

Inductive Datatypes

COS 326

Speaker: Andrew Appel

Princeton University



Inductive data types

- We can use data types to define inductive data
- A binary tree is:
 - a **Leaf** containing no data
 - a **Node** containing a **key**, a **value**, a left **subtree** and a right **subtree**

```
type key = string
type value = int

type tree =
  Leaf
| Node of key * value * tree * tree
```



Inductive data types

```
type key = int
type value = string

type tree =
  Leaf
| Node of key * value * tree * tree
```

```
let rec insert (t:tree) (k:key) (v:value) : tree =
```



Inductive data types

```
type key = int
type value = string

type tree =
  Leaf
| Node of key * value * tree * tree
```

```
let rec insert (t:tree) (k:key) (v:value) : tree =
  match t with
  | Leaf ->
  | Node (k', v', left, right) ->
```

Again, the type definition specifies the cases you must consider



Inductive data types

```
type key = int
type value = string

type tree =
  Leaf
| Node of key * value * tree * tree
```

```
let rec insert (t:tree) (k:key) (v:value) : tree =
  match t with
  | Leaf -> Node (k, v, Leaf, Leaf)
  | Node (k', v', left, right) ->
```



Inductive data types

```
type key = int
type value = string

type tree =
  Leaf
| Node of key * value * tree * tree
```

```
let rec insert (t:tree) (k:key) (v:value) : tree =
  match t with
  | Leaf -> Node (k, v, Leaf, Leaf)
  | Node (k', v', left, right) ->
    if k < k' then
      Node (k', v', insert left k v, right)
    else if k > k' then
      Node (k', v', left, insert right k v)
    else
      Node (k, v, left, right)
```



Inductive data types

```
type key = int
type value = string

type tree =
  Leaf
| Node of key * value * tree * tree
```

```
let rec insert (t:tree) (k:key) (v:value) : tree =
  match t with
  | Leaf -> Node (k, v, Leaf, Leaf)
  | Node (k', v', left, right) ->
    if k < k' then
      Node (k', v', insert left k v, right)
    else if k > k' then
      Node (k', v', left, insert right k v)
    else
      Node (k, v, left, right)
```



Inductive data types

```
type key = int
type value = string

type tree =
  Leaf
| Node of key * value * tree * tree
```

```
let rec insert (t:tree) (k:key) (v:value) : tree =
  match t with
  | Leaf -> Node (k, v, Leaf, Leaf)
  | Node (k', v', left, right) ->
    if k < k' then
      Node (k', v', insert left k v, right)
    else if k > k' then
      Node (k', v', left, insert right k v)
    else
      Node (k, v, left, right)
```



Inductive data types: Another Example

- Recall, we used the type "int" to represent natural numbers
 - but that was kind of broken: it also contained negative numbers
 - we had to use a dynamic test to guard entry to a function:

```
let double (n : int) : int =  
  if n < 0 then  
    raise (Failure "negative input!")  
  else  
    double_nat n
```

- it would be nice if there was a way to define the natural numbers **exactly**, and use OCaml's type system to guarantee no client ever attempts to double a negative number



Inductive data types

- Recall, a natural number n is either:
 - zero, or
 - $m + 1$
- We use a data type to represent this definition exactly:



Inductive data types

- Recall, a natural number n is either:
 - zero, or
 - $m + 1$
- We use a data type to represent this definition exactly:

```
type nat = Zero | Succ of nat
```



Inductive data types

- Recall, a natural number n is either:
 - zero, or
 - $m + 1$
- We use a data type to represent this definition exactly:

```
type nat = Zero | Succ of nat

let rec nat_to_int (n : nat) : int =
  match n with
  | Zero -> 0
  | Succ n -> 1 + nat_to_int n
```



Inductive data types

- Recall, a natural number n is either:
 - zero, or
 - $m + 1$
- We use a data type to represent this definition exactly:

```
type nat = Zero | Succ of nat

let rec nat_to_int (n : nat) : int =
  match n with
  | Zero -> 0
  | Succ n -> 1 + nat_to_int n

let rec double_nat (n : nat) : nat =
  match n with
  | Zero -> Zero
  | Succ m -> Succ (Succ(double_nat m))
```



Lists!

- Recall, a list is either:
 - nil, or
 - the cons of a *head* value with a *tail* list
- We use a data type to represent this definition exactly:

```
type 'a list = [] | :: of 'a * 'a list
```



Summary

- OCaml data types: a powerful mechanism for defining complex data structures:
 - They are precise
 - contain exactly the elements you want, not more elements
 - They are general
 - recursive, non-recursive (mutually recursive and polymorphic)
 - The type checker helps you detect errors
 - missing cases in your functions

