CSE341 Autumn 2017, Midterm Examination
October 30, 2017

Please do not turn the page until 2:30.

Rules:

• The exam is closed-book, closed-note, etc. except for one side of one 8.5x11in piece of paper.
• Please stop promptly at 3:20.
• There are 100 points, distributed unevenly among 6 questions (all with multiple parts):
• The exam is printed double-sided.

Advice:

• Read questions carefully. Understand a question before you start writing.
• Write down thoughts and intermediate steps so you can get partial credit. But clearly indicate what is your final answer.
• The questions are not necessarily in order of difficulty. Skip around. Make sure you get to all the questions.
• If you have questions, ask.
• Relax. You are here to learn.
1. (20 points) This problem uses this datatype binding, where an `exp` is a simple arithmetic expression like we studied in class except instead of negations and multiplications, we have doubling and (integer) division.

```
datatype exp = Constant of int
  | Double of exp
  | Add of exp * exp
  | Divide of exp * exp
```

(a) Write a function `eval_exp` of type `exp -> int` that returns the “answer” for “executing” the arithmetic expression. Some notes on division:

- Use integer division, which in ML is done with the infix operator `div`. For example, in ML, `6 div 4` is 1.
- Division by zero will raise an exception, which is fine.

(b) Give an example of a value of type `exp` where:

- Calling `eval_exp` with your expression causes a division-by-zero exception, but ...
- ... no use of the `Divide` constructor has `Constant 0` as its second argument.

(c) Write a function `no_literal_zero_divide` of type `exp -> bool` that returns true if and only if no use of the `Divide` constructor has `Constant 0` as its second argument. Notes:

- So, `no_literal_zero_divide` applied to your answer to the previous question would evaluate to `true`.
- You should not use `eval_exp` — this question has nothing to do with evaluating expressions.
2. (20 points) This problem uses this somewhat silly function:

```haskell
fun f (xs, ys) = case (xs, ys) of
  (* 1 *) ([], []) => SOME 0
  (* 2 *) | (x::[], y::[]) => SOME (x+y)
  (* 3 *) | (x1::x2::[], y1::y2::[]) => SOME (x1 + x2 + y1 + y2)
  (* 4 *) | (x1::x2::xs', y1::y2::ys') => f (xs', ys')
  (* 5 *) | _ => NONE
```

(a) What is the type of \( f \)?

(b) What does \( f([3],[10]) \) evaluate to?

(c) What does \( f([3,4],[10,11]) \) evaluate to?

(d) What does \( f([3,4,5],[10,11,12]) \) evaluate to?

(e) What does \( f([3,4,5,6],[10,11,12,13]) \) evaluate to?

(f) Describe in at most 1 English sentence all the inputs to \( f \) such that the result of \( f \) is \text{NONE}.

(g) Yes or no: Is \( f \) tail-recurisve?

For each of the remaining questions, give one of these answers (just the letter is enough):

A. The result no longer type-checks.
B. The result type-checks but gives different answers for some inputs.
C. The result type-checks and gives the same answer for all inputs.

Also, ignore the syntax detail that the first branch has no \( | \) character and the others do — assume that is fixed appropriately.

(h) What happens if we move branch 2 of \( f \) to be the first pattern in the case expression?

(i) What happens if we move branch 3 of \( f \) to be the first pattern in the case expression?

(j) What happens if we move branch 4 of \( f \) to be the first pattern in the case expression?

(k) What happens if we move branch 5 of \( f \) to be the first pattern in the case expression?
3. (12 points) In this problem, we ask you to give good error messages for why a short ML program does not type-check. A specific phrase or short sentence is plenty.

For example, for the program,

    fun f1 (x,y) = if x then y + 1 else x

a fine answer would be, “the then-branch-expression and the else-branch-expression do not have the same type.”

Give good error messages for each of the following:

(a) fun f2 g xs =
    case xs of
    [] => []
    | x::xs' => (g x) :: f2 xs'

(b) fun f3 xs =
    case xs of
    [] => NONE
    | x::[] => SOME 1
    | x::xs' => SOME (1 + (f3 xs'))

(c) datatype t = A of int | B of (int * t) list
    fun f4 x =
    let
        fun aux ys =
            case ys of
            [] => []
            | (i,j)::ys => (i+1,j)::(aux ys)
    in
        case x of
        A i => x
        | B ys => B (aux x)
    end

(d) exception Foo
    fun f5 x = if x > 3 then x else raise Foo
    fun f6 y = (f5 (y+1)) handle _ => false
4. **(21 points)**

(a) Without using any helper functions (except ::) write a function `zipWith` of type
\[ ('a * 'b -> 'c) -> 'a list -> 'b list -> 'c list \]
as follows:
- It takes three arguments in curried form.
- The length of the result is the length of the shorter of the second or third argument.
- The \(i^{th}\) element of the output is the first argument applied to the \(i^{th}\) elements of the second and third arguments.

