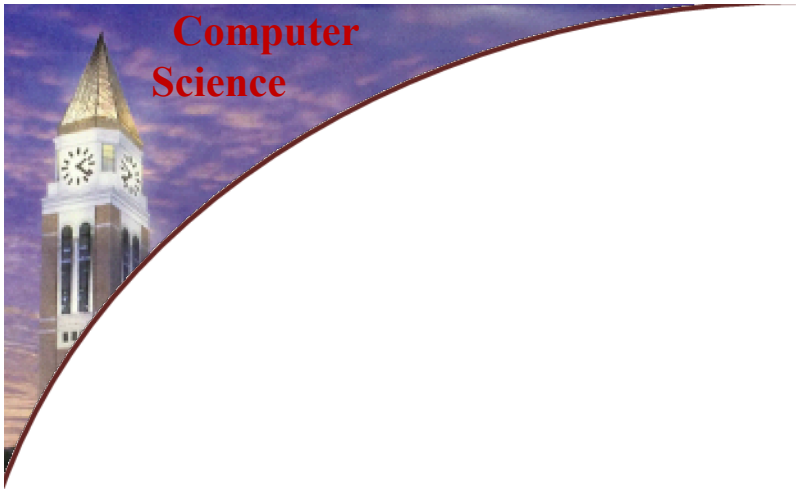
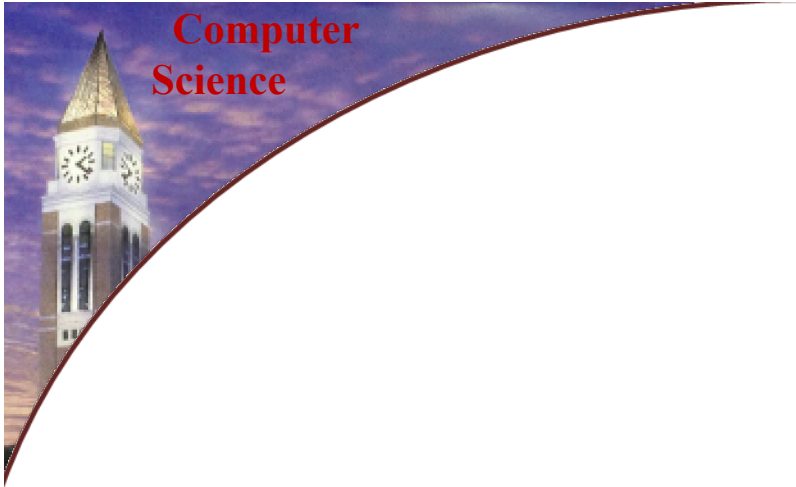


# CSI 3350: PROGRAMMING LANGUAGES

Department of Computer Science &  
Engineering  
Oakland University

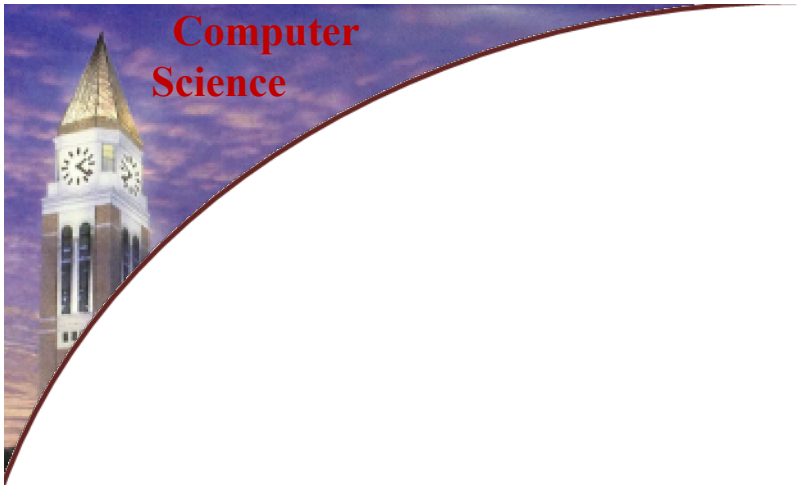


```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1))))
  )
```



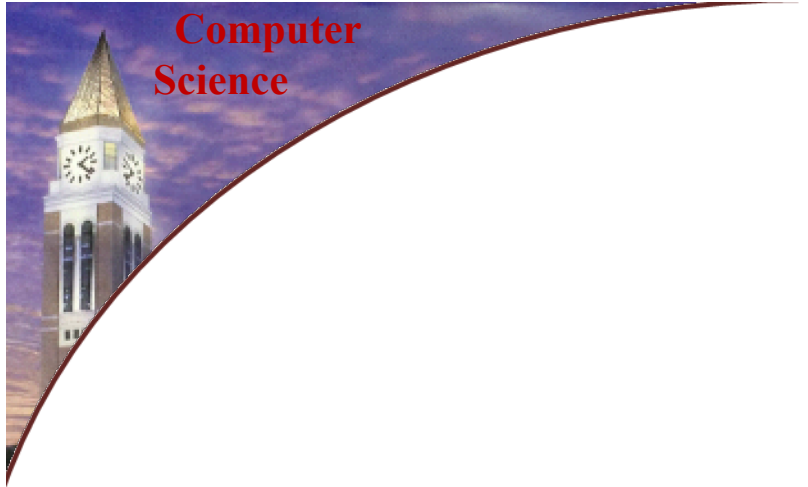
`(fact 4)`

```
(define n = 4
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1))))
  )
)
```



`(fact 4)`

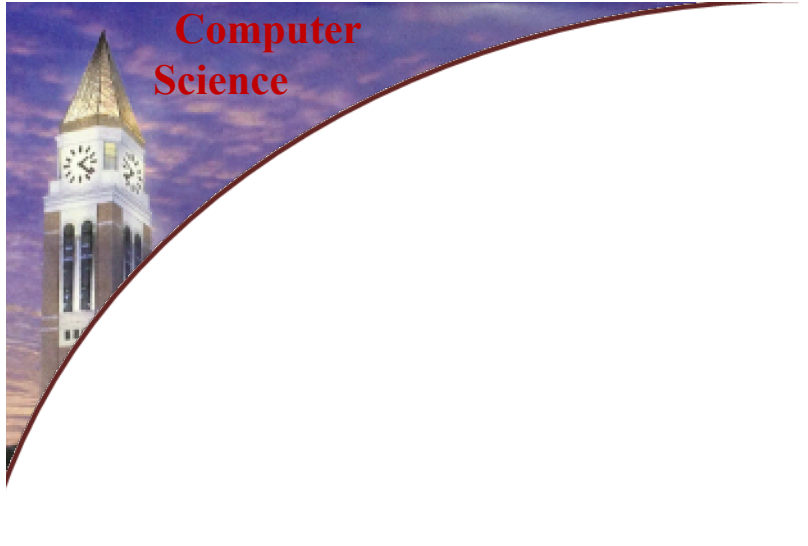
```
(define n = 4
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))
    )
)
```



```
(fact 4)
= (* 4 (fact 3))
```

```
(define n = 4
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))
    )
  )
```

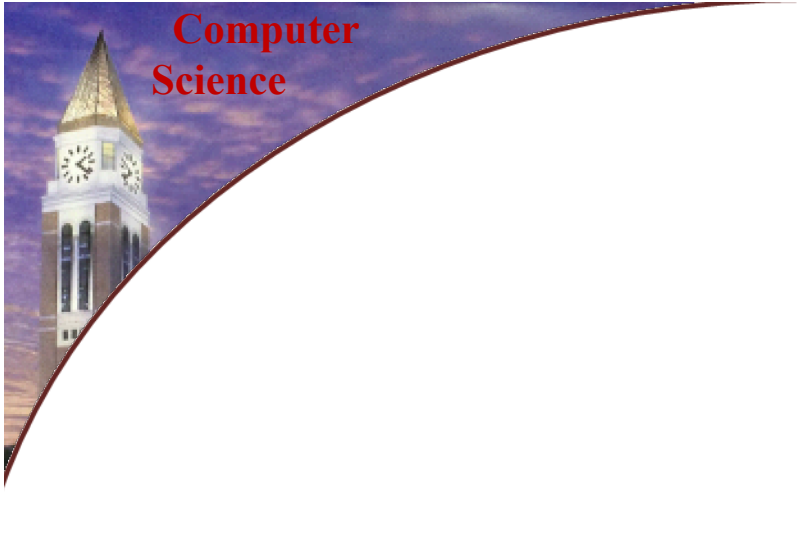
**n = 4**                      **n - 1 = 3**



```
(fact 4)
= (* 4 (fact 3))
```

```
(define n = 4
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))
    )
  )
```

**n - 1 = 3**

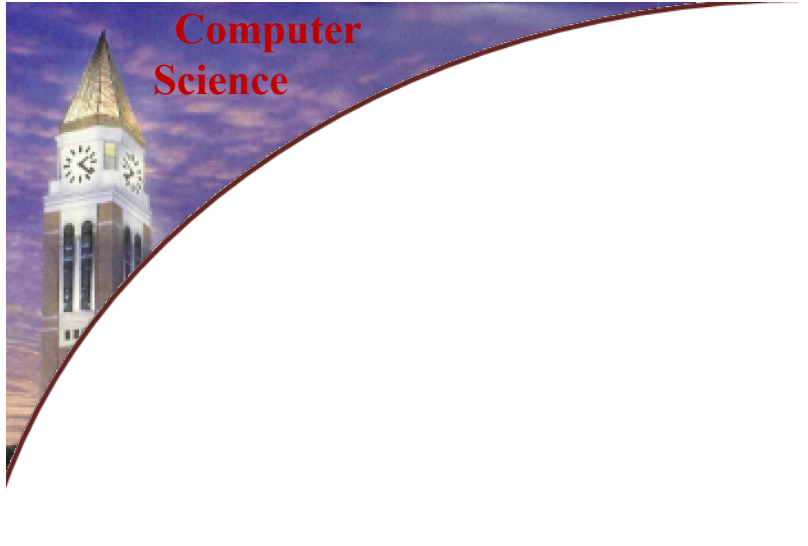


```
(fact 4)
= (* 4 (fact 3))
```

```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1))))
  )
```

**n = 4**

**n - 1 = 3**



```
(fact 4)
= (* 4 (fact 3))
```

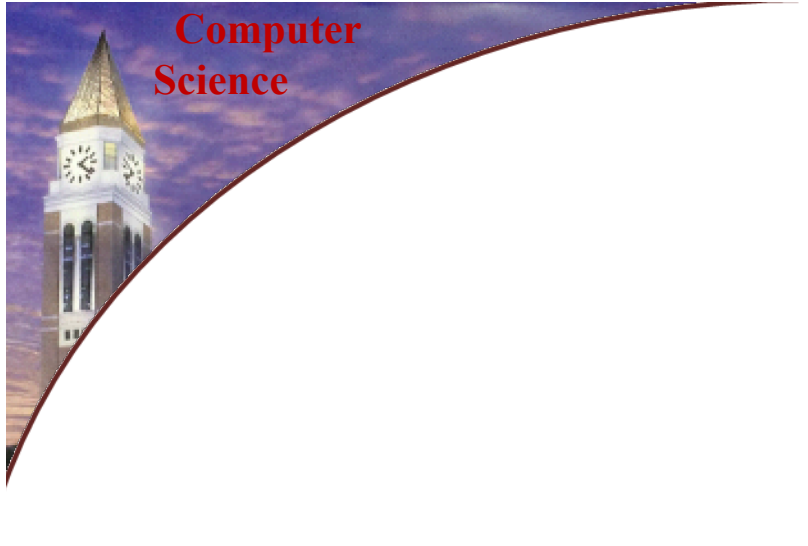
```
(define (fact n)
  (if
    (= n 0)
    1
    (* n (fact (- n 1))))
)
```

A red arrow points from the text **n = 3** to the (fact n) line in the code. Another red arrow points from the (fact (- n 1)) line back to the (fact n) line, illustrating a recursive call.



