

Lisp

Functional Programming

Jens Egholm Pedersen and Anders Kalhauge



Spring 2017

Lisp introduction

- Linguistics

Lisp

- Installation

- Lisp syntax

- Variables in Lisp

- Exercises 1

Lambda calculus

- Functions in Lisp

Lists in Lisp

- Linked lists

- Exercise 2

Exercise: Pi

- ❑ Specified in 1958
- ❑ One of the oldest high-level programming languages
- ❑ Prefix notation
- ❑ First language to use lambda calculus

- Low versus high abstraction
- *Computer think* are not for humans
- Can it be generalised?

Linguistics: Language science Traditionally occupied with human language.

Noam Chomsky: Chomsky hierarchy

Type-3 grammar Regular language (state automata)

Type-2 grammar Context-free (no ambiguity)

Type-1 grammar Context-sensitive (ambiguity)

Type-0 grammar Unrestricted grammar (no restrictions on I/O)

One of the first higher-level programming languages

One of the first higher-level programming languages

Pioneered many inventions: **tree structures**, **dynamic types**, **higher-order functions** and many more

One of the first higher-level programming languages

Pioneered many inventions: **tree structures**, **dynamic types**, **higher-order functions** and many more

LISt **P**rocessor: everything in Lisp is Lists

One of the first higher-level programming languages

Pioneered many inventions: **tree structures**, **dynamic types**, **higher-order functions** and many more

LISt **P**rocessor: everything in Lisp is Lists

“The most intelligent way to misuse a computer” - Edgar W. Dijkstra

One of the first higher-level programming languages

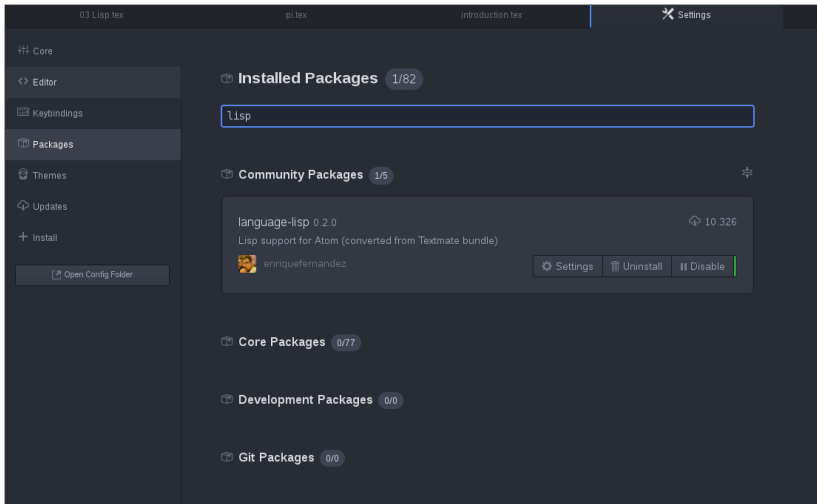
Pioneered many inventions: **tree structures**, **dynamic types**, **higher-order functions** and many more

LISt Processor: everything in Lisp is Lists

“The most intelligent way to misuse a computer” - Edgar W. Dijkstra

Many (!) dialects: Scheme, Common Lisp, Emacs Lisp, AutoLisp, Racket, Clojure (JVM), **CLisp**

Installing Lisp package in Atom



Go to <http://clisp.org/> and:

On Windows Download the Cygwin package by running the Cygwin installer

On Unix Download the package for your system or build it from source

- Prefix notation: *Function first* then arguments
- Function call surrounded by parenthesis

- Prefix notation: *Function first* then arguments
- Function call surrounded by parenthesis

(+ 1 1)

- Prefix notation: *Function first* then arguments
- Function call surrounded by parenthesis

```
(+ 1 1)
```

```
(* 1 (+ 2 3))
```

- Prefix notation: *Function first* then arguments
- Function call surrounded by parenthesis

```
(+ 1 1)
```

```
(* 1 (+ 2 3))
```

```
(write (- 5 2))
```


1.1: Divide $5 + 3$ with $4 - 2$

1.1: Divide $5 + 3$ with $4 - 2$

1.2: Write $9 * 2 - 3 + 5$ to the console

Procedural programming

`(setf variable 10) ← mutable`

Procedural programming

`(setf variable 10) ← mutable`

Functional programming

Local variables: `let`-binding

Procedural programming

`(setf variable 10) ← mutable`

Functional programming

Local variables: `let`-binding

`(let ((a 10)) (write a))`

Procedural programming

`(setf variable 10) ← mutable`

Functional programming

Local variables: `let`-binding

```
(let ((a 10)) (write a) )
```

Why is the `let`-binding preferred in functional programming?

