

Задание

```
type Set = Int -> Bool
contains :: Set -> Int -> Bool
singletonSet :: Int -> Set
union :: Set -> Set -> Set
intersect :: Set -> Set -> Set
diff :: Set -> Set -> Set
filter' :: Set -> (Int -> Bool) -> Set
bounds = [-1000,1000]
forAll :: Set -> (Int -> Bool) -> Bool
exists :: Set -> (Int -> Bool) -> Bool
```

Решение

```
type Set = Int -> Bool
```

```
a = (\a -> True)::Set
```

```
contains :: Set -> Int -> Bool
```

```
contains s a = s a
```

```
singletonSet :: Int -> Set
```

```
singletonSet = \b -> (\a -> a == b)
```

```
singletonSet b = \a -> a == b
```

```
singletonSet b = let
```

```
  answer a = a == b
```

```
  in answer
```

замыкание, closure

Решение

`union :: Set -> Set -> Set`

`union a b = \c -> (contains b c) || (contains a c)`

`intersect :: Set -> Set -> Set`

`intersect a b = \c -> (contains b c) && (contains a c)`

`diff :: Set -> Set -> Set`

`diff a b = \c -> (contains a c) && (not (contains b c))`

`filter' :: Set -> (Int -> Bool) -> Set`

`filter' a f = \c -> (contains a c) && (f c)`

Решение

`forall :: Set -> (Int -> Bool) -> Bool`

`forall a f =`

`let`

`forall' 1000 = True`

`forall' acc =`

`if (contains a acc) && not (f acc)`

`then False`

`else forall' (acc+1)`

`in forall' (-1000)`

`exists :: Set -> (Int -> Bool) -> Bool`

`exists a f = not $ forall a (not . f)`

Ещё немного о fib

`fib1 0 = 1`

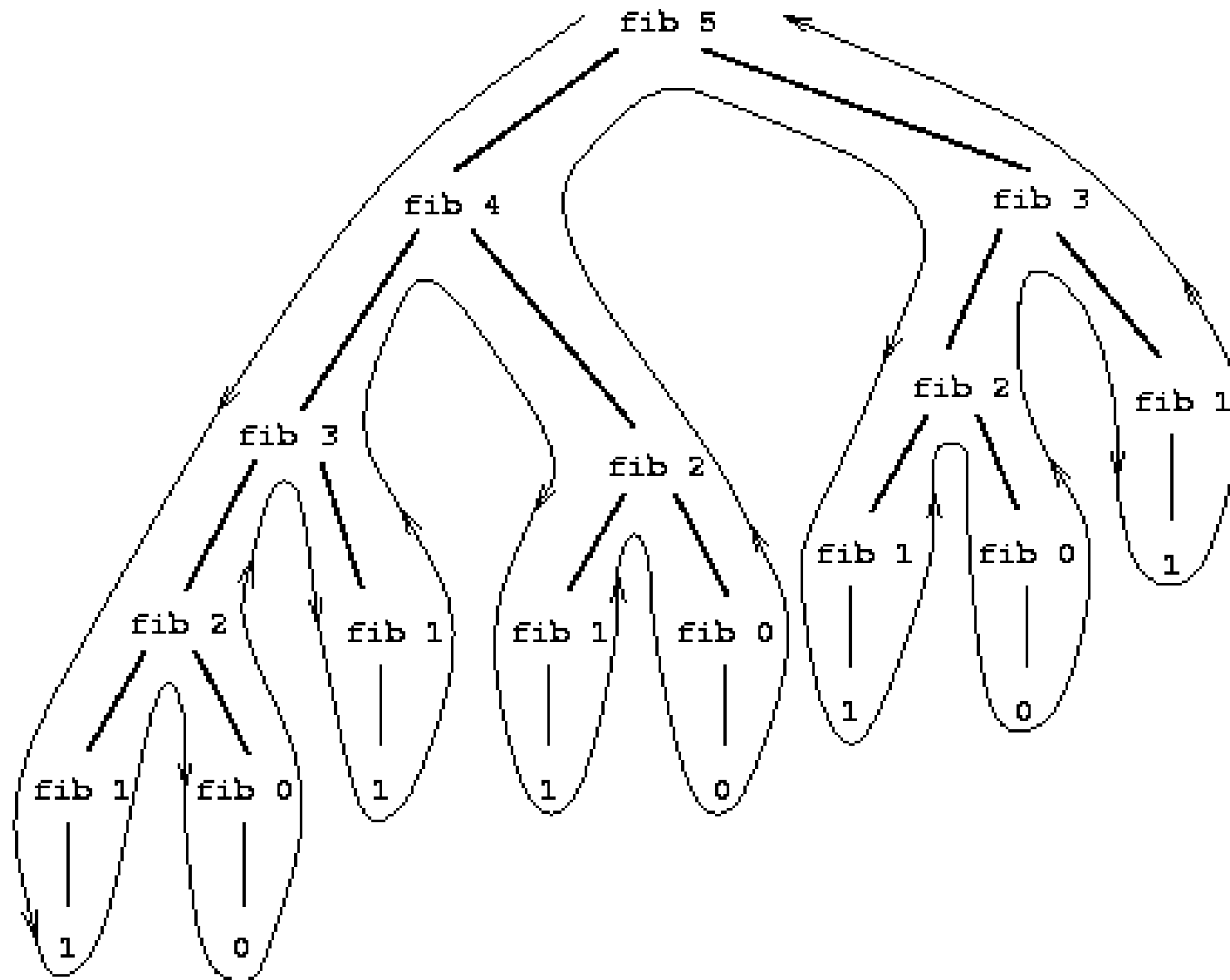
`fib1 1 = 1`

`fib1 n = fib1 (n-1) + fib1 (n-2)`

`fi1 = map fib1 [1..]`

Безумно медленно

Ещё немного о fib



Ещё немного о fib

$\text{fib2}' (a, b) 0 = a$

$\text{fib2}' (a, b) n = \text{fib2}' (b, a+b) (n-1)$

$\text{fib2} = \text{fib2}' (1, 1)$

$\text{fi2} = \text{map fib2 } [1..]$

Нипанятна!

Мемоизация

fi4 =

let fib 0 = 0

fib 1 = 1

fib n = fib4' (n-2) + fib4' (n-1)

fib4' n = fi4 !! n

in (map fib [0 ..])

Profit! (см. Data.Map, Data.Set)

