

CMPUT325: Meta-programming Fundamentals

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Program is Data I

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→ LAMBDA

Other examples

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( (LAMBDA (fn) (funcall fn fn)) 'ATOM )
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```

```
→
```

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→
```

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→ (LAMBDA (x) x)  
( (LAMBDA (fn) (funcall fn fn)) '(LAMBDA (x) (x x)) )  
→ The function x is undefined
```

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→ The function x is undefined  
( (LAMBDA (fn) (funcall fn fn)) '(LAMBDA (x) (funcall x  
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( (LAMBDA (fn) (funcall fn fn)) '(LAMBDA (x) x) )  
→ (LAMBDA (x) x)  
( (LAMBDA (fn) (funcall fn fn)) '(LAMBDA (x) (x x)) )  
→ The function x is undefined  
( (LAMBDA (fn) (funcall fn fn)) '(LAMBDA (x) (funcall x  
→ ... waiting ... waiting ...
```

Modifying Code I

```
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(foo '(A B C)) →
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(foo '(A B C)) → B
(CONS (CAR (symbol-function 'foo)) '((u y z) y))
→
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(bar 4 (+ 2 3) '(t Q)) →
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(setf (symbol-function 'bar)
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→ (LAMBDA (u y z) y)
(bar 4 (+ 2 3) '(t Q)) → 5
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(setf (symbol-function 'N-args)
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→
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(N-args 'foo) → 1
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(setf (symbol-function 'N-args)
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(N-args 'foo)→ 1
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COMPILER translates Source Program into Executable Object Code

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Steps in Compiler-Based System:

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4. run object code

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Steps:

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2. Notes:
 - 2.1 form may be a program (s-expr)
 - 2.2 only run-time checks performed

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- ▶ Many *Lisps* have compilers - both byte-code and native
- ▶ Most *Lisps* include INTERPRETERs.
READ-EVAL-PRINT Loop
- ▶ Some Lisp's (s-lisp) call compiler after each read so code is always compiled

LISP Interpretation: EVAL

- ▶ Interpretation is based on Evaluation which maps S-expr into S-expr

(CONS (CAR '(A B)) '(C D)) → (A C D)

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$(\text{CONS } (\text{CAR } '(A \ B)) \ ,(C \ D)) \rightarrow (A \ C \ D)$

- ▶ Can write a Lisp Function to do it!
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(EVAL '(CONS x '(B C))
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(EVAL '(CONS x '(B C))
      '(
        (x t)
        (y (t nil))
        (z nil)
      )
      → (t B C)
```

EVAL in General

- ▶ EVAL form + context \leadsto s-expr
(Common Lisp EVAL does not accept a context argument)

$e \Leftrightarrow (\text{eval } 'e \text{ nil})$

EVAL of e (with nil context) is s-expr

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- ▶ EVAL form + context \leadsto s-expr
(Common Lisp EVAL does not accept a context argument)
 $e \Leftrightarrow (\text{eval } 'e \text{ nil})$
EVAL of e (with nil context) is s-expr
- ▶ EVAL is a function;
Can use like any other function!

EVAL in General

- ▶ EVAL form + context \leadsto s-expr
(Common Lisp EVAL does not accept a context argument)

$e \Leftrightarrow (\text{eval } 'e \text{ nil})$

EVAL of e (with nil context) is s-expr

- ▶ EVAL is a function;
Can use like any other function!
- ▶ Can take only 1 arg
as if context = nil

Examples of EVAL Ia

```
'(CONS 'a '(b c))
```

Examples of EVAL Ia

`'(CONS 'a '(b c)) → (CONS 'a '(b c))`

Examples of EVAL Ia

`'(CONS 'a '(b c)) → (CONS 'a '(b c))`

`(EVAL '(CONS 'a '(b c)))`

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`'(CONS 'a '(b c)) → (CONS 'a '(b c))`

`(EVAL '(CONS 'a '(b c))) → (a b c)`

Examples of EVAL Ia

`'(CONS 'a '(b c)) → (CONS 'a '(b c))`

`(EVAL '(CONS 'a '(b c))) → (a b c)`

`(setq x '(list '+ 3 4))`

Examples of EVAL Ia

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`(EVAL '(CONS 'a '(b c))) → (a b c)`

`(setq x '(list '+ 3 4)) → (list '+ 3 4)`

Examples of EVAL Ia

`'(CONS 'a '(b c)) → (CONS 'a '(b c))`

`(EVAL '(CONS 'a '(b c))) → (a b c)`

`(setq x '(list '+ 3 4)) → (list '+ 3 4)`

`'x`

Examples of EVAL Ia

`'(CONS 'a '(b c)) → (CONS 'a '(b c))`

`(EVAL '(CONS 'a '(b c))) → (a b c)`

`(setq x '(list '+ 3 4)) → (list '+ 3 4)`

`'x → x`

Examples of EVAL Ia

`'(CONS 'a '(b c)) → (CONS 'a '(b c))`

`(EVAL '(CONS 'a '(b c))) → (a b c)`

`(setq x '(list '+ 3 4)) → (list '+ 3 4)`

`'x → x`

`(eval 'x)`

Examples of EVAL Ia

'(CONS 'a '(b c)) → (CONS 'a '(b c))

(EVAL '(CONS 'a '(b c))) → (a b c)

(setq x '(list '+ 3 4)) → (list '+ 3 4)

'x → x

(eval 'x) → (list '+ 3 4)

Examples of EVAL Ia

`'(CONS 'a '(b c)) → (CONS 'a '(b c))`

`(EVAL '(CONS 'a '(b c))) → (a b c)`

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`'x → x`

`(eval 'x) → (list '+ 3 4)`

`x`

Examples of EVAL Ia

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`(eval 'x) → (list '+ 3 4)`

`x → (list '+ 3 4)`

Examples of EVAL Ia

`'(CONS 'a '(b c)) → (CONS 'a '(b c))`

`(EVAL '(CONS 'a '(b c))) → (a b c)`

`(setq x '(list '+ 3 4)) → (list '+ 3 4)`

`'x → x`

`(eval 'x) → (list '+ 3 4)`

`x → (list '+ 3 4)`

`(eval (eval 'x))`

Examples of EVAL Ia

`'(CONS 'a '(b c)) → (CONS 'a '(b c))`

`(EVAL '(CONS 'a '(b c))) → (a b c)`

`(setq x '(list '+ 3 4)) → (list '+ 3 4)`

`'x → x`

`(eval 'x) → (list '+ 3 4)`

`x → (list '+ 3 4)`

`(eval (eval 'x)) → (+ 3 4)`

Examples of EVAL I^b

