

Corrigé du DS2

Exercice 1 : Une preuve de Cauchy de l'inégalité entre moyennes arithmétique et géométrique

11 est l'unique cas de base, et les constructeurs sont $n \mapsto 2n$ et $n \mapsto n - 1$ (envoyant 1 sur 1 par exemple, pour que la fonction soit définie sur \mathbb{N}^*).

```
# let rec cauchy = function
| 1 -> true
| n -> if n mod 2 = 0 then cauchy (n / 2) else cauchy (n + 1);;
cauchy : int -> bool = <fun>

# trace "cauchy";;
The function cauchy is now traced.
- : unit = ()

# cauchy 45;;
cauchy <- 45
cauchy <- 46
cauchy <- 23
cauchy <- 24
cauchy <- 12
cauchy <- 6
cauchy <- 3
cauchy <- 4
cauchy <- 2
cauchy <- 1
cauchy --> true
- : bool = true
```

Exercice 2 : Programmation sur les listes

(* 2 *)

```
# let rec conc l l' = match l with
| [] -> l'
| a :: q -> a :: conc q l';;
```

```

conc : 'a list -> 'a list -> 'a list = <fun>
# conc [1; 2; 3] [4; 5; 6];;
- : int list = [1; 2; 3; 4; 5; 6]
(* 3 *)

# let rec membre elt = function
| [] -> false
| a :: q -> elt = a or membre elt q;;
membre : 'a -> 'a list -> bool = <fun>

# membre 3 [1; 2; 3; 4];;
- : bool = true

# membre 5 [1; 2; 3; 4];;
- : bool = false

(* 4 *)

# let rec tous_distincts = function
| [] -> true
| a :: q when (membre a q) -> false
| _ :: q -> tous_distincts q;;
tous_distincts : 'a list -> bool = <fun>

# tous_distincts [1; 2; 5; 3; 4; 5];;
- : bool = false

(* 5 *)

# let tourne = function
| [] -> []
| a :: q -> conc q [a];;
tourne : 'a list -> 'a list = <fun>

(* 6.a *)

# let rec place_en_tete elt = function
| l when not membre elt l -> failwith "impossible"
| l when hd l = elt -> l
| l -> place_en_tete elt (tourne l);;
place_en_tete : 'a -> 'a list -> 'a list = <fun>

# let test = [1; 2; 3; 4; 5; 6];;
test : int list = [1; 2; 3; 4; 5; 6]

# let test' = place_en_tete 3 test;;
test' : int list = [3; 4; 5; 6; 1; 2]

(* 6.b *)

# let permutee_circulaire l = if not tous_distincts l
    then failwith "argument incorrect"
    else
function
| [] -> l = []
| l' when not (tous_distincts l') -> failwith "argument incorrect"
| a' :: q' as l' -> (membre a' l) && (place_en_tete a' l = l');;

```

```

permutee_circulaire : 'a list -> 'a list -> bool = <fun>
# permutee_circulaire test test;;
- : bool = true
(* 6.c *)

# let rec permutee l = function
| [] -> l = []
| a' :: q' as l' -> (membre a' l) && (permutee q' (tl (place_en_tete a' l)));;
permutee : 'a list -> 'a list -> bool = <fun>

# permutee [1; 2; 3; 4; 5] [1; 3; 2; 5; 4];;
- : bool = true

```

Exercice 3 : Parcours en escalier dans un tableau

```

(* 1 *)

# let init n = let temp = make_matrix (n + 1) (n + 1) 1 in
    for i = 1 to n do temp.(i).(0) <- 2 * temp.(i - 1).(0) done;
    for j = 1 to n do temp.(0).(j) <- 3 * temp.(0).(j - 1) done;
    for i = 1 to n do for j = 1 to n do
        temp.(i).(j) <- temp.(i).(0) * temp.(0).(j)
    done done;
    temp;;
init : int -> int vect vect = <fun>

(* 2 *)

# let plus_grand_minorant n p = let M = init n in
    let j = ref n in while M.(0).(!j) > p do j := !j - 1 done;
    let result = ref M.(0).(!j) and temp = ref M.(0).(!j) and i = ref 0 in
    while !temp < p & !i < n do
        i := !i + 1;
        let k = M.(!i).(!j) in
            if k <= p or !j = 0
            then (temp := k; if k <= p && !result <= k then result := k;)
            else
                (j := !j - 1; temp := M.(!i).(!j);)
        done;
    !result;;
plus_grand_minorant : int -> int -> int = <fun>
```
