Power Sets Revisited

Let’s compute power sets in ML.

We want a function \texttt{pow} that takes a list of values, viewed as a set, and which returns a list of lists. Each sublist will be one of the possible subsets of the original argument.

For example,

\texttt{pow [1,2] = [[1,2],[1],[2],[[]]]}

We first define a version of \texttt{cons} in curried form:

\begin{verbatim}
fun cons h t = h::t;
val cons = fn :
  'a -> 'a list -> 'a list
\end{verbatim}

Now we define \texttt{pow}. We define the powerset of the empty list, [], to be [[]]. That is, the power set of the empty set is the set that contains only the empty set.

For a non-empty list, consisting of \texttt{h::t}, we compute the power set of \texttt{t}, which we call \texttt{pset}. Then the power set for \texttt{h::t} is just \texttt{h} distributed through \texttt{pset} appended to \texttt{pset}.

We distribute \texttt{h} through \texttt{pset} very elegantly: we just map the function \texttt{(cons h)} to \texttt{pset}. \texttt{(cons h)} adds \texttt{h} to the head of any list it is given. Thus mapping \texttt{(cons h)} to \texttt{pset} adds \texttt{h} to all lists in \texttt{pset}.

The complete definition is simply

\begin{verbatim}
fun pow [] = [[]]
  |  pow (h::t) = 
    let
      val pset = pow t
    in
      (map (cons h) pset) @ pset
    end;
val pow = 
  fn : 'a list -> 'a list list
\end{verbatim}

Let’s trace the computation of \texttt{pow [1,2]}.

Here \texttt{h} = 1 and \texttt{t} = [2]. We need to compute \texttt{pow [2]}.

Now \texttt{h} = 2 and \texttt{t} = [].

We know \texttt{pow [1] = [[]]},

so \texttt{pow [2] = (map (cons 2) [[]])@[[]] = ([[]])@[[]] = [[2],[[]]]}

Therefore \texttt{pow [1,2] = (map (cons 1) [[2],[1]]) @[[2],[1]] = [[1,2],[1],[2],[[]]]}
**Composing Functions**

We can define a composition function that composes two functions into one:

```ml
fun comp (f, g)(x) = f(g(x));
```

```ml
val comp = fn :
('a -> 'b) * ('c -> 'a) ->
'c -> 'b
```

In curried form we have

```ml
fun comp f g x = f(g(x));
```

```ml
val comp = fn :
('a -> 'b) ->
('c -> 'a) -> 'c -> 'b
```

For example,

```ml
fun sqr x :int  = x*x;
```

```ml
val sqr = fn : int -> int
```

```ml
comp sqr sqr;
```

```ml
val it = fn : int -> int
```

In SML o (lower-case O) is the infix composition operator. Hence

```ml
sqr o sqr ≡ comp sqr sqr
```

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**Lambda Terms**

ML needs a notation to write down unnamed (anonymous) functions, similar to the lambda expressions Scheme uses.

That notation is

```ml
fn arg => body;
```

For example,

```ml
val sqr = fn x: int => x*x;
```

```ml
val sqr = fn : int -> int
```

In fact the notation used to define functions,

```ml
fun name arg = body;
```

is actually just an abbreviation for the more verbose

```ml
val name = fn arg => body;
```

An anonymous function can be used wherever a function value is needed. For example,

```ml
map (fn x => [x]) [1,2,3];
```

```ml
val it = [[1],[2],[3]] : int list list
```

We can use patterns too:

```ml
(fn [] => []
| (h::t) => h::h::t);
```

```ml
val it = fn : 'a list -> 'a list
```

(What does this function do?)
Polymorphism vs. Overloading

ML supports polymorphism. A function may accept a polytype (a set of types) rather than a single fixed type.

In all cases, the same function definition is used. Details of the supplied type are irrelevant and may be ignored.

For example,

fun id x = x;
val id = fn : 'a -> 'a

fun toList x = [x];
val toList = fn : 'a -> 'a list

Overloading, as in C++ and Java, allows alternative definitions of the same method or operator, with selection based on type.

Thus in Java + may represent integer addition, floating point addition or string concatenation, even though these are really rather different operations.