```
(eval (eval x))
```

Examples of EVAL I^b

```
(eval (eval x)) →7
```

Examples of EVAL I^b

(eval (eval x)) → 7

(eval '(eval x))

Examples of EVAL lb

(eval (eval x)) → 7

(eval '(eval x)) → (+ 3 4)

Examples of EVAL I^b

(eval (eval x)) → 7

(eval '(eval x)) → (+ 3 4)

(setq y 'x)

Examples of EVAL I^b

(eval (eval x)) → 7

(eval '(eval x)) → (+ 3 4)

(setq y 'x) → x

Examples of EVAL I^b

(eval (eval x)) → 7

(eval '(eval x)) → (+ 3 4)

(setq y 'x) → x

(eval 'y)

Examples of EVAL I^b

(eval (eval x)) → 7

(eval '(eval x)) → (+ 3 4)

(setq y 'x) → x

(eval 'y) → x

Examples of EVAL I^b

(eval (eval x)) → 7

(eval '(eval x)) → (+ 3 4)

(setq y 'x) → x

(eval 'y) → x

(eval '(QUOTE y))

Examples of EVAL I^b

(eval (eval x)) → 7

(eval '(eval x)) → (+ 3 4)

(setq y 'x) → x

(eval 'y) → x

(eval '(QUOTE y)) → y

Examples of EVAL I^b

(eval (eval x)) → 7

(eval '(eval x)) → (+ 3 4)

(setq y 'x) → x

(eval 'y) → x

(eval '(QUOTE y)) → y

(eval y)

Examples of EVAL I^b

(eval (eval x)) → 7

(eval '(eval x)) → (+ 3 4)

(setq y 'x) → x

(eval 'y) → x

(eval '(QUOTE y)) → y

(eval y) → (list '+ 3 4)

Examples of EVAL I^b

(eval (eval x)) → 7

(eval '(eval x)) → (+ 3 4)

(setq y 'x) → x

(eval 'y) → x

(eval '(QUOTE y)) → y

(eval y) → (list '+ 3 4)

(eval (eval y))

Examples of EVAL I_b

(eval (eval x)) → 7

(eval '(eval x)) → (+ 3 4)

(setq y 'x) → x

(eval 'y) → x

(eval '(QUOTE y)) → y

(eval y) → (list '+ 3 4)

(eval (eval y)) → (+ 3 4)

Examples of EVAL Ila

```
(EVAL 'x '( (y x) (z A) (x P)) )
```

Examples of EVAL Ila

(EVAL 'x '((y x) (z A) (x P))) → P

Examples of EVAL IIa

(EVAL 'x '((y x) (z A) (x P))) → P

(EVAL '(CONS (CAR x) y)
'((x (A B C)) (y (D E))))

Examples of EVAL IIa

(EVAL 'x '((y x) (z A) (x P))) → P

(EVAL '(CONS (CAR x) y)
'((x (A B C)) (y (D E))))

→ (A D E)

Examples of EVAL IIa

(EVAL 'x '((y x) (z A) (x P))) → P

(EVAL '(CONS (CAR x) y)
'((x (A B C)) (y (D E))))

→ (A D E)

(EVAL ' (QUOTE x) '((y x) (z A) (x P)))

Examples of EVAL IIa

(EVAL 'x '((y x) (z A) (x P))) → P

(EVAL '(CONS (CAR x) y)
'((x (A B C)) (y (D E))))

→ (A D E)

(EVAL ' (QUOTE x) '((y x) (z A) (x P)))

→ x

Examples of EVAL IIa

(EVAL 'x '((y x) (z A) (x P))) → P

(EVAL '(CONS (CAR x) y)
'((x (A B C)) (y (D E))))

→ (A D E)

(EVAL ' (QUOTE x) ' ((y x) (z A) (x P)))

→ x

((LAMBDA (x c) (EVAL x c))
'W
'((W A) (X B)))

Examples of EVAL IIa

(EVAL 'x '((y x) (z A) (x P))) → P

(EVAL '(CONS (CAR x) y)
'((x (A B C)) (y (D E))))

→ (A D E)

(EVAL ' (QUOTE x) ' ((y x) (z A) (x P)))

→ x

((LAMBDA (x c) (EVAL x c))

'W

'((W A) (X B)))

→ A

Examples of EVAL IIb

