

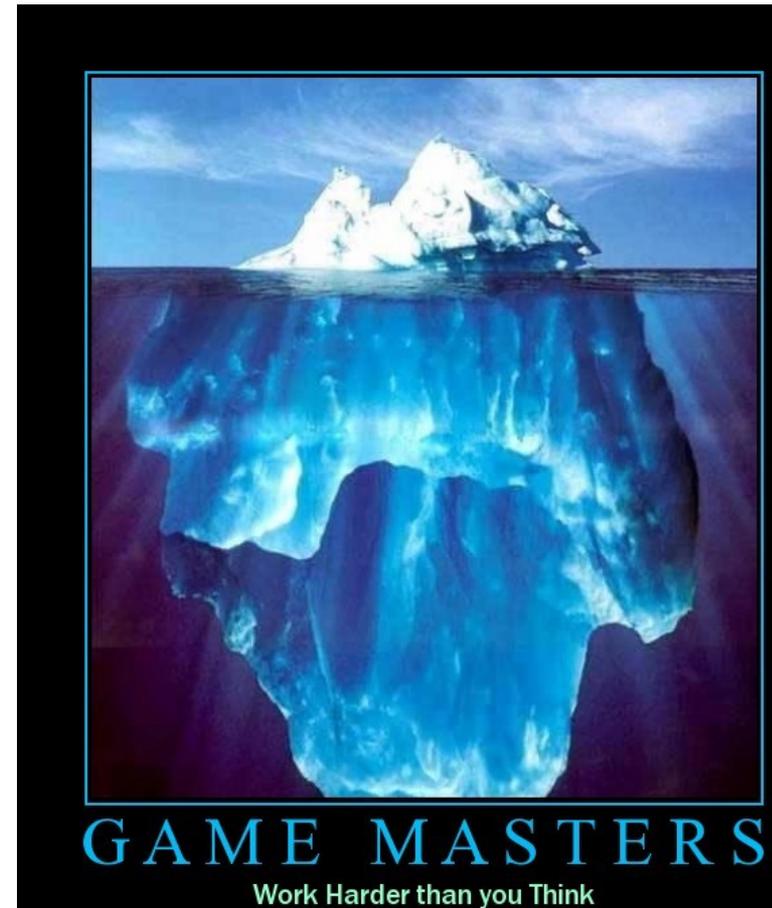


# Functional Programming

## Introduction To Cool

# Cunning Plan

- ML Functional Programming
  - Fold
  - Sorting
- Cool Overview
  - Syntax
  - Objects
  - Methods
  - Types



# CS 4501 - Compilers Practicum

- **Mondays 5:00 to 6:30, Olsson 011**
  - Typically until 6:00
- To be enrolled in CS 4501 (Compilers Practicum) you *must* be able to attend its listed lecture time.
- **First Meeting: Next Week!**
  - Monday, January 30<sup>th</sup>

# PS1c Correct Answer Statistics

- Language choice, as of noon today ...
  - Python            28 (+5 partially correct)
  - Ruby                22 (+2 partially correct)
  - C                    8
  - OCaml              3
  - Cool                0
- Students Submitting > 0 Times:            40
- Students Taking Class For Credit:        46+
- This assignment was originally named “PS0”.

# Undergraduate Research

- Reminder: you can help Alex Landau, get +5 points of extra credit on PS1, be entered in a drawing for a \$50 Amazon gift card, and advance human knowledge by completing
  - <http://church.cs.virginia.edu/~zpf5a/code-quality/>
  - by Midnight, Sunday January 29<sup>th</sup>
- An undergraduate will be first author on this paper.

# This is my final day

- ... as your ... *companion* ... through Ocaml and Cool. After this we start the interpreter project.



# One-Slide Summary

- Functions and type inference are **polymorphic** and operate on more than one type (e.g., `List.length` works on int lists and string lists).
- **fold** is a powerful higher-order function (like a swiss-army knife or duct tape).
- **Cool** is a Java-like language with classes, methods, private fields, and inheritance.

