

# EDDAF40

examination

2.5 hp

28th May 2018

14:00 - 19:00

**WRITE ONLY ON ONE SIDE OF THE PAPER** - the exams will be scanned in and only the front/odd pages will be read.

**DO NOT WRITE WITH OTHER COLOUR THAN BLACK** - coloured text may disappear during scanning

**PUT YOUR ID AND PAGE NUMBER ON EACH PAGE YOU SUBMIT** - make sure that the amount of pages is equal to the amount you note on the front information page

**WRITE CLEARLY** - if we cannot read you we cannot grade you.

**PRELIMINARY AMOUNT OF POINTS: 6** (1+0.5+1+0.5+1+2)

```
{-A list of selected functions from the Haskell modules:
```

```
Prelude
Data.List
Data.Maybe
Data.Char -}
```

```
-----
-- standard type classes
```

```
class Show a where
  show :: a -> String
```

```
class Eq a where
  (==), (/=) :: a -> a -> Bool
```

```
class (Eq a) => Ord a where
  (<), (<=), (>=), (>) :: a -> a -> Bool
  max, min :: a -> a -> a
```

```
class (Eq a, Show a) => Num a where
  (+), (-), (*) :: a -> a -> a
  negate :: a -> a
  abs, signum :: a -> a
  fromInteger :: Integer -> a
```

```
class (Num a, Ord a) => Real a where
  toRational :: a -> Rational
```

```
class (Real a, Enum a) => Integral a where
  quot, rem :: a -> a -> a
  div, mod :: a -> a -> a
  toInteger :: a -> Integer
```

```
class (Num a) => Fractional a where
  (/) :: a -> a -> a
  fromRational :: Rational -> a
```

```
class (Fractional a) => Floating a where
  exp, log, sqrt :: a -> a
  sin, cos, tan :: a -> a
```

```
class (Real a, Fractional a) => RealFrac a where
  truncate, round :: (Integral b) => a -> b
  ceiling, floor :: (Integral b) => a -> b
```

```
-----
-- numerical functions
```

```
even, odd :: (Integral a) => a -> Bool
even n = n `rem` 2 == 0
odd = not . even
```

```
-----
-- monadic functions
```

```
sequence :: Monad m => [m a] -> m [a]
sequence = foldr mcons (return [])
```

```
where mcons p q = do x <- p; xs <- q; return (x:xs)
```

```
sequence_ :: Monad m => [m a] -> m ()
sequence_ xs = do sequence xs; return ()
```

```
-----
-- functions on functions
```

```
id :: a -> a
id x = x
```

```
const :: a -> b -> a
const x _ = x
```

```
(.) :: (b -> c) -> (a -> b) -> a -> c
f . g = \x -> f (g x)
```

```
flip :: (a -> b -> c) -> b -> a -> c
flip f x y = f y x
```

```
($) :: (a -> b) -> a -> b
f $ x = f x
```

```
-----
-- functions on Booleans
```

```
data Bool = False | True
```

```
(&&), (||) :: Bool -> Bool -> Bool
```

```
True && x = x
```

```
False && _ = False
```

```
True || _ = True
```

```
False || x = x
```

```
not :: Bool -> Bool
```

```
not True = False
```

```
not False = True
```

```
-----
-- functions on Maybe
```

```
data Maybe a = Nothing | Just a
```

```
isJust :: Maybe a -> Bool
```

```
isJust (Just a) = True
```

```
isJust Nothing = False
```

```
isNothing :: Maybe a -> Bool
```

```
isNothing = not . isJust
```

```
fromJust :: Maybe a -> a
```

```
fromJust (Just a) = a
```

```
maybeToList :: Maybe a -> [a]
```

```
maybeToList Nothing = []
```

```
maybeToList (Just a) = [a]
```

```
listToMaybe      :: [a] -> Maybe a
listToMaybe []   = Nothing
listToMaybe (a:_) = Just a
```

-----  
-- a hidden goodie

```
instance Monad [] where
  return x = [x]
  xs >>= f = concat (map f xs)
```

-----  
-- functions on pairs

```
fst      :: (a, b) -> a
fst (x, y) = x
```

```
snd      :: (a, b) -> b
snd (x, y) = y
```

```
curry    :: ((a, b) -> c) -> a -> b -> c
curry f x y = f (x, y)
```

```
uncurry  :: (a -> b -> c) -> (a, b) -> c
uncurry f p = f (fst p) (snd p)
```

