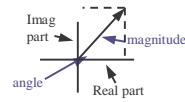


## 6.001 SICP Tagged data

- Why do we need tags
- Concept of tags
- Extended example

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## Manipulating complex numbers



Complex number has:  
Real, imag, mag, angle

Addition easier in Cartesian  
coordinates

```
(define (+c z1 z2)
  (make-complex-from-rect (+ (real z1) (real z2))
                          (+ (imag z1) (imag z2))))
```

Multiplication easier in polar  
coordinates

```
(define (*c z1 z2)
  (make-complex-from-polar (* (mag z1) (mag z2))
                           (+ (angle z1) (angle z2))))
```

2

## Bert's data structure

```
(define (make-complex-from-rect rl im) (list rl im))
(define (make-complex-from-polar mg an)
  (list (* mg (cos an))
        (* mg (sin an))))
```

```
(define (real cx) (car cx))
(define (imag cx) (cadr cx))
(define (mag cx) (sqrt (+ (square (real cx))
                          (square (imag cx)))))
(define (angle cx) (atan (imag cx) (real cx)))
```

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## Ernie's data structure

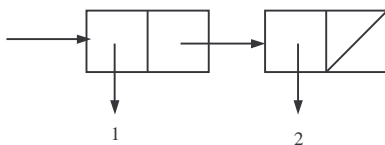
```
(define (make-complex-from-rect rl im)
  (list (sqrt (+ (square rl) (square im)))
        (atan im rl)))
(define (make-complex-from-polar mg an) (list mg an))
```

```
(define (real cx) (* (mag cx) (cos (angle cx))))
(define (imag cx) (* (mag cx) (sin (angle cx))))
(define (mag cx) (car cx))
(define (angle cx) (cadr cx))
```

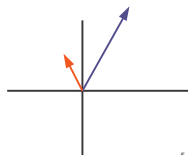
4

## Whose number is it?

- Suppose we pick up the following object



- What number does this represent?



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## Labeled complex numbers

```
(define (make-complex-from-rect rl im)
  (list 'rect rl im))
(define (make-complex-from-polar mg an)
  (list 'polar mg an))
```

```
(define (tag obj) (car obj))
(define (contents obj) (cdr obj))
```

```
(define (real sz)
  (cond ((eq? (tag z) 'rect) (car (contents z)))
        ((eq? (tag z) 'polar) (* (car (contents z)) ;mag
                                (cos (cadr (contents z)))))) ;angle
        (else (error "unknown form of object"))))
```

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### The concept of a tag

- Tagged data =
  - attach an identifying symbol to all nontrivial data values
  - always check the symbol before operating on the data

```
(define (make-point x y) (list 'point x y))
```

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### Benefits of tagged data

- **data-directed programming:**  
functions that decide what to do based on the arguments

- example: in a graphics program  
`area: triangle|square|circle -> number`

- **defensive programming:**  
functions that fail gracefully if given bad arguments

— **much better** to give an error message than to return garbage!

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### Example: Arithmetic evaluation

```
(define exp1 (make-sum (make-sum 3 15) 20))  
exp1          ==> (+ (+ 3 15) 20)  
(eval-1 exp1) ==> 38
```

Expressions might include values other than numbers

Ranges:

some unknown number between **min** and **max**  
arithmetic:  $[3,7] + [1,3] = [4,10]$

Limited precision values:

some value  $\pm$  some error amount  
arithmetic:  $(100 \pm 1) + (3 \pm 0.5) = (103 \pm 1.5)$

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### Approach: start simple, then extend

- Characteristic of all software engineering projects
- Start with eval for numbers, then add support for ranges and limited-precision values
- Goal: build eval in a way that it will extend easily & safely
  - Easily: requires data-directed programming
  - Safely: requires defensive programming
- Today: multiple versions of eval
  - eval-1 Simple arithmetic, no tags
  - eval-2 Extend the evaluator, observe bugs
  - eval-3 through -7 Do it again with tagged data

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### 1. ADT (Abstract Data Type) for sums

```
; type: Exp, Exp -> SumExp  
(define (make-sum addend augend)  
  (list '+ addend augend))  
  
; type: anytype -> boolean  
(define (sum-exp? e)  
  (and (pair? e) (eq? (car e) '+)))  
  
; type: SumExp -> Exp  
(define (sum-addend sum) (cadr sum))  
(define (sum-augend sum) (caddr sum))
```

