-1) = 0 then 0 else (1-1) * (3 div 0)
-> if 0 = 0 then 0 else (1-1) * (3 div 0)
-> 0
```

Currying and *Lazy evaluation*

- Argument evaluation as late as possible (possibly never)
- Evaluation only when indispensable for a reduction
- Each argument is evaluated at most once
- Lazy evaluation in Standard ML for the primitives: **`if then else`** , **`andalso`** , **`orelse`** , and pattern matching
- Property: If the eager evaluation of expression **`e`** gives **`n1`** and the lazy evaluation of **`e`** gives **`n2`** then **`n1 = n2`**
- Lazy evaluation gives a result **<u>more often</u>**

Sum sequence

```
- fun sum f n =
      if n = 0 then 0
      else f(n) + sum f (n-1);
val sum = fn : (int → int) → int → int

- sum (fn x => x * x) 3 ;
val it = 14 : int
      because
f(3) + f(2) + f(1) + f(0) = 9 + 4 + 1 + 0 = 14
```

Composition

- Composition is another example of a higher-order function:

```
- fun comp(f,g)(x) = f(g(x));
val comp = fn : ('a -> 'b) * ('c -> 'a) -> 'c -> 'b
- val f = comp(Math.sin, Math.cos);
val f = fn : real -> real
      SAME WITH:
- val g = Math.sin o Math.cos;
      (*  Composition "o" is predefined  *)
val g = fn : real -> real
- f(0.25);
val it = 0.824270418114 : real
- g(0.25);
val it = 0.824270418114 : real
```

Find

- Pick only the first element of a list that satisfies a given predicate:

```
- fun myFind pred nil = raise Fail "No such element"
  | myFind pred (x::xs) =
    if pred x then x
  else myFind pred xs;
val myFind = fn : ('a -> bool) -> 'a list -> 'a

- myFind (fn x => x > 0.0) [~1.2, ~3.4, 5.6, 7.8];
val it = 5.6 : real
```

Reduce (aka. foldr)

- We can generalize the notion of recursion over lists as follows: all recursions have a base case, an iterative case, and a way of combining results:

```
- fun reduce f b nil = b
  | reduce f b (x::xs) = f(x, reduce f b xs);

- fun sumList aList = reduce (op +) 0 aList;
val sumList = fn : int list -> int

- sumList [1, 2, 3];
val it = 6 : int
```

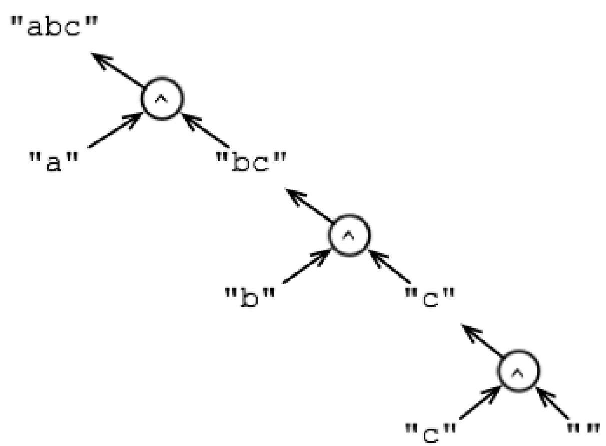
foldl

```
- fun foldl(f: ''a*'b->'b, acc: 'b, l: ''a list): 'b =
   if l=[] then acc
   else foldl(f, f(hd(l),acc), tl(l));

- fun sum(l:int list):int =
   foldl((fn (x,acc) => acc+x),0,l);

- sum[1, 2, 3];
val it = 6 : int
```

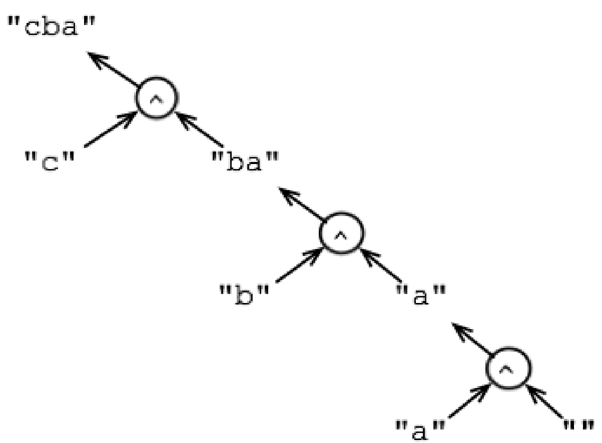
- it walks the list from left to right

foldl vs. reduce (foldr)

