



*Lisp*

(almost) entire Powerpoint from  
<http://www.csee.umbc.edu/courses/331/fall00/nicholas/lectures/lisp.ppt>

Note groovy 2000 design – it's a new millennium, baby!!

# *Programming Paradigms (1)*



= approaches to problem solving

- *Imperative*: Do this, then do this, then do this... (order of the steps matter)
- *Declarative*: This is true, and this is true, and this is true... (ideally, no side effects – no changes to global variables)

Programming *languages* are often designed to support a particular paradigm – but can be wrenched into implementing another!

# *Declarative Programming Paradigms*

- *Functional programming (LISP)*: Treats computation as the evaluation of functions.
- *Logic programming (Prolog)*: Treats computation as the evaluation of a query (T or F, and with what unification?).

Recall: predicates are functions that return T or F.

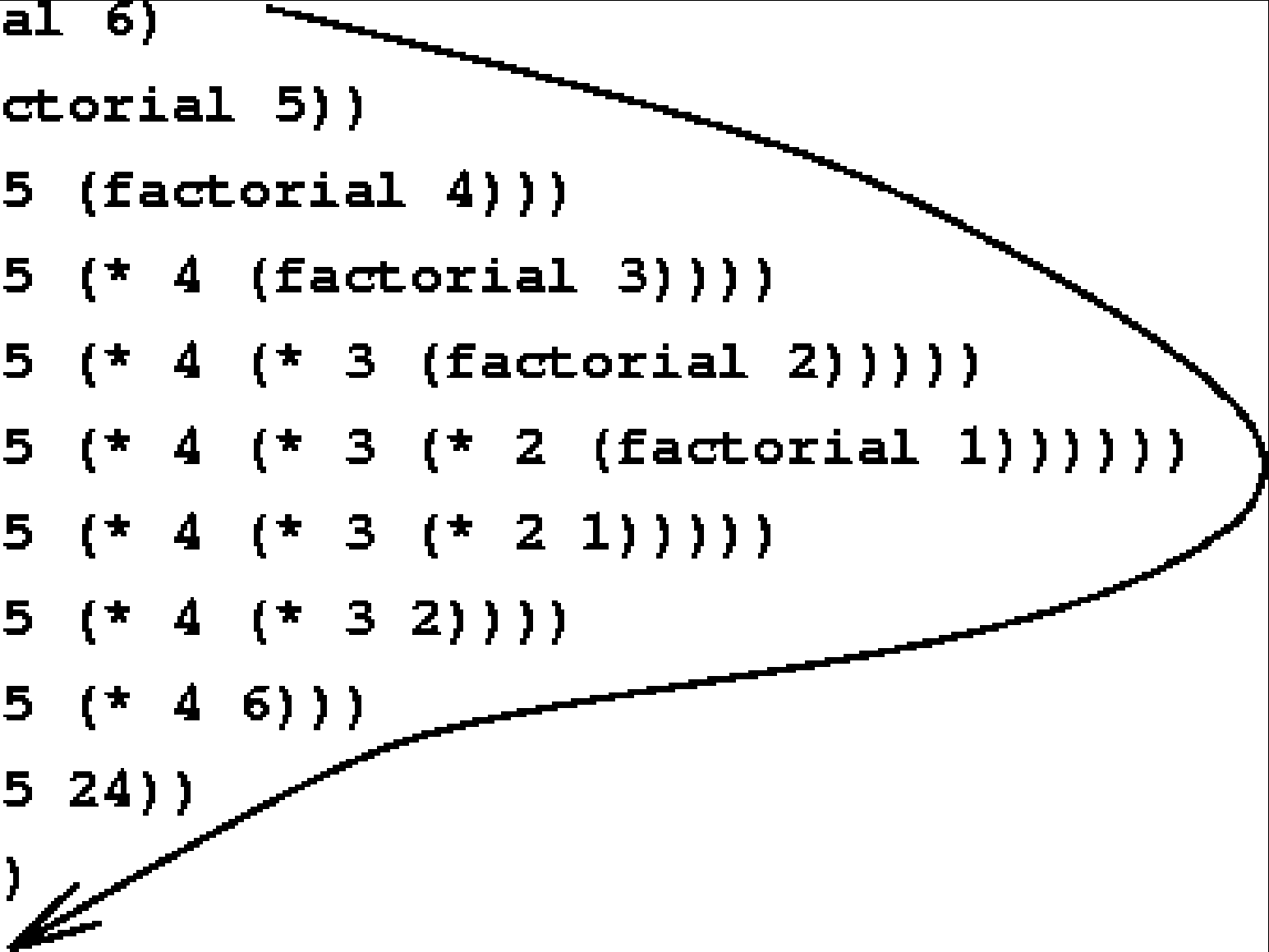
# Recursion

- Recursion is essential in Lisp
- A *recursive definition* is a definition in which
  - certain things are specified as belonging to the category being defined, and
  - a rule or rules are given for building new things in the category from other things already known to be in the category.
  - Usually contrasted with *iterative*.



