Expense Balancer

In this assignment we solve a common problem: Imagine you are going on a trip with your friends. Naturally, this involves some expenses, e.g. air plane tickets, hotels, bars, restaurants, ... To simplify matters, you decide that each person takes care of a specific expense.

However, some expenses are larger than others, so not everyone will have spent an equal amount of money. In this exercise, we write a program that computes how much everyone should pay to everyone afterwards, to ensure that everyone contributes an equal amount.

Part I: Expense & Delta

An *Expense* is an amount of money that has been spent by a person. For implementing the balancing algorithm it is useful to know a person's *relative* expense. This is the difference between a person's expense and the average expenses (total expenses divided by the number of persons), we call this a *Delta*.

Exercise 1

1. Create a data type Expense that contains an amount of money (a Double) and the name of a person (a String), that made the expense Ensure that Expense also derives Eq and Ord.

Important: Expense must contain these fields in the given order to ensure that the Ord instance is correct, i.e. it sorts first by amount, and only then by name.

- 2. Implement the function mkExpense :: String -> Double -> Expense that creates an Expense with the given name and amount.
- 3. Additionally, implement an instance of **Show** for **Expense**, that shows an expense as a name, followed by a colon (:), a space and an amount.

```
> mkExpense "Alex" 10.0
Alex: 10.0
> mkExpense "Alex" 200.05
Alex: 200.05
> mkExpense "Xander" 10 < mkExpense "Alex" 200.05
True</pre>
```

Exercise 2

- 1. Create a data type Delta that contains an Expense. The Delta data type is a wrapper around Expense, to indicate that we have switched from absolute expenses to relative expenses (with respect to the total average expenses). This means that negative amounts are also possible. Ensure that this data type also derives Eq and Ord.
- 2. Additionally, implement an instance of Show for Delta, that shows a Delta as a name, followed by a colon (:) a space and an amount.

3. Implement the function from Expense :: Double -> Expense -> Delta that transforms an absolute a Expense into a relative Delta, given the total average expenses, by computing the difference of the absolute amount with the average expenses.

To improve the readability of the examples, a function mkDelta has been predefined as:

```
mkDelta name amount = fromExpense 0 (mkExpense name amount)
> fromExpense 0 (mkExpense "Alex" 10.0)
Alex: 10.0
> fromExpense 250.05 (mkExpense "Alex" 200.05)
Alex: -50.0
> mkDelta "Xander" 10 < mkDelta "Alex" 200.05
True</pre>
```

Exercise 3 Write a function toDeltas :: [Expense] -> [Delta] that takes a list of absolute expenses ([Expense]) and transforms it into a list of relative expenses ([Delta]). Assume that there is at most one Expense per person. For every Expense in the list, the amount in the corresponding Delta is the difference between the amount in the Expense and the average expenses (the sum of all absolute expenses divided by the number of people). This means that a person who has spent more than average has a positive Delta, and a person who has spent less than average has a negative Delta. The sum of all deltas should be zero.

Hint: You can use the function from Integral to convert an Int to a Double.

```
> toDeltas [mkExpense "Alex" 40, mkExpense "Gert-Jan" 200]
[Alex: -80.0,Gert-Jan: 80.0]
> toDeltas [mkExpense "Matthias" 11.5, mkExpense "Thomas" 100]
[Matthias: -44.25,Thomas: 44.25]
> toDeltas [mkExpense "Alex" 11.5, mkExpense "Gert-Jan" 100, mkExpense "Tom" 1000]
[Alex: -359.0,Gert-Jan: -270.5,Tom: 629.5]
```

Part II: Transferable Transfers

A transfer transfers money from one person to another person.

Note, this means that if person 1 transfers money to person 2, the expense of person 1 increases, and the expense of person 2 decreases. The same reasoning applies for deltas: transferring money from person 1 to person 2 increases the delta of person 1, and decreases delta of person 2.

The data type Transfer contains three fields: two Strings: the payer and the payee, and a Double: the amount of money that is transferred. This data type is already defined for you (including a Show instance).

This part of the assignment requires you to implement instances of the Transferable class for Expense and Delta. The class has one method: applyTransfer :: Transfer -> t -> t which applies a Transfer to a Transferable t.

Exercise 4 Complete the Transferable instance for Expense such that applyTransfer t e increases or decreases the expense e with the right amount if the owner of e is the payer or the payee, respectively. Otherwise, e is left unchanged. If the payer and payee are identical, e must also be unchanged.

```
> applyTransfer (MkTransfer "Alex" "Tom" 100) (mkExpense "Alex" 125)
Alex: 225.0
> applyTransfer (MkTransfer "Alex" "Tom" 100) (mkExpense "Tom" 125)
Tom: 25.0
> applyTransfer (MkTransfer "Alex" "Tom" 100) (mkExpense "Thomas" 125)
Thomas: 125.0
> applyTransfer (MkTransfer "Tom" "Tom" 100) (mkExpense "Tom" 125)
Tom: 125.0
```