- Type Exp will be different in different versions of eval

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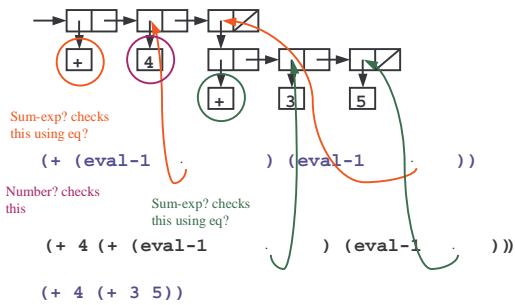
### 1. Eval for numbers only

```
; type: number | SumExp -> number  
(define (eval-1 exp)  
  (cond  
    ((number? exp) exp) ; base case  
    ((sum-exp? exp) ; recursive case  
     (+ (eval-1 (sum-addend exp))  
        (eval-1 (sum-augend exp))))  
    (else  
     (error "unknown expression " exp))))  
  
(eval-1 (make-sum 4 (make-sum 3 5))) ==> 12
```

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### Example in gory detail

`(eval-1 (make-sum 4 (make-sum 3 5))) ==> 12`



### 2. ADT for ranges (no tags)

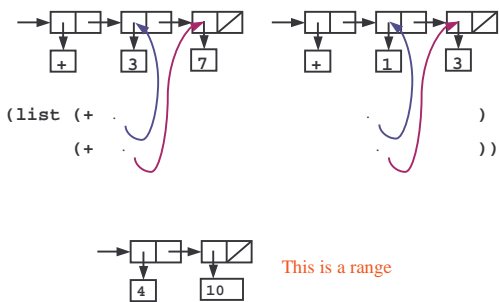
```

; type: number, number -> range2
(define (make-range-2 min max) (list min max))

; type: range2 -> number
(define (range-min-2 range) (car range))
(define (range-max-2 range) (cadr range))

; type: range2, range2 -> range2
(define (range-add-2 r1 r2)
  (make-range-2
    (+ (range-min-2 r1) (range-min-2 r2))
    (+ (range-max-2 r1) (range-max-2 r2))))
    
```

### Detailed example of adding ranges



### 2. Eval for numbers and ranges (broken)

```

; type: number|range2|SumExp -> number|range2
(define (eval-2 exp)
  (cond
    ((number? exp) exp)
    ((sum-exp? exp)
     (let ((v1 (eval-2 (sum-addend exp)))
           (v2 (eval-2 (sum-augend exp))))
       (if (and (number? v1) (number? v2))
           (+ v1 v2) ; add numbers
           (range-add-2 v1 v2))) ; add ranges
     ((pair? exp) exp) ; a range
     (else (error "unknown expression " exp))))
    
```

### 2. Ways in which eval-2 is broken

- Missing a case: sum of number and a range
- ```

(eval-2 (make-sum 4 (make-range-2 4 6)))
=> error: the object 4 is not a pair
    
```

### 2. Eval for numbers and ranges (broken)

```

; type: number|range2|SumExp -> number|range2
(define (eval-2 exp)
  (cond
    ((number? exp) exp)
    ((sum-exp? exp)
     (let ((v1 (eval-2 (sum-addend exp)))
           (v2 (eval-2 (sum-augend exp))))
       (if (and (number? v1) (number? v2))
           (+ v1 v2) ; add numbers
           (range-add-2 v1 v2))) ; add ranges
     ((pair? exp) exp) ; a range
     (else (error "unknown expression " exp))))
    
```

Range-add-2 expects two ranges, i.e. two lists!!

## 2. Ways in which eval-2 is broken

- Missing a case: sum of number and a range  

```
(eval-2 (make-sum 4 (make-range-2 4 6)))  
=> error: the object 4 is not a pair
```
- Not defensive: what if we add limited-precision values but forget to change eval-2?  

```
(define (make-limited-precision-2 val err)  
  (list val err))  
  
(eval-2 (make-sum  
  (make-range-2 4 6)  
  (make-limited-precision-2 10 1)))  
=> (14 7) correct answer: (13 17) or (15 2)
```

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## 2. Lessons from eval-2

- Common bug: calling a function on the wrong type of data
  - typos
  - brainos
  - changing one part of the program and not another
- Common result: the function returns garbage
  - Why? Prim. predicates (number?, pair?) are ambiguous
  - Something fails later, but cause is hard to track down
  - Worst case: **program produces incorrect output!!**
- Next: how to use tagged data to ensure the program halts immediately

