Haskell Programming Assignment: Various Computations

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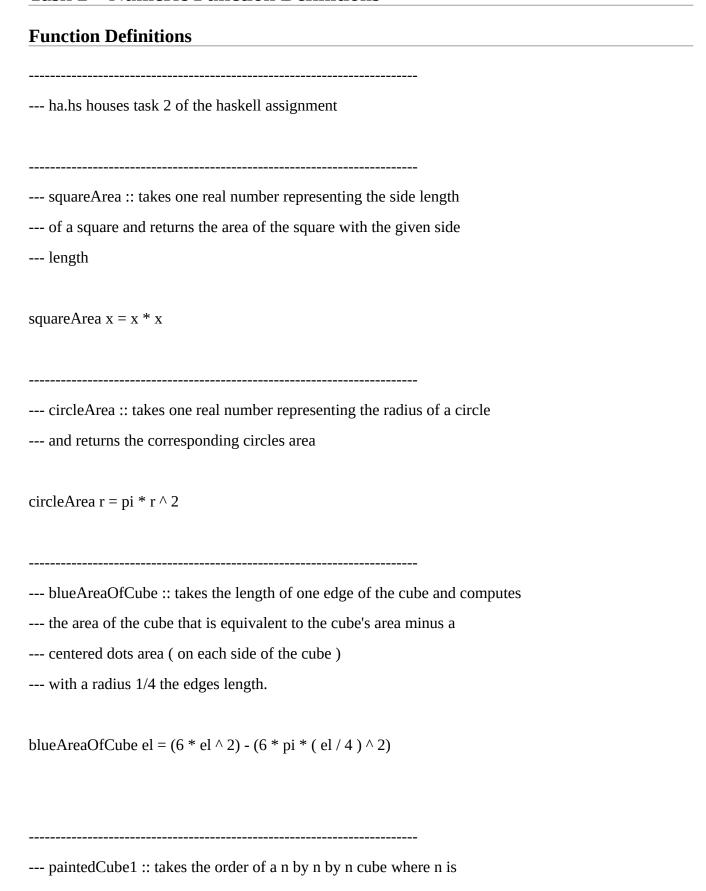
Learning Abstract

This assignment played an important role in cultivating my understanding of Haskell. Throughout this assignment 8 tasks were completed each sequential task requiring slightly more knowledge of Haskell. Task 7 was my favorite task of this assignment, I got to use Haskell to build a mathematical function (nPVI) from the ground up.

Task 1 – Mindfully Mimicking the Demo

```
david@david-IdeaPad-1-15ALC7
                                  ghci
GHCi, version 8.8.4: https://www.haskell.org/ghc/ :? for help
Prelude> :set prompt ">>> "
>>> length [2,3,5,7]
>>> words "need more coffee"
["need", "more", "coffee"]
>>> unwords ["need","more","coffee"]
"need more coffee"
>>> reverse "need more coffee"
"eeffoc erom deen"
>>> reverse ["need","more","coffee"]
["coffee","more","need"]
>>> head ["need","more","coffee"]
"need"
>>> tail ["need","more","coffee"]
["more", "coffee"]
>>> last ["need","more","coffee"]
"coffee"
>>> init ["need","more","coffee"]
["need", "more"]
>>> take 7 "need more coffee"
"need mo"
>>> drop 7 "need more coffee"
"re coffee"
True
>>> ( \x -> length x > 5 ) "uhoh"
False
>>> ( \x -> x /= ' ' ) '0'
True
>>> ( \x -> x /= ' ' ) ' '
>>> filter ( x -> x /= ' ) "Is the Haskell fun yet?"
"IstheHaskellfunyet?"
>>> :quit
Leaving GHCi.
 david@david-IdeaPad-1-15ALC7
```

Task 2 – Numeric Function Definitions



- --- equal to order and returns the number of cubes that are painted once
- --- when the entire cube is painted

```
paintedCube1 order = if order < 3 then 0 else 6 * (( order - 2 ) \land 2)
```

