

# Environment Diagrams

Slides adapted from Berkeley CS61a

# What are Environment Diagrams?

- A visual tool to keep track of bindings & state of a computer program
- In this class, we use Python as our primary language
  - The diagrams we teach can be applied to similar languages

# Why do we use Environment Diagrams?

- Environment Diagrams are conceptual
  - understand *why* programs work the way they do
  - confidently predict how a program will behave
- Environment Diagrams are helpful for debugging
  - When you're really stuck,  
diagramming code > staring at lines of code
- Environment Diagrams will be used in future courses
  - CS 61C (Machine Structures)
  - CS 164 (Programming Languages and Compilers)

# What do we've seen so far

## Assignment Statements

```
x = 1
x = x + x + x
```

Global frame

x	3
---	---

## Def Statements

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

Global frame

square	
--------	--

function  
square(x)

## Call Expressions

```
square(4)
```

square

x	4
Return value	16



Frame

# Terminology: Frames

A **frame** keeps track of variables.

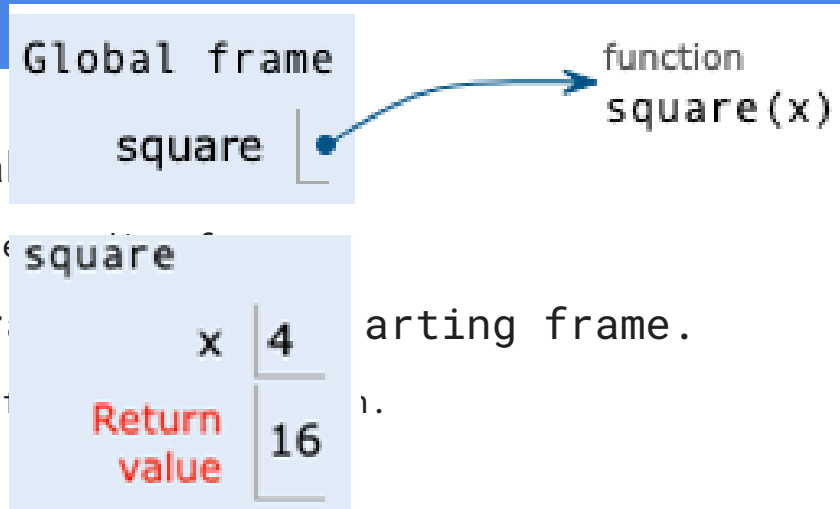
- Every call expression has a corresponding frame.

**Global**, a.k.a. the global frame, is the starting frame.

- It doesn't correspond to a specific function call.

## Parent frames

- The parent of a function is the frame in which it was defined.
- If you can't find a variable in the current frame, you check its parent, and so on. If you can't find the variable, **NameError**



## Check Your Understanding

**Draw the environment diagram**

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

```
def sum_of_squares(x, y):  
    return square(x) + square(y)
```

```
sum_of_squares(3, 4)
```

# Review: Evaluation Order

Demo

Remember to evaluate the **operator**, then the **operand(s)**, then apply the **operator** onto the **operand(s)**.

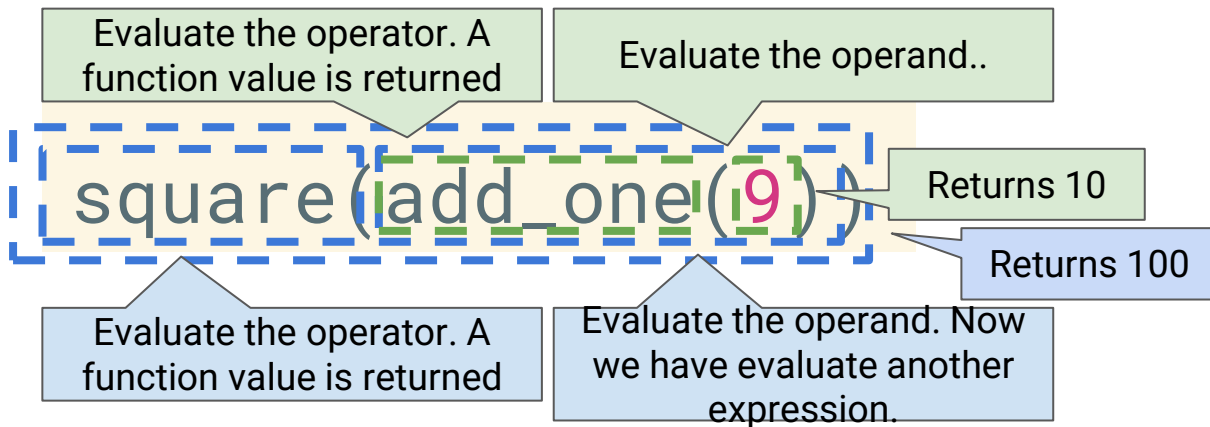
```
def add_one(x):
```

```
    y = x + 1
```

```
    return y
```

```
def square(x):
```

```
    return x * x
```



What will the environment diagram look like? (**When are frames created?**)

The environment diagram should reflect Python's evaluation.

