

# CS450

## Structure of Higher Level Languages

Lecture 14: Specifying  $\lambda_E$

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Press arrow keys   to change slides.

# Lexical Scope

# Lexical Scope

- **Binding:** association between a variable and a value.
- **Scope** of a binding: the text where occurrences of this name refer to the binding
- **Lexical (or static) scope:** the innermost lexically-enclosing construct declaring that variable

**Did you know?** In Computer Science, **static analysis** corresponds to analyzing the source code, without running the program.

```
(define (f)
  (define x 10) ; visible: f
  (define y 20) ; visible: f, f.x
  (+ x y))      ; visible: f, f.x, f.y

; visible: f
(define x 1)
; visible: f, x
(define y (+ x 1))
; visible: f, x, y
(check-equal? (f) 30) ; yields (+ f.x f.y)
```

# Dynamic Scope

# Lexical scope vs dynamic scope

- Lexical scoping is the default in all popular programming languages
- With lexical scoping, we can analyze the source code to identify the scope of **every** variable
- With lexical scoping, the programmer can reason about each function independently

## What is a dynamic scope?

- Variable scope depends on the calling context
- Renders all variables global

appeared in McCarthy's Lisp 1.0 as a bug and became a feature in all later implementations, such as MacLisp, Gnu Emacs Lisp.

Moreau, L. Higher-Order and Symbolic Computation (1998) 11: 233. [DOI:10.1023/A:1010087314987](https://doi.org/10.1023/A:1010087314987)

```
;; NOT VALID RACKET CODE!!!
```

```
(define (f) x)
```

```
(define (g x) (f))  
(check-equal? (g 10) 10)
```

```
(define x 20)  
(check-equal? (f) 20)
```



# Example

What is the result of evaluating `(g)`?

```
(define x 1)

(define (f y) (+ y x))

(define (g)
  (define x 2)
  (define y 3)
  (f (+ x y)))

(check-equal? (g) ???)
```

# Example

What is the result of evaluating `(g)`?

```
(define x 1)

(define (f f:y) (+ f:y x))

(define (g)
  (define g:x 2)
  (define g:y 3)
  (f (+ g:x g:y)))

(check-equal? (g) 6)
```

# Why lexical scoping?

- Lexical scoping is important for using functions-as-values
- To implement our Mini-Racket we will need to implement lexical scoping



# Example

What is the result of evaluating `(g)`?

```
(define (g) x)
```

```
(define x 10)
```

```
(check-equal? (g) ??)
```

# Example

What is the result of evaluating `(g)`?

```
(define (g) x)  
; (g) throws an error here  
(define x 10)  
  
(check-equal? (g) 10)
```

We can define a function `g` that refers to an undefined variable `x`; variable `x` must be defined before calling `g`.

In Racket, variable definition produces a side-effect, as the definition of `x` impacted a previously defined function `g`. **In Module 5, we implement the semantics of `define`.**

# Accessing variables outside a function

The body of a function can refer to variables defined outside of that function.

■ It can access variables is defined outside of the function, but where exactly?

The function's body can access any variable that is accessible/visible when the function is **defined**, which is known as the **lexical scope**.

In the following example, the function returns 3 and not 10, even though variable `x` is now 10.

```
; For a given x create a new function that always returns x  
(define (getter x) (lambda () x))  
(define get3 (getter 3)) ; At creation time, x = 3  
(define x 10)  
(check-equal? 3 (get3)) ; At call time, x = 10
```

# Function closures

# Recall that functions capture variables

## Function closure

- **A function closure is the return value of function declaration** (*i.e.*, the function **value**)
- **Definition:** A function closure is a pair that stores a function declaration and its lexical environment (*i.e.*, the state of each variable captured by the function declaration)
- The technique of creating a function closure is used by compilers/interpreters to represent function values

Recall that function declaration  $\neq$  function definition:

- Function declaration: `( lambda ( variable* ) term+ )`
- Function definition: `( define ( variable+ ) term+ )`

# Now we know what a function closure is

1. How to compute the variables in a closure
2. When to set the values of each variable in a closure

# Function closures: captured variables

***It is crucial for us to know how variables are captured in Racket.***

**Given an expression the set of free variables can be defined inductively:**

- When the expression is a variable  $x$ , the set of free variables is  $\{ x \}$ .
- When the expression is a  $(\text{lambda } (x) e)$ , the set of free variables is that of expression  $e$  minus variable  $x$ .
- When the expression is a function application  $(e1 e2)$ , the set of free variables is the union of the set of free variables of  $e1$  and the set of free variables of  $e2$ .

**Captured variables:** Given an expression  $(\text{lambda } (x) e)$  a function closure ***captures*** the set of free variables of expression  $(\text{lambda } (x) e)$ .



# Captured variables examples

Let us compute  $\text{fv}(\text{lambda } (x) (+ x y))$ :

1. The free-variables of a  $\lambda$  are the free variables of the body of the function minus parameter  $x$ .

$$\text{fv}(\text{lambda } (x) (+ x y)) = \text{fv}(+ x y) \setminus \{x\}$$

2. We are now in a case of function application, which is the union of the free variables of each of its sub expressions.

$$\text{fv}(+ x y) \setminus \{x\} = (\text{fv}(+) \cup \text{fv}(x) \cup \text{fv}(y)) \setminus \{x\}$$

4. Finally, we reach the case where each argument of **free-vars** is a variables.

$$(\text{fv}(+) \cup \text{fv}(x) \cup \text{fv}(y)) \setminus \{x\} = (\{+\} \cup \{x\} \cup \{y\}) \setminus \{x\} = \{+, x, y\} \setminus \{x\} = \{+, y\}$$





