

# Homework Assignment 4

**Posted:** 3/31/2010

**Due:** 4/13/2010

The assignment is due in class; please follow the instructions on the homework submission form.

You are expected to study the Haskell resources on the course homepage—a variety of different tutorials are listed; find one that works for you. Make sure to **start early** on the assignment so that you can raise any questions that might arise during office hours.

Use the provided skeleton files as a starting point.

## Objectives

- ▶ Write explicitly recursive functions in Haskell.
- ▶ Implement functions using list operators in Haskell.
- ▶ Implement infinite lists in Haskell.
- ▶ Implement a simple composite data structure and a type class instance in Haskell.
- ▶ Iteratively find a solution to recursively-defined sets in Haskell (extra credit).

## Related Files

**Homework submission form:**

<http://www.cs.unc.edu/Courses/comp524-s10/hw/submission-form.pdf>

**Skeleton Haskell files:**

<http://www.cs.unc.edu/Courses/comp524-s10/hw/4/skel.zip>

## Part 1

Implement the following functions using **explicit tail-recursion**:

- ▶ `myLength` to map a list of `Int` to its length;
- ▶ `myMax` to map a non-empty list of `Int` to the maximum element in the list;
- ▶ `myMin` to map a non-empty list of `Int` to the minimum element in the list;
- ▶ `mySum` to map a list of `Int` to the sum of its elements; and
- ▶ `myMean` to map a list of `Int` to the average of its elements.

Your solution should use neither pre-defined higher-order-functions such as `map`, `foldl`, or `foldr`, nor `length`, `maximum`, `max`, `min`, `minimum`, or `sum`. You may define and use your own higher-order-functions should you choose to do so.

## Part 2

Implement each of the functions in Part 1 using `map` and `foldl` **without** resorting to explicit recursion. Do not use the built-in definitions of `length`, `maximum`, `max`, `min`, `minimum`, or `sum`. Instead, provide your own definitions as required.

## Part 3

Implement the Fibonacci sequence as an infinite list of `Integers`.

Implement Recaman's sequence as an infinite list of `Integers`.

Definition of Recaman's sequence: <http://www.research.att.com/~njas/sequences/A005132>.

## Part 4

Implement an algebraic type `Coord` that implements simple 2D coordinates and accompanying arithmetic. In particular, the type should have three constructors `Position` (representing a 2D coordinate, encoded as a pair  $(x, y)$ ), `Vector` (representing a distance, encoded as a pair  $(\Delta x, \Delta y)$ ), and `Scalar` (representing a number). Make `Coord` a member of the built-in type class `Num` by implementing the following operations:

- ▶ adding a `Vector`  $(a, b)$  to a `Position`  $(x, y)$  yields a new `Position`  $(x+a, b+y)$ ;
- ▶ adding a `Vector`  $(a, b)$  to a `Vector`  $(c, d)$  yields a new `Vector`  $(a+c, b+d)$ ;
- ▶ subtracting a `Vector` from a `Position` yields a new position (in the inverse direction);
- ▶ subtracting a `Position`  $(x_1, y_1)$  from a `Position`  $(x_2, y_2)$  position yields a `Vector`  $(x_2 - x_1, y_2 - y_1)$ ;
- ▶ multiplying a `Vector` by a `Scalar` linearly scales the length of the vector, e.g., multiplying the vector  $(3, 3)$  by the scalar  $5/3$  should yield the vector  $(5, 5)$ ;
- ▶ multiplying a `Position` by a `Position` yields the dot product;
- ▶ negating a `Position` or `Vector` flips each component's sign;
- ▶ the absolute value of a `Position` is defined to be its distance from the origin as a `Scalar`;
- ▶ the absolute value of a `Vector` is its length.

Operations on `Scalars` (addition, subtraction, multiplication, etc.) should work as in normal arithmetic. All other combinations and operations are undefined and should result in a runtime error (using the `error` function). Your implementations of addition and multiplication should be commutative, i.e., satisfy  $a + b = b + a$ .

## Extra Credit

Implement the recursive computation of LL(1) predict sets based on the data structures defined in `extra.hs` (see related files above).

**Note:** in order to receive partial credit, your solution has to be mostly working!

## Guidelines

Your solution must be executable with `ghci` on the class host `stetson.cs.unc.edu`.

You may discuss possible approaches to Parts 1-4 with other students, but you **cannot share source code**. You cannot discuss the extra credit problem.

To receive full credit, you must explicitly declare the type of all top-level functions.

Please comment your code.

## Deliverables

The Haskell source code for Parts 1–4 (and optionally the answer to the extra credit problem).

## Grading

Your solution will be predominantly graded on correctness.

15 points — Part 1.

60 points — Extra Credit.

20 points — Part 2.

30 points — Part 3.

35 points — Part 4.

