

Environments

Announcements

Environments for Higher-Order Functions

Environments Enable Higher-Order Functions

Functions are first-class: Functions are values in our programming language

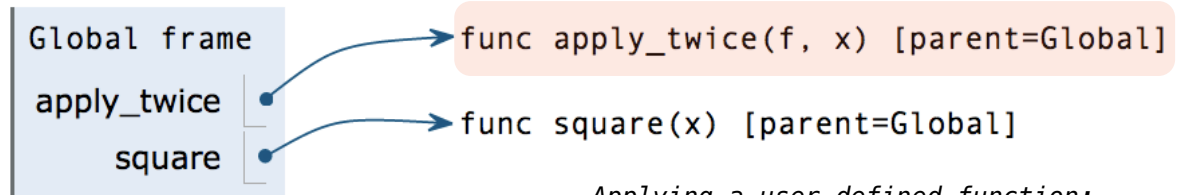
Higher-order function: A function that takes a function as an argument value **or**
A function that returns a function as a return value

Environment diagrams describe how higher-order functions work!

(Demo)

Names can be Bound to Functional Arguments

```
1 def apply_twice(f, x):
2     return f(f(x))
3
→ 4 def square(x):
5     return x * x
6
→ 7 result = apply_twice(square, 2)
```



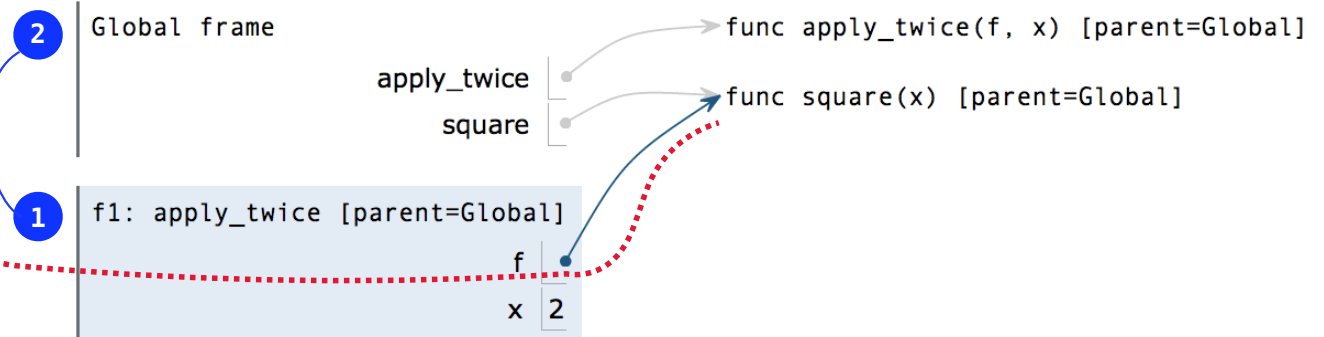
Applying a user-defined function:

- Create a new frame
- Bind formal parameters (f & x) to arguments
- Execute the body:
return f(f(x))

```

1 def apply_twice(f, x):
2     return f(f(x))
3
4 def square(x):
5     return x * x
6
7 result = apply_twice(square, 2)

```



Environments for Nested Definitions

(Demo)

```

1 def make_adder(n):
2     def adder(k):
3         return k + n
4     return adder
5
6 add_three = make_adder(3)
7 add_three(4)

```

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- The diagram illustrates the state of function call frames during a recursive call. It shows three frames: the Global frame, the f1 frame, and the f2 frame.
- Global frame:** Contains the function definitions `make_adder` and `add_three`. It is the parent of the f1 frame.
 - f1 frame:** Created by `make_adder` with `parent=G`. It contains a local variable `n` with the value 3. It is the parent of the f2 frame.
 - f2 frame:** Created by `add_three` with `parent=f1`. It contains a local variable `k` with the value 4 and a `Return value` of 7.
- Arrows indicate the parent-child relationships between the frames. A red dotted line highlights the path from the Global frame to the f1 frame, and a green dotted line highlights the path from the f1 frame to the f2 frame. The return value of the f2 frame is shown as 7.
1. Parent of the function is in which frame it is created.
2. Parent of the frame copies parent of the function, so that it can inherit, here n, values of its parent frame.

