

Computing in the News

<https://www.theverge.com/2019/2/25/18229714/cognizant-facebook-content-moderator-interviews-trauma-working-conditions-arizona> (Content Warning: racism, discussion of mental health issues & serious violence)

<https://www.fastcompany.com/90310970/the-tech-giant-fighting-anti-vaxxers-isnt-twitter-or-facebook-its-pinterest>

"To spot harmful content trends on the platform, Pinterest constantly collects user feedback—via surveys or less formally— and does its own internal sweeps across content with content moderators. It has also built automated tools to block URLs that frequently share banned content, but the tools have their limits. For instance, they may fail to recognize bad content that's shared to Pinterest from Facebook, since Facebook appears as a trustworthy URL."



Mutable Functions

Announcements

-
- HW5 due Friday
 - Maps due Thursday
 - 1 point extra credit for submitting by tonight (2/27)
 - Reminder: you have 3 slip days
 - Slip days are calculated independently for project partners
 - Signups for CSM still open

Mutable Functions

Functions with behavior that changes over time

```
def square(x):  
    return x * x
```

```
>>> square(5)
```

```
25
```

```
>>> square(5)
```

```
25
```

```
>>> square(5)
```

```
25
```

Returns the same
value when called
with the same input

Return value is
different when called
with the same input

```
def f(x):
```

```
    ...
```

```
>>> f(5)
```

```
25
```

```
>>> f(5)
```

```
26
```

```
>>> f(5)
```

```
27
```

Example - Withdraw

Let's model a bank account that has a balance of \$100

Return value:
remaining balance

```
>>> withdraw(25)  
75
```

Argument:
amount to withdraw

Different
return value!

```
>>> withdraw(25)  
50
```

Second withdrawal of
the same amount

```
>>> withdraw(60)  
'Insufficient funds'
```

```
>>> withdraw(15)  
35
```

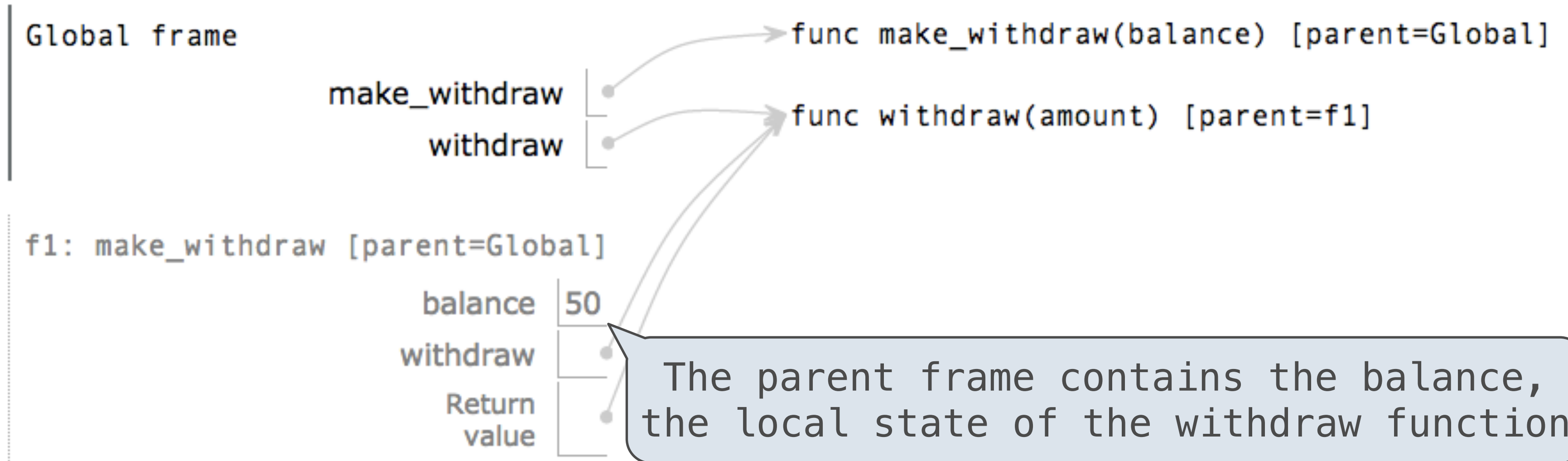
Where's this balance
stored?

```
>>> withdraw = make_withdraw(100)
```

