

CMSC 330: Organization of Programming Languages

Functional Programming with OCaml

Dialects of ML

- Other dialects include MoscowML, ML Kit, Concurrent ML, etc.
 - But SML/NJ and OCaml are most popular
 - O = "Objective," but probably won't cover objects
- Languages all have the same core ideas
 - But small and annoying syntactic differences
 - So you should not buy a book with ML in the title
 - Because it probably won't cover OCaml

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3

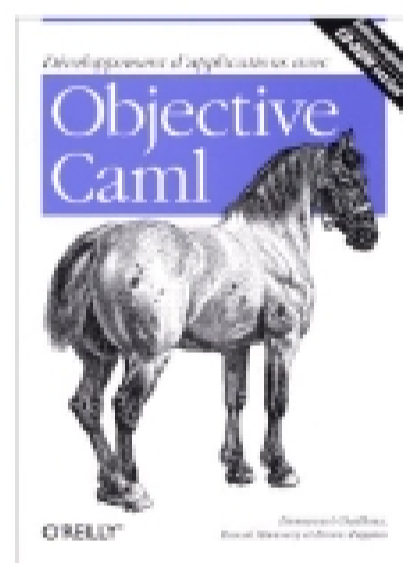
Background

- ML (Meta Language)
 - Univ. of Edinburgh, 1973
 - Part of a theorem proving system LCF
 - The Logic of Computable Functions
- SML/NJ (Standard ML of New Jersey)
 - Bell Labs and Princeton, 1990
 - Now Yale, AT&T Research, Univ. of Chicago (among others)
- OCaml (Objective CAML)
 - INRIA, 1996
 - French Nat'l Institute for Research in Computer Science

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2

More Information on OCaml



- Translation available on the class webpage
 - *Developing Applications with Objective Caml*
- Webpage also has link to another book
 - *Introduction to the Objective Caml Programming Language*

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4

Features of ML

- Higher-order functions
 - Functions can be parameters and return values
- "Mostly functional"
- Data types and pattern matching
 - Convenient for certain kinds of data structures
- Type inference
 - No need to write types in the source language
 - But the language is statically typed
 - Supports *parametric polymorphism*
 - Generics in Java, templates in C++
- Exceptions
- Garbage collection

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5

Functional languages

- In a pure functional language, every program is just an expression evaluation

```
let add1 x = x + 1;;
```

```
let rec add (x,y) = if x=0 then y else add(x-1, add1(y));;
```

```
add(2,3) = add(1,add1(3)) = add(0,add1(add1(3)))  
         = add1(add1(3)) = add1(3+1) = 3+1+1  
         = 5
```

OCaml has this basic behavior, but has additional features to ease the programming process.

- Less emphasis on data storage
- More emphasis on function execution

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6

A Small OCaml Program- Things to Notice

Use (* *) for comments (may nest)

Use let to bind variables

No type declarations

Need to use correct print function (OCaml also has printf)

Line breaks, spacing ignored (like C, C++, Java, not like Ruby)

```
(* A small OCaml program *)
let x = 37;;
let y = x + 5;;
print_int y;;
print_string
  "\n";;
```

;; ends a top-level expression

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7

Run, OCaml, Run

- OCaml programs can be compiled using `ocamlc`
 - Produces `.cmo` (“compiled object”) and `.cmi` (“compiled interface”) files
 - We’ll talk about interface files later
 - By default, also links to produce executable `a.out`
 - Use `-o` to set output file name
 - Use `-c` to compile only to `.cmo/.cmi` and not to link
 - You’ll be given a [Makefile](#) if you need to compile your files

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8

Run, OCaml, Run (cont’d)

- Compiling and running the previous small program:

```
ocaml1.ml:
(* A small OCaml program *)
let x = 37;;
let y = x + 5;;
print_int y;;
print_string "\n";;
```

```
% ocamlc ocaml1.ml
% ./a.out
42
%
```

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9

Run, OCaml, Run (cont’d)

Expressions can also be typed and evaluated at the top-level:

```
# 3 + 4;;
- : int = 7
# let x = 37;;
val x : int = 37
# x;;
- : int = 37
# let y = 5;;
val y : int = 5
# let x = 5 + x;;
val x : int = 42
# print_int x;;
42- : unit = ()
# print_string "Colorless green ideas sleep furiously";;
Colorless green ideas sleep furiously- : unit = ()
# print_int "Colorless green ideas sleep furiously";;
This expression has type string but is here used with type int
```

gives type and value of each expr

“-” = “the expression you just typed”

unit = “no interesting value” (like void)

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10

Run, OCaml, Run (cont’d)

- Files can be loaded at the top-level

```
% ocaml
Objective Caml version 3.08.3

# #use "ocaml1.ml";;
val x : int = 37
val y : int = 42
42- : unit = ()

- : unit = ()
# x;;
- : int = 37
```

