

Program Construction and Reasoning

Exercises for Day 1

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1 In-Class Exercises

1.1 The Expand/Reduce Transformation

- (a) What does this function do?

$$\begin{aligned} \textit{descend } 0 &= [] \\ \textit{descend } (n + 1) &= (n + 1) : \textit{descend } n \end{aligned}$$

Ans:

$$\textit{descend } n = [n, n - 1, (n - 2), \dots, 1]$$

- (b) Consider the definition $f = \textit{sum} \cdot \textit{descend}$, synthesise a recursive definition of f .

Ans:

Case 0:

$$\begin{aligned} &f\ 0 \\ &= \{ \text{def. of } f \} \\ &\quad \textit{sum} (\textit{descend } 0) \\ &= \{ \text{def. of } \textit{descend} \} \\ &\quad \textit{sum} [] \\ &= \{ \text{def. of } \textit{sum} \} \\ &\quad 0 \end{aligned}$$

Case $n + 1$:

$$\begin{aligned} &f\ (n + 1) \\ &= \{ \text{def. of } f \} \\ &\quad \textit{sum} (\textit{descend } (n + 1)) \\ &= \{ \text{def. of } \textit{descend} \} \\ &\quad \textit{sum} ((n + 1) : \textit{descend } n) \end{aligned}$$

$$\begin{aligned}
&= \{ \text{def. of } \textit{sum} \} \\
&\quad (n + 1) + \textit{sum} (\textit{descend } n) \\
&= \{ \text{def. of } f \} \\
&\quad (n + 1) + f n
\end{aligned}$$

Thus we have constructed:

$$\begin{aligned}
f 0 &= 0 \\
f (n + 1) &= n + 1 + f n.
\end{aligned}$$

2. Recall the datatype definition for internally labelled binary trees:

$$\mathbf{data} \textit{ITree } \alpha = \textit{Null} \mid \textit{Node } \alpha (\textit{ITree } \alpha) (\textit{ITree } \alpha).$$

- (a) Consider the function *mapITree* defined below:

$$\begin{aligned}
\textit{mapITree } f \textit{ Null} &= \textit{Null}, \\
\textit{mapITree } f (\textit{Node } x \ t \ u) &= \\
&\quad \textit{Node } (f \ x) (\textit{mapITree } f \ t) (\textit{mapITree } f \ u).
\end{aligned}$$

What does this function do?

Ans:

The function call *mapITree f t* applies *f* to every element in *t*.

- (b) Define a function *sumITree* computing the sum of all node values in an *iTree*.

Ans:

$$\begin{aligned}
\textit{sumITree } \textit{Null} &= 0 \\
\textit{sumITree } (\textit{Node } a \ t \ u) &= a + \textit{sumITree } t + \textit{sumITree } u
\end{aligned}$$

- (c) The function *one x = 1* returns 1, whatever the input is. The function *sizeITree* is specified by:

$$\textit{sizeITree} = \textit{sumITree} \cdot \textit{mapITree one}.$$

What does this function do? Derive a definition of *sizeITree* which does not construct an intermediate tree.

Ans:

The function call *sizeITree t* computes the size of *t*.

Case Null:

$$\begin{aligned}
&\textit{sizeITree } \textit{Null} \\
&= \{ \text{def. of } \textit{sizeITree} \} \\
&\quad \textit{sumITree } (\textit{mapITree one } \textit{Null}) \\
&= \{ \text{def. of } \textit{mapITree} \} \\
&\quad \textit{sumITree } \textit{Null} \\
&= \{ \text{def. of } \textit{sumITree} \}
\end{aligned}$$

Case *Node a t u*:

$$\begin{aligned}
 & \text{sizeTree } (\text{Node } a \ t \ u) \\
 = & \quad \{ \text{def. of sizeTree} \} \\
 & \text{sumiTree } (\text{mapiTree one } (\text{Node } a \ t \ u)) \\
 = & \quad \{ \text{def. of mapiTree} \} \\
 & \text{sumiTree } (\text{Node } (\text{one } a) \ (\text{mapiTree one } u) \ (\text{mapiTree one } t)) \\
 = & \quad \{ \text{def. of sumiTree and one} \} \\
 & 1 + \text{sumiTree } \cdot \text{mapiTree one } u + \text{sumiTree } \cdot \text{mapiTree one } t \\
 = & \quad \{ \text{def. of sizeTree} \} \\
 & 1 + \text{sizeTree } u + \text{sizeTree } t
 \end{aligned}$$

