CSE 341, Winter 2018, Assignment 2 Due: Monday January 22, 11:00PM

Important Introduction:

In this homework, we will work with JSON data in SML. We will manipulate it, print it, and (optionally, as a challenge problem) parse it. We will also play with some real data.

You need to download a .zip file containing several files from the course website, but the only files you should edit are hw2.sml, hw2tests.sml, and (optionally) hw2challenge.sml.

Your solutions must use pattern-matching. You may not use the functions null, hd, tl, isSome, or valOf, nor may you use anything containing a # character or features not used in class (such as mutation). Note that list order does not matter unless specifically stated in the problem.

This homework is more difficult than Homework 1. There are 19 required problems and 12 challenge problems, though several (both required and challenge) require just one line of code and none require more than 25 lines of code.

JSON is a human-readable data serialization format, originally inspired by Javascript's Object Notation. JSON is commonly used to represent data, for example Seattle Police Department crime report data near the U-district used in this assignment.

No previous experience with JSON is expected or needed, but if you are curious or confused, the ultimate reference is at https://tools.ietf.org/html/rfc7159. We will make some modest simplifying assumptions about JSON. Therefore, we will not quite be RFC compliant, but we will be close, and it wouldn't be too hard to get there.

A JSON value is one of seven things:

- 1. a number (floating point, e.g., 3.14 or -0.2)
- 2. a string (e.g., "hello")
- 3. false
- 4. true
- 5. null
- 6. an array of JSON values, written between square brackets and commas (e.g., [1, "world", null])
- 7. an "object," which is a sequence of field/value pairs
 - a field is always a string literal (e.g., "foo")
 - a value is any JSON value
 - objects are written with curly braces, commas, and colons, e.g., { "foo" : 3.14, "bar" : [1, "world", null], "ok" : true }

However, our ML code will not use this *concrete* JSON notation, but rather use this datatype binding to represent JSON values:

```
datatype json =
    Num of real
    | String of string
    | False
    | True
    | Null
    | Array of json list
    | Object of (string * json) list
```

Remember that for any problem, if a type is required, then a *more general* type is acceptable provided your code is correct.

About the data files:

The crime-data files are needed only for problems 10-15, but you may find them useful for testing in other places as well. In case you are curious, the data is real and comes from the Seattle Police Department. The entire dataset can be viewed at https://dev.socrata.com/foundry/data.seattle.gov/pu5n-trf4. For use in this assignment, we have selected all records in the dataset that took place within 1km of the Paul G. Allen Center for Computer Science & Engineering, using the following query URL: https://data.seattle.gov/resource/pu5n-trf4.json?\$select=*&\$where=within_circle(incident_location, 47.653240, -122.305698, 1000)&\$limit=15000. The resulting data can be found in JSON format in the file complete_police.json.

Since that file contains over 10000 records, we have also included small, medium, and large subsets of the data, containing 10, 100, and 1000 records, respectively, available in the files small_police.json, medium_police.json, and large_police.json.

Converting the textual representation of JSON data into the structured representation given by the SML type json is the problem of parsing. Parsing JSON is an interesting problem, which we encourage you to explore (it's easier than you might think!) with the challenge problems.

To facilitate playing with the data without needing to parse it, we have included the pre-parsed data files parsed_small_police.sml, parsed_medium_police.sml, and parsed_large_police.sml, each of which is a valid SML file that binds a single variable name to a value of type json. Thus they can be loaded into the REPL or other files with use function, as usual. Unfortunately, the complete dataset is too large for SML to load in a reasonable amount of time when it is represented like this, so it is not available in the pre-parsed format.

We will explore the data further below, but for now it suffices to say that it consists of a JSON array of event records, each of which has several fields, such as the kind of event (e.g., shoplifting or noise complaint) and the location (eg, 4500 block of 15th avenue NE).

The Actual Problems

- 1. Write a function make_silly_json that takes an int i and returns a json. The result should represent a JSON array of JSON objects where every object in the array has two fields, "n" and "b". Every object's "b" field should hold true (i.e., True). The first object in the array should have a "n" field holding the JSON number i.0, the next object should have an "n" field holding ((i 1).0 and so on where the last object in the array has an "n" field holding 1.0. Sample solution is less than 10 lines. Hints: We have provided a function int_to_real. You'll want a helper function that does most of the work.
- 2. Write a function assoc of type ''a * (''a * 'b) list -> 'b option that takes two arguments k and xs. It should return SOME v1 if (k1,v1) is the pair in the list closest to the beginning of the list for which k and k1 are equal. If there is no such pair, assoc returns NONE. Sample solution is a few lines.
- 3. Write a function dot that takes a json (call it j) and a string (call it f) and returns a json option. If j is an object that has a field named f, then return SOME v where v is the contents of that field. If j is not an object or does not contain a field f, then return NONE. Sample solution is 4 short lines thanks to an earlier problem.
- 4. Write a function one_fields that takes a json and returns a string list. If the argument is an object, then return a list holding all of its field names (not field contents). Else return the empty list. Use a tail-recursive, locally defined helper function. It is easiest to have the result have the strings in reverse order from how they appear in the object and this reverse order is fine/expected. Sample solution is about 11 lines.
- 5. Write a function no_repeats that takes a string list and returns a bool that is true if and only if no string appears more than once in the input. Do not (!) use any explicit recursion. Rather, use helper functions length (pre-defined in SML) and dedup (provided earlier in the file) to complete this problem in one line.

