Functional Programming

Midterm Exam

Friday, November 8 2019

Your points are *precious*, don't let them go to waste!

- Your Time All points are not equal. Note that we do not think that all exercises have the same difficulty, even if they have the same number of points.
- Your Attention The exam problems are precisely and carefully formulated, some details can be subtle. Pay attention, because if you do not understand a problem, you cannot obtain full points.
- **Stay Functional** You are strictly forbidden to use return statements, mutable state (vars) and mutable collections in your solutions.
- **Some Help** The last page of this exam contains an appendix which is useful for formulating your solutions. You can detach this page and keep it aside.

Exercise	Points	Points Achieved
1	10	
2	10	
3	10	
4	10	
Total	40	

Exercise 1: For-comprehensions (10 points)

As seen in class, a Generator[T] can be used to generate values of type T:

```
trait Generator[+T] {
   /** Return a value of type 'T' */
   def generate: T

   def map[S](f: T => S): Generator[S] = ...

   def flatMap[S](f: T => Generator[S]): Generator[S] = ...
}
```

In the questions below, you can make use of the following pre-existing generators:

```
/** Generates random integers. */
val integers: Generator[Int]

/** Generates random booleans. */
val booleans: Generator[Boolean]

/** Always generate the value 'x'. */
def single[T](x: T): Generator[T]

/** Generates random integers greater than or equal to 'minimum'. */
def atLeast(minimum: Int): Generator[Int]

/** Generates random integers less than or equal to 'maximum'. */
def atMost(maximum: Int): Generator[Int]
```

In the questions below, your solutions must not contain "new Generator" or "extends Generator" anywhere.

Question 1a. (5 points)

Implement a generator for lists of a fixed length n, your solution must contain a for-comprehension.

```
/** Generates lists of length 'n', the elements of the lists are random integers.
  * If n < 0, generates empty lists.
  */
def lists(n: Int): Generator[List[Int]] =</pre>
```

Question 1b. (2 points)

Implement a generator for lists of length <= limit. your solution must contain a for-comprehension.

Question 1c. (3 points)

Implement a generator for *sorted* lists of a fixed length n, your solution must contain a for-comprehension. Your solution must not contain any call to .sort, .sorted or .sortBy.

```
/** Generates lists of length 'n', the elements of the lists are random integers.
    * Each generated list is sorted in ascending order and contains no element
    * smaller than 'minimum'.
    * If n < 0, generates empty lists.
    */
def sortedLists(n: Int, minimum: Int): Generator[List[Int]] =</pre>
```

Exercise 2: Structural Induction (10 points)

In this exercise, you will be working the standard List data structure. Your goal is to prove that the following equivalence holds for all xs of type List[A] and any function f of type A => B:

• xs.map(f).reverse === xs.reverse.map(f)

Axioms. You may use the following axioms:

```
(1) Nil ++ ys === ys
```

- (2) (x :: xs) ++ ys === x :: (xs ++ ys)
- (3) Nil.map(f) === Nil
- (4) (x :: xs).map(f) === f(x) :: xs.map(f)
- (5) Nil.reverse === Nil
- (6) (x :: xs).reverse === xs.reverse ++ (x :: Nil)
- (7) (xs ++ ys) ++ zs === xs ++ (ys ++ zs)

Lemma. In question 3b, you may use the following lemma (which you will prove in question 3a):

```
(8) (xs ++ (x :: Nil)).map(f) === xs.map(f) ++ (f(x) :: Nil)
```

Note: Be *very precise* in your proof:

- Clearly state which axiom, lemma or hypothesis you use at each step.
- Use only 1 axiom, lemma or hypothesis at each step, and only once.
- Underline the part of an equation on which you apply your axiom, lemma or hypothesis.
- Make sure to state what you want to prove, and what your induction hypotheses are, if any.

Question 3a. (5 points)

 $\label{eq:prove_prove_prove_prove_prove} Prove_{}(8) \text{ (xs ++ (x :: Nil)).map(f) === xs.map(f) ++ (f(x) :: Nil)}$

Question 3b. (5 points)

Prove that xs.map(f).reverse === xs.reverse.map(f)

Exercise 3: Variance (10 points)

Given the following classes:

- class F[+X]
- class G[-X]
- class H[X]

Recall that + means covariance, - means contravariance and no +/- means invariance (i.e. neither covariance nor contravariance).

Consider also the following typing relationships for A, B and C:

- A <: B
- B <: C

Fill in the subtyping relation between the types below using symbols:

- <: in case T1 is a subtype of T2;
- >: in case T1 is a supertype of T2;
- X in case T1 is neither a supertype nor a supertype of T2.

Each correct answer is worth one point. Each incorrect answer deduces half a point.

