



Environments for Higher-Order Functions

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Environment diagrams describe how higher-order functions work!

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Environment diagrams describe how higher-order functions work!

(Demo)

```
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(f, x) [parent=Global]
square

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

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

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

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

or func apply_twice(f,
```

......

```
Global frame
                                                         func apply_twice(f, x) [parent=Global]
def apply_twice(f, x):
    return f(f(x))
                                    apply_twice
                                                         func square(x) [parent=Global]
                                        square
                                                                 Applying a user-defined function:
def square(x):
                                                                 • Create a new frame
    return x * x
                                                                 • Bind formal parameters
                                                                    (f & x) to arguments
result = apply_twice(square, 2)
                                                                 • Execute the body:
                                                                    return f(f(x))
```

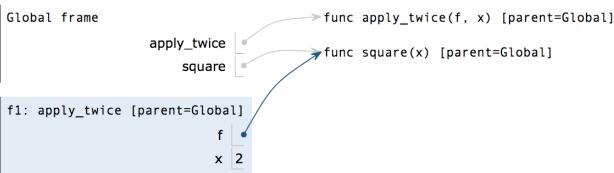
rInstr=0

```
Global frame
def apply_twice(f, x):
                                                         ➤ func apply_twice(f, x) [parent=Global]
    return f(f(x))
                                    apply_twice
                                                         func square(x) [parent=Global]
                                        square
                                                                 Applying a user-defined function:
def square(x):
                                                                  • Create a new frame
    return x * x
                                                                  • Bind formal parameters
                                                                    (f & x) to arguments
result = apply_twice(square, 2)
                                                                  • Execute the body:
                                                                    return f(f(x))
```

```
def apply_twice(f, x):
    return f(f(x))

def square(x):
    return x * x

f1: apply_twice [parent=Gloom
    result = apply_twice(square, 2)
```



```
Global frame
def apply_twice(f, x):
                                                         func apply twice(f, x) [parent=Global]
    return f(f(x))
                                    apply_twice
                                                         func square(x) [parent=Global]
                                        square
                                                                 Applying a user-defined function:
def square(x):
                                                                 • Create a new frame
    return x * x
                                                                 • Bind formal parameters
                                                                    (f & x) to arguments
result = apply_twice(square, 2)
                                                                 • Execute the body:
                                                                    return f(f(x))
```

```
def apply_twice(f, x):
    return f(f(x))

def square(x):
    return x * x

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

func square(x) [parent=Global]

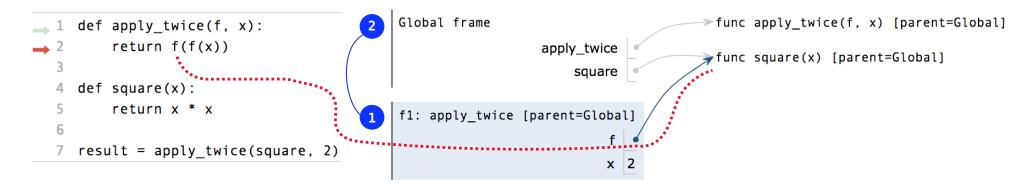
func square(x) [parent=Global]

func square(x) [parent=Global]

f1: apply_twice [parent=Global]

f    x 2
```

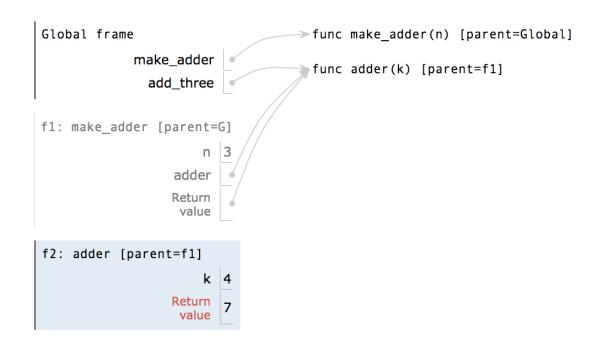
```
Global frame
def apply_twice(f, x):
                                                         ➤ func apply_twice(f, x) [parent=Global]
    return f(f(x))
                                    apply_twice
                                                         func square(x) [parent=Global]
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result = apply_twice(square, 2)
                                                                  • Execute the body:
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```



Environments for Nested Definitions

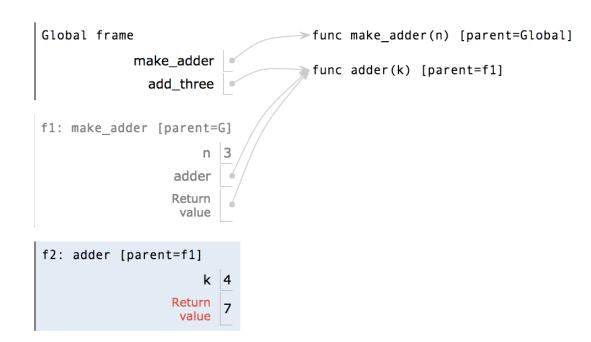
(Demo)

