

QUESTION 4

> type Matrix a = [[a]]

(a) First, we create a function that checks if two matrices have the same sizes (assuming that the input arguments are valid matrices)

> compareSize :: Matrix a -> Matrix a -> Bool

> composeSize [], [] = True

→ compareSize [] = False

> compareSize - [] = False

> compareSize (xs: xss) (ys: yss) = (length xs == length ys) && (m == n)

> while n = length xss

$m = \text{length } yss$

(i)

> addMat :: Matrix Int -> Matrix Int -> Matrix Int

$\triangleright \text{addMat } xss \ yss = \text{if } \text{compareSize } xss \ yss \text{ then } [[x+y \mid (x,y) \leftarrow \text{zip } xss \ yss]] \mid (xss, yss) \leftarrow$

zip xss yss]

```
else error "Sizes not compatible"
```

(ii)

> addMat' :: Matrix Int → Matrix Int → Matrix Int

```
> addMat' xss yss = if compareSize xss yss then zipWith (+) xss yss  
              else error "Sizes not compatible"
```

(b) (i)

→ Transpose :: Matrix $a \rightarrow$ Matrix a

→ transpose $[] = []$

\triangleright transpose xss = if (length (head xss) > 0) then [head xs | xs <- xss]: transpose xss'

> where xss' = [tail xs | xs <- xss]

(ii)

> transpose' :: Matrix a -> Matrix a

→ 'transpose' $xss = \text{iter } xss \text{ } yss$

```
where yss = replicate (length yss) []
```

iter :: Matrix a -> Matrix a -> Matrix a

→ iter [] yss = yss

```
> iter(xs:xss) yss = iter xss (zipWith (\x ys -> ys # [x]) xs yss)
```

(c) First, to be able to multiply the matrices, the number of columns of xss must equal the number of rows of yss .

> multMat :: Matrix Int → Matrix Int → Matrix Int

> multMat [] = []

> multMat - [] = []

> multMat xss yss = if length (head xss) == length yss then [[multLine (xss!! p) (yss'!! q)

| q <- [0..length yss'-1]] | p <- [0..length xss-1]]

>

else error "Sizes not compatible"

>

where yss' = transpose yss

> multLine :: [Int] → [Int] → Int

> multLine xs ys = sum (zipWith (*) xs ys)

(d)

> powersMat :: Matrix Int → [Matrix Int]

> powersMat m = iterate (multMat m) m

This gives as result the list $[m, m^2, m^3, \dots]$

> seriesMat :: Matrix Int → [Matrix Int]

> seriesMat m = scanl1 addMat (powersMat m)