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Homework on SML

To do alone or in a team of 2 students.

SML

- What are the types of the following expressions?
 - `[(1,5), (2,3), (5,6)]`; **A list of tuples**
 - `fun f(x:real) = true;` **A real number function storing the value “true”**
 - `map f;` **A curried map function**
- Provide expressions of the following types:
 - `int * bool` **(3, true)**
 - `int list * bool` **([4,5,6], true)**
 - `int * real -> bool list` **(3, 7.0) \rightarrow [true,false]**
- Write the following SML functions:

Write a recursive function that computes 2^n for $n \geq 0$.

`fun f(x:int) = if x=0 then 1 else x*f(x-1);`

```
fun fact n = if n=0 then 1
             else n * fact(n-1);
```

```
fun new_if (a,b,c) = if a then b else c;
```

Using `new_if`, write a function `new_fact` that is supposed to compute `fact`.
Explain why `new_fact` does not compute the factorial.

Note: How are recursive functions evaluated in SML?

```
fun new_fact(n) = new_if(0,1, n*new_fact(n-1));
```

This does not work because the type of `new_if` is boolean and the type of `new_fact` is int. The types do not agree.

Define a function *circumference* (resp. a function *area*) that computes the circumference (resp. the area) of a circle with respect to its radius. Use *pi* from the Math library.

```
open Math;
```

In math, $C = 2 \pi r$.

```
open Math;
```

```
fun circ r = 2.0 * pi * r;
```

How to use map to add 3 to each elements of a list

```
fun addThree(x) = x + 3 ;
```

```
map addThree[91, 22, 8, 66];
```

```
map addThree L;
```

Write a function *move* that transforms a list $[a_1, \dots, a_n]$ into a list $[a_2, \dots, a_n, a_1]$.

```
L = [4,5,6]
```

```
fun move(L) = if L = nil then nil else tl(L) @ [hd(L)];
```

4. Implement the datatype `BinaryTree` and all the functions that are provided in the lecture notes: `lookup`, `inorder`, `preorder`, `postorder`, `left_subtree`, `right_subtree` and `label`. Provide screenshots to show that your code is correct. Provide 2 tests for each function.

Trees:

```
- val Tree2 = bt(3,btempty,
=             bt(5,btempty,
=             bt(10,bt(8,bt(6,btempty,btempty),
=             btempty),
=             bt(8,btempty,btempty))
=         )
=     );
val Tree2 = bt (3,btempty,bt (5,btempty,bt #)) : int BinaryTree
```

```
- datatype 'a BinaryTree = bempty | bt of 'a * 'a BinaryTree * 'a BinaryTree;
datatype 'a BinaryTree = bt of 'a * 'a BinaryTree * 'a BinaryTree | bempty
- val Tree = bt(5, btempty,
= bt(7,btempty,
= bt(10,bt(4,bt(1,btempty,btempty),
= btempty),
= bt(0,btempty,btempty))
= )
= );
val Tree = bt (5,btempty,bt (7,btempty,bt #)) : int BinaryTree
```

Lookup tests and code:

```
- lookup(bempty, 1);
val it = false : bool
```

```
- lookup(bempty, 9);
val it = false : bool
- 
```

```
- fun lookup (bempty,_) = false
= |      lookup(bt(root:int,left,right),x:int) =
=      if (x = root) then true
=      else (if (x <= root) then lookup(left,x)
=              else lookup(right,x) );
val lookup = fn : int BinaryTree * int -> bool
-
```

Order functions and code:

```
- fun inorder (bempty) = []  
= |      inorder(bt(root:'a,left,right)) =  
= inorder(left) @ (root :: inorder(right));  
val inorder = fn : 'a BinaryTree -> 'a list  
- fun preorder (bempty) = []  
= |      preorder(bt(root:'a,left,right)) =  
= root :: (preorder(left) @ preorder(right));  
val preorder = fn : 'a BinaryTree -> 'a list  
- fun postorder (bempty) = []  
= |      postorder(bt(root:'a,left,right)) =  
= (postorder(left) @ postorder(right)) @ (root :: []);  
val postorder = fn : 'a BinaryTree -> 'a list  
- _
```

```
- inorder(Tree);  
val it = [5,7,1,4,10,0] : int list  
- _
```

```
- inorder(Tree2);  
val it = [3,5,6,8,10,8] : int list
```

```
- preorder(Tree);  
val it = [5,7,10,4,1,0] : int list  
- _
```

```
- preorder(Tree2);  
val it = [3,5,10,8,6,8] : int list
```

```
- postorder(Tree);  
val it = [1,4,0,10,7,5] : int list  
- _
```

```
- postorder(Tree2);  
val it = [6,8,8,10,5,3] : int list
```

Subtrees:

```
- fun left_subtree bempty = bempty  
= | left_subtree(bt(_,left,_)) = left;  
val left_subtree = fn : 'a BinaryTree -> 'a BinaryTree
```

```
- left_subtree(Tree2);  
val it = bempty : int BinaryTree
```

```
- left_subtree(Tree);  
val it = bempty : int BinaryTree
```

```
- fun right_subtree bempty = bempty  
= | right_subtree(bt(_,_,right)) = right  
= ;  
val right_subtree = fn : 'a BinaryTree -> 'a BinaryTree
```

```
- right_subtree(Tree2);  
val it = bt (5,bempty,bt (10,bt #,bt #)) : int BinaryTree
```

```
stdin:1:1 1:13 Error: unbound variable or constructor: left  
- right_subtree(Tree);  
val it = bt (7,bempty,bt (10,bt #,bt #)) : int BinaryTree
```

Label:

```
exception label_has_nil_argument  
- fun label bempty = raise label_has_nil_argument  
= | label(bt(value,_,_)) = value;  
val label = fn : 'a BinaryTree -> 'a  
-
```

```
- label(Tree2);  
val it = 3 : int
```

```
- label(Tree);  
val it = 5 : int
```

PROLOG

1. Let us consider the following set of facts that describe the mother predicate.

`mother(linda, paul).`

`mother(cathy, andrew).`

`mother(cathy, laura)`

- Define a predicate `female(X)` which holds iff X is a female

`female(cathy)`

`female(linda)`

`female(laura)`

- Define a predicate `sister(X,Y)` which holds iff X and Y are sisters

$F(X) \wedge M(Z,Y) \wedge M(Z,X) \rightarrow \text{Sister}(X,Y)$

- Implement `female` and `sister` in PROLOG

- Provide screenshots

2. Implement the function `g` such that $g(x) = x+5$.