Chapter 1: Building Abstractions with Procedures

Exercises for SICP chapter 1.

```
Exercise 1.1
```

```
10
12
8
3
6
a = 3
b = 4
19
nil
4
16
6
```

Exercise 1.2

```
(/
(+ 5 4 (- 2 (- 3 (+ 6 (/ 4 5)))))
(* 3 (- 6 2) (- 2 7)))
```

Exercise 1.3

Exercise 1.4

```
(define (a-plus-abs-b a b)
  ((if (> b 0) + -) a b))
```

This procdedure returns the sum of a and b if b is over zero, if its under zero it substracts them.

Exercise 1.5

In an interpreter with applicative-order evaluation, Ben will observe the following substitution/evaluation behaviour:

```
(test 0 (p))
(test 0 (p))
(test 0 (p))
```

```
(test 0 (p))
```

While in an interpreter with normal-order evaluation, Ben will observe the following substitution/evaluation behaviour:

```
(test 0 (p))
(if (= 0 0)
    (p))
(if t
    0
    (p))
```

Exercise 1.6

If is a special form because it needs to not evaluate the then-clause and else-clause until we determine wether the predicate is true or false. If we use this new-if procedure, it will be stuck evaluating forever due to the recursive call used in the else-clause:

```
(sqrt-iter
  (improve guess x)
  x)
```

Exercise 1.7

The good-enough? procedure is ineffective with small numbers because when they are close to 0.001 or less, good-enough? will return true even if its not even close.

```
> (sqrt 0.0001)
0.03230844833048122
> (sqrt 0.000000001)
0.03125001065624928
```

On the other hand, with very big numbers, the algorithm requires a precission too high (relative to the square root we are trying to find) so it takes a lot of operations to get to the results.

```
> (sqrt 10000000)
This takes too long...
```

This is the implementation of the new way of computing square roots:

```
(define (square x)
  (* x x))

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

(define (improve guess x)
  (average guess (/ x guess)))

(define (good-enough? guess x)
  (< (abs (- (square guess) x)) 0.001))

(define (good-enough2? new-guess old-guess)</pre>
```

```
(< (/ (abs (- new-guess old-guess)) new-guess) 0.01))</pre>
(define (sqrt-iter guess x)
  (if (good-enough? guess x)
      guess
      (sqrt-iter (improve guess x)
                 x)))
(define (sqrt-iter2 quess old-quess x)
  (if (good-enough2? guess old-guess)
      (sqrt-iter2 (improve guess x)
                  guess
                  x)))
(define (sqrt x)
  (sqrt-iter 1 x))
(define (sqrt2 x)
  (sqrt-iter2 2 1 x))
> (* (sqrt2 10000000) (sqrt2 10000000))
10000000.XXX
Exercise 1.8
Implementation code:
(define (square x)
  (* x x))
(define (cube x)
  (* \times \times \times))
(define (average x y)
  (/ (+ x y) 2))
(define (improve guess x)
  (/ (+ (/ x (square guess))
        (* 2 guess))
     3))
(define (good-enough? guess x)
  (< (abs (- (cube guess) x)) 0.001))
(define (cube-root-iter guess x)
  (if (good-enough? guess x)
      guess
      (cube-root-iter (improve guess x)
                 x)))
(define (cube-root x)
  (cube-root-iter 1 x))
Proof of the results:
> (cube (cube-root 50))
50.XXX
```

Exercise 1.9

The procedure:

Would be expanded like so:

```
(+ 4 5)
(inc (+ 3 5))
(inc (inc (+ 2 5)))
(inc (inc (inc (+ 1 5))))
(inc (inc (inc (inc (+ 0 5)))))
(inc (inc (inc (inc 5))))
(inc (inc (inc 6)))
(inc (inc 7))
(inc 8)
```

So this is a recursive procedure that implements a recursive process.

The second procedure:

Would be expanded like so:

```
(+ 4 5)

(+ (dec 4) (inc 5))

(+ 3 6)

(+ (dec 3) (inc 6))

(+ 2 7)

(+ (dec 2) (inc 7))

(+ 1 8)

(+ (dec 1) (inc 8))

(+ 0 9)
```

Exercise 1.10

The results are:

1024 65536 65536

The definitions would be:

$$f(n) = 2n$$

$$g(n) = 2^n$$

$$h(n) = 2^{h(n-1)}$$

$$k(n) = 5n^2$$