

## PROGRAMMING LANGUAGES

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# **Assignment 1: Vectors and Matrices**

This assignment is to get you familiar with programming in a high-level symbolic language.

Your objectives, apart from getting to use OCaml, include

- being able to build a set of functions around a particular representation,
- · being able to reason about the correctness of the representation
- · defining tests to check and demonstrate that your implementations work as expected
- documenting the code you write, explaining why "your logic" is correct
- analysing the efficiency of your programs, and examining the trade-offs, and possibilities for improvements given a usage context
- · defining tests to show that your programs run efficiently.

The task is to model the data types of (a) **vectors** and (b)  $m \times n$  **matrices**.

The basic types and type constructions you will use are OCaml floats and OCaml lists.

#### **Vectors:**

Define vectors as lists of floats. Write efficient and documented programs to perform the following operations on vectors:

- 1. vdim: vector -> int, returns the dimension of a given vector
- 2. mkzerov: int -> vector, given a dimension n > 0, returns the zero vector of that dimension
- 3. isvzerov: vector -> bool, checks if a given vector is a zero vector
- 4. addv: vector -> vector, adds two vectors v1 and v2 (of the same dimension)
- 5. scalarmultv: float -> vector -> vector, given a scalar c and a vector v, performs the scalar multiplication
- 6. *dotprodv:* vector -> vector -> float, given two vectors *v1* and *v2* of the same dimension, returns their dot product *v1* . *v2*
- 7. *crossprodv:* vector -> vector -> vector, given two vectors *v1* and *v2* in 3 dimensions, returns their cross product *v1 x v2*. (In general, for extra credit, you can define a function *crossprodv* of *n-1* vectors with dimension *n*).

#### Matrices:

Define matrices as lists of lists of floats (in row major form). Write efficient and documented programs to perform the following operations on vectors:

- 1. mdim: matrix -> int \* int, returns the dimensions of a given matrix
- 2. mkzerom: int -> int -> matrix, given a dimension m, n > 0, returns the zero  $m \times n$  matrix
- 3. iszerom: matrix -> bool, checks if a given matrix is a zero matrix
- 4. mkunitm: int -> matrix, given a dimension m > 0, returns the unit  $m \times m$  (square) matrix
- 5. isunitm: matrix -> bool, checks if a given matrix is a unit (square) matrix
- 6. addm: matrix -> matrix -> matrix, adds two matrices m1 and m2 (of the same dimensions)
- 7. scalarmultm: float -> matrix -> matrix, given a scalar c and a matrix m, performs the scalar multiplication

- 8. *multm*: matrix -> matrix, multiply two matrices *m1* and *m2* (assuming their dimensions allow them to be multiplied
- 9. transm: matrix -> matrix, transpose a given matrix
- 10. detm: matrix -> float, compute the determinant of a matrix (assuming it is a square matrix).
- 11. invm: matrix -> matrix, return the inverse of a given matrix (if defined).

Define suitable exceptions (the TAs will give you the standard names and type to use, so that your programs can run on their test data)

If you can think of other meaningful functions, do add them to your set of functions.

### **Submission status**

Submission status	Submitted for grading
Grading status	Not graded
Due date	Friday, 7 February 2020, 11:59 PM
Time remaining	Assignment was submitted 17 mins 7 secs early
Last modified	Friday, 7 February 2020, 11:41 PM
File submissions	2018CS50098.zip
Submission comments	Comments (0)

### **Feedback**

Grade	8.50 / 100.00	
Graded on	Thursday, 20 August 2020, 9:26 PM	
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