CMSC330 Spring 2012 Midterm #2 Solutions

1. (16 pts) OCaml Types and Type Inference

   Give the type of the following OCaml expressions:
   a. (2 pts) fun (x,y) -> [y+x]  \( \text{Type} = (\text{int} \times \text{int}) \rightarrow \text{int list} \)
   b. (3 pts) fun x y -> [y x]  \( \text{Type} = \text{a} \rightarrow (\text{a}\rightarrow\text{b}) \rightarrow \text{b list} \)

   Write an OCaml expression with the following type:
   c. (3 pts) (int -> int -> int) -> int  \( \text{Code} = \text{fun x -> 1+(x 1 2)} \)
   d. (3 pts) \text{a} -> (\text{a list} -> \text{b}) -> \text{b}  \( \text{Code} = \text{fun x y -> y [x]} \)

   Give the value of the following OCaml expressions. If an error exists, describe it
   e. (2 pts) let x = 3 in let x = x+2 in x+4  \( \text{Value / Error} = 9 \)
   f. (3 pts) (fun (h::t) -> t) [1;2]  \( \text{Value / Error} = [2] \)
2. (20 pts) OCaml programming

Write a function `splitList` which given a number `n` and a list `lst`, returns a list of lists consisting of `lst` split into lists of length `n`. Concatenating the resulting list of lists should result in the original list. Only the last list is allowed to be shorter than length `n`. The function `splitList ( )` has type `int -> 'a list -> 'a list list`.

You may not use any library functions, with the exception of the List.rev function, which reverses a list in linear time. Your function must run in linear time (i.e., not use append/reverse for every element of the list). You may use helper functions.

Examples:
```
splitList 3 [] = []
splitList 3 [1;2] = [[1;2]]
splitList 3 [1;2;3;4;5;6;7;8] = [[1;2;3];[4;5;6];[7;8]]
splitList 2 [“b”;”a”;”c”;”d”;”c”] = [[“b”;”a”];[”c”;”d”;”c”]]
```

```
let rec splitHelp n x y =
  match y with
  | [] -> (x,y)
  | h::t -> if (n = 0) then (x,y) else
    splitHelp (n-1) (h::x) t
;;
let rec splitList n lst =
  let (x,y) = (splitHelp n [] lst) in
  match y with
  | [] -> [x]
  | _ -> (List.rev x)::(splitList n y)
;;

let splitList n lst = match (fold_left (fun (i,a) h -> match a with
  | [] -> (i+1,[[h]])
  | (x::t) -> if i<n then (i+1, (h::x)::t)
  else (1, [h::x::t]) (0,[]) lst) with
  (_,a) -> (List.rev (map List.rev a))
;;
```
3. (12 pts) OCaml higher-order & anonymous functions

Using fold and an anonymous function, write a function `getSeconds` which given a list of pairs returns a list of the 2nd value in each pair, in the original order. `getSeconds( )` has type `(a * b) list -> 'b list`.

You may not use any library functions, with the exception of the List.rev function, which reverses a list in linear time. Your function must run in linear time (i.e., not use append/reverse for every element of the list). Solutions using recursion and/or helper functions will only receive partial credit.

Examples:
```
let getSeconds l = List.rev (fold (fun a (x,y) -> y::a) [] l)
```

```ocaml
define fold a lst = match lst with
  []  -> a
| (h::t) -> fold f (f a h) t
```

let getSeconds [] = []
let getSeconds [(1,2)] = [2]
let getSeconds [("foo","bar")] = ["bar"]
let getSeconds [("f",2);("b",3)] = [2;3]
4. (14 pts) OCaml polymorphic types

Consider the OCaml type `arith` implementing arithmetic expressions:

```ocaml
type arith =
    | Number of int
    | Sum of arith * arith
    | Prod of arith * arith
```

a. (4 pts) Write an OCaml expression with type `arith` that is equivalent to 3+(4*5)

```ocaml
(Sum ( (Number 3), Prod (Number 4, Number 5) )
```

b. (10 pts) Write a function `evalExpr` of type `arith -> int` that takes an expression tree and calculates its value. Your code must work in linear time (i.e., avoid multiple passes over the tree). You are not allowed to use any OCaml library functions except `+` and `*`. You may use helper functions.

