



EXAMINATIONS — 2007
MID-YEAR

COMP 304
Programming Languages

Time Allowed: 3 Hours

Instructions: There are five (5) questions, each worth thirty (30) marks. You should attempt all of the questions.

Question 1.

(a) The functions `map`, `repeat` and `listfrom` can be defined in Haskell as follows:

```
map _ [] = []
map f (h:t) = f h : (map f t)

repeat f n = n : (repeat f (f n))

listfrom :: Integer -> [Integer]
listfrom = repeat (+1)
```

State the types of `map` and `repeat`.

[3 marks]

(b) `zip :: [a] -> [b] -> [(a, b)]` is a function which allows us to 'zip' two lists together to produce a list of pairs. The n th item in the list of pairs is the n th item from the first list paired with the n th item from the second list. The list of pairs has the same length as the shorter of the two lists. Recall that a string is just a list of characters, so `zip` behaves like this:

```
*Exam> zip (listfrom 1) "abcde"
[(1,'a'),(2,'b'),(3,'c'),(4,'d'),(5,'e')]
```

Give a suitable definition in Haskell for `zip`.

[6 marks]

(c) Rather than just putting the items from the two lists into a list of pairs we realise that we can apply a function to them, by zipping two lists together with a function. Instead of returning a list of pairs we will return a list of whatever the function returns. For example:

```
*Exam> zip2with max [1,2,3,4,5,6,7,8,9] [9,8,7,6,5,4,3,2,1]
[9,8,7,6,5,6,7,8,9]
```

Give a suitable definition in Haskell for `zip2with`.

[7 marks]

(d) Haskell uses lazy evaluation. Briefly describe lazy evaluation, and illustrate its use.

[7 marks]

(e) Haskell allows the programmer to define higher-order functions. Briefly explain what a higher-order function is, and give an example of a higher-order function.

[7 marks]

Question 2.

(a) Briefly describe the following terms, as they are understood by a Prolog programmer:

- (i). fact;
- (ii). rule;
- (iii). query.

[6 marks]

(b) A New Zealand University has decided to automate the process it uses for checking students' degree programmes. The University needs to be able to check that students have the correct pre-requisites for any paper that they wish to take. The rules for pre-requisites for papers in the BSc in Surfing can be expressed in Prolog as:

```
/*  
  
prereq(Course1, Course2) succeeds if Course2 is a pre-requisite for Course1  
  
*/  
prereq(surf113, surf112).  
  
prereq(surf212, surf113).  
prereq(surf213, surf113).  
prereq(surf215, surf113).  
prereq(surf216, surf113).  
  
prereq(surf311, surf215).  
prereq(surf312, surf215).  
prereq(surf312, surf216).  
prereq(surf313, surf212).  
prereq(surf313, surf216).  
prereq(surf314, surf212).  
prereq(surf314, surf216).  
prereq(surf315, surf213).  
prereq(surf315, surf215).  
prereq(surf316, surf213).  
prereq(surf316, surf215).  
prereq(surf389, surf311).
```

(Question 2 continued on next page)

(Question 2 continued)

Unfortunately the University has employed a Surfing graduate, rather than a Computer Science graduate, and he has written the following Prolog:

```
/*  
  
requires(Course1, Course2) succeeds if Course2 is a requirement for Course1.  
Course2 is a requirement for Course1 if it is a pre-requisite for a course  
which is a requirement for Course1 or if it is a pre-requisite for Course1.  
  
*/  
  
requires(Course1, Course2) :-  
    requires(Course1, Other),  
    prereq(Other, Course2).  
requires(Course1, Course2) :-  
    prereq(Course1, Course2).
```

Explain how Prolog will attempt to answer the following query, and what the result will be:

```
?- requires(surf389, surf112).
```

[9 marks]

(c) Give a suitable definition in Prolog for `requires/2`.

[6 marks]

(d) Although Prolog is a very fine language it has some deficiencies. State three (3) features of Prolog which you believe to be flaws and explain what problems they cause. [9 marks]

Question 3.

(a) Describe *register machines*, and explain how they provide a model for imperative programming. [7 marks]

(b)

(i) Define the syntax of λ -terms. [3 marks]

(ii) Explain how to perform a single step of β -reduction. [4 marks]

(iii) Find a normal form for the following term:

- $(\lambda x \lambda y \lambda z. z x y) p q (\lambda q \lambda p. q)$ [6 marks]

(iv) Use the following term to show that not all terms have a normal form:

- $(\lambda x. x x) \lambda y. y y$ [4 marks]

(c) Write a short note explaining how the λ -calculus provides a model for functional programming. [6 marks]

Question 4.

(a) State three benefits of providing a formal semantics for a programming language.

[6 marks]

(b) Briefly describe the role of:

(i) the abstract syntax;

(ii) the semantic algebra;

(iii) the valuation function;

in denotational semantics.

[9 marks]

(c) You are defining a programming language and have defined the following abstract syntax:

$P \in Program$
 $C \in Command$
 $E \in Expression$
 $B \in BooleanExpr$
 $I \in Identifier$
 $N \in Numeral$

$P ::= C.$
 $C ::= C1 ; C2$
 | if B then C
 | if B then $C1$ else $C2$
 | $I := E$
 $E ::= E1 + E2 \mid E1 - E2 \mid E1 * E2 \mid E1 / E2 \mid I \mid N$
 $B ::= E1 == E2 \mid \neg B \mid B1 \wedge B2$

(Question 4 continued on next page)

(Question 4 continued)

You have decided that the store will be a mapping from identifiers to numbers. Hence the semantic algebra for stores look like:

$$\begin{aligned} \text{Domain Store} &= Id \rightarrow Nat \\ \text{Operations} \\ \text{newstore} &: Store \\ \text{newstore} &= \lambda i. \text{zero} \\ \text{access} &: Id \rightarrow Store \rightarrow Nat \\ \text{access} &= \lambda i. \lambda s. s(i) \\ \text{update} &: Id \rightarrow Nat \rightarrow Store \rightarrow Store \\ \text{update} &= \lambda i. \lambda n. \lambda s. [i \mapsto n]s \end{aligned}$$

The valuation function for commands will be

$$C : Command \rightarrow Store_{\perp} \rightarrow Store_{\perp}$$

Give a suitable valuation function for *Commands*, assuming that you have suitable valuation functions for *Program*, *Expression*, *BooleanExpr*, *Identifier*, *Numeral*. [15 marks]

Question 5.

- (a) Write a short note explaining how the λ -calculus can help us to understand an imperative language like Java. [10 marks]
- (b) Describe how Haskell's system of type classes makes *ad-hoc* polymorphism less *ad hoc*. [10 marks]
- (c) Logic, functional and imperative programming languages all have variables. Carefully explain how the notion of variable differs between them. [10 marks]
