#  <br> Software System Design and Implementation 

Introduction

Paul Hunter<br>University of New South Wales<br>Term 22024

## Acknowledgement of Country

I would like to acknowledge and pay my respect to the Bedegal people who are the Traditional Custodians of the land on which UNSW is built, and of Elders past and present.

## Meet the staff

I am Paul Hunter. I'm a lecturer at UNSW. My areas of interest are formal verification, graph theory and algorithms, lecturing, listing my interests. This is the first time I have taught this course.

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Raphael Douglas Giles will deliver most of the practical lectures (Fridays). This is not the first time he has taught this course. I am currently setting up Help sessions. These will be announced once I know the details. The staff will have taken the course before.

## Contacting Us

http://www.cse.unsw.edu.au/~cs3141

## Forum

There is an Ed forum linked on the course website (click here to join). Ask questions there. To avoid spoiling solutions, you can and should ask private questions.

Administrative questions should be sent to the course email
cs3141@cse.unsw.edu.au

## Student Support

For help with anything else, there is always

## Student Support - I Need Help With...

! Screenshot This Slide

Uni and Life in Australia
Stress, Financial, Visas, Accommodation \& More

Student Support

Equity Diversity and Inclusion (EDI)

Equitable Learning Services (ELS)

Academic Skills
student.unsw.edu.au/special-consideration
Special Consideration
student.unsw.edu.au/counselling Telehealth
student.unsw.eduau/mind-hub Online Self-Help ResourcesIn Australia Call Afterhours UNSW Mental Health Support Line

Outside Australia Afterhours
24-hour Medibank Hotline

1300787026
5pm-9am
+61 (2) 89050307

## What is this course?

Our software should be correct, safe and secure.

Our software should be developed cheaply and quickly.


## Safety-uncritical Applications



Video games: Some bugs are acceptable, to save developer effort.

## Safety-critical Applications

Think of the worst group assignment you ever had!

## Safety-critical Applications

Think of the worst group assignment you ever had! Imagine you...

- are logging into your online banking...
- are investing in a new hedge fund...
- are travelling in a self-driving car...
- are travelling on a plane...
- are getting treatment from a radiation therapy machine...
- are about to launch nuclear missiles...


## Safety-critical Applications

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- are investing in a new hedge fund...
- are travelling in a self-driving car...
- are travelling on a plane...
- are getting treatment from a radiation therapy machine...
- are about to launch nuclear missiles...
... using software written by your groupmates from that group.


## Safety-critical Applications

## Airline Blames Bad Software <br> in San Francisco Crash <br> 



## Safety-critical Example

What is wrong with this code:

## Example

transfer(account to, account from, uint amount)\{ require (balances[from] > amount); balancesFrom := balances[from] - amount; balancesTo := balances[to] + amount; balances[from] := balancesFrom; balances[to] := balancesTo;

## What is this course?

## Maths COMP3141 Software

## What is this course?

## Maths?

- Logic
- Sets
- Proofs
- Induction
- Algebra (a bit)
- but no Calculus

MATH1081 is neither necessary nor sufficient for COMP3141.

## What is this course?

- Programming
- Reasoning
- Design
- Testing
- Types
- Haskell
N.B: Haskell knowledge is not a prerequisite for COMP3141.


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- not a Haskell course
- not a formal verification course (see COMP3153/COMP4161),
- not an OOP software design course (see COMP2511),
- not a programming languages course (see COMP3161).
- Certainly not a cakewalk; but hopefully not a soul-crushing nightmare either.


## Assessment

## Warning

For many of you, this course will present a lot of new topics. Even if you are a seasoned programmer, you may have to learn as if you were starting from scratch.

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- Class Marks (out of 100 )
- Two programming assignments, each worth 20 marks.
- Weekly online quizzes, worth 20 marks.
- Weekly programming exercises, worth 40 marks.
- Final Exam Marks (out of 100, hurdle: 40)

$$
\text { result }=\frac{\text { class }+ \text { exam }}{2}
$$

## Lectures

- Lecture (Wed 11am-1pm): I introduce new material.
- Practical (Fri 11am-1pm): Scott (usually) reinforces Wednesday's material with questions and examples.
- Quiz: due on Fri (one week after the lectures they examine), but start early!