How to Draw an Environment Diagram

When a function is defined:

Create a function value: `func <name>(<formal parameters>) [parent=<label>]`

Its parent is the current frame.

f1: make_adder

func adder(k) [parent=f1]

Bind <name> to the function value in the current frame

use f1 rather than make_adder because
there might be many frames when
calling make_adder several times

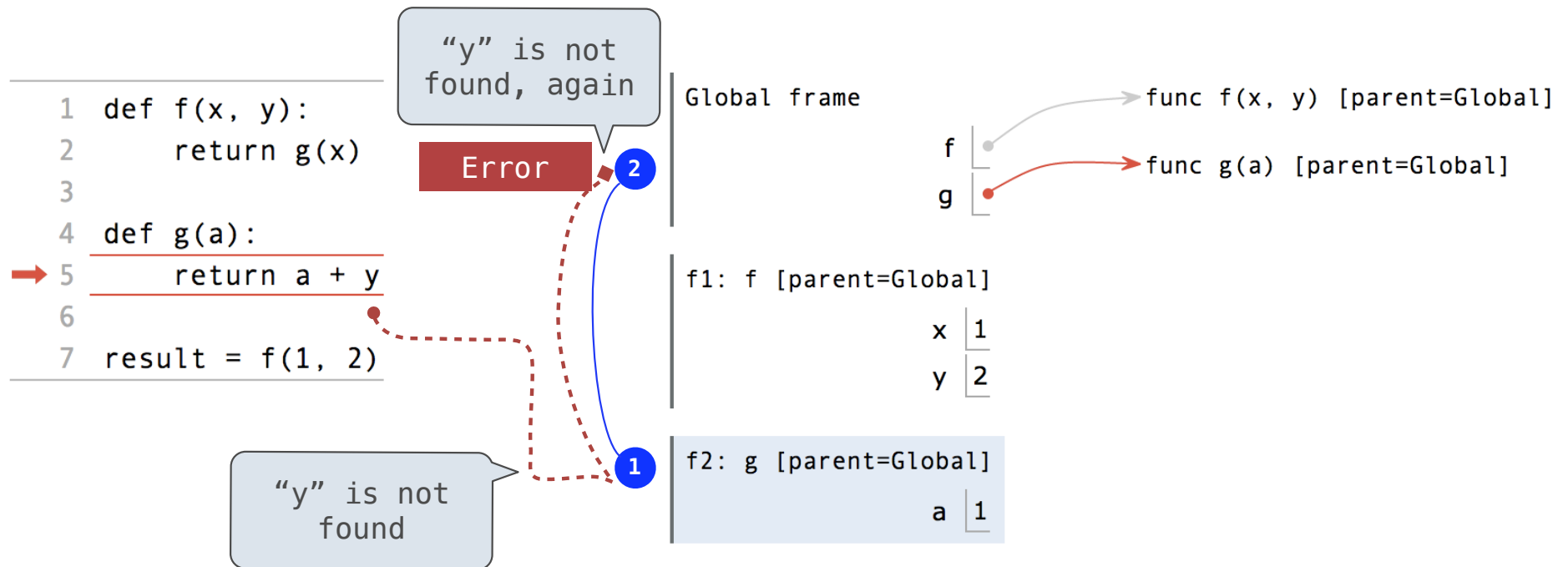
When a function is called:

1. Add a local frame, titled with the <name> of the function being called.
- ★ 2. Copy the parent of the function to the local frame: [parent=<label>]
3. Bind the <formal parameters> to the arguments in the local frame.
4. Execute the body of the function in the environment that starts with the local frame.

