CSC 520, Spring 2020

Principles of Programming Languages

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This Week's Plan



- Last time: Metatheory enables us to prove things about ALL programs in a language
- This week: Can prove algebraic laws from operational semantics
 - Higher-level of abstraction
 - Algebraic laws can help guide recursive implementations
- Context will be recursion and composition in uScheme
 - In-depth study of recursive functions
 - Two recursive data structures: the list and the S-expression
 - More powerful ways of putting functions together

Algebraic Laws to Recursive Functions



• To discover recursive functions, write algebraic laws:

```
sum 0 = 0
sum n = n + sum(n-1)
```

Which side of the equality gets smaller?

Code:

```
(define sum (n)
(if (= n 0) 0 (+ n (sum (- n 1)))))
```

Another example:

```
exp x 0 = 1

exp x (n+1) = ?
```

For a new language, five powerful questions:



You can ask these questions about any language

- 1. What is the abstract syntax? Syntax categories?
- 2. What are the values?
- 3. What environments are there? What are names mapped to?
- 4. How are terms evaluated?
- 5. What's in the initial basis? Primitives and otherwise, what is built in?

Introduction to Scheme

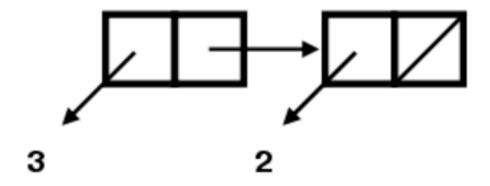
- Question 2. What are the values?
- Two new kinds of data:
 - The function closure: the key to "first-class" functions
 - Pointer to automatically managed cons cell

Graphically



Two cons cells

The list (cons 3 (cons (2 '()))



Scheme Values



Values are S-expressions

An S-expression is either:

- A symbol 'GouldSimpson 'UofA
- A literal integer 0 77
- A literal Boolean #t #f
- (cons v1 v2), where v1 and v2 are S-expressions

A list of S-expressions is either

- The empty list '()
- (cons v1 v2), where v1 is an S-expression and v2 is a list of S-expressions

S-Expression Operators



• Like any other abstract data type, S-Expressions have:

- Creators that create new values of the type '()
- Producers that make new values from existing values (cons s s')
- Mutators that change values of the type (not in uScheme)
- Observers that examine values of the type
 - number?
 - symbol?
 - boolean?
 - null?
 - pair?
 - car?
 - cdr?

Examples of S-Expression operators

```
      (cons 'a '())
      also written '(a)

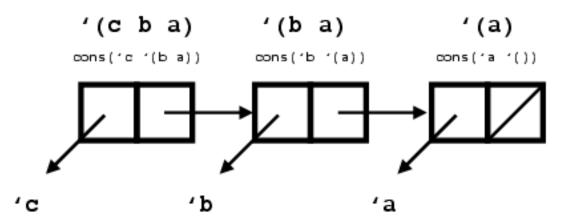
      (cons 'b '(a))
      equals '(b a)

      (cons 'c '(b a))
      equals '(c b a)

      (null? '(c b a))
      equals #f

      (cdr '(c b a)
      equals '(b a)

      (car '(c b a)
      equals 'c
```



Your turn!



What is the representation of

```
'((a b) (c d))
```

Which can be alternatively written

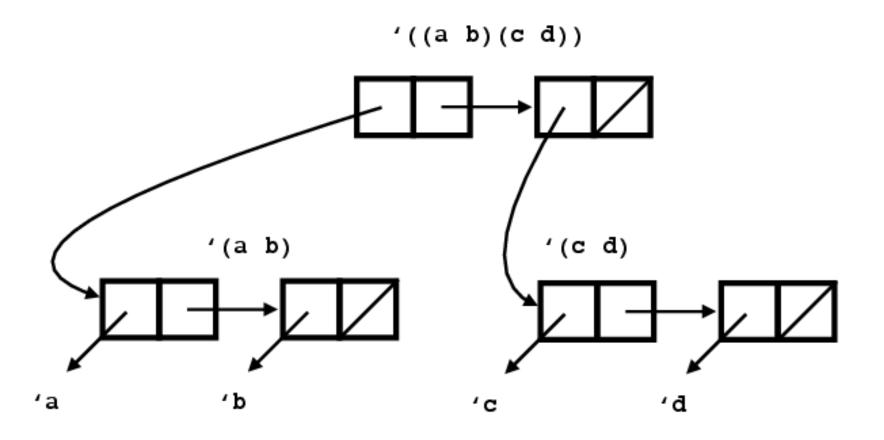
```
(cons (cons 'a (cons 'b '()))
(cons (cons 'c (cons 'd '())) '()))
```

```
'((a b) (c d))
```

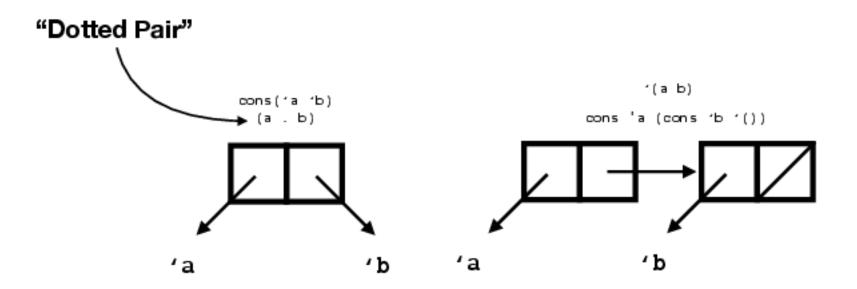


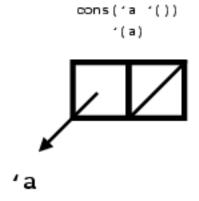
Computer Science

(cons (cons 'a (cons 'b '()))
 (cons (cons 'c (cons 'd '())) '()))



(cons `a `b)





Next



Lists

- Are a subset of S-Expressions, what is an S-Expr that isn't a list?
- Can be defined via a recursive equation or by inference rules
- Algebraic Laws for writing functions
- The cons cost model
- The method of accumulating parameters

Lists defined inductively



LIST(Z) is the smallest set satisfying this equation:

$$LIST(Z) = \{'(t)\} \cup \{(cons z zs) \mid z \in Z, zs \in LIST(Z)\}$$

Equivalently, LIST(Z) is defined by these rules:

$$'$$
 () $\in List(Z)$ (EMPTY)

$$\frac{z \in Z \quad zs \in List(Z)}{(\cos z \, zs) \in List(Z)}$$
(Cons)

Lists



Constructors

'() cons

Observers

null? pair? car cdr

Why are lists useful

- Sequences are a frequently used abstraction
- Can easily approximate a set
- Can implement finite maps with association lists (aka)
- You don't have to manage memory
- Immutable data structures, instead build a new one

Review: Algebraic laws of lists



You fill in these right-hand sides:

```
(null? '()) =
  (null? (cons v vs)) =
  (car (cons v vs)) =
  (cdr (cons v vs)) =

  (length '()) =
  (length (cons v vs)) =
```