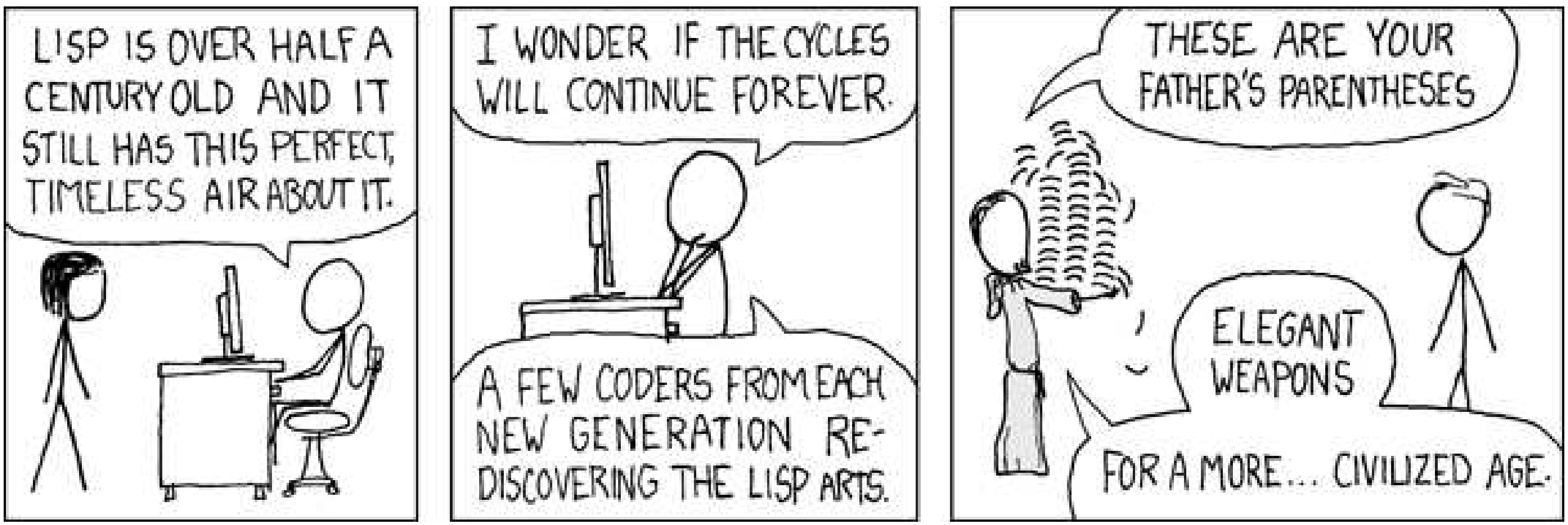
Lecture #23: The Scheme Language

Scheme is a dialect of Lisp:

- "The only programming language that is beautiful."
  —Neal Stephenson
- "The greatest single programming language ever designed"
  —Alan Kay



Scheme Background

- The programming language Lisp is the second-oldest programming language still in use (introduced in 1958).
- Scheme is a Lisp dialect Invented in the 1970s by Guy Steele ("The Great Quux"), who has also participated in the development of Emacs, Java, and Common Lisp.
- Designed to simplify and clean up certain irregularities in Lisp dialects at the time.
- Used in a fast Lisp compiler (Rabbit).
- Still maintained by a standards committee (although both Brian Harvey and I agree that recent versions have accumulated an unfortunate layer of cruft).

Data Types

- We divide Scheme data into *atoms* and *pairs*.
- The classical atoms:
  - Numbers: integer, floating-point, complex, rational.
  - Symbols.
  - Booleans: #t, #f.
  - The empty list: ().
  - Procedures (functions).
- Some newer-fangled, mutable atoms:
  - Vectors: Python lists.
  - Strings.
  - Characters: Like Python 1-element strings.
- Pairs are two-element tuples, where the elements are (recursively) Scheme values.

