SCHEME AND INTERPRETERS

COMPUTER SCIENCE 61A

July 31 to August 6, 2015

1 Scheme

1. What would Scheme print? Also, draw the box-and-pointer diagram for each of the following linked lists:

```
scm> (cons 1 2)
scm> (cons 2 3 4)
scm> (cons 1 (cons 2))
scm> (cons 1 '(cons 2))
scm> (cons (list 2 3) 1)
scm> (1 . 2 3)
scm> (define a (cons 1 (cons 2 (cons 3 4))))
scm> (car a)
```

How can we access 3 from a? How can we access (3.4) from a?

```
scm> (define x 5)
scm> ((lambda (c d) (+ x)) 1 2)

scm> ((lambda (x y z) (y x)) 2 / 2)

scm> (define boom1 (/ 1 0))

scm> boom1

scm> (define boom2 (lambda () (/ 1 0)))

scm> (boom2)
```

Why are boom1 and boom2 (defined above) different?

How can we rewrite boom2 without using the lambda operator?

2. Implement contains, which takes in a val and a well-formed list (lst). Returns True if the val is in lst or any of the lists within the lst, and False otherwise.

```
(define a (cons 1 (cons 2 (cons 3 nil))))
scm>
а
scm> (contains 3 a)
True
scm> (contains 6 a)
False
scm> (define b '(1 3 (9 8) 2))
b
scm> (contains 8 b)
True
scm> (contains 2 b)
True
scm> (contains 7 b)
False
(define (contains val 1st)
```

An interpreter is a computer program that **reads** your input, **evaluates** it, and **prints** the result. For each interpreter, there is an underlying language and an implemented language. The interpreter *understands* the implemented language and is *written* in the underlying language. For this question, we will be implementing a few functions using python for a very simple calculator language that behaves as follows:

```
> 1
1
> (+ 1 3)
4
```

The first step to implementing a language is **tokenizing**, which converts the input string to a list of tokens.

```
>>> tokens = tokenize("(+ (- 3 1) 4)")
>>> tokens
['(', '+', '(', '-', 3, 1, ')', 4, ')']
```

The next step is to **parse** the tokens and create a deep linked list that will expose the structure of the parentheses, so we can apply the operator to the operands in the correct order. We do this using a function called <code>calc_read</code>. <code>calc_read</code> takes in a list of tokens, and returns a linked list that represents the calculator expression.

```
>>> exp = calc_read(tokens)
>>> exp
Link('+', Link(Link('-', Link(3, Link(1))), Link(4)))
```

After parsing the input, we can **evaluate** the expression using a function called calc_eval. calc_eval evaluates the return value of calc_read by using calc_apply (defined below) to apply the operator (the first argument of the linked list returned by calc_read) to the operands (the rest of the linked list returned by calc_read). Your job is to implement calc_eval.

1. In order implement calc_eval, first implement map_linked_list, a function which takes in a function and a linked list, and applies the function to every element of the list.

```
def map_linked_list(f, lst):
    """Returns a list of the results produced by applying f to
    each element in lst.

>>> my_list = Link(1, Link(2, Link(3, Link(4, empty))))
>>> map_linked_list(lambda x: x * x, my_list)
Link(1, Link(4, Link(9, Link(16))))
"""
```

2. Now use map_linked_list and calc_apply in order to implement calc_eval. If the expression is a number (a primitive), then the expression just evaluates to itself. Otherwise, if it's a Link, the expression is a call expression.

```
def calc_eval(exp):
    """Evaluates a calculator expression.

>>> calc_eval(5)
5
>>> calc_eval(link('+', link(12, link(3, empty))))
15
>>> subexp1 = link('*', link(3, link(4, empty)))
>>> subexp2 = link('-', link(12, link(9, empty)))
>>> exp = link('+', link(subexp1, link(subexp2, empty)))
>>> print_linked_list(exp)
< '+' < '*' 3 4 > < '-' 12 9 > >
>>> calc_eval(exp)
15
"""
```

3. Now, modify calc_apply so that it can handle the operator **, which is the power function. Assume a function do_power is defined for you. *Hint: The change is extremely similar to the implementation of* * - + *and* /.

```
def calc_apply(op, args):
    """Applies an operator to a linked list of arguments

>>> calc_apply( + , Link(1, Link(3, Link(5))))
9
>>> calc_apply( ** , Link(4, Link(3)))
64
    """

if op == '+':
    return do_addition(args)
elif op == '*':
    return do_multiplication(args)
elif op == '-':
    return do_subtraction(args)
elif op == '/':
    return do_division(args)
```