

# COMP302: Programming Languages and Paradigms

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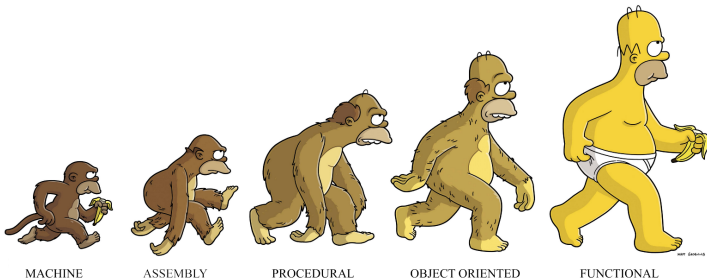
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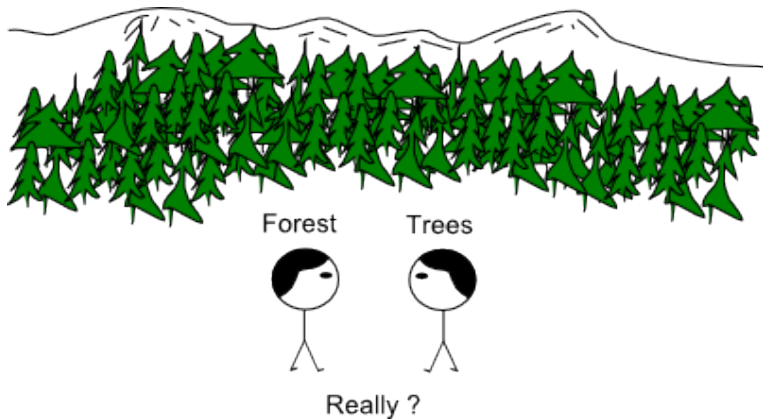
School of Computer Science

McGill University

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# Can't see the forest for the trees



# Inductive definition of a binary tree

- The empty binary tree `Empty` is a binary tree
- If `l` and `r` are binary trees and `v` is a value of type `'a` then `Node(v, l, r)` is a binary tree.
- Nothing else is a binary tree.

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1 type 'a tree =  
2   Empty  
3 | Node of 'a * 'a tree * 'a tree
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**Let's do some programming with trees!**

# How to prove it?

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## Step 2: How to reason inductively about trees?

Analyze their structure!

## The recipe ...

To prove a property  $P(t)$  holds about a binary tree  $t$

*Base Case:*  $t = \text{Empty}$

Show  $P(\text{Empty})$  holds

*Step Case:*  $t = \text{Node}(x, l, r)$

IH  $P(l)$

IH  $P(r)$

Assume the property  $P$  holds  
for trees smaller than  $t$ .

Show  $P(\text{Node}(x, l, r))$  holds

Show the property  $P$  holds for  
the tree  $t$ .

# Let's prove something!

```
1 let rec insert ((x,d) as e) t = match t with
2   | Empty                -> Node(e, Empty, Empty)
3   | Node ((y,d'), l, r) ->
4     if x = y then Node(e, l, r)
5     else (if x < y then Node((y,d'), insert e l, r)
6           else Node((y,d'), l, insert e r))
```

Theorem: For all trees  $t$ , keys  $x$ , and data  $dx$ ,

$$\text{lookup } x \text{ (insert } (x, dx) t) \implies^* \text{Some } dx$$

```
1 let rec lookup x t = match t with
2   | Empty                -> None
3   | Node ((y,d), l, r) ->
4     if x = y then Some(d)
5     else (if x < y then lookup x l
6           else lookup x r)
```

# Remember the slice of cake?

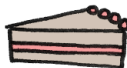
Step 1. Define a set of cake slices recursively.



is cake.



and



are cake, then both of them  
put together is still cake :



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Give an OCaml data type definition for cake!