# Pattern Matching (Error?)

- Simplifies Code (eliminates ifs, accessors)

```
type btree = (* binary tree of strings *)
```

```
  | Node of btree * string * btree
```

```
  | Leaf of string
```

```
let rec height tree = match tree with
```

```
  | Leaf _ -> 1
```

```
  | Node(x,_,y) -> 1 + max (height x) (height y)
```

```
let rec mem tree elt = match tree with
```

```
  | Leaf str | Node(_,str,_) -> str = elt
```

```
  | Node(x,_,y) -> mem x elt || mem y elt
```

# Pattern Matching (Error?)

- Simplifies Code (eliminates ifs, accessors)

```
type btree = (* binary tree of strings *)
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```
| Node of btree * string * btree
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| Leaf _ -> 1
```

```
| Node(x,_,y) -> 1 + max (height x) (height y)
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```
let rec mem tree elt = match tree with
```

```
| Leaf str | Node(_,str,_) -> str = elt
```

```
| Node(x,_,y) -> mem x elt || mem y elt
```



bug?

# Pattern Matching (Error!)

- Simplifies Code (eliminates ifs, accessors)

```
type btree = (* binary tree of strings *)
```

```
  | Node of btree * string * btree
```

```
  | Leaf of string
```

```
let rec bad tree elt = match tree with
```

```
  | Leaf str | Node(_,str,_) -> str = elt
```

```
  | Node(x,_,y) -> bad x elt || bad y elt
```

```
let rec mem tree elt = match tree with
```

```
  | Leaf str | Node(_,str,_) when str = elt -> true
```

```
  | Node(x,_,y) -> mem x elt || mem y elt
```

# Recall: Polymorphism

- Functions and type inference are polymorphic

- Operate on more than one type

- let rec length x = match x with

- | [] -> 0

- | hd :: tl -> 1 + length tl

- val length :  $\alpha$  list -> int

- length [1;2;3] = 3

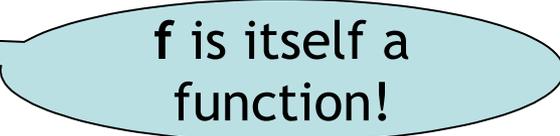
- length ["algol"; "smalltalk"; "ml"] = 3

- length [1 ; "algol" ] = type error!

$\alpha$  means "any one type"

# Recall: Higher-Order Functions

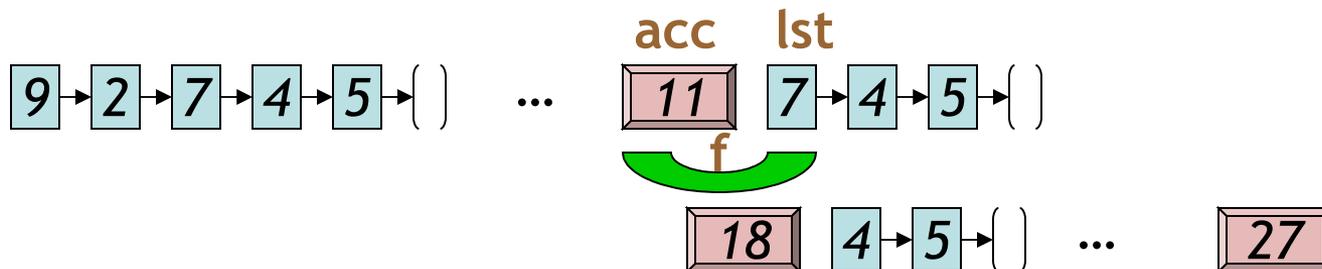
- Function are first-class values
  - Can be used whenever a value is expected
  - Notably, can be passed around
  - Closure captures the environment
  - **let rec map f lst = match lst with**
  - **| [] -> []**
  - **| hd :: tl -> f hd :: map f tl**
  - **val map : ( $\alpha$  ->  $\beta$ ) ->  $\alpha$  list ->  $\beta$  list**
  - **let offset = 10 in**
  - **let myfun x = x + offset in**
  - **val myfun : int -> int**
  - **map myfun [1;8;22] = [11;18;32]**
- Extremely powerful programming technique
  - General iterators
  - Implement abstraction



f is itself a function!

# Recall: Fold

- The **fold** operator comes from Recursion Theory (Kleene, 1952)
  - let rec **fold** f acc lst = match lst with
  - | [] -> acc
  - | hd :: tl -> fold f (f acc hd) tl
  - val **fold** :  $(\alpha \rightarrow \beta \rightarrow \alpha) \rightarrow \alpha \rightarrow \beta \text{ list} \rightarrow \alpha$
- Imagine we're summing a list (f = addition):



# Fold Is Powerful!

- Let's build things out of Fold!
  - **length** lst = fold (fun acc elt -> acc + 1) 0 lst
  - **sum** lst = fold (fun acc elt -> acc + elt) 0 lst
  - **product** lst = fold (fun acc elt -> acc \* elt) 1 lst
  - **and** lst = fold (fun acc elt -> acc & elt) true lst



