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Grade 9.75 out of 10.00 (97.5%)

Question 1

Partially correct

Mark 0.75 out of 1.00

Select TRUE statements about lambda calculus, Racket, Haskell, and Prolog.

Select one or more:

- ☒ a. Haskell has a strong static type system. ✓
- ☒ b. Haskell encourages the use of total functions. ✓
- ☐ c. Alpha-equivalent lambda terms can have different sets of free variables.
- ☐ d. Haskell employs a strict evaluation strategy.
- ☐ e. Racket has a strong static type system.
- ☐ f. In Racket, `or` and `and` are regular functions.
- ☐ g. In Prolog, a cut can only be used to optimise the search, but cannot affect the meaning of a predicate.
- ☐ h. Prolog has a strong static type system.
- ☒ i. In Prolog, a predicate can not only check property of input, but also produce output in the form of variable substitutions. ✓
- ☐ j. Racket employs a strict evaluation strategy.

Your answer is partially correct.

You have correctly selected 3.

The correct answers are:

Haskell has a strong static type system.,

Racket employs a strict evaluation strategy., Haskell encourages the use of total functions., In Prolog, a predicate can not only check property of input, but also produce output in the form of variable substitutions.

Question 2

Correct

Mark 2.00 out of 2.00

Consider the following program in Prolog:

```
animal(X) :- cat(X).  
animal(boris).  
  
cat(lion).  
cat(X) :- hasTail(X), !, catchesMice(X).  
cat(bob).  
  
hasTail(snowball).  
hasTail(fluffy).  
hasTail(jack).  
  
catchesMice(snowball).  
catchesMice(fluffy).  
catchesMice(spaniel).
```

Which of the following answers will be given to the query `?- animal(A)?`

Select one or more:

- ☐ a. A=spaniel
- ☐ b. There will be no valid answers (**false** immediately).
- ☐ c. **true** (without any substitutions)
- ☐ d. A=bob
- ☒ e. A=snowball ✓
- ☐ f. This query will loop indefinitely without producing any answer.
- ☐ g. A=jack
- ☒ h. A=lion ✓
- ☐ i. A=fluffy
- ☒ j. A=boris ✓

Your answer is correct.

The correct answers are:

A=lion,

A=snowball,

A=boris

Question 3

Correct

Mark 2.00 out of 2.00

Match each of the following Racket expressions with their corresponding value.

<code>(apply append (map reverse '((1 2 3) (4 5))))</code>	<code>'(3 2 1 5 4)</code>	✓
<code>(filter odd? (apply append '((1 2 3) (4 5))))</code>	<code>'(1 3 5)</code>	✓
<code>(reverse (apply append '((1 2 3) (4 5))))</code>	<code>'(5 4 3 2 1)</code>	✓
<code>(foldl * 1 '(1 2 3 4 5))</code>	<code>120</code>	✓
<code>(length (map (lambda (l) (apply * l)) '((1 2 3) (4 5))))</code>	<code>2</code>	✓
<code>(foldl (lambda (x z) (cons x '())) 0 '((1 2 3) (4 5)))</code>	<code>'((4 5))</code>	✓
<code>(apply + (map length '((1 2 3) (4 5))))</code>	<code>5</code>	✓
<code>(apply append (filter empty? '((1 2 3) (4 5))))</code>	<code>'()</code>	✓
<code>(map (lambda (x) (apply * x)) '((1 2 3) (4 5)))</code>	<code>'(6 20)</code>	✓
<code>(foldl (lambda (x z) x) 0 '((1 2 3) (4 5)))</code>	<code>'(4 5)</code>	✓

Your answer is correct.

The correct answer is: `(apply append (map reverse '((1 2 3) (4 5)))) → '(3 2 1 5 4)`, `(filter odd? (apply append '((1 2 3) (4 5)))) → '(1 3 5)`, `(reverse (apply append '((1 2 3) (4 5)))) → '(5 4 3 2 1)`, `(foldl * 1 '(1 2 3 4 5)) → 120`, `(length (map (lambda (l) (apply * l)) '((1 2 3) (4 5)))) → 2`, `(foldl (lambda (x z) (cons x '())) 0 '((1 2 3) (4 5))) → '((4 5))`, `(apply + (map length '((1 2 3) (4 5)))) → 5`, `(apply append (filter empty? '((1 2 3) (4 5)))) → '()`, `(map (lambda (x) (apply * x)) '((1 2 3) (4 5))) → '(6 20)`, `(foldl (lambda (x z) x) 0 '((1 2 3) (4 5))) → '(4 5)`

Question 4

Correct

Mark 2.00 out of 2.00

Which variables are free in each of the following lambda terms?

