PAUL G. ALLEN SCHOOL OF COMPUTER SCIENCE & ENGINEERING

CSE341: Programming Languages

Lecture 3
Local Bindings;
Options;
Benefits of No Mutation

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Review

Huge progress already on the core pieces of ML:

- Types: `int bool unit t1*…*tn t list t1*…*tn->t`
  - Types "nest" (each `t` above can be itself a compound type)
- Variables, environments, and basic expressions
- Functions
  - Build: `fun x0 (x1:t1, …, xn:tn) = e`
  - Use: `e0 (e1, …, en)`
- Tuples
  - Build: `(e1, …, en)`
  - Use: `#1 e, #2 e, …`
- Lists
  - Build: `[] e1::e2`
  - Use: `null e hd e tl e`

Today

- The big thing we need: local bindings
  - For style and convenience
  - A big but natural idea: nested function bindings
  - For efficiency (***not*** "just a little faster")
- One last feature for Problem 11 of Homework 1: options
- Why not having mutation (assignment statements) is a valuable language feature
  - No need for you to keep track of sharing/aliasing, which Java programmers must obsess about

Let-expressions

3 questions:

- Syntax: `let b1 b2 … bn in e end`
  - Each `bi` is any *binding* and `e` is any *expression*
- Type-checking: Type-check each `bi` and `e` in a static environment that includes the previous bindings.
  Type of whole let-expression is the type of `e`.
- Evaluation: Evaluate each `bi` and `e` in a dynamic environment that includes the previous bindings.
  Result of whole let-expression is result of evaluating `e`.

It is an expression

A let-expression is ***just an expression***, so we can use it ***anywhere*** an expression can go

Silly examples

```
fun silly1 (z : int) =
    let val x = if z > 0 then z else 34
        val y = x+z+9
    in
        if x > y then x*2 else y*y
    end
fun silly2 () =
    let val x = 1
    in
        (let val x = 2 in x+1 end) +
        (let val y = x+2 in y+1 end)
    end
```

`silly2` is poor style but shows let-expressions are expressions
- Can also use them in function-call arguments, if branches, etc.
- Also notice shadowing

What's new

- What's new is ***scope***: where a binding is in the environment
  - *In* later bindings and body of the let-expression
    - (Unless a later or nested binding shadows it)
  - *Only in* later bindings and body of the let-expression
- *Nothing else is new:*
  - Can put any binding we want, even function bindings
  - Type-check and evaluate just like at "top-level"

Any binding

According to our rules for let-expressions, we can define functions inside any let-expression

```
let  b1 b2 … bn  in  e  end
```

This is a natural idea, and often good style

(Inferior) Example

```
fun countup_from1 (x : int) =
    let fun count (from : int, to : int) =
            if from = to
            then to :: []
            else from :: count(from+1,to)
    in
        count (1,x)
    end
```

- This shows how to use a local function binding, but:
  - Better version on next slide
  - **count** might be useful elsewhere

Better:

```
fun countup_from1_better (x : int) =
    let fun count (from : int) =
            if from = x
            then x :: []
            else from :: count(from+1)
    in
        count 1
    end
```

- Functions can use bindings in the environment where they are defined:
  - Bindings from "outer" environments
    - Such as parameters to the outer function
  - Earlier bindings in the let-expression
- Unnecessary parameters are usually bad style
  - Like **to** in previous example

Nested functions: style

- Good style to define helper functions inside the functions they help if they are:
  - Unlikely to be useful elsewhere
  - Likely to be misused if available elsewhere
  - Likely to be changed or removed later
- A fundamental trade-off in code design: reusing code saves effort and avoids bugs, but makes the reused code harder to change later

Avoid repeated recursion

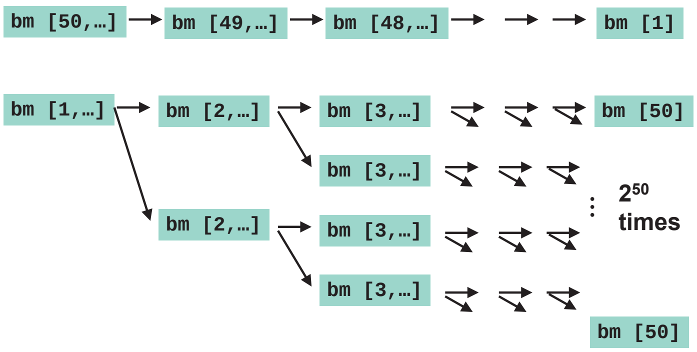
Consider this code and the recursive calls it makes

- Don't worry about calls to **null**, **hd**, and **tl** because they do a small constant amount of work

```
fun bad_max (xs : int list) =
    if null xs
    then 0 (* horrible style; fix later *)
    else if null (tl xs)
    then hd xs
    else if hd xs > bad_max (tl xs)
    then hd xs
    else bad_max (tl xs)

let x = bad_max [50,49,…,1]
let y = bad_max [1,2,…,50]
```

Fast vs. unusable

```
if hd xs > bad_max (tl xs)
then hd xs
else bad_max (tl xs)
```



Math never lies

Suppose one **bad_max** call's if-then-else logic and calls to **hd**, **null**, **tl** take 10^{-7} seconds

