# COMP3400 2024 Assignment 2 Written

### Paul Vrbik

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In addition to this written work there are *four* coding questions. The written work is worth 40 points and the coding questions are worth 40 points totalling 80 points.

# **Tail Recursion**

The *mean* of a collection of observations  $x_1, x_2, ..., x_n$  is given by

$$\bar{x}_n = \frac{1}{n} \sum_{k=1}^n x_k.$$

for  $n \in \mathbb{N}$ , n > 0. That is to say, the above is an equation that computes the mean using *all* the values  $(x_1, x_2, ..., x_n)$ .

Question 1. Medium [1 MARK]

Produce an equation which computes  $\bar{x}_{n+1}$  from only  $(n, \bar{x}_n, x_{n+1})$  for  $n \in \mathbb{N}$ , n > 0.

**Question 2.** Medium [2 MARKS]

Define a linear recursive

that computes the mean of a list. Your function must use lrMean xs to compute lrMean (x:xs) and have a patten defined for empty input. Note, fromIntegral.length is compatible with Float.

**Question 3.** Easy [1 MARK]

Briefly (no more than two sentences) justify your definition of lrMean [].

## Question 4. Medium [4 MARKS]

Define a *tail recursive* helper function with type:

that finds the mean of non-empty list.

Remember your function may only be equal to

- 1. a call to itself with different inputs, or
- 2. one of the inputs.

In particular your base case *cannot* do any more function calls *including* any arithmetic.

#### Question 5. Easy [1 MARK]

Define

via a single call to trMean.

### **Question 6.** Easy [1 MARK]

Define an iteration invariant for trMean that proves the correctness of mean for nonempty input.

# Question 7. Medium [5 MARKS]

Prove trMean satisfies your iteration invariant for nonempty input.

```
Question 8. Easy [1 MARK]
```

State the bound value for trMean.

```
Question 9. Easy [2 MARKS]
```

Prove your bound value is always non-negative and decreasing.

#### **Question 10.** *Medium* [4 MARKS]

Define *four* distinct quick-checks for mean that *all* use lists from Arbitrary [Float]. In particular, your quick-checks should be for lists of *arbitrary length* and genuinely check *properties*.

# Induction

Question 11. Medium [8 MARKS]

Consider the following definitions for implementing addition on natural numbers.

```
data Nat = Zero | Succ Nat deriving Show
```

```
plus :: Nat -> Nat -> Nat
plus m Zero = m
plus m (Succ n) = plus (Succ m) n
```

Prove that plus is *associative*. That is, prove:

```
plus (plus m n) k = plus m (plus n k)
```

You may take for granted that

```
<sub>5</sub> plus m (Succ n) = plus (Succ m) n = Succ (plus m n)
```

When justifying your steps use the line numbers on this page.

*Hint:* Do induction over k while letting m and n be free.

# **Expression Functor**

Question 12. Medium [7 MARKS]

Consider the following datatype for encoding expressions that adds values.

data Expr a = Const a | Add (Expr a) (Expr a) deriving Show with the following functor definition...

```
instance Functor Expr where

-- fmap :: (a->b) -> Expr a -> Exp b

fmap f (Const a) = Const $ f a

fmap f (Add x y) = Add (f <$> x) (f <$> y)
```

Prove that your functor instance for Expr a satisfies the *second* functor law:

```
_6 fmap (g . h) = fmap g . fmap h
```

When justifying your steps use the line numbers on this page.

# **Applicatives**

## Question 13. Hard [3 MARKS]

The dual application operator (<\*\*>) from Control.Applicative changes the direction of calculations but not the effects:

```
infixl 4 <**>
(<**>) :: Applicative f => f a -> f (a -> b) -> f b
(<**>) = liftA2 (flip ($))
```

We define another operator (<\*?>) with the same type as (<\*\*>), but a different implementation:

```
infixl 4 <*?>
(<*?>) :: Applicative f => f a -> f (a -> b) -> f b
(<*?>) = flip (<*>)
```

Provide an example of two Applicative calculations all and all for which all <\*\*> all is *not* the same as all <\*?> all is not the same as all <\*?> all is not the same as all is not t

Link to documentation for liftA2

Link to documentation for flip