

Types

- **primitive type** : *int, real, bool, unit, string, char, ..., list type, record type, tuple type, function type; type abbreviation; datatype definition;*

in ML, the type for each expression is inferred and checked for consistency at compile time !

```
if 1 < 2 then 3 else 4.0;

type king = {name    : string,
             born    : int,
             crowned : int,
             died    : int,
             quote   : string}

fun lifetime(k : king) = #died k - #born k

fun fac n = if n = 0 then 1 else n * (fac(n-1))
```

Polymorphic Functions

- *polymorphic functions can be applied to arguments of different types, polymorphic functions usually do something simple !*

```
- fun ident x = x
val ident = fn : 'a -> 'a
- fun pairself x = (x,x)
val pairself = fn : 'a -> 'a * 'a
- fun pairint (x : int) = (x,x)
val pairint = fn : int -> int * int
- fun fst (x,y) = x
val fst = fn : 'a * 'b -> 'a
- fun snd (x,y) = y
val snd = fn : 'a * 'b -> 'b
- val foo = pairself 4.0;
val foo = (4.0,4.0) : real * real
- val bar = pairself "hello";
val bar = ("hello","hello") : string * string
- fst(foo);
val it = 4.0 : real
- pairint(4.0);
std_in:13.1-13.12 Error: operator and operand don't agree (tycon
mismatch) operator domain: int, operand: real, in expression:
pairint (4.0)
```

Polymorphic Data Structures

```
infixr 5 ::
datatype 'a list = nil
                | :: of 'a * 'a list

fun rev nil = nil
  | rev (a::r) = (rev r)@[a]
val rev = fn : 'a list -> 'a list

datatype 'a tree = LEAF of 'a
                | NODE of 'a * 'a tree * 'a tree
datatype 'a tree
  con LEAF : 'a -> 'a tree
  con NODE : 'a * 'a tree * 'a tree -> 'a tree

fun depth(LEAF _) = 1
  | depth(NODE(_,left,right)) = 1+max(depth(left),depth(right))
val depth = fn : 'a tree -> int

val t = NODE(0, LEAF 1, LEAF 2)
val t = NODE (0,LEAF 1,LEAF 2) : int tree

- depth t;
val it = 2 : int
```

More on Pattern Matching

- **nested pattern --- use the "as" idiom**

```
(* example : merging two sorted list of integers *)
fun merge(x : int list, []) = x
  | merge([], y) = y
  | merge(x as (a::r), y as (b::z)) =
    if (a > b) then (b :: (merge(x, z)))
    else if (a < b) then (a :: (merge(r, y)))
    else (a :: (merge(r, z)))
```

- **partial record pattern --- must fully specify the record type !**

```
type king = {name : string, born : int, crowned : int,
             died : int, quote : string}

fun lifetime ({born, died, ...} : king) = died - born
```

Higher-Order Functions

- In ML, functions can be passed as arguments, returned as the result, and even stored in a data structure

```

fun map f nil = nil
  | map f (a::r) = (f a)::(map f r)
val map = fn : ('a -> 'b) -> ('a list -> 'b list)

fun map2 f =
  (let fun m nil = nil
        | m (a::r) = (f a)::(m r)
      in m
      end)
val map2 = fn : ('a -> 'b) -> ('a list -> 'b list)

(* composing two functions *)
fun comp (f,g) = (fn x => g(f(x)))
val comp = fn : ('a -> 'b) * ('b -> 'c) -> ('a -> 'c)

```

Exceptions

```

exception con
or exception con of ty

5 div 0;
uncaught exception Div

exception NotFound of string;
type dictionary = (string * string) list
fun lookup ([],s)= raise (NotFound s)
  | lookup ((a,b)::r,s : string) =
    if (a=s) then b else lookup(r,s)

val sampleDict = [("foo", "a sample name"),
                  ("bar", "another sample name")]

val x = lookup(sampleDict, "foo");
val x = "a sample name" : string

val y = lookup(sampleDict, "moo");
uncaught exception NotFound

val z = lookup(sampleDict, "moo") handle NotFound s =>
  (print ("cannot find " ^ s ^ " in the dict"); "a word")
val z = "a word" : string

```

Input and Output

```

structure TextIO (* read the basis manual on the web *)

type instream          (* the input stream *)
type ostream          (* the output stream *)

val stdIn : instream   (* the standard input stream *)
val stdOut : ostream  (* the standard output stream *)
val stderr : ostream  (* the standard error output stream *)

val openIn : string -> instream (* open a file for input *)
val openOut : string -> ostream (* open a file for output *)
val openAppend : string -> ostream (* open a file for appending *)

val closeIn : instream -> unit (* close a input file *)
val closeOut : ostream -> unit (* close a output file *)

val output : ostream * string -> unit

val input : instream -> string
val inputLine : instream -> string
.....

