## Lists

CSE 413, Autumn 2005
Programming Languages
http://www.cs.washington.edu/education/courses/413/05au/

## Pairs are the glue

- Using cons to build pairs, we can build data structures of unlimited complexity
- We can roll our own
» if not too complex or if performance issues
- We can adopt a standard and use it for the basic elements of more complex structures
» lists


## References

- Sections 2.2-2.2.1, Structure and Interpretation of Computer Programs
- Section 6.3.2, Revised ${ }^{5}$ Report on the Algorithmic Language Scheme (R5RS)


## Rational numbers with pairs

- An example of a fairly simple data structure that could be built directly with pairs

```
(define (make-rat n d)
    (cons n d))
(define (numer x)
        (car x))
(define (denom x)
    (cdr x))
```

(make-rat 1 2)


## Extensibility

- What if we want to extend the data structure somehow?
- What if we want to define a structure that has more than two elements?
- We can use the pairs to glue pairs together in a more general fashion and so allow more general constructions
» Lists


## List construction

(define e (cons 1 (cons 2 (cons 3 '()))))

(define e (list 12 3))

## Fundamental list structure

- By convention, a list is a sequence of linked pairs
» car of each pair is the data element
» cdr of each pair points to list tail or the empty list


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procedure list

## (list a b c...)

- list returns a newly allocated list of its arguments
» the arguments can be atomic items like numbers or quoted symbols
» the arguments can be other lists
- The backbone structure of a list is always the same
» a sequence of linked pairs, ending with a pointer to null (the empty list)
» the car element of each pair is the list item
» the list items can be other lists


## List structure

## Rational numbers with lists



Examples of list building

## Lists and recursion

- A list is zero or more connected pairs
- Each node is a pair
- Thus the parts of a list (this pair, following pairs) are lists
- And so recursion is a natural way to express list operations


## cdr down

- We can process each element in turn by processing the first element in the list, then recursively processing the rest of the list


```
(add-items (list 2 5 4))
```

```
(define (add-items m)
    (if (null? m)
        O
        (+ (car m) (add-items (cdr m)))))
```

    \((+2(+5(+40)))\)
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multiply each list element by 2

- We can build a list to return to the caller piece by piece as we go along through the input list

```
(define (reverse m)
    (define (iter shrnk grow)
        (if (null? shrnk)
            grow
            (iter (cdr shrnk) (cons (car shrnk) grow))))
    (iter m '()))
```

(double-all (list $40-3$ ))

```
(define (double-all m)
    (if (null? m)
        '()
        (cons (* 2 (car m)) (double-all (cdr m)))))
```


(cons 8 (cons 0 (cons -6 ())))


## Variable number of arguments

- We can define a procedure that has zero or more required parameters, plus provision for a variable number of parameters to follow
» The required parameters are named in the define statement as usual
» They are followed by a "." and a single parameter name
- At runtime, the single parameter name will be given a list of all the remaining actual parameter values
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## map

- We can use the general purpose function map to map over the elements of a list and apply some function to them

```
(define (map p m)
    (if (null? m)
            '()
            (cons (p (car m))
                (map p (cdr m)))))
```

(define (double-all m)
(map (lambda (x) (* 2 x)) m))