```
foldr  (op ^)  ""  ["a", "b", "c"]
type: ('a * 'b -> 'b) -> 'b -> 'a list -> 'b
```

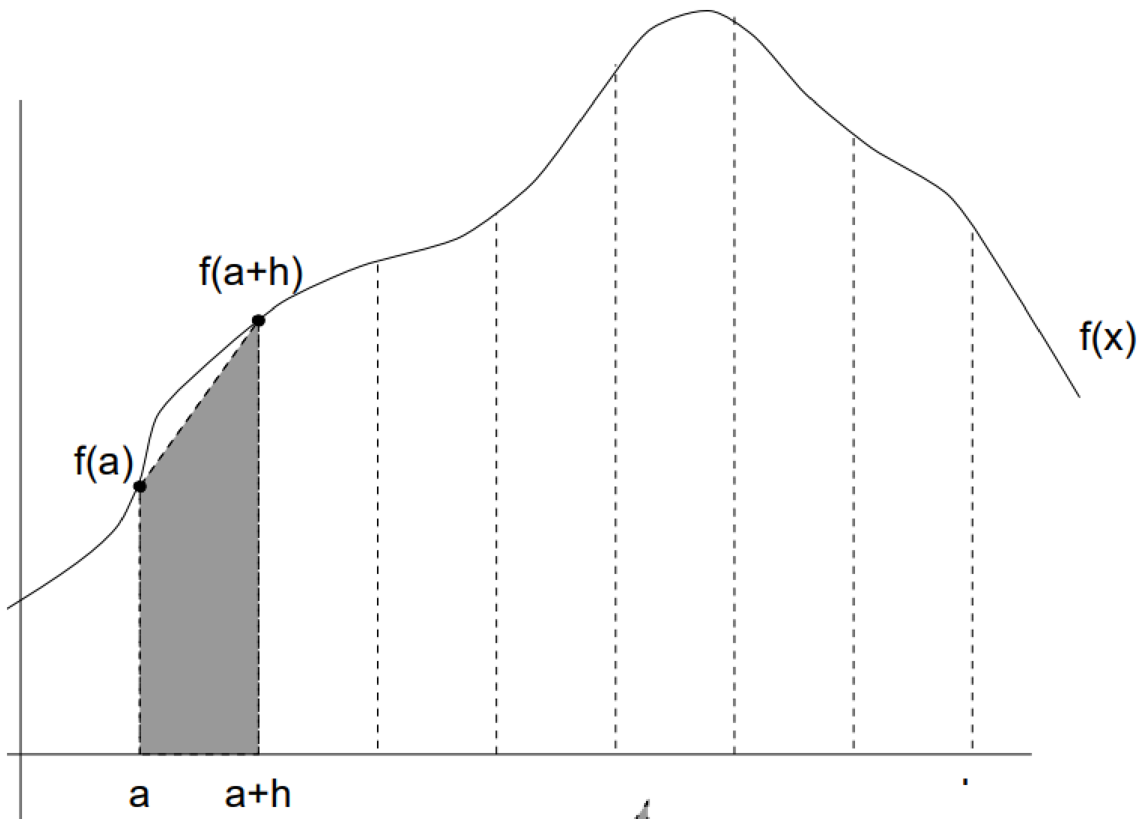



```
foldl  (op ^)  ""  ["a", "b", "c"]
type: ('a * 'b -> 'b) -> 'b -> 'a list -> 'b
```



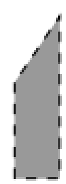
Numerical integration

- Computation of $\int_a^b f(x)\,dx$ by the trapezoidal rule:



n intervals

h = (b - a) / n



= h * (f(a) + f(a+h)) / 2

Numerical integration

```
- fun integrate (f,a,b,n) =
      if n <= 0 orelse b <= a then 0.0
      else ((b-a) / real n) * ( f(a) + f(a+h) ) / 2.0 +
            integrate (f,a+((b-a) / real n),b,n-1);
val integrate = fn : (real → real) * real * real * int
      → real

