Exercises week 14

Exercise 14.1 (The purpose of this question is to review Haskell programming. If you are confident with Haskell, skip to the next question.)

Define the following functions in Haskell:

- A function max2:: Int -> Int -> Int that returns the largest of its two integer arguments. For instance, max2 99 3 should give 99.
- A function max3 :: Int -> Int -> Int -> Int that returns the largest of its three integer arguments.
- A function isPositive :: [Int] -> Bool so that isPositive xs returns true if all elements of xs are greater than 0, and false otherwise.
- A function isSorted :: [Int] -> Bool so that isSorted xs returns true if the elements of xs appear sorted in non-decreasing order, and false otherwise. For instance, the list [11, 12, 12] is sorted, but [12, 11, 12] is not. Note that the empty list [] and any one-element list such as [23] are sorted.
- A function count :: IntTree -> Int that counts the number of internal nodes (Br constructors) in an IntTree, where the type IntTree is defined by:

```
data IntTree = Br Int IntTree IntTree | Lf
```

That is, count (Br 37 (Br 117 Lf Lf) (Br 42 Lf Lf)) should give 3, and count Lf should give 0.

- A function depth :: IntTree -> Int that measures the depth of an IntTree, that is, the maximal number of internal nodes (Br constructors) on a path from the root to a leaf. For instance, depth (Br 37 (Br 117 Lf Lf) (Br 42 Lf Lf)) should give 2, and depth Lf should give 0.
- Exercise 14.2 (i) File Intro2.hs on the course homepage contains a definition of the lecture's expr expression language and an evaluation function eval. Extend the eval function to handle three additional operators: "max", "min", and "==". Like the existing operators, they take two argument expressions. The equals operator should return 1 when true and 0 when false.
- (ii) Write some example expressions in this extended expression language, using abstract syntax, and evaluate them using your new eval function.
- (iii) Rewrite one of the eval functions to evaluate the arguments of a primitive before branching out on the operator, in this style:

```
eval :: Expr -> [(String, Int)] -> Int
eval (CstI i) env = ...
eval (Var x) env = ...
eval (Prim op e1 e2) env
= let i1 = ...
        i2 = ...
in case op of
        "+" -> i1 + i2
        ...
```

(iv) Extend the expression language with conditional expressions If e1 e2 e3 corresponding to Haskell's conditional expression if e1 then e2 else e3.

You need to extend the Expr datatype with a new constructor If that takes three Expr arguments.

(v) Extend the interpreter function eval correspondingly. It should evaluate e1, and if e1 is non-zero, then evaluate e2, else evaluate e3. You should be able to evaluate this expression If (Var "a") (CstI 11) (CstI 22) in an environment that binds variable a.

Note that various strange and non-standard interpretations of the conditional expression are possible. For instance, the interpreter might start by testing whether expressions e2 and e3 are syntactically identical, in which case there is no need to evaluate e1, only e2 (or e3). Although possible, this is rarely useful.

Exercise 14.3 (i) Declare an alternative datatype AExpr for a representation of arithmetic expressions without let-bindings. The datatype should have constructors CstI, Var, Add, Mul, Sub, for constants, variables, addition, multiplication, and subtraction.

The idea is that we can represent x*(y+3) as Mul (Var "x") (Add (Var "y") (CstI 3)) instead of Prim "*" (Var "x") (Prim "+" (Var "y") (CstI 3)).

- (ii) Write the representation of the expressions v (w + z) and 2 * (v (w + z)) and x + y + z + v.
- (iii) Write a Haskell function fmt :: AExpr -> String to format expressions as strings. For instance, it may format Sub (Var "x") (CstI 34) as the string " (x 34)". It has very much the same structure as an eval function, but takes no environment argument (because the *name* of a variable is independent of its *value*).
- (iv) Write a Haskell function simplify:: AExpr \rightarrow AExpr to perform expression simplification. For instance, it should simplify (x+0) to x, and simplify (1+0) to 1. The more ambitious student may want to simplify (1+0)*(x+0) to x. Hint 1: Pattern matching is your friend. Hint 2: Don't forget the case where you cannot simplify anything.

You might consider the following simplifications, plus any others you find useful and correct:

0+e	\longrightarrow	e
e + 0	\longrightarrow	e
e-0	\longrightarrow	e
1 * e	\longrightarrow	e
e*1	\longrightarrow	e
0 * e	\longrightarrow	0
e*0	\longrightarrow	0
e-e	\longrightarrow	0

Exercise 14.4 Write a version of the formatting function fmt from the preceding exercise that avoids producing excess parentheses.

For instance,

```
Mul (Sub (Var "a") (Var "b")) (Var "c")

should be formatted as "(a-b)*c" instead of "((a-b)*c)", whereas

Sub (Mul (Var "a") (Var "b")) (Var "c")

should be formatted as "a*b-c" instead of "((a*b)-c)".
```

Also, it should be taken into account that operators associate to the left, so that

```
Sub (Sub (Var "a") (Var "b")) (Var "c")

is formatted as "a-b-c" whereas

Sub (Var "a") (Sub (Var "b") (Var "c"))

is formatted as "a-(b-c)".
```

Hint: This can be achieved by declaring the formatting function to take an extra parameter pre that indicates the precedence or binding strength of the context. The new formatting function then has type fmt :: AExpr -> Int -> String.

Higher precedence means stronger binding. When the top-most operator of an expression to be formatted has higher precedence than the context, there is no need for parentheses around the expression. A left associative operator of precedence 6, such as minus (–), provides context precedence 5 to its left argument, and context precedence 6 to its right argument.

As a consequence, Sub (Var "a") (Sub (Var "b") (Var "c")) will be parenthesized a - (b - c) but Sub (Sub (Var "a") (Var "b")) (Var "c") will be parenthesized a - b - c.