

Part IV: State

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State

Language with
Explicit
References

Language with
Implicit
References

Mutable Pairs

Parameter
Passing
Variations

① State

② Language with Explicit References

③ Language with Implicit References

④ Mutable Pairs

⑤ Parameter Passing Variations

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- Computations may also have effects
 - print
 - change a memory location
 - change a file

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- Computations may also have effects
 - print
 - change a memory location
 - change a file
- An effect is global: affects the entire computation

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- Computations may also have effects
 - print
 - change a memory location
 - change a file
- An effect is global: affects the entire computation
- We will now study assignment (aka mutation)

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- Assignment is about sharing values/information between unrelated parts of a computation
- CSAS 1115: telephone book, bank account

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- Assignment is about sharing values/information between unrelated parts of a computation
- CSAS 1115: telephone book, bank account
- Memory model
 - A finite map of locations to storable values (aka store or heap)
 - A place in memory where values can be stored

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- Assignment is about sharing values/information between unrelated parts of a computation
- CSAS 1115: telephone book, bank account
- Memory model
 - A finite map of locations to storable values (aka store or heap)
 - A place in memory where values can be stored
- Implementation
 - Typically, storable values are the same as the expressed values
 - A data structure that represents a location is called a reference (aka pointer)

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- Two ways to design a language with store
- Explicit references
- programmer allocates, dereferences, and mutates locations/memory

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- Two ways to design a language with store
- Explicit references
- programmer allocates, dereferences, and mutates locations/memory
- Implicit references
- language packages common patterns of allocation, dereferencing, and mutation

Language with Explicit References

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Parameter Passing Variations

- $\text{expval} = \text{int} + \text{bool} + \text{proc} + \text{ref}(\text{expval})$
- $\text{denval} = \text{expval}$

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- $\text{expval} = \text{int} + \text{bool} + \text{proc} + \text{ref}(\text{expval})$
- $\text{denval} = \text{expval}$
- 3 new ops needed:
 - newref** allocates a new location and returns a reference to the new location
 - deref** returns the content of a reference
 - setref** changes the content of a referenced location

Language with Explicit References

- Value?

```
let temp = newref(0)
in let x = newref(5)
   in let mystery = proc (y)
       begin
         setref(temp, deref(x));
         setref(x, deref(y));
         setref(y, deref(temp));
         deref(x)
       end
   in (mystery newref(10))
```

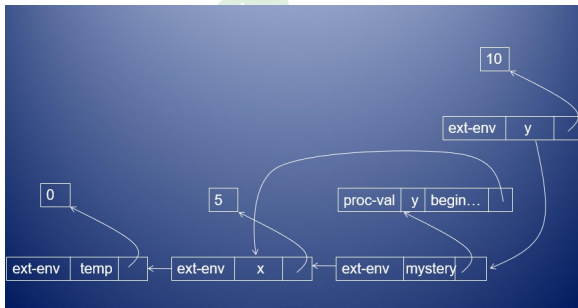
Language with Explicit References

- Value?

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let temp = newref(0)
in let x = newref(5)
   in let mystery = proc (y)
      begin
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        setref(x, deref(y));
        setref(y, deref(temp));
        deref(x)
      end
   in (mystery newref(10))

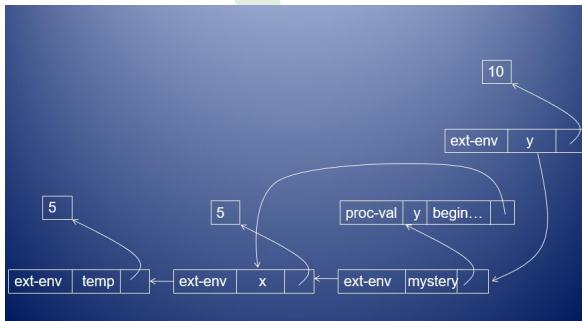
```



Language with Explicit References

```

• let temp = newref(0)
  in let x = newref(5)
    in let mystery = proc (y)
      begin
        setref(temp, deref(x));
        setref(x, deref(y));
        setref(y, deref(temp));
        deref(x)
      end
    in (mystery newref(10))
  
```



Language with Explicit References

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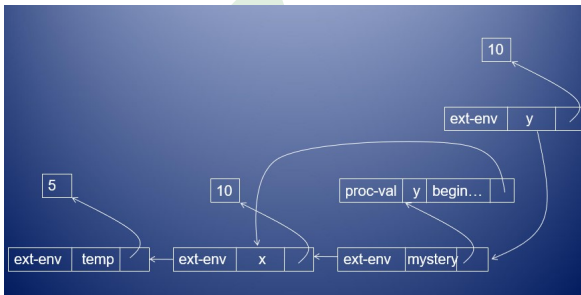
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```

• let temp = newref(0)
  in let x = newref(5)
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      begin
        setref(temp, deref(x));
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        setref(y, deref(temp));
        deref(x)
      end
    in (mystery newref(10))
  
```

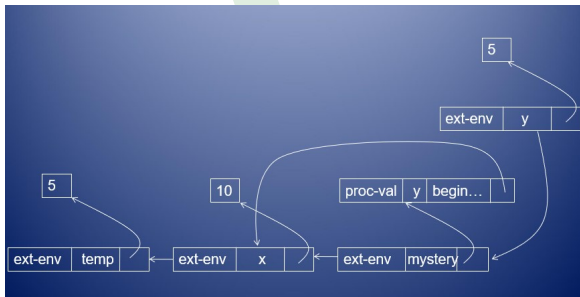


Language with Explicit References

- ```

let temp = newref(0)
in let x = newref(5)
 in let mystery = proc (y)
 begin
 setref(temp, deref(x));
 setref(x, deref(y));
 setref(y, deref(temp));
 deref(x)
 end
 in (mystery newref(10))

```



- Returns: 10

# Language with Explicit References

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- Is this a valid program? If so, what does it evaluate to?

```
let x = newref(newref(10))
in begin
 setref(deref(x), 20);
 +(20, deref(deref(x)))
end
```

# Language with Explicit References

## State

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## Mutable Pairs

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Variations

- ```
let x = newref(newref(10))  
in begin  
  setref(deref(x), 20);  
  +(20, deref(deref(x)))  
end
```



10

Language with Explicit References

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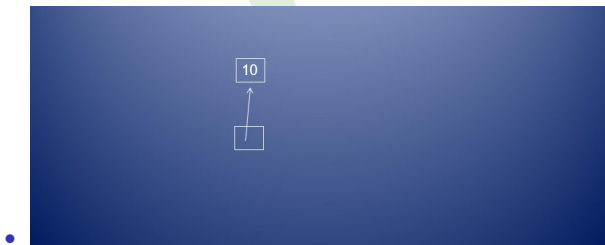
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let x = newref(newref(10))  
in begin  
  setref(deref(x), 20);  
  +(20, deref(deref(x)))  
end
```



Language with Explicit References

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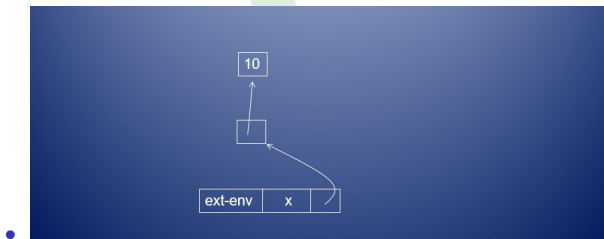
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- Is this a valid program? If so, what does it evaluate to?

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let x = newref(newref(10))  
in begin  
  setref(deref(x), 20);  
  +(20, deref(deref(x)))  
end
```



Language with Explicit References

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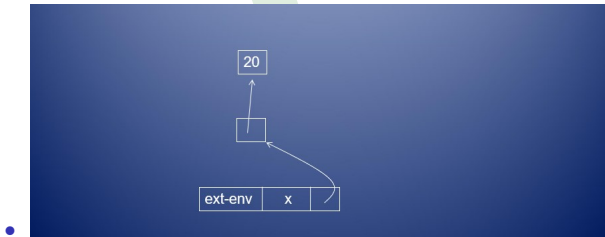
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- Is this a valid program? If so, what does it evaluate to?

```
let x = newref(newref(10))  
in begin  
  setref(deref(x), 20);  
  +(20, deref(deref(x)))  
end
```



Language with Explicit References

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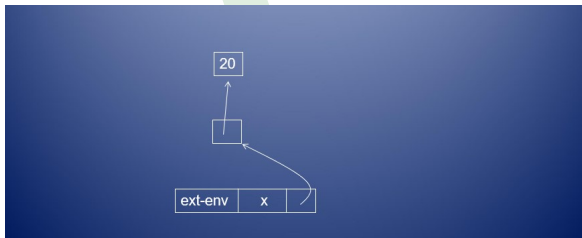
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- Is this a valid program? If so, what does it evaluate to?

```
let x = newref(newref(10))  
in begin  
  setref(deref(x), 20);  
  +(20, deref(deref(x)))  
end
```



- Returns 40

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- Expressed Values

```
(define-datatype expval expval?  
  (num-val  
    (value number?))  
  (bool-val  
    (boolean boolean?))  
  (proc-val  
    (proc proc?))  
  (ref-val  
    (ref reference?)))
```


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- Expressed Values

```
(define-datatype expval expval?
```

```
  (num-val
```

```
    (value number?))
```

```
  (bool-val
```

```
    (boolean boolean?))
```

```
  (proc-val
```

```
    (proc proc?))
```

```
  (ref-val
```

```
    (ref reference?)))
```

- ```
;; expval --> ref throws error
```

```
;; Purpose: Extract ref from given expval
```

```
(define (expval2ref v)
```

```
 (cases expval v
```

```
 (ref-val (ref) ref)
```

```
 (else (expval-extractor-error 'reference v))))
```

# Language with Explicit References

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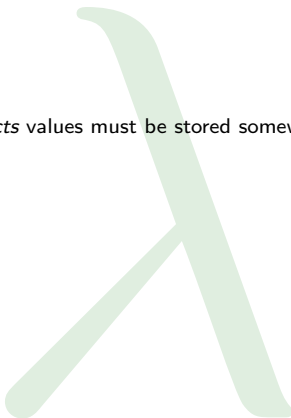
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- To have *effects* values must be stored somewhere



# Language with Explicit References

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- To have *effects* values must be stored somewhere
- $\sigma$  ranges over the store (or heap)
- $[l = v]\sigma \rightarrow$  the store  $\sigma$  extended with location  $l$  mapped to  $v$

# Language with Explicit References

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- To have *effects* values must be stored somewhere
- $\sigma$  ranges over the store (or heap)
- $[l = v]\sigma \rightarrow$  the store  $\sigma$  extended with location  $l$  mapped to  $v$
- We shall think of the store as an argument to value-of
- $(\text{value-of } \text{exp1 } \rho \ \sigma_0) = (\text{val1}, \sigma_1)$
- $\sigma_0$  may or may not be the same as  $\sigma_1$

# Language with Explicit References

## Specification

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- $(\text{value-of } (\text{const-exp } n) \rho \sigma) = ((\text{numval } n), \sigma)$

## Language with Explicit References

## Specification

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- $(\text{value-of } (\text{const-exp } n) \rho \sigma) = ((\text{numval } n), \sigma)$
- $$\frac{(\text{value-of } \text{exp1 } \rho \sigma_0) = (val1, \sigma_1) \wedge (\text{value-of } \text{exp2 } \rho \sigma_1) = (val2, \sigma_2)}{(\text{value-of } (\text{diff-exp } \text{exp1 } \text{exp2}) \rho \sigma_0) = ((\text{num-val } val1 - val2) \sigma_2)}$$

