

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

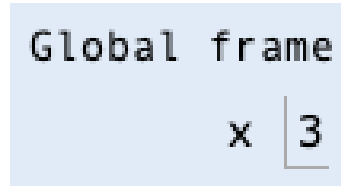
Why do we use Environment Diagrams?

- 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

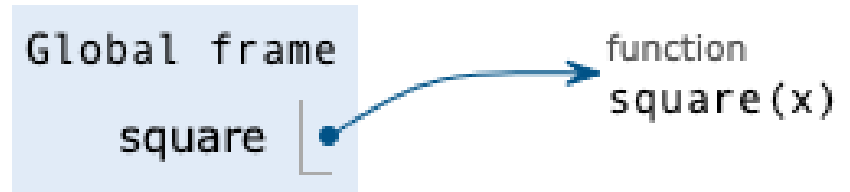
Assignment Statements

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



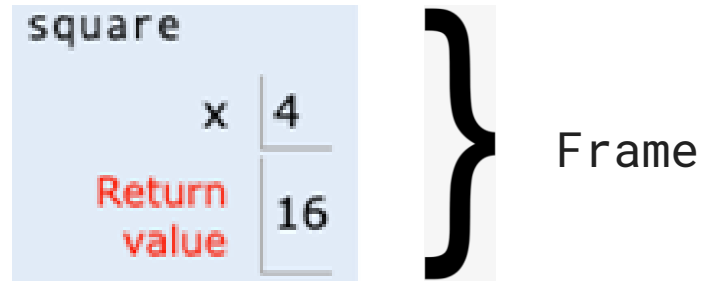
Def Statements

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



Call Expressions

```
square(4)
```



Terminology: Frames

A **frame** keeps track of variable-to-value bindings.

- 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 call expression.

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**

Terminology: Frames

A **frame** keeps track of variables

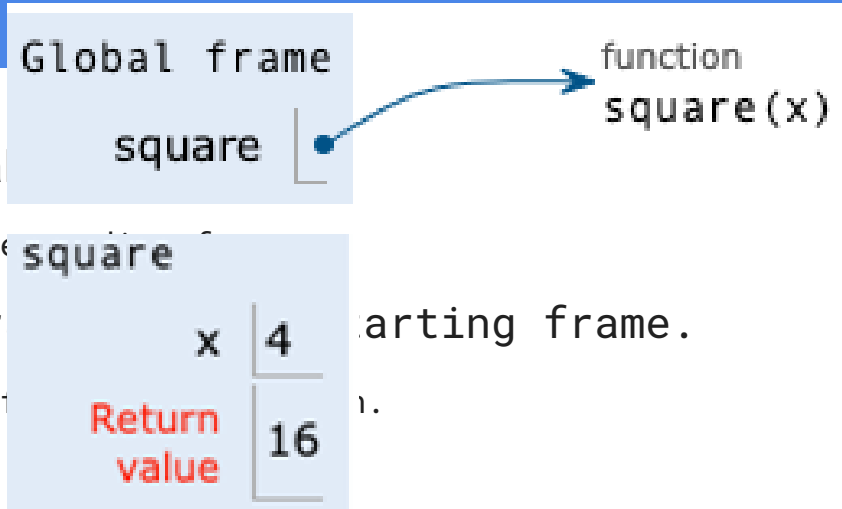
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Parent frames

- 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)**.