-----  
-- functions on lists

```
map      :: (a -> b) -> [a] -> [b]
map f xs = [ f x | x <- xs ]
```

```
(++)     :: [a] -> [a] -> [a]
xs ++ ys = foldr (:) ys xs
```

```
filter   :: (a -> Bool) -> [a] -> [a]
filter p xs = [ x | x <- xs, p x ]
```

```
concat   :: [[a]] -> [a]
concat xss = foldr (++) [] xss
```

```
concatMap :: (a -> [b]) -> [a] -> [b]
concatMap f = concat . map f
```

```
head, last :: [a] -> a
head (x:_) = x
```

```
last [x] = x
last (_:xs) = last xs
```

```
tail, init :: [a] -> [a]
tail (_:xs) = xs
```

```
init [x] = []
init (x:xs) = x : init xs
```

```
null      :: [a] -> Bool
null []    = True
null (_:_) = False
```

```
length    :: [a] -> Int
length []  = 0
length (_:l) = 1 + length l
```

```
(!!)      :: [a] -> Int -> a
(x:_) !! 0 = x
(_:xs) !! n = xs !! (n-1)
```

```
foldr     :: (a -> b -> b) -> b -> [a] -> b
foldr f z [] = z
foldr f z (x:xs) = f x (foldr f z xs)
```

```
foldl     :: (a -> b -> a) -> a -> [b] -> a
foldl f z [] = z
foldl f z (x:xs) = foldl f (f z x) xs
```

```
iterate   :: (a -> a) -> a -> [a]
iterate f x = x : iterate f (f x)
```

```
repeat    :: a -> [a]
repeat x   = xs where xs = x:xs
```

```
replicate :: Int -> a -> [a]
replicate n x = take n (repeat x)
```

```
cycle     :: [a] -> [a]
cycle []   = error "Prelude.cycle: empty list"
cycle xs = xs' where xs' = xs++xs'
```

```
take, drop :: Int -> [a] -> [a]
take n _ | n <= 0 = []
take _ [] = []
take n (x:xs) = x : take (n-1) xs
```

```
drop n xs | n <= 0 = xs
drop _ [] = []
drop n (_:xs) = drop (n-1) xs
```

```
splitAt   :: Int -> [a] -> ([a],[a])
splitAt n xs = (take n xs, drop n xs)
```

```
takeWhile, dropWhile :: (a -> Bool) -> [a] -> [a]
takeWhile p [] = []
takeWhile p (x:xs) = x : takeWhile p xs
  | p x
  | otherwise = []
```

```
dropWhile p [] = []
dropWhile p xs@(x:xs') = dropWhile p xs'
  | p x
  | otherwise = xs
```

```

lines, words      :: String -> [String]
-- lines "apa\nbepa\ncepa\n" == ["apa","bepa","cepa"]
-- words "apa bepa\n cepa" == ["apa","bepa","cepa"]

unlines, unwords  :: [String] -> String
-- unlines ["apa","bepa","cepa"] == "apa\nbepa\ncepa"
-- unwords ["apa","bepa","cepa"] == "apa bepa cepa"

and, or           :: [Bool] -> Bool
and               = foldr (&&) True
or               = foldr (||) False

any, all          :: (a -> Bool) -> [a] -> Bool
any p             = or . map p
all p            = and . map p

elem, notElem    :: (Eq a) => a -> [a] -> Bool
elem x           = any (== x)
notElem x        = all (/= x)

lookup           :: (Eq a) => a -> [(a,b)] -> Maybe b
lookup key []    = Nothing
lookup key ((x,y):xys)
  | key == x     = Just y
  | otherwise    = lookup key xys

sum, product     :: (Num a) => [a] -> a
sum              = foldl (+) 0
product          = foldl (*) 1

maximum, minimum :: (Ord a) => [a] -> a
maximum []       = error "Prelude.maximum: empty list"
maximum xs       = foldl1 max xs

minimum []       = error "Prelude.minimum: empty list"
minimum xs       = foldl1 min xs

zip              :: [a] -> [b] -> [(a,b)]
zip              = zipWith (,)

zipWith          :: (a->b->c) -> [a]->[b]->[c]
zipWith z (a:as) (b:bs)
  = z a b : zipWith z as bs
zipWith _ _ _   = []

unzip            :: [(a,b)] -> ([a],[b])
unzip            = foldr (\(a,b) ~(as,bs) -> (a:as,b:bs)) ([],[])

nub              :: (Eq a) => [a] -> [a]
nub []           = []
nub (x:xs)       = x : nub [ y | y <- xs, x /= y ]

delete           :: Eq a => a -> [a] -> [a]
delete y []      = []