```
( (LAMBDA (x c) (EVAL 'W c))  
  'fred  
  '( (W A) (X B) ) )
```

Examples of EVAL IIb

```
( (LAMBDA (x c) (EVAL 'W c))  
  'fred  
  '( (W A) (X B) ) )  
  
→ A
```

Examples of EVAL IIb

```
( (LAMBDA (x c) (EVAL 'W c))  
  'fred  
  '( (W A) (X B) ) )
```

→ A

```
( (LAMBDA (x c) (EVAL x c))  
  '(QUOTE W)  '( (W A) (X B) ) )
```

Examples of EVAL IIb

```
( (LAMBDA (x c) (EVAL 'W c))  
  'fred  
  '( (W A) (X B) ) )
```

→ A

```
( (LAMBDA (x c) (EVAL x c))  
  '(QUOTE W)  '( (W A) (X B) ) )
```

→ W

Examples of EVAL IIb

```
( (LAMBDA (x c) (EVAL 'W c))  
  'fred  
  '( (W A) (X B) ) )
```

→ A

```
( (LAMBDA (x c) (EVAL x c))  
  '(QUOTE W)  '( (W A) (X B) ) )
```

→ W

```
( (LAMBDA (x c) (EVAL (EVAL x nil) c))  
  '(QUOTE W)  '( (W A) (X B) ) )
```

Examples of EVAL IIb

```
( (LAMBDA (x c) (EVAL 'W c))  
  'fred  
  '( (W A) (X B) ) )
```

→ A

```
( (LAMBDA (x c) (EVAL x c))  
  '(QUOTE W)  '( (W A) (X B) ) )
```

→ W

```
( (LAMBDA (x c) (EVAL (EVAL x nil) c))  
  '(QUOTE W)  '( (W A) (X B) ) )
```

→ A

Examples of EVAL IIb

```
( (LAMBDA (x c) (EVAL 'W c))  
  'fred  
  '( (W A) (X B) ) )
```

→ A

```
( (LAMBDA (x c) (EVAL x c))  
  '(QUOTE W)  '( (W A) (X B) ) )
```

→ W

```
( (LAMBDA (x c) (EVAL (EVAL x nil) c))  
  '(QUOTE W)  '( (W A) (X B) ) )
```

→ A

Trick:

↓ (next, /, /, /)

Extending the Language

- ▶ Common-Lisp defines
 $(IF \langle test-form \rangle \langle true-form \rangle \langle else-form \rangle)$

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- ▶ Common-Lisp defines
 $(IF \langle test-form \rangle \langle true-form \rangle \langle else-form \rangle)$
- ▶ How could we define this in terms of pure Lisp primitives?
- ▶ Our first try (DO NOT IMPLEMENT!):

```
(DEFUN my-if (testF trueF falseF)
  (COND (test trueF)
        (t falseF)))
```

Testing Naive IF

- ▶ Consider an application:

```
(setf x '(1 2))
```

```
(my-if (ATOM x) x (CAR x)) →
```

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(setf x '(1 2))
```

```
(my-if (ATOM x) x (CAR x)) → 1
```

```
(setf x 'blah)
```

```
(my-if (ATOM x) x (CAR x))
```

```
→
```

Testing Naive IF

- ▶ Consider an application:

```
(setf x '(1 2))
```

```
(my-if (ATOM x) x (CAR x)) → 1
```

```
(setf x 'blah)
```

```
(my-if (ATOM x) x (CAR x))  
→ error 'blah is not a list
```

Testing Naive IF

- ▶ Consider an application:

```
(setf x '(1 2))
```

```
(my-if (ATOM x) x (CAR x)) → 1
```

```
(setf x 'blah)
```

```
(my-if (ATOM x) x (CAR x))  
→ error 'blah is not a list
```

- ▶ Note (CAR x) is always evaluated!

Custom Evaluation of Forms

- ▶ Solution: Custom control over evaluation of args

Eval 1st arg

 if true: eval 2nd arg
 if false: eval 3rd arg

Custom Evaluation of Forms

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- ▶ But Lisp's set of special forms is closed

Custom Evaluation of Forms

- ▶ Solution: Custom control over evaluation of args

Eval 1st arg

 if true: eval 2nd arg
 if false: eval 3rd arg

- ▶ We seem to need a new special form
- ▶ But Lisp's set of special forms is closed
- ▶ Actually, there's another way:

Macro-functions

- ▶ Macro-functions get the unevaluated form and context; and return a new form to be evaluated in its place