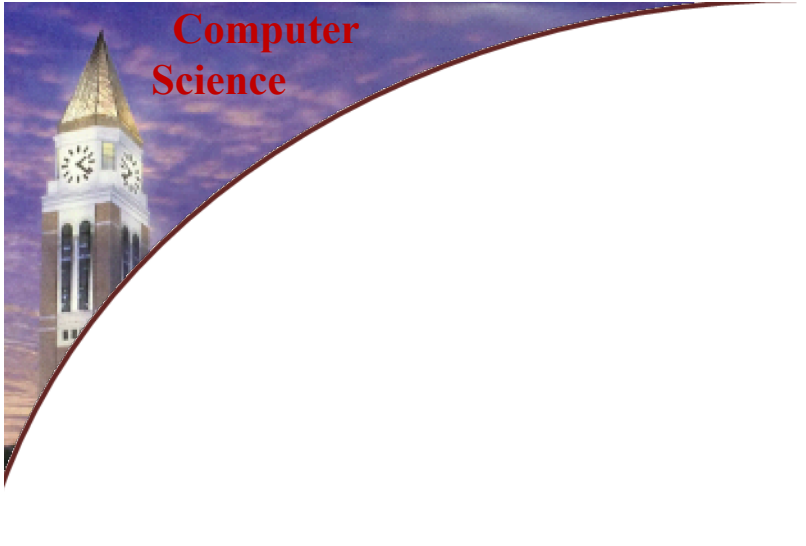
```
(fact 4)
= (* 4 (fact 3))
```

```
(define n = 3
  (fact n)
  (if
    (= n 0)
    1
    (* n (fact (- n 1)))
  )
)
```



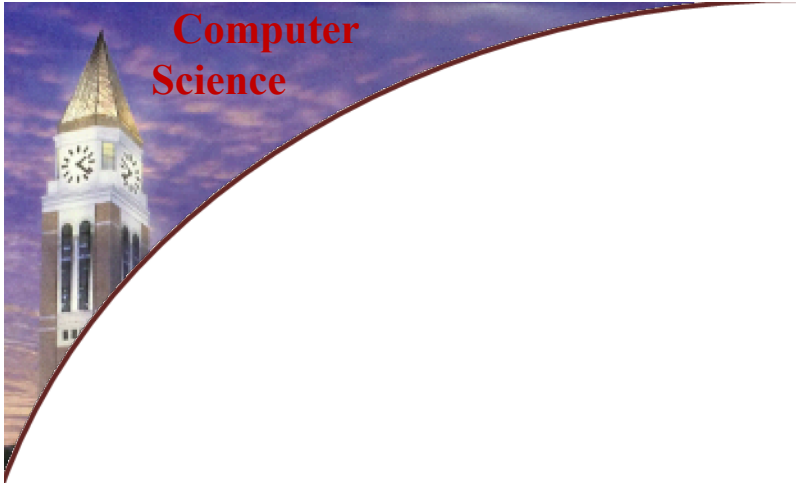
```
(fact 4)
= (* 4 (fact 3))
```

```
(define n = 3
  (fact n)
  (if
    (= n 0)
    1
    (* n (fact (- n 1)))
  )
)
```



```
(fact 4)
= (* 4 (fact 3))
```

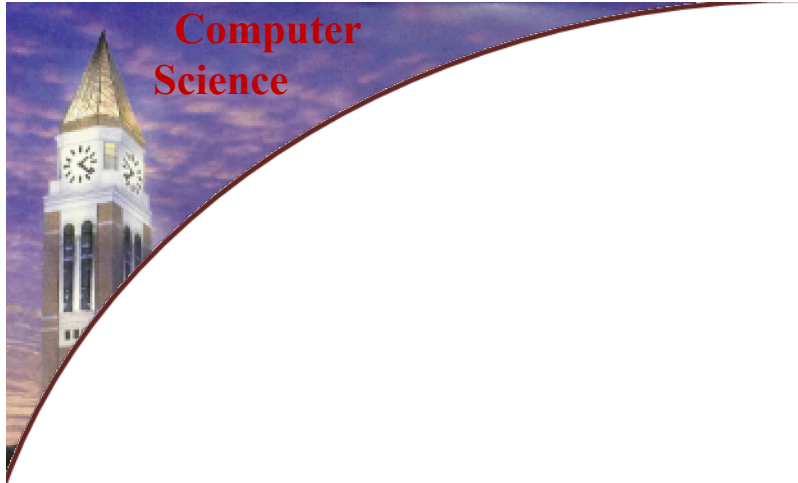
```
(define n = 3
  (fact n )
  (if
    (= n 0)
    1
    (* n (fact (- n 1))))
  )
n = 3      n - 1 = 2
```



```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
```

```
(define n = 3
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))
    )
  )
```

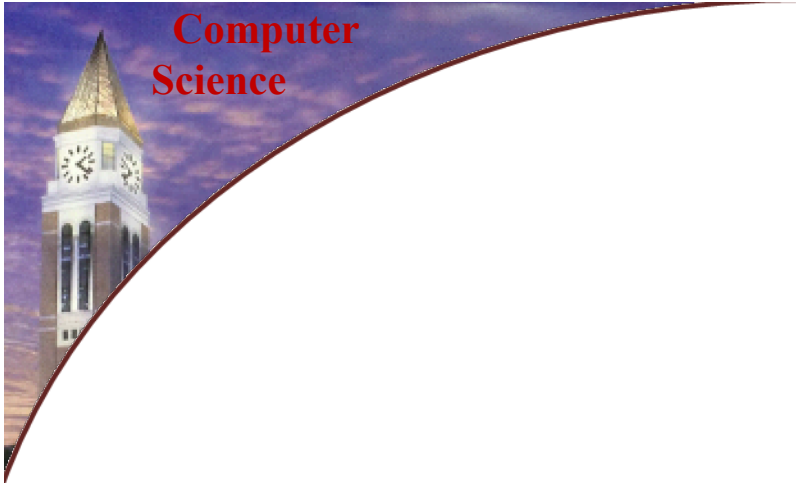
**n = 3**      **n - 1 = 2**



```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
```

```
(define n = 3
  (fact n )
  (if
    (= n 0)
    1
    (* n (fact (- n 1)))
  )
)
```

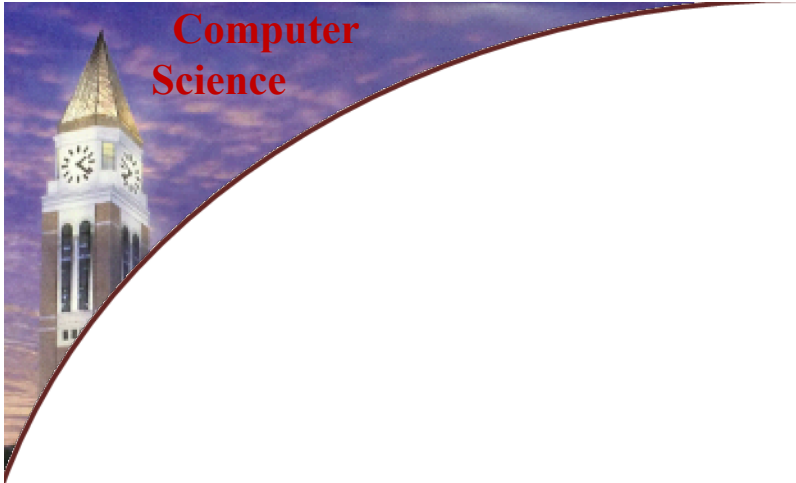
**n = 3**      **n - 1 = 2**



```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
```

```
(define n = 3
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))
    )
  )
```

**n - 1 = 2**



```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
```

```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1))))
  )
```

**n = 3**

**n - 1 = 2**

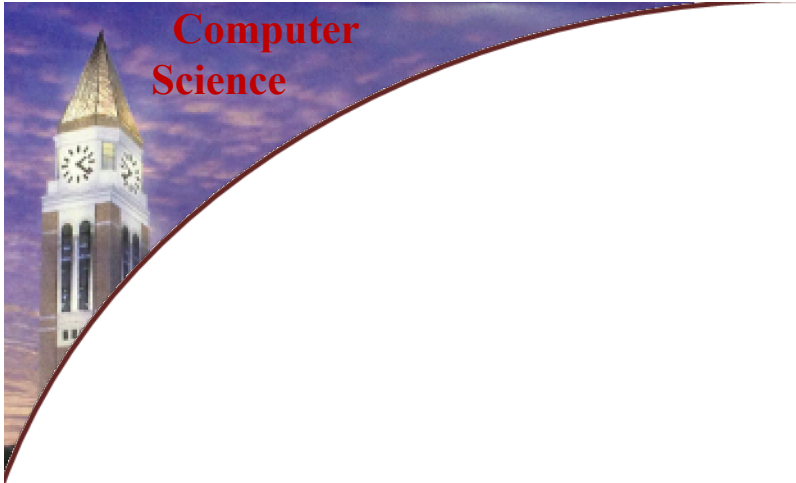
```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
```

```
(define n = 2
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1))))
  )
)
```



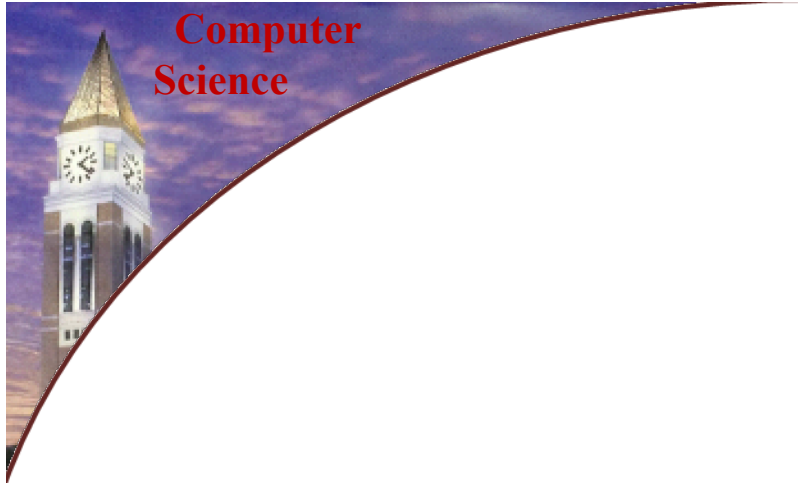
```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
```

```
(define n = 2
  (fact n)
  (if
    (= n 0)
    1
    (* n (fact (- n 1)))
  )
)
```



```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
```

```
(define n = 2
  (fact n )
  (if
    (= n 0)
    1
    (* n (fact (- n 1))))
)
```



```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
```

```
(define n = 2
  (fact n )
  (if
    (= n 0)
    1
    (* n (fact (- n 1)))
  )
)
```

**n = 2**                      **n - 1 = 1**

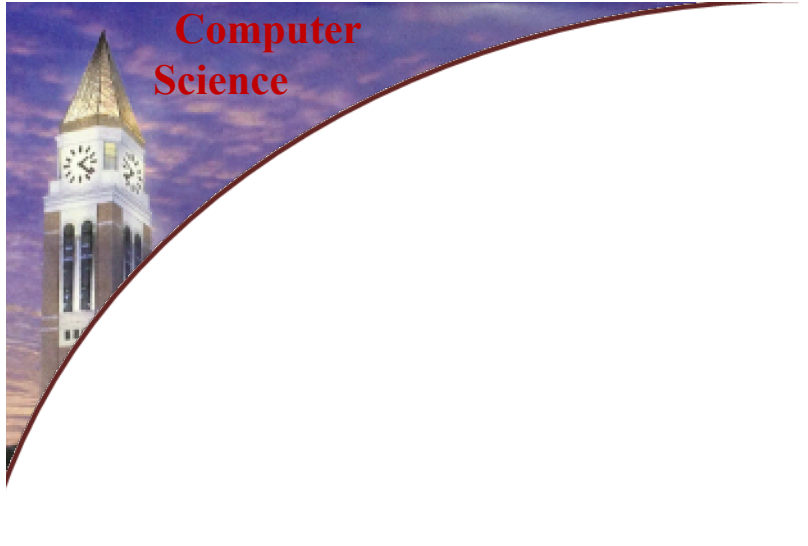
```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
```

```
(define n = 2
  (fact n)
  (if
    (= n 0)
    1
    (* n (fact (- n 1)))
  )
n = 2      n - 1 = 1
```

```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
```

```
(define n = 2
  (fact n)
  (if
    (= n 0)
    1
    (* n (fact (- n 1)))
  )
)
```

**n - 1 = 1**

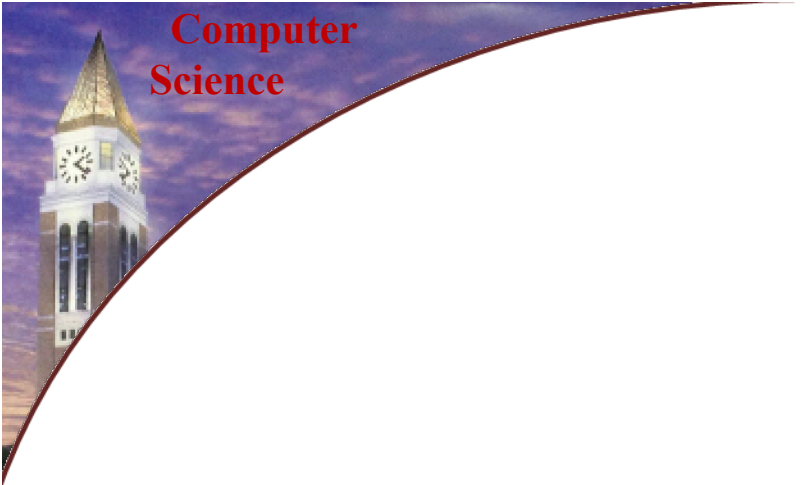


```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
```

```
(define
  (fact n)
  (if
    (= n 0)
    1
    (* n (fact (- n 1))))
)
```

**n = 2**

**n - 1 = 1**



```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
```

```
(define n = 1
  (fact n)
  (if
    (= n 0)
    1
    (* n (fact (- n 1)))
  )
)
```

```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
```

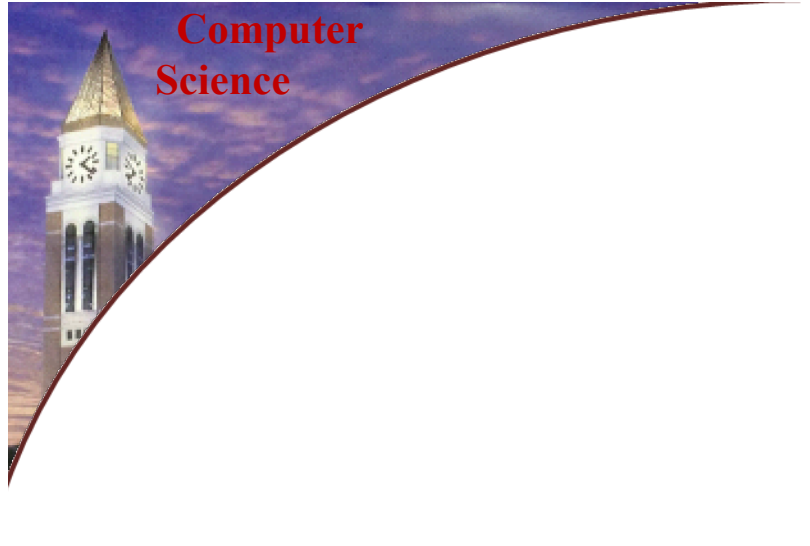
```
(define n = 1
  (fact n)
  (if
    (= n 0)
    1
    (* n (fact (- n 1)))
  )
)
```



```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
```

```
(define n = 1
  (fact n)
  (if
    (= n 0)
    1
    (* n (fact (- n 1))))
  )
```

