

Pairs and Tuples

Sorting Lists Faster

As a non-trivial example, let's design a function to sort lists that is more efficient than insertion sort.

A good algorithm for this is *merge sort*. The idea is as follows:

If the list consists of zero or one elements, it is already sorted.

Otherwise,

- ▶ Separate the list into two sub-lists, each containing around half of the elements of the original list.
- ▶ Sort the two sub-lists.
- ▶ Merge the two sorted sub-lists into a single sorted list.

First MergeSort Implementation

Here is the implementation of that algorithm in Scala:

```
def msort(xs: List[Int]): List[Int] = {  
  val n = xs.length/2  
  if (n == 0) xs  
  else {  
    def merge(xs: List[Int], ys: List[Int]) = ???  
    val (fst, snd) = xs splitAt n  
    merge(msort(fst), msort(snd))  
  }  
}
```

Definition of Merge

Here is a definition of the merge function:

```
def merge(xs: List[Int], ys: List[Int]) =  
  xs match {  
    case Nil =>  
      ys  
    case x :: xs1 =>  
      ys match {  
        case Nil =>  
          xs  
        case y :: ys1 =>  
          if (x < y) x :: merge(xs1, ys)  
          else y :: merge(xs, ys1)  
      }  
  }  
}
```

The SplitAt Function

The `splitAt` function on lists returns two sublists

- ▶ the elements up to the given index
- ▶ the elements from that index

The lists are returned in a *pair*.

Detour: Pair and Tuples

The pair consisting of x and y is written (x, y) in Scala.

Example

```
val pair = ("answer", 42) > pair : (String, Int) = (answer,42)
```

The type of `pair` above is `(String, Int)`.

Pairs can also be used as patterns:

```
val (label, value) = pair > label : String = answer  
    | value : Int = 42
```

This works analogously for tuples with more than two elements.

Translation of Tuples

A tuple type (T_1, \dots, T_n) is an abbreviation of the parameterized type

```
scala.Tuplen[ $T_1, \dots, T_n$ ]
```

A tuple expression (e_1, \dots, e_n) is equivalent to the function application

```
scala.Tuplen( $e_1, \dots, e_n$ )
```

A tuple pattern (p_1, \dots, p_n) is equivalent to the constructor pattern

```
scala.Tuplen( $p_1, \dots, p_n$ )
```

The Tuple class

Here, all `Tuplen` classes are modeled after the following pattern:

```
case class Tuple2[T1, T2](_1: +T1, _2: +T2) {  
  override def toString = "(" + _1 + "," + _2 + ")"  
}
```

The fields of a tuple can be accessed with names `_1`, `_2`, ...

So instead of the pattern binding

```
val (label, value) = pair
```

one could also have written:

```
val label = pair._1  
val value = pair._2
```

But the pattern matching form is generally preferred.

Exercise

The merge function as given uses a nested pattern match.

This does not reflect the inherent symmetry of the merge algorithm.

Rewrite merge using a pattern matching over pairs.

```
def merge(xs: List[Int], ys: List[Int]): List[Int] =  
  (xs, ys) match {  
    ???  
  }
```