



Einführung in die Informatik 2

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$$\frac{V(b) = v}{V \models b \Rightarrow v} \qquad \frac{}{V \models k \Rightarrow k} \qquad \frac{V \models e_1 \Rightarrow v_1 \quad V \models e_2 \Rightarrow v_2}{V \models e_1 \circ e_2 \Rightarrow v_1 \circ v_2}$$

$$\frac{V \models e_1 \Rightarrow \text{true} \quad V \models e_2 \Rightarrow v}{V \models \text{if } e_1 \text{ then } e_2 \text{ else } e_3 \Rightarrow v} \qquad \frac{V \models e_1 \Rightarrow \text{false} \quad V \models e_3 \Rightarrow v}{V \models \text{if } e_1 \text{ then } e_2 \text{ else } e_3 \Rightarrow v}$$

$$\frac{V \models e_1 \Rightarrow (\text{fun } f \text{ } b = e, t, V_1) \quad V \models e_2 \Rightarrow v_2 \quad V_1 + [f := (\text{fun } f \text{ } b = e, t, V_1)] + [b := v_2] \models e \Rightarrow v}{V \models e_1 \ e_2 \Rightarrow v}$$

$$\frac{V_1 = (V \text{ eingeschränkt auf } \text{FreeIds}(\text{fun } f (b : t_1) : t_2 = e))}{V \mid \gg (\text{fun } f (b : t_1) : t_2 = e) : V + [f := (\text{fun } f \text{ } b = e, t_1 \rightarrow t_2, V_1)]}$$

$$\frac{V_0 \mid \gg d_1 : V_1 \quad \dots \quad V_{n-1} \mid \gg d_n : V_n}{V_0 \mid \gg d_1 \ \dots \ d_n : V_n} \qquad \frac{V \models e \Rightarrow v}{V \mid \gg \text{val } b = e : V + [b := v]}$$

```
fun map f nil      = nil
  | map f (x::xr) = (f x) :: (map f xr)
```

```
map : ('a -> 'b) -> 'a list -> 'b list
```

```
fun filter f nil      = nil
  | filter f (x::xr) = if f x then x :: filter f xr
  else filter f xr
```

```
filter : ('a -> bool) -> 'a list -> 'a list
```

```
fun exists f nil      = false
  | exists f (x::xr) = f x orelse exists f xr
```

```
exists : ('a -> bool) -> 'a list -> bool
```

```
fun all f nil      = true
  | all f (x::xr) = f x andalso all f xr
```

```
all : ('a -> bool) -> 'a list -> bool
```

```
fun foldl f s nil      = s
  | foldl f s (x::xr) = foldl f (f(x,s)) xr
```

```
foldl : ('a * 'b -> 'b) -> 'b -> 'a list -> 'b
```

```
fun foldr f s nil      = s
  | foldr f s (x::xr) = f(x, foldr f s xr)
```

```
foldr : ('a * 'b -> 'b) -> 'b -> 'a list -> 'b
```

```
fun length nil      = 0
  | length (x::xr) = 1 + length xr

length : 'a list -> int

explode : string -> char list

implode : char list -> string
```