

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* *Form2* *Form3*) usually read as (if *Condition* *Then-Result* *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).