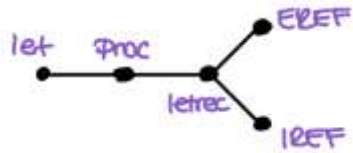


IREF & Mutable Pairs



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Implicit references



- IREF
 - References are instantiated by the interpreter
 - All denoted values are references to expressed values
 - Each binding operation introduces a location
 - ✦ Let
 - ✦ letrec
 - ✦ proc
 - Pointers to stores are saved in the environment

$$\begin{aligned} \text{ExpVal} &= \text{Int} + \text{Bool} + \text{Proc} \\ \text{DenVal} &= \text{Ref}(\text{ExpVal}) \end{aligned}$$

New grammar



- A set operation for assignment

Expression ::= `set Identifier = Expression`
`assign-exp (var exp1)`

Examples



```
let x = 0
in letrec even(dummy)
    = if zero?(x)
      then 1
      else begin
          set x = -(x,1);
          (odd 888)
        end
  odd(dummy)
    = if zero?(x)
      then 0
      else begin
          set x = -(x,1);
          (even 888)
        end
  in begin set x = 13; (odd -888) end
```

```
let g = let count = 0
        in proc (dummy)
            begin
                set count = -(count,-1);
                count
            end
  in let a = (g 11)
    in let b = (g 11)
      in -(a,b)
```

Behavior specification



- **var-exp**

$$(\text{value-of } (\text{var-exp } var) \ \rho \ \sigma) = (\sigma(\rho(var)), \sigma)$$

- **assign-exp**

$$\frac{(\text{value-of } exp_1 \ \rho \ \sigma_0) = (val_1, \sigma_1)}{(\text{value-of } (\text{assign-exp } var \ exp_1) \ \rho \ \sigma_0) = ([27], [\rho(var) = val_1]\sigma_1)}$$

- **apply-procedure**

$$\begin{aligned} &(\text{apply-procedure } (\text{procedure } var \ body \ \rho) \ val \ \sigma) \\ &= (\text{value-of } body \ [var = l]\rho \ [l = val]\sigma) \end{aligned}$$

Implementation



- **var-exp**

```
(var-exp (var) (deref (apply-env env var)))
```

- **assign-exp**

```
(assign-exp (var exp1)
  (begin
    (setref!
      (apply-env env var)
      (value-of exp1 env))
    (num-val 27)))
```

- **apply-procedure**

```
apply-procedure : Proc × ExpVal → ExpVal
(define apply-procedure
  (lambda (proc1 val)
    (cases proc proc1
      (procedure (var body saved-env)
        (value-of body
          (extend-env var (newref val) saved-env)))))))
```

Implementation



Reference instantiations

- **apply-procedure**

```
apply-procedure : Proc × ExpVal → ExpVal
(define apply-procedure
  (lambda (proc1 val)
    (cases proc proc1
      (procedure (var body saved-env)
        (value-of body
          (extend-env var (newref val) saved-env)))))))
```

- **let**

```
(let-exp (var exp1 body)
  (let ((val1 (value-of exp1 env)))
    (value-of body
      (extend-env var (newref val1) env))))
```

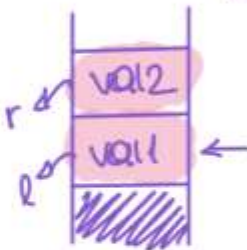
- **letrec**

```
(extend-env-rec (p-names b-vars p-bodies saved-env)
  (let ((n (location search-var p-names)))
    (if n
      (newref
        (proc-val
          (procedure
            (list-ref b-vars n)
            (list-ref p-bodies n)
            env))))
      (apply-env saved-env search-var))))
```

Mutable pairs

make-pair : $\text{ExpVal} \times \text{ExpVal} \rightarrow \text{MutPair}$
 (define make-pair
 (lambda (val1 val2)
 (a-pair → comes from define
 (newref val1) l data type
 (newref val2))))

left : $\text{MutPair} \rightarrow \text{ExpVal}$
 (define left
 (lambda (p)
 (cases mutpair p
 (a-pair (left-loc right-loc)
 (deref left-loc))))



**exam → how many allocations:
 everytime you
 make a pair 2
 memory locations
 will be allocated!

right : $\text{MutPair} \rightarrow \text{ExpVal}$
 (define right
 (lambda (p)
 (cases mutpair p
 (a-pair (left-loc right-loc)
 (deref right-loc))))

setleft : $\text{MutPair} \times \text{ExpVal} \rightarrow \text{Unspecified}$
 (define setleft
 (lambda (p val)
 (cases mutpair p
 (a-pair (left-loc right-loc)
 (setref! left-loc val))))

↓
 returns
 whatever
 setref!
 returns → dummy

setright : $\text{MutPair} \times \text{ExpVal} \rightarrow \text{Unspecified}$
 (define setright
 (lambda (p val)
 (cases mutpair p
 (a-pair (left-loc right-loc)
 (setref! right-loc val))))

Mutable Pairs



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Learning outcomes of this lecture



- A student attending this lecture should be able to:
 1. Understand how pairs can be implemented, and do so
 2. Explain alternative implementations of pairs
 3. Implement more sophisticated data structures (e.g., stack, arrays).

