Week I Lecture 2

Theory

Getting Ready

- Feel good about Lecture 1
- Read SICP Seciton 1.2 closely

What's in this lecture?

- Recursion & Iteration
- Building more interesting programs

Resources (these help)

- MIT OpenCourseWare 6.001 2005SP
- Lecture Notes
- Video Lectures
- Development Tools

Scheme: Recursion

```
(define (f) (f));; infinite recursion
(define (f x) ;; recurses x times
 (if (> \times 0)
   (f(-\times I)))
(define (factorial n)
 (if (= n I) I
   (* n (factorial (- n 1)))))
```

Scheme: Iteration I

```
(define (factorial n)
 (fact-iter | | n))
(define (fact-iter prod count max-count)
 (if (> count max-count)
  prod
  (fact-iter
    (* count prod) ;; new product
    (+ count I) ;; new count
    max-count))) ;; max count is constant
```

Scheme: Let

```
(define (f x y) ;; f(x) = (x^*(x+1)) + (y^*(y+1))
 (let ((x | (+ x | )))
      (y \mid (+ y \mid)))
  (+ (* \times \times I) (* y y I))))
(define (awesome person num-times)
 (if (> num-times 0)
   (let ();; no bindings
    (write-line
      (string-append person "is awesome!"))
    (awesome person (- num-times 1)))))
```

Scheme: Iteration 2

```
(define (f x y)
  (f-iter 0 x 0 y))

(define (f-iter i x j y)
  (let ()
    (write-line ".")
    (if (< j y)
        (cond ((< i x) (f-iter (+ i l) x j y))
        ((= i x) (f-iter 0 x (+ j l) y))))))</pre>
```

Sample: Fib 1

Scheme: Tail Recursion

```
;; 2-dimensional iteration
(define (f \times y))
 (f-iter 0 \times 0 y))
(define (f-i i \times j y)
 (let ()
   (write-line ".")
   (if (< j y))
     (cond ((< i x) (f-i (+ i I) x j y))
       ((= i \times) (f-i 0 \times (+ i 1) y))))))
```

Sample: Fib 2

```
;; tail-recursive form
(define (fib n) (fib-iter | 1 0 n))
(define (fib-iter a b count)
  (if (= count 0) b
        (fib-iter (+ a b) a (- count 1))))
```

Scheme: Orders of Growth

- How many calls to fib in tree-recursive form?
- How many calls to fib-iter in tail-recursive form?
- How many calls to f-i in 2-dimensional iteration case?

Sample: Infinite Game

```
(define (game) (center-boat))
(define (center-boat)
 (let ()
  (write-line "You are in the center of a boat. Move left or right?")
  (let ((d (read-line)))
    (cond ((string=? d "left") (side-boat d))
        ((string=? d "right") (side-boat d))
        (else (center-boat))))))
(define (side-boat side)
 (let ((otherside (if (string=? side "left") "right" "left")))
  (write-line
    (string-append "You are at the " side " of the boat. Move left or right?"))
  (let ((d (read-line)))
    (cond ((string=? d side) (ocean))
        (else (side-boat otherside))))))
(define (ocean)
 (write-line "You fell in the ocean! Game Over."))
```

Exercises

• SICP 1.9, 1.11, 1.12, 1.16, 1.20