

Symbolic Programming in LISP



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LISP



- Invented by John McCarthy in 1958



```
(defun factorial (n)
  (if (<= n 1)
      1
      (* n (factorial (- n 1)))))
```

- Common LISP 1984

Why LISP



- AI (programming) languages features.
- Still the best programming language for symbolic programming.
- Lisp like syntax and notations are often used in AI systems.
- Introducing basic symbolic programming techniques.

Functional languages



- In functional languages programs are expressed as a set of function definitions:

$$f1(X, Y) = +(X, Y)$$

$$f2(X) = f1(X, X)$$

$$f3(Y, X) = f2(f1(Y, X))$$

- Program execution is expressed as a sequence of function evaluations:

$$f2(3) \rightarrow f1(3, 3) \rightarrow +(3, 3) \rightarrow 6$$

Evaluation rules



- **Normal evaluation** of a lambda expression is the repeated application of the leftmost reducible function application. In other words, normal evaluation is the strategy that substitutes the function definition without evaluating the arguments: (call-by-name).
- **Applicative evaluation** means that a function's arguments are evaluated before the function is applied. In other words, with applicative-order evaluation, internal reductions are applied first, and only after all internal reductions are complete, the function is reduced: (call-by-value).

Examples



Function: $\lambda X, Y. + (X, Y)$

Arguments: $X = * (5, 2) \quad e \quad Y = + (1, 3)$

Normal evaluation: $(\lambda X, Y. + (X, Y)) * (5, 2) + (1, 3)$
 $+ (* (5, 2) , + (1, 3))$
 $+ (10, 4)$
 14

Applicative evaluation: $(\lambda X, Y. + (X, Y)) * (5, 2) + (1, 3)$
 $(\lambda X, Y. + (X, Y)) 10 4$
 $+ (10, 4)$
 14

LISP Evaluation Rule



- The applicative evaluation rule cannot be use for evaluating condictional functions like:
`if(Condition,Then,Else)` because both the Then and Else parts are always evaluated.
- These constructs may cause inefficiencies and termination problem when coupled with recursion.
- Lisp adopts the applicative evaluation rule and introduces an ad-hoc implementation for conditionals and other special forms.

Lisp Interpreter



```
unix# sbcl
```

```
* 486
```

```
486
```

```
* (+ 2 3)
```

```
5
```

```
* (* 5 99)
```

```
495
```

```
* (a b c)
```

```
.....undefined function: a.....
```

```
* (quote (a b c))
```

```
(a b c)
```

```
* '(a b c)
```

```
(a b c)
```

```
* ()
```

```
NIL
```

```
* NIL
```

```
NIL
```

```
* (quit)
```

```
unix#
```

Lisp is a tool used to illustrate
several concepts,
it's not a tool for programming.

- * is the sbcl prompt
- The lisp interpreter always tries to evaluate the input.
- The quote function (‘ as short form) suspend evaluation for its argument.

Lisp building blocks

Lisp Symbols



- Symbols in lisp are used for several purposes, as variables, function names, parameters and for representing symbolic information.

```
* foo
```

....The variable FOO is unbound....

```
* 'foo
```

```
FOO
```

```
* (symbol-name 'foo)
```

```
"FOO"
```

```
* (set 'foo 5)
```

```
5
```

```
* foo
```

```
5
```

```
* (setq foo 6)
```

```
6
```

```
* (symbol-value 'foo)
```

```
6
```

Lisp has not static types: the type of an entity is determined at runtime. To derive the type of a given entity, Lisp exploits several predicates.

A Lisp symbol have several properties associated to them like the name and the value. Lisp is not case sensitive.

Defining Functions



white spaces separate the parameters

```
(defun FUN-NAME (PAR1 PAR2 ... PARm)
  (EXPR1)
  (EXPR2)
  . . . .
  (EXPRn) )
```

The BODY of a function is a sequence of expressions..

For functions without parameters $m=0$ we use the empty list:

```
(defun FUN-NAME ()
  (EXPR)
)
```

A function returns the value of the last expression: EXPRn.

```
* (defun square (X) (* X X))
square
* (square 21)
441
* (square (+ 2 5))
49
```

There is no "return" expression:
Lisp always assumes that the last
value evaluated in a function has
to be returned.