```
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)
```



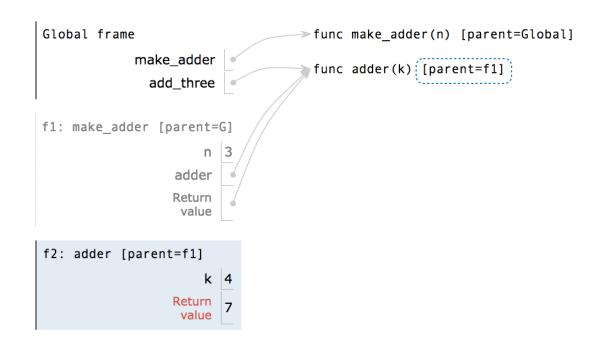
```
Nested def

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)
```



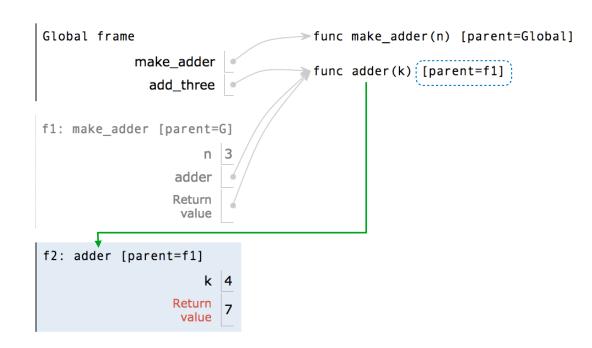
```
Nested def

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)
```



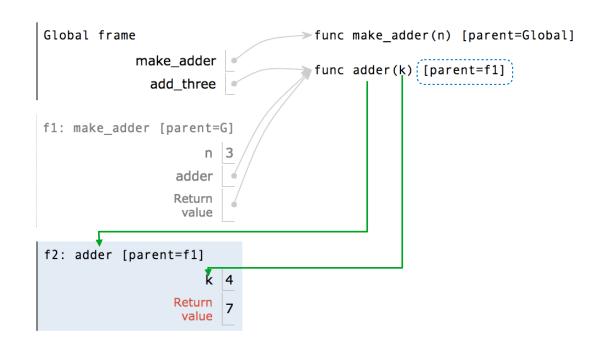
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Nested def

1 def make_adder(n):
2 def adder(k):
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```



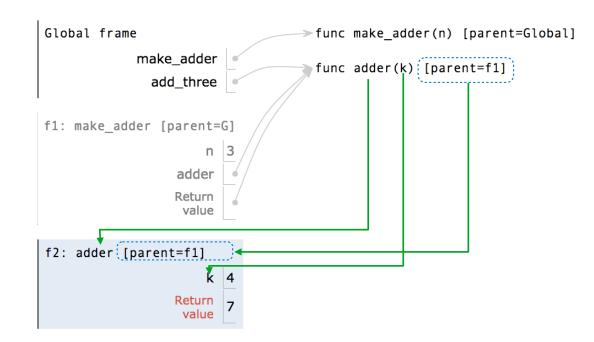
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Nested def

1 def make_adder(n):
2 def adder(k):
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4 return adder
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6 add_three = make_adder(3)
7 add_three(4)
```



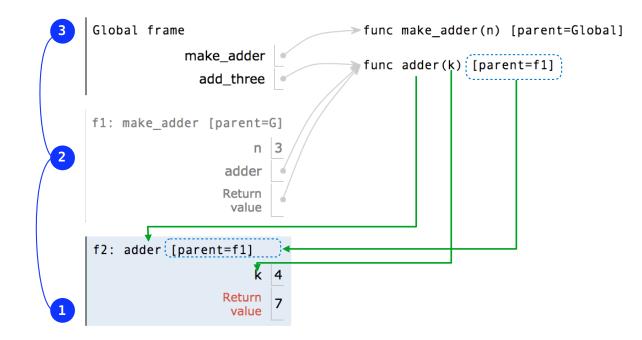
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Nested def