- fun cube x:real = x * x * x ;
val cube = fn : real -> real
- integrate ( cube , 0.0 , 2.0 , 10 ) ;
val it = 4.04 : real
```

Collect like in Java streams

```
- fun collect(b, combine, accept, nil) = accept(b)
  | collect(b, combine, accept, x::xs) =
      collect(combine(b,x), combine, accept, xs);

- fun average(aList) = collect((0,0),
       (fn ((total,count),x) => (total+x,count+1)),
       (fn (total,count) => real(total)/real(count)),
      aList);

- average [1, 2, 4];
val it = 2.33333333333 : real
```

Mutually recursive function definitions

```
- fun odd(n) = if n=0 then false
                else even(n-1)
 and
      even(n) = if n=0 then true
                else odd(n-1);
val odd = fn : int -> bool
val even = fn : int -> bool

- even(1);
val it = false : bool
- odd(1);
val it = true : bool
```

Sorting

- ***Merge-Sort:***
  - To sort a list L:
    - first split L into two disjoint sublists (of about equal size),
    - then (recursively) sort the sublists, and
    - finally merge the (now sorted) sublists
  - It requires suitable functions for
    - splitting a list into two sublists AND
    - merging two sorted lists into one sorted list

Splitting

- We split a list by applying two functions, **take** and **skip**, which extract alternate elements; respectively, the elements at odd-numbered positions and the elements at even-numbered positions
- The definitions of the two functions mutually depend on each other, and hence provide an example of mutual recursion, as indicated by the SML-keyword **and**:

```
- fun take(L) =
        if L = nil then nil
        else hd(L)::skip(tl(L))
and
 skip(L) =
        if L=nil then nil
        else take(tl(L));
val take = fn : ''a list -> ''a list
val skip = fn : ''a list -> ''a list
- take[1,2,3,4,5,6,7];
val it = [1,3,5,7] : int list
- skip[1,2,3,4,5,6,7];
val it = [2,4,6] : int list
```

Merging

- Merge pattern definition:

```
- fun merge([],M) = M
  | merge(L,[]) = L
  | merge(x::xl,y::yl) =
        if (x:int)<y then x::merge(xl,y::yl)
        else y::merge(x::xl,yl);
val merge = fn : int list * int list -> int list

- merge([1,5,7,9],[2,3,6,8,10]);
val it = [1,2,3,5,6,7,8,9,10] : int list
- merge([],[1,2]);
val it = [1,2] : int list
- merge([1,2],[]);
val it = [1,2] : int list
```

Merge Sort

```
- fun sort(L) =
  if L=[] then []
  else if tl(L)=[] then L
  else merge(sort(take(L)),sort(skip(L)));

val sort = fn : int list -> int list
```

Local declarations

```
- fun fraction (n,d) =
  let val k = gcd (n,d)
  in
    ( n div k , d div k )
  end;
```

- The identifier **`k`** is local to the expression after **`in`**
- Its binding exists only during the evaluation of this expression
- All other declarations of **`k`** are hidden during the evaluation of this expression

Sorting with comparison

- How to sort a list of elements of type α?
  - We need the comparison function/operator for elements of type α!

```
- fun sort order [ ] = [ ]
  | sort order [x] = [x]
  | sort order xs =
    let fun merge [ ] M = M
          | merge L [ ] = L
          | merge (L as x::xs) (M as y::ys) =
                if order(x,y) then x::merge xs M
                else y::merge L ys
    val (ys,zs) = split xs
    in merge (sort order ys) (sort order zs) end;
- sort (op >) [5.1, 3.4, 7.4, 0.3, 4.0] ;
val it = [7.4,5.1,4.0,3.4,0.3] : real list
```

Sorting with comparison

```
- fun split_helper(L: ''a list, Acc:''a list * ''a list)
      :''a list * ''a list =
  if L=[] then Acc
  else split_helper(tl(L), (#2(Acc), (hd(L)) :: #1(Acc)));

- fun split(L) = split_helper(L, ([], []));
- split([1,2,3,4,5,6]);
  split([1,2,3,4,5,6])
  split_helper([1,2,3,4,5,6], ([],[]))
  split_helper([2,3,4,5,6], ([],[1]))
  split_helper([3,4,5,6], ([1],[2]))
  split_helper([4,5,6], ([2],[3,1]))
  split_helper([5,6], ([3,1],[4,2]))
  split_helper([6], ([4,2],[5,3,1]))
  split_helper([], ([5,3,1],[6,4,2]))
  ([5,3,1],[6,4,2])
```

Quicksort

- C.A.R. Hoare, in 1962: Average-case running time: $\Theta(n \log n)$

