CS 421, Fall 2012

Sample Final Questions & Solutions

You should review the questions from the sample midterm exams, the real midterm exams, and the homework, as well as these question.

1. Write a function get_primes : int -> int list that returns the list of primes less than or equal to the input. You may use the built-in functions / and mod. You will probably want to write one or more auxiliary functions. Remember that 0 and 1 are not prime.

```
Solution: let rec every p l = match l with [] -> true | x::xs -> p x && every p xs
let not_divides n q = ((q = 0) || not(n mod q = 0))
let rec get_primes n =
match n with 0 -> []
| 1 -> []
| 1 -> []
| _ -> let primes = get_primes (n-1) in
if every (not_divides n) primes then n::primes else primes
```

2. Write a tail-recursive function largest: int list -> int option that returns Some of the largest element in a list if there is one, or else None if the list is empty.

3. Write a function dividek: int -> int list -> (int -> 'a) -> 'a, that is in full Continuation Passing Style (CPS), that divides n successively by every number in the list, starting from the *last* element in the list. If a zero is encountered in the list, the function should pass 0 to k immediately, without doing any divisions. You should use

4. a. Give most general (polymorphic) types for following functions (you don't have to derive them):

```
let first lst = match lst with

| a:: aa -> a;;

let rest lst = match lst with

| [] -> []

| a:: aa -> aa;;

Solution: first : \forall 'a. a' list \rightarrow 'a

rest : \forall 'a. a' list \rightarrow 'a list
```

b. Use these types (i.e., start in an environment with these identifiers bound to these types) to give a polymorphic type derivation for:

```
let rec foldright f lst z =
    if lst = [] then z
    else (f (first lst) (foldright f (rest lst) z))
in foldright (+) [2;3;4] 0
```

You should use the following types: [] : \forall 'a. 'a list, and (::) : \forall 'a. 'a \rightarrow 'a list \rightarrow 'a list. Assume that the Relation Rule is extended to allow equality at all types. Solution: Let us use LR for the Let Rec rule, F for the Function rule, A for the Application rule, If for the If_then_else rule, C for the Constants rule, V for the variable rule, and R for the Relations rule. Let

$$\begin{split} &\Gamma = \{\texttt{first}: \forall \texttt{'a. a' list} \rightarrow \texttt{'a; rest}: \forall \texttt{'a. a' list} \rightarrow (\texttt{'a list})\} \\ &\Gamma_1 = \{\texttt{foldright}: (\texttt{'a} \rightarrow \texttt{'b} \rightarrow \texttt{'b}) \rightarrow (\texttt{'a list}) \rightarrow \texttt{'b} \rightarrow \texttt{'b}\} \cup \Gamma \\ &\Gamma_2 = \{\texttt{foldright}: \forall \texttt{'a 'b}. (\texttt{'a} \rightarrow \texttt{'b} \rightarrow \texttt{'b}) \rightarrow (\texttt{'a list}) \rightarrow \texttt{'b} \rightarrow \texttt{'b}\} \cup \Gamma \\ &\Gamma_3 = \{\texttt{f}: \texttt{'a} \rightarrow \texttt{'b} \rightarrow \texttt{'b}\} \cup \Gamma_1 \\ &\Gamma_4 = \{\texttt{lst}: \texttt{'a list}\} \cup \Gamma_3\} \\ &\Gamma_5 = \{\texttt{z}: \texttt{'b}\} \cup \Gamma_4 \end{split}$$

Let Tree1 =

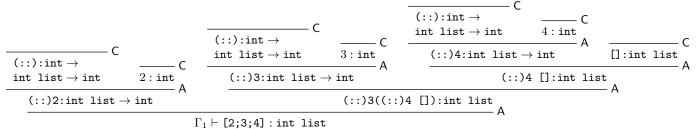
$$\frac{\frac{}{\Gamma_{5}\vdash f: \mathbf{a} \rightarrow \mathbf{b} \rightarrow \mathbf{b}} \vee \frac{\overline{\Gamma_{5}\vdash first: \mathbf{a} \operatorname{list} \rightarrow \mathbf{a}} \vee \frac{}{\Gamma_{5}\vdash lst: \mathbf{a} \operatorname{list}} \vee \mathsf{A}}{\Gamma_{5}\vdash first \ lst: \mathbf{a}} \mathsf{A}}{\Gamma_{5}\vdash f \ (first \ lst): \mathbf{b} \rightarrow \mathbf{b}} \mathsf{A}}$$

