

## 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)
```

Global frame  
apply\_twice  
square

func apply\_twice(f, x) [parent=Global]

func square(x) [parent=Global]

*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)
```

2 Global frame

1

f1: apply\_twice [parent=Global]

apply\_twice  
square

func apply\_twice(f, x) [parent=Global]

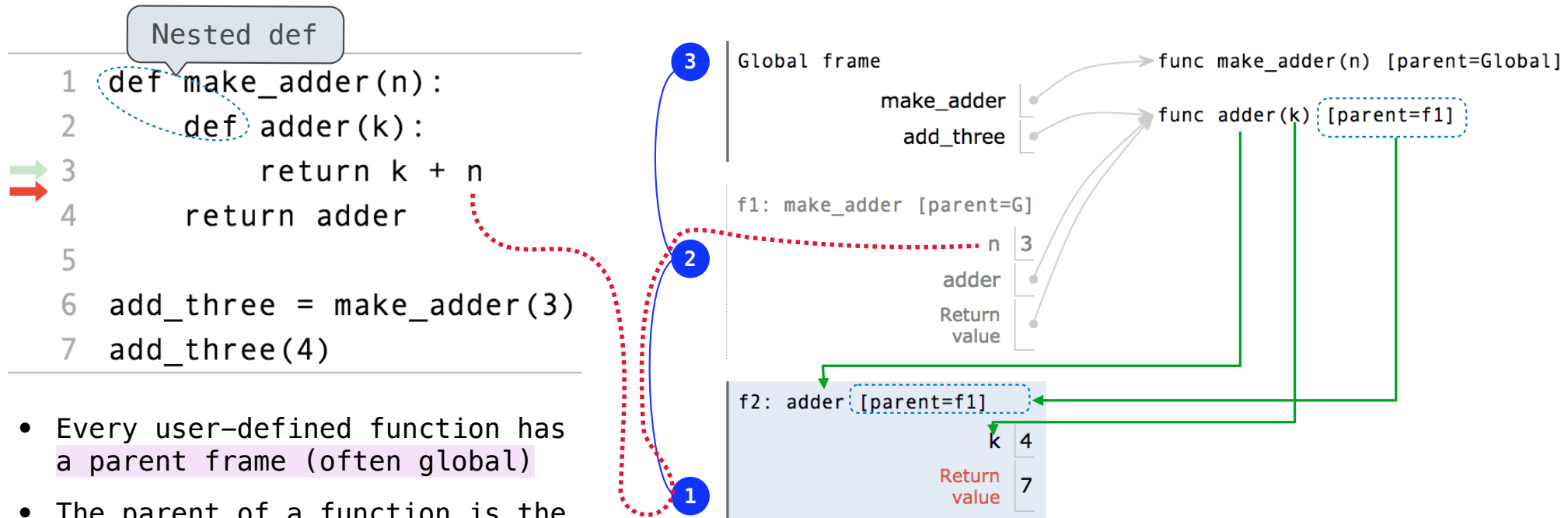
func square(x) [parent=Global]

f  
x 2

## Environments for Nested Definitions

(Demo)

## Environment Diagrams for Nested Def Statements



- Every user-defined function has a parent frame (often global)
- The parent of a function is the frame in which it was defined
- Every local frame has a parent frame (often global)
- The parent of a frame is the parent of the function called

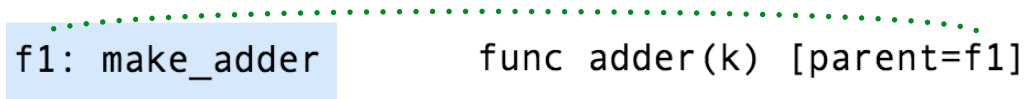
## How to Draw an Environment Diagram

---

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

When a function is called:

