

# Scheme is a Dialect of Lisp

What are people saying about Lisp?

- "If you don't know Lisp, you don't know what it means for a programming language to be powerful and elegant."
  - Richard Stallman, created Emacs & the first free variant of UNIX
- "The only computer language that is beautiful."
  - -Neal Stephenson, DeNero's favorite sci-fi author
- "The greatest single programming language ever designed."
  - -Alan Kay, co-inventor of Smalltalk and OOP (from the user interface video)

#### scm> 2 scm> (number? 3) #t scm> (+1234)scm> (number? +) 10 #f scm>(+)scm> (zero? 2) #f scm> (\* 1 2 3 4) scm> (zero? 0) 24 #t scm>(\*)scm> (zero? (- 2 2)) #t scm> (integer? 2.2) #f

# **Scheme Fundamentals**

Scheme programs consist of expressions, which can be:

- Primitive expressions: 2 3.3 true + quotient
- Combinations: (quotient 10 2) (not true)

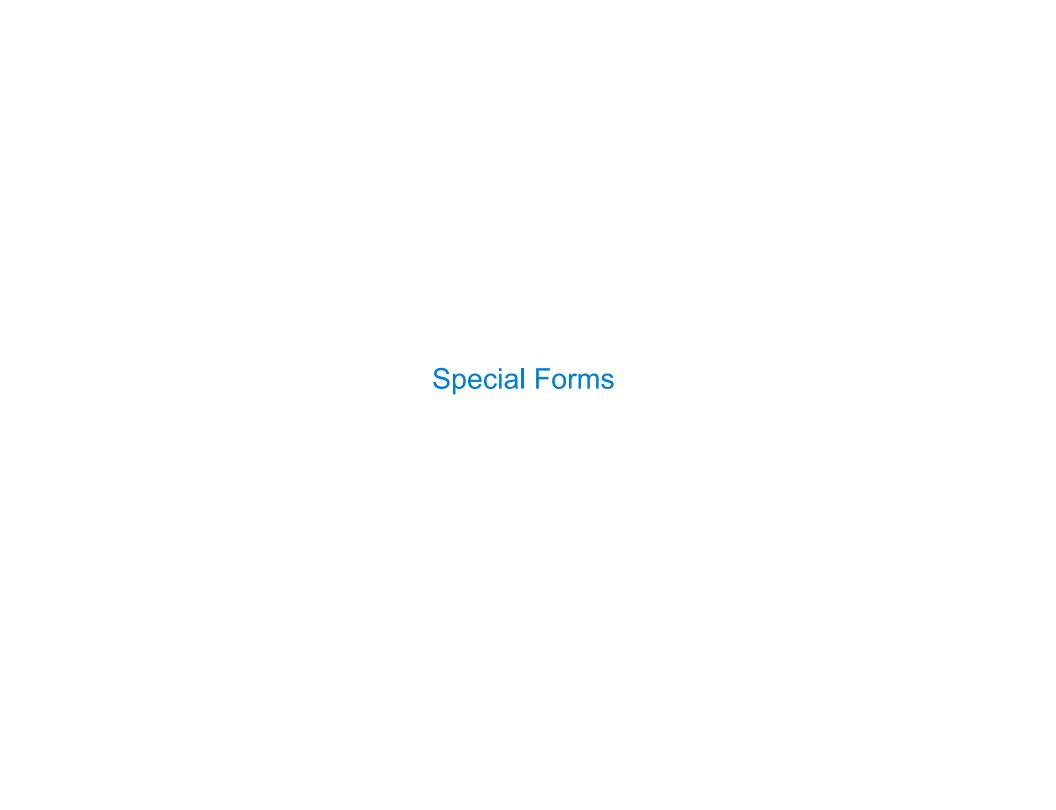
Numbers are self-evaluating; symbols are bound to values

Call expressions include an operator and 0 or more operands in parentheses

J

scm> (integer? 2)

#t



```
scm> (define (sqrt x)
                  scm> (define (square x) (* x x))
                                                             (define (update guess)
                  square
                                                               (if (= (square guess) x)
                  scm> (square 16)
                                                                   quess
                  256
                                                                   (update (average guess (/ x guess)))))
                  scm> (define (average x y)
                                                             (update 1))
                         (/ (+ x y) 2))
                                                      sart
                 average
                                                      scm> (sqrt 256)
                 scm> (average 3 7)
Special Forms 5
                                                      16
```

A combination that is not a call expression is a special form:

- if expression: (if <predicate> <consequent> <alternative>)
- and and or: (and <e1> ... <en>), (or <e1> ... <en>)
- Binding symbols: (define <symbol> <expression>)
- New procedures: (define (<symbol> <formal parameters>) <body>)