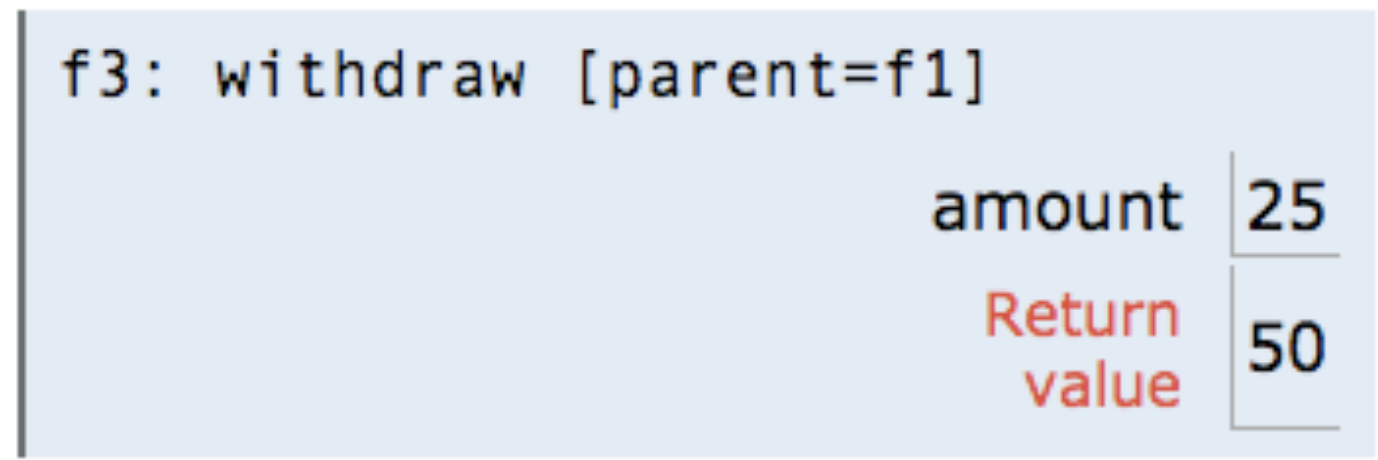
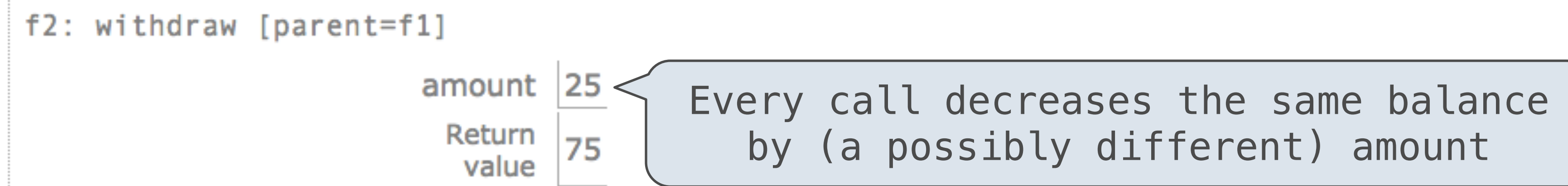
Within the parent frame
of the function!

