# Introduction to Computer Science

#### **Problem Sheet #9**

# **Bilal Waraich**

#### Problem 9.1:

a)

$X_2$	$X_1$	$X_0$	a	b	c	d	e	f
0	0	0	0	0	0	0	0	0
0	0	1	1	0	0	0	0	0
0	1	0	0	1	1	0	0	0
0	1	1	1	1	1	0	0	0
1	0	0	1	1	1	0	1	0
1	0	1	1	1	1	1	0	1
1	1	0	1	1	1	1	1	1

$$= (\neg \ X_2 \lor X_0) \lor (X_2) \lor (\neg X_2 \lor X_1) \lor (X_2) \lor (\neg X_2 \lor X_1) \lor (X_2) \lor (X_2 \land \neg X_1 \land X_0) \lor (X_2 \land X_1 \land X_1) \lor (X_2 \land \neg X_2) \lor (X_2 \lor \neg X_2) \lor (X_2 \lor$$

$$= (X_2 \lor X_0) \lor (X_2 \lor X_1) \lor (X_2 \lor X_1) \lor (X_2 ((\neg X_1 \land X_0) \lor (X_1 \land \neg X_0))) \lor (X_2 \land \neg X_0) \lor (X_2 \land ((\neg X_1 \land X_0) \lor (X_1 \land \neg X_0)))$$

$$= (X_2 \lor X_0) \lor (X_2 \lor X_1) \lor (X_2 \lor X_1) \lor (X_2 \land (X_1 \lor X_0)) \lor (X_2 \land \neg X_0) \lor (X_2 \land (X_1 \lor X_0))$$

# For Outputs:

$$a = (X_2 \vee X_0)$$

$$b = (X_2 \vee X_1)$$

$$c = (X_2 \vee X_1)$$

$$d = X_2 \wedge ((\neg X_1 \wedge X_0) \vee (X_1 \wedge \neg X_0))$$
  
=  $X_2 \wedge (X_1 \vee X_0)$ 

$$e = (X_2 \land \neg X_0)$$

$$f = X_2 \wedge ((\neg X_1 \wedge X_0) \vee (X_1 \wedge \neg X_0))$$
  
=  $X_2 \wedge (X_1 \vee X_0)$ 

c) http://simulator.io/board/LjiM28faaB/3

# Problem 9.3:

# foldl (/) 50 [4,2,5]

# Evaluation:

=(((50/4)/2)/5)

**Step 1:** 50 divided by 4 = 12.5 **Step 2:** 12.5 divided by 2 = 6.25 **Step 3:** 6.25 divided by 5 = 1.25

# foldr (/) 50 [4,2,5]

# Evaluation:

=4/(2/(5/50))

**Step 1:** 5 divided by 50 = 0.1**Step 2:** 2 divided by 0.1 = 20**Step 3:** 4 divided by 20 = 0.2

Output: 0.2