LENGUAJES DE PROGRAMACIÓN 2020 — 2° SEMESTRE



CLASE 4:

Inductive datatypes and recursion

Federico Olmedo

Induction principle:

To prove a property P over the set of natural numbers we must:

- Prove that it holds for 0
- Prove that it holds for n+1 assuming it holds for n

$$\frac{P(0)}{\forall n. \ P(n) \implies P(n+1)}{\forall n. \ P(n)}$$

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Recursion scheme:

To define a function f over the set of natural numbers we must:

- Define it for 0
- Define it for n+1 assuming we know its value for n

$$f(0) = \dots f(n+1) = \dots f(n)\dots$$

 $\forall n. " f(n)$ is univocously defined"

The natural numbers as an inductive set

 \mathbb{N} is the least set satisfying the following rules:

$$\overline{0\in\mathbb{N}}$$

$$\frac{n \in \mathbb{N}}{n+1 \in \mathbb{N}}$$

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From the definition of an inductive set one can "blindly" derive its induction principle and recursion scheme.

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INDUCTION PRINCIPLE: $\frac{\forall v \ \forall l \in \text{List. } P(l) \implies P(\text{cons } v \ l)}{\forall l \in \text{List. } P(l)}$

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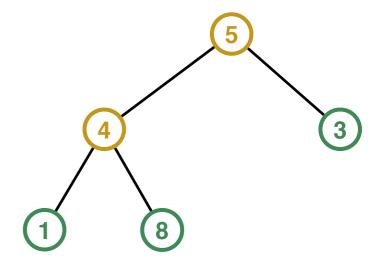
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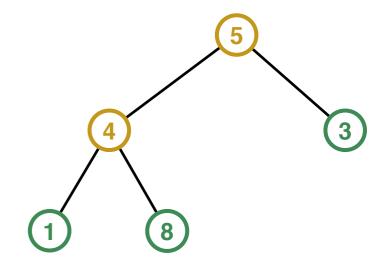
RECURSION SCHEME:
$$f(\text{empty}) = \dots f(I) \dots$$
$$f(\text{cons } v \mid I) = \dots f(I) \dots$$
$$length(\text{empty}) = 0$$
$$length(\text{cons } v \mid I) = 1 + length(I)$$

Binary trees:



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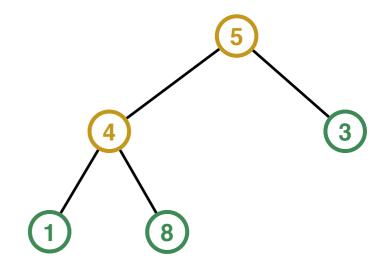


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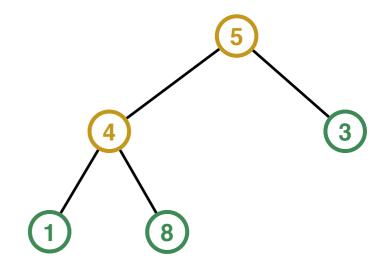


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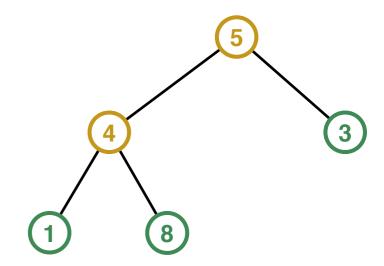
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INDUCTION PRINCIPLE:

 $\forall bt \in \mathsf{BinTree}. \ P(bt)$

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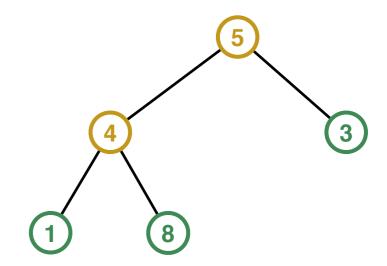
$$\frac{\textit{l, r} \in BinTree}{(leaf \ \textit{v}) \in BinTree} \quad \frac{\textit{l, r} \in BinTree}{(in-node \ \textit{v} \ \textit{l r}) \in BinTree}$$

$$\forall v. P(\text{leaf } v)$$

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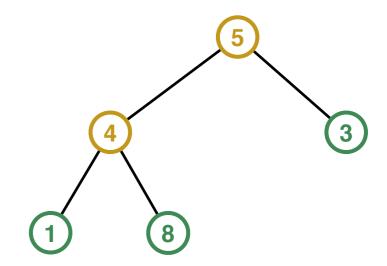
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$$\frac{\forall v \,\forall I, r \in \mathsf{BinTree.} \ P(I) \wedge P(r) \Longrightarrow P(\mathsf{in-node} \, v \, I \, r)}{\forall bt \in \mathsf{BinTree.} \ P(bt)}$$

