FUNCTIONAL PROGRAMMING 2018

QUESTION 2

(a)

> zip :: [a] -> [b] -> [(a,b)]

2 Zip (x:xs) (y:ys) = (x,y): Zip xs ys

= = = []

When the function is applied to lists of different lengths zip only creates the first min poins with the first min elements from lists and the first min elements from lists, which min = min (length lists) (length lists).

The function is strict in both of its arguments, due to pattern-matching.

(P)

> zipWith :: (a -> b -> c) -> [a] -> [b] -> [c]

> zip With f (x:xs) (y:ys) = f x y: zip With f xs ys

> zip With _ _ = []

(c)

> zip' :: [a] -> [b] -> [(a,b)]

> zip' = zip With (\ x y -> (x,y))

> zipWith :: (a -> b -> c) -> [a] -> [b] -> [c]

> zip With f xs = map (uncurry f). Zip xs

These two equation cannot be used together because in order to apply them, we would be stucke in an infinite loop.

Zip' would need zip With' which would mean to apply (uncurry f) to all elements of the list formed by zip' and so an ..

"power series" a = \sum_{i=0}^{\infty} a_i \times_i represented by [as, a1, a2, ...]

(d) The power series o is [0,0.], an infinite list of zeroes, Whereas the power series 1 is [1,0,0.]
I followed by an infinite number of zeroes.

> zero :: [Dooble]

> 240 = 0: 240

> one :: [Double]

> one = 1: 248

The value of zero == one is clearly False, since (x:xs) == (y:ys) = (x==y) le (xs==ys) and from the start 0==1 is False, whereas zero == zero is I, since we enter an infinite loop.

(e)
$$\sum_{i=0}^{\infty} a_i x^i + \sum_{j=0}^{\infty} b_j x^j = \sum_{i=0}^{\infty} (a_i + b_i) x^i$$

> plus :: [Double] -> [Double] -> [Double]

> plus = zipWith (+)

$$\sum_{i=0}^{\infty} q_i x^i - \sum_{i=0}^{\infty} b_i x^i = \sum_{i=0}^{\infty} (q_i - b_i) x^i$$

> minus :: [Double] -> [Double] -> [Double]

(f)
$$\frac{d}{dx} \sum_{i=0}^{\infty} a_i x^i = \sum_{i=1}^{\infty} i a_i x^{i-4}$$

> denv :: [Double] -> [Double]

> duiv = zipWith (*) [0..]

$$\int_{0}^{x} \sum_{i=0}^{\infty} a_{i} x^{i} = \sum_{i=1}^{\infty} \frac{a_{i}}{i+1} x^{i+1}$$

> integral :: [Double] -> [Double]

(9) The equation expx = deriv expx will define bottom, since derive expx = zip With (4) [o...] expx, which will require the first element of expx, so we'll enter an infinite loop.

The equation expx=one 'plus' integral expx is equivalent to

and because of "lazy" evaluation, we first obtain 1.0, then 1.0, then $0.5 = \frac{1}{2!}$, then $0.16 = \frac{1}{3!}$, and so an, as $e^{x} = \sum_{i=0}^{x} \frac{x^{i}}{i!}$

(h) Since we have

$$\sin x = \int_{0}^{x} \cos x \, dx - 4$$

$$\cos x = -\int_{0}^{x} \sin x \, dx$$
Then

> sinx :: [Double]

> cox x :: [Double]