

```
// -----  
// Homework 4  
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// November 14, 2016  
// -----
```

```
// 1. An interesting use of first-class functions and ref cells in F# is to  
// create a monitored version of a function:
```

```
(*  
  > let makeMonitoredFun f =  
    let c = ref 0  
    (fun x -> c := !c+1; printf "Called %d times.\n" !c; f x);;  
  val makeMonitoredFun : ('a -> 'b) -> ('a -> 'b)  
  > let msqrt = makeMonitoredFun sqrt;;  
  val msqrt : (float -> float)  
  > msqrt 16.0 + msqrt 25.0;;  
  Called 1 times.  
  Called 2 times.  
  val it : float = 9.0  
*)
```

```
// First, explain why F# does not allow the following declaration:
```

```
(*  
  let mrev = makeMonitoredFun List.rev  
*)
```

```
// Now suppose we rewrite the declaration using the technique of eta expansion:
```

```
(*  
  let mrev = fun x -> (makeMonitoredFun List.rev) x  
*)
```

```
// Does this solve the problem? Explain why or why not.
```

```
// Solution
```

```
// The following declaration:
```

```
(*  
  let mrev = makeMonitoredFun List.rev  
*)
```

```
// returns the following error:
```

```
(*  
  Value restriction. The value 'mrev' has been inferred to have generic type  
    val mrev : ('_a list -> '_a list)  
  Either make the arguments to 'mrev' explicit or, if you do not intend for it  
  to be generic, add a type annotation.  
*)
```

```
// This is because List.rev is not given a specific type and it is not given
// another parameter to input a list.
```

```
// When rewriting the declaration using the technique of eta expansion:
```

```
(*
  let mrev = fun x -> (makeMonitoredFun List.rev) x
*)
```

```
// An error is not returned, which would solve that problem, as shown below:
```

```
(*
  val mrev : x:'a list -> 'a list
*)
```

```
// However, when using a similar pattern, as used in msqrt, to call the
// function, the following is returned:
```

```
(*
  mrev [3;2;1] @ mrev [1..3];;
  Called 1 times.
  Called 1 times.
  val it : int list = [1; 2; 3; 3; 2; 1]
*)
```

```
// Which is not correct. Clearly, the function is called twice, but by using
// the technique of eta expansion, the counter gets reset everytime the function
// is called. This also happens when rewriting the msqrt function using
// the technique of eta expansion:
```

```
(*
  > let msqrt = fun x -> (makeMonitoredFun sqrt) x;;

  val msqrt : x:float -> float

  > msqrt 16.0 + msqrt 25.0;;
  Called 1 times.
  Called 1 times.
  val it : float = 9.0
*)
```

```
// So, in order to satisfy F#'s value restriction in declarations such as
// "let f = e", 'e' must be of a restricted form called a "syntactic value".
// One such syntactic value is a function declaration of the form
// (fun x -> [x]) where the value of x can be obtained without calculation.
// The eta expansion above satisfies that criteria and therefore satisfies F#'s
// value restriction. Furthermore, mrev will have a polymorphic type
// "a list -> a list".
```

```
// Therefore, using the technique of eta expansion solves the problem of F#
```

```
// allowing the function declaration and the value restriction error. However,  
// the function does not return the correct result.
```

// 2. Recall the unambiguous grammar for arithmetic expressions discussed in

// class:

```
(*  
  E -> E+T | E-T | T  
  T -> T*F | T/F | F  
  F -> i | (E)  
*)
```

// Modify this grammar to allow an exponentiation operator, ^, so that we can  
// write expressions like  $i+i^i*i$ . Of course, your modified grammar should be  
// unambiguous. Give exponentiation higher precedence than the other binary  
// operators and (unlike the other binary operators) make it associate to  
// the right.

