

MORE SCHEME AND INTERPRETERS

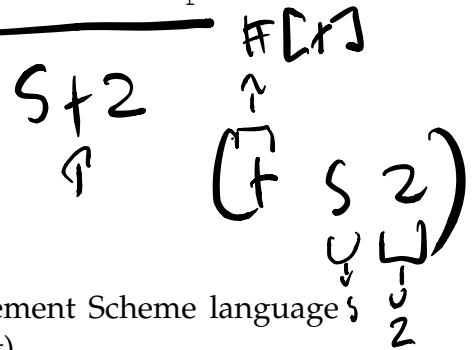
COMPUTER SCIENCE MENTORS

November 9, 2020 - November 12, 2020

Call expressions follow *prefix* notation, i.e. (<operator> <operand1> <operand2> ... <operandN>)

Evaluating a call expressions closely mirrors Python:

- Evaluate the operator, yielding a procedure p
- Evaluate each operand, each yielding a value argi
- Apply the procedure p with arguments arg1, arg2, ..., argN



Special forms *look* like call expressions but aren't – they implement Scheme language features and follow special evaluation rules (e.g., short-circuiting).

(Aside: Note that you're free to use a special form name as a variable name, but the name will be looked up *only* in a non-operator position; when used as an operator, it will always refer to the original special form.)

Notable Special Forms:

behavior	syntax
variable assignment	(define <variable-name> <value>)
function defining	(define (<function> <op1>...<opN>) <body>)
if / else	(if <condition> <true-expr> <else-expr>)
if / elif / else	(cond (<cond1> <expr1>) ... (else <else-expr>))
and	(and <operand1> ... <operandN>)
or	(or <operand1> ... <operandN>)
quote	(quote <operand1>)
begin	(begin <expr1> <expr2> ... <exprN>)
lambdas	(lambda (<operand1> ... <operandN>) <body>)
let / execute many lines	(let ((<var1> <val1>) ... (<varN> <valN>)) body)

→→ (define a 4)

→→→ a
4

→→→ 'a
a

→→→ (eval 'a)
4

1 What Would Scheme Print?

1. What will Scheme output?

scm> (if 1 1 (/ 1 0))

1

scm> (if 0 (/ 1 0) 1)

Error

scm> (and 1 #f (/ 1 0))

#f

scm> (and 1 2 3)

3

scm> (or #f #f 0 #f (/ 1 0))

0

scm> (and (and) (or))

#f

scm> (define a 4)

4

scm> ((lambda (x y) (+ a x y)) 1 2)

7

scm> ((lambda (x y z) (y x z)) 2 / 2)

1

scm> ((lambda (x) (x x)) (lambda (y) 4))

4

4

4

4

4

4

4

4

4

4

4

4

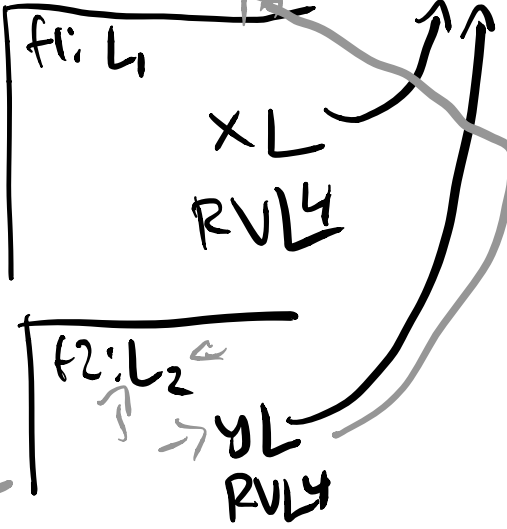
4

4

4

 $\Rightarrow \frac{1}{0} \Rightarrow \text{zero division error}$ $(\text{lambda } (y) 4) 3)$

#f

 $(\text{and}) \Rightarrow \text{#f}$
 $(\text{or}) \Rightarrow \text{#f}$ \downarrow
4 \downarrow $(1 2 2) \Rightarrow 1$ $L_1 L \rightarrow \lambda(x)$ $\rightarrow L_2 L \rightarrow \lambda(y)$ 

def $L_2(y)$; func argument
return 4

2. What will Scheme output?

```
scm> (define boom1 (/ 1 0))
```

Error

```
scm> (define boom2 (lambda () (/ 1 0)))
```

boom2

```
scm> (boom2)
```

Error

(a) Why/How are the two boom definitions above different?

boom1: sets = to value (1/0)

boom2: sets = to function $\lambda() \Rightarrow (1/0)$

(b) How can we rewrite boom2 without using the lambda operator?