**n = 1**                      **n - 1 = 0**



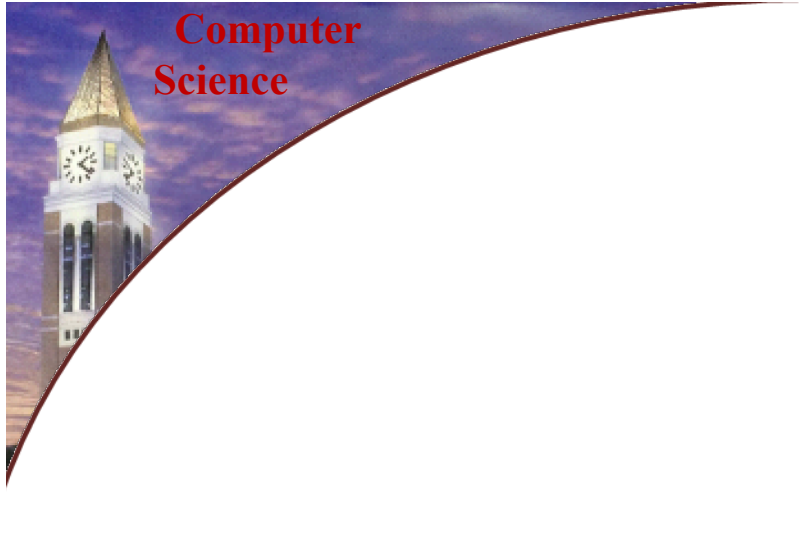
```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
= (* 4 (* 3 (* 2 (* 1 (fact 0)))))
```

```
(define n = 1
  (fact n)
  (if
    (= n 0)
    1
    (* n (fact (- n 1)))
  )
  n = 1 n - 1 = 0)
```

```
(define n = 1
  (fact n)
  (if
    (= n 0)
    1
    (* n (fact (- n 1)))
  )
)
```

**n - 1 = 0**

```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
= (* 4 (* 3 (* 2 (* 1 (fact 0))))))
```



```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
= (* 4 (* 3 (* 2 (* 1 (fact 0)))))
```

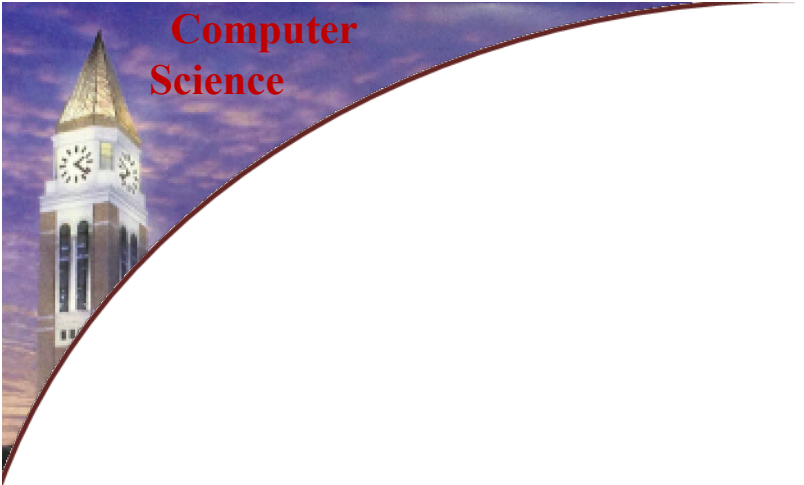
```
(define
  (fact n)
  (if
    (= n 0)
    1
    (* n (fact (- n 1))))
)
```

**n = 1**

**n - 1 = 0**

```
(define n = 0
  (fact n)
  (if
    (= n 0)
    1
    (* n (fact (- n 1)))
  )
)
```

```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
= (* 4 (* 3 (* 2 (* 1 (fact 0))))))
```



```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
= (* 4 (* 3 (* 2 (* 1 (fact 0)))))
```

```
(define n = 0
  (fact n)
  (if
    ((= n 0))
    1
    (* n (fact (- n 1)))
  )
)
```

```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
= (* 4 (* 3 (* 2 (* 1 (fact 0)))))
```

```
(define n = 0
  (fact n)
  (if
    (= n 0)
    1
    (* n (fact (- n 1)))
  )
)
```

```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
= (* 4 (* 3 (* 2 (* 1 (fact 0)))))
```

```
(define n = 0
  (fact n)
  (if
    (= n 0)
    base case is hit! 1
    (* n (fact (- n 1)))
  )
)
```



```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
= (* 4 (* 3 (* 2 (* 1 (fact 0)))))
= (* 4 (* 3 (* 2 (* 1 1))))
```

```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))
    )
)
```

```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))
    )
)
```

```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
= (* 4 (* 3 (* 2 (* 1 (fact 0)))))
= (* 4 (* 3 (* 2 (* 1 1))))
= (* 4 (* 3 (* 2 1)))
```

```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))
    )
)
```

```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
= (* 4 (* 3 (* 2 (* 1 (fact 0)))))
= (* 4 (* 3 (* 2 (* 1 1))))
= (* 4 (* 3 (* 2 1)))
= (* 4 (* 3 2))
```

```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))
    )
)
```

```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
= (* 4 (* 3 (* 2 (* 1 (fact 0)))))
= (* 4 (* 3 (* 2 (* 1 1))))
= (* 4 (* 3 (* 2 1)))
= (* 4 (* 3 2))
= (* 4 6)
```

```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))
    )
)
```

```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
= (* 4 (* 3 (* 2 (* 1 (fact 0)))))
= (* 4 (* 3 (* 2 (* 1 1))))
= (* 4 (* 3 (* 2 1)))
= (* 4 (* 3 2))
= (* 4 6)
= 24
```

`(fact 4)`

```
= (* 4 (fact 3))  
= (* 4 (* 3 (fact 2)))  
= (* 4 (* 3 (* 2 (fact 1))))  
= (* 4 (* 3 (* 2 (* 1 (fact 0)))))  
= (* 4 (* 3 (* 2 (* 1 1))))  
= (* 4 (* 3 (* 2 1)))  
= (* 4 (* 3 2))  
= (* 4 6)  
= 24
```

```
(define  
  (fact n )  
    (if  
      (= n 0)  
      1  
      (* n (fact (- n 1)))  
    )  
)
```

(fact 4)

= (\* 4 (fact 3))

= (\* 4 (\* 3 (fact 2)))

= (\* 4 (\* 3 (\* 2 (fact 1))))

= (\* 4 (\* 3 (\* 2 (\* 1 (fact 0)))))

= (\* 4 (\* 3 (\* 2 (\* 1 1))))

= (\* 4 (\* 3 (\* 2 1)))

= (\* 4 (\* 3 2))

= (\* 4 6)

= 24

```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))
    )
)
```

(fact 4)

= (\* 4 (fact 3))

= (\* 4 (\* 3 (fact 2)))

= (\* 4 (\* 3 (\* 2 (fact 1))))

= (\* 4 (\* 3 (\* 2 (\* 1 (fact 0)))))

= (\* 4 (\* 3 (\* 2 (\* 1 1))))

= (\* 4 (\* 3 (\* 2 1)))

= (\* 4 (\* 3 2))

= (\* 4 6)

= 24

```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))
    )
)
```



```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
= (* 4 (* 3 (* 2 (* 1 (fact 0)))))
= (* 4 (* 3 (* 2 (* 1 1))))
= (* 4 (* 3 (* 2 1)))
= (* 4 (* 3 2))
= (* 4 6)
= 24
```

```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))
    )
)
```

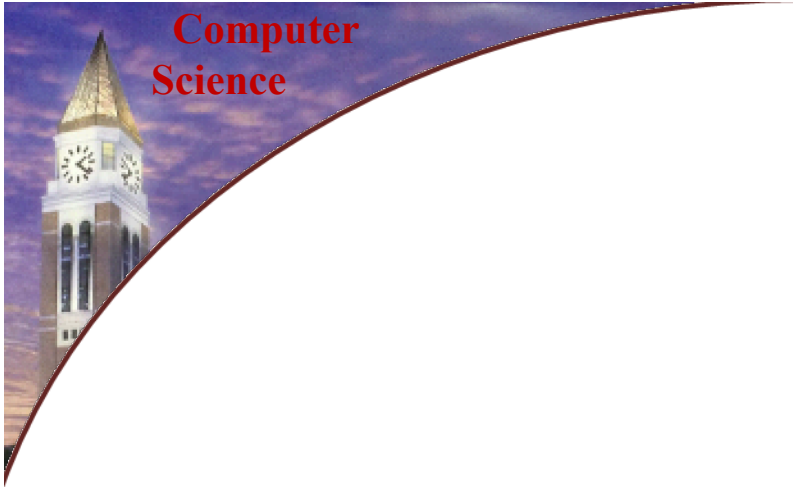
```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))
    )
  )
```

```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
= (* 4 (* 3 (* 2 (* 1 (fact 0)))))
= (* 4 (* 3 (* 2 (* 1 1))))
= (* 4 (* 3 (* 2 1)))
= (* 4 (* 3 2))
= (* 4 6)
= 24
```

Activation Record (AR)

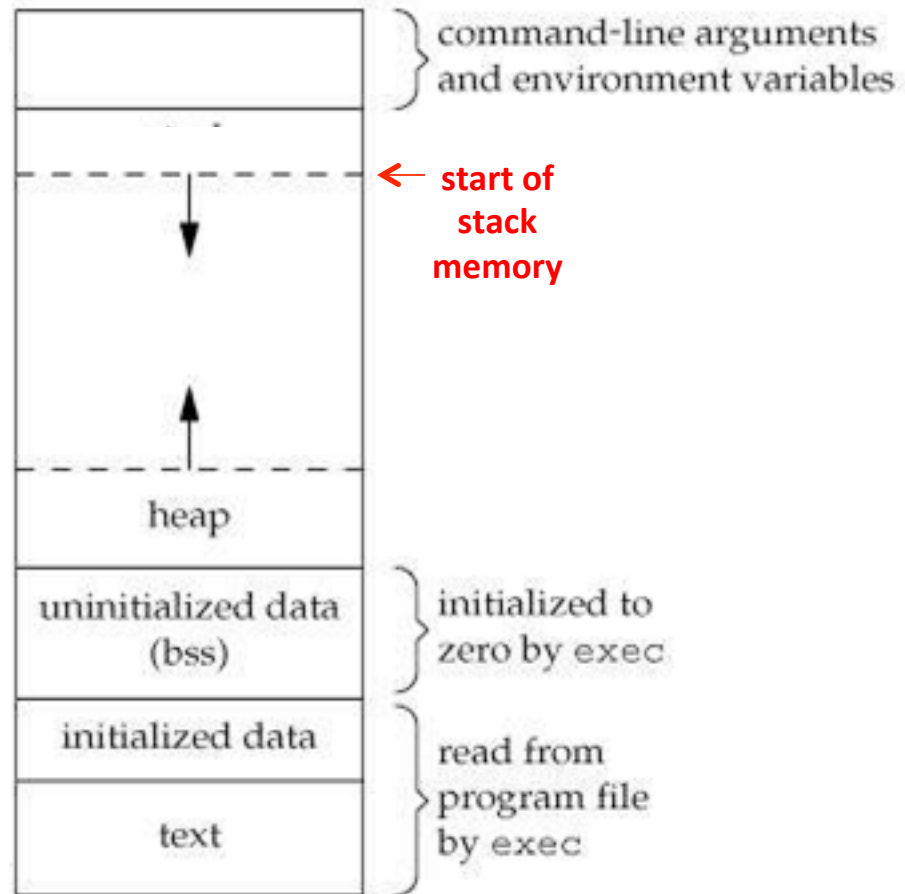
(fact 4)  
= (\* 4 (fact 3))  
= (\* 4 (\* 3 (fact 2)))  
= (\* 4 (\* 3 (\* 2 (fact 1))))  
= (\* 4 (\* 3 (\* 2 (\* 1 (fact 0)))))  
= (\* 4 (\* 3 (\* 2 (\* 1 1))))  
= (\* 4 (\* 3 (\* 2 1)))  
= (\* 4 (\* 3 2))  
= (\* 4 6)  
= 24

```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))
    )
)
```