```

```

delete y (x:xs) = if x == y then xs else x : delete y xs

(\\)             :: Eq a => [a] -> [a]-> [a]
(\\)             = foldl (flip delete)

union            :: Eq a => [a] -> [a] -> [a]
union xs ys      = xs ++ ( ys \\ xs )

intersect        :: Eq a => [a] -> [a]-> [a]
intersect xs ys  = [ x | x <- xs, x `elem` ys ]

intersperse      :: a -> [a] -> [a]
-- intersperse 0 [1,2,3,4] == [1,0,2,0,3,0,4]

transpose        :: [[a]] -> [[a]]
-- transpose [[1,2,3],[4,5,6]] == [[1,4],[2,5],[3,6]]

partition        :: (a -> Bool) -> [a] -> ([a],[a])
partition p xs   = (filter p xs, filter (not . p) xs)

group            :: Eq a => [a] -> [[a]]
-- group "aapaabbbbee" == ["aa","p","aa","bbb","eee"]

isPrefixOf, isSuffixOf :: Eq a => [a] -> [a] -> Bool
isPrefixOf [] _   = True
isPrefixOf _ []   = False
isPrefixOf (x:xs) (y:ys) = x == y && isPrefixOf xs ys

isSuffixOf x y    = reverse x `isPrefixOf` reverse y

sort             :: (Ord a) => [a] -> [a]
sort             = foldr insert []

insert           :: (Ord a) => a -> [a] -> [a]
insert x []       = [x]
insert x (y:xs)   = if x <= y then x:y:xs else y:insert x xs

-----
-- functions on Char

type String = [Char]

toUpper, toLower :: Char -> Char
-- toUpper 'a' == 'A'
-- toLower 'Z' == 'z'

digitToInt       :: Char -> Int
-- digitToInt '8' == 8

intToDigit       :: Int -> Char
-- intToDigit 3 == '3'

ord              :: Char -> Int
chr              :: Int -> Char

```

# Exam

1. **Point-free notation** (1p)

Rewrite the following two definitions into a point-free form (i.e.,  $f = \dots$ ,  $g = \dots$ ), using neither lambda-expressions nor list comprehensions nor enumeration nor `where` clause nor `let` clause:

```
f x y = (3 - y) / x
g x y = [x z | z <- [1,3..y]]
```

2. **Type derivation** (0.5p)

Which type has the function `g` defined as

```
g xs = [f x | x <- xs, x > 3]
```

where `f n = replicate n '+'` ?

3. **Type declarations** (1p)

Explain the difference between `type`, `newtype` and `data` type declarations in Haskell.

4. **Programming** (0.5p)

Give an example of a function with type

```
(a -> b , [a]) -> [b]
```

5. **List comprehension** (1p)

A Pythagorean triad is a triple of integers (a,b,c) such that

$$a^2 + b^2 == c^2$$

Define a function of `n` that will find all Pythagorean triads with  $a \leq b \leq c \leq n$ . Express it using list comprehension.

## 6. Programming (2p)

A proposition is a boolean formula of one of the following forms:

- a variable name (a string)
- $p \wedge q$  (and)
- $p \vee q$  (or)
- $\neg p$  (not)

where  $p$  and  $q$  are propositions (note recursiveness). For example,  $p \vee \neg p$  is a proposition.

- Design a data type `Proposition` to represent propositions.
- Define a function

```
vars :: Proposition -> [String]
```

which returns a list of the variables in a proposition. Make sure each variable appears only once in the list you return. E.g., for (your representation of)  $p \vee \neg p$  it should return  $p$ .

- Suppose you are given a list of variable names, and their values of type `Bool`, for example, `[("p", True), ("q", False)]`. Define a function

```
truthValue :: Proposition -> [(String, Bool)] -> Bool
```

which determines whether the proposition is true when the variables have the values given as second argument. E.g., for (your representation of)  $p \vee \neg p$  and `[("p", True)]` it should return `True`.

- Define a function

```
tautology :: Proposition -> Bool
```

which returns true if the proposition holds for all values of the variables appearing in it. E.g., for (your representation of)  $p \vee \neg p$  it should return `True`.

# Good Luck!