A function has a body and
a parent environment

Persistent Local State Using Environments



All calls to the same function have the same parent



Reminder: Local Assignment

```
def percent_difference(x, y):  
    difference = abs(x-y)  
    return 100 * difference / x  
diff = percent_difference(40, 50)
```

Assignment binds name(s) to value(s) in the first frame of the current environment

Global frame

percent_difference

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

f1: percent_difference [parent=Global]

x 40

y 50

→ difference 10

Execution rule for assignment statements:

1. Evaluate all expressions right of =, from left to right
2. Bind the names on the left to the resulting values in the **current frame**

Non-Local Assignment & Persistent Local State

```
def make_withdraw(balance):
```

```
    """Return a withdraw function with a starting balance."""
```

```
    def withdraw(amount):
```

```
        nonlocal balance
```

Declare the name "balance" nonlocal at the top of the body of the function in which it is re-assigned

```
        if amount > balance:
```

```
            return 'Insufficient funds'
```

```
        balance = balance - amount
```

Re-bind balance in the first non-local frame in which it was bound previously

```
        return balance
```

```
    return withdraw
```

(Demo)

Non-Local Assignment

The Effect of Nonlocal Statements

```
nonlocal <name>, <name>, ...
```

Effect: Future assignments to that name change its pre-existing binding in the **first non-local frame** of the current environment in which that name is bound.

Python Docs: an
"enclosing scope"

From the Python 3 language reference:

Names listed in a nonlocal statement must refer to pre-existing bindings in an enclosing scope.

Names listed in a nonlocal statement must not collide with pre-existing bindings in the **local scope**.

Current frame

http://docs.python.org/release/3.1.3/reference/simple_stmts.html#the-nonlocal-statement

<http://www.python.org/dev/peps/pep-3104/>

The Many Meanings of Assignment Statements

x = 2

Status

Effect

- No nonlocal statement
- "x" **is not** bound locally

Create a new binding from name "x" to object 2 in the first frame of the current environment

-
- No nonlocal statement
 - "x" **is** bound locally

Re-bind name "x" to object 2 in the first frame of the current environment

-
- nonlocal x
 - "x" **is** bound in a non-local frame

Re-bind "x" to 2 in the first non-local frame of the current environment in which "x" is bound

-
- nonlocal x
 - "x" **is not** bound in a non-local frame

SyntaxError: no binding for nonlocal 'x' found

-
- nonlocal x
 - "x" **is** bound in a non-local frame
 - "x" also bound locally

SyntaxError: name 'x' is parameter and nonlocal

Python Particulars

Python pre-computes which frame contains each name before executing the body of a function.

Within the body of a function, all instances of a name must refer to the same frame.

```
def make_withdraw(balance):  
    def withdraw(amount):  
        if amount > balance:  
            return 'Insufficient funds'  
        balance = balance - amount  
        return balance  
    return withdraw
```

