

## 61A Lecture 15

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Monday, October 6

## Announcements

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- Homework 4 due Tuesday 10/7 @ 11:59pm
- Project 2 due Thursday 10/9 @ 11:59pm
  - Project Party Monday 5pm–7pm in 271, 273, and 275 Soda (labs)
  - Extra credit point for submitting your project at least 24 hours before the deadline
- Improving lab and discussion questions
- Tips for approaching computer science problems

## Mutable Functions

## A Function with Behavior That Varies Over Time

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
```

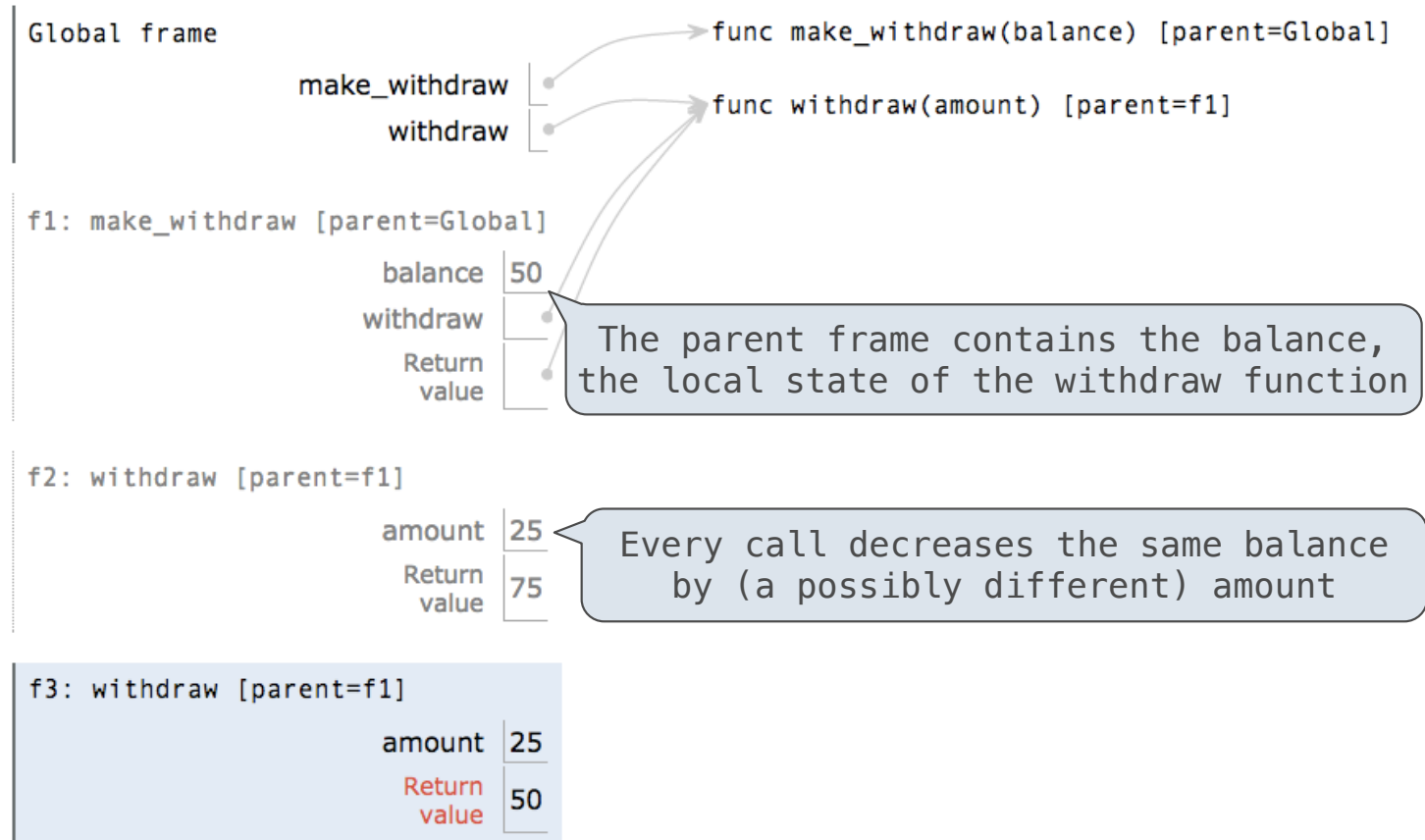
Where's this balance  
stored?

