

Revised^{5.92} Report on the Algorithmic Language Scheme

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SUMMARY

The report gives a defining description of the programming language Scheme. Scheme is a statically scoped and properly tail-recursive dialect of the Lisp programming language invented by Guy Lewis Steele Jr. and Gerald Jay Sussman. It was designed to have an exceptionally clear and simple semantics and few different ways to form expressions. A wide variety of programming paradigms, including imperative, functional, and message passing styles, find convenient expression in Scheme.

The introduction offers a brief history of the language and of the report. It also gives a short introduction to the basic concepts of the language.

Chapter 2 explains Scheme's number types. Chapter 3 defines the read syntax of Scheme programs. Chapter 4 presents the fundamental semantic ideas of the language. Chapter 5 defines notational conventions used in the rest of the report. Chapters 6 and 7 describe libraries and top-level programs, the basic organizational units of Scheme programs. Chapter 8 explains the expansion process for Scheme code.

Chapter 9 explains the Scheme base library which contains the fundamental forms useful to programmers.

Appendix 10 provides a formal semantics for a core of Scheme. Appendix A contains definitions for some of the derived forms described in the report.

The report concludes with a list of references and an alphabetic index.

This report is accompanied by a report describing standard libraries [40]; references to this document are identified by designations such as "library section" or "library chapter".

***** DRAFT*****

This is a preliminary draft. It is intended to reflect the decisions taken by the editors' committee, but contains many mistakes, ambiguities and inconsistencies.

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INTRODUCTION

Programming languages should be designed not by piling feature on top of feature, but by removing the weaknesses and restrictions that make additional features appear necessary. Scheme demonstrates that a very small number of rules for forming expressions, with no restrictions on how they are composed, suffice to form a practical and efficient programming language that is flexible enough to support most of the major programming paradigms in use today.

Scheme was one of the first programming languages to incorporate first class procedures as in the lambda calculus, thereby proving the usefulness of static scope rules and block structure in a dynamically typed language. Scheme was the first major dialect of Lisp to distinguish procedures from lambda expressions and symbols, to use a single lexical environment for all variables, and to evaluate the operator position of a procedure call in the same way as an operand position. By relying entirely on procedure calls to express iteration, Scheme emphasized the fact that tail-recursive procedure calls are essentially gotos that pass arguments. Scheme was the first widely used programming language to embrace first class escape procedures, from which all previously known sequential control structures can be synthesized. A subsequent version of Scheme introduced the concept of exact and inexact numbers, an extension of Common Lisp's generic arithmetic. More recently, Scheme became the first programming language to support hygienic macros, which permit the syntax of a block-structured language to be extended in a consistent and reliable manner.

Numerical computation was long neglected by the Lisp community. Until Common Lisp there was no carefully thought out strategy for organizing numerical computation, and with the exception of the MacLisp system [35] little effort was made to execute numerical code efficiently. The Scheme reports recognized the excellent work of the Common Lisp committee and accepted many of their recommendations, while simplifying and generalizing in some ways consistent with the purposes of Scheme.

Background

The first description of Scheme was written by Gerald Jay Sussman and Guy Lewis Steele Jr. in 1975 [44]. A revised report by Steele and Sussman [43] appeared in 1978 and described the evolution of the language as its MIT implementation was upgraded to support an innovative compiler [41]. Three distinct projects began in 1981 and 1982 to use variants of Scheme for courses at MIT, Yale, and Indiana University [36, 33, 19]. An introductory computer science textbook using Scheme was published in 1984 [1]. A number of textbooks describing and using Scheme have been published since [14].

As Scheme became more widespread, local dialects began to diverge until students and researchers occasionally found it difficult to understand code written at other sites. Fifteen representatives of the major implementations of Scheme therefore met in October 1984 to work toward a better and more widely accepted standard for Scheme. Participating in this workshop were Hal Abelson, Norman Adams, David Bartley, Gary Brooks, William Clinger, Daniel Friedman, Robert Halstead, Chris Hanson, Christopher Haynes, Eugene Kohlbecker, Don Oxley, Jonathan Rees, Guillermo Rozas, Gerald Jay Sussman, and Mitchell Wand. Kent Pitman made valuable contributions to the agenda for the workshop but was unable to attend the sessions. Their report [7], edited by Will Clinger, was published at MIT and Indiana University in the summer of 1985. Further revision took place in the spring of 1986 [9] (edited by Jonathan Rees and Will Clinger), and in the spring of 1988 [11] (also edited by Will Clinger and Jonathan Rees). Another revision published in 1998, edited by Richard Kelsey, Will Clinger and Jonathan Rees, reflected further revisions agreed upon in a meeting at Xerox PARC in June 1992 [26].

Attendees of the Scheme Workshop in Pittsburgh in October 2002 formed a Strategy Committee to discuss a process for producing new revisions of the report. The strategy committee drafted a charter for Scheme standardization. This charter, together with a process for selecting editorial committees for producing new revisions for the report, was confirmed by the attendees of the Scheme Workshop in Boston in November 2003. Subsequently, a Steering Committee according to the charter was selected, consisting of Alan Bawden, Guy L. Steele Jr., and Mitch Wand. An editors' committee charged with producing this report was also formed at the end of 2003, consisting of Will Clinger, R. Kent Dybvig, Marc Feeley, Matthew Flatt, Richard Kelsey, Manuel Serrano, and Mike Sperber, with Marc Feeley acting as Editor-in-Chief. Richard Kelsey resigned from the committee in April 2005, and was replaced by Anton van Straaten. Marc Feeley and Manuel Serrano resigned from the committee in January 2006. Subsequently, the charter was revised to reduce the size of the editors' committee to five and to replace the office of Editor-in-Chief by a Chair and a Project Editor [39]. R. Kent Dybvig served as Chair, and Mike Sperber served as Project Editor. Parts of the report were posted as Scheme Requests for Implementation (SRFIs) and discussed by the community before being revised and finalized for the report [22, 6, 13, 21, 16]. Jacob Matthews and Robby Findler wrote the operational semantics for the language core.

We intend this report to belong to the entire Scheme community, and so we grant permission to copy it in whole or in part without fee. In particular, we encourage implementors

of Scheme to use this report as a starting point for manuals and other documentation, modifying it as necessary.

Guiding principles

To help guide the standardization effort, the editors have adopted a set of principles, presented below. Like the Scheme language defined in *Revised⁵ Report on the Algorithmic Language Scheme* [26], the language described in this report is intended to:

- allow programmers to read each other's code, and allow development of portable programs that can be executed in any conforming implementation of Scheme;
- derive its power from simplicity, a small number of generally useful core syntactic forms and procedures, and no unnecessary restrictions on how they are composed;
- allow programs to define new procedures and new hygienic syntactic forms;
- support the representation of program source code as data;
- make procedure calls powerful enough to express any form of sequential control, and allow programs to perform non-local control operations without the use of global program transformations;
- allow interesting, purely functional programs to run indefinitely without terminating or running out of memory on finite-memory machines;
- allow educators to use the language to teach programming effectively, at various levels and with a variety of pedagogical approaches; and
- allow researchers to use the language to explore the design, implementation, and semantics of programming languages.

In addition, this report is intended to:

- allow programmers to create and distribute substantial programs and libraries, e.g., SRFI implementations, that run without modification in a variety of Scheme implementations;
- support procedural, syntactic, and data abstraction more fully by allowing programs to define hygiene-bending and hygiene-breaking syntactic abstractions and new unique datatypes along with procedures and hygienic macros in any scope;

- allow programmers to rely on a level of automatic runtime type and bounds checking sufficient to ensure type safety; and
- allow implementations to generate efficient code, without requiring programmers to use implementation-specific operators or declarations.

While it was possible to write portable programs in Scheme as described in *Revised⁵ Report on the Algorithmic Language Scheme*, and indeed portable Scheme programs were written prior to this report, many Scheme programs were not, primarily because of the lack of substantial standardized libraries and the proliferation of implementation-specific language additions.

In general, Scheme should include building blocks that allow a wide variety of libraries to be written, include commonly used user-level features to enhance portability and readability of library and application code, and exclude features that are less commonly used and easily implemented in separate libraries.

The language described in this report is intended to also be backward compatible with programs written in Scheme as described in *Revised⁵ Report on the Algorithmic Language Scheme* to the extent possible without compromising the above principles and future viability of the language. With respect to future viability, the editors have operated under the assumption that many more Scheme programs will be written in the future than exist in the present, so the future programs are those with which we must be most concerned.

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DESCRIPTION OF THE LANGUAGE

1. Overview of Scheme

This chapter gives an overview of Scheme’s semantics. A detailed informal semantics is the subject of the following chapters. For reference purposes, appendix 10 provides a formal semantics for a core subset of Scheme.

Following Algol, Scheme is a statically scoped programming language. Each use of a variable is associated with a lexically apparent binding of that variable.

Scheme has latent as opposed to manifest types [47]. Types are associated with values (also called objects) rather than with variables. (Some authors refer to languages with latent types as weakly typed or dynamically typed languages.) Other languages with latent types are Python, Ruby, Smalltalk, and other dialects of Lisp. Languages with manifest types (sometimes referred to as strongly typed or statically typed languages) include Algol 60, C, C#, Java, Haskell and ML.

All objects created in the course of a Scheme computation, including procedures and continuations, have unlimited extent. No Scheme object is ever destroyed. The reason that implementations of Scheme do not (usually!) run out of storage is that they are permitted to reclaim the storage occupied by an object if they can prove that the object cannot possibly matter to any future computation. Other languages in which most objects have unlimited extent include C#, Haskell, ML, Python, Ruby, Smalltalk and other Lisp dialects.

Implementations of Scheme are required to be properly tail-recursive. This allows the execution of an iterative computation in constant space, even if the iterative computation is described by a syntactically recursive procedure. Thus with a properly tail-recursive implementation, iteration can be expressed using the ordinary procedure-call mechanics, so that special iteration constructs are useful only as syntactic sugar. See section 4.9.

Scheme was one of the first languages to support procedures as objects in their own right. Procedures can be created dynamically, stored in data structures, returned as results of procedures, and so on. Other languages with these properties include Common Lisp, Haskell, ML, Smalltalk, and Ruby.

One distinguishing feature of Scheme is that continuations, which in most other languages only operate behind the scenes, also have “first-class” status. Continuations are useful for implementing a wide variety of advanced control constructs, including non-local exits, backtracking, and coroutines. See section 9.17.

Arguments to Scheme procedures are always passed by value, which means that the actual argument expressions are evaluated before the procedure gains control, whether

the procedure needs the result of the evaluation or not. C, C#, Common Lisp, Python, Ruby, and Smalltalk are other languages that always pass arguments by value. This is distinct from the lazy-evaluation semantics of Haskell, or the call-by-name semantics of Algol 60, where an argument expression is not evaluated unless its value is needed by the procedure. Note that call-by-value refers to a different distinction than the distinction between by-value and by-reference passing in Pascal. In Scheme, all data structures are passed by reference.

Scheme’s model of arithmetic is designed to remain as independent as possible of the particular ways in which numbers are represented within a computer. In Scheme, every integer is a rational number, every rational is a real, and every real is a complex number. Scheme distinguishes between exact arithmetic, which corresponds to the mathematical ideal, and inexact arithmetic on approximations. Exact arithmetic includes arithmetic on integers, rationals and complex numbers.

The following sections give a brief overview of the most fundamental elements of the language. The purpose of this overview is to explain enough of the basic concepts of the language to facilitate understanding of the subsequent chapters of the report, which are organized as a reference manual. Consequently, this overview is not a complete introduction of the language, nor is it precise in all respects.

1.1. Basic types

Scheme programs manipulate *values*, which are also referred to as *objects*. Scheme values are organized into sets of values called *types*. This gives an overview of the fundamentally important types of the Scheme language. More types are described in later chapters.

Note: As Scheme is latently typed, the use of the term *type* in this report differs from the use of the term in the context of other languages, particularly those with manifest typing.

Boolean values A boolean value denotes a truth value, and can either be true or false. In Scheme, the value for “false” is written `#f`. The value “true” is written `#t`. In most places where a truth value is expected, however, any value different from `#f` counts as true.

Numbers Scheme supports a rich variety of numerical data types, including integers of arbitrary precision, rational numbers, complex numbers and inexact numbers of various kinds. Chapter 2 gives an overview of the structure of Scheme’s numerical tower.

Characters Scheme characters mostly correspond to textual characters. More precisely, they are isomorphic to the *scalar values* of the Unicode standard.

Strings Strings are finite sequences of characters with fixed length and thus represent arbitrary Unicode texts.

Symbols A symbol is an object representing a string that cannot be modified. This string is called the symbol’s *name*. Unlike strings, two symbols whose names are spelled the same way are indistinguishable. Symbols are useful for many applications; for instance, they may be used the way enumerated values are used in other languages.

Pairs and lists A pair is a data structure with two components. The most common use of pairs is to represent (singly linked) lists, where the first component (the “car”) represents the first element of the list, and the second component (the “cdr”) the rest of the list. Scheme also has a distinguished empty list, which is the last cdr in a chain of pairs representing a list.

Vectors Vectors, like lists, are linear data structures representing finite sequences of arbitrary objects. Whereas the elements of a list are accessed sequentially through the pair chain representing it, the elements of a vector are addressed by an integer index. Thus, vectors are more appropriate than lists for random access to elements.

Procedures As mentioned in the introduction, procedures are values in Scheme.

1.2. Expressions

The most important elements of Scheme code are *expressions*. Expressions can be *evaluated*, producing a *value*. (Actually, any number of values—see section 4.7.) The most fundamental expressions are literal expressions:

```
#t           ⇒ #t
23           ⇒ 23
```

This notation means that the expression `#t` evaluates to `#t`, that is, the value for “true”, and that the expression `23` evaluates to the number 23.

Compound expressions are formed by placing parentheses around their subexpressions. The first subexpression is an *operator* and identifies an operation; the remaining subexpressions are *operands*:

```
(+ 23 42)    ⇒ 65
(+ 14 (* 23 42)) ⇒ 980
```

In the first of these examples, `+`, the operator, is the name of the built-in operation for addition, and `23` and `42` are the operands. The expression `(+ 23 42)` reads as “the sum of 23 and 42”. Compound expressions can be nested—the second example reads as “the sum of 14 and the product of 23 and 42”.

As these examples indicate, compound expressions in Scheme are always written using the same prefix notation. As a consequence, the parentheses are needed to indicate structure, and “superfluous” parentheses, which are permissible in mathematics and many programming languages, are not allowed in Scheme.

As in many other languages, whitespace and newlines are not significant when they separate subexpressions of an expression, and can be used to indicate structure.

1.3. Variables and binding

Scheme allows identifiers to denote values. These identifiers are called variables. (More precisely, variables denote locations. This distinction is not important, however, for a large proportion of Scheme code.)

```
(let ((x 23)
      (y 42))
  (+ x y))           ⇒ 65
```

In this case, the operator of the expression, `let`, is a binding construct. The parenthesized structure following the `let` lists variables alongside expressions: the variable `x` alongside `23`, and the variable `y` alongside `42`. The `let` expression binds `x` to `23`, and `y` to `42`. These bindings are available in the *body* of the `let` expression, `(+ x y)`, and only there.

1.4. Definitions

The variables bound by a `let` expression are *local*, because their bindings are visible only in the `let`’s body. Scheme also allows creating top-level bindings for identifiers as follows:

```
(define x 23)
(define y 42)
(+ x y)           ⇒ 65
```

(These are actually “top-level” in the body of a top-level program or library; see section 1.10 below.)

The first two parenthesized structures are *definitions*; they create top-level bindings, binding `x` to `23` and `y` to `42`. Definitions are not expressions, and cannot appear in all places where an expression can occur. Moreover, a definition has no value.

Bindings follow the lexical structure of the program: When several bindings with the same name exist, a variable refers to the binding that is closest to it, starting with its occurrence in the program and going from inside to outside, going all the way to a top-level binding only if no local binding can be found along the way:

```
(define x 23)
(define y 42)
(let ((y 43))
  (+ x y))           ⇒ 66
```

```
(let ((y 43))
  (let ((y 44))
    (+ x y)))       ⇒ 67
```

1.5. Procedures

Definitions can also be used to define procedures:

```
(define (f x)
  (+ x 42))

(f 23)               ⇒ 65
```

A procedure is, slightly simplified, an abstraction over an expression. In the example, the first definition defines a procedure called `f`. (Note the parentheses around `f x`, which indicate that this is a procedure definition.) The expression `(f 23)` is a procedure call, meaning, roughly, “evaluate `(+ x 42)` (the body of the procedure) with `x` bound to 23”.

As procedures are regular values, they can be passed to other procedures:

```
(define (f x)
  (+ x 42))

(define (g p x)
  (p x))

(g f 23)             ⇒ 65
```

In this example, the body of `g` is evaluated with `p` bound to `f` and `x` bound to 23, which is equivalent to `(f 23)`, which evaluates to 42.

In fact, many predefined operations of Scheme are bindings for procedures. The `+` operation, for example, which receives special syntactic treatment in many other languages, is just a regular identifier in Scheme, bound to a procedure that adds numbers. The same holds for `*` and many others:

```
(define (h op x y)
  (op x y))

(h + 23 42)         ⇒ 65
(h * 23 42)         ⇒ 966
```

Procedure definitions are not the only way to create procedures. A `lambda` expression creates a new procedure as a value, with no need to specify a name:

```
((lambda (x) (+ x 42)) 23) ⇒ 65
```

The entire expression in this example is a procedure call; its operator is `(lambda (x) (+ x 42))`, which evaluates to a procedure that takes a single number and adds 42 to it.

1.6. Procedure calls and syntactic keywords

Whereas `(+ 23 42)`, `(f 23)`, and `((lambda (x) (+ x 42)) 23)` are all examples of procedure calls, `lambda` and `let` expressions are not. This is because `let`, even though it is an identifier, is not a variable, but is instead a *syntactic keyword*. An expression that has a syntactic keyword as its operator obeys special rules determined by the keyword. The `define` identifier in a definition is also a syntactic keyword. Hence, definitions are also not procedure calls.

In the case of `lambda`, these rules specify that the first subform is a list of parameters, and the remaining subforms are the body of the procedure. In `let` expressions, the first subform is a list of binding specifications, and the remaining subforms are a body of expressions.

Procedure calls can be distinguished from these “special forms” by looking for a syntactic keyword in the first position of an expression: if it is not a syntactic keyword, the expression is a procedure call. The set of syntactic keywords of Scheme is fairly small, which usually makes this task fairly simple. It is possible, however, to create new bindings for syntactic keywords; see below.

1.7. Assignment

Scheme variables bound by definitions or `let` or `lambda` forms are not actually bound directly to the values specified in the respective bindings, but to locations containing these values. The contents of these locations can subsequently be modified destructively via *assignment*:

```
(let ((x 23))
  (set! x 42)
  x)           ⇒ 42
```

In this case, the body of the `let` expression consists of two expressions which are evaluated sequentially, with the value of the final expression becoming the value of the entire `let` expression. The expression `(set! x 42)` is an assignment, saying “replace the value in the location denoted by `x` with 42”. Thus, the previous value of 23 is replaced by 42.

1.8. Derived forms and macros

Many of the special forms specified in this report can be translated into more basic special forms. For example, `let` expressions can be translated into procedure calls and `lambda` expressions. The following two expressions are equivalent:

```
(let ((x 23)
      (y 42))
  (+ x y))           ⇒ 65

((lambda (x y) (+ x y)) 23 42)
 ⇒ 65
```

Special forms like `let` expressions are called *derived forms* because their semantics can be derived from that of other kinds of forms by a syntactic transformation. Procedure definitions are also derived forms. The following two definitions are equivalent:

```
(define (f x)
  (+ x 42))

(define f
  (lambda (x)
    (+ x 42)))
```

In Scheme, it is possible for a program to create its own derived forms by binding syntactic keywords to macros:

```
(define-syntax def
  (syntax-rules ()
    ((def f (p ...) body)
     (define (f p ...)
              body))))

(def f (x)
  (+ x 42))
```

The `define-syntax` construct specifies that a parenthesized structure matching the pattern `(def f (p ...) body)`, where `f`, `p`, and `body` are pattern variables, is translated to `(define (f p ...) body)`. Thus, the `def` form appearing in the example gets translated to:

```
(define (f x)
  (+ x 42))
```

The ability to create new syntactic keywords makes Scheme extremely flexible and expressive, enabling the formulation of many features built into other languages as derived forms.

1.9. Syntactic datums and datum values

A subset of the Scheme values called *datum values* have a special status in the language. These include booleans, numbers, characters, and strings as well as lists and vectors whose elements are datums. Each datum value may

be represented in textual form as a *syntactic datum*, which can be written out and read back in without loss of information. Several syntactic datums can represent the same datum value, but the datum value corresponding to a syntactic datum is uniquely determined. Moreover, each datum value can be trivially translated to a literal expression in a program by prepending a `'` to a corresponding syntactic datum:

```
'23           ⇒ 23
'#t           ⇒ #t
'foo          ⇒ foo
'(1 2 3)      ⇒ (1 2 3)
'#(1 2 3)     ⇒ #(1 2 3)
```

The `'` is, as shown in the previous examples, not needed for number or boolean literals. The identifier `foo` is a syntactic datum that can represent a symbol with name “foo”, and `'foo` is a literal expression with that symbol as its value. `(1 2 3)` is a syntactic datum that can represent a list with elements 1, 2, and 3, and `'(1 2 3)` is a literal expression with this list as its value. Likewise, `#(1 2 3)` is a syntactic datum that can represent a vector with elements 1, 2 and 3, and `'#(1 2 3)` is the corresponding literal.

The syntactic datums form a superset of the Scheme forms. Thus, datums can be used to represent Scheme forms as data objects. In particular, symbols can be used to represent identifiers.

```
'(+ 23 42)    ⇒ (+ 23 42)
'(define (f x) (+ x 42))
 ⇒ (define (f x) (+ x 42))
```

This facilitates writing programs that operate on Scheme source code, in particular interpreters and program transformers.

1.10. Libraries

Scheme code is organized in components called *libraries*. Each library contains definitions and expressions. It can import definitions from other libraries and export definitions to other libraries:

```
(library (hello)
  (export)
  (import (r6rs base)
          (r6rs i/o simple))
  (display "Hello World")
  (newline))
```

1.11. Top-level programs

A Scheme program is invoked via a *top-level program*. Like a library, a top-level program contains definitions and expressions, but specifies an entry point for execution. Thus, a top-level program defines, via the transitive closure of the libraries it imports, a Scheme program.

```

#!r6rs
(import (r6rs base)
        (r6rs i/o ports))
(put-bytes (standard-output-port)
           (call-with-port
            (open-file-input-port
             (cadr (command-line)))
            get-bytes-all))

```

2. Numbers

This chapter describes Scheme's representations for numbers. It is important to distinguish between the mathematical numbers, the Scheme numbers that attempt to model them, the machine representations used to implement the Scheme numbers, and notations used to write numbers. This report uses the types *number*, *complex*, *real*, *rational*, and *integer* to refer to both mathematical numbers and Scheme numbers. The *fixnum* and *flonum* types refer to certain subtypes of the Scheme numbers, as explained below.

2.1. Numerical types

Mathematically, numbers may be arranged into a tower of subtypes in which each level is a subset of the level above it:

```

number
complex
real
rational
integer

```

For example, 5 is an integer. Therefore 5 is also a rational, a real, and a complex. The same is true of the Scheme numbers that model 5. For Scheme numbers, these types are defined by the predicates `number?`, `complex?`, `real?`, `rational?`, and `integer?`.

There is no simple relationship between a number's type and its representation inside a computer. Although most implementations of Scheme offer at least three different representations of 5, these different representations denote the same integer.

Scheme's numerical operations treat numbers as abstract data, as independent of their representation as possible. Although an implementation of Scheme may use many different representations for numbers, this should not be apparent to a casual programmer writing simple programs.

It is necessary, however, to distinguish between numbers that are represented exactly and those that may not be. For example, indexes into data structures must be known exactly, as must some polynomial coefficients in a symbolic algebra system. On the other hand, the results of measurements are inherently inexact, and irrational numbers may

be approximated by rational and therefore inexact approximations. In order to catch uses of inexact numbers where exact numbers are required, Scheme explicitly distinguishes exact from inexact numbers. This distinction is orthogonal to the dimension of type.

A *fixnum* is an exact integer whose value lies within a certain implementation-dependent subrange of the exact integers. (Library section 9.1 describes a library for computing with fixnums.) Likewise, every implementation is required to designate a subset of its inexact reals as *flonums*, and to convert certain external representations into flonums. (Library section 9.2 describes a library for computing with fixnums.) Note that this does not imply that an implementation is required to use floating point representations.

2.2. Exactness

Scheme numbers are either *exact* or *inexact*. A number is exact if it is written as an exact constant or was derived from exact numbers using only exact operations. A number is inexact if it is written as an inexact constant or was derived from inexact numbers. Thus inexactness is contagious.

Exact arithmetic is reliable in the following sense: If exact numbers are passed to any of the arithmetic procedures described in section 9.9, and an exact number is returned, then the result is mathematically correct. This is generally not true of computations involving inexact numbers because approximate methods such as floating point arithmetic may be used, but it is the duty of each implementation to make the result as close as practical to the mathematically ideal result.

2.3. Implementation restrictions

Implementations of Scheme are required to implement the whole tower of subtypes given in section 2.1.

Implementations are required to support exact integers and exact rationals of practically unlimited size and precision, and to implement certain procedures (listed in 9.9.1) so they always return exact results when given exact arguments.

Implementations may support only a limited range of inexact numbers of any type, subject to the requirements of this section. For example, an implementation may limit the range of inexact reals (and therefore the range of inexact integers and rationals) to the dynamic range of the flonum format. Furthermore the gaps between the representable inexact integers and rationals are likely to be very large in such an implementation as the limits of this range are approached.

An implementation may use floating point and other approximate representation strategies for inexact numbers. This report recommends, but does not require, that the IEEE floating point standards be followed by implementations that use floating point representations, and that implementations using other representations should match or exceed the precision achievable using these floating point standards [25].

In particular, implementations that use floating point representations must follow these rules: A floating point result must be represented with at least as much precision as is used to express any of the inexact arguments to that operation. It is desirable (but not required) for potentially inexact operations such as `sqrt`, when applied to exact arguments, to produce exact answers whenever possible (for example the square root of an exact 4 ought to be an exact 2). If, however, an exact number is operated upon so as to produce an inexact result (as by `sqrt`), and if the result is represented in floating point, then the most precise floating point format available must be used; but if the result is represented in some other way then the representation must have at least as much precision as the most precise floating point format available.

It is the programmer's responsibility to avoid using inexact numbers with magnitude or significand too large to be represented in the implementation.

2.4. Infinities and NaNs

Positive infinity is regarded as a real (but not rational) number, whose value is indeterminate but greater than all rational numbers. Negative infinity is regarded as a real (but not rational) number, whose value is indeterminate but less than all rational numbers.

A NaN is regarded as a real (but not rational) number whose value is so indeterminate that it might represent any real number, including positive or negative infinity, and might even be greater than positive infinity or less than negative infinity.

3. Lexical syntax and read syntax

The syntax of Scheme code is organized in three levels:

1. the *lexical syntax* that describes how a program text is split into a sequence of lexemes,
2. the *read syntax*, formulated in terms of the lexical syntax, that structures the lexeme sequence as a sequence of *syntactic datums*, where a syntactic datum is a recursively structured entity,
3. the *program syntax* formulated in terms of the read syntax, imposing further structure and assigning meaning to syntactic datums.

Syntactic datums (also called *external representations*) double as a notation for data, and Scheme's (`r6rs i/o ports`) library (library section 7.2) provides the `get-datum` and `put-datum` procedures for reading and writing syntactic datums, converting between their textual representation and the corresponding values. A syntactic datum can be used in a program to obtain the corresponding value using `quote` (see section 9.5.1).

Moreover, valid Scheme expressions form a subset of the syntactic datums. Consequently, Scheme's syntax has the property that any sequence of characters that is an expression is also a syntactic datum representing some object. This can lead to confusion, since it may not be obvious out of context whether a given sequence of characters is intended to denote data or program. It is also a source of power, since it facilitates writing programs such as interpreters and compilers that treat programs as data (or vice versa). A syntactic datum occurring in program text is often called a *form*.

Note that several syntactic datums may represent the same object, a so-called *datum value*. For example, both `"#e28.000"` and `"#x1c"` are syntactic datums representing the exact integer 28; The syntactic datums `"(8 13)"`, `"(08 13)"`, `"(8 . (13 . ()))"` (and more) all represent a list containing the integers 8 and 13. Syntactic datums that denote equal objects are always equivalent as forms of a program.

Because of the close correspondence between syntactic datums and datum values, this report sometimes uses the term *datum* to denote either a syntactic datum or a datum value when the exact meaning is apparent from the context.

An implementation is not permitted to extend the lexical or read syntax in any way, with one exception: it need not treat the syntax `#!<identifier>`, for any `<identifier>` (see section 3.2.3) that is not `r6rs`, as a syntax violation, and it may use specific `#!`-prefixed identifiers as flags indicating that subsequent input contains extensions to the standard lexical syntax. The syntax `#!r6rs` may be used to signify that the input which follows is written purely with the lexical syntax described by this report. It is otherwise treated as a comment; see section 3.2.2.

This chapter overviews and provides formal accounts of the lexical syntax and the read syntax.

3.1. Notation

The formal syntax for Scheme is written in an extended BNF. Non-terminals are written using angle brackets; case is insignificant for non-terminal names.

All spaces in the grammar are for legibility. `<Empty>` stands for the empty string.

The following extensions to BNF are used to make the description more concise: $\langle \text{thing} \rangle^*$ means zero or more occurrences of $\langle \text{thing} \rangle$; and $\langle \text{thing} \rangle^+$ means at least one $\langle \text{thing} \rangle$.

Some non-terminal names refer to the Unicode scalar values of the same name: $\langle \text{character tabulation} \rangle$ (U+0009), $\langle \text{linefeed} \rangle$ (U+000A), $\langle \text{line tabulation} \rangle$ (U+000B), $\langle \text{form feed} \rangle$ (U+000C), $\langle \text{carriage return} \rangle$ (U+000D), $\langle \text{space} \rangle$ (U+0020), $\langle \text{next line (nl)} \rangle$ (U+0085), $\langle \text{line separator} \rangle$ (U+2028), and $\langle \text{paragraph separator} \rangle$ (U+2029).

3.2. Lexical syntax

The lexical syntax describes how a character sequence is split into a sequence of lexemes, omitting non-significant portions such as comments and whitespace. The character sequence is assumed to be text according to the Unicode standard [46]. Some of the lexemes, such as numbers, identifiers, strings etc. of the lexical syntax are syntactic datums in the read syntax, and thus represent data. Besides the formal account of the syntax, this section also describes what datum values are denoted by these syntactic datums.

Note that the lexical syntax, in the description of comments, contains a forward reference to $\langle \text{datum} \rangle$, which is described as part of the read syntax. However, being comments, these $\langle \text{datum} \rangle$ s do not play a significant role in the syntax.

Case is significant except in boolean datums, number datums, and hexadecimal numbers denoting Unicode scalar values. For example, $\#x1A$ and $\#X1a$ are equivalent. The identifier `Foo` is, however, distinct from the identifier `FOO`.

3.2.1. Formal account

$\langle \text{Interlexeme space} \rangle$ may occur on either side of any lexeme, but not within a lexeme.

Lexemes that require implicit termination (identifiers, numbers, characters, booleans, and dot) are terminated by any $\langle \text{delimiter} \rangle$ or by the end of the input, but not necessarily by anything else.

The following two characters are reserved for future extensions to the language: `{ }`

```

<lexeme>  → <identifier> | <boolean> | <number>
          | <character> | <string>
          | ( | ) | [ | ] | # ( | ' | ` | , | , @ | .
<delimiter> → <whitespace> | ( | ) | [ | ] | " | ;
<whitespace> → <character tabulation>
              | <linefeed> | <line tabulation> | <form feed>
              | <carriage return> | <next line (nl)>
              | <any character whose category is Zs, Zl, or Zp>

```

```

<comment>  → ; <all subsequent characters up to a
              <linefeed>, <line separator>,
              or <paragraph separator>>
          | <nested comment>
          | #; <datum>
          | #!r6rs
<nested comment> → #| <comment text>
                  <comment cont>* |#
<comment text>  → <character sequence not containing
                  #| or |#>
<comment cont>  → <nested comment> <comment text>
<atmosphere>    → <whitespace> | <comment>
<interlexeme space> → <atmosphere>*
<identifier>    → <initial> <subsequent>*
                  | <peculiar identifier>
<initial>       → <constituent> | <special initial>
                  | <inline hex escape>
<letter>       → a | b | c | ... | z
                  | A | B | C | ... | Z
<constituent>  → <letter>
                  | <any character whose Unicode scalar value is greater than
                    127, and whose category is Lu, Ll, Lt, Lm, Lo, Mn, Mc,
                    Me, Nd, Nl, No, Pd, Pc, Po, Sc, Sm, Sk, So, or Co>
<special initial> → ! | $ | % | & | * | / | : | < | =
                  | > | ? | ^ | _ | ~
<subsequent>    → <initial> | <digit>
                  | <special subsequent>
<digit>         → 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9
<hex digit>     → <digit>
                  | a | A | b | B | c | C | d | D | e | E | f | F
<special subsequent> → + | - | . | @
<inline hex escape> → \x<hex scalar value>;
<hex scalar value> → <hex digit>+
<peculiar identifier> → + | - | ... | -> <subsequent>*
<boolean>        → #t | #T | #f | #F
<character>     → #\<any character>
                  | #\<character name>
                  | #\x<hex scalar value>
<character name> → nul | alarm | backspace | tab
                  | linefeed | vtab | page | return | esc
                  | space | delete
<string>        → " <string element>* "
<string element> → <any character other than " or \>
                  | \a | \b | \t | \n | \v | \f | \r
                  | \" | \\
                  | \<linefeed> | \<space>
                  | <inline hex escape>
<number>       → <num 2> | <num 8>
                  | <num 10> | <num 16>

```

The following rules for $\langle \text{num } R \rangle$, $\langle \text{complex } R \rangle$, $\langle \text{real } R \rangle$, $\langle \text{ureal } R \rangle$, $\langle \text{uinteger } R \rangle$, and $\langle \text{prefix } R \rangle$ should be repli-

cated for $R = 2, 8, 10$, and 16 . There are no rules for $\langle \text{decimal } 2 \rangle$, $\langle \text{decimal } 8 \rangle$, and $\langle \text{decimal } 16 \rangle$, which means that numbers containing decimal points or exponents must be in decimal radix.