(define (boom2) (1/0))

3. What will Scheme output?

```
scm> (define c 2)
```

c

```
scm> (eval 'c)
```

2

```
scm> '(cons 1 nil)
```

(cons 1 nil)

```
scm> (eval '(cons 1 nil))
```

(1)

```
scm> (eval (list 'if '(even? c) 1 2))
```

(eval (if (even? c) 1 2))

1

Interpreters

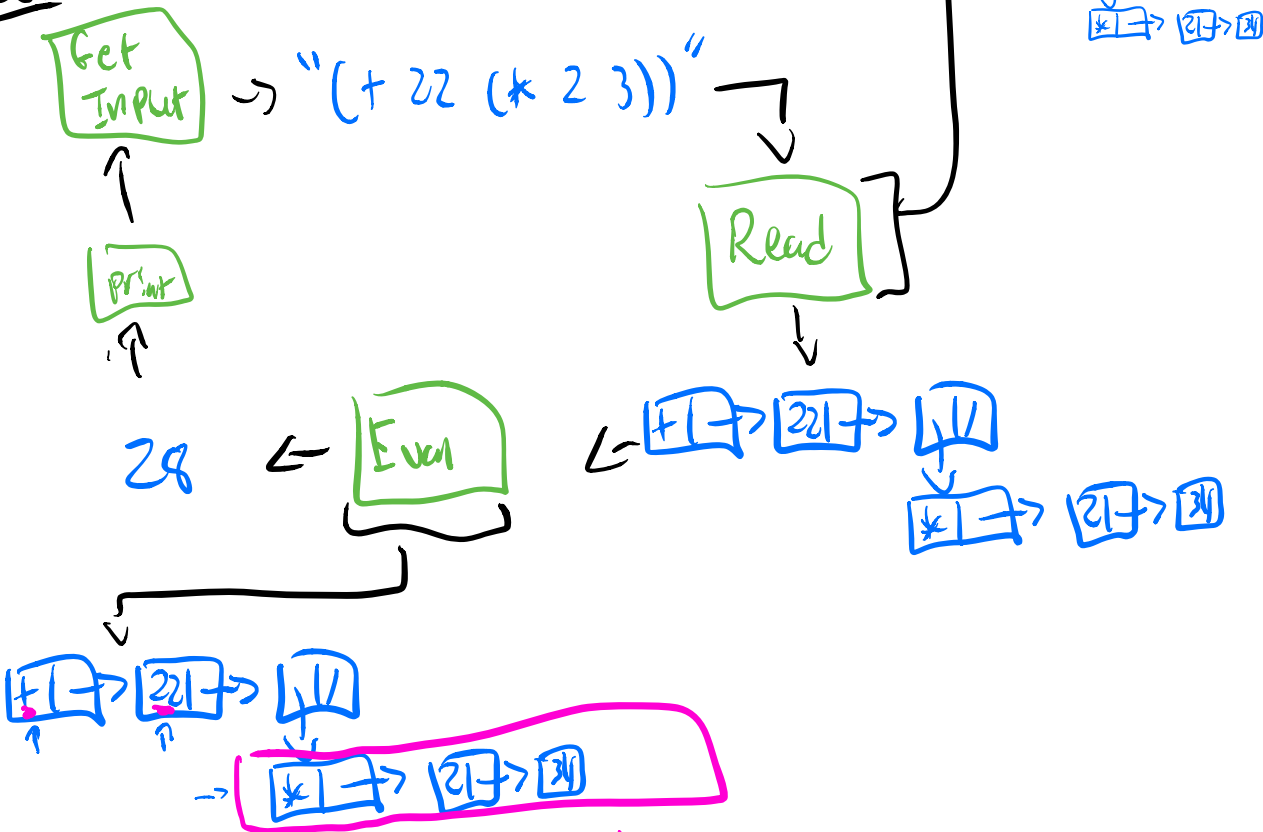
Goal: write a Python program that can understand/interpret Scheme code