Therefore,

$$\begin{aligned}
 \text{sizeTree } \text{Null} & = 0 \\
 \text{sizeTree } (\text{Node } a \ t \ u) & = 1 + \text{sizeTree } u + \text{sizeTree } t.
 \end{aligned}$$

3. Recall the datatype definition for externally labelled binary trees:

$$\mathbf{data} \ ETree \ \alpha \ = \ Tip \ \alpha \ | \ Bin \ (ETree \ \alpha) \ (ETree \ \alpha).$$

- (a) What does this function do?

$$\begin{aligned}
 \text{mineTree } (\text{Tip } x) & = x \\
 \text{mineTree } (\text{Bin } t \ u) & = \text{mineTree } t \ \downarrow \ \text{mineTree } u
 \end{aligned}$$

Ans:

The function call *mineTree t* returns the minimum element in *t*.

- (b) What does this function do?

$$\begin{aligned}
 \text{repeTree } x \ (\text{Tip } y) & = \text{Tip } x \\
 \text{repeTree } x \ (\text{Bin } t \ u) & = \text{Bin } (\text{repeTree } x \ t) \ (\text{repeTree } x \ u)
 \end{aligned}$$

Ans:

The function call *repeTree x t* replaces every element in *t* by *x*.

- (c) What does this function do?

$$\begin{aligned}
 \text{repbymin } t & = \mathbf{let} \ m = \text{mineTree } t \\
 & \quad \mathbf{in} \ \text{repeTree } m \ t
 \end{aligned}$$

How many times does this program traverse the input tree?

Ans:

The function call *repbymin t* replaces every element in *t* by its minimum element. It traverses *t* twice, once for computing the minimum element, once for the replacement.

- (d) Consider this definition:

$$\text{repmin } x \ t \ = \ (\text{repeTree } x \ t, \ \text{mineTree } t)$$

Construct a recursive definition of *repm* that traverses the tree only once.

Ans:

Case *Tip y*:

$$\begin{aligned}
 & \text{repm } x \text{ (Tip } y) \\
 = & \quad \{ \text{def. of } \text{repm} \} \\
 & (\text{repeTree } x \text{ (Tip } y), \text{mineTree (Tip } y)) \\
 = & \quad \{ \text{def. of } \text{repeTree} \text{ and } \text{mineTree} \} \\
 & (\text{Tip } x, y)
 \end{aligned}$$

Case *Bin t u*:

$$\begin{aligned}
 & \text{repm } x \text{ (Bin } t \text{ } u) \\
 = & \quad \{ \text{def. of } \text{repm} \} \\
 & (\text{repeTree } x \text{ (Bin } t \text{ } u), \text{mineTree (Bin } t \text{ } u)) \\
 = & \quad \{ \text{def. of } \text{repeTree} \text{ and } \text{mineTree} \} \\
 & (\text{Bin (repeTree } x \text{ } t) \text{ (repeTree } x \text{ } u), \text{mineTree } t \downarrow \text{mineTree } u) \\
 = & \quad \{ \text{giving names to some sub-expressions} \} \\
 & \mathbf{let} \ (t', y) = (\text{repeTree } x \text{ } t, \text{mineTree } t) \\
 & \quad (u', z) = (\text{repeTree } x \text{ } u, \text{mineTree } u) \\
 & \mathbf{in} \ (\text{Bin } t' \ u', y \downarrow z) \\
 = & \quad \{ \text{def. of } \text{repm} \} \\
 & \mathbf{let} \ (t', y) = \text{repm } x \ t \\
 & \quad (u', z) = \text{repm } x \ u \\
 & \mathbf{in} \ (\text{Bin } t' \ u', y \downarrow z)
 \end{aligned}$$

Thus we have derived the definition:

$$\begin{aligned}
 \text{repm } x \text{ (Tip } y) & = (\text{Tip } x, y) \\
 \text{repm } x \text{ (Bin } t \text{ } u) & = \mathbf{let} \ (t', y) = \text{repm } x \ t \\
 & \quad (u', z) = \text{repm } x \ u \\
 & \mathbf{in} \ (\text{Bin } t' \ u', y \downarrow z)
 \end{aligned}$$

(e) Redefine *rebymin* as:

$$\text{rebymin}' \ t = \mathbf{let} \ (t', m) = \text{repm } m \ t \\
 \mathbf{in} \ t'.$$

How many times does this definition of *rebymin* traverse the tree?

