

UNIT-3

LISP:-

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LISP means - "List-Processing". LISP is one of the oldest Computer-Programming Language.

It was invented by "John McCarthy" during the late 1950's, shortly after the development of FORTRAN.

LISP is suitable for AI programs because of its ability to process symbolic information effectively. Special LISP processing machines have been built & it's popular to many new sectors of business & government.

Characteristics of LISP →

LISP consists following

Features —

- (i) Simple-Syntax
- (ii) with little or no data-typing
- (iii) Dynamic Memory Mgmt.

Syntax & Numeric Functions →

The basic building

blocks of LISP are follows —

- (i) atom
- (ii) List
- (iii) string

atom → An atom is a number or string of contiguous-characters. it includes ~~under score~~ special-character.

for example →

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Valid Atoms

Invalid atoms

Bee-Systems

(abc

BSM

123a

* Hello *

abc'ef

a123

(ab)

block #6

ab cd

2) List :-

A list is a sequence of atoms and/or other lists enclosed within parenthesis.

for example →

Valid-List

Invalid-List

(BSM Bee-Sims)

(abc

()

abc)

(a(a b))

abc

(Mon tue wed thurs fri sat)

)abc

3) String → A string is a group of characters, enclosed in double quotation marks.

for example →

Valid string

Invalid String

"This is a string"

"This is not a string
nor" this"

"a b p A B # S ."

"Bee System"

this"

Some other Definition \rightarrow

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i) Top-element \rightarrow The element which is consist by list, called Top-elements.

for example \rightarrow (a b (c d) e (f)) is a list

The Top-element of above list are -

a, b, (c, d), e, (f)

and Top-element of sub-list (c, d) is c, d

e). Symbolic-expression or S-expressions \rightarrow

Atom, lists and strings are the only valid objects in LISP. They are called Symbolic-expression or S-expressions.

\rightarrow LISP programs run either on an interpreter or as compiled code.

\rightarrow The interpreter examines source programs in a repeated loop, called the "read-evaluate-print loop". This loop reads the program code, evaluates it and prints the values returned by the program. ' \rightarrow ' symbol is used as a prompt.

for example \rightarrow To find the sum of the three nos. 5, 6 & 9, we type after the prompt.

we can write

\rightarrow (+ 5 6 9)

20

\rightarrow

LISP Function:-

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I) Predefined Numerical function \rightarrow

The basic numeric operations are +, -, * and /. Arguments may be real or integer values and function takes different no. of arguments.

for example \Rightarrow

+ & * normally takes two or more arguments while - & / take two arguments. Nil is also the same as the empty-list.

Predefined Numeric Functions \rightarrow

function call	Value Return	Remarks
(I) (+ 3 5 8 4)	20	+ takes zero or more arguments. The sum of zero argument is 0.
(II) (- 10 12)	2	- takes two arguments
(III) (* 2 3 4)	24	* takes zero or more arguments
(IV) (/ 25 2)	12.5	/ takes two arguments