

Mutable Functions

Announcements

Mutable Functions

A Function with Behavior That Varies Over Time

Let's model a bank account that has a balance of \$100

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```
>>> withdraw(25)
```

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>>> withdraw(25)  
75
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Argument:
amount to withdraw

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Argument:
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Second withdrawal of
the same amount

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return value!

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>>> withdraw(60)  
'Insufficient funds'
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Where's this balance
stored?

A Function with Behavior That Varies Over Time

Let's model a bank account that has a balance of \$100

Return value:
remaining balance

Different
return value!

```
>>> withdraw = make_withdraw(100)
```

```
>>> withdraw(25)  
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Argument:
amount to withdraw

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>>> withdraw(25)  
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```

Second withdrawal of
the same amount

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Where's this balance
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A Function with Behavior That Varies Over Time

Let's model a bank account that has a balance of \$100

```
>>> withdraw = make_withdraw(100)
```

Within the parent frame
of the function!

Return value:
remaining balance

```
>>> withdraw(25)  
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Argument:
amount to withdraw

Different
return value!

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Second withdrawal of
the same amount

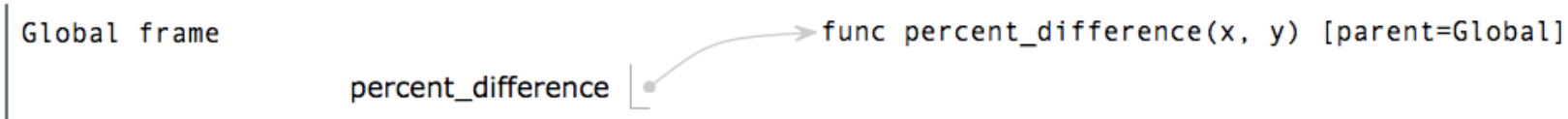
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Where's this balance
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Reminder: Local Assignment

```
def percent_difference(x, y):  
    difference = abs(x-y)  
    return 100 * difference / x  
diff = percent_difference(40, 50)
```

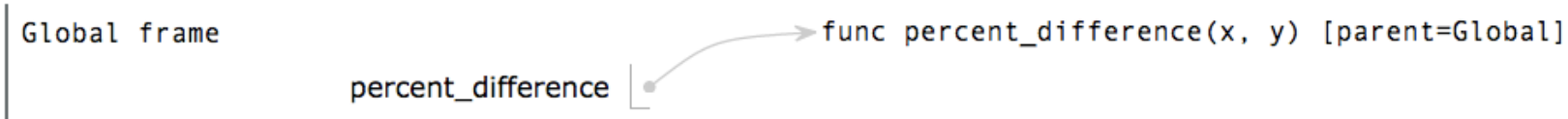


