(algorithms)

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This issue's installment of (algorithms) is an article by Olivier Danvy giving his elegant solution to the (by now infamous) xpl puzzle posed by Christian Queinnec and Jérôme Chailloux back in issue I-6 of Lisp Pointers. The code in the article is written in Scheme, but should be reasonably easy for any Common Lisp programmer to read. Just in case, I've included a short guide to Scheme for Common Lisp programmers at the end of the article.

In the next issue, I'm currently planning for an article on Gregor Kiczales' Common Lisp code walker from the Portable CommonLoops implementation. This has been widely touted as one of the most useful and portable program analysis tools in Common Lisp. Following that, I'm hoping to have a column devoted to a client of the walker, the implementation of an elegant iteration and value-accumulation facility.

As usual, I'm always interested in hearing about neat hacks, clever code, and elegant algorithms written in or working on the Lisp family of languages. If you've written a nice program lately, send me a note; maybe we can do a column on it!

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