

Basic Lisp Overview

Numeric Functions

*****, **+**, **-**, **/** - returns product, sum, difference, or quotient
 (* 2 3 4) $\Rightarrow$ 24
 (/ (+ 2 2) (- 3 1)) $\Rightarrow$ 2

sqrt - square root of number (sqrt 9) $\Rightarrow$ 3

expt - (expt *Base Exponent*) $\Rightarrow$ *Base*^{*Exponent*}
 (expt 10 3) $\Rightarrow$ 1000

min, **max** - minimum or maximum of numbers
 (min -1 2 -3 4 -5 6) $\Rightarrow$ -5

abs, **mod**, **round** - absolute value, mod, nearest int
 (round (abs -4.2)) $\Rightarrow$ 4

sin, **cos**, **tan** - trig functions. Arguments in radians, **not** degrees.
 (sin (/ pi 2)) $\Rightarrow$ 1.0 ; PI is built-in variable

List Access Functions

first - returns first element of a list. Use instead of CAR.
 (first '(A B C D)) $\Rightarrow$ A

second, **third**, ..., **tenth** - analogous to "first": (third '(A B C D)) $\Rightarrow$ C

nth - (nth *N List*) $\Rightarrow$ *N*th entry of *List*. Note that *N* starts at 0, not 1.
 (nth 2 '(A B C D)) $\Rightarrow$ C

rest - returns all but 1st element of a list. Use instead of CDR.
 (rest '(A B C D)) $\Rightarrow$ (B C D)

last - returns **list** of last element of a list
 (last '(A B C D)) $\Rightarrow$ (D)

length - returns the number of top-level entries in list
 (length '(A (B C) (D E))) $\Rightarrow$ 3

List Construction Functions

cons - (cons *Entry (List)*) $\Rightarrow$ (*Entry List*)
 (cons 'A '(B C D)) $\Rightarrow$ (A B C D)
 (cons (first '(A B C)) (rest '(A B C))) $\Rightarrow$ (A B C)

append - (append (*List1 (List2)*) $\Rightarrow$ (*List1 List2*)
 (append (L1) (L2) (L3)...(*LN*)) $\Rightarrow$ (L1 L2 L3 ... LN)
 (append '(A B) '(C D)) $\Rightarrow$ (A B C D)

For CONS and APPEND, if the second arg is not a list, you will get an odd result that looks like a list but has a dot before the last element.

list - (list *Entry1 E2 ... EN*) $\Rightarrow$ (*Entry1 E2 ... EN*)
 (list 'A '(B C) (+ 2 3)) $\Rightarrow$ (A (B C) 5)

Predicates

Type-checking Predicates: **listp**, **numberp**, **integerp**, **stringp**, **atom**
 test if arg is a list, number, integer, string or atom, respectively.
 (numberp 5.78) $\Rightarrow$ t (integerp 5.78) $\Rightarrow$ NIL

Numeric Predicates: **evenp**, **oddp**, **=**, **<**, **>**, **<=**, **>=**
 (oddp 7) $\Rightarrow$ t (> 7 6) $\Rightarrow$ t

These will all give errors for non-numbers.

General Predicates: **null**, **equal**, **eql** - test if arg is NIL or if two arguments have the same value. EQL does **not** work on lists or strings.
 (null (rest '(A))) $\Rightarrow$ t
 (equal '(A B) (cons 'A '(B))) $\Rightarrow$ t
 (eql 'A 'A) $\Rightarrow$ t
 (eql '(A B) (cons 'A '(B))) $\Rightarrow$ NIL

Logical Predicates: **and**, **or**, **not**
 (not (and (= 7 (+ 2 5)) (evenp 8))) $\Rightarrow$ NIL

Special Forms

Special forms are used for side effects, and don't follow the normal

Lisp rule of evaluating all the args before applying function to the results.

setq (or **setf**) - assigns a value to a variable
 (setq Foo 'Bar) $\Rightarrow$ BAR (list Foo 'Foo) $\Rightarrow$ (BAR FOO)

" " (or **quote**) - returns argument literally
 '(+ 2 3) $\Rightarrow$ (+ 2 3) (+ 2 3) $\Rightarrow$ 5

defun - defines a function.
 (defun *Function-Name (Arguments) Body*) The value the function returns is the value of the last form in the *Body*.
 (defun Square (Num) (* Num Num))
 (Square 7) $\Rightarrow$ 49

if - the most basic conditional operator.
 (if *Form1* usually read as (if *Condition*
 Form2 Then-Result
 Form3 Else-Result)

Means to evaluate *Form1*. If its value is "true" (non-NIL), then evaluate and return *Form2*, otherwise evaluate and return *Form3* (or NIL if *Form3* is missing).
 (if (= 7 (+ 2 4)) 'yes 'no) $\Rightarrow$ NO

cond - multiple if-then-else conditional operator.
 (cond (*Test1 Result1*)
 (*Test2 Result2*)
 ...
 (*TestN ResultN*))

This evaluates each of *Test1* through *TestN* in order. The first one it finds that is "true" (non-NIL), it evaluates and returns the associated *Result*. No further *Tests* or *Results* are evaluated. If you have multiple results associated with a single test, each is evaluated and the value of the last one is returned.

```
(setq Test 7)
(cond ((not (numberp Test)) "Not a number!")
      ((oddp Test) (+ Test 1))
      (t Test))
 $\Rightarrow$  8
```

progn - Group multiple commands into a single block, returning the value of the final one. Some constructs do this implicitly.

loop - The infamous all-in-one iteration construct. See handout.

Miscellaneous

load - loads the indicated file, evaluating all Lisp forms in file.

compile-file - takes the indicated source file (xxx.lisp) and produces a compiled file (xxx.wfasl). Does *not* load this compiled file.

print, **format** - prints output. See separate handout on FORMAT.
 (print "Hello")
 "Hello" ; prints on screen, is NOT return value
 $\Rightarrow$ "Hello" ; return value (rarely used)

On-line help:

apropos - finds functions/variables containing substring
 (apropos 'concat 'user) gives all functions containing "concat" in the default ("user") package, including "concatenate"
documentation - prints the doc-string for a function. E.g.
 (documentation 'concatenate 'function)

Debugger options: :A - Abort out of debugger
 :B - Backtrace (list previous calls)
 :N - Next (earlier) entry on stack
 :P - Previous (later) entry on stack
 :? - more debugger options

bye - quits Harlequin lisp (Harlequin specific).