

These exercises concern computation expressions (or monads) in F#, and more precisely, the expression evaluator example.

You should build on the lecture's example code, found in file <http://www.itu.dk/people/sestoft/bachelor/computationexpression.fs>

Exercise 1. Extend the expression language and monadic evaluators with single-argument functions such as `ABS(e1)` which evaluates `e1` and produces its absolute value. Do this by adding a new case `Prim1` of `string * expr` to the `expr` datatype. Create suitable variants of all the monadic evaluators; you should not have to change the monad definitions (`OptionBuilder`, `SetBuilder`, `TraceBuilder`) at all. Abstract out the action of `ABS` on its argument in new auxiliary functions `opEvalOpt1`, `opEvalSet1` and `opEvalTrace1` similar to the existing functions `opEvalOpt`, `opEvalSet` and `opEvalTrace` for two-argument primitives. Try the new evaluators on eg these expressions:

```
let expr10 = Prim1("ABS", Prim("+", CstI(7), Prim("*", CstI(-9), CstI(10))))
let expr11 = Prim1("ABS", Prim("+", CstI(7), Prim("/", CstI(9), CstI(0))))
let expr12 = Prim("+", CstI(7), Prim("choose", Prim1("ABS", CstI(-9)), CstI(10)))
```

Exercise 2. Extend the expression language and the monadic evaluators with a three-argument function such as `+(e1, e2, e3)` that is basically two applications of `+`, as in, `++(e1,e2),e3`. Do this by adding a new constructor `Prim3` of `string * expr * expr * expr` to the `expr` type.

You may alternatively add a more general facility for functions with  $n \geq 1$  arguments, such as `SUM(e1, ..., en)`, adding a suitable constructor to the `expr` type.

Implement evaluation of such three-argument (or multi-argument) constructs in the monadic evaluators.

Exercise 3. Create a new family of evaluation functions `optionTraceEval`. These evaluators should combine the effect of the original optional evaluator (`optionEval`) and the original tracing evaluator (`traceEval`).

This can be done in several ways, for instance corresponding to (A) return type `int trace option`, for an evaluator that returns no trace if a computation fails; or (B) the result type `int option trace`, for an evaluator that returns a partial trace up until some computation (eg division by zero) fails.

3.1: Make both a standard explicit version of (A) and a monadic version. You need to create a new monad `OptionTraceABuilder`, among other things.

3.2: Make both a standard explicit version of (B) and a monadic version. You need to create a new monad `OptionTraceBBuilder`, among other things.