

# Lecture 05

## Lists and recursion

T. METIN SEZGIN

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## Announcements

1. New etutor assignment coming (Oct 19<sup>th</sup>)
2. Reading SICP 1.2 (pages 79-126)

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## Lecture 04 – review Structures and Patterns in Functional Programming

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### Lecture Nuggets

- Order of growth matters
- Support for compound data allows data abstraction
  - Pairs
  - Lists
  - Others
- Two main patterns when dealing with lists
  - Consing up – to build
  - Cdring down – to process

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## Nugget

## Order of growth matters

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## Iterative and Recursive versions of fact

```
;; RECURSIVE
(define (fact-r x)
  (if (= x 0) 1 (* x (fact-r (- x 1)))))

;; ITERATIVE
(define (fact-i x)
  (fact-i-helper 1 1 x))

(define fact-i-helper
  (lambda (product counter n)
    (if (> counter n)
        product
        (fact-i-helper (* product counter) (+ counter 1) n))))
```

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## Examples of orders of growth

- FACT
  - Space  $\Theta(n)$  – linear
  - Time  $\Theta(n)$  – linear
- IFACT
  - Space  $\Theta(1)$  – constant
  - Time  $\Theta(n)$  – linear

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Nugget



Support for compound data allows  
data abstraction

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## Pairs (cons cells)

- `(cons <x-exp> <y-exp>) ==> <P>`
  - Where `<x-exp>` evaluates to a value `<x-val>`, and `<y-exp>` evaluates to a value `<y-val>`
  - Returns a pair `<P>` whose `car-part` is `<x-val>` and whose `cdr-part` is `<y-val>`
- `(car <P>) ==> <x-val>`
  - Returns the car-part of the pair `<P>`
- `(cdr <P>) ==> <y-val>`
  - Returns the cdr-part of the pair `<P>`

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## Compound Data

- Treat a PAIR as a single unit:
  - Can pass a pair as **argument**
  - Can return a pair as a **value**

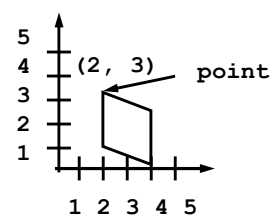
```
(define (make-point x y)
  (cons x y))

(define (point-x point)
  (car point))

(define (point-y point)
  (cdr point))

(define (make-seg pt1 pt2)
  (cons pt1 pt2))

(define (start-point seg)
  (car seg))
```



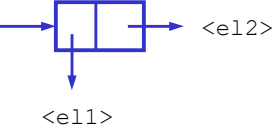
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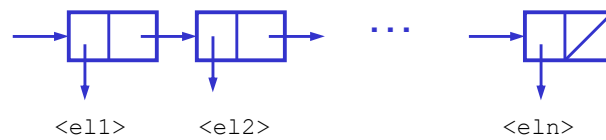
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## Conventional Interfaces - Lists

`(cons <e1> <e2>)`



`(list <e1> <e2> ... <en>)`



Predicate

`(null? <z>)`

$\Rightarrow$  #t if <z> evaluates to empty list

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## Lecture Nuggets

- Two main patterns when dealing with lists
  - Consing up – to build
  - Cdring down – to process
- Higher order procedures
- Three more patterns for lists
  - Transforming
  - Filtering
  - Accumulating

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## Nugget

Two patterns for dealing with lists

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## Common Pattern #1: cons'ing up a list

```
(define (enumerate-interval from to)
  (if (> from to)
      nil
      (adjoin from
               (enumerate-interval
                (+ 1 from)
                to)))))
```

(e-i 2 4)  
 (if (> 2 4) nil (adjoin 2 (e-i (+ 1 2) 4)))  
 (if #f nil (adjoin 2 (e-i 3 4)))  
 (adjoin 2 (e-i 3 4))  
 (adjoin 2 (adjoin 3 (e-i 4 4)))  
 (adjoin 2 (adjoin 3 (adjoin 4 (e-i 5 4))))  
 (adjoin 2 (adjoin 3 (adjoin 4 nil)))  
 (adjoin 2 (adjoin 3 →  ))  
 (adjoin 2 →  →  )  
 →  →  →  ==> (2 3 4)




