

CSC 533: Organization of Programming Languages

Spring 2008

Advanced Scheme programming

- memory management: structure sharing, garbage collection
- structuring data: association list, trees
- let expressions
- non-functional features: set!, read, display, begin
- OOP in Scheme

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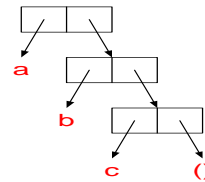
Memory management in Scheme

all data is dynamically allocated (heap-based)

- variables (from function definitions, let-expressions) may be stored on stack

underlying lists is the dotted-pair structure

$(a\ b\ c) \equiv (a . (b . (c . ())))$



this structure demonstrates

- non-contiguous nature of lists (non-linear linked-lists)
- behavior of primitive operations (car, cdr, cons)

$(\text{car } '(a\ b\ c)) \equiv (\text{car } '(a . (b . (c . ()))))) \rightarrow a$

$(\text{cdr } '(a\ b\ c)) \equiv (\text{cdr } '(a . (b . (c . ()))))) \rightarrow (b . (c . ())) \equiv (b\ c)$

$(\text{cons } 'x\ '(a\ b\ c)) \equiv (\text{cons } 'x\ '(a . (b . (c . ())))))$
 $\rightarrow (x . (a . (b . (c . ()))))) \equiv (x\ a\ b\ c)$

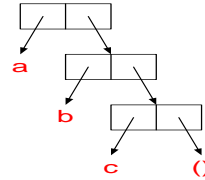
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Structure sharing

since destructive assignments are rare, Scheme makes extensive use of structure-sharing

```
(define (my-length lst)
  (if (null? lst)
      0
      (+ 1 (my-length (cdr lst)))))
```

```
> (my-length '(a b c))
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```



- each recursive call shares a part of the list
- other code that uses a, b, c or () can share as well

problems caused by destructive assignments? solutions?

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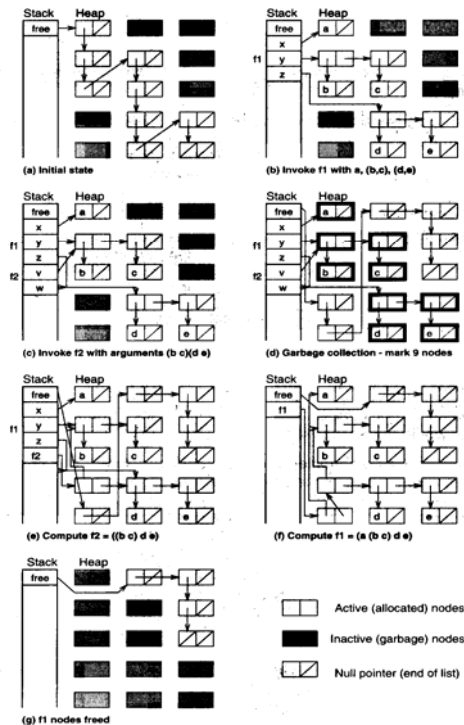
Garbage collection

garbage collection is used to reclaim heap memory

```
(define (f1 x y z)
  (cons x (f2 y z)))
```

```
(define (f2 v w)
  (cons v w))
```

```
> (f1 'a '(b c) '(d e))
(a (b c) d e)
```



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Structuring data

an association list is a list of "records"

- each record is a list of related information, keyed by the first field
- i.e., a Map

```
(define NAMES '((Smith Pat Q)
                (Jones Chris J)
                (Walker Kelly T)
                (Thompson Shelly P)))
```

note: can use define to
create "global constants"
(for convenience)

- can access the record (sublist) for a particular entry using `assoc`

```
> (assoc 'Smith NAMES)      > (assoc 'Walker NAMES)
(Smith Pat Q)                (Walker Kelly T)
```

- `assoc` traverses the association list, checks the `car` of each sublist

```
(define (my-assoc key assoc-list)
  (cond ((null? assoc-list) #f)
        ((equal? key (caar assoc-list)) (car assoc-list))
        (else (my-assoc key (cdr assoc-list)))))
```

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Association lists

to access structured data,

- store in an association list with search key first
- access via the search key (using `assoc`)
- use `car/cdr` to select the desired information from the returned record

```
(define MENU '((bean-burger 2.99)
              (tofu-dog 2.49)
              (fries 0.99)
              (medium-soda 0.79)
              (large-soda 0.99)))
```

