CS61A Notes – Week 5b (solutions): Metacircular evaluator

Meta-metaevaluation

QUESTION

Write `lookup-variable-value`, which takes a variable and starting environment and returns the value associated with the variable or an error if it isn't found after the global environment.

```
(define (lookup-variable-value var env)
  (define (env-loop env)
    (define (scan vars vals)
      (cond ((null? vars)
             (env-loop (enclosing-environment env)))
            ((eq? var (car vars))
             (car vals))
            (else (scan (cdr vars) (cdr vals)))))
    (if (eq? env the-empty-environment)
        (error "Unbound variable" var)
        (let ((frame (first-frame env)))
          (scan (frame-variables frame)
                (frame-values frame)))))
  (env-loop env))
```

Regular Metaevaluation

QUESTIONS

1.

```
(define (eval-assignment exp env)
  (set-variable-value! (assignment-variable exp)            ;; (cadr exp)
                       (mc-eval (assignment-value exp) env) ;; (caddr exp)
                       env)
  'okay)
```

Modify your `lookup-variable-value` code above to create `set-variable-value!` (which takes an additional value argument).

If we find the variable, instead of returning the corresponding value, we should change it:

```
...                          ...
((eq? var (car vars))) =>    ((eq? var (car vars))
 (car vals))                  (set-car! vals val))
...                          ...
```

2.

```
(define (eval-definition exp env)
  (define-variable! (definition-variable exp)            ;; (cadr exp)
                    (mc-eval (definition-value exp) env) ;; (caddr exp)
                    env)
  'okay)
```

Modify your `set-variable-value!` code above to create `define-variable!`. You should write a helper `add-binding-to-frame!` that takes a variable, value, and frame, and adds the binding into the given frame.

This should be easier than the questions before, as we don't have to traverse through other environments at all!

```
(define (define-variable! var val env)
  (let ((frame (first-frame env)))
    (define (scan vars vals)
      (cond ((null? vars)
             (add-binding-to-frame! var val frame))
```

```
            ((eq? var (car vars))
             (set-car! vals val))
            (else (scan (cdr vars) (cdr vals)))))
    (scan (frame-variables frame)
          (frame-values frame))))

(define (add-binding-to-frame! var val frame)
  (set-car! frame (cons var (car frame)))
  (set-cdr! frame (cons val (cdr frame))))
```

3. Write `(extend-environment vars vals base-env)` that takes in a list of variables, a list of values, and an environment to extend, and creates the new environment (as when you call a procedure in the environment model).

```
(define (extend-environment vars vals base-env)
  (if (= (length vars) (length vals))
      (cons (make-frame vars vals) base-env)
      (if (< (length vars) (length vals))
          (error "Too many arguments supplied" vars vals)
          (error "Too few arguments supplied" vars vals))))
```

4. Scheme's `map` won't work in `mc-eval`. Why?

The procedure we would try to map is not a Scheme procedure, but a mc-eval procedure. This will fail since you can't map a list onto some arguments.

5. Write `(mc-map fn ls)` to work with `mc-eval`. It will be installed as the primitive procedure associated with `map`. `fn` is defined in our new representation.

```
(define (mc-map fn ls)
  (if (null? ls)
      ls
      (cons (mc-apply fn (list (car ls))) (mc-map fn (cdr ls)))))
```