(b) Use a `val` binding and a partial application of `zipWith` to define a function `first_bigger` of type
\[ int list -> int list -> bool list \]
where, for example,
\[ first_bigger [1,7,9] [0,10,9,4,2] = [true, false, false] \]

(c) Here are two ML library functions:
- `List.map : ('a -> 'b) -> 'a list -> 'b list`
  map as discussed in class, with curried arguments
- `ListPair.zip : 'a list * 'b list -> ('a * 'b) list`
  equivalent to `zipWith (fn pr => pr)` except takes its arguments as a pair
Reimplement `zipWith` in one line using these two library functions and a `fun` binding.

(d) How many times does `zipWith (fn _ => true) [1,2,3] [7,8,9]` call the :: function (so do not count uses of the :: pattern) if `zipWith` is your answer to part (a)?

(e) How many times does `zipWith (fn _ => true) [1,2,3] [7,8,9]` call the :: function (so do not count uses of the :: pattern) if `zipWith` is your answer to part (c)?
5. (8 points) Here is a definition of \texttt{flat_map} as shown in section (recall \texttt{@} is list append):

\begin{verbatim}
fun flat_map f xs =  
  case xs of 
     [] => []  
  | x::xs' => (f x) @ flat_map f xs'
\end{verbatim}

(a) Reimplement a curried \texttt{map} of type \((\texttt{a} \to \texttt{b}) \to \texttt{a list} \to \texttt{b list}\) in one line using a \texttt{fun} binding and \texttt{flat_map}.

(b) Reimplement a curried \texttt{filter} of type \((\texttt{a} \to \texttt{bool}) \to \texttt{a list} \to \texttt{a list}\) in one line using a \texttt{fun} binding and \texttt{flat_map}.
6. (19 points) This problem considers an ML module `RBNum1` for numbers in the range 0–999 that also have a “color” of blue or red. The structure definition is on a separate page you will not turn in.

(a) Complete this signature definition so that clients of `RBNum1` can use all the function bindings in `RBNum1` but are not able to make “bad” values like `Red ~7` or `Blue 2000`.

```
signature RBNUM =
sig
  val max_value : int
  exception OutOfRange
end
```

(b) Complete this structure definition so that it also has signature `RBNUM` and is equivalent to `RBNum1` from any client’s perspective. You need to add four bindings — put them in the left column of the table below.

```
structure RBNum2 :> RBNUM =
struct
  type t = int
  exception OutOfRange
  val max_value = 999
  fun red_num i = if i > max_value orelse i < 0 then raise OutOfRange else i
  fun blue_num i = if i > max_value orelse i < 0 then raise OutOfRange else i+1000 (* ... part (b) ... *)
end
```

(c) For each of the bindings you added in part (b), what are their types inside the `RBNum2` module? Put your answers in the middle column of the table.

(d) For each of the bindings you added in part (b), is it possible for the client to implement an equivalent function outside the module? Put your yes/no answers in the right column of the table.

<table>
<thead>
<tr>
<th>part (b)</th>
<th>part (c)</th>
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Here is an extra page in case you need it. If you use it for a question, please write “see also extra sheet” or similar on the page with the question.
Here is RBNum1 on a separate page. Do not turn in this page, so do not write answers on it.

```ml
structure RBNum1 :> RBNUM =
struct
val max_value = 999
exception OutOfRange

datatype t = Red of int | Blue of int

fun red_num i = if i > max_value orelse i < 0 then raise OutOfRange else Red i
fun blue_num i = if i > max_value orelse i < 0 then raise OutOfRange else Blue i

fun is_blue x = case x of Red _ => false | Blue _ => true
fun is_red x = case x of Red _ => true | Blue _ => false
fun is_max_blue x = case x of Red _ => false | Blue i => i = 999
fun to_int x = case x of Red i => i | Blue i => i
end
```