

Programmierparadigmen

Tutorium: List-Comprehensions, Backtracking

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LEHRSTUHL PROGRAMMIERPARADIGMEN

```

prime :: Integer -> Bool
prime n = (n >= 2) && not (any (divides n) [2..n-1])
  where divides n m = n `mod` m == 0
        /* Create threads to perform the dotproduct */
        pthread_mutex_init(&mutexsum, NULL);
        pthread_attr_init(&attr);
        pthread_attr_setdetachstate(&attr, PTHREAD_CREATE_DETACHED);

queens :: Conf -> [Conf]
queens board =
  if (solution board) then [board]
  else flatten (map damen (filter legal (succes_board) NUMTHRDS; i++) {
    /* Each thread works on a different set of indices. The offset is specified by 'i'.
       The data for each thread is index[i], x : τ ⊢ 2 : int | ∅
    */
    sieve [2..] = []
    sieve (p : xs) = p : sieve [x | x <- xs, p > x]
    pthread_create(&callThd[i], &attr, [ktpλx. 2 : τ ⊢ int | ∅]
      , λx. 2 ∈ Const
      , pthread_attr_destroy(&attr));
      }
    }

primes :: [Integer]
primes = sieve [2..]
  where sieve [] = []
        sieve (p : xs) = p : sieve [x | x <- xs, p > x]
        pthread_create(&callThd[i], &attr, [ktpλx. 2 : τ ⊢ int | ∅]
          , λx. 2 ∈ Const
          , pthread_attr_destroy(&attr));

qsort :: [Integer] -> [Integer]
qsort [] = []
qsort (p:ps) = qsort [x | x <- ps, x <= p]
              ++ p: (qsort [x | x <- ps, x > p])
              pthread_create(&callThd[i], &attr, [ktpλx. 2 : τ ⊢ int | ∅]
                , λx. 2 ∈ Const
                , pthread_attr_destroy(&attr));

bal :: RedBlackTree t -> RedBlackTree t /* Wait on the other threads */
bal (Node Black (Node Red (Node Red a x b) y c) = d; i < NUMTHRDS; i++) {
  (Node Red (Node Black a x b) y (Node Blackhead join(callThd[i]), &status);
  }

  /* After joining, print out the results and clean up
  */

```

$$\frac{\Gamma(f) = \forall \tau. \tau \rightarrow \text{int} \quad \Gamma \vdash f : \text{int} \rightarrow \text{int}}{\Gamma, f : \forall \tau. \tau \rightarrow \text{int}}$$

$$\boxed{\Gamma} \vdash \text{let } f = \lambda x. 2 \text{ in } f (f \text{ true})$$

Teil I

List-Comprehensions, Backtracking

List-Comprehensions

List-Comprehensions: “lediglich” Schreibweise zur Listengenerierung

- jede List-Comprehension prinzipiell auch als Kombination von **map**, **filter**, flatten darstellbar
- aber üblicherweise viel besser lesbar! zum Beispiel:

```
graduates :: Examination -> [Student]
graduates exam = [student | (student,assessment) <- exam, passed assesment ]
```

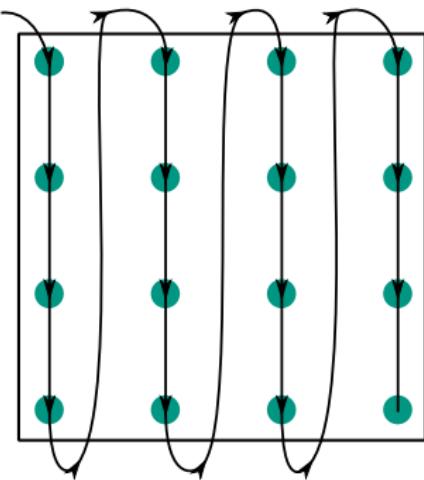
statt

```
graduates exam = map fst (filter (passed . snd) exam)
```

Aufzählung, List-Comprehensions

Menge (unsortiert): $\{(x, y) \mid x \in \{1 \dots n\} \wedge y \in \{1 \dots n\}\}$

Liste (spaltenweise):



