

Haskell – Lab 3

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Solution for the Exercises
from
Chapter 3 – Types and Classes

Haskell Chapter 3 Answers

(1)

Expression	Type
<code>['a','b','c']</code>	<code>[Char]</code>
<code>('a','b','c')</code>	<code>(Char, Char, Char)</code>
<code>[(False, '0'), (True, '1')]</code>	<code>[(Bool, Char)]</code>
<code>([False, True], ['0', '1'])</code>	<code>([Bool], [Char])</code>
<code>[tail, init, reverse]</code>	<code>[[a] -> [a]]</code>

(2)

`second :: [a] -> a`

`swap :: (a,b) -> (b,a)`

`pair :: a -> b -> (a, b)`

`double :: Num a => a -> a`

`palindrome :: Eq a => [a] -> Bool`

`twice :: (a -> a) -> a -> a`

How to infer the type of **twice f x = f (f x)**:

Start at most general type definition and infer more concrete type.

Supposing the argument of function **f** has type **a** (i.e., **x :: a**), and the return value of function **f** has type **b** (i.e., **f :: b**), then function **twice** has type:

twice :: (a -> b) -> a -> b

Since **(f x)** is also an argument of function **f** (i.e., **f (f x)**), hence **(f x)** must also have type **a** (i.e., **b = a**).
Substitute **b** with **a** in the above:

twice :: (a -> a) -> a -> a

Solution for the Exercises
from
Chapter 4 – Defining Functions

-- Slide 14

```
add = \x -> (\y -> x + y)
```

-- Slide 16

```
odds n = map (\x -> x*2 + 1) [0..n-1]
```

(1)

```
safetail1 :: [a] -> [a]
```

```
safetail1 xs = if null xs then [] else tail xs
```

```
safetail2 :: [a] -> [a]
```

```
safetail2 xs | null xs    = []
```

```
              | otherwise = tail xs
```

```
safetail3 :: [a] -> [a]
```

```
safetail3 [] = []
```

```
safetail3 xs = tail xs
```

(2)

(||!) :: Bool -> Bool -> Bool

True ||! True = True

True ||! False = True

False ||! True = True

False ||! False = False

(||!!) :: Bool -> Bool -> Bool

False ||!! False = False

_ ||!! _ = True

(||!!!) :: Bool -> Bool -> Bool

False ||!!! b = b

True ||!!! _ = True

(3)

$(\&\&!)\ :: \text{Bool} \rightarrow \text{Bool} \rightarrow \text{Bool}$

$x \ \&\&! \ y = \text{if } x \text{ then}$

$\text{if } y \text{ then True else False}$

else False

(4)

$(\&\&!!)\ :: \text{Bool} \rightarrow \text{Bool} \rightarrow \text{Bool}$

$x \ \&\&!! \ y = \text{if } x \text{ then } y \text{ else False}$

Exercises
from
Chapter 5 – List Comprehensions

(1) A triple (x,y,z) of positive integers is called pythagorean if $x^2 + y^2 = z^2$. Using a list comprehension, define a function

```
pyths :: Int → [(Int,Int,Int)]
```


that maps an integer n to all such triples with components in $[1..n]$. For example:

```
> pyths 5  
[(3,4,5),(4,3,5)]
```

Hints:

This question is relatively simple. Please try it yourself before you look at the code skeleton, as shown in the next page.

pyths :: Int -> [(Int,Int,Int)]

pyths n = [(x,y,z) | x <- r, y <- r, z <- r, ]
where r = [1..n]

An equation involving x, y, and z



(2) A positive integer is perfect if it equals the sum of all of its factors, excluding the number itself. Using a list comprehension, define a function

```
perfects :: Int → [Int]
```

that returns the list of all perfect numbers up to a given limit. For example:

```
> perfects 500  
[6, 28, 496]
```


Hints:

