

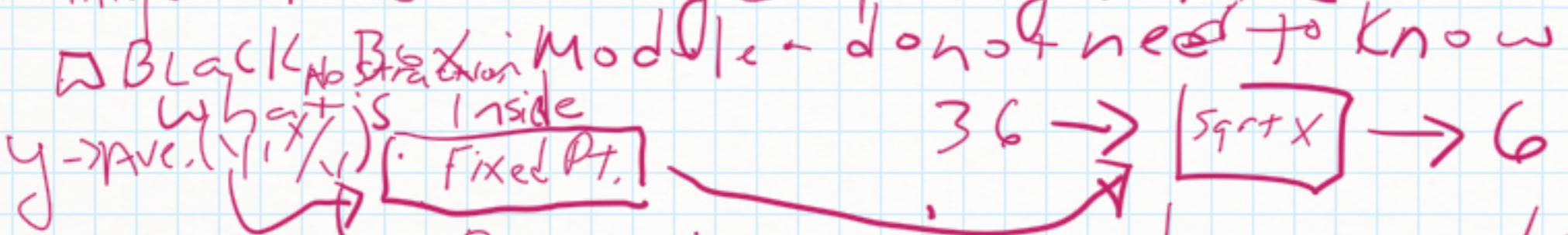
## SIPC

+ direct

- Procedure = processes

- Using Lisp

→ Techniques for controlling Complexity what CS is about



→ 1<sup>st</sup> topic in course is Black Box Abstraction

- Primitive Objects

- Procedure + Data

- Means of Combination

- Means of abstraction

- Capturing Patterns

→ 2<sup>nd</sup> Topic

(\*x (+a1 a2))

Ext. Conventional interfaces

- generic operations

- Lg. - scale structure and modularity

- OOP

- Operations on aggregates (streams)

## 3<sup>rd</sup> Topic

Looking at tech. of  
building new comp. languages

- process of interpreting

LISP

- metalinguistic abstraction  
Eval / Apply

Language

- what are primitive elements?
- means of combination?
- means of abstraction?

Primitive data

3 17.4 5 + [rule for adding]

(+ 3 17.4 5)  $\Rightarrow$  25.4

operator operand combination

$(+ 3 (* 5 6) 8 2) \Rightarrow 43$

- prefix notation (operator left)

- Fully parenthesized  
Tree

+ 3 8 2  $\Rightarrow 13$

\* 5 6  $\Rightarrow \frac{30}{43}$

Means of abstraction

(DEFINE A (+ S S))

(X A A)  $\Rightarrow$  625

(DEFINE B (+ A (\* S A)))

B  $\Rightarrow$  150

(+ A (/ B S))  $\Rightarrow$  55

S  
A  
M  
E

(DEFINE (SQUARE X) (\* X X)) ~~#~~ Syntax Sugar

S  
A  
M  
E

(SQUARE 10)  $\Rightarrow$  100

(DEFINE SQUARE(LAMBDA (X) (X X))) ~~#~~ This

(define(average x y))  
(/ (+ x y) 2))

(define(average (mean-square x)  
(mean-square y))))

Basic means of Defining Something

↳ Syntax Sugar

↳ multiply by itself

↳ This

Black Box  $\rightarrow$  Don't need to know what's inside or how it's implemented

$\text{abs}(x) = \begin{cases} -x & x < 0 \\ 0 & \text{for } x = 0 \\ x & \text{for } x > 0 \end{cases}$

(DEFINE (ABS X)) clause

```

((COND ((< X 0) (- X))
        ((= X 0) 0)
        ((> X 0) X)))
    
```

predicate action

(TRY GUESS X)

(IF (GoodEnough? GUESS X))

GUESS

(TRY (IMPROVE GUESS X)))

(DEFINE (SQR X))

SQR TRY

GoodEnough? IMPROVE Average

ABS SIGNALS

(sqrt z)  
(try 1 z)

  |  
  (try (improve i z) z)  
  |  
  Average<sub>i</sub> (i z)

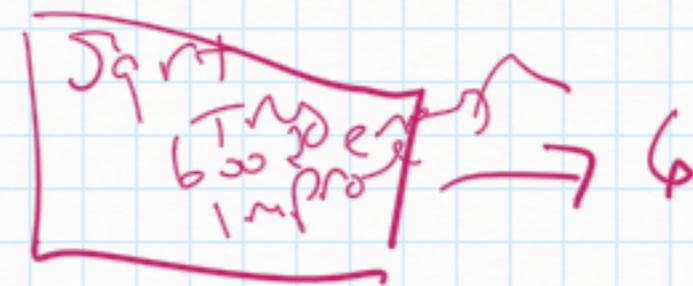
  |  
  (try 1.5 z) eas

  |  
  1.414213

36 →

Block Structure

Recursive  
Definition



# Conclusion      Procedures      DATA