Ans:

The function call *rebymin t* traverses *t* only once. The replacement is done during searching for the minimum element.

1.2 Proof by Induction

1. Prove $(xs ++ ys) ++ zs = xs ++ (ys ++ zs)$. Hint: induction on *xs*.

Ans:

Case []:

$$\begin{aligned} & ([] ++ ys) ++ zs \\ = & \quad \{ \text{def. of } (++) \} \\ & ys ++ zs \\ = & \quad \{ \text{def. of } (++) \} \\ & [] ++ (ys ++ zs) \end{aligned}$$

Case x:xs: Suppose the equality hold for xs ,

$$\begin{aligned} & ((x:xs) ++ ys) ++ zs \\ = & \quad \{ \text{def. of } (++) \} \\ & (x:(xs ++ ys)) ++ zs \\ = & \quad \{ \text{def. of } (++) \} \\ & x:((xs ++ ys) ++ zs) \\ = & \quad \{ \text{induction hypothesis } \} \\ & x:(xs ++ (ys ++ zs)) \\ = & \quad \{ \text{definition of } (++) \} \\ & (x:xs) ++ (ys ++ zs) \end{aligned}$$

2. The function *concat* concatenates a list of lists:

$$\begin{aligned} \text{concat } [] & = [], \\ \text{concat } (xs : xss) & = xs ++ \text{concat } xss. \end{aligned}$$

E.g. $\text{concat } [[1, 2], [3, 4], [5]] = [1, 2, 3, 4, 5]$. Prove that:

$$\text{sum} \cdot \text{concat} = \text{sum} \cdot \text{map sum}.$$

Hint: you may need one of the properties proved in the lecture.

Ans:

Case []:

$$\begin{aligned} & (\text{sum} \cdot \text{concat}) [] \\ = & \quad \{ \text{def. of } (\cdot) \} \\ & \text{sum}(\text{concat } []) \\ = & \quad \{ \text{def. of } \text{concat} \} \\ & \text{sum } [] \\ = & \quad \{ \text{def. of } \text{map} \} \\ & \text{sum}(\text{map sum } []) \\ = & \quad \{ \text{def. of } (\cdot) \} \\ & (\text{sum} \cdot \text{map sum}) [] \end{aligned}$$

Case $xs:xss$: suppose the equality holds for xss ,

$$\begin{aligned}
& (sum \cdot concat) (xs:xss) \\
= & \{ \text{def. of } (\cdot) \} \\
& sum (concat (xs:xss)) \\
= & \{ \text{def. of } concat \} \\
& sum (xs \# concat xss) \\
= & \{ \text{since } sum (xs \# ys) = sum xs + sum ys \} \\
& sum xs + sum (concat xs) \\
= & \{ \text{induction hypothesis} \} \\
& sum xs + sum (map sum xss) \\
= & \{ \text{def. of } sum \} \\
& sum ((sum xs):map sum xss) \\
= & \{ \text{def. of } map \} \\
& sum (map sum (xs:xss)) \\
= & \{ \text{def. of } (\cdot) \} \\
& (sum \cdot map sum) (xs:xss)
\end{aligned}$$

3. Prove that $map f \cdot map g = map (f \cdot g)$.

Ans:

The case for $[]$ is trivial. For the inductive case, suppose the equality holds for xs . We reason:

$$\begin{aligned}
& (map f \cdot map g) (x:xs) \\
= & \{ \text{def. of } (\cdot) \} \\
& map f (map g (x:xs)) \\
= & \{ \text{def. of } map \} \\
& map f ((g x):map g xs) \\
= & \{ \text{def. of } map \} \\
& (f (g x)):map f (map g xs) \\
= & \{ \text{def. of } (\cdot) \} \\
& ((f \cdot g) x):map f (map g xs) \\
= & \{ \text{induction hypothesis} \} \\
& ((f \cdot g) x):map (f \cdot g) xs \\
= & \{ \text{def. of } map \} \\
& map (f \cdot g) (x:xs)
\end{aligned}$$

4. The function *swapTree* is defined by:

$$\begin{aligned} \text{swapTree } \text{Null} &= \text{Null}, \\ \text{swapTree } (\text{Node } a \ t \ u) &= \text{Node } a \ (\text{swapTree } u) \ (\text{swapTree } t). \end{aligned}$$

Prove that $\text{swapTree } (\text{swapTree } t) = t$ for all t .

