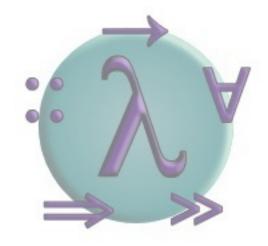
PROGRAMMING IN HASKELL



Chapter 11 - The Countdown Problem

What Is Countdown?

- ? A popular <u>quiz programme</u> on British television that has been running since 1982.
- Based upon an original <u>French</u> version called "Des Chiffres et Des Lettres".

Includes a numbers game that we shall refer to as the <u>countdown problem</u>.

Example

Using the numbers

1

3

7

10

25

50

and the arithmetic operators





*



construct an expression whose value is 765

Rules

- All the numbers, including intermediate results, must be positive naturals (1,2,3,...).
- Each of the source numbers can be used at most once when constructing the expression.
- ? We <u>abstract</u> from other rules that are adopted on television for pragmatic reasons.

For our example, one possible solution is

? = 765

Notes:

- There are <u>780</u> solutions for this example.
- Changing the target number to gives an example that has no solutions.

Evaluating Expressions

Operators:

data Op = Add | Sub | Mul | Div

Apply an operator:

```
apply :: Op \rightarrow Int \rightarrow Int \rightarrow Int apply = ?
```

Decide if the result of applying an operator to two positive natural numbers is another such:

```
valid :: Op \rightarrow Int \rightarrow Int \rightarrow Bool valid = ?
```

Expressions:

data Expr = Val Int | App Op Expr Expr

Return the overall value of an expression, provided that it is a positive natural number:

```
eval :: Expr \rightarrow [Int]
eval (Val n) = ?
eval (App o l r) = ?
```

Either succeeds and returns a singleton list, or fails and returns the empty list.

Formalising The Problem

Return a list of all possible ways of choosing zero or more elements from a list:

```
choices :: [a] \rightarrow [[a]]
```

For example:

```
> choices [1,2]
[[],[1],[2],[1,2],[2,1]]
```

Return a list of all the values in an expression:

```
values :: Expr \rightarrow [Int]
values (Val n) = [n]
values (App _ | r) = values | ++ values r
```

Decide if an expression is a solution for a given list of source numbers and a target number:

```
solution :: Expr \rightarrow [Int] \rightarrow Int \rightarrow Bool solution e ns n = ?
```

Brute Force Solution

Return a list of all possible ways of splitting a list into two non-empty parts:

```
split :: [a] \rightarrow [([a],[a])]
```

For example:

```
> split [1,2,3,4]
[([1],[2,3,4]),([1,2],[3,4]),([1,2,3],[4])]
```

Return a list of all possible expressions whose values are precisely a given list of numbers:

```
exprs :: [Int] → [Expr]
exprs = undefined
```

The key function in this lecture.

Combine two expressions using each operator:

```
combine :: Expr \rightarrow Expr \rightarrow [Expr] combine | r = ?
```

Return a list of all possible expressions that solve an instance of the countdown problem:

```
solutions :: [Int] \rightarrow Int \rightarrow [Expr] solutions ns n = [e | ns' \leftarrow choices ns , e \leftarrow exprs ns' , eval e == [n]]
```

How Fast Is It?

System: 2.8GHz Core 2 Duo, 4GB RAM

Compiler: GHC version 7.10.2

Example: solutions [1,3,7,10,25,50] 765

One solution: 0.108 seconds

All solutions: 12.224 seconds

Can We Do Better?

- Many of the expressions that are considered will typically be <u>invalid</u> - fail to evaluate.
- For our example, only around <u>5 million</u> of the 33 million possible expressions are valid.
- Combining generation with evaluation would allow <u>earlier rejection</u> of invalid expressions.

Fusing Two Functions

Valid expressions and their values:

```
type Result = (Expr,Int)
```

We seek to define a function that fuses together the generation and evaluation of expressions:

```
results :: [Int] \rightarrow [Result]
results ns = [(e,n) | e \leftarrow exprs ns
, n \leftarrow eval e]
```

This behaviour is achieved by defining

```
results [] = []
results [n] = [(Val n,n) | n > 0]
results ns =
    [res | (ls,rs) ← split ns
        , lx ← results ls
        , ry ← results rs
        , res ← combine' lx ry]
```

where

```
combine' :: Result → Result → [Result]
```

Combining results:

```
combine' (l,x)(r,y) = ?
```

New function that solves countdown problems:

```
solutions' :: [Int] \rightarrow Int \rightarrow [Expr]
solutions' ns n =
 [e | ns' \leftarrow choices ns
 , (e,m) \leftarrow results ns'
 , m == n]
```

How Fast Is It Now?

Example: solutions' [1,3,7,10,25,50] 765

One solution: 0.014 seconds

Around 10 times faster in both cases.

All solutions: 1.312 seconds

Can We Do Better?

Many expressions will be <u>essentially the same</u> using simple arithmetic properties, such as:

$$\begin{array}{cccc} x * y & = & y * x \\ \\ x * 1 & = & x \end{array}$$

Exploiting such properties would considerably reduce the search and solution spaces.

Exploiting Properties

Strengthening the valid predicate to take account of commutativity and identity properties:

```
valid :: Op \rightarrow Int \rightarrow Bool valid = ?
```

How Fast Is It Now?

Example: solutions" [1,3,7,10,25,50] 765

Valid: 250,000 expressions

Around 20 times less.

Solutions: 49 expressions

Around 16 times less.

One solution: 0.007 seconds Around 2 times faster.

All solutions: 0.119 seconds Around 11 times faster.

More generally, our program usually returns all solutions in a fraction of a second, and is around 100 times faster that the original version.