

Script generated by TTT

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Some of the Simplest Polymorphic Functions

```
let compose f g x = f (g x)
let twice f x = f (f x)
let iter f g x = if g x then x else iter f g (f x);;

val compose : ('a -> 'b) -> ('c -> 'a) -> 'c -> 'b = <fun>
val twice : ('a -> 'a) -> 'a -> 'a = <fun>
val iter : ('a -> 'a) -> ('a -> bool) -> 'a -> 'a = <fun>

# compose neg neg;;
- : bool -> bool = <fun>
# compose neg neg true;;
- : bool = true;;
# compose Char.chr plus2 65;;
- : char = 'C'
```

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→ If a functional is applied to a function that is itself polymorphic, the result may again be polymorphic:

```
# let cons_r xs x = x::xs;;
val cons_r : 'a list -> 'a -> 'a list = <fun>
# let rev l = fold_left cons_r [] l;;
val rev : 'a list -> 'a list = <fun>
# rev [1;2;3];;
- : int list = [3; 2; 1]
# rev [true;false;false];;
- : bool list = [false; false; true]
```

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Type ('a, 'b) tree = 90=0

3.5 Polymorphic Datatypes

User-defined datatypes may be polymorphic as well:

```
type 'a tree = Leaf of 'a
            | Node of ('a tree * 'a tree)
```

- `tree` is called **type constructor**, because it allows to create a new type from another type, namely its parameter `'a`.
- In the right-hand side, only those type variables may occur, which have been listed on the left.
- The application of constructors to data may instantiate type variables:

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```
let rec size = function
  Leaf _   -> 1
  | Node(t,t') -> size t + size t'

let rec flatten = function
  Leaf x   -> [x]
  | Node(t,t') -> flatten t @ flatten t'

let flatten1 t = let rec doit = function
  (Leaf x, xs) -> x :: xs
  | (Node(t,t'), xs) -> let xs = doit (t',xs)
                        in doit (t,xs)
  in doit (t,[])
...

```

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Discussion

- The operator `@` concatenates two lists.
- The implementation is very simple.
- Extraction is cheap.
- Insertion, however, requires as many calls of `@` as the queue has elements.
- Can that be improved upon ??

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Second Idea (cont.)

- Insertion is in the second list:

```
let enqueue x (Queue (first,last)) =
  Queue (first, x::last)
```
- Extracted are elements always from the first list:
Only if that is empty, the second list is consulted ...

```
let dequeue = function
  Queue ([],last) -> (match List.rev last
    with [] -> (None, Queue ([],[]))
         | x::xs -> (Some x, Queue (xs,[])))
  | Queue (x::xs,last) -> (Some x, Queue (xs,last))

```

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Discussion

- Now, insertion is cheap!
- Extraction, however, can be as expensive as the number of elements in the second list ...
- Averaged over the number of insertions, however, the extra costs are only **constant !!!**

⇒ amortized cost analysis

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⇒ amortized cost analysis

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3.7 Anonymous Functions

As we have seen, functions are **data**. Data, e.g., [1;2;3] can be used without naming them. This is also possible for functions:

```
# fun x y z -> x+y+z;;  
- : int -> int -> int -> int = <fun>
```

- **fun** initiates an **abstraction**.
This notion originates in the **λ -calculus**.
- **->** has the effect of **=** in function definitions.
- **Recursive** functions cannot be defined in this way, as the recurrent occurrences in their bodies require names for reference.

$$\lambda f x y \rightarrow f x (f y)$$

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- Pattern matching can be used by applying **match ... with** for the corresponding argument.
- In case of a single argument, **function** can be considered ...

```
# function None -> 0  
| Some x -> x*x+1;;  
- : int option -> int = <fun>
```

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Alonzo Church, 1903-1995

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- : int option -> int = <fun>
```

Anonymous functions are convenient if they are used just **once** in a program. Often, they occur as arguments to functionals:

```
# map (fun x -> x*x) [1;2;3];;
- : int list = [1; 4; 9]
```

Often, they are also used for returning functions as **result**:

```
# let make_undefined () = fun x -> None;;
val make_undefined : unit -> 'a -> 'b option = <fun>
# let def_one (x,y) = fun x' -> if x=x' then Some y
else None;;
val def_one : 'a * 'b -> 'a -> 'b option = <fun>
```

def_one(x,y) x' = f...

5.1 Exceptions

In case of a runtime error, e.g., division by zero, the `Ocaml` system generates an `exception`:

```
# 1 / 0;;  
Exception: Division_by_zero.  
# List.tl (List.tl [1]);;  
Exception: Failure "tl".  
# Char.chr 300;;  
Exception: Invalid_argument "Char.chr".
```

Here, the exceptions `Division_by_zero`, `Failure "tl"` and `Invalid_argument "Char.chr"` are generated.

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Another reason for an exception is an `incomplete match`:

```
# match 1+1 with 0 -> "null";;  
Warning: this pattern-matching is not exhaustive.  
Here is an example of a value that is not matched:  
1  
Exception: Match_failure ("", 2, -9).
```

In this case, the exception `Match_failure ("", 2, -9)` is generated.

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