## Language with Explicit References

## Specification

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- $(\text{value-of } (\text{const-exp } n) \rho \sigma) = ((\text{numval } n), \sigma)$
- $$\frac{(\text{value-of } \text{exp1 } \rho \sigma_0) = (val1, \sigma_1) \wedge (\text{value-of } \text{exp2 } \rho \sigma_1) = (val2, \sigma_2)}{(\text{value-of } (\text{diff-exp } \text{exp1 } \text{exp2}) \rho \sigma_0) = ((\text{num-val } val1 - val2) \sigma_2)}$$
- $$\frac{(\text{value-of } e1 \rho \sigma_0) = (v1, \sigma_1)}{(\text{value-of } (\text{if-exp } e1 \ e2 \ e3) \rho \sigma_0) = \begin{cases} ((\text{value-of } e2 \rho \sigma_1), \sigma_2) & \text{if } (\text{exp} \rightarrow \text{val } v1) = \#t \\ ((\text{value-of } e3 \rho \sigma_1), \sigma_2) & \text{otherwise} \end{cases}}$$

## Language with Explicit References

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- $$\frac{(value-of\ exp\ \rho\ \sigma_0) = (val1, \sigma_1) \ l \notin dom(\sigma_0)}{(value-of\ (newref-exp\ exp)\ \rho\ \sigma_0) = ((ref-val\ l), [l=val1]\sigma_1)}$$
- $l$  is a new store location



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- $$\frac{(value-of\ exp\ \rho\ \sigma_0) = (val1, \sigma_1) \ l \notin dom(\sigma_0)}{(value-of\ (newref-exp\ exp)\ \rho\ \sigma_0) = ((ref-val\ l), [l=val1]\sigma_1)}$$
- $\mathbf{l}$  is a new store location
- $$\frac{(value-of\ exp\ \rho\ \sigma_0) = (l, \sigma_1)}{(value-of\ (deref-exp\ exp)\ \rho\ \sigma_0) = (\sigma_1(l), \sigma_1)}$$

## Language with Explicit References

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- $$\frac{(value-of\ exp\ \rho\ \sigma_0) = (val1, \sigma_1) \ l \notin dom(\sigma_0)}{(value-of\ (newref-exp\ exp)\ \rho\ \sigma_0) = ((ref-val\ l), [l=val1]\sigma_1)}$$
- **$l$  is a new store location**
- $$\frac{(value-of\ exp\ \rho\ \sigma_0) = (l, \sigma_1)}{(value-of\ (deref-exp\ exp)\ \rho\ \sigma_0) = (\sigma_1(l), \sigma_1)}$$
- $$\frac{(value-of\ exp1\ \rho\ \sigma_0) = (l, \sigma_1) \wedge (value-of\ exp2\ \rho\ \sigma_1) = (val, \sigma_2)}{(value-of\ (setref-exp\ exp1\ exp2)\ \rho\ \sigma_0) = (\emptyset, [l=val]\sigma_2)}$$

# Language with Explicit References

## Implementation

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- Grammar

```
(expression ("begin" expression (arbno ";" expression) "end")
 begin-exp)
```

```
(expression ("newref" "(" expression ")") newref-exp)
```

```
(expression ("deref" "(" expression ")") deref-exp)
```

```
(expression ("setref" "(" expression "," expression ")")
 setref-exp)
```

# Language with Explicit References

## Implementation

- Design choice: the store is a global variable
- Design choice: Represent the store as a (listof expval)

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# Language with Explicit References

## Implementation

- Design choice: the store is a global variable
- Design choice: Represent the store as a (listof expval)
- `;; reference? : RacketVal --> Bool`  
`(define (reference? v) (and (integer? v) (>= v 0)))`

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# Language with Explicit References

## Implementation

### State

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### Mutable Pairs

### Parameter Passing Variations

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- `;; reference? : RacketVal --> Bool`  
`(define (reference? v) (and (integer? v) (>= v 0)))`
- `;; the-store: the current state of the store`  
`(define the-store 'uninitialized)`

# Language with Explicit References

## Implementation

### State

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- `;; the-store: the current state of the store`  
`(define the-store 'uninitialized)`
- `;; empty-store : --> store`  
`(define (empty-store) '())`

# Language with Explicit References

## Implementation

### State

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### Parameter Passing Variations

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- `;; the-store: the current state of the store`  
`(define the-store 'uninitialized)`
- `;; empty-store : --> store`  
`(define (empty-store) '())`
- `;; initialize-store! : --> store`  
`(define (initialize-store!) (set! the-store (empty-store)))`



# Language with Explicit References

## Implementation

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### Parameter Passing Variations

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- `;; the-store: the current state of the store`  
`(define the-store 'uninitialized)`
- `;; empty-store : --> store`  
`(define (empty-store) '())`
- `;; initialize-store! : --> store`  
`(define (initialize-store!) (set! the-store (empty-store)))`
- `;; newref : expval --> ref`  
`(define (newref val)`  
    `(let ((next-ref (length the-store)))`  
        `(set! the-store (append the-store (list val)))`  
        `next-ref))`

# Language with Explicit References

## Implementation

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### Parameter Passing Variations

- Design choice: the store is a global variable
- Design choice: Represent the store as a (listof expval)
- `;; reference? : RacketVal --> Bool`  
`(define (reference? v) (and (integer? v) (>= v 0)))`
- `;; the-store: the current state of the store`  
`(define the-store 'uninitialized)`
- `;; empty-store : --> store`  
`(define (empty-store) '())`
- `;; initialize-store! : --> store`  
`(define (initialize-store!) (set! the-store (empty-store)))`
- `;; newref : expval --> ref`  
`(define (newref val)`  
    `(let ((next-ref (length the-store)))`  
        `(set! the-store (append the-store (list val)))`  
        `next-ref))`
- `;; deref : ref --> expval`  
`(define (deref ref) (list-ref the-store ref))`

## Language with Explicit References

## Implementation

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- Design choice: the store is a global variable
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- `;; the-store: the current state of the store`  
`(define the-store 'uninitialized)`
- `;; empty-store : --> store`  
`(define (empty-store) '())`
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`(define (initialize-store!) (set! the-store (empty-store)))`
- `;; newref : expval --> ref`  
`(define (newref val)`  
 `(let ((next-ref (length the-store)))`  
 `(set! the-store (append the-store (list val)))`  
 `next-ref))`
- `;; deref : ref --> expval`  
`(define (deref ref) (list-ref the-store ref))`
- `;; setref : ref expval --> expval`  
`(define (setref! ref new-expval)`  
 `(set! the-store (append (take the-store ref)`  
 `(list new-expval)`  
 `(drop the-store (add1 ref)))))`

# Language with Explicit References

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- ```
;; value-of-program : program --> expval
(define (value-of-program pgm)
  (begin
    (initialize-store!)
    (cases program pgm
      (a-program (exp1)
        (value-of exp1 (empty-env)))))))
```

Language with Explicit References

Implementation

- ```
(define (value-of exp env)
 (cases expression exp
 (const-exp (num) (num-val num))
 (true-exp () (bool-val #t))
 (false-exp () (bool-val #f))
```



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- ```
(define (value-of exp env)
  (cases expression exp
    (const-exp (num) (num-val num))
    (true-exp () (bool-val #t))
    (false-exp () (bool-val #f))
    (var-exp (var) (apply-env env var))
```

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Parameter Passing Variations

- ```
(define (value-of exp env)
 (cases expression exp
 (const-exp (num) (num-val num))
 (true-exp () (bool-val #t))
 (false-exp () (bool-val #f))
 (var-exp (var) (apply-env env var))
 (diff-exp (exp1 exp2)
 (let ((num1 (expval2num (value-of exp1 env)))
 (num2 (expval2num (value-of exp2 env))))
 (num-val (- num1 num2))))))
```

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- ```
(define (value-of exp env)
  (cases expression exp
    (const-exp (num) (num-val num))
    (true-exp () (bool-val #t))
    (false-exp () (bool-val #f))
    (var-exp (var) (apply-env env var))
    (diff-exp (exp1 exp2)
      (let ((num1 (expval2num (value-of exp1 env)))
            (num2 (expval2num (value-of exp2 env))))
        (num-val (- num1 num2))))
    (zero?-exp (exp1)
      (let ((val1 (expval2num (value-of exp1 env))))
        (if (zero? val1)
            (bool-val #t)
            (bool-val #f))))))
```


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- ```
(define (value-of exp env)
 (cases expression exp
 (const-exp (num) (num-val num))
 (true-exp () (bool-val #t))
 (false-exp () (bool-val #f))
 (var-exp (var) (apply-env env var))
 (diff-exp (exp1 exp2)
 (let ((num1 (expval2num (value-of exp1 env)))
 (num2 (expval2num (value-of exp2 env))))
 (num-val (- num1 num2))))
 (zero?-exp (exp1)
 (let ((val1 (expval2num (value-of exp1 env))))
 (if (zero? val1)
 (bool-val #t)
 (bool-val #f))))
 (if-exp (exp1 exp2 exp3)
 (let ((val1 (value-of exp1 env)))
 (if (expval2bool val1)
 (value-of exp2 env)
 (value-of exp3 env))))))
```

## Language with Explicit References

## Implementation

## State

Language with  
Explicit  
ReferencesLanguage with  
Implicit  
References

## Mutable Pairs

Parameter  
Passing  
Variations

- ```
(define (value-of exp env)
  (cases expression exp
    (const-exp (num) (num-val num))
    (true-exp () (bool-val #t))
    (false-exp () (bool-val #f))
    (var-exp (var) (apply-env env var))
    (diff-exp (exp1 exp2)
      (let ((num1 (expval2num (value-of exp1 env)))
            (num2 (expval2num (value-of exp2 env))))
        (num-val (- num1 num2))))
    (zero?-exp (exp1)
      (let ((val1 (expval2num (value-of exp1 env))))
        (if (zero? val1)
            (bool-val #t)
            (bool-val #f))))
    (if-exp (exp1 exp2 exp3)
      (let ((val1 (value-of exp1 env)))
        (if (expval2bool val1)
            (value-of exp2 env)
            (value-of exp3 env))))
    (let-exp (vars exps body)
      (let [(vals (map (lambda (e) (value-of e env)) exps))]
        (value-of body
          (foldr (lambda (var val acc)
                    (extend-env var val acc))
                  env
                  vars
                  vals))))))
```

...