Задание

Функция `permute`, генерация списка всех перестановок списка

`permute [1;2;3] = [[1;2;3];[1;3;2];...;[3;2;1]]`

Задание

`appendL = foldr (++) []` - конкатенация списка списков

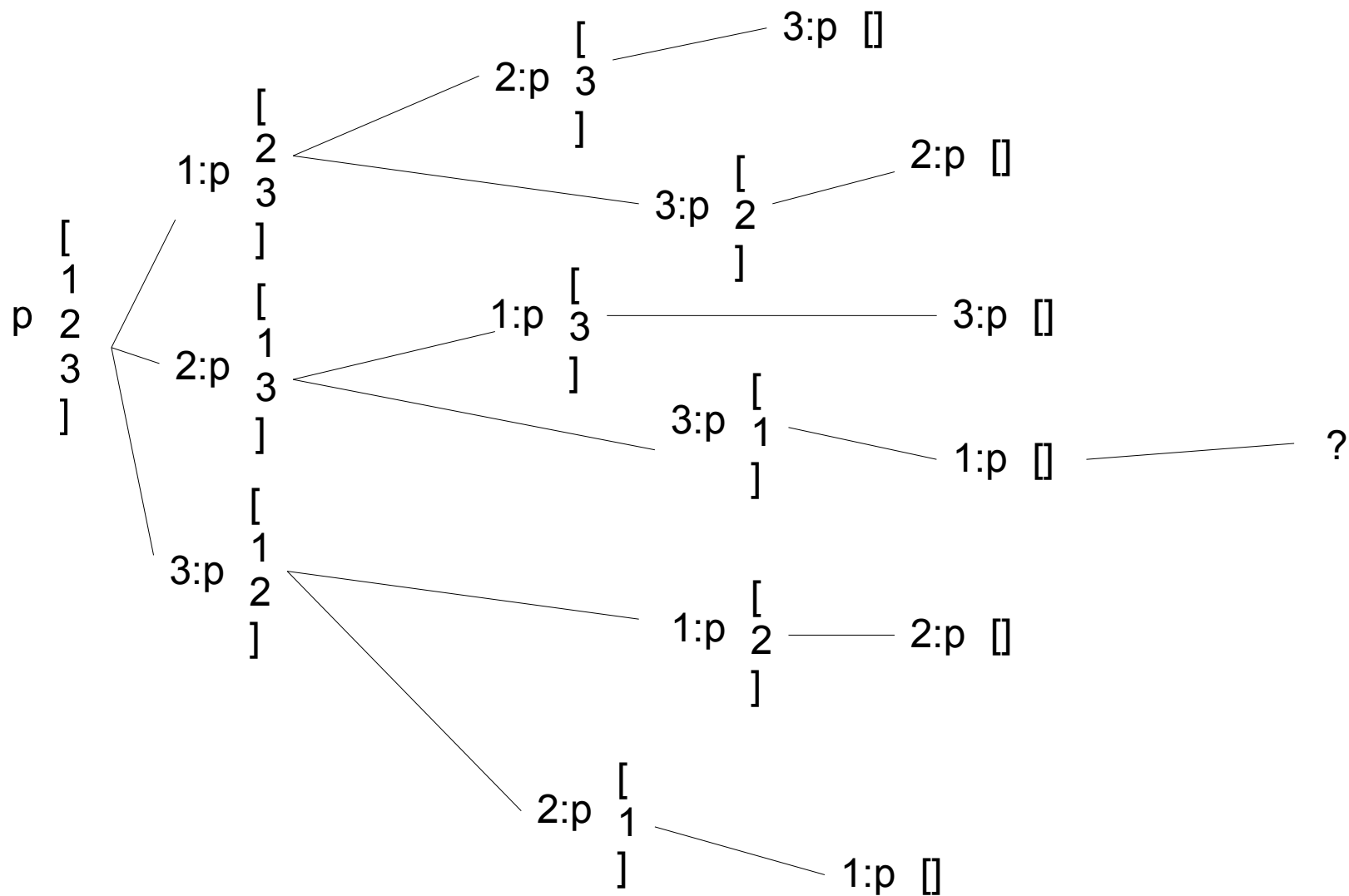
`appendL [[1,2],[3,4,5],[6]] = [1,2,3,4,5,6]`

`deepMap :: (a -> b) -> [[a]] -> [[b]]`

`deepMap (+1) [[1,2],[3,4,5],[6]] = [[2,3],[4,5,6],[7]]`

`foldr` – функция свёртки, следующая лекция

Задание



Решение

```
permute' [] = [[]]
```

```
permute' list = let
```

```
  listOfListsWith a = map (\e -> a : e) (permute'  
(filter (\x -> x /= a) list))
```

```
  in appendL $ map listOfListsWith list
```

Решение

```
> permute' [1,2,3]
```

```
[[1,2,3],[1,3,2],[2,1,3],[2,3,1],[3,1,2],[3,2,1]]
```

Клёви!

```
> permute' [1,2,1]
```

```
[[1,2],[2,1],[2,1],[1,2]]
```

Печалька

Решение

```
permute list =
```

```
  let
```

```
    xs = permute' [0.. length list - 1]
```

```
    deepMap = map . map
```

```
  in deepMap (\x -> list !! x) xs
```

Размен монет

Write a recursive function that counts how many different ways you can make change for an amount, given a list of coin denominations. For example, there are 3 ways to give change for 4 if you have coins with denomination 1 and 2: 1+1+1+1, 1+1+2, 2+2.

Do this exercise by implementing the `countChange` function in Haskell, yopt! This function takes an amount to change, and a list of unique denominations for the coins. Its signature is as follows:

```
CountChange Int -> [Int] -> Int
```

Once again, you can make use pattern matching and other things which you know in Haskell.

Размен монет

```
countChange 0 _ = 0
```

```
countChange _ [] = 0
```

```
countChange money (coin : coins)
```

```
    | coin > money = countChange money coins
```

```
    | coin < money = countChange (money-coin)  
(coin:coins) + countChange money coins
```

```
    | coin == money = 1
```