Macro-functions

- ▶ Macro-functions get the unevaluated form and context; and return a new form to be evaluated in its place
 - ▶ Installing an ordinary function into the function symbol table

```
(setf (symbol-function 'foo-fun)
      (function (lambda ()
                  (list '+ 1 2))))
```

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(setf (symbol-function 'foo-fun)
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(foo-fun) →
```

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```
(setf (symbol-function 'foo-fun)
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(foo-fun) → (+ 1 2)
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(setf (symbol-function 'foo-fun)
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```

- ▶ Installing a macro-function into the macro symbol table

```
(setf (macro-function 'foo-mac)
      (function (lambda (args ctx)
                  (list '+ 1 2))))
```

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(setf (symbol-function 'foo-fun)
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                  (list '+ 1 2))))
(foo-fun) → (+ 1 2)
```

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```
(setf (macro-function 'foo-mac)
      (function (lambda (args ctx)
                  (list '+ 1 2))))
(foo-mac) →
```

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```

- ▶ Installing a macro-function into the macro symbol table

```
(setf (macro-function 'foo-mac)
      (function (lambda (args ctx)
                  (list '+ 1 2))))
(foo-mac) → 3
```

Macro-functions

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- ▶ Installing a macro-function into the macro symbol table

```
(setf (macro-function 'foo-mac)
      (function (lambda (args ctx)
                  (list '+ 1 2))))
(foo-mac) → 3
```

- ▶ Result of foo-mac is evaluated!

Macro-functions with Arguments

- ▶ Ordinary function installed into the function symbol table

```
(setf (symbol-function 'foo-fun)
      (function (lambda (a1 a2 a3)
                    (list a1 a2 a3)))))
```

Macro-functions with Arguments

- ▶ Ordinary function installed into the function symbol table

```
(setf (symbol-function 'foo-fun)
      (function (lambda (a1 a2 a3)
                    (list a1 a2 a3))))))
(foo-fun 'cons 'a nil) →
```

Macro-functions with Arguments

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(setf (symbol-function 'foo-fun)
      (function (lambda (a1 a2 a3)
                    (list a1 a2 a3))))))
(foo-fun 'cons 'a nil) →
(cons a nil) ;; cons quoted!
```

Macro-functions with Arguments

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```
(setf (symbol-function 'foo-fun)
      (function (lambda (a1 a2 a3)
                    (list a1 a2 a3))))
(foo-fun 'cons 'a nil) →
(cons a nil) ;; cons quoted!
```

- ▶ Macro-function installed in macro symbol table

```
(setf (macro-function 'foo-mac)
      (function (lambda (args ctx)
                    (let ((a1 (second args))
                          (a2 (third args)) (a3 (fourth args)))
                      (list a1 a2 a3)))))
```

Macro-functions with Arguments

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```
(setf (symbol-function 'foo-fun)
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(foo-fun 'cons 'a nil) →
(cons a nil) ;; cons quoted!
```

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(foo-mac cons 'a nil) →
```

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(cons a nil) ;; cons quoted!
```

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                       (list a1 a2 a3 )))))
(foo-mac cons 'a nil) → (a)
```

- ▶ Why skip (first args)? = macro name ⇒ infinite loop

The defmacro Special Form

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```
(defmacro name ( a1 ... an ) <form>)
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- ▶ The `<form>` is evaluated (`<form>` may use arguments)
- ▶ The **result** of `<form>` is returned in place of the macro
- ▶ Lisp evaluates returned **result**

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- ▶ A function evaluates its body form and returns the result

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(defun mystery-fun ()
 (list '+ 1 2)))
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(mystery-fun)
```

→

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```
(defmacro mystery-mac ()
 (list '+ 1 2))
```

# The defmacro Special Form

- ▶ A function evaluates its body form and returns the result

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(defun mystery-fun ()
 (list '+ 1 2)))
(mystery-fun)
→ (+ 1 2)
```

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```
(defmacro mystery-mac ()
 (list '+ 1 2))
(mystery-mac)
→
```

# The defmacro Special Form

- ▶ A function evaluates its body form and returns the result

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(defun mystery-fun ()
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(mystery-fun)
→ (+ 1 2)
```

- ▶ A macro evaluates its body form and then evaluates the result

```
(defmacro mystery-mac ()
 (list '+ 1 2))
(mystery-mac)
→ 3
```

## Defining kwote

- ▶ Define your own quote function named 'kwote':

```
(defmacro kwote (s-expr) (list 'quote s-expr))
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```
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(kwote fred) → fred
(list fred) →
```

## Defining kwote

- ▶ Define your own quote function named 'kwote':

```
(defmacro kwote (s-expr) (list 'quote s-expr))
(kwote fred) → fred
(list fred) → error: fred is unbound
```

# Understanding kwote

```
(defmacro kwote (s-expr) (list 'quote s-expr))
```

## Understanding kwote

```
(defmacro kwote (s-expr) (list 'quote s-expr))
ENTER EVAL (kwote fred)
```

## Understanding kwote

```
(defmacro kwote (s-expr) (list 'quote s-expr))
ENTER EVAL (kwote fred)
ENTER EVAL-MACRO kwote
```

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```
(defmacro kwote (s-expr) (list 'quote s-expr))
ENTER EVAL (kwote fred)
ENTER EVAL-MACRO kwote
BIND s-expr ←fred
```

## Understanding kwote

