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-- Truth tables in a principled manner
-- Fritz Ruehr, WU CS 465, Spring 2015
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```
module TTable where
import FinFun
import ASCII
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-- propositional terms, their fold and scan
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data Prop a b c = Lit a | Var b | Bop c (Prop a b c) (Prop a b c)

fold f g h (Lit a)      = f a
fold f g h (Var b)     = g b
fold f g h (Bop c l r) = h c (fold f g h l) (fold f g h r)

scan f g h = fold (Lit . f) (Var . g) (\c l r -> Bop (h c (root l) (root r)) l r)

root = fold id id (const . const)
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-- propositional operators and variables
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```
data POpr = Dis | Con | Imp | Bic

foldo f g h j Dis = f
foldo f g h j Con = g
foldo f g h j Imp = h
foldo f g h j Bic = j

semo = foldo (||) (&&) (<=) (==)
syno = foldo "&v" "^" ">" "="

data PVar = P | Q | R deriving (Eq, Enum, Bounded, Show)

vars = full :: [PVar]
ints = full :: [PVar -> Bool]
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-- truth table functions
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body p = [flat (scan id i semo p) | i <- ints]

flat p = fold prb prb (par " " " " . prb) p

prt p = fold prb show (par "(" ")" . syno) p

ttab p = unlines (tab [vhdr, prt p] [vbod, body p])
  where vhdr = unwords (map show vars)
        vbod = [unwords (map (prb . i) vars) | i <- ints]
```

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-- utilities and testing
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par l r c x y = l ++ unwords [x,c,y] ++ r

prb b = if b then "T" else "F"

[p, q, r] = map Var [P, Q, R]
[(|:), (&:), (>:), (=:)] = map Bop [Dis, Con, Imp, Bic]

samps = [ ((p |: q) >: r) ==: ((p >: r) &: (q >: r)) ,
          ((p |: q) &: r) ==: ((p &: r) |: (q &: r)) ,
          (p >: (q &: r)) ==: ((p >: q) &: (p >: r)) ,
          ((p &: q) >: r) ==: (p >: (q >: r))
        ]

main = putStrLn (sep "\n\n\n" (map ttab samps))
```