```
f1: percent_difference [parent=Global]  
    x 40  
    y 50  
    difference 10
```

Reminder: Local Assignment

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def percent_difference(x, y):  
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Assignment binds name(s) to value(s) in the first frame of the current environment



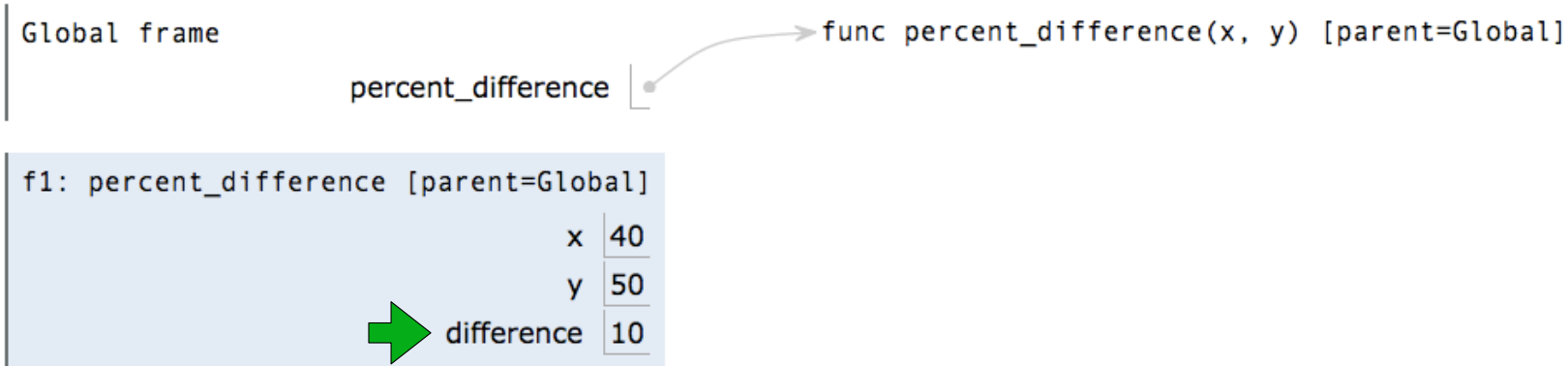
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| | |
|------------|----|
| x | 40 |
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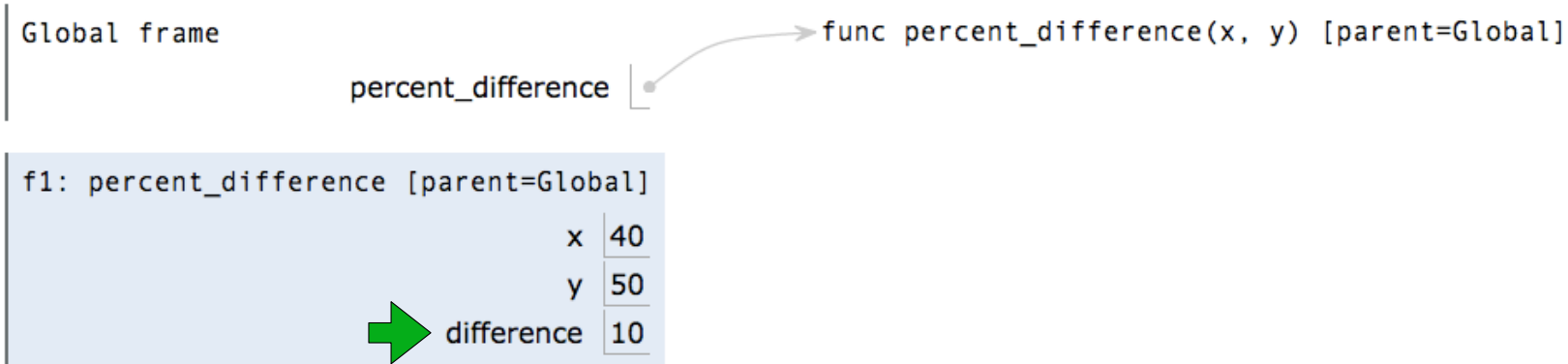
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Execution rule for assignment statements:

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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**

Non-Local Assignment & Persistent Local State

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```
def make_withdraw(balance):
```

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```
def make_withdraw(balance):  
    """Return a withdraw function with a starting balance."""
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def make_withdraw(balance):  
    """Return a withdraw function with a starting balance."""  
    def withdraw(amount):
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Non-Local Assignment & Persistent Local State

```
def make_withdraw(balance):  
    """Return a withdraw function with a starting balance."""  
    def withdraw(amount):  
        nonlocal balance
```

Non-Local Assignment & Persistent Local State

```
def make_withdraw(balance):  
    """Return a withdraw function with a starting balance."""  
    def withdraw(amount):  
        nonlocal balance  
        if amount > balance:
```

Non-Local Assignment & Persistent Local State

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def make_withdraw(balance):  
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    def withdraw(amount):  
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Declare the name "balance" nonlocal at the top of the body of the function in which it is re-assigned

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        if amount > balance:
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Re-bind balance in the first non-local frame in which it was bound previously

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        return balance
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```
    return withdraw
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Non-Local Assignment & Persistent Local State

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```
        return balance
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    return withdraw
```

(Demo)

Non-Local Assignment

The Effect of Nonlocal Statements

