Multiple Environments

Life Cycle of a User-Defined Function

What happens?

Def statement:

Formal parameter

Name

Return expression

`square( x ):`

Def statement

`return mul(x, x)`

Body (return statement)
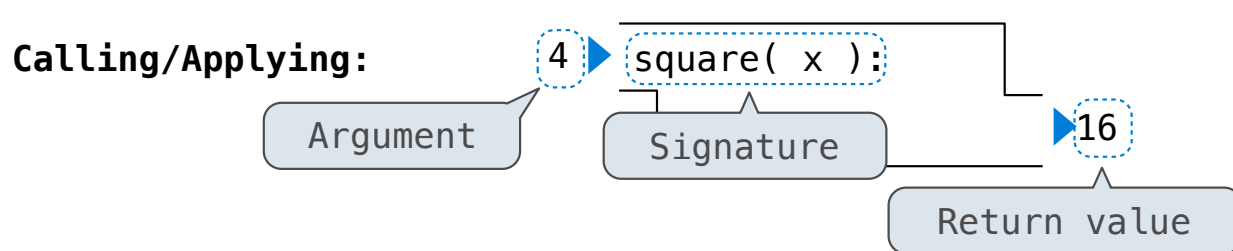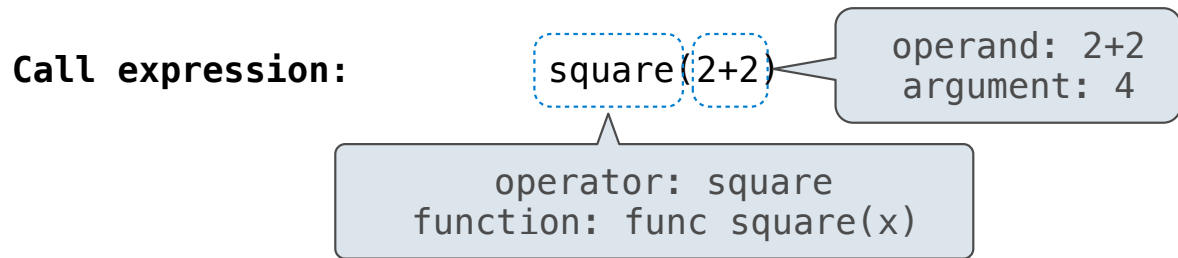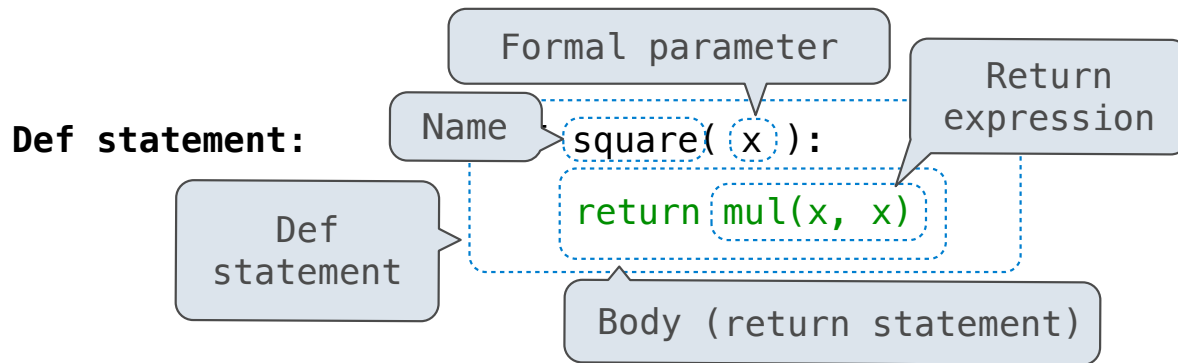
A new function is created!