- --- paintedCube2 :: takes the order of a n by n by n cube where n is equal
- --- to order and returns the number of cubes that are painted twice when the
- --- entire cube is painted

paintedCube2 order = if order < 3 then 0 else 12 * (order - 2)

```
david@david-IdeaPad-1-15ALC7
GHCi, version 8.8.4: https://www.haskell.org/ghc/ :? for help
Prelude> :set prompt ">>> "
>>> :load ha.hs
                                                                            ahci
[1 of 1] Compiling Main
Ok, one module loaded.
                                            ( ha.hs, interpreted )
>>> squareArea 10
100
>>> squareArea 12
144
 >>> circleArea 10
314.1592653589793
>>> circleArea 12
452.3893421169302
 >>> blueAreaOfCube 10
482.19027549038276
 >>> blueAreaOfCube 12
694.3539967061512
>>> blueAreaOfCube 1
4.821902754903828
>>> map blueAreaOfCube [1..3]
[4.821902754903828,19.287611019615312,43.39712479413445]
>>> paintedCube1 1
>>> paintedCube1 2
>>> paintedCube1 3
>>> map paintedCube1 [1..10]
[0,0,6,24,54,96,150,216,294,384]
>>> paintedCube2 1
>>> paintedCube2 2
>>> paintedCube2 3
12
>>> map paintedCube2 [1..10]
[0,0,12,24,36,48,60,72,84,96]
 >> :quit
Leaving GHCi.
 david@david-IdeaPad-1-15ALC7 / ~/repos/CSC344/assignments
```

Task 3 – Puzzlers

Function Definitions

```
david@david-IdeaPad-1-15ALC7
GHCi, version 8.8.4: https://www.haskell.org/ghc/ :? for help
Prelude> :set prompt ">>>
>>> :l ha.hs
[1 of 1] Compiling Main
                                    ( ha.hs, interpreted )
Ok, one module loaded.
>>> reverseWords "appa and baby yoda are the best"
'best the are yoda baby and appa'
>>> reverseWords "want me some coffee"
'coffee some me want'
>>> reverseWords "haskell is fun"
"fun is haskell"
>>> reverseWords "I enjoy listening to Chopin"
"Chopin to listening enjoy I"
>>> averageWordLength "appa and baby yoda are the best"
3.5714285714285716
>>> averageWordLength "want me some coffee"
4.0
>>> averageWordLength "haskell is fun"
4.0
>>> averageWordLength "I enjoy listening to Chopin"
4.6
>>> :quit
Leaving GHCi.
david@david-IdeaPad-1-15ALC7 ~/repos/CSC344/assignments
```

Task 4 – Recursive List Processors

Function Definitions

--- list2set :: takes a list and turns it into a set list2set l = if (length l) == 0 then [] else (if elem (head l) set then set else (head l) : set) where set = $list2set(tail\ l)$ --- isPalindrome :: checks to see if a list is a palindrome isPalindrome l = if (length l) < 2 then True else (if (head l) == (last l) then (isPalindrome (tail (init l))) else False) -------- collatz :: takes a number as an input and generates a list containing --- the corresponding collatz sequence collatz :: Integer -> [Integer] collatz num = if num == 1 then [1] else (num : l) where nextNum = if (rem num 2) == 0 then (div num 2) else (3 * num + 1)l = (collatz nextNum)

```
david@david-IdeaPad-1-15ALC7 ~/repos/CSC344/assignments
                                                             ghci
GHCi, version 8.8.4: https://www.haskell.org/ghc/ :? for help
Prelude> :set prompt ">>> "
>>> :l ha.hs
                                   ( ha.hs, interpreted )
[1 of 1] Compiling Main
Ok, one module loaded.
>>> list2set [1,2,3,2,3,4,3,4,5]
[1,2,3,4,5]
>>> list2set "need more coffee"
"ndmr cofe"
>>> isPalindrome ["coffee","latte","coffee"]
>>> isPalindrome ["coffee","latte","espresso","coffee"]
>>> isPalindrome [1,2,5,7,11,13,11,7,5,3,2]
False
>>> isPalindrome [2,3,5,7,11,13,11,7,5,3,2]
True
>>> collatz 10
[10,5,16,8,4,2,1]
>>> collatz 11
[11,34,17,52,26,13,40,20,10,5,16,8,4,2,1]
>>> collatz 100
[100,50,25,76,38,19,58,29,88,44,22,11,34,17,52,26,13,40,20,10,5,16,8,4,2,1]
>>> :quit
Leaving GHCi.
 david@david-IdeaPad-1-15ALC7 ~/repos/CSC344/assignments
```

