

# Week 5

Brendon Faleiro

# Environments and Closures

- An environment is a mapping from variable names to values
  - Simply a table of (name, value) pairs
- A **closure** is a pair  $(f, e)$  consisting of function  $f$  and an environment  $e$ .
  - When the closure is invoked,  $f$  is evaluated using  $e$  to look up variable bindings



# Currying and Dynamic Scoping

- `let add = fun x y -> x + y`
- `let addTwo = add 2`
  - returns a closure  $\rightarrow$  (function `y -> x + y`, {`x: 2`})
- If OCaml used Dynamic scoping,
  - `let x = 5 in addTwo 3`
    - It is almost impossible to keep the previous context

# Homework 3 overview

# MOcaml patterns

- $p ::= \text{intconst} \mid \text{boolconst} \mid \_ \mid \text{var} \mid (p_1, \dots, p_n) \mid C \mid C p$ 
  - $\text{intconst} ::= \text{integer constant}$
  - $\text{boolconst} ::= \text{true} \mid \text{false}$
  - $\text{var} ::= \text{variable -- an identifier whose first letter is lowercase}$
  - $C ::= \text{data constructor -- an identifier whose first letter is uppercase}$

intconst	IntPat	int
boolconst	BoolPat	bool
_	WildcardPat	
var	VarPat	string
(p <sub>1</sub> , ..., p <sub>n</sub> )	TuplePat	mopat list
C   C p	DataPat	string * mopat option

# MOcaml expressions

- $op ::= + \mid - \mid * \mid = \mid >$
- $e ::= \text{intconst} \mid \text{boolconst} \mid \mathbf{var} \mid e1 \text{ op } e2 \mid -e \mid \text{if } e1 \text{ then } e2 \text{ else } e3$   
|  $\text{function } p \rightarrow e \mid e1 \ e2 \mid \text{match } e \text{ with } p1 \rightarrow e2 \mid \dots \mid pn \rightarrow en$   
|  $(e1, \dots, en) \mid C \mid C \ e$

<b>e1 op e2</b>	BinOp	moexpr * moop * moexpr
if <b>e1</b> then <b>e2</b> else <b>e3</b>	If	moexpr * moexpr * moexpr
function p -> e	Function	mopat * moexpr
e1 e2	FunctionCall	moexpr * moexpr
match e with p1 -> e1 ...	Match	moexpr * (mopat * moexpr) list
(e1, e2, ... , en)	Tuple	moexpr list
C   C e	Data	string * moexpr option

# MOCaml Declaration (modecl)

- $d ::= e \mid \text{let } x = e \mid \text{let rec } f \text{ } p = e$

<b>e</b>	Expr	moexpr
<b>let x = e</b>	Let	string * moexpr
<b>let rec f p = e</b>	LetRec	string * moexpr

# MOCaml Value (mvalue)

- $v ::= \text{intconst} \mid \text{boolconst} \mid \text{function } p \rightarrow e \mid (v_1, \dots, v_n) \mid C \mid C v$

intconst	IntVal	int
boolconst	BoolVal	bool
function p -> e	FunctionVal	string option * mopat * moexpr * moenv
(v1, ... , vn)	TupleVal	mvalue list
C   C v	DataVal	string * mvalue option



# Main Entrance

- let testOne test env =  
 let decl = main token (Lexing.from\_string (test^";;")) in  
 let res = **evalDecl decl env** in  
 let str = print\_result res in  
 match res with  
 | (None, v) -> (str, env)  
 | (Some x,v) -> (str, Env.add\_binding x v env)

# MOCaml Environment Module

## Methods

- `Env.empty_env`
  - Returns an empty environment (empty list)
- `Env.add_binding: string -> 'a -> 'a env -> 'a env`
  - Takes a variable name and value and adds it to the environment
- `Env.combine_envs: 'a env -> 'a env -> 'a env`
  - Takes two environments and merges them. The second will shadow the first.
- `Env.lookup: string -> 'a env -> 'a`
  - Looks for a binding in the environment. Throws “NotBound” exception if not found.

# Understanding the interpreter

- `let rec patMatch (pat:mopat) (value:movalue) : moenv`
  - Check if the pattern and value map and return an environment if any names have to be bound.
- `let rec evalExpr (e:moexpr) (env:moenv) : movalue`
  - Evaluate the expr till you get a value.
- `let rec evalDecl (d:modecl) (env:moenv) : moresult`