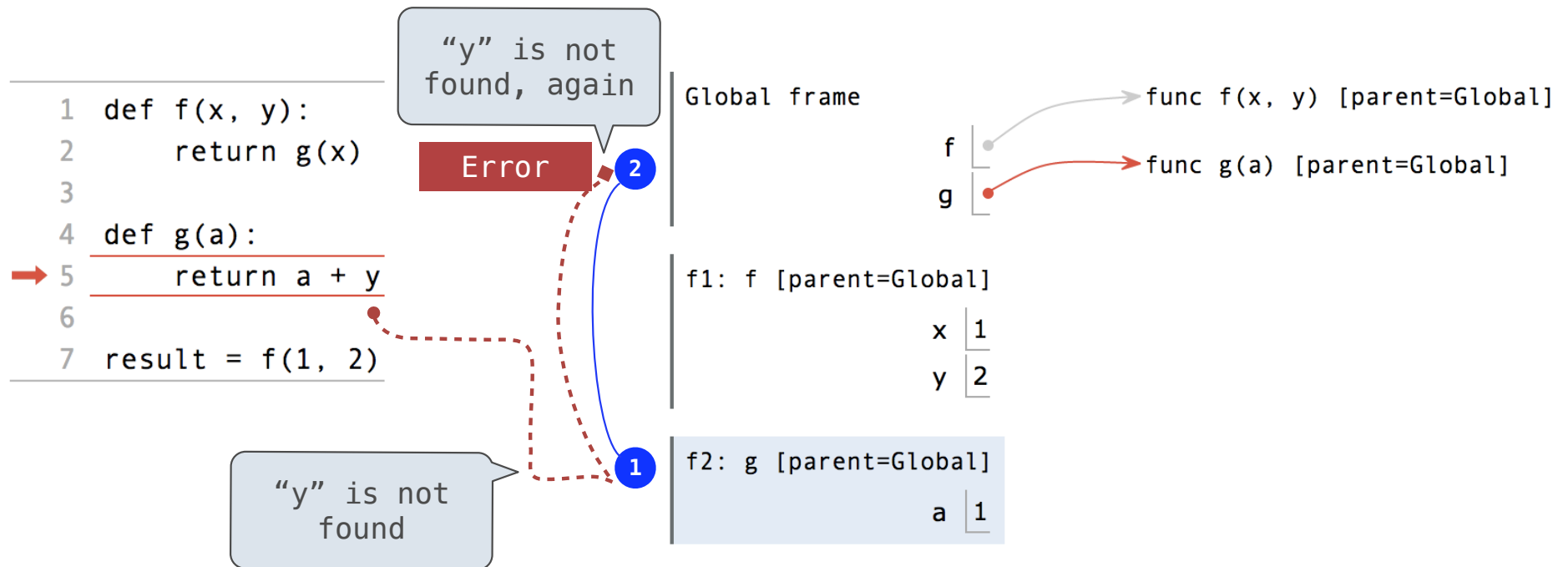
1. Add a local frame, titled with the <name> of the function being called.
- ★ 2. Copy the parent of the function to the local frame: `[parent=<label>]`
3. Bind the <formal parameters> to the arguments in the local frame.
4. Execute the body of the function in the environment that starts with the local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

# Lambda Expressions

(Demo)

## Lambda Expressions

```
>>> x = 10
```

An expression: this one evaluates to a number

```
>>> square = x * x
```

Also an expression: evaluates to a function

```
>>> square = lambda x: x * x
```

Important: No "return" keyword!

A function

with formal parameter x

that returns the value of "x \* x"

```
>>> square(4)  
16
```

Must be a single expression

Lambda expressions are not common in Python, but important in general

Lambda expressions in Python cannot contain statements at all!

## Lambda Expressions Versus Def Statements



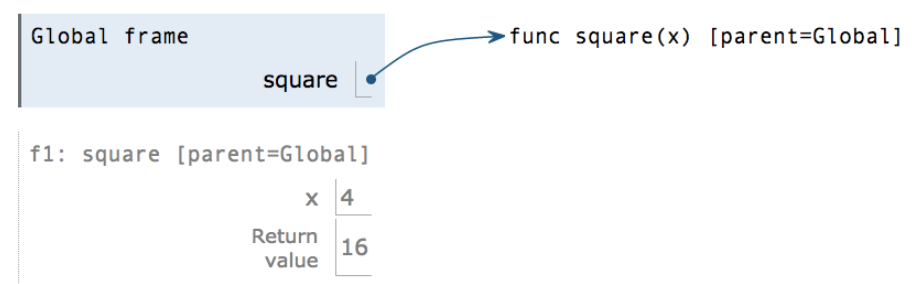
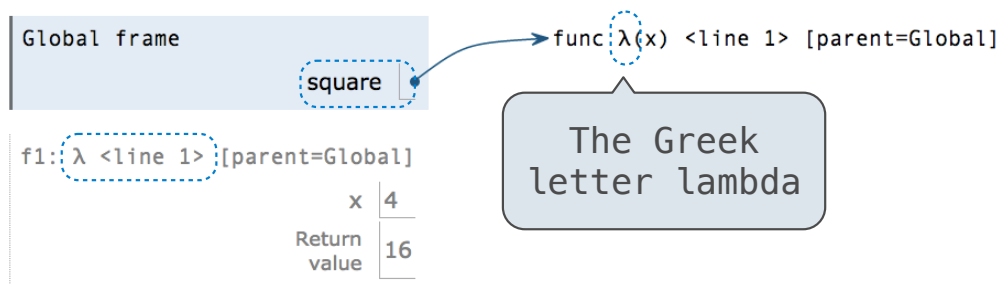
```
square = lambda x: x * x
```

