

Bignums Hints

CS51
Melissa Kwan

1 Extended Bignums Hints

This document provides a few conceptual as well as design hints for Bignums. Most people think that Bignums is the most difficult problem set of the year, so it's downhill from here :)

1.1 Exercise-specific tips

1. `less / greater / equal`

- (a) Think about the role of both negatives and the lengths of the respective bignums. You shouldn't need to define a condition for each one.
- (b) You only need to examine the elements of the list if they're the same length and have the same negation.
- (c) Can you define some of these in terms of the others?
- (d) If you had to copy and paste any significant chunk of code to write this function, think about how you can optimize it. You can write a clean solution in well under 10 lines.

2. `from_int, to_int`

- (a) `from_int`: Write out integers in terms of powers of `cBASE`. How can you use `mod` and `/` to break up the bignum into the "least significant" digits and the rest of the digits?
- (b) `to_int`: You know that if a bignum exceeds the maximum integer, `to_int` should output `None`. How can you use previously defined functions to check if this is the case?

3. `plus`

- (a) Think about what happens when you add a positive and negative number. How can you determine the sign?
- (b) The staff has implemented `plus_pos` for you, but it assumes that the sign of the resulting sum is positive. To maintain this invariant, you should make sure that if you call `plus_pos`, the sum is guaranteed to be positive.
- (c) Now, what will you do if the true sum is actually negative?

4. `times`

- (a) Again, think about powers of `cBASE`. It's helpful to look at an example of the grade-school algorithm for multiplication. The only thing that changed is that `cBASE` is no longer 10; it's 1000. How can you use your intuition from grade school to solve this problem in a similar way?
- (b) In the grade school algorithm, multiplying a n -digit number by a m -digit takes $n \cdot m$ multiplications of digits, added together. Is there a natural way you could break these $n \cdot m$ operations into chunks? (Don't be afraid of helper functions for this one.)
- (c) $1,234,057 * 1000 = 1,234,057,000$ is equivalent to $[1; 234; 057] * 1000 = [1; 234; 057; 0]$ for `cBASE = 1000`.
- (d) What's the sign when you multiply by 0?

1.2 General tips

1. Make sure you're not spelling out repetitive operations within functions; define those as internal helper functions.
2. Consider whether your helper functions are used outside of one function. If it's a pretty short helper function and it's only used in one place, you're better off defining the function within the main function.
3. Only specify the types of outer functions — no need to specify the types of inner helper functions.
4. Make sure your variables have descriptive names (don't name helper functions `help1`, `help2`, etc.). A good rule of thumb: your ideal variable name is 1-5 characters, and your ideal function name is 4-15 characters.
5. Use field punning to deconstruct records in the input when you can.

1.3 Testing: Utop Alternatives

1. `#use`. Change directories (`cd`) into your lab / problem set folder. Then, from `utop`, you can use `#use "mapfold.ml"` to directly import all your functions.
2. `.makefile`. Create a file called `.makefile` in your problem set directory with commands adjusted based on the template below. Then, you can run `make all` on your command line to build the files, and `./mapfold_tests.byte` to run the tests. Before you submit to Gradescope, make sure to run `make clean` in your directory to remove all the `byte` files that resulted from the build.

```
all: ps2 ps2_tests
```

```
ps2: mapfold.ml
    ocamlbuild -use-ocamlfind mapfold.byte
```

```
ps2_tests: mapfold_tests.ml
    ocamlbuild -use-ocamlfind mapfold_tests.byte
```

```
clean:
    rm -rf _build *.byte
```