

MASSACHUSETTS INSTITUTE OF TECHNOLOGY  
Department of Electrical Engineering and Computer Science  
6.001—Structure and Interpretation of Computer Programs  
Spring 2006

**Recitation 11 — Evacuation Day (3/17/2006)**  
**Tagged Data**

Tagging procedure:

```
(define (tagged-list? x tag)
  (and (pair? x) (eq? (car x) tag)))
```

## Problems

1. Build a tagged abstraction for variables:

```
(define *variable-tag* 'variable)
```

- (a) Write the constructor `make-variable`:

```
(define (make-variable vname)
```

- (b) Write the type predicate `variable?`:

```
(define (variable? x)
```

- (c) Write the selector `varname`:

```
(define (varname var)
```

- (d) Write the equality predicate `variable=?`:

```
(define (variable=? v1 v2)
```

Tagged abstraction for constants:

```
(define *constant-tag* 'constant)

(define (make-constant c)
  (list *constant-tag* c))

(define (constant? x)
  (tagged-list? x *constant-tag*))

(define (constval c)
  (if (constant? x)
      (cadr x)
      (error "not a constant: " c)))
```

Tagged abstraction for polynomials:

```
(define *poly-tag* 'poly)

(define (make-polynomial var terms)
  (list *poly-tag* var terms))

(define (poly? x)
  (tagged-list? x *poly-tag*))

(define (poly-get-var poly)
  (if (poly? poly)
      (cadr poly)
      (error "not a polynomial:" poly)))

(define (poly-get-term i poly)
  (if (poly? poly)
      (list-ref (caddr poly) i)
      (error "not a polynomial:" poly)))

(define (poly-get-terms poly)
  (caddr poly))
```

2. Write constant-add:

```
(define (constant-add c1 c2)
```

3. Write a basic `add`, which works only on constants and polynomials, assuming you have a procedure `poly-add` which adds two polynomials:

```
(define (add exp1 exp2)
```

4. Draw a box-and-pointer diagram of the representation of  $5x^2 + 3x + 1$ .

5. Write `poly-add`, which adds two polynomials

- (a) First write `add-terms`, which takes two lists of terms and returns a new list of sum terms:

```
(define (add-terms t1 t2)
```

- (b) Then write `poly-add` using `add-terms`:

```
(define (poly-add p1 p2)
```

6. Write `var->poly`, which *promotes* a variable to a polynomial:

```
(define (var->poly var)
```

7. Write `const->poly`, which *promotes* a constant to a polynomial:

```
(define (const->poly var c)
```

8. Write `->poly`, which converts its input to a polynomial:

```
(define (->poly var exp)
```

9. Write a new version of `add` which uses promotion. Use the following procedure to guess what variable to use when promoting:

```
(define (find-var e1 e2)
  (cond ((poly? e1)
        (poly-get-var e1))
        ((poly? e2)
        (poly-get-var e2))
        ((variable? e1)
        e1)
        ((variable? e2)
        e2)
        (else
         (make-variable 'x))))
```

```
(define (add exp1 exp2)
```