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## 3. Start again using tagged data

- Take another look at SumExp ... it's already tagged!  

```
(define sum-tag '+)  
; Type: Exp, Exp -> SumExp  
(define (make-sum addend augend)  
  (list sum-tag addend augend))  
  
; Type: anytype -> boolean  
(define (sum-exp? e)  
  (and (pair? e) (eq? (car e) sum-tag)))
```
- sum-exp? is not ambiguous: only true for things made by make-sum (assuming the tag + isn't used anywhere else)

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## 3. An ADT for numbers using tags

```
(define constant-tag 'const)  
  
; type: number -> ConstantExp  
(define (make-constant val)  
  (list constant-tag val))  
  
; type: anytype -> boolean  
(define (constant-exp? e)  
  (and (pair? e) (eq? (car e) constant-tag)))  
  
; type: ConstantExp -> number  
(define (constant-val const) (cadr const))
```

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## 3. Eval for numbers with tags (incomplete)

```
; type: ConstantExp | SumExp -> number  
(define (eval-3 exp)  
  (cond  
    ((constant-exp? exp) (constant-val exp))  
    ((sum-exp? exp)  
     (+ (eval-3 (sum-addend exp))  
        (eval-3 (sum-augend exp))))  
    (else (error "unknown expr type: " exp))))  
  
(eval-3 (make-sum (make-constant 3)  
  (make-constant 5))) => 8
```

- Not all nontrivial values used in this code are tagged

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## 4. Eval for numbers with tags

```
; type: ConstantExp | SumExp -> ConstantExp  
(define (eval-4 exp) (cond  
  ((constant-exp? exp) exp)  
  ((sum-exp? exp)  
   (make-constant  
    (+ (constant-val (eval-4 (sum-addend exp)))  
       (constant-val (eval-4 (sum-augend exp))))))  
  (else (error "unknown expr type: " exp))))  
  
(eval-4 (make-sum (make-constant 3)  
  (make-constant 5)))  
  
=> (constant 8)
```

There is that pattern of using selectors to get parts, doing something, then using constructor to reassemble

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#### 4. Make **add** an operation in the Constant ADT

```
;type: ConstantExp,ConstantExp -> ConstantExp
(define (constant-add c1 c2)
  (make-constant (+ (constant-val c1)
                   (constant-val c2))))

; type: ConstantExp | SumExp -> ConstantExp
(define (eval-4 exp)
  (cond
   ((constant-exp? exp) exp)
   ((sum-exp? exp)
    (constant-add (eval-4 (sum-addend exp))
                  (eval-4 (sum-augend exp))))
   (else (error "unknown expr type: " exp))))
```

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#### 4. Lessons from **eval-3** and **eval-4**

- standard pattern for an ADT with tagged data
  - a variable in the ADT implementation stores the tag
  - attach the tag in the constructor
  - write a predicate that checks the tag
    - determines whether an object belongs to the ADT
  - operations strip the tags, operate, attach the tag again
- must use tagged data everywhere to get full benefits
  - including return values

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#### 5. Same pattern: range ADT with tags

```
(define range-tag 'range) [3,7]

; type: number, number -> RangeExp
(define (make-range min max)
  (list range-tag min max))

; type: anytype -> boolean
(define (range-exp? e)
  (and (pair? e) (eq? (car e) range-tag)))

; type: RangeExp -> number
(define (range-min range) (cadr range))
(define (range-max range) (caddr range))
```

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#### 5. Eval for numbers and ranges with tags

```
; ConstantExp | RangeExp | SumExp
; -> ConstantExp | RangeExp
(define (eval-5 exp)
  (cond
   ((constant-exp? exp) exp)
   ((range-exp? exp) exp)
   ((sum-exp? exp)
    (let ((v1 (eval-5 (sum-addend exp)))
          (v2 (eval-5 (sum-augend exp))))
      (if (and (constant-exp? v1) (constant-exp? v2))
          (constant-add v1 v2)
          (range-add (val2range v1) (val2range v2))))))
   (else (error "unknown expr type: " exp))))
```

