

Scheme in Python



Scheme in Python

- We'll follow the approach taken in the scheme in scheme interpreter for scheme in Python
 - <http://cs.umbc.edu/courses/331/fall10/code/scheme/mcscheme/>
- While is similar to that used by Peter Norvig
 - <http://cs.umbc.edu/courses/331/fall10/code/python/scheme/>
- It's a subset of scheme with some additional limitations
- We'll also look at some extensions

Key parts

- **S-expression** representation
- **parsing** input into s-expressions
- **Print** s-expression, serializing as text that can be read by (read)
- **Environment** representation plus defining, setting and looking up variables
- **Function** representation
- **Evaluation** of an s-expression
- **REPL** (read, eval, print) loop

S-expression

- Scheme numbers are Python numbers
- Scheme symbols are Python strings
- Scheme strings are not supported, so simplify the parsing
- Scheme lists are python lists
 - No dotted pairs
 - No structure sharing or circular list
- #t and #f are True and False
- Other Scheme data types aren't supported

Parse: string=>s-expression

```
def read(s):
```

```
    "Read a Scheme expression from a string."
```

```
    return read_from(tokenize(s))
```

```
parse = read
```

```
def tokenize(s):
```

```
    "Convert a string into a list of tokens."
```

```
    return s.replace('(', ' ( ').replace(')', ' ) ').\n           replace('\n', ' ').strip().split()
```

Parse: string=>s-expression

```
def read_from(tokens):
    "Read an expression from a sequence of tokens."
    if len(tokens) == 0:
        raise SchemeError('EOF while reading')
    token = tokens.pop(0)
    if '(' == token:
        L = []
        while tokens[0] != ')':
            L.append(read_from(tokens))
        tokens.pop(0) # pop off ')'
        return L
    elif ')' == token:
        raise SchemeError('unexpected ')
    else:
        return atom(token)
```

Making atoms, loading files

```
def atom(token):
```

```
    "Numbers become numbers; every other token is a symbol."
```

```
    try: return int(token)
```

```
    except ValueError:
```

```
        try: return float(token)
```

```
        except ValueError:
```

```
            return Symbol(token)
```

```
def load(filename):
```

```
    "Reads expressions from file and evaluates them, returns void."
```

```
    tokens = tokenize(open(filename).read())
```

```
    while tokens:
```

```
        eval(read_from(tokens))
```

print reverses read

```
def to_string(exp):
```

```
    "Convert a Python object back into a Lisp-readable string."
```

```
    if isa(exp, list):
```

```
        return '('+' '.join(map(to_string, exp))+')
```

```
    else:
```

```
        return str(exp)
```


Environments

- An environment will just be a Python dictionary of symbol:value pairs
- Plus an extra key called **outer** whose value is the enclosing (parent) environment

Env class

```
class Env(dict):
```

```
    "An environment: a dict of {'var':val} pairs, with an outer Env."
```

```
    def __init__(self, parms=(), args=(), outer=None):
```

```
        self.update(zip(parms,args))
```

```
        self.outer = outer
```

```
    def find(self, var):
```

```
        "Returns the innermost Env where var appears."
```

```
        if var in self: return self
```

```
        elif self.outer: return self.outer.find(var)
```

```
        else: raise SchemeError("unbound variable " + var)
```

```
    def set(self, var, val): self.find(var)[var] = val
```

```
    def define(self, var, val): self[var] = val
```

```
    def lookup(self, var): return self.find(var)[var]
```

Eval

```
def eval(x, env=global_env):
    "Evaluate an expression in an environment."
    if isa(x, Symbol): return env.lookup(x)
    elif not isa(x, list): return x
    elif x[0] == 'quote': return x[1]
    elif x[0] == 'if': return eval((x[2] if eval(x[1], env) else x[3]), env)
    elif x[0] == 'set!': env.set(x[1], eval(x[2], env))
    elif x[0] == 'define': env.define(x[1], eval(x[2], env))
    elif x[0] == 'lambda': return lambda *args: eval(x[2], Env(x[1],
        args, env))
    elif x[0] == 'begin': return [eval(exp, env) for exp in x[1:]] [-1]
    else:
        exps = [eval(exp, env) for exp in x]
        proc = exps.pop(0)
        return proc(*exps)
```

Representing functions

- This interpreter represents scheme functions as Python functions. Sort of.
- Consider evaluating
 - (define sum (lambda (x y) (+ x y)))
- This binds sum to the evaluation of
 - ['lambda', ['x', 'y'], ['+', 'x', 'y']]
- Which evaluates the Python expression
 - lambda *args: eval(x[3], Env(x[2],args,env))
 - = <function <lambda> at 0x10048aed8>
- Which remembers values of x and env

Calling a function

- Calling a built-in function
 - $(+ 1 2) \Rightarrow ['+', 1, 2]$
 - $\Rightarrow [<\text{built-in function add}>, 1, 2]$
 - Evaluates $<\text{built-in function add}>(1, 2)$
- Calling a user defined function
 - $(\text{sum } 1 2) \Rightarrow [\text{'sum'}, 1, 2]$
 - $\Rightarrow [<\text{function } <\text{lambda}> \text{ at...}>, 1, 2]$
 - $\Rightarrow <\text{function } <\text{lambda}> \text{ at...}>(1, 2)$
 - $\Rightarrow \text{eval}(['+', 'x', 'y'], \text{Env}(['x', 'y'], [1, 2], \text{env}))$

repl()

```
def repl(prompt='pscm> '):
    "A prompt-read-eval-print loop"
    print "pscheme, type control-D to exit"
    while True:
        try:
            val = eval(parse(raw_input(prompt)))
            if val is not None: print to_string(val)
        except EOFError:
            print "Leaving pscm"
            break
        except SchemeError as e:
            print "SCM ERROR: ", e.args[0]
        except:
            print "ERROR: ", sys.exc_info()[0]

# if called as a script, execute repl()
if __name__ == "__main__": repl()
```

