

# Functional Programming

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week 03



# Overview

- Week 3 - Strings
  - Summary of Week 2
  - OCaml Strings
  - L-Strings
  - Pictures



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# Lists

## Syntax

- `[]` 'nil', the empty list
- `::` 'cons', add element
- `[1;2;3]` syntactic sugar

## Functions

- `Lst.hd` first element
- `Lst.tl` all but first
- `Lst.replicate` create list
- `Lst.map` apply function to list elements
- `Lst.foldr` combine list elements by function

# Modules

## Using Files

- implementation files (`.ml`)
- signature files (`.mli`)
- ADTs - abstract data types (e.g., `Stck`)

## Inline

- `module` *Module* : *Sig* = *Imp*
- `module` *Imp* = `struct` ... `end`
- `module` `type` *Sig* = `sig` ... `end`

# Modules (cont'd)

## Signature (.mli)

- types, values
- `'type type [= ...]'` for types (possibly abstract)
- `'val name : type'` for values

## Implementation (.ml)

- type declarations, function definitions, constants
- `'type type = ...'` for types
- `'let name = ...'` for values

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# This Week

## Practice I

OCaml introduction, lists, strings, trees

## Theory I

lambda-calculus, evaluation strategies, induction, reasoning about functional programs

## Practice II

efficiency, tail-recursion, combinator-parsing,

## Theory II

type checking, type inference

## Advanced Topics

lazy evaluation, infinite data structures, dependent types, monads



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# Built-In Type for Strings

## Syntax

- constructed using double quotes `"`
- concatenation: `( ^ ) : string -> string -> string`

## Example

```
"Hello" ^ "_" ^ "World" = "Hello_World"
```

# Built-In Type for Strings

## Syntax

- constructed using double quotes `"`
- concatenation: `( ^ ) : string -> string -> string`

## Example

```
"Hello" ^ "␣" ^ "World" = "Hello␣World"
```

Not functional!

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# A String Implementation Using Lists

## Strng.ml

- install type abbreviation `type t = char list`
- advantage: all list functions can be used for l-strings
- `of_string : string -> t`
- `to_string : t -> string`
- `of_int : int -> t`
- `print : t -> unit`

# Nice Interpreter Output

## Toplevel directives

- always start with `#` and end with `;;`
- `#cd "dir";;` change directory
- `#install_printer name;;` change output function for certain type
- `#load "file.cmo";;` load bytecode
- `#quit;;` exit the interpreter
- `#remove_printer name;;` remove output function for certain type
- `#trace fun;;` trace computation of function
- `#untrace fun;;` stop tracing of function
- `#use "file";;` execute file content

## Nice Interpreter Output (cont'd)

```
.ocamlinit
```

```
#cd "_build/"  
#install_printer Strng.toplevel_printer  
#install_printer Picture.toplevel_printer  
open PictureData
```

# Implementation of Strng

```
(* W01 *)
(* W03 *)
(* type t *)
type t = char list
(* of_string : string -> char list *)
let of_string s =
  let rec of_string i acc =
    if i < 0 then acc else of_string (i-1) (s.[i]::acc)
  in
  of_string (String.length s - 1) []
(* to_string : char list -> string *)
let to_string xs =
  let buffer = Buffer.create 128 in
  List.iter (Buffer.add_char buffer) xs;
  Buffer.contents buffer
(* of_int : int -> char list *)
let of_int i = of_string(string_of_int i)
(* print : char list -> unit *)
let print s = Printf.printf "%s" (to_string s)
(* toplevel_printer : Format.formatter -> char list -> unit *)
let toplevel_printer fmt s =
  Format.fprintf fmt "\\\"%s\\\"" (String.escaped(to_string s))
```



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# The Picture Analogon

## Picture

- **atomic part:** pixel
- height and width
- white pixel

## L-String

- **atomic part:** character
- rows and columns
- blank character (space)

## The Type of Pictures

```
type width = int
```

```
type height = int
```

```
type t = (width * height * Strng.t list)
```

# The Picture Analogon

## Picture

- atomic part: pixel
- **height** and **width**
- white pixel

## L-String

- atomic part: character
- **rows** and **columns**
- blank character (space)

## The Type of Pictures

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type width = int
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# The Picture Analogon

## Picture

- atomic part: pixel
- height and width
- **white** pixel

## L-String

- atomic part: character
- rows and columns
- **blank** character (space)

## The Type of Pictures

```
type width = int
```

```
type height = int
```

```
type t = (width * height * Strng.t list)
```

# Representing Pictures via L-Strings

## Example

Picture:

```
*****  
*hello*  
*****
```

# Representing Pictures via L-Strings

## Example

Picture:                   \*\*\*\*\*  
                              \*hello\*  
                              \*\*\*\*\*

L-String:                   (7,3,["\*\*\*\*\*";"\*hello\*";"\*\*\*\*\*"])

# Representing Pictures via L-Strings

## Example

Picture:                   \*\*\*\*\*  
                              \*hello\*  
                              \*\*\*\*\*

