

Combinatory Library Documentation

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Module

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Types

Type Definitions

```
type Class = String
data Partition = Node String [Partition] | Leaf Class deriving Show
data Category = Cat String [Partition] deriving Show
type Input = [Category]
data Result = R String Class deriving Show
type Combination = [Result]
type Suite = [Combination]
data Operator = Plus | Times | ST | STN | Union | Join | Intersect
data LogicOp = And | Or | Xor | Nor | Equi | Impl
data Rule = Rop Operator Rule Rule | RLog LogicOp [String] [String] | P [String] | NotP
[String] | Ctg String
```

Functions

showSuite :: Suite -> String -- *prints suite*

Combinations

Functions

nCombs :: Input -> Int -- *returns the possible number of combinations from an input*

nClasses :: Input -> Int -- *returns the number of classes in an input*

nCats :: Input -> Int -- *returns the number of categories in an input*

minimalComb :: Input -> Suite -- *calculates the minimal combinations from the input*

fullComb :: Input -> Suite -- *calculates the full combinations from the input*

semantic :: Rule -> Input -> Suite -- *calculates the combinations according to the rule*

minRuledComb :: Rule -> Input -> Suite -- *calculates a minimal number of combinations in the input according to the rule*

fullRuledComb :: Rule -> Input -> Suite -- *calculates all the combinations in the input that obey the rule*

fC :: Suite -> Suite -> Suite -- *concat every combinations in the first suite with every combination in the second suite*

mC :: Suite -> Suite -> Suite -- *returns the minimal combination of the two suites*

getClasses :: Category -> [Class] -- *returns the list of classes of the category*

classes :: Partition -> [Class] -- *returns the list of classes of the partition*

getCat :: String -> Input -> String -- *finds the name of the category of a given partition*

fClasses :: [String] -> Input -> Suite -- *returns a suite with the classes of the given partitions*

fNotClasses :: [String] -> Input -> Suite -- *returns a suite with the classes of the sibling partitions of the given ones*

fGetClasses :: String -> Input -> Suite -- *returns a suite with the classes of the given category*

covers :: Combination -> Combination -> Bool -- *returns True if every element of the first combination is present in the second (the second covers the first)*

coversComb :: Combination -> Suite -> Bool -- *returns True if one combination in the suite covers the given combination*