Exercise 1

Given the definition of the operator (++)

- 1. [] ++ ys = ys
- 2. (x:xs) ++ ys = x : (xs ++ ys)

Property 1

I will show by induction on xs that the following holds: xs ++[] = xs.

• Inductive step: xs = (w:ws):

```
(w:ws) ++ [] 
{ apply definition of (++) case 2 } 
w: (ws ++ []) 
{ apply I.H. on the subexpression ws ++ [] } 
w: ws \equiv xs
```

Property 2

I will show by induction on xs that xs ++ (ys ++ zs) = (xs ++ ys) ++ zs.

• Base Case: xs = [] .

```
[] ++ (ys ++ zs) 
{ apply definition of (++) case 1 } 
ys ++ zs 
{unapply definition of (++) case 1 to ys } 
([] ++ ys) ++ zs
```

• Inductive step: xs = w:ws.

```
(w:ws) ++ (ys ++ zs)
{ apply definition of (++) case 2 }
w: (ws ++ (ys ++ zs)
{ apply I.H. on ws ++ (ys ++ zs) }
w: ((ws ++ ys) ++ zs)
{unapply case 2 of (++)}
(w: (ws ++ ys)) ++ zs
{unapply case 2 of (++) to (w: (ws ++ ys)) }
((w:ws) ++ ys) ++ zs
{substituting (w:ws) with xs }
(xs ++ ys) ++ zs
```

Exercise 2

Show that exec(c ++ d) = exec d (exec c s), where exec is the function that executes the code consisting of sequences of PUSH n and ADD operations. I will show by induction on c that the property holds:

exec d (exec [] s)

• Inductive step c = (w:ws), i.e. the list contains at least one element. Because the stack is composed of Push n and Add operations, I have to distinguish two cases:

```
1. c = (Push n):ws
                         exec (((Push n):ws) ++ d) s
                           { Application of (++) }
                         exec ((Push n) : (ws++d)) s
                           { Application of exec }
                         exec (ws ++ d) (n : s)
                           { Application of I.H. }
                         exec d (exec ws (n:s))
                           { unapply inner exec }
                         exec d (exec (Push n:ws) s)
2. c = ADD:ws
    exec ((ADD:ws) ++ d) s
     { Application of (++) }
    exec (ADD : (ws++d)) s
     { Application of exec }
    We assume that the stack is composed by at least 2 elements, i.e. s = m:n:s'.
    The previous line is:
    exec (ADD : (ws++d)) (m:n:s')
    exec (ws ++ d) ((m+n) : s')
     { Application of I.H. }
    exec d (exec ws ((m+n):s'))
     { unapply inner exec }
    exec d (exec (ADD:ws) m:n:s')
```

Exercise 3

Given the type and instance declarations below, verify the functor laws for the Tree type, by induction of trees:

```
data Tree a = Leaf a | Node (Tree a) (Tree a)

instance Functor Tree where
-fmap :: (a -> b) -> Tree \ a -> Tree \ b
fmap g (Leaf x) = Leaf (g x)
fmap g (Node | r) = Node (fmap g | ) (fmap g r)
```

First Law

I have to show that $fmap\ id=id$. I have to distinguish two cases: the base case Leaf x and the step one Node I r

• Base case

```
fmap id (Leaf x)=
  { apply fmap }
Leaf (id x)=
  { apply id }
Leaf x=
  { unapply id } id (Leaf x)
```

• Inductive step

```
fmap id (Node | r) =
  { apply fmap }
Node (fmap id | ) (fmap id | r) =
  { I.H. on trees l and r }
Node (id | ) (id | r) =
  { apply id on l and r }
Node | r =
  { unaply id }
id (Node | r)
```

Second Law

I have to show that $fmap\ (g.h) = fmap\ g.$ (fmap h). I have to distinguish two cases: the base case Leaf x and the step one Node I r

• Base case (Leaf x)

```
fmap (g.h) (Leaf x)=
  { apply fmap }
Leaf ((g.h) x)=
  { apply composition of g and h }
Leaf (g (h x))=
  { unapply fmap g }
fmap g (Leaf (h x)) =
  { unapply fmap h }
fmap g (fmap h (Leaf x)) =
  { unapply (.) }
(fmap g . fmap h) (Leaf x)
```

• Inductive step

```
fmap (g.h) (Node | r) =
  { apply fmap }
Node (fmap (g.h) | ) (fmap (g.h) | r) =
  { I.H. on trees 1 and r }
Node (fmap g. fmap h | ) (fmap g. fmap h r) =
  { Application of (.) }
Node (fmap g (fmap h | )) (fmap g (fmap h r)) =
  { unapply fmap g }
fmap g (Node (fmap h | ) (fmap h r)) =
  { unapply fmap h }
fmap g (fmap h (Node | r))
  { unapply (.) }
fmap g. fmap h) (Node | r)
```

Exercise 4

Verify the functor laws for the Maybe type. I recall the Maybe instantiation of the functor class:

```
data Maybe a = Nothing | Just a

instance Functor Maybe where
-fmap :: (a -> b) -> Tree \ a -> Tree \ b
fmap g Nothing = Nothing
fmap g (Just x) = Just (g x)
```

First Law

I have to show that fmap id = id. I have to distinguish two cases: **Nothing** and **Just** x (There is no induction here!)

Case A (Nothing)
fmap id Nothing=
{ apply fmap } Nothing=
Case B (Just x)
fmap id (Just x) =
{ apply fmap } Just (id x) =
{ apply id }
Just x=
{ unapply id }
id (Just x)=

Second Law

I have to show that fmap (g.h) = fmap g. (fmap h). I have to distinguish two cases: **Nothing** and **Just** x:

• Case B (Just x)

```
fmap (g.h) (Just x)=
  { apply fmap }
Just ((g.h) x)=
  { apply composition of g and h }
Just (g (h x))=
  { unapply fmap g }
fmap g (Just (h x)) =
  { unapply fmap h }
(fmap g . fmap h) (Just x)
```

Exercise 5

Given the equation comp' e c = comp e ++ c, show how to construct the recursive definition for comp' by induction on e. Before trying to solve the exercise I will show a very trivial LEMMA, that simplifies the following proofs:

```
Lemma 1. [x]++ys = x:ys
```

Proof.

```
 \begin{array}{l} \underline{[x]} + + ys \\ \big\{ \text{ Desugaring } \big\} \\ \underline{(x:[]) + + ys} \\ \big\{ \text{ Apply definition of (++) step case } \big\} \\ x: \big(\underline{[] + + ys}\big) \\ \big\{ \text{ Apply definition of (++) } \big\} \\ x: ys \end{array}
```

• Base Case:

```
comp' (Val n) c
  { apply given equation }
comp (Val n) ++ c
  { apply comp }
[Push n] ++ c
  { Lemma 1 }
(Push n) : c
```

• Inductive step:

```
comp' (Add n m) c
  { apply given equation }
comp (Add n m) ++ c
  { apply comp }
comp n ++ comp m ++ [ADD] ++ c
  { apply associativity }
comp n ++ comp m ++ ([ADD] ++ c)
  { Lemma 1 }
comp n ++ comp m ++ (ADD : c)
  { I.H. }
comp n ++ (comp' m (ADD : c))
  { unapply comp' }
comp' n (comp' m (ADD : c))
```

```
comp' :: Expr \rightarrow Code \rightarrow Code
comp' (Val n) c = (Push n):c
comp' (Add m n) c = comp' m (comp' n (Add:c))
```