Lecture #3: Environments

- Substitution is not as simple as it might seem.
- For example:

```
def f(x):
    def g(x):
        return x + 10
    return g(5)
```

- When we call f(3), we should not substitute 3 for the xs in g!
- And there are other difficulties...

Names

- Evaluating expressions that are literals is easy: the literal's text gives all the information needed.
- But how did I evaluate names like add, mul, or print?
- How do I explain assignment? Substitution inadequate.

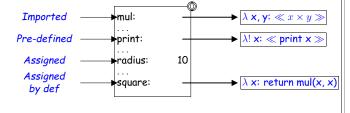
```
x = 3
print(x)
x = 4
print(x)  # After x = 3, does this x change to 3??!
```

- Deduction: there must be another source of information.
- We'll use the concept of an environment to explain it.

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Environments

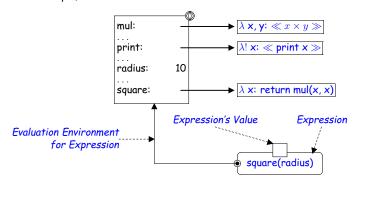
- An environment is a mapping from names to values.
- We say that a name is bound to a value in this environment.
- Every expression is evaluated *in an environment*, which supplies the meanings of any names in it.
- Simplest environment consists of a single global environment frame:



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Evaluation of Names

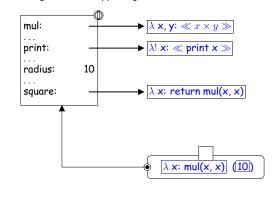
- To evaluate a name (identifier) in an environment, look for what that name "is bound to" in that environment.
- For example, in this situation...



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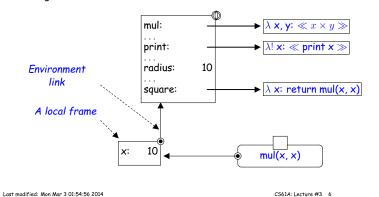
Evaluation of Names (II)

... We find the values for square and radius in the global frame (the big box with the globe on its upper right).

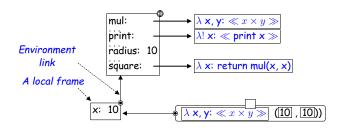


Evaluation of Names: More Complicated Environments

- In general, as we'll see, environments consist of chains of frames.
- Here, we find the value of x in the small, "local frame"
- We don't find mul, there, so we must follow the "environment link" looking for it.



More Complicated Environments (II)

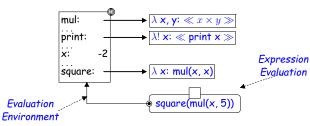


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Evaluating User-Defined Function Calls

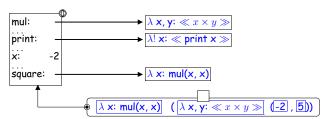
• Consider the expression square(mul(x, x)) in

```
from operator import mul
def square(x):
    return mul(x, x)
x = -2
print(square(mul(x, 5)))
```



Evaluating User-Defined Function Calls (II)

 First evaluate the subexpressions of square(mul(x, x)) in the global environment:



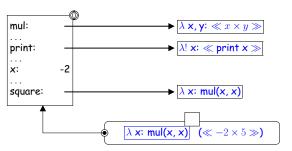
• Evaluating subexpressions x, mul, and square takes values from the expression's environment.

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Evaluating User-Defined Functions Calls (III)

• Then call the multiply function. Since this is primitive, let's just use the substitution model:

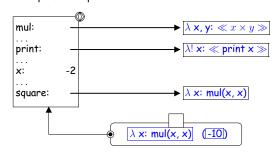


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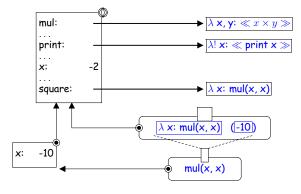
Evaluating User-Defined Functions Calls (IV)

• Execute the primitive operation:



Evaluating User-Defined Functions Calls (V)

To evaluate the call to the user-defined function (square), start a
new evaluation in a new local environment frame, attached to the
frame where square was defined (the global frame here), and giving
x the operand value.

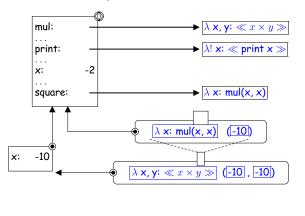


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Evaluating User-Defined Functions Calls (VI)

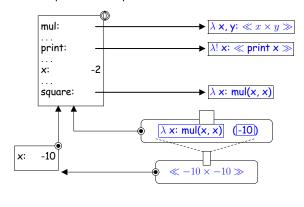
• When we evaluate mul(x, x) in this new environment, we get the same value as before for mul, but the local value for x.



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Evaluating User-Defined Functions Calls (VII)

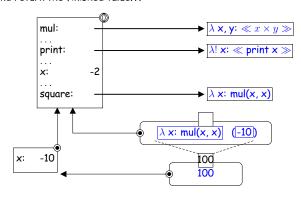
• Evaluate the primitive multiplication as before:



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Evaluating User-Defined Functions Calls (VIII)

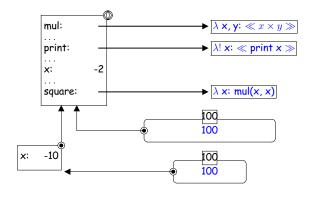
• And return the finished value...



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Evaluating User-Defined Functions Calls (IX)

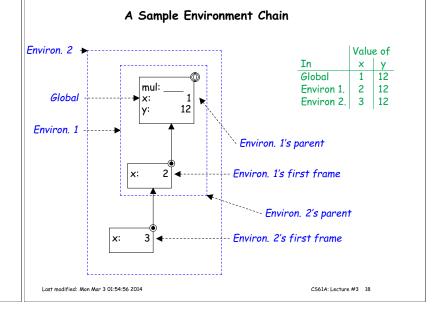
• ... replacing the call to the user-defined function and yielding the final value:



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Summary: Environments

- Environments map names to values.
- They consist of chains of environment frames.
- An environment is either a global frame or a first (local) frame chained to a parent environment (which is itself either a global frame or ...).
- We say that a name is bound to a value in a frame.
- The value (or meaning) of a name in an environment is the value it is bound to in the first frame, if there is one, ...
- ...or if not, the meaning of the name in the parent environment



Environments: Binding and Evaluation

- Every expression and statement is evaluated (executed) in an environment, which determines the meaning of its names.
- Subexpressions (pieces) of an expression are evaluated in the same environment as the expression
- Assigning to a variable binds a value to it in (for now) the first frame
 of the environment in which the assignment is executed.
- Def statements bind a name to a function value in the first frame of the environment in which the def statement is executed.
- Calling a user-defined function creates a new local environment and binds the operand values in the call to the parameter names in that environment.

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Example: Evaluation of a Call: sum_square(3,4)