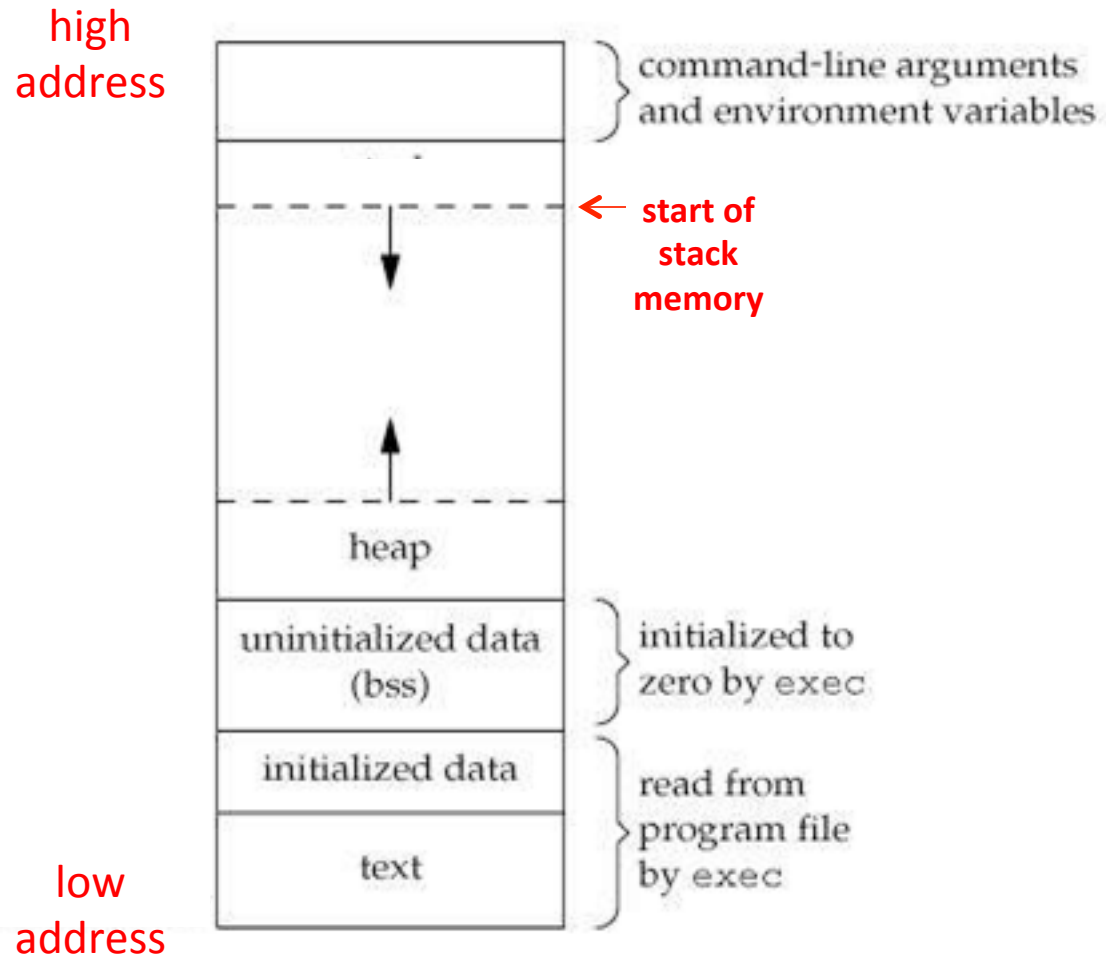


# Activation Record (AR)

## The Main Memory

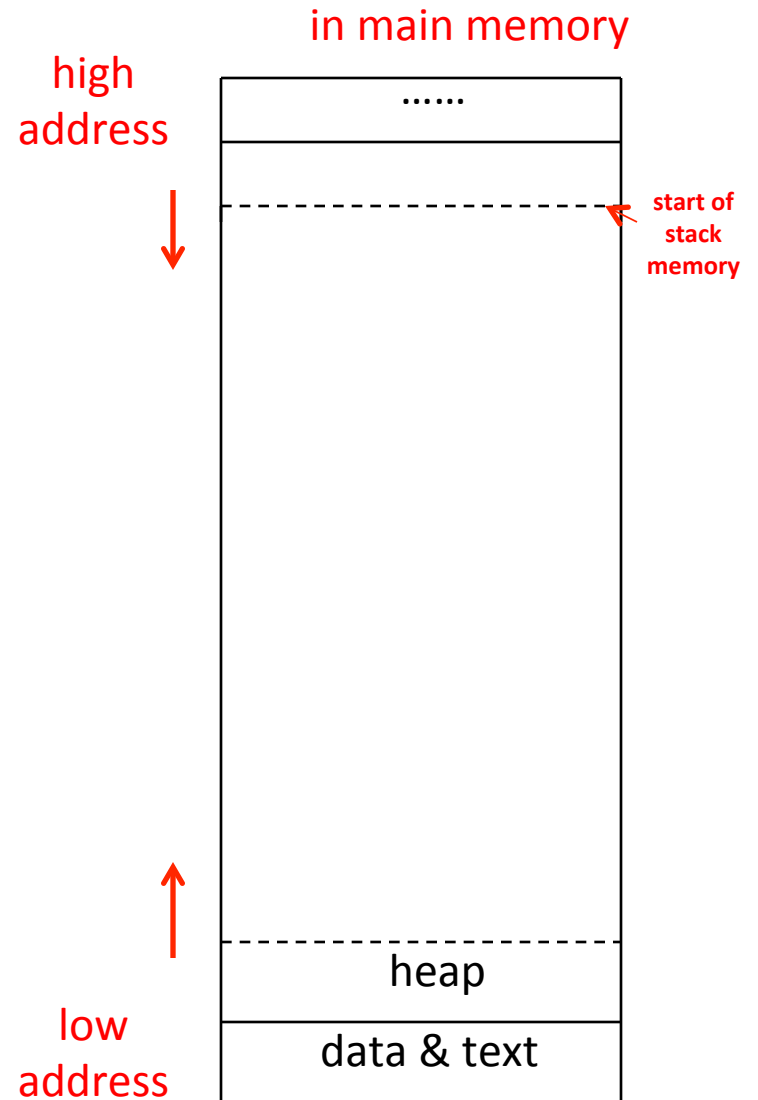


## The Main Memory



# Activation Record (AR)

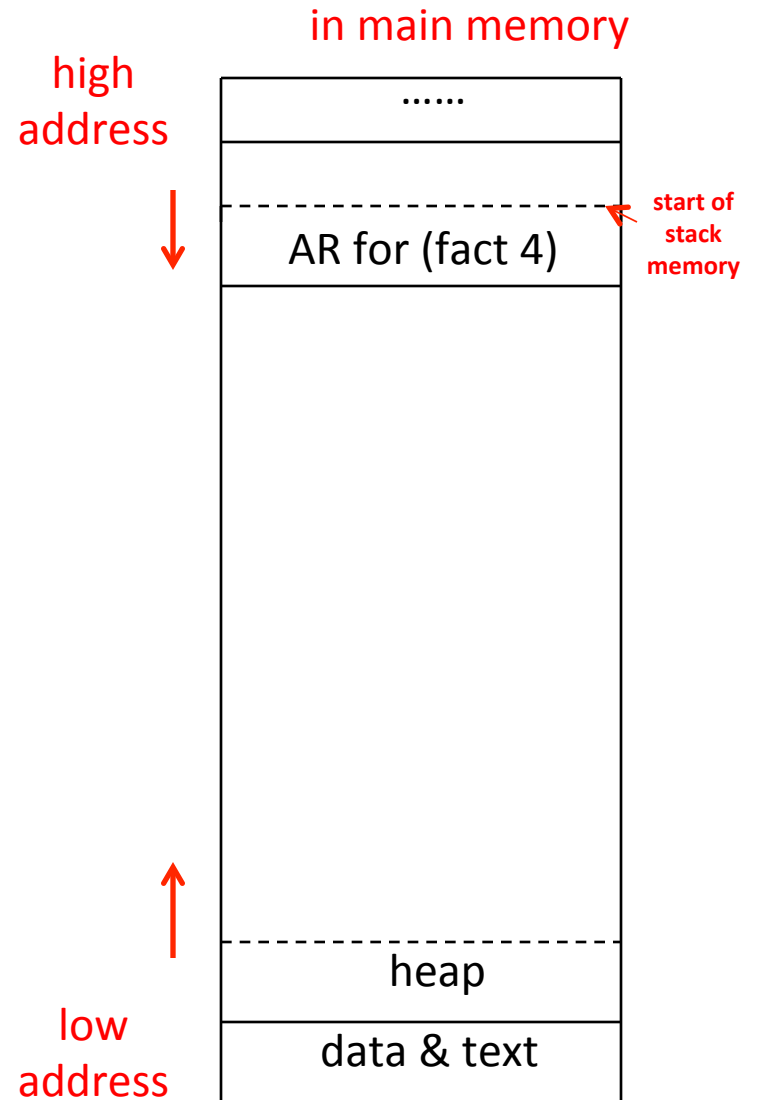
```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))))
)
```



# Activation Record (AR)

```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1))))
)

(fact 4)
```

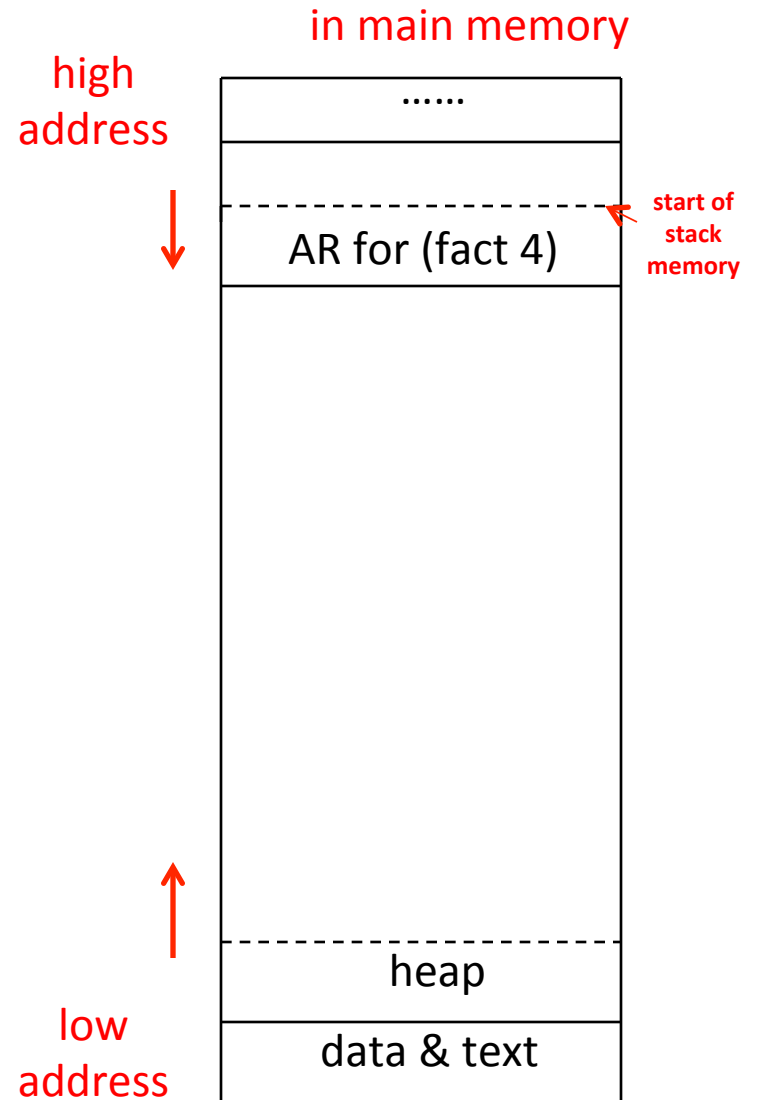




# Activation Record (AR)

```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))))
)
```

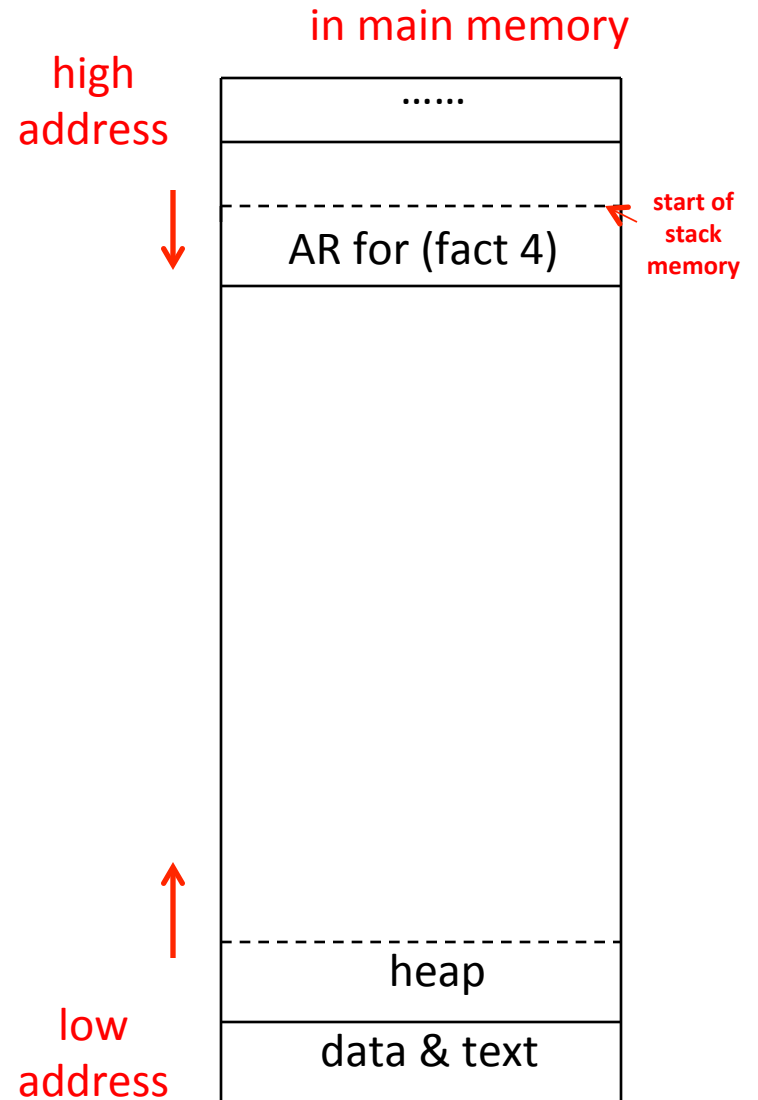
(fact 4)