VS



```
def square(x):  
    return x * x
```

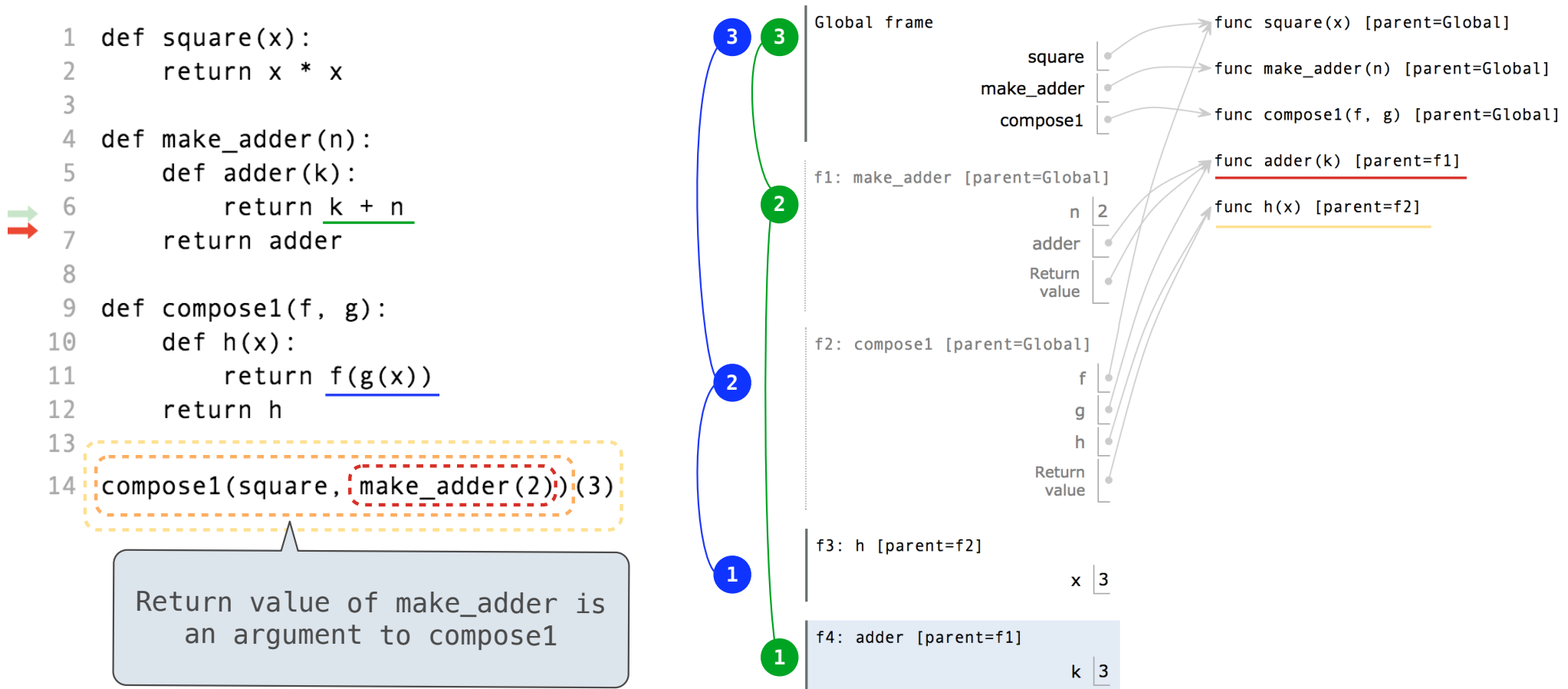
- Both create a function with the same domain, range, and behavior.
- Both bind that function to the name square.
- Only the def statement gives the function an intrinsic name, which shows up in environment diagrams but doesn't affect execution (unless the function is printed).