$\langle \text{num } R \rangle \longrightarrow \langle \text{prefix } R \rangle \langle \text{complex } R \rangle$
 $\langle \text{complex } R \rangle \longrightarrow \langle \text{real } R \rangle \mid \langle \text{real } R \rangle \text{ @ } \langle \text{real } R \rangle$
 $\mid \langle \text{real } R \rangle + \langle \text{ureal } R \rangle \text{ i } \mid \langle \text{real } R \rangle - \langle \text{ureal } R \rangle \text{ i}$
 $\mid \langle \text{real } R \rangle + \langle \text{naninf} \rangle \text{ i } \mid \langle \text{real } R \rangle - \langle \text{naninf} \rangle \text{ i}$
 $\mid \langle \text{real } R \rangle + \text{i} \mid \langle \text{real } R \rangle - \text{i}$
 $\mid + \langle \text{ureal } R \rangle \text{ i } \mid - \langle \text{ureal } R \rangle \text{ i}$
 $\mid + \langle \text{naninf} \rangle \text{ i } \mid - \langle \text{naninf} \rangle \text{ i}$
 $\mid + \text{i} \mid - \text{i}$
 $\langle \text{real } R \rangle \longrightarrow \langle \text{sign} \rangle \langle \text{ureal } R \rangle$
 $\mid + \langle \text{naninf} \rangle \mid - \langle \text{naninf} \rangle$
 $\langle \text{naninf} \rangle \longrightarrow \text{nan.0} \mid \text{inf.0}$
 $\langle \text{ureal } R \rangle \longrightarrow \langle \text{uinteger } R \rangle$
 $\mid \langle \text{uinteger } R \rangle / \langle \text{uinteger } R \rangle$
 $\mid \langle \text{decimal } R \rangle \langle \text{mantissa width} \rangle$
 $\langle \text{decimal } 10 \rangle \longrightarrow \langle \text{uinteger } 10 \rangle \langle \text{suffix} \rangle$
 $\mid . \langle \text{digit } 10 \rangle^+ \#^* \langle \text{suffix} \rangle$
 $\mid \langle \text{digit } 10 \rangle^+ . \langle \text{digit } 10 \rangle^* \#^* \langle \text{suffix} \rangle$
 $\mid \langle \text{digit } 10 \rangle^+ \#^+ . \#^* \langle \text{suffix} \rangle$
 $\langle \text{uinteger } R \rangle \longrightarrow \langle \text{digit } R \rangle^+ \#^*$
 $\langle \text{prefix } R \rangle \longrightarrow \langle \text{radix } R \rangle \langle \text{exactness} \rangle$
 $\mid \langle \text{exactness} \rangle \langle \text{radix } R \rangle$

 $\langle \text{suffix} \rangle \longrightarrow \langle \text{empty} \rangle$
 $\mid \langle \text{exponent marker} \rangle \langle \text{sign} \rangle \langle \text{digit } 10 \rangle^+$
 $\langle \text{exponent marker} \rangle \longrightarrow \text{e} \mid \text{E} \mid \text{s} \mid \text{S} \mid \text{f} \mid \text{F}$
 $\mid \text{d} \mid \text{D} \mid \text{l} \mid \text{L}$
 $\langle \text{mantissa width} \rangle \longrightarrow \langle \text{empty} \rangle$
 $\mid \mid \langle \text{digit } 10 \rangle^+$
 $\langle \text{sign} \rangle \longrightarrow \langle \text{empty} \rangle \mid + \mid -$
 $\langle \text{exactness} \rangle \longrightarrow \langle \text{empty} \rangle$
 $\mid \# \text{i} \mid \# \text{I} \mid \# \text{e} \mid \# \text{E}$
 $\langle \text{radix } 2 \rangle \longrightarrow \# \text{b} \mid \# \text{B}$
 $\langle \text{radix } 8 \rangle \longrightarrow \# \text{o} \mid \# \text{O}$
 $\langle \text{radix } 10 \rangle \longrightarrow \langle \text{empty} \rangle \mid \# \text{d} \mid \# \text{D}$
 $\langle \text{radix } 16 \rangle \longrightarrow \# \text{x} \mid \# \text{X}$
 $\langle \text{digit } 2 \rangle \longrightarrow 0 \mid 1$
 $\langle \text{digit } 8 \rangle \longrightarrow 0 \mid 1 \mid 2 \mid 3 \mid 4 \mid 5 \mid 6 \mid 7$
 $\langle \text{digit } 10 \rangle \longrightarrow \langle \text{digit} \rangle$
 $\langle \text{digit } 16 \rangle \longrightarrow \langle \text{hex digit} \rangle$

3.2.2. Whitespace and comments

Whitespace characters are spaces, linefeeds, carriage returns, character tabulations, form feeds, line tabulations, and any other character whose category is Zs, Zl, or Zp. Whitespace is used for improved readability and as necessary to separate lexemes from each other. Whitespace may occur between any two lexemes, but not within a lex-

eme. Whitespace may also occur inside a string, where it is significant.

The lexical syntax includes several comment forms. In all cases, comments are invisible to Scheme, except that they act as delimiters, so a comment cannot appear in the middle of an identifier or number.

A semicolon (;) indicates the start of a line comment. The comment continues to the end of the line on which the semicolon appears (i.e., it is terminated by a linefeed character).

Another way to indicate a comment is to prefix a $\langle \text{datum} \rangle$ (cf. Section 3.3.1) with #;, possibly with whitespace before the $\langle \text{datum} \rangle$. The comment consists of the comment prefix #; and the $\langle \text{datum} \rangle$ together. (This notation is useful for “commenting out” sections of code.)

Block comments may be indicated with properly nested #| and|# pairs.

```
#|
    The FACT procedure computes the factorial
    of a non-negative integer.
|#
(define fact
  (lambda (n)
    ;; base case
    (if (= n 0)
        #;(= n 1)
        1
        ; identity of *
        (* n (fact (- n 1))))))
```

Rationale: #| ...|# cannot be used to comment out an arbitrary datum or set of datums; it works only when none of the datums include a string with an unmatched #| or|# character sequence. While #| ...|# and ; can often be used, with care, to comment out a datum, only #; allows the programmer to clearly communicate that a single datum has been commented out, as opposed to a block or line of arbitrary text.

The lexeme #!r6rs, which signifies that the program text which follows is written purely with the lexical syntax described in this report, is also otherwise treated as a comment.

3.2.3. Identifiers

Most identifiers allowed by other programming languages are also acceptable to Scheme. In particular, a sequence of letters, digits, and “extended alphabetic characters” that begins with a character that cannot begin a number is an identifier. In addition, +, -, and ... are identifiers. Here are some examples of identifiers:

```
lambda                q
list->vector          soup
+                     V17a
<=?                  a34kTMNs
the-word-recursion-has-many-meanings
```

Extended alphabetic characters may be used within identifiers as if they were letters. The following are extended alphabetic characters:

! \$ % & * + - . / : < = > ? @ ^ _ ~

Moreover, all characters whose Unicode scalar values are greater than 127 and whose Unicode category is Lu, Lt, Lm, Lo, Mn, Mc, Me, Nd, Nl, No, Pd, Pc, Po, Sc, Sm, Sk, So, or Co can be used within identifiers. Moreover, any character can appear as the constituent of an identifier when denoted via a hexadecimal escape sequence. For example, the identifier `H\x65;llo` is the same as the identifier `Hello`, and the identifier `\x3BB;` is the same as the identifier `λ`.

Any identifier may be used as a variable or as a syntactic keyword (see sections 4.2 and 6.3.2) in a Scheme program.

Moreover, when viewed as a datum value, an identifier denotes a *symbol* (see section 9.12).

3.2.4. Booleans

The standard boolean objects for true and false are written as `#t` and `#f`. The character after a boolean literal must be a delimiter character, such as a space or parenthesis.

3.2.5. Characters

Characters are written using the notation `#\⟨character⟩` or `#\⟨character name⟩` or `#\x⟨digit 16⟩+`, where the last specifies the Unicode scalar value of a character with a hexadecimal number of no more than eight digits.

For example:

<code>#\a</code>	⇒ lower case letter a
<code>#\A</code>	⇒ upper case letter A
<code>#\<</code>	⇒ left parenthesis
<code>#\ </code>	⇒ space character
<code>#\nul</code>	⇒ U+0000
<code>#\alarm</code>	⇒ U+0007
<code>#\backspace</code>	⇒ U+0008
<code>#\tab</code>	⇒ U+0009
<code>#\linefeed</code>	⇒ U+000A
<code>#\vtab</code>	⇒ U+000B
<code>#\page</code>	⇒ U+000C
<code>#\return</code>	⇒ U+000D
<code>#\esc</code>	⇒ U+001B
<code>#\space</code>	⇒ U+0020
	; preferred way to write a space
<code>#\delete</code>	⇒ U+007F
<code>#\xFF</code>	⇒ U+00FF
<code>#\x03BB</code>	⇒ U+03BB
<code>#\x00006587</code>	⇒ U+6587
<code>#\λ</code>	⇒ U+03BB
<code>#\x0001z</code>	⇒ &lexical exception

<code>#\λx</code>	⇒ &lexical exception
<code>#\alarmx</code>	⇒ &lexical exception
<code>#\alarm x</code>	⇒ U+0007
	; followed by x
<code>#\Alarm</code>	⇒ &lexical exception
<code>#\alert</code>	⇒ &lexical exception
<code>#\xA</code>	⇒ U+000A
<code>#\xFF</code>	⇒ U+00FF
<code>#\xff</code>	⇒ U+00FF
<code>#\x ff</code>	⇒ U+0078
	; followed by another datum, ff
<code>#\x(ff)</code>	⇒ U+0078
	; followed by another datum,
	; a parenthesized ff
<code>#\ (x)</code>	⇒ &lexical exception
<code>#\ (x</code>	⇒ &lexical exception
<code>#\ (x)</code>	⇒ U+0028
	; followed by another datum,
	; parenthesized x
<code>#\x00110000</code>	⇒ &lexical exception
	; out of range
<code>#\x000000001</code>	⇒ &lexical exception
	; too many digits
<code>#\xD800</code>	⇒ &lexical exception
	; in excluded range

(The notation *&lexical exception* means that the line in question is a lexical syntax violation.)

Case is significant in `#\
(character)`, and in `#\
(character name)`, but not in `#\x⟨digit 16⟩+`. The character after a `⟨character⟩` must be a delimiter character such as a space or parenthesis. This rule resolves various ambiguous cases, for example, the sequence of characters `"#\space"` could be taken to be either a representation of the space character or a representation of the character `"#\s"` followed by a representation of the symbol `"pace"`.

3.2.6. Strings

String are written as sequences of characters enclosed within doublequotes (`"`). Within a string literal, various escape sequences denote characters other than themselves. Escape sequences always start with a backslash (`\`):

- `\a` : alarm, U+0007
- `\b` : backspace, U+0008
- `\t` : character tabulation, U+0009
- `\n` : linefeed, U+000A
- `\v` : line tabulation, U+000B
- `\f` : formfeed, U+000C
- `\r` : return, U+000D

- `\"` : doublequote, U+0022
- `\\` : backslash, U+005C
- `\<linefeed>` : nothing
- `\<space>` : space, U+0020 (useful for terminating the previous escape sequence before continuing with whitespace)
- `\x<digit 16>+;` : (note the terminating semi-colon) where no more than eight `<digit 16>`s are provided, and the sequence of `<digit 16>`s forms a hexadecimal number between 0 and `#x10FFFF` excluding the range `[#xD800, #xDFFF]`.

These escape sequences are case-sensitive, except that `<digit 16>` can be an uppercase or lowercase hexadecimal digit.

Any other character in a string after a backslash is an error. Any character outside of an escape sequence and not a doublequote stands for itself in the string literal. For example the single-character string `"λ"` (double quote, a lower case lambda, double quote) denotes the same string literal as `"\x03bb;"`.

Examples:

```
"abc"           => U+0061, U+0062, U+0063
"\x41;bc"      => "Abc" ; U+0041, U+0062, U+0063
"\x41; bc"     => "A bc"
                ; U+0041, U+0020, U+0062, U+0063
"\x41bc;"      => U+41BC
"\x41"         => &lexical exception
"\x;"          => &lexical exception
"\x41bx;"      => &lexical exception
"\x00000041;"  => "A" ; U+0041
"\x0010FFFF;" => U+10FFFF
"\x00110000;" => &lexical exception
                ; out of range
"\x000000001;"=> &lexical exception
                ; too many digits
"\xD800;"      => &lexical exception
                ; in excluded range
```

3.2.7. Numbers

The syntax of written representations for numbers is described formally by the `<number>` rule in the formal grammar. Note that case is not significant in numerical constants.

A number may be written in binary, octal, decimal, or hexadecimal by the use of a radix prefix. The radix prefixes are `#b` (binary), `#o` (octal), `#d` (decimal), and `#x` (hexadecimal). With no radix prefix, a number is assumed to be expressed in decimal.

A numerical constant may be specified to be either exact or inexact by a prefix. The prefixes are `#e` for exact, and `#i` for inexact. An exactness prefix may appear before or after any radix prefix that is used. If the written representation of a number has no exactness prefix, the constant may be either inexact or exact. It is inexact if it contains a decimal point, an exponent, or a “#” character in the place of a digit; otherwise it is exact.

In systems with inexact numbers of varying precisions, it may be useful to specify the precision of a constant. For this purpose, numerical constants may be written with an exponent marker that indicates the desired precision of the inexact representation. The letters `s`, `f`, `d`, and `l` specify the use of *short*, *single*, *double*, and *long* precision, respectively. (When fewer than four internal inexact representations exist, the four size specifications are mapped onto those available. For example, an implementation with two internal representations may map short and single together and long and double together.) In addition, the exponent marker `e` specifies the default precision for the implementation. The default precision has at least as much precision as *double*, but implementations may wish to allow this default to be set by the user.

```
3.14159265358979F0
    Round to single — 3.141593
0.6L0
    Extend to long — .6000000000000000
```

If x is an external representation of an inexact real number that contains no vertical bar, and p is a sequence of 1 or more decimal digits, then $x|p$ is an external representation that denotes the best binary floating point approximation to x using a p -bit significand. For example, `1.1|53` is an external representation for the best approximation to 1.1 in IEEE double precision.

If x is an external representation of an inexact real number that contains no vertical bar, then x by itself should be regarded as equivalent to $x|53$.

Implementations that use binary floating point representations of real numbers should represent $x|p$ using a p -bit significand if practical, or by a greater precision if a p -bit significand is not practical, or by the largest available precision if p or more bits of significand are not practical within the implementation.

Note: The precision of a significand should not be confused with the number of bits used to represent the significand. In the IEEE floating point standards, for example, the significand’s most significant bit is implicit in single and double precision but is explicit in extended precision. Whether that bit is implicit or explicit does not affect the mathematical precision. In implementations that use binary floating point, the default precision can be calculated by calling the following procedure:

```
(define (precision)
  (do ((n 0 (+ n 1))
```

```
(x 1.0 (/ x 2.0)))
((= 1.0 (+ 1.0 x) n)))
```

Note: When the underlying floating-point representation is IEEE double precision, the *lp* suffix should not always be omitted: Denormalized numbers have diminished precision, and therefore should carry a *lp* suffix with the actual width of the significand.

The literals `+inf.0` and `-inf.0` represent positive and negative infinity, respectively. The `+nan.0` literal represents the NaN that is the result of `(/ 0.0 0.0)`, and may represent other NaNs as well.

If a `<decimal 10>` contains no vertical bar and does not contain one of the exponent markers `s`, `f`, `d`, or `l`, but does contain a decimal point or the exponent marker `e`, then it is an external representation for a flonum. Furthermore `inf.0`, `+inf.0`, `-inf.0`, `nan.0`, `+nan.0`, and `-nan.0` are external representations for flonums. Some or all of the other external representations for inexact reals may also represent flonums, but that is not required by this report.

If a `<decimal 10>` contains a non-empty `<mantissa width>` or one of the exponent markers `s`, `f`, `d`, or `l`, then it represents an inexact number, but does not necessarily represent a flonum.

3.3. Read syntax

The read syntax describes the syntax of syntactic datums in terms of a sequence of `<lexeme>`s, as defined in the lexical syntax.

Syntactic datums include the lexeme datums described in the previous section as well as the following constructs for forming compound structure:

- pairs and lists, enclosed by `()` or `[]` (see section 3.3.3)
- vectors (see section 3.3.2)

Note that the sequence of characters `"(+ 2 6)"` is *not* a syntactic datum representing the integer 8, even though it *is* a base-library expression evaluating to the integer 8; rather, it is a datum representing a three-element list, the elements of which are the symbol `+` and the integers 2 and 6.

3.3.1. Formal account

The following grammar describes the syntax of syntactic datums in terms of various kinds of lexemes defined in the grammar in section 3.2:

```
<datum> → <simple datum>
         | <compound datum>
<simple datum> → <boolean> | <number>
                | <character> | <string> | <symbol>
<symbol> → <identifier>
<compound datum> → <list> | <vector> | <bytevector>
<list> → (<datum>*)
         | [<datum>*]
         | (<datum>+ . <datum>)
         | [<datum>+ . <datum>]
         | <abbreviation>
<abbreviation> → <abbrev prefix> <datum>
<abbrev prefix> → ' | ` | , | | ,@ | #' | #` | #, | #,@
<vector> → #(<datum>*)
<bytevector> → #vu8(<u8>*)
<u8> → <any (number) denoting an exact
       integer in {0, ..., 255}>
```

3.3.2. Vectors

Vector datums, denoting vectors of values (see section 9.15, are written using the notation `#(<datum> ...)`. For example, a vector of length 3 containing the number zero in element 0, the list `(2 2 2 2)` in element 1, and the string `"Anna"` in element 2 can be written as following:

```
#(0 (2 2 2 2) "Anna")
```

Note that this is the external representation of a vector, and is not a base-library expression that evaluates to a vector.

3.3.3. Pairs and lists

List and pair datums, denoting pairs and lists of values (see section 9.11) are written using parentheses or brackets. Matching pairs of parentheses that occur in the rules of `<list>` are equivalent to matching pairs of brackets.

The most general notation for Scheme pairs as syntactic datums is the “dotted” notation `(<datum1> . <datum2>)` where `<datum1>` is the representation of the value of the `car` field and `<datum2>` is the representation of the value of the `cdr` field. For example `(4 . 5)` is a pair whose `car` is 4 and whose `cdr` is 5. Note that `(4 . 5)` is the external representation of a pair, not an expression that evaluates to a pair.

A more streamlined notation can be used for lists: the elements of the list are simply enclosed in parentheses and separated by spaces. The empty list is written `()`. For example,

```
(a b c d e)
```

and

```
(a . (b . (c . (d . (e . ())))))
```

are equivalent notations for a list of symbols.

The general rule is that, if a dot is followed by an open parenthesis, the dot, the open parenthesis, and the matching closing parenthesis can be omitted in the external representation.

3.3.4. Bytevectors

Bytevector datums, denoting bytevectors (see library chapter 2), are written using the notation `#vu8(<u8> ...)`, where the `<u8>`s represent the octets of the bytevector. For example, a bytevector of length 3 containing the octets 2, 24, and 123 can be written as follows:

```
#vu8(2 24 123)
```

Note that this is the external representation of a bytevector, and is not an expression that evaluates to a bytevector.

3.3.5. Abbreviations

```
'<datum>
`<datum>
,<datum>
,@<datum>
#'<datum>
#`<datum>
#,<datum>
#,@<datum>
```

Each of these is an abbreviation:

```
'<datum> for (quote <datum>),
`<datum> for (quasiquote <datum>),
,<datum> for (unquote <datum>),
,@<datum> for (unquote-splicing <datum>),
#'<datum> for (syntax <datum>),
#`<datum> for (quasisyntax <datum>),
#,<datum> for (unsyntax <datum>), and
#,@<datum> for (unsyntax-splicing <datum>).
```

4. Semantic concepts

4.1. Programs and libraries

A Scheme program consists of a *top-level program* together with a set of *libraries*, each of which defines a part of the program connected to the others through explicitly specified exports and imports. A library consists of a set of export and import specifications and a body, which consists of definitions, and expressions; a top-level program is similar to a library, but has no export specifications. Chapters 6 and 7 describe the syntax and semantics of libraries and top-level programs, respectively. Subsequent chapters describe various standard libraries provided by a

Scheme system. In particular, chapter 9 describes a base library that defines many of the constructs traditionally associated with Scheme.

The division between the base library and other standard libraries is based on use, not on construction. In particular, some facilities that are typically implemented as “primitives” by a compiler or run-time libraries rather than in terms of other standard procedures or syntactic forms are not part of the base library, but are defined in separate libraries. Examples include the `fixnums` and `flonums` libraries, the `exceptions` and `conditions` libraries, and the libraries for records.

4.2. Variables, syntactic keywords, and regions

In a library body, an identifier may name a type of syntax, or it may name a location where a value can be stored. An identifier that names a type of syntax is called a *syntactic keyword* and is said to be *bound* to that syntax. An identifier that names a location is called a *variable* and is said to be *bound* to that location. The set of all visible bindings in effect at some point in a top-level program or library body is known as the *environment* in effect at that point. The value stored in the location to which a variable is bound is called the variable’s value. By abuse of terminology, the variable is sometimes said to name the value or to be bound to the value. This is not quite accurate, but confusion rarely results from this practice.

Certain expression types are used to create new kinds of syntax and to bind syntactic keywords to those new syntaxes, while other expression types create new locations and bind variables to those locations. These expression types are called *binding constructs*. Scheme has two kinds of binding constructs: A *definition* binds a variable in a top-level program or library body. All other binding constructs create bindings that are only locally visible in the form that creates them. Variable definitions are created by `define` forms (see section 9.2), and definitions for syntactic keywords are created by `define-syntax` forms (see section 9.3).

The most fundamental of the local variable binding constructs is the `lambda` expression, because all other local variable binding constructs can be explained in terms of `lambda` expressions. The other variable binding constructs are `let`, `let*`, `letrec*`, `letrec`, `let-values`, `let*-values`, `do`, and `case-lambda` expressions (see sections 9.5.2, 9.5.6, 9.18, and library section 13.2). The constructs in the base library that bind syntactic keywords are listed in section 9.20. Local bindings can also be created in the form of internal `define` and `define-syntax` forms that appear inside another form rather than at the top level of a program or a library body.

Scheme is a statically scoped language with block structure. To each place in a top-level program or library body where an identifier is bound there corresponds a *region* of code within which the binding is visible. The region is determined by the particular binding construct that establishes the binding; if the binding is established by a `lambda` expression, for example, then its region is the entire `lambda` expression. Every mention of an identifier refers to the binding of the identifier that established the innermost of the regions containing the use. If there is no binding of the identifier whose region contains the use, then the use refers to the binding for the variable in the top level environment of the library body or a binding imported from another library. (See chapter 6.) If there is no binding for the identifier, it is said to be *unbound*.

4.3. Exceptional situations

A variety of exceptional situations are distinguished in this report, among them violations of syntax, violations of a procedure's specification, violations of implementation restrictions, and exceptional situations in the environment. When an exception is raised, an object is provided that describes the nature of the exceptional situation. The report uses the condition system described in library section 6.2 to describe exceptional situations, classifying them by condition types.

For most of the exceptional situations described in this report, portable programs cannot rely upon the exception being continuable at the place where the situation was detected. For those exceptions, the exception handler that is invoked by the exception should not return. In some cases, however, continuing is permissible; the handler may return. See library section 6.1.

An *implementation restriction* is a limitation imposed by an implementation. Implementations are required to raise an exception when they are unable to continue correct execution of a correct program due to some implementation restriction.

Some possible implementation restrictions such as the lack of representations for NaNs and infinities (see section 9.9.2) are anticipated by this report, and implementations must raise an exception of the appropriate condition type if they encounter such a situation.

Implementation restrictions not explicitly covered in this report are discouraged, and implementations are required to report violations of implementation restrictions. For example, an implementation may raise an exception with condition type `&implementation-restriction` if it does not have enough storage to run a program.

4.4. Argument checking

Many procedures and forms specified in this report or as part of a standard library only accept arguments of specific types or adhering to other restrictions. These restrictions imply responsibilities for both the programmer and the implementation of the specified forms and procedures. Specifically, the programmer is responsible for ensuring that the arguments passed indeed adhere to the restrictions described in the specification. The implementation is responsible for checking that the restrictions in the specification are indeed met, to the extent that it is reasonable, possible and necessary to allow the specified operation to complete successfully.

It is not always possible for an implementation to completely check the restrictions set forth in the specifications. Specifically, if an operation is specified to accept a procedure with specific properties, checking of these properties is undecidable in general. Moreover, some operations accept both list arguments and procedures that are called by these operations. As lists are mutable in programs that make use of the `(r6rs mutable-pairs)` library (see library chapter 16), an argument that is a list when the operation starts may be mutated by the passed procedure so that it becomes a non-list during the execution of the operation. Also, the procedure might escape to a different continuation, preventing the operation to perform more checks. Even if not, requiring the operation to check that the argument is a list after each call to such a procedure would be impractical. Furthermore, some operations that accept list arguments only need to traverse the lists partially to perform their function—requiring the implementation to check that the arguments are lists would be impractical or potentially violate reasonable performance assumptions. For these reasons, the programmer's obligations may exceed the checking obligations of the implementation. Implementations are, however, encouraged to perform as much checking as possible and give detailed feedback about violations.

When an implementation detects a violation of an argument specification at run time, it must either raise an exception with condition type `&violation`, or abort the program in a way consistent with the safety of execution as described in the next section.

4.5. Safety

As defined by this document, the Scheme programming language is safe in the following sense: If a Scheme program is said to be safe, then its execution cannot go so badly wrong as to crash or to continue to execute while behaving in ways that are inconsistent with the semantics described in this document, unless said execution first encounters some implementation restriction or other defect

in the implementation of Scheme that is executing the program.

Violations of an implementation restriction must raise an exception with condition type `&implementation-restriction`, as must all violations and errors that would otherwise threaten system integrity in ways that might result in execution that is inconsistent with the semantics described in this document.

The above safety properties are guaranteed only for top-level programs and libraries that are said to be safe. Implementations may provide access to unsafe libraries, and may interpret implementation-specific declarations in ways that cannot guarantee safety.

4.6. Boolean values

Although there is a separate boolean type, any Scheme value can be used as a boolean value for the purpose of a conditional test. In a conditional test, all values count as true in such a test except for `#f`. This report uses the word “true” to refer to any Scheme value except `#f`, and the word “false” to refer to `#f`.

4.7. Multiple return values

A Scheme expression can evaluate to an arbitrary finite number of values. These values are passed to the expression’s continuation.

Not all continuations accept any number of values: A continuation that accepts the argument to a procedure call is guaranteed to accept exactly one value. The effect of passing some other number of values to such a continuation is unspecified. The `call-with-values` procedure described in section 9.17 makes it possible to create continuations that accept specified numbers of return values. If the number of return values passed to a continuation created by a call to `call-with-values` is not accepted by its consumer that was passed in that call, then an exception is raised. A more complete description of the number of values accepted by different continuations and the consequences of passing an unexpected number of values is given in the description of the `values` procedure in section 9.17.

A number of forms in the base library have sequences of expressions as subforms that are evaluated sequentially, with the return values of all but the last expression being discarded. The continuations discarding these values accept any number of values.

4.8. Storage model

Variables and objects such as pairs, vectors, and strings implicitly denote locations or sequences of locations. A

string, for example, denotes as many locations as there are characters in the string. (These locations need not correspond to a full machine word.) A new value may be stored into one of these locations using the `string-set!` procedure, but the string continues to denote the same locations as before.

An object fetched from a location, by a variable reference or by a procedure such as `car`, `vector-ref`, or `string-ref`, is equivalent in the sense of `eqv?` (section 9.6) to the object last stored in the location before the fetch.

Every location is marked to show whether it is in use. No variable or object ever refers to a location that is not in use. Whenever this report speaks of storage being allocated for a variable or object, what is meant is that an appropriate number of locations are chosen from the set of locations that are not in use, and the chosen locations are marked to indicate that they are now in use before the variable or object is made to denote them.

It is desirable for constants (i.e. the values of literal expressions) to reside in read-only-memory. To express this, it is convenient to imagine that every object that denotes locations is associated with a flag telling whether that object is mutable or immutable. Literal constants, the strings returned by `symbol->string`, records with no mutable fields, and other values explicitly designated as immutable are immutable objects, while all objects created by the other procedures listed in this report are mutable. An attempt to store a new value into a location that is denoted by an immutable object should raise an exception with condition type `&assertion`.

4.9. Proper tail recursion

Implementations of Scheme are required to be *properly tail-recursive*. Procedure calls that occur in certain syntactic contexts defined below are ‘tail calls’. A Scheme implementation is properly tail-recursive if it supports an unbounded number of active tail calls. A call is *active* if the called procedure may still return. Note that this includes calls that may be returned from either by the current continuation or by continuations captured earlier by `call-with-current-continuation` that are later invoked. In the absence of captured continuations, calls could return at most once and the active calls would be those that had not yet returned. A formal definition of proper tail recursion can be found in [8]. The rules for identifying tail calls in base-library constructs are described in section 9.22.

Rationale:

Intuitively, no space is needed for an active tail call because the continuation that is used in the tail call has the same semantics as the continuation passed to the procedure containing the call. Although an improper implementation might use a new continuation in the call, a return to this new continuation would

be followed immediately by a return to the continuation passed to the procedure. A properly tail-recursive implementation returns to that continuation directly.

Proper tail recursion was one of the central ideas in Steele and Sussman's original version of Scheme. Their first Scheme interpreter implemented both functions and actors. Control flow was expressed using actors, which differed from functions in that they passed their results on to another actor instead of returning to a caller. In the terminology of this section, each actor finished with a tail call to another actor.

Steele and Sussman later observed that in their interpreter the code for dealing with actors was identical to that for functions and thus there was no need to include both in the language.

5. Notation and terminology

5.1. Requirement levels

The key words “must”, “must not”, “required”, “shall”, “shall not”, “should”, “should not”, “recommended”, “may”, and “optional” in this document are to be interpreted as described in RFC 2119 [4]. Specifically:

must This word means that a statement is an absolute requirement of the specification.

must not This phrase means that a statement is an absolute prohibition of the specification.

should This word, or the adjective “recommended”, mean that valid reasons may exist in particular circumstances to ignore a statement, but that the implications must be understood and weighed before choosing a different course.

should not This phrase, or the phrase “not recommended”, mean that valid reasons may exist in particular circumstances when the behavior of a statement is acceptable, but that the implications must be understood and weighed before choosing the course described by the statement.

may This word, or the adjective “optional”, mean that an item is truly optional.

5.2. Entry format

The chapters describing bindings in the base library and the standard libraries are organized into entries. Each entry describes one language feature or a group of related features, where a feature is either a syntactic construct or a built-in procedure. An entry begins with one or more header lines of the form

template *category*

If *category* is “syntax”, the entry describes a special syntactic form, and the template gives the syntax of the form. Even though the template is written in a notation similar to a right-hand side of the BNF rules in chapter 3, it describes the set of forms equivalent to the forms matching the template as syntactic datums.

Components of the form described by a template are designated by syntactic variables, which are written using angle brackets, for example, ⟨expression⟩, ⟨variable⟩. Case is insignificant in syntactic variables. Syntactic variables denote other forms, or, in some cases, sequences of them. A syntactic variable may refer to a non-terminal in the grammar for syntactic datums, in which case only forms matching that non-terminal are permissible in that position. For example, ⟨expression⟩ stands for any form which is a syntactically valid expression. Other non-terminals that are used in templates will be defined as part of the specification.

The notation

⟨thing₁⟩ ...

indicates zero or more occurrences of a ⟨thing⟩, and

⟨thing₁⟩ ⟨thing₂⟩ ...

indicates one or more occurrences of a ⟨thing⟩.

It is a syntax violation if a component of a form does not have the shape specified by a template—an exception with condition type **&syntax** is raised at expansion time.

Descriptions of syntax may express other restrictions on the components of a form. Typically, such a restriction is formulated as a phrase of the form “⟨x⟩ must be a ...”. As with implicit restrictions, such a phrase means that an exception with condition type **&syntax** is raised if the component does not meet the restriction.

If *category* is “procedure”, then the entry describes a procedure, and the header line gives a template for a call to the procedure. Parameter names in the template are *italicized*. Thus the header line

(**vector-ref** *vector* *k*) procedure

indicates that the built-in procedure **vector-ref** takes two arguments, a vector *vector* and an exact non-negative integer *k* (see below). The header lines

(**make-vector** *k*) procedure

(**make-vector** *k* *fill*) procedure

indicate that the **make-vector** procedure takes either one or two arguments. The parameter names are case-insensitive: *Vector* is the same as *vector*.

As with syntax templates, an ellipsis ... at the end of a header line, as in

(= *z*₁ *z*₂ *z*₃ ...) procedure

indicates that the procedure takes arbitrarily many arguments of the same type as specified for the last parameter name. In this case, = accepts two or more arguments that must all be complex numbers.

A procedure that is called with an argument that it is not specified to handle raises an exception with condition type `&assertion`. Also, if the number of arguments provided in a procedure call does not match any argument count specified for the called procedure, an exception with condition type `&assertion` is raised.

For succinctness, we follow the convention that if a parameter name is also the name of a type, then the corresponding argument must be of the named type. For example, the header line for `vector-ref` given above dictates that the first argument to `vector-ref` must be a vector. The following naming conventions imply type restrictions:

<i>obj</i>	any object
<i>z</i>	complex number
<i>x</i>	real number
<i>y</i>	real number
<i>q</i>	rational number
<i>n</i>	integer
<i>k</i>	exact non-negative integer
<i>octet</i>	exact integer in {0, ..., 255}
<i>byte</i>	exact integer in {-128, ..., 127}
<i>char</i>	character (see section 9.13)
<i>pair</i>	pair (see section 9.11)
<i>vector</i>	vector (see section 9.15)
<i>string</i>	string (see section 9.14)
<i>condition</i>	condition (see library section 6.2)
<i>bytevector</i>	bytevector (see library chapter 2)
<i>proc</i>	procedure (see section 1.5)

Other type restrictions are expressed through parameter naming conventions that are described in specific chapters. For example, library chapter 9 uses a number of special parameter variables for the various subsets of the numbers.

With the listed type restrictions, the programmer’s responsibility of ensuring that the corresponding argument is of the specified type corresponds to the implementation’s responsibility of checking for that type, see section 4.4.

The *list* parameter naming conventions means that it is the programmer’s responsibility to pass a list argument (see section 9.11). It is the implementation’s responsibility to check that the argument is appropriately structured for the operation to perform its function, to the extent that this is possible and reasonable. The implementation must at least check that the argument is either an empty list or a pair.

Descriptions of procedures may express other restrictions on the arguments of a procedure. Typically, such a restriction is formulated as a phrase of the form “*x* must be a ...”.

(or otherwise using the word “must”.) If the description does not explicitly distinguish between the programmer’s and the implementation’s responsibilities, the restrictions describe both the programmer’s responsibility, who must ensure that an appropriate argument is passed, and the implementation’s responsibilities, which must check that the argument is appropriate.

If *category* is something other than “syntax” and “procedure”, then the entry describes a non-procedural value, and the *category* describes the type of that value. The header line

`&who` condition type

indicates that `&who` is a condition type.

The description of an entry occasionally states that it is *the same* as another entry. This means that both entries are equivalent. Specifically, it means that if both entries have the same name and are thus exported from different libraries, the entries from both libraries can be imported under the same name without conflict.

5.3. Evaluation examples

The symbol “ \Rightarrow ” used in program examples can be read “evaluates to”. For example,

`(* 5 8)` \Rightarrow 40

means that the expression `(* 5 8)` evaluates to the object 40. Or, more precisely: the expression given by the sequence of characters “`(* 5 8)`” evaluates, in the initial environment, to an object that may be represented externally by the sequence of characters “40”. See section 3.3 for a discussion of external representations of objects.

The “ \Rightarrow ” symbol is also used when the evaluation of an expression raises an exception. For example,

`(integer->char #xD800)` \Rightarrow `&assertion exception`

means that the evaluation of the expression `(integer->char #xD800)` causes an exception with condition type `&assertion` to be raised.