```
(defmacro kwote (s-expr) (list 'quote s-expr))
ENTER EVAL (kwote fred)
ENTER EVAL-MACRO kwote
BIND s-expr ←fred
ENTER EVAL (list 'quote s-expr)
```

## Understanding kwote

```
(defmacro kwote (s-expr) (list 'quote s-expr))
ENTER EVAL (kwote fred)
ENTER EVAL-MACRO kwote
 BIND s-expr ←fred
 ENTER EVAL (list 'quote s-expr)
 ENTER EVAL 'quote
```

## Understanding kwote

```
(defmacro kwote (s-expr) (list 'quote s-expr))
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(defmacro kwote (s-expr) (list 'quote s-expr))
(defmacro kwote (s-expr) `'(quote ,s-expr))
(defmacro kwote (s-expr) `',s-expr)
```

## defmacro using backquote for arguments

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(defmacro greet (name) '(`(hello ,name !)))
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(my-if t 'ok (/ 0 0)) → ok
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(my-if t 'ok (/ 0 0)) → ok
(my-if nil 'ok (/ 0 0)) →
error: zero divisor
```

# Introducing local variables in macros

```
(defmacro arithmetic-if (test neg-form zero-form pos-form)
 (let ((var (gensym)))
 `(let (,var ,test))
 (cond ((< ,var 0) ,neg-form)
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- ▶ This name is guaranteed not to be used already
- ▶ It cannot shadow variables in the neg, zero and pos forms

## Variable length argument lists

- ▶ Like defun, defmacro accepts the &rest keyword

```
(defmacro random-form (&rest args)
 (nth (random (length args)) args))
```

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(random-form (car '(a b)) (+ 1 2)) →
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(random-form 'a x (- 27) (length '(t u x))) →
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(random-form 'a x (- 27) (length '(t u x))) →
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→ error: x undefined
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((LAMBDA (x) 'ok) (/ 0 0)) →
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- ▶ In contrast, macros always pass result to evaluator

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APPLY: function + args + context  $\rightsquigarrow$  s-expr
- $$(f\ s_1 \dots s_n) \Leftrightarrow (\text{APPLY } 'f\ '(s_1 \dots s_n)\ nil)$$

## Examples of APPLY

```
(APPLY 'CONS '(A (B C)) nil)→
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→
```

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(APPLY 'CONS '(A (B C)) nil)→ (A B C)
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→ (X C D E)
(APPLY '(LAMBDA (a b) (CONS X b)
 '(Y (C D E)) '((X P)))
→
```

## Examples of APPLY

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(APPLY 'CONS '(A (B C)) nil)→ (A B C)
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→ (P C D E)
(APPLY 'APPEND '((A B)(C D E)) '((X P)))
→
```

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(APPLY 'CONS '(A (B C)) nil)→ (A B C)
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(APPLY '(LAMBDA (x y) (EQ x y))
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(APPLY 'CONS '(A (B C)) nil)→ (A B C)
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(APPLY 'CONS '(A (B C)) nil)→ (A B C)
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(APPLY '(LAMBDA (x y) (EQ x y))
 '(A B) nil) → nil
(APPLY '(LAMBDA (x y) (EQ x y))
 '(A B) '((x B)(y B))) →
```

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(APPLY 'CONS '(A (B C)) nil)→ (A B C)
(APPLY 'CONS '(X (C D E)) '((X .~P)))
→ (X C D E)
(APPLY '(LAMBDA (a b) (CONS X b)
 '(Y (C D E)) '((X P)))
→ (P C D E)
(APPLY 'APPEND '((A B)(C D E)) '((X P)))
→ (A B C D E)}
(APPLY '(LAMBDA (x y) (EQ x y))
 '(A B) nil) → nil
(APPLY '(LAMBDA (x y) (EQ x y))
 '(A B) '((x B)(y B))) → nil
```

## Examples of APPLY

```
(APPLY 'CONS '(A (B C)) nil)→ (A B C)
(APPLY 'CONS '(X (C D E)) '((X .~P)))
→ (X C D E)
(APPLY '(LAMBDA (a b) (CONS X b)
 '(Y (C D E)) '((X P)))
→ (P C D E)
(APPLY 'APPEND '((A B)(C D E)) '((X P)))
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(APPLY '(LAMBDA (x y) (EQ x y))
 '(A B) '((x B)(y B))) → nil
(APPLY '(LAMBDA (x) (CONS (CAR x) w))
 '((A B C)))
 '((x (D E F))(w (G H I))))
```

→

## Examples of APPLY

```
(APPLY 'CONS '(A (B C)) nil)→ (A B C)
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 '(A B) nil) → nil
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 '(A B) '((x B)(y B))) → nil
(APPLY '(LAMBDA (x) (CONS (CAR x) w))
 '((A B C)))
 '((x (D E F))(w (G H I))))
→ (A G H I)
```

## Examples of APPLY II

```
((LAMBDA (a b) (APPLY 'EQ (LIST a b) nil))
 t t)
```

→

## Examples of APPLY II

```
((LAMBDA (a b) (APPLY 'EQ (LIST a b) nil))
 t t)
→ t
```

## Examples of APPLY II