```
nonlocal <name>
```


The Effect of Nonlocal Statements

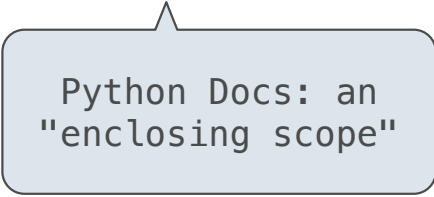
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Effect: Future assignments to that name change its pre-existing binding in the **first non-local frame** of the current environment in which that name is bound.

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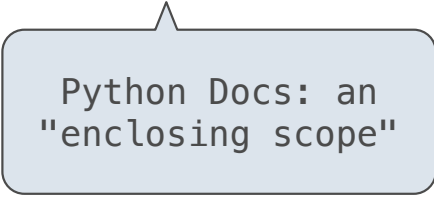


Python Docs: an
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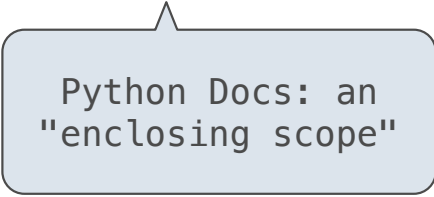


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From the Python 3 language reference:

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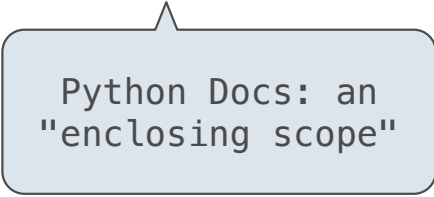
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Names listed in a nonlocal statement must refer to pre-existing bindings in an enclosing scope.

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Current frame

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<http://www.python.org/dev/peps/pep-3104/>

The Many Meanings of Assignment Statements

$$x = 2$$

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Status

$x = 2$

Effect

The Many Meanings of Assignment Statements

`x = 2`

Status

- No nonlocal statement
 - "x" **is not** bound locally
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-
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Create a new binding from name "x" to object 2 in the first frame of the current environment

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Re-bind name "x" to object 2 in the first frame of the current environment

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- nonlocal x
 - "x" **is** bound in a non-local frame

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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.

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```
def make_withdraw(balance):  
    def withdraw(amount):  
        if amount > balance:  
            return 'Insufficient funds'  
        balance = balance - amount  
        return balance  
    return withdraw  
  
wd = make_withdraw(20)  
wd(5)
```

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Local assignment

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Local assignment

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```

UnboundLocalError: local variable 'balance' referenced before assignment

Mutable Values & Persistent Local State

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

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```
def make_withdraw_list(balance):
    b = [balance]
    def withdraw(amount):
        if amount > b[0]:
            return 'Insufficient funds'
        b[0] = b[0] - amount
        return b[0]
    return withdraw

