CS 3110

Variants

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Fall 2017

Today's music: Union by The Black Eyed Peas (feat. Sting)

Review

Previously in 3110:

- User-defined data types: records, variants
- Built-in type constructors: list, option, * (i.e., the tuple type constructor)
- A type used in the List module: association lists

Today:

- Type synonyms
- More about variants
- Exceptions

Variants vs. records vs. tuples

	Define	Build	Access
Variant	`type`	Constructor name	Pattern matching
Record	`type`	Record expression with `{…}`	Pattern matching OR field selection with dot operator `.`
Tuple	N/A	Tuple expression with `(…)`	Pattern matching OR `fst` or `snd`

- Variants: **one-of types** *aka* **sum types**
- Records, tuples: **each-of types** *aka* **product types**

Question

Which of the following would be better represented with records rather than variants?

A. *Coins*, which can be pennies, nickels, dimes, or quarters

B. *Students*, who have names and id numbers

C. A *dessert*, which has a sauce, a creamy component, and a crunchy component

D. A and C

E. B and C

Question

Which of the following would be better represented with records rather than variants?

A. *Coins*, which can be pennies, nickels, dimes, or quarters
B. *Students*, who have names and NetIDs
C. A *dessert*, which has a sauce, a creamy component, and a crunchy component
D. A and C
E. B and C

TYPE SYNONYMS

Type synonyms

Syntax: `type id = t`

- Anywhere you write **`t`**, you can also write **`id`**
- The two names are *synonymous*

e.g.

```
type point  = float * float
type vector = float list
type matrix = float list list
```

Type synonyms

```
type point = float*float

let getx : point -> float =
  fun (x,_) -> x

let pt : point = (1.,2.)
let floatpair : float*float = (1.,3.)

let one  = getx pt
let one' = getx floatpair
```

VARIANTS

Recall: Variants

```
type day = Sun | Mon | Tue | Wed
         | Thu | Fri | Sat

type ptype = TNormal | TFire | TWater

type peff = ENormal | ENotVery | Esuper
```

So far, just enumerated sets of values

But they can do much more…

Variants that carry data

```
type shape =
  | Point  of point
  | Circle of point * float (* center and radius *)
  | Rect   of point * point (* lower-left and
                               upper-right corners *)

let area = function
  | Point _ -> 0.0
  | Circle (_,r) -> pi *. (r ** 2.0)
  | Rect ((x1,y1),(x2,y2)) ->
      let w = x2 -. x1 in
      let h = y2 -. y1 in
        w *. h
```

Variants that carry data

```
type shape =
   | Point  of point
   | Circle of point * float
   | Rect   of point * point


let center = function
   | Point p -> p
   | Circle (p,_) -> p
   | Rect ((x1,y1),(x2,y2)) ->
       ((x2 -. x1) /. 2.0,
        (y2 -. y1) /. 2.0)
```

Variants that carry data

```
type shape =
  | Point  of point
  | Circle of point * float
  | Rect   of point * point
```

Every value of type **`shape`** is made from exactly one of the constructors and contains:

- a *tag* for which constructor it is from
- the data *carried* by that constructor

Called an **algebraic data type** because it contains product and sum types, aka **tagged union**

Tagged union

- *Union* because the set of all values of the type is the union of the set of all values of the individual constructors

```
type t = String of string
       | Int of int
```

- *Tagged* because possible to determine which underlying set a value came from

```
type t = Left of int
       | Right of int
```

- "All for one and one for all":
  - all values of variant, regardless of constructor, have same type
  - any one value of variant built with exactly one constructor, all of which are specified in type definition

Variant types

Type definition syntax:

```
type t = C1 [of t1] | ... | Cn [of tn]
```

A constructor that carries data is *non-constant*

A constructor without data is *constant*

Semantics are straightforward; see notes

Question

Given our shape variant, which function would determine whether a shape is a circle centered at the origin?

```
type shape =
  | Point of point
  | Circle of point * float
  | Rect of point * point
```