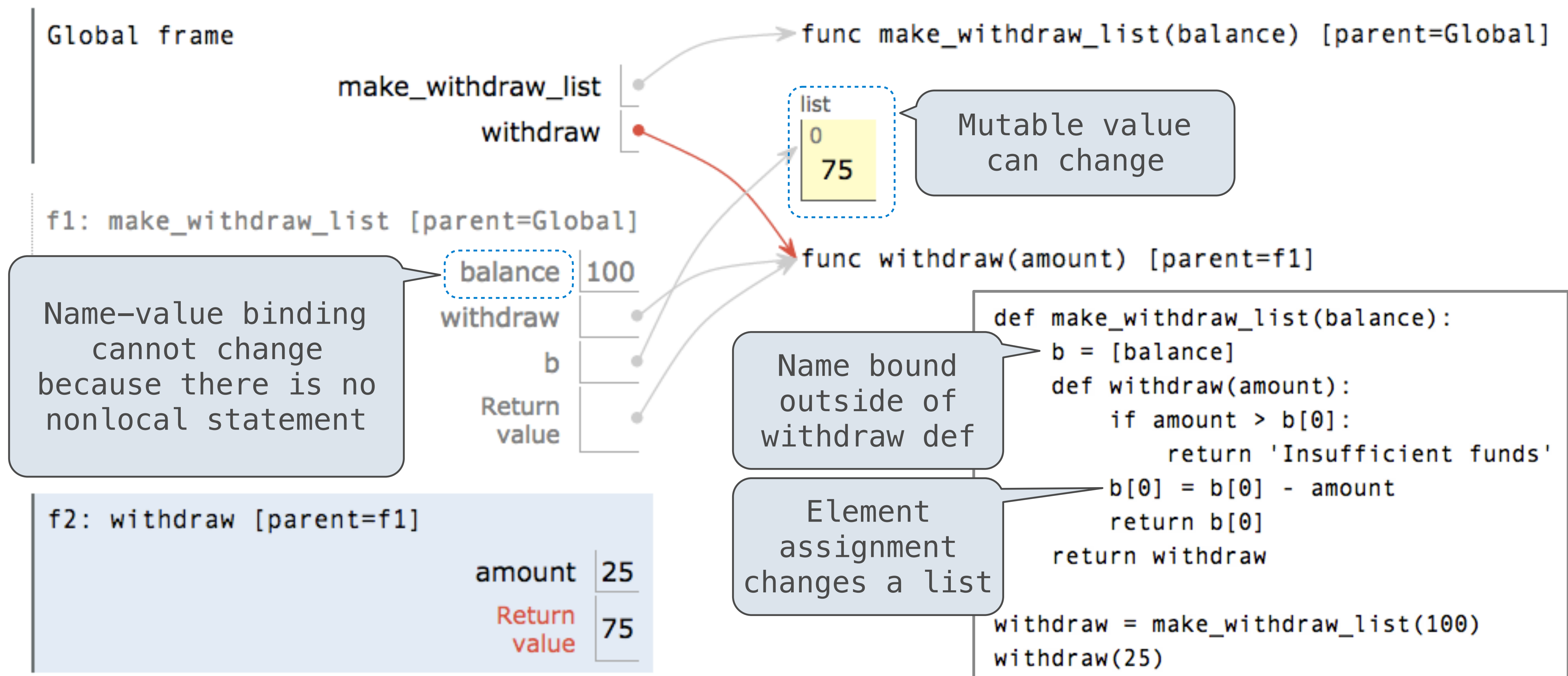
Local assignment

```
wd = make_withdraw(20)  
wd(5)
```

UnboundLocalError: local variable 'balance' referenced before assignment

Mutable Values & Persistent Local State

Mutable values can be changed *without* a nonlocal statement.



Multiple Mutable Functions

(Demo)

Referential Transparency, Lost

- Expressions are **referentially transparent** if substituting an expression with its value does not change the meaning of a program.



```
mul(add(2, mul(4, 6)), add(3, 5))
```

```
mul(add(2, 24), add(3, 5))
```

```
mul(26, add(3, 5))
```



- Mutation operations violate the condition of referential transparency because they do more than just return a value; **they change the environment.**

