15-150 Assignment 10

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2: Better Sequences

- 1. update is implemented in betterseq.sml.
- 2. mapIdx is implemented in betterseq.sml.
- 3. extractSomes is implemented in shrubseq.sml.

6: Implementing the Game

- 1. apply_effect is implemented in pokemon.sml.
- 2. apply_damage is implemented in pokemon.sml.
- 3. apply_attack is implemented in pokemon.sml.
- 4. reset_stats is implemented in pokemon.sml.
- 5. make_move is implemented in pokemon.sml.
- 6. available_pokemon is implemented in pokemon.sml.
- 7. moves is implemented in pokemon.sml.
- 8. status is implemented in pokemon.sml.

7: Sequence Thingies

HW10

1. The value of reduce (op +) 5 s = $5*2^n$ when the value of s is the all-zero integer sequence (0,0,...,0) of length 2^n .

Proof. By strong induction on n.

Let the proposition stated above be denoted by P(n). We will show that $\forall n \geq 0$. P(n) holds.

Base case: $n = 0 \Rightarrow length s = 2^0 = 1$. Considering P(0)...

With n=0, we have $s=\langle 0\rangle \Rightarrow$

reduce (op +) 5 s => reduce (op +) 5 <0> => (op +) (nth 0 <0>, 5), by inspection of reduce. The operation op + is defined to be a total function, so we may say that the above evaluates to: $0 + 5 => 5 \times 2^0$ (0th position of s is 0). Hence, P(0) holds.

IH: Assume P(k) holds $\forall k$ such that $1 \leq k \leq n$. Also, for convenience, let ++ denote (op +).

IS: WWTS that P(n) holds, so consider P(k+1)...

reduce ++ 5 s => ++ (reduce ++ 5 s1, reduce ++ 5 s2), by inspection of reduce.

Note that the length of s is 2^{k+1} , which means that the call to split implies that s1,s2 are of length 2^k . Therefore, (++) (reduce ++ 5 s1, reduce ++ 5 s2) => (++)(5 x 2^k , 5 x 2^k), by our IH. Evaluating further by use of the aforementioned totality of (op +), we have: 5 x 2^k + 5 x 2^k => 5 x 2^{k+1} , and we're done.

Hence, by the Strong Principle of Mathematical Induction, we may conclude that $\forall n \geq 0. P(n)$ holds.

2. Work and span of reduce g z s, when g is a constant-time function value, z is a value, and s is a sequence value of length 2^n .

$$W(0) = c_0$$

$$W(1) = c_1 \text{ (g is constant-time)}$$

$$W(n) = c_0 + c_1 + 2 * W(n-1)$$

$$\Rightarrow W(n) = c_2 + 2 * W(n-1)$$

$$\Rightarrow W(n) \text{ is } O(2^n)$$

$$S(0) = k_0$$

$$S(1) = k_1 \text{ (g is constant-time)}$$

$$S(n) = k_0 + k_1 + 2 * W(n-1)$$

$$\Rightarrow S(n) = k_2 + S(n-1)$$

$$\Rightarrow S(n) \text{ is } O(n)$$

3. **Prove** by induction on the length of s that:

Proof. By strong induction on length of s.

Let the above proposition be denoted by P(n), where n is the length of s. We will show $\forall n \geq 0. P(n)$.

Base case: $n = 0 \Rightarrow \text{length s} = 0$. Considering P(0)...

LHS: mapreduce f g z s => z, by the definition of mapreduce.

RHS: reduce g z (map f s) => reduce g z s, by definition of map, and reduce g z s => z,

by definition of reduce. Hence, mapreduce f g z s = reduce g z (map f s) = z, and thus P(0) holds.

Inductive Step: Let k be an arbitrary integer; assume P(k) holds $\forall k$ such that $1 \le k \le n-1$, and assume. WWTS P(k+1) is also true. Considering P(k+1)...

LHS: mapreduce f g z s \Rightarrow g(mapreduce f g z s1, mapreduce f g z s2), by observation of the wildcard case $(k \ge 1 => k + 1 \ge 2$, and hence the length is not 0 or 1).

By the definition of split, val (s1,s2) = split s, where the lengths of s1 and s2 $\leq n$, which means that the induction hypothesis applies $(k \leq n-1)$. Then notice, by our IH, g(mapreduce f g z s1, mapreduce f g z s2) => g(reduce g z (map f s1), reduce g z (map f s2)).

RHS: Let split s = (s1,s2), and notice that map f s = join(map f s1, map f s2), since map is a total function. Using this, we have:

reduce g z (map f s) => reduce g z join(map f s1, map f s2).

Finally, by the definition of reduce, this then evaluates to

g(reduce g z (map f s1), reduce g z (map f s2)). Hence, the LHS = RHS, and thus P(k+1) holds.

By the Strong Principle of Mathematical Induction, we may conclude that $\forall n \geq 0. P(n)$ holds.

8: Alphabeta Pruning

1. F2, G2, and next_move are defined in alphabeta.sml.

9: Jamboree

1. splitMoves, Fjam, GJam, and next_move are defined in jamboree.sml.