# Activation Record (AR)

```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))))
```

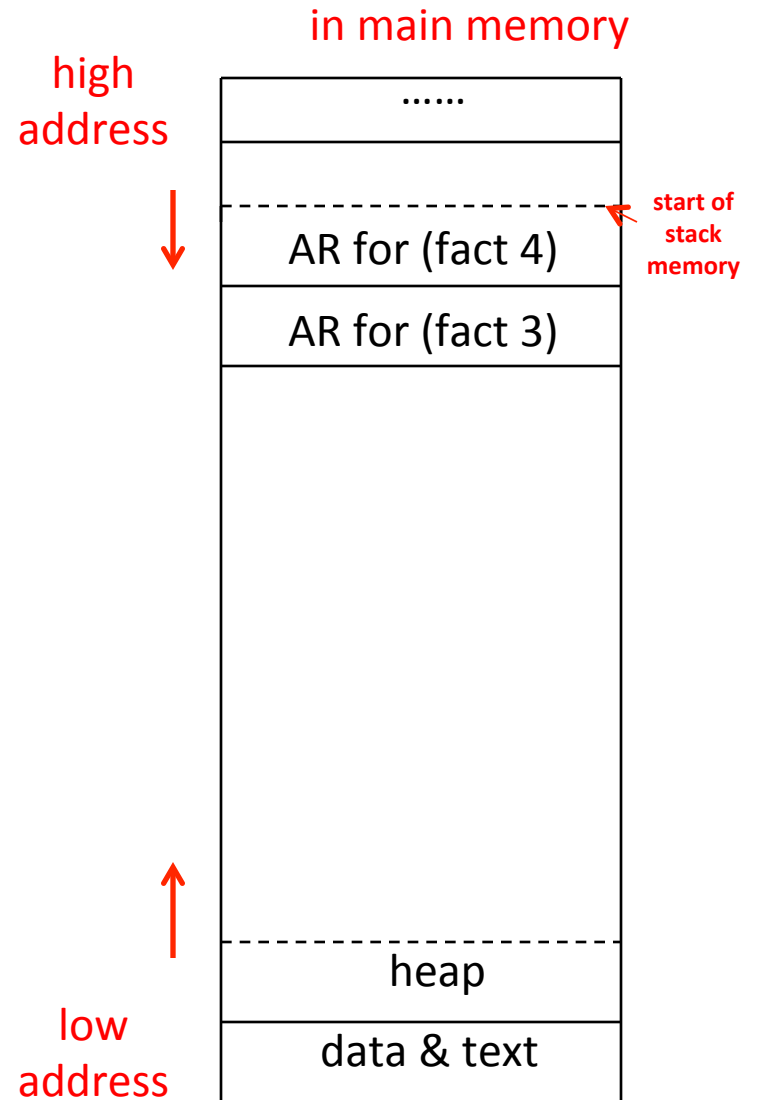
```
(fact 4)
= (* 4 (fact 3))
```



# Activation Record (AR)

```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))))
```

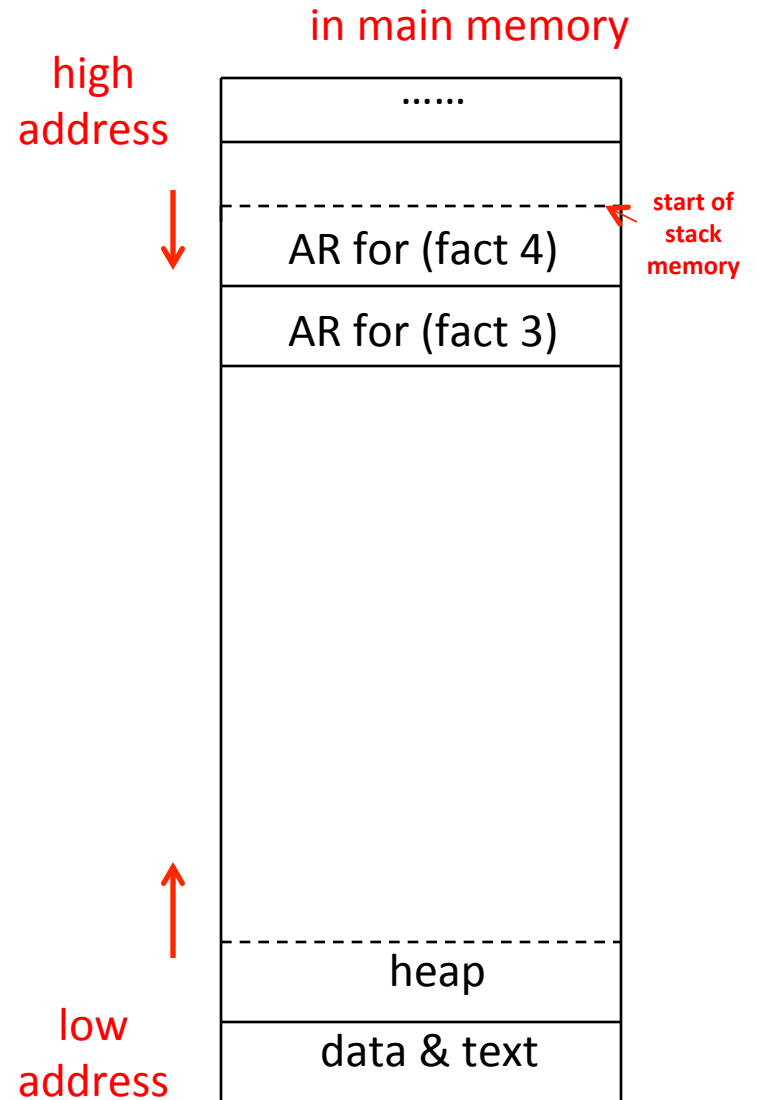
```
(fact 4)
= (* 4 (fact 3))
```



# Activation Record (AR)

```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))))
)
```

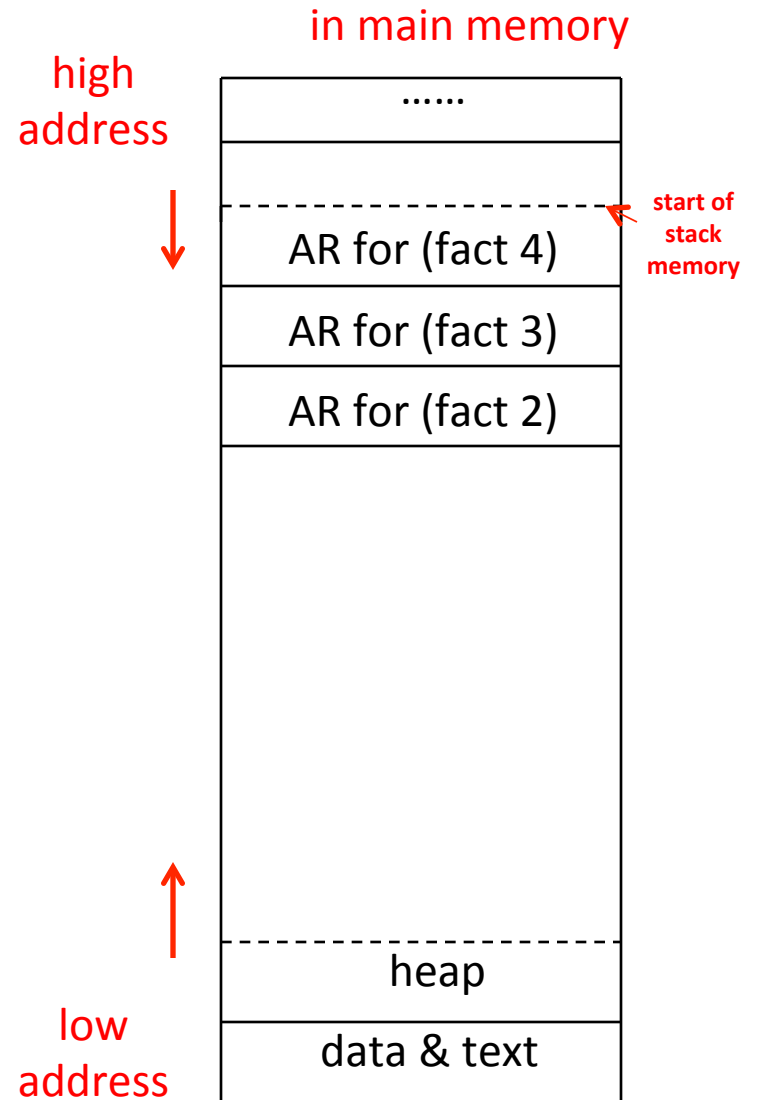
```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
```



# Activation Record (AR)

```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))))
)
```

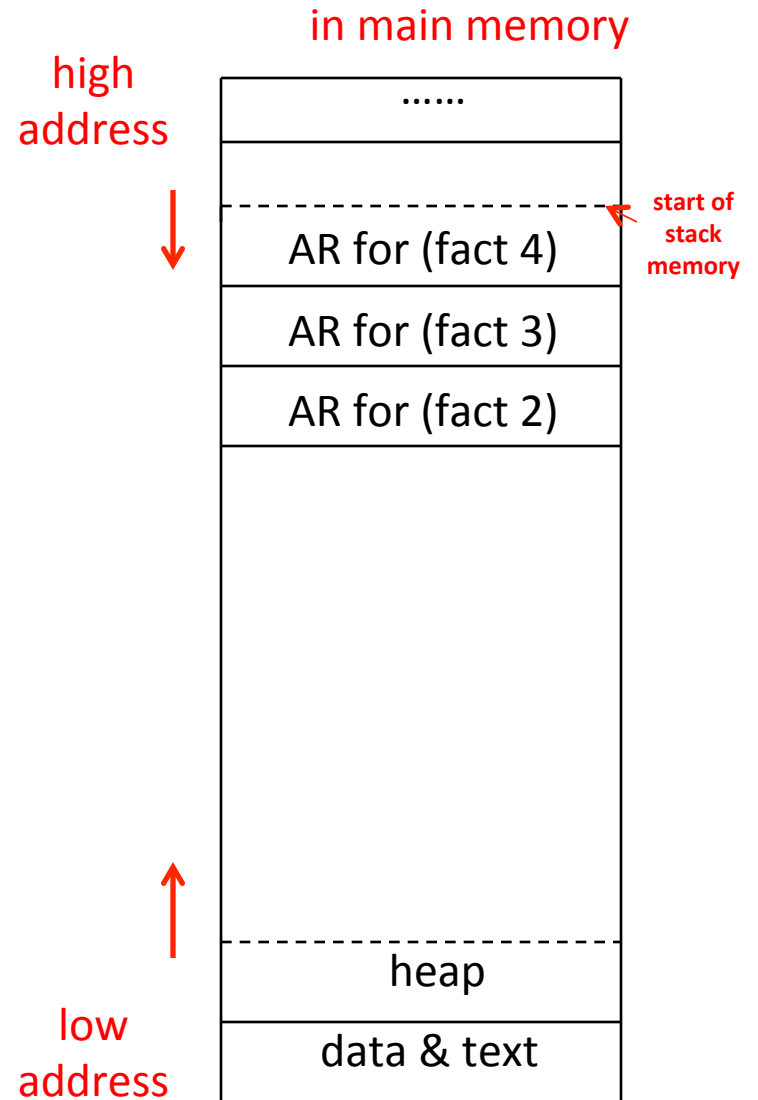
```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
```



# Activation Record (AR)

```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))))
)
```

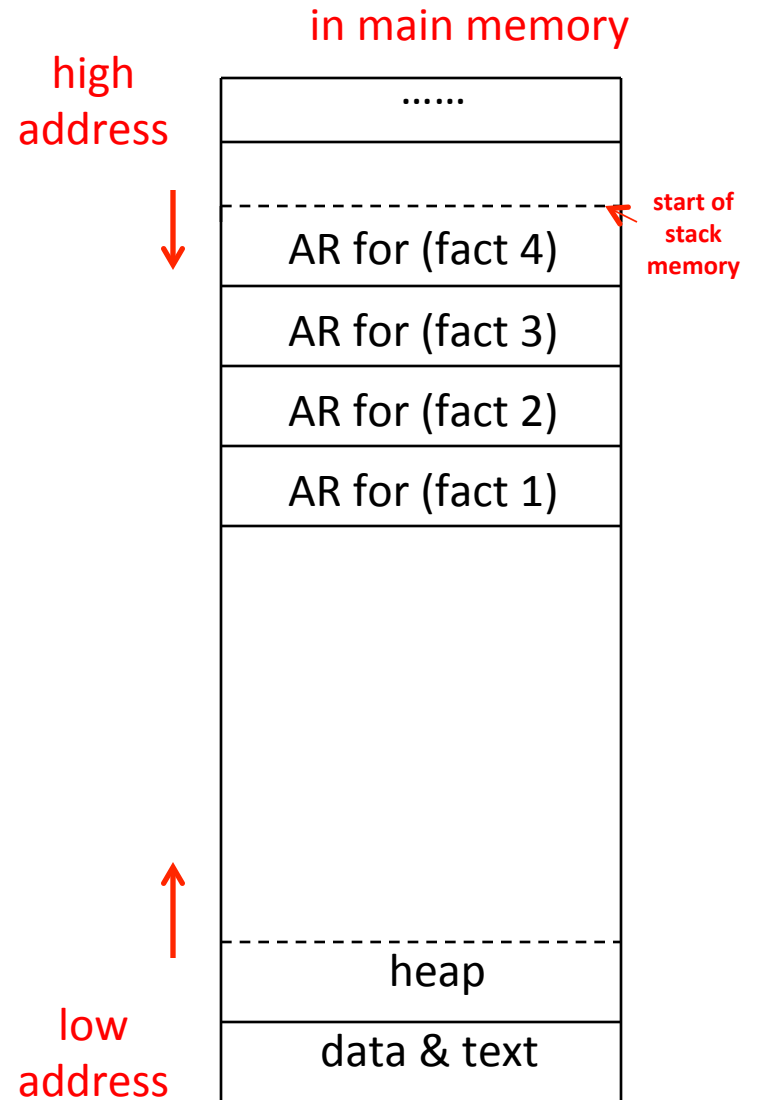
```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
```



