

# CS339: Abstractions and Paradigms for Programming

*Environment Model*

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# Problems brought by assignments

```
(define count 1)
(define (f v)
  (set! count (+ 1 count))
  (+ v count))
```

```
> (f 2)
> 4
> (f 2)
> 5
```

- Procedures are no longer mathematical functions!

```
(define (make-simplified-withdraw balance)
  (lambda (amount)
    (set! balance (- balance amount))
    balance))
```

```
((make-simplified-withdraw 25) 20)
==> ((lambda (amount) (set! balance (- 25 amount) 25) 20)
==> (set! balance (- 25 20)) 25
==> Set balance to 5 and return 25
```

- Substitution model of procedure application no longer works!
  - Reason: Variables are no longer simply names for expressions!



# Substitution model revisited

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- **Evaluating a combination:**

- Evaluate the subexpressions of the combination.
- Apply the value of the operator subexpression to the values of the operand subexpressions.

- **Applying a procedure:**

- To apply a compound procedure to arguments, evaluate the body of the procedure with each formal parameter replaced by the corresponding actual argument.

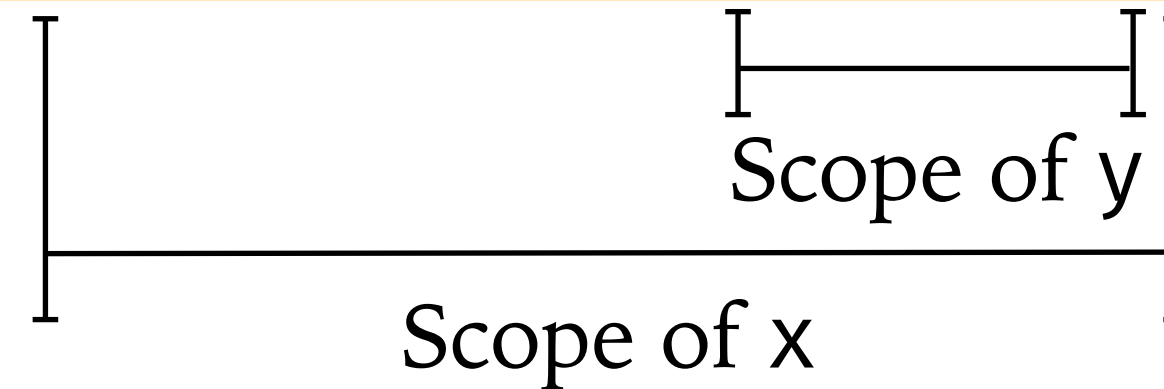


# Bindings and scope revisited

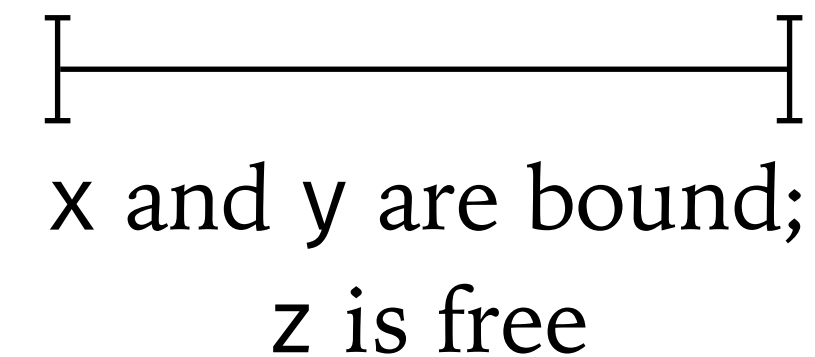
This lambda  
binds 'x'

This lambda  
binds 'y'

```
(lambda (x) (lambda (y) (* x y)))
```



```
(lambda (x) (lambda (y) (* x (+ z y))))
```



**The only way to create a binding is via a lambda!**



# Lambda — The Ultimate Binder

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```
(let ((var1 expr1)
      (var2 expr2))
  <body>)
```