Symbols

- Lisp was originally designed to manipulate *symbolic data:* e.g., formulae as opposed merely to numbers.
- Typically, such data is recursively defined (e.g., "an expression consists of an operator and subexpressions").
- The "base cases" had to include numbers, but also variables or words.
- For this purpose, Lisp introduced the notion of a *symbol:*
  - Essentially a constant string.
  - Two symbols with the same "spelling" (string) are by default the same object (but usually, case is ignored).
- The main operation on symbols is *equality.*
- Examples:

```
a  bumblebee   numb3rs  *    +    /    wide-ranging !?@*!!
```

(As you can see, symbols can include non-alphanumeric characters.)

Pairs and Lists

- The Scheme notation for the pair of values V_1 and V_2 is

  $(V_1 \;\; . \;\; V_2)$

- As we've seen, one can build practically any data structure out of pairs.
- In Scheme, the main one is the *list*, defined recursively like an rlist:
  - The empty list, written "()", is a list.
  - The pair consisting of a value V and a list L is a list that starts with V, and whose tail is L.
- Lists are so prevalent that there is a standard abbreviation:

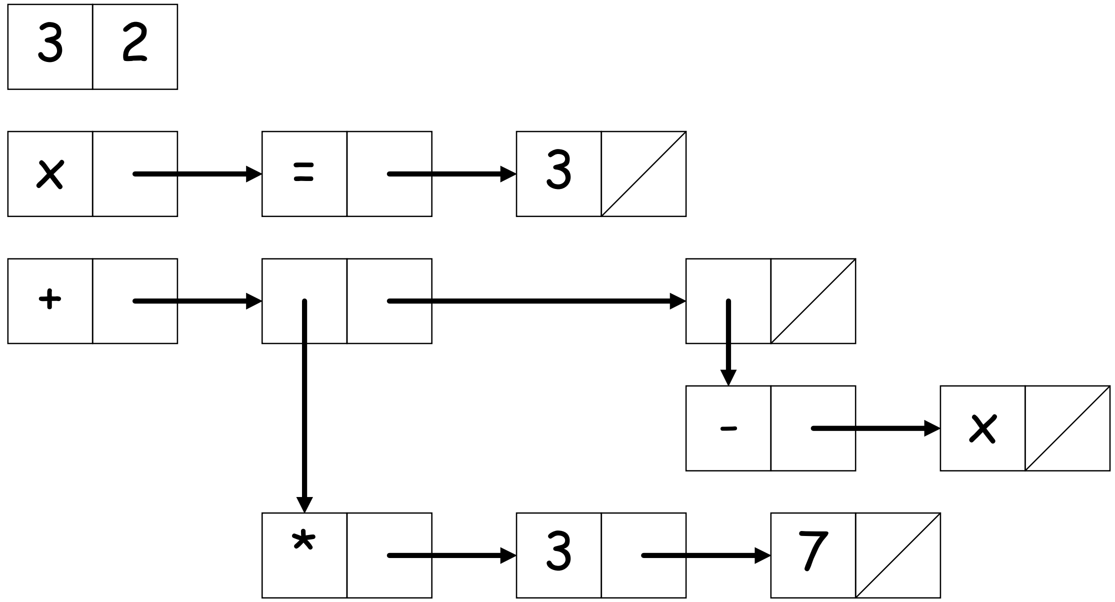
Abbreviation	**Means**
(V)	$(V \;.\; ())$
$(V_1 \; V_2 \cdots V_n)$	$(V_1 \;.\; (V_2 \;.\; (\cdots (V_n \;.\; ()))))$
$(V_1 \; V_2 \cdots V_{n-1} \;.\; V_n)$	$(V_1 \;.\; (V_2 \;.\; (\cdots (V_{n-1} \;.\; V_n))))$

