

## SUBSTITUTION MODEL

### KIND OF EXPRESSIONS

NUMBERS

SYMBOLS

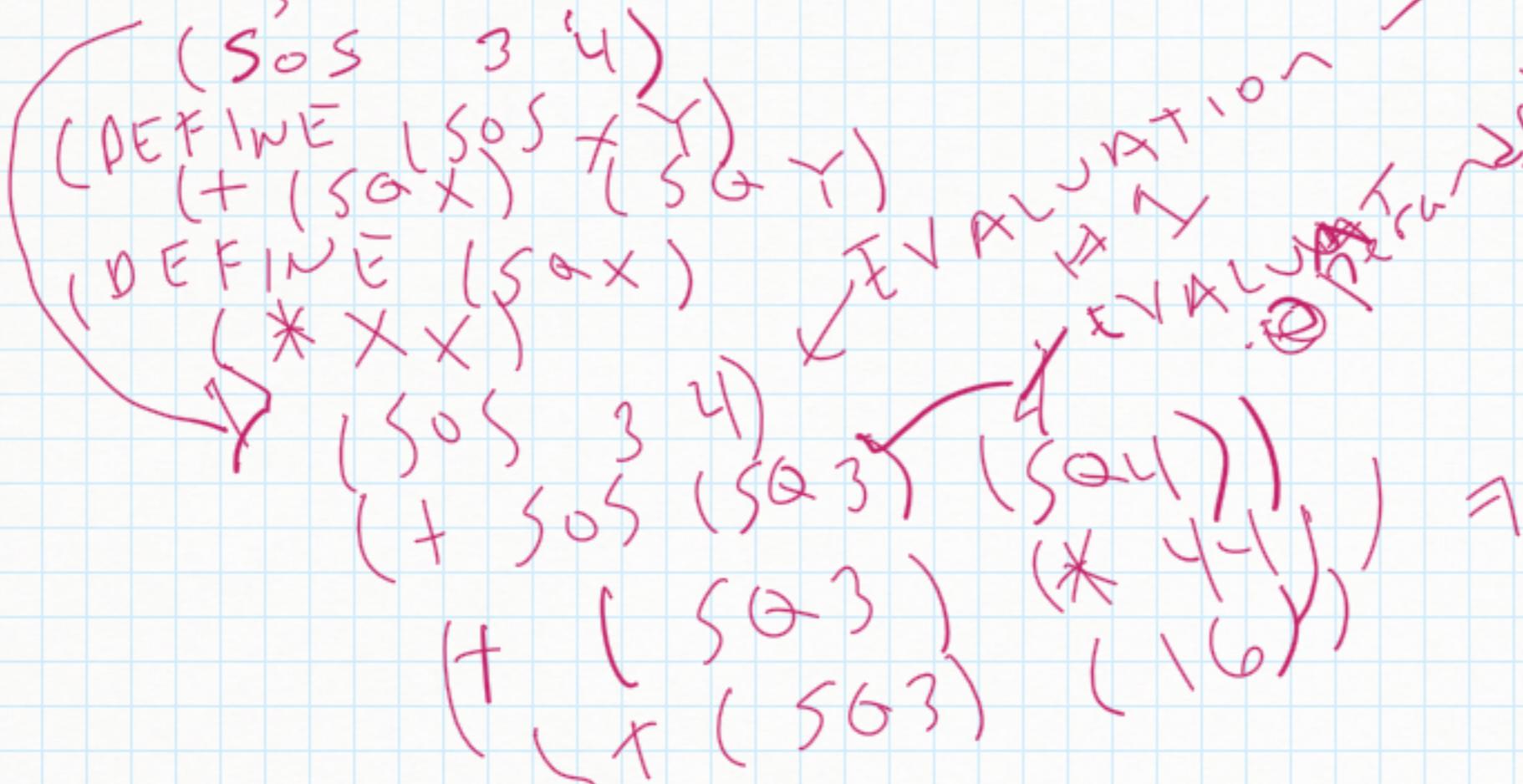
LAMBDA EXPRESSIONS

DEFINITIONS

CONDITIONALS

COMBINATIONS

vars  
vars



## RULE

### TO EVALUATE AN APP

1. EVAL operator  $\rightarrow$  procedure
  2. EVAL operands  $\rightarrow$  arguments
  3. Apply Procedure  $\rightarrow$  args
    - a. Copy the body of the procedure
    - b. Substitute the args supplied for the formal parameters of the procedure
- (IF DON'T UNDERSTAND SOMETHING.  
FOLLOW THIS RULE)

$$(+ (* 3 3) (* 3 3))$$

$$\Rightarrow 18$$

RULE FOR CONDITIONALS  
(IF < predicate>  
  < consequent>  
  < alternative>)

**RULE**  
 To EVAL an IF Expression  
 1. EVAL pred. EXP  
     IF it yields TRUE  
         evaluate the consequent  
     otherwise  
         eval the alt exp.  
 $(\text{DEFINE } (+ \times Y))$   
 $(\text{IF } (= X 0))$   
 $(+ (-1 + X) (1 + Y)))$   
     Decrement    Increment  
 $(+ 3' 4)$   
 $(\text{IF } (= 3 0))$  . 4  $(+ (-1 + 3) (1 + 4)))$   
 $(+ (-1 + 3))$   $(1 + 4))$   
 $(+ (-1 + 2))$   $(5)$   
 $(+ 2 5) \dots (1 6) \dots (0 7)$   
 $\Rightarrow 7$

PENS ARE IT  
2 ways to add whole #'s

(DEFINE  
  (IF (= X 0)  
      (+ (- 1+ X) (1+ YS)))  
    (+ (1+ X) Y))

-OR-

(DEFINE  
  (IF (= X 0)  
      (+ (+ (- 1+ X) Y))))

$$\begin{array}{c} \downarrow 1 \\ (+ 3 4) \\ (+ 2 5) \\ (+ 1 6) \\ (+ 0 7) \Rightarrow 7 \end{array}$$

Shape order  
time =  $O(x)$   
iteration

time  $\in \mathcal{O}(n)$

$$\begin{array}{c} (+ 3 4) \\ (+ 2 1) \\ (+ (+ (+ (+ 1 4) 1) 0 4) 1) ) ) ) \\ (+ (+ (+ 1 4) 1) 4) ) ) ) \\ (+ (+ 1 5) 1) ) ) ) \\ (+ 6) \Rightarrow 7 \end{array}$$

space =  $O(1)$   
recursion

time =  $O(x)$   
space =  $O(x)$

constant  
space

DIFFERENCE BETWEEN ITERATION ~  
RECURSION

Iteration is a system that has  
a state, its state is explicit variables

Recursion has its state implicit variables  
but also other things under the stack

Fibonacci:

0 1 1 2 3 5 8 13 21 34 55

0 1 2 3 4 ...

(DEFINE(FIB N))

(IF ( $\leq$  N 2)  
(+ X (FIB (- N 1)))  
(FIB (- N 2))))

HAND 1 TO WERL from  
(define (move n to spare)  
((cond ((= n 0) "done")  
((else  
((move (- n 1) from to  
(print-move from to  
(move (- n 1) spare to))

Move  
{ move 3 h 3 2 1 2 3 etc,  
etc.

4 1 2 3)