```
((LAMBDA (a b) (APPLY 'EQ (LIST a b) nil))
 t t)
→ t
```

```
((LAMBDA (x) (APPLY ,(LAMBDA () (NULL nil))
 ()
 ,((x T))))
 nil)
→
```

## Examples of APPLY II

```
((LAMBDA (a b) (APPLY 'EQ (LIST a b) nil))
 t t)
→ t
```

```
((LAMBDA (x) (APPLY ,(LAMBDA () (NULL nil))
 ()
 ,((x T))))
 nil)
→ t
```

## Examples of APPLY III

```
((LAMBDA (x)
 (APPLY
 ' (LAMBDA () (ATOM x))
 () ()))
 nil)
```

→

## Examples of APPLY III

```
((LAMBDA (x)
 (APPLY
 ' (LAMBDA () (ATOM x))
 () ()))
 nil)
→ t
```

## Examples of APPLY III

```
((LAMBDA (x)
 (APPLY
 ,(LAMBDA () (ATOM x))
 () ())
 nil)
 →t
((LAMBDA (x)
 (APPLY ,(LAMBDA (y) (EQ x y))
 ,(T) ,((x T)))
 nil)
 →
```

## Examples of APPLY III

```
((LAMBDA (x)
 (APPLY
 ,(LAMBDA () (ATOM x))
 () ())
 nil)
 →t
((LAMBDA (x)
 (APPLY ,(LAMBDA (y) (EQ x y))
 ,(T) ,((x T)))
 nil)
 →t
```

## Examples of APPLY IV

```
((LAMBDA (x)
 (APPLY (FUNCTION
 (LAMBDA (y) (EQ x y)))
 ,(T) ,(,(x T))))
 nil)
→
```

## Examples of APPLY IV

```
((LAMBDA (x)
 (APPLY (FUNCTION
 (LAMBDA (y) (EQ x y)))
 ,(T) ,(,(x T))))
 nil)
→nil
```

# Application of APPLY to Object Oriented Programming

- ▶ "Top Level" Operations:

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  - ▶ (Add 17 22) Integer Addition

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- ▶ Other datatypes ? eg Matrix, Group, . . .
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- ▶ Problem: System must determine appropriate Code, dependent on DATA-Types of Args
- ▶ Solution: . . .

# DataType with Associated Operations

- ▶ Integers and Reals:

Addition      (LAMBDA (x y) (+ x y))

Less-Than    (LAMBDA (x y) (< x y))

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# Data Type with Associated Operations

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Less-Than (LAMBDA (x y) (AND (< (FIRST x) (FIRST y))  
& (< (SECOND x) (SECOND y))))

- ## ► Matrix:

Addition (LAMBDA (x y) ...)

Less-Than (LAMBDA (x y) ...)

# Object-Oriented Programming II

- ▶ Code for add:

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- ▶ Code for add:

```
(DEFUN add (x y)
 (APPLY
 (Find-Addition-Method x y) ;; implementation
 (LIST x y) ;; argument list
 nil)) ;; context
```

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1. Determine “data type” of args  
[“Real” for args 22.3, -15.2]

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- ▶ Find-Addition-Method

1. Determine “data type” of args  
[“Real” for args 22.3, -15.2]
2. Find method for that operation  
for that data types  
(using default, inheritance, . . . )  
[(LAMBDA (x y) (+ x y)) for Real Addition]

# Object-Oriented Programming II

- ▶ Code for add:

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(DEFUN add (x y)
 (APPLY
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- ▶ Find-Addition-Method

1. Determine “data type” of args  
[“Real” for args 22.3, -15.2]
2. Find method for that operation  
for that data types  
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[“(LAMBDA (x y) (+ x y))” for Real Addition]

- ▶ Similar function for Times, LessThan,

# APPLY Summary

- ▶ Apply is defined in Common Lisp  
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- ▶ It can take (only) 2 args:  
Function  
List of arguments  
(Context taken to be nil)

# APPLY Summary

- ▶ Apply is defined in Common Lisp  
(Context  $\neq$  alist)
- ▶ It can take (only) 2 args:  
Function  
List of arguments  
(Context taken to be nil)
- ▶ Also Funcall:  
Like Apply, but takes  $n + 1$  args:  
First is function;  
 $i + 1^{st}$  is  $i^{th}$  arg to function.

## More Examples of Apply

(apply '+ (3 5)) →

b

## More Examples of Apply

(apply '+ (3 5)) → 8

b

## More Examples of Apply

```
(apply '+ (3 5)) → 8
(funcall '+ 3 5)} →
```

b

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(apply '+ (3 5)) → 8

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(apply 'car '((a b c))) →

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(funcall 'car '(a b c)) → a

(apply '(lambda (x) (cadr x)) '((a b c))) → b

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(apply '(lambda (x y) (eq x y)) '(a b))→

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(funcall '(lambda (x) (cadr x)) '(a b c)) → b

(apply '(lambda (x y) (eq x y)) '(a b)) → nil

(funcall '(lambda (x y) (eq x y)) 'a 'b) → nil

## And for your amusement

- ▶ What does this code do?