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)
```



```
Nested def
                                              Global frame
                                                                          > func make_adder(n) [parent=Global]
def make_adder(n):
                                                        make_adder
                                                                           func adder(k) [parent=f1]
      def adder(k):
                                                         add_three
           return k + n
                                             f1: make_adder [parent=G]
      return adder
                                                            adder
 add_three = make_adder(3)
                                                            Return
                                                             value
 add_three(4)
                                              f2: adder [parent=f1]
```

```
Nested def
                                                 Global frame
                                                                             > func make_adder(n) [parent=Global]
     def make_adder(n):
                                                           make_adder
                                                                              func adder(k) [parent=f1]
           def adder(k):
                                                            add_three
                return k + n
                                                 f1: make_adder [parent=G]
           return adder
                                                               adder
      add_three = make_adder(3)
                                                               Return
      add three(4)
                                                 f2: adder [parent=f1]
• Every user-defined function has
  a parent frame (often global)
```

frame in which it was defined

```
Nested def
                                                 Global frame
                                                                            > func make adder(n) [parent=Global]
    def make_adder(n):
                                                          make_adder
                                                                             func adder(k) [parent=f1]
          def adder(k):
                                                            add_three
                return k + n
                                                f1: make_adder [parent=G]
           return adder
                                                               adder
      add_three = make_adder(3)
                                                              Return
      add three(4)
                                                 f2: adder [parent=f1]
• Every user-defined function has
  a parent frame (often global)
• The parent of a function is the
```

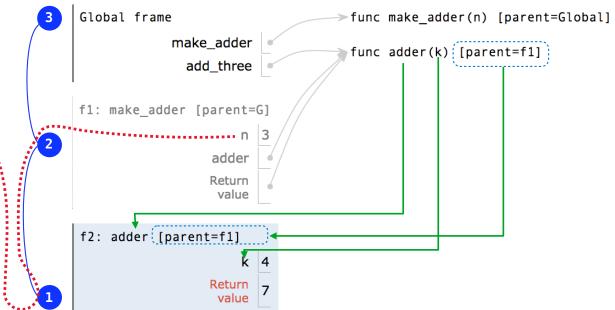
```
Nested def
                                                  Global frame
                                                                              > func make adder(n) [parent=Global]
     def make_adder(n):
                                                            make_adder
                                                                               func adder(k) [parent=f1]
           def adder(k):
                                                             add_three
                return k + n
                                                  f1: make_adder [parent=G]
           return adder
                                                                adder
      add three = make adder(3)
                                                                Return
                                                                 value
      add three(4)
                                                  f2: adder [parent=f1]
• Every user-defined function has
  a parent frame (often global)
                                                                Return
```

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

```
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



When a function is defined:

When a function is defined:

Create a function value: func <name>(<formal parameters>) [parent=<label>]

```
When a function is defined:
```

Create a function value: func <name>(<formal parameters>) [parent=<label>]
Its parent is the current frame.

When a function is defined:

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Create a function value: func <name>(<formal parameters>) [parent=<label>]
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```

f1: make_adder func adder(k) [parent=f1]

```
When a function is defined:
```

Create a function value: func <name>(<formal parameters>) [parent=<label>]
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```
f1: make_adder func adder(k) [parent=f1]
```

Bind <name> to the function value in the current frame

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```

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When a function is called:

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.

U

```
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>]