Examples of Pairs and Lists

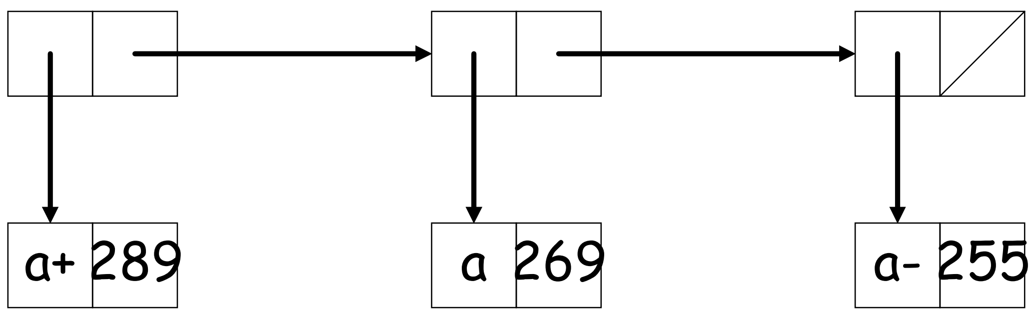
`(3 . 2)`

`(x = 3)`

`(+ (* 3 7) (- x))`



`( (a+ . 289) (a . 269) (a- . 255) )`



Programs

- Scheme expressions and programs are *instances of Lisp data structures* ("Scheme programs are Scheme data").
- At the bottom, numerals, booleans, characters, and strings are expressions that stand for themselves.
- Most lists (aka *forms* stand for function calls:

  (OP $E_1 \cdots E_n$)

  as a Scheme expression means "evaluate OP and the E_i (recursively), and then apply the value of OP, which must be a function, to the values of the arguments E_i."
- Examples:

```
(> 3 2)                    ; 3 > 2 ==> #t
(- (/ (* (+ 3 7 10) (- 1000 8)) 992) 17)
                           ; ((3+7+10)·(1000−8))/992−17
(pair? (list 1 2))         ; ==> #t
```

Quotation

- Since programs are data, we have a problem: How do we say, eg., "Set the variable x to the three-element list (+ 1 2)" without it meaning "Set the variable x to the value 3?"
- In English, we call this a *use vs. mention distinction.*
- For this, we need a *special form*—a construct that does not simply evaluate its operands.
- (quote E) yields E itself as the value, *without* evaluating it as a Scheme expression:

```
scm> (+ 1 2)
3
scm> (quote (+ 1 2))
(+ 1 2)
scm> '(+ 1 2)      ; Shorthand. Converted to (quote (+ 1 2))
(+ 1 2)
```

- How about

```
scm> (quote (1 2 '(3 4)))      ;?
```

Special Forms

- `(quote` E`)` is a *special form*: an exception to the general rule for evaluting functional forms.
- A few other special forms—lists identified by their *OP*—also have meanings that generally do not involve simply evaluating their operands:

```
(if (> x y) x y)                  ; Like Python ... if ... else ...

(and (integer?) (> x y) (< x z))        ; Like Python 'and'

(or (not (integer? x)) (< x L) (> x U)) ; Like Python 'or'

(lambda (x y) (/ (* x x) y))      ; Like Python lambda
                                  ; yields function

(define pi 3.14159265359)         ; Definition
(define (f x) (* x x))            ; Function Definition
(set! x 3)                        ; Assignment ("set bang")
```

Traditional Conditionals

Also, the fancy traditional Lisp conditional form:

```
scm> (define x 5)
scm> (cond ((< x 1) 'small)
           ((< x 3) 'medium)
           ((< x 5) 'large)
           (#t      'big))
big
```

Symbols

- When evaluated as a program, a symbol acts like a variable name.
- Variables are bound in environments, just as in Python, although the syntax differs.
- To define a new symbol, either use it as a parameter name (later), or use the "define" special form:

```
(define pi 3.1415926)
(define pi**2 (* pi pi))
```

- This (re)defines the symbols in the current environment. The second expression is evaluated first.
- To assign a new value to an existing binding, use the `set!` special form:

```
(set! pi 3)
```

- Here, pi must be defined, and it is that definition that is changed (not like Python).