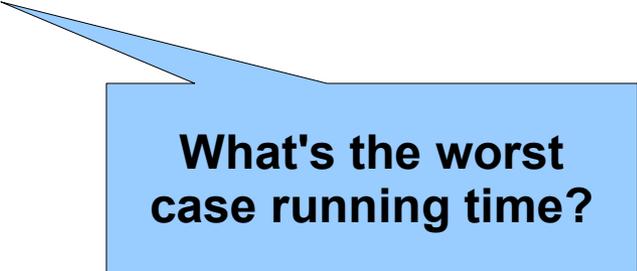
# Map From Fold

- let **map** myfun lst =
- fold (fun acc elt -> (myfun elt) :: acc) [] lst
  - Types: (myfun :  $\alpha \rightarrow \beta$ )
  - Types: (lst :  $\alpha$  list)
  - Types: (acc :  $\beta$  list)
  - Types: (elt :  $\alpha$ )
- How do we do **sort**?
  - (sort : ( $\alpha \rightarrow \alpha \rightarrow \text{bool}$ ) ->  $\alpha$  list ->  $\alpha$  list)

*Do nothing which is of no use.*  
- Miyamoto Musashi, 1584-1645

# Insertion Sort in OCaml

```
let rec insert_sort cmp lst =  
  match lst with  
  | [] -> []  
  | hd :: tl -> insert cmp hd (insert_sort cmp tl)  
and insert cmp elt lst =  
  match lst with  
  | [] -> [elt]  
  | hd :: tl when cmp hd elt ->  
    hd :: (insert cmp elt tl)  
  | _ -> elt :: lst
```



What's the worst case running time?