#use loads in a file one line at a time

```
ocaml1.ml:
(* A small OCaml program *)
let x = 37;;
let y = x + 5;;
print_int y;;
print_string "\n";;
```

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11

Basic Types in OCaml

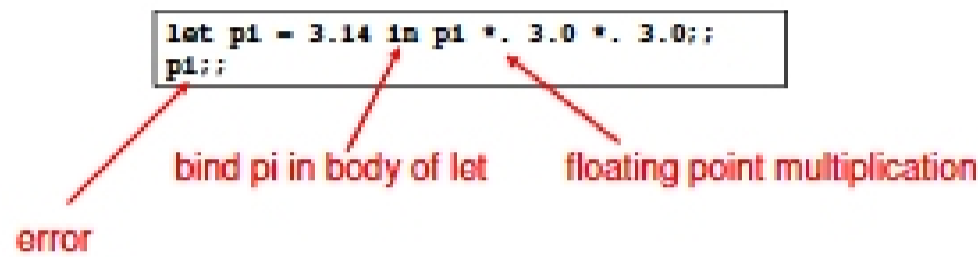
- Read `e : t` has “expression `e` has type `t`”
 - `42 : int`
 - `true : bool`
 - `"hello" : string`
 - `'c' : char`
 - `3.14 : float`
 - `() : unit` (“don’t care value”)
- OCaml has static types to help you avoid errors
 - Note: Sometimes the messages are a bit confusing
 - `# 1 + true;;`
This expression has type bool but is here used with type int
 - Watch for the underline as a hint to what went wrong
 - But not always reliable

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12

More on the Let Construct

- `let` is more often used for local variables
 - `let x = e1 in e2` means
 - Evaluate `e1`
 - Then evaluate `e2`, with `x` bound to result of evaluating `e1`
 - `x` is not visible outside of `e2`



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13

More on the Let Construct (cont'd)

- Compare to similar usage in Java/C

```
let pi = 3.14 in
  pi *. 3.0 *. 3.0;;
pi;;
```

```
{
  float pi = 3.14;
  pi * 3.0 * 3.0;
}
pi;
```

- In the top-level, omitting `in` means "from now on":
 - # `let pi = 3.14;;`
 - (* `pi` is now bound in the rest of the top-level scope *)

OCaml 3.0

14

Nested Let

- Uses of `let` can be nested

```
let pi = 3.14 in
let r = 3.0 in
  pi *. r *. r;;
(* pi, r no longer in scope *)
```

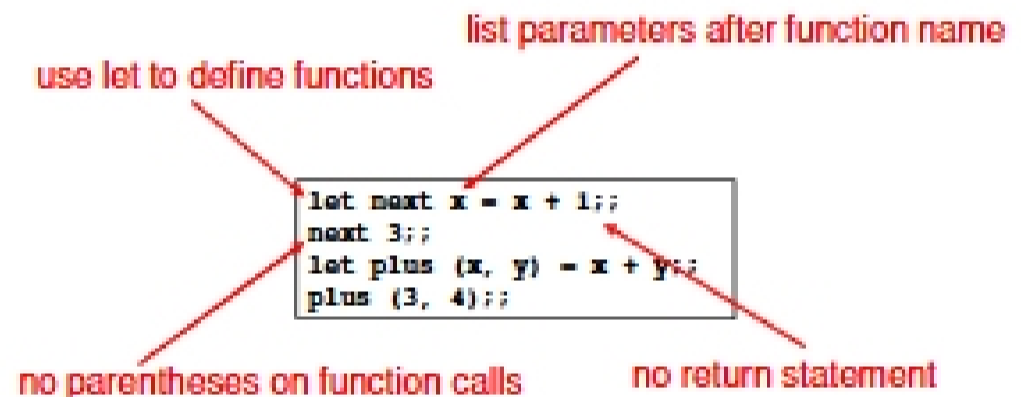
```
{
  float pi = 3.14;
  float r = 3.0;

  pi * r * r;
}
/* pi, r not in scope */
```

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15

Defining Functions



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16

Local Variables

- You can use `let` inside of functions for locals

```
let area r =
  let pi = 3.14 in
  pi *. r *. r
```

- And you can use as many `lets` as you want

```
let area d =
  let pi = 3.14 in
  let r = d /. 2.0 in
  pi *. r *. r
```

OCaml 2.14

17

Function Types

- In OCaml, `->` is the function type constructor
 - The type `t1 -> t2` is a function with argument or domain type `t1` and return or range type `t2`

- Examples

```
- let next x = x + 1 (* type int -> int *)
- let fn x = (float_of_int x) *. 3.14
                                     (* type int -> float *)
- print_string      (* type string -> unit *)
```

- Type a function name at top level to get its type

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18