Harvard School of Engineering and Applied Sciences — CS 152: Programming Languages

Functional Reactive Programming Section and Practice Problems

Monday May 4, 2015

1 Functional Reactive Programming

Consider the core calculus for Elm, presented in Lecture 24. Let *i* be a signal of integers (i.e., *i* has type **signal int**).

- (a) Write a program that computes the factorial of the current value of *i*. That is, the type of your program should be **signal int**, where the current value of the signal should be the factorial of the current value of *i*. (Assume that you have whatever arithmetic operations you need.)
- (b) Write a program that computes a signal that is the sum of all of the values of *i*. That is, the type of your program should be **signal int**, where the current value of the signal should be the sum of all values that signal *i* took on. (Hint: use foldp. Assume that you have whatever arithmetic operations you need.)
- (c) Write a program that computes a signal that is the sum of the current and the previous value of *i*. Hint: you may assume that you have pairs.
- (d) Write a program that attempts to use a signal of signals of integers. That is, write an expression that should have type **signal signal int**. Check to make sure that this expression is *not* well typed.
- (e) Show the first phase evaluation of the following program. Assume that *i* and *j* have type **signal int**.

let $mul = \lambda a : \text{int. } \lambda b : \text{int. } \lambda c : \text{int. } a \times (b + c)$ in let $comb = \lambda x : \text{signal int. } \lambda y : \text{signal int. } \text{lift}_2 \ (mul \ 2) \ x \ y$ in let $t = comb \ i \ j$ in let $u = \text{foldp} \ (mul \ 3) \ 0 \ t$ in $comb \ i \ u$

For the final term that is the result of the first phase evaluation of the program, draw a signal graph that shows the signals the program computes.

As a bonus, try the second phase evaluation of the program, assuming that the initial value of j is 1, and input signal i takes on the values 1, 2, 3, 4,