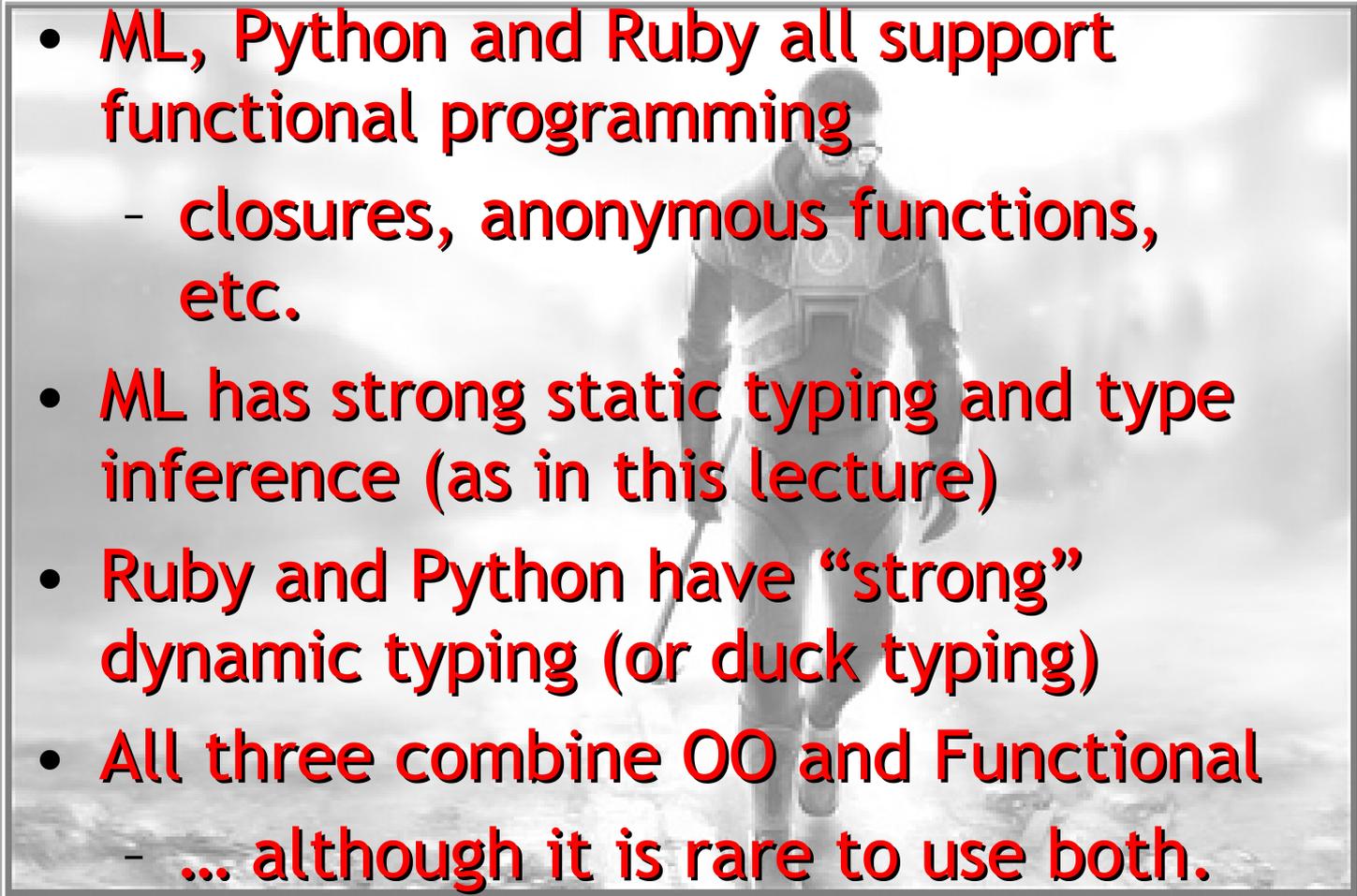
# Sorting Examples

- `langs = [ "fortran"; "algol"; "c" ]`
- `courses = [ 216; 333; 415 ]`
- `sort (fun a b -> a < b) langs`
  - [ "algol"; "c"; "fortran" ]
- `sort (fun a b -> a > b) langs`
  - [ "fortran"; "c"; "algol" ]
- `sort (fun a b -> strlen a < strlen b) langs`
  - [ "c"; "algol"; "fortran" ]
- `sort (fun a b -> match is_odd a, is_odd b with`
  - | true, false -> true (\* odd numbers first \*)
  - | false, true -> false (\* even numbers last \*)
  - | \_, \_ -> a < b (\* otherwise ascending \*)) courses
  - [ 333 ; 415 ; 216 ]

*Java uses  
Inner Classes  
for this.*

# Partial Application and Currying

- let myadd x y = x + y
- **val myadd : int -> int -> int**
- myadd 3 5 = 8
- let addtwo = myadd 2
  - How do we know what this means? We use referential transparency! Basically, just substitute it in.
- **val addtwo : int -> int**
- addtwo 77 = 79
- Currying: “if you fix some arguments, you get a function of the remaining arguments”

- 
- **ML, Python and Ruby all support functional programming**
    - **closures, anonymous functions, etc.**
  - **ML has strong static typing and type inference (as in this lecture)**
  - **Ruby and Python have “strong” dynamic typing (or duck typing)**
  - **All three combine OO and Functional**
    - **... although it is rare to use both.**

# MULTIFUNCTIONALTY

One tool. One million uses.

# Modern Languages

- This is the most widely-spoken first language in the European Union. It is the third-most taught foreign language in the English-speaking world, after French and Spanish. Its word order is a bit more relaxed than English (since nouns are inflected to indicate their cases, as in Latin) - famously, verbs often appear at the very end of a subordinate clause. The language's famous “Storm and Stress” movement produced classics such as *Faust*.

# Natural Languages

- This linguist and cognitive scientist is famous for, among other things, the sentence **“Colorless green ideas sleep furiously”**. Introduced in his 1957 work *Syntactic Structures*, the sentence is correct but has not understandable meaning, thus demonstrating the distinction between syntax and semantics. Compare **“Time flies like an arrow; fruit flies like a banana.”** which illustrates garden path syntactic ambiguity.

# Cool Overview

- Classroom Object-Oriented Language
- Design to
  - Be implementable in one semester
  - Give a taste of implementing modern features
    - Abstraction
    - Static Typing
    - Inheritance
    - Dynamic Dispatch
    - And more ...
  - But many “grungy” things are left out

# A Simple Example

```
class Point {  
    x : Int <- 0;  
    y : Int <- 0;  
};
```

- Cool programs are sets of class definitions
  - A special **Main** class with a special method **main**
  - Like Java
- class = a collection of fields and methods
- Instances of a class are objects

# Cool Objects

```
class Point {  
    x : Int <- 0;  
    y : Int; (* use default value *)  
};
```

- The expression “**new Point**” creates a new object of class **Point**
- An object can be thought of as a record with a slot for each attribute (= field)

x	y
0	0

# Methods

```
class Point {  
  x : Int <- 0;  
  y : Int <- 0;  
  movePoint(newx : Int, newy : Int) : Point {  
    { x <- newx;  
      y <- newy;  
      self;  
    } -- close block expression  
  }; -- close method  
}; -- close class
```

- A class can also define methods for manipulating its attributes
- Methods refer to the current object using **self**

# Aside: Semicolons

```
class Point {  
  x : Int <- 0;  
  y : Int <- 0;  
  movePoint(newx : Int, newy : Int) : Point {  
    { x <- newx;  
      y <- newy;  
      self;  
    } -- close block expression  
  }; -- close method  
}; -- close class
```

Yes, it's  
somewhat arbitrary.  
Still, don't get it wrong.



