15-150 Fall 2013 Lab 6

2 Oct 2013

1 Introduction

The goal for this lab is to make you more familiar with higher-order functions, polymorphism, and currying in Standard ML.

Please take advantage of this opportunity to practice writing functions and proofs with the assistance of the TAs and your classmates. You are, as always, encouraged to collaborate with your classmates and to ask the TAs for help.

1.1 Getting Started

Update your clone of the git repository to get the files for this weeks lab as usual by running

git pull

from the top level directory (probably named 15150).

1.2 Methodology

You must use the five step methodology for writing functions for every function you write on this assignment. In particular, every function you write should have REQUIRES and ENSURES clauses and tests.

2 Higher Order Functions with Polymorphism

Task 2.1 For each of the following expressions, what is its most general type? Recall that map has type ('a -> 'b) -> 'a list -> 'b list. If you think the expression is not well-typed, say so.

```
(a) (fn x => x+1.0)
(b) map (fn x => x ^ "Hello")
(c) map (fn x => x + 1) [41]
(d) map (fn 1 => map (fn x => x) 1)
(e) map map
```

3 Folding a List

The foldr function was defined in class. Here is its type and definition:

foldr can be used in place of recursive functions. For instance, take a look at the function sum that takes an int list and computes the sum of its elements:

We can rewrite this function using foldr without recursion as:

```
fun sum' (xs : int list) : int = foldr (fn (x,y) \Rightarrow x + y) 0 xs
```

3.1 Proving with Higher-Order-Functions

Task 3.1 Prove that the two implementations of sum are equivalent. That is, prove the theorem

```
Theorem: For any L: int list, sum L = sum' L.
```

Your proof should use structural induction and equational reasoning.

3.2 Quantifiers

Task 3.2 Using foldr, write

```
exists : ('a \rightarrow bool) \rightarrow 'a list \rightarrow bool forall : ('a \rightarrow bool) \rightarrow 'a list \rightarrow bool
```

such that when p is a total function of type t -> bool, and L is a list of type t list:

- exists $p L \Longrightarrow^* true$ if there is an x in L such that p x = true; exists $p L \Longrightarrow^* false$ otherwise
- forall p L \Longrightarrow * true if p x = true for every item x in L; forall p L \Longrightarrow * false otherwise.

Hint: Write these functions recursively at first, and then convert them to use **foldr** as was done with **sum**.

4 Higher Order Trees

Recall our definition of binary trees:

4.1 Implementation

We will be working with some higher-order functions on these trees.

Task 4.1 Define a recursive ML function

```
treeFilter : ('a -> bool) -> 'a tree -> 'a option tree
```

such that treeFilter p t keeps tree elements that satisfy p by wrapping them in SOME while replacing those elements that fail with NONE.

Task 4.2 Define a recursive ML function

```
treexists : ('a -> bool) -> 'a tree -> 'a option
```

such that treexists p t evaluates to SOME e where e is any element of t that satisfies p and NONE if no such element exists.

Task 4.3 Define a recursive ML function

```
treeAll : ('a -> bool) -> 'a tree -> bool
```

such that treeAll p t evaluates to true if and only if every element of t satisfies p. Please do not use treexists.

Task 4.4 Define an ML function

```
treeAll' : ('a -> bool) -> 'a tree -> bool
```

that is non-recursive but works identically to treeAll. You may use treexists.

4.2 Polymorphism

Task 4.5

(a) What is the most general type of the following function?

```
fun foo t = treeFilter (fn [] => false | x::L => true) t
```

(b) What does it do?

4.3 Trees on trees

Task 4.6 Please define an ML function

```
onlyEvenTrees : (int tree) tree => (int tree option) tree
```

such that onlyEvenTrees t evaluates to a tree that has NONE wherever t had a tree containing any odd number and SOME e wherever t had a tree e containing no odd numbers.

4.4 Do the safetree dance

Task 4.7 We were perfectly happy with our tree implementation until some c hax0rs mutated our trees. Please write a non-recursive function:

```
safetree : int tree -> int option tree
```

which transforms each Leaf(n) to Leaf(NONE) if n = 0, and Leaf(SOME n) otherwise.

5 More Trees

Oftentimes we want a tree with more than two branches at any node. For example, the B-trees used to implement your filesystem have arbitrary branching factor (post-lab reading for the curious: en.wikipedia.org/wiki/B-tree)!

We can extend our definition of binary trees to trees with an arbitrary branching factor with the following datatype:

Notice how we already have an Emp type in the tree – to avoid being redundant, we will impose an invariant requiring the 'a narytree list in Branch to be non-empty.

Task 5.1 Remember making "full" rtrees with geometricTree on HW 4? Note that it can only make a tree with 2^n leaves for a given n - it's pretty boring. Define an ML function

```
fuller : (int * int) -> int narytree
```

that for some non negative \mathbf{n} and positive \mathbf{a} , returns an n-ary tree of depth \mathbf{a} , with n^a leaves each containing your favorite number.

5.1 Higher-Order Functions (again)

If you haven't already guessed, we can extend the same higher order functions on binary trees to n-ary trees!

Task 5.2 Define an ML function

```
narytreemap : ('a -> 'b) -> ('a narytree -> 'b narytree)
```

for applying a function to every leaf in an n-ary tree.

Task 5.3 Define an ML function

```
narytreereduce : ('a * 'a -> 'a) -> 'a -> 'a narytree -> 'a
```

for combining the items at the leaves of an n-ary tree with some base value.

Task 5.4 Define an ML function

```
narytreemapreduce : ('a -> 'b) -> ('b * 'b -> 'b) -> 'b -> 'b narytree -> 'b
```

for mapping a function to every leaf in an n-ary tree and then combining the resulting leaves with a base value. (This should be non-recursive.)

Note: There is at least one implementation of mapreduce which stores a tree-sized intermediate result. You should probably try this first! Challenge: can we do without this intermediary?