Let Tree2 =

V $\Gamma_5 \vdash$ foldright: V V $\Gamma_5 \vdash \mathbf{f}$: $(\texttt{'a} \rightarrow \texttt{'b} \rightarrow \texttt{'b}) \rightarrow$ $\Gamma_5 \vdash rest:$ $\Gamma_5 \vdash \texttt{lst}:$ $(\texttt{'a list}) \rightarrow \texttt{'b} \rightarrow \texttt{'b}$ $(\texttt{'a} \rightarrow \texttt{'b} \rightarrow \texttt{'b})$ 'a list ightarrow 'a list 'a list Α $\Gamma_5 \vdash \texttt{foldright f: ('a list)} \rightarrow \texttt{'b} \rightarrow \texttt{'b}$ $\Gamma_5 \vdash \texttt{rest lst: 'a list}$ $\Gamma_5 \vdash \texttt{foldright f}$ (rest lst): 'b \rightarrow 'b $\Gamma_5 \vdash_{\mathbf{Z}:} \mathbf{'b}$ Α $\Gamma_5 \vdash \texttt{foldright f}$ (rest lst) z: 'b

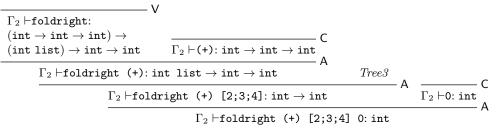
The type variable 'a in each isntance of the Variable rule for first and rest, we speciallize 'a to int.

Let Tree3 =



In each instance of the Constant Rule for (::) and [], we speciallize 'a to int.

Let $Tree_4 =$



In the Variable Rule we specialize both 'a and 'b to int.

Using these proofs we have:

$V_5 \vdash lst: `a list V = \Gamma_5 \vdash []: `a list V$		Tree1	Tree 2	^
$\Gamma_5 \vdash lst = []:bool$	$\begin{array}{c} \mathbf{K} \overline{\Gamma_5 \vdash \mathbf{z: 'b}} \mathbf{V} \overline{\Gamma_5 \vdash} \\ \end{array}$	-f (first lst)	(foldright f (rest lst	A
$\Gamma_5 \vdash \texttt{if lst} = \texttt{[] the}$	en z else (f (firs	t lst) (foldrig	ght f (rest lst) z)): 'b	ייד איז איז דייד דייד איז איז דייד דייד
$\Gamma_4 \vdash$ fun z -> if lst = []	then z else (f (fi	rst lst) (fold	right f (rest lst) z));	:,p → ,p _
$\Gamma_3 \vdash $ fun lst -> fu if lst = [] t ('a list) \rightarrow 'b	hen z else (f (fir	st lst) (foldr	ight f (rest lst) z)):	- F
			ight f (rest lst) z)):	Tree4
if	Ldright = fun f -> lst = [] then z ei nt (+) [2;3;4] 0 :	lse (f (first]	n z -> .st) (foldright f (rest	lst) z))

This time, the 'a in the Constant Rule for [] is specialized to 'a.

- 5. For each of the regular expressions below (over the alphabet {a,b,c}), give a right regular gramar that derives exactly the same set of strings as the set of strings generated by the given regular expression.
 - i) a*∨b*∨c*
 - ii) $((aba \lor bab)c(aa \lor bb))^*$
 - iii) $(a^*b^*)^*(c \lor \epsilon)(b^*a^*)^*$

Solution: i) $a^* \vee b^* \vee c^*$

$$S :::= \varepsilon | aA | bB | cC$$

$$A :::= \varepsilon | aA$$

$$B :::= \varepsilon | bB$$

$$C :::= \varepsilon | cC$$
ii) ((aba\bb)c(aa\bb))*
$$S :::= \varepsilon | aA | bB$$

$$A ::= bC$$

$$B :::= aD$$

$$C :::= aE$$

$$D :::= bE$$

$$E :::= cF$$

$$F :::= aG | bH$$

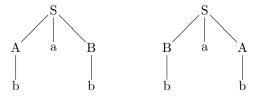
$$G :::= aS$$

$$H :::= bS$$
iii) (a*b*)*(c\c)(b*a*)*
$$S :::= \varepsilon | aS | bS | cA$$

$$A :::= \varepsilon | aA | bA$$

- 6. Consider the following ambiguous grammar (Capitals are nonterminals, lowercase are terminals):
 - $$\begin{split} \mathbf{S} & ::= \mathbf{A} \neq \mathbf{B} \mid \mathbf{B} \neq \mathbf{A} \\ \mathbf{A} & ::= \mathbf{b} \mid \mathbf{c} \\ \mathbf{B} & ::= \mathbf{a} \mid \mathbf{b} \end{split}$$
 - a. Give an example of a string for which this grammar has two different parse trees, and give their parse trees.