Language with Explicit References

Implementation

State

Language with Explicit References

Language with Implicit References

Mutable Pairs

Parameter Passing Variations

- ```
(define (value-of exp env)
 (cases expression exp
 :
 :
 (proc-exp (params body)
 (proc-val (procedure params body (vector env))))))
```

# Language with Explicit References

## Implementation

## State

Language with  
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## Mutable Pairs

Parameter  
Passing  
Variations

- ```
(define (value-of exp env)
  (cases expression exp
    :
    :
    (proc-exp (params body)
               (proc-val (procedure params body (vector env))))))
```
- ```
(call-exp (rator rands)
 (let [(proc (expval2proc (value-of rator env)))]
 (args (map (lambda (rand) (value-of rand env)) rands)))
 (apply-procedure proc args)))
```

# Language with Explicit References

## Implementation

## State

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## Mutable Pairs

Parameter  
Passing  
Variations

- ```
(define (value-of exp env)
  (cases expression exp
    :
    :
    (proc-exp (params body)
               (proc-val (procedure params body (vector env))))))
```
- ```
(call-exp (rator rands)
 (let [(proc (expval2proc (value-of rator env)))]
 (args (map (lambda (rand) (value-of rand env)) rands)))
 (apply-procedure proc args)))
```
- ```
(letrec-exp (names params bodies letrec-body)
  (value-of letrec-body (mk-letrec-env names params bodies env)))
```

Language with Explicit References

Implementation

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- ```
(define (value-of exp env)
 (cases expression exp
 :
 :
 (proc-exp (params body)
 (proc-val (procedure params body (vector env))))))
```
- ```
(call-exp (rator rands)
  (let [(proc (expval2proc (value-of rator env)))]
    (args (map (lambda (rand) (value-of rand env)) rands))]
    (apply-procedure proc args))))
```
- ```
(letrec-exp (names params bodies letrec-body)
 (value-of letrec-body (mk-letrec-env names params bodies env)))
```
- ```
(begin-exp (exp exps)
  (foldl (lambda (e v) (value-of e env)) (value-of exp env) exps))
```

Language with Explicit References

Implementation

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Mutable Pairs

Parameter
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Variations

- ```
(define (value-of exp env)
 (cases expression exp
 :
 :
 (proc-exp (params body)
 (proc-val (procedure params body (vector env))))))
```
- ```
(call-exp (rator rands)
  (let [(proc (expval2proc (value-of rator env)))]
    (args (map (lambda (rand) (value-of rand env)) rands))]
    (apply-procedure proc args)))
```
- ```
(letrec-exp (names params bodies letrec-body)
 (value-of letrec-body (mk-letrec-env names params bodies env)))
```
- ```
(begin-exp (exp exps)
  (foldl (lambda (e v) (value-of e env)) (value-of exp env) exps))
```
- ```
(newref-exp (exp1)
 (let ((v1 (value-of exp1 env)))
 (ref-val (newref v1))))
```

## Language with Explicit References

## Implementation

## State

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## Mutable Pairs

Parameter  
Passing  
Variations

- ```
(define (value-of exp env)
  (cases expression exp
    :
    :
    (proc-exp (params body)
      (proc-val (procedure params body (vector env))))))
```
- ```
(call-exp (rator rands)
 (let [(proc (expval2proc (value-of rator env)))]
 (args (map (lambda (rand) (value-of rand env)) rands)))
 (apply-procedure proc args)))
```
- ```
(letrec-exp (names params bodies letrec-body)
  (value-of letrec-body (mk-letrec-env names params bodies env)))
```
- ```
(begin-exp (exp exps)
 (foldl (lambda (e v) (value-of e env)) (value-of exp env) exps))
```
- ```
(newref-exp (exp1)
  (let ((v1 (value-of exp1 env)))
    (ref-val (newref v1))))
```
- ```
(deref-exp (exp1)
 (let ((v1 (value-of exp1 env)))
 (let ((ref1 (expval2ref v1)))
 (deref ref1))))
```



# Language with Explicit References

## Implementation

## State

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## Mutable Pairs

Parameter  
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Variations

- ```
(define (value-of exp env)
  (cases expression exp
    :
    (proc-exp (params body)
      (proc-val (procedure params body (vector env))))))
```
- ```
(call-exp (rator rands)
 (let [(proc (expval2proc (value-of rator env)))]
 (args (map (lambda (rand) (value-of rand env)) rands)))
 (apply-procedure proc args)))
```
- ```
(letrec-exp (names params bodies letrec-body)
  (value-of letrec-body (mk-letrec-env names params bodies env)))
```
- ```
(begin-exp (exp exps)
 (foldl (lambda (e v) (value-of e env)) (value-of exp env) exps))
```
- ```
(newref-exp (exp1)
  (let ((v1 (value-of exp1 env)))
    (ref-val (newref v1))))
```
- ```
(deref-exp (exp1)
 (let ((v1 (value-of exp1 env)))
 (let ((ref1 (expval2ref v1)))
 (deref ref1))))
```
- ```
(setref-exp (exp1 exp2)
  (let ((ref (expval2ref (value-of exp1 env))))
    (let ((v2 (value-of exp2 env)))
      (begin
        (setref! ref v2)
        (num-val -1))))))
```

Language with Explicit References

Homework

State

Language with
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Language with
Implicit
References

Mutable Pairs

Parameter
Passing
Variations

- 4.1, 4.2, 4.4, 4.8, 4.9



Language with Implicit References

State

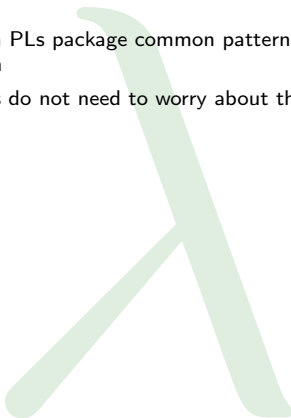
Language with Explicit References

Language with Implicit References

Mutable Pairs

Parameter Passing Variations

- Most modern PLs package common patterns of allocation, dereferencing, and mutation
- Programmers do not need to worry about these operations



Language with Implicit References

State

Language with
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Mutable Pairs

Parameter
Passing
Variations

- Most modern PLs package common patterns of allocation, dereferencing, and mutation
- Programmers do not need to worry about these operations
- Every variable denotes a reference
- References are no longer expressed values and exist only as bindings of vars

```
expval = int + bool + proc  
denval = ref(expval)
```

Language with Implicit References

State

Language with Explicit References

Language with Implicit References

Mutable Pairs

Parameter Passing Variations

- Most modern PLs package common patterns of allocation, dereferencing, and mutation
- Programmers do not need to worry about these operations
- Every variable denotes a reference
- References are no longer expressed values and exist only as bindings of vars
 - `expval = int + bool + proc`
 - `denval = ref(expval)`
- Locations are created with each binding operation: procedure call, let, and letrec

Language with Implicit References

State

Language with
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Mutable Pairs

Parameter
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Variations

- Most modern PLs package common patterns of allocation, dereferencing, and mutation
- Programmers do not need to worry about these operations
- Every variable denotes a reference
- References are no longer expressed values and exist only as bindings of vars

```
expval = int + bool + proc
denval = ref(expval)
```
- Locations are created with each binding operation: procedure call, let, and letrec
- What happens when the interpreter encounters a var-exp?
 - env look-up to find the location to which it's bound
 - look-up in the store to find the value at that location
 - two-level system for var-exps

- The content of a location can be changed (or mutated)
- expression \rightarrow set identifier = expression
- the identifier is *not* an expression; not evaluated
- vars are mutable

State

Language with
Explicit
References

Language with
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Mutable Pairs

Parameter
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Variations

- The content of a location can be changed (or mutated)
- $\text{expression} \rightarrow \text{set identifier} = \text{expression}$
- the identifier is *not* an expression; not evaluated
- vars are mutable
- Extend LETREC language and implement call-by-value semantics
- *Values* are passed to every function
- Formal parameters bound to locations of operand values
- It is the most common form of parameter passing

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Variations

- The content of a location can be changed (or mutated)
- $\text{expression} \rightarrow \text{set identifier} = \text{expression}$
- the identifier is *not* an expression; not evaluated
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- Extend LETREC language and implement call-by-value semantics
- *Values* are passed to every function
- Formal parameters bound to locations of operand values
- It is the most common form of parameter passing
- Why are chains of references not possible?

State

Language with Explicit References

Language with Implicit References

Mutable Pairs

Parameter Passing Variations

- The content of a location can be changed (or mutated)
- $\text{expression} \rightarrow \text{set identifier} = \text{expression}$
- the identifier is *not* an expression; not evaluated
- vars are mutable
- Extend LETREC language and implement call-by-value semantics
- *Values* are passed to every function
- Formal parameters bound to locations of operand values
- It is the most common form of parameter passing
- Why are chains of references not possible?
- Refs are not expressed values

- Consider

```
let a = 3
in let p = proc (x) set x = 4
    in begin (p a); a end
```

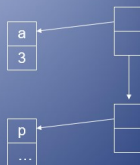
- Consider

```
let a = 3
in let p = proc (x) set x = 4
    in begin (p a); a end
```



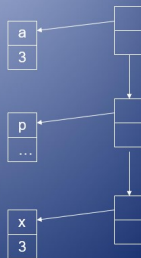
- Consider

```
let a = 3
in let p = proc (x) set x = 4
   in begin (p a); a end
```



- Consider

```
let a = 3
in let p = proc (x) set x = 4
  in begin (p a); a end
```



State

Language with
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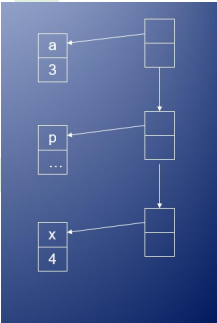
Language with
Implicit
References

Mutable Pairs

Parameter
Passing
Variations

- Consider

