

# Introducción a Scheme

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# Clase pasada

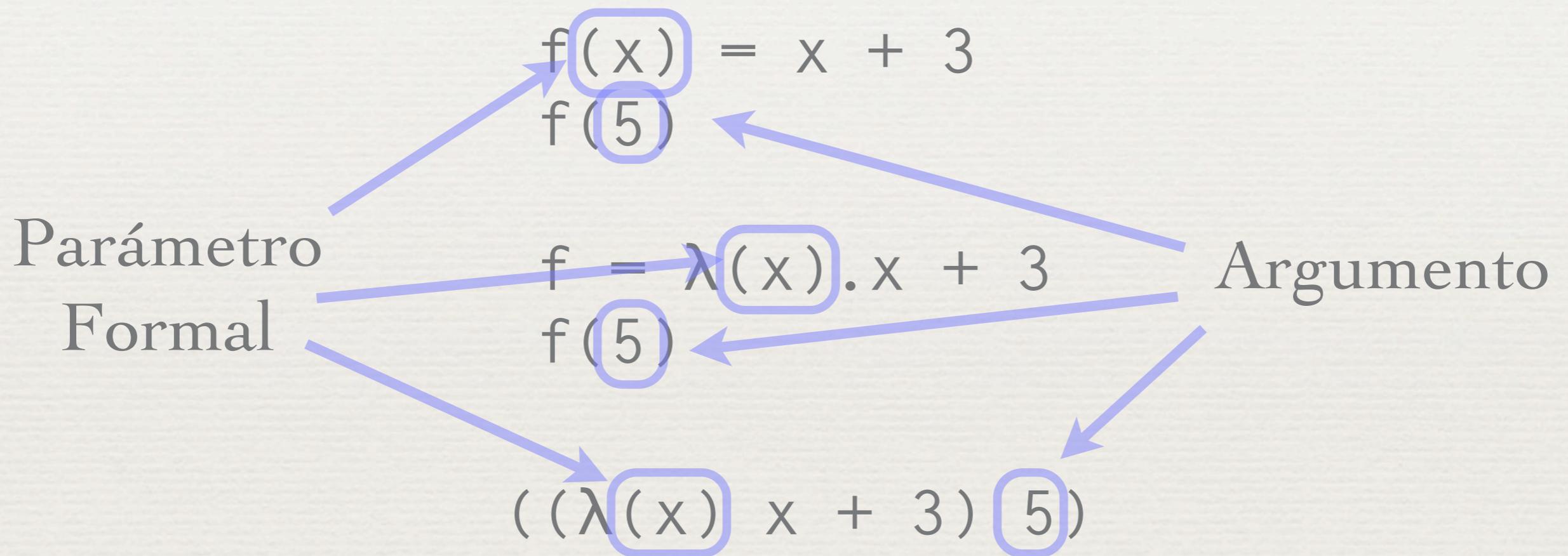
- ♦ Funciones como valor
- ♦ Funciones como parámetro  
(Funciones de orden superior)
- ♦ lambda calculus

# lambda calculus

$\langle \text{def} \rangle ::= (\text{define } \langle \text{id} \rangle \langle \text{expr} \rangle)$

$\langle \text{expr} \rangle ::= \langle \text{id} \rangle$   
                  |  $(\langle \text{expr} \rangle \langle \text{expr} \rangle)$   
                  |  $(\text{lambda } (\langle \text{id} \rangle) \langle \text{expr} \rangle)$

# Definiendo Funciones



# Funciones en javascript

```
function first(param) {  
  alert(param + "method to define a function");  
}
```

```
second = function(param){  
  alert(param + "method to define a function");  
};
```

# Funciones en Ruby

```
def inc(x)  
  return x+1  
end
```

```
add1 = lambda { |x| x + 1 }
```

```
print inc(1)  
print add1[1]
```

# Definiendo funciones

(define (add4 i) (+ 4 i))

(define add4 (lambda (i) (+ 4 i)))