U

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>]
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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)

```
Global frame

func f(x, y) [parent=Global]

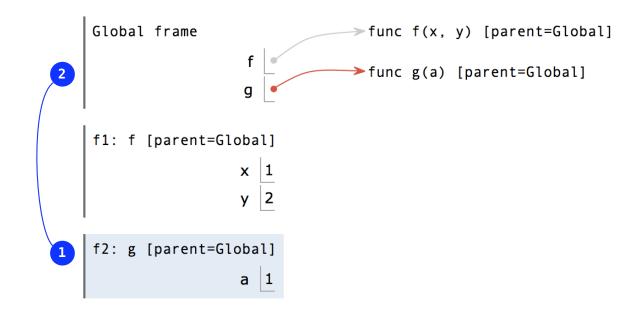
func g(a) [parent=Global]

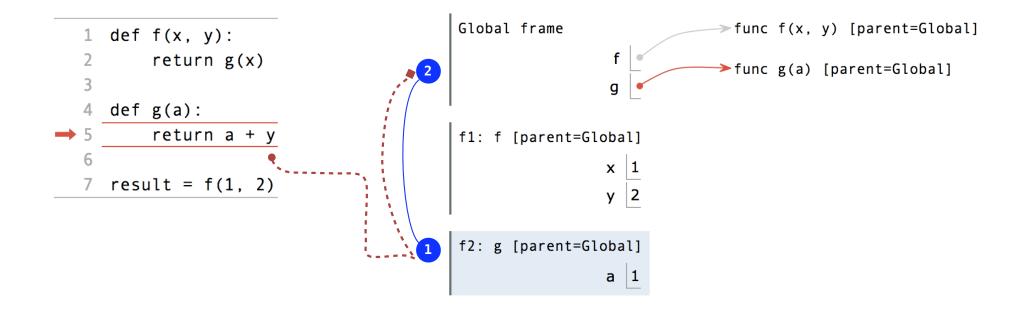
x 1
y 2

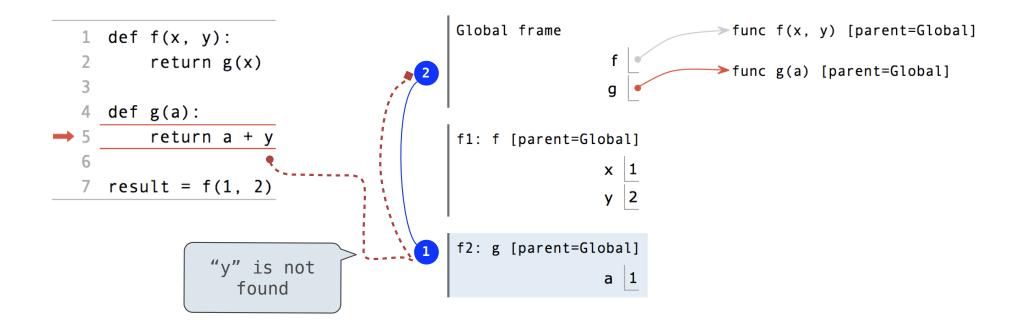
f2: g [parent=Global]

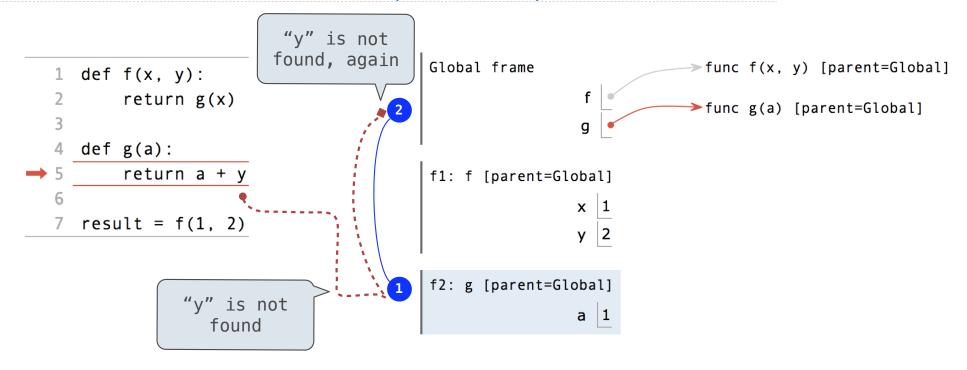
a 1
```