Examples



```
* (defun sum-of-squares (X Y)
    (+ (square X) (square Y)))
```

sum-of-squares

```
* (sum-of-squares 3 4)
```

25

```
* (defun f (a)
    (sum-of-squares (+ a 1) (* a 2)))
```

F

```
* (f 5)
```

136

Conditionals



condition part expression part

```
(cond  (<p1> <e1>)
        (<p2> <e2>)
        (<p3> <e3>)
        ...
        (<pn> <en>))
```

Very important topic:
conditional allows us
to implement
recursion.

- The `cond` special form contains a sequence of pairs (Condition Expression).
- Pairs are evaluated in sequence.
- When the first condition succeeds (p_i) the corresponding expression is evaluated (e_i) and `cond` returns its value.
- If none of the conditions are true `cond` returns `NIL` (`NIL` represents false in Lisp).

Everything that is different from `NIL` is True.

Example



$$\text{Abs}(X) \begin{cases} \mathbf{x} & \text{if } X > 0 \\ \mathbf{0} & \\ -\mathbf{x} & \text{if } X < 0 \end{cases}$$

The function **(= A B)** works only with numbers.

- Implementation in Lisp:

```
(defun abs (X)
  (cond ((> X 0) X)
        ((= X 0) 0)
        ((< X 0) (- X))))
```

Recursion



Factorial:

$$\text{fact}(N) = \begin{cases} 1 & \text{if } N=0 \\ N * \text{fact}(N-1) & \end{cases}$$

The function (**eq A B**) returns true (T in lisp) in A and B are the same, NIL otherwise.

The Lisp implementation is immediate:

```
* (defun fact (N)
    (cond ((eq N 0) 1)
          (T (* N (fact (- N 1))))))
```

```
fact
* (fact 3)
6
```

T = True

Example



Fibonacci:

$$\text{Fib}(N) \begin{cases} 0 & \text{se } N=0 \\ 1 & \text{se } N=1 \\ \text{Fib}(N-1) + \text{Fib}(N-2) & \text{altrimenti} \end{cases}$$

```
(defun fib (N)
  (cond ((eq N 0) 0)
        ((eq N 1) 1)
        (T (+ (fib (- N 1)) (fib (- N 2))))))
```

LIST Processing



■ Creating lists:

constructor function

* (**cons** 'a 'b)

first

(a . b)

rest

(like Prolog "head" and "tail" -> [H|T])

* (**cons** a NIL)

(a)

* (**cons** a (**cons** b NIL))

(a b)

■ Accessing lists:

* (**car** (**cons** 'a 'b)) #first

a

* (**cdr** (**cons** 'a 'b)) #rest

b

The notation (a . b) indicates a CONS CELL: A cell that represents an element of a list including a value and the pointer to the rest of the list.

(a) = (a . NIL)

(a b) = (a . (b . NIL))

pay attention!

Examples



```
* (setq mylist (cons 'a (cons 'b (cons 'c ())))))
```

```
(a b c)
```

```
* (car (cdr (car (cdr '((1 2) (3 4))))))
```

```
4
```

equivalent

```
* (cadadr '((1 2) (3 4)))
```

```
4
```

```
* mylist
```

```
(a b c)
```

Member function



```
(defun member (A L)
  (cond ((null L) NIL)
        ((eq A (car L)) L)
        (T (member A (cdr L))))
  )
```

The function (**null A**) returns true (T in lisp) if A is NIL, NIL otherwise.

```
* (member 'd '(a b c d))
```

```
(d)
```

```
* (member 'c '(a b c d))
```

```
(c d)
```

```
* (member '(1 2) '((3 4) a b '(1 2) c))
```

```
NIL
```

Comparing Lists



it's a predicate
which indicates an
"atom"

```
(defun equal (X Y)
  (cond ((and (atom X) (atom Y))
         (eq X Y))
        ((equal (car X) (car Y))
         (equal (cdr X) (cdr Y)))
        (T NIL)
        )
)
```

The function **(and A B)** returns true (T in lisp) if both A and B are different from NIL, NIL otherwise.