5.4. Unspecified behavior

If the value of an expression is said to be “unspecified”, then the expression must evaluate without raising an exception, but the values returned depend on the implementation; this report explicitly does not say what values should be returned.

Some expressions are specified to return *the* unspecified value, which is a special value returned by the `unspecified`

procedure. (See section 9.8.) In this case, the return value is meaningless, and programmers are discouraged from relying on its specific nature.

5.5. Exceptional situations

When speaking of an exceptional situation (see section 4.3), this report uses the phrase “an exception is raised” to indicate that implementations must detect the situation and report it to the program through the exception system described in library chapter 6.

Several variations on “an exception is raised” using the keywords described in section 5.1 are possible, in particular “an exception must be raised” (equivalent to “an exception is raised”), “an exception should be raised”, and “an exception may be raised”.

This report uses the phrase “an exception with condition type *t*” to indicate that the object provided with the exception is a condition object of the specified type.

The phrase “a continuable exception is raised” indicates an exceptional situation that permits the exception handler to return, thereby allowing program execution to continue at the place where the original exception occurred. See library section 6.1.

For example, an exception with condition type `&assertion` is raised if a procedure is passed an argument that the procedure is not explicitly specified to handle, even though such domain exceptions are not always mentioned in this report.

5.6. Naming conventions

By convention, the names of procedures that store values into previously allocated locations (see section 4.8) usually end in “!”. Such procedures are called mutation procedures. By convention, the value returned by a mutation procedure is the unspecified value (see section 9.8), but this convention is not always followed.

By convention, “->” appears within the names of procedures that take an object of one type and return an analogous object of another type. For example, `list->vector` takes a list and returns a vector whose elements are the same as those of the list.

By convention, the names of condition types usually end in “&”.

By convention, the names of predicates—procedures that always return a boolean value—end in “?” when the name contains any letters; otherwise, the predicate’s name does not end with a question mark.

The components of compound names are usually separated by “-” In particular, prefixes that are actual words or can

be pronounced as though they were actual words are followed by a hyphen, except when the first character following the hyphen would be something other than a letter, in which case the hyphen is omitted. Short, unpronounceable prefixes (“fx” and “fl”) are not followed by a hyphen.

5.7. Syntax violations

Scheme implementations conformant with this report must detect violations of the syntax. A *syntax violation* is an error with respect to the syntax of library bodies, top-level bodies, or the “syntax” entries in the specification of the base library or the standard libraries. Moreover, attempting to assign to an immutable variable (i.e., the variables exported by a library; see section 6.1) is also considered a syntax violation.

If a top-level or library form is not syntactically correct, then the execution of that top-level program or library must not be allowed to begin.

6. Libraries

The library system presented here is designed to let programmers share libraries, i.e., code that is intended to be incorporated into larger programs, and especially into programs that use library code from multiple sources. The library system supports macro definitions within libraries, allows macro exports, and distinguishes the phases in which definitions and imports are needed. This chapter defines the notation for libraries and a semantics for library expansion and execution.

Libraries address the following specific goals:

- Separate compilation and analysis; no two libraries have to be compiled at the same time (i.e., the meanings of two libraries cannot depend on each other cyclically, and compilation of two different libraries cannot rely on state shared across compilations), and significant program analysis can be performed without examining a whole program.
- Independent compilation/analysis of unrelated libraries, where “unrelated” means that neither depends on the other through a transitive closure of imports.
- Explicit declaration of dependencies, so that the meaning of each identifier is clear at compile time, and so that there is no ambiguity about whether a library needs to be executed for another library’s compile time and/or run time.
- Namespace management, to help prevent name conflicts.

It does not address the following:

- Mutually dependent libraries.
- Separation of library interface from library implementation.
- Code outside of a library (e.g., 5 by itself as a program).
- Local modules and local imports.

6.1. Library form

A library declaration contains the following elements:

- a name for the library (possibly with versioning),
- a list of exports, which name a subset of the bindings defined within or imported into the library,
- a list of import dependencies, where each dependency specifies:
 - the imported library’s name,
 - the relevant levels, e.g., `expand` or `run` time, and
 - the subset of the library’s exports to make available within the importing library, and the local names to use within the importing library for each of the library’s exports, and
- a library body, consisting of a sequence of definitions followed by a sequence of expressions.

A library definition must have the following form:

```
(library <library name>
  (export <export spec> ...)
  (import <import spec> ...)
  <library body>)
```

The `<library name>` specifies the name of the library, the `export` form specifies the exported bindings, and the `import` form specifies the imported bindings. The `<library body>` specifies the set of definitions, both for local (unexported) and exported bindings, and the set of initialization expressions to be evaluated for their effects. The exported bindings may be defined within the library or imported into the library.

An identifier can be imported from two or more libraries or for two levels from the same library only if the binding exported by each library is the same (i.e., the binding is defined in one library, and it arrives through the imports only by exporting and re-exporting). Otherwise, no identifier can be imported multiple times, defined multiple times, or both defined and imported. No identifiers are visible within a library except for those explicitly imported into the library or defined within the library.

A `<library name>` has the following form:

```
(<identifier1> <identifier2> ... <version>)
```

where `<version>` is empty or has the following form:

```
(<subversion> ...)
```

Each `<subversion>` must be an exact nonnegative integer. An empty `<version>` is equivalent to `()`.

Each `<import spec>` specifies a set of bindings to be imported into the library, the levels at which they are to be available, and the local names by which they are to be known. An `<import spec>` must be one of the following:

```
<import set>
(for <import set> <import level> ...)
```

An `<import level>` is one of the following:

```
run
expand
(meta <level>)
```

where `<level>` is an exact integer.

As an `<import level>`, `run` is an abbreviation for `(meta 0)`, and `expand` is an abbreviation for `(meta 1)`. Levels and phases are discussed in section 6.2.

An `<import set>` names a set of bindings from another library, and possibly specifies local names for the imported bindings. It must be one of the following:

```
<library reference>
(only <import set> <identifier> ...)
(exception <import set> <identifier> ...)
(prefix <import set> <identifier>)
(rename <import set> (<identifier> <identifier>) ...)
```

A `<library reference>` identifies a library by its name and optionally by its version. It has the following form:

```
(<identifier1> <identifier2> ... <version reference>)
```

A `<version reference>` is empty or has the following form:

```
(<subversion reference> ...)
```

An empty `<version reference>` is equivalent to `()`.

A `<subversion reference>` has one of the following forms:

```
<subversion>
<subversion condition>
```

where a `<subversion condition>` must have one of these forms:

```
(>= <subversion>)
(<= <subversion>)
(and <subversion condition> ...)
(or <subversion condition> ...)
(not <subversion condition>)
```

The sequence of identifiers in the importing library's \langle library reference \rangle must match the sequence of identifiers in the imported library's \langle library name \rangle . The importing library's \langle version reference \rangle specifies a predicate on a prefix of the imported library's \langle version \rangle . Each integer must match exactly and each condition has the expected meaning. Everything beyond the prefix specified in the version reference matches unconditionally. When more than one library is identified by a library reference, the choice of libraries is determined in some implementation-dependent manner.

To avoid problems such as incompatible types and replicated state, two libraries whose library names contain the same sequence of identifiers but whose versions do not match cannot co-exist in the same program.

By default, all of an imported library's exported bindings are made visible within an importing library using the names given to the bindings by the imported library. The precise set of bindings to be imported and the names of those bindings can be adjusted with the **only**, **except**, **prefix**, and **rename** forms as described below.

- An **only** form produces a subset of the bindings from another \langle import set \rangle , including only the listed \langle identifier \rangle s. The included \langle identifier \rangle s must be in the original \langle import set \rangle .
- An **except** form produces a subset of the bindings from another \langle import set \rangle , including all but the listed \langle identifier \rangle s. All of the excluded \langle identifier \rangle s must be in the original \langle import set \rangle .
- A **prefix** form adds the \langle identifier \rangle prefix to each name from another \langle import set \rangle .
- A **rename** form, (**rename** (\langle oldid \rangle \langle newid \rangle) ...), removes the bindings for \langle oldid \rangle ... to form an intermediate \langle import set \rangle , then adds the bindings back for the corresponding \langle newid \rangle ... to form the final \langle import set \rangle . Each \langle oldid \rangle must be in the original \langle import set \rangle , each \langle newid \rangle must not be in the intermediate \langle import set \rangle , and the \langle newid \rangle s must be distinct.

It is a syntax violation if a constraint given above is not met.

An \langle export spec \rangle names a set of imported and locally defined bindings to be exported, possibly with different external names. An \langle export spec \rangle must have one of the following forms:

```
 $\langle$ identifier $\rangle$ 
rename ( $\langle$ identifier $\rangle$   $\langle$ identifier $\rangle$ ) ...)
```

In an \langle export spec \rangle , an \langle identifier \rangle names a single binding defined within or imported into the library, where the external name for the export is the same as the name of

the binding within the library. A **rename** spec exports the binding named by the first \langle identifier \rangle in each pair, using the second \langle identifier \rangle as the external name.

The \langle library body \rangle of a **library** form consists of forms that are classified into *definitions*, and *expressions*. Which forms belong to which class depends on the imported libraries and the result of expansion—see chapter 8. Generally, forms that are not definitions (see section 9.2 for definitions available through the base library) are expressions.

A \langle library body \rangle is like a \langle body \rangle (see section 9.4) except that \langle library body \rangle s need not include any expressions. It must have the following form:

```
 $\langle$ definition $\rangle$  ...  $\langle$ expression $\rangle$  ...
```

When base-library **begin** forms occur in a library body prior to the first (non-**begin**) expression, they are spliced into the body; see section 9.5.7. Some or all of the library body, including portions wrapped in **begin** forms, may be specified by a syntactic abstraction (see section 6.3.2).

The transformer expressions and transformer bindings are created from left to right, as described in chapter 8. The variable-definition right-hand-side expressions are evaluated from left to right, as if in an implicit **letrec***, and the body expressions are also evaluated from left to right after the variable-definition right-hand-side expressions. A fresh location is created for each exported variable and initialized to the value of its local counterpart. The effect of returning twice to the continuation of the last body expression is unspecified.

The names **library**, **export**, **import**, **for**, **run**, **expand**, **meta**, **import**, **export**, **only**, **except**, **prefix**, **rename**, **and**, **or**, **>=**, and **<=** appearing in the library syntax are part of the syntax and are not reserved, i.e. the same can be used for other purposes within the library or even exported from or imported into a library with different meanings, without affecting their use in the **library** form.

Bindings defined with a library are not visible in code outside of the library, unless the bindings are explicitly exported from the library. An exported macro may, however, *implicitly export* an otherwise unexported identifier defined within or imported into the library. That is, it may insert a reference to that identifier into the output code it produces.

All explicitly exported variables are immutable in both the exporting and importing libraries. It is thus a syntax violation if an explicitly exported variable appears on the left-hand side of a **set!** expression, either in the exporting or importing libraries. All other variables defined within a library are mutable.

All implicitly exported variables are also immutable in both the exporting and importing libraries. It is thus a syntax violation if a variable appears on the left-hand side of

a `set!` expression in any code produced by an exported macro outside of the library in which the variable is defined. It is also a syntax violation if a reference to an assigned variable appears in any code produced by an exported macro outside of the library in which the variable is defined, where an assigned variable is one that appears on the left-hand side of a `set!` expression in the exporting library.

Note: The asymmetry in the prohibitions against assignments to explicitly and implicitly exported variables reflects the fact that the violation can be determined for implicitly exported variables only when the importing library is expanded.

6.2. Import and export levels

Every library can be characterized by expand-time information (minimally, its imported libraries, a list of the exported keywords, a list of the exported variables, and code to evaluate the transformer expressions) and run-time information (minimally, code to evaluate the variable definition right-hand-side expressions, and code to evaluate the body expressions). The expand-time information must be available to expand references to any exported binding, and the run-time information must be available to evaluate references to any exported variable binding.

Expanding a library may require run-time information from another library. For example, if a library provides functions that are called by another library's macros during expansion, then the former library must be run when expanding the latter. The former may not be needed when the latter is eventually run as part of a program, or it may be needed for the latter's run time, too.

A *phase* is a time at which the expressions within a library are evaluated. Within a library body, top-level expressions and the right-hand sides of `define` forms are evaluated at run time, i.e., phase 0, and the right-hand sides of `define-syntax` forms are evaluated at expand time, i.e., phase 1. When `define-syntax`, `let-syntax`, or `letrec-syntax` forms appear within code evaluated at phase n , the right-hand sides are evaluated as phase $n + 1$ expressions.

These phases are relative to the phase in which the library itself is used. An *instance* of a library corresponds to an evaluation of its definitions and expressions in a particular phase relative to another library. For example, if a top-level expression in a library L_1 refers to an export from another library L_0 , then it refers to the export from an instance of L_0 at phase 0 (relative to the phase of L_1). But if a phase 1 expression within L_1 refers to the same binding from L_0 , then it refers to the export from an instance of L_0 at phase 1 (relative to the phase of L_1).

A *level* is a lexical property of an identifier that determines in which phases it can be referenced. The level for each

identifier bound by a definition within a library is 0; that is, the identifier can be referenced only by phase 0 expressions within the library. The level for each imported binding is determined by the enclosing `for` form of the `import` in the importing library, in addition to the levels of the identifier in the exporting library. Import and export levels are combined by pairwise addition of all level combinations. For example, references to an imported identifier exported for levels p_a and p_b and imported for levels q_a , q_b , and q_c are valid at levels $p_a + q_a$, $p_a + q_b$, $p_a + q_c$, $p_b + q_a$, $p_b + q_b$, and $p_b + q_c$. An `(import set)` without an enclosing `for` is equivalent to `(for (import set) run)`, which is the same as `(for (import set) (meta 0))`.

The export level of an exported binding is 0 for all bindings that are defined within the exporting library. The export levels of a reexported binding, i.e., an export imported from another library, are the same as the effective import levels of that binding within the reexporting library.

For the libraries defined in the library report, the export level is 0 for nearly all bindings. The exceptions are `syntax-rules` and `identifier-syntax` from the `(r6rs base)` library, which are exported with level 1, and all bindings from the composite `(r6rs)` library (see library chapter 14), which are exported with levels 0 and 1.

Rationale: The `(r6rs)` library is intended as a convenient import for libraries where fine control over imported bindings is not necessary or desirable. The `(r6rs)` library exports all bindings for `expand` as well as `run` so that it is convenient for writing `syntax-case` macros as well as run-time code.

Macro expansion within a library can introduce a reference to an identifier that is not explicitly imported into the library. In that case, the phase of the reference must match the identifier's level as shifted by the difference between the phase of the source library (i.e., the library that supplied the identifier's lexical context) and the library that encloses the reference. For example, suppose that expanding a library invokes a macro transformer, and the evaluation of the macro transformer refers to an identifier that is exported from another library (so the phase 1 instance of the library is used); suppose further that the value of the binding is a syntax object representing an identifier with only a level- n binding; then, the identifier must be used only in a phase $n + 1$ expression in the library being expanded. This combination of level and phases is why negative levels on identifiers can be useful, even though libraries exist only at non-negative phases.

If any of a library's definitions are referenced at phase 0 in the expanded form of a program, then an instance of the referenced library is created for phase 0 before the program's definitions and expressions are evaluated. This rule applies transitively: if the expanded form of one library references at phase 0 an identifier from another library, then before the referencing library is instantiated at phase n , the

referenced library must be instantiated at phase n . When an identifier is referenced at any phase n greater than 0, in contrast, then the defining library is instantiated at phase n at some unspecified time before the reference is evaluated.

An implementation is allowed to distinguish instances of a library for different phases or to use an instance at any phase as an instance at any other phase. An implementation is further allowed to start each expansion of a `library` form by removing all instances of all libraries in all phases above 0. An implementation is allowed to create instances of more libraries at more phases than required to satisfy references. When an identifier appears as an expression in a phase that is inconsistent with the identifier's level, then an implementation may raise an exception either at expand time or run time, or it may allow the reference. Thus, a portable library must reference identifiers only in phases consistent with the declared levels, and the library's meaning must not depend on whether the instances of a library are distinguished or shared across phases or `library` expansions.

Rationale: Opinions vary on how libraries should be instantiated and initialized during the expansion and execution of library bodies, whether library instances should be distinguished across phases, and whether levels should be declared so that they constrain identifier uses to particular phases. This report therefore leaves considerable latitude to implementations, while attempting to provide enough guarantees to make portable libraries practical.

In particular, if a program and its libraries avoid the `(r6rs)` and `(r6rs syntax-case)` libraries, and if the program and libraries never use the `for` import form, then the program does not depend on whether instances are distinguished across phases, and the phase of an identifier use cannot be inconsistent with the identifier's level.

6.3. Primitive syntax

After the `import` form within a `library` form, the forms that constitute a library body depend on the libraries that are imported. In particular, imported syntactic keywords determine most of the available forms and whether each form is a definition or expression. A few form types are always available independent of imported libraries, however, including constant literals, variable references, procedure calls, and macro uses.

6.3.1. Primitive expression types

The entries in this section all describe expressions, which may occur in the place of `<expression>` syntactic variables. See also section 9.5

Constant literals

`<constant>` syntax

Numerical constants, string constants, character constants, and boolean constants evaluate “to themselves”.

```
"abc"           ⇒ "abc"
145932          ⇒ 145932
#t              ⇒ #t
```

As noted in section 4.8, the value of a literal expression may be immutable.

Variable references

`<variable>` syntax

An expression consisting of a variable (section 4.2) is a variable reference. The value of the variable reference is the value stored in the location to which the variable is bound. It is a syntax violation to reference an unbound variable.

```
; These examples assume the base library
; has been imported.
(define x 28)
x           ⇒ 28
```

Procedure calls

`<(operator) (operand1) ...>` syntax

A procedure call is written by simply enclosing in parentheses expressions for the procedure to be called and the arguments to be passed to it. A form in an expression context is a procedure call if `<operator>` is not an identifier bound as a syntactic keyword.

When a procedure call is evaluated, the operator and operand expressions are evaluated (in an unspecified order) and the resulting procedure is passed the resulting arguments.

```
; these examples assume the base library
; has been imported
(+ 3 4)           ⇒ 7
((if #f + *) 3 4) ⇒ 12
```

If the value of `<operator>` is not a procedure, an exception with condition type `&assertion` is raised.

Note: In contrast to other dialects of Lisp, the order of evaluation is unspecified, and the operator expression and the operand expressions are always evaluated with the same evaluation rules.

Note: Although the order of evaluation is otherwise unspecified, the effect of any concurrent evaluation of the operator and operand expressions is constrained to be consistent with some

sequential order of evaluation. The order of evaluation may be chosen differently for each procedure call.

Note: In many dialects of Lisp, the form `()` is a legitimate expression. In Scheme, expressions written as list/pair forms must have at least one subexpression, so `()` is not a syntactically valid expression.

6.3.2. Macros

Scheme libraries can define and use new derived expressions and definitions called *syntactic abstractions* or *macros*. A syntactic abstraction is created by binding a keyword to a *macro transformer* or, simply, *transformer*. The transformer determines how a use of the macro is transcribed into a more primitive form.

Macro uses typically have the form:

```
((keyword) <datum> ...)
```

where `<keyword>` is an identifier that uniquely determines the type of form. This identifier is called the *syntactic keyword*, or simply *keyword*, of the macro. The number of `<datum>`s and the syntax of each depends on the syntactic abstraction. Macro uses can also take the form of improper lists, singleton identifiers, or `set!` forms, where the second subform of the `set!` is the keyword (see library section 10.3:

```
((keyword) <datum> ... . <datum>)
(keyword)
(set! (keyword) <datum>)
```

The macro definition facility consists of two parts:

- A set of forms (`define-syntax` described in section 9.3, `let-syntax` and `letrec-syntax` described in section 9.20) used to create bindings for keywords, associate them with macro transformers, and control the scope within which they are visible, and
- a facility (`syntax-rules`; see section 9.21) for creating transformers via a pattern language, and a facility (`syntax-case`; see library chapter 10) for creating transformers via a pattern language that permits the use of arbitrary Scheme code.

Keywords occupy the same name space as variables. That is, within the same scope, an identifier can be bound as a variable or keyword, or neither, but not both, and local bindings of either kind may shadow other bindings of either kind.

Macros defined using `syntax-rules` are “hygienic” and “referentially transparent” and thus preserve Scheme’s lexical scoping [28, 27, 3, 10, 17]:

- If a macro transformer inserts a binding for an identifier (variable or keyword), the identifier is in effect renamed throughout its scope to avoid conflicts with other identifiers.

- If a macro transformer inserts a free reference to an identifier, the reference refers to the binding that was visible where the transformer was specified, regardless of any local bindings that may surround the use of the macro.

Macros defined using the `syntax-case` facility are also hygienic unless `datum->syntax` (see library section 10.6) is used.

6.4. Examples

Examples for various `<import spec>`s and `<export spec>`s:

```
(library (stack)
  (export make push! pop! empty!)
  (import (r6rs))

  (define (make) (list '()))
  (define (push! s v) (set-car! s (cons v (car s))))
  (define (pop! s) (let ([v (caar s)])
                    (set-car! s (cdr s))
                    v))
  (define (empty! s) (set-car! s '())))

(library (balloons)
  (export make push pop)
  (import (r6rs))

  (define (make w h) (cons w h))
  (define (push b amt)
    (cons (- (car b) amt) (+ (cdr b) amt)))
  (define (pop b) (display "Boom! ")
                 (display (* (car b) (cdr b)))
                 (newline)))

(library (party)
  ;; Total exports:
  ;; make, push, push!, make-party, pop!
  (export (rename (balloon:make make)
                  (balloon:push push))
          push!
          make-party
          (rename (party-pop! pop!)))
  (import (r6rs)
          (only (stack) make push! pop!) ; not empty!
          (prefix (balloons) balloon:))

  ;; Creates a party as a stack of balloons,
  ;; starting with two balloons
  (define (make-party)
    (let ([s (make)]) ; from stack
      (push! s (balloon:make 10 10))
      (push! s (balloon:make 12 9))
      s))
  (define (party-pop! p)
    (balloon:pop (pop! p))))
```

```
(library (main)
  (export)
  (import (r6rs) (party))

  (define p (make-party))
  (pop! p)      ; displays "Boom! 108"
  (push! p (push (make 5 5) 1))
  (pop! p))    ; displays "Boom! 24"
```

Examples for macros and phases:

```
(library (my-helpers id-stuff)
  (export find-dup)
  (import (r6rs))

  (define (find-dup l)
    (and (pair? l)
      (let loop ((rest (cdr l)))
        (cond
          [(null? rest) (find-dup (cdr l))]
          [(bound-identifier=? (car l) (car rest))
           (car rest)]
          [else (loop (cdr rest))])))

(library (my-helpers values-stuff)
  (export mvlet)
  (import (r6rs) (for (my-helpers id-stuff) expand))

  (define-syntax mvlet
    (lambda (stx)
      (syntax-case stx ()
        [(_ [(id ...) expr] body0 body ...)
         (not (find-dup (syntax (id ...))))]
         (syntax
          (call-with-values
            (lambda () expr)
            (lambda (id ...) body0 body ...))))))

(library (let-div)
  (export let-div)
  (import (r6rs)
    (my-helpers values-stuff)
    (r6rs r5rs))

  (define (quotient+remainder n d)
    (let ([q (quotient n d)]
          [values q (- n (* q d))]))
    (define-syntax let-div
      (syntax-rules ()
        [(_ n d (q r) body0 body ...)
         (mvlet [(q r) (quotient+remainder n d)]
           body0 body ...)]))
```

7. Top-level programs

A *top-level program* specifies an entry point for defining and running a Scheme program. A top-level program specifies a set of libraries to import and code to run. Through the

imported libraries, whether directly or through the transitive closure of importing, a top-level program defines a complete Scheme program.

Top-level programs follow the convention of many common platforms of accepting a list of string *command-line arguments* that may be used to pass data to the script.

7.1. Top-level program syntax

A top-level program is a delimited piece of text, typically a file, that follows the following syntax:

```
<oplevel program> → <import form> <oplevel body>
<import form> → (import <import spec>*)
<oplevel body> → <oplevel body form>*
<oplevel body form> → <definition> | <expression>
```

The rules for <oplevel program> specify syntax at the form level.

The <import form> is identical to the import clause in libraries (see section 6.1), and specifies a set of libraries to import. A <oplevel body> is like a <library body> (see section 6.1), except that definitions and expressions may occur in any order. Thus, the syntax specified by <oplevel body form> refers to the result of macro expansion.

Rationale: By allowing the interleaving of definitions and expressions, top-level programs support exploratory and interactive development, without imposing unnecessary organizational overhead on code which may not be intended for reuse.

When base-library `begin` forms occur anywhere within a top-level body, they are spliced into the body; see section 9.5.7. Some or all of the top-level body, including portions wrapped in `begin` forms, may be specified by a syntactic abstraction (see section 6.3.2).

7.2. Top-level program semantics

A top-level program is executed by treating the program similarly to a library, and invoking it. The semantics of a top-level body may be roughly explained by a simple translation into a library body: Each <expression> that appears before a definition in the top-level body is converted into a dummy definition (`define` <variable> (`begin` <expression> (`unspecified`))), where <variable> is a fresh identifier. (It is generally impossible to determine which forms are definitions and expressions without concurrently expanding the body, so the actual translation is somewhat more complicated; see chapter 8.)

On platforms that support it, a top-level program may access its command-line arguments by calling the `command-line` procedure (see library section 13.3).

8. Expansion process

Macro uses (see section 6.3.2) are expanded into *core forms* at the start of evaluation (before compilation or interpretation) by a syntax *expander*. (The set of core forms is implementation-dependent, as is the representation of these forms in the expander's output.) If the expander encounters a syntactic abstraction, it invokes the associated transformer to expand the syntactic abstraction, then repeats the expansion process for the form returned by the transformer. If the expander encounters a core form, it recursively processes the subforms, if any, and reconstructs the form from the expanded subforms. Information about identifier bindings is maintained during expansion to enforce lexical scoping for variables and keywords.

To handle internal definitions, the expander processes the initial forms in a `<body>` (see section 9.4) or `<library body>` (see section 6.1) from left to right. How the expander processes each form encountered as it does so depends upon the kind of form.

macro use The expander invokes the associated transformer to transform the macro use, then recursively performs whichever of these actions are appropriate for the resulting form.

define-syntax form The expander expands and evaluates the right-hand-side expression and binds the keyword to the resulting transformer.

define form The expander records the fact that the defined identifier is a variable but defers expansion of the right-hand-side expression until after all of the definitions have been processed.

begin form The expander splices the subforms into the list of body forms it is processing. (See section 9.5.7.)

let-syntax or letrec-syntax form The expander splices the inner body forms into the list of (outer) body forms it is processing, arranging for the keywords bound by the `let-syntax` and `letrec-syntax` to be visible only in the inner body forms.

expression, i.e., nondefinition The expander completes the expansion of the deferred right-hand-side forms and the current and remaining expressions in the body, then residualizes the equivalent of a `letrec*` form from the defined variables, expanded right-hand-side expressions, and expanded body expressions.

Expansion of each variable definition right-hand side is deferred until after all of the definitions have been seen so that each keyword and variable reference within the right-hand side resolves to the local binding, if any.

A definition in the sequence of forms must not define any identifier whose binding is used to determine the meaning of the undeferred portions of the definition or any definition that precedes it in the sequence of forms. For example, the bodies of the following expressions violate this restriction.

```
(let ()
  (define define 17)
  (list define))

(let-syntax ([def0 (syntax-rules ()
                    [(_ x) (define x 0)])])
  (let ([z 3])
    (def0 z)
    (define def0 list)
    (list z)))

(let ()
  (define-syntax foo
    (lambda (e)
      (+ 1 2)))
  (define + 2)
  (foo))
```

The following do not violate the restriction.

```
(let ([x 5])
  (define lambda list)
  (lambda x x))           ⇒ (5 5)

(let-syntax ([def0 (syntax-rules ()
                    [(_ x) (define x 0)])])
  (let ([z 3])
    (define def0 list)
    (def0 z)
    (list z)))           ⇒ (e)

(let ()
  (define-syntax foo
    (lambda (e)
      (let ([+ -]) (+ 1 2))))
  (define + 2)
  (foo))                 ⇒ -1
```

The implementation should treat a violation of the restriction as a syntax violation.

Note that this algorithm does not directly reprocess any form. It requires a single left-to-right pass over the definitions followed by a single pass (in any order) over the body expressions and deferred right-hand sides.

For example, in

```
(lambda (x)
```

```
(define-syntax defun
  (syntax-rules ()
    [(_ (x . a) e) (define x (lambda a e))]))
(define (even? n) (or (= n 0) (odd? (- n 1))))
(define-syntax odd?
  (syntax-rules () [(_ n) (not (even? n))]))
(odd? (if (odd? x) (* x x) x)))
```

The definition of `defun` is encountered first, and the keyword `defun` is associated with the transformer resulting from the expansion and evaluation of the corresponding right-hand side. A use of `defun` is encountered next and expands into a `define` form. Expansion of the right-hand side of this `define` form is deferred. The definition of `odd?` is next and results in the association of the keyword `odd?` with the transformer resulting from expanding and evaluating the corresponding right-hand side. A use of `odd?` appears next and is expanded; the resulting call to `not` is recognized as an expression because `not` is bound as a variable. At this point, the expander completes the expansion of the current expression (the `not` call) and the deferred right-hand side of the `even?` definition; the uses of `odd?` appearing in these expressions are expanded using the transformer associated with the keyword `odd?`. The final output is the equivalent of

```
(lambda (x)
  (letrec* ([even?
            (lambda (n)
              (or (= n 0)
                  (not (even? (- n 1))))))]
    (not (even? (if (not (even? x)) (* x x) x)))))
```

although the structure of the output is implementation dependent.

Because definitions and expressions can be interleaved in a `<oplevel body>` (see chapter 7), the expander's processing of a `<oplevel body>` is somewhat more complicated. It behaves as described above for a `<body>` or `<library body>` with the following exceptions. When the expander finds a nondefinition, it defers its expansion and continues scanning for definitions. Once it reaches the end of the set of forms, it processes the deferred right-hand-side and body expressions, then residualizes the equivalent of a `letrec*` form from the defined variables, expanded right-hand-side expressions, and expanded body expressions. For each body expression `<expression>` that appears before a variable definition in the body, a dummy binding is created at the corresponding place within the set of `letrec*` bindings, with a fresh temporary variable on the left-hand side and the equivalent of `(begin <expression> (unspecified))` on the right-hand side, so that left-to-right evaluation order is preserved. The `begin` wrapper allows `<expression>` to evaluate to zero or more values.

9. Base library

This chapter describes Scheme's (`r6rs base`) library, which exports many of the procedure and syntax bindings that are traditionally associated with Scheme.

Section 9.22 defines the rules that identify tail calls and tail contexts in base-library constructs.

9.1. Base types

No object satisfies more than one of the following predicates:

<code>boolean?</code>	<code>pair?</code>
<code>symbol?</code>	<code>number?</code>
<code>char?</code>	<code>string?</code>
<code>vector?</code>	<code>procedure?</code>
<code>unspecified?</code>	<code>null?</code>

These predicates define the base types *boolean*, *pair*, *symbol*, *number*, *char* (or *character*), *string*, *vector*, and *procedure*. Moreover, the empty list is a special object of its own type, as is the unspecified value.

Note that, although there is a separate boolean type, any Scheme value can be used as a boolean value for the purpose of a conditional test; see section 4.6.

9.2. Definitions

The `define` forms described in this section are definitions for value bindings and may appear anywhere other definitions may appear. See section 6.1.

A `<definition>` must have one of the following forms:

- `(define <variable> <expression>)` This binds `<variable>` to a new location before assigning the value of `<expression>` to it.

```
(define add3
  (lambda (x) (+ x 3)))
(add3 3)           ⇒ 6
(define first car)
(first '(1 2))    ⇒ 1
```

- `(define <variable>)`

This form is equivalent to

```
(define <variable> (unspecified))
```

- `(define (<variable> <formals>) <body>)`
(`<Formals>` must be either a sequence of zero or more variables, or a sequence of one or more variables followed by a space-delimited period and another variable (as in a lambda expression, see section 9.5.2). This form is equivalent to

```
(define (variable)
  (lambda ((formals)) (body))).
```

- `(define (<variable> . <formal>)) <body>`
 <Formal> must be a single variable. This form is equivalent to

```
(define (variable)
  (lambda (formal) (body))).
```

- a syntax definition (see section 9.3)

9.3. Syntax definitions

Syntax definitions are established with `define-syntax`. A `define-syntax` form is a <definition> and may appear anywhere other definitions may appear.

```
(define-syntax (variable) (expression))          syntax
```

This binds the keyword <variable> to the value of <expression>, which must evaluate, at macro-expansion time, to a transformer. (See library section 10.3).

Keyword bindings established by `define-syntax` are visible throughout the body in which they appear, except where shadowed by other bindings, and nowhere else, just like variable bindings established by `define`. All bindings established by a set of internal definitions, whether keyword or variable definitions, are visible within the definitions themselves. For example:

```
(let ()
  (define even?
    (lambda (x)
      (or (= x 0) (odd? (- x 1)))))
  (define-syntax odd?
    (syntax-rules ()
      ((odd? x) (not (even? x)))))
  (even? 10))          => #t
```

An implication of the left-to-right processing order (section 8) is that one internal definition can affect whether a subsequent form is also a definition. For example, the expression

```
(let ()
  (define-syntax bind-to-zero
    (syntax-rules ()
      ((bind-to-zero id) (define id 0))))
  (bind-to-zero x)
  x)                  => 0
```

This behavior is irrespective of any binding for `bind-to-zero` that might appear outside of the `let` expression.

9.4. Bodies and sequences

The body <body> of a `lambda`, `let`, `let*`, `let-values`, `let*-values`, `letrec*`, `letrec` expression or that of a definition with a body has the following form:

```
<definition> ... <sequence>
```

<Sequence> has the following form:

```
<expression1> <expression2> ...
```

Definitions may occur in a <body>. Such definitions are known as *internal definitions* as opposed to library body definitions.

With `lambda`, `let`, `let*`, `let-values`, `let*-values`, `letrec*`, and `letrec`, the identifier defined by an internal definition is local to the <body>. That is, the identifier is bound, and the region of the binding is the entire <body>. For example,

```
(let ((x 5))
  (define foo (lambda (y) (bar x y)))
  (define bar (lambda (a b) (+ (* a b) a)))
  (foo (+ x 3)))      => 45
```

When base-library `begin` forms occur in a body prior to the first expression, they are spliced into the body; see section 9.5.7. Some or all of the body, including portions wrapped in `begin` forms, may be specified by a syntactic abstraction (see section 6.3.2).

An expanded <body> (see chapter 8) containing internal definitions can always be converted into an equivalent `letrec*` expression. For example, the `let` expression in the above example is equivalent to

```
(letrec* ((x 5)
          (letrec* ((foo (lambda (y) (bar x y)))
                    (bar (lambda (a b) (+ (* a b) a))))
            (foo (+ x 3))))
```

9.5. Expressions

The entries in this section describe the expressions of the base language, which may occur in the position of the <expression> syntactic variable. The expressions also include constant literals, variable references and procedure calls as described in section 6.3.1.

9.5.1. Literal expressions

```
(quote (datum))          syntax
```

Syntax: <Datum> should be a datum value.