$(\lambda f. \lambda x. (\lambda y. g \ x) \ x)(\lambda z. z)$	g	✓
$(\lambda f. \lambda x. (\lambda y. f \ z) \ x)(\lambda z. x)$	x, z	✓
$\lambda x. (\lambda y. x) \ x \ (\lambda z. y)$	y	✓
$\lambda z. (\lambda y. x) \ x \ (\lambda x. y)$	x, y	✓
$\lambda x. (\lambda y. f \ x) \ x \ (\lambda z. z)$	f	✓
$(\lambda f. \lambda x. (\lambda y. f \ z) \ x)(\lambda z. z)$	z	✓
$\lambda z. (\lambda y. f \ x) \ x \ (\lambda z. z)$	x, f	✓
$(\lambda f. \lambda z. (\lambda y. f \ z) \ x)(\lambda z. z)$	x	✓
$(\lambda f. \lambda x. (\lambda y. g \ x) \ x)(\lambda z. x)$	x, g	✓
$(\lambda f. \lambda x. (\lambda y. f \ x) \ x)(\lambda z. z)$	no free variables (closed term)	✓

Your answer is correct.

The correct answer is: $(\lambda f. \lambda x. (\lambda y. g \ x) \ x)(\lambda z. z) \rightarrow g$, $(\lambda f. \lambda x. (\lambda y. f \ z) \ x)(\lambda z. x) \rightarrow x, z$, $\lambda x. (\lambda y. x) \ x \ (\lambda z. y) \rightarrow y$, $\lambda z. (\lambda y. x) \ x \ (\lambda x. y) \rightarrow x, y$, $\lambda x. (\lambda y. f \ x) \ x \ (\lambda z. z) \rightarrow f$, $(\lambda f. \lambda x. (\lambda y. f \ z) \ x)(\lambda z. z) \rightarrow z$, $\lambda z. (\lambda y. f \ x) \ x \ (\lambda z. z) \rightarrow x, f$, $(\lambda f. \lambda z. (\lambda y. f \ z) \ x)(\lambda z. z) \rightarrow x$, $(\lambda f. \lambda x. (\lambda y. g \ x) \ x)(\lambda z. x) \rightarrow x, g$, $(\lambda f. \lambda x. (\lambda y. f \ x) \ x)(\lambda z. z) \rightarrow$ no free variables (closed term)

Question 5

Correct

Mark 1.00 out of 1.00

Are you physically present in the **room 108**?

Select one:

- ☒ True ✓
- ☐ False

The correct answer is 'True'.

Question 6

Correct

Mark 2.00 out of 2.00

Consider the following code in Haskell:

```

data Tree a = Empty | Leaf a | Node (Tree a) (Tree a)

collect :: Tree a -> [a]
collect Empty = []
collect (Leaf x) = [x]
collect (Node left right) = collect left ++ collect right

merge :: [Tree a] -> [Tree a]
merge (left:right:trees) = Node left right : trees
merge trees = trees

fromList :: [a] -> Tree a
fromList values = build (map Leaf values)
  where
    build [] = Empty
    build [tree] = tree
    build trees = build (merge trees)

```

Match the following expressions in Haskell with their corresponding types.

<code>\x -> merge (fromList x)</code>	TYPE ERROR	✓
<code>Leaf</code>	<code>a -> Tree a</code>	✓
<code>collect (Node Empty (Leaf (Leaf Leaf)))</code>	<code>[Tree (a -> Tree a)]</code>	✓
<code>merge [Leaf Empty]</code>	<code>[Tree (Tree a)]</code>	✓
<code>Empty</code>	<code>Tree a</code>	✓
<code>fromList [Node]</code>	<code>Tree (Tree a -> Tree a -> Tree a)</code>	✓
<code>collect (Node (Leaf [Leaf]) Empty)</code>	<code>[[a -> Tree a]]</code>	✓
<code>Node Empty</code>	<code>Tree a -> Tree a</code>	✓
<code>\x -> collect (fromList x)</code>	<code>[a] -> [a]</code>	✓
<code>\x -> fromList (merge x)</code>	<code>[Tree a] -> Tree (Tree a)</code>	✓

Your answer is correct.

The correct answer is: `\x -> merge (fromList x) → TYPE ERROR`, `Leaf → a -> Tree a`, `collect (Node Empty (Leaf (Leaf Leaf))) → [Tree (a -> Tree a)]`, `merge [Leaf Empty] → [Tree (Tree a)]`, `Empty → Tree a`, `fromList [Node] → Tree (Tree a -> Tree a -> Tree a)`, `collect (Node (Leaf [Leaf]) Empty) → [[a -> Tree a]]`, `Node Empty → Tree a -> Tree a`, `\x -> collect (fromList x) → [a] -> [a]`, `\x -> fromList (merge x) → [Tree a] -> Tree (Tree a)`