Clone the `lisp-exercises` from
`cphbus-functional-programming`

`https://github.com/cphbus-functional-programming/
lisp-exercises`

Work on the `variables.lisp` file

A computer is a thing that follows an algorithm = computation.

A computer is a thing that follows an algorithm = computation.
Imagine living in 1900; How do you 'compute'?

A computer is a thing that follows an algorithm = computation.
Imagine living in 1900; How do you 'compute'?
What do you have to work with?

A computer is a thing that follows an algorithm = computation.

Imagine living in 1900; How do you 'compute'?

What do you have to work with?

Mathematics!

Invented by Alonzo Church in the 1930. *Before* computers!

Invented by Alonzo Church in the 1930. *Before* computers!

$$\text{square_sum}(x, y) = x^2 + y^2$$

Invented by Alonzo Church in the 1930. *Before* computers!

$$\text{square_sum}(x, y) = x^2 + y^2$$

$(x, y) \mapsto x^2 + y^2$ The pair x and y is *mapped to* $x^2 + y^2$.

Invented by Alonzo Church in the 1930. *Before* computers!

$$\text{square_sum}(x, y) = x^2 + y^2$$

$(x, y) \mapsto x^2 + y^2$ The pair x and y is *mapped to* $x^2 + y^2$.

$$x \mapsto (y \mapsto \dots)$$

Invented by Alonzo Church in the 1930. *Before* computers!

$$\text{square_sum}(x, y) = x^2 + y^2$$

$(x, y) \mapsto x^2 + y^2$ The pair x and y is *mapped to* $x^2 + y^2$.

$$x \mapsto (y \mapsto \dots) \Leftrightarrow x \mapsto (y \mapsto x^2 + y^2)$$

Invented by Alonzo Church in the 1930. *Before* computers!

$$\text{square_sum}(x, y) = x^2 + y^2$$

$(x, y) \mapsto x^2 + y^2$ The pair x and y is *mapped to* $x^2 + y^2$.

$$x \mapsto (y \mapsto \dots) \Leftrightarrow x \mapsto (y \mapsto x^2 + y^2)$$

$$f = x \mapsto (y \mapsto x^2 + y^2)$$

Invented by Alonzo Church in the 1930. *Before* computers!

$$\text{square_sum}(x, y) = x^2 + y^2$$

$(x, y) \mapsto x^2 + y^2$ The pair x and y is *mapped to* $x^2 + y^2$.

$$x \mapsto (y \mapsto \dots) \Leftrightarrow x \mapsto (y \mapsto x^2 + y^2)$$

$$f = x \mapsto (y \mapsto x^2 + y^2)$$

$$f(5)(2) = 29$$

Invented by Alonzo Church in the 1930. *Before* computers!

$$\text{square_sum}(x, y) = x^2 + y^2$$

$(x, y) \mapsto x^2 + y^2$ The pair x and y is *mapped to* $x^2 + y^2$.

$$x \mapsto (y \mapsto \dots) \Leftrightarrow x \mapsto (y \mapsto x^2 + y^2)$$

$$f = x \mapsto (y \mapsto x^2 + y^2)$$

$$f(5)(2) = 29$$

$$f(5) = ??$$

Invented by Alonzo Church in the 1930. *Before* computers!

$$\text{square_sum}(x, y) = x^2 + y^2$$

$(x, y) \mapsto x^2 + y^2$ The pair x and y is *mapped to* $x^2 + y^2$.