Semantics: `(quote (datum))` evaluates to the datum denoted by <datum>. (See section 3.3.). This notation is used to include literal constants in Scheme code.

```
(quote a)           ⇒ a
(quote #(a b c))    ⇒ #(a b c)
(quote (+ 1 2))     ⇒ (+ 1 2)
```

As noted in section 3.3.5, (quote <datum>) may be abbreviated as '<datum>':

```
'"abc"             ⇒ "abc"
'145932            ⇒ 145932
'a                 ⇒ a
'#(a b c)         ⇒ #(a b c)
'()                ⇒ ()
'+ 1 2            ⇒ (+ 1 2)
'(quote a)        ⇒ (quote a)
''a               ⇒ (quote a)
```

As noted in section 4.8, the value of a literal expression may be immutable.

9.5.2. Procedures

```
(lambda (formals) (body))          syntax
```

Syntax: <Formals> must be a formal arguments list as described below, and <body> must be according to section 9.4.

Semantics: A `lambda` expression evaluates to a procedure. The environment in effect when the `lambda` expression is evaluated is remembered as part of the procedure. When the procedure is later called with some actual arguments, the environment in which the `lambda` expression was evaluated is extended by binding the variables in the formal argument list to fresh locations, and the resulting actual argument values are stored in those locations. Then, the expressions in the body of the `lambda` expression (which may contain internal definitions and thus represent a `letrec*` form, see section 9.4) are evaluated sequentially in the extended environment. The results of the last expression in the body are returned as the results of the procedure call.

```
(lambda (x) (+ x x))    ⇒ a procedure
((lambda (x) (+ x x)) 4) ⇒ 8
```

```
((lambda (x)
  (define (p y)
    (+ y 1))
  (+ (p x) x))
5) ⇒ 11
```

```
(define reverse-subtract
  (lambda (x y) (- y x)))
(reverse-subtract 7 10) ⇒ 3
```

```
(define add4
  (let ((x 4))
    (lambda (y) (+ x y))))
(add4 6) ⇒ 10
```

<Formals> must have one of the following forms:

- (<variable₁> ...): The procedure takes a fixed number of arguments; when the procedure is called, the arguments are stored in the bindings of the corresponding variables.
- <variable>: The procedure takes any number of arguments; when the procedure is called, the sequence of actual arguments is converted into a newly allocated list, and the list is stored in the binding of the <variable>.
- (<variable₁> ... <variable_n> . <variable_{n+1}>): If a space-delimited period precedes the last variable, then the procedure takes *n* or more arguments, where *n* is the number of formal arguments before the period (there must be at least one). The value stored in the binding of the last variable is a newly allocated list of the actual arguments left over after all the other actual arguments have been matched up against the other formal arguments.

```
((lambda x x) 3 4 5 6) ⇒ (3 4 5 6)
((lambda (x y . z) z)
 3 4 5 6) ⇒ (5 6)
```

It is a syntax violation for a <variable> to appear more than once in <formals>.

Each procedure created as the result of evaluating a `lambda` expression is (conceptually) tagged with a storage location, in order to make `eqv?` and `eq?` work on procedures (see section 9.6).

9.5.3. Conditionals

```
(if (test) (consequent) (alternate))  syntax
(if (test) (consequent))                syntax
```

Syntax: <Test>, <consequent>, and <alternate> must be expressions.

Semantics: An `if` expression is evaluated as follows: first, <test> is evaluated. If it yields a true value (see section 4.6), then <consequent> is evaluated and its value(s) is(are) returned. Otherwise <alternate> is evaluated and its value(s) is(are) returned. If <test> yields a false value and no <alternate> is specified, then the result of the expression is the unspecified value.

```
(if (> 3 2) 'yes 'no) ⇒ yes
(if (> 2 3) 'yes 'no) ⇒ no
(if (> 3 2)
  (- 3 2)
  (+ 3 2)) ⇒ 1
(if #f #f) ⇒ the unspecified value
```

9.5.4. Assignments

`(set! <variable> <expression>)` syntax
 <Expression> is evaluated, and the resulting value is stored in the location to which <variable> is bound. <Variable> must be bound either in some region enclosing the `set!` expression or at the top level of a library body. The result of the `set!` expression is the unspecified value.

```
(let ((x 2))
  (+ x 1)
  (set! x 4)
  (+ x 1))           => 5
```

It is a syntax violation if <variable> refers to an immutable binding.

9.5.5. Derived conditionals

`(cond <clause1> <clause2> ...)` syntax

Syntax: Each <clause> must be of the form

```
(<test> <expression1> ...)
```

where <test> is any expression. Alternatively, a <clause> may be of the form

```
(<test> => <expression>)
```

The last <clause> may be an “else clause”, which has the form

```
(else <expression1> <expression2> ...).
```

Semantics: A `cond` expression is evaluated by evaluating the <test> expressions of successive <clause>s in order until one of them evaluates to a true value (see section 4.6). When a <test> evaluates to a true value, then the remaining <expression>s in its <clause> are evaluated in order, and the result(s) of the last <expression> in the <clause> is(are) returned as the result(s) of the entire `cond` expression. If the selected <clause> contains only the <test> and no <expression>s, then the value of the <test> is returned as the result. If the selected <clause> uses the `=>` alternate form, then the <expression> is evaluated. Its value must be a procedure that accepts one argument; this procedure is then called on the value of the <test> and the value(s) returned by this procedure is(are) returned by the `cond` expression. If all <test>s evaluate to false values, and there is no else clause, then the result of the conditional expression is the unspecified value; if there is an else clause, then its <expression>s are evaluated, and the value(s) of the last one is(are) returned.

```
(cond ((> 3 2) 'greater)
      ((< 3 2) 'less))   => greater
(cond ((> 3 3) 'greater)
      ((< 3 3) 'less)
      (else 'equal))   => equal
(cond ('(1 2 3) => cadr)
      (else #f))       => 2
```

A sample definition of `cond` in terms of simpler forms is in appendix A.

`(case <key> <clause1> <clause2> ...)` syntax

Syntax: <Key> must be any expression. Each <clause> has one of the following forms:

```
((<datum1> ...) <expression1> <expression2> ...)
(else <expression1> <expression2> ...)
```

The second form, which specifies an “else clause”, may only appear as the last <clause>. Each <datum> is an external representation of some object. The datums denoted by the <datum>s need not be distinct.

Semantics: A `case` expression is evaluated as follows. <Key> is evaluated and its result is compared against the datums denoted by the <datum>s of each <clause> in turn, proceeding in order from left to right through the set of clauses. If the result of evaluating <key> is equivalent (in the sense of `equiv?`; see section 9.6) to a datum of a <clause>, the corresponding <expression>s are evaluated from left to right and the results of the last expression in the <clause> are returned as the results of the `case` expression. Otherwise, the comparison process continues. If the result of evaluating <key> is different from every datum in each set, then if there is an else clause its expressions are evaluated and the results of the last are the results of the `case` expression; otherwise the result of the `case` expression is the unspecified value.

```
(case (* 2 3)
      ((2 3 5 7) 'prime)
      ((1 4 6 8 9) 'composite)) => composite
(case (car '(c d))
      ((a) 'a)
      ((b) 'b))                 => the unspecified value
(case (car '(c d))
      ((a e i o u) 'vowel)
      ((w y) 'semivowel)
      (else 'consonant))       => consonant
```

`(and <test1> ...)` syntax

Syntax: The <test>s must be expressions.

Semantics: The <test> expressions are evaluated from left to right, and the value of the first expression that evaluates to a false value (see section 4.6) is returned. Any remaining expressions are not evaluated. If all the expressions evaluate to true values, the value of the last expression is returned. If there are no expressions then `#t` is returned.

```
(and (= 2 2) (> 2 1))   => #t
(and (= 2 2) (< 2 1))   => #f
(and 1 2 'c '(f g))    => (f g)
(and)                   => #t
```

The `and` keyword could be defined in terms of `if` using `syntax-rules` (see section 9.21) as follows:

```
(define-syntax and
  (syntax-rules ()
    ((and) #t)
    ((and test) test)
    ((and test1 test2 ...)
     (if test1 (and test2 ...) #f))))
```

(or <test₁> ...) syntax

Syntax: The <test>s must be expressions.

Semantics: The <test> expressions are evaluated from left to right, and the value of the first expression that evaluates to a true value (see section 4.6) is returned. Any remaining expressions are not evaluated. If all expressions evaluate to false values, the value of the last expression is returned. If there are no expressions then #f is returned.

```
(or (= 2 2) (> 2 1))    => #t
(or (= 2 2) (< 2 1))    => #t
(or #f #f #f)           => #f
(or '(b c) (/ 3 0))     => (b c)
```

The `or` keyword could be defined in terms of `if` using `syntax-rules` (see section 9.21) as follows:

```
(define-syntax or
  (syntax-rules ()
    ((or) #f)
    ((or test) test)
    ((or test1 test2 ...)
     (let ((x test1))
       (if x x (or test2 ...))))))
```

9.5.6. Binding constructs

The four binding constructs `let`, `let*`, `letrec*`, and `letrec` give Scheme a block structure, like Algol 60. The syntax of the four constructs is identical, but they differ in the regions they establish for their variable bindings. In a `let` expression, the initial values are computed before any of the variables become bound; in a `let*` expression, the bindings and evaluations are performed sequentially. In a `letrec*` or `letrec` expression, all the bindings are in effect while their initial values are being computed, thus allowing mutually recursive definitions. In a `letrec` expression, the initial values are computed before being assigned to the variables; in a `letrec*`, the evaluations and assignments are performed sequentially.

In addition, the binding constructs `let-values` and `let*-values` allow the binding of results of expression returning multiple values. They are analogous to `let` and `let*` in the way they establish regions: in a `let-values` expression, the initial values are computed before any of the variables become bound; in a `let*-values` expression, the bindings are performed sequentially.

Note: These forms are compatible with SRFI 11 [24].

(let <bindings> <body>) syntax

Syntax: <Bindings> must have the form

```
((<variable1> <init1>) ...),
```

where each <init> is an expression, and <body> is as described in section 9.4. It is a syntax violation for a <variable> to appear more than once in the list of variables being bound.

Semantics: The <init>s are evaluated in the current environment (in some unspecified order), the <variable>s are bound to fresh locations holding the results, the <body> is evaluated in the extended environment, and the value(s) of the last expression of <body> is(are) returned. Each binding of a <variable> has <body> as its region.

```
(let ((x 2) (y 3))
  (* x y))                => 6
```

```
(let ((x 2) (y 3))
  (let ((x 7)
        (z (+ x y)))
    (* z x)))              => 35
```

See also named `let`, section 9.18.

(let* <bindings> <body>) syntax

Syntax: <Bindings> must have the form

```
((<variable1> <init1>) ...),
```

and <body> must be a sequence of one or more expressions.

Semantics: The `let*` form is similar to `let`, but the bindings are performed sequentially from left to right, and the region of a binding indicated by (<variable> <init>) is that part of the `let*` expression to the right of the binding. Thus the second binding is done in an environment in which the first binding is visible, and so on.

```
(let ((x 2) (y 3))
  (let* ((x 7)
         (z (+ x y)))
    (* z x)))              => 70
```

Note: While a `let` expression must not contain duplicate variables, a `let*` expression can.

The `let*` keyword could be defined in terms of `let` using `syntax-rules` (see section 9.21) as follows:

```
(define-syntax let*
  (syntax-rules ()
    ((let* () body1 body2 ...)
     (let () body1 body2 ...))
    ((let* ((name1 expr1) (name2 expr2) ...)
     body1 body2 ...)
     (let ((name1 expr1)
           (let* ((name2 expr2) ...)
                 body1 body2 ...))))))
```

`(letrec (bindings) (body))` syntax

Syntax: (Bindings) must have the form

((⟨variable₁⟩ ⟨init₁⟩) ...),

and ⟨body⟩ must be a sequence of one or more expressions. It is a syntax violation for a ⟨variable⟩ to appear more than once in the list of variables being bound.

Semantics: The ⟨variable⟩s are bound to fresh locations, the ⟨init⟩s are evaluated in the resulting environment (in some unspecified order), each ⟨variable⟩ is assigned to the result of the corresponding ⟨init⟩, the ⟨body⟩ is evaluated in the resulting environment, and the value(s) of the last expression in ⟨body⟩ is(are) returned. Each binding of a ⟨variable⟩ has the entire `letrec` expression as its region, making it possible to define mutually recursive procedures.

```
(letrec ((even?
  (lambda (n)
    (if (zero? n)
        #t
        (odd? (- n 1))))))
  (odd?
  (lambda (n)
    (if (zero? n)
        #f
        (even? (- n 1))))))
  (even? 88))
      ⇒ #t
```

One restriction on `letrec` is very important: it must be possible to evaluate each ⟨init⟩ without assigning or referring to the value of any ⟨variable⟩. If this restriction is violated, an exception with condition type `&assertion` is raised. The restriction is necessary because Scheme passes arguments by value rather than by name. In the most common uses of `letrec`, all the ⟨init⟩s are `lambda` expressions and the restriction is satisfied automatically.

A sample definition of `letrec` in terms of simpler forms is in appendix A.

`(letrec* (bindings) (body))` syntax

Syntax: (Bindings) must have the form

((⟨variable₁⟩ ⟨init₁⟩) ...),

and ⟨body⟩ must be a sequence of one or more expressions. It is a syntax violation for a ⟨variable⟩ to appear more than once in the list of variables being bound.

Semantics: The ⟨variable⟩s are bound to fresh locations undefined, each ⟨variable⟩ is assigned in left-to-right order to the result of evaluating the corresponding ⟨init⟩, the ⟨body⟩ is evaluated in the resulting environment, and the value(s) of the last expression in ⟨body⟩ is(are) returned. Despite the left-to-right evaluation and assignment order, each binding of a ⟨variable⟩ has the entire `letrec*` expression as its region, making it possible to define mutually recursive procedures.

```
(letrec* ((p
  (lambda (x)
    (+ 1 (q (- x 1)))))
  (q
  (lambda (y)
    (if (zero? y)
        0
        (+ 1 (p (- y 1)))))
  (x (p 5))
  (y x))
  y)
      ⇒ 5
```

One restriction on `letrec*` is very important: it must be possible to evaluate each ⟨init⟩ without assigning or referring to the value the corresponding ⟨variable⟩ or the ⟨variable⟩ of any of the bindings that follow it in ⟨bindings⟩. If this restriction is violated, an exception with condition type `&assertion` is raised. The restriction is necessary because Scheme passes arguments by value rather than by name.

The `letrec*` keyword could be defined approximately in terms of `let` and `set!` using `syntax-rules` (see section 9.21) as follows:

```
(define-syntax letrec*
  (syntax-rules ()
    ((letrec* ((var1 init1) ...) body1 body2 ...)
     (let ((var1 <undefined>) ...)
       (set! var1 init1)
       ...
       (let () body1 body2 ...))))))
```

The syntax `<undefined>` represents an expression that returns something that, when stored in a location, causes an exception with condition type `&assertion` to be raised if an attempt to read from or write to the location occurs before the assignments generated by the `letrec*` transformation take place. (No such expression is defined in Scheme.)

`(let-values (mv-bindings) (body))` syntax

Syntax: (Mv-bindings) must have the form

((⟨formals₁⟩ ⟨init₁⟩) ...),

and ⟨body⟩ is as described in section 9.4. It is a syntax violation for a variable to appear more than once in the list of variables that appear as part of the formals.

Semantics: The ⟨init⟩s are evaluated in the current environment (in some unspecified order), and the variables occurring in the ⟨formals⟩ are bound to fresh locations containing the values returned by the ⟨init⟩s, where the ⟨formals⟩ are matched to the return values in the same way that the ⟨formals⟩ in a `lambda` expression are matched to the actual arguments in a procedure call. Then, the ⟨body⟩ is evaluated in the extended environment, and the value(s) of the last expression of ⟨body⟩ is(are) returned.

Each binding of a variable has \langle body \rangle as its region. If the \langle formals \rangle do not match, an exception with condition type `&assertion` is raised.

```
(let-values (((a b) (values 1 2))
             ((c d) (values 3 4)))
  (list a b c d))            $\Rightarrow$  (1 2 3 4)

(let-values (((a b . c) (values 1 2 3 4)))
  (list a b c))            $\Rightarrow$  (1 2 (3 4))

(let ((a 'a) (b 'b) (x 'x) (y 'y))
  (let-values (((a b) (values x y))
              ((x y) (values a b)))
    (list a b x y)))       $\Rightarrow$  (x y a b)
```

A sample definition of `let-values` in terms of simpler forms is in appendix A.

```
(let*-values  $\langle$ mv-bindings $\rangle$   $\langle$ body $\rangle$ )          syntax
```

The `let*-values` form is the same as with `let-values`, but the bindings are processed sequentially from left to right, and the region of the bindings indicated by \langle formals \rangle \langle init \rangle is that part of the `let*-values` expression to the right of the bindings. Thus, the second set of bindings is evaluated in an environment in which the first set of bindings is visible, and so on.

```
(let ((a 'a) (b 'b) (x 'x) (y 'y))
  (let*-values (((a b) (values x y))
               ((x y) (values a b)))
    (list a b x y)))       $\Rightarrow$  (x y x y)
```

The following macro defines `let*-values` in terms of `let` and `let-values`:

```
(define-syntax let*-values
  (syntax-rules ()
    ((let*-values () body1 body2 ...)
     (let () body1 body2 ...))
    ((let*-values (binding1 binding2 ...)
                  body1 body2 ...)
     (let-values (binding1)
       (let*-values (binding2 ...)
                    body1 body2 ...))))))
```

9.5.7. Sequencing

```
(begin  $\langle$ form $\rangle$  ...)          syntax
(begin  $\langle$ expression $\rangle$   $\langle$ expression $\rangle$  ...)  syntax
```

The \langle begin \rangle keyword has two different roles, depending on its context:

- It may appear as a form in a \langle body \rangle (see section 9.4), \langle library body \rangle (see section 6.1), or \langle toplevel body \rangle (see chapter 7), or directly nested in a `begin` form that appears in a body. In this case, the `begin` form must

have the shape specified in the first header line. This use of `begin` acts as a *splicing* form—the forms inside the \langle body \rangle are spliced into the surrounding body, as if the `begin` wrapper were not actually present.

A `begin` form in a \langle body \rangle or \langle library body \rangle must be non-empty if it appears after the first \langle expression \rangle within the body.

- It may appear as an ordinary expression and must have the shape specified in the second header line. In this case, the \langle expression \rangle s are evaluated sequentially from left to right, and the value(s) of the last \langle expression \rangle is(are) returned. This expression type is used to sequence side effects such as assignments or input and output.

```
(define x 0)

(begin (set! x 5)
      (+ x 1))            $\Rightarrow$  6

(begin (display "4 plus 1 equals ")
      (display (+ 4 1)))  $\Rightarrow$  unspecified
      and prints 4 plus 1 equals 5
```

The following macro, which uses `syntax-rules` (see section 9.21), defines `begin` in terms of `lambda`. Note that it only covers the expression case of `begin`.

```
(define-syntax begin
  (syntax-rules ()
    ((begin exp ...)
     ((lambda () exp ...))))))
```

The following alternative expansion for `begin` does not make use of the ability to write more than one expression in the body of a lambda expression. It, too, only covers the expression case of `begin`.

```
(define-syntax begin
  (syntax-rules ()
    ((begin exp)
     exp)
    ((begin exp1 exp2 ...)
     (call-with-values
      (lambda () exp1)
      (lambda ignored
        (begin exp2 ...))))))
```

9.6. Equivalence predicates

A *predicate* is a procedure that always returns a boolean value (`#t` or `#f`). An *equivalence predicate* is the computational analogue of a mathematical equivalence relation (it is symmetric, reflexive, and transitive). Of the equivalence predicates described in this section, `eq?` is the finest or most discriminating, and `equal?` is the coarsest. The `eqv?` predicate is slightly less discriminating than `eq?`.

`(eqv? obj1 obj2)` procedure

The `eqv?` procedure defines a useful equivalence relation on objects. Briefly, it returns `#t` if `obj1` and `obj2` should normally be regarded as the same object. This relation is left slightly open to interpretation, but the following partial specification of `eqv?` holds for all implementations of Scheme.

The `eqv?` procedure returns `#t` if one of the following holds:

- `Obj1` and `obj2` are both `#t` or both `#f`.
- `Obj1` and `obj2` are both symbols and

```
(string=? (symbol->string obj1)
           (symbol->string obj2))
      => #t
```

- `Obj1` and `obj2` are both exact numbers, and are numerically equal (see `=`, section 9.9).
- `Obj1` and `obj2` are both inexact numbers, are numerically equal (see `=`, section 9.9, and yield the same results (in the sense of `eqv?`) when passed as arguments to any other procedure that can be defined as a finite composition of Scheme's standard arithmetic procedures.
- `Obj1` and `obj2` are both characters and are the same character according to the `char=?` procedure (section 9.13).
- Both `obj1` and `obj2` are the empty list, or the unspecified value, respectively.
- `Obj1` and `obj2` are pairs, vectors, or strings that denote the same locations in the store (section 4.8).
- `Obj1` and `obj2` are procedures whose location tags are equal (section 9.5.2).

The `eqv?` procedure returns `#f` if one of the following holds:

- `Obj1` and `obj2` are of different types (section 9.1).
- One of `obj1` and `obj2` is `#t` but the other is `#f`.
- `Obj1` and `obj2` are symbols but

```
(string=? (symbol->string obj1)
           (symbol->string obj2))
      => #f
```

- One of `obj1` and `obj2` is an exact number but the other is an inexact number.
- `Obj1` and `obj2` are rational numbers for which the `=` procedure returns `#f`.

- `Obj1` and `obj2` yield different results (in the sense of `eqv?`) when passed as arguments to any other procedure that can be defined as a finite composition of Scheme's standard arithmetic procedures.
- `Obj1` and `obj2` are characters for which the `char=?` procedure returns `#f`.
- One of `obj1` and `obj2` is the empty list, or the unspecified value, but the other is not.
- `Obj1` and `obj2` are pairs, vectors, or strings that denote distinct locations.
- `Obj1` and `obj2` are procedures that would behave differently (return different value(s) or have different side effects) for some arguments.

Note: The `eqv?` procedure returning `#t` when `obj1` and `obj2` are numbers does not imply that `=` would also return `#t` when called with `obj1` and `obj2` as arguments.

```
(eqv? 'a 'a)           => #t
(eqv? 'a 'b)           => #f
(eqv? 2 2)             => #t
(eqv? '() '())         => #t
(eqv? (unspecified) (unspecified))
      => #t
(eqv? 100000000 100000000) => #t
(eqv? (cons 1 2) (cons 1 2)) => #f
(eqv? (lambda () 1)
      (lambda () 2))     => #f
(eqv? #f 'nil)         => #f
(let ((p (lambda (x) x)))
      (eqv? p p))        => #t
```

The following examples illustrate cases in which the above rules do not fully specify the behavior of `eqv?`. All that can be said about such cases is that the value returned by `eqv?` must be a boolean.

```
(eqv? "" "")           => unspecified
(eqv? '#() '#())       => unspecified
(eqv? (lambda (x) x)
      (lambda (x) x))   => unspecified
(eqv? (lambda (x) x)
      (lambda (y) y))   => unspecified
(eqv? +nan.0 +nan.0)   => unspecified
```

The next set of examples shows the use of `eqv?` with procedures that have local state. Calls to `gen-counter` must return a distinct procedure every time, since each procedure has its own internal counter. The `gen-loser` procedure, however, returns equivalent procedures each time, since the local state does not affect the value or side effects of the procedures.

```
(define gen-counter
  (lambda ()
    (let ((n 0))
      (lambda () (set! n (+ n 1)) n))))
```

```

(let ((g (gen-counter)))
  (eqv? g g)           ⇒ #t
  (eqv? (gen-counter) (gen-counter)) ⇒ #f

(define gen-loser
  (lambda ()
    (let ((n 0))
      (lambda () (set! n (+ n 1)) 27))))
(let ((g (gen-loser)))
  (eqv? g g)           ⇒ #t
  (eqv? (gen-loser) (gen-loser)) ⇒ unspecified

(letrec ((f (lambda () (if (eqv? f g) 'both 'f)))
         (g (lambda () (if (eqv? f g) 'both 'g))))
  (eqv? f g))          ⇒ unspecified

(letrec ((f (lambda () (if (eqv? f g) 'f 'both)))
         (g (lambda () (if (eqv? f g) 'g 'both))))
  (eqv? f g))          ⇒ #f

```

Since it is the effect of trying to modify constant objects (those returned by literal expressions) is unspecified, implementations are permitted, though not required, to share structure between constants where appropriate. Thus the value of `eqv?` on constants is sometimes implementation-dependent.

```

(eqv? '(a) '(a))      ⇒ unspecified
(eqv? "a" "a")        ⇒ unspecified
(eqv? '(b) (cdr '(a b))) ⇒ unspecified
(let ((x '(a)))
  (eqv? x x))          ⇒ #t

```

Rationale: The above definition of `eqv?` allows implementations latitude in their treatment of procedures and literals: implementations are free either to detect or to fail to detect that two procedures or two literals are equivalent to each other, and can decide whether or not to merge representations of equivalent objects by using the same pointer or bit pattern to represent both.

`(eq? obj1 obj2)` procedure

The `eq?` predicate is similar to `eqv?` except that in some cases it is capable of discerning distinctions finer than those detectable by `eqv?`.

The `eq?` and `eqv?` predicates are guaranteed to have the same behavior on symbols, booleans, the empty list, the unspecified value, pairs, procedures, and non-empty strings and vectors. The behavior of `eq?` on numbers and characters is implementation-dependent, but it always returns either true or false, and returns true only when `eqv?` would also return true. The `eq?` predicate may also behave differently from `eqv?` on empty vectors and empty strings.

```

(eq? 'a 'a)           ⇒ #t
(eq? '(a) '(a))       ⇒ unspecified
(eq? (list 'a) (list 'a)) ⇒ #f
(eq? "a" "a")         ⇒ unspecified
(eq? "" "")           ⇒ unspecified
(eq? '() '())         ⇒ #t
(eq? (unspecified) (unspecified)) ⇒ #t
(eq? 2 2)             ⇒ unspecified
(eq? #\A #\A)         ⇒ unspecified
(eq? car car)         ⇒ #t
(let ((n (+ 2 3)))
  (eq? n n))          ⇒ unspecified
(let ((x '(a)))
  (eq? x x))          ⇒ #t
(let ((x '#()))
  (eq? x x))          ⇒ #t
(let ((p (lambda (x) x)))
  (eq? p p))          ⇒ #t

```

Rationale: It is usually possible to implement `eq?` much more efficiently than `eqv?`, for example, as a simple pointer comparison instead of as some more complicated operation. One reason is that it may not be possible to compute `eqv?` of two numbers in constant time, whereas `eq?` implemented as pointer comparison will always finish in constant time. The `eq?` predicate may be used like `eqv?` in applications using procedures to implement objects with state since it obeys the same constraints as `eqv?`.

`(equal? obj1 obj2)` procedure

The `equal?` predicate returns `#t` if and only if the (possibly infinite) unfoldings of its arguments into regular trees are equal as ordered trees.

The `equal?` predicate treats pairs and vectors as nodes with outgoing edges, uses `string=?` to compare strings, uses `bytesvector=?` to compare bytevectors (see library chapter 2), and uses `eqv?` to compare other nodes.

```

(equal? 'a 'a)        ⇒ #t
(equal? '(a) '(a))    ⇒ #t
(equal? '(a (b) c)
        '(a (b) c))   ⇒ #t
(equal? "abc" "abc") ⇒ #t
(equal? 2 2)          ⇒ #t
(equal? (make-vector 5 'a)
        (make-vector 5 'a)) ⇒ #t
(equal? '#vu8(1 2 3 4 5)
        (u8-list->bytevector
         '(1 2 3 4 5))) ⇒ #t
(equal? (lambda (x) x)
        (lambda (y) y)) ⇒ unspecified

(let* ((x (list 'a))
       (y (list 'a))
       (z (list x y)))
  (list (equal? z (list y x))
        (equal? z (list x x))))
⇒ (#t #t)

```

9.7. Procedure predicate

(procedure? *obj*) procedure

Returns #t if *obj* is a procedure, otherwise returns #f.

```
(procedure? car)           => #t
(procedure? 'car)         => #f
(procedure? (lambda (x) (* x x)))
                          => #t
(procedure? '(lambda (x) (* x x)))
                          => #f
```

9.8. Unspecified value

(unspecified) procedure

Returns the unspecified value. (See section 9.1.)

Note: The unspecified value is not a datum value, and thus has no external representation.

(unspecified? *obj*) procedure

Returns #t if *obj* is the unspecified value, otherwise returns #f.

9.9. Generic arithmetic

The procedures described here implement arithmetic that is generic over the numerical tower described in chapter 2. The generic procedures described in this section accept both exact and inexact numbers as arguments, performing coercions and selecting the appropriate operations as determined by the numeric subtypes of their arguments.

Library chapter 9 describes libraries that define other numerical procedures.

9.9.1. Propagation of exactness and inexactness

The procedures listed below must return the correct exact result provided all their arguments are exact:

+	-	*
max	min	abs
numerator	denominator	gcd
lcm	floor	ceiling
truncate	round	rationalize
expt	real-part	imag-part
make-rectangular		

The procedures listed below must return the correct exact result provided all their arguments are exact, and no divisors are zero:

/		
div	mod	div-and-mod
div0	mod0	div0-and-mod0

The general rule is that the generic operations return the correct exact result when all of their arguments are exact and the result is mathematically well-defined, but return an inexact result when any argument is inexact. Exceptions to this rule include `sqrt`, `exp`, `log`, `sin`, `cos`, `tan`, `asin`, `acos`, `atan`, `expt`, `make-polar`, `magnitude`, and `angle`, which are allowed (but not required) to return inexact results even when given exact arguments, as indicated in the specification of these procedures.

One general exception to the rule above is that an implementation may return an exact result despite inexact arguments if that exact result would be the correct result for all possible substitutions of exact arguments for the inexact ones.

9.9.2. Representability of infinities and NaNs

The specification of the numerical operations is written as though infinities and NaNs are representable, and specifies many operations with respect to these numbers in ways that are consistent with the IEEE 754 standard for binary floating point arithmetic. An implementation of Scheme is not required to represent infinities and NaNs, however; an implementation must raise a continuable exception with condition type `&no-infinities` or `&no-nans` (respectively; see library section 9.2) whenever it is unable to represent an infinity or NaN as required by the specification. In this case, the continuation of the exception handler is the continuation that otherwise would have received the infinity or NaN value. This requirement also applies to conversions between numbers and external representations, including the reading of program source code.

9.9.3. Semantics of common operations

Some operations are the semantic basis for several arithmetic procedures. The behavior of these operations is described in this section for later reference.

Integer division

For various kinds of arithmetic (`fixnum`, `flonum`, `exact`, `inexact`, and `generic`), Scheme provides operations for performing integer division. They rely on mathematical operations `div`, `mod`, `div0`, and `mod0`, that are defined as follows:

`div`, `mod`, `div0`, and `mod0` each accept two real numbers x_1 and x_2 as operands, where x_2 must be nonzero.

`div` returns an integer, and `mod` returns a real. Their results are specified by

$$\begin{aligned}x_1 \operatorname{div} x_2 &= n_d \\x_1 \operatorname{mod} x_2 &= x_m\end{aligned}$$

where

$$\begin{aligned}x_1 &= n_d * x_2 + x_m \\0 &\leq x_m < |x_2|\end{aligned}$$

Examples:

$$\begin{aligned}5 \operatorname{div} 3 &= 1 \\5 \operatorname{div} -3 &= -1 \\5 \operatorname{mod} 3 &= 2 \\5 \operatorname{mod} -3 &= 2\end{aligned}$$

`div0` and `mod0` are like `div` and `mod`, except the result of `mod0` lies within a half-open interval centered on zero. The results are specified by

$$\begin{aligned}x_1 \operatorname{div}_0 x_2 &= n_d \\x_1 \operatorname{mod}_0 x_2 &= x_m\end{aligned}$$

where:

$$\begin{aligned}x_1 &= n_d * x_2 + x_m \\-\left|\frac{x_2}{2}\right| &\leq x_m < \left|\frac{x_2}{2}\right|\end{aligned}$$

Examples:

$$\begin{aligned}5 \operatorname{div}_0 3 &= 2 \\5 \operatorname{div}_0 -3 &= -2 \\5 \operatorname{mod}_0 3 &= -1 \\5 \operatorname{mod}_0 -3 &= -1\end{aligned}$$

Rationale: The half-open symmetry about zero is convenient for some purposes.

Transcendental functions

In general, the transcendental functions `log`, `sin-1` (arcsine), `cos-1` (arccosine), and `tan-1` are multiply defined. The value of `log z` is defined to be the one whose imaginary part lies in the range from $-\pi$ (inclusive if -0.0 is distinguished, exclusive otherwise) to π (inclusive). `log 0` is undefined.

The value of `log z` for non-real z is defined in terms of `log` on real numbers as

$$\log z = \log |z| + \operatorname{angle} z$$

where `angle z` is the angle of $z = a \cdot e^{ib}$ specified as:

$$\operatorname{angle} z = b + 2\pi n$$

with $-\pi \leq \operatorname{angle} z \leq \pi$ and `angle z = b + 2πn` for some integer n .

With the one-argument version of `log` defined this way, the values of the two-argument-version of `log`, `sin-1 z`, `cos-1 z`, `tan-1 z`, and the two-argument version of `tan-1` are according to the following formulæ:

$$\begin{aligned}\log z b &= \frac{\log z}{\log b} \\ \sin^{-1} z &= -i \log(iz + \sqrt{1 - z^2}) \\ \cos^{-1} z &= \pi/2 - \sin^{-1} z \\ \tan^{-1} z &= (\log(1 + iz) - \log(1 - iz))/(2i) \\ \tan^{-1} x y &= \operatorname{angle}(x + yi)\end{aligned}$$

The range of `tan-1 x y` is as in the following table. The asterisk (*) indicates that the entry applies to implementations that distinguish minus zero.

	<i>y</i> condition	<i>x</i> condition	range of result <i>r</i>
	$y = 0.0$	$x > 0.0$	0.0
*	$y = +0.0$	$x > 0.0$	+0.0
*	$y = -0.0$	$x > 0.0$	-0.0
	$y > 0.0$	$x > 0.0$	$0.0 < r < \frac{\pi}{2}$
	$y > 0.0$	$x = 0.0$	$\frac{\pi}{2}$
	$y > 0.0$	$x < 0.0$	$\frac{\pi}{2} < r < \pi$
	$y = 0.0$	$x < 0$	π
*	$y = +0.0$	$x < 0.0$	π
*	$y = -0.0$	$x < 0.0$	$-\pi$
	$y < 0.0$	$x < 0.0$	$-\pi < r < -\frac{\pi}{2}$
	$y < 0.0$	$x = 0.0$	$-\frac{\pi}{2}$
	$y < 0.0$	$x > 0.0$	$-\frac{\pi}{2} < r < 0.0$
	$y = 0.0$	$x = 0.0$	undefined
*	$y = +0.0$	$x = +0.0$	+0.0
*	$y = -0.0$	$x = +0.0$	-0.0
*	$y = +0.0$	$x = -0.0$	π
*	$y = -0.0$	$x = -0.0$	$-\pi$
*	$y = +0.0$	$x = 0$	$\frac{\pi}{2}$
*	$y = -0.0$	$x = 0$	$-\frac{\pi}{2}$

The above specification follows Steele [42], which in turn cites Penfield [34]; refer to these sources for more detailed discussion of branch cuts, boundary conditions, and implementation of these functions.

