## Semantics of Programming Languages

Exercise Sheet 2

## Homework 2.1 Tree traversal

Submission until Tuesday, November 8, 10:00am.

Recall the tree definition from the lecture and the function *mirror* to mirror trees: datatype 'a tree =  $Tip \mid Node$  "'a tree" 'a "a tree"

**fun** mirror :: "'a tree  $\Rightarrow$  'a tree" where "mirror Tip = Tip" | "mirror (Node l x r) = Node (mirror r) x (mirror l)"

Define a function  $in_order$ , which traverses a tree in in-order. Prove that your definition of  $in_order$  fulfills the specification

## $\mathbf{theorem}$

"rev  $(in_order t) = in_order (mirror t)$ "

where rev is the predefined function for reversing lists.

## Homework 2.2 Tail-Recursive Form of Addition

Submission until Tuesday, November 8, 10:00am.

The list-reversing function *itrev* is an example of a *tail-recursive* function: Note that the right-hand side of the second equation for *itrev* is simply an application of *itrev* to different arguments.

**fun** *itrev* :: "'a list  $\Rightarrow$  'a list  $\Rightarrow$  'a list" where "*itrev* [] ys = ys" | "*itrev* (x # xs) ys = itrev xs (x # ys)"

In this homework problem you will define a tail-recursive version of addition for natural numbers, and prove that it is associative and commutative.

First, define a function  $add :: nat \Rightarrow nat \Rightarrow nat$  in Isabelle that calculates the sum of its arguments. Like *itrev*, your definition should be tail-recursive: That is, in the recursive case the right-hand side should only be an application of add to different arguments.

**fun**  $add :: "nat \Rightarrow nat \Rightarrow nat"$ 

Next, you must prove that *add* is associative. Hint: The proof will require at least one additional lemma. Also remember that some proofs by induction may require generalization with *arbitrary*.

**theorem** "add (add x y) z = add x (add y z)"

Finally, you must prove that add is commutative. This may require more lemmas in addition to those used for the associativity proof.

**theorem** "add x y = add y x"