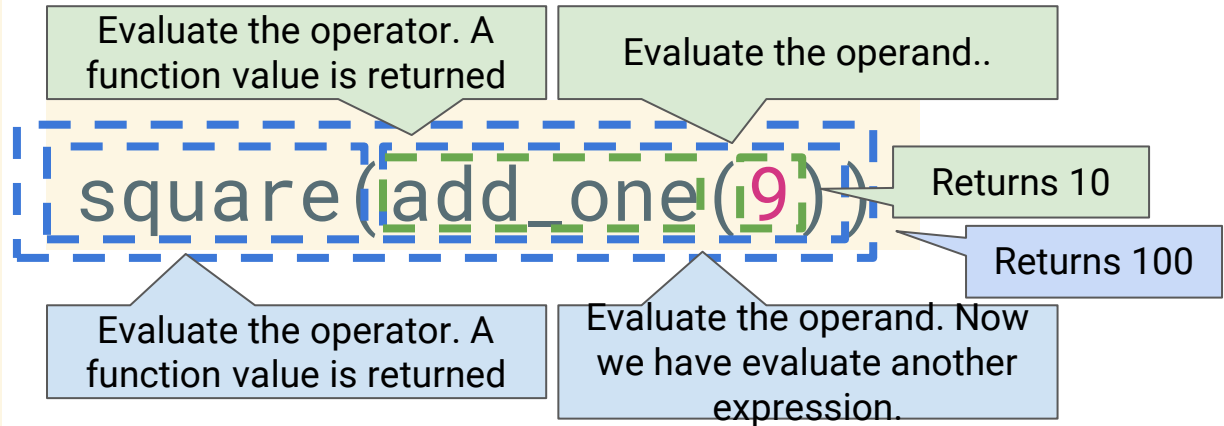
```
def add_one(x):
```

```
    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

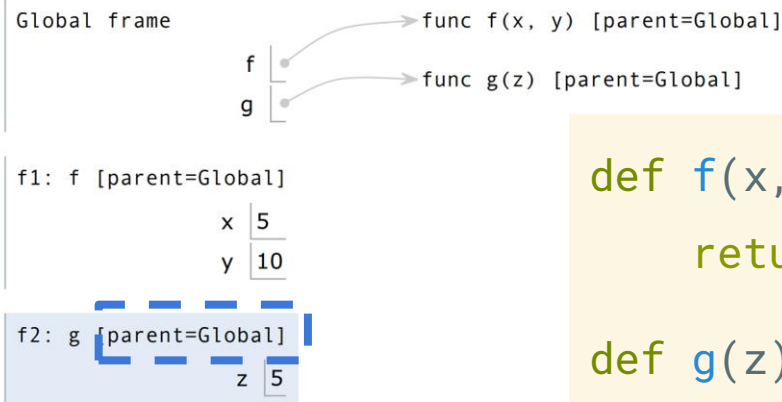
Local Names

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

Where do we look next?

Name "x" is not found



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

What happens here?

```
def f(x, y):
    return g(x)
```

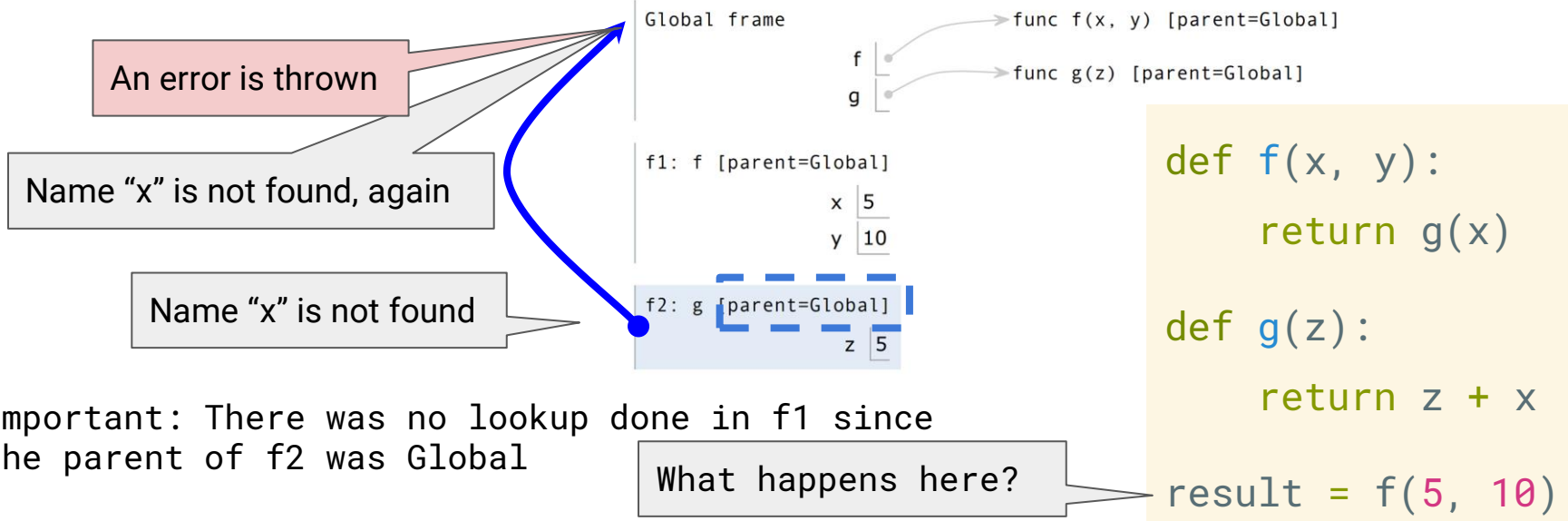
```
def g(z):
    return z + x
```

