

CSE114A, Fall 2024: Midterm Exam

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Student name: _____

CruzID (the part before the “@” in your UCSC email address): _____

Additionally, please write your CruzID at the top of each page.

This exam has 5 questions and 70 total points.

Instructions

- Please write directly on the exam.
- For multiple choice questions, **fill in the letter completely**, e.g. from (a) to ●
- For short response questions, try to keep your answer within the outlined box.
- **You have 65 minutes to complete this exam.** You may leave when you are finished.
- This exam is **closed book**. You may use one double-sided page of notes, but no other materials.
- Avoid seeing anyone else’s work or allowing yours to be seen.
- Please, no talking. No notes, books, laptops, phones, or other electronic devices. Do not communicate with anyone but an exam proctor.
- To ensure fairness (and the appearance thereof), **proctors will not answer questions about the content of the exam**. If you are unsure of how to interpret a problem description, state your interpretation clearly and concisely. *Reasonable interpretations* will be taken into account by graders.

Good luck!

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Part 1: Lambda calculus

Question 1 (12 points)

Consider the following lambda calculus expression, which we will name `EXPR1`

$$(\lambda x y z \rightarrow \text{ITE } (\text{OR } a \ b) \ c \ ((\lambda w \rightarrow \text{ITE } (\text{ISZ } w) \ (\text{ADD } x \ y) \ w) \ \text{FOUR})) \ \text{ONE} \ \text{TWO}$$

1.1 (3 points) What are the free variables of `EXPR1`:

- (a) `x`, `y`, and `z`
- (b) `a`, `b`, and `c`
- (c) `x`, `y`, `z`, and `w`
- (d) Choices (b) and (c)
- (e) None of the above

1.2 (4 points) After a single beta-reduction on `EXPR1`, what would the resulting expression be?:

- (a) $(\lambda y z \rightarrow \text{ITE } (\text{OR } a \ b) \ c \ ((\lambda w \rightarrow \text{ITE } (\text{ISZ } w) \ (\text{ADD } \text{ONE} \ y) \ w) \ \text{FOUR})) \ \text{TWO}$
- (b) $(\lambda x y z \rightarrow \text{ITE } (\text{OR } a \ b) \ c \ (\text{ITE } (\text{ISZ } \text{FOUR}) \ (\text{ADD } x \ y) \ \text{FOUR})) \ \text{ONE} \ \text{TWO}$
- (c) $(\lambda y z \rightarrow \text{ITE } (\text{OR } a \ b) \ c \ (\text{ITE } (\text{ISZ } \text{FOUR}) \ (\text{ADD } \text{ONE} \ y) \ \text{FOUR})) \ \text{TWO}$
- (d) Choices (a) and (b)
- (e) Choices (a) and (c)

1.3 (5 points) What is the normal form of `EXPR1`:

- (a) `THREE`
- (b) `FOUR`
- (c) $\lambda z \rightarrow (a \ \text{TRUE} \ b) \ c \ \text{FOUR}$
- (d) $\lambda z \rightarrow \text{ITE } (\text{OR } a \ b) \ c \ \text{FOUR}$
- (e) None of the above

Question 2 (12 points)

Recall that $=d>$ in ELSA denotes unfolding a definition. Suppose a new ELSA operator $=b\sim>$ denotes a sequence of one or more **beta-reductions** ending in an expression that cannot be beta-reduced without expanding a definition.

Reduce the following lambda expression to normal form using $=b\sim>$ and $=d>$.

- **Hint:** $=b\sim>$ is a little like $=\sim>$ but can only take beta-reduction steps. Use $=b\sim>$ to reduce expressions that contain a redex (the initial expression below is an example of a redex) until you reach an expression that can't be beta-reduced because the definitions haven't been expanded. Then, expand a definition with $=d>$ and continue to beta-reduce with $=b\sim>$ until you reach a normal form with no remaining definitions.

```
(\x -> ITE x FIVE TWO) FALSE
```

Part 2: Haskell

Question 3 (10 points)

Consider the following Haskell expression

```
let
  acc = (0, 0)
  val = [(0, 1), (2, 3), (4, 5), (6, 7), (8, 9)]
  foldx = foldr f1 acc val
in
  foldl f2 (12,34) [foldx]
where
  f1 (x, y) (u, w) = (x + u, y + w)
  f2 (x, y) (u, w) = (x - u, y - w)
```

3.1 (5 points) What is the type of `f1`?

- Ⓐ `[Int] -> [Int] -> [Int]`
- Ⓑ `(Int, Int) -> (Int, Int) -> (Int, Int)`
- Ⓒ `Int -> Int -> (Int, Int)`
- Ⓓ None of the above
- Ⓔ Syntax or type error

3.2 (5 points) What is the type of `foldx`?

- Ⓐ `(Int, Int)`
- Ⓑ `[Int]`
- Ⓒ `Int`
- Ⓓ None of the above
- Ⓔ Syntax or type error

Question 4 (24 points)

Recall that the Fibonacci sequence is a sequence in which each number is the sum of the two preceding ones. Starting from 0 and 1, the sequence will be 0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, ...