withdraw = make_withdraw_list(100)
withdraw(25)
```

Mutable Values & Persistent Local State

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

Name bound
outside of
withdraw def

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def make_withdraw_list(balance):  
    b = [balance]  
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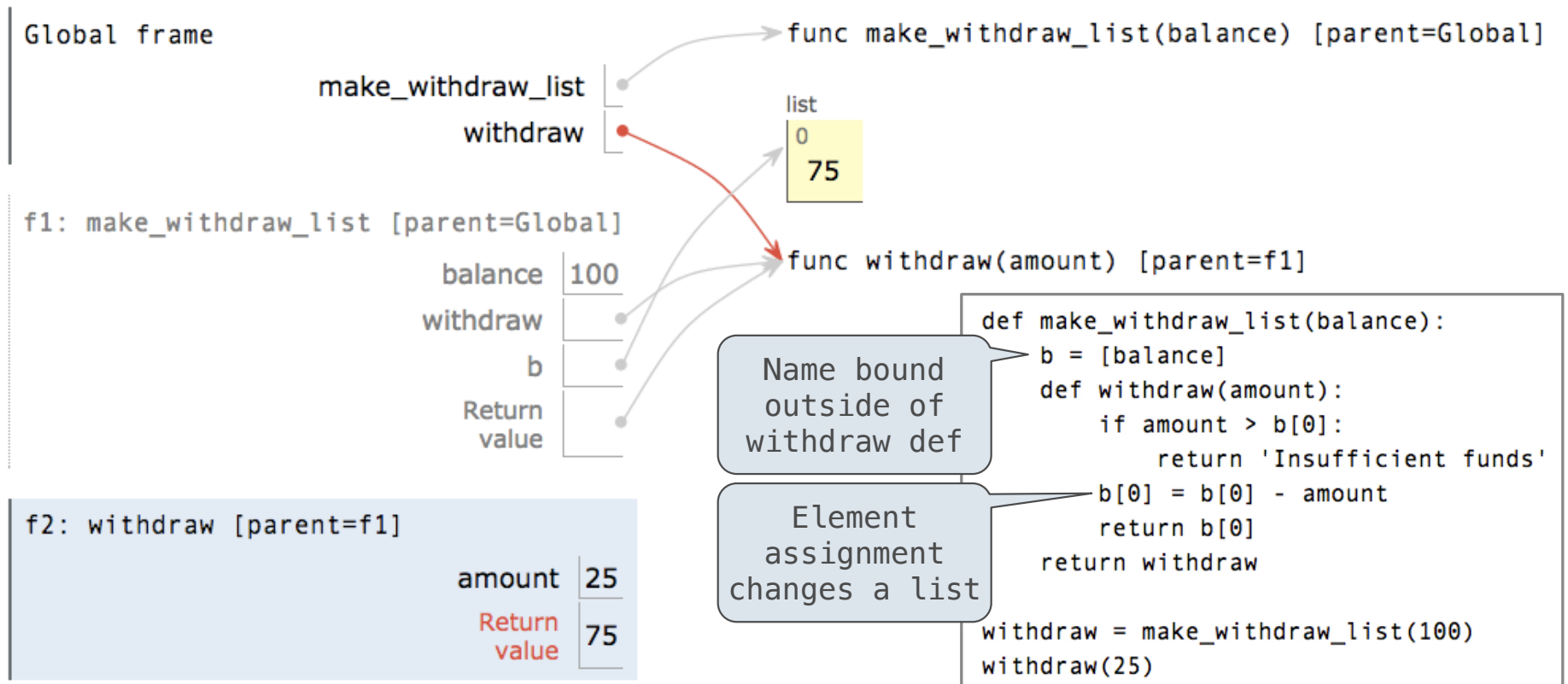
Name bound
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Element
assignment
changes a list