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#### 6. Simplify eval with a data-directed add function

```
; ValueExp = ConstantExp | RangeExp
(define (value-exp? v)
  (or (constant-exp? v) (range-exp? v)))

; type: ValueExp, ValueExp -> ValueExp
(define (value-add-6 v1 v2)
  (if (and (constant-exp? v1) (constant-exp? v2))
      (constant-add v1 v2)
      (range-add (val2range v1) (val2range v2))))

; val2range: if argument is a range, return it
; else make the range [x x] from a constant x
; This is called coercion
```

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#### 6. Coercion to turn constants into ranges

```
(define (val2range val)
  (if (range-exp? val)
      val ; just return range
      (make-range (constant-val val)
                  (constant-val val))))
```

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## 6. Simplified eval for numbers and ranges

```
; ValueExp = ConstantExp | RangeExp
; type: ValueExp | SumExp -> ValueExp
(define (eval-6 exp)
  (cond
    ((value-exp? exp) exp)
    ((sum-exp? exp)
     (value-add-6 (eval-6 (sum-addend exp))
                  (eval-6 (sum-augend exp))))
    (else (error "unknown expr type: " exp))))
```

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## 6. Simplified eval for numbers and ranges

```
(define (eval-6 exp)
  (cond
    ((value-exp? exp) exp)
    ((sum-exp? exp)
     (value-add-6 (eval-6 (sum-addend exp))
                  (eval-6 (sum-augend exp))))
    (else (error "unknown expr type: " exp))))
```

- Compare to eval-1. It is just as simple!

```
(define (eval-1 exp)
  (cond
    ((number? exp) exp)
    ((sum-exp? exp)
     (+ (eval-1 (sum-addend exp))
        (eval-1 (sum-augend exp))))
    (else (error "unknown expression " exp))))
```

- This shows the power of data-directed programming

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## 7. Eval for all data types

5 +/- 2

```
(define limited-tag 'limited)
(define (make-limited-precision val err)
  (list limited-tag val err))
; ValueExp|Limited|SumExp -> ValueExp|Limited
(define (eval-7 exp)
  (cond
    ((value-exp? exp) exp)
    ((limited-exp? exp) exp)
    ((sum-exp? exp)
     (value-add-6 (eval-7 (sum-addend exp))
                  (eval-7 (sum-augend exp))))
    (else (error "unknown expr type: " exp))))
```

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## 7. value-add-6 is not defensive

```
(eval-7 (make-sum
         (make-range 4 6)
         (make-limited-precision 10 1)))
==> (range 14 16)   WRONG
```

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## 7. value-add-6 is not defensive

```
(eval-7 (make-sum
         (make-range 4 6)
         (make-limited-precision 10 1)))

(define (value-add-6 v1 v2)
  (if (and (constant-exp? v1) (constant-exp? v2))
      (constant-add v1 v2)
      (range-add (val2range v1) (val2range v2))))

• Correct answer should have been (range 13 17) or
  (limited 15 2)
```

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## 7. value-add-6 is not defensive

- What went wrong in value-add-6?
  - limited-exp is not a constant, so falls into the alternative
  - (limited 10 1) passed to val2range
  - (limited 10 1) passed to constant-val, returns 10
  - range-add called on (range 4 6) and (range 10 10)

```
(define (value-add-6 v1 v2)
  (if (and (constant-exp? v1) (constant-exp? v2))
      (constant-add v1 v2)
      (range-add (val2range v1) (val2range v2))))

(define (val2range val)
  (if (range-exp? val)
      val ; just return range
      (make-range (constant-val val) ; assumes constant
                  (constant-val val))))
```

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### 7. Defensive: check tags before operating

```
; type: ValueExp, ValueExp -> ValueExp
(define (value-add-7 v1 v2)
  (cond
    ((and (constant-exp? v1) (constant-exp? v2))
     (constant-add v1 v2))
    ((and (value-exp? v1) (value-exp? v2))
     (range-add (val2range v1) (val2range v2)))
    (else
     (error "unknown exp: " v1 " or " v2))))
```

- Rule of thumb:  
when checking types, use the else branch only for errors

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### 7. Lessons from eval-5 through eval-7

- Data directed programming can simplify higher level code
- Using tagged data is only defensive programming if you check the tags
  - don't use the else branch of `if` or `cond`
- Traditionally, ADT operations and accessors don't check tags
  - Omitted for efficiency; assume checked at the higher level
  - A check in `constant-val` would have trapped this bug
  - Add checks into your ADT implementation to be paranoid
  - Andy Grove: "only the paranoid survive"

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