

Introduction to Functional Programming in *OCaml*

Roberto Di Cosmo, Yann Régis-Gianas, Ralf Treinen

Week 4 - Sequence 0: Functional Expressions

PARIS
DI
DIDEROT
université



OCaml PRO

Overview of Week 4

0. Functional Expressions
1. Functions as First-Class Values
2. Functions with Multiple Arguments
3. Partial Function Application
4. Mapping Functions on Lists
5. Folding Functions on Lists

Functional Expressions in OCaml

- ▶ Syntax: `function id -> exp`
- ▶ Function taking one argument `id`, and returning the value of expression `exp`.
- ▶ Example: `function x -> x+1`
- ▶ Scope of `id` restricted to `exp`
- ▶ Type: $t_1 \rightarrow t_2$ where
 - ▶ t_1 is the type of `id`
 - ▶ t_2 is the type of `exp`

Functional Expressions I

```
function x -> x+1;;
# - : int -> int = <fun>
```

```
function y -> [ [y+2; y+3]; [y; y*y]];;
# - : int -> int list list = <fun>
```

```
(function x -> 2*x) 5;;
# - : int = 10
```

Defining Functions

- ▶ The previous way of defining functions

```
let f x = e
```

is just an abbreviation for

```
let f = function x -> e
```

- ▶ One uniform way of defining identifiers: `let`

Defining Functions I

```
let double x = 2*x;;
# val double : int -> int = <fun>
```

```
double 3;;
# - : int = 6
```

```
let double = (function x -> 2*x);;
# val double : int -> int = <fun>
```

```
double 3;;
# - : int = 6
```

Functions With Pattern Matching

- ▶ The general form of a function definition is:

```
function
```

```
  | pattern_1 -> expression_1
```

```
  ....
```

```
  | pattern_n -> expression_n
```

- ▶ The form **function** x -> exp is just a special case.

Functional Expressions with Pattern Matching I

```
let rec length = function
| [] -> 0
| _::r -> 1+ length r
;;
# val length : 'a list -> int = <fun>
```

```
length [17; 42; 73];;
# - : int = 3
```

Functional Expressions with Pattern Matching II

```
type expr =
| Int of int
| Add of expr * expr

let rec eval = function
| Int n -> n
| Add(e1,e2) -> (eval e1) + (eval e2);;

# type expr = Int of int | Add of expr * expr
val eval : expr -> int = <fun>
```

```
eval (Add (Add (Int 2, Int 5), Int 7));;
# - : int = 14
```