# Activation Record (AR)

```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))))
)
```

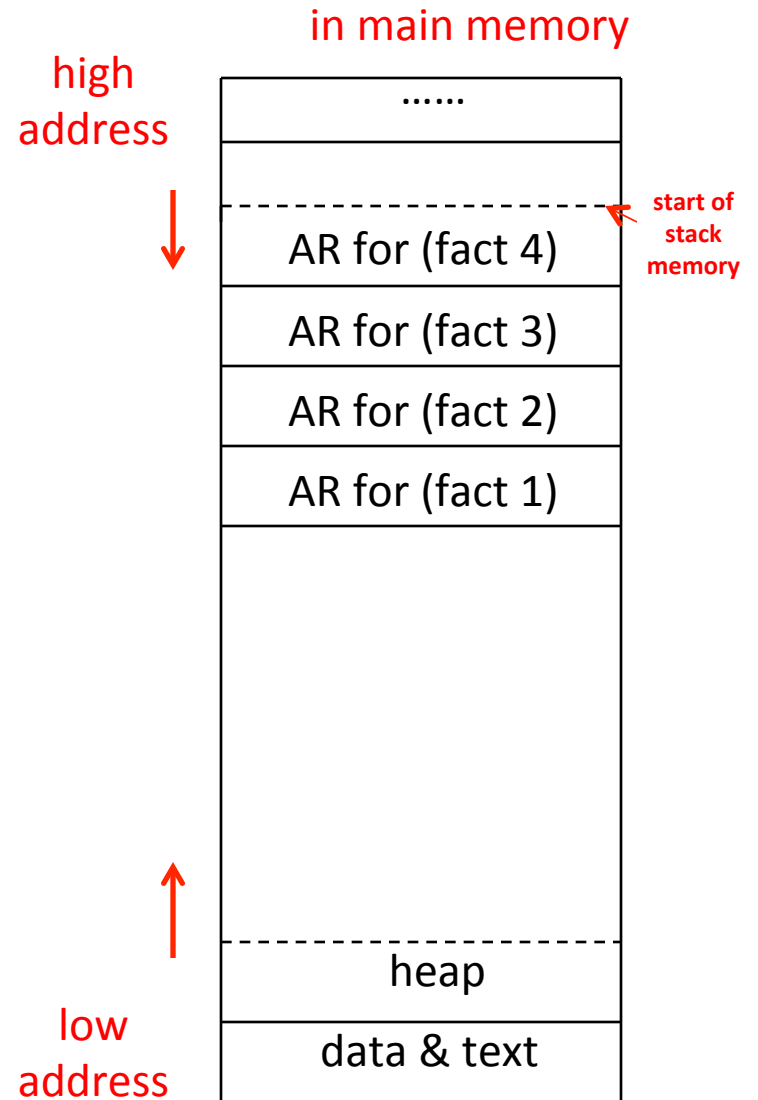
```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
```



# Activation Record (AR)

```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))))
)
```

```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
= (* 4 (* 3 (* 2 (* 1 (fact 0)))))
```

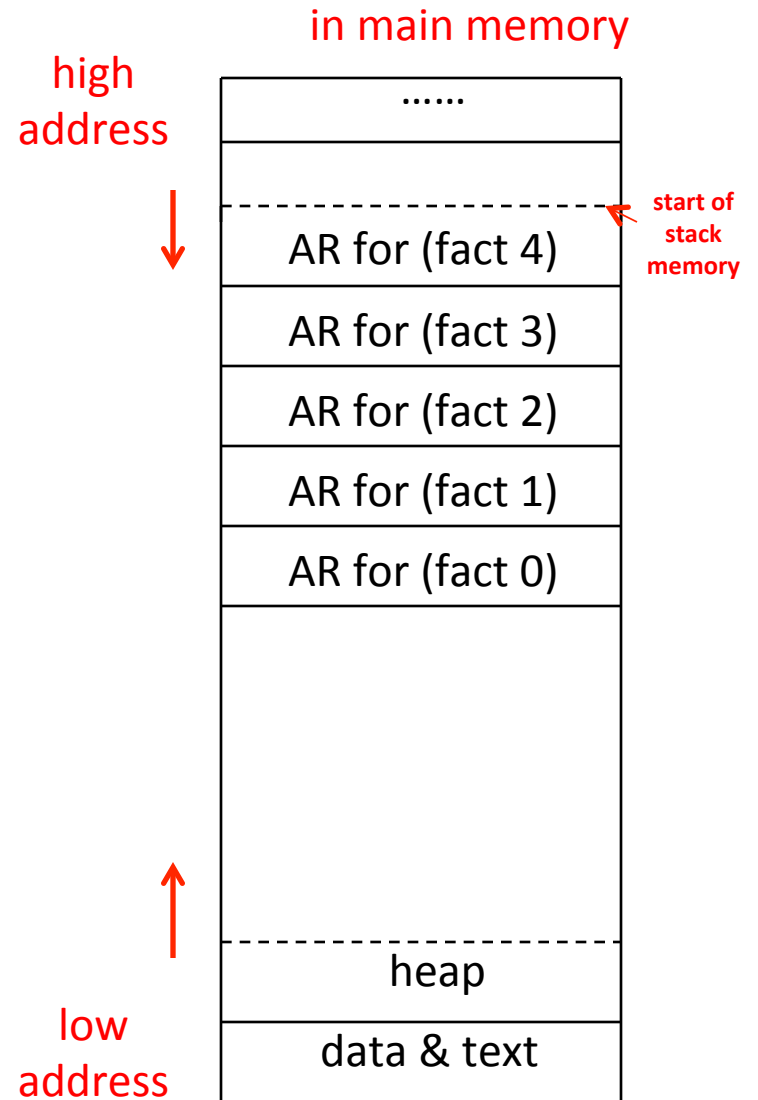




## Activation Record (AR)

```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))))
)
```

```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
= (* 4 (* 3 (* 2 (* 1 (fact 0)))))
```

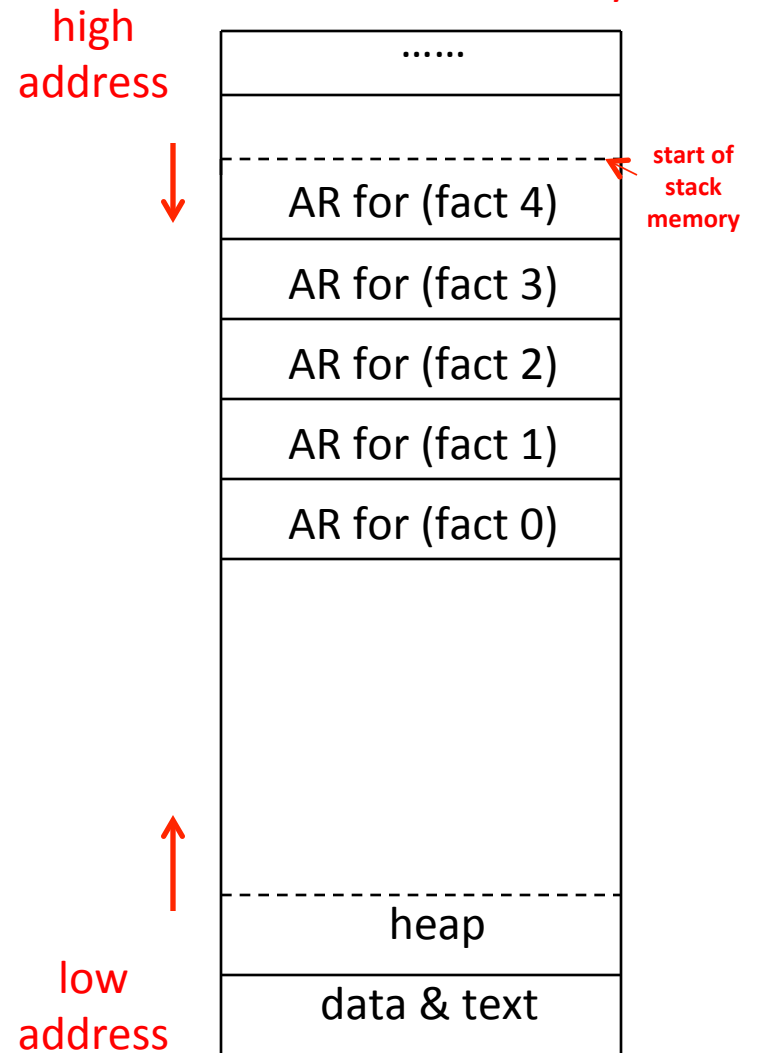


## Activation Record (AR)

```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))))
)
```

```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
= (* 4 (* 3 (* 2 (* 1 (fact 0)))))
= (* 4 (* 3 (* 2 (* 1 1))))
```

in main memory



## Activation Record (AR)

```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))))
)
```

```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
= (* 4 (* 3 (* 2 (* 1 (fact 0)))))
= (* 4 (* 3 (* 2 (* 1 1))))
```

in main memory

high  
address



AR for (fact 4)

AR for (fact 3)

## AR for (fact 2)

AR for (fact 1)

heap

---

data & text

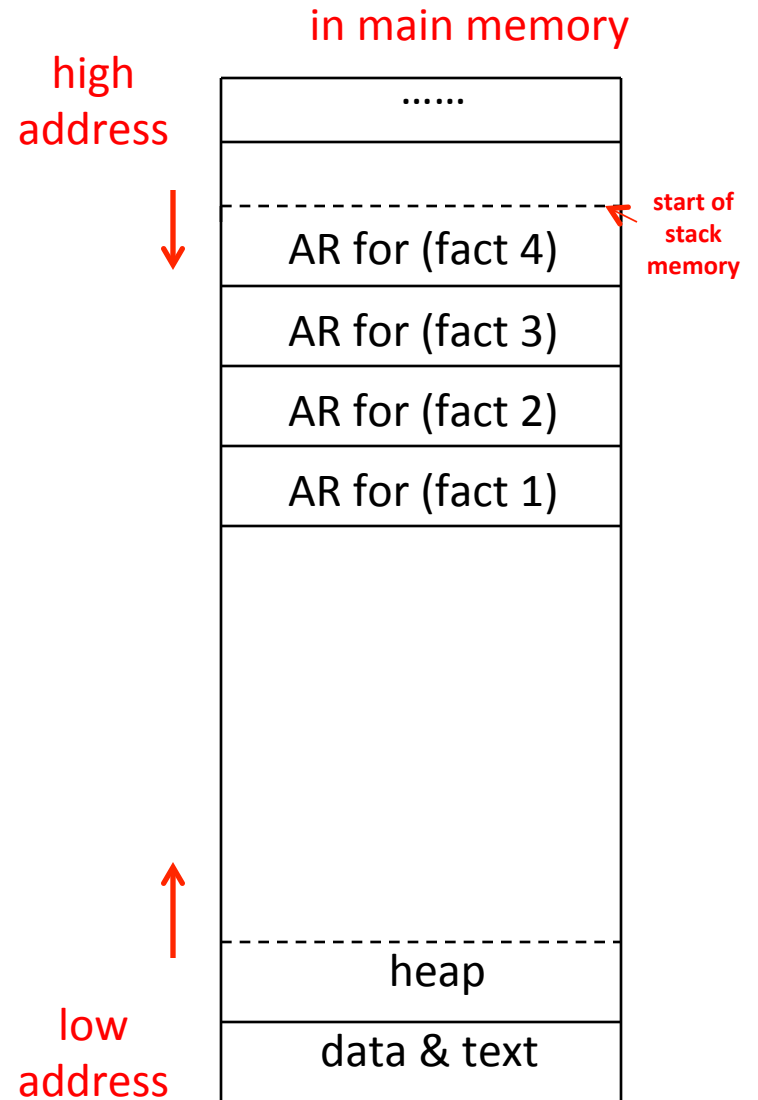
low  
address



# Activation Record (AR)

```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))))
)
```

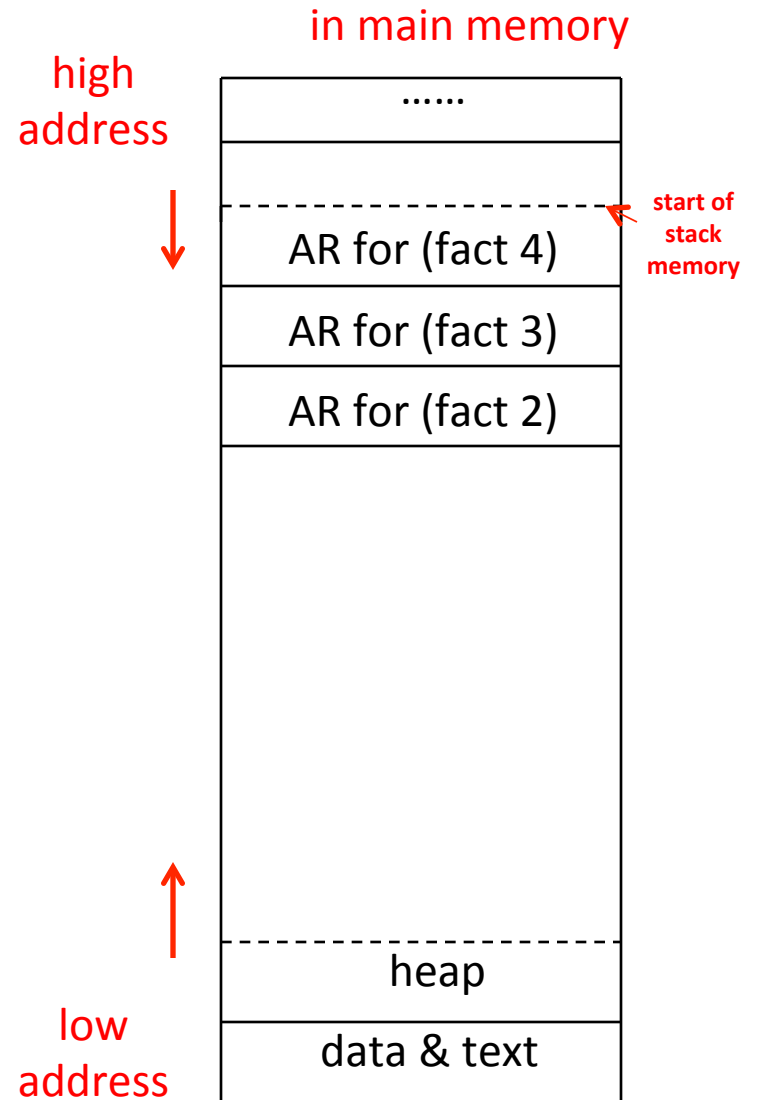
```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
= (* 4 (* 3 (* 2 (* 1 (fact 0)))))
= (* 4 (* 3 (* 2 (* 1 1))))
= (* 4 (* 3 (* 2 1)))
```