9.9.4. Numerical operations

Numerical type predicates

<code>(number? obj)</code>	procedure
<code>(complex? obj)</code>	procedure
<code>(real? obj)</code>	procedure
<code>(rational? obj)</code>	procedure
<code>(integer? obj)</code>	procedure

These numerical type predicates can be applied to any kind of argument, including non-numbers. They return `#t` if the

object is of the named type, and otherwise they return #f. In general, if a type predicate is true of a number then all higher type predicates are also true of that number. Consequently, if a type predicate is false of a number, then all lower type predicates are also false of that number.

If z is a complex number, then `(real? z)` is true if and only if `(zero? (imag-part z))` and `(exact? (imag-part z))` are both true.

If x is a real number, then `(rational? x)` is true if and only if there exist exact integers k_1 and k_2 such that `(= x (/ k_1 k_2))` and `(= (numerator x) k_1)` and `(= (denominator x) k_2)` are all true. Thus infinities and NaNs are not rational numbers.

If q is a rational number, then `(integer? q)` is true if and only if `(= (denominator q) 1)` is true. If q is not a rational number, then `(integer? q)` is false.

```
(complex? 3+4i)      => #t
(complex? 3)         => #t
(real? 3)            => #t
(real? -2.5+0.0i)   => #f
(real? -2.5+0i)     => #t
(real? -2.5)        => #t
(real? #e1e10)      => #t
(rational? 6/10)    => #t
(rational? 6/3)     => #t
(rational? 2)       => #t
(integer? 3+0i)     => #t
(integer? 3.0)      => #t
(integer? 8/4)      => #t
```

```
(number? +nan.0)    => #t
(complex? +nan.0)   => #t
(real? +nan.0)      => #t
(rational? +nan.0)  => #f
(complex? +inf.0)   => #t
(real? -inf.0)      => #t
(rational? -inf.0)  => #f
(integer? -inf.0)   => #f
```

Note: The behavior of these type predicates on inexact numbers is unreliable, because any inaccuracy may affect the result.

```
(real-valued? obj)      procedure
(rational-valued? obj)  procedure
(integer-valued? obj)   procedure
```

These numerical type predicates can be applied to any kind of argument, including non-numbers. The `real-valued?` procedure They return #t if the object is a number and is equal in the sense of = to some real number, or if the object is a NaN, or a complex number whose real part is a NaN and whose imaginary part zero in the sense of `zero?`. The `rational-valued?` and `integer-valued?` procedures return #t if the object is a number and is equal in the sense of = to some object of the named type, and otherwise they return #f.

```
(real-valued? +nan.0)  => #t
(real-valued? +nan.0+0i) => #t
(real-valued? -inf.0)  => #t
(real-valued? 3)       => #t
(real-valued? -2.5+0.0i) => #t
(real-valued? -2.5+0i)  => #t
(real-valued? -2.5)    => #t
(real-valued? #e1e10)  => #t
```

```
(rational-valued? +nan.0) => #f
(rational-valued? -inf.0) => #f
(rational-valued? 6/10)   => #t
(rational-valued? 6/10+0.0i) => #t
(rational-valued? 6/10+0i) => #t
(rational-valued? 6/3)   => #t
```

```
(integer-valued? 3+0i)    => #t
(integer-valued? 3+0.0i) => #t
(integer-valued? 3.0)    => #t
(integer-valued? 3.0+0.0i) => #t
(integer-valued? 8/4)    => #t
```

Rationale: These procedures test whether a given number can be coerced to the specified type without loss of numerical accuracy. Their behavior is different from the numerical type predicates in the previous entry, whose behavior is motivated by closure properties designed to enable statically predictable semantics and efficient implementation.

Note: The behavior of these type predicates on inexact numbers is unreliable, because any inaccuracy may affect the result.

```
(exact?  $z$ )           procedure
(inexact?  $z$ )         procedure
```

These numerical predicates provide tests for the exactness of a quantity. For any Scheme number, precisely one of these predicates is true.

```
(exact? 5)           => #t
(inexact? +inf.0)   => #t
```

Generic conversions

```
(->inexact  $z$ )       procedure
(->exact  $z$ )         procedure
```

`->inexact` returns an inexact representation of z . If inexact numbers of the appropriate type have bounded precision, then the value returned is an inexact number that is nearest to the argument. If an exact argument has no reasonably close inexact equivalent, an exception with condition type `&implementation-violation` may be raised.

`->exact` returns an exact representation of z . The value returned is the exact number that is numerically closest to the argument; in most cases, the result of this procedure

should be numerically equal to its argument. If an inexact argument has no reasonably close exact equivalent, an exception with condition type `&implementation-violation` may be raised.

These procedures implement the natural one-to-one correspondence between exact and inexact integers throughout an implementation-dependent range.

`->inexact` and `->exact` are idempotent.

`(real->flonum x)` procedure

Returns the best flonum representation of x .

The value returned is a flonum that is numerically closest to the argument.

Rationale: Not all reals are inexact, and some inexact reals may not be flonums.

Note: If flonums are represented in binary floating point, then implementations are strongly encouraged to break ties by preferring the floating point representation whose least significant bit is zero.

`(real->single x)` procedure

`(real->double x)` procedure

Given a real number x , these procedures compute the best IEEE-754 single or double precision approximation to x and return that approximation as an inexact real.

Note: Both of the two conversions performed by these procedures (to IEEE-754 single or double, and then to an inexact real) may lose precision, introduce error, or may underflow or overflow.

Rationale: The ability to round to IEEE-754 single or double precision is occasionally needed for control of precision or for interoperability.

Arithmetic operations

`(= z1 z2 z3 ...)` procedure

`(< x1 x2 x3 ...)` procedure

`(> x1 x2 x3 ...)` procedure

`(<= x1 x2 x3 ...)` procedure

`(>= x1 x2 x3 ...)` procedure

These procedures return `#t` if their arguments are (respectively): equal, monotonically increasing, monotonically decreasing, monotonically nondecreasing, or monotonically nonincreasing, and `#f` otherwise.

`(= +inf.0 +inf.0)` \implies `#t`

`(= -inf.0 +inf.0)` \implies `#f`

`(= -inf.0 -inf.0)` \implies `#t`

For any real number x that is neither infinite nor NaN:

`(< -inf.0 x +inf.0)` \implies `#t`

`(> +inf.0 x -inf.0)` \implies `#t`

For any number z :

`(= +nan.0 z)` \implies `#f`

`(< +nan.0 z)` \implies `#f`

These predicates are required to be transitive.

Note: The traditional implementations of these predicates in Lisp-like languages are not transitive.

Note: While it is possible to compare inexact numbers using these predicates, the results may be unreliable because a small inaccuracy may affect the result; this is especially true of `=` and `zero?`.

When in doubt, consult a numerical analyst.

`(zero? z)` procedure

`(positive? x)` procedure

`(negative? x)` procedure

`(odd? n)` procedure

`(even? n)` procedure

`(finite? x)` procedure

`(infinite? x)` procedure

`(nan? x)` procedure

These numerical predicates test a number for a particular property, returning `#t` or `#f`. See note above. The `zero?` procedure tests if the number is `=` to zero, `positive?` tests whether it is greater than zero, `negative?` tests whether it is less than zero, `odd?` tests whether it is odd, `even?` tests whether it is even, `finite?` tests whether it is not an infinity and not a NaN, `infinite?` tests whether it is an infinity, `nan?` tests whether it is a NaN.

`(positive? +inf.0)` \implies `#t`

`(negative? -inf.0)` \implies `#t`

`(finite? +inf.0)` \implies `#f`

`(finite? 5)` \implies `#t`

`(finite? 5.0)` \implies `#t`

`(infinite? 5.0)` \implies `#f`

`(infinite? +inf.0)` \implies `#t`

`(max x1 x2 ...)` procedure

`(min x1 x2 ...)` procedure

These procedures return the maximum or minimum of their arguments.

`(max 3 4)` \implies 4 ; exact

`(max 3.9 4)` \implies 4.0 ; inexact

For any real number x :

`(max +inf.0 x)` \implies `+inf.0`

`(min -inf.0 x)` \implies `-inf.0`


```
(gcd 32 -36)      => 4
(gcd)             => 0
(lcm 32 -36)     => 288
(lcm 32.0 -36)   => 288.0 ; inexact
(lcm)            => 1
```

```
(numerator q)      procedure
(denominator q)    procedure
```

These procedures return the numerator or denominator of their argument; the result is computed as if the argument was represented as a fraction in lowest terms. The denominator is always positive. The denominator of 0 is defined to be 1.

```
(numerator (/ 6 4)) => 3
(denominator (/ 6 4)) => 2
(denominator
 (->inexact (/ 6 4))) => 2.0
```

```
(floor x)          procedure
(ceiling x)        procedure
(truncate x)       procedure
(round x)           procedure
```

These procedures return inexact integers on inexact arguments that are not infinities or NaNs, and exact integers on exact rational arguments. For such arguments, **floor** returns the largest integer not larger than x . The **ceiling** procedure returns the smallest integer not smaller than x . The **truncate** procedure returns the integer closest to x whose absolute value is not larger than the absolute value of x . The **round** procedure returns the closest integer to x , rounding to even when x is halfway between two integers.

Rationale: The **round** procedure rounds to even for consistency with the default rounding mode specified by the IEEE floating point standard.

Note: If the argument to one of these procedures is inexact, then the result is also inexact. If an exact value is needed, the result should be passed to the **->exact** procedure.

Although infinities and NaNs are not integers, these procedures return an infinity when given an infinity as an argument, and a NaN when given a NaN.

```
(floor -4.3)      => -5.0
(ceiling -4.3)    => -4.0
(truncate -4.3)   => -4.0
(round -4.3)       => -4.0

(floor 3.5)       => 3.0
(ceiling 3.5)     => 4.0
(truncate 3.5)    => 3.0
(round 3.5)        => 4.0 ; inexact

(round 7/2)        => 4 ; exact
(round 7)          => 7
```

```
(floor +inf.0)    => +inf.0
(ceiling -inf.0)  => -inf.0
(round +nan.0)     => +nan.0
```

```
(rationalize x1 x2) procedure
```

The **rationalize** procedure returns the *simplest* rational number differing from x_1 by no more than x_2 . A rational number r_1 is *simpler* than another rational number r_2 if $r_1 = p_1/q_1$ and $r_2 = p_2/q_2$ (in lowest terms) and $|p_1| \leq |p_2|$ and $|q_1| \leq |q_2|$. Thus 3/5 is simpler than 4/7. Although not all rationals are comparable in this ordering (consider 2/7 and 3/5) any interval contains a rational number that is simpler than every other rational number in that interval (the simpler 2/5 lies between 2/7 and 3/5). Note that $0 = 0/1$ is the simplest rational of all.

```
(rationalize
 (->exact .3) 1/10) => 1/3 ; exact
(rationalize .3 1/10) => #i1/3 ; inexact
```

```
(rationalize +inf.0 3) => +inf.0
(rationalize +inf.0 +inf.0) => +nan.0
(rationalize 3 +inf.0) => 0.0
```

```
(exp z)           procedure
(log z)           procedure
(log z1 z2)      procedure
(sin z)           procedure
(cos z)           procedure
(tan z)           procedure
(asin z)          procedure
(acos z)          procedure
(atan z)          procedure
(atan x1 x2)     procedure
```

These procedures compute the usual transcendental functions. The **exp** procedure computes the base- e exponential of z . The **log** procedure with a single argument computes the natural logarithm of z (not the base ten logarithm); **(log z_1 z_2)** computes the base- z_2 logarithm of z_1 . The **asin**, **acos**, and **atan** procedures compute arcsine, arccosine, and arctangent, respectively. The two-argument variant of **atan** computes (**angle (make-rectangular x_2 x_1)**).

See section 9.9.3 for the underlying mathematical operations. These procedures may return inexact results even when given exact arguments.

```
(exp +inf.0)      => +inf.0
(exp -inf.0)      => 0.0
(log +inf.0)      => +inf.0
(log 0.0)         => -inf.0
(log 0)           => &assertion exception
(log -inf.0)      => +inf.0+pi
(atan -inf.0)
```

```

=> -1.5707963267948965 ; approximately
(atan +inf.0)
=> 1.5707963267948965 ; approximately
(log -1.0+0.0i) => 0.0+πi
(log -1.0-0.0i) => 0.0-πi
; if -0.0 is distinguished

```

(sqrt *z*) procedure

Returns the principal square root of *z*. For rational *z*, the result has either positive real part, or zero real part and non-negative imaginary part. With log defined as in section 9.9.3, the value of (sqrt *z*) could be expressed as

$$e^{\frac{\log z}{2}}.$$

The sqrt procedure may return an inexact result even when given an exact argument.

```

(sqrt -5) => 0.0+2.23606797749979i ; approximately
(sqrt +inf.0) => +inf.0
(sqrt -inf.0) => +inf.0i

```

(exact-integer-sqrt *k*) procedure

The exact-integer-sqrt procedure returns two non-negative exact integers *s* and *r* where $ei = s^2 + r$ and $ei < (s + 1)^2$.

(expt *z*₁ *z*₂) procedure

Returns *z*₁ raised to the power *z*₂. For nonzero *z*₁,

$$z_1^{z_2} = e^{z_2 \log z_1}$$

0.0^z is 1.0 if $z = 0.0$, and 0.0 if (real-part *z*) is positive. For other cases in which the first argument is zero, an exception is raised with condition type `&implementation-restriction` or an unspecified number is returned.

For an exact real *z*₁ and an exact integer *z*₂, (expt *z*₁ *z*₂) must return an exact result. For all other values of *z*₁ and *z*₂, (expt *z*₁ *z*₂) may return an inexact result, even when both *z*₁ and *z*₂ are exact.

```

(expt 5 3) => 125
(expt 5 -3) => 1/125
(expt 5 0) => 1
(expt 0 5) => 0
(expt 0 5+.0000312i) => 0
(expt 0 -5) => unspecified
(expt 0 -5+.0000312i) => unspecified
(expt 0 0) => 1
(expt 0.0 0.0) => 1.0

```

```

(make-rectangular x1 x2) procedure
(make-polar x3 x4) procedure
(real-part z) procedure
(imag-part z) procedure
(magnitude z) procedure
(angle z) procedure

```

Suppose *x*₁, *x*₂, *x*₃, and *x*₄ are real numbers and *z* is a complex number such that

$$z = x_1 + x_2i = x_3e^{ix_4}.$$

Then:

```

(make-rectangular x1 x2) => z
(make-polar x3 x4) => z
(real-part z) => x1
(imag-part z) => x2
(magnitude z) => |x3|
(angle z) => xangle

```

where $-\pi \leq x_{\text{angle}} \leq \pi$ with $x_{\text{angle}} = x_4 + 2\pi n$ for some integer *n*.

```

(angle -1.0) => π
(angle -1.0+0.0) => π
(angle -1.0-0.0) => -π
; if -0.0 is distinguished

```

Moreover, suppose *x*₁, *x*₂ are such that either *x*₁ or *x*₂ is an infinity, then

```

(make-rectangular x1 x2) => z
(magnitude z) => +inf.0

```

The make-polar, magnitude, and angle procedures may return inexact results even when given exact arguments.

```

(angle -1) => π
(angle +inf.0) => 0.0
(angle -inf.0) => π
(angle -1.0+0.0) => π
(angle -1.0-0.0) => -π
; if -0.0 is distinguished

```

Numerical Input and Output

```

(number->string z) procedure
(number->string z radix) procedure
(number->string z radix precision) procedure

```

Radix must be an exact integer, either 2, 8, 10, or 16. If omitted, *radix* defaults to 10. If a *precision* is specified, then *z* must be an inexact complex number, *precision* must be an exact positive integer, and *radix* must be 10. The number->string procedure takes a number and a radix and returns as a string an external representation of the given number in the given radix such that

```
(let ((number number)
      (radix radix))
  (eqv? number
        (string->number (number->string number
                          radix)
                          radix)))
```

is true. If no possible result makes this expression true, an exception with condition type `&implementation-restriction` is raised.

If a *precision* is specified, then the representations of the inexact real components of the result, unless they are infinite or NaN, specify an explicit `<mantissa width>` *p*, and *p* is the least $p \geq \textit{precision}$ for which the above expression is true.

If *z* is inexact, the radix is 10, and the above expression and condition can be satisfied by a result that contains a decimal point, then the result contains a decimal point and is expressed using the minimum number of digits (exclusive of exponent, trailing zeroes, and mantissa width) needed to make the above expression and condition true [5, 12]; otherwise the format of the result is unspecified.

The result returned by `number->string` never contains an explicit radix prefix.

Note: The error case can occur only when *z* is not a complex number or is a complex number with a non-rational real or imaginary part.

Rationale: If *z* is an inexact number represented using binary floating point, and the radix is 10, then the above expression is normally satisfied by a result containing a decimal point. The unspecified case allows for infinities, NaNs, and representations other than binary floating point.

```
(string->number string)           procedure
(string->number string radix)     procedure
```

Returns a number of the maximally precise representation expressed by the given *string*. *Radix* must be an exact integer, either 2, 8, 10, or 16. If supplied, *radix* is a default radix that may be overridden by an explicit radix prefix in *string* (e.g. `"#o177"`). If *radix* is not supplied, then the default radix is 10. If *string* is not a syntactically valid notation for a number, then `string->number` returns `#f`.

```
(string->number "100")    => 100
(string->number "100" 16) => 256
(string->number "1e2")    => 100.0
(string->number "15##")   => 1500.0
(string->number "+inf.0") => +inf.0
(string->number "-inf.0") => -inf.0
(string->number "+nan.0") => +nan.0
```

9.10. Booleans

The standard boolean objects for true and false are written as `#t` and `#f`. However, of all the standard Scheme values, only `#f` counts as false in conditional expressions. See section 4.6.

Note: Programmers accustomed to other dialects of Lisp should be aware that Scheme distinguishes both `#f` and the empty list from the symbol `nil`.

```
(not obj)           procedure
```

Returns `#t` if *obj* is false, and returns `#f` otherwise.

```
(not #t)           => #f
(not 3)            => #f
(not (list 3))     => #f
(not #f)           => #t
(not '())          => #f
(not (list))       => #f
(not 'nil)         => #f
```

```
(boolean? obj)     procedure
```

Returns `#t` if *obj* is either `#t` or `#f` and returns `#f` otherwise.

```
(boolean? #f)      => #t
(boolean? 0)       => #f
(boolean? '())     => #f
```

9.11. Pairs and lists

A *pair* (sometimes called a *dotted pair*) is a record structure with two fields called the *car* and *cdr* fields (for historical reasons). Pairs are created by the procedure `cons`. The *car* and *cdr* fields are accessed by the procedures `car` and `cdr`.

Pairs are used primarily to represent lists. A list can be defined recursively as either the empty list or a pair whose *cdr* is a list. More precisely, the set of lists is defined as the smallest set *X* such that

- The empty list is in *X*.
- If *list* is in *X*, then any pair whose *cdr* field contains *list* is also in *X*.

The objects in the *car* fields of successive pairs of a list are the elements of the list. For example, a two-element list is a pair whose *car* is the first element and whose *cdr* is a pair whose *car* is the second element and whose *cdr* is the empty list. The length of a list is the number of elements, which is the same as the number of pairs.

The empty list is a special object of its own type. It is not a pair. It has no elements and its length is zero.

Note: The above definitions imply that all lists have finite length and are terminated by the empty list.

A chain of pairs not ending in the empty list is called an *improper list*. Note that an improper list is not a list. The list and dotted notations can be combined to represent improper lists:

```
(a b c . d)
```

is equivalent to

```
(a . (b . (c . d)))
```

Whether a given pair is a list depends upon what is stored in the `cdr` field.

```
(pair? obj) procedure
```

Returns `#t` if `obj` is a pair, and otherwise returns `#f`.

```
(pair? '(a . b))    => #t
(pair? '(a b c))    => #t
(pair? '())         => #f
(pair? '#(a b))     => #f
```

```
(cons obj1 obj2) procedure
```

Returns a newly allocated pair whose `car` is `obj1` and whose `cdr` is `obj2`. The pair is guaranteed to be different (in the sense of `eqv?`) from every existing object.

```
(cons 'a '())       => (a)
(cons '(a) '(b c d)) => ((a) b c d)
(cons "a" '(b c))  => ("a" b c)
(cons 'a 3)        => (a . 3)
(cons '(a b) 'c)   => ((a b) . c)
```

```
(car pair) procedure
```

Returns the contents of the `car` field of `pair`.

```
(car '(a b c))      => a
(car '((a) b c d))  => (a)
(car '(1 . 2))      => 1
(car '())           => &assertion exception
```

```
(cdr pair) procedure
```

Returns the contents of the `cdr` field of `pair`.

```
(cdr '((a) b c d))  => (b c d)
(cdr '(1 . 2))      => 2
(cdr '())           => &assertion exception
```

```
(caar pair)        procedure
(cadr pair)        procedure
      ⋮
(cdddar pair)      procedure
(cddddr pair)     procedure
```

These procedures are compositions of `car` and `cdr`, where for example `caddr` could be defined by

```
(define caddr (lambda (x) (car (cdr (cdr x))))).
```

Arbitrary compositions, up to four deep, are provided. There are twenty-eight of these procedures in all.

```
(null? obj) procedure
```

Returns `#t` if `obj` is the empty list. Otherwise, returns `#f`.

```
(list? obj) procedure
```

Returns `#t` if `obj` is a list. Otherwise, returns `#f`. By definition, all lists are chains of pairs that have finite length and are terminated by the empty list.

```
(list? '(a b c))    => #t
(list? '())         => #f
(list? '(a . b))    => #f
```

```
(list obj ...) procedure
```

Returns a newly allocated list of its arguments.

```
(list 'a (+ 3 4) 'c) => (a 7 c)
(list)                => ()
```

```
(length list) procedure
```

Returns the length of `list`.

```
(length '(a b c))   => 3
(length '(a (b) (c d e))) => 3
(length '())        => 0
```

```
(append list ... obj) procedure
```

Returns a possibly improper list consisting of the elements of the first `list` followed by the elements of the other `lists`, with `obj` as the `cdr` of the final pair. An improper list results if `obj` is not a proper list.

```
(append '(x) '(y))    => (x y)
(append '(a) '(b c d)) => (a b c d)
(append '(a (b)) '((c))) => (a (b) (c))
(append '(a b) '(c . d)) => (a b c . d)
(append '() 'a)      => a
```

The resulting chain of pairs is always newly allocated, except that it shares structure with the *obj* argument.

(reverse *list*) procedure

Returns a newly allocated list consisting of the elements of *list* in reverse order.

```
(reverse '(a b c))           => (c b a)
(reverse '(a (b c) d (e (f))))
=> ((e (f)) d (b c) a)
```

(list-tail *list* *k*) procedure

List must be a list of size at least *k*.

The *list-tail* procedure returns the subchain of pairs of *list* obtained by omitting the first *k* elements.

```
(list-tail '(a b c d) 2)    => (c d)
```

Implementation responsibilities: The implementation must check that *list* is a chain of pairs of size at least *k*. It should not check that it is a chain of pairs beyond this size.

List-tail could be defined by

```
(define (list-tail l k)
  (if (and (not (null? l))
           (not (pair? l)))
      (assertion-violation
       'list-tail
       "not a list"
       l)
      (if (or (not (exact? k))
              (not (integer? k))
              (negative? k))
          (assertion-violation
           'list-tail
           "not an exact non-negative integer"
           l)
          (let loop ((l l) (k k))
            (if (zero? k)
                1
                (loop (cdr l) (- k 1)))))))
```

(list-ref *list* *k*) procedure

List must be a list of size at least *k* + 1.

Returns the *k*th element of *list*.

```
(list-ref '(a b c d) 2)    => c
```

Implementation responsibilities: The implementation must check that *list* is a chain of pairs of size at least *k* + 1. It should not check that it is a list of pairs beyond this size.

(map *proc* *list*₁ *list*₂ ...) procedure

The *lists* must all have the same length. *Proc* must be a procedure that takes as many arguments as there are *lists*

and returns a single value. *Proc* must not mutate any of the *lists*.

The *map* procedure applies *proc* element-wise to the elements of the *lists* and returns a list of the results, in order. *Proc* is always called in same dynamic environment as *map* itself. The dynamic order in which *proc* is applied to the elements of the *lists* is unspecified.

```
(map cadr '((a b) (d e) (g h)))
=> (b e h)
```

```
(map (lambda (n) (expt n n))
     '(1 2 3 4 5))
=> (1 4 27 256 3125)
```

```
(map + '(1 2 3) '(4 5 6)) => (5 7 9)
```

```
(let ((count 0))
  (map (lambda (ignored)
        (set! count (+ count 1))
        count)
       '(a b))) => (1 2) or (2 1)
```

Implementation responsibilities: The implementation should check that the *lists* all have the same length. The implementation must check the restrictions on *proc* to the extent performed by applying it as described.

(for-each *proc* *list*₁ *list*₂ ...) procedure

The *lists* must all have the same length. *Proc* must be a procedure that takes as many arguments as there are *lists*. *Proc* must not mutate any of the *lists*.

The *for-each* procedure applies *proc* element-wise to the elements of the *lists* for its side effects, in order from the first element(s) to the last. *Proc* is always called in same dynamic environment as *for-each* itself. The return values of *for-each* are unspecified.

```
(let ((v (make-vector 5)))
  (for-each (lambda (i)
             (vector-set! v i (* i i)))
           '(0 1 2 3 4))
  v) => #(0 1 4 9 16)
```

```
(for-each (lambda (x) x) '(1 2 3 4))
=> 4
```

```
(for-each even? '()) => the unspecified value
```

Implementation responsibilities: The implementation should check that the *lists* all have the same length. The implementation must check the restrictions on *proc* to the extent performed by applying it as described.

Rationale: The return values are unspecified to allow implementations of *for-each* to tail-call *proc* on the last element(s).

9.12. Symbols

Symbols are objects whose usefulness rests on the fact that two symbols are identical (in the sense of `eq?`, `eqv?` and `equal?`) if and only if their names are spelled the same way. This is exactly the property needed to represent identifiers in programs, and so most implementations of Scheme use them internally for that purpose. Symbols are useful for many other applications; for instance, they may be used the way enumerated values are used in C and Pascal.

A symbol literal is formed using `quote`.

```

Hello           ⇒ Hello
'H\x65;llo     ⇒ Hello
'λ             ⇒ λ
'\x3BB;        ⇒ λ
(string->symbol "a b") ⇒ a\x20;b
(string->symbol "a\\b") ⇒ a\x5C;b
'a\x20;b       ⇒ a\x20;b
'|a b|        ; syntax violation
                ; (illegal character
                ; vertical bar)
'a\nb          ; syntax violation
                ; (illegal use of backslash)
'a\x20         ; syntax violation
                ; (missing semi-colon to
                ; terminate \x escape)

```

`(symbol? obj)` procedure

Returns `#t` if `obj` is a symbol, otherwise returns `#f`.

```

(symbol? 'foo)      ⇒ #t
(symbol? (car '(a b))) ⇒ #t
(symbol? "bar")     ⇒ #f
(symbol? 'nil)      ⇒ #t
(symbol? '())       ⇒ #f
(symbol? #f)        ⇒ #f

```

`(symbol->string symbol)` procedure

Returns the name of `symbol` as a string. The returned string may be immutable.

```

(symbol->string 'flying-fish) ⇒ "flying-fish"
(symbol->string 'Martin)      ⇒ "Martin"
(symbol->string
  (string->symbol "Malvina")) ⇒ "Malvina"

```

`(string->symbol string)` procedure

Returns the symbol whose name is `string`.

```

(eq? 'mISSISSIppi 'mississippi) ⇒ #f
(string->symbol "mISSISSIppi")   ⇒ the symbol with name "mISSISSIppi"

```

```

(eq? 'bitBlit (string->symbol "bitBlit")) ⇒ #t
(eq? 'JollyWog
  (string->symbol
    (symbol->string 'JollyWog))) ⇒ #t
(string=? "K. Harper, M.D."
  (symbol->string
    (string->symbol "K. Harper, M.D."))) ⇒ #t

```

9.13. Characters

Characters are objects that represent Unicode scalar values [46].

Note: Unicode defines a standard mapping between sequences of *code points* (integers in the range 0 to `#x10FFFF` in the latest version of the standard) and human-readable “characters”. More precisely, Unicode distinguishes between glyphs, which are printed for humans to read, and characters, which are abstract entities that map to glyphs (sometimes in a way that’s sensitive to surrounding characters). Furthermore, different sequences of code points sometimes correspond to the same character. The relationships among code points, characters, and glyphs are subtle and complex.

Despite this complexity, most things that a literate human would call a “character” can be represented by a single code point in Unicode (though there may exist code-point sequences that represent that same character). For example, Roman letters, Cyrillic letters, Hebrew consonants, and most Chinese characters fall into this category. Thus, the “code point” approximation of “character” works well for many purposes. More specifically, Scheme characters correspond to Unicode *scalar values*, which includes all code points except those designated as surrogates. A *surrogate* is a code point in the range `#xD800` to `#xDFFF` that is used in pairs in the UTF-16 encoding to encode a supplementary character (whose code is in the range `#x10000` to `#x10FFFF`).

`(char? obj)` procedure

Returns `#t` if `obj` is a character, otherwise returns `#f`.

`(char->integer char)` procedure
`(integer->char sv)` procedure

`Sv` must be a Unicode scalar value, i.e. a non-negative exact integer in $[0, \#xD7FF] \cup [\#xE000, \#x10FFFF]$.

Given a character, `char->integer` returns its Unicode scalar value as an exact integer. For a Unicode scalar value `sv`, `integer->char` returns its associated character.

```

(integer->char 32)      ⇒ #\space
(char->integer (integer->char 5000)) ⇒ 5000
(integer->char #xD800) ⇒ &assertion exception

```

(char=? char₁ char₂ char₃ ...)
 (char<? char₁ char₂ char₃ ...)
 (char>? char₁ char₂ char₃ ...)
 (char<=? char₁ char₂ char₃ ...)
 (char>=? char₁ char₂ char₃ ...)

procedure
 procedure
 procedure
 procedure
 procedure

These procedures impose a total ordering on the set of characters according to their Unicode scalar values.

(char<? #\z #\b) ⇒ #t
 (char<? #\z #\Z) ⇒ #f

9.14. Strings

Strings are sequences of characters.

The *length* of a string is the number of characters that it contains. This number is an exact, non-negative integer that is fixed when the string is created. The *valid indexes* of a string are the exact non-negative integers less than the length of the string. The first character of a string has index 0, the second has index 1, and so on.

In phrases such as “the characters of *string* beginning with index *start* and ending with index *end*”, it is understood that the index *start* is inclusive and the index *end* is exclusive. Thus if *start* and *end* are the same index, a null substring is referred to, and if *start* is zero and *end* is the length of *string*, then the entire string is referred to.

(string? obj) procedure
 Returns #t if *obj* is a string, otherwise returns #f.

(make-string k) procedure
 (make-string k char) procedure

Returns a newly allocated string of length *k*. If *char* is given, then all elements of the string are initialized to *char*, otherwise the contents of the *string* are unspecified.

(string char ...) procedure
 Returns a newly allocated string composed of the arguments.

(string-length string) procedure
 Returns the number of characters in the given *string*.

(string-ref string k) procedure
K must be a valid index of *string*. The **string-ref** procedure returns character *k* of *string* using zero-origin indexing.

(string-set! string k char) procedure
k must be a valid index of *string*. The **string-set!** procedure stores *char* in element *k* of *string* and returns the unspecified value.

Passing an immutable string to **string-set!** should cause an exception with condition type **&assertion** to be raised.

```
(define (f) (make-string 3 #\*))
(define (g) "***")
(string-set! (f) 0 #\?)        ⇒ the unspecified value
(string-set! (g) 0 #\?)        ⇒ unspecified
                               ; should raise &assertion exception
(string-set! (symbol->string 'immutable)
             0
             #\?)               ⇒ unspecified
                               ; should raise &assertion exception
```

(string=? string₁ string₂ string₃ ...)
 Returns #t if the strings are the same length and contain the same characters in the same positions. Otherwise, returns #f.

(string=? "Straße" "Strasse") ⇒ #f

(string<? string₁ string₂ string₃ ...)
 (string>? string₁ string₂ string₃ ...)
 (string<=? string₁ string₂ string₃ ...)
 (string>=? string₁ string₂ string₃ ...)

These procedures are the lexicographic extensions to strings of the corresponding orderings on characters. For example, **string<?** is the lexicographic ordering on strings induced by the ordering **char<?** on characters. If two strings differ in length but are the same up to the length of the shorter string, the shorter string is considered to be lexicographically less than the longer string.

(string<? "z" "b") ⇒ #t
 (string<? "z" "zz") ⇒ #t
 (string<? "z" "Z") ⇒ #f

(substring string start end) procedure
String must be a string, and *start* and *end* must be exact integers satisfying

$0 \leq start \leq end \leq (\text{string-length } string).$

The **substring** procedure returns a newly allocated string formed from the characters of *string* beginning with index *start* (inclusive) and ending with index *end* (exclusive).

(string-append string ...) procedure
 Returns a newly allocated string whose characters form the concatenation of the given strings.

`(string->list string)` procedure
`(list->string list)` procedure

List must be a list of characters. The `string->list` procedure returns a newly allocated list of the characters that make up the given string. The `list->string` procedure returns a newly allocated string formed from the characters in *list*. The `string->list` and `list->string` procedures are inverses so far as `equal?` is concerned.

`(string-copy string)` procedure

Returns a newly allocated copy of the given *string*.

`(string-fill! string char)` procedure

Stores *char* in every element of the given *string* and returns the unspecified value.

9.15. Vectors

Vectors are heterogeneous structures whose elements are indexed by integers. A vector typically occupies less space than a list of the same length, and the average time required to access a randomly chosen element is typically less for the vector than for the list.

The *length* of a vector is the number of elements that it contains. This number is a non-negative integer that is fixed when the vector is created. The *valid indexes* of a vector are the exact non-negative integers less than the length of the vector. The first element in a vector is indexed by zero, and the last element is indexed by one less than the length of the vector.

Like list constants, vector constants must be quoted:

```
'#(0 (2 2 2 2) "Anna")
  => #(0 (2 2 2 2) "Anna")
```

`(vector? obj)` procedure

Returns `#t` if *obj* is a vector. Otherwise, returns `#f`.

`(make-vector k)` procedure

`(make-vector k fill)` procedure

Returns a newly allocated vector of *k* elements. If a second argument is given, then each element is initialized to *fill*. Otherwise the initial contents of each element is unspecified.

`(vector obj ...)` procedure

Returns a newly allocated vector whose elements contain the given arguments. Analogous to `list`.

```
(vector 'a 'b 'c) => #(a b c)
```

`(vector-length vector)` procedure

Returns the number of elements in *vector* as an exact integer.

`(vector-ref vector k)` procedure

K must be a valid index of *vector*. The `vector-ref` procedure returns the contents of element *k* of *vector*.

```
(vector-ref '#(1 1 2 3 5 8 13 21)
            5)
  => 8
(vector-ref '#(1 1 2 3 5 8 13 21)
            (->exact (round (* 2 (acos -1))))))
  => 13
```

`(vector-set! vector k obj)` procedure

K must be a valid index of *vector*. The `vector-set!` procedure stores *obj* in element *k* of *vector*. The value returned by `vector-set!` is the unspecified value.

