Lisp: Question 1

Write a recursive lisp function that takes a list as an argument and returns the number of atoms on any level of the list. For instance, list (*A* *B* (*C* *D* *E*) ()) contains six atoms (*A*, *B*, *C*, *D*, *E*, and *NIL*).

```
(defun count-atoms (x)
  (cond ((null x) 0)
        ;; No more children.
        ((not (listp x)) 1)
        ;; Terminal node.
        (t (+ (if (atom (first x)) 1 (count-atoms (first x)))
              ;; Break the problem down into two subproblems.
              (count-atoms (rest x))))))
```

Question 1: count-atoms

```
[2]> (count-atoms '(A B C))
3
[3]> (count-atoms '(A B C nil))
4
[4]> (count-atoms '(A B C (nil (A B))))
6
[5]> (count-atoms '(A B C (nil (A B ()))))
7
[6]> (count-atoms '(()))
1
[7]> (count-atoms '((())))
1
[8]> (count-atoms '((()) A B C))
4
[9]>
```

Question 2: last5

Write a lisp function *last*5 that takes a list *A* as its argument and returns a list *B* consisting of the last five elements of *A*. You are not allowed to use the built-in function *last*.
(last5 '(A B C)) should return *(A B C)*
(last5 '(A B C D E F G H)) should return *(D E F G H)*

```
(defun last5 (x)
     (cond ((null (rest (rest (rest (rest (rest x)))))) x)
                (t (last5 (rest x)last5))))
[3]> (last5 '(1 2 3 ))
(1 2 3)
[4]> (last5 '(1 2 3 4 5 6 7 8 9 10 11))
(7 8 9 10 11)
[5]> (last5 nil)
NIL
```

Question 3: flip

Write a recursive function flip that takes a binary tree as input and returns a binary tree that it is its mirror image. You can represent binary trees as nested structures:

Nested (recursive) representation: **(<root> (<left subtree>) (<right subtree>))**

Examples:

(flip '(1 2 3)) should return **(1 3 2)**
(flip '(1 (2 3 4) ())) should return **(1 () (2 4 3))**
(flip '(1 (2 (3 4 5) (10 11 12)) (6 () (7 () 8)))) should return
(1 (6 (7 8 ()) ()) (2 (10 12 11) (3 5 4)))

Question 3: flip

```
(defun flip (x)
     (list (first x)
           (if (atom (third x)) (third x)
               (flip (third x)))
           (if (atom (second x)) (second x)
               (flip (second x)))))

[14]> (flip '(1 2 3))
(1 3 2)
[15]> (flip '(1 (2 3 4) ()))
(1 NIL (2 4 3))
[16]> (flip '(1 (2 (3 4 5) (10 11 12)) (6 () (7 () 8))))
(1 (6 (7 8 NIL) NIL) (2 (10 12 11) (3 5 4)))
[17]>
```

Simple Lisp Functions

a) Write a lisp function *funny_first* that takes a list of flat lists and returns a new list composed of the first elements of the original flat lists.

b) Write a lisp function *funny_last* that takes a list of flat lists as its argument and returns a new list composed of the last elements of the original flat lists.

c) Write a lisp function *funny_len* that takes a list of flat lists as its argument and returns the sum of the lengths of the nested lists.

d) Write a lisp function *funny_sum* that takes a list of flat lists of numbers and returns the sum of the elements of the nested lists.

(funny_first '((A B) (C) (D E) (F G H))) should return **(A C D F)**
(funny_last '((A B) (C) (D E) (F G H))) should return **(B C E H)**
(funny_len '((A B) (C) (D E) (F G H))) should return **8**
(funny_sum '((1 2) (3) (4 5) (10 20 30))) should return **75**