<expr>

<lambda-expr>

# Sustitución

$((\text{lambda}(x) e) ev) \rightarrow e [x/ev]$

$((\lambda(x) x + 3) 5)$

$((\lambda(5) x + 3))$

$(5 + 3)$

8

# Patrón Común

```
(define (<nombre> a b)
  (if (> a b)
      0
      (+ (<termino> a)
         (<nombre>
          (<next> a)
          b))))
```

# sum (1)

```
(define (sum term a next b)
  (if (> a b)
      0
      (+ (term a)
         (sum term
              (next a)
              next
              b))))
```

# sum-int (2)

```
(define (sum-int a b)
  (define (identity a) a)
  (define (next a) (+ 1 a))
  (sum identity a next b))
```

# sum-sq (3)

```
(define (sum-sq a b)
  (define next (lambda (x) (+ 1 x)))
  (sum square a next b))
```

# pi-sum (3)

```
(define (pi-sum a b)
  (sum (lambda(i) (/ 1.0 (* i (+ i 2))))
    a
    (lambda(i) (+ 4 i))
    b))
```

# Filter-<

```
:: filter-<-pivot:  
:: number list(number) → list(number)  
(define (filter-<-pivot pivot l)  
  (cond  
    [(empty? l) empty]  
    [(cons? l)  
     (if (< (first l) pivot)  
         (cons (first l)  
               (filter-<-pivot pivot (rest l)))  
         (filter-<-pivot pivot (rest l)))]))
```

# Filter->

```
:: filter->-pivot:  
:: number list(number) → list(number)  
(define (filter->-pivot pivot l)  
  (cond  
    [(empty? l) empty]  
    [(cons? l)  
     (if (> (first l) pivot)  
         (cons (first l)  
               (filter-<-pivot pivot (rest l)))  
         (filter-<-pivot pivot (rest l)))]))
```

# Filter (2)

```
:: filter-pivot:  
:: X (X X → boolean) list(X) → list(X)  
(define (filter-pivot pivot comp l)  
  (cond  
    [(empty? l) empty]  
    [(cons? l)  
     ((if (comp (first l) pivot)  
          (cons (first l)  
                (filter-pivot pivot comp (rest l)))  
                (filter-pivot pivot comp (rest l))))])])
```

# Filter (3)

```
;; filter-any:  
;; (X → boolean) list(X) → list(X)  
(define (filter-any comp l)  
  (cond  
    [(empty? l) empty]  
    [(cons? l)  
     (if (comp (first l))  
         (cons (first l)  
               (filter-any comp (rest l)))  
         (filter-any comp (rest l)))]))
```

# Quicksort

```
(define (qs comp l)
  (cond
    [(empty? l) empty]
    [(cons? l)
     (local ([define pivot (first l)])
       (append
         (qs comp
              (filter-any
               (lambda(x) (comp x pivot))
               (rest l)))
         (list pivot)
         (qs comp
              (filter-any
               (lambda(x) (not (comp x pivot)))
               (rest l))))))]))
```

# diff

```
(define H 0.0001)
```

```
(define (d/dx f )  
  (lambda (x)  
    (/ (- (f (+ x H)) (f x))  
       H)))
```

# diff (2)

```
(define H 0.0001)
```

```
(define d/dx  
  (lambda (f)  
    (lambda (x)  
      (/ (- (f (+ x H)) (f x))  
         H))))
```

# Uso de diff

```
(define diff-square (d/dx (lambda (x) (* x x))))
```

```
(diff-square 10) => 20.0000999999890608
```

# Composición

```
(define compose  
  (lambda (f g)  
    (lambda (x)  
      (f (g x))))))
```

```
(define (square x) (* x x))  
(define sqrt sqrt)
```

# Composición (2)

```
(define id (compose square sqrt))  
(define id2 (compose sqrt square))
```

```
(id 10)    => 10.000000000000000002  
(id2 10)  => 10
```

# Taxonomía de funciones

- ♦ Primer Orden: No son valores en el lenguaje. Solo pueden ser definidas en una parte específica del código, donde son nombradas para su uso posterior
- ♦ Orden Superior: Funciones que pueden retornar funciones como valores
- ♦ Primera Clase: Son valores en el lenguaje. Es decir, pueden ser: argumentos, valor de retornos y guardados en alguna estructura de datos