## Books

We won't set a textbook (a long COMP3141 tradition).

Resources: see the course outline for various books and online resources that are useful for learning Haskell.

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- You will learn a substantial amount of Haskell (we will provide some guidance). But the course is about learning techniques for mathematically structured programming.
- Based on feedback from previous iterations, I will endeavour to include examples from other languages.


## About Haskell

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## Warning

This means that some (possibly even most) tutorials, resources, answers you find on the Internet will be outdated!

## Demo 1: Haskell Workflow

- Now we'll give you a Haskell Crash Course.
- This is to get you coding (solving problems) quickly.


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Demo: GHCi, Modules

## Demo 2: Declaring Functions

Name of the function

## Demo 2: Declaring Functions



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## Demo 2: Declaring Functions



In mathematics, we would apply a function $f$ to an argument $x$ by writing $f(x)$. In Haskell we write $f \mathrm{x}$, omitting the parentheses.

Demo: basic functions

## Demo 3: Currying

- Haskell functions have one input domain and one output codomain. But some functions take multiple inputs.


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- Haskell functions have one input domain and one output codomain. But some functions take multiple inputs.
- In mathematics, we treat $\log _{10}(x)$ and $\log _{2}(x)$ and $\ln (x)$ as separate functions.
- In Haskell, we have a single function logBase that, given a number $n$, produces a function for $\log _{n}(x)$.

$$
\begin{aligned}
& \log 10: \text { Double -> Double } \\
& \log 10=\log B a s e ~ 10 \\
& \log 2: \text { Double -> Double } \\
& \log 2=\log B a s e ~ \\
& \ln :: \text { Double -> Double } \\
& \ln =\log \text { Base } 2.71828
\end{aligned}
$$

What's the type of logBase?

## Demo 3: Currying

logBase :: Double -> (Double -> Double)

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$$
\begin{aligned}
& \text { logBase }: \text { Double }->\text { (Double }->\text { Double) } \\
& \text { (parentheses are optional above, we could write:) } \\
& \text { logBase : : Double -> Double -> Double }
\end{aligned}
$$

## Demo 3: Currying

logBase :: Double -> (Double -> Double)
(parentheses are optional above, we could write:)
logBase :: Double -> Double -> Double
Function application associates to the left in Haskell, so:

$$
\text { logBase } 264 \equiv \text { (logBase 2) } 64
$$

Demo: currying, multiple arguments

## Demo 4: Tuples

We now know how to handle multiple inputs to a function? But what if we want to have multiple outputs?

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We now know how to handle multiple inputs to a function? But what if we want to have multiple outputs?
Haskell provides data types called tuples to handle multiple outputs:

```
neighbors :: Int -> (Int, Int)
neighbors x = (x - 1, x + 1)
```

Now, (neighbors 1) evaluates to $(0,2)$.
Demo: tuples

## Demo 5: Higher Order Functions

In addition to returning functions, functions can take other functions as arguments:

```
applyTwice :: (t -> t) -> t -> t
applyTwice f x = f (f x)
square :: Int -> Int
square x = x * x
fourthPower :: Int -> Int
fourthPower = applyTwice square
```

Demo: higher-order functions, equational reasoning

## Demo 6: Lists

Haskell makes extensive use of lists, constructed using square brackets. Each list element must be of the same type.

```
[True, False, True] :: [Bool]
[3, 2, 5+1] :: [Int]
[sin, cos] :: [Double -> Double]
[(3,'a'),(4,'b') ] :: [(Int, Char)]
```


## Demo 6: Lists

A useful function is map, which, given a function, applies it to each element of a list:

```
map not [True, False, True] = [False, True, False]
map square [3, -2, 4] = [9, 4, 16]
map (\x -> x + 1) [1, 5] = [2, 6]
```


## Demo 6: Lists

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The last example here uses a lambda expression to define a one-use function without giving it a name.