### Evaluation:

- (1) Evaluate the predicate expression
- (2) Evaluate either the consequent or alternative

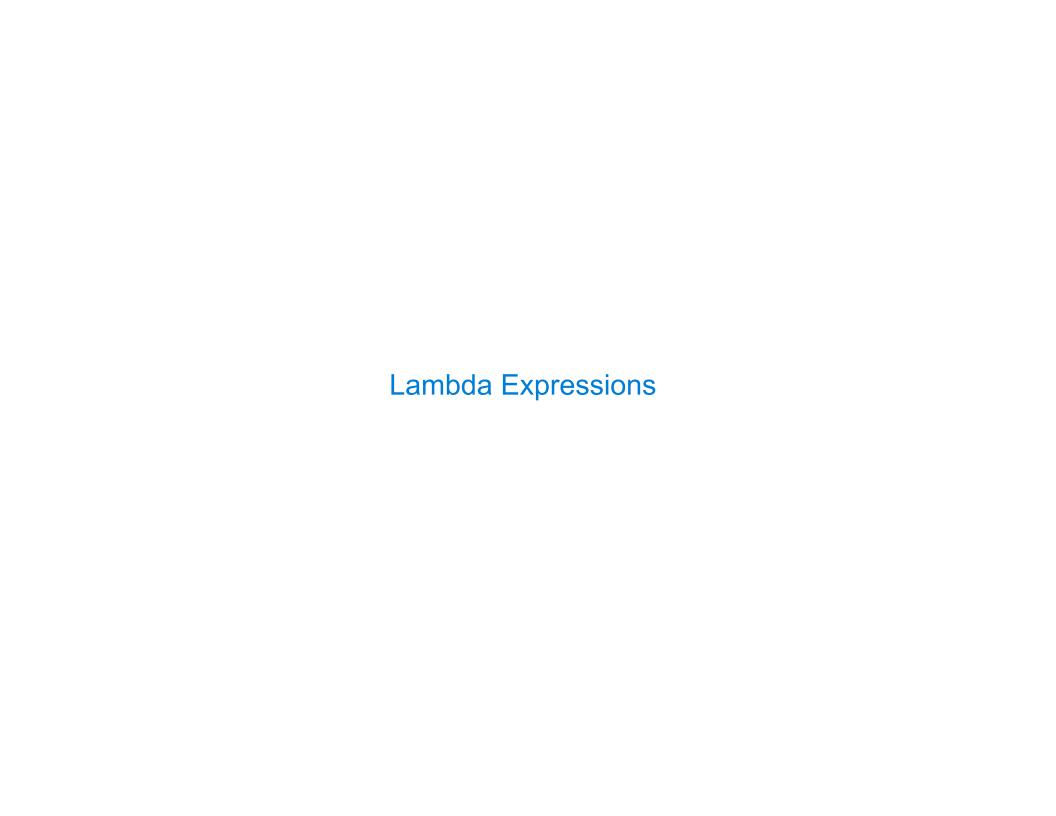
```
> (\frac{\text{define pi}}{\text{symbol "pi" is bound to 3.14 in the global frame}})
> (\frac{\text{define pi}}{\text{symbol "pi" is bound to 3.14 in the global frame}})
> (\frac{\text{define (abs x)}}{\text{(if (< x 0)}})
A procedure is created and bound to the symbol "abs"

(abs -3)
3 (Demo)
```

1

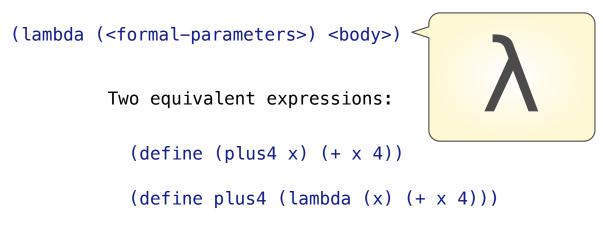
**Scheme Interpreters** 

(Demo)