Local Names

(Demo)

Local Names are not Visible to Other (Non-Nested) Functions

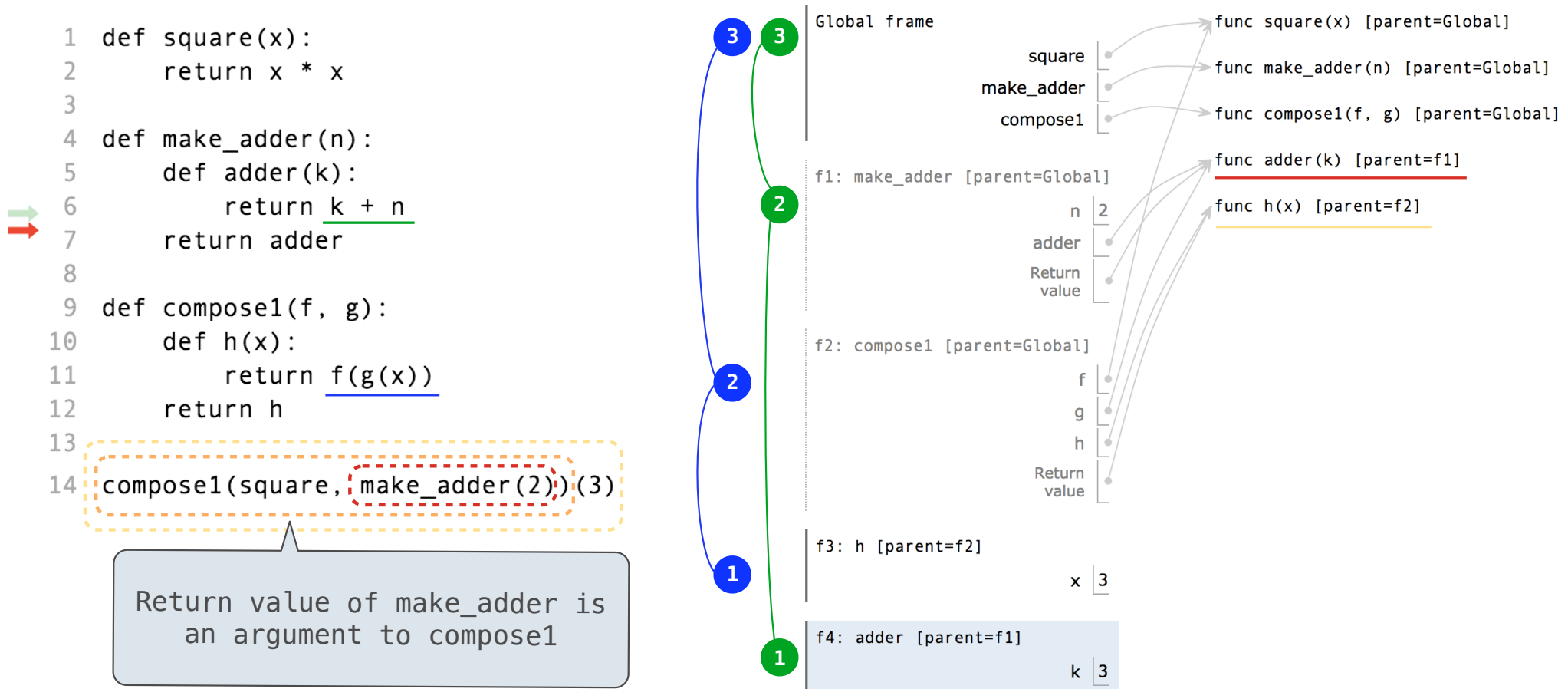


- An environment is a sequence of frames.
- The environment created by calling a top-level function (no def within def) consists of one local frame, followed by the global frame.

Function Composition

(Demo)

The Environment Diagram for Function Composition



Self-Reference

(Demo)

Returning a Function Using Its Own Name

```
1 def print_sums(n):
2     print(n)
3     def next_sum(k):
4         return print_sums(n+k)
5     return next_sum
6
7 print_sums(1)(3)(5)
```