<http://i.stack.imgur.com/0DaD5.jpg>

```
(factorial 6)
(* 6 (factorial 5))
(* 6 (* 5 (factorial 4)))
(* 6 (* 5 (* 4 (factorial 3))))
(* 6 (* 5 (* 4 (* 3 (factorial 2)))))
(* 6 (* 5 (* 4 (* 3 (* 2 (factorial 1)))))
(* 6 (* 5 (* 4 (* 3 (* 2 1)))))
(* 6 (* 5 (* 4 (* 3 2))))
(* 6 (* 5 (* 4 6)))
(* 6 (* 5 24))
(* 6 120)
```



720




recursion  

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# re·cur·sion

/riˈkərZHən/ 

noun MATHEMATICS LINGUISTICS

the repeated application of a recursive procedure or definition.

- a recursive definition.
- plural noun: recursions


 Translations, word origin, and more definitions

## Recursion - Wikipedia, the free encyclopedia

<https://en.wikipedia.org/wiki/Recursion> ▾ Wikipedia ▾

A visual form of recursion known as the Droste effect. The woman in this image holds an object that contains a smaller image of her holding an identical object, ...

[Recursion \(computer science\)](#) - [Recursion \(disambiguation\)](#) - [Self-similarity](#)

 recursionGoogle.jpg ▾

# *Recursion vs. Iteration (informal)*

- Recursion: Defining something by what it's made of. *A **body** is made of a head, a torso, two arms and two legs. An **arm** is made of a hand, a forearm, etc.* Need a ***base case***: the smallest unit.
- Iteration: Defining something by how to build it, step by step. *Start with a head. Add a neck. Add a torso, etc.*



# *Informal Syntax*

- An *atom* is either an integer or an identifier.
- A *list* is a left parenthesis, followed by zero or more S-expressions, followed by a right parenthesis.
- An *S-expression* is an atom or a list.
- Example:  $(A (B 3) (C) ( ( ) ) )$

# *Versions of LISP*



- **Lisp** is an old language with many variants
- Lisp is alive and well today
- Most modern versions are based on **Common Lisp**
- **LispWorks** is based on Common Lisp
- **Scheme** is one of the major variants
- The essentials haven't changed much

## *Formal Syntax (approximate)*

- $\langle \text{S-expression} \rangle ::= \langle \text{atom} \rangle \mid \langle \text{list} \rangle$
- $\langle \text{atom} \rangle ::= \langle \text{number} \rangle \mid \langle \text{identifier} \rangle$
- $\langle \text{list} \rangle ::= ( \langle \text{S-expressions} \rangle )$
- $\langle \text{S-expressions} \rangle ::= \langle \text{empty} \rangle$   
                   $\mid \langle \text{S-expressions} \rangle \langle \text{S-expression} \rangle$
- $\langle \text{number} \rangle ::= \langle \text{digit} \rangle \mid \langle \text{number} \rangle \langle \text{digit} \rangle$
- $\langle \text{identifier} \rangle ::= \text{string of printable characters,}$   
                  *not including parentheses*

## *T and NIL*

- **NIL** is the name of the empty list
- As a test, **NIL** means “false”
- **T** is usually used to mean “true,” but...
- ...anything that isn't **NIL** is “true”
- **NIL** is both an atom and a list
  - it's defined this way, so just accept it

# *Function calls and data*

- A function call is written as a list
  - the first element is the name of the function
  - remaining elements are the arguments
- Example: `(F A B)`
  - calls function `F` with arguments `A` and `B`
- Data is written as atoms or lists
- Example: `(F A B)` is a list of three elements
  - Do you see a problem here?

# Quoting

- Is  $(F\ A\ B)$  a call to  $F$ , or is it just data?
- All *literal data* must be quoted (atoms, too)
- $(\text{QUOTE}\ (F\ A\ B))$  is the list  $(F\ A\ B)$ 
  - $\text{QUOTE}$  is a “special form”
  - The arguments to a special form are not evaluated
- $'(F\ A\ B)$  is another way to quote data
  - There is just one single quote at the beginning
  - It quotes one S-expression

## *Basic Functions*

- *CAR* (or *FIRST*) returns the head of a list
- *CDR* (or *REST*) returns the tail of a list
- *CONS* inserts a new head into a list
- *EQ* compares two atoms for equality
- *ATOM* tests if its argument is an atom

## *Other useful Functions*

- (NULL *S*) tests if *S* is the empty list
- (LISTP *S*) tests if *S* is a list
- LIST makes a list of its (evaluated) arguments
  - (LIST 'A '(B C) 'D) returns (A (B C) D)
  - (LIST (CDR '(A B)) 'C) returns ((B) C)
- APPEND concatenates two lists
  - (APPEND '(A B) '((X) Y) ) returns (A B (X) Y)