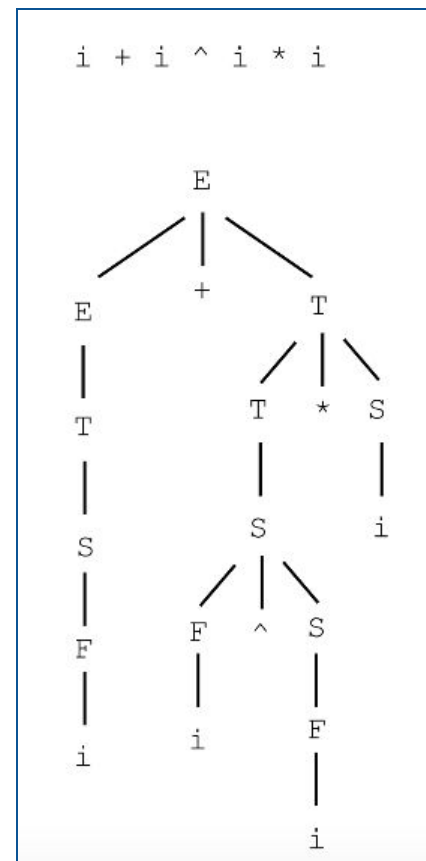
// Solution

// The new grammar gives higher precedence than the other  
// binary operators by having it further down the context free  
// grammar. The associativity to the right comes from having  
// F evaluated first in the exponentiation portion of the  
// grammar.

```
(*  
  E -> E+T | E-T | T  
  T -> T*S | T/S | S  
  S -> F^S | F  
  F -> i | (E)  
*)
```

\*)

// Image of parse tree -->



```
// 3. Recall the grammar for the tiny language used in our discussion of
// recursive-descent parsing. Let us extend the grammar to allow both if-then
// and if-then-else statements:
```

```
(*
  S -> if E then S | if E then S else S | begin S L | print E
  L -> end | ; S L
  E -> i
*)
```

```
// Show that the grammar is now ambiguous.
```

```
// Solution
```

```
// The problem with this CFG arrives when you are attempting to nest an
// if-then-else statement within an if-then statement (or vice versa). This
// would cause the following ambiguity:
// 1.) if a < 4 then (if b > 3 then print 2) else print 3
// 2.) if a < 4 then (if b > 3 then print 2 else print 3)
// Both are correct according to this grammar, but if you are trying to nest an
// if-then-else statement within an if-then statement the second parse would be
// correct. If the opposite was the case, the first parse would be correct.
```

```
// 4. Following the approach described in class, write a complete (pseudo-code)
// recursive-descent parser for the grammar in question 3, including functions
// S(), L(), and E(). Try to improve on the code given in class by returning
// helpful error messages.
// [You may wonder how a recursive-descent parser can be written, given the
// ambiguity that you found in question 3. This ambiguity, known as the
// dangling else ambiguity, is found in many programming languages, including
// C and Java. However, you should see that the parser can resolve that
// ambiguity in a natural way that corresponds to a rule that you should
// have learned in your study of C or Java.]
```

// Solution

// Modified CFG:

// S -> if E then S | else S | begin S L | print E

// L -> end | ; S L

// E -> i

// \*\*THIS CODE WAS COPIED FROM THE NOTES AND MODIFIED AS NEEDED\*\*

// lookahead token

int tok = nextToken();

// log error function to return error messages

void logError(String s) {printf(s); error();}

void advance() {tok = nextToken();}

// used whenever a specific token t must appear next

void eat(int t) {

if (tok == t) advance();

else logError("eat(): Token is not equal to input t");

}

void S() {

switch (tok) {

case IF: advance(); E(); eat(THEN); S(); break;

case ELSE: advance(); S(); break;

case BEGIN: advance(); S(); L(); break;

case PRINT: advance(); E(); break;

default: logError("S(): Case not found");

}

```
}
```

```
void L() {  
    switch (tok) {  
        case END: advance(); break;  
        case SEMICOLON: advance(); S(); L(); break;  
        default: logError("L(): Case not found");  
    }  
}
```

```
void E() {  
    eat(ID);  
}
```

```
void main() {  
    S();  
    if (tok == EOF) accept();  
    else logError("Token is not EOF");  
}
```