

Mutable Functions

Announcements

Mutable Functions

A Function with Behavior That Varies Over Time

Let's model a bank account that has a balance of \$100

```
>>> withdraw = make_withdraw_list(100)
```

In a (mutable) list
referenced in the parent
frame of the function

Return value:
remaining balance

```
>>> withdraw(25)  
75
```

Argument:
amount to withdraw

Different
return value!

```
>>> withdraw(25)  
50
```

Second withdrawal of
the same amount

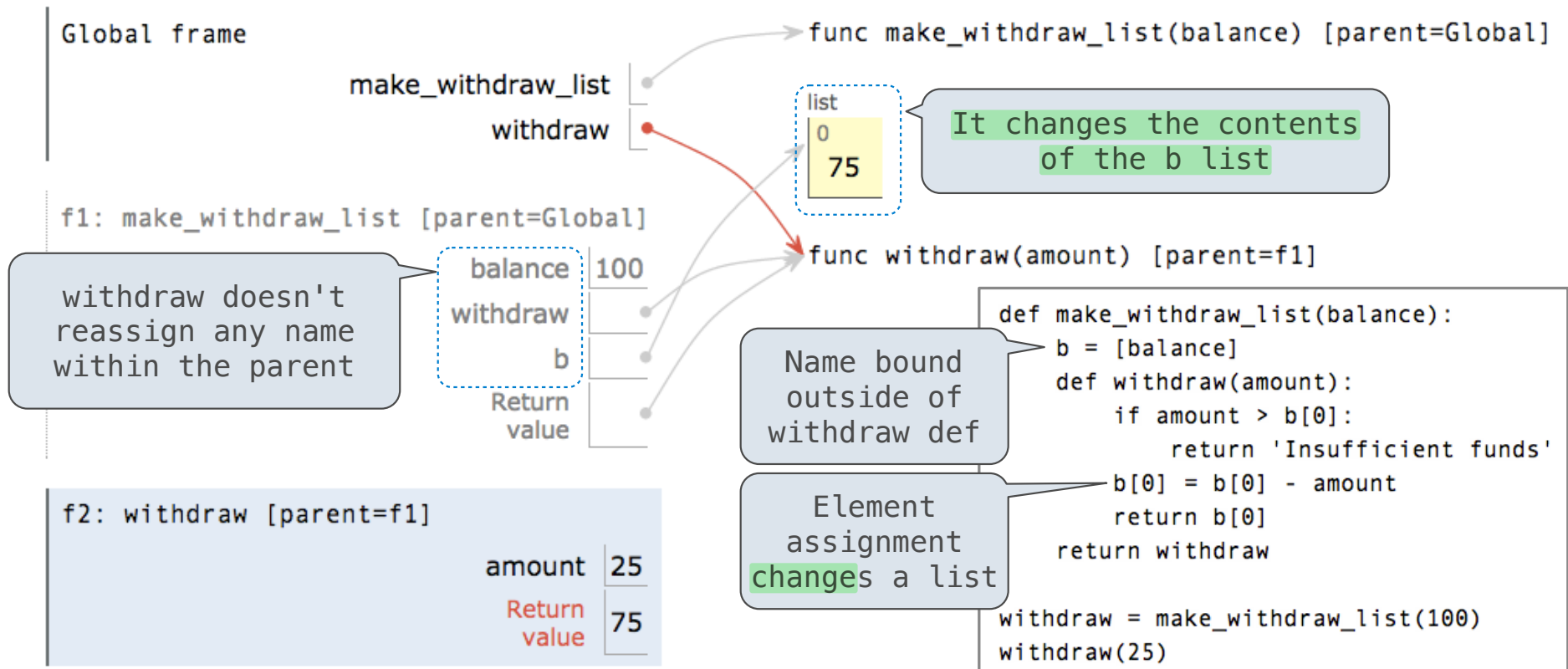
```
>>> withdraw(60)  
'Insufficient funds'
```

```
>>> withdraw(15)  
35
```

Where's this balance
stored?