```
((lambda (arg)
 (list arg
 (list (quote quote) arg)))

(quote
 (lambda (arg)
 (list arg
 (list (quote quote) arg)))))
```

# Lazy Computation

- ▶ Usually being "lazy" is bad

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- ▶ Common Lisp does not directly support laziness (other languages do)

# Lazy Computation

- ▶ Usually being "lazy" is bad
- ▶ When might it be good?
  - ▶ Unsure if computation is necessary
  - ▶ When a computation might never halt
- ▶ Common Lisp does not directly support laziness (other languages do)
- ▶ Easy to add (but first, some examples)

# Lazy Computation

- ▶ A typical Lisp calculation

```
(setf p (+ 2 3)) → 5
```

```
p → 5
```

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```
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```

```
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- ▶ A delayed computation can be restarted using "force".
- ▶ Example (not supported directly by Lisp)

```
(setf P (delay (+ 2 3))) →
```

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- ▶ A typical Lisp calculation

```
(setf p (+ 2 3)) → 5
```

```
p → 5
```

- ▶ Lazy calculations are introduced with "delay".
- ▶ A delayed computation can be restarted using "force".
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```
(setf P (delay (+ 2 3))) →
"#<DELAYED-COMPUTATION>"
```

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(setf p (+ 2 3)) → 5
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```
p → 5
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```

```
"#<DELAYED-COMPUTATION>"
```

```
(force p) →
```

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- ▶ A typical Lisp calculation

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(setf p (+ 2 3)) → 5
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```
p → 5
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- ▶ Example (not supported directly by Lisp)

```
(setf P (delay (+ 2 3))) →
```

```
"#<DELAYED-COMPUTATION>"
```

```
(force p) → 5
```

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- ▶ Lazy computations work well with recursive data-structures

# Lazy List Computation

- ▶ Lazy computations work well with recursive data-structures
- ▶ Define lazy "cons" which delays evaluation of its second argument

```
(setf p (lcons a (lcons b nil)))
→ (A . "#<DELAYED-COMPUTATION>")
```

# Lazy List Computation

- ▶ Lazy computations work well with recursive data-structures
- ▶ Define lazy "cons" which delays evaluation of its second argument

```
(setf p (lcons a (lcons b nil)))
→ (A . "#<DELAYED-COMPUTATION>")
(lcar p) →
```

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(setf p (lcons a (lcons b nil)))
→ (A . "#<DELAYED-COMPUTATION>")
(lcar p) → A
```

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```
(setf p (lcons a (lcons b nil)))
→ (A . "#<DELAYED-COMPUTATION>")
(lcar p) → A
(lcdr p) →
```

# Lazy List Computation

- ▶ Lazy computations work well with recursive data-structures
- ▶ Define lazy "cons" which delays evaluation of its second argument

```
(setf p (lcons a (lcons b nil)))
→ (A . "#<DELAYED-COMPUTATION>")
(lcar p) → A
(lcdr p) → (B . "#<DELAYED-COMPUTATION>")
```

# Lazy List Computation

- ▶ Lazy computations work well with recursive data-structures
- ▶ Define lazy "cons" which delays evaluation of its second argument

```
(setf p (lcons a (lcons b nil)))
→ (A . "#<DELAYED-COMPUTATION>")
(lcar p) → A
(lcdr p) → (B . "#<DELAYED-COMPUTATION>")
(lcdr (lcdr p)) →
```

# Lazy List Computation

- ▶ Lazy computations work well with recursive data-structures
- ▶ Define lazy "cons" which delays evaluation of its second argument

```
(setf p (lcons a (lcons b nil)))
→ (A . "#<DELAYED-COMPUTATION>")
(lcar p) → A
(lcdr p) → (B . "#<DELAYED-COMPUTATION>")
(lcdr (lcdr p)) → ()
```

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- ▶ Lazy computations work well with recursive data-structures
- ▶ Define lazy "cons" which delays evaluation of its second argument

```
(setf p (lcons a (lcons b nil)))
→ (A . "#<DELAYED-COMPUTATION>")
(lcar p) → A
(lcdr p) → (B . "#<DELAYED-COMPUTATION>")
(lcdr (lcdr p)) → ()

(setf q (lcons (+ 2 1) (+ 5 6))) →
```

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- ▶ Lazy computations work well with recursive data-structures
- ▶ Define lazy "cons" which delays evaluation of its second argument

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(setf p (lcons a (lcons b nil)))
→ (A . "#<DELAYED-COMPUTATION>")
(lcar p) → A
(lcdr p) → (B . "#<DELAYED-COMPUTATION>")
(lcdr (lcdr p)) → ()

(setf q (lcons (+ 2 1) (+ 5 6))) →
(3 . "#<DELAYED-COMPUTATION>")
```

# Lazy List Computation

- ▶ Lazy computations work well with recursive data-structures
- ▶ Define lazy "cons" which delays evaluation of its second argument

```
(setf p (lcons a (lcons b nil)))
→ (A . "#<DELAYED-COMPUTATION>")
(lcar p) → A
(lcdr p) → (B . "#<DELAYED-COMPUTATION>")
(lcdr (lcdr p)) → ()

(setf q (lcons (+ 2 1) (+ 5 6))) →
(3 . "#<DELAYED-COMPUTATION>")
(lcar q) →
```