Solution: A string with two parses is "bab", and its parse trees are:



b. Disambiguate this grammar.

Solution: S ::= b a a | b a b | c a a | c a b | a a b | a a c | b a c

7. Write a unambiguous grammar for regular expressions over the alphabet {a, b}. The Kleene star binds most tightly, followed by concatenation, and then choice. Here we will have concatenation and choice associate to the right. Write an Ocaml datatype corresponding to the tokens for parsing regular expressions, and one for capturing the abstract syntax trees corresponding to parses given by your grammar. Write a recursive descent parser for regular expressions, taking a list of tokens and producing an option (Some) of an abstract syntax tree if a parse for the whole list exists, or None otherwise.

Solution:

```
reg ::= a \mid b \mid \varepsilon \mid (reg) \mid reg \lor reg \mid reg reg \mid reg*
                          Atom ::= \mathbf{a}|\mathbf{b}|\varepsilon|(RegExp)
                                      Atom|Star *
                          Star ::=
                          Concat ::= Star|Star Concat
                          RegExp ::= Concat|Concat \lor RegExp
type tokens = A_tk | B_tk | Epsilon_tk | LParen | RParen | Star_tk | Or_tk
type atom = A | B | Epsilon | Paren of regexp
and star = Atom of atom | Star of star
and concat = StarAsConcat of star | Concat of (star * concat)
and regexp = ConcatAsRegExp of concat | Choice of (concat * regexp)
let rec mk_star (tree, tokens) =
    match tokens with Star_tk::more_toks -> mk_star (Star tree, more_toks)
    | _ -> (tree, tokens)
let rec atom tokens =
    match tokens with (A_tk::rem_toks) -> (Some A,rem_toks)
    (B_tk::rem_toks) -> (Some B,rem_toks)
    (Epsilon_tk::rem_toks) -> (Some Epsilon,rem_toks)
    | (LParen::more_toks) ->
      (match regexp more_toks with
         (Some tree, RParen::rem_toks) -> (Some(Paren tree),rem_toks)
       | (_, rem_toks) -> (None, rem_toks))
    | _ -> (None, tokens)
and star tokens =
    match atom tokens with
      (Some tree, rem_toks) ->
      (match mk_star (Atom tree, rem_toks) with
        (stree, toks) -> (Some stree, toks))
    (None, rem_toks) -> (None, rem_toks)
and concat tokens =
    match star tokens with
      (Some tree, rem_toks) ->
      (match rem_toks with
         A_tk::_ ->
          (match concat rem_toks with (Some tree1, more_toks) ->
             (Some(Concat(tree,tree1)), more_toks)
```

```
| (None, more_toks) -> (None, more_toks))
       | B_tk::_ ->
          (match concat rem_toks with (Some tree1, more_toks) ->
            (Some(Concat(tree,tree1)), more_toks)
           (None, more_toks) -> (None, more_toks))
       | LParen::_ ->
          (match concat rem_toks with (Some tree1, more_toks) ->
            (Some(Concat(tree,tree1)), more_toks)
           | (None, more_toks) -> (None, more_toks))
       | _ -> (Some (StarAsConcat tree), rem_toks))
    | (None, rem_toks) -> (None, rem_toks)
and regexp tokens =
   match concat tokens with
      (Some tree, more_tokens) ->
      (match more_tokens with (Or_tk :: more_toks1) ->
         (match regexp more_toks1 with
            (Some tree1, rem_toks) -> (Some(Choice (tree, tree1)), rem_toks)
          (None, rem_toks) -> (None, rem_toks))
       | _ -> (Some (ConcatAsRegExp tree), more_tokens))
    (None, rem_tokens) -> (None, rem_tokens)
let parse tokens =
   match regexp tokens with (result, []) -> result | _ -> None
```

8. a. Write the transition semantics rules for if _ then _ else and repeat _ until _. (A repeat _ until _ executes the code in the body of the loop and then checks the condition, exiting if the condition is true.)