- (1) A perfect number is defined as a positive integer that can be expressed as the sum of its proper factors (factors except for the number itself). For example, the factors of 6 are 1, 2, 3 and 6; and the proper factors of 6 are 1, 2, 3 (excluding 6 itself). We say that 6 is a perfect number because $6 = 1+2+3$.
- (2) For this question, you may write your function called **perfect** by using the function **factors** defined on page 9 of Chapter 5.

```
factors :: Int -> [Int]
```

```
factors n = [x | x <- [1..n], n `mod` x == 0]
```

```
perfects :: Int -> [Int]
```

```
perfects n = [x | x <- [1..n], x ==  - x]
```

Sum of the number's proper factors



To exclude the number itself



(3) The scalar product of two lists of integers `xs` and `ys` of length `n` is give by the sum of the products of the corresponding integers:

$$\sum_{i=0}^{n-1} (xs_i * ys_i)$$

Using a list comprehension, define a function that returns the scalar product of two lists.

Hints:

For example, the scalar product of two lists: `[1,2,3]` and `[4,5,6]`, will be 32, which is the sum of the products $(1 * 4) + (2 * 5) + (3 * 6)$. You may like to use the **zip** function for this task (Page 12-13 of Chapter 5).

```
scalar :: [Int] -> [Int] -> Int
```

```
scalar xs ys =            [x*y | (x,y) <-            xs ys]
```

Two built-in functions



Exercises
from
Chapter 6 – Recursive Functions

(1) Without looking at the standard prelude, define the following library functions using recursion:

z Decide if all logical values in a list are true:

```
and :: [Bool] → Bool
```

z Concatenate a list of lists:

```
concat :: [[a]] → [a]
```

Hints:

(1) Applying **myAnd** function to a list of logical values will return true if the head of the list is true, and applying **myAnd** function to the tail of the list will also return true.

Example: ghci> myAnd [True, True, True] returns True

(2) To **myConcat** (i.e, concatenate) a list containing **n** element lists is to first **myConcat** the tail of the list (containing **n-1** element lists) then the result will be appended to the head of the list using **++** standard function.

Example: ghci> myConcat [[1,2,3],[4,5,6],[7,8,9]] returns [1,2,3,4,5,6,7,8,9]

z Produce a list with n identical elements:

```
replicate :: Int → a → [a]
```

z Select the nth element of a list:

```
(!!) :: [a] → Int → a
```

z Decide if a value is an element of a list:

```
elem :: Eq a ⇒ a → [a] → Bool
```

Hints:

Please work out the solution yourself, without any specific hint, for the three questions above.

(1) Example: ghci> myReplicate 3 [1,2,3,4] returns [[1,2,3,4], [1,2,3,4], [1,2,3,4]]

(2) Example: ghci> [1,2,3,4,5,6] !! 3 returns 4

(3) Example: ghci> myElem 4 [1,2,3,4,5,6] returns True

(2) Define a recursive function

```
merge :: Ord a => [a] -> [a] -> [a]
```

that merges two sorted lists of values to give a single sorted list. For example:

```
> merge [2,5,6] [1,3,4]
```

```
[1,2,3,4,5,6]
```

`myMerge :: Ord a => [a] -> [a] -> [a]`

`myMerge xs [] = xs`

`myMerge [] ys = ys`

`myMerge (x:xs) (y:ys) | x < y`

`= x:(myMerge xs (y:ys))`

`| otherwise =`



Try to work out this part by comparing it to the above, when $x < y$.
You may also refer to the two base cases above.

(3) Define a recursive function

```
msort :: Ord a => [a] -> [a]
```

that implements merge sort, which can be specified by the following two rules:

- z Lists of length ≤ 1 are already sorted;
- z Other lists can be sorted by sorting the two halves and merging the resulting lists.

Hints:

(1) Example: ghci> msort [1,6,2,5,3,4] returns [1,2,3,4,5,6]

```
myMsort :: Ord a => [a] -> [a]
```

```
myMsort [] = []
```

```
myMsort [x] = [x]
```

```
myMsort xs = myMerge (myMsort (take  xs)) (myMsort (drop  xs))  
  where halflen = length xs `div` 2
```

This should return an integer