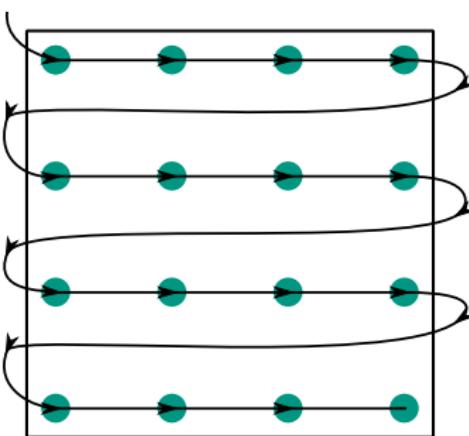
```
pairs      :: Integer -> [ (Integer, Integer) ]  
pairs      n = [ (x, y)  |  x <- [1..n], y <- [1..n] ]
```

- Fixiere $x == 1$, zähle auf $(1, 1), (1, 2), (1, 3), (1, 4)$
- Fixiere $x == 2$, zähle auf $(2, 1), (2, 2), (2, 3), (2, 4)$
- ...

Aufzählung, List-Comprehensions

Menge (unsortiert): $\{(x, y) \mid x \in \{1 \dots n\} \wedge y \in \{1 \dots n\}\}$

Liste (zeilenweise):



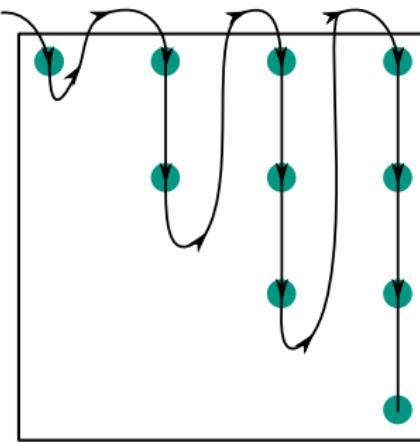
```
pairs      :: Integer -> [ (Integer, Integer) ]  
pairs      n = [ (x, y)  |  y <- [1..n],  x <- [1..n] ]
```

- Fixiere $y == 1$, zähle auf $(1, 1), (2, 1), (3, 1), (4, 1)$
- Fixiere $y == 2$, zähle auf $(1, 2), (2, 2), (3, 2), (4, 2)$
- ...

Aufzählung, List-Comprehensions

Menge (unsortiert): $\{(x, y) \mid x \in \{1 \dots n\} \wedge y \in \{1 \dots x\}\}$

Liste (spaltenweise):

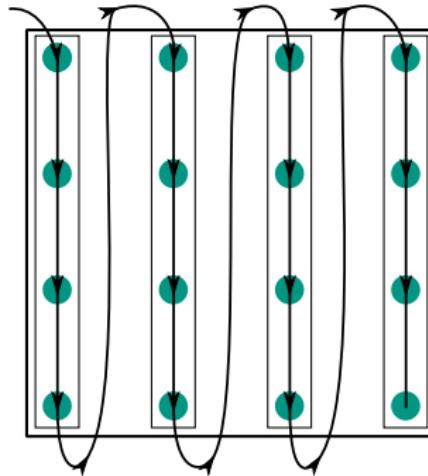


```
triangle :: Integer -> [(Integer, Integer)]
triangle n = [(x, y) | x <- [1..n], y <- [1..x]]
```

- Fixiere $x == 1$, zähle auf $(1, 1)$
- Fixiere $x == 2$, zähle auf $(2, 1), (2, 2)$
- ...

Aufzählung, List-Comprehensions

flatten “Verflache” Listen von Listen



```
flatten :: [[t]] -> [t]
flatten lists = [ x | list <- lists, x <- list ]
```

- Fixiere erste Liste, zähle Elemente auf
- Fixiere zweite Liste, zähle Elemente auf
- ...

Backtracking, List-Comprehensions

Damenproblem: berechne Liste aller von `board` aus erreichbarer Lösungen

```
queens :: Board -> [Board]
queens board =
    if (solution board) then [board]
    else flatten (map queens (filter legal (succs board)))
```

List-Comprehension: macht *backtracking* explizit sichtbar

- Ersetze `map`, `filter` durch List-Comprehension

```
queens board =
    if (solution board) then [board]
    else flatten [ queens succ | succ <- (succs board), legal succ ]
```

- Ersetze `flatten` durch List-Comprehension

```
queens board =
    if (solution board) then [board]
    else [ sol | succ <- (succs board), legal succ, sol <- (queens succ) ]
```

Nimm `sol` in Liste von Lösungen auf, falls `succ` legale Nachfolger von `board`, und `sol` eine von `succ` erreichbare Lösung ist