Homework 18: SML Programming

Due:

There are many examples of SML code in Watt's books. Also L. Paulson's book *ML for the Working Programmer* is on reserve at the library.

For all SML problems, you must run your code with the SML interpreter. You must also provide evidence that your program is correct (verbal arguments or test cases or both). You should program in a purely functional style (for example, don't use `ref`).

1 The $3x + 1$ problem

The $3x + 1$ problem concerns iterates of the following function:

$$T(n) = \begin{cases} (3n+1)/2, & \text{if } n \equiv 1 \pmod 2, \\ n/2, & \text{if } n \equiv 0 \pmod 2. \end{cases} \tag{1}$$

which takes odd numbers n to $(3n + 1)/2$ and even numbers n to $n/2$.

1. (3 points) Implement (in SML) the function `T: int -> int` which computes T.

2. (4 points) The iterates of T are defined as follows. Let $T^{(0)}(n) = n$, and for all integers $k > 0$, let $T^{(k)}(n) = T(T^{(k-1)}(n))$.

   Define a function

   ```
   T_iterate: int*int -> int
   ```

   such that `T_iterate(k,n)` returns $T^{(\mathtt{k})}(\mathtt{n})$ for `k` ≥ 0.

3. (6 points) The sequence of iterates $(n, T(n), T^{(2)}(n), \ldots)$ is called the trajectory of n. For example, the trajectory of 7 is:

   $$7,\ 11,\ 17,\ 26,\ 13,\ 20,\ 10,\ 5,\ 8,\ 4,\ 2,\ 1,\ 2,\ 1,\ 2,\ 1,\ \ldots$$

   Define a function `trajectory_head: int*int -> int list` so that `trajectory_head(n,k)` returns a list of the first `k`+1 elements of the trajectory of `n`. For example, `trajectory_head(7,3)` returns the list `[7,11,17,26]`. (This problem illustrates one technique for dealing with infinite data structures in a program.)

4. (6 points) The $3x+1$ conjecture states that for each $n > 0$, there is some k such that $T^{(k)}(n) = 1$. Define a function

   ```
   trajectory_to_1: int -> int list
   ```

   such that `trajectory_to_1(n)` returns the first subsequence of the trajectory of `n` that includes 1, provided that `n` is not a counter-example to the conjecture. For example `trajectory_to_1(1)` returns `[1]`, and `trajectory_to_1(7)` returns `[7, 11, 17, 26, 13, 20, 10, 5, 8, 4, 2, 1]`.

2 Lists

5. (5 points) Write a function

   ```
   remove_2nd: ''a * ''a list -> ''a list
   ```

   such that `remove_2nd(what,where)` returns a the list that is like `where`, except that the second occurrence of `what` in `where` is removed. You may assume that the type `''a` is an equality type (that is, you can compare elements of that type using `=`; see page 86 of Paulson's book for more details).

6. (10 points) Write a function

   ```
   subst: ''a * ''a * ''a list -> ''a list
   ```

   such that `subst(new, old, ls)` builds a list obtained by replacing each top-level occurrence of the item `old` in the list `ls` with the item `new`. You may assume that the type `''a` is an equality type (see page 86 of Paulson's book). For example, `subst("z", "a", ["a", "b", "a", "c", "a"])` returns `["z", "b", "z", "c", "z"]`, `subst("z", "a", ["a", "b", "[a]", "[c, a]"])` returns `["z", "b", "[a]", "[c, a]"]`, `subst(0, 1, [0, 1, 0, 1])` returns `[0, 0, 0, 0]`, `subst("dog", "cat", ["my", "dog", "is", "fun"])` returns `["my", "dog", "is", "fun"]`, and `subst("two", "one", [])` returns `[]`.

3 Mapping and Currying

7. (10 points) Define a curried function

   ```
   map_first_two: ('a*'a -> 'b) -> 'a list -> 'b list
   ```

   that works like SML's built-in `map` (see page 157) except that the function argument is always a function of two arguments (like the operator +). Use the first and second elements of the list argument as the first pair of arguments to the function argument, then the second and third elements, then the third and forth, and so on. If there are fewer than two elements in the list, the empty list is the value. For example: `(map_first_two (op +) [2,3,4,5,7])` returns `[5,7,9,12]` and `(map_first_two max [2,4,3,5,4,1])` returns `[4,4,5,5,4]`.