- 6. Write a function recursive_no_field_repeats that takes a json and returns a bool that is true if and only if no object anywhere "inside" (arbitrarily nested) the json argument has repeated field names. (Notice the proper answer for a json value like False is true. Also note that it is not relevant that different objects may have field names in common.) In addition to using some of your previous functions, you will want two locally defined helper functions for processing the elements of a JSON array and the contents of a JSON object's fields. By defining these helper functions locally, they can call recursive_no_field_repeats in addition to calling themselves recursively. Sample solution is 16 lines.
- 7. Write a function count_occurrences of type string list * exn -> (string * int) list. If the string list argument is sorted (in terms of the ordering implied by the strcmp function we provided you), then the function should return a list where each string is paired with the number of times it occurs. (The order in the output list does not matter.) If the list is not sorted, then raise the exn argument. Your implementation should make a single pass over the string list argument, primarily using a tail-recursive helper function. You will want the helper function to take a few arguments, including the "current" string and its "current" count. Sample solution is 14 lines.
- 8. Write a function string_values_for_field of type string * (json list) -> string list (the parentheses in this type are optional, so the REPL won't print them). For any object in the json list that has a field equal to the string and has *contents* that are a JSON string (e.g., String "hi") put the contents string (e.g., "hi") in the output list (order does not matter; the output should have duplicates when appropriate). Sample solution is 6 lines thanks to dot.
- 9. Write a function filter_field_value of type string * string * json list -> json list. The output should be a subset of the third argument, containing exactly those elements of the input list that have a field with name equal to the first string argument and that field's contents are a JSON string equal to the second string argument. Sample solution uses dot and is less than 10 lines.

The next six problems have you create *variable bindings*. Use either histogram_for_field or filter_field_value as appropriate for analyzing the data in large_incident_reports_list — none of these problems require very many lines of code.

- 10. Bind to the variable large_event_clearance_description_histogram a histogram (using histogram_for_field) of the objects in large_incident_reports_list based on the "event_clearance_description" field.
- 11. Bind to the variable large_hundred_block_location_histogram a histogram (using histogram_for_field) of the objects in large_incident_reports_list based on the "hundred_block_location" field.
- 12. Bind to the variable forty_third_and_the_ave_reports a json list containing the elements of large_incident_reports_list whose "hundred_block_location" field contains the JSON string "43XX BLOCK OF UNIVERSITY WAY NE".
- 13. Bind to the variable forty_third_and_the_ave_event_clearance_description_histogram a histogram based on the "event_clearance_description" field (like in problem 10), but considering only the objects whose "hundred_block_location" field contains "43XX BLOCK OF UNIVERSITY WAY NE" (as in problem 12).
- 14. Bind to the variable nineteenth_and_forty_fifth_reports a json list containing the elements of large_incident_reports_list whose "hundred_block_location" field contains the JSON string "45XX BLOCK OF 19TH AVE NE".
- 15. Bind to the variable nineteenth_and_forty_fifth_event_clearance_description_histogram a histogram based on the "event_clearance_description" field (like in problem 10), but considering only the objects whose "hundred_block_location" field contains "45XX BLOCK OF 19TH AVE NE" (as in problem 14).

In the next four problems we will convert from json to string, the key step in printing JSON values.

- 16. Write a function concat_with that takes a separator string and a list of strings, and returns the string that consists of all the strings in the list concatenated together, separated by the separator. The separator should be only *between* elements, not at the beginning or end. Use ML's ^ operator for concatenation (e.g., "hello" ^ "world" evaluates to "helloworld"). Sample solution is 5 lines.
- 17. Write a function quote_string that takes a string and returns a string that is the same except there is an additional "character at the beginning and end. Sample solution is 1 line.
- 18. Write a function real_to_string_for_json that takes a real and returns a string. You can't quite just use the real_to_string function we provided because in ML negative numbers start with ~, but we want the more common character. But we also provided real_abs. Sample solution is 1-2 lines.
- 19. Write a function json_to_string that converts a json into the proper string encoding in terms of the syntax described on the first page of this assignment. The three previous problems are all helpful, but you will also want local helper functions for processing arrays and objects (hint: in both cases, create a string list that you then pass to concat_with). Sample solution is 25 lines.

The remaining problems are challenge problems that build to a parser for JSON. They are described in hw2challenge.sml.

Summary

Evaluating a correct homework solution should generate these bindings or more general types in addition to the bindings from the code provided to you.

```
val make_silly_json = fn : int -> json
val assoc = fn : ''a * (''a * 'b) list -> 'b option
val dot = fn : json * string -> json option
val one_fields = fn : json -> string list
val no_repeats = fn : string list -> bool
val recursive_no_field_repeats = fn : json -> bool
val count_occurrences = fn : string list * exn -> (string * int) list
val string_values_for_field = fn : string * json list -> string list
val filter_field_value = fn : string * string * json list -> json list
val large_event_clearance_description_histogram = (*...*) : (string * int) list
val large_hundred_block_location_histogram = (*...*) : (string * int) list
val forty_third_and_the_ave_reports = (*...*) : json list
val forty_third_and_the_ave_event_clearance_description_histogram =
         (*...*) : (string * int) list
val nineteenth_and_forty_fifth_reports = (*...*) : json list
val nineteenth_and_forty_fifth_event_clearance_description_histogram =
         (*...*) : (string * int) list
val concat_with = fn : string * string list -> string
val quote_string = fn : string -> string
val real_to_string_for_json = fn : real -> string
val json_to_string = fn : json -> string
```

Of course, generating these bindings does not guarantee that your solutions are correct. Test your functions: Put your testing code in a separate file. We will not grade it, but you must turn it in.

Assessment

Your solutions should be correct, in good style, and use only features we have used in class.

Turn-in Instructions

- Put all your solutions in one file, hw2.sml, except put work on the challenge problems in hw2challenge.sml. Put tests in hw2tests.sml.
- Follow the link on the course website (homework section) for the web-form for submitting your files.