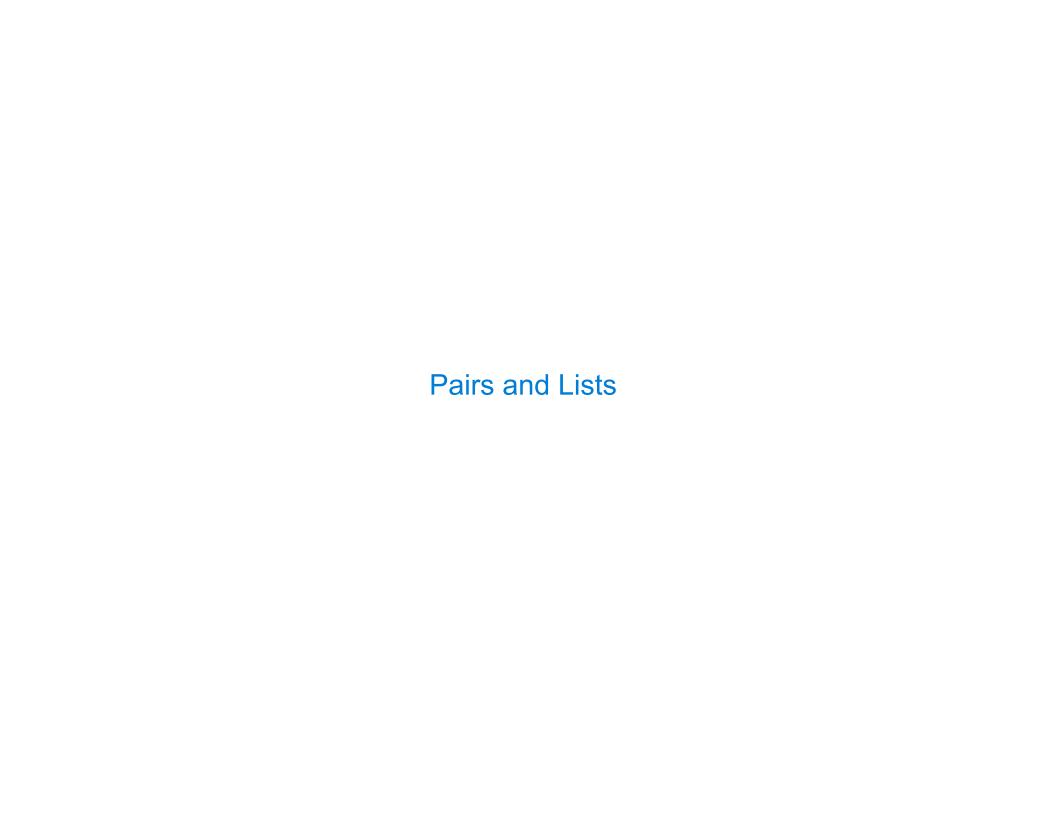


# Lambda Expressions

Lambda expressions evaluate to anonymous procedures



An operator can be a call expression too:



### Pairs and Lists linked list

In the late 1950s, computer scientists used confusing names
• cons: Two-argument procedure that creates a pair
• car: Procedure that returns the first element of a pair
• cdr: Procedure that returns the second element of a pair
(cons 1 2)
2 • nil
2 cdr: Procedure that returns the second element of a pair

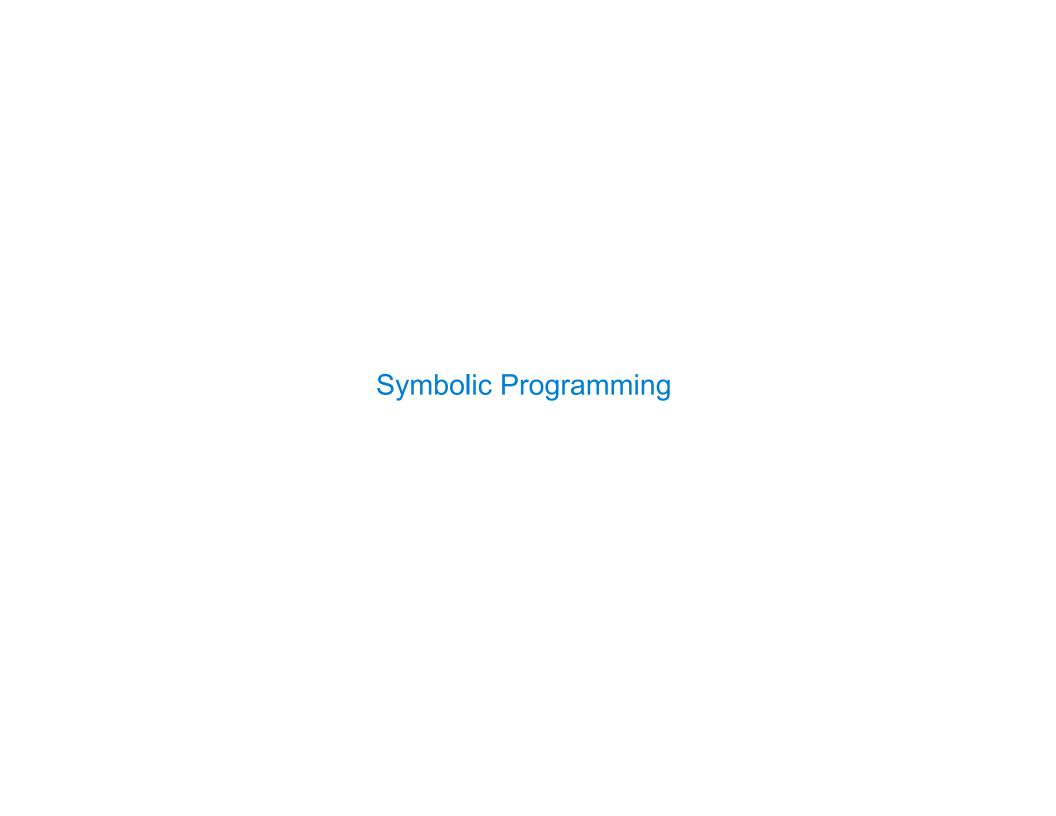
- nil: The empty list
- A (non-empty) list in Scheme is a pair in which the second element is **nil** or a Scheme list
- Important! Scheme lists are written in parentheses separated by spaces
- A dotted list has some value for the second element of the last pair that is not a list