8. (5 points) Define a function `trajectory: int -> int -> int list` such that `((trajectory n) k)` returns the result of `trajectory_head(n,k)`. Thus `trajectory` is a curried version of `trajectory_head`.

9. (5 points) Define a function `curry3: ('a*'b*'c -> 'd) -> 'a -> 'b -> 'c -> 'd` that takes a three-argument function and returns a curried version of that function. Thus `((curry3 f) x y z)` returns the result of `f(x,y,z)`.

4 Extra Credit

10. (extra credit only) Define functions

    ```
    max_value: int -> int
    total_stopping_time: int -> int
    ```

    such that `(max_value n)` is the maximum element of `(trajectory_to_1 n)`, and such that `(total_stopping_time n)` is one less than the length of `(trajectory_to_1 n)`.

    Write SML functions that draw graphs of the trajectories of various (small) numbers. (You may use side-effects for output, of course.)

Let us call `max_value` and `total_stopping_time` "statistics" of a number, since they summarize its trajectory. An integer $n > 0$ is a *peak* in a statistic f, if and only if for all $0 < m < n$, $f(m) < f(n)$. These numbers are called peaks because if one graphs the positive integers on the x-axis and the value of some derived statistic on the y-axis, then each peak will be a point higher than has been reached before. For example, 3 is a peak in `max_value`. Write a (curried) function

```
peaks: (int -> int) -> int -> int list
```

such that `(peaks max_value n)` returns a list of all the peaks in `max_value` from 1 to `n` (inclusive). For example, `(peaks total_stopping_time 10)` should return the list `[1, 2, 3, 6, 7, 9]`.

11. (extra credit only) Is it possible to write a general version of `curry` that would curry functions that take arbitrary numbers of arguments in SML? If so, write it. If not state why it cannot be done.

12. (extra credit only) A bag (or multi-set) can be described by a "characteristic function" (whose range is the natural numbers) that determines how many times an element occurs in the bag. For example, the function ϕ such that $\phi($`coke`$) = \phi($`pepsi`$) = 6$ and for all other arguments x, $\phi(x) = 0$ is the characteristic function for a bag containing 6 `coke` and 6 `pepsi` (i.e., a 6-pack of each). In the above bag the "number of occurrences" of `code` is 6. Allowing the user to construct a bag from a characteristic function gives one the power to construct bags that may "contain" an infinite number of elements (such as the bag in which each prime number n occur n times).

    (To understand the notation following, you should read chapter 7 of Paulson's book.)

    Bags are to be represented by a structure with the following signature:

```
signature ElementSig =
    sig
        type element
        val equal: element * element -> bool
    end;

signature BagSig =
    sig
        structure Element: ElementSig
        type bag

        val with_characteristic: (Element.element -> int) -> bag
        val union: bag * bag -> bag
        val intersect: bag * bag -> bag
        val occurrences: bag * Element.element -> int
    end;
```

    The operations on bags are described informally as follows.

    - `(with_characteristic f)`, returns a bag that contains each x `f(`x`)` times.
    - `union(b1,b2)`, returns a bag containing all the elements of `b1` and `b2`, where the number of occurrences of x in the result is the sum of the number of occurrences of x in `b1` and `b2`.
    - `intersect(b1,b2)`, returns a bag containing all x such that x is both an element of `b1` and of `b2`, where the number of occurrences of x in the result is the minimum of the number of occurrences of x in `b1` and `b2`.

- `occurrences(b,e)`, returns the number of occurrences of `e` in `b`.

Your implementation would be a functor with the following form:

```
signature ElemSig
functor BagFun(Elem: ElementSig) : BagSig =
    struct
        structure Element = Elem
        (* ... *)
    end;
```

To test your implementation, execute, for example:

```
structure IntElem =
    struct
        type element = int
        fun equal(x:int,y:int) = (x = y)
    end;

structure IntBag = BagFun(IntElem);

val eb = IntBag.with_characteristic(fn x: int => 0);
val oneTwice = IntBag.with_characteristic(fn x => if x = 1 then 2 else 0);
IntBag.union(eb,oneTwice);
IntBag.intersect(eb,oneTwice);
(* etc. *)
```