```
- fun sort [ ] = [ ]
| sort (x::xs) =
  let val (S,B) = partition (x,xs)
    in (sort S) @ (x :: (sort B))
  end;
```

Double recursion and no tail-recursion

```
- fun partition (p,[ ]) = ([ ],[ ])
| partition (p,x::xs) =
  let val (S,B) = partition (p,xs)
     in if x < p then (x::S,B) else (S,x::B)
  end
```

Nested recursion

For m, n ≥ 0:

```
acker(0,m) = m+1
acker(n,0) = acker(n-1, 1) for n > 0
acker(n,m) = acker(n-1, acker(n,m-1)) for n,m>0
```

```
- fun acker 0 m = m+1
| acker n 0 = acker (n-1) 1
| acker n m = acker (n-1) (acker n (m-1));
```

It is guaranteed to end because of *lexicographic order*:

(n',m') < (n,m) iff n' < n or (n'=n and m'< m)

Nested recursion

- ***Knuth's up-arrow operator*** $\uparrow^n$ (invented by Donald Knuth):

  $a \uparrow^1 b = a^b$

  $a \uparrow^n b = a \uparrow^{n-1} (b \uparrow^{n-1} b)$ for $n > 1$

```
- fun opKnuth 1 a b = Math.pow (a,b)
    | opKnuth n a b = opKnuth (n-1) a
                        (opKnuth (n-1) b b);
- opKnuth 2 3.0 3.0 ;
val it = 7.62559748499E12 : real
- opKnuth 3 3.0 3.0 ;
! Uncaught exception: Overflow;
```

- ***Graham's number*** (also called the "largest" number):

```
- opKnuth 63 3.0 3.0,
```

Recursion on a generalized problem

- It is impossible to determine whether n is prime via the reply to the question “is n − 1 prime”?
  - It seems impossible to directly construct a recursive program
  - We thus need to find another function that is more general than prime, in the sense that prime is a particular case of this function
    - for which a recursive program can be constructed

```
- fun ndivisors n low up = low > up orelse
(n mod low)<>0 andalso ndivisors n (low+1) up;
- fun prime n = if n <= 0
   then error "prime: non-positive argument"
   else if n = 1 then false
   else ndivisors n 2 floor(Math.sqrt(real n));
```

  - The discovery of divisors requires imagination and creativity

Tail recursion

```
- fun length [ ] = 0
| length (x::xs) = 1 + length xs;
```

- The recursive call of **length** is nested in an expression: during the evaluation, all the terms of the sum are **stored**, hence the memory consumption for expressions & bindings is proportional to the length of the list!

```
length [5,8,4,3]
-> 1 + length [8,4,3]
-> 1 + (1 + length [4,3])
-> 1 + (1 + (1 + length [3]))
-> 1 + (1 + (1 + (1 + length [ ])))
-> 1 + (1 + (1 + (1 + 0)))
-> 1 + (1 + (1 + 1))
-> 1 + (1 + 2)
-> 1 + 3
-> 4
```

Tail recursion

```
- fun lengthAux [ ] acc = acc
| lengthAux (x::xs) acc = lengthAux xs (acc+1);
- fun length L = lengthAux L 0;
- length [5,8,4,3];
  -> lengthAux [5,8,4,3] 0
  -> lengthAux [8,4,3] (0+1)
  -> lengthAux [8,4,3] 1
  -> lengthAux [4,3] (1+1)
  -> lengthAux [4,3] 2
  -> lengthAux [3] (2+1)
  -> lengthAux [3] 3
  -> lengthAux [ ] (3+1)
  -> lengthAux [ ] 4
  -> 4
```

- ***Tail recursion***: recursion is the outermost operation
  - **Space complexity: <u>constant</u>** memory consumption for expressions & bindings (SML can use the **same stack frame/activation record**)
  - Time complexity: (still) one traversal of the list

Tail recursion

```
- fun factAux 0 acc = acc
  | factAux n acc = factAux (n-1) (n*acc);
- fun fact n =
  if n < 0 then error "fact: negative argument"
  else factAux n 1;

