Motivating example: geometric figures

Suppose we want to represent geometric figures like circles, rectangles, and triangles so that we can do things like calculate their perimeters, scale them, etc. (Don’t worry about drawing them!)

These are so-called sum of products data:
• Circle, Rect, and Tri are tags that distinguish which one in a sum
• The numeric children of each tag are the product associated with that tag.

How would you do this in Java? In Python?

SML’s datatype for Sum-of-Product types

datatype figure =
  Circle of real (* radius *)
| Rect of real * real (* width, height *)
| Tri of real * real * real (* side1, side2, side3 *)

val figs = [Circ 1.0, Rect (2.0,3.0), Tri(4.0,5.0,6.0)] (* List of sample figures *)

val circs = map Circ [7.0, 8.0, 9.0] (* List of three circles *)

Functions on datatype via pattern matching

(* Return perimeter of figure *)
fun perim (Circ r) = 2.0 * Math.pi * r
| perim (Rect(w,h)) = 2.0 * (w + h)
| perim (Tri(s1,s2,s3)) = s1 + s2 + s3

(* Scale figure by factor n *)
fun scale n (Circ r) = Circ (n * r)
| scale n (Rect(w,h)) = Rect (n*w, n*h)
| scale n (Tri(s1,s2,s3)) = Tri (n*s1, n*s2, n*s3)

val perims = map perim figs
val perims = [6.28318530718,10.0,15.0] : real list

val scaledFigs = map (scale 3.0) figs
val scaledFigs = [Circ 3.0,Rect (6.0,9.0), Tri (12.0,15.0,18.0)] : figure list
Options

SML has a built-in option datatype defined as follows:

```
datatype 'a option = NONE | SOME of 'a
```

- NONE
  - val it = NONE : 'a option
- SOME 3;
  - val it = SOME 3 : int option
- SOME true;
  - val it = SOME true : bool option

Sample Use of Options

- fun into_100 n = if (n = 0) then NONE else SOME (100 div n);
  - val into_100 = fn : int -> int option

- List.map into_100 [5, 3, 0, 10];
  - val it = [SOME 20, SOME 33, NONE, SOME 10] : int option list

- fun addOptions (SOME x) (SOME y) = SOME (x + y)
  - | addOptions (SOME x) NONE = NONE
  - | addOptions NONE (SOME y) = NONE
  - | addOptions NONE NONE = NONE;

- addOptions (into_100 5) (into_100 10);
  - val it = SOME 30 : int option

- addOptions (into_100 5) (into_100 0);
  - val it = NONE : int option

Options and List.find

(* List.find : ('a -> bool) -> 'a list -> 'a option *)

- List.find (fn y => (y mod 2) = 0) [5,8,4,1];
  - val it = SOME 8 : int option

- List.find (fn z => z < 0) [5,8,4,1];
  - val it = NONE : int option

Thinking about options

What problem do options solve?

How is the problem solved in other languages?
Creating our own list datatype

```sml
datatype 'a mylist = Nil | Cons of 'a * 'a mylist

val ints = Cons(1, Cons(2, Cons(3, Nil))) (* : int mylist *)
val strings = Cons("foo", Cons("bar", Cons("baz", Nil)))
(* : strings mylist *)

fun myMap f Nil = Nil
    | myMap f (Cons(x, xs)) = Cons(f x, myMap f xs)
(* : ('a -> 'b) -> 'a mylist -> 'b mylist *)

val incNums = myMap (fn x => x + 1) ints
(* val incNums= Cons (2,Cons (3, Cons (4,Nil))) : int mylistval *

val myStrings = myMap (fn s => "my " ^ s) strings
(* val myStrings = Cons ("my foo", Cons ("my bar", Cons ("my baz",Nil))) : string mylist *)
```

Binary Trees

```sml
SML bintree datatype for Binary Trees

```

```sml
datatype 'a bintree =
    Leaf
  | Node of 'a bintree * 'a * 'a bintree
(* left subtree, value, right subtree *)

val int_tree= Node(Node(Leaf,2,Leaf),
                   4,
                   Node(Node(Leaf, 1, Node(Leaf, 5, Leaf)),
                        6,
                        Node(Leaf, 3, Leaf)))
```

bintree can have any type of element

```sml
val string_tree = Node(Node (Leaf,"like",Leaf),
                        "green",
                        Node (Node (Leaf,"and",Leaf),
                               "eggs",
                               Node (Leaf,"ham",Leaf)))
```
**Counting nodes in a binary tree**

```
fun num_nodes Leaf = 0
  | num_nodes (Node(l,v,r)) = 1 + (num_nodes l) + (num_nodes r)
  - num_nodes int_tree;
val it = 6 : int
  - num_nodes_string_tree;
val it = 5 : int
```