In ML +, -, * and = are overloaded.

When = is used (to test equality), ML deduces that an equality type is required. (Most, but not all, types can be compared for equality).

When ML decides an equality type is needed, it uses a type variable that begins with two tics rather than one.

fun eq(x,y) = (x=y);
val eq = fn : ''a * ''a -> bool

Defining New Types in ML

We can create new names for existing types (type abbreviations) using

type id = def;

For example,

type triple = int*real*string;
type triple = int * real * string

type rec1 =
  {a:int,b:real,c:string};
type rec1 =
  {a:int, b:real, c:string}
type 'a triple3 = 'a*'a*'a;
type 'a triple3 = 'a * 'a * 'a

type intTriple = int triple3;
type intTriple = int triple3

These type definitions are essentially macro-like name substitutions.

The Datatype Mechanism

New types are defined using the datatype mechanism, which specifies new data value constructors.

For example,

datatype color =
  red|blue|green;
datatype color =
  blue | green | red

Pattern matching works on user-defined types using their constructors:

fun translate red = "rot"
  translate blue = "blau"
  translate green = "gruen";
val translate =
  fn : color -> string
fun jumble red = blue
  | jumble blue = green
  | jumble green = red;
val jumble = fn : color -> color
translate (jumble green);
val it = "rot" : string

SML Examples
Source code for most of the SML examples presented here may be found in
~cs538-1/public/sml/class.sml

Parameterized Constructors
The constructors used to define data types may be parameterized:
datatype money =
  none
  | coin of int
  | bill of int
  | iou of real * string;
datatype money =
  bill of int | coin of int
  | iou of real * string | none
Now expressions like coin(25) or bill(5) of iou(10.25,"Lisa") represent valid values of type money.

We can also define values and functions of type money:
val dime = coin(10);
val dime = coin 10 : money
val deadbeat =
iou(25.00,"Homer Simpson");
val deadbeat =
iou (25.0,"Homer Simpson") : money
fun amount(none) = 0.0
  | amount(coin(cents)) =
    real(cents)/100.0
  | amount(bill(dollars)) =
    real(dollars)
  | amount(iou(amt, _)) =
    0.5*amt;
val amount = fn : money -> real

Polymorphic Datatypes
A user-defined data type may be polymorphic. An excellent example is
datatype 'a option =
  none | some of 'a;
datatype 'a option =
  none | some of 'a
val zilch = none;
val zilch = none : 'a option
val mucho =some(10e10);
val mucho =
some 100000000000.0 : real option
type studentInfo =
  {name:string,
   ssNumber:int option};
type studentInfo = {name:string,
   ssNumber:int option}
Recursive Datatypes may be Recursive

Recursive datatypes allow linked structures without explicit pointers.

```plaintext
datatype binTree =
  null 
  | leaf 
  | node of binTree * binTree;

datatype binTree =
  leaf 
  | node of binTree * binTree
  | null
fun size(null) = 0
| size(leaf) = 1
| size(node(t1,t2)) = size(t1)+size(t2) + 1
val size = fn : binTree -> int
```

Recursive Datatypes may be Polymorphic

Datatypes may be recursive.

```plaintext
datatype 'a binTree =
  null 
  | leaf of 'a 
  | node of 'a binTree * 'a binTree

datatype 'a binTree =
  leaf of 'a 
  | node of 'a binTree * 'a binTree
  | null
fun frontier(null) = []
| frontier(leaf(v)) = [v]
| frontier(node(t1,t2)) = frontier(t1) @ frontier(t2)
val frontier =
  fn : 'a binTree -> 'a list
```

We can model n-ary trees by using lists of subtrees:

```plaintext
datatype 'a Tree =
  null 
  | leaf of 'a 
  | node of 'a Tree list;

datatype 'a Tree = leaf of 'a 
  | node of 'a Tree list | null

fun frontier(null) = []
| frontier(leaf(v)) = [v]
| frontier(node(h::t)) = 
  frontier(h) @ frontier(node(t))
  | frontier(node([])) = []
val frontier = fn :
  'a Tree -> 'a list
```