Programming Abstractions

Lecture 3: Expression evaluation, conditionals, and equality

Expression evaluation

Expression evaluation

Scheme evaluates s-expressions to produce values

- The value of '() is '()
- The value of a variable is the value bound to it
 - E.g., the variable null is bound to '()
- The value of an atom is the atom itself
- The value of a non-null list depends on the head of the list
 - If the head is one of a specific set of symbols (e.g., define, lambda, λ, and let), it's a special form. Each special form has its own way of being evaluated
 - Otherwise, it's procedure application

Procedure evaluation

(foo 1 2 #t) applies the procedure bound to the variable foo to the arguments 1, 2, and #t

- ► (+ 1 2 3) applies + to 1, 2, and 3, performing addition
- (* 5 (- x y) (/ z 8)) computes 5(x y)(z / 8)
- ► (list 32 5 8) creates the list '(32 5 8)
- (list-ref (list 32 5 8) 2) returns the element of '(32 5 8) at index 2 namely 8

Note that (1 2 3) is invalid because 1 isn't a special form nor is it a procedure

Procedure evaluation order

```
(s-exp0 s-exp2 ... s-expn)
```

Scheme evaluates each of the s-expressions in turn

- s-exp0 must evaluate to a procedure value
- s-exp1 through s-expn are evaluated to produce values
- ► Then, the procedure is applied to the *n* arguments

```
(+(*23)8)
```

- + evaluates to the addition procedure
- (* 2 3) is evaluated
 - * evaluates to the multiplication procedure
 - 2 and 3 evaluate to themselves
 - multiplication procedure is applied to 2 and 3, producing 6
- 8 evaluates to itself
- addition procedure is applied to 6 and 8, producing 14

Using quote 'to prevent evaluation

```
(quote (1 2 3)) evaluates to the list (1 2 3)
'(1 2 3) is shorthand for this and is how DrRacket will display lists
'() is null and how DrRacket displays the empty list
We can quote identifiers (e.g., variable names) and use them as symbols rather
than the value the identifier is bound to (if any)
'red, 'green, 'blue, '+, 'list, etc
E.g., (+ 1 2) evaluates to 3, '(+ 1 2) evaluates to the list '(+ 1 2)
```

```
(define (p x y)
  (printf "x: \sim v \mid n \mid x \mid y)
Procedure p prints out its two arguments. E.g., (p "foo" '(3 2)) prints
x: "foo"
y: '(3 2)
What does (p (+ 3 5)
               (list (-21) '(-21))) print?
                                      C. x: 8
A. x: (+ 3 5)
   y: (list (-21) '(-21))
                                          y: '(1 1)
B. x: 8
                                       D. x: 8
                                          y: '(1 (- 2 1))
   y: '((- 2 1) '(- 2 1))
```

Conditionals

If expression

```
(if test-exp then-exp else-exp)
```

If test-exp evaluates to anything other than #f, then the whole expression evaluates to the evaluation of then-exp

If test-exp evaluates to #f, then the whole if expression evaluates to the evaluation of else-exp

Examples

Predicates

Racket has a bunch of procedures that return #t if its argument satisfies some property

```
    (zero? x), (positive? x), (negative? x)
    (empty? x) returns #t if x is the empty list
```

- (list? x) returns #t if x is a list
- (number? x) returns #t if x is a number
- (pair? x) returns #t if x is a pair (including a nonempty list)
- (symbol? x)
- (string? x)

Conditional expressions

```
(cond [test-exp1 exp1] ... [test-expn expn])
```

Evaluates the test-exp expressions in turn

The first one that evaluates to something other than #f has its corresponding exp evaluated which becomes the value of the whole expression

We can use else as the last test expression

```
(cond [(zero? x) 0]
  [(> x 0) 1]
  [else -1])
```

Some examples

Recursion!

There are no loops in Scheme; instead, we use recursion everywhere!

Common pattern when working with lists

Note

- List functions empty?, first, rest
- Base case 0
- Recursive calls using the rest of the list, combined with the first element

```
What does this procedure do?
(define (foo lst)
  (cond [(empty? lst) #t]
        [(zero? (first lst)) #f]
        [else (foo (rest lst))]))
```

A. Returns #t if 1st is empty and #f otherwise

C. Returns #f if 1st contains a 0 and #t otherwise

B. Returns #t if 1st contains a 0 and #f otherwise

D. Runs forever because foo is called on the rest of 1st

```
(define (fun lst1 lst2)
  (cond [(empty? lst1) lst2]
        [else (cons (first lst1)
                     (fun (rest lst1) lst2))))
What is the result of (fun '(1 2 3 4) '(a b c))?
A. '(1 2 3 4 a b c)
B. '(4 3 2 1 a b c)
C. '(1 2 3 4 c b a)
D. '(4 3 2 1 c b a)
E. '(a b c)
```

Equality

Scheme's equality operators

=, eq?, eqv?, and equal?

```
(= a b) — compares only numbers, cannot be used for anything else
```

(equal? a b) — compares structures recursively

you almost always want this one and not either of the two below

```
(eq? a b) — compares if a and b refers to the same object in memory
```

- This can be used on symbols (eq? 'foo 'foo) returns #t, but is otherwise not good
- (eq? 2.0 (+ 1.0 1.0)) can (and in DrRacket does) return #f!

(eqv? a b) — like eq? but also works with characters and numbers

Testing for equality

Moral

Are you dealing with numbers? Use =

Are you dealing with anything else? Use equal?

(You can use eq? or eqv? with symbols like (eq? sym 'foo) to determine if the variable sym has as its value the symbol 'foo)

Let's write some Racket!