

The Elixir Revolution

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1 Finding the length

For finding the length recursively, we implement two functions (apart from the function included in the skeleton).

We first use pattern matching to convert our list into a cons cell, the head of which can be discarded as the French used to say during the time of their revolution.

`r_length({x, []})` is called when we have traversed to the end of the list and it is time to return our sum. Otherwise we recursively call the other `r_length` method.

```
1 defmodule Reduce do
2   def length(arg) do
3     r_length({0, arg})
4   end
5
6   def r_length({x, []}) do
7     x
8   end
9
10  def r_length({x, [_ | tail]}) do
11    r_length({x + 1, tail})
12  end
13 end
```

Listing 1: Length recursively

2 Incrementing each value

While implementing `inc/1` we cannot let our elements meet the same fate as Marie-Antoinette: we must keep all the elements without discarding any heads.

We can achieve this by exploiting a feature in Elixir cons cell: if the tail of a cons cell is another cons cell, then the result is a cons cell where the head of the root cell and the head of the tail of the root are appended in to a list and the tail of the root is the new tail. What on earth does that mean?

```

1 iex(1)> [1 | [2 | 3]]
2 [1, 2 | 3]

```

Listing 2: Cons cells exploited

We can thus implement `inc/1` in the following way:

```

1 defmodule Reduce do
2   def inc([head | []]) do
3     [head + 1]
4   end
5
6   def inc([head | tail]) do
7     [c | t] = tail
8     [head + 1 | inc([c | t])]
9   end
10 end

```

Listing 3: `inc/1` implemented ‘exploitedly’

3 Filtering out even numbers in our list

We can implement our `even/1` method by using logic that is similar to both `inc/1` and `length/1`. We must discard the heads that are not even but keep the ones that are.

Determining if a number is even can be done with the `rem/2` function. Determining whether to keep our can be done by re-establishing the Jacobin club in the form of a `case` statement. And thus as it holds

```

1 defmodule Reduce do
2   def even([head | []]) do
3     case rem(head, 2) == 0 do
4       true -> [head]
5       false -> []
6     end
7   end
8
9   def even([head | tail]) do
10    case rem(head, 2) == 0 do
11      true -> [head | even(tail)]
12      false -> even(tail)
13    end
14  end
15 end

```

Listing 4: Even numbers even-tually

Using these tricks, implementing `div`, `mul`, and `odd` becomes trivial. Hence, code snippets are not included in this report.