Homework 1 COSE212, Fall 2017

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Due: 10/15, 24:00

Academic Integrity / Assignment Policy

- All assignments must be your own work.
- Discussion with fellow students is encouraged including how to approach the problem. However, your code must be your own.
 - Discussion must be limited to general discussion and must not involve details of how to write code.
 - You must write your code by yourself and must not look at someone else's code (including ones on the web).
 - Do not allow other students to copy your code.
 - Do not post your code on the public web.
- Violating above rules gets you 0 points for the entire HW score.

Problem 1 (10pts) Consider the task of computing the exponential of a given number. We would like to write a function that takes as arguments a base band a positive integer exponent n to compute b^n . Read the remaining problem description carefully and devise an algorithm that has time complexity of $\Theta(\log n)$.

One simple way to implement the function is via the following recursive definition:

$$b^0 = 1$$

$$b^n = b \cdot b^{n-1}$$

which translates into the OCaml code:

let rec expt b n =
 if n = 0 then 1
 else b * (expt b (n-1))

However, this algorithm is slow; it takes $\Theta(n)$ steps.

We can improve the algorithm by using successive squaring. For instance, rather than computing b^8 as

we can compute it using three multiplications as follows:

$$b^2 = b \cdot b$$

 $b^4 = b^2 \cdot b^2$
 $b^8 = b^4 \cdot b^4$

This method works only for exponents that are powers of 2. We can generalize the idea via the following recursive rules:

$$b^n = (b^{n/2})^2$$
 if *n* is even
 $b^n = b \cdot b^{n-1}$ if *n* is odd

Use the rules to write a function fastexpt that computes exponentials in $\Theta(\log n)$ steps:

Problem 2 (10pts) Write a function

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smallest_divisor: int -> int
```

that finds the smallest integral divisor (greater than 1) of a given number n. For example,

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smallest_divisor 15 = 3
smallest_divisor 121 =11
smallest_divisor 141 = 3
smallest_divisor 199 = 199
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Ensure that your algorithm runs in $\Theta(\sqrt{n})$ steps.

Problem 3 (10pts) Define the function iter:

such that

$$\operatorname{iter}(n,f) = \underbrace{f \circ \cdots \circ f}_{n}.$$

When n = 0, iter(n, f) is defined to be the identity function. When n > 0, iter(n, f) is the function that applies f repeatedly n times. For instance,

$$iter(n, fun x \rightarrow 2+x) 0$$

evaluates to $2 \times n$.

Problem 4 (10pts) Write a higher-order function

such that product f a b computes

$$\prod_{i=a}^{b} f(i).$$

For instance,

evaulates to 120. In general, we can use product to define the factorial function:

```
fact n = product (fun x \rightarrow x) 1 n
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Problem 5 (10pts) Use product to define a function

pr

that computes double-factorials. Given a non-negative integer n, its double-factorial, denoted n!!, is the product of all the integers of the same parity as n from 1 to n. That is, when n is even

$$n!! = \prod_{k=1}^{n/2} (2k) = n \cdot (n-2) \cdot (n-4) \cdots 4 \cdot 2$$

and when n is odd,

$$n!! = \prod_{k=1}^{(n+1)/2} (2k-1) = n \cdot (n-2) \cdot (n-4) \cdots 3 \cdot 1$$

For example, $7!! = 1 \times 3 \times 5 \times 7 = 105$ and 6!! = 2 * 4 * 6 = 48.

Problem 6 (10pts) Write a function drop:

that takes a list l and an integer n to take all but the first n elements of l. For example,

drop [1;2;3;4;5] 2 = [3; 4; 5] drop [1;2] 3 = [] drop ["C"; "Java"; "OCaml"] 2 = ["OCaml"]

Problem 7 (10pts) Write a function

that converts a list of pairs to a pair of lists. For example,

unzip [(1,"one");(2,"two");(3,"three")] = ([1;2;3],["one";"two";"three"])

Problem 8 (30pts) Consider the problem of counting the number of different ways of making coin-changes of a given amount of money. For example, when three types of coins (1, 5, 10 wons) are available, there are four different ways of making changes of 12 won:

12 won = 10 won * 1 + 1 won * 2 12 won = 5 won * 2 + 1 won * 2 12 won = 5 won * 1 + 1 won * 712 won = 1 won * 12

Write a function

change: int list -> int -> int

that takes a list of the denominations of the coins and an amount of money to change, and returns the number of ways to make changes. For example,

change [1;5;10] 12 = 4 change [1;5;10;25;50] 100 = 292

Note that special cases are defined as follows:

• When the amount is 0, we count that as 1 way to make change: e.g.,

change [1;5;10] 0 = 1

• When the amount is less than 0, we count that as 0 ways to make change: e.g.,

change [1;5;10] -5 = 0

• When the number of coin kinds is 0, we count that as 0 ways to make change: e.g.,

change [] 10 = 0