```
result = f(5, 10)
```

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



Evaluation vs Apply

```
def a_plus_bc(a, b, c):  
    """  
  
    >>> a_plus_bc(2, 3, 4) # 2 + 3 * 4  
    14  
    """  
  
    bc = b * c  
    return a + bc
```

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
```

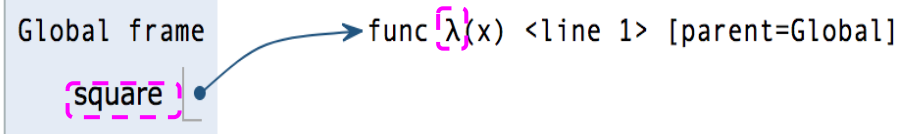
```
>>> x = square(5)
```

```
>>> 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

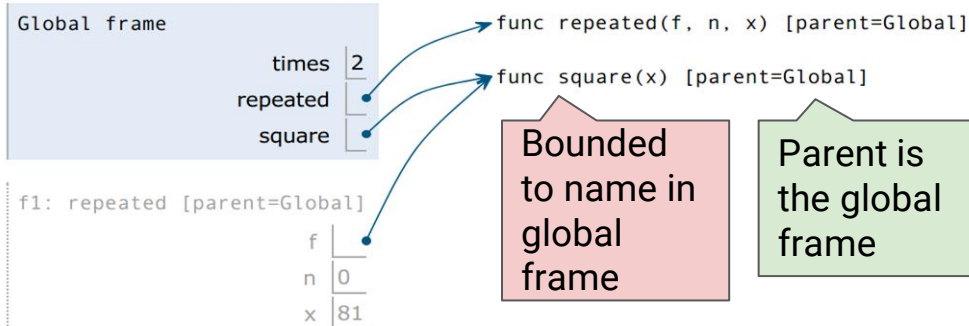
```
times = 2

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

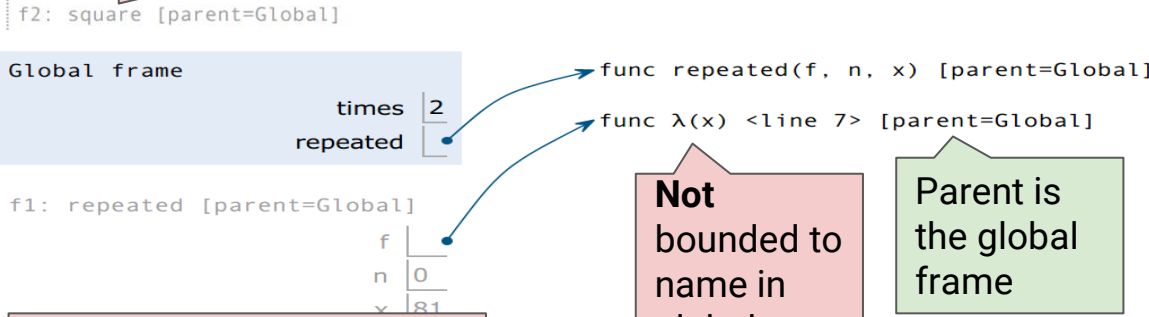
repeated(lambda x: x*x, times, 3)

repeated(square, times, 3)
```

Comparisons



Intrinsic name is "square"



Intrinsic name is " λ "

```
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)