Extensions

- Pscm.py has lots of shortcomings that can be addressed
- More data types (e.g., strings)
- A better scanner and parser
- Macros
- Functions with variable number of args
- Tail recursion optimization

Strings should be simple

- But adding strings breaks our simple approach to tokenization
- We added spaces around parentheses and then split on white space
- But strings can have spaces in them
- ☹️
- The solution is to use regular expressions to match any of the tokens
- While we are at it, we can add more token types, ; comments, etc.

quasiquote

- Lisp and Scheme use a single quote char to make the following s-expression a literal
- The back-quote char (```) is like `'` except that any elements in the following expression preceded by a `,` or `,@` are evaluated
- `,@` means the following expression should be a list that is “spliced” into its place

```
> 'foo
```

```
foo
```

```
> (define x 100)
```

```
> `(foo ,x bar)
```

```
(foo 100 bar)
```

```
> (define y '(1 2 3))
```

```
> `(foo ,@y bar)
```

```
(foo 1 2 3 bar)
```

; comments

- Lisp and Scheme treat all text between a semi-colon and the following newline as a comment
- The text is discarded as it is being read

Big hairy regular expression

```
r""" \s* (, @ | [ ( ' ` , ) ] | " ( ? : [ \ \ . | [ ^ \ \ " ] ) * " | ; . * | [ ^ \ s ( ' " ` , ; ) ] * ) ( . * ) """
```

- Whitespace
- The next token alternatives:
 - , @ quasiquote , @ token
 - [(' ` ,) single character tokens
 - " (? : [\ \ . | [^ \ \ "]) * " string
 - ; . * comment
 - [^ \ s (' " ` , ;)] * atom
- The characters after the next token

Reading from ports

```
class InPort(object):
```

```
    "An input port. Retains a line of chars."
```

```
    tokenizer = r"""\s*(,|@|[(\` ,)]|"(?:[\\].|"[^\\"])"*";|;\s*|["\s('"` ,;)]*)(.*)"""
```

```
    def __init__(self, file):
```

```
        self.file = file; self.line = "
```

```
    def next_token(self):
```

```
        "Return the next token, reading new text into line buffer if needed."
```

```
        while True:
```

```
            if self.line == "": self.line = self.file.readline()
```

```
            if self.line == "": return eof_object
```

```
            token, self.line = re.match(InPort.tokenizer, self.line).groups()
```

```
            if token != " and not token.startswith(';'):
```

```
                return token
```

Tail recursion optimization

- We can add some tail recursion optimization by altering our eval() function
- Consider evaluating
 - (if (> v 0) (begin 1 (begin 2 (twice (- v 1)))) 0)
- In an environment where
 - v=1
 - twice = (lambda (x) (* 2 x))

Tail recursion optimization

- Here's a trace of the recursive calls to eval

```
⇒ eval(x=(if (> v 0) (begin 1 (begin 2 (twice (- v 1)))) 0), env={'v':1})
  ⇒ eval(x=(begin 1 (begin 2 (twice (- v 1)))), env={'v':1})
    ⇒ eval(x=(begin 2 (twice (- v 1))), env={'v':1})
      ⇒ eval(x=(twice (- v 1))), env={'v':1})
        ⇒ eval(x>(* 2 y), env={'y':0})
          ⇐ 0
        ⇐ 0
      ⇐ 0
    ⇐ 0
  ⇐ 0
⇐ 0
```

- Eliminate recursive eval calls by setting x and env to required new values & iterate

Tail recursion optimization

- Wrap the eval code in a loop, use return to exit, otherwise set x and env to new values
- Here's a trace of the recursive calls to eval

⇒ eval(x=(if (> v 0) (begin 1 (begin 2 (twice (- v 1))))), env={'v':1})

x = (begin 1 (begin 2 (twice (- v 1))))

x = (begin 2 (twice (- v 1)))

x = (twice (- v 1))

x = (* 2 y); env = {'y':0}

⇐ 0

- No recursion: faster and does not grow stack

User defined functions

- We'll have to unpack our representation for user defined functions
- Define a simple class for a procedure

```
class Procedure(object):
```

```
    "A user-defined Scheme procedure."
```

```
    def __init__(self, parms, exp, env):
```

```
        self.parms, self.exp, self.env = parms, exp, env
```

```
    def __call__(self, *args):
```

```
        return eval(self.exp, Env(self.parms, args, self.env))
```

- Evaluating a lambda will just instantiate this

Eval

```
def eval(x, env=global_env):
    while True:
        if isa(x, Symbol): return env.lookup(x)
        elif not isa(x, list): return x
        elif x[0] == 'quote': return x[1]
        elif x[0] == 'if': x = x[2] if eval(x[1], env) else x[3]
        elif x[0] == 'set!':
            env.set(x[1], x[2])
            return None
        elif x[0] == 'define':
            env.define(x[1], x[2])
            return None
        elif x[0] == 'lambda': return Procedure(x[1], x[2], env)
        elif x[0] == 'begin':
            for exp in x[1:-1]: eval(exp, env)
            x = x[-1]
    else:
        exps = [eval(exp, env) for exp in x]
        proc = exps.pop(0)
        if isa(proc, Procedure):
            x, env = proc.exp, Env(proc.params, exps, proc.env)
        else: return proc(*exps)
```