Mutable Values & Persistent Local State



A Function with Behavior That Varies Over Time

Let's model a bank account that has a balance of \$100

Return value:
remaining balance

Different
return value!

```
>>> withdraw = make_withdraw(100)
```

Within the parent frame
of the function!

```
>>> withdraw(25)  
75
```

Argument:
amount to withdraw

```
>>> withdraw(25)  
50
```

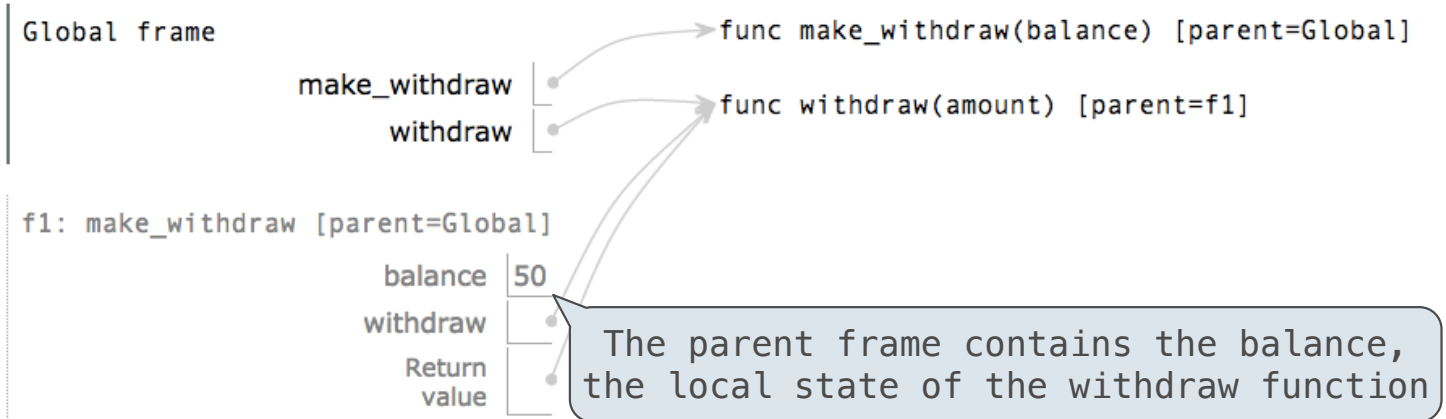
Second withdrawal of
the same amount

```
>>> withdraw(60)  
'Insufficient funds'
```

```
>>> withdraw(15)  
35
```

Where's this balance
stored?

Persistent Local State Using Environments



All calls to the
same function
have the same
parent

```
f2: withdraw [parent=f1]
```

amount	25
Return value	75

Every call decreases the same balance
by (a possibly different) amount

```
f3: withdraw [parent=f1]
```

amount	25
Return value	50

Reminder: Local Assignment

```
def percent_difference(x, y):
    difference = abs(x-y)
    return 100 * difference / x
diff = percent_difference(40, 50)
```

Assignment binds name(s) to value(s) in the first frame of the current environment

Global frame

percent_difference

```
func percent_difference(x, y) [parent=Global]
```

```
f1: percent_difference [parent=Global]
```

x	40
---	----

y	50
---	----

difference	10
------------	----

Execution rule for assignment statements:

1. Evaluate all expressions right of =, from left to right
2. Bind the names on the left to the resulting values in the **current frame**

Non-Local Assignment & Persistent Local State

```
def make_withdraw(balance):  
    """Return a withdraw function with a starting balance."""  
    def withdraw(amount):  
        nonlocal balance  
        if amount > balance:  
            return 'Insufficient funds'  
        balance = balance - amount  
        return balance  
    return withdraw
```

Declare the name "balance" nonlocal at the top of the body of the function in which it is re-assigned

Re-bind balance in the first non-local frame in which it was bound previously

(Demo)

Non-Local Assignment

The Effect of Nonlocal Statements

```
nonlocal <name>, <name>, ...
```

Effect: Future assignments to that name change its pre-existing binding in the **first non-local frame** of the current environment in which that name is bound.

Python Docs: an
"enclosing scope"

From the Python 3 language reference:

Names listed in a nonlocal statement must refer to pre-existing bindings in an enclosing scope.

Names listed in a nonlocal statement must not collide with pre-existing bindings in the **local scope**.