Solution: Let *m* represent the current state. If_then_else rules:

 $\label{eq:constraint} \hline (\texttt{if true then } C_1\texttt{else } C_2\texttt{ fi },m) \to (C_1,m) \\ \hline \hline (\texttt{if false then } C_1\texttt{else } C_2,m)\texttt{ fi } \to (C_2,m) \\ \hline (B,m) \to (B',m) \\ \hline (\texttt{if } B\texttt{ then } C_1\texttt{else } C\texttt{ fi },m) \to (\texttt{if } B'\texttt{ then } C_1\texttt{else } C_1\texttt{ fi },m) \\ \hline \end{array}$

 $(\text{repeat } C \text{ until } B, m) \rightarrow (C; \text{if } B \text{ then skip else } (\text{repeat } C \text{ until } B) \text{ fi}, m)$

b. Assume we have an OCaml type **bexp** with constructors **True** and **False** corresponding to true and false, and other constructors representing the syntax trees of non-value boolean expressions. Further assume we have a type **mem** of memory associating variables (represented by strings) with values, a type exp for integer expressions in our language, a type comm for language commands with constructors including IfThenElse of bexp * comm * comm, RepeatUntil of comm * bexp, and Seq: comm * comm, and type

type eval_comm_result = Mid of (comm * mem) | Done of mem

Further suppose we have a function $eval_bexp : (bexp * mem) \rightarrow (bexp * mem)$ that returns the result of one step of evaluation of an expression.

Write Ocaml clauses for a function eval_comm : (comm*mem) -> eval_comm_result for the case of IfThenElse and RepeatUntil. You may assume that all other needed clauses of eval_comm have been defined, as well as the function eval_bexp: (bexp*mem) -> (bexp*mem).

Solution: let rec eval_comm (comm, mem) = match comm with

....
| IfThenElse (True, thenclause, elseclause) -> Mid (thenclause, mem)
| IfThenElse (False, thenclause, elseclause) -> Mid (elseclause, mem)
| IfThenElse (b, thenclause, elseclause) ->
 (match eval_bexp (b, mem) with (new_b, mem') ->
 Mid (IfThenElse (new_b, thenclause, elseclause), mem'))
....
| RepeatUntil(c,b) ->
 Mid (Seq (c, IfThenElse (b, Skip, RepeatUntil(c,b))), mem)

9. Assume you are given the OCaml types exp, bool_exp and comm with (partially given) type definitions:

type comm = ... | If of (bool_exp * comm * comm) | ... type bool_exp = True_exp | False_exp | ...

where the constructor If is for the abstract syntax of an if_then_else_ construct. Also assume you have a type mem of memory associating values to identifiers, where values are just intergers (int). Further assume you are given a function eval_bool: (mem * bool_exp) -> bool for evaluating boolean expressions. Write the OCaml code for the clause of eval_comm: (mem * comm) -> mem that implements the following natural semantics rules for the evaluation of if_then_else_ commands:

10. Using the natural semanitics rules given in class, give a proof that, starting with a memory that maps x to 5 and y to 3, if x = y then z := x else z := x + y evaluates to a memory where x maps to 5, y maps to 3. and z maps to 8.

Solution: Let $m = \{ \mathbf{x} \mapsto 5; \mathbf{y} \mapsto 3 \}.$

$\overline{\langle m, \mathbf{x} \rangle \Downarrow 5} \overline{\langle m, \mathbf{y} \rangle \Downarrow 3} (5 = 3) = \texttt{false}$	$\overline{\langle m, \mathbf{x} \rangle \Downarrow 5} \qquad \overline{\langle m, \mathbf{y} \rangle \Downarrow 3} \qquad 5 + 3 = 8$
$\fbox{(x \mapsto 5; \texttt{y} \mapsto 3), \texttt{x = y} \Downarrow \texttt{false}}$	$\overline{\langle\{\mathtt{x}\mapsto5;\mathtt{y}\mapsto3\},\mathtt{z}\ :=\ \mathtt{x}\ +\ \mathtt{y}\rangle\Downarrow\langle\{\mathtt{x}\mapsto5;\mathtt{y}\mapsto3;\mathtt{z}\mapsto8\}}$
$\langle \{ \mathtt{x} \mapsto 5; \mathtt{y} \mapsto 3 \}, \mathtt{if} \ \mathtt{x}$ = y then z	$z := x \text{ else } z := x + y \rangle \Downarrow \langle \{ x \mapsto 5; y \mapsto 3; z \mapsto 8 \}$

11. Prove that $\lambda x.x(\lambda z.zxz)$ is α -equivalent $\lambda z.z(\lambda x.xzx)$. You should label every use of α -conversion and congruence.