## Activation Record (AR)

```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))))
)
```

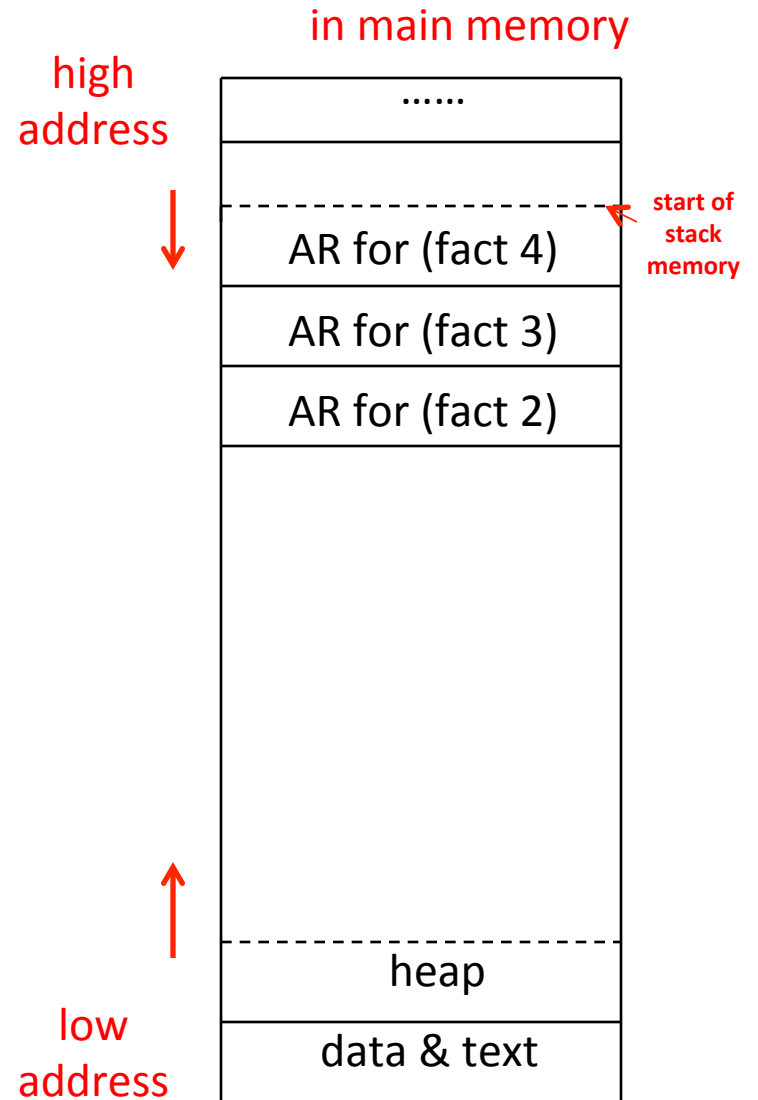
```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
= (* 4 (* 3 (* 2 (* 1 (fact 0)))))
= (* 4 (* 3 (* 2 (* 1 1))))
= (* 4 (* 3 (* 2 1)))
```



# Activation Record (AR)

```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))))
)
```

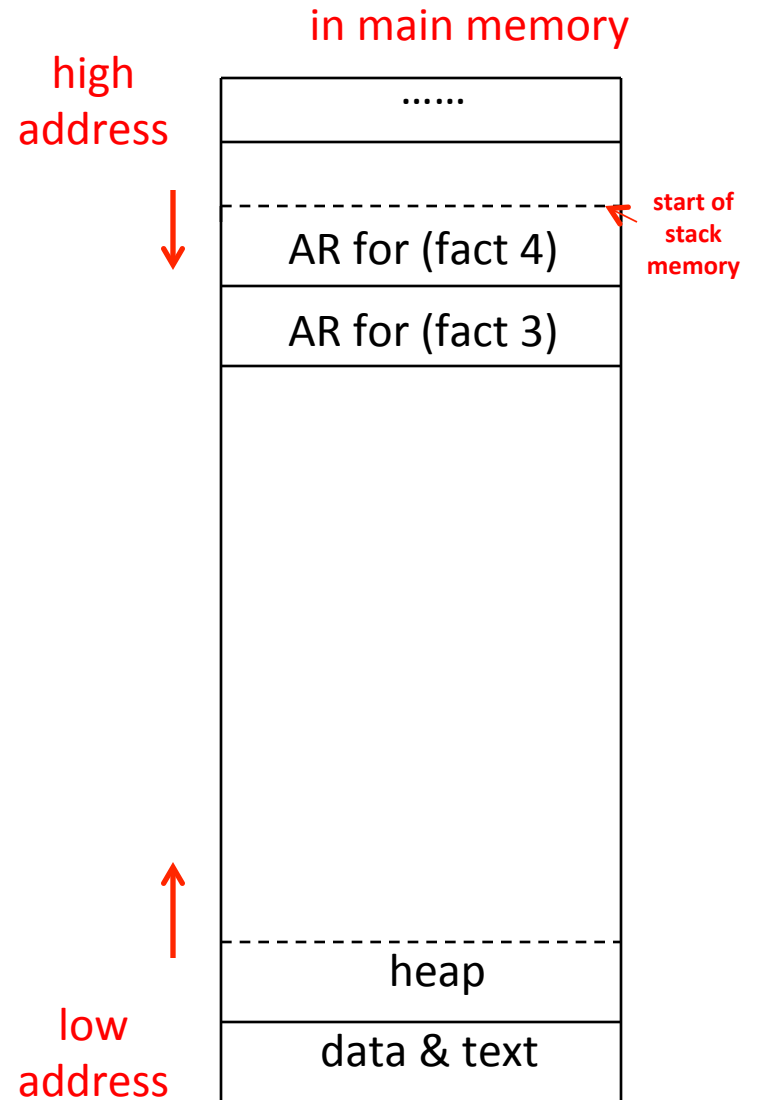
```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
= (* 4 (* 3 (* 2 (* 1 (fact 0)))))
= (* 4 (* 3 (* 2 (* 1 1))))
= (* 4 (* 3 (* 2 1)))
= (* 4 (* 3 2))
```



# Activation Record (AR)

```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))))
)
```

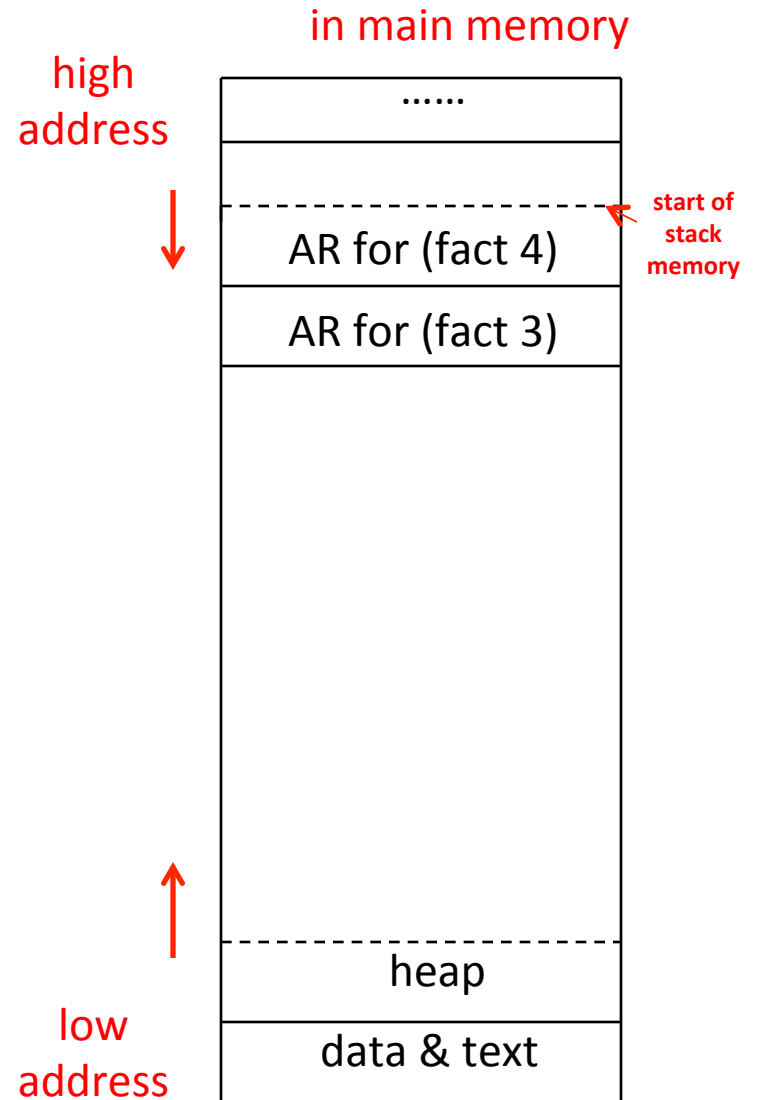
```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
= (* 4 (* 3 (* 2 (* 1 (fact 0)))))
= (* 4 (* 3 (* 2 (* 1 1))))
= (* 4 (* 3 (* 2 1)))
= (* 4 (* 3 2))
```



# Activation Record (AR)

```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))))
)
```

```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
= (* 4 (* 3 (* 2 (* 1 (fact 0)))))
= (* 4 (* 3 (* 2 (* 1 1))))
= (* 4 (* 3 (* 2 1)))
= (* 4 (* 3 2))
= (* 4 6)
```



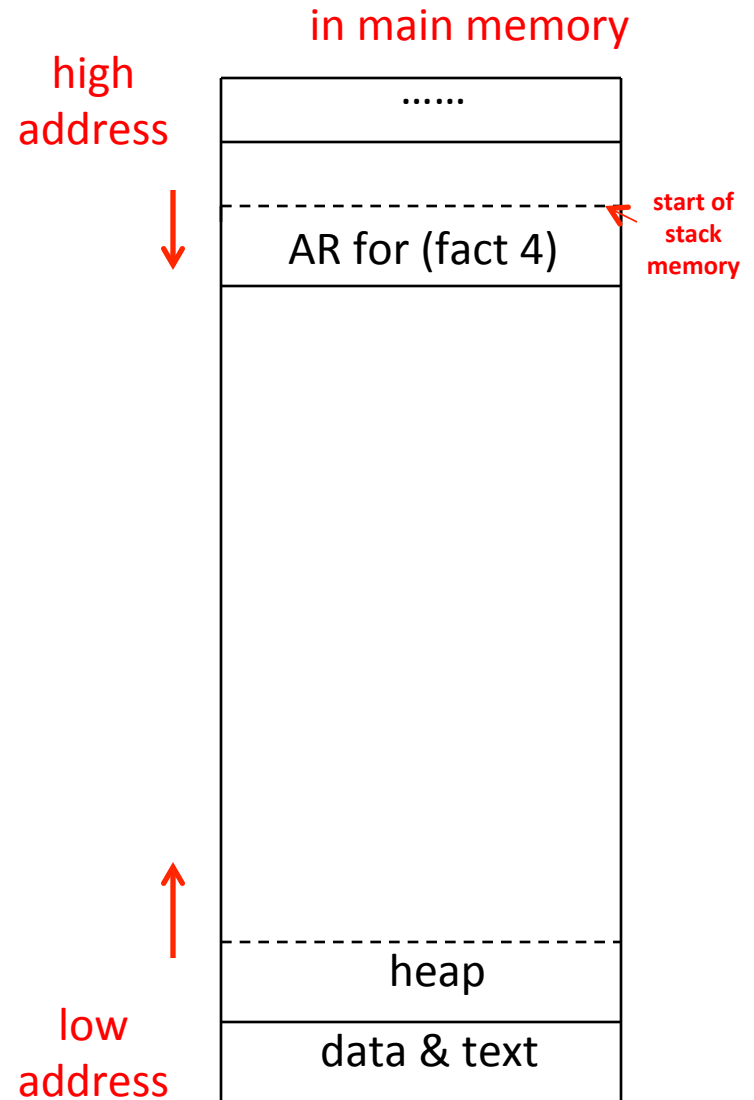


# Activation Record (AR)

```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))))
)
```

(fact 4)