(Demo)

```
scm> (cons 1 (cons 2 nil))
                                          scm> (cons (cons 1 2) nil)
(1\ 2)
                                          ((1.2))
scm> (cons 1 2)
                                                                           nested list and nested dotted list
                                          scm> (cons 2 nil)
(1.2)
                                          (2)
scm> (cons 2 nil)
                                          scm> (cons (cons 1 2) 3)
                                          ((1.2).3)
scm> (cons 1 (cons 2 3))
                                          scm> (cons (cons 1 (cons 2 nil)) (cons 3 (cons 4 nil)))
(1 \ 2 \ . \ 3)
                                          ((1 \ 2) \ 3 \ 4)
scm> (cons 1 (cons 2 (cons 3 nil)))
                                          scm> (cons 1 (cons 2 nil)
(1 \ 2 \ 3)
                                          (12)
scm> (define x (cons 1 2))
                                                                           scm> (define x (cons 1 2))
                                          scm> (pair? (cons 1 2))
scm> (define y (cons 1 (cons 2 nil)))
                                          True
                                                                           X
У
                                          scm> (pair? nil)
                                                                           scm> x
scm> x
                                          False
                                                                           (1.2)
(1.2)
                                          scm> (pair? 3)
                                                                           scm> (list (car x) (cdr x))
scm> y
                                          False
(1\ 2)
                                                                           (1\ 2)
                                          scm> (null? nil)
scm> (car x)
                                                                           scm> (cons (car x) (cons (cdr x) nil))
                                          True
                                                                           (1\ 2)
                                          scm> (null? (cons 1 2))
scm> (car y)
                                          False
                                                                           convert dotted list to list
                                          scm> (list 1 2 3 4)
scm>(cdr x)
                                          (1234)
                                          scm> (pair? (list 1 2 3 4))
scm> (cdr y)
                                          True
(2)
                                          scm> (car (list 1 2 3 4))
                                          scm> (cdr (list 1 2 3 4))
                                          (2 \ 3 \ 4)
                                          scm> (cdr (cdr (list 1 2 3 4)))
                                          (34)
   Terminal Shell Edit View Window Help
                                                                              ex.scm (~/Documents/wor.../61a_lectures/f
                      lec - scheme -i ex.scm - 52×28
~/lec$ ./scheme -i ex.scm
                                                             (define (length s)
                                                               (if (null? s)
scm> (list 1 2 3 4)
                                                                   (+ 1 (length (cdr s))))
(1 2 3 4)
scm> (length (list 1 2 3 4))
scm> (list 1 (list 2 3) 4)
```

(1 (2 3) 4)

scm> (length (list 1 (list 2 3) 4))



# Symbolic Programming

Symbols normally refer to values; how do we refer to symbols?

```
> (define a 1)
> (define b 2)
No sign of "a" and "b" in the
resulting value
(1 2)
```

Quotation is used to refer to symbols directly in Lisp.

```
> (list 'a 'b)
(a b)
> (list 'a b)
(a 2)
Symbols are now values
```

Quotation can also be applied to combinations to form lists.

```
> (car '(a b c))
a
> (cdr '(a b c))
(b c)
```

# **Scheme Lists and Quotation**

Dots can be used in a quoted list to specify the second element of the final pair.

However, dots appear in the output only of ill-formed lists.

What is the printed result of evaluating this expression?

> 
$$(\operatorname{cdr}'((1\ 2)\ .\ (3\ 4\ .\ (5))))$$

$$(3\ 4\ 5)$$

$$1 \longrightarrow 2 \longrightarrow \operatorname{nil}$$