L-String:                   (7,3, ["\*\*\*\*\*"; "\*hello\*"; "\*\*\*\*\*"])

w/o pretty printer:       (7,3, [['\*'; '\*'; '\*'; '\*'; '\*'; '\*'; '\*'];  
                                  ['\*'; 'h'; 'e'; 'l'; 'l'; 'o'; '\*'];  
                                  ['\*'; '\*'; '\*'; '\*'; '\*'; '\*'; '\*']])

# Combining Pictures - Stack Above Each Other

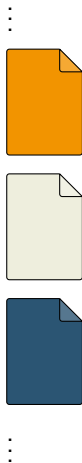


Above

```
let above (w1,h1,p1) (w2,h2,p2) =  
  if w1 = w2 then (w1,h1+h2,p1@p2)  
    else failwith "different_widths"
```



# Combining Pictures - Stack Above Each Other (cont'd)



stack

```
let stack ps = Lst.foldr1 above ps
```

# Fold Lists Containing At Least One Element

## Fold Right One

`Lst.foldr1` : ('a -> 'a -> 'a) -> 'a list -> 'a

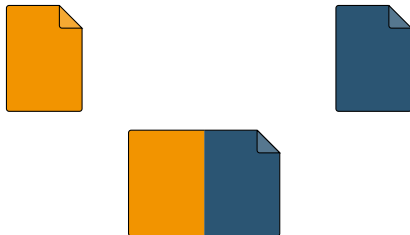
$$\text{Lst.foldr1} \circ [x_1; \dots; x_{n-1}; x_n] = (x_1 \circ (\dots (x_{n-1} \circ x_n) \dots))$$

## Example

`foldr1 (+) [1;2;3] = 1+(2+3) = 6`

`foldr1 (^) ["Hell";"o"] = "Hell"^"o" = "Hello"`

# Combining Pictures - Spread Side By Side



## Beside

```
let beside (w1,h1,p1) (w2,h2,p2) =  
  if h1 = h2 then (w1+w2,h1,Lst.zip_with (@) p1 p2)  
  else failwith "different_heights"
```

# Combine Two Lists Via Function

## Zip with Function

```
zip_with :  
  ('a -> 'b -> 'c) -> 'a list -> 'b list -> 'c list
```

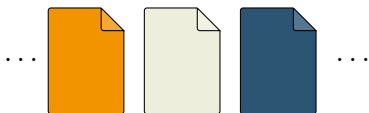
$$\text{Lst.zip\_with } \circ [x_1; \dots; x_m] [y_1; \dots; y_n] = [x_1 \circ y_1; \dots; x_{\min\{m,n\}} \circ y_{\min\{m,n\}}]$$

## Example

```
zip_with ( * ) [1;2] [3;4;5]  
= [1*3;2*4]  
= [3;8]
```

```
zip_with Lst.drop [1;0] [['a'];['b']]  
= [Lst.drop 1 ['a']; Lst.drop 0 ['b']]  
= [[]; ['b']]
```

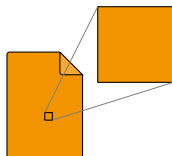
# Combining Pictures - Spread Side By Side (cont'd)



## Spread

```
let spread ps = Lst.foldr1 beside ps
```

# Creating Pictures - Pixels



## Pixel

```
let pixel c = (1,1,[[c]])
```

# Creating Pictures - Rows



Row

```
let row s = spread(Lst.map pixel s)
```

# Creating Pictures - Empty Pictures

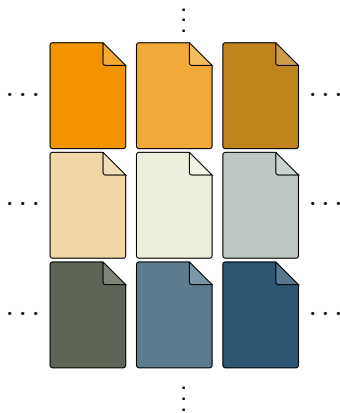


## Empty

```
let empty w h =  
  let line = Lst.replicate w ' ' in  
  let rows = Lst.replicate h line in  
  stack(Lst.map row rows)
```



# Combining Pictures - Tiling



Tile

```
let tile pss = stack(Lst.map spread pss)
```

# Margins

## Signatures

- `stack_with : height -> t list -> t`
- `spread_with : width -> t list -> t`
- `tile_with : height -> width -> t list list -> t`

## Functions

```
let stack_with h ps = Lst.foldr1 (fun p q ->
  above (above p (empty (width q) h)) q) ps
```

```
let spread_with w ps = Lst.foldr1 (fun p q ->
  beside (beside p (empty w (height q))) q) ps
```

```
let tile_with w h pss =
  stack_with h (Lst.map (spread_with w) pss)
```

# Printing Pictures

## Idea

- convert to `Strng.t` and use `Strng.print`

## Realization

- `Picture`:

```
let to_strng (_,_,p) = Lst.join ['\n'] p
```

- `Strng`:

```
let print s = Printf.printf "%s" (to_strng s)
```

## Join Function

```
join : 'a list -> 'a list list -> 'a list
```

$$\text{Lst.join } d [x_1; \dots; x_n] = x_1@d@x_2@\dots@x_{n-1}@d@x_n$$