Possible answers on next slide...

```
type shape = Point of point | Circle of point * float | Rect of point * point
```

A

```
let cato = function
  | Point -> false
  | Circle -> true
  | Rect -> false
```

B

```
let cato = function
  | Point _ | Rect _ -> false
  | Circle (0.,0.), r -> true
```

E

```
let cato c =
  c = Circle ((0.,0.),_)
```

C

```
let cato = function
  | Point p -> false
  | Circle (0.,0.) -> true
  | Rect (ll,ur) -> false
```

D

```
let cato = function
  | Circle ((0.,0.), _) -> true
  | _ -> false
```

```
type shape = Point of point | Circle of point * float | Rect of point * point
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  | Circle ((0.,0.), _) -> true
  | _ -> false
```

RECURSIVE VARIANTS

Implement lists with variants

```
type intlist = Nil | Cons of int * intlist

let emp = Nil
let l3 = Cons (3, Nil)  (* 3::[] or [3]*)
let l123 = Cons(1, Cons(2, l3)) (* [1;2;3] *)

let rec sum (l:intlist) =
  match l with
  | Nil -> 0
  | Cons(h,t) -> h + sum t
```

Implement lists with variants

```
let rec length = function
  | Nil -> 0
  | Cons (_,t) -> 1 + length t
(* length : intlist -> int *)

let empty = function
  | Nil -> true
  | Cons _ -> false
(* empty: intlist -> bool *)
```

PARAMETERIZED VARIANTS

Lists of any type

- **Have:** lists of ints
- **Want:** lists of ints, lists of strings, lists of pairs, lists of records that themselves contain lists of pairs, ...

Non-solution: copy code

```
type stringlist = SNil | SCons of string * stringlist
let empty = function
  | SNil -> true
  | SCons _ -> false
```

Lists of any type

Solution: parameterize types on other types

```
type 'a mylist = Nil | Cons of 'a * 'a mylist

let l3 = Cons (3, Nil)  (* [3] *)
let lhi = Cons ("hi", Nil)  (* ["hi"] *)
```

Lists of any type

```
type 'a mylist =
    | Nil
    | Cons of 'a * 'a mylist
```

`mylist` is not a type but a **type constructor**: takes a type as input and returns a type

- **`int`** `mylist`
- **`string`** `mylist`
- `(`**`int`**`*`**`string`**`)` `mylist`
- ...

Functions on parameterized variants

```
let rec length = function
  | Nil -> 0
  | Cons (_,t) -> 1 + length t
(* length : 'a mylist -> int *)

let empty = function
  | Nil -> true
  | Cons _ -> false
(* empty: 'a mylist -> bool *)
```

code stays the same; only the types change

Parametric polymorphism

- *poly* = many, *morph* = form
- write function that works for many arguments regardless of their type
- closely related to Java generics, related to C++ template instantiation, ...

THE POWER OF VARIANTS

Lists are just variants

OCaml effectively codes up lists as variants:

```
type 'a list = [] | :: of 'a * 'a list
```

- **`list`** is a type constructor parameterized on type variable **`'a`**
- **`[]`** and **`::`** are constructors
- Just a bit of syntactic magic in the compiler to use **`[]`** and **`::`** instead of alphabetic identifiers

Options are just variants

OCaml effectively codes up options as variants:

```
type 'a option = None | Some of 'a
```

- `option` is a type constructor parameterized on type variable `'a`
- `None` and `Some` are constructors

Exceptions are (mostly) just variants

OCaml effectively codes up exceptions as slightly strange variants:

```
type exn
exception MyNewException of string
```

- Type **`exn`** is an *extensible* variant that may have new constructors added after its original definition
- Raise exceptions with **`raise e`**, where **`e`** is a value of type **`exn`**
- Handle exceptions with pattern matching, just like you would process any variant

Upcoming events

- [now] Questions about lecture have priority over questions about A0
- [today] Recitations canceled
- [Wed] A0 due
- [by Thur morning] A1 out

This is all for one and one for all.

THIS IS 3110