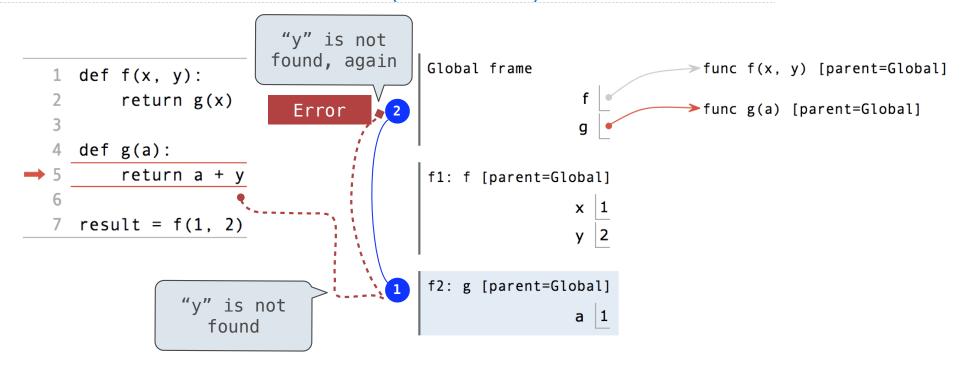
```
1 def f(x, y):
2    return g(x)
3
4 def g(a):
→ 5    return a + y
6
7 result = f(1, 2)
```

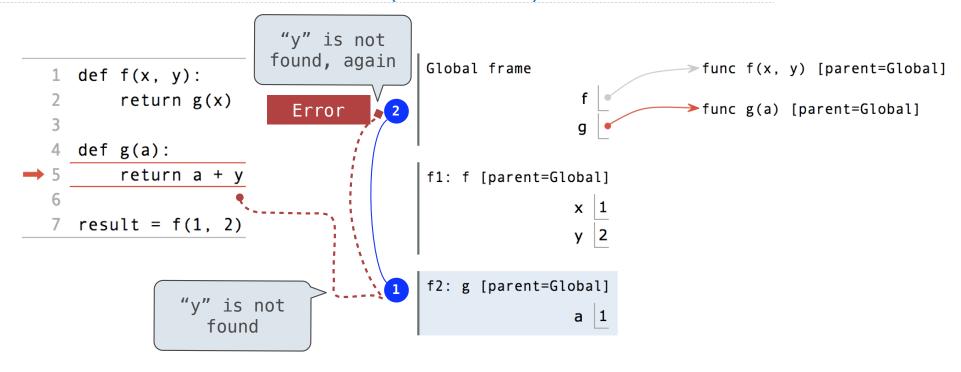




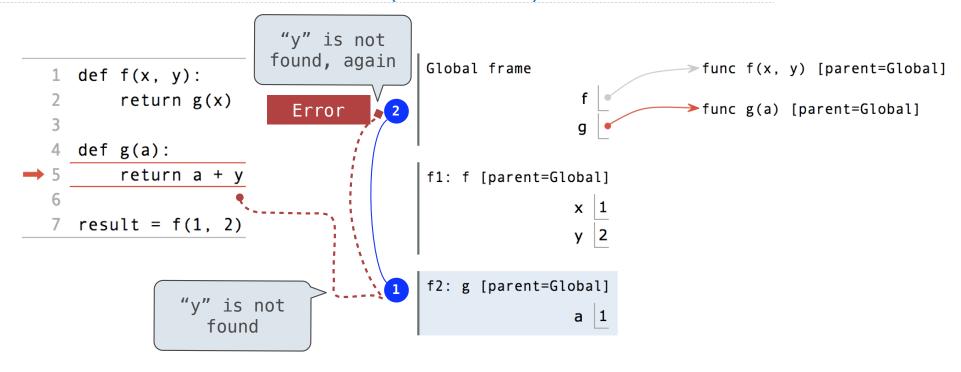








• An environment is a sequence of frames.



- 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.