```
((lambda (var1 var2)
  <body>)
  expr1 expr2)
```

```
(define (foo x)
  <body>)
```



```
(define foo
  (lambda (x)
    <body>))
```

```
(define (foo x)
  (define (var expr))
  <body>)
```



```
(define (foo x)
  (let ((var expr))
    <body>))
```

# The Environment Model

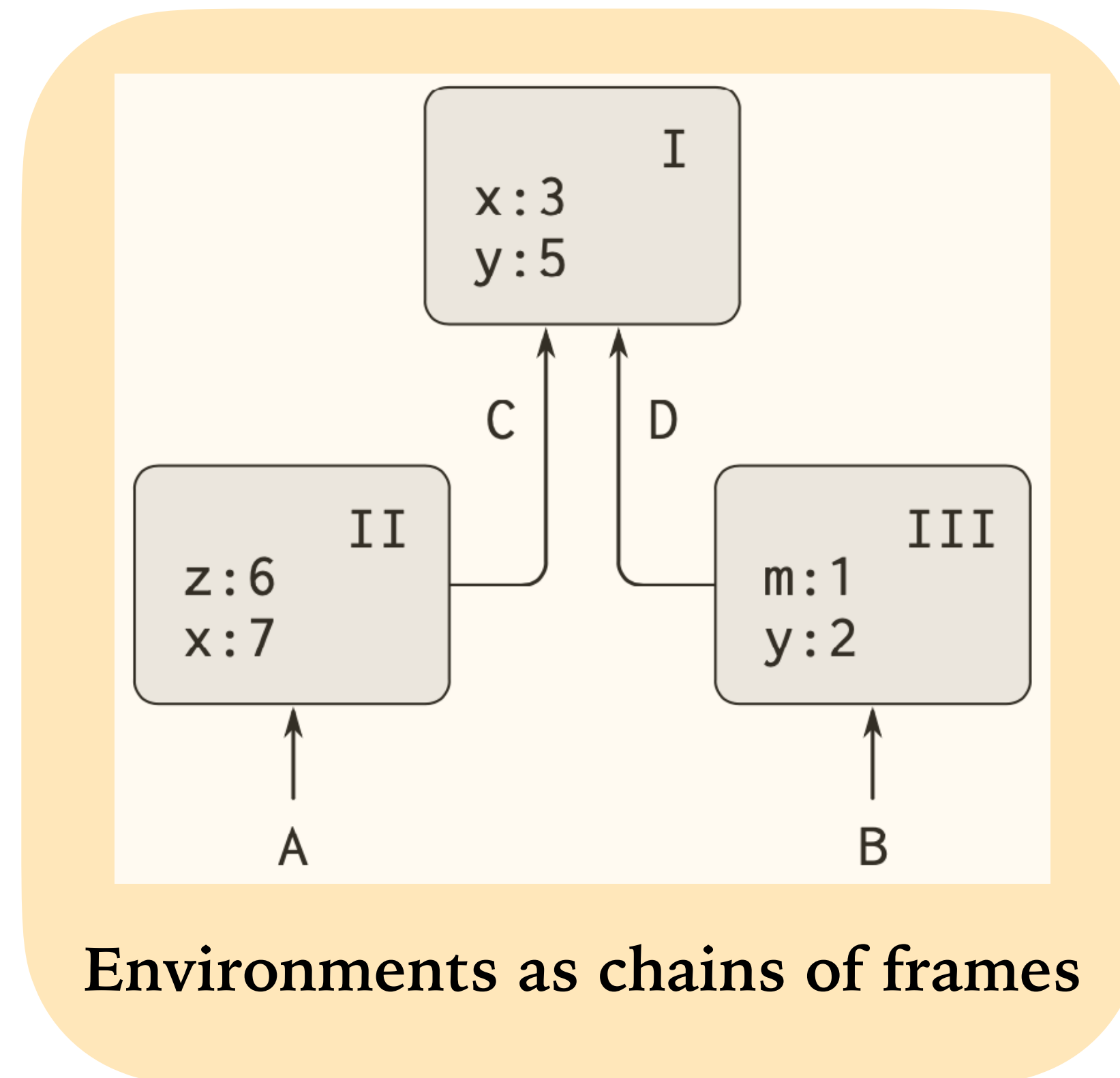


# Frames and environments

I, II, III: Frames

**Environment 'A':**

- x: 7, y: 5, z: 6
- m: unbound



Environments as chains of frames

A, B, C, D: Environments

**Environment 'B':**

- x: 3, y: 2, m: 1
- z: unbound

**Environments 'C', 'D':**

- x: 3, y: 5
- z, m: unbound

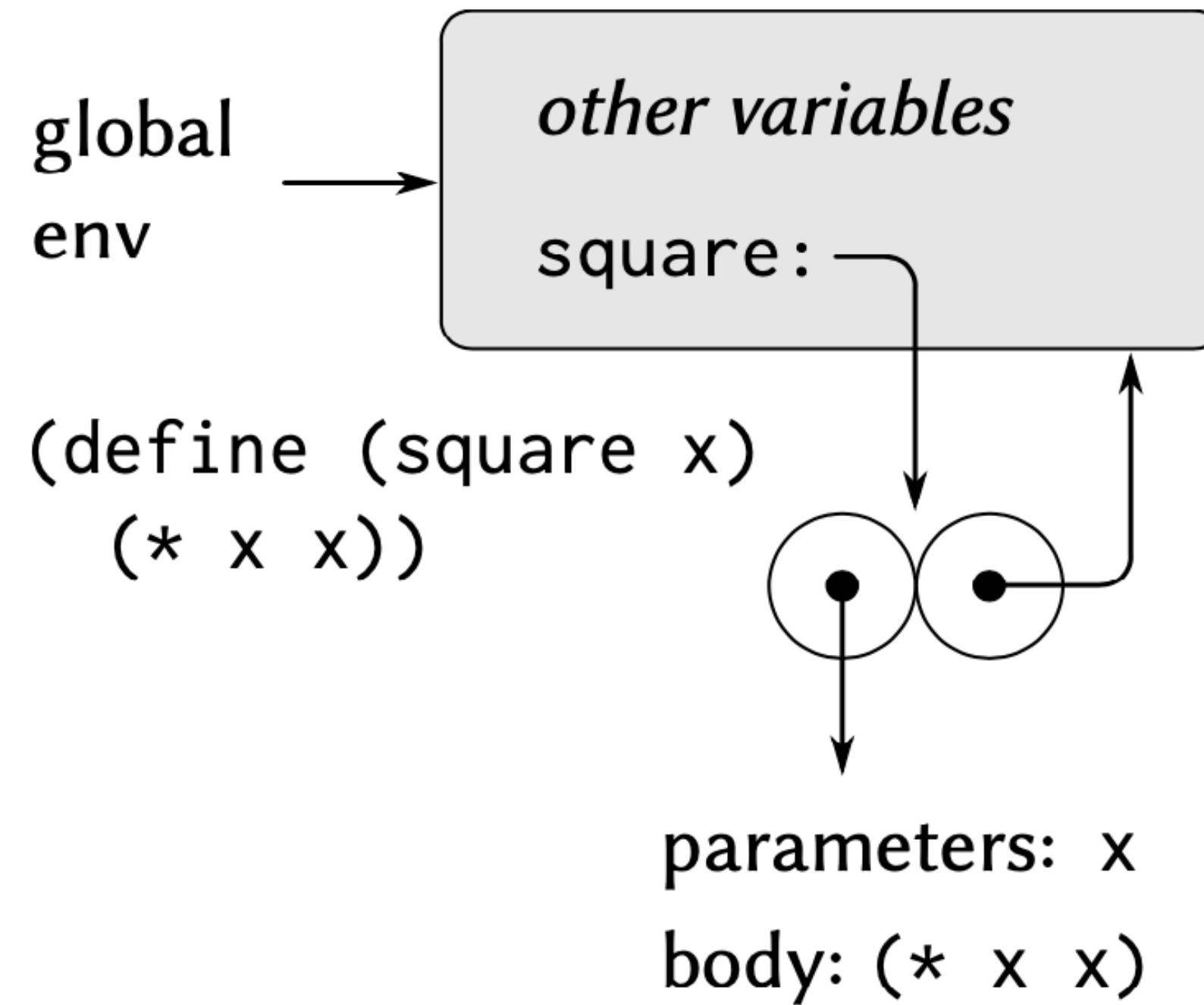


# Evaluating procedure definitions