Name bound to that function in the current frame

Call expression:

`square(2+2)`

operand: 2+2
argument: 4

operator: square
function: func square(x)

Operator & operands evaluated

Function (value of operator) called on arguments (values of operands)

Calling/Applying:

4 ▶ `square( x ):`

Argument
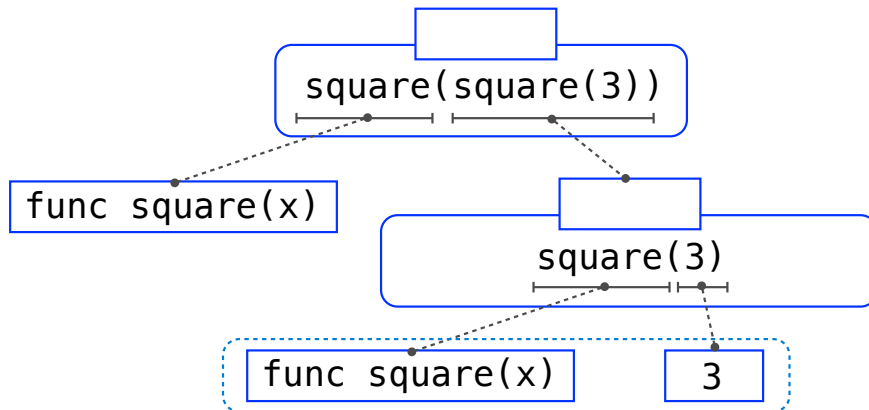
Signature

▶16

Return value

A new frame is created!
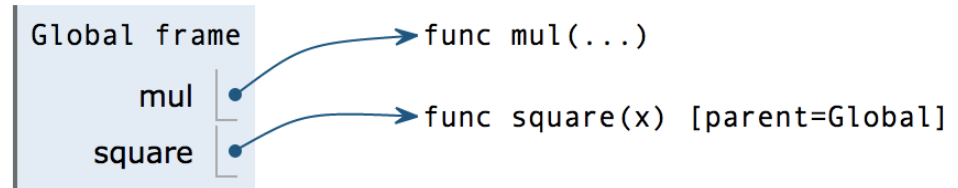
Parameters bound to arguments

Body is executed in that new environment

Multiple Environments in One Diagram!

```
1  from operator import mul
2  def square(x):
3      return mul(x, x)
4  square(square(3))
```

Global frame → func mul(...)
    mul ●
    square ● → func square(x) [parent=Global]

square(square(3))

func square(x)

square(3)

func square(x)   3

Interactive Diagram

Multiple Environments in One Diagram!

```
1  from operator import mul
2  def square(x):
3      return mul(x, x)
4  square(square(3))
```

Global frame   func mul(...)

                        mul •
                                              func square(x) [parent=Global]
                     square •

f1: square [parent=Global]

                          x 3

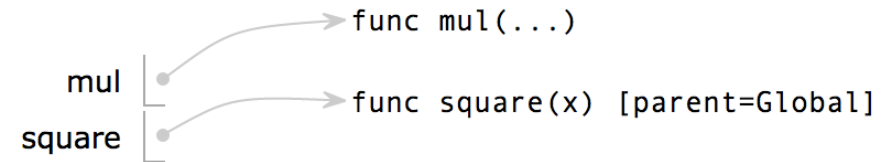   Return 9
                     value

Interactive Diagram

Multiple Environments in One Diagram!

```
1  from operator import mul
2  def square(x):
3      return mul(x, x)
4  square(square(3))
```

Global frame

mul → func mul(...)

square → func square(x) [parent=Global]

f1: square [parent=Global]

x | 3

Return value | 9

f2: square [parent=Global]

x | 9

Return value | 81

81

square(square(3))

func square(x)

9
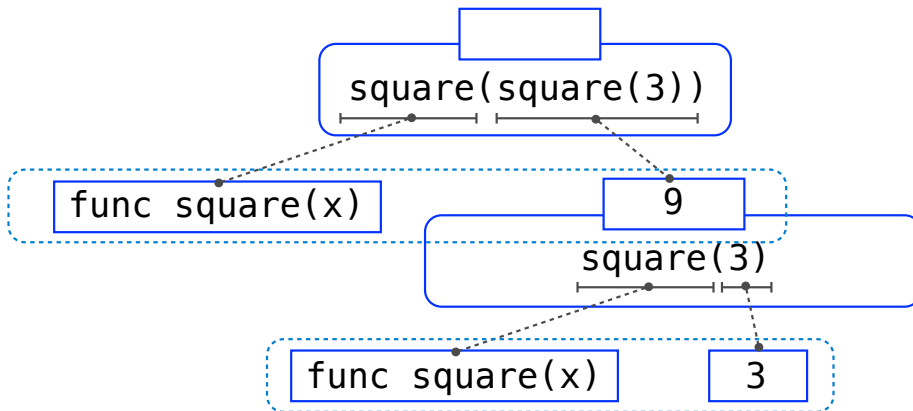
square(3)

func square(x)   3

An environment is a sequence of frames.