T1	<:,>: or X	T2
F[A]		F[B]
G[B]		G[C]
H[B]		H[A]
F[A]		F[C]
B => B		A => C
A => C		C => A
C => B		A => A
F[A] => B		F[B] => A
G[A] => F[A]		G[B] => F[B]
(A => C) => (C => A)		(B => B) => (A => C)

Exercise 4: Pattern matching and recursion (10 points)

In this exercise you will be working with perfectly balanced trees, defined as follows:

```
trait Perfect[A]
case class Empty[A]() extends Perfect[A]
case class Layer[A](elem: A, next: Perfect[(A, A)]) extends Perfect[A]
```

Perfect trees are always perfectly balanced by construction. Unlike the traditional tree data-structure, which consists of nodes and leaves, perfect trees are made of several layers of increasing size and a single empty tree at the bottom. For instance, the perfect tree containing the numbers 1 to 7 is defined as follows:

Note that each layer holds twice as many elements as its parent layer, and that elements are packed into nested pairs. This structure emerges from the fact that the next layer of Perfect[A] is defined to be a Perfect[(A, A)], that is, a tree with pairs of A-s as its elements. We call this data-structure a perfectly balanced tree because it always contains exactly $2^n - 1$ elements, where n is the number of layers.

Your task will be to implement several methods of perfectly balanced trees. Your implementations must be written directly in the body of trait Perfect, as opposed to being in the body of the case classes Empty and Layer.

Question 4a. (3 points)

Implement the size method that counts the number of elements in the tree.

```
trait Perfect[A] {
  def size: Int =
```

}

Question 4b. (3 points)

Implement the map method that given a function $A \Rightarrow B$, build a new perfectly balanced tree by applying the function to all elements of the tree.

Hint: when recursively calling map on the next layer, pay attention to the argument's type, it should be (A, A) => (B, B) and not A => B.

```
trait Perfect[A] {
  def map[B](f: A => B): Perfect[B] =
```

}

Question 4c. (4 points)

Implement the toList method that transforms a perfectly balanced tree into a list. The order of the elements in the returned list should correspond to a layer by layer traversal of the tree. In other words, calling .toList on the example tree defined in the introduction should return List(1, 2, 3, 4, 5, 6, 7).

Hint 1: When creating or concatenating lists, make sure that all elements are of the same type.

Hint 2: Don't worry about performance, aim for the simplest solution possible. A correct but slow solution will be given a full score, no extra point will be awarded for tail-recursive solutions.

```
trait Perfect[A] {
  def toList: List[A] =
```

}

Appendix: Scala Standard Library Methods

Here are some methods from the Scala standard library that you may find useful, on List[A]:

- xs.head: A: returns the first element of the list. Throws an exception if the list is empty.
- xs.tail: List[A]: returns the list xs without its first element. Throws an exception if the list is empty.
- x :: (xs: List[A]): List[A]: prepends the element x to the left of xs, returning a List[A].
- xs ++ (ys: List[A]): List[A]: appends the list ys to the right of xs, returning a List[A].
- xs.apply(n: Int): A, or xs(n: Int): A: returns the n-th element of xs. Throws an exception if there is no element at that index.
- xs.drop(n: Int): List[A]: returns a List[A] that contains all elements of xs except the first n ones. If there are less than n elements in xs, returns the empty list.
- xs.filter(p: A => Boolean): List[A]: returns all elements from xs that satisfy the predicate p as a List[A].
- $xs.flatMap[B](f: A \Rightarrow List[B]): List[B]: applies f to every element of the list <math>xs$, and flattens the result into a List[B].
- xs.foldLeft[B](z: B)(op: (B, A) => B): B: applies the binary operator op to a start value and all elements of the list, going left to right.
- xs.foldRight[B](z: B)(op: (A, B) => B): B: applies the binary operator op to a start value and all elements of the list, going right to left.
- xs.map[B](f: A => B): List[B]: applies f to every element of the list xs and returns a new list of type List[B].
- xs.nonEmpty: Boolean: returns true if the list has at least one element, false otherwise.
- xs.reverse: List[A]: reverses the elements of the list xs.
- xs.take(n: Int): List[A]: returns a List[A] containing the first n elements of xs. If there are less than n elements in xs, returns these elements.
- xs.size: Int: returns the number of elements in the list.
- xs.zip(ys: List[B]): List[(A, B)]: zips elements of xs and ys in a pairwise fashion. If one list is longer than the other one, remaining elements are discalaarded. Returns a List[(A, B)].
- xs.toSet: Set[A]: returns a set of type Set[A] that contains all elements from the list xs. Note that the resulting set will contain no duplicates and may therefore be smaller than the original list.