CSE 341: Programming Languages

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Lecture 4— Records, Datatypes

Where are we

- Done features: functions, tuples, lists, local bindings, options
- Done concepts: syntax vs. semantics, environments, mutation-free
- Today features: records, datatypes, case expressions (pattern-matching)
- Today concepts: "One-of" types, constructors/extractors, case-coverage

Base types and compound types

Languages typically provide a small number of "built-in" types and ways to build compound types out of simpler ones:

- Base types examples: int, string, unit
- Type builder examples: tuples, lists, records (see code)

Base types *clutter* a language definition; better to make them *libraries* when possible.

 ML does this to a remarkable extent (e.g., we will soon define away bool and conditionals)

Compound-type flavors

Conceptually, just a few ways to build compound types:

- 1. "Each-of": A t contains a t1 and a t2
- 2. "One-of": A t contains a t1 or a t2
- 3. "Self-reference": The definition of t may refer to t

Examples:

- int * bool (syntactic sugar for a record type in ML)
- int option
- int list

Remarkable: A *lot* of data can be described this way.

(optional jargon: product types, sum types, recursive types)

User-defined types

There are many reasons to define your own types:

- 1. Using a tuple with 12 fields is incomprehensible
- 2. Writing down large types is unpleasant; we have computers for that
- 3. Large programs can use abstract types to be robust to change
 - A couple weeks ahead
- 4. So the language doesn't have to "bake in" lists and options and ...

Datatype

One-of types are less similar across languages

• We'll discuss OO's approach to one-of in a few weeks

In ML, we make a *new type* with a datatype binding, e.g.:

Semantics: Extend the environment with three *constructors* (in part, functions/constants that produce values of type mytype)

- TwoInts has type int*int->mytype
- Str has type string->mytype
- Pizza has type mytype.

So we have a way to build them... what's missing?

The old way

For lists and options, we had a way to:

- Test which *variant* a value was (e.g., null)
- Extract the values from value-carrying variants (e.g., hd, t1)
 - Makes no sense if you have the wrong variant

What would this look like for mytype?

The new way

Rather than add *variant-tests* and *data-extractors* (non-standard jargon), ML has a *case expression* that uses *pattern-matching*.

In its simplest form, case has one *pattern* for each constructor in a dataype and binds one variable for each value carried. Example:

```
case e of
   TwoInts(i1,i2) => e1
   | Str s => e2
   | Pizza => e3
```

What are the typing rules?

What are the evaluation rules?

Patterns are not types nor expressions (despite syntactic similarity)

Type-checking case

In addition to binding local variables and requiring branches to have the same type, the typing rules for case prevent some run-time errors:

- Exhaustiveness: No test can "fail" (a warning)
- Redundancy: No test can be "impossible" (an error)

Expression trees

Think of values of type arith_exp as trees where nodes are

- Constant with one int child
- Negate with one child that can be any arith_exp tree.
- Add with two children that can be any arith_exp trees.

In general, a type describes a set of values, which are often trees. One-of types give you different variants for nodes.

Constructors evaluate arguments to values (trees) and create bigger values (i.e., taller trees).

Where we're going

So far, case gives us what we *need* to use datatypes:

- A (combined) way to test variants and extract values
- Powerful enough to define our own tests and data-extractors

In fact, pattern-matching is far more general and elegant:

- Can use it for datatypes already in the top-level environment (e.g., lists and options)
- Can use it for any type (Wednesday; also tail recursion)
- Can have deep patterns (Friday; also course motivation)