

CS 421, Fall 2008

Sample Final Questions

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 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.
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 n lst k`, using 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*.

```
# dividek 6 [1;3;2] report;;
Result: 1
- : unit = ()
```

4. a. Give the 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;;
```

- b. Use these types (i.e., start in an environment with these identifiers bound to these types) to give a 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
```

5. For each of the regular expressions below (over the alphabet {a,b,c}), draw a nondeterministic finite state automaton that accepts exactly the same set of strings as the given regular expression.

- i) $a^* \vee b^* \vee c^*$
- ii) $((aba \vee bab)c(aa \vee bb))^*$
- iii) $(a^*b^*)^*(c \vee \epsilon)(b^*a^*)^*$

6. Consider the following ambiguous grammar (Capitals are nonterminals, lowercase are terminals):

$S \rightarrow A a B \mid B a A$

$A \rightarrow b \mid c$

$B \rightarrow a \mid b$

Give an example of a string for which this grammar has two different parse trees, and give their parse trees.

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, producing an option (**Some**) of an abstract syntax tree if a parse exists, or **None** otherwise.

8. Use the following encodings of **true**, **false** and **if** to define lambda terms **and**, **or**, **not**, **eq** which respectively return booleans corresponding to conjunction, disjunction, negation, and test for equality.

$$\mathbf{true} = \lambda a b. a \quad \mathbf{false} = \lambda a b. b \quad \mathbf{if} = \lambda c t e. c t e$$

Define the following functions as lambda terms:

- a. **and**:
- b. **or**:
- c. **not**:
- d. **eq**:

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

- a. Assuming Call by Name (Lazy Evaluation)
- b. Assuming Call by Value (Eager Evaluation)
- c. To full $\alpha\beta$ -normal form.

10. 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.)

- b. Assume we have an OCaml type `exp` with constructors `True` and `False` corresponding to true and false, a type `mem` of memory associating variables (represented by strings) with values, a type `exp` for our language expressions, a type `comm` for language commands with constructors `IfThenElse` of `exp * comm * comm`, `RepeatUntil` of `comm * exp * comm`, and `Seq`: `comm * comm`, and types

```
type eval_exp_result = Inter_exp of (exp * mem) | Final of exp
type eval_comm_result = Mid of (comm * mem) | Done of mem
```

Further suppose we have a function `eval_exp : (mem * exp) -> eval_exp_result` 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_exp : (exp*mem) -> eval_exp_result`.

11. 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 integers (`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:

$$\frac{\langle m, b \rangle \Downarrow \text{true} \quad \langle m, C_1 \rangle \Downarrow m'}{\langle m, \text{if } b \text{ then } C_1 \text{ else } C_2 \rangle \Downarrow m'} \qquad \frac{\langle m, b \rangle \Downarrow \text{false} \quad \langle m, C_2 \rangle \Downarrow m''}{\langle m, \text{if } b \text{ then } C_1 \text{ else } C_2 \rangle \Downarrow m''}$$

12. Using the natural semantics 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.

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

$$\{\text{True}\} \text{y} := \text{w}; \text{if } \text{x} = \text{y} \text{ then } \text{z} := \text{x} \text{ else } \text{z} := \text{y} \{ \text{z} = \text{w} \}$$

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.