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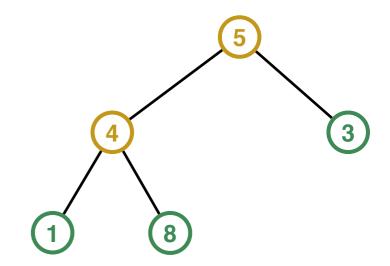
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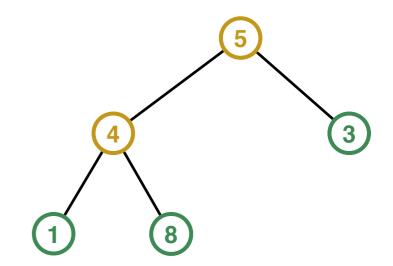
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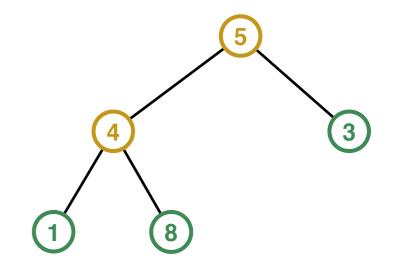
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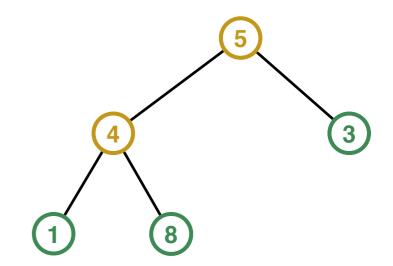
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$$f(\text{leaf } v) = \dots f(I) \dots f(r) \dots$$

 $f(\text{in-node } v \mid r) = \dots f(I) \dots f(r) \dots$

$$height(leaf v) = height(in-node v l r) =$$

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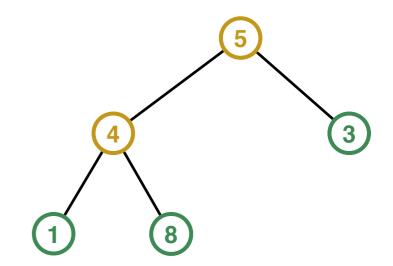
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$$height(leaf v) = 0$$

 $height(in-node v l r) = 1 + max\{height(l), height(r)\}$



```
#|
<BinTree> ::= (leaf <value>)
              (in-node <value> <BinTree> <BinTree>)
|#
;; Inductive type for representing binary trees
(deftype BinTree
  (leaf value)
  (in-node value left right))
;; height :: BinTree -> Integer
;; Devuelve la altura del arbol binario
(define (height bt)
  (match bt
    [(leaf _) 0]
    [(in-node _ l r) (+ 1 (max (height l) (height r)))]))
```

All recursive function over binary trees will have the following template:

(which is syntactically derived from the grammar of binary trees)

```
(define (func-to-define bt)
  (match bt
      [(leaf v) ....]
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```

- 1. Define function (sum-bintree bt) that returns the sum of the elements in the nodes of (binary tree) bt.
- 2. Define function (max-bintree bt) that returns the maximum of the elements in the nodes of (binary tree) bt.

Capturing the recursive scheme



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```
;; fold-bintree :: (Number -> A) (Number A A -> A) -> (Bintree -> A)
;; fold over numeric binary trees
(define (fold-bintree f g)
  (λ (bt)
    (match bt
    [(leaf v) (f v)]
    [(in-node v l r) (g v
                        ((fold-bintree f g) l)
                        ((fold-bintree f g) r))])))
:: max-bintree :: BinTree -> Number
;; Returns the maximum element of a (numeric) binary tree
(define max-bintree
  (fold-bintree identity max))
:: sum-bintree :: Bintree -> Number
;; Returns the sum of the elements of a numeric binary tree
(define sum-bintree
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Define function (contains-bintree? bt v) using fold-bintree.

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- Values built from different constructors are always different. For instance (equal? (leaf a) (in-node b (...) (...)) reduces to #f (for all a and b)
- The only way of building values of the data structure is via the provided constructors.

Follow the Grammar!

When defining a function that operates on an inductive datatype, the definition should be patterned after the grammar of the datatype.

Lecture material

Bibliography

<u>PrePLAI</u>: Introduction to functional programming in Racket [Sections 4-5]

Essentials of Programming Languages (3rd Edition) Daniel P. Friedman [Chapter 1]

Source code from the lecture [Download]