Function Evaluation

- Function evaluation is just like Python: same environment frames, same rules for what it means to call a user-defined function.
- To create a new function, we use the `lambda` special form:

```
scm> ( (lambda (x y) (+ (* x x) (* y y))) 3 4)
25
scm> (define fib
          (lambda (n) (if (< n 2) n (+ (fib (- n 2) (- n 1))))))
scm> (fib 5)
5
```

- The last is so common, there's an abbreviation:

```
scm> (define (fib n)
          (if (< n 2) n (+ (fib (- n 2) (- n 1)))))
```

Numbers

- All the usual numeric operations and comparisons:

```
scm> (- (quotient (* (+ 3 7 10) (- 1000 8)) 992) 17)
3
scm> (/ 3 2)
1.5
scm> (quotient 3 2)
1
scm> (> 7 2)
#t
scm> (< 2 4 8)
#t
scm> (= 3 (+ 1 2) (- 4 1))
#t
scm> (integer? 5)
#t
scm> (integer? 'a)
#f
```

Lists and Pairs

- Pairs (and therefore lists) have a basic constructor and accessors:

```
scm> (cons 1 2)
(1 . 2)
scm> (cons 'a (cons 'b '()))
(a b)
scm> (define L (a b c))
scm> (car L)
a
scm> (cdr L)
(b c)
scm> (cadr L)     ; (car (cdr L))
b
scm> (cdddr L)    ; (cdr (cdr (cdr L)))
()
```

- And one that is especially for lists:

```
scm> (list (+ 1 2) 'a 4)
(3 a 4)
scm> ; Why not just write ((+ 1 2) a 4)?
```

Binding Constructs: Let

- Sometimes, you'd like to introduce local variables or named constants.
- The `let` special form does this:

```
scm> (define x 17)
scm> (let ((x 5)
           (y (+ x 2)))
       (+ x y))
24
```

- This is a *derived form,* equivalent to:

```
scm> ((lambda (x y) (+ x y)) 5 (+ x 2))
```

Loops and Tail Recursion

- With just the functions and special forms so far, can write anything.
- But there is one problem: how to *get* an arbitrary iteration that doesn't overflow the execution stack because recursion gets too deep?
- In Scheme, *tail-recursive functions must work like iterations.*

Loops and Tail Recursion (II)

This means that in this program:

Scheme

```scheme
(define (fib n)
   (define (fib1 n1 n2 k)
      (if (= k n) n2

          (fib1 n2
                (+ n1 n2)
                (+ k 1))))
   (if (= n 0) 0 (fib1 0 1 1)))
```

Python

```python
def fib(n):
  def fib1(n1, n2, k):
    return \
       n2 if k == n \
    else fib1(n2, n1+n2, k+1)
  return 0 if n == 0 \
       else fib1(0, 1, 1)
```

To call `fib1` recursively, we *replace* the call on `fib1` with the recursive call.

A Simple Example

- Consider

```
(define (sum init L)
   (if (null? L) init
       (sum (+ init (car L)) (cdr L))))
```

- Here, can evaluate a call by substitution, and then keep replacing subexpressions by their values or by simpler expressions:

```
(sum 0 '(1 2 3))
(if (null? '(1 2 3)) 0 (sum ...))
(if #f 0 (sum (+ 0 (car '(1 2 3))) (cdr '(1 2 3))))
(sum (+ 0 (car '(1 2 3))) (cdr '(1 2 3)))
(sum (+ 0 1) '(2 3))
(sum 1 '(2 3))
(if (null? '(2 3)) 1 (sum ...))
(if #f 1 (sum (+ 1 (car '(2 3))) (cdr '(2 3))))
(sum (+ 1 (car '(2 3))) (cdr '(2 3)))
etc.
```