```

Assignment via References

- ML supports updatable reference cells

```

(* assignment operator ":=", dereference "!" *)
let val lineNum = ref 0 (* has type int ref *)
  in lineNum := !lineNum + 1;
    lineNum := !lineNum + 1;
    lineNum
  end

```

- Assignment is different from value binding

```

local val x = 1
  in fun new1() = let val x = x+1 in x end
  end
← just a value !

local val x = ref 1
  in fun new2() = (x := !x + 1; !x)
  end
← a pointer to a memory cell !

```

ML Module --- “Structure”

```

structure Ford =
  struct
    type car = {make : string, built : int}
    val first = {make = "Ford", built = "1904"}
    fun mutate (c : car) year =
      {make = #make c, built = year}
    fun built (c : car) = #built c
    fun show (c) = if (built c) < (built first)
      then " - " else "(generic Ford)"
  end

structure Year =
  struct
    type year = int
    val first = 1900
    val second = 2000
    fun new_year(y : year) = y+1
    fun show(y : int) = makestring(y)
  end

structure MutableCar =
  struct structure C = Ford
    structure Y = Year
  end

```

*A structure is an
encapsulated collection of
declarations !*

Module Interface --- “Signature”

```

signature MANUFACTURER =
  sig
    type car
    val first : car
    val built : car -> int
    val mutate : car -> int -> car
    val show : car -> string
  end

signature YEAR =
  sig
    eqtype year
    val first : year
    val second : year
    val new_year : year -> year
    val show : year -> string
  end

signature MSIG =
  sig
    structure C : MANUFACTURER
    structure Y : YEAR
  end

```

*A signature is a collection
of specifications for types,
values and structures ...*

Structure Matching

- a structure *S* matches a signature *SIG* if every component specification in *SIG* is matched by a component in *S*.
- *S* can contain more components than *SIG* !!!

```

structure Year1 : YEAR =
  struct
    type year = int
    val first = 1900
    val second = 2000
    fun new_year(y : year) = y+1
    fun decade y = (y - 1900) div 10
    fun show(y : int) =
      if y < 1910 orelse y >= final
      then Int.toString(y)
      else ("the '"^(Int.toString (decade y))^"0s")
  end

val long_gone = Year1.show 1968

structure MCar : MSIG = MutableCar
val long_gone2 = MCar.Y.show 1968

```

*use “long identifier” to refer
to the structure component.*

*OR use the identifier directly
after the structure is “open-ed”*

Functors

- A functor is a parametrized module. It takes a structure as argument and return another structure as the result !

```

functor ProductLine(M : MANUFACTURER) =
  struct
    fun line(y,c) =
      if y = 2000 then ()
      else (output(std_out, ("\n" ^ (Int.toString y)
        ^ "\t" ^ M.show c));
        line(y+1, M.mutate c (y+1)))
    fun show() = line(M.built M.first, M.first)
  end

structure FordLine = ProductLine(Ford)
val _ = FordLine.show();

```

How to Use CM

- **CM** inside **sml** is just like **"make"**.

- the standard **makefile** is **sources.cm**

```
(* sources.cm for assignment 2 *)
Group is
```

```
driver.sml
errormsg.sml
tokens.sig
tokens.sml
tiger.lex
/c/cs421/lib/smlnj-lib.cm
```

```
.lex ML-Lex source .grm ML-Yacc source .cm library inclusion
.sml, .sig SML source
```

- after enter **sml**, type **CM.make()**;

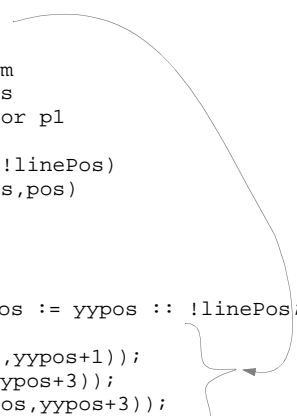
"tiger.lex" skeleton

```
type pos = int
type lexresult = Tokens.token

val lineNum = ErrorMsg.lineNum
val linePos = ErrorMsg.linePos
fun err(p1,p2) = ErrorMsg.error p1

fun eof() = let val pos = hd(!linePos)
              in Tokens.EOF(pos,pos)
              end

%%
%%
\n => (inc lineNum; linePos := yypos :: !linePos;
       continue());
", " => (Tokens.COMMA(yypos,yypos+1));
var => (Tokens.VAR(yypos,yypos+3));
"123" => (Tokens.INT(123,yypos,yypos+3));
```



