A Short C and OCaml Rant

COS 326

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Last Time: Java Pair Rant

Java has a paucity of types

- There is no type to describe just the pairs
- There is no type to describe just the triples
- There is no type to describe the pairs of pairs
- There is no type ...

OCaml has many more types

- use option when things may be null
- do not use option when things are not null
- OCaml types describe data structures more precisely
 - programmers have fewer cases to worry about
 - entire classes of errors just go away
 - type checking and pattern analysis help prevent programmers from ever forgetting about a case



Summary of Java Pair Rant

Java has a paucity of types

- There is no type to describe j the pairs
- There is n type to describe
- There is no hoscrib
- There is no t

OCan

SCORE: OCAML 1, JAVA 0

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C, C++ Rant

Java has a paucity of types

but at least when you forget something,

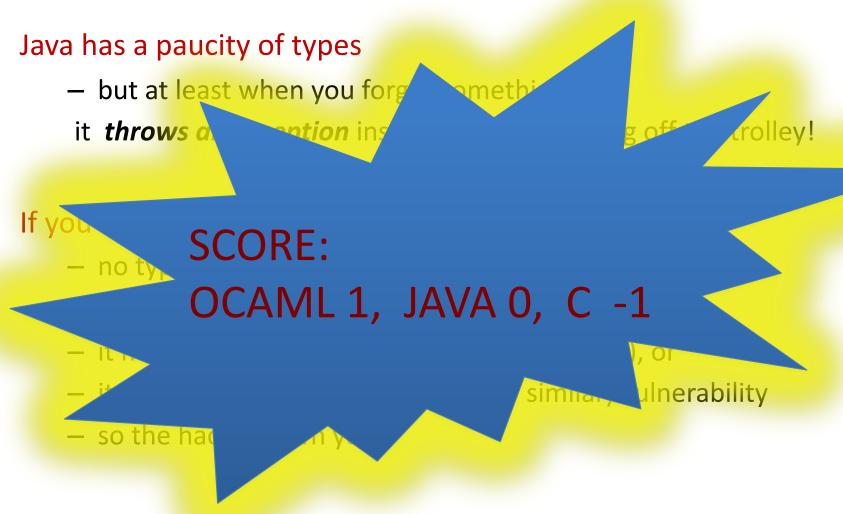
it throws an exception instead of silently going off the trolley!

If you forget to check for null pointer in a C program,

- no type-check error at compile time
- no exception at run time
- it might crash right away (that would be best), or
- it might permit a buffer-overrun (or similar) vulnerability
- so the hackers pwn you!



Summary of C, C++ rant





MORE THOUGHTS ON LISTS



The (Single) List Programming Paradigm

Recall that a list is either:

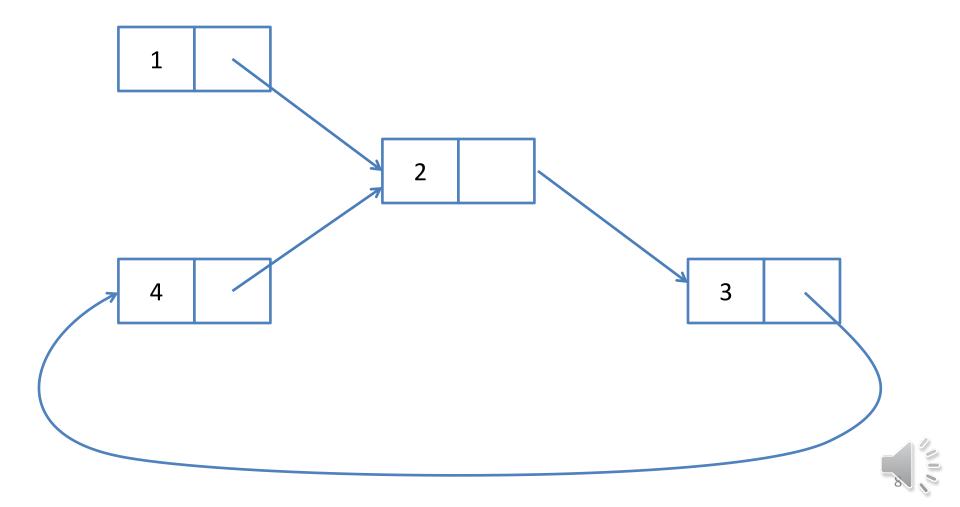
```
(the empty list)
v:: vs (a value v followed by a previously constructed list vs)
```