```
(define (square x)  
  (* x x))
```



```
(define square  
  (lambda (x) (* x x)))
```

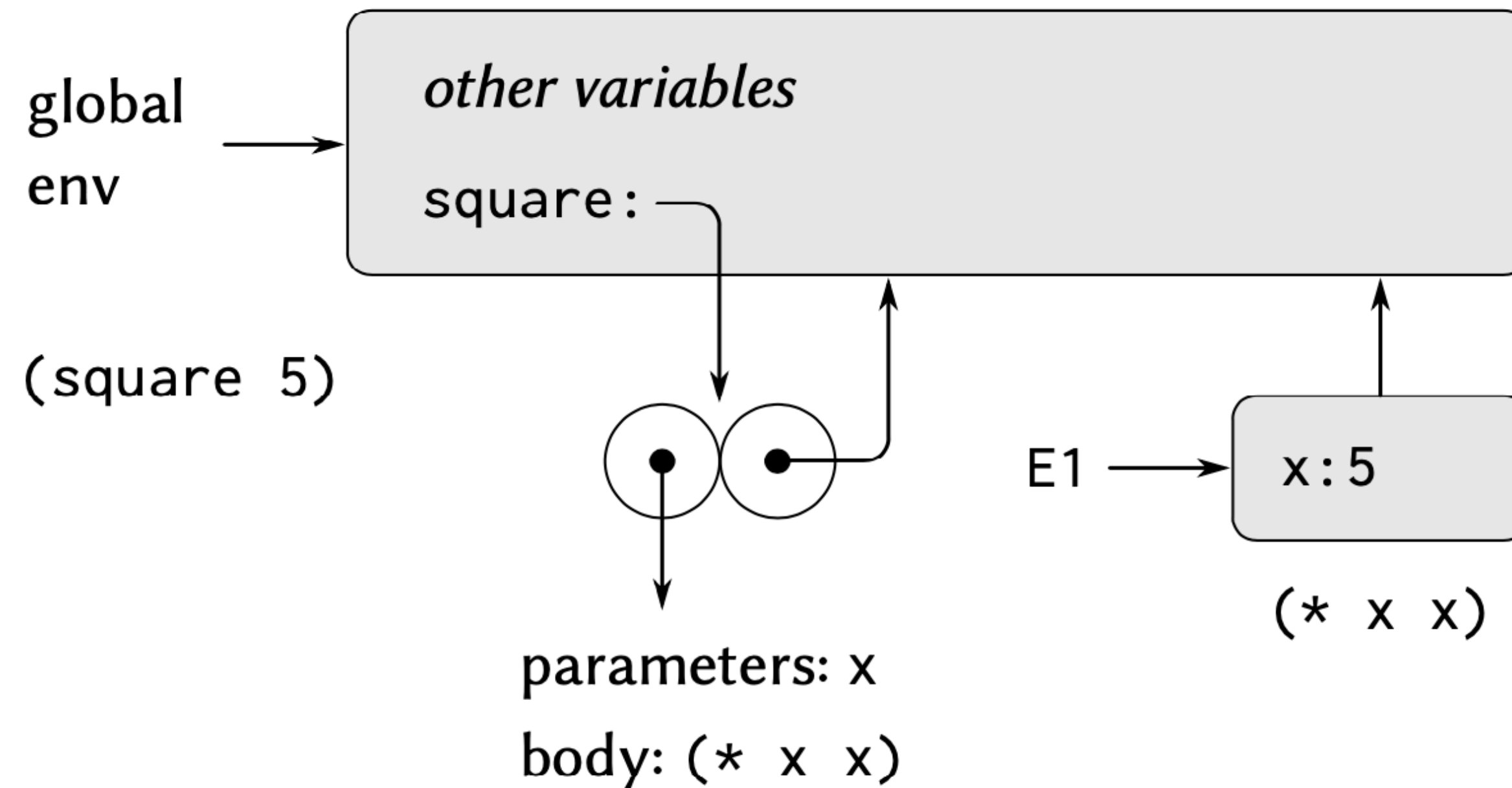




# Evaluating procedure applications