```
>>> 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

Interactive Diagram

## 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**

Interactive Diagram

## Non-Local Assignment & Persistent Local State

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```
def make_withdraw(balance):  
    """Return a withdraw function with a starting balance."""  
    def withdraw(amount):  
        nonlocal balance  
        if amount > balance:  
            return 'Insufficient funds'  
        balance = balance - amount  
        return balance  
    return withdraw
```

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

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

(Demo)

## Non-Local Assignment



## The Effect of Nonlocal Statements

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```
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://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

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`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 it 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

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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)
```

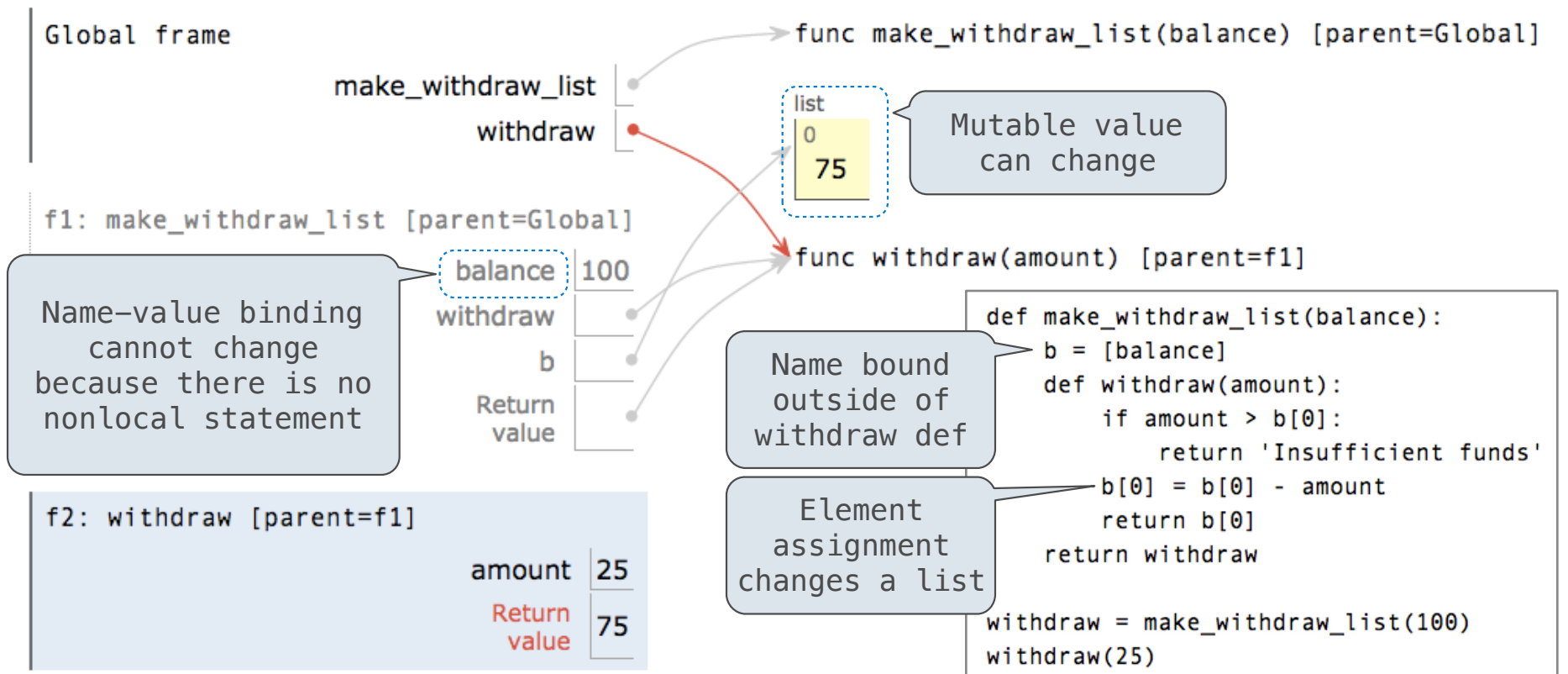
**UnboundLocalError: local variable 'balance' referenced before assignment**

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[Interactive Diagram](#)

## Mutable Values & Persistent Local State

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



Interactive Diagram

# Multiple Mutable Functions

(Demo)

## Referential Transparency, Lost

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- 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.**

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[Interactive Diagram](#)