

a.

Type: float list list

```

let create w m =
  let rec make_row n row i =
    match (i, n) with
    | (k, n) when k=w -> (row, n)
    | (i, a::bs) -> make_row bs (row @ [a]) (i+1)
  in let rec combine_rows m cols =
    match m with
    | [] -> cols
    | _ -> let (row, n) = make_row m [] 0 in combine_rows n (cols @ [row])
  in combine_rows m [];

let rec get r c m =
  let rec get_row r m =
    match (r, m) with
    | (0, a::bs) -> a
    | (j, a::bs) -> get_row (j-1) bs
  in let rec get_col c row =
    match (c, row) with
    | (0, a::bs) -> a
    | (j, a::bs) -> get_col (j-1) bs
  in let row = get_row r m
  in get_col c row;;

```

get = O(WH)

b.

Type: float array array

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let create w m =
  let rec populate_row n row i =
    match (i, n) with
    | (k, n) when k=w -> (row, n)
    | (k, a::bs) -> row.(k) <- a; populate_row bs row (k+1)
  in let rec create_rows n matrix i =
    match (i, n) with
    | (k, n) when k*w >= (List.length m) -> matrix
    | (k, n) -
  > let (row, p) = populate_row n (Array.make w 0.) 0 in matrix.(k) <- row; create_rows p matrix (k+1)
  in create_rows m (Array.make ( ((List.length m) / w)) [[]] ) 0;;

let get r c m =
  m.(r).(c);;

```

get =  $O(1)$

c.

Type: float tree tree

```
let create w m =
  let rec populate_row n row i =
    match (i, n) with
    | (k, n) when k=w -> (row, n)
    | (k, a::bs) -> populate_row bs (update (row,(k+1),a)) (k+1)
  in let rec create_rows n matrix i =
    match (i, n) with
    | (k, []) -> matrix
    | (k, n) -
  > let (row, p) = populate_row n Lf 0 in create_rows p (update (matrix,(k+1),row)) (k+1)
  in create_rows m Lf 0;;

let get r c m =
  sub (sub (m, (r+1)), (c+1));;
```

get =  $O(\ln(WH))$