Passing an immutable vector to `vector-set!` should cause an exception with condition type `&assertion` to be raised.

```
(let ((vec (vector 0 '(2 2 2 2) "Anna")))
  (vector-set! vec 1 '("Sue" "Sue")))
  vec)
  => #(0 ("Sue" "Sue") "Anna")

(vector-set! '#(0 1 2) 1 "doe")
  => unspecified
; constant vector
; may raise &assertion exception
```

`(vector->list vector)` procedure

`(list->vector list)` procedure

The `vector->list` procedure returns a newly allocated list of the objects contained in the elements of *vector*. The `list->vector` procedure returns a newly created vector initialized to the elements of the list *list*.

```
(vector->list '#(dah dah didah))
  => (dah dah didah)
(list->vector '(dididit dah))
  => #(dididit dah)
```

`(vector-fill! vector fill)` procedure

Stores *fill* in every element of *vector* and returns the unspecified value.

`(vector-map proc vector1 vector2 ...)` procedure

The *vectors* must all have the same length. *Proc* must be a procedure. If the *vectors* are non-empty, *proc* must take as many arguments as there are *vectors* and must return a single value.

The `vector-map` procedure applies *proc* element-wise to the elements of the *vectors* and returns a vector of the results, in order. *Proc* is always called in same dynamic environment as `vector-map` itself. The dynamic order in which *proc* is applied to the elements of the *vectors* is unspecified.

Analogous to `map`.

`(vector-for-each proc vector1 vector2 ...)` procedure

The *vectors* must all have the same length. *Proc* must be a procedure. If the *vectors* are non-empty, *proc* must take as many arguments as there are *vectors*. The `vector-for-each` procedure applies *proc* element-wise to the elements of the *vectors* for its side effects, in order from the first element(s) to the last. *Proc* is always called in same dynamic environment as `vector-for-each` itself. The return values of `vector-for-each` are unspecified.

Analogous to `for-each`.

9.16. Errors and violations

`(error who message irritant1 ...)` procedure
`(assertion-violation who message irritant1 ...)` procedure

Who must be a string or a symbol or `#f`. *message* must be a string. The *irritants* are arbitrary objects.

These procedures raise an exception. Calling the `error` procedure means that an error has occurred, typically caused by something that has gone wrong in the interaction of the program with the external world or the user. Calling the `assertion-violation` procedure means that an invalid call to a procedure was made, either passing an invalid number of arguments, or passing an argument that it is not specified to handle.

The *who* argument should describe the procedure or operation that detected the exception. The *message* argument should describe the exceptional situation. The *irritants* should be the arguments to the operation that detected the operation.

The condition object provided with the exception (see library chapter 6) has the following condition types:

- If *who* is not `#f`, the condition has condition type `&who`, with *who* as the value of the `who` field. In that case, *who* should identify the procedure or entity that detected the exception. If it is `#f`, the condition does not have condition type `&who`.
- The condition has condition type `&message`, with *message* as the value of the `message` field.

- The condition has condition type `&irritants`, and the `irritants` field has as its value a list of the *irritants*.

Moreover, the condition created by `error` has condition type `&error`, and the condition created by `assertion-violation` has condition type `&assertion`.

```
(define (fac n)
  (if (not (integer-valued? n))
      (assertion-violation
       'fac "non-integral argument" n)
      (if (negative? n)
          (assertion-violation
           'fac "negative argument" n)
          (letrec
              ((loop (lambda (n r)
                       (if (zero? n)
                           r
                           (loop (- n 1) (* r n))))))
              (loop n 1)))
```

```
(fac 5)           ⇒ 120
(fac 4.5)        ⇒ &assertion exception
(fac -3)         ⇒ &assertion exception
```

Rationale: The procedures encode a common pattern of raising exceptions.

9.17. Control features

This chapter describes various primitive procedures which control the flow of program execution in special ways.

`(apply proc arg1 ... args)` procedure

Proc must be a procedure and *args* must be a list. Calls *proc* with the elements of the list `(append (list arg1 ...) args)` as the actual arguments.

```
(apply + (list 3 4)) ⇒ 7
```

```
(define compose
  (lambda (f g)
    (lambda args
      (f (apply g args)))))
```

```
((compose sqrt *) 12 75) ⇒ 30
```

`(call-with-current-continuation proc)` procedure
`(call/cc proc)` procedure

Proc must be a procedure of one argument. The procedure `call-with-current-continuation` (which is the same as the procedure `call/cc`) packages the current continuation (see the rationale below) as an “escape procedure” and passes it as an argument to *proc*. The escape procedure is a Scheme procedure that, if it is later called, will abandon whatever continuation is in effect at that later time and

will instead use the continuation that was in effect when the escape procedure was created. Calling the escape procedure may cause the invocation of *before* and *after* thunks installed using `dynamic-wind`.

The escape procedure accepts the same number of arguments as the continuation of the original call to `call-with-current-continuation`.

The escape procedure that is passed to *proc* has unlimited extent just like any other procedure in Scheme. It may be stored in variables or data structures and may be called as many times as desired.

The following examples show only the most common ways in which `call-with-current-continuation` is used. If all real uses were as simple as these examples, there would be no need for a procedure with the power of `call-with-current-continuation`.

```
(call-with-current-continuation
 (lambda (exit)
  (for-each (lambda (x)
             (if (negative? x)
                 (exit x)))
           '(54 0 37 -3 245 19))
 #t))
      => -3

(define list-length
 (lambda (obj)
  (call-with-current-continuation
   (lambda (return)
    (letrec ((r
              (lambda (obj)
                (cond ((null? obj) 0)
                      ((pair? obj)
                     (+ (r (cdr obj)) 1))
                      (else (return #f))))))
     (r obj))))))

(list-length '(1 2 3 4))    => 4

(list-length '(a b . c))   => #f
(call-with-current-continuation procedure?) => #t
```

Rationale:

A common use of `call-with-current-continuation` is for structured, non-local exits from loops or procedure bodies, but in fact `call-with-current-continuation` is useful for implementing a wide variety of advanced control structures.

Whenever a Scheme expression is evaluated there is a *continuation* wanting the result of the expression. The continuation represents an entire (default) future for the computation. Most of the time the continuation includes actions specified by user code, as in a continuation that will take the result, multiply it by the value stored in a local variable, add seven, and store the result in some other variable. Normally these ubiquitous continuations are hidden behind the scenes and programmers do not think much about them. On rare occasions, however,

a programmer may need to deal with continuations explicitly. The `call-with-current-continuation` procedure allows Scheme programmers to do that by creating a procedure that acts just like the current continuation.

Most programming languages incorporate one or more special-purpose escape constructs with names like `exit`, `return`, or even `goto`. In 1965, however, Peter Landin [29] invented a general purpose escape operator called the J-operator. John Reynolds [38] described a simpler but equally powerful construct in 1972. The `catch` special form described by Sussman and Steele in the 1975 report on Scheme is exactly the same as Reynolds's construct, though its name came from a less general construct in MacLisp. Several Scheme implementors noticed that the full power of the `catch` construct could be provided by a procedure instead of by a special syntactic construct, and the name `call-with-current-continuation` was coined in 1982. This name is descriptive, but opinions differ on the merits of such a long name, and some people use the name `call/cc` instead.

```
(values obj ...) procedure
```

Delivers all of its arguments to its continuation. The `values` procedure might be defined as follows:

```
(define (values . things)
 (call-with-current-continuation
  (lambda (cont) (apply cont things))))
```

The continuations of all non-final expressions within a sequence of expressions in `lambda`, `begin`, `let`, `let*`, `letrec`, `letrec*`, `let-values`, `let*-values`, `case`, `cond`, and `do` forms as well as the continuations of the *before* and *after* arguments to `dynamic-wind` take an arbitrary number of values.

Except for these and the continuations created by `call-with-values`, `let-values`, and `let*-values`, all other continuations take exactly one value. The effect of passing an inappropriate number of values to a continuation not created by `call-with-values`, `let-values`, or `let*-values` is undefined.

```
(call-with-values producer consumer) procedure
```

Calls its *producer* argument with no values and a continuation that, when passed some values, calls the *consumer* procedure with those values as arguments. The continuation for the call to *consumer* is the continuation of the call to `call-with-values`.

```
(call-with-values (lambda () (values 4 5))
 (lambda (a b) b))
      => 5
```

```
(call-with-values * -) => -1
```

If an inappropriate number of values is passed to a continuation created by `call-with-values`, an exception with condition type `&assertion` is raised.

`(dynamic-wind before thunk after)` procedure

Before, *thunk*, and *after* must be procedures accepting zero arguments and returning any number of values.

In the absence of any calls to escape procedures (see `call-with-current-continuation`), `dynamic-wind` behaves as if defined as follows.

```
(define dynamic-wind
  (lambda (before thunk after)
    (before)
    (call-with-values
     (lambda () (thunk))
     (lambda (vals)
      (after)
      (apply values vals))))))
```

That is, *before* is called without arguments. If *before* returns, *thunk* is called without arguments. If *thunk* returns, *after* is called without arguments. Finally, if *after* returns, the values resulting from the call to *thunk* are returned.

Invoking an escape procedure to transfer control into or out of the dynamic extent of the call to *thunk* can cause additional calls to *before* and *after*. When an escape procedure created outside the dynamic extent of the call to *thunk* is invoked from within the dynamic extent, *after* is called just after control leaves the dynamic extent. Similarly, when an escape procedure created within the dynamic extent of the call to *thunk* is invoked from outside the dynamic extent, *before* is called just before control reenters the dynamic extent. In the latter case, if *thunk* returns, *after* is called even if *thunk* has returned previously. While the calls to *before* and *after* are not considered to be within the dynamic extent of the call to *thunk*, calls to the *before* and *after* thunks of any other calls to `dynamic-wind` that occur within the dynamic extent of the call to *thunk* are considered to be within the dynamic extent of the call to *thunk*.

More precisely, an escape procedure used to transfer control out of the dynamic extent of a set of zero or more active `dynamic-wind` *thunk* calls *x* ... and transfer control into the dynamic extent of a set of zero or more active `dynamic-wind` *thunk* calls *y* ... proceeds as follows. It leaves the dynamic extent of the most recent *x* and calls without arguments the corresponding *after* thunk. If the *after* thunk returns, the escape procedure proceeds to the next most recent *x*, and so on. Once each *x* has been handled in this manner, the escape procedure calls without arguments the *before* thunk corresponding to the least recent *y*. If the *before* thunk returns, the escape procedure reenters the dynamic extent of the least recent *y* and proceeds with the next least recent *y*, and so on. Once each *y* has been handled in this manner, control is transferred to the continuation packaged in the escape procedure.

```
(let ((path '())
      (c #f))
  (let ((add (lambda (s)
               (set! path (cons s path)))))
    (dynamic-wind
     (lambda () (add 'connect))
     (lambda ()
      (add (call-with-current-continuation
            (lambda (c0)
              (set! c c0)
              'talk1))))
     (lambda () (add 'disconnect)))
    (if (< (length path) 4)
        (c 'talk2)
        (reverse path))))

    ⇒ (connect talk1 disconnect
       connect talk2 disconnect)
```

```
(let ((n 0))
  (call-with-current-continuation
   (lambda (k)
     (dynamic-wind
      (lambda ()
       (set! n (+ n 1))
       (k))
      (lambda ()
       (set! n (+ n 2)))
      (lambda ()
       (set! n (+ n 4))))))
    n) ⇒ 1
```

```
(let ((n 0))
  (call-with-current-continuation
   (lambda (k)
     (dynamic-wind
      values
      (lambda ()
       (dynamic-wind
        values
        (lambda ()
         (set! n (+ n 1))
         (k))
        (lambda ()
         (set! n (+ n 2))
         (k))))
      (lambda ()
       (set! n (+ n 4))))))
    n) ⇒ 7
```

9.18. Iteration

`(let (variable) (bindings) (body))` syntax

“Named `let`” is a variant on the syntax of `let` which provides a more general looping construct than `do` and may also be used to express recursions. It has the same syntax and semantics as ordinary `let` except that `(variable)`

is bound within `<body>` to a procedure whose formal arguments are the bound variables and whose body is `<body>`. Thus the execution of `<body>` may be repeated by invoking the procedure named by `<variable>`.

```
(let loop ((numbers '(3 -2 1 6 -5))
          (nonneg '())
          (neg '()))
  (cond ((null? numbers) (list nonneg neg))
        ((>= (car numbers) 0)
         (loop (cdr numbers)
               (cons (car numbers) nonneg)
               neg))
        ((< (car numbers) 0)
         (loop (cdr numbers)
               nonneg
               (cons (car numbers) neg))))))
⇒ ((6 1 3) (-5 -2))
```

The `let` keyword could be defined in terms of `lambda` and `letrec` using `syntax-rules` (see section 9.21) as follows:

```
(define-syntax let
  (syntax-rules ()
    ((let ((name val) ...) body1 body2 ...)
     ((lambda (name ...) body1 body2 ...)
      val ...))
    ((let tag ((name val) ...) body1 body2 ...)
     (letrec ((tag (lambda (name ...)
                     body1 body2 ...)))
      tag)
     val ...))))
```

```
(do ((<variable1> <init1> <step1>)          syntax
     ...)
    (<test> <expression> ...)
    <expressionx> ...)
```

Syntax: The `<init>`s, `<step>`s, and `<test>`s must be expressions. The `<variable>`s must be pairwise distinct variables.

Semantics: The `do` expression is an iteration construct. It specifies a set of variables to be bound, how they are to be initialized at the start, and how they are to be updated on each iteration. When a termination condition is met, the loop exits after evaluating the `<expression>`s.

A `do` expression are evaluated as follows: The `<init>` expressions are evaluated (in some unspecified order), the `<variable>`s are bound to fresh locations, the results of the `<init>` expressions are stored in the bindings of the `<variable>`s, and then the iteration phase begins.

Each iteration begins by evaluating `<test>`; if the result is false (see section 4.6), then the `<expression>`s are evaluated in order for effect, the `<step>` expressions are evaluated in some unspecified order, the `<variable>`s are bound to fresh locations, the results of the `<step>`s are stored in the bindings of the `<variable>`s, and the next iteration begins.

If `<test>` evaluates to a true value, then the `<expression>`s are evaluated from left to right and the value(s) of the

last `<expression>` is(are) returned. If no `<expression>`s are present, then the value of the `do` expression is the unspecified value.

The region of the binding of a `<variable>` consists of the entire `do` expression except for the `<init>`s. It is a syntax violation for a `<variable>` to appear more than once in the list of `do` variables.

A `<step>` may be omitted, in which case the effect is the same as if `((<variable> <init> <variable>))` had been written instead of `((<variable> <init>))`.

```
(do ((vec (make-vector 5))
     (i 0 (+ i 1)))
    ((= i 5) vec)
  (vector-set! vec i i)) ⇒ #(0 1 2 3 4)
```

```
(let ((x '(1 3 5 7 9)))
  (do ((x x (cdr x))
      (sum 0 (+ sum (car x))))
      ((null? x) sum))) ⇒ 25
```

The following definition of `do` uses a trick to expand the variable clauses.

```
(define-syntax do
  (syntax-rules ()
    ((do ((var init step ...) ...)
         (test expr ...)
         command ...)
     (letrec
      ((loop
        (lambda (var ...)
          (if test
              (begin
                (unspecified)
                expr ...)
              (begin
                command
                ...
                (loop (do "step" var step ...)
                      ...))))))
      (loop init ...)))
    ((do "step" x)
     x)
    ((do "step" x y)
     y)))
```

9.19. Quasiquote

```
(quasiquote <qq template>)          syntax
```

“Backquote” or “quasiquote” expressions are useful for constructing a list or vector structure when some but not all of the desired structure is known in advance. If no `unquote` or `unquote-splicing` forms appear within the `<qq template>`, the result of evaluating `(quasiquote <qq template>)` is equivalent to the result of evaluating `(quote <qq template>)`.

If an `(unquote <expression> ...)` form appears inside a `<qq template>`, however, the `<expression>`s are evaluated (“unquoted”) and their results are inserted into the structure instead of the `unquote` form.

If an `(unquote-splicing <expression> ...)` form appears inside a `<qq template>`, then the `<expression>`s must evaluate to lists; the opening and closing parentheses of the lists are then “stripped away” and the elements of the lists are inserted in place of the `unquote-splicing` form.

`unquote-splicing` and multi-operand `unquote` forms must appear only within a list or vector `<qq template>`.

As noted in section 3.3.5, `(quasiquote <qq template>)` may be abbreviated ``<qq template>`, `(unquote <expression>)` may be abbreviated `,<expression>`, and `(unquote-splicing <expression>)` may be abbreviated `,@<expression>`.

```

(list ,(+ 1 2) 4)           => (list 3 4)
(let ((name 'a)) `(list ,name ',name))
  => (list a (quote a))
(a ,(+ 1 2) ,@(map abs '(4 -5 6)) b)
  => (a 3 4 5 6 b)
`((foo ,(- 10 3)) ,@(cdr '(c)) . ,(car '(cons)))
  => ((foo 7) . cons)
`#(10 5 ,(sqrt 4) ,@(map sqrt '(16 9)) 8)
  => #(10 5 2 4 3 8)
(let ((name 'foo))
  `((unquote name name name)))
  => (foo foo foo)
(let ((name '(foo)))
  `((unquote-splicing name name name)))
  => (foo foo foo)
(let ((q '((append x y) (sqrt 9))))
  ``(foo ,,@q))
  => `(foo (unquote (append x y) (sqrt 9)))
(let ((x '(2 3))
      (y '(4 5)))
  `(foo (unquote (append x y) (sqrt 9))))
  => (foo (2 3 4 5) 3)

```

Quasiquote forms may be nested. Substitutions are made only for unquoted components appearing at the same nesting level as the outermost `quasiquote`. The nesting level increases by one inside each successive quasiquote, and decreases by one inside each unquotation.

```

(a `(b ,(+ 1 2) ,(foo ,(+ 1 3) d) e) f)
  => (a `(b ,(+ 1 2) ,(foo 4 d) e) f)
(let ((name1 'x)
      (name2 'y))
  `(a `(b ,,name1 ',',name2 d) e))
  => (a `(b ,x ,',y d) e)

```

It is a syntax violation if any of the identifiers `quasiquote`, `unquote`, or `unquote-splicing` appear in positions within a `<qq template>` otherwise than as described above.

The following grammar for quasiquote expressions is not context-free. It is presented as a recipe for generating an

infinite number of production rules. Imagine a copy of the following rules for $D = 1, 2, 3, \dots$. D keeps track of the nesting depth.

```

<quasiquote>  → <quasiquote 1>
<qq template 0> → <expression>
<quasiquote D> → (quasiquote <qq template D>)
<qq template D> → <simple datum>
                | <list qq template D>
                | <vector qq template D>
                | <unquotation D>
<list qq template D> → (<qq template or splice D>*)
                | (<qq template or splice D>+ . <qq template D>)
                | <quasiquote D + 1>
<vector qq template D> → #(<qq template or splice D>*)
<unquotation D> → (unquote <qq template D - 1>)
<qq template or splice D> → <qq template D>
                | <splicing unquotation D>
<splicing unquotation D> →
                (unquote-splicing <qq template D - 1>*)
                | (unquote <qq template D - 1>*)

```

In `<quasiquote>`s, a `<list qq template D>` can sometimes be confused with either an `<unquotation D>` or a `<splicing unquotation D>`. The interpretation as an `<unquotation>` or `<splicing unquotation D>` takes precedence.

9.20. Binding constructs for syntactic keywords

The `let-syntax` and `letrec-syntax` forms are analogous to `let` and `letrec` but bind keywords rather than variables. Like a `begin` form, a `let-syntax` or `letrec-syntax` form may appear in a definition context, in which case it is treated as a definition, and the forms in the body of the form must also be definitions. A `let-syntax` or `letrec-syntax` form may also appear in an expression context, in which case the forms within their bodies must be expressions.

`(let-syntax <bindings> <form> ...)` syntax

Syntax: `<Bindings>` must have the form

```
((<keyword> <expression>) ...)
```

Each `<keyword>` is an identifier, each `<expression>` is an expression that evaluates, at macro-expansion time, to a transformer (see library chapter 10). It is a syntax violation for `<keyword>` to appear more than once in the list of keywords being bound. The `<form>`s are arbitrary forms.

Semantics: The `<form>`s are expanded in the syntactic environment obtained by extending the syntactic environment of the `let-syntax` form with macros whose keywords are

the `<keyword>`s, bound to the specified transformers. Each binding of a `<keyword>` has the `<form>`s as its region.

The `<form>`s of a `let-syntax` form are treated, whether in definition or expression context, as if wrapped in an implicit `begin`. See section 9.5.7. Thus, internal definitions in the result of expanding the `<form>`s have the same region as any definition appearing in place of the `let-syntax` form would have.

```
(let-syntax ((when (syntax-rules ()
                  ((when test stmt1 stmt2 ...)
                     (if test
                         (begin stmt1
                               stmt2 ...)))))))

(let ((if #t))
  (when if (set! if 'now)
    if)) ⇒ now

(let ((x 'outer))
  (let-syntax ((m (syntax-rules () ((m) x))))
    (let ((x 'inner))
      (m)))) ⇒ outer

(let ()
  (let-syntax
    ((def (syntax-rules ()
           ((def stuff ...) (define stuff ...))))
    (def foo 42))
    foo) ⇒ 42

(let ()
  (let-syntax ()
    5) ⇒ 5
```

`(letrec-syntax <bindings> <form> ...)` syntax

Syntax: Same as for `let-syntax`.

Semantics: The `<form>`s are expanded in the syntactic environment obtained by extending the syntactic environment of the `letrec-syntax` form with macros whose keywords are the `<keyword>`s, bound to the specified transformers. Each binding of a `<keyword>` has the `<bindings>` as well as the `<form>`s within its region, so the transformers can transcribe forms into uses of the macros introduced by the `letrec-syntax` form.

The `<form>`s of a `letrec-syntax` form are treated, whether in definition or expression context, as if wrapped in an implicit `begin`, see section 9.5.7. Thus, internal definitions in the result of expanding the `<form>`s have the same region as any definition appearing in place of the `letrec-syntax` form would have.

```
(letrec-syntax
  ((my-or (syntax-rules ()
           ((my-or #f)
            (my-or e)
            (my-or e1 e2 ...)
            (let ((temp e1))
```

```
              (if temp
                  temp
                  (my-or e2 ...)))))))

(let ((x #f)
      (y 7)
      (temp 8)
      (let odd?)
      (if even?))
  (my-or x
    (let temp)
      (if y
        y))) ⇒ 7
```

The following example highlights how `let-syntax` and `letrec-syntax` differ.

```
(let ((f (lambda (x) (+ x 1))))
  (let-syntax ((f (syntax-rules ()
                  ((f x) x)))
              (g (syntax-rules ()
                  ((g x) (f x)))))
    (list (f 1) (g 1)))) ⇒ (1 2)

(let ((f (lambda (x) (+ x 1))))
  (letrec-syntax ((f (syntax-rules ()
                     ((f x) x)))
                 (g (syntax-rules ()
                     ((g x) (f x)))))
    (list (f 1) (g 1)))) ⇒ (1 1)
```

The two expressions are identical except that the `let-syntax` form in the first expression is a `letrec-syntax` form in the second. In the first expression, the `f` occurring in `g` refers to the `let`-bound variable `f`, whereas in the second it refers to the keyword `f` whose binding is established by the `letrec-syntax` form.

9.21. Macro transformers

`(syntax-rules (<literal> ...) <syntax rule> ...)` syntax

Syntax: Each `<literal>` must be an identifier. Each `<syntax rule>` must have the following form:

```
((srpattern) <template>)
```

An `<srpattern>` is a restricted form of `<pattern>`, namely, a nonempty `<pattern>` in one of four parenthesized forms below whose first subform is an identifier or an underscore `_`. A `<pattern>` is an identifier, constant, or one of the following.

```

⟨(pattern) ...⟩
⟨(pattern) ⟨pattern⟩ ... . ⟨pattern⟩⟩
⟨(pattern) ... ⟨pattern⟩ ⟨ellipsis⟩ ⟨pattern⟩ ...⟩
⟨(pattern) ... ⟨pattern⟩ ⟨ellipsis⟩ ⟨pattern⟩ ... . ⟨pattern⟩⟩
#⟨(pattern) ...⟩
#⟨(pattern) ... ⟨pattern⟩ ⟨ellipsis⟩ ⟨pattern⟩ ...⟩

```

An $\langle\text{ellipsis}\rangle$ is the identifier “...” (three periods).

A $\langle\text{template}\rangle$ is a pattern variable, an identifier that is not a pattern variable, a pattern datum, or one of the following.

```

⟨(subtemplate) ...⟩
⟨(subtemplate) ... . ⟨template⟩⟩
#⟨(subtemplate) ...⟩

```

A $\langle\text{subtemplate}\rangle$ is a $\langle\text{template}\rangle$ followed by zero or more ellipses.

Semantics: An instance of `syntax-rules` evaluates, at macro-expansion time, to a new macro transformer by specifying a sequence of hygienic rewrite rules. A use of a macro whose keyword is associated with a transformer specified by `syntax-rules` is matched against the patterns contained in the $\langle\text{syntax rule}\rangle$ s, beginning with the leftmost $\langle\text{syntax rule}\rangle$. When a match is found, the macro use is transcribed hygienically according to the template. It is a syntax violation when no match is found.

An identifier appearing within a $\langle\text{pattern}\rangle$ may be an underscore (`_`), a literal identifier listed in the list of literals ($\langle\text{literal}\rangle$...), or an ellipsis (`...`). All other identifiers appearing within a $\langle\text{pattern}\rangle$ are *pattern variables*. It is a syntax violation if an ellipsis or underscore appears in ($\langle\text{literal}\rangle$...).

While the first subform of $\langle\text{srpattern}\rangle$ may be an identifier, the identifier is not involved in the matching and is not considered a pattern variable or literal identifier.

Rationale: The identifier is most often the keyword used to identify the macro. The scope of the keyword is determined by the binding form or syntax definition that binds it to the associated macro transformer. If the keyword were a pattern variable or literal identifier, then the template that follows the pattern would be within its scope regardless of whether the keyword were bound by `let-syntax`, `letrec-syntax`, or `define-syntax`.

Pattern variables match arbitrary input subforms and are used to refer to elements of the input. It is a syntax violation if the same pattern variable appears more than once in a $\langle\text{pattern}\rangle$.

Underscores also match arbitrary input subforms but are not pattern variables and so cannot be used to refer to those elements. Multiple underscores may appear in a $\langle\text{pattern}\rangle$.

A literal identifier matches an input subform if and only if the input subform is an identifier and either both its occurrence in the input expression and its occurrence in the list of literals have the same lexical binding, or the two

identifiers have the same name and both have no lexical binding.

A subpattern followed by an ellipsis can match zero or more elements of the input.

More formally, an input form F matches a pattern P if and only if one of the following holds:

- P is an underscore (`_`).
- P is a pattern variable.
- P is a literal identifier and F is an identifier such that both P and F would refer to the same binding if both were to appear in the output of the macro outside of any bindings inserted into the output of the macro. (If neither of two like-named identifiers refers to any binding, i.e., both are undefined, they are considered to refer to the same binding.)
- P is of the form $(P_1 \dots P_n)$ and F is a list of n elements that match P_1 through P_n .
- P is of the form $(P_1 \dots P_n . P_x)$ and F is a list or improper list of n or more elements whose first n elements match P_1 through P_n and whose n th cdr matches P_x .
- P is of the form $(P_1 \dots P_k P_e \langle\text{ellipsis}\rangle P_{m+1} \dots P_n)$, where $\langle\text{ellipsis}\rangle$ is the identifier `...` and F is a proper list of n elements whose first k elements match P_1 through P_k , whose next $m - k$ elements each match P_e , and whose remaining $n - m$ elements match P_{m+1} through P_n .
- P is of the form $(P_1 \dots P_k P_e \langle\text{ellipsis}\rangle P_{m+1} \dots P_n . P_x)$, where $\langle\text{ellipsis}\rangle$ is the identifier `...` and F is a list or improper list of n elements whose first k elements match P_1 through P_k , whose next $m - k$ elements each match P_e , whose next $n - m$ elements match P_{m+1} through P_n , and whose n th and final cdr matches P_x .
- P is of the form $\#(P_1 \dots P_n)$ and F is a vector of n elements that match P_1 through P_n .
- P is of the form $\#(P_1 \dots P_k P_e \langle\text{ellipsis}\rangle P_{m+1} \dots P_n)$, where $\langle\text{ellipsis}\rangle$ is the identifier `...` and F is a vector of n or more elements whose first k elements match P_1 through P_k , whose next $m - k$ elements each match P_e , and whose remaining $n - m$ elements match P_{m+1} through P_n .
- P is a pattern datum (any nonlist, nonvector, non-symbol datum) and F is equal to P in the sense of the `equal?` procedure.

When a macro use is transcribed according to the template of the matching (syntax rule), pattern variables that occur in the template are replaced by the subforms they match in the input.

Pattern data and identifiers that are not pattern variables or ellipses are copied directly into the output. A subtemplate followed by an ellipsis expands into zero or more occurrences of the subtemplate. Pattern variables that occur in subpatterns followed by one or more ellipses may occur only in subtemplates that are followed by (at least) as many ellipses. These pattern variables are replaced in the output by the input subforms to which they are bound, distributed as specified. If a pattern variable is followed by more ellipses in the subtemplate than in the associated subpattern, the input form is replicated as necessary. The subtemplate must contain at least one pattern variable from a subpattern followed by an ellipsis, and for at least one such pattern variable, the subtemplate must be followed by exactly as many ellipses as the subpattern in which the pattern variable appears. (Otherwise, the expander would not be able to determine how many times the subform should be repeated in the output.) It is a syntax violation if the constraints of this paragraph are not met.

A template of the form $\langle(\text{ellipsis}) \langle\text{template}\rangle\rangle$ is identical to $\langle\text{template}\rangle$, except that ellipses within the template have no special meaning. That is, any ellipses contained within $\langle\text{template}\rangle$ are treated as ordinary identifiers. In particular, the template $\langle(\dots)\dots\rangle$ produces a single ellipsis, \dots . This allows syntactic abstractions to expand into forms containing ellipses.

As an example, if `let` and `cond` are defined as in section 9.5.6 and appendix A then they are hygienic (as required) and the following is not an error.

```
(let ((=> #f))
  (cond (#t => 'ok)))    => ok
```

The macro transformer for `cond` recognizes `=>` as a local variable, and hence an expression, and not as the top-level identifier `=>`, which the macro transformer treats as a syntactic keyword. Thus the example expands into

```
(let ((=> #f))
  (if #t (begin => 'ok)))
```

instead of

```
(let ((=> #f))
  (let ((temp #t))
    (if temp ('ok temp))))
```

which would result in an assertion violation.

```
(identifier-syntax <template>)          syntax
(identifier-syntax (<id1> <template1>))  syntax
((set! <id2> <pattern>)
 <template2>))
```

Syntax: The $\langle\text{id}\rangle$ s must be identifiers.

Semantics: When a keyword is bound to a transformer produced by the first form of `identifier-syntax`, references to the keyword within the scope of the binding are replaced by $\langle\text{template}\rangle$.

```
(define p (cons 4 5))
(define-syntax p.car (identifier-syntax (car p)))
p.car                => 4
(set! p.car 15)      => &syntax exception
```

The second, more general, form of `identifier-syntax` permits the transformer to determine what happens when `set!` is used. In this case, uses of the identifier by itself are replaced by $\langle\text{template}_1\rangle$, and uses of `set!` with the identifier are replaced by $\langle\text{template}_2\rangle$.

```
(define p (cons 4 5))
(define-syntax p.car
  (identifier-syntax
   (_ (car p))
   ((set! _ e) (set-car! p e))))
(set! p.car 15)
p.car                => 15
p                    => (15 5)
```

9.22. Tail calls and tail contexts

A *tail call* is a procedure call that occurs in a *tail context*. Tail contexts are defined inductively. Note that a tail context is always determined with respect to a particular lambda expression.

- The last expression within the body of a lambda expression, shown as $\langle\text{tail expression}\rangle$ below, occurs in a tail context.

```
(lambda <formals>
  <definition>*
  <expression>* <tail expression>)
```

- If one of the following expressions is in a tail context, then the subexpressions shown as $\langle\text{tail expression}\rangle$ are in a tail context. These were derived from rules for the syntax of the forms described in this chapter by replacing some occurrences of $\langle\text{expression}\rangle$ with $\langle\text{tail expression}\rangle$. Only those rules that contain tail contexts are shown here.

```
(if <expression> <tail expression> <tail expression>)
(if <expression> <tail expression>)
```

```
(cond <cond clause>+)
(cond <cond clause>* (else <tail sequence>))
```

```

(case <expression>
  <case clause>+)
(case <expression>
  <case clause>*
  (else <tail sequence>))

(and <expression>* <tail expression>)
(or <expression>* <tail expression>)

(let ((<binding spec>*) <tail body>)
  (let <variable> ((<binding spec>*) <tail body>))
  (let* ((<binding spec>*) <tail body>))
  (letrec* ((<binding spec>*) <tail body>))
  (letrec ((<binding spec>*) <tail body>))
  (let-values ((<mv binding spec>*) <tail body>))
  (let*-values ((<mv binding spec>*) <tail body>))

(let-syntax ((<syntax spec>*) <tail body>))
(letrec-syntax ((<syntax spec>*) <tail body>))

(begin <tail sequence>)

(do ((<iteration spec>*)
    (<test> <tail sequence>))
  <expression>*)

```

where

```

<cond clause> → (<test> <tail sequence>)
<case clause> → ((<datum>*) <tail sequence>)

<tail body> → <definition>*
             <tail sequence>
<tail sequence> → <expression>* <tail expression>

```

- If a `cond` expression is in a tail context, and has a clause of the form `((expression1) => (expression2))` then the (implied) call to the procedure that results from the evaluation of `<expression2>` is in a tail context. `<expression2>` itself is not in a tail context.

Certain built-in procedures are also required to perform tail calls. The first argument passed to `apply` and to `call-with-current-continuation`, and the second argument passed to `call-with-values`, must be called via a tail call.

In the following example the only tail call is the call to `f`. None of the calls to `g` or `h` are tail calls. The reference to `x` is in a tail context, but it is not a call and thus is not a tail call.

```

(lambda ()
  (if (g)
      (let ((x (h)))
        x)
      (and (g) (f))))

```

Note: Implementations are allowed, but not required, to recognize that some non-tail calls, such as the call to `h` above, can be evaluated as though they were tail calls. In the example above, the `let` expression could be compiled as a tail call to `h`. (The possibility of `h` returning an unexpected number of values can be ignored, because in that case the effect of the `let` is explicitly unspecified and implementation-dependent.)

FORMAL SEMANTICS

10. Formal semantics

We assume the reader has a basic familiarity with context-sensitive reduction semantics. Readers unfamiliar with this system may wish to consult Felleisen and Flatt’s monograph [18] or Wright and Felleisen [48] for a thorough introduction, including the relevant technical background, or an introduction to PLT Redex [32] for a somewhat lighter one.