How it's done:

<u>R</u> e c d	<u>E</u> v a l u a t e	<u>P</u> r i n t	<u>L</u> o o p
-------------------------	---	------------------------------	-------------------------

e.g. scm> (+ 22 (* 2 3))
28
scm>

Process



(operator: func add, #[+], apply) 28
 operands: [22, 6]
 - can call eval

5. Circle or write the number of calls to `scheme_eval` and `scheme_apply` for the code below.

`(if 1 (+ 2 3) (/ 1 0))`

`scheme_eval` 1 3 4 ⑥
`scheme_apply` ① 2 3 4

`(or #f (and (+ 1 2) 'apple) (- 5 2))`

`scheme_eval` 6 ⑧ 9 10
`scheme_apply` ① 2 3 4

`(define (square x) (* x x))`

`(+ (square 3) (- 3 2))`

`scheme_eval` 2 5 ⑭ 24
`scheme_apply` 1 2 3 ④

`(define (add x y) (+ x y))`

`(add (- 5 3) (or 0 2))`

$(+ 2 3) \Rightarrow 5$

4 $\Rightarrow 4$

$+[+]$

don't eval
special forms!

- define
- or, if, etc.

$\rightarrow \text{def square}(x):$

$\rightarrow \text{return } x * x$

$\rightarrow \text{eval: } 14 \rightarrow 13 \checkmark$
 $\rightarrow \text{apply: } 2 \rightarrow 3 \checkmark$

3 Code Writing

1. Define **is-prefix**, which takes in a list `p` and a list `lst` and determines if `p` is a prefix of `lst`. That is, it determines if `lst` starts with all the elements in `p`.

; Doctests:

→ scm> (**is-prefix** '() '()) ↗
#t

→ scm> (**is-prefix** '() '(1 2))
#t

scm> (**is-prefix** '(1) '(1 2))
#t

scm> (**is-prefix** '(2) '(1 2))
#f

; Note here `p` **is** longer than `lst`

→ scm> (**is-prefix** '(1 2) '(1))
#f

(define (**is-prefix** p lst)

(cond
 (null? p) #t)
 (null? lst) #f)
 (else (if (= (car p) (car lst))
 (**is-prefix** (cdr p) (cdr lst))
 #f)))

(cond (= (car p) (car lst)) (**is-prefix** ...))

)

2. Define **apply-multiple** which takes in a single argument function f , a nonnegative integer n , and a value x and returns the result of applying f to x a total of n times.

```
;doctests
```

```
scm> (apply-multiple (lambda (x) (* x x)) 3 2)
```

```
256
```

```
scm> (apply-multiple (lambda (x) (+ x 1)) 10 1)
```

```
11
```

```
scm> (apply-multiple (lambda (x) (* 1000 x)) 0 5)
```

```
5
```

```
(define (apply-multiple f n x)
```

```
)
```


3. Finish the functions **max** and **max-depth**. **max** takes in two numbers and returns the larger. Function **max-depth** takes in a list **lst** and returns the maximum depth of the list. In a nested scheme list, we define the depth as the number of scheme lists a sublist is nested within. A scheme list with no nested lists has a **max-depth** of 0.

```
;doctests
```

```
scm> (max 1 5)
```

```
5
```

```
scm> (max-depth '(1 2 3))
```

```
0
```

```
scm> (max-depth '(1 2 (3 (4) 5)))
```

```
2
```

```
scm> (max-depth '(0 (1 (2 (3 (4) 5) 6) 7))
```

```
4
```

```
(define (max x y) _____)
```

```
(define (max-depth lst)
```

```
  (define (helper lst curr)
```

```
    (cond
```

```
      ((_____) _____)
```

```
      ((_____) (max _____  
                    _____))
```

```
      (else (helper _____))
```

```
    )
```

```
  )
```

```
  (_____)
```

```
)
```