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What's the type of map?
map :: (a -> b) -> [a] -> [b]

## Demo 6: Lists

The type String in Haskell is just a list of characters:
type String = [Char]
This is a type synonym, like a typedef in C.
Thus:
"hi!" == ['h', 'i', '!']

Demo: lists

## Word Frequencies

Let's solve a problem to get some practice implementing stuff:

## Example (Task 1)

Given a number $n$ and a string $s$ containing English words, generate a report that lists the $n$ most common words in the given string $s$.

I'll even give you an algorithm:

## Word Frequencies

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## Example (Task 1)

Given a number $n$ and a string $s$ containing English words, generate a report that lists the $n$ most common words in the given string $s$.

I'll even give you an algorithm:
(1) Break the input string into words.
(2) Convert the words to lowercase.
(3) Sort the words.
(4) Group adjacent occurrences (runs) of the same word.
(3) Sort runs words by length.
(0) Take the longest $n$ runs of the sorted list.
(1) Generate a report.

Demo: word frequencies

## The Dollar Pattern

We used the dollar operator $\$$ to reduce the use of parentheses.

- The dollar operator does normal function application, like $f \mathrm{x}$ (evaluation of a function at a value).
- However, while application has high operator precedence ("is done as early as possible"), the dollar operator has extremely low precedence ("is done as late as possible").


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- reverse $[1,2,3]++[4]$ results in [3,2,1,4]. The application of the reverse function binds very tightly, so we do it first, then concatenate.
- reverse \$ [1,2,3] ++ [4] results in [4,3,2,1]. We concatenate first, then apply the reversing function. Same as reverse ([1,2,3] ++ [4]).


## Function Composition

We used function composition to combine our functions together. The mathematical $(f \circ g)(x)$ is written ( $f . g$ ) x in Haskell. In Haskell, operators like function composition are themselves functions. You can define your own!
-- Vector addition
(.+) :: (Int, Int) -> (Int, Int) -> (Int, Int)
$(x 1, y 1) .+(x 2, y 2)=(x 1+x 2, y 1+y 2)$

$$
(2,3)+(1,1)==(3,4)
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(2,3)+(1,1)==(3,4)
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You could even have defined function composition yourself if it didn't already exist:
(.) :: (b -> c) -> (a -> b) -> (a -> c) (f . g ) $\mathrm{x}=\mathrm{f}(\mathrm{g} \mathrm{x})$

## Conditionals

Demo: polarity using guards, if statements.
Demo: (if we have time), loops via recursion.

## Lists

We used a bunch of list functions. How could we implement them ourselves??

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Lists are singly-linked lists in Haskell. The empty list is written as [] and a list node is written as x : xs . The value x is called the head and the rest of the list xs is called the tail. Thus:

$$
\begin{aligned}
& \text { "hi!" == ['h', 'i', '!'] == 'h':('i':('!':[])) } \\
& \text { == 'h' : 'i' : '!' : [] }
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= & \text { 'h': 'i' : '!' : }
\end{aligned}
$$

When we define recursive functions on lists, we use the last form for pattern matching:

```
map :: (a -> b) -> [a] -> [b]
map f [] = []
map f (x:xs) = f x : map f xs
```


## Equational Evaluation

$\operatorname{map} \mathrm{f}$ [] $=[]$
$\operatorname{map} f(x: x s)=f x: m a p h s$
We can evaluate programs equationally:
map toUpper "hi!"

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    \equiv 'H' : 'I' : map toUpper "!"
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    \equiv 'H' : 'I' : '!' : map toUpper []
\equiv 'H' : 'I' : '!' : []
\equiv "HI!"
```


## FIN

The quiz will be up on the course website sometime on Friday.

## Warning

The quiz is assessed. The deadline is the end of next Friday.

