

ML Crash Course

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Agenda

- OCaml basics
- Questions about PA1
- Preview of tail recursion

Imperative vs Functional

```
5 public class Quicksort {
6     public static void swap(int[] array, int i, int j) {
7         int tmp = array[i];
8         array[i] = array[j];
9         array[j] = tmp;
10    }
11
12    public static int partition(int arr[], int left, int right) {
13        int pivot = arr[(left + right) / 2]; // Pick a pivot point. Can be an element.
14
15        while (left <= right) { // Until we've gone through the whole array
16            // Find element on left that should be on right
17            while (arr[left] < pivot) {
18                left++;
19            }
20
21            // Find element on right that should be on left
22            while (arr[right] > pivot) {
23                right--;
24            }
25
26            // Swap elements, and move left and right indices
27            if (left <= right) {
28                swap(arr, left, right);
29                left++;
30                right--;
31            }
32        }
33        return left;
34    }
35
36    public static void quickSort(int arr[], int left, int right) {
37        int index = partition(arr, left, right);
38        if (left < index - 1) { // Sort left half
39            quickSort(arr, left, index - 1);
40        }
41        if (index < right) { // Sort right half
42            quickSort(arr, index, right);
43        }
44    }
```

```
1 let rec quick l =
2     match l with
3     | [] -> []
4     | [x] -> l
5     | p :: rl -> (match List.partition (fun x -> x < p) rl with
6                   (l1, l2) -> (quick l1) @ [p] @ (quick l2))
```

Pure Functional Programming Language

- Program is an expression
 - can be evaluated to a value
 - no statements here (no assignments, no pointers, no loops)
- Functions are values
 - can be *passed as arguments* to other functions
 - can be *returned as results* from other functions
 - can be *partially applied* (arguments passed *one at a time*)

Everything is value

```
# 1;;
```

```
- : int = 1
```

```
# 1 + 2;;
```

```
- : int = 3
```

```
# (+) 1 2;;
```

```
- : int = 3
```

```
# "cat" ^ "dog";;
```

```
- : string = "catdog"
```

Everything is value

```
# (+);;  
- : int -> int -> int = <fun>  
# if 1 > 0 then "true" else "false";;  
- : string = "true"  
# let f = (<) 1;;  
val f : int -> bool = <fun>  
# f 2;;  
- : bool = true
```

Strict static typing

```
# 1 + "cat";;
```

“1cat”?

```
# 1 || false;;
```

true?

```
# 3 +. 4.2;;
```

7.2?



Type Error!

Recursion

Do NOT forget the keyword `rec`

Implement factorial in OCaml

- Base case: $n \leq 1$
- Recursive case: $n > 1$

```
let rec factorial x =  
  if x <= 1  
  then 1  
  else x * factorial (x-1)
```


Pattern matching

Match values against pattern (deconstruct) and do variable binding

Pattern

- either a variable
- or a constructor applied to other patterns

```
match x with
```

```
  | [] -> ...
```

```
  | hd::tl -> ...
```

```
let (x,y) = (1,2) in x + y
```

```
let (x,h::t) = ("Hello", [1;2;3;4]);;
```

```
let (1+2,y) = (1,2) in y  
let (f x,y) = (1,2) in y
```



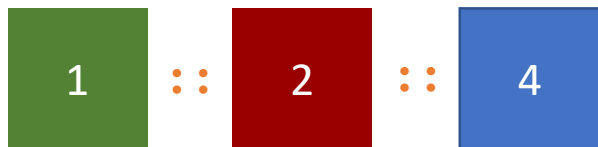
Lists



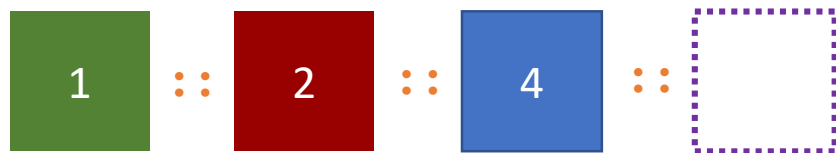
[1;2;4]



1 :: [2;4]



1 :: 2 :: [4]



1 :: 2 :: 4 :: []

Pattern matching

```
(* lastTwo :: 'a list -> ('a, 'a) *)  
let rec lastTwo xs = match xs with  
  | [] -> failwith "empty list"  
  | [x] -> failwith "only one element"  
  | [x;y] ->(x,y)  
  | hd::tl -> lastTwo tl
```

```
(* duplicate :: 'a list -> 'a list -> 'a list *)  
let rec duplicate xs = match xs with  
  | [] -> []  
  | hd::tl -> hd::hd::(duplicate tl)
```

PA1

- Any library function is NOT allowed
 - No `@` operator or List.* function
 - mod is allowed
 - Helper functions are allowed
- Functions with rec are not necessarily recursive functions

Recursion

```
let rec factorial x =  
  if x <= 1  
  then 1  
  else x * factorial (x-1)
```

| |
|----------------|
| 1 |
| 2*factorial(1) |
| 3*factorial(2) |
| 4*factorial(3) |
| 5*factorial(4) |
| factorial(5) |

Tail recursion

```
let rec factorial x =  
  let rec factorialHelper x acc =  
    if x <= 1  
    then acc  
    else factorial (x-1, x*acc)  
  in factorialHelper x 1
```

factorialHelper(1,2*60)

factorialHelper(2,3*20)

factorialHelper(3,4*5)

factorialHelper(4,5*1)

factorialHelper(5,1)

Tail recursion

- Tail recursion: the resulting value is immediately returned (no further computation is performed on it by the recursive caller)

```
let rec factorial x =  
  if x <= 1  
  then 1  
  else x * factorial (x-1)
```

There is computation
multiplication here!



```
let rec factorial x =  
  let rec factorialHelper x acc =  
    if x <= 1  
    then acc  
    else factorial (x-1, x*acc)  
  in factorialHelper x 1
```

Why tail recursion

- Tail recursion: the resulting value is immediately returned (no further computation is performed on it by the recursive caller)
- Compiler is SMART!
- Tail recursions are optimized into loops to save memory and time!

Example: tail recursion

`sumList : int list -> int`

`listReverse : 'a list -> 'a list`

`removeOdds : int list -> int list`

`take : int -> 'a list -> 'a list`