#### COMPSCI 1JC3

### Introduction to Computational Thinking Fall 2018

# Assignment 2

Dr. William M. Farmer McMaster University

Revised: September 30, 2018

The purpose of Assignment 2 is to write a module in Haskell that implements a 3-dimensional vector space over the real numbers. The requirements for Assignment 2 and for Assignment 2 Extra Credit are given below. You are required to do Assignment 2, but Assignment 2 Extra Credit is optional. Please submit Assignment 2 as a single Assign\_2.hs file to the Assignment 2 folder on Avenue under Assessments/Assignments. If you choose to do Assignment 2 Extra Credit for extra marks, please submit it also as a single Assign\_2\_ExtraCredit.hs file to the Assignment 2 Extra Credit folder on Avenue in the same place. Both Assignment 2 and Assignment 2 Extra Credit are due October 21, 2018 before midnight. Assignment 2 is worth 4% of your final grade, while Assignment 2 Extra Credit is worth 2 extra percentage points.

Late submissions will not be accepted! So it is suggested that you submit a preliminary Assign\_2.hs file well before the deadline so that your mark is not zero if, e.g., your computer fails at 11:50pm on October 21.

Although you are allowed to receive help from the instructional staff and other students, your submitted program must be your own work. Copying will be treated as academic dishonesty!

## 1 Background

A vector is a mathematical entity that has direction and magnitude. A vector can be identified with a point in Euclidean space. A point in 3-dimensional Euclidean space can be represented with  $Cartesian\ coordinates$  as a triple (3-tuple) V=(a,b,c) of real numbers where a is the x-coordinate, b is the y-coordinate, and c is the z-coordinate of the point, respectively. (A point in 3-dimensional Euclidean space could also be represented in other ways such as with  $polar\ coordinates$ .)

Suppose V = (a, b, c) and V' = (a', b', c') are two vectors represented by points in 3-dimensional Euclidean space. V is the zero vector if a = b = c = 0. The scalar product of a real number r and V is the vector (r\*a, r\*b, r\*c). The magnitude of V is the real number  $\sqrt{a^2 + b^2 + c^2}$ . The sum of V and

V' is the vector (a+a',b+b',c+c'). The difference of V and V' is the sum of V and the scalar multiple of -1 and V'. The distance between V and V' is the magnitude of the difference of V and V'. The inner product of V and V' (also called the dot product) is the real number aa' + bb' + cc'.

### 2 Assignment 2

The purpose of this assignment is to create a Haskell module for the vector space of 3-dimensional vectors whose coordinates are of type Double.

### 2.1 Requirements

- Download from Avenue Assign2\_Project\_Template.zip which contains the Stack project files for this assignment. Modify the Assign\_2.hs in the src folder so that the following requirements are satisfied.
- 2. Your name, the date, and "Assignment 2" are in comments at the top of your file. macid is defined to be your MacID.
- 3. The file contains the type definition

```
type Vector = (Double, Double, Double)
```

- 4. The file includes a constant named vecZero of type Vector that implements the zero vector constant.
- 5. The file includes a function named vecScalarProd of type Double -> Vector -> Vector that implements the scalar product function.
- 6. The file includes a function named vecSum of type Vector -> VectorVector that implements the sum function.
- 7. The file includes a function named vecMagnitude of type Vector -> Double that implements the magnitude function.
- 8. The file includes a function named vecInnerProd of type Vector -> Vector -> Double that implements the inner product function.
- 9. The file includes a function named vecF of type Vector  $\rightarrow$  [Vector]  $\rightarrow$  (Vector, Vector) such that vecF x y equals a pair  $(v_1, v_2)$  of values of type Vector such that:
  - a.  $v_1$  is a member in the list y whose distance between x and itself is less than or equal to the distance between x and every other member of y.
  - b.  $v_2$  is a member in the list y whose distance between x and itself is greater than or equal to the distance between x and every other member of y.

10. Your file can be imported into GHCi and all of your functions perform correctly.

### 2.2 Testing

Include in your file a test plan for the functions vecScalarProd, vecSum, vecMagnitude, vecInnerProd, and vecF. The test plan must include at least three test cases for each function. Each test case should have following form:

Function: Name of the function being tested.

Test Case Number: The number of the test case.

Input: Inputs for function.

Expected Output: Expected output for the function.

Actual Output: Actual output for the function.

The test plan should be at the bottom of your file in a comment region beginning with a {- line and ending with a -} line.

# 3 Assignment 2 Extra Credit

The purpose of this assignment is to create a Haskell module for (inner product) vector spaces of n-dimensional vectors (where  $n \ge 1$ ) whose coordinates are of a Floating type.

#### 3.1 Requirements

- 1. Add the Extra Credit functions to the Assign\_2\_ExtraCredit.hs file in the src folder (not Assign\_2.hs). Modify this file so that the following requirements are satisfied.
- 2. Your name, the date, and "Assignment 2 Extra Credit" are in comments at the top of your file. macid is defined to be your MacID.
- 3. The file contains the following type definitions and type class definition:

```
newtype Vector2 a = Vector2 (a,a)
    deriving (Show,Eq)
newtype Vector3 a = Vector3 (a,a,a)
    deriving (Show,Eq)
newtype Vector4 a = Vector4 (a,a,a,a)
    deriving (Show,Eq)

class VectorSpace v where
```

vecZero :: (Num a) => v a

vecSum :: (Num a) => v a -> v a -> v a

- 4. The file includes instance statements that define Vector2, Vector3, and Vector4 to be instances of the type class VectorSpace.
- 5. The file includes a function named vecF of type (Floating a, Ord a, VectorSpace v) => v a -> [v a] -> (v a, v a) such that vecF x y equals a pair  $(v_1, v_2)$  of values of type v a such that:
  - a.  $v_1$  is a member in the list y whose distance between x and itself is less than or equal to the distance between x and every other member of y.
  - b.  $v_2$  is a member in the list y whose distance between x and itself is greater than or equal to the distance between x and every other member of y.

Use the functions defined in the type class VectorSpace to define vecF.

6. Your file successfully loads into GHCi and all of your functions perform correctly.

#### 3.2 Testing

Include in your file a test plan (as described above) for the functions vecScalarProd, vecSum, vecMagnitude, vecInnerProd, and vecF. The test plan must include at least three test cases for each function.