

Functional Programming

Records, Lists and Modelling

Aske W. Brekling

awb@imm.dtu.dk

Informatics and Mathematical Modelling

Technical University of Denmark

Overview

In the lecture room:

- Records: Patterns, Selectors, Functions, Type Declarations
- Modelling: CD Register - Use of record and list patterns
- Modelling: Cash Register - Problem Solving

In the G-databar:

- Exercise 6.2 - Dating Bureau
- Exercise 6.3 - Map-colouring

Records: Declarations, Selectors

Record declaration - $\{\text{label}_1 = \text{value}_1, \text{label}_2 = \text{value}_2, \dots\}$

```
- val a = {name = "Peter", age = 20};  
> val a = {age=20, name="Peter"} :  
      {age:int, name:string}
```

The record `a` contains the string `Peter` with label `name`, and the integer `20` with label `age`.

Record selector - `#labeli record`

```
- #name a;  
> val it = "Peter" : string
```

Selects the value from the record `a` with label `name`

Records: Patterns

Record patterns - $\{\text{label}_1 = \text{val}_1, \text{label}_2 = \text{val}_2, \dots\}$

```
- val {name = x, age = y} = a;  
> val x = "Peter" : string  
   val y = 20 : int
```

Patterns are used to decompose a record into its components

Short form record patterns - $\{\text{label}_1, \text{label}_2, \dots\}$

```
- val {name, age} = a;  
> val name = "Peter" : string  
   val age = 20 : int
```

Used instead of:

```
- val {name = name, age = age} = a;  
> val name = "Peter" : string  
   val age = 20 : int
```

Records: Functions

Equality - `record1 = record2`

```
- {age = 20, name = "Peter"} =  
  {name = "Peter", age = 20};  
> val it = true : bool
```

Equality of records with the same type is defined component-wise. Order has no importance. Comparison only allowed for same-type records.

Wild card - ...

```
- val {name = x, ...} = a;  
> val x = "Peter" : string
```

Record patterns may contain some of the labels only - used when only some components are needed. Useful for handling data with many components and functions only using a fraction of them.

Records: Type Declarations

Type declaration - $\{\text{label}_1 : \text{type}_1, \text{label}_2 : \text{type}_2, \dots\}$

```
- type person = {age : int, birthday : int * int,  
  name : string, occupation : string, sex : string };  
> type person = {age : int, birthday : int * int,  
  name : string, occupation : string, sex : string}
```

Data for a person represented by the record type `person`

Functions on records

```
- fun age(p: person) = #age p;  
> val age = fn : {age : int, birthday : int * int,  
  name : string, occupation : string, sex : string}  
  -> int
```

Modelling example: CD Register

We want to model a register describing CDs. Each CD is described by its `title`, `artist`, `record company`, `year` and the `songs on the disc`.

We might want to construct functions only using some of the components, therefore modelling CDs as records with the aforementioned components would be good. We name this record type: `cd`

It makes sense to model the `title`, `artist` and `company` components as strings, the `year` as an integer and the `songs` as a string list.

The full register is modelled as a `cd list`

Modelling example: CD Register (decl.)

Type declaration of CD registers:

```
type cd = {title: string, artist: string,  
          company: string, year: int,  
          songs: string list};
```

```
type cdRegister = cd list;
```

Example of a CD register:

```
val cdreg = [{title="t1", artist="a1", company="c1",  
             year=93, songs=["s1", "s2", "s3", "s4"]},  
            {title="t2", artist="a2", company="c2",  
             year=91, songs=["s6", "s7", "s8", "s9"]},  
            {title="t3", artist="a1", company="c2",  
             year=94, songs=["s10", "s11", "s12"]}  
];
```


Modelling example: CD Register (functions)

Functions on CD registers:

```
fun titles(_, []: cdRegister) = []  
  | titles(a, {artist, title, ...}::cdreg) =  
    if a=artist then title::titles(a, cdreg)  
    else titles(a, cdreg);
```

```
- titles("a1", cdreg);
```

```
> val it = ["t1", "t3"] : string list
```

Modelling example: Cash Register

We make a program for a simple cash register.

- A *data register* associates the *name* and *price* of the article to each valid *article code*.
- A *purchase* is a sequence of *items*, each *item* describes the purchase of a *number of pieces* of a specific *article*
- Construct a program which makes a *bill* of a purchase. Each *item* on the *bill* must contain the *name* of the *article*, the *number of pieces* and the total price. Also, the *bill* must contain the grand total for the entire *purchase*.

Modelling example: Cash Register (decl.)

```
type articleCode = string
type articleName = string
type noPieces    = int
type price       = int
type register = (articleCode *
                 (articleName * price)) list
type item       = noPieces * articleCode
type purchase = item list
type info       = noPieces * articleName * price
type infoseq    = info list
type bill       = infoseq * price
exception FindArticle
makeBill: purchase * register -> bill
```

Modelling example: Cash Register (functions)

```
fun findArticle(ac, (ac', adesc)::reg) =  
    if ac=ac' then adesc  
    else findArticle(ac, reg)  
| findArticle _ =  
    raise FindArticle;
```

```
fun makeBill([], _) = ([], 0)  
| makeBill((np, ac)::pur, reg) =  
    let val (aname, aprice) = findArticle(ac, reg)  
        val tprice = np*aprice  
        val (billt1, sumt1) = makeBill(pur, reg)  
    in ((np, aname, tprice)::billt1, tprice+sumt1)  
    end;
```

Modelling example: Cash Register (testing)

```
- val register =  
  [ ("a1", ("cheese", 25)),  
    ("a2", ("herring", 4)),  
    ("a3", ("soft drink", 5))  
  ];  
> val register =  
  [ ("a1", ("cheese", 25)), ("a2", ("herring", 4)),  
    ("a3", ("soft drink", 5)) ]  
  : (string * (string * int)) list  
- val pur = [(3, "a2"), (1, "a1")];  
> val pur = [(3, "a2"), (1, "a1")]  
  : (int * string) list  
- makeBill(pur, register);  
> val it = ([ (3, "herring", 12),  
             (1, "cheese", 25) ], 37)  
  : (int * string * int) list * int
```

Exercises - Modelling

- 6.2 - Dating Bureau
- 6.3 - Map-colouring

Next Friday:

One-day project: **Piecewise linear curves**

In the databar from 8:15 to 12

Prepare by reading the problem formulation on the course

homepage: www.imm.dtu.dk/courses/02153