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## Common Pattern #2: cdr'ing down a list

```
(define (list-ref lst n)
  (if (= n 0)
      (first lst)
      (list-ref (rest lst)
                 (- n 1))))
```

joe →  →  →  (list-ref joe 1)  
 2 3 4

```
(define (length lst)
  (if (null? lst)
      0
      (+ 1 (length (rest lst)))))
```

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## Nugget

## Higher order procedures

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## Other common patterns

$$\bullet 1 + 2 + \dots + 100 = (100 * 101)/2$$

$$\bullet 1 + 4 + 9 + \dots + 100^2 = (100 * 101 * 201)/6$$

$$\bullet 1 + 1/3^2 + 1/5^2 + \dots + 1/101^2 = \pi^2/8$$

$$\sum_{k=1}^{100} k$$

$$\sum_{k=1}^{100} k^2$$

$$\sum_{k=1, \text{odd}}^{101} k^{-2}$$

```
(define (sum-integers a b)
```

```
  (if (> a b)
```

```
    0
```

```
    (+ a (sum-integers (+ 1 a) b))))
```

```
(define (sum-squares a b)
```

```
  (if (> a b)
```

```
    0
```

```
    (+ (square a) (sum-squares (+ 1 a) b))))
```

```
(define (pi-sum a b)
```

```
  (if (> a b)
```

```
    0
```

```
    (+ (/ 1 (square a)) (pi-sum (+ a 2) b))))
```

```
(define (sum term a next b)
```

```
  (if (> a b)
```

```
    0
```

```
    (+ (term a)
```

```
      (sum term (next a) next b))))
```

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## Let's check this new procedure out!

```
(define (sum term a next b)
```

```
  (if (> a b)
```

**A higher order procedure!!**

```
    0
```

```
    (+ (term a)
```

```
      (sum term (next a) next b))))
```

What is the type of this procedure?

$(\text{number} \rightarrow \text{number}, \text{number}, \text{number} \rightarrow \text{number}, \text{number}) \rightarrow \text{number}$

procedure      procedure      procedure

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## Higher order procedures

- A higher order procedure:  
takes a procedure as an argument or returns one as a value

```
(define (sum-integers1 a b)
```

```
  (sum (lambda (x) x) a (lambda (x) (+ x 1)) b))
```

```
(define (sum-squares1 a b)
```

```
  (sum square a (lambda (x) (+ x 1)) b))
```

```
(define (pi-sum1 a b)
```

```
  (sum (lambda (x) (/ 1 (square x))) a
```

```
    (lambda (x) (+ x 2)) b))
```

```
(define (sum term a next b)
```

```
  (if (> a b)
```

```
    0
```

```
    (+ (term a)
```

```
      (sum term (next a) next b))))
```

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## Common Pattern #1: Transforming a List

```
(define (square-list lst)
  (if (null? lst)
      nil
      (cons (square (car lst))
            (square-list (cdr lst)))))

(define (double-list lst)
  (if (null? lst)
      nil
      (cons (* 2 (car lst))
            (double-list (cdr lst)))))

(define (MAP proc lst)
  (if (null? lst)
      nil
      (cons (proc (car lst))
            (map proc (cdr lst)))))

(define (square-list lst)
  (map square lst))

(define (double-list lst)
  (map (lambda (x) (* 2 x))
       lst))
```

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## Common Pattern #2: Filtering a List

```
(define (keep-it-odd lst)
  (cond ((null? lst) nil)
        ((odd? (car lst))
         (cons (car lst) (keep-it-odd (cdr lst))))
        (else (keep-it-odd (cdr lst)))))

(define (filter pred lst)
  (cond ((null? lst) nil)
        ((pred (car lst))
         (cons (car lst)
               (filter pred (cdr lst))))
        (else (filter pred (cdr lst)))))
```

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## Common Pattern #3: Accumulating Results

```
(define (add-up lst)
  (if (null? lst)
      0
      (+ (car lst)
         (add-up (cdr lst)))))

(define (mult-all lst)
  (if (null? lst)
      1
      (* (car lst)
         (mult-all (cdr lst)))))

(define (REDUCE op init lst)
  (if (null? lst)
      init
      (op (car lst)
          (reduce op init (cdr lst)))))

(define (add-up lst)
  (reduce + 0 lst))
```

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