Please complete the implementation below of a function that returns the N-th number in Fibonacci sequence that starts from 0 and 1.

```
fib :: Int -> Int
fib n
  | blank_1 = 0
  | blank_2 = 1
  | blank_3 = (fib (n - 1)) + (fib (n - 2))
```

4.1 (3 points) Please fill in the blanks blank_1 in the box below:

4.2 (3 points) Please fill in the blanks blank_2 in the box below:

4.3 (3 points) Please fill in the blanks blank_3 in the box below:

4.4 (5 points) Next, please complete the implementation below of the same function but using tail recursion

```
fibTR :: Int -> Int
fibTR n = helper n (0,1)
  where
    helper :: Int -> (Int, Int) -> Int
    helper 0 (a,_) = a
    helper n (a,b) = blank_1
```

Please fill in the blank blank_1 in the box below:

4.5 (10 points) In addition to the Fibonacci sequence, Factorial sequence is another famous number sequence. Below is the function that returns the N-th number in the Factorial sequence that starts from 0.

```
fac :: Int -> Int
fac n
  | n <= 1 = 1
  | otherwise = n * fac (n - 1)
```

Now, please implement the function:

```
seqArray :: (Int -> Int) -> Int -> [Int]
```

`seqArray` accepts a number sequence function and an integer representing N, and returns an array of the given number sequence from 0 to the N-th number.

For example, `seqArray fib 10` should returns `[0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55]`

And `seqArray fac 5` should returns `[1, 1, 2, 6, 24, 120]`

Please implement `seqArray` using tail recursion if you can. 7 points for correct implementation, 3 points for correct tail recursive implementation, total 10 possible points.

Question 5 (12 points)

5.1 (6 points) Consider the following data type and function definition. What typeclass instances, if any, are required for the following function to typecheck? Just list names, no definitions are required.

```
data Triangle =  
  ASA Int Int Int  
  | SSS Int Int Int  
  | SAS Int Int Int  
  
maxTriangle :: Triangle -> [Triangle] -> Triangle  
maxTriangle m [] = m  
maxTriangle m (t:ts) | m >= t = maxTriangle m ts  
                    | otherwise = maxTriangle t ts
```

5.2 (6 points) Consider the following function

```
sameSide :: Triangle -> Triangle -> Bool  
sameSide (ASA _ y _) (ASA _ y' _) = y == y'  
sameSide (SSS x y z) (ASA _ y' _) = x == y' || y == y' || z == y'  
sameSide (SAS x _ z) _ = True  
sameSide _ (ASA _ _ _) = False
```

What would the following expression evaluate to?

```
sameSide (ASA 1 2 3) (SSS 2 2 2)
```

- Ⓐ **True**
- Ⓑ **False**
- Ⓒ Type error
- Ⓓ Runtime error
- Ⓔ None of the above

1 Lambda calculus cheat sheet

```

-- Booleans -----
let TRUE = \x y -> x
let FALSE = \x y -> y
let ITE = \b x y -> b x y
let NOT = \b x y -> b y x
let AND = \b1 b2 -> ITE b1 b2 FALSE
let OR = \b1 b2 -> ITE b1 TRUE b2

-- Numbers -----
let ZERO = \f x-> x
let ONE = \f x -> f x
let TWO = \f x -> f (f x)
let THREE = \f x -> f (f (f x))
let FOUR = \f x -> f (f (f (f x)))
let FIVE = \f x -> f (f (f (f (f x))))

-- Pairs -----
let PAIR = \x y b -> b x y
let FST = \p -> p TRUE
let SND = \p -> p FALSE

-- Arithmetic -----
let INC = \n f x -> f (n f x)
let ADD = \n m -> n INC m
let MUL = \n m -> n (ADD m) ZERO
let ISZ = \n -> n (\z -> FALSE) TRUE
let DECR = \n -> -- decrement n by one --
let EQL = \a b -> -- return TRUE if a == b, otherwise FALSE --

-- Recursion -----
let FIX = \stp -> (\x -> stp (x x)) (\x -> stp (x x))

```

2 Haskell cheat sheet

```
data Maybe a = Nothing | Just a

foldr :: (a -> b -> b) -> b -> [a] -> b
foldr f b [] = b
foldr f b (x:xs) = f x (foldr f b xs)

foldl :: (b -> a -> b) -> b -> [a] -> b
foldl f b xs = helper b xs
  where
    helper acc [] = acc
    helper acc (x:xs) = helper (f acc x) xs

filter :: (a -> Bool) -> [a] -> [a]
filter p [] = []
filter p (x:xs)
  | p x = x : filter p xs
  | otherwise = filter p xs

map :: (a -> b) -> [a] -> [b]
map _ [] = []
map f (x:xs) = f x : map f xs

flip :: (a -> b -> c) -> b -> a -> c
flip f x y = f y x

(.) :: (b -> c) -> (a -> b) -> a -> c
(.) f g x = f (g x)

(+++) :: [a] -> [a] -> [a]
(+++) [] ys = ys
(+++) (x:xs) ys = x : xs +++ ys

class Eq a where
  (==) :: a -> a -> Bool
  (/=) :: a -> a -> Bool

class (Eq a) => Ord a where
  (<) :: a -> a -> Bool
  (<=) :: a -> a -> Bool
  (>) :: a -> a -> Bool
  (>=) :: a -> a -> Bool
  ...
```