

PROGRAMMING IN HASKELL



Chapter 9 - The Countdown Problem

What Is Countdown?

- z A popular quiz programme on British television that has been running since 1982.
- z Based upon an original French version called "Des Chiffres et Des Lettres".
- z Includes a numbers game that we shall refer to as the countdown problem.

Example

Using the numbers

1 3 7 10 25 50

and the arithmetic operators

+ - * ÷

construct an expression whose value is 765

Rules

- z All the numbers, including intermediate results, must be positive naturals (1,2,3,...).
- z Each of the source numbers can be used at most once when constructing the expression.
- z We abstract from other rules that are adopted on television for pragmatic reasons.

For our example, one possible solution is

$$(25-10) * (50+1) = 765$$

Notes:

- z There are 780 solutions for this example.
- z Changing the target number to **831** gives an example that has no solutions.

Evaluating Expressions

Operators:

```
data Op = Add | Sub | Mul | Div
```

Apply an operator:

```
apply :: Op -> Int -> Int -> Int  
apply Add x y = x + y  
apply Sub x y = x - y  
apply Mul x y = x * y  
apply Div x y = x `div` y
```

Decide if the result of applying an operator to two positive natural numbers is another such:

```
valid :: Op → Int → Int → Bool
valid Add _ _ = True
valid Sub x y = x > y
valid Mul _ _ = True
valid Div x y = x `mod` y == 0
```

Expressions:

```
data Expr = Val Int | App Op Expr Expr
```

Return the overall value of an expression, provided that it is a positive natural number:

```
eval :: Expr → [Int]
eval (Val n)      = [n | n > 0]
eval (App o l r) = [apply o x y | x ← eval l
                                   , y ← eval r
                                   , valid o x y]
```

Either succeeds and returns a singleton list, or fails and returns the empty list.

Formalising The Problem

Return a list of all possible ways of choosing zero or more elements from a list:

```
choices :: [a] → [[a]]
```

For example:

```
> choices [1,2]  
[[], [1], [2], [1,2], [2,1]]
```

Return a list of all the values in an expression:

```
values :: Expr → [Int]
values (Val n)      = [n]
values (App _ l r) = values l ++ values r
```

Decide if an expression is a solution for a given list of source numbers and a target number:

```
solution :: Expr → [Int] → Int → Bool
solution e ns n = elem (values e) (choices ns)
                 && eval e == [n]
```

Brute Force Solution

Return a list of all possible ways of splitting a list into two non-empty parts:

```
split :: [a] → [[a], [a]]
```

For example:

```
> split [1,2,3,4]
```

```
[[1], [2,3,4]], [[1,2], [3,4]], [[1,2,3], [4]]
```

Return a list of all possible expressions whose values are precisely a given list of numbers:

```
exprs :: [Int] → [Expr]
exprs [] = []
exprs [n] = [Val n]
exprs ns = [e | (ls,rs) ← split ns
                , l     ← exprs ls
                , r     ← exprs rs
                , e     ← combine l r]
```

The key function in this lecture.

Combine two expressions using each operator:

```
combine :: Expr -> Expr -> [Expr]
combine l r =
  [App o l r | o <- [Add, Sub, Mul, Div]]
```

Return a list of all possible expressions that solve an instance of the countdown problem:

```
solutions :: [Int] -> Int -> [Expr]
solutions ns n = [e | ns' <- choices ns
                    , e <- exprs ns'
                    , eval e == [n]]
```

How Fast Is It?

System: 2.8GHz Core 2 Duo, 4GB RAM

Compiler: GHC version 7.10.2

Example: `solutions [1,3,7,10,25,50] 765`

One solution: 0.108 seconds

All solutions: 12.224 seconds

Can We Do Better?

- z Many of the expressions that are considered will typically be invalid - fail to evaluate.
- z For our example, only around 5 million of the 33 million possible expressions are valid.
- z Combining generation with evaluation would allow earlier rejection of invalid expressions.

Fusing Two Functions

Valid expressions and their values:

```
type Result = (Expr, Int)
```

We seek to define a function that fuses together the generation and evaluation of expressions:

```
results :: [Int] → [Result]  
results ns = [(e, n) | e ← exprs ns  
                    , n ← eval e]
```


This behaviour is achieved by defining

```
results [] = []
results [n] = [(Val n,n) | n > 0]
results ns =
  [res | (ls,rs) ← split ns
    , lx      ← results ls
    , ry      ← results rs
    , res     ← combine' lx ry]
```

where

```
combine' :: Result → Result → [Result]
```

Combining results:

```
combine' (l,x) (r,y) =  
  [(App o l r, apply o x y)  
   | o ← [Add,Sub,Mul,Div]  
   , valid o x y]
```

New function that solves countdown problems:

```
solutions' :: [Int] → Int → [Expr]  
solutions' ns n =  
  [e | ns' ← choices ns  
       , (e,m) ← results ns'  
       , m == n]
```

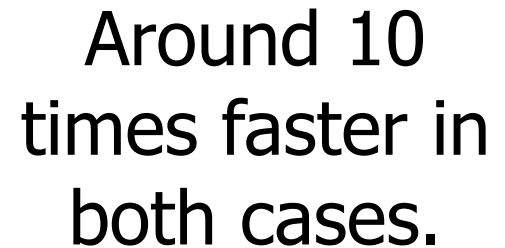
How Fast Is It Now?

Example:

```
solutions' [1,3,7,10,25,50] 765
```

One solution: 0.014 seconds

All solutions: 1.312 seconds



Around 10
times faster in
both cases.

Can We Do Better?

- z Many expressions will be essentially the same using simple arithmetic properties, such as:

$$x * y = y * x$$

$$x * 1 = x$$

- z Exploiting such properties would considerably reduce the search and solution spaces.

Exploiting Properties

Strengthening the valid predicate to take account of commutativity and identity properties:

```
valid :: Op → Int → Int → Bool
```

```
valid Add x y =  $x \leq y$ 
```

```
valid Sub x y =  $x > y$ 
```

```
valid Mul x y =  $x \leq y \ \&\& \ x \neq 1 \ \&\& \ y \neq 1$ 
```

```
valid Div x y =  $x \text{ `mod` } y == 0 \ \&\& \ y \neq 1$ 
```

How Fast Is It Now?

Example:

solutions'' [1,3,7,10,25,50] 765

Valid:

250,000 expressions

Around 20
times less.

Solutions: 49 expressions

Around 16
times less.

One solution: 0.007 seconds

A speech bubble with a tail pointing to the left, containing the text "Around 2 times faster."

Around 2
times faster.

All solutions: 0.119 seconds

A speech bubble with a tail pointing to the left, containing the text "Around 11 times faster."

Around 11
times faster.

More generally, our program usually returns all solutions in a fraction of a second, and is around 100 times faster than the original version.