

## 1. Problem 1

```
let p1 = (1., 3.);;
let p2 = (2., 5.);;
```

$$\rho_1 = \{$$

$$p2 \rightarrow (2., 5.),$$

$$p1 \rightarrow (1., 3.)$$

$$\}$$

```
let slope (x,y) = y /. x;;
```

$$\rho_2 = \{$$

$$slope \rightarrow \lambda (x, y) \rightarrow y /. x, \rho_1 \},$$

$$p2 \rightarrow (2., 5.),$$

$$p1 \rightarrow (1., 3.)$$

$$\}$$

```
let sub (x1,y1) (x2,y2) = (x2 - x1, y2 - y1);;
```

$$\rho_3 = \{$$

$$sub \rightarrow \lambda (x1, y1) \rightarrow \lambda (x2, y2) \rightarrow (x2 - x1, y2 - y1), \rho_2 \},$$

$$slope \rightarrow \lambda (x, y) \rightarrow y /. x, \rho_1 \},$$

$$p2 \rightarrow (2., 5.),$$

$$p1 \rightarrow (1., 3.)$$

$$\}$$

```
let slope p1 p2 = slope (sub p1 p2);;
```

$$\rho_4 = \{$$

$$slope \rightarrow \lambda p1 \rightarrow \lambda p2 \rightarrow slope (sub p1 p2), \rho_3 \},$$

$$sub \rightarrow \lambda (x1, y1) \rightarrow \lambda (x2, y2) \rightarrow (x2 - x1, y2 - y1), \rho_2 \},$$

$$p2 \rightarrow (2., 5.),$$

$$p1 \rightarrow (1., 3.)$$

$$\}$$

let slope\_p2 = slope p2;;

Evaluation:

$$\begin{aligned}
 \text{Eval}(\text{slope } p2, \rho_4) &= \text{Eval}(\text{App}(< p1 \rightarrow \text{fun } p2 \rightarrow \text{slope}(\text{sub } p1 \text{ } p2 \text{ }), \rho_3 >, (2., 5.)), \rho_4) \\
 &= \text{Eval}(< \text{fun } p2 \rightarrow \text{slope}(\text{sub } p1 \text{ } p2 \text{ }), \{p1 \rightarrow (2., 5.)\} + \rho_3 >, \rho_4) \\
 &= < p2 \rightarrow \text{slope}(\text{sub } p1 \text{ } p2), \{p1 \rightarrow (2., 5.)\} + \rho_3 >
 \end{aligned}$$

$$\begin{aligned}
 \rho_5 = \{ & \\
 & \text{slope\_p2} \rightarrow < p2 \rightarrow \text{slope}(\text{sub } p1 \text{ } p2), \{p1 \rightarrow (2., 5.)\} + \rho_3 > \\
 & \text{slope} \rightarrow < p1 \rightarrow \text{fun } p2 \rightarrow \text{slope}(\text{sub } p1 \text{ } p2 \text{ }), \rho_3 >, \\
 & \text{sub} \rightarrow < (x1, y1) \rightarrow \text{fun } (x2, y2) \rightarrow (x2 - x1, y2 - y1), \rho_2 >, \\
 & p2 \rightarrow (2., 5.), \\
 & p1 \rightarrow (1., 3.) \\
 & \}
 \end{aligned}$$

let p2 = (3., 9.);;

$$\begin{aligned}
 \rho_6 = \{ & \\
 & p2 \rightarrow (3., 9.), \\
 & \text{slope\_p2} \rightarrow < p2 \rightarrow \text{slope}(\text{sub } p1 \text{ } p2), \{p1 \rightarrow (2., 5.)\} + \rho_3 > \\
 & \text{slope} \rightarrow < p1 \rightarrow \text{fun } p2 \rightarrow \text{slope}(\text{sub } p1 \text{ } p2 \text{ }), \rho_3 >, \\
 & \text{sub} \rightarrow < (x1, y1) \rightarrow \text{fun } (x2, y2) \rightarrow (x2 - x1, y2 - y1), \rho_2 >, \\
 & p1 \rightarrow (1., 3.) \\
 & \}
 \end{aligned}$$

slope\_p2 p1;;

$$\begin{aligned}
\text{slope\_p2 p1} &= \text{Eval}(\text{slope\_p2 p1}, \rho_6) \\
&= \text{Eval}(\text{App}(< p2 \rightarrow \text{slope}(\text{sub p1 p2}), \{p1 \rightarrow (2., 5.)\} + \rho_3 >, (1., 3.)), \rho_6) \\
&= \text{Eval}(\text{slope}(\text{sub p1 p2}), \{p2 \rightarrow (1., 3.), p1 \rightarrow (2., 5.)\} + \rho_3) \\
&= \text{Eval}(\text{App}(< (x, y) \rightarrow y/.x, \rho_1 >, \\
&\quad \text{Eval}(\text{sub p1 p2}, \{p2 \rightarrow (1., 3.), p1 \rightarrow (2., 5.)\} + \rho_3))) \\
&= \text{Eval}(\text{App}(< (x, y) \rightarrow y/.x, \rho_1 >, \\
&\quad \text{Eval}(\text{App}(\text{App}( \\
&\quad \quad < (x1, y1) \rightarrow \text{fun } (x2, y2) \rightarrow (x2 - x1, y2 - y1), \rho_2 >, \\
&\quad \quad (2., 5.)), (1., 3.)))))) \\
&= \text{Eval}(\text{App}(< (x, y) \rightarrow y/.x, \rho_1 >, \\
&\quad \text{Eval}((x2 - x1, y2 - y1), \{x2 \rightarrow 1, y2 \rightarrow 3, x1 \rightarrow 2, y1 \rightarrow 5\} + \rho_2))) \\
&= \text{Eval}(\text{App}(< (x, y) \rightarrow y/.x, \rho_1 >, (-1, -2))) \\
&= \text{Eval}(y/.x, \{x \rightarrow -1, y \rightarrow -2\} + \rho_1) \\
&= 2
\end{aligned}$$