# Information Hiding

- Methods are **global**
- Attributes are **local** to a class
  - They can *only* be accessed by *that class's methods*

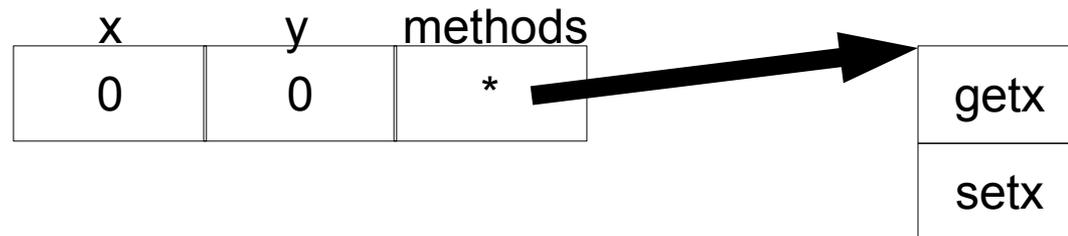
```
class Point {  
  x : Int <- 0;  
  y : Int <- 0;  
  getx () : Int { x } ;  
  setx (newx : Int) : Int { x <- newx };  
};
```

# Methods and Object Layout

- Each object knows how to access the code of its methods
- As if the object contains a slot pointing to the code



- In reality, implementations save space by sharing these pointers among instances of the same class



# Inheritance

- We can extend points to color points using **subclassing** => **class hierarchy**

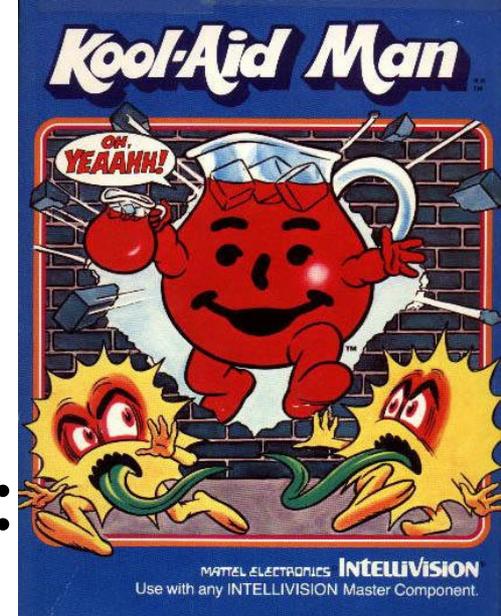
```
class ColorPoint extends Point {  
  color : Int <- 0;  
  movePoint(newx:Int, newy:Int) : Point {  
    { color <- 0;  
      x <- newx; y <- newy;  
      self;  
    }  
  };  
};
```

Note references to fields x y –  
They're defined in Point!

x	y	color	movePoint
0	0	0	*

# Kool Types

- Every class is a **type**
- Base (built-in, predefined) classes:
  - **Int** for integers
  - **Bool** for booleans: **true**, **false**
  - **String** for strings
  - **Object** root of class hierarchy
- All variables must be declared
  - compiler infers types for expressions (like Java)



# Cool Type Checking

- **x : Point;**
- **x <- new ColorPoint;**
- ... is well-typed if **Point** is an ancestor of **ColorPoint** in the class hierarchy
  - Anywhere a **Point** is expected, a **ColorPoint** can be used (Liskov, ...)
- Rephrase: ... is well-typed if **ColorPoint** is a subtype of **Point**
- Type safety: a well-typed program *cannot* result in run-time type errors

