

DEPARTMENT EEMCS
Date: June 23, 2016

Test: Programming Paradigms — Functional Programming

June 27, 2016
13:45 – 16:45

Remarks:

- During this test you may use the syllabus: *Functional Programming – an overview*, nothing else.
- You may use predefined Haskell functions and operators from the packages *Prelude*, *Data.List*, *Data.Char*, *Data.Maybe*.
- **Mention the type for every function that you define.**
- Judgement: there are three exercises of equal weight.
- Style and elegance also play a role in judgement, e.g., do not use unnecessary helper functions.
- Good luck!

Exercise 1.

- a. The first five lines of *Pascal's Triangle* are as follows:

```
1
1 1
1 2 1
1 3 3 1
1 4 6 4 1
```

Every number in a line s is calculated by adding the two adjacent numbers immediately above that number. In addition, every line begins and ends with a 1. Thus, the line 6 is calculated from line 5 by:

```
1 1+4 4+6 6+4 4+1 1
```

The result thus is:

```
1 5 10 10 5 1
```

Write a function which calculates the first n lines of Pascal's Triangle, in the form of a list of lists.

b. A *polynome* (of degree n) is an expression of the form

$$a_n x^n + a_{n-1} x^{n-1} + \dots + a_1 x + a_0$$

Answer the following questions:

1. Define a datatype *Polynome* to indicate a polynome.
2. Write a function f such that

$$f \ p \ x$$

calculates the value of polynome p (i.e., p should be an element of type *Polynome* defined above) for argument x .

3. Write a function *derivative* which calculates the derivative of a polynome. Remember that the derivative of a term ax^n is

$$n a x^{n-1}$$

c. Answer the following questions:

1. Define a function *prime* that checks whether an integer number p is a prime number or not.
2. Write a function which calculates the list of 2-tuples (p, q) such that p and q are both prime numbers, and $p + q = 100$.

Exercise 2.

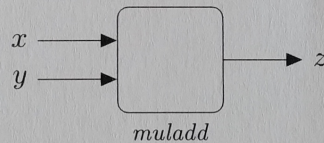
- a. Define a type *Tree* of trees which contain at every node and at every leaf a number of type *Int*, and which contains either *one* or *two* subtrees at every node.
- b. Write a function *replaceByMax* which replaces each number in a tree by the maximum number in that tree.
- c. Write a function *total* which calculates the total of all numbers in a tree.
- d. Write a function *depth* which calculates the depth of a tree of type *Tree* (the *depth* of a tree is the length of the longest path from the root to any leaf).

- e. Write a function *replaceByPair* which replaces the number at each node in a tree of type *Tree* by a pair of numbers which consists of the *total* of all numbers in the subtree at that node, and the depth of that subtree.
Also, mention the type of the resulting tree.

Exercise 3.

MulAdd Machine

The *MulAdd* machine can only do *two* operations on numbers: *add* (+) and *multiply* (*), but only *one at a time*. It gets two streams of inputs, and every incoming 2-tuple (x, y) has to be multiplied, and added to an internal value z that initially starts at 0. The value of z is also produced as output.



For example, if the input stream of pairs (x, y) is as follows:

$[(1, 2), (3, 4), (5, 6), (7, 8), \dots]$

then the produced output stream of values for z is

$[0, 2, 14, 44, 100, \dots]$

a. Define recursively the function *muladd* that “consumes” the input stream, multiplies x and y , and updates z by adding the result of this multiplication to z . Finally, *muladd* should produce the the list of resulting z -values.

Remember: as mentioned above the function *muladd* can *not* execute a multiplication and an addition at the same time, so it has to remember the result of the multiplication before it can add it to the value of z . That also means that it should execute a multiplication and an addition in alternating order, and only when a multiplication is executed it consumes the next input pair.

b. Extend the definition of *muladd* with the possibility to “reset” the value of z to 0 (*before* the new product of x and y is added) if z becomes larger than a given value m .

For example, if $m = 10$, then in the example above z is set back to 0 several times, and the output (on the same input as above) then becomes:

[0, 2, 14, 30, 56, ...]