Nugget



Now that we have a memory structure, we can add more sophisticated structures to our language

Nugget



Having a memory feature allows us to have
mutable pairs

In addition we want mutation



- New grammar

newpair : $Expval \times Expval \rightarrow MutPair$
left : $MutPair \rightarrow Expval$
right : $MutPair \rightarrow Expval$
setleft : $MutPair \times Expval \rightarrow Unspecified$
setright : $MutPair \times Expval \rightarrow Unspecified$

- New set of

- Denotables
- Expressibles

ExpVal = $Int + Bool + Proc + MutPair$
DenVal = $Ref(ExpVal)$
MutPair = $Ref(ExpVal) \times Ref(ExpVal)$

```
(define-datatype expval expval?  
  (num-val  
    (value number?))  
  (bool-val  
    (boolean boolean?))  
  (proc-val  
    (proc proc?))  
  (mutpair-val  
    (p mutpair?))  
)
```

```
(define-datatype mutpair mutpair?  
  (a-pair  
    (left-loc reference?)  
    (right-loc reference?)))
```

New scheme functions for pair management



make-pair : $ExpVal \times ExpVal \rightarrow MutPair$

```
(define make-pair
  (lambda (val1 val2)
    (a-pair
     (newref val1)
     (newref val2))))
```

left : $MutPair \rightarrow ExpVal$

```
(define left
  (lambda (p)
    (cases mutpair p
      (a-pair (left-loc right-loc)
        (deref left-loc))))))
```

right : $MutPair \rightarrow ExpVal$

```
(define right
  (lambda (p)
    (cases mutpair p
      (a-pair (left-loc right-loc)
        (deref right-loc))))))
```

setleft : $MutPair \times ExpVal \rightarrow Unspecified$

```
(define setleft
  (lambda (p val)
    (cases mutpair p
      (a-pair (left-loc right-loc)
        (setref! left-loc val))))))
```

setright : $MutPair \times ExpVal \rightarrow Unspecified$

```
(define setright
  (lambda (p val)
    (cases mutpair p
      (a-pair (left-loc right-loc)
        (setref! right-loc val))))))
```

The Interpreter



```
(newpair-exp (exp1 exp2)
  (let ((val1 (value-of exp1 env))
        (val2 (value-of exp2 env)))
    (mutpair-val (make-pair val1 val2))))

(left-exp (exp1)
  (let ((val1 (value-of exp1 env)))
    (let ((p1 (expval->mutpair val1)))
      (left p1))))

(right-exp (exp1)
  (let ((val1 (value-of exp1 env)))
    (let ((p1 (expval->mutpair val1)))
      (right p1))))
```

```
(setleft-exp (exp1 exp2)
  (let ((val1 (value-of exp1 env))
        (val2 (value-of exp2 env)))
    (let ((p (expval->mutpair val1)))
      (begin
        (setleft p val2)
        (num-val 82))))))

(setright-exp (exp1 exp2)
  (let ((val1 (value-of exp1 env))
        (val2 (value-of exp2 env)))
    (let ((p (expval->mutpair val1)))
      (begin
        (setright p val2)
        (num-val 83))))))
```


Nugget



We can get creative and devise a more efficient implementation

A different representation for mutable pairs



- Note something about the addresses of the two values

make-pair : $ExpVal \times ExpVal \rightarrow MutPair$

```
(define make-pair
  (lambda (val1 val2)
    (a-pair
     (newref val1)
     (newref val2)))))
```

left : $MutPair \rightarrow ExpVal$

```
(define left
  (lambda (p)
    (cases mutpair p
      (a-pair (left-loc right-loc)
        (deref left-loc))))))
```

A different representation for mutable pairs



mutpair? : *SchemeVal* \rightarrow *Bool*

```
(define mutpair?  
  (lambda (v)  
    (reference? v)))
```

make-pair : *ExpVal* \times *ExpVal* \rightarrow *MutPair*

```
(define make-pair  
  (lambda (val1 val2)  
    (let ((ref1 (newref val1)))  
      (let ((ref2 (newref val2)))  
        ref1))))
```

left : *MutPair* \rightarrow *ExpVal*

```
(define left  
  (lambda (p)  
    (deref p)))
```

right : *MutPair* \rightarrow *ExpVal*

```
(define right  
  (lambda (p)  
    (deref (+ 1 p)))))
```

setleft : *MutPair* \times *ExpVal* \rightarrow *Unspecified*

```
(define setleft  
  (lambda (p val)  
    (setref! p val)))
```

setright : *MutPair* \times *ExpVal* \rightarrow *Unspecified*

```
(define setright  
  (lambda (p val)  
    (setref! (+ 1 p) val)))
```

Learning outcomes of this lecture



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 1. Understand how pairs can be implemented, and do so
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