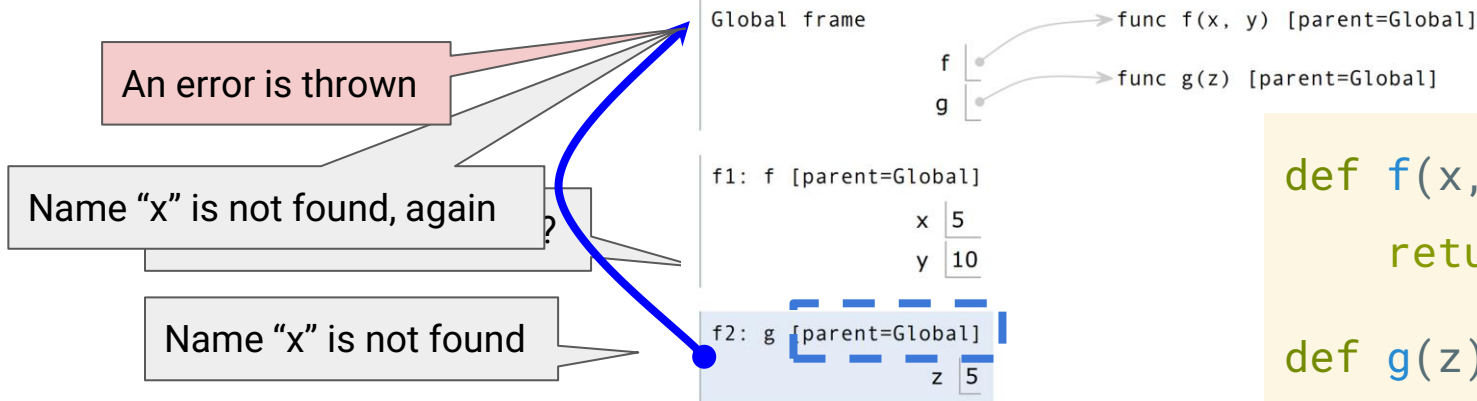
# Variable Lookup



# Local Names

## Variable Lookup:

- Lookup name in the current frame
- Lookup name in parent frame, its parent frame, etc..
- Stop at the global frame
- If not found, an error is thrown



Important: There was no lookup done in f1 since the parent of f2 was Global

```
def f(x, y):  
    return g(x)  
  
def g(z):  
    return z + x  
  
result = f(5, 10)
```

# Evaluation vs Apply

```
def a_plus_bc(a, b, c):
```

```
    """
```

```
>>> a_plus_bc(2, 3, 4) # 2 + 3 * 4
```

```
14
```

```
    """
```

**Apply** operator  
a\_plus\_bc function to  
operand 4, 3, 81.

How many frames are  
created?  
In what order?

a\_plus\_bc(square(2), 3, square(square(3)))

**Apply** operator  
square function to  
operand 2.

**Apply** operator  
square function to  
operand 9.

**Apply** operator  
square function to  
operand 3.

Break/Q&A

# Lambda Expressions

# Lambda Expressions

Expressions that evaluate to functions!

A function with parameter  $x$  that returns the value of  $x * x$

```
>>> square = lambda x : x * x
```

```
>>> square
```

```
<function <lambda> ... >
```

```
>>> square(4)
```

```
16
```

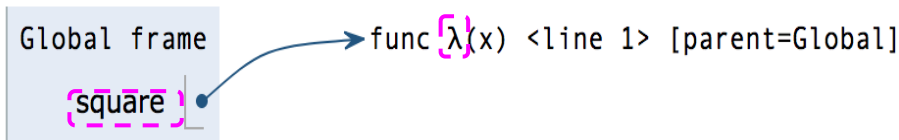
```
>>> x = square(5)
```

```
>>> x
```

```
25
```

# Lambda Expressions vs **def** Statements

```
square = lambda x: x * x
```



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



- Both create a function with the same behavior
- The parent frame of each function is the frame in which they were defined
- Both bind the function to the **same name**
- Only the **def** statement gives the function an **intrinsic name**