# CAR

- The **CAR** of a list is the first thing in the list
- **CAR** is only defined for *nonempty* lists

If L is

Then (CAR L) is

(A B C)

A

((X Y) Z)

(X Y)

(( ) ( ))

( )

( )

*undefined (rtns NIL in ACL)*

# CDR

- The **CDR** of a list is what's left when you remove the **CAR**
- **CDR** is only defined for *nonempty* lists
- The **CDR** of a list is always a list

# *CDR examples*

If L is

(A B C)

((X Y) Z)

(X)

(( ) ( ))

( )

Then (CDR L) is

(B C)

(Z)

( )


(( ))

*undefined (rtns NIL in ACL)*

# CONS

- **CONS** takes two arguments
  - The first argument can be any S-expression
  - The second argument should be a list
- The result is a new list whose **CAR** is the first argument and whose **CDR** is the second
- Just move one parenthesis to get the result:

CONS of **A** ( **B C** ) gives ( **A B C** )



The diagram illustrates the visual transformation of the expression (A (B C)) into (A B C). A bracket is drawn under the 'A' and the opening parenthesis of '(B C)', with an arrow pointing from the bracket to the opening parenthesis of the final result '(A B C)', showing that the first argument 'A' and the opening parenthesis of the second argument are moved together to form the new list's head and opening parenthesis.

# CONS examples

- CONS puts together what CAR and CDR take apart

<u>L</u>	<u>(CAR L)</u>	<u>(CDR L)</u>	<u>(CONS (CAR L) (CDR L))</u>
(A B C)	A	(B C)	(A B C)
((X Y) Z)	(X Y)	(Z)	((X Y) Z)
(X)	X	()	(X)
((())())	()	((()))	((())())
()	<i>undefined</i>	<i>undefined</i>	<i>undefined</i>

## *Dotted Pairs*

- The second argument to **CONS** should be a list
- If it isn't, you get a *dotted pair*
- **CONS** of *A* and *B* is (*A . B*)
- We aren't using dotted pairs in this class
- If you get a dotted pair, it's because you gave **CONS** an atom as a second argument

# EQ

- EQ tests whether two atoms are equal
  - Integers are a kind of atom
- EQ is undefined for lists
  - it might work for lists, it might not
  - but it won't give you an error message
- As with any predicate, EQ returns either **NIL** or something that isn't **NIL**

# ATOM

- **ATOM** takes any S-expression as an argument
- **ATOM** returns "true" if the argument you gave it is an atom
- As with any predicate, **ATOM** returns either **NIL** or something that isn't **NIL**



# COND



- COND implements the if...then...elseif...then...elseif...then... control structure
- The arguments to a function are evaluated before the function is called
  - This isn't what you want for COND
- COND is a *special form*, not a function

# *Special forms*

- A *special form* is like a function, but it evaluates the arguments as it needs them
- **COND**, **QUOTE** and **DEFUN** are special forms
- You can define your own special forms
- We won't be defining special forms in this course

## *Form of the COND*



```
(COND  
  (condition1 result1)  
  (condition2 result2)  
  ...  
  (T resultN))
```

# Defining Functions

- (DEFUN *function\_name* *parameter\_list*  
*function\_body* )
- Example: Test if the argument is the empty list
- (DEFUN ISNULL (X)  
 (COND  
 (X NIL)  
 (T T) ) )

## *Example: ISMEMBER*

- As an example we define **ISMEMBER**, which tests whether an atom is in a list of atoms
- ```
(DEFUN ISMEMBER (A LAT)
  (COND
    ((NULL LAT) NIL)
    ((EQ A (CAR LAT)) T)
    (T (ISMEMBER A (CDR LAT))) ) )
```
- **MEMBER** is typically a built-in function, so we're using **ISMEMBER** here.

# *Rules for Recursion*

- Handle the base (“simplest”) cases first
- Recur only with a “simpler” case
  - “Simpler” = more like the base case
- Don’t alter global variables (you can’t anyway with the Lisp functions I’ve told you about)
- Don’t look down into the recursion

# *Guidelines for Lisp Functions*

- Unless the function is trivial, start with **COND**.
- Handle the base case first.
- Avoid having more than one base case.
- The base case is usually testing for **NULL**.
- Do something with the **CAR** and recur with the **CDR**.