Examples:

```ocaml
let x = (Number 1);; (* (evalExpr x) returns 1 *)
let y = (Number 2);; (* (evalExpr y) returns 2 *)
let z = (Sum (x,y));; (* (evalExpr z) returns 3 *)
evalExpr (Prod (y,y));; (* returns 4 *)
evalExpr (Sum (y,(Sum (y,x))));; (* returns 5 *)
```

```ocaml
let rec evalExpr e = match e with
    | Number n -> n
    | Sum (e1,e2) -> ((evalExpr e1)+(evalExpr e2))
    | Prod (e1,e2) -> ((evalExpr e1)*(evalExpr e2))
```
5. (20 pts) Context free grammars.
   Consider the following grammar (S = start symbol and terminals = 0 1 & @):
   
   \[ S \rightarrow S\& | S\@S | E \]
   \[ E \rightarrow 0 | 1 \]

   a. (1 pt each) Indicate whether the following strings are generated by this grammar
      
      i. 0@1  \hspace{1cm} Yes \hspace{1cm} No  (circle one)
      ii. 0&1&1  \hspace{1cm} Yes \hspace{1cm} No  (circle one)
      iii. 0@@1  \hspace{1cm} Yes \hspace{1cm} No  (circle one)

   b. (4 pts) Does the following prove the grammar is ambiguous? Briefly explain.

   Two derivations of the same string “1@1@0”
   \[ S \Rightarrow S\@S \Rightarrow E\@S \Rightarrow 1\@S \Rightarrow 1\@E \Rightarrow 1\@1@S \Rightarrow 1\@1@E \Rightarrow 1\@1@0 \]
   \[ S \Rightarrow S\@S \Rightarrow S\@S\@S \Rightarrow E\@S\@S \Rightarrow 1\@S\@S \Rightarrow 1\@E\@S \Rightarrow 1\@1\@S \Rightarrow 1\@1\@E \Rightarrow 1\@1@0 \]

   Yes, since both derivations are left-most derivations.

   c. (3 pts) Draw a parse tree for the string “1@0”

   \[
   \begin{array}{c}
   S \\
   / \mid \backslash \\
   / \mid \backslash \\
   S \@ S \\
   \mid \mid \\
   E \hspace{1cm} E \\
   \mid \mid \\
   1 \hspace{1cm} 0 \\
   \end{array}
   \]

   d. (10 pts) Applying context free grammars.

   Consider the following grammar (S = start symbol and terminals = 0 1 & @):
   
   \[ S \rightarrow S\& | S\@S | E \]
   \[ E \rightarrow 0 | 1 \]

   Modify the grammar above to make the & operator left associative, the @ operator right associative, and make @ have higher precedence than &.

   \[
   \begin{align*}
   S & \rightarrow S\&A | A \\
   A & \rightarrow B\@A | B \\
   B & \rightarrow 0 | 1 \\
   \end{align*}
   \]
6. (18 pts) Parsing
Consider the following grammar, where S, A, B are nonterminals, and a, b, c, d are terminals.

\[
\begin{align*}
S & \rightarrow ASa \mid cb \\
A & \rightarrow aAc \mid Bda \\
B & \rightarrow bBa \mid \varepsilon (* \text{ epsilon } *)
\end{align*}
\]

a. (10 pts) Compute First sets for S, A, and B

\[
\begin{align*}
\text{FIRST}(S) &= \{ a, b, c, d \} \\
\text{FIRST}(A) &= \{ a, b, d \} \\
\text{FIRST}(B) &= \{ b, \varepsilon \}
\end{align*}
\]

b. (8 pts) Using pseudocode, write only the parse_S function found in a recursive descent parser for the grammar. You may assume the functions parse_A, parse_B already exist.

Use the following utilities:

<table>
<thead>
<tr>
<th>lookahead</th>
<th>Variable holding next terminal</th>
</tr>
</thead>
<tbody>
<tr>
<td>match(x)</td>
<td>Function to match next terminal to x</td>
</tr>
<tr>
<td>error()</td>
<td>Reports parse error for input</td>
</tr>
</tbody>
</table>

\[
\text{parse}_S( ) \{ \quad // \text{your code starts here} \\
\]\n
\[
\begin{align*}
\text{if } ((\text{lookahead} == \text{“a”}) \| (\text{lookahead} == \text{“b”}) \| (\text{lookahead} == \text{“d”})) \{ // S \rightarrow ASa \\
& \quad \text{parse}_A( ); \text{parse}_S( ); \text{match(“a”)}; \\
\} \quad \text{else if } ((\text{lookahead} == \text{“c”}) \{ // S \rightarrow cb \\
& \quad \text{match(“c” ); match(“b”)}; \\
\} \quad \text{else error();} \quad // \text{error}
\end{align*}
\]