```
(define (square x)  
  (* x x))
```

```
> (square 5)
```



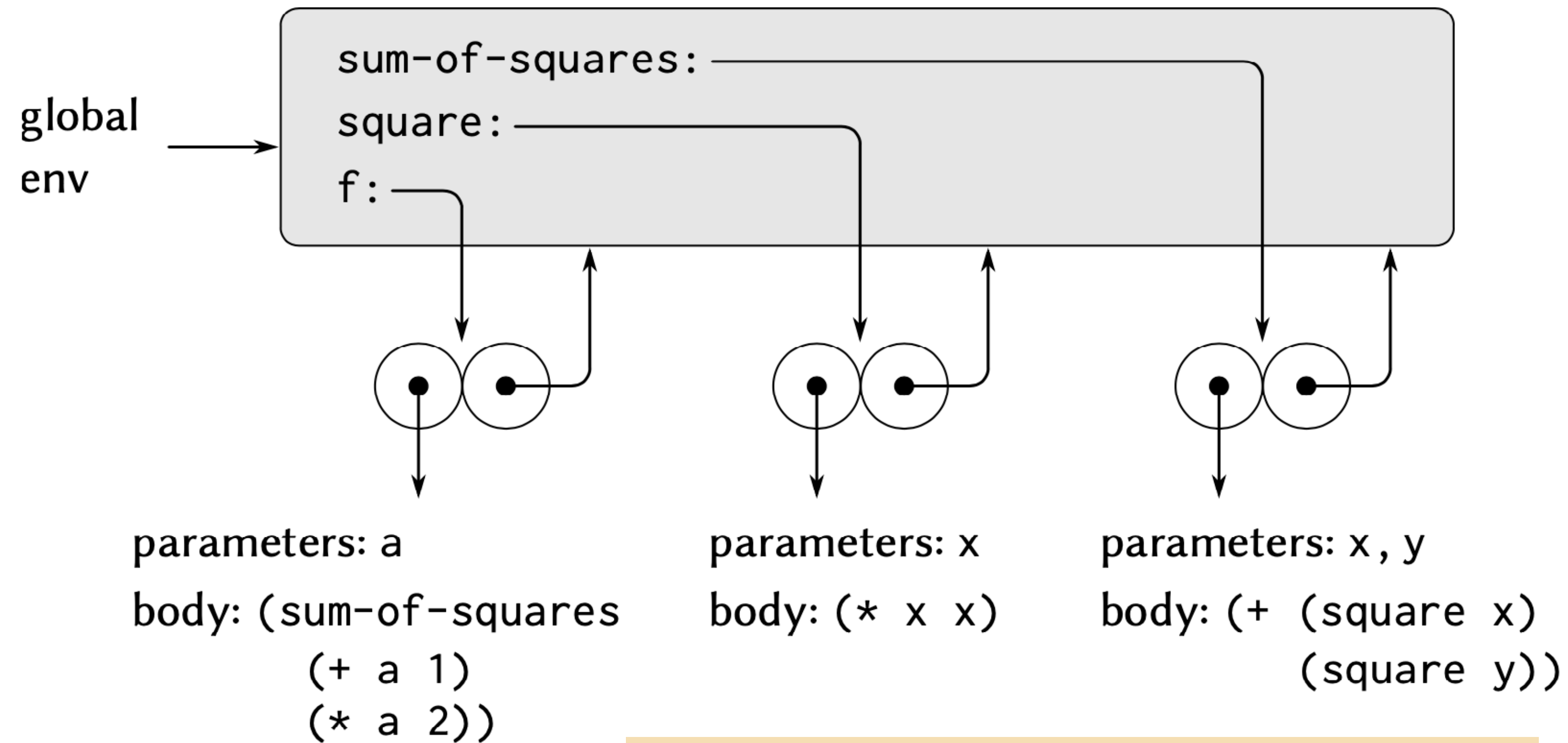
# The Environment Model: Summary

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- **Evaluating a combination:** Same as the substitution model
  - Evaluate the subexpressions of the combination.
  - Apply the value of the operator subexpression to the values of the operand subexpressions.
- **Evaluating a procedure definition:**
  - Create a procedure object by evaluating a lambda-expression relative to a given environment.
- **Evaluating a procedure application:**
  - Create a new environment containing a frame that binds the parameters to the arguments, and then evaluate the body of the procedure **in the** new environment.

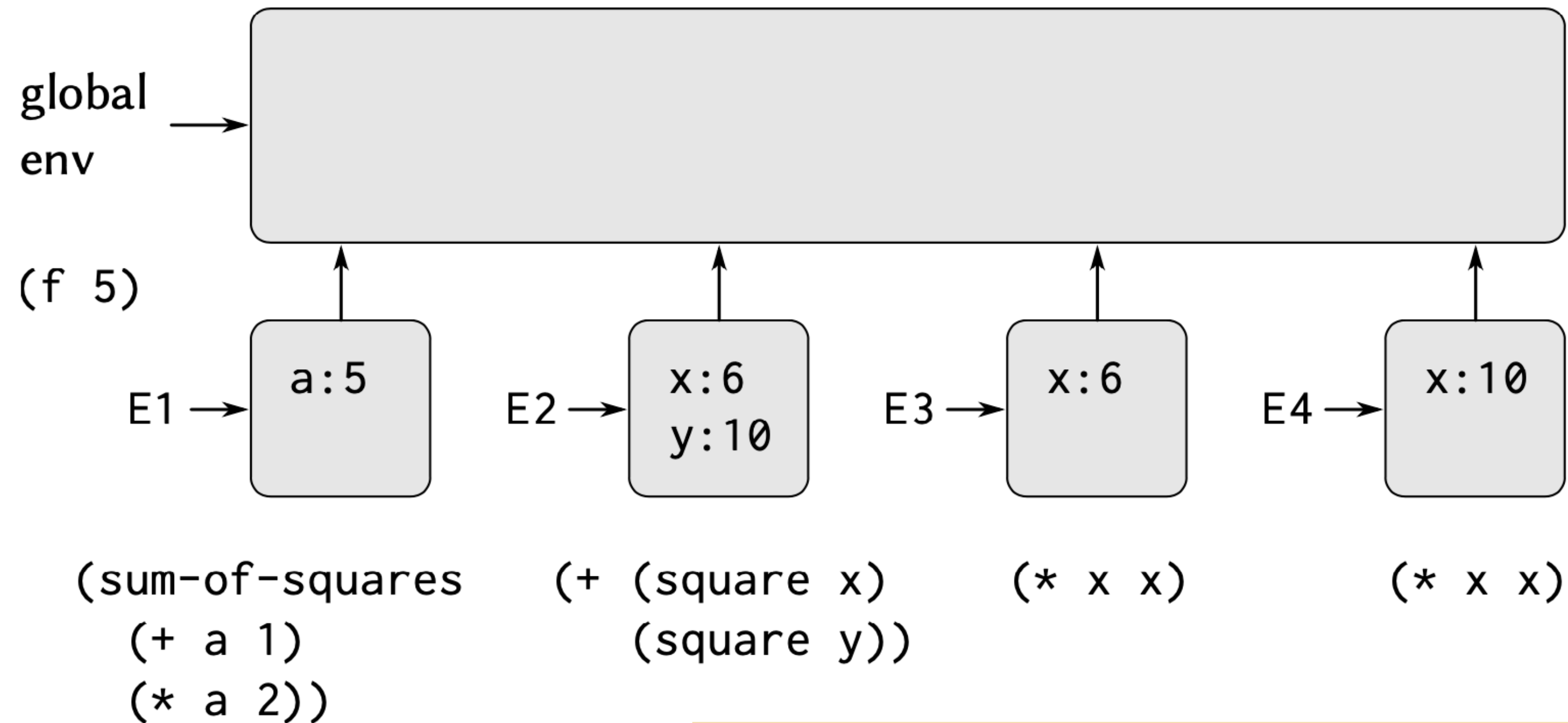


# Extended example 1: Definition