## *Example: UNION*

```
(DEFUN UNION (SET1 SET2)
  (COND
    ((NULL SET1) SET2)
    ((MEMBER (CAR SET1) SET2)
      (UNION (CDR SET1) SET2) )
    (T (CONS (CAR SET1)
      (UNION (CDR SET1) SET2) )) ) )
```



## *Still more useful Functions*

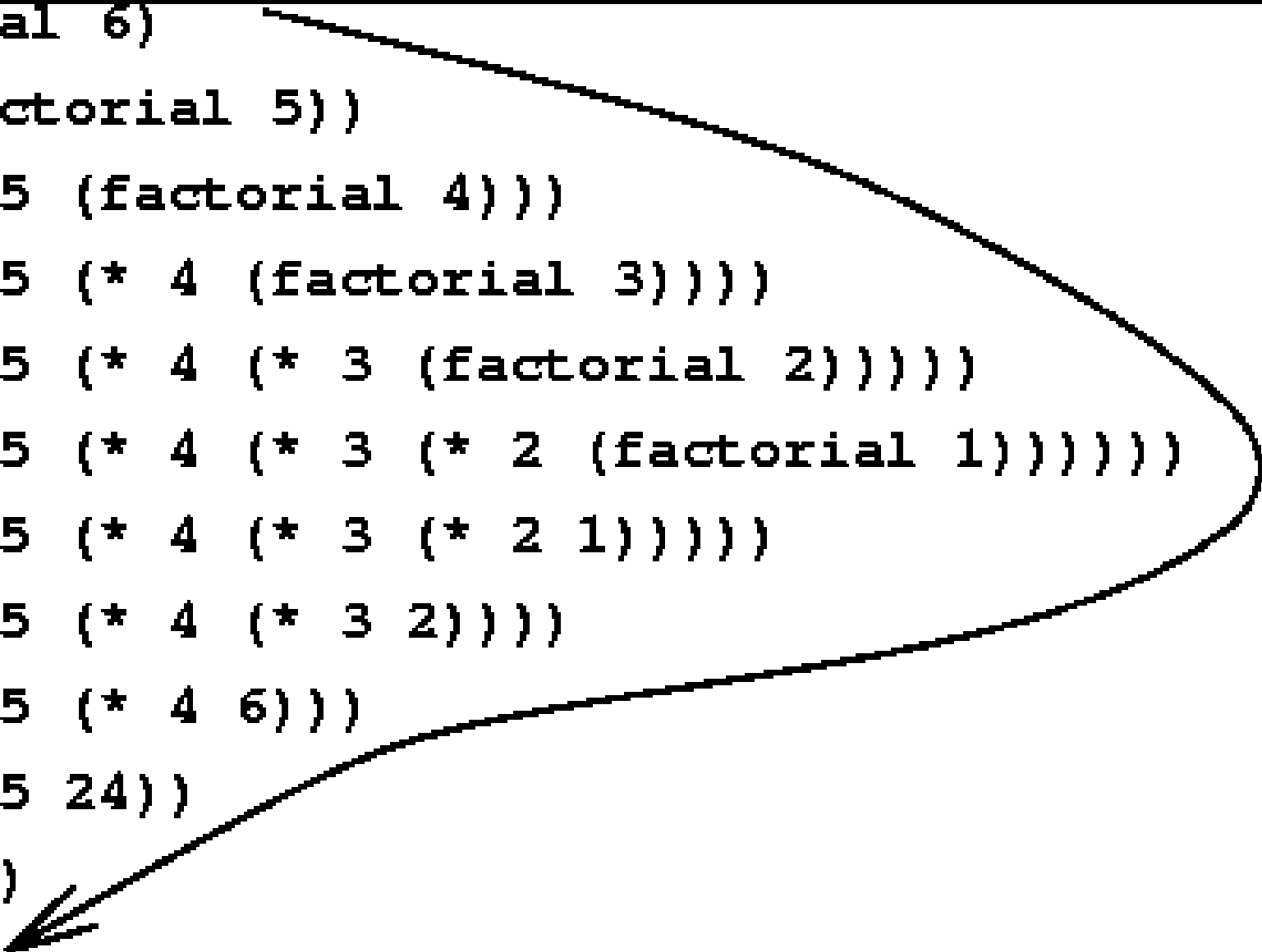
- (LENGTH *L*) returns the length of list *L*
- (RANDOM *N*) , where *N* is an integer, returns a random integer  $\geq 0$  and  $< N$ .

*Exercise: Write a FACTORIAL  
function in LISP*



Post it on Laulima!

```
(factorial 6)
(* 6 (factorial 5))
(* 6 (* 5 (factorial 4)))
(* 6 (* 5 (* 4 (factorial 3))))
(* 6 (* 5 (* 4 (* 3 (factorial 2)))))
(* 6 (* 5 (* 4 (* 3 (* 2 (factorial 1)))))
(* 6 (* 5 (* 4 (* 3 (* 2 1)))))
(* 6 (* 5 (* 4 (* 3 2))))
(* 6 (* 5 (* 4 6)))
(* 6 (* 5 24))
(* 6 120)
```



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*The End*