Solution: By α -conversion

$$\lambda x. x(\lambda z. zxz) \xrightarrow{\alpha} \lambda y. y(\lambda z. zyz).$$

Because α -conversion implies α -equivalence, we have

$$\lambda x. x(\lambda z. zxz) \stackrel{\alpha}{\sim} \lambda y. y(\lambda z. zyz).$$

By α -conversion

$$\lambda z.zyz \xrightarrow{\alpha} \lambda x.xyx$$

and thus

$$\lambda z. z y z \overset{\alpha}{\sim} \lambda x. x y x$$

. By congruence for application, we have

 $y(\lambda z.zyz) \stackrel{\alpha}{\sim} y(\lambda x.xyx),$

and by congreunce for abstraction, we have

$$\lambda y.y(\lambda z.zyz) \stackrel{\alpha}{\sim} \lambda y.y(\lambda x.xyx).$$

By transitivity, we then have

 $\lambda x. x (\lambda z. zxz) \overset{\alpha}{\sim} \lambda y. y (\lambda x. xyx).$

By α -conversion,

$$\lambda y.y(\lambda x.xyx)z \xrightarrow{\alpha} \lambda z.z(\lambda x.xzx)$$

Again, because α -conversion implies α -equivalence, we have

$$\lambda y.y(\lambda x.xyx) \stackrel{\alpha}{\sim} \lambda z.z(\lambda x.xzx)$$

and by transitivity, we have

$$\lambda x. x (\lambda z. z x z) \overset{\alpha}{\sim} \lambda z. z (\lambda x. x z x)$$

as was to be shown.

12. Reduce the following expression: $(\lambda x \lambda y. yz)((\lambda x. xxx)(\lambda x. xx))$

a. Assuming Call by Name (Lazy Evaluation)

Solution: With Call by Name (Lazy Evaluation): $(\lambda x.\lambda y.yz)((\lambda x.xxx)(\lambda x.xx)) - \beta \rightarrow (\lambda y.yz)$

b. Assuming Call by Value (Eager Evaluation)

Solution: With Call by Value (Eager Evaluation): $(\lambda x.\lambda y.yz)((\lambda x.xxx)(\lambda x.xx)) - \beta \rightarrow$ $(\lambda x.\lambda y.yz)((\lambda x.xx)(\lambda x.xx)(\lambda x.xx)) - \beta \rightarrow$ $(\lambda x.\lambda y.yz)((\lambda x.xx)(\lambda x.xx)(\lambda x.xx)) - \beta \rightarrow$... (the expression doesn't terminate)

c. To full $\alpha\beta$ -normal form.

Solution: Since lazy evaluation yielded an $\alpha\beta$ -normal form. we may use its reduction: $(\lambda x.\lambda y.yz)((\lambda x.xxx)(\lambda x.xx)) - \beta \rightarrow (\lambda y.yz)$

13. Give a proof in Floyd-Hoare logic of the partial correctness assertion:

Solution: Because this proof tree is rather wide, we shall break it up into pieces. Let Tree1 =

$$\frac{((y = w) \& (x = y)) \Rightarrow (x = w)}{\{(y = w) \& (x = y)\} z := x \{z = w\}} \stackrel{A}{PS}$$

Let Tree2 =

$$\frac{\{(y = w) \& (x \neq y)\} \Rightarrow (y = w)}{\{(y = w) \& (x \neq y)\} z := y \{z = w\}} \xrightarrow{A} PS$$

Then the main proof tree is

$$\frac{\text{True} \Rightarrow (\texttt{w} = \texttt{w}) \quad \overline{\{\texttt{w} = \texttt{w}\} \ \texttt{y} := \texttt{w} \ \{\texttt{y} = \texttt{w}\}}}{\{\text{True}\} \ \texttt{y} := \texttt{w} \ \{\texttt{y} = \texttt{w}\}} \overset{\textbf{Tree1}}{\text{PS}} \quad \frac{\text{Tree1}}{\{\texttt{y} = \texttt{w}\} \ \texttt{if} \ \texttt{x} = \texttt{y} \ \texttt{then} \ \texttt{z} := \texttt{x} \ \texttt{else} \ \texttt{z} := \texttt{y} \ \{\texttt{z} = \texttt{w}\}}}{\{\texttt{rrue}\} \ \texttt{y} := \texttt{w}; \ \texttt{if} \ \texttt{x} = \texttt{y} \ \texttt{then} \ \texttt{z} := \texttt{x} \ \texttt{else} \ \texttt{z} := \texttt{y} \ \{\texttt{z} = \texttt{w}\}} \text{Seq}}$$

14. What should the Floyd-Hoare logic rule for repeat C until B be? The code causes C to be executed, and then, if B is true it completes, and otherwise it does repeat C until B again.

Solution:

$$\frac{\{Q \lor (P \land (\neg B))\} \ C \ \{P\}}{\{Q\} \ \texttt{repeat} \ C \ \texttt{until} \ B \ \{P \land B\}}$$

But I would accept the weaker

$$\frac{\{P\} \ C \ \{P\}}{\{P\}\texttt{repeat} \ C \ \texttt{until} \ B \ \{P \land B\}}$$