

Lecture #27: Scheme Iteration

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Public Service Announcement

"Bay Bithack - the first and largest collegiate bitcoin/blockchain hackathon in the world!
This weekend: April 2-3
No cryptocurrency experience required
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Recursion and Iteration

- We've mentioned before that Scheme uses recursion where most other languages (such as Python) use special iterative constructs.
- This puts a special burden on Scheme interpreters to handle iterative recursions, known as *tail recursions* well.
- From the reference manual:
 - "Implementations of Scheme must be *properly tail-recursive*. Procedure calls that occur in certain syntactic contexts called *tail contexts* are tail calls. A Scheme implementation is properly tail-recursive if it supports an *unbounded number of [simultaneously] active tail calls*."
- First, let's define what that means.

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Tail Contexts

- Basically, an expression is in a *tail context* if it is evaluated last in a function body and provides the value of a call to that function.
- A function is *tail-recursive* if all function calls in its body that can result in a recursive call on that same function are in tail contexts.
- In effect, Scheme turns recursive calls of such functions into iterations by *replacing* those calls with one of the function's tail-context expressions instead of simply returning.
- This decreases the memory devoted to keeping track of which functions are running and who called them to a constant.

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Tail Contexts in Scheme

- Tail contexts are defined inductively (or recursively). The "bases" are
 - `(lambda (ARGUMENTS) EXPR1 EXPR2 ... EXPRn)` ; Tail contexts in Blue
 - `(define (NAME ARGUMENTS) EXPR1 EXPR2 ... EXPRn)`(*'EXPR'* means "Scheme expression")
- If an expression is in a tail context, then certain parts of it become tail contexts all by themselves:
 - `(if EXPR THEN-EXPR ELSE-EXPR)`
 - `(cond (COND-EXPR1 EXPR11 EXPR12 ... EXPR1n)
(COND-EXPR2 EXPR21 EXPR22 ... EXPR2n)
...)`
 - `(and EXPR1 ... EXPRn)`
 - `(or EXPR1 ... EXPRn)`
 - `(begin EXPR1 ... EXPRn)`

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Tail-Recursive Length?

On several occasions, we've computed the length of a linked list like this:

```
;; The length of list L
(define (length L)
  (if (eqv? L '()) ; Alternative: (null? L)
      0
      (+ 1 (length (cdr L)))))
```

but this is not tail recursive. How do we make it so?

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Tail-Recursive Length: Solution

```
;; The length of list L
(define (length L)
  ;; n + the length of R.
  (define (length+ n R)
    (if (null? R) n
        (length+ (+ n 1) (cdr R))))
  (length+ 0 L))
```

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Standard List Searches: assoc, etc.

- The functions `assq`, `assv`, and `assoc` classically serve the purpose of Python dictionaries.
 - An *association list* is a list of key/value pairs. The Python dictionary `{1 : 5, 3 : 6, 0 : 2}` might be represented
`((1 . 5) (3 . 6) (0 . 2))`
 - The `assx` functions access this list, returning the pair whose `car` matches a key argument.
 - The difference between the methods is that
 - `assq` compares using `eq?` (Python is).
 - `assv` uses `eqv?` (which is like Python `==` on numbers and like is otherwise).
 - `assoc` uses `equal?` (does "deep" comparison of lists).
- ;; The first item in L whose car is eqv? to key, or #f if none.
- ```
(define (assv key L)
)
```

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## Assv Solution

```
;; The first item in L whose car is eqv? to key, or #f if none.
(define (assv key L)
 (cond ((null? L) #f)
 ((eqv? key (caar L)) (car L))
 (else (assv key (cdr L))))
)
```

- This is a tail-recursive function.
- Why `caar`?
  - L has the form `((key1 . val1) (key2 . val2) ...)`.
  - So the `car` of L is `(key1 . val1)`, and its key is therefore `(car (car L))` (or `caar` for short).

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## A classic: reduce

```
;; Assumes f is a two-argument function and L is a list.
;; If L is (x1 x2...xn), the result of applying f n-1 times
;; to give (f (f (... (f x1 x2) x3) x4) ...).
;; If L is empty, returns f with no arguments.
;; [Simply Scheme version.]
;; >>> (reduce + '(1 2 3 4)) ==> 10
;; >>> (reduce + '()) ==> 0
(define (reduce f L)
)
```

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## Reduce Solution (1)

```
;; Assumes f is a two-argument function and L is a list.
;; If L is (x1 x2...xn), the result of applying f n-1 times
;; to give (f (f (... (f x1 x2) x3) x4) ...).
;; If L is empty, returns f with no arguments.
(define (reduce f L)
 (cond ((null? L)
 (f) ; Odd case with no items
 ((null? (cdr L))
 (car L)) ; One item
 (else (reduce f (cons (f (car L) (cadr L))
 (caddr L))))))
)
; E.g.:
; (reduce + '(2 3 4))
; -calls-> (reduce + (5 4))
; -calls-> (reduce + (9))
; -yields-> 9
```

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## Reduce Solution (2)

```
;; Assumes f is a two-argument function and L is a list.
;; If L is (x1 x2...xn), the result of applying f n-1 times
;; to give (f (f (... (f x1 x2) x3) x4) ...).
;; If L is empty, returns f with no arguments.
(define (reduce f L)
 (define (reduce-tail accum R)
 (cond ((null? R) accum)
 (else (reduce-tail (f accum (car R)) (cdr R)))))
 (if (null? L) (f) ; Special case
 (reduce-tail (car L) (cdr L))))
```

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## A Harder Case: Map

- We've seen `map` many times.
- An obvious Scheme version:  
;; Assuming f is a one-argument function and L a list, the list of  
;; results of applying f to each element of L  

```
(define (map f L)
 (if (null? L) ()
 (cons (f (car L)) (map f (cdr L))))))
```
- Is this tail-recursive?

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## Making map tail recursive

- Need to pass along the partial results and add to them.
- Problem: `cons` adds to the *front* of a list, so we end up with a reverse of what we want.  

```
(define (map f L)
 ;; The result of prepending the reverse of (map rest) to
 ;; the list partial-result
 (define (map+ partial-result rest)
 (if (null? rest) partial-result
 (map+ (cons (f (car rest)) partial-result)
 (cdr rest))))
 (reverse (map+ () L)))
```
- What about `reverse`?

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## And Finally, Reverse

- Actually, we can use the very problem that `cons` creates to solve it!
- That is, consing items from a list from left to right results in a reversed list:  

```
(define (reverse L)
 (define (reverse+ partial-result rest)
 (if (null? rest) partial-result
 (reverse+ (cons (car rest) partial-result)
 (cdr rest))))
 (reverse+ () L))
```

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