```
let a = 3
in let p = proc (x) set x = 4
  in begin (p a); a end
```



- Returns 3

State Specification

State

Language with Explicit References

Language with Implicit References

Mutable Pairs

Parameter Passing Variations

- $(\text{value-of}(\text{var-exp } v) \rho \sigma) = (\sigma(\rho(v)), \sigma)$
- Get v 's binding (a reference) and access store for v 's expval
- The store is unchanged

State
Specification

State

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Parameter
Passing
Variations

- $(\text{value-of}(\text{var-exp } v) \rho \sigma) = (\sigma(\rho(v)), \sigma)$
- Get v 's binding (a reference) and access store for v 's expval
- The store is unchanged
- $$\frac{(\text{value-of } \text{exp1 } \rho \sigma_0) = (\text{val1}, \sigma_1)}{(\text{value-of}(\text{set-exp } v \text{ exp1}) \rho \sigma_0) = (\emptyset, [\sigma(v)=\text{val1}]\sigma_1)}$$
- The location of v is changed to store val1
- The original value stored in $\sigma(v)$ is lost forever

State
Specification

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Parameter
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Variations

- $(\text{value-of}(\text{var-exp } v) \rho \sigma) = (\sigma(\rho(v)), \sigma)$
- Get v 's binding (a reference) and access store for v 's expval
- The store is unchanged
- $$\frac{(\text{value-of } \text{exp1 } \rho \sigma_0) = (\text{val1}, \sigma_1)}{(\text{value-of}(\text{set-exp } v \text{ exp1}) \rho \sigma_0) = (\emptyset, [\sigma(v)=\text{val1}]\sigma_1)}$$
- The location of v is changed to store val1
- The original value stored in $\sigma(v)$ is lost forever
- $$\begin{aligned} &(\text{apply-procedure}(\text{procedure } v \text{ b } \rho) \text{ val } \sigma) \\ &= (\text{value-of } b \ [v = l] \rho \ [l = \text{val}] \sigma) \end{aligned}$$
- The body is evaluated in a store where l contains the value of the parameter and an environment that binds the parameter to l

State

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Variations

- $(\text{value-of}(\text{var-exp } v) \rho \sigma) = (\sigma(\rho(v)), \sigma)$
- Get v 's binding (a reference) and access store for v 's expval
- The store is unchanged
- $$\frac{(\text{value-of } \text{exp1 } \rho \sigma_0) = (\text{val1}, \sigma_1)}{(\text{value-of}(\text{set-exp } v \text{ exp1}) \rho \sigma_0) = (\emptyset, [\sigma(v)=\text{val1}]\sigma_1)}$$
- The location of v is changed to store val1
- The original value stored in $\sigma(v)$ is lost forever
- $$\begin{aligned} &(\text{apply-procedure}(\text{procedure } v \text{ b } \rho) \text{ val } \sigma) \\ &= (\text{value-of } b \text{ } [\rho \text{ } [l = \text{val}]] \sigma) \end{aligned}$$
- The body is evaluated in a store where l contains the value of the parameter and an environment that binds the parameter to l
- $$\frac{(\text{value-of } \text{exp1 } \rho \sigma) = (\text{val}, \sigma_1)}{(\text{value-of}(\text{let-exp } \text{var } \text{exp1 } \text{exp2}) \rho \sigma) = (\text{value-of } \text{exp2 } [\text{var} = l] \rho [l = \text{val}]\sigma_1)}$$
- Evaluate the body of the let-exp in a store where l contains the value of the local variable and the local variable is bound to l

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Mutable Pairs

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Variations

- $$\frac{(value-of\ e0\ \rho\ \sigma_0)=(p,\ \sigma_1) \wedge (value-of\ e1\ \rho\ \sigma_1)=(v1,\sigma_2) \wedge (value-of\ e2\ \rho\ \sigma_2)=(v2,\ \sigma_3)\wedge \dots}{(value-of\ (call-exp\ e0\ e1\dots en)\ \rho\ \sigma_0)=(apply-procedure\ p\ v1\dots vn\ \sigma_{n+1})}$$
- Evaluate all expressions using the given environment
- Evaluate e_i using σ_i
- Apply the proc to the args using the store state after evaluating all expressions

State

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- $$\frac{(\text{value-of } e0 \ \rho \ \sigma_0)=(p, \ \sigma_1) \wedge (\text{value-of } e1 \ \rho \ \sigma_1)=(v1, \sigma_2) \wedge (\text{value-of } e2 \ \rho \ \sigma_2)=(v2, \sigma_3) \wedge \dots}{(\text{value-of } (\text{call-exp } e0 \ e1 \dots en) \ \rho \ \sigma_0)=(\text{apply-procedure } p \ v1 \dots vn \ \sigma_{n+1})}$$
- Evaluate all expressions using the given environment
- Evaluate e_i using σ_i
- Apply the proc to the args using the store state after evaluating all expressions
- $$\frac{\rho_n=[n_1=l_1 \dots n_n=l_n]\rho \wedge p1=(\text{proc-val } n_1 \ p_1 \ e_1 \ \rho_n) \wedge \dots \wedge pn=(\text{proc-val } n_n \ p_n \ e_n \ \rho_n)}{(v-o \ (\text{letrec-exp } n_1 \dots n_n \ p_1 \dots p_n \ e_1 \dots e_n \ e_{n+1}) \ \rho \ \sigma)=(v-o \ e_{n+1} \ \rho_n \ [l_1=p1 \dots l_n=pn]\sigma)}$$
- v-o = value-of
- All procs are allocated in the store

State

Implementation

- `(expression`
 `("begin" expression (arbno ";" expression) "end")`
 `begin-exp)`

 `(expression ("set" identifier "=" expression) set-exp)`

State

Implementation

State

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Variations

- `(expression`
 `("begin" expression (arbno ";" expression) "end")`
 `begin-exp)`

 `(expression ("set" identifier "=" expression) set-exp)`
- The store is the same as with Explicit Refs

State

Implementation

- `(expression`
 `("begin" expression (arbno ";" expression) "end")`
 `begin-exp)`

 `(expression ("set" identifier "=" expression) set-exp)`
- The store is the same as with Explicit Refs
- `(define-datatype expval expval?`
 `(num-val`
 `(value number?))`
 `(bool-val`
 `(boolean boolean?))`
 `(proc-val`
 `(proc proc?)))`
- Unlike Explicit Refs, no `ref-val`

- `(expression`
`("begin" expression (arbno ";" expression) "end")`
`begin-exp)`
- `(expression ("set" identifier "=" expression) set-exp)`
- The store is the same as with Explicit Refs
- `(define-datatype expval expval?`
`(num-val`
`(value number?))`
`(bool-val`
`(boolean boolean?))`
`(proc-val`
`(proc proc?)))`
- Unlike Explicit Refs, no ref-val
- Same as Explicit Refs
- `(define (value-of-program pgm)`
`(begin`
`(initialize-store!)`
`(cases program pgm`
`(a-program (exp1)`
`(value-of exp1 (empty-env))))))`

State

Implementation

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- ```
(check-equal? (eval "if zero?(1) then 1 else 2")
 (num-val 2))

(check-equal? (eval "-(15, 10)"
 (num-val 5))

(check-equal?
 (eval "let x = 10 in if zero?(-(x, x)) then x else 2")
 (num-val 10))

(check-equal? (eval "let decre = proc (a) -(a, 1) in (decre 30)"
 (num-val 29))

(check-equal? (eval "(proc (g) (g 30) proc (y) -(y, 1))"
 (num-val 29))

(check-equal? (eval "let x = 200
 in let f = proc (z) -(z, x)
 in let x = 100
 in let g = proc (z) -(z, x)
 in -((f 1), (g 1))"
 (num-val -100))
```

- ```
(check-equal?
  (eval "let sum = proc (x) proc (y) -(x, -(0, y)) in ((sum 3) 4)")
  (num-val 7))

(check-equal?
  (eval "let sum = proc (x) proc (y) -(x, -(0, y))
        in letrec sigma (n) = if zero?(n)
                               then 0
                               else ((sum n) (sigma -(n, 1)))
        in (sigma 5)")
  (num-val 15))

(check-equal? (eval "letrec even(n) = if zero?(n)
                    then zero?(n)
                    else if zero?(-(n, 1))
                        then zero?(n)
                        else (even -(n, 2))
                    in (even 501)")
  (bool-val #f))
```

- ```
(check-equal? (eval "let a = 3
 in let p = proc (x) set x = 4
 in begin
 (p a);
 a
 end")
 (num-val 3))

(check-equal? (eval "let x = 0
 in letrec f (x) = set x = +(x, 1)
 g (a) = set x = +(x, 2)
 in begin
 (f x);
 (g x);
 x
 end")
 (num-val 2))
```

- ```
(define (value-of exp env)
  (cases expression exp

    (const-exp (num) (num-val num))

    (true-exp () (bool-val #t))

    (false-exp () (bool-val #f))

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

    (diff-exp (exp1 exp2)
      (let ((num1 (expval2num (value-of exp1 env)))
            (num2 (expval2num (value-of exp2 env))))
        (num-val (- num1 num2))))

    (zero?-exp (exp1)
      (let ((val1 (expval2num (value-of exp1 env))))
        (if (zero? val1)
            (bool-val #t)
            (bool-val #f)))))
```

- ```
(if-exp (exp1 exp2 exp3)
 (let ((val1 (value-of exp1 env)))
 (if (expval2bool val1)
 (value-of exp2 env)
 (value-of exp3 env)))))

(let-exp (vars exps body)
 (let [(vals (map (lambda (e) (value-of e env)) exps))]
 (value-of body
 (foldr (lambda (var val acc)
 (extend-env var (newref val) acc))
 env
 vars
 vals))))

(proc-exp (params body)
 (proc-val (procedure params body (vector env))))

(call-exp (rator rands)
 (let [(proc (expval2proc (value-of rator env)))]
 (args (map (lambda (rand) (value-of rand env))
 (apply-procedure proc args)))))
```

# State

## Implementation

- ```
(letrec-exp (names params bodies rec-body)
  (value-of rec-body (mk-letrec-env names params bodies env)))

(begin-exp (exp exps)
  (foldl (lambda (e v) (value-of e env))
    (value-of exp env)
    exps))

(set-exp (var exp1)
  (begin
    (setref! (apply-env env var) (value-of exp1 env))
    (num-val 31))))
```

```

• (define (mk-letrec-env names params bodies env)
  (let* [(temp-proc-vals
          (map (lambda (p b)
                 (proc-val (procedure p b (vector (empty-env))))))
          params
          bodies))
        (new-env (foldl (lambda (name proc env)
                          (extend-env name
                                      (newref proc)
                                      env)
                          names
                          temp-proc-vals))]
    (begin
      (for-each (lambda (p)
                    (cases proc p
                      (procedure (p b ve)
                                (vector-set! ve 0 new-env))))
                  (map (lambda (p) (expval2proc p))
                       temp-proc-vals))
      new-env)))

```


State

Implementation

- ```
(define (apply-procedure f vals)
 (cases proc f
 (procedure (params body envv)
 (let [(saved-env (vector-ref envv 0))]
 (value-of body
 (foldr (lambda (binding acc)
 (extend-env (car binding)
 (newref (cadr binding))
 acc))
 saved-env
 (map (lambda (p v) (list p v))
 params
 vals))))))))
```

- We will add mutable pairs to IMPLICIT-REFS

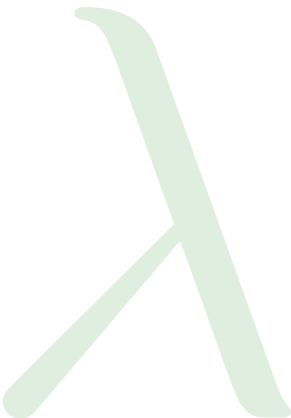
### State

Language with  
Explicit  
References

Language with  
Implicit  
References

### Mutable Pairs

Parameter  
Passing  
Variations



- We will add mutable pairs to IMPLICIT-REFS
- $\text{expval} = \text{int} + \text{bool} + \text{proc} + \text{mutpair}$
- $\text{mutpair} = \text{ref}(\text{expval}) \times \text{ref}(\text{expval})$



Marco T.  
Morazán

### State

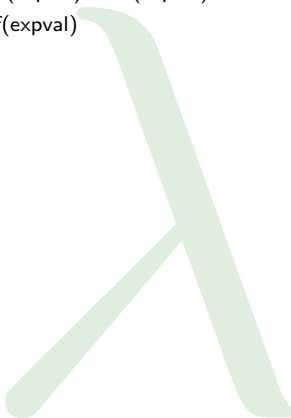
Language with  
Explicit  
References

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Parameter  
Passing  
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- Specification
  - $\text{newpair: expval expval} \rightarrow \text{mutpair}$
  - $\text{left: mutpair} \rightarrow \text{expval}$
  - $\text{right: mutpair} \rightarrow \text{expval}$
  - $\text{setleft: mutpair expval} \rightarrow \emptyset$
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  - $\text{setleft: mutpair expval} \rightarrow \emptyset$
  - $\text{setright: mutpair expval} \rightarrow \emptyset$
- ```
(define-datatype expval expval?  
  (num-val  
    (value number?))  
  (bool-val  
    (boolean boolean?))  
  (proc-val  
    (proc proc?))  
  (mutpair-val ;; new for mutable pairs  
    (p mutpair?)))
```

- Grammar

- (expression ("newpair" "(" expression "," expression ")")
newpair-exp)
- (expression ("left" "(" expression ")") left-exp)
- (expression ("setleft" expression "=" expression)
setleft-exp)
- (expression ("right" "(" expression ")") right-exp)
- (expression ("setright" expression "=" expression)
setright-exp)

