# CSE 341, Winter 2008, Assignment 3 Due: Wednesday 6 February, 8:00AM 

## Last updated: January 28

You will write 11 SML functions (not counting local helper functions) relating to "contacts" (as in homework 2) and pattern-matching (somewhat like in ML). Your solutions should use pattern matching and higherorder functions well. You may use functions in ML's library (particularly the List and ListPair structures). The sample solution is about 100 lines, including all the type definitions given to you. Despite being shorter, this assignment is probably more difficult than homework 2.

Problems 1-6 use these type definitions. They are all from homework 2 except the last one, which defines a type for lists of contacts where the list always has at least one contact.

```
datatype age_difference = Older | Younger
datatype contact_category = LocalFriend
    | DistantFriend
    | Relative of age_difference
    | Coworker
type name = string
type contact = contact_category * name
datatype my_contacts_list = One of contact | More of contact * my_contacts_list
```

1. Write a function that takes 4 curried arguments like this:
```
fun contacts_processor combine base keep contacts = ...
```

This function is like a combination of "filter" and "fold" for my_contacts_list values. In particular:

- contacts is the my_contacts_list that is processed.
- keep has type contact_category -> bool. Any elements of contacts that have a category for which keep returns false are irrelevant to the output.
- base is the overall answer if keep returns false for every contact. It can have any type 'a.
- combine has type name * 'a $\rightarrow$ ' 'a. It produces an answer from a name and a recursive answer.

Overall, contacts_processor returns combine(name1, combine(name2, . . (combine(namen, base)))) where name1, name2, ... namen are the names of contacts with categories for which keep returns true. You may process the names in any order (i.e., you may assume combine is commutative). Sample solution is 12 lines.
2. Write a function is_informal that takes a contact_category and evaluates to true if you can talk informally with contacts in this category. As in homework 2, such categories are younger relatives and all friends.
3. Write a function names_informal that takes a my_contacts_list and returns a list of the names of all the informal (in the sense of the previous problem) contacts. Use contacts_processor and is_informal to produce a 1-line answer. Note the result type is string list, not my_contacts_list.
4. Write a function contact_counter that takes a function $f$ of type contact_category -> bool and returns a function of type my_contacts_list $->$ int that returns the number of contacts in the list with categories for which $f$ returns true. Use contacts_processor to produce a 1-line answer.
5. Write a function num_informal of type my_contacts_list -> int that returns how many contacts in the list can be talked to informally. Use answers to previous problems to produce a 1-line answer.
6. Write a function num_formal of type my_contacts_list -> int that returns how many contacts in the list cannot be talked to informally. Use answers to previous problems and a predefined function or two to produce a 1-line answer.

Problems 7-8 involve writing functions over lists that will be useful in later problems. The only non-function binding you need is:

```
exception NoAnswer
```

7. Write a function first_answer of type ('a $->$ 'b option) -> 'a list $->$ 'b (notice the 2 arguments are curried). The first argument should be applied to elements of the second argument until the first time it returns SOME $v$ for some $v$ and then $v$ is the result of the call to first_answer. If the first argument returns NONE for all list elements, then first_answer should raise the exception NoAnswer. Hints: Sample solution is 5 lines and does nothing fancy.
8. Write a function all_answers of type ('a $->$ 'b list option) -> 'a list $->$ 'b list option (notice the 2 arguments are curried). The first argument should be applied to elements of the second argument. If it returns NONE for any element, then the result for all_answers is NONE. Else the calls to the first argument will have produced SOME lst1, SOME 1st2, .. SOME 1stn and the result of all_answers is SOME lst where lst is lst1, lst2, ..., lstn appended together (order doesn't matter). Hints: The sample solution is 8 lines. It uses a helper function with an accumulator and uses @. Note all_answers f [] should evaluate to SOME [].

