Core Part 1 (Scala, 3 Marks)

"The most effective debugging tool is still careful thought, coupled with judiciously placed print statements."

— Brian W. Kernighan, in Unix for Beginners (1979)

Important

- Make sure the files you submit can be processed by just calling `scala <<filename.scala>>` on the commandline.[1] Use the template files provided and do not make any changes to arguments of functions or to any types. You are free to implement any auxiliary function you might need.
- **Do not leave any test cases running in your code because this might slow down your program!** Comment out test cases before submission, otherwise you might hit a time-out.
- Do not use any mutable data structures in your submissions! They are not needed. This means you cannot create new `Array`s or `ListBuffer`s, for example.
- Do not use `return` in your code! It has a different meaning in Scala than in Java. It changes the meaning of your program, and you should never use it.
- Do not use `var`! This declares a mutable variable. Only use `val`!
- Do not use any parallel collections! No `.par` therefore! Our testing and marking infrastructure is not set up for it.

Also note that the running time of each part will be restricted to a maximum of 30 seconds on my laptop.

Disclaimer

It should be understood that the work you submit represents your **own** effort! You have not copied from anyone else. An exception is the Scala code I showed during the lectures or uploaded to KEATS, which you can freely use.

[1] All major OSes, including Windows, have a commandline. So there is no good reason to not download Scala, install it and run it on your own computer. Just do it!

Reference Implementation

Like the C++ assignments, the Scala assignments will work like this: you push your files to GitHub and receive (after sometimes a long delay) some automated feedback. In the end we take a snapshot of the submitted files and apply an automated marking script to them.

In addition, the Scala coursework comes with a reference implementation in form of `jar`-files. This allows you to run any test cases on your own computer. For example you can call Scala on the command line with the option `-cp collatz.jar` and then query any function from the template file. Say you want to find out what the functions `collatz` and `collatz_max` produce: for this you just need to prefix them with the object name `C1`. If you want to find out what these functions produce for the argument `6`, you would type something like:

```
$ scala -cp collatz.jar

scala> C1.collatz(6)
...
scala> C1.collatz_max(6)
...
```

Hints

For the Core Part 1: useful math operators: `%` for modulo, `&` for bit-wise and; useful functions: `(1 to 10)` for ranges, `.toInt`, `.toList` for conversions, you can use `List(...).max` for the maximum of a list, `List(...).indexOf(...)` for the first index of a value in a list.

Core Part 1 (3 Marks, file collatz.scala)

This part is about function definitions and recursion. You are asked to implement a Scala program that tests examples of the $3n + 1$-*conjecture*, also called *Collatz conjecture*. This conjecture can be described as follows: Start with any positive number n greater than 0:

- If n is even, divide it by 2 to obtain $n/2$.
- If n is odd, multiply it by 3 and add 1 to obtain $3n + 1$.
- Repeat this process and you will always end up with 1.

For example if you start with, say, 6 and 9, you obtain the two *Collatz series*

$$6, 3, 10, 5, 16, 8, 4, 2, 1 \quad (= 8 \text{ steps})$$
$$9, 28, 14, 7, 22, 11, 34, 17, 52, 26, 13, 40, 20, 10, 5, 16, 8, 4, 2, 1 \quad (= 19 \text{ steps})$$

As you can see, the numbers go up and down like a roller-coaster, but curiously they seem to always terminate in 1. Nobody knows why. The conjecture is that this will *always* happen for every number greater than 0.[2]

Tasks

(1) You are asked to implement a recursive function that calculates the number of steps needed until a series ends with 1. In case of starting with 6, it takes 8 steps and in case of starting with 9, it takes 19 (see above). We assume it takes 0 steps, if we start with 1. In order to try out this function with large numbers, you should use `Long` as argument type, instead of `Int`. You can assume this function will be called with numbers between 1 and 1 Million. [1 Mark]

(2) Write a second function that takes an upper bound as an argument and calculates the steps for all numbers in the range from 1 up to this bound (the bound including). It returns the maximum number of steps and the corresponding number that needs that many steps. More precisely it returns a pair where the first component is the number of steps and the second is the corresponding number. [1 Mark]

(3) Write a function that calculates *hard numbers* in the Collatz series—these are the last odd numbers just before a power of two is reached. For this, implement an *is-power-of-two* function which tests whether a number is

[2] While it is relatively easy to test this conjecture with particular numbers, it is an interesting open problem to *prove* that the conjecture is true for *all* numbers (> 0). Paul Erdös, a famous mathematician you might have heard about, said about this conjecture: "Mathematics may not [yet] be ready for such problems." and also offered a $500 cash prize for its solution. Jeffrey Lagarias, another mathematician, claimed that based only on known information about this problem, "this is an extraordinarily difficult problem, completely out of reach of present day mathematics." There is also a xkcd cartoon about this conjecture). If you are able to solve this conjecture, you will definitely get famous.

a power of two. The easiest way to implement this is by using the bit-operator & of Scala. For a power of two, say n with $n > 0$, it holds that $n \,\&\, (n-1)$ is equal to zero. I let you think why this is the case.

The function *is-hard* calculates whether $3n + 1$ is a power of two. Finally the *last-odd* function calculates the last odd number before a power of 2 in the Collatz series. This means for example when starting with 9, we receive 5 as the last odd number. Surprisingly a lot of numbers have 5 as last-odd number. But for example for 113 we obtain 85, because of the series

$$113, 340, 170, \boxed{85}, 256, 128, 64, 32, 16, 8, 4, 2, 1$$

The *last-odd* function will only be called with numbers that are not powers of 2 themselves. [1 Mark]

Test Data: Some test ranges and cases are:

- 1 to 10 where 9 takes 19 steps
- 1 to 100 where 97 takes 118 steps,
- 1 to 1,000 where 871 takes 178 steps,
- 1 to 10,000 where 6,171 takes 261 steps,
- 1 to 100,000 where 77,031 takes 350 steps,
- 1 to 1 Million where 837,799 takes 524 steps
- 21 is the last odd number for 84
- 341 is the last odd number for 201, 604, 605 and 8600