Advanced Data Types

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Data Types

- Data types can be used to impose constraints on acceptable expressions
  - Expressions that do not type-check are invalid!
- To do this, we need (at least):
  - A set of *primitive* (pre-defined) types
  - Some way to create new types
  - Some rules to perform type-checking
- Informally speaking, a type system

Issues with Types

- Some type systems risk to compromise the Turing-completeness of the language
  - Think about typed lambda calculus...
- In particular, it important to have appropriate rules for defining new types
  - Again: “function types” are probably not enough
  - Expressions resulting in infinite recursion do not type check!
- We previously said we need “recursive types”, but...
  - What is a *recursive type*?
  - What is it useful for?
  - How can we use it?

More on Data Types

- Every programming language has a set of *primitive types*
  - And many languages allow to define new types
- Simple way to define new types: apply sum or product operations to existing types
  - Product $\mathcal{T}_1 \times \mathcal{T}_2$: type with possible values given by couples of values from $\mathcal{T}_1$ and $\mathcal{T}_2$
  - Sum $\mathcal{T}_1 + \mathcal{T}_2$: type with possible values given by values from $\mathcal{T}_1$ or values from $\mathcal{T}_2$
- Sum == disjoint union; Product == cartesian product
- If $|\mathcal{T}|$ is the number of values of type $\mathcal{T}$, then $|\mathcal{T}_1 \times \mathcal{T}_2| = |\mathcal{T}_1| \cdot |\mathcal{T}_2|$ and $|\mathcal{T}_1 + \mathcal{T}_2| = |\mathcal{T}_1| + |\mathcal{T}_2|$

Algebraic Data Types

- A set (the set of the language's data types), a sum operation and a product operation... It's an algebra!
  - Algebra of the data types; types are called Algebraic Data Types!
- Issue: the sum is a disjoint union...
  - Easy to do "float + bool" (type with possible values integers or booleans)...
  - ...But what about "int + int" (or similar)?
  - The types have to be tagged somehow...

Algebraic Data Types and Constructors

- Solution adopted by many programming languages: do not sum types directly, but first apply a *tagging function* to them
  - Constructor: function generating the values of the type to be summed
  - Summing types generated by different constructors, the issue is solved!
- Variant: set of values generated by a constructor
  - Different constructors generate disjoint variants
  - Hence, instead of “int + int” we can use “Left(int) + Right(int)”

Examples

- C unions are a special case of tagged sum
- “test = i(int) + f(float)” is

```
union example {
    int i;
    float f;
};
```

- Of course, algebraic data types are more generic (0-arguments or multi-argument constructors, etc...)
- All constructors with 0 arguments: enum type
- Haskell, ML and others fully support ADT

```
datatype test = i of int | f of real;
```

```
data Test = I Int | F Float
```

Example: Option Type

- Type containing a value or nothing
  - Two constructors: “Nothing” (without arguments) and “Just” (with one argument of the desired type)
- Example: integer or nothing $\rightarrow$ Option_int = Nothing + Just(int)
- Idea: instead of using a null pointer...
- ...Use an option type: Pointer_to_int = Nothing + Just(int *)
  - Advantage: only the “Just” variant can be dereferenced...
  - NULL pointer dereferences do not even compile!

Recursive Data Types

- To define a data type, we must (also) define all its possible values
- Set of possible values $\rightarrow$ can be defined by induction...
- Can induction/recursion be used to define a new data type?
  - How? We need induction base and induction step
  - Induction base: one (or more) constructor(s) having 0 parameters (or, no parameters of the data type we are defining)
  - Induction step: constructor having a parameter of the type we are defining
- Looks... Confusing??? Let's look at some examples!

Recursive Data Types: Example

- Let's define the "natural numbers" data type (set of values: $\mathcal{N}$)
  - $0 \in \mathcal{N}$: constructor `zero` (with no parameters)
  - $n \in \mathcal{N} \Rightarrow n + 1 \in \mathcal{N}$: constructor `succ`, having as an argument a natural number

```
datatype nat = zero | succ of nat;
```

```
data Nat = Zero | Succ Nat
```

- How to use this funny definition?
  - Combination of *pattern matching* and *recursion*
  - Familiar to people knowing functional programming

More Interesting Example: Lists

- Lists can also be defined by induction/recursion (simple example: list of intergers)
  - Inductive base: an empty list is a list
  - Inductive step: A non-empty list is an integer followed by a list
- Recursive Data Type: a non-empty list is defined based on the list data type (constructor receiving a list as a parameter)
- Two constructors
  - Empty list constructor
  - Constructor for non-empty lists

Lists as RDTs — 1

- Two constructors
  - Empty list constructor (no parameters)
  - Constructor for non-empty lists (two parameters: an integer and a list)
- Other operations
  - `car`: returns the first element of a non-empty list (head)
  - `cdr`: given a non-empty list, returns the “rest of the list”

Lists as RDTs — 2

- How are lists generally implemented?
- Functional languages (Haskell, ML Lisp & friends, ...)
  - Recursive data type!!!
  - "`cons`" constructor: parameter of type `int * list` (or, a parameter of type `int`, but returns a function `list -> list`)
- Imperative languages: pointers!
  - Structure with 2 fields (types "`int`" and "`list*`")
  - Second field: pointer to next element
  - Cannot be of type "`list`", $\rightarrow$ use "pointer to `list`"!

RDTs vs Pointers

- See? Imperative languages use pointers and explicit memory allocation...
  - Adding an element to list implies doing some malloc()/new for a node structure, setting some “next” pointers, etc...
- ...In functional languages, RDTs avoid the need for pointers, and memory allocation/deallocation is hidden...
  - Adding an element in front of a list “`l`” is as simple as “`let l1 = cons(e, l)`” or similar!
  - The implementation of the language abstract machine will take care of allocating memory, etc...