Task 5 – List Comprehensions

--- freqTable :: takes a list of objects and returns a list of ordered

```
--- pairs each consisting of an element of the list together with the number
```

--- of times it occured

freqTable objects = $[(x,y) | x \le (list2set objects), y \le ((count x objects))]$

Demo

```
david@david-IdeaPad-1-15ALC7
GHCi, version 8.8.4: https://www.haskell.org/ghc/ :? for help
Prelude> :set prompt ">>> "
>>> :load ha.hs
[1 of 1] Compiling Main
                                     ( ha.hs, interpreted )
Ok, one module loaded.
>>> count 'e' "need more coffee"
>>> count 4 [1,2,3,2,3,4,3,4,5,4,5,6]
>>> count 'a' "lambdas are rad"
>>> count 17 [17,3,5,7,9,17,4]
>>> freqTable "need more coffee"
[('n',1),('d',1),('m',1),('r',1),(' ',2),('c',1),('o',2),('f',2),('e',5)]
>>> freqTable [1,2,3,2,3,4,3,4,5,4,5,6]
[(1,1),(2,2),(3,3),(4,3),(5,2),(6,1)]
>>> freqTable "lambdas are rad"
[('l',1),('m',1),('b',1),('s',1),('e',1),(' ',2),('r',2),('a',4),('d',2)]
>>> freqTable [17,3,5,7,9,17,4]
[(3,1),(5,1),(7,1),(9,1),(17,2),(4,1)]
>>> :quit
Leaving GHCi.
david@david-IdeaPad-1-15ALC7 ~/repos/CSC344/assignments
```

Task 6 – Higher Order Functions

Function Definitions

- --- vowelCount :: takes a string of lower case letters and returns the number
- --- of lowercase vowels that appear in the string

```
vowelCount str = length (filter (x \rightarrow (x == 'a' \parallel x == 'e' \parallel x == 'i' \parallel x == 'i')) str)
```

- --- lcsim :: takes a function for mapping, a predicate for filtering, and
- --- a list of elements and returns the same value as:

```
--- [f x \mid x \le xs, p x]
```

lcsim mapFunc pred elems = map (mapFunc) (filter (pred) elems)

```
david@david-IdeaPad-1-15ALC7
gldti, version 8.8.4: https://www.haskell.org/ghc/ :? for help Prelude> :set prompt ">>> "
>>> :load ha.hs
[1 of 1] Compiling Main (ha.hs, interpreted)
Ok, one module loaded.
>>> tgl 5
 >>> tgl 10
 >>> tgl 47
1128
 >>> tgl 20
210
 >>> triangleSequence 10
[1,3,6,10,15,21,28,36,45,55]
>>> triangleSequence 20
 [1,3,6,10,15,21,28,36,45,55,66,78,91,105,120,136,153,171,190,210]
>>> triangleSequence 47
 [1,3,6,10,15,21,28,36,45,55,66,78,91,105,120,136,153,171,190,210,231,253,276,300,325,351,378,406,435,465,496,528,561,595,630,
566,703,741,780,820,861,903,946,990,1035,1081,1128]
>>> triangleSequence 5
 1,3,6,10,15]
>> vowelCount "cat"
 >>> vowelCount "mouse"
  >> vowelCount "rat"
 >>> vowelCount "lambda"
_
>>> lcsim tgl odd [1..15]
[1,6,15,28,45,66,91,120]
>>> animals = ["elephant","lion","tiger","orangutan","jaguar"]
>>> lcsim length (\w -> elem ( head w ) "aeiou") animals
>> :quit
 eaving GHCi.
david@david-IdeaPad-1-15ALC7
```

Task 7a – Test data

Function Definitions

```
-----
```

```
--- Test data
```

```
a :: [Int]
```

$$a = [2,5,1,3]$$

$$b = [1,3,6,2,5]$$

$$c = [4,4,2,1,1,2,2,4,4,8]$$

$$u = [2,2,2,2,2,2,2,2,2]$$

x :: [Int]

$$x = [1,9,2,8,3,7,2,8,1,9]$$

Demo

```
>>> a
[2,5,1,3]
>>> b
[1,3,6,2,5]
>>> c
[4,4,2,1,1,2,2,4,4,8]
>>> u
[2,2,2,2,2,2,2,2,2,2]
>>> x
[1,9,2,8,3,7,2,8,1,9]
>>> []
```