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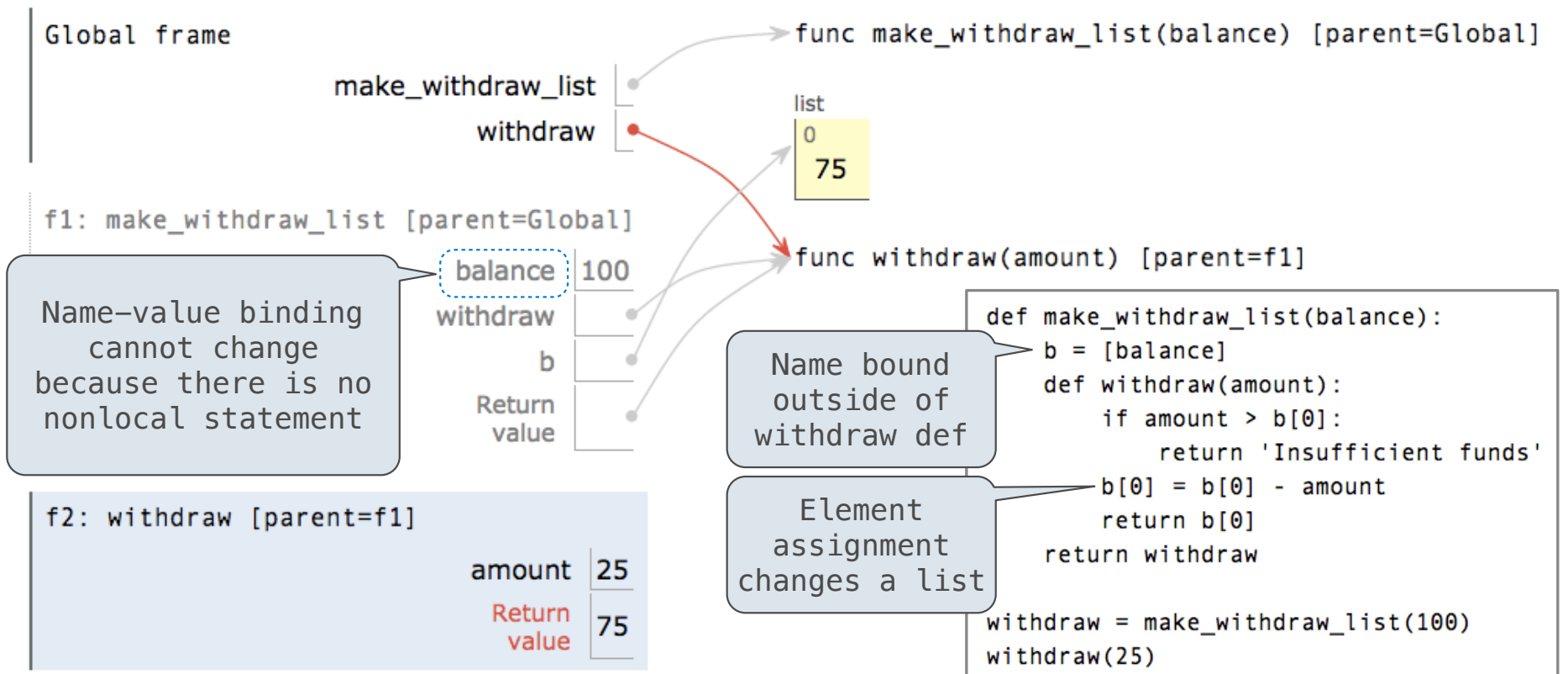
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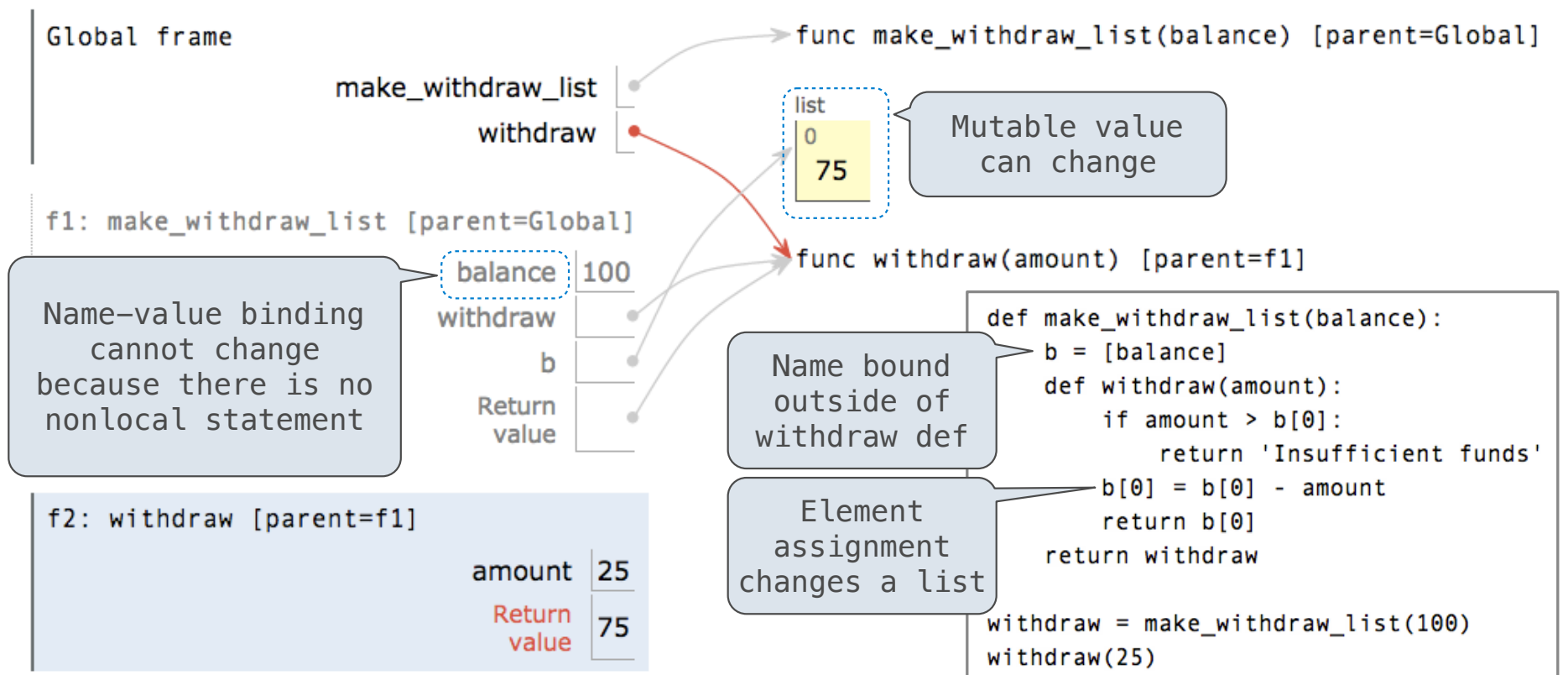
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Mutable Values & Persistent Local State

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Multiple Mutable Functions

(Demo)

Referential Transparency, Lost

- 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))
```


Review Problem