- Let's trace

```
(eval "let p = newpair(4, 5)
      in begin
          setleft p = 15;
          setright p = 15;
          -(left(p), right(p))
      end")
```


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(eval "let p = newpair(4, 5)
      in begin
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          setright p = 15;
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      end")
```

Store:

...	bool-val #t	num-val 4	num-val 5	
-----	-------------	-----------	-----------	--

[p mutpair-val]p

Marco T.
Morazán

State

Language with
Explicit
References

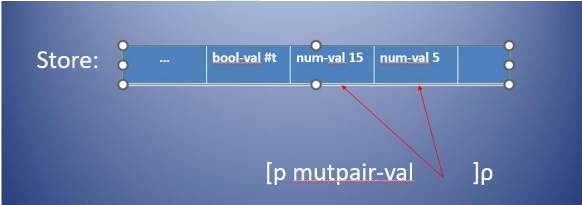
Language with
Implicit
References

Mutable Pairs

Parameter
Passing
Variations

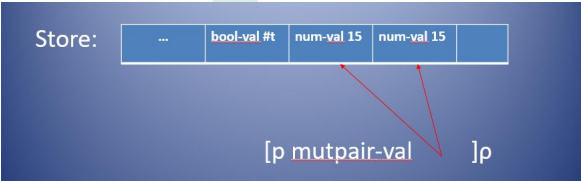
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```
(eval "let p = newpair(4, 5)
      in begin
          setleft p = 15;
          setright p = 15;
          -(left(p), right(p))
      end")
```



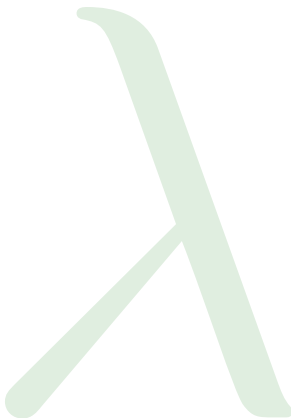
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```
(eval "let p = newpair(4, 5)
      in begin
          setleft p = 15;
          setright p = 15;
          -(left(p), right(p))
      end")
```



- Returns (num-val 0)

- How can we represent a mutable pair?



- How can we represent a mutable pair?
- ```
(define-datatype mutpair mutpair?
 (a-pair (left-loc reference?)
 (right-loc reference?)))
```
- Is this a good implementation choice?

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(define-datatype mutpair mutpair?  
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- Does not take into account everything we know about mutable pairs
 - The two locations are independently assignable
 - Not independently allocated

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- Consider `newpair(4, 5)` and σ
 - $\sigma = (\dots)$
 - $\sigma = (\dots 4)$
 - $\sigma = (\dots 4 \ 5)$

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- Consider `newpair(4, 5)` and  $\sigma$ 
  - $\sigma = ( \dots )$
  - $\sigma = ( \dots 4 )$
  - $\sigma = ( \dots 4 \ 5 )$
- If the left is in position  $p$  in  $\sigma$ , where is the right?



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- Consider `newpair(4, 5)` and σ
 - $\sigma = (\dots)$
 - $\sigma = (\dots 4)$
 - $\sigma = (\dots 4 \ 5)$
- If the left is in position p in σ , where is the right?
- What does this tell you?
- We can implement mutable pairs using a single reference

- ```
;; expval --> reference throws error
(define (expval->mutpair v)
 (cases expval v
 (mutpair-val (ref) ref)
 (else (expval-extractor-error 'mutable-pair v))))
```

- `;; expval --> reference throws error`  
`(define (expval->mutpair v)`  
  `(cases expval v`  
    `(mutpair-val (ref) ref)`  
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- `;; mutpair? : X -> Boolean`  
`(define (mutpair? v) (reference? v))`

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```
- ```
;; mutpair? : X -> Boolean
(define (mutpair? v) (reference? v))
```
- ```
;; make-pair : expval expval -> mutpair
(define (make-pair val1 val2)
  (let ((ref1 (newref val1)))
    (let ((ref2 (newref val2)))
      ref1)))
```

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(define (expval->mutpair v)
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 (mutpair-val (ref) ref)
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(define (mutpair? v) (reference? v))
```
- ```
;; make-pair : expval expval -> mutpair
(define (make-pair val1 val2)
 (let ((ref1 (newref val1)))
 (let ((ref2 (newref val2)))
 ref1)))
```
- ```
;; left : mutpair -> expval
(define (left p) (deref p))

;; right : mutpair -> expval
(define (right p) (deref (+ 1 p)))
```

- ```
;; expval --> reference throws error
(define (expval->mutpair v)
 (cases expval v
 (mutpair-val (ref) ref)
 (else (expval-extractor-error 'mutable-pair v))))
```
- ```
;; mutpair? : X -> Boolean
(define (mutpair? v) (reference? v))
```
- ```
;; make-pair : expval expval -> mutpair
(define (make-pair val1 val2)
 (let ((ref1 (newref val1)))
 (let ((ref2 (newref val2)))
 ref1)))
```
- ```
;; left : mutpair -> expval
(define (left p) (deref p))

;; right : mutpair -> expval
(define (right p) (deref (+ 1 p)))
```
- ```
;; setleft : mutpair expval -> Unspecified
(define (setleft p val) (setref! p val))

;; setright : mutpair expval -> Unspecified
(define (setright p val) (setref! (+ 1 p) val))
```

- ```
(check-equal? (eval "let p = newpair(4, 5)
                      in left(p)")
              (num-val 4))

(check-equal? (eval "let p = newpair(4, 5)
                      in right(p)")
              (num-val 5))

(check-equal? (eval "let p = newpair(4, 5)
                      in begin
                        setleft p = 15;
                        setright p = 15;
                        -(left(p), right(p))
                      end")
              (num-val 0))
```


- ```
(define (value-of exp env)
 (cases expression exp
 :
 (newpair-exp (exp1 exp2)
 (let ((v1 (value-of exp1 env))
 (v2 (value-of exp2 env)))
 (mutpair-val (make-pair v1 v2))))))
```

- ```
(define (value-of exp env)
  (cases expression exp
    :
    (newpair-exp (exp1 exp2)
      (let ((v1 (value-of exp1 env))
            (v2 (value-of exp2 env)))
        (mutpair-val (make-pair v1 v2))))
    :
    (left-exp (exp1)
      (let ((v1 (value-of exp1 env)))
        (let ((p1 (expval->mutpair v1)))
          (left p1))))
    (right-exp (exp1)
      (let ((v1 (value-of exp1 env)))
        (let ((p1 (expval->mutpair v1)))
          (right p1))))))
```

- (define (value-of exp env)
 - (cases expression exp
 - :
 - :
 - (newpair-exp (exp1 exp2)
 - (let ((v1 (value-of exp1 env))
 (v2 (value-of exp2 env)))
 (mutpair-val (make-pair v1 v2))))
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 (left p1))))
- (right-exp (exp1)
 - (let ((v1 (value-of exp1 env)))
 (let ((p1 (expval->mutpair v1)))
 (right p1))))
- (setleft-exp (exp1 exp2)
 - (let ((v1 (value-of exp1 env))
 (v2 (value-of exp2 env)))
 (let ((p (expval->mutpair v1)))
 (begin (setleft p v2)
 (num-val 82)))))) ;; this is a don't care value.
- (setright-exp (exp1 exp2)
 - (let ((v1 (value-of exp1 env))
 (v2 (value-of exp2 env)))
 (let ((p (expval->mutpair v1)))
 (begin (setright p v2)
 (num-val 83)))))) ;; this is a don't care value.

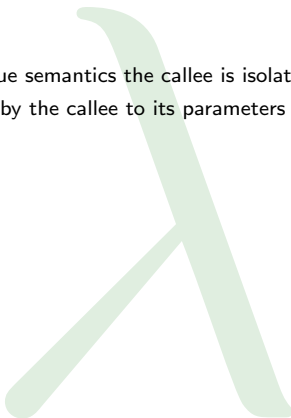
- Homework: 4.28–4.30



Parameter Passing Variations

Call by Reference

- In call-by-value semantics the callee is isolated from the caller
- Assignments by the callee to its parameters can not be seen by the caller



Parameter Passing Variations

Call by Reference

- In call-by-value semantics the callee is isolated from the caller
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- This can be done by passing references to the callee instead of actual values
- This is known as *call-by-reference*

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- If an operand is a variable, then a reference to the variable's location is passed
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Parameter Passing Variations

Call by Reference

State

Language with Explicit References

Language with Implicit References

Mutable Pairs

Parameter Passing Variations

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- This is known as *call-by-reference*
- If an operand is a variable, then a reference to the variable's location is passed
- The formal parameter is bound to this location
- If the operand is some other type of expression, then the formal parameter is bound to a new location containing the value of the operand
- Just like in call-by-value

Parameter Passing Variations

Call by Reference

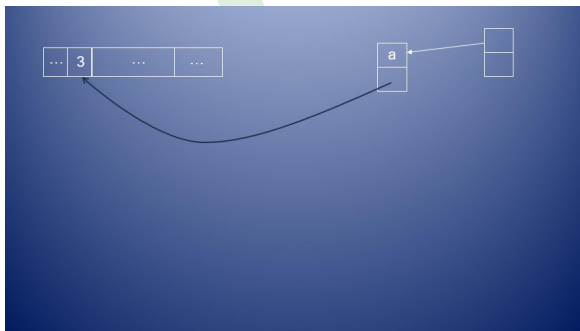
State

Language with
Explicit
ReferencesLanguage with
Implicit
References

Mutable Pairs

Parameter
Passing
Variations

- let **a = 3**
p = proc (x) set x = 4
in begin
 (p a);
 a
end



Parameter Passing Variations

Call by Reference

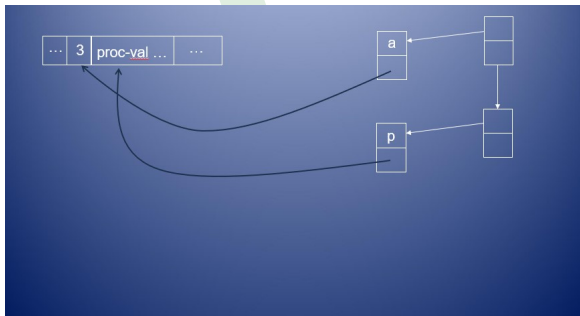
State

Language with
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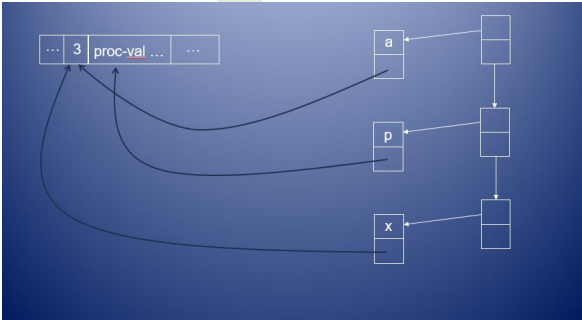
- ```
let a = 3
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 (p a);
 a
end
```