Task 7b – The pairwise Values function

Function Definitions

--- pairwiseValues

pairwiseValues :: [Int] -> [(Int,Int)]

pairwiseValues listOfInts = zip (init listOfInts) (tail listOfInts)

Demo

```
>>> pairwiseValues a
[(2,5),(5,1),(1,3)]
>>> pairwiseValues b
[(1,3),(3,6),(6,2),(2,5)]
>>> pairwiseValues c
[(4,4),(4,2),(2,1),(1,1),(1,2),(2,2),(2,4),(4,4),(4,8)]
>>> pairwiseValues u
[(2,2),(2,2),(2,2),(2,2),(2,2),(2,2),(2,2),(2,2)]
>>> pairwiseValues x
[(1,9),(9,2),(2,8),(8,3),(3,7),(7,2),(2,8),(8,1),(1,9)]
>>> [
```

Task 7c – The pairwiseDifferences function

Function Definitions

--- pairwiseDifferences

pairwiseDifferences :: [Int] -> [Int]

pairwiseDifferences listOfElements = map ($(x,y) \rightarrow x - y$) (pairwiseValues listOfElements)

```
>>> pairwiseDifferences a
[-3,4,-2]
>>> pairwiseDifferences b
[-2,-3,4,-3]
>>> pairwiseDifferences c
[0,2,1,0,-1,0,-2,0,-4]
>>> pairwiseDifferences u
[0,0,0,0,0,0,0,0,0]
>>> pairwiseDifferences x
[-8,7,-6,5,-4,5,-6,7,-8]
>>>
```

Task 7d – The pairwiseSums function

```
Function Definitions
```

--- pairwiseSums

pairwiseSums :: [Int] -> [Int]

pairwiseSums listOfElements = map ($(x,y) \rightarrow x + y$) (pairwiseValues listOfElements)

Demo

```
>>> pairwiseSums a
[7,6,4]
>>> pairwiseSums b
[4,9,8,7]
>>> pairwiseSums c
[8,6,3,2,3,4,6,8,12]
>>> pairwiseSums u
[4,4,4,4,4,4,4,4]
>>> pairwiseSums x
[10,11,10,11,10,9,10,9,10]
>>> [
```

Task 7e – The pairwiseHalves function

Function Definitions

Demo

Task 7f – The pairwiseHalfSums function

Function Definition

--- pairwiseHalfSums

pairwiseHalfSums :: [Int] -> [Double]

pairwiseHalfSums numbers = pairwiseHalves (pairwiseSums numbers)

Demo

```
>>> pairwiseHalfSums a
[3.5,3.0,2.0]
>>> pairwiseHalfSums b
[2.0,4.5,4.0,3.5]
>>> pairwiseHalfSums c
[4.0,3.0,1.5,1.0,1.5,2.0,3.0,4.0,6.0]
>>> pairwiseHalfSums u
[2.0,2.0,2.0,2.0,2.0,2.0,2.0,2.0]
>>> pairwiseHalfSums x
[5.0,5.5,5.0,5.5,5.0,4.5,5.0,4.5,5.0]
>>> [
```

Task 7g – The pairwiseTermPairs function

Function Definition

--- pairwiseTermPairs

pairwiseTermPairs :: [Int] -> [(Int,Double)]

pairwiseTermPairs numbers = zip (pairwiseDifferences numbers) (pairwiseHalfSums numbers)

Task 7h – The pairwiseTerms functional

Task 7i – The nPVI function

```
Function Definition
```

```
.-----
```

```
--- nPVI
```

```
nPVI :: [Int] -> Double
nPVI xs = normalizer xs * sum ( pairwiseTerms xs )
    where normalizer xs = 100 / fromIntegral ( (length xs ) - 1 )
```

```
>>> nPVI a
106.34920634920636
>>> nPVI b
38.09523809523809
>>> nPVI c
37.03703703703703
>>> nPVI u
0.0
>>> nPVI x
124.98316498316497
>>>
```

Task 8 - Historic Code: The Dit Dah Code

Subtask 8a

Subtask 8b

```
>>> assoc 'c' symbols
('c',"--- - --- -")
>>> assoc 'z' symbols
('z',"--- --- - -")
>>> find 'a'
"- ---"
>>> find 'b'
"---- - - -"
>>> [
```

Subtask 8d