- The global frame alone
- A local, then the global frame

Interactive Diagram

Names Have No Meaning Without Environments

```
1   from operator import mul
2   def square(x):
3       return mul(x, x)
4   square(square(3))
```

Global frame

func mul(...)

mul

square

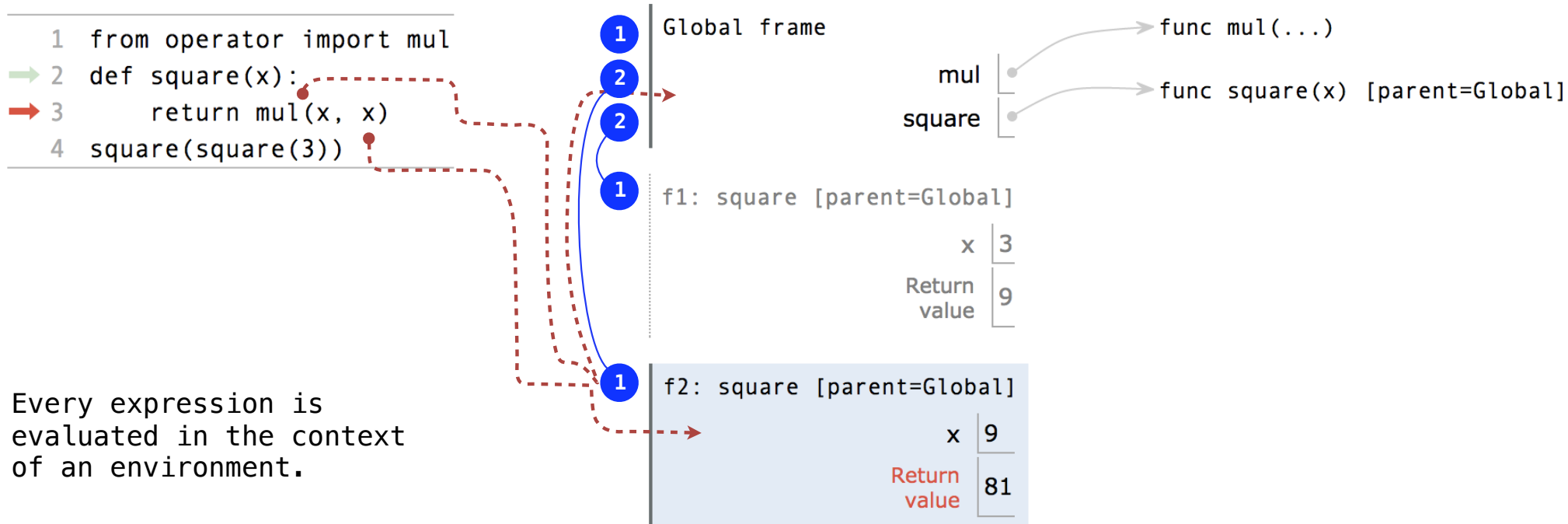func square(x) [parent=Global]

f1: square [parent=Global]

x 3

Return value 9

f2: square [parent=Global]

x 9

Return value 81

Every expression is
evaluated in the context
of an environment.

A name evaluates to the
value bound to that name
in the earliest frame of
the current environment in
which that name is found.
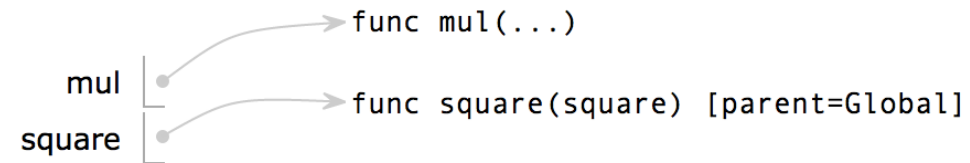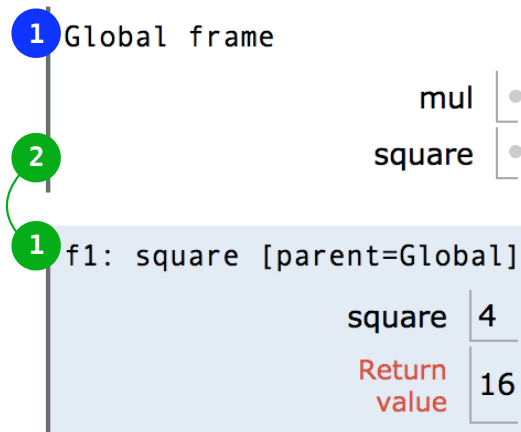
An environment is a sequence of frames.