```
> (cadr (assoc 'fries MENU))
0.99
```

```
> (cadr (assoc 'tofu-dog MENU))
2.49
```

```
(define (price item)
  (cadr (assoc item MENU)))
```

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assoc example

consider a more general problem: determine price for an entire meal

- represent the meal order as a list of items,
e.g., (tofu-dog fries large-soda)
- use recursion to traverse the meal list, add up price of each item

```
(define (meal-price meal)
  (if (null? meal)
      0.0
      (+ (price (car meal)) (meal-price (cdr meal)))))
```

- alternatively, could use map & apply

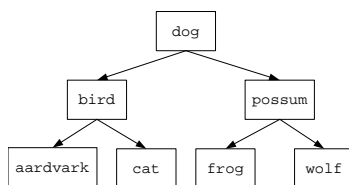
```
(define (meal-price meal)
  (apply + (map price meal)))
```

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Non-linear data structures

note: can represent non-linear structures using lists

e.g. trees



```
(dog
 (bird (aardvark () ()) (cat () ()))
 (possum (frog () ()) (wolf () ())))
```

- empty tree is represented by the empty list: ()
- non-empty tree is represented as a list: (ROOT LEFT-SUBTREE RIGHT-SUBTREE)
- can access the the tree efficiently

```
(car TREE)    → ROOT
(cadr TREE)   → LEFT-SUBTREE
(caddr TREE)  → RIGHT-SUBTREE
```

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Tree routines

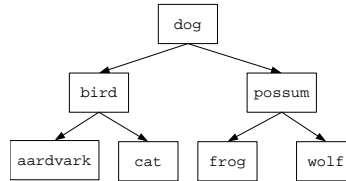
```
(define TREE1
  ' (dog
    (bird (aardvark () ()) (cat () ()))
    (possum (frog () ()) (wolf () ())))
```

```
(define (empty? tree)
  (null? tree))
```

```
(define (root tree)
  (if (empty? tree)
      'ERROR
      (car tree)))
```

```
(define (left-subtree tree)
  (if (empty? tree)
      'ERROR
      (cadr tree)))
```

```
(define (right-subtree tree)
  (if (empty? tree)
      'ERROR
      (caddr tree)))
```



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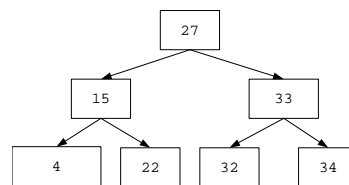
Tree searching

note: can access root & either subtree in constant time

→ can implement binary search trees with $O(\log N)$ access

binary search tree: for each node, all values in left subtree are \leq value at node
all values in right subtree are $>$ value at node

```
(define (bst-contains? bstree sym)
  (cond ((empty? tree) #f)
        ((= (root tree) sym) #t)
        ((> (root tree) sym) (bst-contains? (left-subtree tree) sym))
        (else (bst-contains? (right-subtree tree) sym))))
```



note: recursive nature of trees makes them ideal for recursive traversals

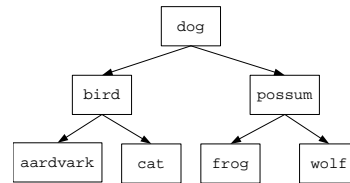
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Tree traversal

```
(define (pre-order tree)
  (if (null? tree)
      '()
      (append (list (car tree))
              (pre-order (cadr tree))
              (pre-order (caddr tree)))))
```

```
(define (in-order tree)
  (if (null? tree)
      '()
      (append (in-order (cadr tree))
              (list (car tree))
              (in-order (caddr tree)))))
```

```
(define (post-order tree)
  (if (null? tree)
      '()
      (append (post-order (cadr tree))
              (post-order (caddr tree))
              (list (car tree)))))
```



- pre-order traversal?
- in-order traversal?
- post-order traversal?

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Finally, variables!

Scheme does provide for variables and destructive assignments

```
> (define x 4)           define creates and initializes a variable
>
> x
4
> (set! x (+ x 1))      set! updates a variable
>
> x
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```

since Scheme is statically scoped, can have global variables

YUCK: destroys functional model, messes up structure sharing

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Let expression

fortunately, Scheme provides a "clean" mechanism for creating variables to store (immutable) values

```
(let ((VAR1 VALUE1)
      (VAR2 VALUE2)
      . . .
      (VARn VALUEn))
  EXPRESSION)
```

let expression introduces a new environment with variables (i.e., a block)
good for naming a value (don't need `set!`!)

a `let` expression has the same effect as creating a help function & passing value

as long as destructive assignments are not used, the functional model is preserved

- in particular, structure sharing is safe

```
(let ((x 5) (y 10))
  (let (z (x + y))
    )
  )
```

environment where z = 15

environment where x = 5 and y = 10

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Craps example

consider a game of craps:

