

PROCEDURAL REPRESENTATION

Representation Strategies for Data Types

- The Symbol Table data type
 - Create an empty symbol table
 - Retrieve a value from the symbol table
 - Add a new variable with a value to the symbol table

Representation Strategies for Data Types

□ Symbol Table: $\{(a, 2), (b, 4), (c, 8)\}$

□ Data structure representation:

1. `(a 2 (b 4 (c 8 ())))`

2. `(((a b) (2 4)) ((c) (8)))`

Data Structure Representation

```
(define empty-ST  
  (lambda () null))
```

```
(define add-ST  
  (lambda (var val st)  
    (list var val st)))
```

```
(define search-ST  
  (lambda (search-var st)  
    (cond  
      ((null? st)  
       (error search-var "not found"))  
      ((pair? st)  
       (let ((saved-var (car st))  
             (saved-val (cadr st))  
             (saved-st (caddr st)))  
         (if (eq? search-var saved-var)  
             saved-val  
             (search-ST search-var saved-st))))  
      (else (error "Invalid environment")))))
```

Data Structure Representation

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□ How do you define the following symbol table:

$\{ (d, 6), (y, 8), (x, 7), (y, 14) \}$

Data Structure Representation

```
(define st1
  (add-ST 'd 6
    (add-ST 'y 8
      (add-ST 'x 7
        (add-ST 'y 14
          (empty-ST))))))
```

Data Structure Representation



- What are the advantages of this implementation?
- What are the disadvantages of this implementation?

Procedural Representation

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- Data and behavior
- Two type of behavior:
 - ▣ Observers
 - ▣ Constructors

Procedural Representation

```
(define empty-ST
  (lambda ()
    (lambda (search-var)
      (error search-var "not found"))))

(define add-ST
  (lambda (var val saved-st)
    (lambda (search-var)
      (if (eq? search-var var)
          val
          (search-ST search-var saved-st)))))

(define search-ST
  (lambda (search-var st)
    (st search-var)))
```

Procedural Representation

□ Exercise:

A list is either a pair or an empty list. Write a procedural representation of lists. You have to implement the following functions: *null*, *car*, *cdr*, *cons* and *null?*.

References

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- Harold Abelson and Gerald Jay Sussman. *Structure and Interpretation of Computer Programs*. 2nd edition, 1996, MIT press.