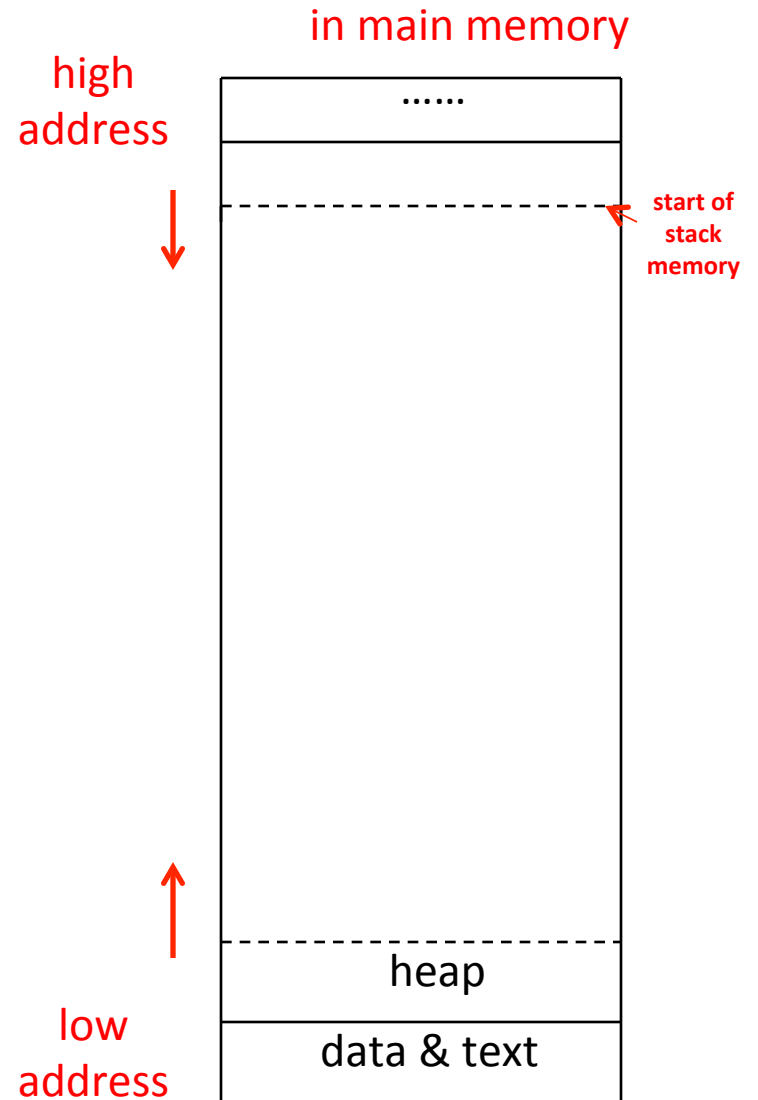
```
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
= (* 4 (* 3 (* 2 (* 1 (fact 0)))))
= (* 4 (* 3 (* 2 (* 1 1))))
= (* 4 (* 3 (* 2 1)))
= (* 4 (* 3 2))
= (* 4 6)
= 24
```



# Activation Record (AR)

```
(define
  (fact n )
    (if
      (= n 0)
      1
      (* n (fact (- n 1)))))
)
```

```
(fact 4)
= (* 4 (fact 3))
= (* 4 (* 3 (fact 2)))
= (* 4 (* 3 (* 2 (fact 1))))
= (* 4 (* 3 (* 2 (* 1 (fact 0)))))
= (* 4 (* 3 (* 2 (* 1 1))))
= (* 4 (* 3 (* 2 1)))
= (* 4 (* 3 2))
= (* 4 6)
= 24
```



```
(define
  (fact-new n )
  (fact-tail n 1)
)
```

```
(define
  (fact-tail n prod)
  (if
    (= n 0)
    prod
    (fact-tail (- n 1) (* n prod) )
  )
)
```

**tail recursion!**

```
(define
  (fact n )
  (if
    (= n 0)
    1
    (* n (fact (- n 1)))))
```

# Pairwise Reversal of A List

---

- `(define (pairwise-reversal lst) ... )`

``(1) => `(1)`  
``( 1 2 3) => `(2 1 3)`  
``( 1 2 3 4) => `(2 1 4 3)`

---

- `(define (pairwise-reversal-odd lst) ... )`

``(1) => `(1)`  
``( 1 2 3) => `(1 3 2)`  
``( 1 2 3 4) => `(2 1 4 3)`

# Pairwise Reversal of A List

- `(define (pairwise-reversal lst) ... )`

``(1) => `(1)`

``( 1 2 3) => `(2 1 3)`

``( 1 2 3 4) => `(2 1 4 3)`

if **pairwise-reversal** is given to you  
as a library function, how  
to code

**pairwise-reversal-odd?**

- 
- `(define (pairwise-reversal-odd lst) ... )`

``(1) => `(1)`

``( 1 2 3) => `(1 3 2)`

``( 1 2 3 4) => `(2 1 4 3)`

# Pairwise Reversal of A List

- `(define (pairwise-reversal lst) ... )`

``(1) => `(1)`

``( 1 2 3) => `(2 1 3)`

``( 1 2 3 4) => `(2 1 4 3)`

if `pairwise-reversal` is given to you  
as a library function, how  
to code

`pairwise-reversal-odd?`

- 
- `(define (pairwise-reversal-odd lst) ... )`

``(1) => `(1)`

``( 1 2 3) => `(1 3 2)`

``( 1 2 3 4) => `(2 1 4 3)`

# Anonymous Functions

---

- $F(x) = (x + 1)$

- $g(x) = (x + 1)$

# Lambda Expression

•  $F(x) = (x + 1)$

function name      binding variable      function body

function definition

`(lambda (x) (+ x 1))`



# A Function of Two Forms of Definition

---

- $F(x) = (x + 1)$

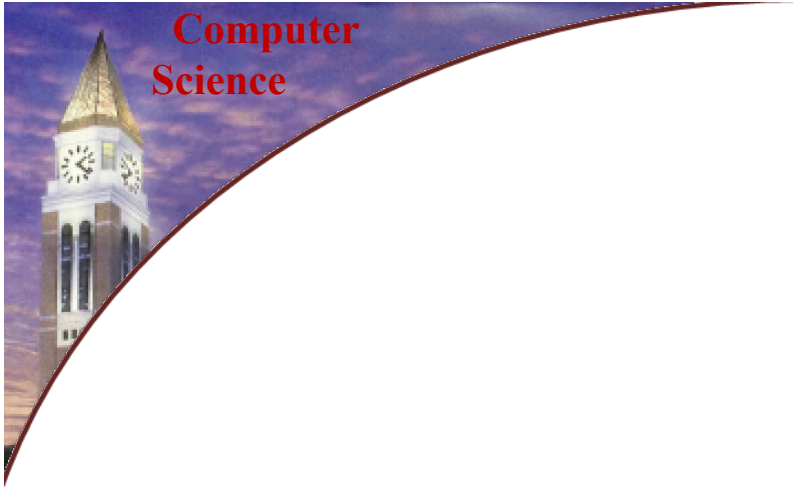
```
(define ( F x )  
  (+ x 1)  
)
```

- $G(x) = (x + 1)$

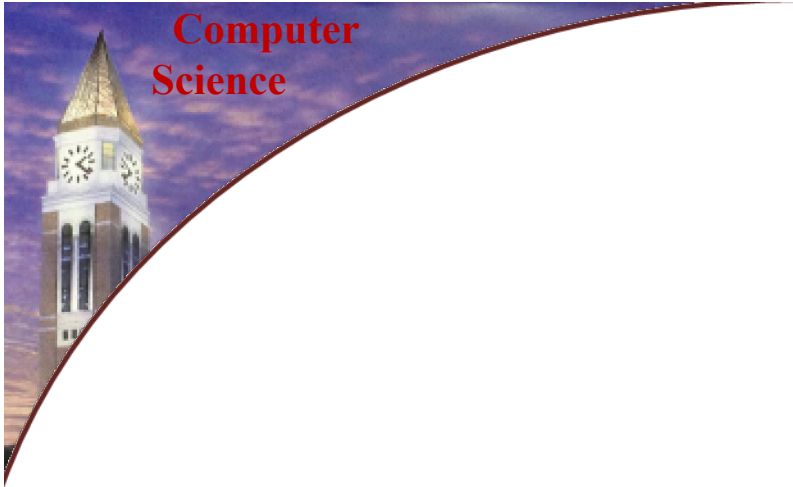
```
(define ( G x )  
  (+ x 1)  
)
```

```
(define F  
  ( lambda (x) (+ x 1) )  
)
```

```
(define G F)
```



# HW02



## HW02

**Read the test file first !**

# Carpet

```
(define (carpet n) ... )
```

```
n = 0    \' ( (%) )
```

```
n = 1    \' ( (+ + +)
              (+ % +)
              (+ + +) )
              (carpet 0)
```

```
n = 2    \' ( ( % % % % %)
              ( % + + + % )
              ( % + % + % )
              ( % + + + % )
              ( % % % % %) )
              (carpet 1)
```

```
n = 3    \' ( (+ + + + + + +)
              (+ % % % % % +)
              (+ % + + + % +)
              (+ % + % + % +)
              (+ % + + + % +)
              (+ % % % % % +)
              (+ + + + + + +) )
              (carpet 2)
```

# Carpet

(carpet 3)

```
\ ( + + + + + + + )
    (+ % % % % % + )
    (+ % + + + % + )
    (+ % + % + % + )
    (+ % + + + % + )
    (+ % % % % % + )
    (+ + + + + + + ) )
```

(carpet 4) =

**step-1:** for-each list in (carpet 3) expand it by adding \% to the beginning and end of it

↓

```
\ ( (% + + + + + + + %)
    (% + % % % % % + %)
    (% + % + + + % + %)
    (% + % + % + % + %)
    (% + % + + + % + %)
    (% + % % % % % + %)
    (% + + + + + + + %) )
```

↓

(carpet 4)

```
\ ( (% % % % % % % %)
    (% + + + + + + + %)
    (% + % % % % % + %)
    (% + % + + + % + %)
    (% + % + + + % + %)
    (% + % + % + % + %)
    (% + % + + + + + %)
    (% % % % % % % %) )
```

← **step-2:** add \% (% % % % % % % %) to the beginning and the end of the result returned by **step-1**

# Pascal Triangle

(define ( pascal n) ... )

n = 1    \ ( (1) )

n = 2    \ ( (1)  
          (1 1) )

n = 3    \ ( (1)  
          (1 1)  
          (1 2 1) )

n = 4    \ ( (1)  
          (1 1)  
          (1 2 1)  
          (1 3 3 1) )

  
n = 3

<-> \ ( (1) (1 1) )

<-> \ ( (1) (1 1) (1 2 1) )

(pascal 4) = inserting '(1 3 3 1) to the end of  
(pascal 3)

<-> \ ( (1) (1 1) (1 2 1) (1 3 3 1) )

# Pascal Triangle

(define ( pascal n) ... )

n = 3    ` ( (1)  
          (1 1)  
          (1 2 1) )

n = 4    ` ( (1)  
          (1 1)  
          (1 2 1)  
          (1 3 3 1) )

get the last element from (pascal 3)

generate ` (1 3 3 1)

insert it into (pascal 3)



(pascal 4) = inserting '(1 3 3 1) to the end of  
(pascal 3)

# Pascal Triangle

- Generate  $\backslash (1 \ 3 \ 3 \ 1)$  from  $\backslash (1 \ 2 \ 1)$

$$\begin{array}{ccccccc} & & & + & & + & \\ \backslash & ( & 1 & \xrightarrow{\quad} & 2 & \xrightarrow{\quad} & 1 & ) \\ & & & \downarrow & & \downarrow & \\ & & & 3 & & 3 & \end{array}$$



# Pascal Triangle

- Generate  $\backslash (1 \ 3 \ 3 \ 1)$  from  $\backslash (1 \ 2 \ 1)$

$$\begin{array}{cccc} \backslash & 1 & \xrightarrow{+} & 2 & \xrightarrow{+} & 1 & \backslash \\ & & \searrow & & \searrow & & \\ & & 3 & & 3 & & \end{array}$$

We first generate the sub-list  $\backslash (3 \ 3)$

# Pascal Triangle

- Generate  $\backslash (1 \ 3 \ 3 \ 1)$  from  $\backslash (1 \ 2 \ 1)$

$$\begin{array}{ccccccc} & & & + & & + & \\ \backslash & ( & 1 & \xrightarrow{\quad} & 2 & \xrightarrow{\quad} & 1 & ) \\ & & & \downarrow & & \downarrow & \\ \backslash & ( & 1 & & 3 & & 3 & & 1 & ) \\ & & \uparrow & & & & & & \uparrow & \end{array}$$

At the very end, we just insert these two 1's into the beginning and end of  $\backslash (3 \ 3)$

# Pascal Triangle

(define ( pascal n) ... )

n = 3    ` ( (1)  
          (1 1)  
          (1 2 1) )

n = 4    ` ( (1)  
          (1 1)  
          (1 2 1)  
          (1 3 3 1) )

get the last element from (pascal 3)

generate ` (1 3 3 1)

insert it into (pascal 3)



(pascal 4) = inserting '(1 3 3 1) to the end of  
(pascal 3)

# Create-mapping

↓  
' ( I   II   III   IV   V   )   key-list  
' ( 1   2   3   4   5   )   value-list  
↑

Search-key: IV

# Create-mapping

↓  
' (I II III IV V ) key-list  
' (1 2 3 4 5 ) value-list  
↑

Search-key: IV

# Create-mapping

↓  
'(II III IV V ) key-list  
'(2 3 4 5 ) value-list  
↑

Search-key: IV

# Create-mapping

↓  
'(II III IV V ) key-list  
'(2 3 4 5 ) value-list  
↑  
Search-key: IV

# Create-mapping

↓  
'(III IV V ) key-list  
'(3 4 5 ) value-list  
↑

Search-key: IV



# Create-mapping

---

↓  
'(III IV V )      key-list  
'(3 4 5 )      value-list  
↑  
Search-key: IV

# Create-mapping

---

↓  
'(IV V ) key-list

'(4 5 ) value-list  
↑


Search-key: IV

# Create-mapping

---

 '(IV V ) key-list

'(4 5 ) value-list

 Search-key: IV