"tokens.sig"

```
signature Toy_TOKENS =
sig
  type linenum (* = int *)
  type token
  val TYPE: linenum * linenum -> token
  val VAR: linenum * linenum -> token
  val FUNCTION: linenum * linenum -> token
  val BREAK: linenum * linenum -> token
  .....
  val DOT: linenum * linenum -> token
  val RBRACE: linenum * linenum -> token
  val LBRACE: linenum * linenum -> token
  val RBRACK: linenum * linenum -> token
  val LBRACK: linenum * linenum -> token
  val RPAREN: linenum * linenum -> token
  val LPAREN: linenum * linenum -> token
  val SEMICOLON: linenum * linenum -> token
  val COLON: linenum * linenum -> token
  val COMMA: linenum * linenum -> token
  val STRING: (string) * linenum * linenum -> token
  val INT: (int) * linenum * linenum -> token
  val ID: (string) * linenum * linenum -> token
  val EOF: linenum * linenum -> token
end
```

"tokens.sml"

```
structure Tokens : Toy_TOKENS =
struct
  (* A "scaffold" structure for debugging lexers. *)
  val makestring = Int.toString
  type linenum = int
  type token = string
  fun TYPE(i,j) = "TYPE " ^ makestring(i:int)
  fun VAR(i,j) = "VAR " ^ makestring(i:int)
  fun FUNCTION(i,j) = "FUNCTION " ^ makestring(i:int)
  fun BREAK(i,j) = "BREAK " ^ makestring(i:int)
  fun OF(i,j) = "OF " ^ makestring(i:int)
  fun END(i,j) = "END " ^ makestring(i:int)
  fun IN(i,j) = "IN " ^ makestring(i:int)
  fun NIL(i,j) = "NIL " ^ makestring(i:int)
  fun LET(i,j) = "LET " ^ makestring(i:int)
  fun DO(i,j) = "DO " ^ makestring(i:int)
  fun TO(i,j) = "TO " ^ makestring(i:int)
  fun FOR(i,j) = "FOR " ^ makestring(i:int)
  .....
  .....
  fun STRING(s,i,j) = "STRING("^s^" " ^ makestring(i:int)
  fun ID(s,i,j) = "ID("^s^" " ^ makestring(i:int)
  fun EOF(i,j) = "EOF " ^ makestring(i:int)
end
```

“errmsg.sml”

```
signature ERRORMSG =
sig
  val anyErrors : bool ref
  val fileName : string ref
  val lineNum : int ref
  val linePos : int list ref
  val sourceStream : TextIO.instream ref
  val error : int -> string -> unit
  exception Error
  val impossible : string -> 'a (* raises Error *)
  val reset : unit -> unit
end

structure ErrorMessage : ERRORMSG =
struct
  val anyErrors = ref false
  val fileName = ref ""
  val lineNum = ref 1
  val linePos = ref [1]
  val sourceStream = ref std_in

  fun reset() = ...
  exception Error
  .....
```

“errmsg.sml” (cont'd)

```
structure ErrorMessage : ERRORMSG =
struct
  .....
```

```
exception Error
val makestring = Int.toString

fun error pos (msg:string) =
  let fun look(p:int,a::rest,n) =
        if a<p then app print [":",makestring n,
                              ". ",makestring (p-a)]
          else look(p,rest,n-1)
      | look _ = print "0.0"
  in anyErrors := true;
    print (!fileName);
    look(pos,!linePos,!lineNum);
    print ":";
    print msg;
    print "\n"
  end

fun impossible msg = .....
```

```
end (* structure ErrorMessage *)
```

“driver.sml”

```
structure Parse =
struct
  structure Lex = Mlex

  fun parse filename =
    let val file = TextIO.openIn filename
        fun get _ = TextIO.input file
          val lexer = Lex.makeLexer get

        fun do_it() =
            let val t = lexer()
              in print t; print "\n";
                if substring(t,0,3)="EOF" then () else do_it()
            end

        in do_it();
          TextIO.closeIn file
        end
    end
end
```

Assignment 2

Writing a lexical analyzer for Tiger using ML-Lex

- how to handle nested comments ?
- how to handle string literals, integer literals, identifiers ?
- how to do the error handling especially for unclosed comments or strings (at the end of the file) ?