Current frame

https://docs.python.org/3/reference/simple_stmts.html#the-nonlocal-statement

<http://www.python.org/dev/peps/pep-3104/>

The Many Meanings of Assignment Statements

<code>x = 2</code>

Status

Effect

- No nonlocal statement
- "x" **is not** bound locally

Create a new binding from name "x" to object 2 in the first frame of the current environment

-
- No nonlocal statement
 - "x" **is** bound locally

Re-bind name "x" to object 2 in the first frame of the current environment

-
- nonlocal x
 - "x" **is** bound in a non-local frame

Re-bind "x" to 2 in the first non-local frame of the current environment in which "x" is bound

-
- nonlocal x
 - "x" **is not** bound in a non-local frame

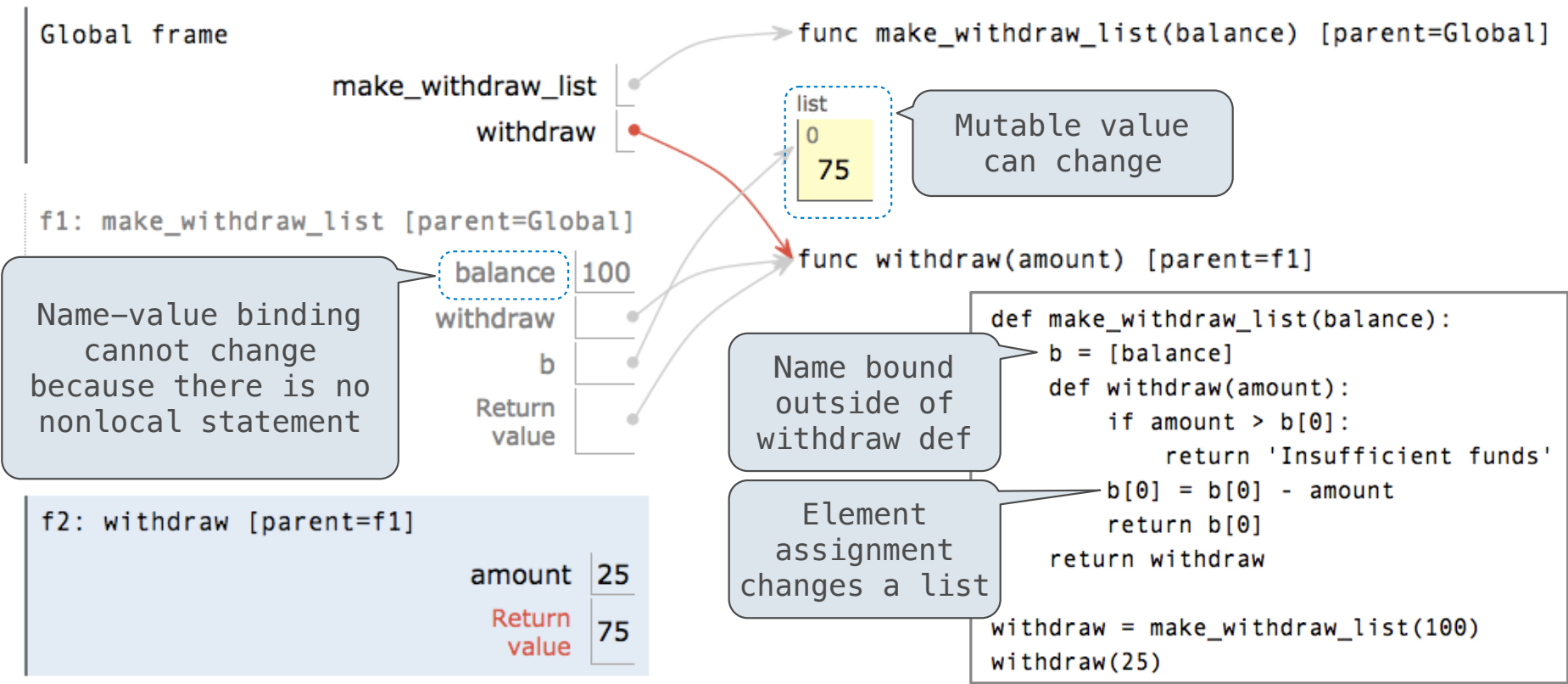
SyntaxError: no binding for nonlocal 'x' found

-
- nonlocal x
 - "x" **is** bound in a non-local frame
 - "x" also bound locally

SyntaxError: name 'x' is parameter and nonlocal

Mutable Values & Persistent Local State

Mutable values can be changed *without* a nonlocal statement.



Multiple Mutable Functions

(Demo)

Referential Transparency, Lost

- Expressions are **referentially transparent** if substituting an expression with its value does not change the meaning of a program.



```
mul(add(2, mul(4, 6)), add(3, 5))
```

```
mul(add(2, 24), add(3, 5))
```

```
mul(      26      , add(3, 5))
```



- Mutation operations violate the condition of referential transparency because they do more than just return a value; **they change the environment.**

Review Problem