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, Rec, 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?

functions on datatype via pattern matching

```sml
datatype figure =
  Circ 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 *)

val perims = map perim figs
val scaledFigs = map (scale 3.0) figs
```

SML’s datatype for Sum-of-Product types

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

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

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:

```sml
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;
  - val addOptions = fn : int option -> int option -> int option
- 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 does option solve?

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

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 bintree datatype for Binary Trees

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)))

cal string_tree = Node(Node (Leaf,"like",Leaf),
"green",
Node (Node (Leaf,"and",Leaf),
"eggs",
Node (Leaf,"ham",Leaf)))

bintree can have any type of element
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 = 0
| height (Node(l,v,r)) = 1 + Int.max(height l, height 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 = 0
| sum_nodes (Node(l,v,r)) = (sum_nodes l) + v + (sum_nodes r)

'- sum_nodes int_tree;
val it = 21 : int

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 l) @ [v] @ (inlist 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
Your turn: map_tree

```sml
val map_tree = fn : ('a -> 'b) -> 'a bintree -> 'b bintree |
Node(map_tree f 1, f v, map_tree f r)```

- *val map_tree = fn : ('a -> 'b) -> 'a bintree -> 'b bintree *"
- (* maps function over every node in a binary tree *)
- *fun map_tree f Leaf = Leaf |
- map_tree f (Node(l,v,r)) = Node(map_tree f l, f v, map_tree f r)"

- map_tree (fn x => x*2) int_tree
- val it = 21 : int

Your turn: fold_tree

```sml
val fold_tree = fn : ('b * 'a * 'b -> 'b) -> 'b |
fold_tree comb leafval Leaf = leafval |
fold_tree comb leafval (Node(l,v,r)) = comb(fold_tree comb leafval l, v, fold_tree comb leafval r)```

- *val fold_tree = fn : ('b * 'a * 'b -> 'b) -> 'b |
- (* binary tree accumulation *)
- *fun fold_tree comb leafval Leaf = leafval |
- fold_tree comb leafval (Node(l,v,r)) = comb(fold_tree comb leafval l, v, fold_tree comb leafval r)"

- fold_tree (fn (lsum,v,rsum) => lsum + v + rsum) 0 int_tree;
- val it = 21 : int
- fold_tree (fn (lstr,v,rstr) => lstr ^ v ^ rstr) " " string_tree;
- val it = " like green eggs and ham " : string

You turn: Binary Search Tree insertion

```sml
fun singleton v = Node(Leaf, v, Leaf)

(* val insert : 'a bintree -> 'a -> 'a bintree *)

fun insert x Leaf = singleton x |
insert x (t as (Node(l,v,r))) = if x = v then t
else if x < v then Node(insert x l, v, r)
else Node(l, v, insert x r)

fun listToTree xs =
foldl (fn (x,t) => insert x t) Leaf xs```

- *val listToTree = fn : 'a list -> 'a bintree *"
- *fun listToTree xs = foldl (fn (x,t) => insert x t) Leaf xs"

- val test_bst = listToTree [4,2,3,6,1,7,5];
- val test_bst = Node (Node (Node (Leaf,1,Leaf),
- 2, Node (Leaf,3,Leaf)),
- 4, Node (Node (Leaf,5,Leaf),
- 6, Node (Leaf,7,Leaf))) : int bintree
Your turn: Binary Search Tree membership

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

- member 3 test_bst;
val it = true : bool

- member 8 test_bst;
val it = false : bool

Balanced Trees (PS5 Problem 5)

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 PS5 Problem 5 you will experiment with 2-3 trees.