# Parameter Passing Variations

## Call by Reference

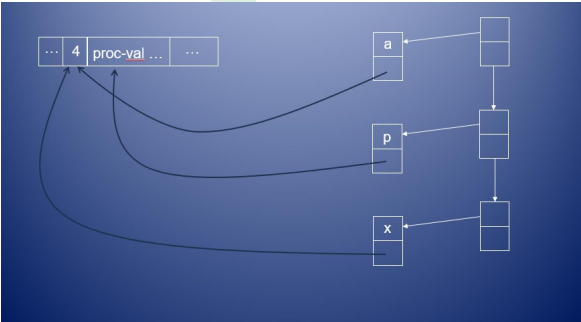
```
• let a = 3
 p = proc (x) set x = 4
 in begin
 (p a);
 a
 end
```



# Parameter Passing Variations

## Call by Reference

- let a = 3  
p = proc (x) set x = 4  
in begin  
  (p a);  
  a  
end



- Returns 4

# Parameter Passing Variations

## Call by Reference

### State

Language with  
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References

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Mutable Pairs

Parameter  
Passing  
Variations

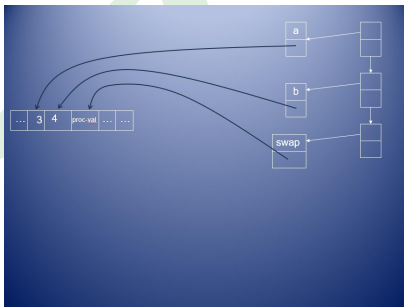
- Why use call-by-reference?
  - Return multiple values (by making assignments to parameters)
  - Implementation of common operations

# Parameter Passing Variations

## Call by Reference

- Call-by-Value

```
let a = 3
 b = 4
 swap = proc (x, y)
 let temp = x
 in begin
 set x = y
 set y = temp
 end
in begin
 swap(a b)
 -(a, b)
end
```

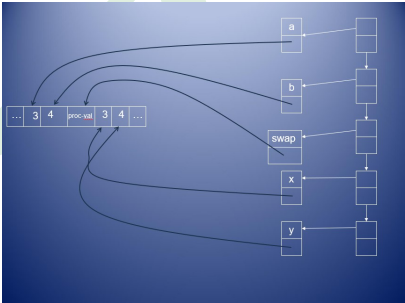


# Parameter Passing Variations

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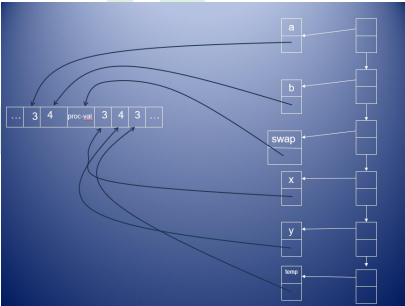


# Parameter Passing Variations

## Call by Reference

- Call-by-Value

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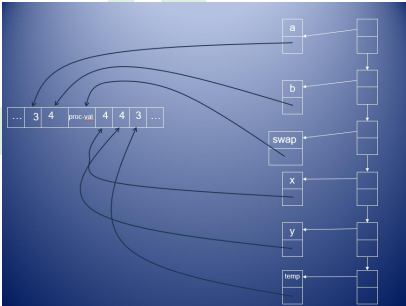


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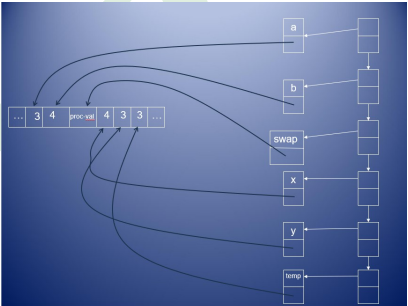
# Parameter Passing Variations

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 end
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end
```

Returns -1

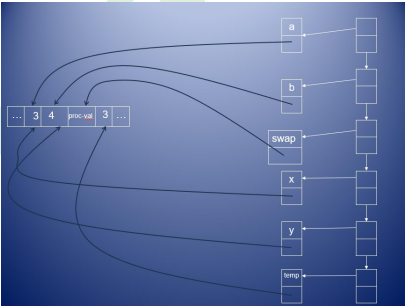


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## Call by Reference

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end
```

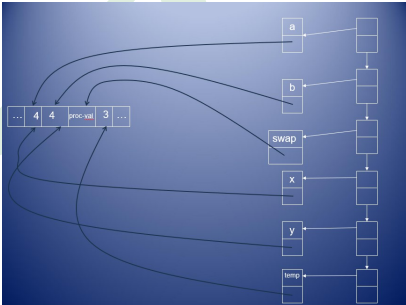


# Parameter Passing Variations

## Call by Reference

- Call-by-Reference

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 let temp = x
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 end
in begin
 swap(a b)
 -(a, b)
end
```



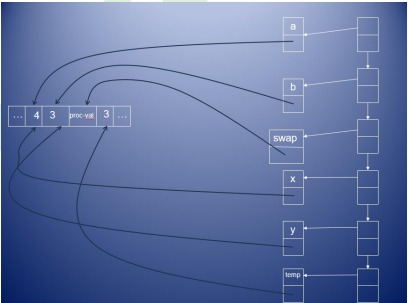
# Parameter Passing Variations

## Call by Reference

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 in begin
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 set y = temp
 end
in begin
 swap(a b)
 -(a, b)
end
```

Returns 1



# Parameter Passing Variations

## Call by Reference

- Only change is for when new references are created:
  - call-by-value: a new reference is created for every operand evaluated
  - call-by-reference: a new reference is created for evaluation of an operand other than a variable
- Under call-by-reference we need a new location for some operands and not for others

# Parameter Passing Variations

## Call by Reference

- ```
;; apply-procedure : proc (listof expval) -> expval
(define (apply-procedure f vals)
  (cases proc f
    (procedure (params body envv)
      (let [(saved-env (vector-ref envv 0))]
        (value-of body
          (foldr (lambda (binding acc)
                    (extend-env (car binding)
                               (newref (cadr binding))
                               acc))
                  saved-env
                  (map (lambda (p v) (list p v)) params vals)))))))
```

Can't always allocate an argument in the store

Parameter Passing Variations

Call by Reference

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;; apply-procedure : proc (listof expval) -> expval
(define (apply-procedure f vals)
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 (extend-env (car binding)
 (newref (cadr binding))
 acc))
 saved-env
 (map (lambda (p v) (list p v)) params vals)))))))
```
- ```
;; apply-procedure : proc (listof ref) -> expval
(define (apply-procedure f vals)
  (cases proc f
    (procedure (params body envv)
      (let [(saved-env (vector-ref envv 0))]
        (value-of body
          (foldr (lambda (binding acc)
                    (extend-env (car binding)
                                (cadr binding)
                                acc))
                  saved-env
                  (map (lambda (p v) (list p v)) params vals))))))
```

Can't always allocate an argument in the store

Decision made in the evaluation of a call-exp

Parameter Passing Variations

Call by Reference

State

Language with Explicit References

Language with Implicit References

Mutable Pairs

Parameter Passing Variations

- In value-of

```
(call-exp (rator rands)
  (let [(proc (expval2proc (value-of rator env)))
        (args (map (lambda (rand) (value-of rand env)) rands))]
    (apply-procedure proc args)))
```

apply-procedure must be called with a (listof ref)

Parameter Passing Variations

Call by Reference

State

Language with
Explicit
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References

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Parameter
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Variations

- In value-of

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(call-exp (rator rands)
  (let [(proc (expval2proc (value-of rator env)))
        (args (map (lambda (rand) (value-of rand env)) rands))]
    (apply-procedure proc args)))
```

apply-procedure must be called with a (listof ref)

- (call-exp (rator rands)


```
(let [(proc (expval2proc (value-of rator env)))
            (args (map (lambda (rand) (value-of rand env)) rands))]
        (apply-procedure proc args)))
```

value-of rand returns a reference

Parameter Passing Variations

Call by Reference

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```
(call-exp (rator rands)
  (let [(proc (expval2proc (value-of rator env)))
        (args (map (lambda (rand) (value-of rand env)) rands))]
    (apply-procedure proc args)))
```

apply-procedure must be called with a (listof ref)

- (call-exp (rator rands)


```
(let [(proc (expval2proc (value-of rator env)))
            (args (map (lambda (rand) (value-of rand env)) rands))]
        (apply-procedure proc args)))
```

value-of-rand returns a reference

- ;; value-of-rand : expression environment -> Ref
 ;; Purpose: For a var-exp return existing reference.
 ;; Otherwise, return reference to a new cell.

```
(define (value-of-rand exp env)
  (cases expression exp
    (var-exp (var) (apply-env env var))
    (else (newref (value-of exp env)))))
```

Parameter Passing Variations

Call by Reference

State

Language with Explicit References

Language with Implicit References

Mutable Pairs

Parameter Passing Variations

- ```

(check-equal? (eval "let a = 3
 in let p = proc (x) set x = 4
 in begin (p a); a end")
 (num-val 4))

(check-equal? (eval "let x = 0
 in letrec f (x) = set x = +(x, 1)
 g (a) = set x = +(x, 2)
 in begin (f x);
 (g x);
 x
 end")
 (num-val 3))

(check-equal?
 (eval "let swap = proc (a)
 proc (b)
 let t = a
 in begin set a = b; set b = t end
 in let a = 33
 in let b = 44
 in begin ((swap a) b);
 -(a, b)
 end")
 (num-val 11))

```

# Parameter Passing Variations

Lazy Evaluation: Call by Name

- Call-by-value and call-by-reference are eager
- Always find the value of each operand

# Parameter Passing Variations

## Lazy Evaluation: Call by Name

### State

### Language with Explicit References

### Language with Implicit References

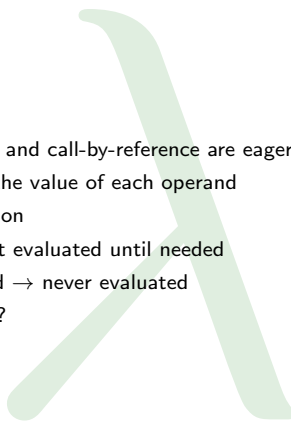
### Mutable Pairs

### Parameter Passing Variations

- Call-by-value and call-by-reference are eager
- Always find the value of each operand
- Lazy evaluation
- Operands not evaluated until needed
- Never needed → never evaluated

# Parameter Passing Variations

## Lazy Evaluation: Call by Name

- 
- Call-by-value and call-by-reference are eager
  - Always find the value of each operand
  - Lazy evaluation
  - Operands not evaluated until needed
  - Never needed → never evaluated
  - Is this useful?

# Parameter Passing Variations

## Lazy Evaluation: Call by Name

- ```
letrec compute-ints-from-n (n) = (compute-ints-from-n +(n, 1))  
in let f = proc (k) 42  
    in (f (compute-ints-from-n 100))
```
- What should this program return?

State

Language with
Explicit
References

Language with
Implicit
References

Mutable Pairs

Parameter
Passing
Variations

Parameter Passing Variations

Lazy Evaluation: Call by Name

- ```
letrec compute-ints-from-n (n) = (compute-ints-from-n +(n, 1))
in let f = proc (k) 42
 in (f (compute-ints-from-n 100))
```
- What should this program return?
- It should return 42, but does not. Why?

State

Language with  
Explicit  
References

Language with  
Implicit  
References

Mutable Pairs

Parameter  
Passing  
Variations

# Parameter Passing Variations

## Lazy Evaluation: Call by Name

