



Lisp Tutorial

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Today's Schedule

- Follow-Up: The NXT VM (more details on the VM and the NXT)
- Basic control flow constructs (conditional code execution)
- Libraries:
 - ASDF
 - Common Lisp
 - Alexandria





Follow-Up: The NXT VM

For using the PyNXT tutorial version outside of the Virtual Machine:

- Stripped, Tutorial-oriented version of the PyNXT Repository: https://github.com/fairlight1337/nxt_python_tutorial_ stripped (no extensive support)
- Add the '07-lego.rules' file to your udev rules
- User must be in the 'lego' group (sign off and back in!)
- Tested on ROS Groovy, Ubuntu 12.04.

During the tutorial course, we will use the VM.





Follow-Up: The NXT VM

Login information for the VM:

- User: tutorial (sudo rights)
- Password: tutorial
- By default, no SSH is installed.

Defined aliases:

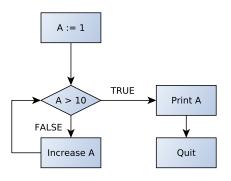
- ec: Starts Emacs in text mode (takes a parameter)
- repl: Starts the Lisp REPL in X11 mode, loads slime/swank
- cm: Goes into the ROS workspace root folder, performs
 catkin_make, and goes back into the originating folder.
 Takes two parameters (for example for 'cm --pkg nxt_python').





Flow of Execution: if

Simple control flow construct: if







Flow of Execution: if

Signature:

(if test then &optional else)

```
Example of using the if structure
```

```
> (let ((a 5))
    (if (> a 0)
        (format t "True~%")
        (format t "False~%")))
True
```

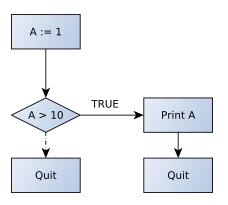
http://www.lispworks.com/documentation/HyperSpec/Body/s_if.htm#if





Flow of Execution: when

Simple control flow construct: when







Flow of Execution: when

Signature:

(when test &body forms)

Example of using the when structure

```
> (let ((a -2))
     (when (> a 0)
          (format t "True~%")))
NIL
```

http://www.lispworks.com/documentation/HyperSpec/Body/m_when_.htm#when





Flow of Execution: unless

Opposite of when: unless

Signature:

(unless test &body forms)

Example of using the unless structure

```
> (let ((a -2))
    (unless (> a 0)
      (format t "True~%")))
True
```

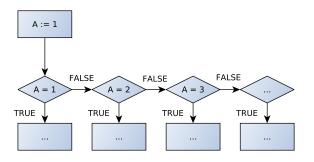
http://www.lispworks.com/documentation/HyperSpec/Body/m_ when_.htm#unless





Flow of Execution: cond

Simple control flow construct: cond







Flow of Execution: cond

Signature:

(cond &rest clauses)

Example of using the cond structure

http://www.lispworks.com/documentation/HyperSpec/Body/m_cond.htm#cond





Flow of Execution: case

cond's friend: case

Signature:

(case keyform &rest cases)

Example of using the case structure

Think "switch/case".

http://www.lispworks.com/documentation/HyperSpec/Body/m_

case_.htm#case





Flow of Execution: and

Signature:

(and &rest forms)

```
Example of using the and structure
```

```
http:
```

//www.lispworks.com/documentation/HyperSpec/Body/m_and.htm

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Flow of Execution: or

Signature:

(or &rest forms)

```
Example of using the or structure
```

http:

//www.lispworks.com/documentation/HyperSpec/Body/m_or.htm





Flow of Execution: not

Signature:

(not object)

Example of using the not structure

```
> (let ((a nil))
     (when (not a)
          (format t "a_is_empty~%")))
a is empty
```

http:

//www.lispworks.com/documentation/HyperSpec/Body/f_not.htm





Control Flow Constructs Comparing Values

Different objects require different comparison functions:

- Integers
- Floating point numbers
- Strings
- Objects





Comparing Values: Integers ! = Floating point numbers

Compare Int vs. Int or FP vs. FP:

Comparing Int vs. FP doesn't work like this. Coerce first:

Example of using the not structure

```
> (coerse 5 'short-float)
5.0
> (coerse 5 'long-float)
5.0d0
```





Comparing Values: Integers ! = Floating point numbers

Simplifier:

$$(= x y)$$

Signature:

```
(= number &rest more-numbers)
```

Explicitly check numbers

Example of using the = structure





Comparing Values: Strings

eql is for simple values and references. Strings are lists of characters. Use string=:

```
(string= str1 str2)
```

Example of using the string= comparator





Control Flow Constructs Catching errors

Defining handlers for errors; Signature:

(handler-bind bindings &body forms)

Example of using the handler-bind construct

unbound-variable is a subcondition of error. Both are triggered.





Cleaning up: unwind-protect

Definite code execution when failures are signalled:

(unwind-protect protected &body cleanup)

Mainly for cleanup purposes

Example of using the unwind-protect environment

```
> (unwind-protect
          unbound-var-name
          (format t "Cleanup~%"))
Cleanup
-> ERROR
```





Extension Libraries Overview

Good Index of Extension Libraries: http://common-lisp.net/

Currently under construction? Check back in a while.





Extension Libraries Short Interlude: ASDE

ASDF - Another System Definition Facility

- http://common-lisp.net/project/asdf/
- http://common-lisp.net/project/asdf-install/tutorial/ index-save.html

lt ...

