Function definitions

Functions: the most important building block in the whole course
- Like Java methods, have arguments and result
- But no classes, this, return, etc.

Example function binding:

```ml
(* Note: correct only if y>=0 *)
fun pow (x: int, y: int) =
  if y=0
  then 1
  else x * pow(x,y-1)
```

Note: The body includes a (recursive) function call: `pow(x,y-1)`

Example, extended

```ml
fun pow (x: int, y: int) =
  if y=0
  then 1
  else x * pow(x,y-1)

fun cube (x: int) =
  pow (x,3)

val sixtyfour = cube 4
val fortytwo = pow(2,2+2) + pow(4,2) + cube(2) + 2
```

Some gotchas

Three common “gotchas”
- Bad error messages if you mess up function-argument syntax
- The use of * in type syntax is not multiplication
  - Example: `int * int -> int`
  - In expressions, * is multiplication: `x * pow(x,y-1)`
- Cannot refer to later function bindings
  - That’s simply ML’s rule
  - Helper functions must come before their uses
  - Need special construct for mutual recursion (later)

Recursion

- If you’re not yet comfortable with recursion, you will be soon 😊
  - Will use for most functions taking or returning lists
- “Makes sense” because calls to same function solve “simpler” problems
- Recursion more powerful than loops
  - We won’t use a single loop in ML
  - Loops often (not always) obscure simple, elegant solutions
- We don’t use a single loop in ML
- Loops often (not always) obscure simple, elegant solutions

Function bindings: 3 questions

- Syntax: `fun x0 (x1 : t1, ..., xn : tn) = e`
  - (Will generalize in later lecture)
- Evaluation: A function is a value! (No evaluation yet)
  - Adds `x0` to environment so later expressions can call it
  - (Function-call semantics will also allow recursion)
- Type-checking:
  - Adds binding `x0 : (t1 * ... * tn) -> t` if:
    - Can type-check body `e` to have type `t` in the static environment containing:
      - “Enclosing” static environment (earlier bindings)
      - `x1 : t1, ..., xn : tn` (arguments with their types)
      - `x0 : (t1 * ... * tn) -> t` (for recursion)
More on type-checking

- New kind of type: \((t_1 \times \ldots \times t_n) \rightarrow t\)
  - Result type on right
  - The overall type-checking result is to give \(x_0\) this type in rest of program (unlike Java, not for earlier bindings)
  - Arguments can be used only in \(e\) (unsurprising)
- Because evaluation of a call to \(x_0\) will return result of evaluating \(e\), the return type of \(x_0\) is the type of \(e\)
- The type-checker "magically" figures out \(t\) if such a \(t\) exists
- Later lecture: Requires some cleverness due to recursion
- More magic after hw1: Later can omit argument types too

Function Calls

A new kind of expression: 3 questions

Syntax: \(e_0(e_1,\ldots,e_n)\)
  - (Will generalize later)
  - Parentheses optional if there is exactly one argument

Type-checking:
- \(e_0\) has some type \((t_1 \times \ldots \times t_n) \rightarrow t\)
- \(e_1\) has type \(t_1\), \ldots, \(e_n\) has type \(t_n\)
  - Then: \(e_0(e_1,\ldots,e_n)\) has type \(t\)
  - Example: \(\text{pow}(x,y-1)\) in previous example has type \text{int}

Tuples and lists

So far: numbers, booleans, conditionals, variables, functions
  - Now ways to build up data with multiple parts
  - This is essential
  - Java examples: classes with fields, arrays

Now:
  - \text{Tuples}: fixed "number of pieces" that may have different types
  - \text{Lists}: any "number of pieces" that all have the same type
  - Other more general ways to create compound data

Pairs (2-tuples)

Need a way to \textit{build} pairs and a way to \textit{access} the pieces

\textbf{Build:}

- Syntax: \((e_1,e_2)\)
- Evaluation: Evaluate \(e_1\) to \(v_1\) and \(e_2\) to \(v_2\); result is \((v_1,v_2)\)
  - A pair of values is a value
- Type-checking: If \(e_1\) has type \(t_a\) and \(e_2\) has type \(t_b\), then the pair expression has type \(t_a \times t_b\)
  - A new kind of type

\textbf{Access:}

- Syntax: \(\#_1 e\) and \(\#_2 e\)
- Evaluation: Evaluate \(e\) to a pair of values and return first or second piece
  - Example: If \(e\) is a variable \(x\), then look up \(x\) in environment
  - Type-checking: If \(e\) has type \(t_a \times t_b\), then \(\#_1 e\) has type \(t_a\) and \(\#_2 e\) has type \(t_b\)
Examples