Function Composition

(Demo)

```
1 def square(x):
2    return x * x
3
4 def make_adder(n):
5    def adder(k):
6     return k + n
7    return adder
8
9 def composel(f, g):
10    def h(x):
11     return f(g(x))
12    return h
13
14 composel(square, make_adder(2))(3)
```

```
Global frame
                                         func square(x) [parent=Global]
                      square
                                        ►func make_adder(n) [parent=Global]
                 make_adder

→ func compose1(f, g) [parent=Global]
                   compose1
                                         func adder(k) [parent=f1]
f1: make_adder [parent=Global]
                                         func h(x) [parent=f2]
                      adder
                      Return
                       value
f2: compose1 [parent=Global]
                       Return
                       value
f3: h [parent=f2]
                          x 3
f4: adder [parent=f1]
```

```
1 def square(x):
2    return x * x
3
4 def make_adder(n):
5    def adder(k):
6     return k + n
7    return adder
8
9 def compose1(f, g):
10    def h(x):
11     return f(g(x))
12    return h
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14 compose1(square, make_adder(2))(3)
```

```
Global frame
                                         func square(x) [parent=Global]
                      square
                                        ►func make_adder(n) [parent=Global]
                 make_adder

→ func compose1(f, g) [parent=Global]
                   compose1
                                         func adder(k) [parent=f1]
f1: make_adder [parent=Global]
                                         func h(x) [parent=f2]
                      adder
                      Return
                       value
f2: compose1 [parent=Global]
                       Return
                       value
f3: h [parent=f2]
                          x 3
f4: adder [parent=f1]
```

```
1 def square(x):
2    return x * x
3
4 def make_adder(n):
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14 compose1(square, make_adder(2))(3)
```

```
Global frame
                                         func square(x) [parent=Global]
                      square
                                        ►func make_adder(n) [parent=Global]
                 make_adder

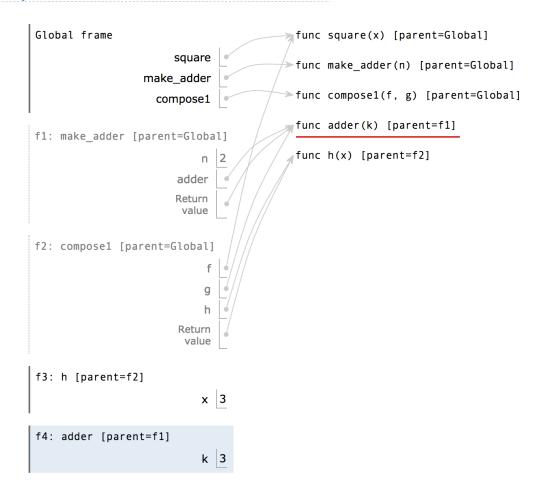
→ func compose1(f, g) [parent=Global]
                   compose1
                                         func adder(k) [parent=f1]
f1: make_adder [parent=Global]
                                         func h(x) [parent=f2]
                      adder
                      Return
                       value
f2: compose1 [parent=Global]
                       Return
                       value
f3: h [parent=f2]
                          x 3
f4: adder [parent=f1]
```

```
1 def square(x):
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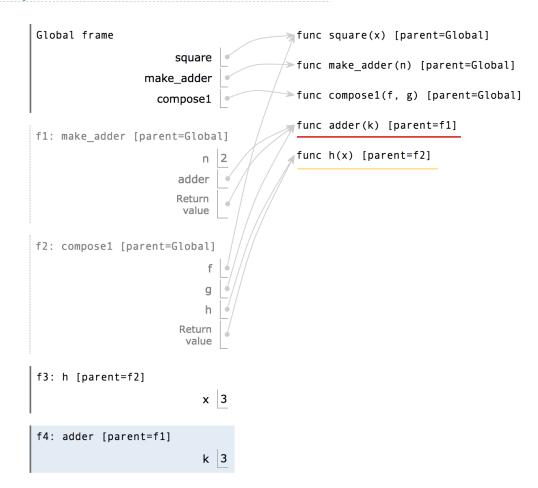
```
Global frame
                                         func square(x) [parent=Global]
                      square
                                        ►func make_adder(n) [parent=Global]
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                   compose1
                                         func adder(k) [parent=f1]
f1: make_adder [parent=Global]
                                         func h(x) [parent=f2]
                      adder
                      Return
                       value
f2: compose1 [parent=Global]
                       Return
                       value
f3: h [parent=f2]
                          x 3
f4: adder [parent=f1]
```

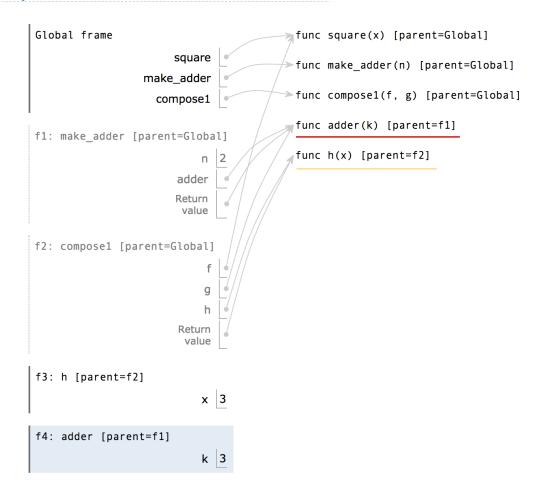
```
def square(x):
       return x * x
   def make adder(n):
       def adder(k):
           return k + n
       return adder
   def compose1(f, g):
10
       def h(x):
           return f(g(x))
11
12
       return h
13
  compose1(square, make_adder(2))(3)
     Return value of make_adder is
         an argument to compose1
```



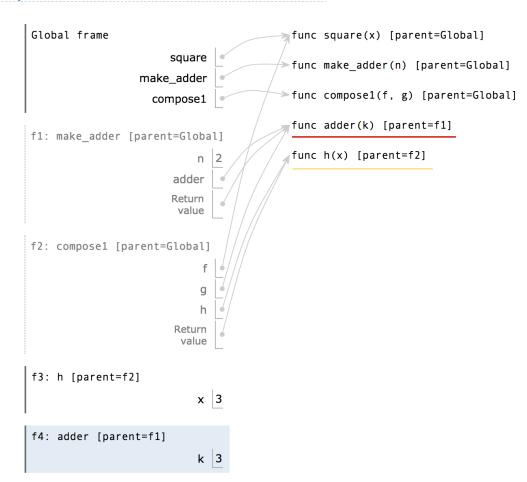
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           return k + n
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   def compose1(f, g):
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       return h
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     Return value of make_adder is
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def square(x):
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       def adder(k):
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14 compose1(square, make_adder(2))(3)
     Return value of make_adder is
         an argument to compose1
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```
Global frame
                                                                                                  func square(x) [parent=Global]
    def square(x):
                                                                                   square
         return x * x
                                                                                                  ►func make adder(n) [parent=Global]
                                                                               make_adder

→ func compose1(f, g) [parent=Global]
                                                                                compose1
    def make adder(n):
                                                                                                  func adder(k) [parent=f1]