Ans:

The *Null* case is easy: $\text{swapTree } (\text{swapTree } \text{Null}) = \text{swapTree } \text{Null} = \text{Null}$.

To prove the case for *Node a t u*, suppose the equality holds for t and u .

For any a , by definition of *swapTree*, we have:

$$\begin{aligned} &\text{swapTree } (\text{swapTree } (\text{Node } a \ t \ u)) \\ &= \text{swapTree } (\text{Node } a \ (\text{swapTree } u) \ (\text{swapTree } t)) \\ &= \text{Node } a \ (\text{swapTree } (\text{swapTree } t)) \ (\text{swapTree } (\text{swapTree } u)) \\ &= \quad \{ \text{induction hypothesis} \} \\ &\quad \text{Node } a \ t \ u \end{aligned}$$

1.3 Accumulating Parameters

1. Recall the standard definition of factorial:

$$\begin{aligned} \text{fact } 0 &= 1, \\ \text{fact } (n + 1) &= (n + 1) \times \text{fact } n. \end{aligned}$$

This program also implicitly uses space linear to n in the call stack.

- (a) Introduce $\text{factit } n \ m = \dots$ where m is an accumulating parameter.

Ans:

We accumulate the chain of products $(n+1) \times n \times \dots$ in the parameter m :

$$\text{factit } n \ m = m * \text{fact } n$$

- (b) Express *fact* in terms of *factit*.

Ans:

$$\text{fact } n = \text{factit } n \ 1$$

- (c) Construct a space efficient implementation of *factit*.

Ans:

Case 0:

$$\begin{aligned} &\text{factit } 0 \ m \\ &= \quad \{ \text{def. of } \text{factit} \} \\ &\quad m * \text{fact } 0 \\ &= m \end{aligned}$$

Case $n + 1$:

$$\begin{aligned} & \text{factit } (n + 1) m \\ = & \quad \{ \text{def. of factit} \} \\ & m * \text{fact } (n + 1) \\ = & \quad \{ \text{def. of fact} \} \\ & m * (n + 1) * \text{fact } n \\ = & \quad \{ \text{def. of factit} \} \\ & \text{factit } n (m * (n + 1)) \end{aligned}$$

Thus,

$$\begin{aligned} \text{factit } 0 m & = m \\ \text{factit } (n + 1) m & = \text{factit } n (m * (n + 1)) \end{aligned}$$

2. Recall the standard definition of Fibonacci:

$$\begin{aligned} \text{fib } 0 & = 0 \\ \text{fib } 1 & = 1 \\ \text{fib } (n + 2) & = \text{fib } (n + 1) + \text{fib } n \end{aligned}$$

Let us try to derive a linear-time, tail-recursive algorithm computing fib .

(a) Given the definition $\text{fbit } n x y = \text{fib } n \times x + \text{fib } (n + 1) \times y$. Express fib using fbit .

Ans:

$$\text{fib } n = \text{fbit } n 1 0$$

(b) Derive a linear-time version of fbit .

Ans:

Case 0:

$$\begin{aligned} & \text{fbit } 0 x y \\ = & \quad \{ \text{def. of fbit} \} \\ & \text{fib } 0 \times x + \text{fib } 1 \times y \\ = & \quad \{ \text{def. of fib} \} \\ & 0 \times x + 1 \times y \\ = & \quad \{ \text{arithmetics} \} \\ & y \end{aligned}$$

Case $n + 1$:

$$\begin{aligned} & \text{fbit } (n + 1) x y \\ = & \quad \{ \text{def. of fbit} \} \\ & \text{fib } (n + 1) \times x + \text{fib } (n + 2) \times y \\ = & \quad \{ \text{def. of fib} \} \\ & \text{fib } (n + 1) \times x + (\text{fib } (n + 1) + \text{fib } n) \times y \end{aligned}$$

$$\begin{aligned}
&= \{ \text{arithmetics} \} \\
&\quad \text{fib } n \times y + \text{fib } (n + 1) \times (x + y) \\
&= \{ \text{def. of fibit} \} \\
&\quad \text{fibit } n \ y \ (x + y)
\end{aligned}$$

