Lisp -- Quick Intro

- Based on the λ -calculus;
- All data are lists (essentially)





e.g., are e^{ax}, sqrt(ax²+by²) functions??

NO, not until you've specified what values are fixed, and which ones are variable!!

A traditional solution is to invent a function name, e.g.,

 $f(x) = e^{ax}$, for all real x [so, e and a are fixed constants] $g(e,a) = e^{ax}$, for all real e > 0, and all real a [x fixed!] $h(x,y) = ax^2+by^2$ for all real x, y [so a, b are fixed] $k(a,b,x,y) = ax^2+by^2$ for all real a, b, x, y [nothing fixed]

The λ -calculus identifies variables without function-naming:

(λ (x) e^{ax}), (λ (e,a) e^{ax}), (λ (a,b,x,y) (ax^2+by^2)). (" $\lambda-abstraction"$)

This makes it easy to "mix together" ordinary expressions (denoting numbers or lists) with expressions denoting functions, as arguments of other functions – very general!

Lisp versions: (lambda (x) (exp (* a x))), (lambda (e a) (exp (* a x))), (lambda (x y) (+ (* a x x) (*b y y))), ... We can still give functions names in both the λ -calculus and in Lisp. E.g., in the λ -calculus we can define $f =_{df} (\lambda (x) e^{ax}), h =_{df} (\lambda (x,y) (ax^2+by^2)), etc.$

Then note the equivalences (for fixed e, a, & any c) $f(c) = (\lambda (x) e^{ax})(c) = e^{ac}$ ("<u>\lambda-conversion</u>")

And in Lisp (where 'exp' is built-in, = $(\lambda (x) e^{x})$), (defun f (x) (exp (* a x))), (defun h (x y) (+ (* a x x) (* b y y))), etc.

Here we likewise have the equivalence (f c) = $(\exp(* a x))) = (\exp(* a c))$ (given a, c).

But it's good to remember that you can also use lambda -defined functions directly in code, and apply them to arguments there.

Moving on to a simple example ("hello", simply or cleverly): sbc1 * 'hello HELLO * "hello" "hello" * (defparameter *name* nil) * (defun hello () (format t "Hello, what's your first name?~%") (setq *name* (read)) (format t "Nice to meet you, ~a~%" *name*)) HELLO * (hello) Hello, what's your first name? Len Nice to meet you, LEN NIL ; use (exit) to escape

- Loading a file: e.g., (load "myfile.lisp")
- Data types:
 - atoms (e.g., 3, -2, 2/3, 3.14, T, NIL, (), :A, :B3,
 A, CSC191, \;, JOE, |Joe|, @U.ROCHESTER.EDU,
 #\a, #\A, #\Space, #\;, ...), "a four-word string"
 - lists: NIL, (), (THIS & (THAT (MAKES 6 "words") ?))
 - arrays: (setq A (make-array '(3 4))
 - hash tables: (setq *KB* (make-hash-table :test 'equal))
 - structures:

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Functions – use

(defun <name> (let (x y z) <body>)) for local variables; more examples to come

Basic built-in functions

(setq x '(A B C))) ; 'setf' is more general (car x) \rightarrow A (cdr x) \rightarrow (B C) ; the rest of the list, w/o 1st element (cadr x) \rightarrow B ; also called (second x) (setq x (cons '(D E) x) \rightarrow ((D E) A B C); "insert 1st item"

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local & global variables
loops: e.g., (dolist (x mylist) ...),
(dotimes (i 15) ...)
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Function examples

```
(defun hypotenuse (base height)
     (sqrt (+ (expt base 2) (expt height 2))))
(hypotenuse 3 4) ==> 5.0
```

```
(defun atoms-of (lst)
(cond ((null lst) nil)
((atom lst) (list lst))
(t (append (atoms-of (car lst)) (atoms-of (cdr lst))))))
```

Debugging



- I like the following when there's a crash: backtrace (:dn in acl) ... unwinds the recent function calls list-locals (:loc in acl) ... prints out the local variables
- use the 'trace' function (give names of functions, without quotes, as arguments of 'trace')
- locally rename functions, to be able to trace those occurrences;
 e.g., suppose you want to see the argument of 'null', and of the first recursive occurrence of 'atoms-of' above; you could write

```
(defun atoms-of (lst)
  (cond ((null1 lst) nil)
      ((atom lst) (list lst))
      (t (append (atoms-of1 (car lst)) (atoms-of (cdr lst))))))
```

```
(defun null1 (x) (null x))
(defun atoms-of1 (x) (atoms-of x))
(trace null1 atoms-of1)
```

```
(atoms-of '((a b) (c (d)))) ==>
0[2]: (NULL1 ((A B) (C (D))))
0[2]: returned NIL
0[2]: (ATOMS-OF1 (A B))
1[2]: (NULL1 (A B))
1[2]: returned NIL
1[2]: (ATOMS-OF1 A)
2[2]: (NULL1 A)
etc.
```

One more example - simple 1-level pattern matching

The following will match a list containing constants and variable to a list of constants, returning the latter if the match succeeds; e.g., (match1 '(Owns ?x ?y) '(Owns Alice Snoopy)) → (OWNS ALICE SNOOPY)

)); end of match1