         def adder(k):
                                                                f1: make_adder [parent=Global]
              return k + n
                                                                                                  func h(x) [parent=f2]
         return adder
                                                                                   adder
                                                                                   Return
                                                                                   value
    def compose1(f, g):
10
         def h(x):
                                                                f2: compose1 [parent=Global]
              return f(g(x))
         return h
                                                                                   Return
14 compose1(square, make_adder(2))(3)
                                                                                    value
                                                                 f3: h [parent=f2]
                                                                                      x 3
       Return value of make_adder is
           an argument to compose1
                                                                 f4: adder [parent=f1]
```

```
Global frame
                                                                                                  func square(x) [parent=Global]
    def square(x):
                                                                                  square
         return x * x
                                                                                                  ►func make adder(n) [parent=Global]
                                                                               make_adder

→ func compose1(f, g) [parent=Global]
                                                                                compose1
    def make adder(n):
                                                                                                  func adder(k) [parent=f1]
         def adder(k):
                                                                f1: make_adder [parent=Global]
              return k + n
                                                                                                  func h(x) [parent=f2]
         return adder
                                                                                   adder
                                                                                   Return
                                                                                   value
    def compose1(f, g):
10
         def h(x):
                                                                f2: compose1 [parent=Global]
              return f(g(x))
         return h
                                                                                   Return
14 compose1(square, make_adder(2))(3)
                                                                                    value
                                                                 f3: h [parent=f2]
                                                                                      x 3
       Return value of make_adder is
           an argument to compose1
                                                                 f4: adder [parent=f1]
```

```
Global frame
                                                                                                  func square(x) [parent=Global]
    def square(x):
                                                                                   square
         return x * x
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                                                                               make_adder

→ func compose1(f, g) [parent=Global]
                                                                                compose1
    def make adder(n):
                                                                                                  func adder(k) [parent=f1]
         def adder(k):
                                                                f1: make_adder [parent=Global]
              return k + n
                                                                                                  func h(x) [parent=f2]
         return adder
                                                                                   adder
                                                                                   Return
                                                                                   value
    def compose1(f, g):
10
         def h(x):
                                                                f2: compose1 [parent=Global]
              return f(g(x))
         return h
                                                                                   Return
14 compose1(square, make_adder(2))(3)
                                                                                    value
                                                                 f3: h [parent=f2]
                                                                                      x 3
       Return value of make_adder is
           an argument to compose1
                                                                 f4: adder [parent=f1]
```

Self-Reference

(Demo)

Returning a Function Using Its Own Name