$$x \mapsto (y \mapsto \dots) \Leftrightarrow x \mapsto (y \mapsto x^2 + y^2)$$

$$f = x \mapsto (y \mapsto x^2 + y^2)$$

$$f(5)(2) = 29$$

$$f(5) = ??$$

$$f(5) = y \mapsto y^2 + 25$$

Invented by Alonzo Church in the 1930. *Before* computers!

$$\text{square_sum}(x, y) = x^2 + y^2$$

$(x, y) \mapsto x^2 + y^2$ The pair x and y is *mapped to* $x^2 + y^2$.

$$x \mapsto (y \mapsto \dots) \Leftrightarrow x \mapsto (y \mapsto x^2 + y^2)$$

$$f = x \mapsto (y \mapsto x^2 + y^2)$$

$$f(5)(2) = 29$$

$$f(5) = ??$$

$$f(5) = y \mapsto y^2 + 25 = \lambda y. y^2 + 25$$

- Functions defined with `defun`
- Takes three expressions: name, arguments and function body

- Functions defined with `defun`
- Takes three expressions: name, arguments and function body

```
(defun test (a) (write a))
```

- Functions defined with `defun`
- Takes three expressions: name, arguments and function body

```
(defun test (a) (write a))
```

```
(test 10)
```



```
(lambda () ())
```

```
(lambda () ())
```

```
(lambda (x) (* x x))
```

```
(lambda () ())
```

```
(lambda (x) (* x x))
```

```
((lambda (x) (* x x)) 5)
```

What do you need to know in an if statement?

What do you need to know in an if statement?

(if condition then else)

What do you need to know in an if statement?

```
(if condition then else)
```

```
(if (= a 0) 0 1)
```

Lists are made by calling the function `list` followed by the list content

Lists are made by calling the function `list` followed by the list content

```
(list 10 5 2)
```


Lists are made by calling the function `list` followed by the list content

`(list 10 5 2)` \mapsto `[10, 5, 2]`

Lists are made by calling the function `list` followed by the list content

```
(list 10 5 2)  $\mapsto$  [10, 5, 2]
```