- ... manages different systems that contain packages
- ... marks which files are part of a package
- ... specifies dependencies
- ... informs about meta data (author, email, license, ...)

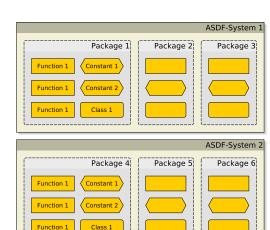




Extension Libraries Short Interlude: ASDF

Important:

- Unique ASDF System names
- Unique package names
- Package namespaces →
 Functions, Constants, Classes
 not unique







Extension Libraries Common Ground – Common Lisp

Functions we already know about come from Common Lisp

- Logic: and, or, not, ...
- Conditions: when, unless, if, case, cond, ...
- Singalling: handler-bind, unwind-protect, ...
- Math: +, -, /, *, sin, cos, ...
- Function handling: defun, defmethod, funcall, apply, ...

Not really an extension, more like the base. Central namespace: CL-USER





Extension Libraries Alexandria

Based on the draft Alexandria documentation:

http:

//common-lisp.net/project/alexandria/draft/alexandria.html

Topics:

- Hash-tables
- destructuring-case (and -bind)
- Conditional 'let' binding scopes: 'if-let'
- More extended conditional code execution constructs
- Closure generation: 'curry' and 'rcurry'





Extension Libraries Alexandria – Hash-Tables

The basics:

- Hash-tables are standard Common Lisp
- Alexandria extends functionality
- http://cl-cookbook.sourceforge.net/hashes.html





Extension Libraries Alexandria – Hash-Tables

Defining and using hash-tables:

```
Example of using hash-tables
```

Hash-tables override the setf setter and supply a specialized version.





Alexandria – Hash-Tables

Alexandria adds functionality like

- Copying hash tables: copy-hash-table
- Fallback to default value: ensure-gethash
- Extracting hash table information:
 - hash-table-keys: Return list of keys in table
 - maphash-keys: Apply function to every key
 - maphash-values: Apply function to every value
 - More...

Example of using maphash-keys

```
> (maphash-keys (lambda (x) (format t "Key:_{\perp}~a~%" x))) Key: key1 Key: key2 Key: key3 ...
```





Extension Libraries Alexandria – Destructuring-bind

Taking apart and parsing the inner structure of list constructs:

```
(destructuring-bind lambda-list expression &body body)
```

Is actually Common Lisp, but serves as a basis to destructuring-case. Example:

Example of using destructuring-bind





Alexandria - Destructuring-case

Case-based version:

(destructuring-case keyform &body clauses)

Combination of destructuring-bind and case:

Example of using destructuring-case

```
> (let ((x (list :foo 1 2)))
  (destructuring-case x
          ((:foo a b)
                (format t "First_case:__~a_~~a~%" a b))
                ((:alt1 :alt2) a)
                 (format t "Second_case~%"))
                ((:bar &key a b)
                     (format t "Third_case~%"))))
First case: 1 2
```





Extension Libraries Alexandria – if-let

Signature:

```
(if-let bindings &body (then-form &optional else-form))
```

Only perform the body of a let when all bound values are bound as non-nil:

Example of using maphash-keys

Output here is only generated when c is non-nil. a, b are non-nil by definition.





Extension Libraries Alexandria – if-let's friends

Similar constructs exist:

- when-let
- when-let*
- switch





Extension Libraries Alexandria – Flatten

Very useful:

(flatten tree)

With tree being a possibly nested list:

Example of using maphash-keys

```
> (flatten (list (list 'a 'b 'c) 2 (list 3 4 'test)))
(A B C 2 3 4 TEST)
```

Flattens a tree is lists to yield exactly one list level.





Extension Libraries Alexandria

Interlude: Closures - Detailed Definition

"[...] a closure (also lexical closure or function closure) is a **function or reference to a function** together with a referencing environment—a table **storing a reference** to each of the **non-local variables** (also called free variables or upvalues) of that function. A closure—unlike a plain function pointer—allows a function to **access those non-local variables** even when **invoked outside its immediate lexical scope**."

http:

//en.wikipedia.org/wiki/Closure_%28computer_programming%29





Alexandria

Generating closures using 'curry':

ullet Closure = Function + Predefined Arguments + External Arguments

Example of defining a closure with curry

The closure carries:

- A lambda function
- A list of arguments

And is ultimately a function.





Generating closures using 'rcurry':

• Closure = Function + External Arguments + Predefined Arguments Important difference: first, the external arguments, then the predefined

Example of defining a closure with rcurry





Alexandria

Using closures from the REPL: funcall, apply

Example of using curry closures with funcall

Example of using curry closures with apply

```
> (let ((...))
    (apply clsr (list 'my-funcall-argument)))
Defined in curry: MY-CURRY-ARGUMENT
Funcall argument: MY-FUNCALL-ARGUMENT
```





Open Questions Group Projects

Small group projects using the NXT+Lisp+ROS

- Groupsize: 3-4 People
- Common base to start from (will be on GitHub)
- Find team members, tell me about your team
- Must reflect what we talked about here
- Should solve a simple problem using the presented techniques
- Will be the basis for grades/passing





Open Questions Group Projects

NXT Mindstorms Project Equipment:

- Actuators: 3x (Step-)Motors
- Sensors:
 - 1x Ultrasound
 - 1x RGB
 - 1x Sound
 - 2x Bumper
- Lots of cables
- Lots of bricks, Lego Technics parts, wheels, gears, ...