- ```
letrec compute-ints-from-n (n) = (compute-ints-from-n +(n, 1))  
in let f = proc (k) 42  
    in (f (compute-ints-from-n 100))
```
- What should this program return?
- It should return 42, but does not. Why?
- Under lazy evaluation this program returns 42

State

Language with
Explicit
References

Language with
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Variations

Parameter Passing Variations

Lazy Evaluation: Call by Name

State

Language with Explicit References

Language with Implicit References

Mutable Pairs

Parameter Passing Variations

- `letrec compute-ints-from-n (n) = (compute-ints-from-n +(n, 1))`
`in let f = proc (k) 42`
`in (f (compute-ints-from-n 100))`

- What should this program return?
- It should return 42, but does not. Why?
- Under lazy evaluation this program returns 42

- `#lang eopl`
`(require rackunit "../eopl-extras.rkt")`

```
(define (ints-from n) (stream-cons n (ints-from (+ n 1))))
(define natnums (ints-from 0))
(define (nth-natnum n) (stream-ref natnums n))
(define (first-n-natnums n)
  (if (= n 0)
      (list (nth-natnum 0))
      (cons (nth-natnum n) (first-n-natnums (- n 1)))))
```

```
(check-equal? (first-n-natnums 10)
               '(10 9 8 7 6 5 4 3 2 1 0))
(check-equal? (first-n-natnums 15)
               '(15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0))
```

Parameter Passing Variations

Lazy Evaluation: Call by Name

State

Language with
Explicit
References

Language with
Implicit
References

Mutable Pairs

Parameter
Passing
Variations

- ```
#lang eopl
(require rackunit "../eopl-extras.rkt")

;; natnum --> natnum
;; Purpose: Return the kth Fibonacci number
(define (fib k)
 (if (< k 2)
 1
 (+ (fib (- k 1)) (fib (- k 2)))))
(define (the-fibs n) (stream-cons (fib n) (the-fibs (+ n 1))))
(define fibs (the-fibs 0))
(define (nth-fib n) (stream-ref fibs n))

(check-equal? (nth-fib 5) 8)
(check-equal? (nth-fib 10) 89)
```

# Parameter Passing Variations

Lazy Evaluation: Call by Name

State

Language with  
Explicit  
References

Language with  
Implicit  
References

Mutable Pairs

Parameter  
Passing  
Variations

- ```
#lang eopl
(require rackunit "../eopl-extras.rkt")

;; natnum --> natnum
;; Purpose: Return the kth Fibonacci number
(define (fib k)
  (if (< k 2)
      1
      (+ (fib (- k 1)) (fib (- k 2)))))
(define (the-fibs n) (stream-cons (fib n) (the-fibs (+ n 1))))
(define fibs (the-fibs 0))
(define (nth-fib n) (stream-ref fibs n))

(check-equal? (nth-fib 5) 8)
(check-equal? (nth-fib 10) 89)

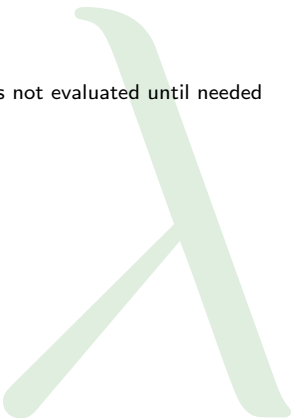
• (define the-doubles (stream-map (λ (n) (* 2 n)) natnums))

(check-equal? (stream-ref the-doubles 10) 20)
(check-equal? (stream-ref the-doubles 1287) 2574)
```

Parameter Passing Variations

Lazy Evaluation: Call by Name

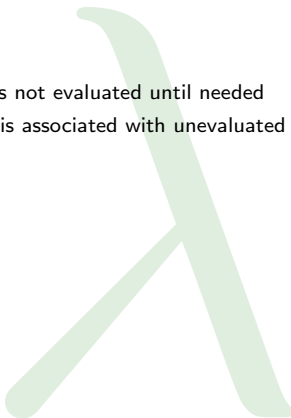
- An operand is not evaluated until needed



Parameter Passing Variations

Lazy Evaluation: Call by Name

- An operand is not evaluated until needed
- A bound var is associated with unevaluated expression (frozen)



Parameter Passing Variations

Lazy Evaluation: Call by Name

- An operand is not evaluated until needed
- A bound var is associated with unevaluated expression (frozen)
- When the value of the bound var is needed, then the expression is evaluated (thawed)

Parameter Passing Variations

Lazy Evaluation: Call by Name

- An operand is not evaluated until needed
- A bound var is associated with unevaluated expression (frozen)
- When the value of the bound var is needed, then the expression is evaluated (thawed)
- What does this require?

Parameter Passing Variations

Lazy Evaluation: Call by Name

- An operand is not evaluated until needed
- A bound var is associated with unevaluated expression (frozen)
- When the value of the bound var is needed, then the expression is evaluated (thawed)
- What does this require?
- The env that exists when the expr is frozen

Parameter Passing Variations

Lazy Evaluation: Call by Name

State

Language with Explicit References

Language with Implicit References

Mutable Pairs

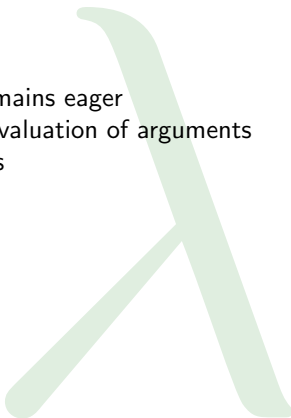
Parameter Passing Variations

- An operand is not evaluated until needed
- A bound var is associated with unevaluated expression (frozen)
- When the value of the bound var is needed, then the expression is evaluated (thawed)
- What does this require?
- The env that exists when the expr is frozen
- ```
(define-datatype thunk thunk?
 (a-thunk
 (exp1 expression?)
 (env environment?)))
```
- The expr in a thunk is evaluated when a proc needs the value of bound var

# Parameter Passing Variations

Lazy Evaluation: Call by Name

- Language
  - let remains eager
  - lazy evaluation of arguments
  - effects



# Parameter Passing Variations

Lazy Evaluation: Call by Name

- Language
  - let remains eager
  - lazy evaluation of arguments
  - effects
- Values
  - $\text{expval} = \text{int} + \text{bool} + \text{proc}$
  - $\text{denval} = \text{ref}(\text{expval} + \text{thunk})$

# Parameter Passing Variations

Lazy Evaluation: Call by Name

State

Language with  
Explicit  
References

Language with  
Implicit  
References

Mutable Pairs

Parameter  
Passing  
Variations

- Language
  - let remains eager
  - lazy evaluation of arguments
  - effects
- Values
  - $\text{expval} = \text{int} + \text{bool} + \text{proc}$
  - $\text{denval} = \text{ref}(\text{expval} + \text{thunk})$
- New allocations policy
  - var: pass its denotation (which is a reference; same as call-by-reference)
  - not var: pass a ref to a new location storing a thunk for the unevaluated arg

# Parameter Passing Variations

Lazy Evaluation: Call by Name

State

Language with  
Explicit  
References

Language with  
Implicit  
References

Mutable Pairs

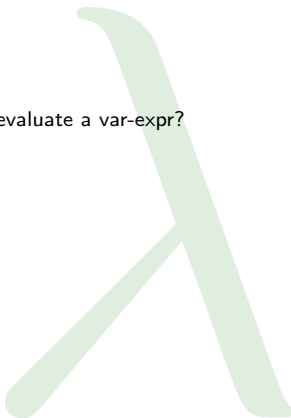
Parameter  
Passing  
Variations

- ```
;; value-of-rand : expression environment -> Ref
;; Purpose: if the expression is a var-exp, then return the referen
;; otherwise, return a thunk for the given expression.
(define (value-of-rand exp env)
  (cases expression exp
    (var-exp (var) (apply-env env var))
    (else
     (newref (a-thunk exp env)))))) ← not a var-exp create thunk
```

Parameter Passing Variations

Lazy Evaluation: Call by Name

- How do you evaluate a var-expr?



Parameter Passing Variations

Lazy Evaluation: Call by Name

State

Language with
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Language with
Implicit
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Mutable Pairs

Parameter
Passing
Variations

- How do you evaluate a var-expr?

- $$\frac{w = \text{deref}(\rho(v))}{(\text{value-of } (\text{var-expr}) \rho) = \text{if } (\text{expval? } w) \text{ then } w \text{ else } (\text{value-of-thunk } w)}$$

Parameter Passing Variations

Lazy Evaluation: Call by Name

State

Language with
Explicit
ReferencesLanguage with
Implicit
References

Mutable Pairs

Parameter
Passing
Variations

- How do you evaluate a var-expr?

$$\frac{w = \text{deref}(\rho(v))}{(\text{value-of } (\text{var-expr}) \rho) = \text{if } (\text{expval? } w) \text{ then } w \text{ else } (\text{value-of-thunk } w)}$$

- change to value-of

```
(var-exp (var)
  (let ((ref1 (apply-env env var)))
    (let ((w (deref ref1)))
      (if (expval? w)
          w
          (value-of-thunk w)))))
```

Parameter Passing Variations

Lazy Evaluation: Call by Name

State

Language with
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Parameter
Passing
Variations

- Evaluating a thunk

```
;; value-of-thunk : thunk -> expval
;; Purpose: Evaluate the given thunk
(define (value-of-thunk th)
  (cases thunk th
    (a-thunk (exp1 saved-env)
      (value-of exp1 saved-env))))
```

Parameter Passing Variations

Lazy Evaluation: Call by Name

- Consider

```
let g = let counter = 10
        in proc (d) *(2, counter)
in (proc (x) +(x, x) (g 0))
```

Parameter Passing Variations

Lazy Evaluation: Call by Name

- Consider

```
let g = let counter = 10
        in proc (d) *(2, counter)
in (proc (x) +(x, x) (g 0))
```

- x is the thunk for (g 0)

Parameter Passing Variations

Lazy Evaluation: Call by Name

- Consider

```
let g = let counter = 10
        in proc (d) *(2, counter)
in (proc (x) +(x, x) (g 0))
```

- x is the thunk for $(g\ 0)$
- the first x forces the evaluation of the thunk $\rightarrow 20$

Parameter Passing Variations

Lazy Evaluation: Call by Name

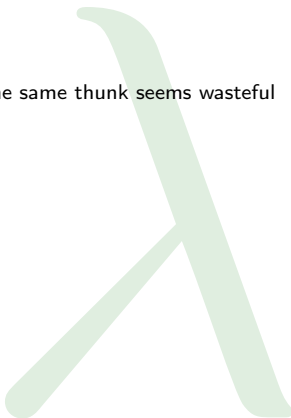
- Consider

```
let g = let counter = 10
      in proc (d) *(2, counter)
in (proc (x) +(x, x) (g 0))
```
- x is the thunk for $(g\ 0)$
- the first x forces the evaluation of the thunk $\rightarrow 20$
- the second x forces the evaluation of the thunk $\rightarrow 20$
- returns 40

Parameter Passing Variations

Lazy Evaluation: Call by Need

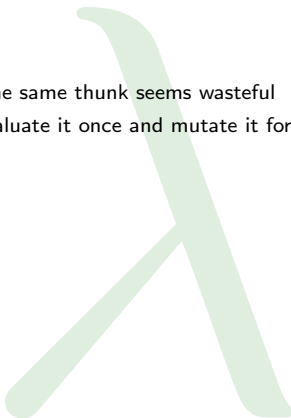
- Evaluating the same thunk seems wasteful



Parameter Passing Variations

Lazy Evaluation: Call by Need

- Evaluating the same thunk seems wasteful
- Solution: Evaluate it once and mutate it for its value



Parameter Passing Variations

Lazy Evaluation: Call by Need

State

Language with
Explicit
References

Language with
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References

Mutable Pairs

Parameter
Passing
Variations

- Evaluating the same thunk seems wasteful
- Solution: Evaluate it once and mutate it for its value
- Change in value-of