Functions can take and return pairs

```plaintext
fun swap (pr: int*bool) =
  (#2 pr, #1 pr)

fun sum_two_pairs (pr1: int*int, pr2: int*int) =
  (#1 pr1) + (#2 pr1) + (#1 pr2) + (#2 pr2)

fun div_mod (x: int, y: int) =
  (x div y, x mod y)

fun sort_pair (pr: int*int) =
  if (#1 pr) < (#2 pr)
  then pr
  else (#2 pr, #1 pr)
```

Tuples

Actually, you can have tuples with more than two parts
– A new feature: a generalization of pairs

• (e1,e2,...,en)
• ta * tb * ... * tn
• #1 a, #2 e, #3 a, ...

Homework 1 uses triples of type int*int*int a lot

Nesting

Pairs and tuples can be nested however you want
– Not a new feature: implied by the syntax and semantics

```plaintext
val x1 = (7,(true,9)) (* int * (bool*int) *)
val x2 = #1 (#2 x1) (* bool *)
val x3 = (#2 x1) (* bool*int *)
val x4 = ((3,5),((4,8),(0,0)))
  (* (int*int)*((int*int)*(int*int)) *)
```

Lists

• Despite nested tuples, the type of a variable still "commits" to a particular “amount” of data

In contrast, a list:
– Can have any number of elements
– But all list elements have the same type

Need ways to build lists and access the pieces...

Building Lists

• The empty list is a value:

  []

• In general, a list of values is a value; elements separated by commas:

  [v1,v2,...,vn]

• If e1 evaluates to v and e2 evaluates to a list [v1,...,vn], then e1::e2 evaluates to [v,...,vn]

  e1::e2 (* pronounced "cons" *)

Accessing Lists

Until we learn pattern-matching, we will use three standard-library functions

• null e evaluates to true if and only if e evaluates to []

• If e evaluates to [v1,v2,...,vn] then hd e evaluates to v1
  – (raise exception if e evaluates to [])

• If e evaluates to [v1,v2,...,vn] then tl e evaluates to [v2,...,vn]
  – (raise exception if e evaluates to [])
  – Notice result is a list
Type-checking list operations

Lots of new types: For any type \( t \), the type \( t \text{ list} \) describes lists where all elements have type \( t \)

- Examples: \( \text{int list, bool list, int list list} \) \( (\text{int * int) list, (int list * int) list} \)

- \( \text{null} \) can have type \( t \text{ list list} \) for any type
- \( \text{SML uses type } 'a \text{ list} \text{ to indicate this ("quote a" or "alpha")} \)
- For \( e1::e2 \) to type-check, we need \( t \) such that \( e1 \) has type \( t \) and \( e2 \) has type \( t \text{ list} \). Then the result type is \( t \text{ list} \)

- \( \text{null} : 'a \text{ list } \rightarrow \text{ bool} \)
- \( \text{hd} : 'a \text{ list } \rightarrow 'a \)
- \( \text{tl} : 'a \text{ list } \rightarrow 'a \text{ list} \)

Example list functions

```ml
fun sum_list (xs : int list) = 
  if null xs 
  then 0 
  else hd(xs) + sum_list(tl(xs))

fun countdown (x : int) = 
  if x=0 
  then [] 
  else x :: countdown (x-1)

fun append (xs : int list, ys : int list) = 
  if null xs 
  then ys 
  else hd (xs) :: append (tl(xs), ys)
```

Recursion again

Functions over lists are usually recursive

- Only way to “get to all the elements”
- What should the answer be for the empty list?
- What should the answer be for a non-empty list?
  - Typically in terms of the answer for the tail of the list!

Similarly, functions that produce lists of potentially any size will be recursive

- You create a list out of smaller lists

Lists of pairs

Processing lists of pairs requires no new features. Examples:

```ml
fun sum_pair_list (xs : (int*int) list) = 
  if null xs 
  then 0 
  else #1(hd xs) + #2(hd xs) + sum_pair_list(tl xs)

fun firsts (xs : (int*int) list) = 
  if null xs 
  then [] 
  else #1(hd xs) :: firsts(tl xs)

fun seconds (xs : (int*int) list) = 
  if null xs 
  then [] 
  else #2(hd xs) :: seconds(tl xs)

fun sum_pair_list2 (xs : (int*int) list) = 
  (sum_list (firsts xs)) + (sum_list (seconds xs))
```