slope p1 p2;;

$$\begin{aligned}
\text{slope p1 p2} &= \text{Eval}(\text{slope p1 p2}, \rho_6) \\
&= \text{Eval}(\text{App}(\text{App}(< p1 \rightarrow \text{fun } p2 \rightarrow \text{slope}(\text{sub p1 p2}), \rho_3 >, (1., 3.)), (3., 9.))) \\
&= \text{Eval}(\text{slope}(\text{sub p1 p2}), \{p2 \rightarrow (3., 9.), p1 \rightarrow (1., 3.)\} + \rho_3) \\
&= \text{Eval}(\text{App}(< (x, y) \rightarrow y/.x, \rho_1 >, \\
&\quad \text{Eval}(\text{sub p1 p2}, \{p2 \rightarrow (3., 9.), p1 \rightarrow (1., 3.)\} + \rho_3))) \\
&= \text{Eval}(\text{App}(< (x, y) \rightarrow y/.x, \rho_1 >, \\
&\quad \text{Eval}(\text{App}(\text{App}( \\
&\quad \quad < (x1, y1) \rightarrow \text{fun } (x2, y2) \rightarrow (x2 - x1, y2 - y1), \rho_2 >, \\
&\quad \quad (1., 3.)), (3., 9.)))))) \\
&= \text{Eval}(\text{App}(< (x, y) \rightarrow y/.x, \rho_1 >, \\
&\quad \text{Eval}((x2 - x1, y2 - y1), \{x2 \rightarrow 3, y2 \rightarrow 9, x1 \rightarrow 1, y1 \rightarrow 3\} + \rho_2))) \\
&= \text{Eval}(\text{App}(< (x, y) \rightarrow y/.x, \rho_1 >, (2, 6))) \\
&= \text{Eval}(y/.x, \{x \rightarrow 2, y \rightarrow 6\} + \rho_1) \\
&= 3
\end{aligned}$$

## 2. Problem 2

```

let f g x =
  (let r =
    if ((print_string "a"; x > 5) && (g(); x > 10))
    then
      (print_string "b"; x - 7)
    else
      let z = (print_string "c"; 15) in (print_string "d"; z)
    in (g(); r));;
let u = (f (fun () -> print_string "e\n")
          (f (fun () -> print_string "f\n") 3));;

```

The first command creates a curried function, `f`. This function has the following type information: `val f : (unit → 'a) → int → int = <fun>`

The instantiation of `u` prints the following: `acdf`

`ae`

`be`

`val u : int = 8`

`u` is initialized by `f` which is done by first invoking a call to the function, `f`. `f` has 2 parameters that need to be passed to it, `g` and `x`.

`g` is a function with no parameters and simply prints out "e" and then a trailing new line and will finally return unit. `x` will represent a second call to the function and will ultimately return a value, to be utilized by the function that is initializing `u` as mentioned above. The first parameter prints out "f" and then a trailing new line and will then return unit.

The logic within the function, `f`, will first print out the character "a". Then if `x` is greater than 5 it will invoke the function `g` and then if `x` is also greater than 10 it will print out the character "b" as well as return the value `x` reduced by 7 which will then be the value of `r`. If the number is less than 10, then it will create a new variable `z` and in it's initialization it will print out "c" then that block will return 15 and the value for `z` will be 15 in the block: `(print_string "d"; z)`. When that block is evaluated it will print the character "d" and then return the value `z` which will be the value of `r`.

Finally, once we have the value of `r` from one of the two paths it will invoke the function `g` and then return the value of `r`.

Therefore the order of execution is the following for our script:

- (a) Evaluate `(f (fun () → print_string "f\n") 3)`
  - i. Call function `f` with params `(fun () → print_string "f\n"), 3`
    - A. print out string "a"
    - B. `3 > 5` therefore we go to else block

- C. print out string "c"
- D. initialize z to 15
- E. print out string "d"
- F. initialize r to z which is 15
- G. call function g which will print out "f" and a new line
- H. return the value of r which is 15 from the function f

After the above flows we will have on the console:

```
acdf\n
```

- ii. Get the return value of the function call to f which will be 15

(b) Evaluate **f (fun () → print\_string "e\n") 15**

- i. Call function f with params (fun() → print\_string "e\n") 15
  - A. print out string "a"
  - B. 15 > 5 therefore we continue by evaluating the expression after the &&
  - C. invoke g which will print out the string "e\n"
  - D. 15 > 10 therefore we continue into the primary block of the ternary expression
  - E. print out string "b" and return 15 - 7 from the ternary expression
  - F. initialize r to 8
  - G. invoke g which will print out the string "e\n"
  - H. return the value of r which will be 8 from the function f

After the above steps we will have on the console:

```
acdf
```

```
ae
```

```
be
```

- (c) Evaluate `let u = 8;;` This will set up a variable u in our environment with a value of 8.

Our final content in our console will be what was described above:

```
acdf
```

```
ae
```

```
be
```

```
val u : int = 8
```