SICP notes

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DISCLAIMER: This is not a summary of SICP (Structure and Interpretation of Computer Programs). These are my personal notes, i.e. non-obvious things mentioned in the book that I find interesting.

Chapter 1.

To evaluate a combination,

- evaluate the operator
- evaluate the operands
- apply the operator to the operands

It is important to note that:

- EVALUATE is recursive.
 - We evaluate the operator and the operands using the same logic.
- EVALUATE means "reduce to a value".
 - Operators are reduced to built-in instructions $(\oplus, \otimes, ...)$ that correspond to machine instructions (CPU instruction set). Operands are reduced to numeric values (by applying operators to combinations or looking up their value in the environment).
 - ⇒ "value" means primitive. "value" means irreducible.

No more evaluation rules apply. See TAPL theorems 3.5.7, 3.5.8.

p.12, footnote 14:

This is how let works. Let basically adds a new symbol to the *local* environment. It is used in evaluating the final expression in a block of code. This value (because it is local) is then destroyed.

End of section 1.1.4: You can't tell a user-defined compound procedure from a primitive. That is the function of the environment: to make user-defined definitions usable like primitives. It is essentially abstracting away definitions by *pointing* to them via names.

Evaluation strategies.

Section 1.1.5 defines normal-order evaluation and applicative-order evaluation. In Scala we have *call-by-name* and *call-by-value*.

- ullet call-by-value \Longleftrightarrow applicative-order evaluation
- \bullet call-by-name \iff normal-order evaluation
- \circ applicative-order evaluation \Rightarrow "evaluate the arguments and then apply"
- \circ normal-order evaluation \Rightarrow "fully expand and then reduce"

TODO:

- describe linear recursion and linear iterative process
- describe bound variables and free variables
- describe lambda semantics and let semantics
- describe interesting footnote at the end of the chapter