Some examples:



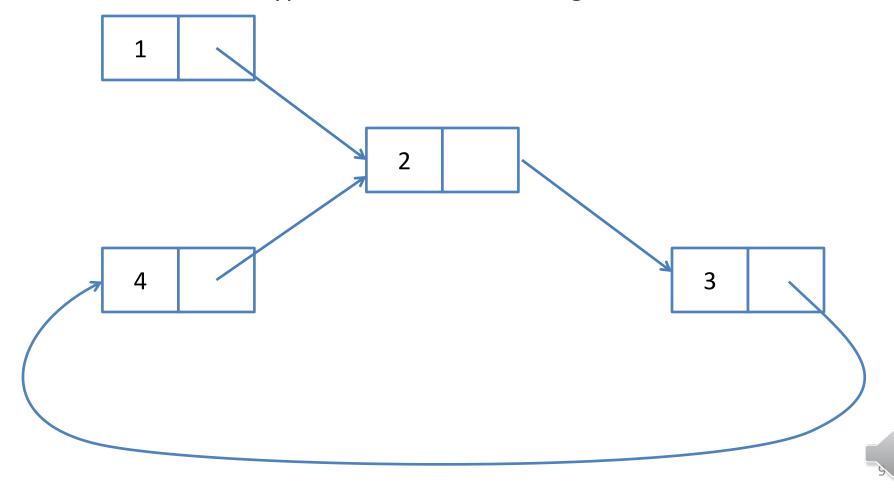
Consider This Picture

- Consider the following picture. How long is the linked structure?
- Can we build a value with type int list to represent it?



Consider This Picture

- How long is it? Infinitely long?
- Can we build a value with type int list to represent it? No!
 - all values with type int list have finite length



The List Type

- Is it a good thing that the type list does not contain any infinitely long lists? Yes!
- A terminating list-processing scheme:

```
let rec f (xs : int list) : int =
  match xs with
  [] -> ... do something not recursive ...
  | hd::tail -> ... f tail ...
```

terminates because f only called recursively on smaller lists

A Loopy Program

```
let rec loop (xs : int list) : int =
  match xs with
  [] -> 0
  | hd::tail -> hd + loop (0::tail)
```

Does this program terminate?



A Loopy Program

```
let rec loop (xs : int list) : int =
  match xs with
  [] -> []
  | hd::tail -> hd + loop (0::tail)
```

Does this program terminate? No! Why not? We call loop recursively on (0::tail). This list is the same size as the original list -- not smaller.



Take-home Message

ML has a strong type system

ML types say a lot about the set of values that inhabit them

In this case, the tail of the list is *always* shorter than the whole list

This makes it easy to write functions that terminate; it would be harder if you had to consider more cases, such as the case that the tail of a list might loop back on itself. Moreover OCaml hits you over the head to tell you what the only 2 cases are!

Note: Just because the list type excludes cyclic structures does not mean that an ML program can't build a cyclic data structure if it wants to. *ML is better than other languages* because it gives you *control* over the values you want to program with, via types!

Rant #2: Imperative lists

- One week from today, ask yourself: Which is easier:
 - Programming with immutable lists in ML?
 - Programming with pointers and mutable in C/Java
 - I guarantee you are going
 - there a py mor
 - so many

SCORE: OCAML 2, JAVA 0

C: why bother?



Do not believe his lies.



let rec xs : int list = 0::xs



