## universität innsbruck

- Mark your completed exercises in the OLAT course of the PS.
- You can start from template_03.hs provided on the proseminar page.
- Upload your modified .hs file for Exercises 1.1, 1.2 and 2 in OLAT.
- Your .hs file should be compilable with ghci.

Exercise 1 Pattern Matching and Function Definitions
Consider the following definitions, describing boolean expressions and the conjunction function as shown on slide 17 of lecture 3:

```
data BoolExpr = And BoolExpr BoolExpr
    | Or BoolExpr BoolExpr
    | Impl BoolExpr BoolExpr
    | Not BoolExpr
    | Atom Bool
conjLecture :: Bool -> Bool -> Bool
conjLecture True b = b
conjLecture False _ = False
```

1. Give an alternative implementation conj :: Bool -> Bool -> Bool of conjLecture.
(0.75 points)
2. Implement logical disjunction, implication, and negation as functions

- disj :: Bool -> Bool -> Bool
- impl :: Bool -> Bool -> Bool
- not2 :: Bool -> Bool
following the example of the conjunction function from above, that is, not using the built-in logical operators. Try to minimize the number of defining equations using pattern matching.

Hint: The truth tables of those functions are:

| Disjunction (V): | $a$ | $b$ | $a \vee b$ | Implication ( $\rightarrow$ ): | $a$ | $b$ | $a \rightarrow b$ |  | $a$ |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | F | F | F |  | F | F | T | Negation ( $\neg$ ): |  | $\neg{ }_{\sim}$ |
|  | T | F | T |  | T | F | F |  | F |  |
|  | F | T | T |  | F | T | T |  | T | F |
|  | T | T | T |  | T | T | T |  |  |  |

3. Find a pattern such that the expression

And (Atom True) (Impl (Not (Atom True)) (Atom False))
yields the substitutions $a / T r u e, b /(N o t ~(A t o m ~ T r u e)) ~ w h e n ~ m a t c h e d ~ a g a i n s t ~ i t . ~$

Recall the datatype Expr of simple arithmetic expressions from slide 4 of lecture 3

```
data Expr = Number Integer | Plus Expr Expr | Negate Expr
```

as well as the function eval that evaluates an Expr into an Integer (slide 21 of lecture 3):

```
eval (Number x) = x
eval (Plus e1 e2) = eval e1 + eval e2
eval (Negate e) = - eval e
```

Moreover, consider the datatype data Nat = Zero | Plus1 Nat representing natural numbers (that is, nonnegative integers) as consecutive applications of " +1 ." For example, " 2 " is represented as Plus1 (Plus1 Zero).

1. Implement a recursive function normalize : : Expr $\rightarrow$ Expr that eliminates all occurrences of Negate from an Expr such that eval results in the same Integer for e and normalize e.
Example: normalize (Plus (Number 2) (Negate (Number 1))) = Plus (Number 2) (Number (-1))
Hint: It might be useful to first implement a smart constructor for Negate, that is, a function say neg that when applied to an Expr behaves like Negate with respect to eval but never actually adds the constructor Negate. For example, neg (Number 1) = Number (-1).
(3 points)
2. Implement a function showNat : : Nat -> String that computes a readable String representation of Nats. Take care that " 0 " is only used in the result when it is necessary. (Remember that Strings in Haskell are enclosed in double quotes """ and are concatenated using the "++" operator.)
Examples: showNat Zero = "0", showNat (Plus1 (Plus1 (Plus1 Zero))) = "1+1+1"
3. Implement a function nat :: Integer -> Nat that takes an Integer and turns it into the corresponding Nat (use Zero as result for negative integers).
Example: nat $2=$ Plus1 (Plus1 Zero)
Hint: Note that in Haskell you can use $>,>=,<,<=$, and $==$ to compare two Integers. Each of these comparison functions result in a Bool.
Moreover, the following function distinguishing between two possible results depending on a boolean condition might be useful.
```
ite True x y = x
ite False x y = y
```

4. Implement a function exprToNat : : Expr $\rightarrow$ Nat that turns a given Expr into the corresponding Nat (use Zero for expressions that do not correspond to a Nat).

## Examples:

exprToNat (Plus (Number 1) (Number 1)) = Plus1 (Plus1 Zero)
exprToNat (Plus (Number 2) (Negate (Number 1))) = Plus1 Zero