# Function Composition

(Demo)

## The Environment Diagram for Function Composition



# Self-Reference

(Demo)

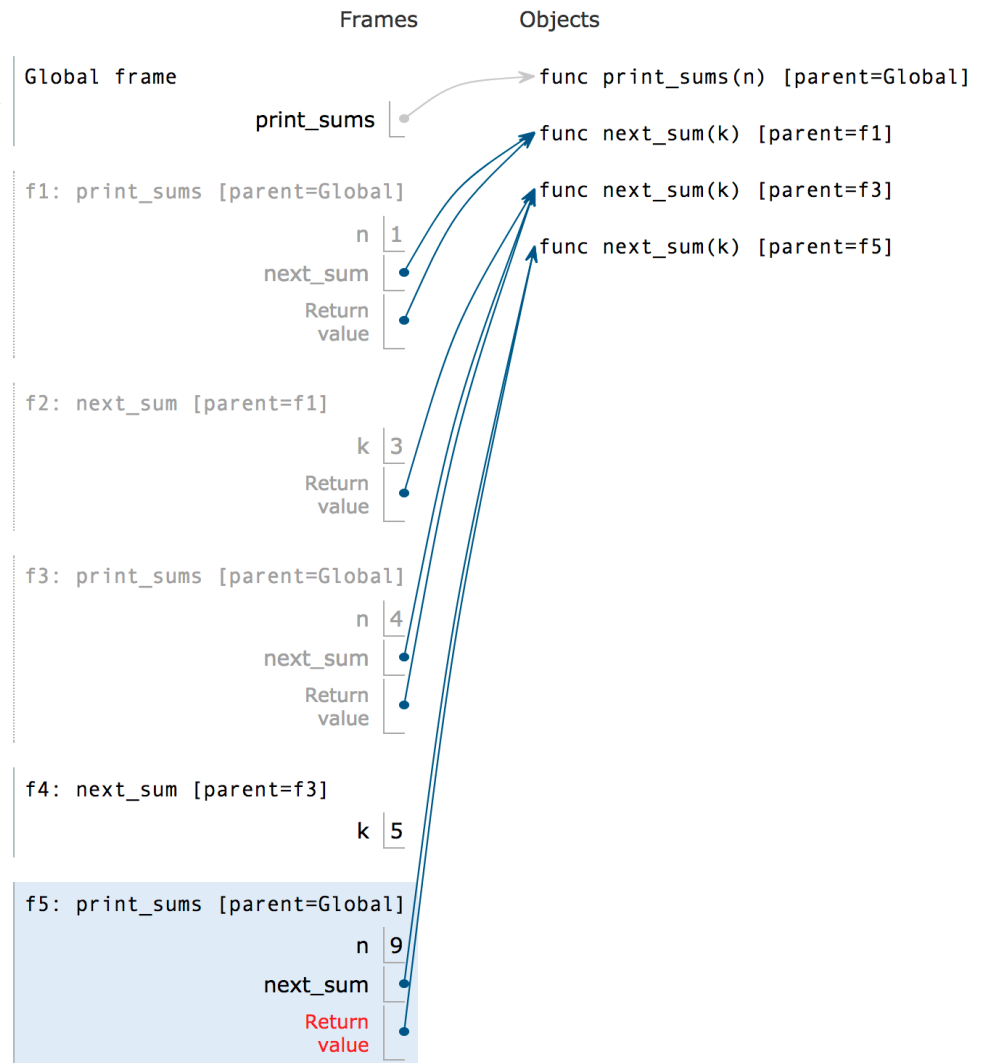


## Returning a Function Using Its Own Name

```

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)

```



Currying

## Function Currying

---

```
def make_adder(n):  
    return lambda k: n + k
```

```
>>> make_adder(2)(3)  
5  
>>> add(2, 3)  
5
```

There's a general  
relationship between  
these functions

(Demo)

**Curry:** Transform a multi-argument function into a single-argument, higher-order function