- fact(3);
-> factAux(3,1)
-> factAux(2,3)
-> factAux(1,6)
-> factAux(0,6)
6
```

Records

- Records are structured data types of heterogeneous elements that are labeled

```
- {x=2, y=3};
```

  - The order does not matter:

```
- {make="Toyota", model="Corolla", year=2017,
  color="silver"}
 = {model="Corolla", make="Toyota", color="silver",
  year=2017};
val it = true : bool

- fun full_name{first:string,last:string,
  age:int,balance:real}:string =
      first ^ " " ^ last;
      (* ^ is the string concatenation operator *)
val full_name=fn:{age:int, balance:real, first:string,
  last:string} -> string
```

string and char

```
- "a";
val it = "a" : string
- #"a";
val it = #"a" : char
- explode("ab");
val it = [#"a",#"b"] : char list
- implode([#"a",#"b"]);
val it = "ab" : string
- "abc" ^ "def" = "abcdef";
val it = true : bool
- size ("abcd");
val it = 4 : int
```

string and char

```
- String.sub("abcde",2);
val it = #"c" : char
- substring("abcdefghij",3,4);
val it = "defg" : string
- concat ["AB"," ","CD"];
val it = "AB CD" : string
- str(#"x");
val it = "x" : string
```

Functional programming in SML

- Covered fundamental elements:
  - Evaluation by reduction of expressions
  - Recursion
  - Polymorphism via type variables
  - Strong typing
  - Type inference
  - Pattern matching
  - Higher-order functions
  - Tail recursion

Beyond functional programming

- ***Relational programming*** (aka ***logic programming***)
  - For which triples does the **`append`** relation hold?

```
?- append ([1,2], [3], X).
Yes
X = [1,2,3]
?- append ([1,2], X, [1,2,3]).
X = [3]
?- append (X, Y, [1,2,3]).
X = [], Y = [1,2,3];
X = [1], Y = [2,3];
...
X = [1,2,3], Y = [];
```

  - No differentiation between arguments and results!

Beyond functional programming

- ***Backtracking*** mechanism to enumerate all the possibilities
- ***Unification*** mechanism, as a generalization of pattern matching
- Power of the logic paradigm / relational framework

Beyond functional programming

- ***Constraint Processing***:
  - Constraint Satisfaction Problems (CSPs)
    - Variables: X1, X2, . . . , Xn
    - Domains of the variables: D1, D2, . . . , Dn
    - Constraints on the variables: examples: $3 \cdot X1 + 4 \cdot X2 \leq X4$
    - What is a solution?
      - An assignment to each variable of a value from its domain, such that all the constraints are **satisfied**
    - **Objectives:**
      - Find a solution
      - Find all the solutions
      - Find an optimal solution, according to some cost expression on the variables

Beyond functional programming

- The n-Queens Problem:
  - How to place n queens on an n × n chessboard such that no queen is threatened?
  - Variables: X1, X2, . . . , Xn (one variable for each column)
  - Domains of the variables: Di = {1, 2, . . . , n} (the rows)
  - Constraints on the variables:
    - No two queens are in the same column: this is impossible by the choice of the variables!
  - No two queens are in the same row: Xi != Xj, for each i != j
  - No two queens are in the same diagonal: | Xi − Xj| != | i − j |, for each i != j
  - Number of candidate solutions: n^n
- Exhaustive Enumeration
  - ***Generation*** of possible values of the variables.
  - ***Test*** of the constraints.
- Optimization:
  - Where to place a queen in column k such that it is compatible with rk+1, . . . , rn?
  - Eliminate possible locations as we place queens

Beyond functional programming

- Applications:
  - Scheduling
  - Planning
  - Transport
  - Logistics
  - Games
  - Puzzles
- Complexity
  - Generally these problems are NP-complete with exponential complexity

The program of Young McML

```
fun tartan_column(i,j,n) =
  if j=n+1 then "\n"
  else if (i+j) mod 2=1 then
      concat(["* ",tartan_column(i,j+1,n)])
  else concat(["+ ",tartan_column(i,j+1,n)]);
fun tartan_row(i,n) =
  if i=n+1 then ""
  else concat([tartan_column(i,1,n),
            tartan_row(i+1,n)]);
fun tartan(n) = tartan_row(1,n);
print(tartan(30));
```