As a rough guide, we define the operational semantics of a language via a relation on program terms, where the relation corresponds to a single step of an abstract machine. The relation is defined using evaluation contexts, namely terms with a distinguished place in them, called *holes*, where the next step of evaluation occurs. We say that a term e decomposes into an evaluation context E and another term e' if e is the same as E but with the hole replaced by e' . We write $E[ep]$ to indicate the term obtained by replacing the hole in E with e' .

For example, assuming that we have defined a grammar containing non-terminals for evaluation contexts (E), expressions (e), variables (x), and values (v), we would write:

$$\begin{array}{l} E_1[((\mathbf{lambda} (x_1 \dots) e_1) v_1 \dots)] \rightarrow \\ E_1[x_1 \dots \mapsto v_1 \dots e_1] \quad (\#x_1 = \#v_1) \end{array}$$

to define the β_v rewriting rule (as a part of the \rightarrow single step relation). We use the names of the non-terminals (possibly with subscripts) in a rewriting rule to restrict the application of the rule, so it applies only when some term produced by that grammar appears in the corresponding position in the term. If the same non-terminal with an identical subscript appears multiple times, the rule only applies when the corresponding terms are structurally identical (nonterminals without subscripts are not constrained to match each other). Thus, the occurrence of E_1 on both the left-hand and right-hand side of the rule above means that the context of the application expression does not change when using this rule. The ellipses are a form of Kleene star, meaning that zero or more occurrences of terms matching the pattern proceeding the ellipsis may appear in place of the the ellipsis and the pattern preceding it. We use the notation $\{x_1 \dots \mapsto v_1 \dots\}e_1$ for capture-avoiding substitution; in this case it means that each x_1 is replaced with the corresponding v_1 in e_1 . Finally, we write side-conditions in parenthesis beside a rule; the side-condition in the above rule indicates that the number of x_1 s must be the same as the number of v_1 s. Sometimes we use equality in the side-conditions; when we do it merely means simple term equality, *i.e.* the two terms must have the same syntactic shape.

Making the evaluation context E explicit in the rule allows us to define relations that manipulate their context. As a simple example, we can add another rule that signals an

error when a procedure is applied to the wrong number of arguments by discarding the evaluation context on the right-hand side of a rule:

$$\begin{array}{l} E[((\mathbf{lambda} (x_1 \dots) e) v_1 \dots)] \rightarrow \\ \mathbf{error}: \text{wrong argument count} \quad (\#x_1 \neq \#v_1) \end{array}$$

Later we take advantage of the explicit evaluation context in more sophisticated ways.

To help understand the semantics and how it behaves, we have implemented it in PLT Redex. The implementation is available at the report’s website: <http://www.r6rs.org/>. All of the reduction rules and the metafunctions shown in the figures in this semantics were generated automatically from the source code.

10.1. Grammar

Figure 10.1 shows the grammar for the subset of the Report this semantics models. Non-terminals are written in *italics* or in a calligraphic font (\mathcal{P}) and \mathcal{A}), syntactic keywords are written in **boldface** and other primitives are written in a **sans-serif** font.

The \mathcal{P} non-terminal represents possible program states. The first alternative is a program with a store and a series of definitions. The second alternative is an error, and the final one is used to indicate a place where the model does not completely specify the behavior of the primitives it models. The \mathcal{A} non-terminal represents a final result of a program. It is just like \mathcal{P} except that all of the definitions have been evaluated and the value(s) of the last one is retained.

The *sf* non-terminal generates individual elements of the store. The store holds all of the mutable state of a program. It is explained in more detail along with the rules that manipulate it.

The *ds* non-terminal generates definitions. Each definition either binds variables with **define**, is a sequence of definitions wrapped in **begin^F**, or is an expression. Rather than synthesize the distinction between Scheme’s two **begin** forms from the context, the **F** superscript on the **begin** indicates that this is the begin whose arguments are expected to be forms, not expressions.

Expressions include quoted data, **begin** expressions, **begin0** expressions¹, application expressions, **if** expressions, **set!** expressions, **handlers** expressions (used to model exceptions), variables, non-procedure values (*nonproc*), primitive procedures (*proc*), **dw** expressions (used to model

¹**begin0** is not part of the standard, but we include it to make the rules for **dynamic-wind** easier to read. Although we model it directly, it can be defined in terms of other forms we model here that do come

\mathcal{P}	::= (store (sf ...) (ds ...)) uncaught exception: v unknown: $description$
\mathcal{A}	::= (store (sf ...) ((values v ...))) uncaught exception: v unknown: $description$
sf	::= ($x v$) (pp (cons $v v$))
ds	::= (define $x es$) (begin ^F ds ...) es
es	::= 'snv (begin $es es$...) (begin0 $es es$...) ($es es$...) (if $es es es$) (if $es es$) (set! $x es$) x $nonproc$ $pproc$ (dw $x es es es$) (throw $x (d d \dots)$) (handlers $es \dots es$) (lambda ($x \dots$) $es es \dots$) (lambda ($x \dots$ dot x) $es es \dots$)
s	::= snv sym
snv	::= ($s \dots$) ($s \dots$ dot sqv) ($s \dots$ dot sym) sqv
p	::= (store (sf ...) ($d \dots$))
d	::= (define $x e$) (begin ^F $d \dots$) e
e	::= (begin $e e \dots$) (begin0 $e e \dots$) ($e e \dots$) (if $e e e$) (if $e e$) (set! $x e$) (handlers $e \dots e$) x $nonproc$ $proc$ (dw $x e e e$)
v	::= (unspecified) $nonproc$ $proc$
$nonproc$::= pp null 'sym sqv (condition $string$)
sqv	::= n #t #f
$proc$::= $uproc$ $pproc$ (throw $x (d d \dots)$)
$uproc$::= (lambda ($x \dots$) $e e \dots$) (lambda ($x \dots$ dot x) $e e \dots$)
$pproc$::= $aproc$ $proc1$ $proc2$ list dynamic-wind apply values unspecified
$proc1$::= null? pair? car cdr call/cc procedure? condition? unspecified? $raise^*$
$proc2$::= cons set-car! set-cdr! eqv? call-with-values with-exception-handler
$aproc$::= + - / *
$raise^*$::= raise-continuable raise
sym	::= [variables except dot]
x	::= [variables except dot and keywords]
pp	::= [pair pointers]
n	::= [numbers]

Figure 10.1: Program Grammar

dynamic-wind), continuations (written with **throw**), and lambda expressions. The **dot** is used instead of a period for procedures that accept an arbitrary number of arguments, in order to avoid meta-circular confusion in our PLT Redex model. Quoted expressions are either sequences, symbols, or self-quoting values (numbers and the booleans #t and #f).

The p non-terminal represents program that have no quoted data. Most of the reduction rules rewrite p to p , rather than \mathcal{P} to \mathcal{P} , since quoted data is first rewritten into calls to the list construction functions before ordinary evaluation proceeds. Much like ds , d represents definitions and like es , e represents expressions.

from the standard:

$$(\text{begin0 } e_1 e_2 \dots) = \begin{array}{l} (\text{call-with-values} \\ (\text{lambda } () e_1) \\ (\text{lambda } (\text{dot } x) \\ e_2 \dots \\ (\text{apply values } x))) \end{array}$$

The values (v) are divided into five categories:

- the unspecified value, written (unspecified),
- Non-procedures ($nonproc$) include pair pointers (pp), null, symbols, self-quoting values (sqv), and conditions. The self-quoting values are numbers, and the booleans #t and #f. Conditions represent the report's condition values, but here just contain a message and are otherwise inert.
- User procedure ($uproc$) include multi-arity **lambda** expressions and lambda expressions with dotted argument lists,
- Primitive procedures ($pproc$) include arithmetic procedures ($aproc$): +, -, /, and *, procedures of one argument ($proc1$): null?, pair?, car, cdr, call/cc, procedure?, and condition?, procedures of two arguments: cons, set-car!, set-cdr!, eqv?, and call-with-values, as

$$\begin{aligned}
P & ::= (\text{store } (sf \ \dots) \ W) \\
W & ::= (D \ d \ \dots) \\
D & ::= (\text{define } x \ E^\circ) \mid E^* \\
\\
E & ::= F[(\text{handlers } v \ \dots \ E^*)] \mid F[(\text{dw } x \ e \ E^* \ e)] \mid F \\
E^* & ::= []_\star \mid E \\
E^\circ & ::= []_\circ \mid E \\
\\
F & ::= [] \mid (v \ \dots \ F^\circ \ v \ \dots) \mid (\text{if } F^\circ \ e \ e) \mid (\text{if } F^\circ \ e) \mid (\text{set! } x \ F^\circ) \mid (\text{begin } F^* \ e \ e \ \dots) \\
& \quad \mid (\text{begin0 } F^* \ e \ e \ \dots) \mid (\text{begin0 } (\text{values } v \ \dots) \ F^* \ e \ \dots) \\
& \quad \mid (\text{call-with-values } (\text{lambda } () \ F^* \ e \ \dots) \ v) \\
F^* & ::= []_\star \mid F \\
F^\circ & ::= []_\circ \mid F \\
\\
PG & ::= (\text{store } (sf \ \dots) ((\text{define } x \ G) \ d \ \dots)) \mid (\text{store } (sf \ \dots) (G \ d \ \dots)) \\
G & ::= F[(\text{dw } x \ e \ G \ e)] \mid F \\
\\
H & ::= F[(\text{handlers } v \ \dots \ H)] \mid F \\
\\
SD & ::= S \mid (\text{define } x \ S) \mid (\text{begin}^F \ d \ \dots \ SD \ ds \ \dots) \\
S & ::= [] \mid (\text{begin } e \ e \ \dots \ S \ es \ \dots) \mid (\text{begin } S \ es \ \dots) \mid (\text{begin0 } e \ e \ \dots \ S \ es \ \dots) \\
& \quad \mid (\text{begin0 } S \ es \ \dots) \mid (e \ \dots \ S \ es \ \dots) \mid (\text{if } e \ e \ S) \mid (\text{if } e \ S \ es) \mid (\text{if } S \ es \ es) \\
& \quad \mid (\text{if } e \ S) \mid (\text{if } S \ es) \mid (\text{set! } x \ S) \mid (\text{handlers } s \ \dots \ S \ es \ \dots \ es) \\
& \quad \mid (\text{handlers } s \ \dots \ S) \mid (\text{throw } x \ (e \ e \ \dots)) \mid (\text{lambda } (x \ \dots) \ S \ es \ \dots) \\
& \quad \mid (\text{lambda } (x \ \dots) \ e \ e \ \dots \ S \ es \ \dots) \mid (\text{lambda } (x \ \dots \ \text{dot } x) \ S \ es \ \dots) \\
& \quad \mid (\text{lambda } (x \ \dots \ \text{dot } x) \ e \ e \ \dots \ S \ es \ \dots)
\end{aligned}$$

Figure 10.2: Evaluation Context Grammar

$$\begin{aligned}
& (\text{store } (sf_1 \ \dots) (d_1 \ \dots \ SD_1[snv_1] \ ds_1 \ \dots)) \rightarrow \quad [6qcons] \\
& (\text{store } (sf_1 \ \dots) ((\text{define } qp \ \mathcal{Q}[snv_1]) \ d_1 \ \dots \ SD_1[qp] \ ds_1 \ \dots)) \quad (qp \ \text{fresh})
\end{aligned}$$

$$\begin{aligned}
\mathcal{Q}[] & = \text{null} \\
\mathcal{Q}[(s_1 \ s_2 \ \dots)] & = (\text{cons } \mathcal{Q}[s_1] \ \mathcal{Q}[(s_2 \ \dots)]) \\
\mathcal{Q}[(s_1 \ \text{dot } sqv_1)] & = (\text{cons } \mathcal{Q}[s_1] \ sqv_1) \\
\mathcal{Q}[(s_1 \ s_2 \ \dots \ \text{dot } sqv_1)] & = (\text{cons } \mathcal{Q}[s_1] \ \mathcal{Q}[(s_2 \ \dots \ \text{dot } sqv_1)]) \\
\mathcal{Q}[(s_1 \ \text{dot } sym_1)] & = (\text{cons } \mathcal{Q}[s_1] \ 'sym_1) \\
\mathcal{Q}[(s_1 \ s_2 \ \dots \ \text{dot } sym_1)] & = (\text{cons } \mathcal{Q}[s_1] \ \mathcal{Q}[(s_2 \ \dots \ \text{dot } sym_1)]) \\
\mathcal{Q}[sym_1] & = 'sym_1 \\
\mathcal{Q}[sqv_1] & = sqv_1
\end{aligned}$$

Figure 10.3: Quote

well as `list`, `dynamic-wind`, `apply`, `values`, and `unspecified`, the zero-arity procedure that produces the unspecified value.

- Finally, continuations are represented as `throw` expressions whose body consists of the context where the continuation was grabbed.

The final set of non-terminals in figure 10.1, `sym`, `x`, `pp`,

and `n` represent symbols, variables, pair pointers, and numbers respectively. They are assumed to all be disjoint. Additionally, the variables `x` are assumed not to include any keywords, so any program variables whose names coincide with keywords must be renamed before the semantics can give the meaning of a program.

The set of non-terminals for evaluation contexts are shown in figure 10.2. The `P` non-terminal controls where eval-

uation happens in a program that does not contain any quoted data. In particular, it allows evaluation in the first definition or expression in the sequence of expressions past the store. The E and F evaluation contexts are for expressions. They are factored in that manner so that the PG , G , and H evaluation contexts can re-use F and have fine-grained control over the context to support exceptions and dynamic-wind. The starred and circled variants, E^* , E° , F^* , and F° dictate where a single value is promoted to multiple values and where multiple values are demoted to a single value. Finally, SD and S are the contexts where quoted expressions can be simplified. The precise use of the evaluation contexts are explained along with the relevant rules.

10.2. Quote

The first reduction rule that applies to any program is the $[6qcons]$ that replaces a quoted expression with a reference to a defined variable, and introduces a new definition. This rule applies before any other because of the contexts in which it, and all of the other rules, apply. In particular, this rule applies in an SD context. Figure 10.2 shows that the SD and S contexts allow this reduction to apply in any subexpression of a d or e , as long as all of the subexpressions to the left have no quoted expressions in them, although expressions to the right may have quoted expressions. Accordingly, this rule applies once for each quoted expression in the program, moving them to definitions at the beginning of the program. The rest of the rules apply in contexts that do not contain any quoted expressions, ensuring that $[6qcons]$ converts all quoted data into lists before those rules apply.

10.3. Multiple Values

The basic strategy for multiple values is to add a rule that demotes (values v) to v and another rule that promotes v to (values v). If we allowed these rules to apply in an arbitrary evaluation context, however, we would get infinite reduction sequences of endless alternation between promotion and demotion. So, the semantics allows demotion only in a context expecting a single value and allows promotion only in a context expecting multiple values. We obtain this behavior with a small extension to the Felleisen-Hieb framework (also present in the operational model for R^5RS [30] and work on interoperability [31]). We extend the notation so that holes have names (written with a subscript), and the context-matching syntax may also demand a hole of a particular name (also written with a subscript, for instance $E[e]_*$). The extension allows us to give different names to the holes in which multiple values are expected and those in which single values are expected, and structure the grammar of contexts accordingly.

To exploit this extension, we use three kinds of holes in the evaluation context grammar in figure 10.2. The ordinary hole $[]$ appears where the usual kinds of evaluation can occur. The hole $[]_*$ appears in contexts that allows multiple values and the hole $[]_\circ$ appears in contexts that expect a single value. Accordingly, the rules $[6promote]$ only applies in $[]_*$ contexts, and the rule $[6demote]$ only applies in $[]_\circ$ contexts.

To see how the evaluation contexts are organized to ensure that promotion and demotion occur in the right places, consider the F , F^* and F° evaluation contexts. The F^* and F° evaluation contexts are just the same as F , except that they allow promotion to multiple values and demotion to a single value, respectively. So, the F evaluation context, rather than being defined in terms of itself, exploits F^* and F° to dictate where promotion and demotion can occur. For example, F can be (if $F^\circ e e$) meaning that demotion from (values v) to v can occur in the first argument to an **if** expression. Similarly, F can be (**begin** $F^* e e \dots$) meaning that v can be promoted to (values v) in the first argument to a **begin**.

In general, the promotion and demotion rules simplify the definitions of the other rules. For instance, the rule for **if** does not need to consider multiple values in its first subexpression. Similarly, the rule for **begin** does not need to consider the case of a single value as its first subexpression.

The other three rules in figure 10.4 handle **call-with-values**. The evaluation contexts for **call-with-values** (in the F non-terminal) allow evaluation in the body of a thunk that has been passed as the first argument to **call-with-values**, as long as the second argument has been reduced to a value. Once evaluation inside that thunk completes, it will produce multiple values (since it is an F^* position), and the entire **call-with-values** expression reduces to an application of its second argument to those values, via the rule $[6cwvd]$. If the thunk passed to **call-with-values** has multiple body expressions, the rule $[6cwvc]$ drops the first one, allowing evaluation to continue with the second. Finally, in the case that the first argument to **call-with-values** is a value, but is not of the form (**lambda** $() e$), the rule $[6cwvw]$ wraps it in a thunk to trigger evaluation.

10.4. Exceptions

The workhorse for the exception system are (**handlers** $v \dots e$) expressions and the G and PG evaluation contexts (shown in figure 10.2). The **handlers** expression records the active exception handlers ($v \dots$) in some expression (e). The intention is that only the nearest enclosing **handlers** expressions is relevant to raised exceptions, and the G and PG evaluation contexts help achieve that goal. They are just like their counterparts P

$P_1[v_1]_{\star} \rightarrow$ $P_1[(\mathbf{values} \ v_1)]$	[6promote]
$P_1[(\mathbf{values} \ v_1)]_{\circ} \rightarrow$ $P_1[v_1]$	[6demote]
$P_1[(\mathbf{call-with-values} \ (\mathbf{lambda} \ ()) \ (\mathbf{values} \ v_2 \ \dots) \ v_1)] \rightarrow$ $P_1[(v_1 \ v_2 \ \dots)]$	[6cwvd]
$P_1[(\mathbf{call-with-values} \ (\mathbf{lambda} \ ()) \ (\mathbf{values} \ v_1 \ \dots) \ e_1 \ e_2 \ \dots) \ v_2] \rightarrow$ $P_1[(\mathbf{call-with-values} \ (\mathbf{lambda} \ ()) \ e_1 \ e_2 \ \dots) \ v_2]$	[6cwvc]
$P_1[(\mathbf{call-with-values} \ v_1 \ v_2)] \rightarrow$ $P_1[(\mathbf{call-with-values} \ (\mathbf{lambda} \ ()) \ (v_1) \ v_2)] \quad (v_1 \neq (\mathbf{lambda} \ ()) \ e)$	[6cwww]

Figure 10.4: Multiple Values and Call-with-values

$PG[(\mathbf{raise}^* \ v_1)] \rightarrow$ uncaught exception: v_1	[6xunee]
$P[(\mathbf{handlers} \ G[(\mathbf{raise}^* \ v_1))]] \rightarrow$ uncaught exception: v_1	[6xuneh]
$PG_1[(\mathbf{with-exception-handler} \ v_1 \ v_2)] \rightarrow$ $PG_1[(\mathbf{handlers} \ v_1 \ (v_2))] \quad (\mathcal{A}_1[v_1], \mathcal{A}_0[v_2])$	[6xweh1]
$P_1[(\mathbf{handlers} \ v_1 \ \dots \ G_1[(\mathbf{with-exception-handler} \ v_2 \ v_3)])] \rightarrow$ $P_1[(\mathbf{handlers} \ v_1 \ \dots \ G_1[(\mathbf{handlers} \ v_1 \ \dots \ v_2 \ (v_3))])] \quad (\mathcal{A}_1[v_2], \mathcal{A}_0[v_3])$	[6xwehn]
$P_1[(\mathbf{handlers} \ v_1 \ \dots \ v_2 \ G_1[(\mathbf{raise-continuable} \ v_3)])] \rightarrow$ $P_1[(\mathbf{handlers} \ v_1 \ \dots \ v_2 \ G_1[(\mathbf{handlers} \ v_1 \ \dots \ (v_2 \ v_3))])] \rightarrow$	[6xraisec]
$P_1[(\mathbf{handlers} \ v_1 \ \dots \ v_2 \ G_1[(\mathbf{raise} \ v_3)])] \rightarrow$ $P_1[(\mathbf{handlers} \ v_1 \ \dots \ v_2 \ G_1[(\mathbf{begin} \ (\mathbf{handlers} \ v_1 \ \dots \ (v_2 \ v_3)) \ (\mathbf{raise} \ (\mathbf{condition} \ \text{“handler returned”}))])] \rightarrow$	[6xraise]
$P_1[(\mathbf{condition?} \ (\mathbf{condition} \ string))] \rightarrow$ $P_1[\#\mathbf{t}]$	[6ct]
$P_1[(\mathbf{condition?} \ v_1)] \rightarrow$ $P_1[\#\mathbf{f}] \quad (v_1 \neq (\mathbf{condition} \ string))$	[6cf]
$P_1[(\mathbf{handlers} \ v_1 \ \dots \ (\mathbf{values} \ v_3 \ \dots))] \rightarrow$ $P_1[(\mathbf{values} \ v_3 \ \dots)]$	[6xdone]
$P_1[(\mathbf{with-exception-handler} \ v_1 \ v_2)] \rightarrow$ $P_1[(\mathbf{raise} \ (\mathbf{condition} \ \text{“with-exception-handler bad argument”}))] \quad (x \text{ fresh, } !\mathcal{A}_1[v_1] \text{ or } !\mathcal{A}_0[v_2])$	[6weherr]

Figure 10.5: Exceptions

and E , except that **handlers** expressions cannot occur on the path to the hole, and the exception system rules take advantage of that context to find the closest enclosing handler.

To see how the contexts work together with **handler** expressions, consider the left-hand side of the [6xuhee] rule. It matches expressions that have a call to **raise** or **raise-continuable** (the non-terminal \mathbf{raise}^* matches both exception-raising procedures) expression in a PG evalua-

tion context. Since the PG context does not contain any **handlers** expressions, this exception cannot be caught, so this expression reduces to a final state indicating the uncaught exception. The rule [6xuneh] also signals an uncaught exception, but it covers the case where a **handlers** expression has exhausted all of the handlers available to it. The rule applies to expressions that have a **handlers** expression (with no exception handlers) in an arbitrary evaluation context where a call to one of the exception-raising

$\mathcal{A}_0[\text{nonproc}]$	= #f	$\mathcal{A}_1[\text{nonproc}]$	= #f
$\mathcal{A}_0[(\text{unspecified})]$	= #f	$\mathcal{A}_1[(\text{unspecified})]$	= #f
$\mathcal{A}_0[(\text{lambda } () e e \dots)]$	= #t	$\mathcal{A}_1[(\text{lambda } () e e \dots)]$	= #f
$\mathcal{A}_0[(\text{lambda } (x x \dots) e e \dots)]$	= #f	$\mathcal{A}_1[(\text{lambda } (x) e e \dots)]$	= #t
$\mathcal{A}_0[(\text{lambda } (\text{dot } x) e e \dots)]$	= #t	$\mathcal{A}_1[(\text{lambda } (x y z \dots) e e \dots)]$	= #f
$\mathcal{A}_0[(\text{lambda } (x x \dots \text{dot } x) e e \dots)]$	= #f	$\mathcal{A}_1[(\text{lambda } (\text{dot } x) e e \dots)]$	= #t
$\mathcal{A}_0[+]$	= #t	$\mathcal{A}_1[(\text{lambda } (x \text{dot } x) e e \dots)]$	= #t
$\mathcal{A}_0[*]$	= #t	$\mathcal{A}_1[(\text{lambda } (x x x \dots \text{dot } x) e e \dots)]$	= #f
$\mathcal{A}_0[/math>$	= #f	$\mathcal{A}_1[+]$	= #t
$\mathcal{A}_0[-]$	= #f	$\mathcal{A}_1[*]$	= #t
$\mathcal{A}_0[\text{proc1}]$	= #f	$\mathcal{A}_1[/math>$	= #t
$\mathcal{A}_0[\text{proc2}]$	= #f	$\mathcal{A}_1[-]$	= #t
$\mathcal{A}_0[\text{list}]$	= #t	$\mathcal{A}_1[\text{proc1}]$	= #t
$\mathcal{A}_0[\text{dynamic-wind}]$	= #f	$\mathcal{A}_1[\text{proc2}]$	= #f
$\mathcal{A}_0[\text{apply}]$	= #f	$\mathcal{A}_1[\text{list}]$	= #t
$\mathcal{A}_0[\text{values}]$	= #t	$\mathcal{A}_1[\text{dynamic-wind}]$	= #f
$\mathcal{A}_0[(\text{throw } x (d d \dots))]$	= #t	$\mathcal{A}_1[\text{apply}]$	= #f
		$\mathcal{A}_1[\text{values}]$	= #t
		$\mathcal{A}_1[(\text{throw } x (d d \dots))]$	= #t

Figure 10.6: Arity Testing Functions

functions is nested in the **handlers** expression. The use of the G evaluation context ensures that there are no other **handler** expressions between this one and the raise.

The next two rules handle calls to **with-exception-handler**. The [6xweh1] rule applies when there are no **handler** expressions. It constructs a new one and applies v_2 as a thunk in the **handler** body. If there already is a handler expression, the [6xwehn] applies. It collects the current handlers and adds the new one into a new **handlers** expression and, as with the previous rule, invokes the second argument to **with-exception-handlers**.

The next two rules cover exceptions that are raised in the context of a **handlers** expression. If a continuable exception is raised, [6xraisec] applies. It takes the most recently installer handler from the nearest enclosing **handlers** expression and applies it to the argument to **raise-continuable**, but in a context where the exception handlers do not include that latest handler. The [6xraise] rule behaves similarly, except it raises a new exception if the handler returns. The new exception is created with the **condition** special form.

The **condition** special form is a stand-in for the Report's conditions. It does not evaluate its argument (note its absence from the E grammar in figure 10.2). That argument is just a literal string describing the context in which the exception was raised. The only operation on conditions is **condition?**, whose semantics are given by the two rules [6ct] and [6cf].

Finally, the rule [6xdone] drops a **handlers** expression when its body is fully evaluated, and the rule [6weherr] raises an exception when **with-exception-handler** is supplied

with incorrect arguments. The metafunctions in the side-condition guarantee that this rule only applies when the arguments are not suitable functions. Their definitions are given in figure 10.6.

10.5. Arithmetic & Basic Forms

This model does not include the Report's arithmetic, but does include an idealized form in order to make experimentation with other features simpler. Figure 10.7 shows the reduction rules for the primitive procedures that implement addition, subtraction, multiplication, and division. They defer to their mathematical analogues. In addition, when the subtraction or division operator are applied to no arguments, or when division receives a zero as a divisor, or when any of the arithmetic operations receive a non-number, an exception is raised.

Figure 10.8 shows the rules for **if**, **begin**, and **begin0**. The relevant evaluation contexts are given by the F non-terminal.

The evaluation contexts for **if** only allow evaluation in its first argument. Once that is a value, the rules for **if** reduce an **if** expression to its first argument if the test is not #f, and to its third subexpression (or to the value **unspecified** if there are only two subexpressions).

The **begin** evaluation contexts allow evaluation in the first subexpression of a **begin**, but only if there are two or more subexpressions. In that case, once the first expression has been fully simplified, the reduction rules drop its value. If there is only a single subexpression, the **begin** itself is dropped.

$P[(+)]$	$\rightarrow P[0]$	[6+0]
$P[(+ n_1 n_2 \dots)]$	$\rightarrow P[\Sigma\{n_1, n_2 \dots\}]$	[6+]
$P[(- n_1)]$	$\rightarrow P[\lceil - n_1 \rceil]$	[6u-]
$P[(- n_1 n_2 n_3 \dots)]$	$\rightarrow P[\lceil n_1 - \Sigma\{n_2, n_3 \dots\} \rceil]$	[6-]
$P[(-)]$	$\rightarrow P[(\text{raise (condition "arity mismatch")})]$	[6-arity]
$P[(*)]$	$\rightarrow P[1]$	[6*1]
$P[(* n_1 n_2 \dots)]$	$\rightarrow P[\lceil \Pi\{n_1, n_2 \dots\} \rceil]$	[6*]
$P[(/ n_1)]$	$\rightarrow P[(/ 1 n_1)]$	[6u/]
$P[(/ n_1 n_2 n_3 \dots)]$	$\rightarrow P[\lceil n_1 / \Pi\{n_2, n_3 \dots\} \rceil$ $(0 \notin \{n_2, n_3, \dots\})$	[6/]
$P[(/ n n \dots 0 n \dots)]$	$\rightarrow P[(\text{raise (condition "divison by zero")})]$	[6/0]
$P[(/)]$	$\rightarrow P[(\text{raise (condition "arity mismatch")})]$	[6/arity]
$P[(\text{aproc } v_1 \dots)]$	$\rightarrow P[(\text{raise (condition "arith-op applied to non-number")})]$ $(\exists v \in v_1 \dots \text{ s.t. } v \text{ is not a number})$	[6ae]

Figure 10.7: Arithmetic

$P[(\text{if } v_1 e_1 e_2)]$	$\rightarrow P[e_1]$ $(v_1 \neq \#f)$	[6if3t]
$P[(\text{if } \#f e_1 e_2)]$	$\rightarrow P[e_2]$	[6if3f]
$P[(\text{if } v_1 e_1)]$	$\rightarrow P[e_1]$ $(v_1 \neq \#f)$	[6if2t]
$P[(\text{if } \#f e_1)]$	$\rightarrow P[(\text{unspecified})]$	[6if2f]
$P[(\text{begin (values } v \dots) e_1 e_2 \dots)]$	$\rightarrow P[(\text{begin } e_1 e_2 \dots)]$	[6beginc]
$P[(\text{begin } e_1)]$	$\rightarrow P[e_1]$	[6begin]
$P[(\text{begin0 (values } v_1 \dots) (values } v_2 \dots) e_2 \dots)]$	$\rightarrow P[(\text{begin0 (values } v_1 \dots) e_2 \dots)]$	[6begin0n]
$P[(\text{begin0 } e_1)]$	$\rightarrow P[e_1]$	[6begin01]

Figure 10.8: Basic Syntactic Forms

Like the **begin** evaluation contexts, the **begin0** evaluation contexts allow evaluation of the first argument of a **begin0** expression when there are two or more subexpressions. The **begin0** evaluation contexts also allow evaluation in the second argument of a **begin0** expression, as long as the first argument has been fully simplified. The [6begin0n] rule for **begin0** then drops a fully simplified second argument. Eventually, there is only a single expression in the **begin0**, at which point the [begin01] rule fires, and removes the **begin0** expression.

10.6. Pairs & Eqv

The rules in figure 10.9 handle the pure subset of lists (although they do use the store, to pave the way for mutation). The first two rules handle list by reducing it to a succession of calls to **cons**, followed by **null**.

The next rule, [6cons], allocates a new **cons** cell. It moves $(\text{cons } v_1 v_2)$ into the store, bound to a fresh identifier pp , for pair pointer. The rules [6car] and [6cdr] extract the components of a pair from the store when presented with a pair pointer.

The next four rules handle the **null?** predicate and the **pair?**

$\begin{aligned} &(\mathbf{store} (sf_1 \ \dots) W_1[(\mathbf{cons} \ v_1 \ v_2)]) \rightarrow \\ &(\mathbf{store} (sf_1 \ \dots (pp \ (\mathbf{cons} \ v_1 \ v_2))) W_1[pp]) \quad (pp \ \text{fresh}) \end{aligned}$	[6cons]
$\begin{aligned} &P[(\mathbf{list} \ v_1 \ v_2 \ \dots)] \rightarrow \\ &P[(\mathbf{cons} \ v_1 \ (\mathbf{list} \ v_2 \ \dots))] \end{aligned}$	[6listc]
$\begin{aligned} &P[(\mathbf{list})] \rightarrow \\ &P[\mathbf{null}] \end{aligned}$	[6listn]
$\begin{aligned} &(\mathbf{store} (sf_1 \ \dots (pp_i \ (\mathbf{cons} \ v_1 \ v_2)) sf_2 \ \dots) W_1[(\mathbf{car} \ pp_i)]) \rightarrow \\ &(\mathbf{store} (sf_1 \ \dots (pp_i \ (\mathbf{cons} \ v_1 \ v_2)) sf_2 \ \dots) W_1[v_1]) \end{aligned}$	[6car]
$\begin{aligned} &(\mathbf{store} (sf_1 \ \dots (pp_i \ (\mathbf{cons} \ v_1 \ v_2)) sf_2 \ \dots) W_1[(\mathbf{cdr} \ pp_i)]) \rightarrow \\ &(\mathbf{store} (sf_1 \ \dots (pp_i \ (\mathbf{cons} \ v_1 \ v_2)) sf_2 \ \dots) W_1[v_2]) \end{aligned}$	[6cdr]
$\begin{aligned} &P[(\mathbf{null?} \ \mathbf{null})] \rightarrow \\ &P[\mathbf{\#t}] \end{aligned}$	[6null?t]
$\begin{aligned} &P[(\mathbf{null?} \ v_1)] \rightarrow \\ &P[\mathbf{\#f}] \quad (v_1 \neq \mathbf{null}) \end{aligned}$	[6null?f]
$\begin{aligned} &P[(\mathbf{pair?} \ pp)] \rightarrow \\ &P[\mathbf{\#t}] \end{aligned}$	[6pair?t]
$\begin{aligned} &P[(\mathbf{pair?} \ v_1)] \rightarrow \\ &P[\mathbf{\#f}] \quad (v_1 \notin pp) \end{aligned}$	[6pair?f]
$\begin{aligned} &P[(\mathbf{car} \ v_i)] \rightarrow \\ &P[(\mathbf{raise} \ (\mathbf{condition} \ \text{"can't take car of non-pair"}))] \quad (v_i \notin pp) \end{aligned}$	[6care]
$\begin{aligned} &P[(\mathbf{cdr} \ v_i)] \rightarrow \\ &P[(\mathbf{raise} \ (\mathbf{condition} \ \text{"can't take cdr of non-pair"}))] \quad (v_i \notin pp) \end{aligned}$	[6cdre]

Figure 10.9: Lists

$\begin{aligned} &(\mathbf{store} (sf_1 \ \dots (pp_1 \ (\mathbf{cons} \ v_1 \ v_2)) sf_2 \ \dots) W_1[(\mathbf{set-car!} \ pp_1 \ v_3)]) \rightarrow \\ &(\mathbf{store} (sf_1 \ \dots (pp_1 \ (\mathbf{cons} \ v_3 \ v_2)) sf_2 \ \dots) W_1[(\mathbf{unspecified})]) \end{aligned}$	[6setcar]
$\begin{aligned} &(\mathbf{store} (sf_1 \ \dots (pp_1 \ (\mathbf{cons} \ v_1 \ v_2)) sf_2 \ \dots) W_1[(\mathbf{set-cdr!} \ pp_1 \ v_3)]) \rightarrow \\ &(\mathbf{store} (sf_1 \ \dots (pp_1 \ (\mathbf{cons} \ v_1 \ v_3)) sf_2 \ \dots) W_1[(\mathbf{unspecified})]) \end{aligned}$	[6setcdr]
$\begin{aligned} &P[(\mathbf{set-car!} \ v_1 \ v_2)] \rightarrow \\ &P[(\mathbf{raise} \ (\mathbf{condition} \ \text{"can't set-car! on a non-pair"}))] \quad (v_1 \notin pp) \end{aligned}$	[6scare]
$\begin{aligned} &P[(\mathbf{set-cdr!} \ v_1 \ v_2)] \rightarrow \\ &P[(\mathbf{raise} \ (\mathbf{condition} \ \text{"can't set-cdr! on a non-pair"}))] \quad (v_1 \notin pp) \end{aligned}$	[6scdre]
$\begin{aligned} &P[(\mathbf{eqv?} \ v_1 \ v_1)] \rightarrow \\ &P[\mathbf{\#t}] \quad (v_1 \notin \mathit{uproc}, v_1 \neq (\mathbf{condition} \ \mathit{string})) \end{aligned}$	[6eqt]
$\begin{aligned} &P[(\mathbf{eqv?} \ v_1 \ v_2)] \rightarrow \\ &P[\mathbf{\#f}] \quad (v_1 \notin \mathit{uproc}, v_2 \notin \mathit{uproc}, v_1 \neq (\mathbf{condition} \ \mathit{string}), v_2 \neq (\mathbf{condition} \ \mathit{string}), v_1 \neq v_2) \end{aligned}$	[6eqf]

Figure 10.10: Cons Cell Mutation

predicate, and the final two rules raise exceptions when `car` or `cdr` receive non pairs.