Problems 9-11 (and 12, a challenge problem) use these type definitions, which are similar to ML-style pattern matching:

```
datatype pattern = Wildcard
    | Variable of string
    | TupleP of pattern list
    | ConstructorP of string * pattern
datatype valu = Const of int
    | Tuple of valu list
    | Constructor of string * valu
```

Given valu $v$ and pattern $p$, either $p$ matches $v$ or not. If it does, the matches produces a list of string * valu pairs; order in the list does not matter. The rules for matching should be unsurprising:

- Wildcard matches everything and produces the empty list.
- Variable $s$ matches any value $v$ and produces the one-element list holding ( $s, v$ ).
- TupleP ps matches a value of the form Tuple vs if ps and vs have the same length and for all $i$, the $i^{t h}$ element of ps matches the $i^{t h}$ element of vs. The list produced is all the lists from the nested pattern matches appended together.
- ConstructorP ( $\mathrm{s} 1, \mathrm{p}$ ) matches Constructor ( $\mathrm{s} 2, \mathrm{v}$ ) if s 1 and s 2 are the same string (you can compare them with $=$ ) and p matches v . The list produced is the list from the nested pattern match.
- Nothing else matches.

9. Write a function check_pat that takes a pattern and returns true if and only if all the variables appearing in the pattern are distinct from each other (i.e., use different strings). Note the choice of strings for constructors does not matter. Hints: The sample solution uses two helper functions. The first takes a pattern and returns a list of all the strings it uses for variables. Using List.foldl with a function that uses append is useful in one case. The second takes a list of strings and decides if it has repeats. List.exists is useful. Sample solution is 15 lines.
10. Write a function match that takes a valu * pattern and returns a (string * valu) list option, namely NONE if the pattern does not match and SOME lst where lst is the list of bindings if it does. Hints: Sample solution has one case expression with 5 branches. The branch for tuples uses all_answers and ListPair.zip. Sample solution is 11 lines.
11. Write a function first_match that takes a value and a list of patterns and returns a
(string * valu) list option, namely NONE if no pattern in the list matches or SOME lst where lst is the list of bindings for the first pattern in the list that mathces. Hints: Sample solution is 3 lines and uses first_answer and a handle-expression.
12. (Challenge Problem) Write a function typecheck_patterns that "type-checks" a pattern list. Types for our made-up pattern language are defined by:
```
datatype typ = Anything (* any type of value is okay *)
    | IntT (* type for integers *)
    | TupleT of typ list (* tuple types *)
    | Datatype of string (* some named datatype *)
typecheck_patterns should have type ((string * string * typ) list) * (pattern list) -> typ option.
The first argument contains elements that look like ("foo","bar",IntT), which means constructor foo makes a value of type Datatype "bar" given a value of type IntT. You may assume list elements all have different first fields (the constructor name), but there are probably elements with the same second field (the datatype name). Under the assumptions this list provides, you "type-check" the pattern list to see if there exists some typ (call it \(t\) ) that all the patterns in the list can have. If so, return SOME \(t\), else return NONE.
You must return the "most lenient" type that all the patterns can have. For example, if the patterns are TupleP[Variable("x"), Variable("y")] and TupleP[Wildcard,Wildcard], you must return TupleT[Anything, Anything] even though they could both have type TupleT[IntT, IntT]. As another example, if the only patterns are TupleP[Wildcard,Wildcard] and TupleP[Wildcard,TupleP[Wildcard,Wildcard]], you must return TupleT[Anything, TupleT[Anything, Anything]].
Warning: The sample solution does not include the challenge problem.
```

Type Summary: Evaluating a correct homework solution should generate these bindings, in addition to the bindings for type and exception definitions:

```
val contacts_processor =
    fn : (name * 'a -> 'a) -> 'a -> (contact_category -> bool) -> my_contacts_list -> 'a
val is_informal = fn : contact_category -> bool
val names_informal = fn : my_contacts_list -> name list
val contact_counter = fn : (contact_category -> bool) -> my_contacts_list -> int
val num_informal = fn : my_contacts_list -> int
val num_formal = fn : my_contacts_list -> int
val first_answer = fn : ('a -> 'b option) -> 'a list -> 'b
val all_answers = fn : ('a -> 'b list option) -> 'a list -> 'b list option
val check_pat = fn : pattern -> bool
val match = fn : valu * pattern -> (string * valu) list option
val first_match = fn : valu -> pattern list >> (string * valu) list option
```

Assessment: Your solutions should be correct, in good style (including indentation and line breaks), and using features we have used in class.

## Turn-in Instructions

- Put all your solutions in one file, lastname_hw3.sml, where lastname is replaced with your last name.
- The first line of your .sml file should be an ML comment with your name and the phrase homework 3.
- Go to https://catalysttools.washington.edu/collectit/dropbox/djg7/1359 (link available from the course website), follow the "Homework 3" link, and upload your file.