The function **(atom A)** returns true (T in lisp) if A is an atom (number, symbol, NIL), NIL otherwise.

```
* (equal '(a (a b) c) '(a (a b) c))
```

T

Append and mapcar



Appends the two list L1 and L2:

```
(defun append (L1 L2)
  (cond ((null L1) L2 )
        (T (cons (car L1) (append (cdr L1) L2))
          ))
```

Mapcar maps the function F on all the arguments of list L building the list of results.

```
(defun mapcar (F L)
  (cond ((eq L NIL) NIL)
        (T (cons (funcall F (car L)) (mapcar F (cdr L))))))
```

Lisp uses applicative reduction, while prolog uses resolution (and so unification).

Examples



```
* (append '(a b c) '(d e))
```

```
(a b c d e)
```

```
* (defun square (X) (* X X))
```

```
square
```

```
* (symbol-function 'square)
```

```
#<FUNCTION SQUARE>
```

```
* (mapcar 'square '(1 2 3 4 5))
```

```
(1 4 9 16 25)
```

mapcar is a second order function which builds a list applying its first parameter (a function) on its second parameter (a list).

```
* (mapcar (lambda (X) (* X 10)) '(1 2 3 4 5))
```

```
(10 20 30 40 50)
```

lambda is a keyword in Lisp: it allows us to create a function without name (the lambda function in other programming languages).

The first argument of mapcar can be a quoted symbol associated to a function or a lambda expression:

Macros



- Lisp macros allow to define new operators (special forms) that are implemented by transformation.
- They can be used when the applicative reduction rules are not adequate.
- Although a macro definition is similar to a function definition it works differently.
- A function produces results, while a macro produces expressions which when evaluated produce results.

Defining macros



- Example: if we ^{WANT}~~went~~ to define a new conditional form:

(NEWIF PREDICATE THEN ELSE)

we cannot implement this form as a function as follows, because both e1 and e2 will be evaluated in the function call independently from the value of p:

```
(defun newif (p e1 e2)
  (cond (p e1) (T e2)))
```

this definition of newif cannot be used, because both the parameters (e1 and e2) are evaluated when newif is called, potentially causing an infinite loop.

Newif Macro



- For implementing a macro the transformation should be clear:

(newif p e1 e2) ==> (cond (p e1)(T e2))

- This transformation can be obtained with the followin code:

```
(defmacro newif (p e1 e2)
  (cons (quote cond) (cons (cons p (cons e1 NIL))
                           (cons (cons T (cons e2 NIL)) NIL))))
```

↑
equivalent
↓

- Another compact solution using backquote operator and commas:

```
(defmacro newif (p e1 e2)
  `(cond (,p ,e1) (T ,e2)))
```

backquote operator suspends the evaluation (like quote), but the expression after the commas are evaluated and inserted in the list.

The ` backquote operator is similar to quote but it can include entry points: the expressions after commas are evaluated and then inserted in the list.

Expanding Macros



- When a macro call appears in a program,
 1. the input expressions are transformed according to the macro definition (macroexpansion).
 2. the resulting expression is evaluated.
- Macroexpand-1: allows programmers to check the generated code:

```
* (macroexpand-1 '(newif 1 2 3))
```

```
(COND (1 2) (T 3))
```

```
T
```

We are not going to program in Lisp in this module.

Tools



- SBCL (Steel Bank Common Lisp):

<http://www.sbcl.org/>

- CLISP an ANSI Common Lisp:

<https://sourceforge.net/projects/clisp/>

- Commercial tools: Lispworks, allegroCL.

- Clojure a Java based implementation of a Lisp dialect (not a common Lisp):

<https://clojure.org/>

They won't be
in the exam!

Exercises



1. Build the list `(1 (3 8) (4 . 2) ((7 2)))` using `cons`.
2. Access to number 7 in the above list using `car` and `cdr` (or `first` and `rest`).
3. Implement the function `(exp M N)` that computes the exponential M^N , using recursion, `cond` and `*`.
4. Define the `reverse` function which takes a list as input and returns the reverse.
5. Define the `(Xor A B)` function using a macro (Xor is the exclusive or).

References



- Common Lisp The Language (Guy L. Steele): a Common Lisp Manual available on line.

<https://www.cs.cmu.edu/Groups/AI/html/cltl/cltl2.html>

- On Lisp: Advanced Techniques for Common Lisp (Paul Graham), Prentice Hall, 1994.