# What creates an environment?

**Definition:** At any execution point there is an environment, which maps each variable to a value.

## What creates environments:

- Each branch inside a `cond` creates an environment
- The body of a function creates an environment

## What updates an environment:

- The arguments of a `lambda` are added to the function's body environment
- A `(define x e)` updates the current environment by adding/updating variable `x` and setting it to the value that results from evaluating `e`

# Example 1: capture an argument

The `lambda` is capturing `x` as the parameter of `getter` at creation time, so when we call `(getter3)` we get `(lambda () 3)`.

```
(define (getter x)
  (lambda () x)) ; getter:x

(define get3 (getter 3)) ; getter:x = 3; (lambda () getter:x)
(check-equal? 3 (get3))
```

## Example 3: `cond` starts a new scope

Function `getter` captured `x` at the outermost scope (the `x` captured at function declaration time). Inside the branches of `cond` we have **a new scope**, which means that `getter` is unaffected by the redefinition of `x`.

```
(define (getter) x) ; root.x
(define x 10)       ; root.x = 10
; Each branch of the cond creates a new environment
; so it does not affect getter
(cond [#t (define x 20) (check-equal? 10 (getter))])
(check-equal? 10 (getter))
```

# Example 3: define shadows parameters

Function `getter` returns variable `x` from the environment of function `f`. When calling `f 20` the last value of variable `x` in the scope of `f` is `10`, due to `(define x 10)`, which overwrites the function's parameter `x=20`.

```
(define (f x)
  (define (getter) x) ; f.x = ?
  (define x 10)       ; f.x = 10
  getter)

(define g (f 20))
(check-equal? 10 (g))
```

Language  $\lambda_S$  is slow

# Recall $\lambda_S$

## Syntax

$$e ::= v \mid x \mid (e_1 \ e_2) \quad v ::= n \mid \lambda x. e$$

## Semantics

$$v \Downarrow v \text{ (E-val)}$$

$$\frac{e_f \Downarrow \lambda x. e_b \quad e_a \Downarrow v_a \quad \overbrace{e_b [x \mapsto v_a]}^{\text{Complexity?}} \Downarrow v_b}{(e_f \ e_a) \Downarrow v_b} \text{ (E-app)}$$

# A complexity analysis on function-call

Let us focus consider our implementation of Micro-Racket, and draw our attention to function substitution.

Given a function call  $(e_f e_a)$

1. We evaluate  $e_f$  down to a function  $(\lambda(x) e_b)$
2. We evaluate  $e_a$  down to a value  $v_a$
3. We evaluate  $e_b[x \mapsto v_a]$  down to a value  $v_b$

What is the complexity of the substitution operation  $[x \mapsto v_a]$ ?

# A complexity analysis on function-call

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2. We evaluate  $e_a$  down to a value  $v_a$
3. We evaluate  $e_b[x \mapsto v_a]$  down to a value  $v_b$

What is the complexity of the substitution operation  $[x \mapsto v_a]$ ?

The run-time grows **linearly** on the size of the expression, as we must replace  $x$  by  $v_a$  in every sub-expression of  $e_b$ .



Can we do better?

# Can we do better?

**Yes**, we can sacrifice some **space**  
to improve the run-time **speed**.

# Decreasing the run time of substitution

Idea 1: Use a lookup-table to bookkeep the variable bindings

Idea 2: Introduce closures/environments

# $\lambda_E$ -calculus: $\lambda$ -calculus with environments

We introduce the evaluation of expressions down to values, parameterized by environments:

$$e \Downarrow_E v$$

The evaluation takes two arguments: an expression  $e$ , and an environment  $E$ . The evaluation returns a value  $v$ .

Attention!

## Homework Assignment 4:

- Evaluation  $e \Downarrow_E v$  is implemented as function `(e:eval env exp)` that returns a value `e:value`, an environment `env` is a `hash`, and expression `exp` is an `e:expression`.
- functions and structs prefixed with `s:` correspond to the  $\lambda_S$  language (Section 1).
- functions and structs prefixed with `e:` correspond to the  $\lambda_E$  language (Section 2)



# $\lambda_E$ -calculus: $\lambda$ -calculus with environments

## Syntax

$$e ::= v \mid x \mid (e_1 \ e_2) \mid \lambda x. e \qquad v ::= n \mid \{E, \lambda x. e\}$$

## Semantics

$$v \Downarrow_E v \qquad (\text{E-val})$$

$$x \Downarrow_E E(x) \qquad (\text{E-var})$$

$$\lambda x. e \Downarrow_E \{E, \lambda x. e\} \qquad (\text{E-clos})$$

$$\frac{e_f \Downarrow_E \{E_b, \lambda x. e_b\} \qquad e_a \Downarrow_E v_a \qquad e_b \Downarrow_{E_b[x \mapsto v_a]} v_b}{(e_f \ e_a) \Downarrow_E v_b} \qquad (\text{E-app})$$

# Overview of $\lambda_E$ -calculus

## Notable differences

1. Declaring a function is an **expression** that yields a function value (a closure), which packs the environment at creation-time with the original function declaration.
2. Calling a function unpacks the environment  $E_b$  from the closure and extends environment  $E_b$  with a binding of parameter  $x$  and the value  $v_a$  being passed

## Environments

■ An environment  $E$  maps variable bindings to values.

### Constructors

- Notation  $\emptyset$  represents the empty environment (with zero variable bindings)
- Notation  $E[x \mapsto v]$  extends an environment with an new binding (overwriting any previous binding of variable  $x$ ).

### Accessors

- Notation  $E(x) = v$  looks up value  $v$  of variable  $x$  in environment  $E$