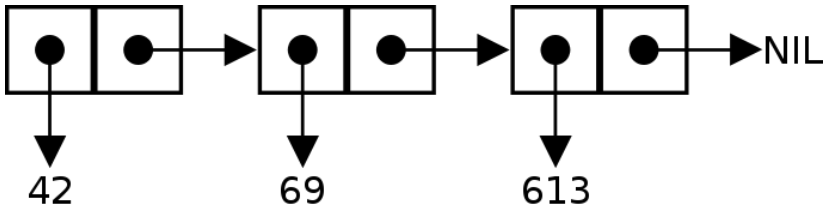
```
(list 10 (list 5 2))
```

Lists are made by calling the function `list` followed by the list content

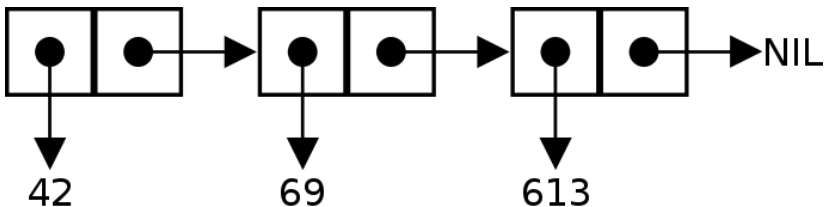
`(list 10 5 2)` \mapsto `[10, 5, 2]`

`(list 10 (list 5 2))` \mapsto `[10, [5, 2]]`

Lists in lisp is built using *linked lists*

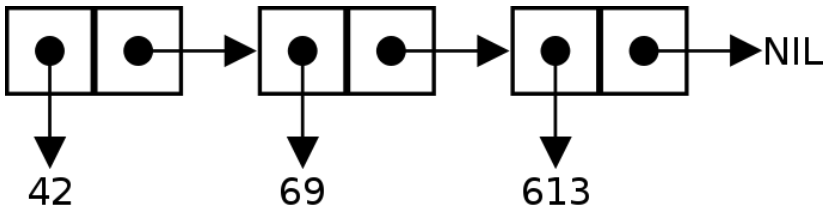


Lists in lisp is built using *linked lists*



An empty list is called `nil`

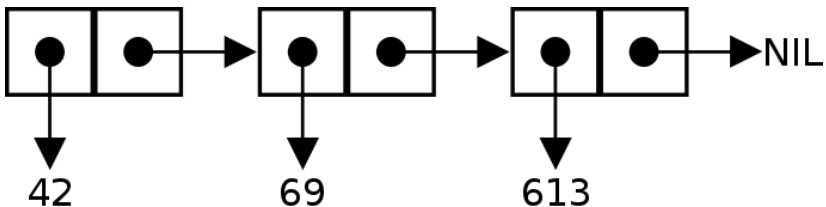
Lists in lisp is built using *linked lists*



An empty list is called `nil`

A cell is called a *cons*

Lists in lisp is built using *linked lists*



An empty list is called `nil`

A cell is called a *cons*

The two pointers is called `car` and `cdr`

A list can be constructed using cons: `(cons 4 nil)`

A list can be constructed using cons: `(cons 4 nil)`

What is `(car (cons 4 nil))`?

A list can be constructed using cons: `(cons 4 nil)`

What is `(car (cons 4 nil))`?

What is `(cdr (cons 4 nil))`?

Append appends a list on another

```
(append (list 1 2) (list 3 4))
```

Append appends a list on another

```
(append (list 1 2) (list 3 4))
```

Reverse a list with `nreverse`

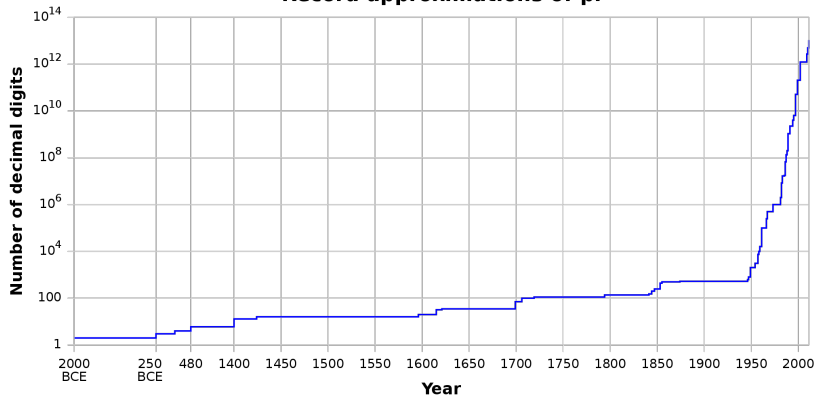
```
(nreverse (list 1 2 3))
```

Clone the `lisp-exercises` from
`cphbus-functional-programming`

`https://github.com/cphbus-functional-programming/
lisp-exercises`

Work on the `lists.lisp` file

Record approximations of π



Theory: Elliptic integrals

Theory: Elliptic integrals

$$\pi \approx \frac{(a_{n+1} + b_{n+1})}{4t_{n+1}} \quad (1)$$

Theory: Elliptic integrals

$$\pi \approx \frac{(a_{n+1} + b_{n+1})}{4t_{n+1}} \quad (1)$$

$$\begin{aligned} a_{n+1} &= \frac{a_n + b_n}{2}, & b_{n+1} &= \sqrt{a_n b_n} \\ t_{n+1} &= t_n - p_n(a_n - a_{n+1})^2, & p_{n+1} &= 2p_n \end{aligned} \quad (2)$$

Theory: Elliptic integrals

$$\pi \approx \frac{(a_{n+1} + b_{n+1})^2}{4t_{n+1}} \quad (1)$$

$$\begin{aligned} a_{n+1} &= \frac{a_n + b_n}{2}, & b_{n+1} &= \sqrt{a_n b_n} \\ t_{n+1} &= t_n - p_n(a_n - a_{n+1})^2, & p_{n+1} &= 2p_n \end{aligned} \quad (2)$$

Start values:

$$a_0 = 1 \quad b_0 = \frac{1}{\sqrt{2}} \quad t_0 = \frac{1}{4} \quad p_0 = 1 \quad (3)$$