**Your turn: height**

```
{ val height = fn : 'a bintree -> int *
  { Returns the height of a binary tree. *}
  { Note: Int.max returns the max of two ints *}

fun height Leaf =
  | height (Node(l,v,r)) =
    - height int_tree;
val it = 4 : int
    - height string_tree;
val it = 3 : int
```

**Your turn: sum_nodes**

```
{ val sum_nodes = fn : int bintree -> int *
  { Returns the sum of node values in binary tree of ints *}

fun sum_nodes Leaf =
  | sum_nodes (Node(l,v,r)) =
    - sum_nodes int_tree;
val it = 21 : int
    - sum_nodes_string_tree;
```

**Your turn: inlist**

```
{ val inlist = fn : 'a bintree -> 'a list *
  { Returns a list of the node values in in-order *

fun inlist Leaf =
  | inlist (Node(l,v,r)) =
    - inlist int_tree;
val it = [2,4,1,5,6,3] : int list
    - inlist string_tree;
val it = ["like","green","eggs","and","ham"] : string list
```

This returns a list of elements as they are Encountered in an in-order traversal of a tree. We could also list them via a pre-order or post-order traversal.
Your turn: map_tree

function signature:
\[ \text{val map_tree : ('a -> 'b) -> 'a bintree -> 'b bintree} \]

- maps a function over every node in a binary tree

body:
\[
\begin{align*}
\text{fun map_tree f Leaf } &= \text{Leaf} \\
\text{map_tree f (Node(l,v,r)) } &= \text{Node(map_tree f l, f v, map_tree f r)}
\end{align*}
\]

usage:
\[
\text{val it } = \text{map_tree (fn x => x*2) int_tree}:
\text{int} \text{ bintree}
\]

Your turn: fold_tree

function signature:
\[ \text{val fold_tree : ('b * 'a * 'b -> 'b) -> 'b -> 'a bintree -> 'b} \]

- binary tree accumulation

body:
\[
\begin{align*}
\text{fun fold_tree comb leafval Leaf } &= \text{leafval} \\
fold_tree comb leafval (Node(l,v,r)) &= \text{comb(fold_tree comb leafval l, v, fold_tree comb leafval r)}
\end{align*}
\]

usage:
\[
\begin{align*}
\text{val it } &= \text{fold_tree (fn (lsum,v,rsum) => lsum + v + rsum) 0 int_tree}:
\text{int} \\
\text{val it } &= \text{fold_tree (fn (lstr,v,rstr) => lstr ^ v ^ rstr) " " string_tree}:
\text{string}
\end{align*}
\]

You turn: Binary Search Tree insertion

- function signature:
\[ \text{fun insert : int bintree -> int -> int bintree} \]

body:
\[
\begin{align*}
\text{fun insert x Leaf } &= \text{singleton x} \\
\text{insert x (Node(l,v,r)) } &= \text{if x = v then t else if x < v then Node(insert x l, v, r) else Node(l, v, insert x r)}
\end{align*}
\]

usage:
\[
\begin{align*}
\text{val test_bst } &= \text{listToTree [4,2,3,6,1,7,5]}:
\text{int} \text{ bintree}
\end{align*}
\]
Your turn: Binary Search Tree membership

```sml
(val member: 'a -> 'a bintree -> bool *)
fun member x Leaf =
  | member x (Node(l,v,r)) =

val test_member = map (fn i => (i, member i test_bst)) [0,1,2,3,4,5,6,7,8];
val it = [(0,false),(1,true),(2,true),(3,true),
  (4,true),(5,true),(6,true),(7,true), (8,false)] : (int * bool) list
```

Balanced Trees (PS7)

BSTs are not guaranteed to be balanced.

But there are other tree data structures that do guarantee balance: AVL trees, Red/Black trees, 2-3 trees, 2-3-4 trees.

In PS6 you will experiment with 2-3 trees.