Environment Diagrams

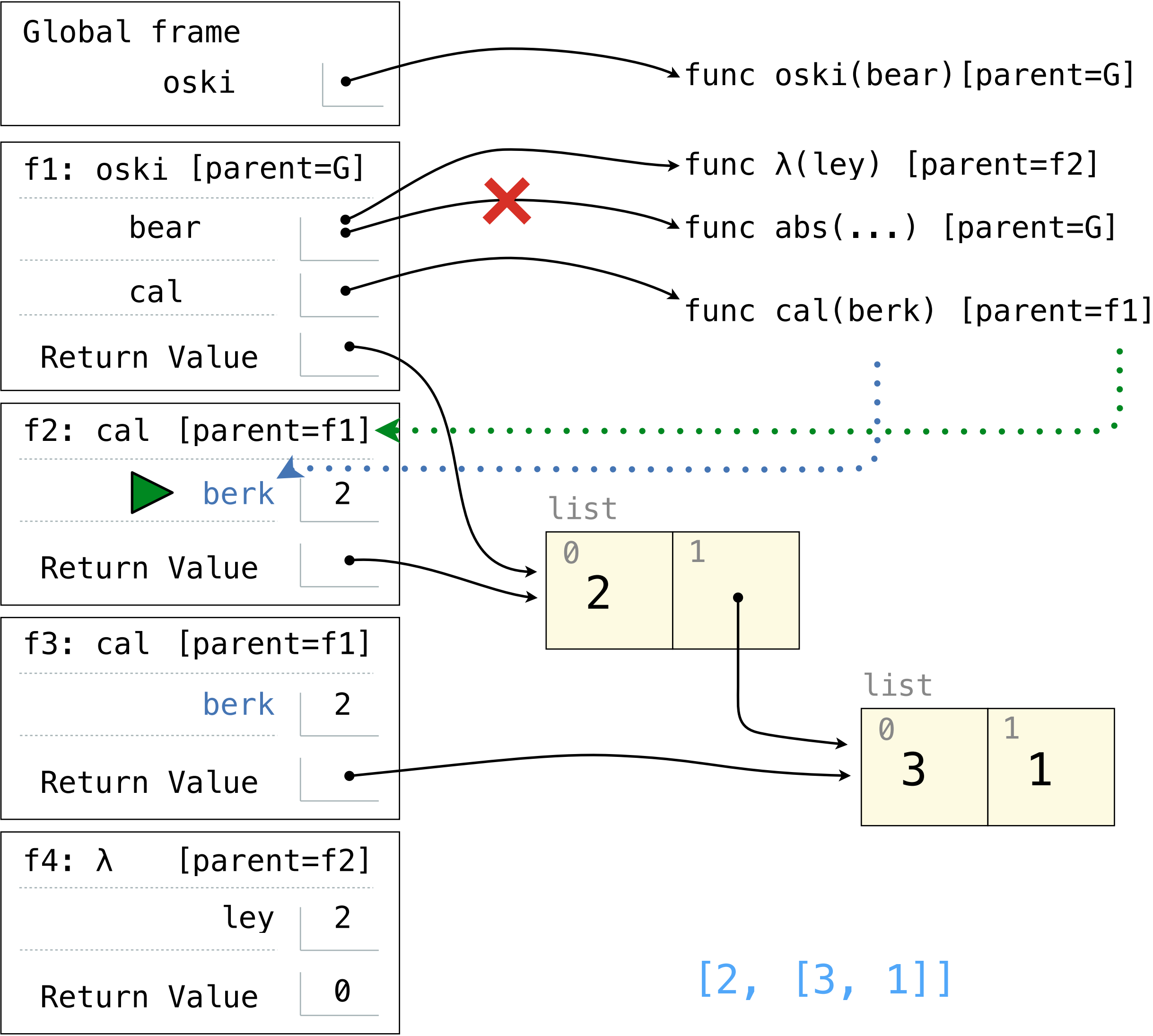
Referential Transparency in Environment Diagrams

```
def f(x):  
    x = 4  
  
    def g(y):  
        def h(z):  
            nonlocal x  
  
            x = x + 1  
  
            return x + y + z  
  
        return h  
  
    return g  
  
a = f(1)  
  
b = a(2)  
  
total = b(3) + b(4)
```

Go Bears!

```
def oski(bear):
    def cal(berk):
        nonlocal bear
        if bear(berk) == 0:
            return [berk+1, berk-1]
        bear = lambda ley: berk-ley
        return [berk, cal(berk)]
    return cal(2)

oski(abs)
```



[2, [3, 1]]

Summary

- `Nonlocal` allows for functions whose behavior changes over time
- When declaring a variable `nonlocal`, we move part of the function's local state to its parent
- There are various rules for which variables may be declared `nonlocal`
- `Nonlocal` gives us a new type of assignment, where we change the binding in a parent instead
- Next time, we'll see more examples of functions which change state outside their local frame!

