Advanced Programming

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Exercise 5. Assuming mat to be defined as in the previous example, what results do you expect from the following expressions:

```
reshape([3,0,5], [])[[]]
dim(3)
shape<3,0,5>
<>>
reshape([3,0,5], [])[[1]]
dim(2)
shape(0,5)
<>>
reshape([3,0,5], [])[[1,0]]
error, acces at non existing part
mat[reshape([2,0], [])]
can't be printed ??
```

Exercise 6. What results do you expect from the following expressions:

```
min(reshape([3,0,5], []), 42)
dim(3)
shape([3,0,5])
<>
reshape([3,0,5], []) + reshape([3,0,5], [])
dim(3)
shape([3,0,5])
<>
reshape([1,1], [1]) + reshape([1], [1])
error since the shapes are different
```

Exercise 7. Which of the following expressions can be reformulated in terms of take,++, and the basic operations defined in the previous parts?

```
drop (v, a)
It is possible with the following formula:
    take((abs(v)/-v) * ((shape(vect) - (v*v/(abs(v))))), vect)
tile (v, o, a)
impossible, due to the offset it is impossible to just take the middle part of an array.
shift ([n], e, a)
    arr = [n]
    take(shape(vect),take(-shape(vect)-arr,vect))
shift ([m,n], e, a)
    arr = [m,n]
    take(shape(mat),take(-shape(mat)-arr,mat))
rotate ([n], a)
We couldn't rewrite it to a take or ++. But we could write it into a drop
    drop(shape(vect) -n,vect) ++ drop(-n,vect) ++ drop(-shape(vect) -n,vect)
rotate ([m,n], a)
It should be possible only we couldn't find it.
```

Can we define the general versions of shift and rotate as well? shift:

```
take(shape(vect), take(-shape(vect)-v, vect))
```

Exercise 8. All operations introduced in this part apply to all elements of the array they are applied to. Given the array operations introduced so far, can you specify row-wise or column-wise summations for matrices? Try to specify these operations for a 2 by 3 matrix first.

```
mat = [1,2,3,4,5,6];
mat = reshape([2,3], mat);

print(sum(tile([2,1],[0,0],mat)));
print(sum(tile([2,1],[0,1],mat)));
print(sum(tile([2,1],[0,2],mat)));

print(sum(tile([1,3],[0,0],mat)));
print(sum(tile([1,3],[1,0],mat)));
```