- The global frame alone

- A local, then the global frame

Interactive Diagram

Names Have Different Meanings in Different Environments

A call expression and the body of the function being called
are evaluated in different environments

```
1  from operator import mul
2  def square(square):
3      return mul(square, square)
4  square(4)
```

1 Global frame → func mul(...)

mul •

square • → func square(square) [parent=Global]

2

1 f1: square [parent=Global]

| square | 4 |
| Return value | 16 |

Every expression is
evaluated in the context
of an environment.

A name evaluates to the
value bound to that name
in the earliest frame of
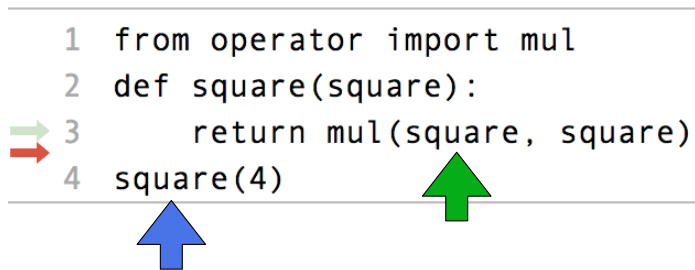the current environment in
which that name is found.

Interactive Diagram

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)
```

Global frame

apply_twice ●
square ●

func apply_twice(f, x) [parent=Global]
func square(x) [parent=Global]

f1: apply_twice [parent=Global]

f ●
x 2

Environments for Nested Definitions

（Demo）

Environment Diagrams for Nested Def Statements

Nested def

```
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)
```

- 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

Global frame

make_adder
add_three

func make_adder(n) [parent=Global]
func adder(k) [parent=f1]

f1: make_adder [parent=G]

n 3
adder
Return value

f2: adder [parent=f1]

k 4
Return value 7

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
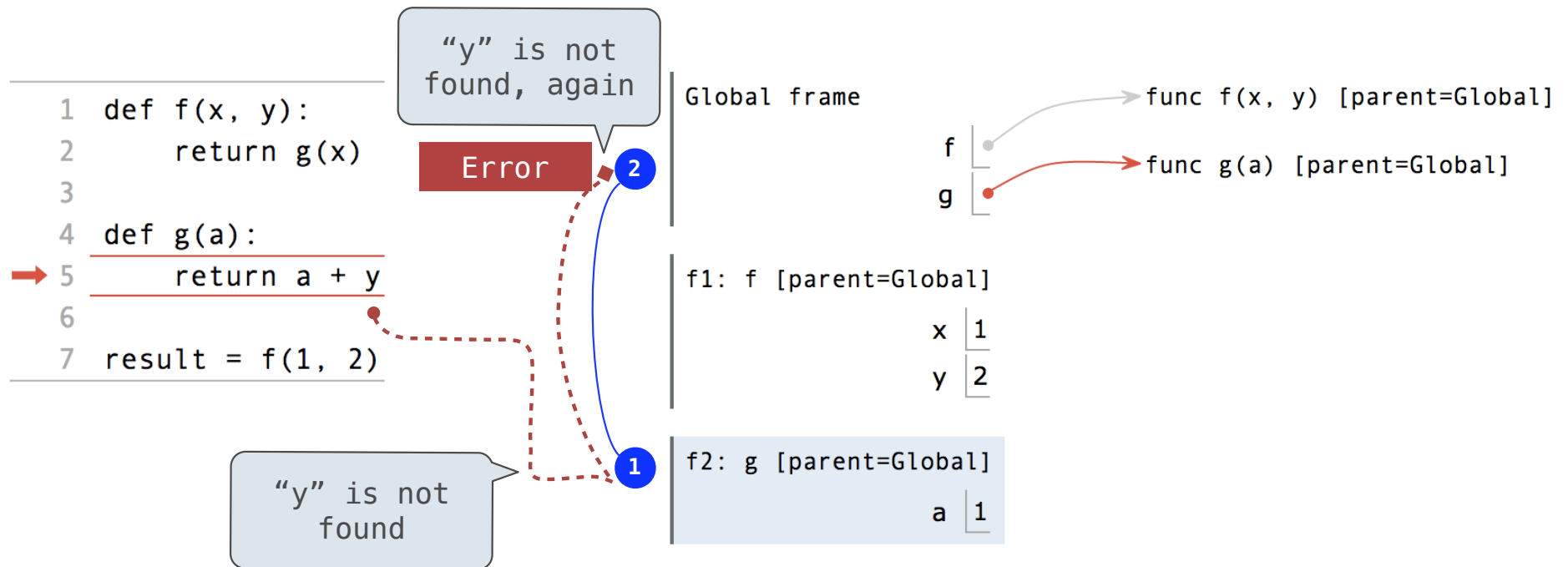
When a function is called:

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.

http://pythontutor.com/composingprograms.html#code=def%20f%28x,
%20y%29%3A%0A%20%20%20%20return%20g%28x%29%0A%0Adef%20g%28a%29%3A%0A%20%20%20%20return%20a%20%2B%20y%0A%20%20%20%20%0Aresult%20%3D%20f%281,%202%29&cumulative=true&curInstr=0&mode=display&origin=composingprograms.js&py=3&rawInputLstJSON=%5B%5D

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!
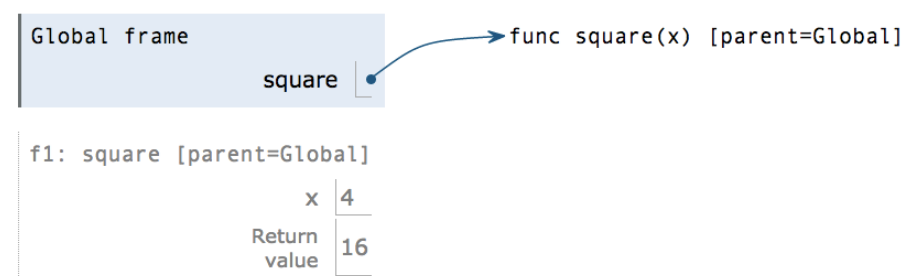
Lambda Expressions Versus Def Statements

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).

Global frame

square → func λ(x) <line 1> [parent=Global]

f1: λ <line 1> [parent=Global]

x | 4

Return value | 16

The Greek letter lambda

Global frame

square → func square(x) [parent=Global]

f1: square [parent=Global]

x | 4

Return value | 16

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)
```