10.7. Procedures & Application

In evaluating a procedure call, the report deliberately leaves unspecified the order in which arguments are eval-

$P_1[(e_1 \cdots e_i e_{i+1} \cdots)] \rightarrow$	[6mark]
$P_1[((\mathbf{lambda} (x) (e_1 \cdots x e_{i+1} \cdots)) e_i)] \quad (x \text{ fresh}, e_i \notin v, \exists e \in e_1 \cdots e_{i+1} \cdots \text{ s.t. } e \notin v)$	
$(\mathbf{store} (sf_1 \cdots) W_1[((\mathbf{lambda} (x_1 x_2 \cdots) e_1 e_2 \cdots) v_1 v_2 \cdots)]) \rightarrow$	[6appN!]
$(\mathbf{store} (sf_1 \cdots (bp v_1)) W_1[\{\{x_1 \mapsto bp\}(\mathbf{lambda} (x_2 \cdots) e_1 e_2 \cdots) v_2 \cdots\}])$ $(bp \text{ fresh}, \#x_2 = \#v_2, \mathcal{V}[\{(x_1 (\mathbf{lambda} (x_2 \cdots) e_1 e_2 \cdots))\}])$	
$P_1[((\mathbf{lambda} (x_1 x_2 \cdots) e_1 e_2 \cdots) v_1 v_2 \cdots)] \rightarrow$	[6appN]
$P_1[\{\{x_1 \mapsto v_1\}(\mathbf{lambda} (x_2 \cdots) e_1 e_2 \cdots) v_2 \cdots\}] \quad (\#x_2 = \#v_2, !\mathcal{V}[\{(x_1 (\mathbf{lambda} (x_2 \cdots) e_1 e_2 \cdots))\}])$	
$P_1[((\mathbf{lambda} () e_1 e_2 \cdots)] \rightarrow$	[6app0]
$P_1[(\mathbf{begin} e_1 e_2 \cdots)]$	
$P[(\mathbf{lambda} (x_1 \cdots) e e \cdots) v_1 \cdots] \rightarrow$	[6arity]
$P[(\mathbf{raise} (\mathbf{condition} \text{ "arity mismatch"}))] \quad (\#x_1 \neq \#v_1)$	
$P_1[((\mathbf{lambda} (x_1 \cdots \mathbf{dot} x_r) e_1 e_2 \cdots) v_1 \cdots v_2 \cdots)] \rightarrow$	[6app]
$P_1[((\mathbf{lambda} (x_1 \cdots x_r) e_1 e_2 \cdots) v_1 \cdots (\mathbf{list} v_2 \cdots))] \quad (\#v_1 = \#x_1)$	
$P[(\mathbf{lambda} (x_1 \cdots \mathbf{dot} x) e e \cdots) v_1 \cdots] \rightarrow$	[6arity]
$P[(\mathbf{raise} (\mathbf{condition} \text{ "arity mismatch"}))] \quad (\#v_1 < \#x_1)$	
$P[(\mathbf{procedure?} \text{ } proc)] \rightarrow$	[6proct]
$P[\#\mathbf{t}]$	
$P[(\mathbf{procedure?} \text{ } nonproc)] \rightarrow$	[6procf]
$P[\#\mathbf{f}]$	
$P[(\mathbf{procedure?} \text{ } (unspecified))] \rightarrow$	[6procu]
$P[\#\mathbf{f}]$	
$P[(nonproc \text{ } v \cdots)] \rightarrow$	[6appe]
$P[(\mathbf{raise} (\mathbf{condition} \text{ "can't call non-procedure"}))] \rightarrow$	
$P[(unspecified) \text{ } v \cdots] \rightarrow$	[6appun]
$P[(\mathbf{raise} (\mathbf{condition} \text{ "can't call non-procedure"}))] \rightarrow$	
$P[(proc1 \text{ } v_1 \cdots)] \rightarrow$	[61arity]
$P[(\mathbf{raise} (\mathbf{condition} \text{ "arity mismatch"}))] \quad (\#v_1 \neq 1)$	
$P[(proc2 \text{ } v_1 \cdots)] \rightarrow$	[62arity]
$P[(\mathbf{raise} (\mathbf{condition} \text{ "arity mismatch"}))] \quad (\#v_1 \neq 2)$	
$P[(unspecified \text{ } v_1 v_2 \cdots)] \rightarrow$	[6unarity]
$P[(\mathbf{raise} (\mathbf{condition} \text{ "arity mismatch"}))] \rightarrow$	

Figure 10.11: Procedures & Application

uated. To model that, we use a reduction system with non-unique decomposition to model the choice of which argument to evaluate. The intention is that a single term decomposes into multiple different combinations of an evaluation context and a reducible expression and that each choice corresponds to a different order of evaluation.

To capture unspecified evaluation order but allow only evaluation that is consistent with some sequential ordering of the evaluation of an application's subexpressions, we use non-deterministic choice to pick a subexpression to reduce only when we have not already committed to reducing some other subexpression. To achieve that effect, we limit the evaluation of application expressions to only

those that have a single expression that isn't fully reduced, as shown in the non-terminal F , in figure 10.2. To evaluate application expressions that have more than two arguments to evaluate, the rule [6mark] picks one of the subexpressions of an application that is not fully simplified and lifts it out in its own application, allowing it to be evaluated. Once one of the lifted expressions is evaluated, the [6appN] substitutes its value back into the original application.

The [6appN] rule also handles other applications whose arguments are finished by substituting the first actual parameter for the first formal parameter in the expression. Its side-condition uses the function in figure 10.13 to ensure that there are no **set!** expressions with the parameter

$P[(\mathbf{apply} \textit{proc}_1 v_1 \dots \mathbf{null})] \rightarrow$	[6applyf]
$P[(\textit{proc}_1 v_1 \dots)]$	
$(\mathbf{store} (sf_1 \dots (pp_i (\mathbf{cons} v_2 v_3)) sf_2 \dots) W_1[(\mathbf{apply} \textit{proc}_1 v_1 \dots pp_i)]) \rightarrow$	[6applyc]
$(\mathbf{store} (sf_1 \dots (pp_i (\mathbf{cons} v_2 v_3)) sf_2 \dots) W_1[(\mathbf{apply} \textit{proc}_1 v_1 \dots v_2 v_3)])$	
$P[(\mathbf{apply} \textit{nonproc} v \dots)] \rightarrow$	[6applynf]
$P[(\mathbf{raise} (\mathbf{condition} \text{ "can't apply non-procedure" }))]$	
$P[(\mathbf{apply} (\mathbf{unspecified}) v \dots)] \rightarrow$	[6applyun]
$P[(\mathbf{raise} (\mathbf{condition} \text{ "can't apply non-procedure" }))]$	
$P[(\mathbf{apply} \textit{proc} v_1 \dots v_2)] \rightarrow$	[6applye]
$P[(\mathbf{raise} (\mathbf{condition} \text{ "apply's last argument non-list" }))] \quad (v_2 \notin pp, v_2 \neq \mathbf{null})$	
$P[(\mathbf{apply})] \rightarrow$	[6apparity0]
$P[(\mathbf{raise} (\mathbf{condition} \text{ "arity mismatch" }))]$	
$P[(\mathbf{apply} v)] \rightarrow$	[6apparity1]
$P[(\mathbf{raise} (\mathbf{condition} \text{ "arity mismatch" }))]$	

Figure 10.12: Apply

$\mathcal{V}[(x_1 (e_1 e_2 e_3 \dots))]$	= $\mathcal{V}[(x_1 e_1)]$ or $\mathcal{V}[(x_1 (e_2 e_3 \dots))]$
$\mathcal{V}[(x_1 (e_1))]$	= $\mathcal{V}[(x_1 e_1)]$
$\mathcal{V}[(x_1 (\mathbf{if} e_1 e_2 e_3))]$	= $\mathcal{V}[(x_1 e_1)]$ or $\mathcal{V}[(x_1 e_2)]$ or $\mathcal{V}[(x_1 e_3)]$
$\mathcal{V}[(x_1 (\mathbf{if} e_1 e_2))]$	= $\mathcal{V}[(x_1 e_1)]$ or $\mathcal{V}[(x_1 e_2)]$
$\mathcal{V}[(x_1 (\mathbf{set!} x_1 e))]$	= #t
$\mathcal{V}[(x_1 (\mathbf{set!} x_2 e_1))]$	= $\mathcal{V}[(x_1 e_1)]$
$(x_1 \neq x_2)$	
$\mathcal{V}[(x_1 (\mathbf{begin} e_1 e_2 e_3 \dots))]$	= $\mathcal{V}[(x_1 e_1)]$ or $\mathcal{V}[(x_1 (\mathbf{begin} e_2 e_3 \dots))]$
$\mathcal{V}[(x_1 (\mathbf{begin} e_1))]$	= $\mathcal{V}[(x_1 e_1)]$
$\mathcal{V}[(x_1 (\mathbf{begin0} e_1 e_2 e_3 \dots))]$	= $\mathcal{V}[(x_1 e_1)]$ or $\mathcal{V}[(x_1 (\mathbf{begin0} e_2 e_3 \dots))]$
$\mathcal{V}[(x_1 (\mathbf{begin0} e_1))]$	= $\mathcal{V}[(x_1 e_1)]$
$\mathcal{V}[(x_1 (\mathbf{lambda} (x \dots x_1 x \dots) e e \dots))]$	= #f
$\mathcal{V}[(x_1 (\mathbf{lambda} (x_2 \dots) e_1 e_2 \dots))]$	= $\mathcal{V}[(x_1 (\mathbf{begin} e_1 e_2 \dots))]$
$(x_1 \notin \{x_2 \dots\})$	
$\mathcal{V}[(x_1 (\mathbf{lambda} (x \dots x_1 x \dots \mathbf{dot} x) e e \dots))]$	= #f
$\mathcal{V}[(x_1 (\mathbf{lambda} (x \dots \mathbf{dot} x_1) e e \dots))]$	= #f
$\mathcal{V}[(x_1 (\mathbf{lambda} (x_2 \dots \mathbf{dot} x_3) e_1 e_2 \dots))]$	= $\mathcal{V}[(x_1 (\mathbf{begin} e_1 e_2 \dots))]$
$(x_1 \text{ot} \in \{x_2 \dots x_3\})$	
$\mathcal{V}[(x_1 x_2)]$	= #f
$\mathcal{V}[(x_1 v)]$	= #f
$\mathcal{V}[(x_1 (\mathbf{dw} x_2 e_1 e_2 e_3))]$	= $\mathcal{V}[(x_1 e_1)]$ or $\mathcal{V}[(x_1 e_2)]$ or $\mathcal{V}[(x_1 e_3)]$
$\mathcal{V}[(x_1 [])]$	= #f
$\mathcal{V}[(x_1 ([\textit{single}]))]$	= #f
$\mathcal{V}[(x_1 ([\textit{multi}]))]$	= #f

Figure 10.13: Variable Assignment Metafunction

x_1 as a target. If there is such an assignment, the [6appN!] rule applies. Instead of directly substituting the actual parameter for the formal parameter, it creates a new location in the store, initially bound the actual parameter, and substitutes a variable standing for that location in place of the formal parameter. The store, then, handles any eventual

assignment to the parameter. Once all of the parameters have been substituted away, the rule [6app0] applies and evaluation of the body of the procedure begins.

The next two rules handle parameters with dotted argument lists. The rule [6μapp] turns a well-formed application of a parameter with a dotted argument list into an ap-

plication of an ordinary procedure by constructing a list of the extra arguments. The $[\mu\text{arity}]$ rule raises an exception when such a procedure is applied to too few arguments.

The next three rules $[\text{6proct}]$, $[\text{6procf}]$, and $[\text{6procu}]$ handle applications of `procedure?`, and the remaining rules cover applications of non-procedures and other arity errors.

The rules in figure 10.12 cover `apply` rule, $[\text{6applyf}]$ covers the case where the last argument to `apply` is the empty list, and simply reduce by erasing the empty list and the `apply`. The second rule, $[\text{6applyc}]$ covers the case where `apply`'s final argument is a pair. It reduces by extracting the components of the pair from the store and putting them into the application of `apply`. Repeated application of this rule thus extracts all of the list elements passed to `apply` out of the store. The remaining four rules cover the various errors that can occur when using `apply`: applying a non-procedure, passing a non-list as the last argument, and supplying too few arguments to `apply`.

10.8. Call/cc and Dynamic Wind

The specification of `dynamic-wind` uses $(\text{dw } x \ e \ e \ e)$ expressions to record which dynamic-wind middle thunks are active at each point in the computation. Its first argument is an identifier that is globally unique and serves to identify invocations of `dynamic-wind`, in order to avoid exiting and re-entering the same dynamic context during a continuation switch. The second, third, and fourth arguments are calls to some pre-thunk, middle thunk, and post thunks from a call to `dynamic-wind`. Evaluation only occurs in the middle expression; the `dw` expression only serves to record which pre- and post- thunks need to be run during a continuation switch. Accordingly, the reduction rule for an application of `dynamic-wind` reduces to a call to the pre-thunk, a `dw` expression and a call to the post-thunk, as shown in rule $[\text{6wind}]$ in figure 10.14. The next two rules cover abuses of the `dynamic-wind` procedure: calling it with non-thunks, and calling it with the wrong number of arguments. The $[\text{6wdone}]$ rule erases a `dw` expression when its second argument has finished evaluating.

The next two rules cover `call/cc`. The rule $[\text{6call/cc}]$ creates a new continuation. It takes the context of the `call/cc` expression and packages it up into a `throw` expression, representing the continuation. The `throw` expression uses the fresh variable x to record where the application of `call/cc` occurred in the context for use in the $[\text{6throw}]$ rule when the continuation is applied. That rule takes the arguments of the continuation, wraps them with a call to `values`, and puts them back into the place where the original call to `call/cc` occurred, replacing the current context with the context returned by the \mathcal{T} metafunction.

The \mathcal{T} metafunction accepts two D contexts and builds a context that matches its second argument, the destina-

tion context, except that additional calls to the pre- and post- thunks from `dw` expressions in the context have been added. The first three cases in the function just simplify both the arguments so that they are expression contexts. If the destination context is a definition, it preserves the definition and otherwise it abandons it.

The fourth clause of the \mathcal{T} metafunction exploits the H context, a context that contains everything except `dw` expressions. It ensures that shared parts of the `dynamic-wind` context are ignored, recurring deeper into the two expression contexts as long as the first `dw` expression in each have matching identifiers (x_1). The final rule is a catchall; it only applies when all the others fail and thus applies either when there are no `dws` in the context, or when the `dw` expressions do not match. It calls the two other metafunctions defined in figure 10.14 and puts their results together into a `begin` expression.

The \mathcal{S} metafunction extracts all of the post thunks from its argument and the \mathcal{R} metafunction extracts all of the pre thunks from its argument. They each construct new contexts and exploit H to work through their arguments, one `dw` at a time. In each case, the metafunctions are careful to keep the right `dw` context around each of the thunks in case a continuation jump occurs during one of their evaluations. In the case of \mathcal{S} , all of the context except the `dws` are discarded, since that was the context where the call to the continuation occurred. In contrast, the \mathcal{R} metafunction receives the destination context, and thus keeps the intermediate parts of the context in its result.

10.9. Library Top Level

The sequence of definitions in the body of a p models the body of a library that does not export anything and imports the primitives described by the semantics. The grammar for p does not preclude alternating definitions and expressions (and indeed, the semantics assigns a meaning to such programs), but the informal semantics does, so we consider such programs to be malformed. They are only modeled here to avoid the complexity of enforcing the requirement that all definitions appear before any expression. Similarly, the semantics covers multiple definitions of the same identifier, but this also would be a syntax error, according to the informal semantics. In this case, however, such expressions are modeled because they can also arise via a continuation throw and via programs that `set!` like this:

```
(define x (set! y 1))
(define y 2)
```

So, the must be covered to show what happens in those situations. The only other departure from standard top-level library syntax is the `beginF` expressions. The super-script

$P_1[(\text{dynamic-wind } v_1 v_2 v_3)] \rightarrow$	[6wind]
$P_1[(\text{begin } (v_1) (\text{begin0 } (\text{dw } x (v_1) (v_2) (v_3)) (v_3)))] \quad (x \text{ fresh}, \mathcal{A}_0[v_1], \mathcal{A}_0[v_2], \mathcal{A}_0[v_3])$	
$P_1[(\text{dynamic-wind } v_1 v_2 v_3)] \rightarrow$	[6dwerr]
$P_1[(\text{raise } (\text{condition } \text{“dynamic-wind expects arity 0 procs”}))] \quad (!\mathcal{A}_0[v_1] \text{ or } !\mathcal{A}_0[v_2] \text{ or } !\mathcal{A}_0[v_3])$	
$P_1[(\text{dynamic-wind } v_1 \dots)] \rightarrow$	[6dwarity]
$P_1[(\text{raise } (\text{condition } \text{“arity mismatch”}))] \quad (\#v_1 \neq 3)$	
$P_1[(\text{dw } x e (\text{values } v_1 \dots) e)] \rightarrow$	[6dwdone]
$P_1[(\text{values } v_1 \dots)]$	
$(\text{store } (sf_1 \dots) W_1[(\text{call/cc } v_1)]) \rightarrow$	[6call/cc]
$(\text{store } (sf_1 \dots) W_1[(v_1 (\text{throw } x W_1[x]))]) \quad (x \text{ fresh})$	
$(\text{store } (sf_1 \dots) (D_1[(\text{throw } x_1 (D_2[x_1] d_1 \dots)) v_1 \dots]) d_2 \dots) \rightarrow$	[6throw]
$(\text{store } (sf_1 \dots) (\mathcal{T}[(D_1 D_2)][(\text{values } v_1 \dots)] d_1 \dots))$	
$\begin{aligned} \mathcal{T}[(\text{define } x_1 E_1 (\text{define } x_2 E_2))] &= (\text{define } x_2 \mathcal{T}[(E_1 E_2)]) \\ \mathcal{T}[(E_1 (\text{define } x_2 E_2))] &= (\text{define } x_2 \mathcal{T}[(E_1 E_2)]) \\ \mathcal{T}[(\text{define } x_1 E_1) E_2] &= \mathcal{T}[(E_1 E_2)] \\ \mathcal{T}[(H_1[(\text{dw } x_1 e_1 E_1 e_2)] H_2[(\text{dw } x_1 e_3 E_2 e_4))]] &= H_2[(\text{dw } x_1 e_3 \mathcal{T}[(E_1 E_2)] e_4)] \\ \mathcal{T}[(E_1 E_2)] &= (\text{begin } \mathcal{S}[(E_1)[1] \mathcal{R}[(E_2)]] \end{aligned}$	
$\begin{aligned} \mathcal{S}[(E_1[(\text{dw } x_1 e_1 H_2 e_2))]] &= \mathcal{S}[(E_1)[(\text{begin0 } (\text{dw } x_1 e_1 [] e_2) e_2)] \\ \mathcal{S}[(H_1)] &= [] \end{aligned}$	
$\begin{aligned} \mathcal{R}[(H_1[(\text{dw } x_1 e_1 E_1 e_2))]] &= H_1[(\text{begin } e_1 (\text{dw } x_1 e_1 \mathcal{R}[(E_1) e_2))] \\ \mathcal{R}[(H_1)] &= H_1 \end{aligned}$	

Figure 10.14: Call/cc and Dynamic Wind

F serves to distinguish a **begin** expression whose subexpressions can be forms from one whose subexpressions are ordinary expressions.

The first rule in figure 10.15 covers the definition of a variable, and merely moves it into the store. The second rule covers re-definition of a variable, and it updates the store with the new value. The third rule drops a fully evaluated expression, unless it is the last one and the fourth rule adds a single expression if there are none, in order to guarantee that there is always some result to a program.

The [6beginF] rule splices **begin^F** expressions into their context. The [6var] rule extracts a value from the store and [6set] updates a value in the store, returning the unspecified value. The rule [6setf] handles an assignment to a variable whose definition has not yet been evaluated. The next two rules, [6setu] and [6refu] handle reference and assignment of free variables. Finally, the last two rules dictate the behavior of the **unspecified?** predicate.

10.10. Underspecification

The rules in figure 10.16 cover aspects of the semantics that are explicitly unspecified. Implementations can replace these rules with different rules that cover the left-hand sides and, as long as they follow the informal specification, any replacement is valid.

The three situations are **eqv?** applied to two procedures or two conditions, and multiple values in a single-value context.

$(\text{store } (sf_1 \dots) ((\text{define } x_1 v_1) d_1 \dots)) \rightarrow$ $(\text{store } (sf_1 \dots (x_1 v_1)) (d_1 \dots)) \quad (x_1 \notin \text{dom}(sf_1 \dots))$	[6def]
$(\text{store } (sf_1 \dots (x_1 v_1) sf_2 \dots) ((\text{define } x_1 v_2) d_1 \dots)) \rightarrow$ $(\text{store } (sf_1 \dots (x_1 v_2) sf_2 \dots) (d_1 \dots))$	[6redef]
$(\text{store } (sf_1 \dots) ((\text{values } v_1 \dots) d_1 d_2 \dots)) \rightarrow$ $(\text{store } (sf_1 \dots) (d_1 d_2 \dots))$	[6valdrop]
$(\text{store } (sf_1 \dots) ()) \rightarrow$ $(\text{store } (sf_1 \dots) ((\text{values (unspecified)})))$	[6valadd]
$(\text{store } (sf_1 \dots) ((\text{begin}^F d_1 \dots) d_2 \dots)) \rightarrow$ $(\text{store } (sf_1 \dots) (d_1 \dots d_2 \dots))$	[6beginF]
$(\text{store } (sf_1 \dots (x_1 v_1) sf_2 \dots) W_1[x_1]) \rightarrow$ $(\text{store } (sf_1 \dots (x_1 v_1) sf_2 \dots) W_1[v_1])$	[6var]
$(\text{store } (sf_1 \dots (x_1 v_1) sf_2 \dots) W_1[(\text{set! } x_1 v_2)]) \rightarrow$ $(\text{store } (sf_1 \dots (x_1 v_2) sf_2 \dots) W_1[(\text{unspecified})])$	[6set]
$(\text{store } (sf_1 \dots) (D_1[(\text{set! } x_1 v_2)] d_1 \dots (\text{define } x_1 e_1) d_2 \dots)) \rightarrow$ $(\text{store } (sf_1 \dots (x_1 v_2)) (D_1[(\text{unspecified})] d_1 \dots (\text{define } x_1 e_1) d_2 \dots)) \quad (x_1 \notin \text{dom}(sf_1 \dots))$	[6setd]
$(\text{store } (sf_1 \dots) (D_1[x_1] d_1 \dots)) \rightarrow$ $(\text{store } (sf_1 \dots) (D_1[(\text{raise (condition (format "reference to undefined identifier: ~a" x_1)))] d_1 \dots))$ $(x_1 \notin \text{dom}(sf_1 \dots))$	[6refu]
$(\text{store } (sf_1 \dots) (D_1[(\text{set! } x_1 v_2)] d_1 \dots)) \rightarrow$ $(\text{store } (sf_1 \dots) (D_1[(\text{raise (condition (format "set!: cannot set undefined identifier: ~a" x_1)))] d_1 \dots))$ $(x_1 \notin \text{dom}(sf_1 \dots), x_1 \text{ not defined by } d_1 \dots)$	[6setu]
$P_1[(\text{unspecified? (unspecified)})] \rightarrow$ $P_1[\#t]$	[6unspec?t]
$P_1[(\text{unspecified? } v_1)] \rightarrow$ $P_1[\#f] \quad (v_1 \neq (\text{unspecified}))$	[6unspec?f]

Figure 10.15: Library Top Level

$P[(\text{eqv? } \textit{uproc} \textit{uproc})] \rightarrow$ unknown: equivalence of procedures	[6ueqv]
$P[(\text{eqv? } v_1 v_2)] \rightarrow$ unknown: equivalence of conditions $(v_1 = (\text{condition string}) \text{ or } v_2 = (\text{condition string}))$	[6ueqc]
$P[(\text{values } v_1 \dots)]_o \rightarrow$ unknown: context expected one value, received $\#v_1$ $(\#v_1 \neq 1)$	[6uval]

Figure 10.16: Explicitly Unspecified Behavior

APPENDICES

Appendix A. Sample definitions for derived forms

This appendix contains sample definitions for some of the keywords described in this report in terms of simpler forms:

`cond`

The `cond` keyword (section 9.5.5) could be defined in terms of `if`, `let` and `begin` using `syntax-rules` (see section 9.21) as follows:

```
(define-syntax cond
  (syntax-rules (else =>)
    ((cond (else result1 result2 ...))
     (begin result1 result2 ...))
    ((cond (test => result))
     (let ((temp test))
       (if temp (result temp))))
    ((cond (test => result) clause1 clause2 ...)
     (let ((temp test))
       (if temp
           (result temp)
           (cond clause1 clause2 ...))))
    ((cond (test)) test)
    ((cond (test) clause1 clause2 ...)
     (let ((temp test))
       (if temp
           temp
           (cond clause1 clause2 ...))))
    ((cond (test result1 result2 ...))
     (if test (begin result1 result2 ...)))
    ((cond (test result1 result2 ...))
     clause1 clause2 ...)
    (if test
      (begin result1 result2 ...)
      (cond clause1 clause2 ...))))
```

`case`

The `case` keyword (section 9.5.5) could be defined in terms of `let`, `cond`, and `memv` (see library chapter 3) using `syntax-rules` (see section 9.21) as follows:

```
(define-syntax case
  (syntax-rules (else)
    ((case expr0
      ((key ...) res1 res2 ...)
      ...
      (else else-res1 else-res2 ...))
     (let ((tmp expr0))
       (cond
        ((memv tmp '(key ...)) res1 res2 ...)
        ...
        (else else-res1 else-res2 ...))))
    ((case expr0
```

```
      ((keya ...) res1a res2a ...)
      ((keyb ...) res1b res2b ...)
      ...))
    (let ((tmp expr0))
      (cond
       ((memv tmp '(keya ...)) res1a res2a ...)
       ((memv tmp '(keyb ...)) res1b res2b ...)
       ...))))
```

`letrec`

The `letrec` keyword (section 9.5.6) could be defined approximately in terms of `let` and `set!` using `syntax-rules` (see section 9.21), using a helper to generate the temporary variables needed to hold the values before the assignments are made, as follows:

```
(define-syntax letrec
  (syntax-rules ()
    ((letrec () body1 body2 ...)
     (let () body1 body2 ...))
    ((letrec ((var init) ...) body1 body2 ...)
     (letrec-helper
      (var ...)
      ()
      ((var init) ...)
      body1 body2 ...))))
```

```
(define-syntax letrec-helper
  (syntax-rules ()
    ((letrec-helper
      ()
      (temp ...)
      ((var init) ...)
      body1 body2 ...)
     (let ((var <undefined>) ...)
       (let ((temp init) ...)
         (set! var temp)
         ...))
     (let () body1 body2 ...)))
    ((letrec-helper
      (x y ...)
      (temp ...)
      ((var init) ...)
      body1 body2 ...)
     (letrec-helper
      (y ...)
      (newtemp temp ...)
      ((var init) ...)
      body1 body2 ...))))
```

The syntax `<undefined>` represents an expression that returns something that, when stored in a location, causes an exception with condition type `&assertion` to be raised if an attempt to read to or write from the location occurs be-

fore the assignments generated by the `letrec` transformation take place. (No such expression is defined in Scheme.)

let-values

The following definition of `let-values` (section 9.5.6) using `syntax-rules` (see section 9.21) employs a pair of helpers to create temporary names for the formals.

```
(define-syntax let-values
  (syntax-rules ()
    ((let-values (binding ...) body1 body2 ...)
     (let-values-helper1
      ()
      (binding ...)
      body1 body2 ...))))
```

```
(define-syntax let-values-helper1
  ;; map over the bindings
  (syntax-rules ()
    ((let-values
      ((id temp) ...)
      ()
      body1 body2 ...)
     (let ((id temp) ...) body1 body2 ...))
    ((let-values
      assocs
      ((formals1 expr1) (formals2 expr2) ...)
      body1 body2 ...)
     (let-values-helper2
      formals1
      ()
      expr1
      assocs
      ((formals2 expr2) ...)
      body1 body2 ...))))
```

```
(define-syntax let-values-helper2
  ;; create temporaries for the formals
  (syntax-rules ()
    ((let-values-helper2
      ()
      temp-formals
      expr1
      assocs
      bindings
      body1 body2 ...)
     (call-with-values
      (lambda () expr1)
      (lambda temp-formals
        (let-values-helper1
         assocs
         bindings
         body1 body2 ...))))
    ((let-values-helper2
      (first . rest)
      (temp ...)
      expr1
      (assoc ...)
      bindings
```

```
      body1 body2 ...)
    (let-values-helper2
     rest
     (temp ... newtemp)
     expr1
     (assoc ... (first newtemp))
     bindings
     body1 body2 ...))
    ((let-values-helper2
     rest-formal
     (temp ...)
     expr1
     (assoc ...)
     bindings
     body1 body2 ...)
     (call-with-values
      (lambda () expr1)
      (lambda (temp ... . newtemp)
        (let-values-helper1
         (assoc ... (rest-formal newtemp))
         bindings
         body1 body2 ...))))))
```

Appendix B. Additional material

This report itself, as well as more material related to this report such as reference implementations of some parts of Scheme and archives of mailing lists discussing this report is at

<http://www.r6rs.org/>

The Schemers web site at

<http://www.schemers.org/>

as well as the Readscheme site at

<http://library.readscheme.org/>

contain extensive Scheme bibliographies, as well as papers, programs, implementations, and other material related to Scheme.

Appendix C. Example

This section describes an example consisting of the `(runge-kutta)` library, which provides an `integrate-system` procedure that integrates the system

$$y'_k = f_k(y_1, y_2, \dots, y_n), \quad k = 1, \dots, n$$

of differential equations with the method of Runge-Kutta.

As the `(runge-kutta)` library makes use of the `(r6rs base)` libraries, the library skeleton looks as follows:

```
#!r6rs
(library (runge-kutta)
  (export integrate-system)
  (import (r6rs base))
  (library body))
```

The procedure definitions go in the place of (library body) described below:

The parameter `system-derivative` is a function that takes a system state (a vector of values for the state variables y_1, \dots, y_n) and produces a system derivative (the values y'_1, \dots, y'_n). The parameter `initial-state` provides an initial system state, and `h` is an initial guess for the length of the integration step.

The value returned by `integrate-system` is an infinite stream of system states.

```
(define integrate-system
  (lambda (system-derivative initial-state h)
    (let ((next (runge-kutta-4 system-derivative h)))
      (letrec ((states
                (cons initial-state
                      (lambda () (map-streams next
                                             states))))))
        states))))
```

The `runge-kutta-4` procedure takes a function, `f`, that produces a system derivative from a system state. The `runge-kutta-4` procedure produces a function that takes a system state and produces a new system state.

```
(define runge-kutta-4
  (lambda (f h)
    (let ((*h (scale-vector h))
          (*2 (scale-vector 2))
          (*1/2 (scale-vector (/ 1 2)))
          (*1/6 (scale-vector (/ 1 6))))
      (lambda (y)
        ;; y is a system state
        (let* ((k0 (*h (f y)))
               (k1 (*h (f (add-vectors y (*1/2 k0)))))
               (k2 (*h (f (add-vectors y (*1/2 k1)))))
               (k3 (*h (f (add-vectors y k2)))))
          (add-vectors y
                       (*1/6 (add-vectors k0
                                           (*2 k1)
                                           (*2 k2)
                                           k3))))))
```

```
(define elementwise
  (lambda (f)
    (lambda vectors
      (generate-vector
       (vector-length (car vectors))
       (lambda (i)
         (apply f
                 (map (lambda (v) (vector-ref v i))
                      vectors))))))
```

```
(define generate-vector
  (lambda (size proc)
    (let ((ans (make-vector size)))
      (letrec ((loop
                (lambda (i)
                  (cond ((= i size) ans)
                        (else
                         (vector-set! ans i (proc i))
                         (loop (+ i 1)))))))
        (loop 0))))
```

```
(else
  (vector-set! ans i (proc i))
  (loop (+ i 1))))))
(loop 0))))
(define add-vectors (elementwise +))
```

```
(define scale-vector
  (lambda (s)
    (elementwise (lambda (x) (* x s)))))
```

The `map-streams` procedure is analogous to `map`: it applies its first argument (a procedure) to all the elements of its second argument (a stream).

```
(define map-streams
  (lambda (f s)
    (cons (f (head s))
          (lambda () (map-streams f (tail s))))))
```

Infinite streams are implemented as pairs whose `car` holds the first element of the stream and whose `cdr` holds a procedure that delivers the rest of the stream.

```
(define head car)
(define tail
  (lambda (stream) ((cdr stream))))
```

The following program illustrates the use of `integrate-system` in integrating the system

$$C \frac{dv_C}{dt} = -i_L - \frac{v_C}{R}$$

$$L \frac{di_L}{dt} = v_C$$

which models a damped oscillator.

```
#!r6rs
(import (r6rs base)
        (r6rs i/o simple)
        (runge-kutta))

(define damped-oscillator
  (lambda (R L C)
    (lambda (state)
      (let ((Vc (vector-ref state 0))
            (Il (vector-ref state 1)))
        (vector (- 0 (+ (/ Vc (* R C)) (/ Il C))
                (/ Vc L))))))
```

```
(define the-states
  (integrate-system
   (damped-oscillator 10000 1000 .001)
   '(1 0)
   .01))
```

```
(letrec ((loop (lambda (s)
                  (newline)
                  (write (head s))
                  (loop (tail s))))))
  (loop the-states))
```

This prints output like the following:

```
#(1 0)
#(0.99895054 9.994835e-6)
#(0.99780226 1.9978681e-5)
#(0.9965554 2.9950552e-5)
#(0.9952102 3.990946e-5)
#(0.99376684 4.985443e-5)
#(0.99222565 5.9784474e-5)
#(0.9905868 6.969862e-5)
#(0.9888506 7.9595884e-5)
#(0.9870173 8.94753e-5)
```

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ALPHABETIC INDEX OF DEFINITIONS OF CONCEPTS, KEYWORDS, AND PROCEDURES

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