

Programming Paradigms – Haskell

FS 2019

Exercise 4

Due: 12.05.2019 23:59:59

Upload answers to the questions **and source code** before the delivery deadline via courses.cs.unibas.ch. In addition, running programs have to be demonstrated during the exercise slots until **Friday, 17.05.2019** the latest. Also note, of all mandatory exercises given throughout the course, you must score at least 2/3 of their total sum of points to get accepted in the final exam.

Modalities of work: The exercise can be completed in groups of at the most 2 people. Do not forget to provide the full name of all group members together with the submitted solution.

Question 1: Bite-sized Haskell Tasks (8 points)

For each of the following task descriptions write a Haskell function that completes the task.

We do want to keep the solutions to these problems bite-sized; so an additional restriction is that they must not make use of additional helper functions other than functions that are already predefined in Haskell.

- a) Append and prepend the same value to a given list. (1 points)
- b) Generate a list of tuples (n, s) where $0 \leq n \leq 100$ and $n \bmod 2 = 0$, and where $s = \sum_{i=1}^n i$; i.e., the output should be the list $[(0,0), (2,3), (4,10), \dots, (100,5050)]$. (1 points)
- c) Swap the values at two specifiable positions in a list. (2 points)
- d) Count the number of prime factors of an integer value. (1 points)

e) Calculate the euclidean norm (l^2 -norm) of a list of floats. For reference:
[https://en.wikipedia.org/wiki/Norm_\(mathematics\)#Euclidean_norm](https://en.wikipedia.org/wiki/Norm_(mathematics)#Euclidean_norm)

(1 points)

f) Split a list into two lists, such that the first list's length is the third of the length of the original list, rounded up. Eg. [1,2,3,4,5] is split into [1,2] and [3,4,5].

(1 points)

g) Return, as a Boolean, whether the first and the second last element in a list are not the same.

(1 points)

Question 2: Lazy Evaluation (Call-By-Need) (3 points)

a) Using the concept of lazy evaluation, write a function that returns the infinite list of natural numbers.

(1 points)

b) Now create from the above infinite list a new one consisting of tuples. Calculate the tuples the following way: $[(1, 1/1), (2, 1/2), \dots, (i, 1/i), \dots]$.

(1 points)

c) As a last step, write a function using the above infinite list of tuples that takes a number and returns a list of all the tuples where the second element is greater or equal to the given number.

(1 points)

Hint: The functions `iterate`, `map` and `takeWhile` might be useful to solve this question.

Question 3: Guards and Pattern Matching (5 points)

You are tasked to implement a recursively defined function. The function takes three parameters. Here is the definition:

$$f(x, y, z) = \begin{cases} f(x - 4, y - 1, z - 2) + |x + z| & \text{if } x > 2 \text{ and } y > 10 \text{ and } z > 3 \\ z & \text{if } x + y + z \leq 0 \\ f(x, y + 1, z - 5) + x & \text{if } x \leq 2 \text{ and } y > 10 \text{ and } z > 3 \text{ and } x + y + z > 0 \\ f(x - 1, y - 1, z - 1) + 3 & \text{if } (y \leq 10 \text{ or } z \leq 3) \text{ and } x + y + z > 0 \end{cases}$$

a) Implement this function using **guards**. Notice that you can simplify the function. Think about the order and structure of the conditions. Implement a simplified version of the function.

Hint: The keyword `where` might help.

(3 points)

b) Write a function that takes a list of integers and returns a list of integers according to the following definition using **pattern matching**:

$$F(s) = \begin{cases} 42 & \text{if } s = () \\ (f(-5, y, -5)) & \text{if } s = (y) \\ (f(x, 5, 5)) \hat{\cup} F(...) & \text{if } s = (x, ...) \end{cases}$$

Where $\hat{\cup}$ is the list concatenation.

(2 points)

Question 4: Sorting (6 points)

a) Write a function `sorted` that takes a list of comparable values and returns whether the list is sorted or not.

(2 points)

b) Now, implement a function `cocktailsort`, which takes a list of comparable values and returns the sorted list, sorted using *cocktail sort* (https://en.wikipedia.org/wiki/Cocktail_shaker_sort).

The algorithm should stop as soon as the list is sorted.

(4 points)

Question 5: Recursion, Map and Fold (7 points)

The function `map` takes an unary function and a list of values and returns a list containing the result of applying the given function to each element in the original list individually.

Similarly, the function `filter` takes a predicate (i.e., a function that returns a Boolean) and a list of values and returns a list only containing the values that satisfy the predicate (i.e., for which the return value of the predicate is `True`).

In this question you will write your own implementations of `map` and `filter` and use them. For obvious reasons, you are not allowed to use the built-in Haskell `map` and `filter` function, but it may be helpful to look up their function signatures with the `:type` command when in the Haskell interpreter.

Hint: Recursion is a commonly used concept in Haskell and may prove very useful in solving the following tasks.

- a) Write your own implementation of the map function.

(1 points)

- b) Write your own implementation of the filter function.