```
(define (square x)
  (* x x))
(define (sum-of-squares x y)
  (+ (square x) (square y)))
(define (f a)
  (sum-of-squares (+ a 1) (* a 2)))
```

# Extended example 1: Application

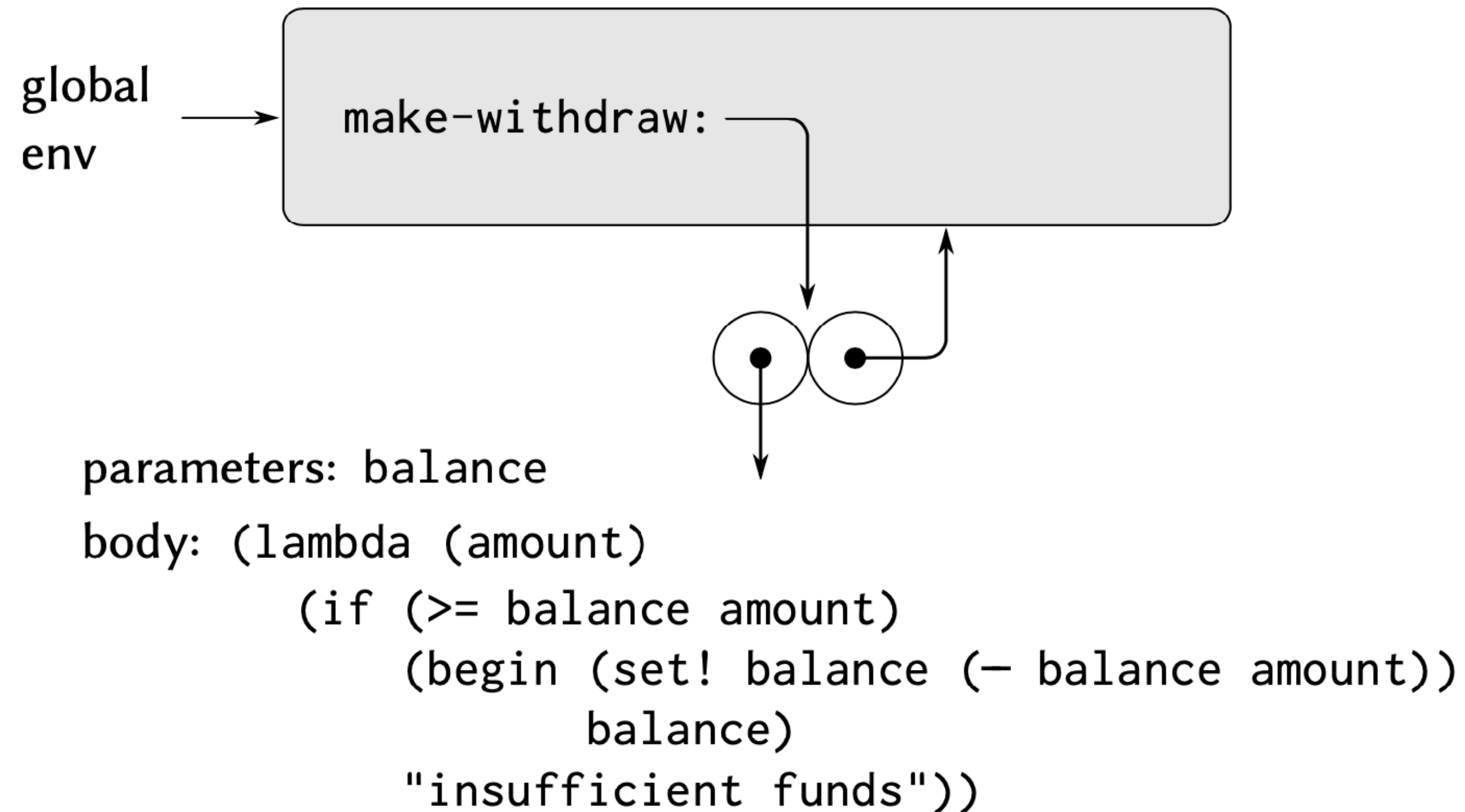