Simple Lisp Functions: Answers

```
(defun funny_first (x)
  (mapcar #'(lambda (y) (first y)) x))
(defun funny_last (x)
  (mapcar #'(lambda (y) (first (last y))) x))
(defun funny_len (x)
  (apply #'+ (mapcar #'(lambda (y) (length y)) x)))
(defun funny_sum (x)
  (apply #'+ (mapcar #'(lambda (y) (apply #'+ y)) x)))
[30]> (funny_first '((A B) (C) (D E) (F G H)))
(A C D F)
[31]> (funny_last '((A B) (C) (D E) (F G H)))
(B C E H)
[32]> (funny_len '((A B) (C) (D E) (F G H)))
8
[33]> (funny_sum '((1 2) (3) (4 5) (10 20 30)))
75
```

Question: ListNonNumbers

Write a lisp function that takes a flat list as an argument and returns a list whose elements are those elements of the original list that are not numbers.

```
(defun ListNonNumbers (x)
  (mapcan #'(lambda (y) (if (numberp y) nil (list y))) x))

[40]> (ListNonNumbers '(A B C D 3 5 6))
(A B C D)
[41]> (ListNonNumbers '(A B C D 3 5 6 (2 3 4)))
(A B C D (2 3 4))
[42]> (ListNonNumbers '(A B C D 3 5 6 (2 3 4) nil))
(A B C D (2 3 4) NIL)
[43]> (ListNonNumbers nil)
NIL
```

Question: AddNumbers

Write a lisp function that takes a flat list as an argument and returns a sum of the numbers in the original list. Your function should not add the non-number elements of the original list.

```
(defun AddNumbers (x)
  (apply #'+ (mapcar #'(lambda (y) (if (numberp y) y 0)) x)))

[45]> (AddNumbers '(A B C D 3 5 6 (2 3 4) nil))
14
[46]> (AddNumbers '(A B C D 3 5 6))
14
[47]> (AddNumbers '(1 2 3 4 5 6))
21
[48]> (AddNumbers '(A B C D nil (2 3 4)))
0
```

Question: d_shuffle

Write a lisp function *d_shuffle* that takes a list of 32 different symbols and returns a list in which the first 16 original symbols are interleaved with the second 16 original symbols, i.e. list $(s_1\ s_2\ s_3\ s_4 \ldots s_{29}\ s_{30}\ s_{31}\ s_{32})$ becomes $(s_1\ s_{17}\ s_2\ s_{18} \ldots s_{15}\ s_{31}\ s_{16}\ s_{32})$.

```
(defun d_shuffle (l)
(do ((newl nil) (i 15 (- i 1)))
    ((< i 0) newl)
    (setf newl (cons (nth i l)
                  (cons (nth (+ i 16) l) newl)))))

[53]> (d_shuffle '(1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
         17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32))
(1 17 2 18 3 19 4 20 5 21 6 22 7 23 8 24 9 25 10
    26 11 27 12 28 13 29 14 30 15 31 16 32)
[54]>
```

Water-Jug Puzzles

In the water-jug puzzle we are given a 4-liter jug, and a 7-liter jug. Initially, both jugs are empty. Either jug can be filled with water from a tap, and we can discard water from either jug down a drain. Water may be poured from one jug into the other. There is no additional measuring device. We want to find a set of operations that will leave precisely x liters of water in either one of the jugs.

i. Set up a state-space search formulation of the water jug puzzle:
   a) Given the initial iconic state description as a data structure.
   b) Give a goal condition on states as some test on data structures.
   c) Name the operators on states and give precise descriptions of what each operator does to a state description.

ii. Find whether the goals $x = \{1, 2, 3, 4, 5, 6, 7\}$ can be accomplished in 8 or fewer steps.

Hint: Use breadth-first search.

Water-Jug Puzzle

```
a) (A B)    // A is the amount in the 4-liter jug
            // B in the 7-liter jug
b) (A == x) or (B == x)

c)  FA: (4 B),
    FB: (A 7)
    EA: (0 B),
    EB: (A 0)

    PAB: if ((A+B)<= 7)   then  (0 A+B)
                          else  (A+B-7 7)
    PBA: if ((A+B)<=4)    then  (A+B 0)
                          else  (4  A+B-4)
```

Water-Jug Puzzle Solution