```
(var-exp (var)
  (let ((ref1 (apply-env env var)))
    (let ((w (deref ref1)))
      (if (expval? w)
          w
          (let ((v1 (value-of-thunk w)))
            (begin
              (setref! ref1 v1)
              v1)))))))
```

Parameter Passing Variations

Lazy Evaluation: Call by Need

- ```
let g = let counter = 10
 in proc (d) *(2, counter)
in (proc (x) +(x, x) (g 0))
```

# Parameter Passing Variations

Lazy Evaluation: Call by Need

State

Language with  
Explicit  
References

Language with  
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Mutable Pairs

Parameter  
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Variations

- ```
let g = let counter = 10
      in proc (d) *(2, counter)
in (proc (x) +(x, x) (g 0))
```
- x is the thunk for (g 0)

Parameter Passing Variations

Lazy Evaluation: Call by Need

State

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Variations

- ```
let g = let counter = 10
 in proc (d) *(2, counter)
in (proc (x) +(x, x) (g 0))
```
- x is the thunk for (g 0)
- the first x forces the evaluation of the thunk to 20
- mutates x to 20

# Parameter Passing Variations

Lazy Evaluation: Call by Need

State

Language with  
Explicit  
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Mutable Pairs

Parameter  
Passing  
Variations

- ```
let g = let counter = 10
      in proc (d) *(2, counter)
in (proc (x) +(x, x) (g 0))
```
- x is the thunk for (g 0)
- the first x forces the evaluation of the thunk to 20
- mutates x to 20
- the second x (simply) returns its value of 20
- returns 40

Parameter Passing Variations

Lazy Evaluation: Call by Need

- In the absence of side-effects, call-by-name and call-by-need always yield the same answer



Parameter Passing Variations

Lazy Evaluation: Call by Need

- In the absence of side-effects, call-by-name and call-by-need always yield the same answer
- In the presence of side-effects, it is easy to distinguish them



Parameter Passing Variations

Lazy Evaluation: Call by Need

- In the absence of side-effects, call-by-name and call-by-need always yield the same answer
- In the presence of side-effects, it is easy to distinguish them

```
• let g = let count = 0
      in proc (d)
        begin
          set count = -(count, -1);
          count
        end
  in (proc (x) +(x, x) (g 0) )
```

State

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ReferencesLanguage with
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Mutable Pairs

Parameter
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Variations

Parameter Passing Variations

Lazy Evaluation: Call by Need

- In the absence of side-effects, call-by-name and call-by-need always yield the same answer

- In the presence of side-effects, it is easy to distinguish them

- ```
let g = let count = 0
 in proc (d)
 begin
 set count = -(count, -1);
 count
 end
 in (proc (x) +(x, x) (g 0))
```
- g returns the number of times it is called
- Thunk for (g 0) is passed as the argument to the function in the body of the let

State

Language with  
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Mutable Pairs

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Variations

# Parameter Passing Variations

## Lazy Evaluation: Call by Need

- In the absence of side-effects, call-by-name and call-by-need always yield the same answer

- In the presence of side-effects, it is easy to distinguish them

- ```
let g = let count = 0
      in proc (d)
        begin
          set count = -(count, -1);
          count
        end
      in (proc (x) +(x, x) (g 0) )
```
- g returns the number of times it is called
- Think for (g 0) is passed as the argument to the function in the body of the let
- call-by-name

State

Language with
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Parameter Passing Variations

Lazy Evaluation: Call by Need

- In the absence of side-effects, call-by-name and call-by-need always yield the same answer

- In the presence of side-effects, it is easy to distinguish them

- ```
let g = let count = 0
 in proc (d)
 begin
 set count = -(count, -1);
 count
 end
 in (proc (x) +(x, x) (g 0))
```
- g returns the number of times it is called
- Think for (g 0) is passed as the argument to the function in the body of the let
- call-by-name
- the first reference to x: sets count to 1 & returns 1 as the value of (g 0)

State

Language with  
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# Parameter Passing Variations

## Lazy Evaluation: Call by Need

- In the absence of side-effects, call-by-name and call-by-need always yield the same answer

- In the presence of side-effects, it is easy to distinguish them

- ```
let g = let count = 0
      in proc (d)
        begin
          set count = -(count, -1);
          count
        end
      in (proc (x) +(x, x) (g 0) )
```
- g returns the number of times it is called
- Thunk for (g 0) is passed as the argument to the function in the body of the let
- call-by-name
- the first reference to x: sets count to 1 & returns 1 as the value of (g 0)
- the second reference to x: sets count to 2 & returns 2 as the value of (g 0)

Parameter Passing Variations

Lazy Evaluation: Call by Need

- In the absence of side-effects, call-by-name and call-by-need always yield the same answer

- In the presence of side-effects, it is easy to distinguish them

- ```
let g = let count = 0
 in proc (d)
 begin
 set count = -(count, -1);
 count
 end
 in (proc (x) +(x, x) (g 0))
```
- g returns the number of times it is called
- Thunk for (g 0) is passed as the argument to the function in the body of the let
- call-by-name
- the first reference to x: sets count to 1 & returns 1 as the value of (g 0)
- the second reference to x: sets count to 2 & returns 2 as the value of (g 0)
- $+(1, 2) = 3$

State

Language with  
Explicit  
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# Parameter Passing Variations

## Lazy Evaluation: Call by Need

- In the absence of side-effects, call-by-name and call-by-need always yield the same answer

- In the presence of side-effects, it is easy to distinguish them

- ```
let g = let count = 0
      in proc (d)
        begin
          set count = -(count, -1);
          count
        end
      in (proc (x) +(x, x) (g 0) )
```
- g returns the number of times it is called
- Thunk for (g 0) is passed as the argument to the function in the body of the let
- call-by-name
- the first reference to x: sets count to 1 & returns 1 as the value of (g 0)
- the second reference to x: sets count to 2 & returns 2 as the value of (g 0)
- $+(1, 2) = 3$
- call-by-need

Parameter Passing Variations

Lazy Evaluation: Call by Need

- In the absence of side-effects, call-by-name and call-by-need always yield the same answer

- In the presence of side-effects, it is easy to distinguish them

- ```
let g = let count = 0
 in proc (d)
 begin
 set count = -(count, -1);
 count
 end
 in (proc (x) +(x, x) (g 0))
```
- g returns the number of times it is called
- Think for (g 0) is passed as the argument to the function in the body of the let
- call-by-name
- the first reference to x: sets count to 1 & returns 1 as the value of (g 0)
- the second reference to x: sets count to 2 & returns 2 as the value of (g 0)
- $+(1, 2) = 3$
- call-by-need
- the first reference to x forces: sets count to 1, returns 1 as the value of (g 0), and stores 1 as the value of (g 0)



# Parameter Passing Variations

## Lazy Evaluation: Call by Need

- In the absence of side-effects, call-by-name and call-by-need always yield the same answer

- In the presence of side-effects, it is easy to distinguish them

- `let g = let count = 0`  
     `in proc (d)`  
     `begin`  
         `set count = -(count, -1);`  
         `count`  
     `end`  
   `in (proc (x) +(x, x) (g 0) )`
- `g` returns the number of times it is called
- Think for `(g 0)` is passed as the argument to the function in the body of the `let`
- call-by-name
- the first reference to `x`: sets `count` to 1 & returns 1 as the value of `(g 0)`
- the second reference to `x`: sets `count` to 2 & returns 2 as the value of `(g 0)`
- `+(1, 2) = 3`
- call-by-need
- the first reference to `x` forces: sets `count` to 1, returns 1 as the value of `(g 0)`, and stores 1 as the value of `(g 0)`
- second reference to `x`: returns the stored 1

# Parameter Passing Variations

## Lazy Evaluation: Call by Need

### State

### Language with Explicit References

### Language with Implicit References

### Mutable Pairs

### Parameter Passing Variations

- In the absence of side-effects, call-by-name and call-by-need always yield the same answer
- In the presence of side-effects, it is easy to distinguish them
- ```
let g = let count = 0
      in proc (d)
        begin
          set count = -(count, -1);
          count
        end
      in (proc (x) +(x, x) (g 0) )
```

 - g returns the number of times it is called
 - Thunk for (g 0) is passed as the argument to the function in the body of the let
 - call-by-name
 - the first reference to x: sets count to 1 & returns 1 as the value of (g 0)
 - the second reference to x: sets count to 2 & returns 2 as the value of (g 0)
 - $+(1, 2) = 3$
 - call-by-need
 - the first reference to x forces: sets count to 1, returns 1 as the value of (g 0), and stores 1 as the value of (g 0)
 - second reference to x: returns the stored 1
 - $+(1, 1) = 2$

Parameter Passing Variations

State

Language with Explicit References

Language with Implicit References

Mutable Pairs

Parameter Passing Variations

- Lazy evaluation: in the absence of side-effects allows for a simple way to reason about programs



Parameter Passing Variations

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Language with Explicit References

Language with Implicit References

Mutable Pairs

Parameter Passing Variations

- Lazy evaluation: in the absence of side-effects allows for a simple way to reason about programs
- The effect of a procedure call is modeled by:
 - Replacing the call with the body of the procedure
 - Every reference to a parameter in the body is replaced by the corresponding operand
 - This evaluation strategy is the basis of the lambda calculus and is known as β -reduction

Parameter Passing Variations

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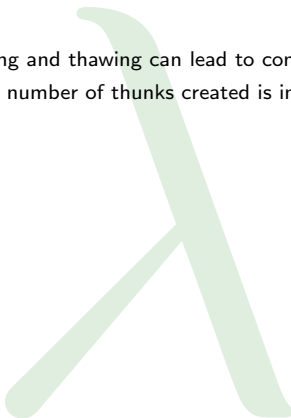
Mutable Pairs

Parameter
Passing
Variations

- Lazy evaluation: in the absence of side-effects allows for a simple way to reason about programs
- The effect of a procedure call is modeled by:
 - Replacing the call with the body of the procedure
 - Every reference to a parameter in the body is replaced by the corresponding operand
 - This evaluation strategy is the basis of the lambda calculus and is known as β -reduction
- β -reduction: $\lambda(x.e)x_0 \rightarrow e\{x_0/x\}$
 - $\lambda(x.+(x, *(2, x))) - (5, -10)$
 - $\rightarrow +(-(5, -10) *(2, -(5, -10)))$
 - $\rightarrow +(15, *(2, -(5, -10)))$
 - $\rightarrow +(15, *(2, 15))$
 - $\rightarrow +(15, 30)$
 - $\rightarrow 45$

Parameter Passing Variations

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- Reducing the number of thunks created is important for efficiency



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State

Language with Explicit References

Language with Implicit References

Mutable Pairs

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- Popular with pure functional languages (i.e. with no side-effects) and rarely found elsewhere
- Haskell and Clean
- C# (deferred execution)

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- HOMEWORK: 4.31, 4.32, 4.39, 4.40, 4.42

