

# Erlang assignment 1

## Parallel and distributed programming

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### Introduction

Introductory assignments for sequential Erlang. This week has three assignments to test your knowledge of the Erlang basics, i.e., its syntax, semantics and functional programming. The tasks are awarded a maximum of 20 points. The grades are distributed according to Table 1.

Table 1: Point to grade conversion table

Point	Grade
0 – 8	F
9 – 10	E
11 – 12	D
13 – 15	C
16 – 17	B
18 – 20	A

### Submission

Please submit your solutions as `task1.erl`. Make sure you submit a single file and that your module-exports are exactly as stated in the task description.

## Problems

### Problem 1 (4 points)

Write a function `eval/1` which takes as input a tuple and evaluates the mathematical expression it denotes. For instance, the call `eval({add, 1, 1})` would return `{ok, 2}`, and the call `eval({mul, {add, 2, 2}, 4})` would return `{ok, 16}`<sup>1</sup>. More generally, the function accepts as input an expression tuple `E` of three (3) elements `{Op, E1, E2}`, where `Op` is `add`, `mul`, `'div'` or `sub` and `E1` and `E2` are either numbers or expression tuples (see example), and return the answer as the tuple `{ok, Value}`, or the atom `error` if the evaluation fails for any reason.

Implement the function `eval/1` in the module `task1` and export it.

#### Example 1

```
1> eval({add, 1, 2}).  
{ok, 3}  
2> eval({add, 1, x}).  
error  
3> eval({mul, 2, {mul, 1, 2}})  
{ok, 4}
```

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<sup>1</sup>Note the evaluation order is from left to right, i.e.,  $(2 + 2) * 4$

## Problem 2 (5 points)

Write a function `eval/2` which is functionally equivalent to `eval/1`, but accepts as its second argument a map which maps atoms to numbers. For instance, the call `eval({add, a, b}, #{a => 1, b => 2})` return 3 and the call `eval({mul, {add, a, 3}, b}, #{a => 1, b => 2})` return `{ok, 8}`<sup>2</sup>. More generally, `eval(E, L)` accepts as input an expression tuple `E` of three elements `{Op, E1, E2}` where `Op` is defined in Task 1 and `E1` and `E2` is either a number, **atom** or an expression tuple, and an Erlang map `L` that acts as lookup table for atoms. The function returns either `{ok, Value}` or `{error, Reason}`, where `Reason` is either `variable_not_found` if an atom does not exist in the lookup table or `unknown_error`.

Implement the function `eval/2` in the module `task1` and export it.

### Example 2

```
1> eval({add, 1, 2}, #{}).  
{ok, 3}  
2> eval({add, a, b}, #{a=1}).  
{error, variable_not_found}  
3> eval({add, {add, a, b}, {add, 1, 2}}, #{a=>2, b=>3}).  
{ok, 8}
```

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<sup>2</sup> $(1 + 3) * 2$

### Problem 3 (11 points)

Implement the higher-order functions in Table using **tail recursion** but **without using list-comprehensions or the `lists`-module**<sup>3</sup>. Ensure that the functions preserve the order of elements.

Function	Definition
<code>map(F, L)</code>	Return a new list which is the result of applying the function <code>F</code> to every element in <code>L</code> . Awarded a maximum of <b>2 points</b> .
<code>filter(P, L)</code>	Return a new list which is the result of filtering out the elements in <code>L</code> for which the function <code>P</code> returns true. Awarded a maximum of <b>2 points</b> .
<code>split(P, L)</code>	Return a tuple with two lists, <code>{True, False}</code> where <code>True</code> is a list containing the elements of <code>L</code> for which <code>P</code> returns true and <code>False</code> is a list containing the elements of <code>L</code> for which <code>P</code> returns false. Awarded a maximum of <b>3 points</b> .
<code>groupby(F, L)</code>	Return a map with <code>#{K1 =&gt; I1, ..., Kp =&gt; Ip}</code> where <code>Ii</code> is a list of indices to the values in <code>L</code> where <code>F</code> returns <code>Ki</code> (see example). Awarded a maximum of <b>4 points</b> .

#### Example 3

```
1> map(fun (X) -> X*2 end, [1,2,3])
[2,4,6]

2> filter(fun (X) -> X > 0 end, [-1, 2, 0]).
[2]

3> split(fun (X) -> X > 0 end, [-1, 2, 0]).
{[2], [-1, 0]}

3> groupby(fun (X) -> if X < 0 -> negative;
                      X > 0 -> positive;
                      true -> zero
                    end,
            end, [-1, 11, 10, -4, 0]).
#{negative => [1, 4], positive => [2, 3], zero => [5]}
```

<sup>3</sup>You are, however, allowed to use `lists:reverse/1`