61A Lecture 30

Wednesday, November 9
Functional Programming

All functions are pure functions

No assignment and no mutable data types

Name-value bindings are permanent

Advantages of functional programming:

• The value of an expression is independent of the order in which sub-expressions are evaluated

• Sub-expressions can safely be evaluated in parallel or lazily

• Referential transparency: The value of an expression does not change when we substitute one of its subexpression with the value of that subexpression.

The subset of Logo we have considered so far is functional (except for print/show)
The Logo Assignment Procedure

Logo binds variable names to values, as in Python

An environment stores name bindings in a sequence of frames

Each frame can have at most one value bound to a given name

The make procedure adds or changes variable bindings

? make "x 2

Values bound to names are looked up using variable expressions

? print :x
2

Demo
Namespaces for Variables and Procedures

**Frames**

- \( x : 2 \)
- \( \text{sum} : 3 \)

**Procedures**

- \( \text{sum} : x : y \)  
  - \( \text{<built-in>} \)
- \( \text{first} : x \)  
  - \( \text{<built-in>} \)
- \( \text{make} : n : v \)  
  - \( \text{<built-in>} \)

? make "sum 3

Demo

Wednesday, November 9, 2011
Assignment Rules

Logo assignment has different rules from Python assignment:

\[ \text{? make } \text{name} \text{ value} \]

• If the name is already bound, \textit{make} re-binds that name in the first frame in which the name is bound.

Like non-local Python assignment

• If the name is not bound, \textit{make} binds the name in the global frame.

Like global Python assignment
Implementing the Make Procedure

The implementation of make requires access to the environment

```python
def logo_make(symbol, val, env):
    env.set_variable_value(symbol, val)

class Environment(object):
    def __init__(self, get_continuation_line=None):
        self.get_continuation_line = get_continuation_line
        self.procedures = load_primitives()
        self._frames = [dict()]  # The first frame is global

    def set_variable_value(self, symbol, val):
        """ *** YOUR CODE HERE *** """
```
A procedure definition (to statement) creates a new procedure and binds its name in the table of known procedures

? to factorial :n
> output ifelse :n = 1 [1] [:n * factorial :n - 1]
> end

class Procedure():
    def __init__(self, name, arg_count, body, isprimitive=False, needs_env=False, formal_params=None):
        ...

Formal parameters: a list of variable names (without colons)

Body: a list of Logo sentences
Applying User-Defined Procedures

Create a new frame in which formal parameters are bound to argument values, extending the current environment.

Evaluate each line of the body of the procedure in the environment that starts with this new frame.

If any top-level expression evaluates to a non-None value, raise an error.

Output values require special handling:

• Output returns a pair: ('OUTPUT', <value>)
• Stop returns a pair: ('OUTPUT', None)

`logo_apply` returns the `<value>` that is output by the body.
Dynamic Scope and Environments

A new frame for an applied procedure extends the current frame.

**Frames**
- $z: 13$
- $x: 3$
- $y: 7$

**Dynamic Scoping**

**Procedures**
- `f: x`  
  - `make "z sum :x :y`  
- `g: x :y`  
  - `f sum :x :x`

Demo

```
to f :x  
  make "z sum :x :y  
  end  
? to g :x :y  
  f sum :x :x  
  end  
? g 3 7  
? print :z
```

13
This example was presented in class on the chalkboard...

? to triple :x
  > make "y product :x 3
  > output :y
  > end

? to nonuple :y
  > output triple triple :y
  > end

? print triple 5
  15

? print nonuple 3
  27

? print :y
  15
An Analogy: Programs Define Machines

Programs specify the logic of a computational device
Interpreters are General Computing Machine

An interpreter can be parameterized to simulate any machine

Our Logo interpreter is a universal machine

A bridge between the data objects that are manipulated by our programming language and the programming language itself

Internally, it is just a set of manipulation rules
Interpretation in Python

eval: Evaluates an expression in the current environment and returns the result. Doing so may affect the environment.

exec: Executes a statement in the current environment. Doing so may affect the environment.

```
eval('2 + 2')

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

os.system('python <file>'): Directs the operating system to invoke a new instance of the Python interpreter.

Demo