```
(define (square x)
  (* x x))
(define (sum-of-squares x y)
  (+ (square x) (square y)))
(define (f a)
  (sum-of-squares (+ a 1) (* a 2)))

> (f 5)
```



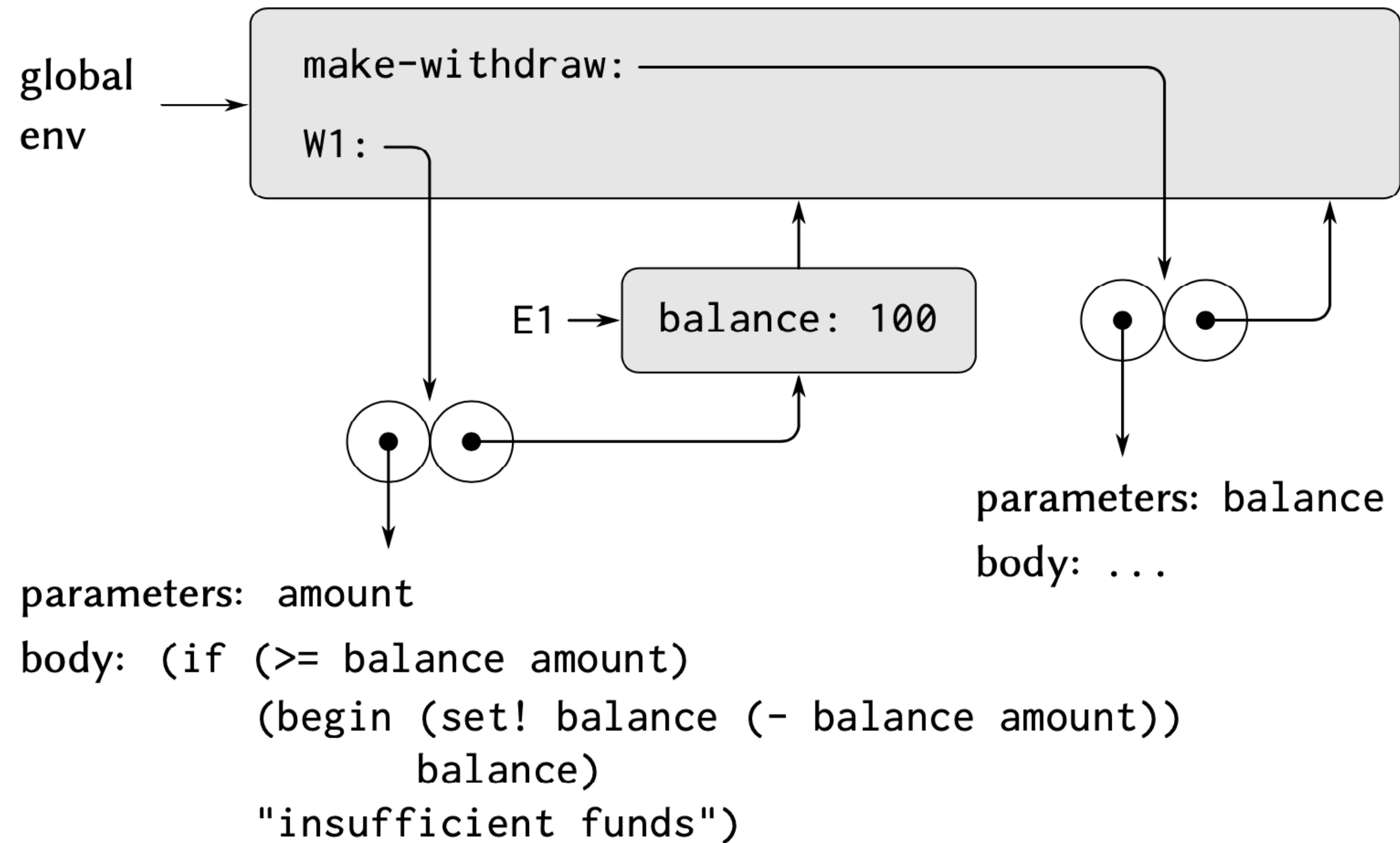
# EE2 Def: Local states in frames