Therefore,

$$\begin{aligned}
\text{fibit } 0 \ x \ y &= y \\
\text{fibit } (n + 1) \ x \ y &= \text{fibit } n \ y \ (x + y)
\end{aligned}$$

2 Take-Home Exercise (Due Date: July 10th)

You need to complete only one of the two exercises. Exercise 1 is worth 35 points while exercise 2 is worth 40 points.

- Given an *iTree*, the following function *flatten* returns a list of all labels in the tree, in left-to-right order:

$$\begin{aligned}
\text{flatten } \text{Null} &= [], \\
\text{flatten } (\text{Node } x \ t \ u) &= \text{flatten } t \ ++ \ [x] \ ++ \ \text{flatten } u.
\end{aligned}$$

Unfortunately, *flatten* is slow. Let us try to improve it. Introduce *flatcat* $t \ xs = \text{flatten } t \ ++ \ xs$.

- Express *flatten* in terms of *flatcat*.
- Construct an efficient implementation of *flatten*. You will need some properties of $(++)$ proved in one of the exercises.

Hint:

- To see the specification running, load `mu-code.hs` into `Hugs` or `GHCi`, and try `flatten testTree1 1`. Run your derived program to check whether it produces the same output as the specification.
- The derivation works in a way similar to how *revcat* was constructed in the class. You may need to perform some steps more than once.

- This problem considers labelling an internally-labelled binary tree:

$$\mathbf{data} \ iTree \ \alpha = \ \text{Null} \ | \ \text{Node } \alpha \ (iTree \ \alpha) \ (iTree \ \alpha).$$

Given such a tree, for example (the labels in the tree does not matter, so let us assume they are just `()`):

$$\begin{aligned}
t &= \text{Node } () \ (\text{Node } () \ (\text{Node } () \ \text{Null} \ \text{Null}) \\
&\quad \quad \quad (\text{Node } () \ \text{Null} \ \text{Null})) \\
&\quad (\text{Node } () \ \text{Null} \\
&\quad \quad \quad (\text{Node } () \ (\text{Node } () \ \text{Null} \ \text{Null}) \\
&\quad \quad \quad \quad \quad \text{Null})),
\end{aligned}$$

the task is to number the nodes, in depth-first order:

$$\begin{aligned}
 t &= \text{Node } 1 (\text{Node } 2 (\text{Node } 3 \text{ Null } \text{Null}) \\
 &\quad (\text{Node } 4 \text{ Null } \text{Null})) \\
 &\quad (\text{Node } 5 \text{ Null} \\
 &\quad (\text{Node } 6 (\text{Node } 7 \text{ Null } \text{Null}) \\
 &\quad \text{Null})).
 \end{aligned}$$

The following function *label* specifies how to label a tree, starting from a given initial number *n*:

$$\begin{aligned}
 \text{label } \text{Null } n &= \text{Null}, \\
 \text{label } (\text{Node } x \text{ } t \text{ } u) \ n &= \text{Node } n (\text{label } t (1 + n)) \\
 &\quad (\text{label } u (1 + n + \text{sizeTree } t)),
 \end{aligned}$$

where *size* is defined by:

$$\begin{aligned}
 \text{sizeTree } \text{Null} &= 0, \\
 \text{sizeTree } (\text{Node } x \text{ } t \text{ } u) &= 1 + \text{sizeTree } t + \text{sizeTree } u.
 \end{aligned}$$

Due to repeated call to *size*, the above definition of *label* is rather inefficient. Define:

$$\text{labeltl } t \ n = (\text{label } t \ n, n + \text{size } t),$$

derive a recursive definition for *labeltl* that runs in time linear to the size of the tree. Hint:

- (a) To see the specification running, load `mu-code.hs` into Hugs or GHCi, and try `label testTree2 1`. Run your derived program to check whether it produces the same output as the specification.
- (b) *labeltl* may need to call itself more than once in the recursive definition. You may need to introduce **let** in the definition, perhaps more than once.