- Then **bad_max [50,49,…,1]** takes 50 x 10^{-7} seconds
- And **bad_max [1,2,…,50]** takes 1.12 x 10^{8} seconds
  - (over 3.5 years)
  - **bad_max [1,2,…,55]** takes over 1 century
  - Buying a faster computer won't help much ☺

The key is not to do repeated work that might do repeated work that might do…

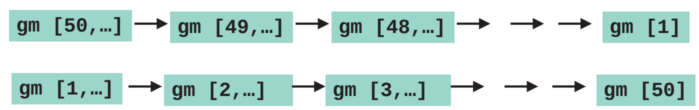
- Saving recursive results in local bindings is essential…

Efficient max

```
fun good_max (xs : int list) =
    if null xs
    then 0 (* horrible style; fix later *)
    else if null (tl xs)
    then hd xs
    else
         let val tl_ans = good_max(tl xs)
         in
             if hd xs > tl_ans
             then hd xs
             else tl_ans
         end
```


Fast vs. fast

```
let val tl_ans = good_max(tl xs)
in
    if hd xs > tl_ans
    then hd xs
    else tl_ans
end
```



Options

- **t option** is a type for any type **t**
  - (much like **t list**, but a different type, not a list)

Building:

- **NONE** has type **'a option** (much like **[]** has type **'a list**)
- **SOME e** has type **t option** if **e** has type **t** (much like **e::[]**)

Accessing:

- **isSome** has type **'a option -> bool**
- **valOf** has type **'a option -> 'a** (exception if given **NONE**)

Example

```
fun better_max (xs : int list) =
    if null xs
    then NONE
    else
         let val tl_ans = better_max(tl xs)
         in
             if isSome tl_ans
                andalso valOf tl_ans > hd xs
             then tl_ans
             else SOME (hd xs)
         end
```

```
val better_max = fn : int list -> int option
```

- Nothing wrong with this, but as a matter of style might prefer not to do so much useless "**valOf**" in the recursion

Example variation

```
fun better_max2 (xs : int list) =
   if null xs
   then NONE
   else let (* ok to assume xs nonempty b/c local *)
            fun max_nonempty (xs : int list) =
              if null (tl xs)
              then hd xs
              else
                 let val tl_ans = max_nonempty(tl xs)
                 in
                   if hd xs > tl_ans
                   then hd xs
                   else tl_ans
                 end
         in
            SOME (max_nonempty xs)
         end
```

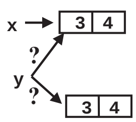

Cannot tell if you copy

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

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

In ML, these two implementations of **`sort_pair`** are indistinguishable
- But only because tuples are immutable
- The first is better style: simpler and avoids making a new pair in the then-branch
- In languages with mutable compound data, these are different!

Suppose we had mutation…

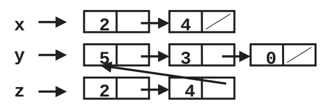
```
val x = (3,4)
val y = sort_pair x

somehow mutate #1 x to hold 5

val z = #1 y
```



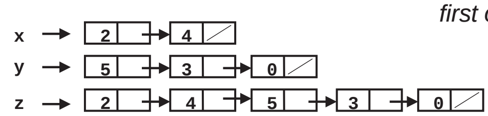
- What is **`z`**?
  - Would depend on how we implemented **`sort_pair`**
    - Would have to decide carefully and document **`sort_pair`**
  - But without mutation, we can implement "either way"
    - No code can ever distinguish aliasing vs. identical copies
    - No need to think about aliasing: focus on other things
    - Can use aliasing, which saves space, without danger

An even better example

```
fun append (xs : int list, ys : int list) =
    if null xs
    then ys
    else hd (xs) :: append (tl(xs), ys)
val x = [2,4]
val y = [5,3,0]
val z = append(x,y)
```



or



(can't tell, but it's the first one)

ML vs. Imperative Languages

- In ML, we create aliases all the time without thinking about it because it is *impossible* to tell where there is aliasing
  - Example: **`tl`** is constant time; does not copy rest of the list
  - So don't worry and focus on your algorithm
- In languages with mutable data (e.g., Java), programmers are *obsessed* with aliasing and object identity
  - They have to be (!) so that subsequent assignments affect the right parts of the program
  - Often crucial to make copies in just the right places
    - Consider a Java example…

Java security nightmare (bad code)

```
class ProtectedResource {
   private Resource theResource = ...;
   private String[] allowedUsers = ...;
   public String[] getAllowedUsers() {
      return allowedUsers;
   }
   public String currentUser() { ... }
   public void useTheResource() {
      for(int i=0; i < allowedUsers.length; i++) {
         if(currentUser().equals(allowedUsers[i])) {
             ... // access allowed: use it
             return;
         }
      }
      throw new IllegalAccessException();
   }
}
```

Have to make copies

The problem:

```
p.getAllowedUsers()[0] = p.currentUser();
p.useTheResource();
```

The fix:

```
public String[] getAllowedUsers() {
   … return a copy of allowedUsers …
}
```

Reference (alias) vs. copy doesn't matter if code is immutable!