```
(define (make-withdraw balance)
  (lambda (amount)
    (if (>= balance amount)
        (begin (set! balance (- balance amount))
                balance)
        "insufficient funds")))
```



# EE2 App1

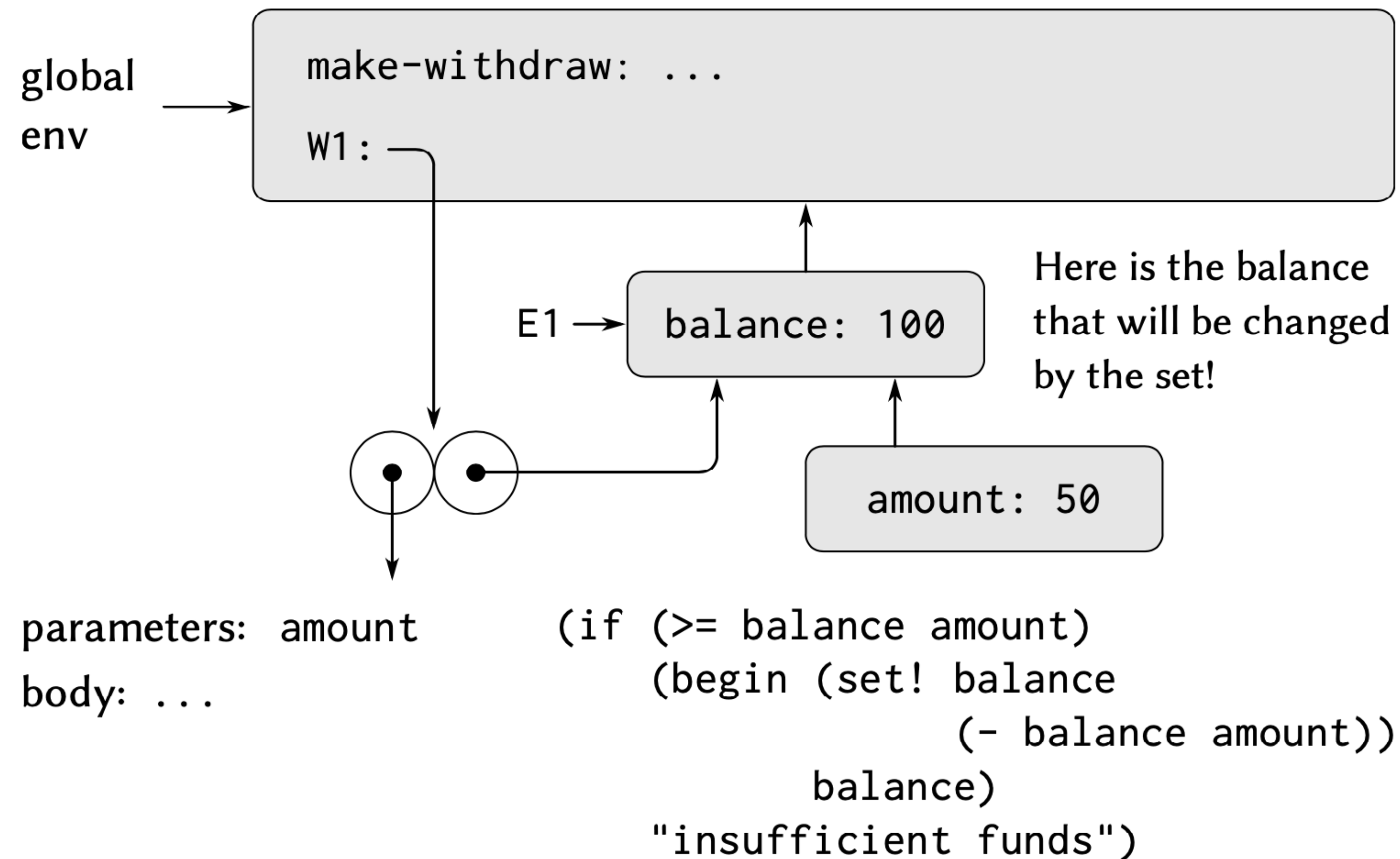