# Environment Diagram

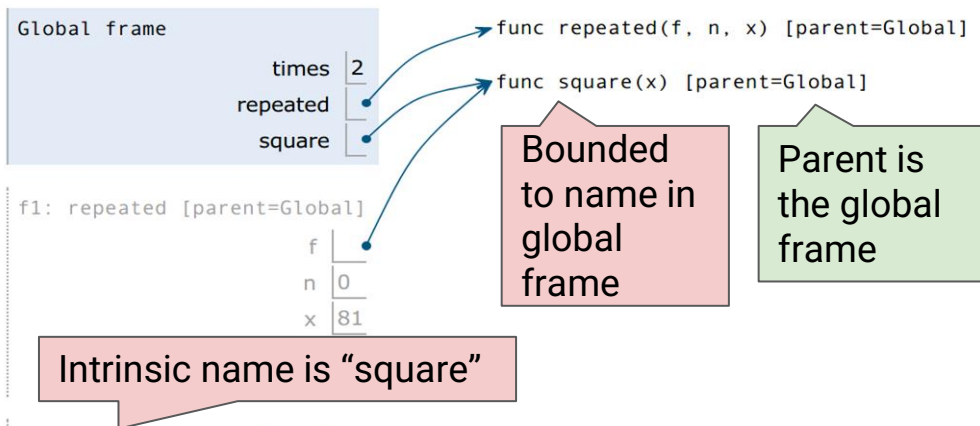
```
times = 2

def repeated(f, n, x):
    while n > 0:
        x = f(x)
        n -= 1
    return x

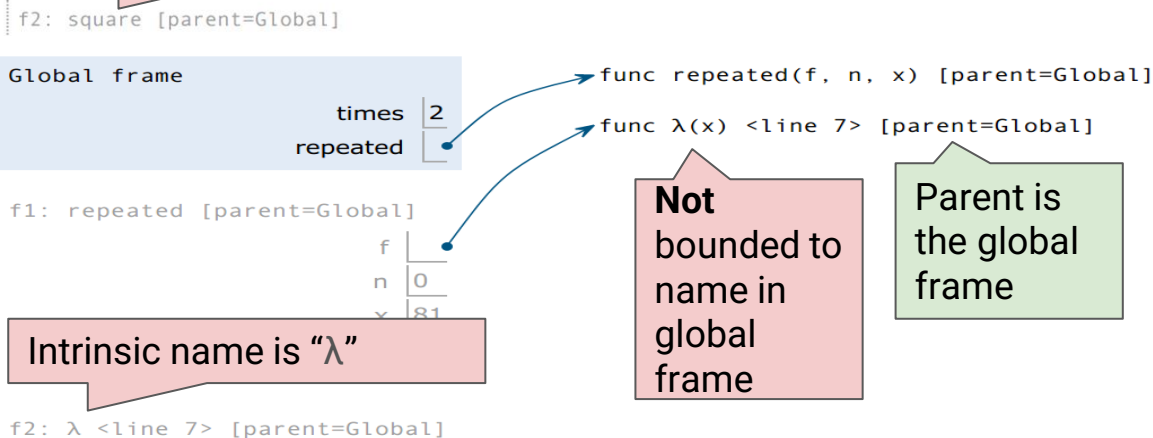
repeated(lambda x: x*x, times, 3)
```

```
repeated(square, times, 3)
```

# Comparisons



```
times = 2
def repeated(f, n, x):
    while n > 0:
        x = f(x)
        n -= 1
    return x
def square(x):
    return x * x
repeated(square, times, 3)
```



```
times = 2
def repeated(f, n, x):
    while n > 0:
        x = f(x)
        n -= 1
    return x
repeated(lambda x: x * x, times, 3)
```



# Higher Order Functions

# Higher Order Functions

A function that ...

- takes a function as an argument value, and/or
- returns a function as a return value

You just saw this in  
the previous example!

```
times = 2
```

```
def repeated(f, n, x):  
    while n > 0:  
        x = f(x)  
        n -= 1  
    return x
```

```
repeated(lambda x: x*x, times, 3)
```

# Locally Defined Functions

```
>>> def make_greeter(name):  
...     return lambda greeting: print(greeting, name)  
  
>>> greeter_function = make_greeter("Tiffany")  
  
>>> greeter_function("Hey what's up, ")
```

## Currying

```
>>> make_greeter("Tiffany")("Where's the party at, ")
```

# Summary

- **Environment Diagrams** formalize the evaluation procedure for Python
  - Understanding them will help you think deeply about how the code that you are writing actually works
- **Lambda** functions are similar to functions defined with **def**, but are nameless
- A **Higher Order Function** is a function that either takes in functions as an argument (shown earlier) and/or returns a function as a return value (will see soon)