(1 points)

- c) Consider the following list of grades a musician got. The list of hours corresponds to how many hours of work this person put into preparation.

grades: [3.2, 5.6, 5.9, 4.1, 5.7, 1.8, 3.6, 4.1, 5.7, 5.0, 1.3, 4.5, 1.7, 3.7, 4.2, 4.1, 3.2, 5.4, 5.6, 5.6, 1.1, 4.6, 1.1, 3.7, 2.2, 5.2, 2.4, 5.4, 4.6, 3.5, 3.1, 5.3, 2.1, 4.3, 4.6, 5.0, 2.2, 5.7, 1.2, 1.9, 3.8, 3.9, 3.5, 4.4, 4.4, 4.7, 1.8, 4.9, 4.2, 4.9]

hours: [2, 11, 1, 9, 4, 7, 5, 10, 2, 19, 10, 3, 9, 1, 11, 3, 8, 2, 18, 10, 10, 18, 1, 3, 4, 19, 12, 6, 7, 3, 16, 13, 8, 1, 10, 2, 7, 1, 6, 3, 9, 19, 5, 4, 8, 1, 6, 15, 8, 4]

For each grade the musician prepared in another way and is now interested which method was the 'best'. To answer this we will look at the grades-hours ratio, to see how his practice method influences the return in grades.

Write a main function that uses your implementation of the map to calculate the ratio `grades/hours` of these grades-hours pairs. Then use your filter implementation to find the indexes of the times where the practice method did not pay off (ratio < 1), and separately the times where the method yielded a good result (ratio > 4). Print both the list of ratios as well as the two lists of indexes.

Hint: The functions `zip` and `zipWith` might be useful. To retrieve the index of the individuals in the original list it might be a good idea to pair each data point with its index and using list comprehension to extract only the indexes.

(4 points)

- d) Write a function that calculates the average value in a list and use it to calculate the average grade, hours and ratio in the given data.

Hint: You might want to use the function `foldl` or `foldr`. Keep the differences of the two functions in mind.

(1 points)

Question 6: Currying (6 points)

In this exercise, you will concern yourself with the idea of *currying*, a central idea in the way Haskell works as a functional programming language.

a) Explain the concept of *currying*.

You should also include in your answer why it is possible to generate a curried version of any function, regardless of it's arity.

(3 points)

b) Explain how *currying* manifests itself in the way functions are declared and defined in Haskell.

Include in your answer what the Prelude functions `curry` and `uncurry` do (you might want to have a look at them before answering the first part of this question, as they could help your understanding).

(3 points)

Question 7: Steganography

(8 points)

Steganography (<https://en.wikipedia.org/wiki/Steganography>) is the practice of concealing information within another kind of information. In this question you will write a Haskell program to uncover a single hidden message from the following three integer arrays:

$X = [18, 68, 36, 36, 20, 67, 36, 20, 36, 35, 68, 20, 20, 36, 68, 33, 65, 20, 20, 35, 36, 17, 36, 65, 36, 17, 68, 20, 68, 33, 33, 19, 20, 35, 67, 33, 35, 18, 68, 20, 68, 36, 68, 19, 36, 65, 68, 36, 20, 68, 35, 20, 20, 35, 17, 36, 68, 17, 68, 36, 33]$

$Y = [19, 34, 66, 32, 34, 20, 67, 19, 65, 36, 35, 33, 34, 66, 19, 19, 17, 18, 34, 22, 35, 65, 34, 36, 19, 65, 18, 34, 64, 65, 17, 68, 19, 33, 68, 33, 64, 64, 18, 36, 67, 33, 18, 71, 16, 65, 32, 36, 16, 66, 36, 17, 35, 37, 65, 19, 66, 17, 64, 34, 33]$

$Z = [34, 65, 32, 67, 20, 66, 33, 66, 35, 18, 65, 16, 17, 32, 64, 36, 66, 33, 16, 35, 70, 18, 32, 35, 17, 66, 65, 16, 33, 34, 18, 67, 18, 36, 64, 34, 66, 66, 16, 33, 70, 20, 65, 20, 33, 34, 65, 64, 65, 20, 20, 32, 16, 65, 18, 33, 33, 66, 35, 17, 19]$

The information is hidden as follows: each array $X = [X_1, \dots, X_n]$, $Y = [Y_1, \dots, Y_n]$ and $Z = [Z_1, \dots, Z_n]$ contains information about the hidden message. The arrays are in order, that means X_i, Y_i and Z_i contain information about one part of the message. Find the correct list of integers calculated from X, Y, Z and use the ASCII encoding to generate a string. X, Y and Z encode the solution list $S = [S_1, \dots, S_m]$ in base 5 where X encodes the highest digit and Z the lowest. A digit that is higher than the given base is still correct in this encoding. A 7 in the second digit is equivalent to $7 * 5^1$. You additionally get a decipher key that holds further instructions:

- Ignore any bits of X_i, Y_i, Z_i that are higher valued than the 4th bit. That means for example, that for any X_i only the lowest valued four bits $x_{i4}, x_{i3}, x_{i2}, x_{i1}$ matter. As such a 67 corresponds to a 3.
- **Important:** Remove the encodings where the unimportant/throwaway bits of Y_i and Z_i are the same.

Decoding a single character from hand with all these instructions looks like this:

$$X_i = 66, \quad Y_i = 7, \quad Z_i = 17 \quad \rightarrow \quad S_i = 2 * 5^2 + 7 * 5^1 + 1 * 5^0 \quad \rightarrow \quad 'V'$$

a) Write a function `getAsciiChars` that takes a list of integers and returns a list of the corresponding ASCII characters. You might want to use the function `chr` from `Data.Char`.

(2 points)

b) Write a function `uncover` that extracts the hidden information from the three integer lists. This task is easiest with the `(.&.)` (bitwise-and) from `Data.Bits`. The data above should result in a recognizable string.

Hint: You need a bit mask to extract the important bits.

(6 points)