```
(define W1 (make-withdraw 100))
```





# EE2 App1 (Cont.)

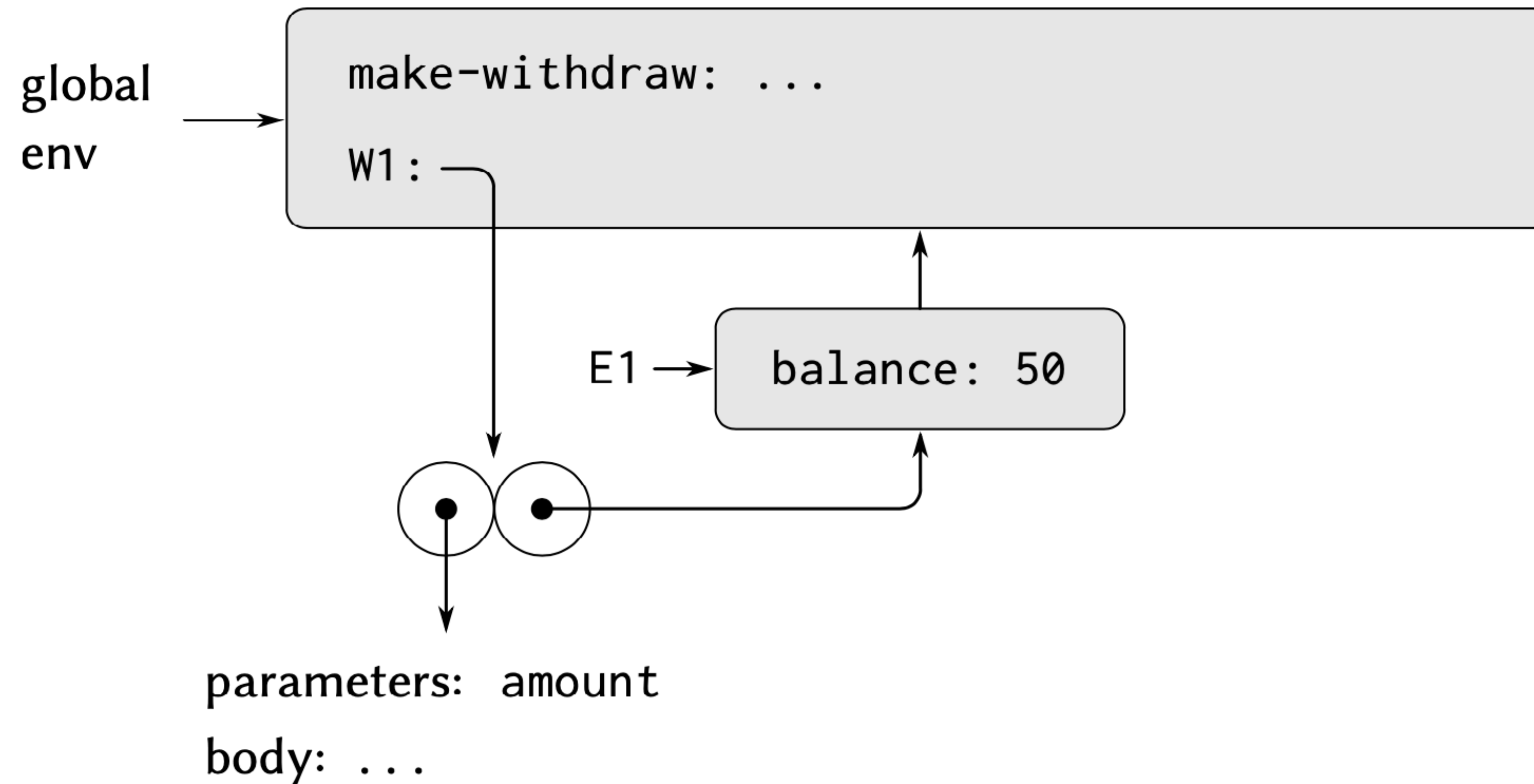


> (W1 50)



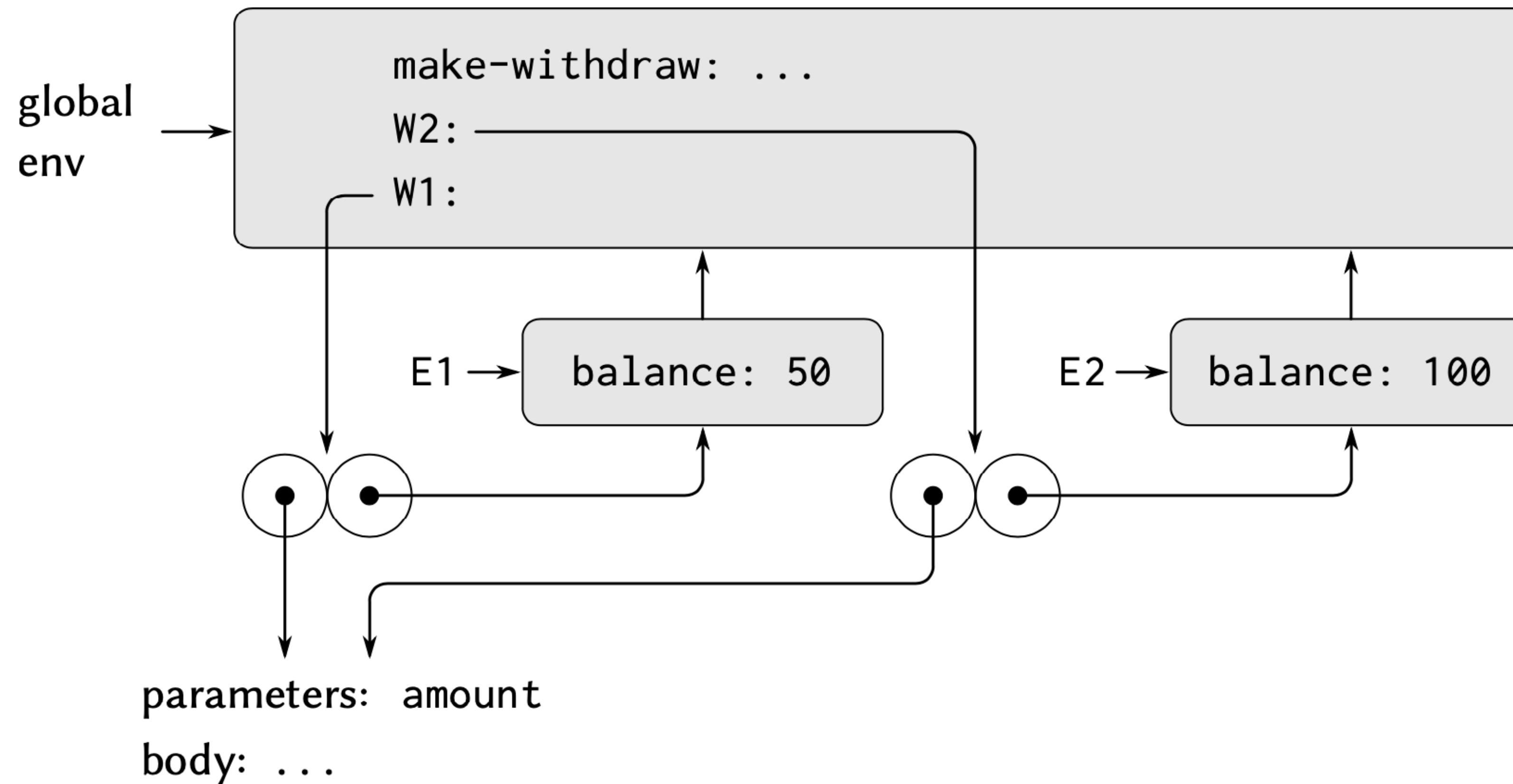


# EE2 App1 (Cont.)



After (W1 50)

# EE2 App2



```
(define W2 (make-withdraw 100))
```



# Internal Definitions

> (sqrt 2)

```
(define (sqrt x)
  (define (good-enough? guess)
    (< (abs (- (square guess) x)) 0.001))
  (define (improve guess)
    (average guess (/ x guess)))
  (define (sqrt-iter guess)
    (if (good-enough? guess)
        guess
        (sqrt-iter (improve guess))))
  (sqrt-iter 1.0))
```