# Method Invocation and Inheritance

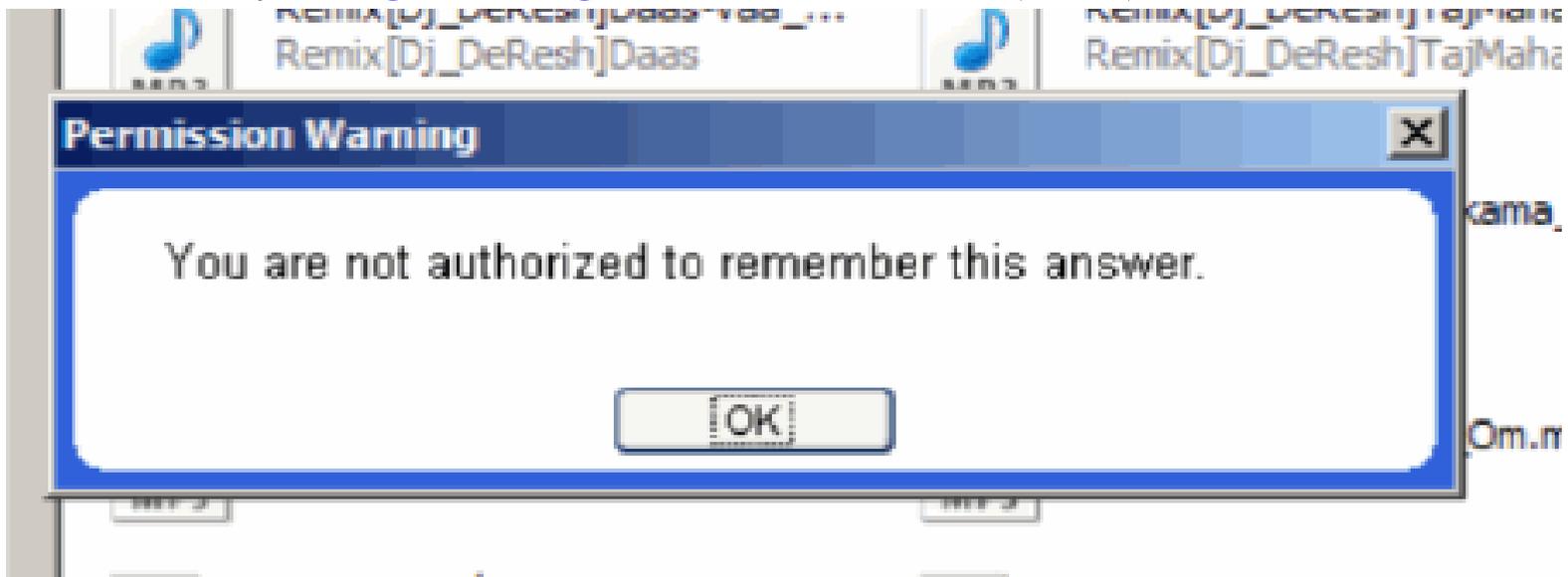
- Methods are invoked by (dynamic) dispatch
- Understanding dispatch in the presence of inheritance is a subtle aspect of OO
  - `p : Point;`
  - `p <- new ColorPoint;`
  - `p.movePoint(1,2);`
- `p` has static type `Point`
- `p` has dynamic type `ColorPoint`
- `p.movePoint` must invoke `ColorPoint` version

# Other Expressions

- Cool is an expression language (like Ocaml)
  - Every expression has a type and a value
  - Conditionals           if **E** then **E** else **E** fi
  - Loops                   while **E** loop **E** pool
  - Case/Switch           case **E** of **x** : **Type** => **E** ; ... esac
  - Assignment           **x** <- **E**
  - Primitive I/O         out\_string(**E**), in\_string(), ...
  - Arithmetic, Logic Operations, ...
- Missing: arrays, floats, interfaces, exceptions
  - Plus: you tell me!

# Cool Memory Management

- Memory is allocated every time “**new E**” executes
- Memory is deallocated automatically when an object is not reachable anymore
  - Done by a **garbage collector** (GC)



# Course Project

- A complete **interpreter**
  - Cool Source ==> Executed Program
  - No optimizations
  - Also no GC
- Split in 4 programming assignments (PAs)
- There is adequate time to complete assignments
  - But start early and follow directions
- PA2-5 ==> individual or teams (of max 2)
- (Compilers: Also alone or teams of two.)

# Real-Time OCaml Demo

- I will code up these, with explanations, until time runs out.
  - Read in a list of integers and print the sum of all of the odd inputs.
  - Read in a list of integers and determine if any sublist of that input sums to zero.
  - Read in a directed graph and determine if node END is reachable from node START.
- You pick the order.
- Bonus: Asymptotic running times?

# Homework

- PA1c Due
- Reading: Chapters 2.1 - 2.2, Dijkstra, Landin
- Bonus for getting this far: questions about fold are very popular on tests! If I say “write me a function that does foozle to a list”, you should be able to code it up with fold.