

Aufgabe 1: Effiziente funktionale Schlangen (12)

```

structure FQueue :>
  sig
    type 'a queue
    val empty : 'a queue
    val insert : 'a * 'a queue -> 'a queue
    val head : 'a queue -> 'a (* Empty *)
    val tail : 'a queue -> 'a queue (* Empty *)
  end
=
struct
  type 'a queue = 'a list * 'a list

  val empty = ([], [])

  fun insert (a, ([], _)) = ([a], [])
    | insert (a, (q, r)) = (q, a::r)

  fun head (q, r) = hd q

  fun tail ([x], r) = (rev r, [])
    | tail (q, r) = (tl q, r)
end

```

Aufgabe 2: Rot-Schwarz-Bäume (2+8+2+2)

- (a)
- ```

datatype color = R | B
datatype ctree = E | N of color * ctree * int * ctree

fun inpro E = []
 | inpro (N(_,t,x,t')) = inpro t @ [x] @ inpro t'

fun check (x::x'::xr) = x<x' andalso check(x'::xr)
 | check _ = true

fun searchTree t = check(inpro t)

```
- (b) Ein C-Baum heißt *rot-balanciert* genau dann, wenn keiner seiner Pfade zwei aufeinanderfolgende rote Knoten enthält.
- (c) Ein C-Baum heißt *schwarz-balanciert* genau dann, wenn seine maximalen Pfade alle die gleiche Anzahl schwarzer Knoten enthalten.

### Aufgabe 3: Zahldarstellung (6+6)

```

fun from10 b x = if x<b then [x]
 else from10 b (x div b) @ [x mod b]

fun to10 b = foldl (fn (x,s) => s*b+x) 0

```

### Aufgabe 4: Freie Bezeichner (12)

```

fun freeIds' xs (Con c) = []
 | freeIds' xs (Id s) = if List.exists (fn x => x=s) xs
 then [] else [s]
 | freeIds' xs (Op(e1,ops,e2)) = freeIds' xs e1 @ freeIds' xs e2
 | freeIds' xs (If(e1,e2,e3)) = freeIds' xs e1 @ freeIds' xs e2
 @ freeIds' xs e3
 | freeIds' xs (Abs(s,t,e)) = freeIds' (s::xs) e
 | freeIds' xs (App(e1,e2)) = freeIds' xs e1 @ freeIds' xs e2

fun freeIds e = freeIds' [] e

```

**Aufgabe 5: Statische Semantik von F (9)**

$$\frac{T \vdash e_1 \Rightarrow \text{bool} \quad T \vdash e_2 \Rightarrow t \quad T \vdash e_3 \Rightarrow t}{T \vdash \text{if } e_1 \text{ then } e_2 \text{ else } e_3 \Rightarrow t}$$

$$\frac{T + \{x \mapsto t\} \vdash e \Rightarrow t'}{T \vdash \text{fn } x: t \Rightarrow e \Rightarrow t \rightarrow t'}$$

$$\frac{T \vdash e_1 \Rightarrow t' \rightarrow t \quad T \vdash e_2 \Rightarrow t'}{T \vdash e_1 e_2 \Rightarrow t}$$

**Aufgabe 6: Dynamische Semantik von F (9)**

$$\frac{V \vdash e_1 \Rightarrow 0 \quad V \vdash e_3 \Rightarrow v}{V \vdash \text{if } e_1 \text{ then } e_2 \text{ else } e_3 \Rightarrow v}$$

$$\frac{}{V \vdash \text{fn } x: t \Rightarrow e \Rightarrow (x, e, V)}$$

$$\frac{V \vdash e_1 \Rightarrow (x, e, V') \quad V \vdash e_2 \Rightarrow v_2 \quad V' + \{x \mapsto v_2\} \vdash e \Rightarrow v}{V \vdash e_1 e_2 \Rightarrow v}$$

**Aufgabe 7: Kontextfreie Syntax von arithmetischen Ausdrücken (4+8+8)**

(a)

```
exp = [exp "+"] mulexp
mulexp = [mulexp "*"] atexp
atexp = identifier | "(" exp ")"
```

```
(b) fun exp (Add(e1, e2)) = (exp e1) ^ "+" ^ (mulexp e2)
 | exp e = mulexp e
and mulexp (Mul(e1, e2)) = (mulexp e1) ^ "*" ^ (atexp e2)
 | mulexp e = atexp e
and atexp (Id s) = s
 | atexp e = "(" ^ (exp e) ^ ")"
```

(c)

```
exp = mulexp exp'
exp' = ["+" mulexp exp']
mulexp = atexp mulexp'
mulexp' = ["*" atexp mulexp']
atexp = identifier | "(" exp ")"
```

**Aufgabe 8: Generatoren (8)**

```
fun newGenerator f =
 let
 val r = ref 0
 in
 fn () => f(!r) before r := !r+1
 end
```

**Aufgabe 9: Imperative Listen (12)**

```

fun refs' r rs =
 case !r of
 Nil => rs
 | Cons(_, r') => if List.exists (fn r'' => r''=r') rs
 then rs
 else refs' r' (r'::rs)

fun refs Nil = nil
 | refs (Cons(_, r)) = refs' r [r]

```

**Aufgabe 10: Maschinennahe Programmierung (10+6+8)**

```

[proc(1, 4),
 getF~1, con 0, callR 4,
 proc(2,18),
 getF~1, getF~1, mul, con 1, getF~2, add, leq, cbranch 5,
 con 1, getF~1, sub, return,
 getF~2, con 1, getF~1, add, callR 4]

```

```

fun sqrt x =
 let
 val n = ref 0
 in
 while !n * !n <= x do n := !n+1 ;
 !n-1
 end

```

```

[con 0,
 getS 0, getS 1, getS 1, mul, leq, cbranch 6,
 con 1, getS 1, add, puts 1, branch~10,
 con 1, getS 1, sub, halt]

```

**Aufgabe 11: Übersetzung (18)**

```

fun compile env e =
 case e of
 Con i => [con i]
 | Var i => [getS(env i)]
 | Add(e1,e2) => compile env e2 @ compile env e1 @ [add]
 | Leq(e1,e2) => compile env e2 @ compile env e1 @ [leq]
 | If(e1,e2,e3) =>
 let
 val c1 = compile env e1
 val c2 = compile env e2
 val c3 = compile env e3
 in
 c1 @ [cbranch (length c2 + 2)] @
 c2 @ [branch (length c3 + 1)] @
 c3
 end

```