Exercise 5 Complete the Transferable instance for Delta such that applyTransfer t d increases or decreases the delta d with the right amount if the owner of d is the payer or the payee, respectively. Otherwise, d is left unchanged. If the payer and payee are identical, d must also be unchanged.

```
> applyTransfer (MkTransfer "Alex" "Tom" 100) (mkDelta "Alex" 125)
Alex: 225.0
> applyTransfer (MkTransfer "Alex" "Tom" 100) (mkDelta "Tom" 125)
Tom: 25.0
> applyTransfer (MkTransfer "Alex" "Tom" 100) (mkDelta "Thomas" 125)
Thomas: 125.0
> applyTransfer (MkTransfer "Tom" "Tom" 100) (mkDelta "Tom" 125)
Tom: 125.0
```

Exercise 6 Define a function createTransfer :: Double -> Delta -> Delta -> Transfer such that createTransfer amount d1 d2 creates a Transfer from the owner of d1 to the owner of d2 with the given amount.

```
> createTransfer 100 (mkDelta "Alex" (-100)) (mkDelta "Tom" 200)
Alex -> Tom:100.0
> createTransfer 30 (mkDelta "Tom" (-100)) (mkDelta "Tom" 200)
Tom -> Tom:30.0
```

Part III: Balancing Expenses

In this part you write the functions to balance the expenses. Given a list of Expenses, the goal is to obtain a list of Transfers, such that when they are applied to those Expenses, the resulting expenses are balanced. Two expenses are balanced if the absolute difference of their amounts is smaller than a small $\varepsilon > 0$.

More formally, we say that a list of expenses $E \subseteq \mathbb{R}$ is ε -balanced if

$$\forall e_1, e_2 \in E : |e_1 - e_2| < \varepsilon$$

¹For this definition you should understand "expenses" as an amount of money.

We use this definition since floating-point numbers are not infinitely precise, and amounts smaller than one euro cent are irrelevant in practice.

Exercise 7 Implement a function balanced :: [Expense] -> Double -> Bool such that balanced exp e returns True if and only the list exps is e-balanced.

Hint: You can use abs from the Prelude.

```
> balanced [mkExpense "Alex" 100,mkExpense "Matthias" 125.0] 0.01
False
> balanced [mkExpense "Alex" 100,mkExpense "Matthias" 100] 0.01
True
> balanced [mkExpense "Alex" 100.5,mkExpense "Matthias" 100] 1
True
```

Extra: The straightforward implementation of balanced that is immediately derivable from the definition requires $\mathcal{O}(N^2)$ time. When you have finished the other exercises, try to implement a version that has a linear time complexity $(\mathcal{O}(N))$.

Exercise 8 Implement the function balanceDeltas :: [Delta] -> Double -> [Transfer] that ε -balances a list of deltas (the definition of ε -balanced for Delta is identical to the definition for Expense).

Hint: Implement a greedy algorithm that in every step, tries to transfer from the smallest delta (the person with the least expenses) to the person with the largest delta (the person with the most expenses). The transferred amount *must not be larger than* the absolute values of smallest and the largest delta (transferring larger amounts does not balance the expenses).

Hint: To find the minimum and maximum you can use minimum and maximum from the Prelude.

Exercise 9 Implement a function balance :: [Expense] \rightarrow Double \rightarrow [Transfer] that ε -balances a list of Expenses (first transform the list into Deltas and then use balanceDeltas).

Part IV: Balancer Application

This part contains a small terminal application that reads a number of expenses, balances them, and then prints the resulting transfers.

Exercise 10 Implement a function getExpenses :: IO [Expense] that asks the user to input expenses, and returns these as a list. The function first asks for a name and an amount. The name is preceded by a Name:-prompt, and the amount by an Amount:-prompt. If the amount is non-negative, the function asks for another name and amount, repeating until the entered amount becomes negative.

Hint: Implement a function getExpense:: IO Expense that reads a single Expense. The function getExpenses calls this function, and if the amount is non-negative, it places the Expense in a list, and calls itself again.

```
> getExpenses
Name: Alex
Amount: 200
Name: Gert-Jan
Amount: 0
Name:
Amount: -1
```

[Alex: 200.0, "Gert-Jan": 0.0]

Exercise 11 Implement a function printTransfers :: [Transfer] -> IO () that prints a list of transfers, where every transfer appears on a separate line.

```
> printTransfers [MkTransfer "Alex" "Tom" 200,MkTransfer "Thomas" "Gert-Jan" 20]
Alex -> Tom:200.0
Thomas -> Gert-Jan:20.0
```

Exercise 12 Implement a function balance 10 that asks a user to input expenses, then balances these expenses and finally prints the transfers that balance these expenses (you may assume $\varepsilon = 0.01$). Leave a blank line between where the expenses are input, and the transfers are printed.

> balanceIO
Name: Alex
Amount: 200
Name: Gert-Jan
Amount: 40
Name: Tom
Amount: 1000
Name: Thomas
Amount: 0

Amount: -1

Thomas -> Tom:310.0

Gert-Jan -> Tom:270.0

Alex -> Tom:110.0

Good luck!