## ASSIGNMENT 5 — FUNCTIONAL PROGRAMMING

COMP 3010 — ORGANIZATION OF PROGRAMMING LANGUAGES

## 1. LISP & SCHEME

Exercise 1. Consider the Scheme definition:

```
(define (mystery x y)
  (lambda (z) (x (y (x z)))))
```

- (1) Translate the mystery function to a  $\lambda$ -calculus expression. *HINT*: You will need  $\lambda$ s introducing the parameters x and y around the body of mystery.
- (2) What happens when you evaluate

```
(mystery (lambda (x) (+ 1 x)) (lambda (y) (* 2 y)))
```

(3) What happens when you evaluate

```
((mystery (lambda (x) (+ 1 x)) (lambda (y) (* 2 y))) 5)
```

(4) What happens when you evaluate

```
(((mystery (lambda (x) (+ 1 x)) (lambda (y) (* 2 y))) 5) 6)
```

Exercise 2. Remember the map function, which changes every element of a list using a given operation, is written in Scheme as

```
(define (map change-car xs)
    (cond [(null? xs) xs]
           [(cons? xs) (cons (change-car (car xs))
                              (map change-car (cdr xs)))]))
so that a list (list x y \dots z) is transformed like so
  (map f (list x y ... z)) = (list (f x) (f y) ... (f z))
reduce, which compresses a list by replacing every cons with a chosen binary
operation and the final null with a chosen constant, is written in Scheme as
  (define (reduce change-cons change-null xs)
    (cond [(null? xs) change-null]
           [(cons? xs) (change-cons (car xs)
                                      (reduce change-cons change-null (cdr xs)))]))
so that a list (cons x (cons y (cons ... (cons z null)))) is transformed as
  (reduce f e (cons x (cons y (cons ... (cons z null)))))
  = (f x (f y (f ... (f z e))))
   (1) What is the result of evaluating
         (map (lambda (x) (* x x)) (list 1 2 3 4 5))
   (2) What is the result of evaluating
         (reduce + 0 (list 1 2 3 4 5))
   (3) What is the result of evaluating
         (reduce + 0 (map (lambda (x) (* x x)) (list 1 2 3 4 5)))
```

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(4) (Multiple Choice) Consider this definition of the function f: (define (f xs)

```
(reduce + 0 (map (lambda (x) (* x x)) xs)))
```

Which of the following alternate definitions of f is equivalent to the one above that used map and reduce?

2. ML Family

Exercise 3. Do Concepts In Programming Languages Exercise 5.3 on Nonlinear Pattern Matching (page 123).

*Note*, for parts (a) and (b), you can write the described functions in SML syntax as asked by the exercise, OR in your choice of Ruby, Python, or C syntax.

**Exercise 4.** Do *Concepts In Programming Languages* Exercise 5.7 on Disjoint Unions (page 125).

**Exercise 5.** In SML, all references must point to real values in the heap. In other words, SML does not support implicit null pointers in place of a reference. Instead, the SML data type declaration

```
datatype 'a option = NONE | SOME of 'a;
```

defines the generic type 'a option of references which could *either* point to nothing (represented by the NONE constructor containing no data) *or* point to some actual 'a in the heap (represented by the SOME constructor containing a value of type 'a).

For example, the integer division operation x div y will raise an exception when the divisor y is 0. A safe version of division, which never raises an exception, can be written in SML as

which takes a pair of ints and returns an int option.

- (1) What is the difference between the result of evaluating 10 div 0 versus safe\_div(10, 0)?
- (2) What is the difference between the result of evaluating 10 div 5 versus safe\_div(10, 5)?
- (3) What happens when you try to evaluate 2 \* (10 div 5)? What happens when you try to evaluate 2 \* (safe\_div(10, 5))?