# Lazy List Computation

- ▶ Lazy computations work well with recursive data-structures
- ▶ Define lazy "cons" which delays evaluation of its second argument

```
(setf p (lcons a (lcons b nil)))
→ (A . "#<DELAYED-COMPUTATION>")
(lcar p) → A
(lcdr p) → (B . "#<DELAYED-COMPUTATION>")
(lcdr (lcdr p)) → ()
```

```
(setf q (lcons (+ 2 1) (+ 5 6))) →
(3 . "#<DELAYED-COMPUTATION>")
(lcar q) → 3
```

# Lazy List Computation

- ▶ Lazy computations work well with recursive data-structures
- ▶ Define lazy "cons" which delays evaluation of its second argument

```
(setf p (lcons a (lcons b nil)))
→ (A . "#<DELAYED-COMPUTATION>")
(lcar p) → A
(lcdr p) → (B . "#<DELAYED-COMPUTATION>")
(lcdr (lcdr p)) → ()
```

```
(setf q (lcons (+ 2 1) (+ 5 6))) →
(3 . "#<DELAYED-COMPUTATION>")
(lcar q) → 3
(lcdr q) →
```

# Lazy List Computation

- ▶ Lazy computations work well with recursive data-structures
- ▶ Define lazy "cons" which delays evaluation of its second argument

```
(setf p (lcons a (lcons b nil)))
→ (A . "#<DELAYED-COMPUTATION>")
(lcar p) → A
(lcdr p) → (B . "#<DELAYED-COMPUTATION>")
(lcdr (lcdr p)) → ()
```

```
(setf q (lcons (+ 2 1) (+ 5 6))) →
(3 . "#<DELAYED-COMPUTATION>")
(lcar q) → 3
(lcdr q) → 11
```

# Lazy List Computation

```
(setf q (lcons (+ 2 1) (setf x 5)))
```

# Lazy List Computation

```
(setf q (lcons (+ 2 1) (setf x 5)))
x →
```

# Lazy List Computation

```
(setf q (lcons (+ 2 1) (setf x 5)))
x → undefined!
```

# Lazy List Computation

```
(setf q (lcons (+ 2 1) (setf x 5)))
x → undefined!
(lcdr q) →
```

# Lazy List Computation

```
(setf q (lcons (+ 2 1) (setf x 5)))
x → undefined!
(lcdr q) → 5
```

# Lazy List Computation

```
(setf q (lcons (+ 2 1) (setf x 5)))
x → undefined!
(lcdr q) → 5
x →
```

# Lazy List Computation

```
(setf q (lcons (+ 2 1) (setf x 5)))
x → undefined!
(lcdr q) → 5
x → 5
```

# Infinite Computations

- ▶ What does this recursion compute?

```
(defun numbers (x)
 (lcons x (numbers (1+ x))))
```

# Infinite Computations

- ▶ What does this recursion compute?

```
(defun numbers (x)
 (lcons x (numbers (1+ x))))

(setf p (numbers 0))
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# Infinite Computations

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(defun numbers (x)
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(lcar p) → 0
(lcdr p) →
```

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(defun fibset (f1 f2)
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 (lcons f1 (fibset f2 (+ f1 f2))))
(setf q (fibset 1 1))
```

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(defun fibset (f1 f2)
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```

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(defun fibset (f1 f2)
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(setf q (fibset 1 1))
(lcar (lcdr (lcdr (lcdr (lcdr q))))) → 5
```

## lfind-if Function |

- ▶ returns first element of lazy-list satisfying predicate pred

```
(defun lfind-if (pred llist)
 (cond ((funcall
 pred (lcar llist)) (lcar llist))
 (t (lfind-if pred (lcdr llist)))))
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- ▶ Find smallest Fibonacci number greater than 342

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 (function (lambda (x) (>= x 342)))
 (fibset 1 1)) →
```

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```
(lfind-if
 (function (lambda (x) (>= x 342)))
 (fibset 1 1)) → 377
```

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```
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 (function (lambda (x) (>= x 342)))
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```

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(lfind-if
 (function (lambda (x) (>= x 342)))
 (fibset 1 1)) → 377

(lfind-if
 (function (lambda (x) (>= x 342)))
 (primeset)) → 347
```

## lfind-if Function ||

- ▶ As written, lfind-if may never return

```
(lfind-if
 (function (lambda (x) (< x 0)))
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- ▶ Logic of set generator is decoupled from predicate tests

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## lfind-if Function II

- ▶ As written, lfind-if may never return

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 (function (lambda (x) (< x 0)))
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```
(setf p (numbers 0))
(lcar (lcdr (lcdr p))) →
```

## lfind-if Function II

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 (function (lambda (x) (< x 0)))
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```
(setf p (numbers 0))
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```

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```
(lcar p) →
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```
(setf p (numbers 0))
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```
(setf q (lcons 9 (lcdr p)))
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- ▶ Infinite sequence is not altered by accessors

## Simplified Implementation of Laziness

- ▶ Define delay to freeze evaluation of expressions *in original lexical context*

```
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- ▶ A more complex version might define a type for delayed computations