- if first roll is 7, then WINNER
- if first roll is 2 or 12, then LOSER
- if neither, then first roll is "point"
 - keep rolling until get 7 (LOSER) or point (WINNER)

```
(define (craps)
  (define (roll-until point)
    (let ((next-roll (+ (random 6) (random 6) 2)))
      (cond ((= next-roll 7) 'LOSER)
            ((= next-roll point) 'WINNER)
            (else (roll-until point)))))
  (let ((roll (+ (random 6) (random 6) 2)))
    (cond ((or (= roll 2) (= roll 12)) 'LOSER)
          ((= roll 7) 'WINNER)
          (else (roll-until roll)))))
```

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Craps example with I/O

to see the results of the rolls, could append rolls in a list and return

or, bite the bullet and use non-functional features

- `display` displays S-expr (`newline` yields carriage return)
- `read` reads S-expr from input
- `begin` provides sequencing (for side effects)

```
(define (craps)
  (define (roll-until point)
    (let ((next-roll (+ (random 6) (random 6) 2)))
      (begin (display "Roll: ") (display next-roll) (newline)
             (cond ((= next-roll 7) 'LOSER)
                   ((= next-roll point) 'WINNER)
                   (else (roll-until point))))))
  (let ((roll (+ (random 6) (random 6) 2)))
    (begin (display "Point: ") (display roll) (newline)
           (cond ((or (= roll 2) (= roll 12)) 'LOSER)
                 ((= roll 7) 'WINNER)
                 (else (roll-until roll))))))
```

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OOP in Scheme

map & apply showed that functions are first-class objects in Scheme

- can be passed as inputs to other functions
- can be returned as the output of other functions

can use this feature to provide object-oriented programming

example: bank account

data:	account balance
operations:	initialize with some amount
	deposit some amount
	withdraw some amount

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Naïve (imperative) solution

- use global variable to represent the balance
- initialize and update the balance using `set!`

```
(define balance 100)

(define (withdraw amount)
  (if (>= balance amount)
      (begin (set! balance (- balance amount)) balance)
      "Insufficient funds"))

(define (deposit amount)
  (begin (set! balance (+ balance amount)) balance))

> (withdraw 25)
75
> (deposit 50)
125
> (withdraw 200)
"Insufficient funds"
```

DRAWBACKS

- no encapsulation
- no data hiding
- not easily extended to multiple accounts

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OOP behavior

following OOP principles, would like the following behavior

<code>(define savings (account 100))</code>	creates an account called savings, initialized to \$100
<code>(savings 'deposit 50)</code>	updates the savings account by depositing \$50
<code>(savings 'withdraw 50)</code>	updates the savings account by withdrawing \$50

want balance to be inaccessible except through deposit & withdraw

SOLUTION: make an account object be a *function*

- contains the balance as local data (as a parameter)
- recognizes deposit and withdraw commands as input

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OOP solution

```
(define (account balance)

  (define (withdraw amount)
    (if (>= balance amount)
        (begin (set! balance (- balance amount)) balance)
        "Insufficient funds"))

  (define (deposit amount)
    (begin (set! balance (+ balance amount)) balance))

  (define (menu message arg)
    (if (member message '(withdraw deposit))
        ((eval message) arg)
        (else "Unknown operation")))

  menu)
```

```
(define savings (account 100))
  ↓
(define (menu message arg)
  (if (member message '(withdraw deposit))
      ((eval message) arg)
      (else "Unknown operation")))
```

since the returned function is in the scope of the balance parameter, that value is maintained along with the function

(savings 'deposit 50) applies the menu function to the arguments

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OOP analysis

this implementation provides

- encapsulation: balance & operations are grouped together
- data hiding: balance is hidden in an account object, accessible via ops

can have multiple objects – each has its own private balance

```
(define checking (account 100))
(define savings (account 500))

(checking 'withdraw 50)
(savings 'deposit 50)
```

note: this notation can become a bit awkward

- most Schemes provide an OOP library that insulates the user from details
- allows more natural definitions, inheritance, . . .

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Scheme recap

simple & orthogonal

- code & data are S-expressions
- computation via function application, composition

symbolic & list-oriented

- can manipulate words, flexible & abstract data structure
- efficient (but less flexible) data structures are available

functional style is very natural

- supports imperative & OOP styles if desired

first-class functions

- leads to abstract, general functions (e.g., map, apply)
- code = data → flexibility

memory management is hidden

- dynamic allocation with structure sharing, garbage collection
- tail-recursion optimization is required