

# Functional Programming

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## Overview

### Week 7 - Induction

Summary of Week 6

Mathematical Induction

Induction Over Lists

Structural Induction

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# Rewrite Strategies

## Outermost

- ▶ choose the (leftmost) outermost redex
- ▶ redex is **outermost** if not subterm of different redex

## Innermost

- ▶ choose the (leftmost) innermost redex
- ▶ redex is **innermost** if no proper subterm is redex

# Reduction Strategies

## Call-by-name

- ▶ use outermost strategy
- ▶ stop as soon as WHNF is reached

## Call-by-value

- ▶ use innermost strategy
- ▶ stop as soon as WHNF is reached

## Intuitively

*Thou shalt not reduce below lambda.*

# Evaluation Strategies

## Lazy

- ▶ call-by-name + sharing
- ▶ only evaluate if necessary
- ▶ e.g. Haskell

## Strict/Eager

- ▶ call-by-value
- ▶ evaluate arguments before calling a function
- ▶ e.g. OCaml (also support for laziness)

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# When?

## Goal

*“prove that some property  $P$  holds for all natural numbers”*

## Formally

$$\forall n. P(n) \quad (\text{where } n \in \mathbb{N})$$

# How?

To show

- ▶  $P(0)$
- ▶  $\forall k.(P(k) \rightarrow P(k + 1))$

# Why Does This Work?

We have

- ▶  $P(0)$  “property  $P$  holds for 0”
- ▶  $\forall k.(P(k) \rightarrow P(k + 1))$  “if property  $P$  holds for arbitrary  $k$  then it also holds for  $k + 1$ ”

We want

$\forall n.P(n)$  “ $P$  holds for arbitrary  $n$ ”

We get

- |                                |                                    |
|--------------------------------|------------------------------------|
| ▶ for the moment fix $n$       | ▶ ...                              |
| ▶ have $P(0)$                  | ▶ have $P(n - 1)$                  |
| ▶ have $P(0) \rightarrow P(1)$ | ▶ have $P(n - 1) \rightarrow P(n)$ |
| ▶ have $P(1)$                  | ▶ hence $P(n)$                     |
| ▶ have $P(1) \rightarrow P(2)$ |                                    |

## What is Ment by 'Property' ?

- ▶ anything that depends on some variable and is either true or false
- ▶ can be seen as function  $p : \text{int} \rightarrow \text{bool}$

### Example

- ▶  $P(x) = (1 + 2 + \dots + x = \frac{x \cdot (x+1)}{2})$
- ▶ base case:  $P(0) = (1 + 2 + \dots + 0 = 0 = \frac{0 \cdot (0+1)}{2})$
- ▶ step case:  $P(k) \rightarrow P(k + 1)$   
 IH:  $P(k) = (1 + 2 + \dots + k = \frac{k \cdot (k+1)}{2})$   
 show:  $P(k + 1)$

$$\begin{aligned}
 1 + 2 + \dots + (k + 1) &= (1 + 2 + \dots + k) + (k + 1) \\
 &\stackrel{\text{IH}}{=} \frac{k \cdot (k + 1)}{2} + (k + 1) \\
 &= \frac{(k + 1) \cdot (k + 2)}{2}
 \end{aligned}$$

## Remark

- ▶ of course the base case can be changed
- ▶ e.g., if base case  $P(1)$ , property holds for all  $n \geq 1$

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## Recall

### Type

**type** 'a list = Nil | Cons of 'a \* 'a list

### Note

- ▶ lists are recursive structures
- ▶ base case: []
- ▶ step case:  $x :: xs$

# Induction Principle on Lists

## Intuition

- ▶ to show  $P(xs)$  for all lists  $xs$
- ▶ show base case:  $P([])$
- ▶ show step case:  $P(xs) \rightarrow P(x :: xs)$  for arbitrary  $x$  and  $xs$

## Formally

$$(P([]) \wedge \forall x : \alpha. \forall xs : \alpha \text{ list}. \underbrace{(P(xs) \rightarrow P(x :: xs))}_{\text{IH}}) \rightarrow \forall ls : \alpha \text{ list}. P(ls)$$

## Remarks

- ▶  $y : \beta$  reads ' $y$  is of type  $\beta$ '
- ▶ for lists,  $P$  can be seen as function  $p : 'a \text{ list} \rightarrow \text{bool}$

## Example - Lst.length

### Recall

```
let rec length = function
| [] -> 0
| x :: xs -> 1 + length xs
;;
```

### Lemma

adding element to list increases length by one, i.e.,

$$\text{length } (x :: xs) = \text{length } xs + 1$$

for arbitrary  $x$

### Proof.

Blackboard





## Example - Lst.append

### Recall

```
let rec (@) xs ys = match xs with
| [] -> ys
| x :: xs -> x :: (xs @ ys)
;;
```

### Lemma

`[]` is *right identity* of `@`, i.e.,

$$xs @ [] = xs$$

### Proof.

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# General Structures

## Type

**type** arith = Var **of** char | Const **of** int | Add **of** arith \* arith

## Induction Principle

- ▶ for every non-recursive constructor there is a base case
  - ▶ base case: Var  $x$
  - ▶ base case: Const  $i$
- ▶ for every recursive constructor there is a step case
  - ▶ step case: Add  $(s, t)$

# Induction Principle on General Structures

## Intuition

- ▶ to show  $P(s)$  for all structures  $s$
- ▶ show base cases
- ▶ show step cases

## Recall

### Type

**type** 'a btree = Empty | Node of 'a btree \* 'a \* 'a btree

### Induction Principle

$$\begin{aligned}
 & (P(\text{Empty}) \wedge \\
 & \quad \forall v : \alpha. \forall l : \alpha \text{ btree}. \forall r : \alpha \text{ btree}. \\
 & \quad ((P(l) \wedge P(r)) \rightarrow P(\text{Node}(l, v, r)))) \\
 & \quad \rightarrow \\
 & \quad \forall t : \alpha \text{ btree}. P(t)
 \end{aligned}$$

## Example - Trees

### Definition (Perfect Binary Trees)

binary tree is **perfect** if all leaf nodes have same depth

### Lemma

*perfect binary tree  $t$  of height  $n$  has exactly  $2^n - 1$  nodes*

### Proof.

To show:  $P(t) = ((\text{perfect}(t) \wedge \text{height}(t) = n) \rightarrow (\text{size}(t) = 2^n - 1))$

Blackboard □