Frames

Objects

Global frame

print_sums

func print_sums(n) [parent=Global]

func next_sum(k) [parent=f1]

f1: print_sums [parent=Global]

n 1
next_sum
Return value

func next_sum(k) [parent=f3]

func next_sum(k) [parent=f5]

f2: next_sum [parent=f1]

k 3
Return value

f3: print_sums [parent=Global]

n 4
next_sum
Return value

f4: next_sum [parent=f3]

k 5

f5: print_sums [parent=Global]

n 9
next_sum
Return value

Review

What Would Python Display?

The print function returns None. It also displays its arguments
(separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

A function that takes any
argument and returns a
function that returns
that arg

```
def delay(arg):
    print('delayed')
    def g():
        return arg
    return g
```

Names in nested def
statements can refer to
their enclosing scope

This expression	Evaluates to	Interactive Output
5	5	5
print(5)	None	5
print(print(5)) None	None	5 None
delay(delay)()(6)()	6	delayed delayed 6
print(delay(print)()(4))	None	delayed 4 None

What Would Python Print?

The print function returns None. It also displays its arguments
(separated by spaces) when it is called.

```
from operator import add, mul
def square(x):
    return mul(x, x)
```

> A function that always returns the identity function

```
def pirate(arggg):
    print('matey')
    def plunder(arggg):
        return arggg
    return plunder
```

This expression	Evaluates to	Interactive Output
add(pirate(3)(square)(4), 1) *func square(x)* *16*	17	Matey 17
pirate(pirate(pirate))(5)(7) *Identity function* *5*	Error	Matey Matey Error

A name evaluates to the value bound to that name in the earliest frame of the current environment
in which that name is found.

```
def horse(mask):
    horse = mask
    def mask(horse):
        return horse
    return horse(mask)

mask = lambda horse: horse(2)

horse(mask)
```

Global frame

horse → func horse(mask) [parent=Global]

mask → func λ(horse) [parent=Global]

f1: horse [parent=Global]

mask

horse

Return Value | 2

func mask(horse) [parent=f1]

f2: λ [parent=Global]

horse

Return Value | 2

f3: mask [parent=f1]

horse | 2

Return Value | 2