

Announcements

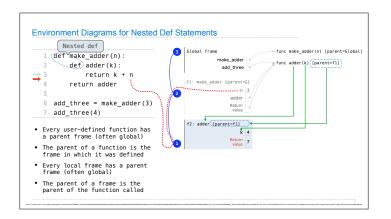
Environments for Higher-Order Functions

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!

Names can be Bound to Functional Arguments Global frame 1 def apply_twice(f, x):
2 return f(f(x)) → func apply_twice(f, x) [parent=Global] apply_twice → func square(x) [parent=Global] square 4 def square(x): 5 return x * x Applying a user-defined function: • Create a new frame • Bind formal parameters (f & x) to arguments → 7 result = apply_twice(square, 2) def apply_twice(f, x):
 return f(f(x)) apply_twice = ⇒func square(x) [parent=Global] def square(x): return x * x 1 f1: apply_twice [parent=Global] result = apply_twice(square, 2)

Environments for Nested Definitions

(Demo)



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.

fl: make_adder func adder(k) [parent=fl]

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.



