

## Assignment 9

### Lazy Lists Revisited

You have seen how to implement a lazy list in ML. In Haskell, a lazy list requires no special effort, since *all* data structures are lazy by default. In particular, the built-in list type is lazy.

1. Define in Haskell an infinite list called *code* that is simply a never-ending sequence of ones:  $1, 1, 1, 1, \dots$ ;
2. Write a Haskell function *intList*  $n$  that will create a sequence of integers from  $n$  to infinity:  $n, n + 1, n + 2, \dots$  (You may **not** use the special built-in list syntax for this; build the list using only the cons operator  $(:)$ )
3. Write a Haskell function *takeN* that returns the first  $n$  elements from a list. (Do not use any standard functions for this.) For example,

```
takeN 4 (intList 10)
```

should evaluate to:

```
[10, 11, 12, 13]
```

### Stream Equations

1. Define in Haskell the list of all even positive integers and the list of all odd positive integers.

```
evens :: [Int]
evens =
```

and

```
odds  :: [Int]
odds =
```

2. Define a merge function in Haskell that takes two ordered lists and returns the resulting merged list, in order. For instance,

```
merge [1,2,3] [4,5,6]
```

should return

```
[1,4,2,5,3,6]
```

```
merge :: [Int] -> [Int] -> [Int]
```

Does the call

```
head (merge evens odds)
```

terminate? Explain why or why not in a few sentences. What about

```
length (merge evens odds)
```

3. Write each of the sequences below as one or more Haskell streams (infinite lists). You may use the *merge* function defined above.

(a) 0, 1, 8, 27, 64, 125, 216, 343, 512, 729, 1000, 1331, ...

(b) 1, 3, 9, 27, 81, 243, 729, 2187, 6561, 19683, 59049, ...

(c) 0, 0, 1, 1, 2, 4, 3, 9, 4, 16, 5, 25, 6, 36, 7, 49, ...

(d) The negative numbers

For example, the sequence consisting of all zeros can be described as:

```
zeroes :: [Int]
zeroes = 0 : zeroes
```

Alternatively, a list can be described using a **list comprehension**:

```
[n + 1 | n <- [1,2,3]]
```

evaluates to

```
[2,3,4]
```

## Simulate effects in a pure functional language

The following two exercises are meant to show how Haskell simulates effects. A monad is simply a pattern that guides you in writing programs in a pure style.

- **Exceptions**

1. Consider the following ML datatype:

```
datatype Term = NUM of int | DIVIDE of Term * Term
```

Define a function in ML

```
interp : Term -> int
```

which raises the exception `DivZero` when dividing by zero. For example, the program

```
interp (DIVIDE (NUM 3, NUM 0)) handle DivZero => 0
```

will return 0

2. Suppose you do not have the exception mechanism available to raise and catch errors, so you have to come up with a way to simulate exceptions. Rewrite the code of your interpreter in such a way that when you try to divide by zero it still signals an error. Note that you need to define a new datatype, say `Result`, and your new interpreter has now the type

`Term -> Result`

Rewrite the following invocation of the interpreter:

```
interp (DIVIDE (NUM 3, NUM 0)) handle DivZero => 0
```

### • State

1. Suppose you want to write an interpreter that counts the number of division operations in your program. You can do it using the imperative features that ML offers:

```
- val count = ref 0;
- fun interp_state (NUM x ) = x
  | interp_state (DIVIDE (t1, t2)) = let
                                val _=(count := !count + 1)
                                in (interp_state t1) div (interp_state t2)
                                end
```

Suppose now you want to write the above in Haskell which doesn't offer the assignment feature. You need to simulate what assignment does in a functional manner. Rewrite `interp_state` without using the assignment, in such a way that when you call your new interpreter with the program `DIVIDE(DIVIDE(NUM 8,NUM 1),DIVIDE(NUM 8,NUM 1))` it returns 1 together with the number of divisions which is 3.