

# Bindex: Naming, Free Variables, and Environments



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## Review: Scope and Lexical Contours

*scope* = area of program where declared name can be used.  
Show scope in Racket via *lexical contours* in *scope diagrams*.

```
(define add-n (λ ( x ) (+ n x ) ) )
(define add-2n (λ ( y ) (add-n (add-n y ))))
(define n 17)
(define f (λ ( z )
  (let {[ c (add-2n z ) ]
        [ d (- z 3) ] }
    (+ z (* c d )) ) ) )
```

Bindex 2

## Review: Declarations vs. References

A **declaration** introduces an identifier (variable) into a scope.

A **reference** is a use of an identifier (variable) within a scope.

We can box declarations, circle references, and draw a line from each reference to its declaration. Dr. Racket does this for us (except it puts ovals around both declarations and references).

An identifier (variable) reference is **unbound** if there is no declaration to which it refers.

Bindex 3

## Review: Shadowing

An inner declaration of a name *shadows* uses of outer declarations of the same name.

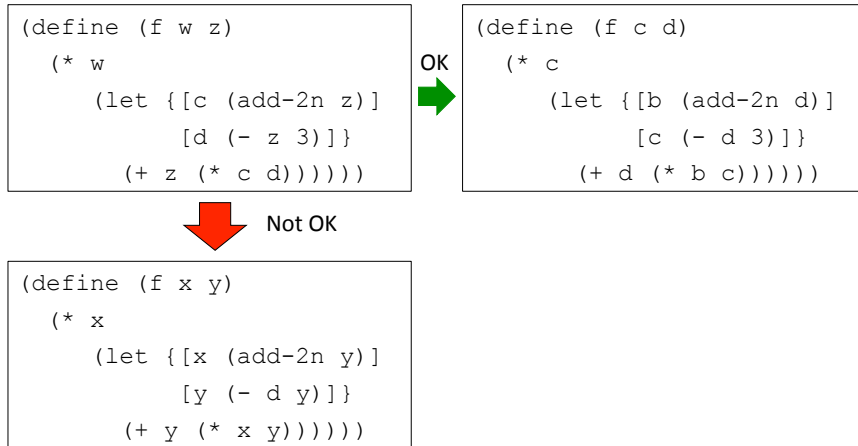
```
(let {[x 2]}
  (- (let {[x (* x x)]}
    (+ x 3))
    x ))
```

Can't refer to outer x here.

Bindex 4

## Review: Alpha-renaming

Can consistently rename identifiers as long as it doesn't change the connections between uses and declarations.

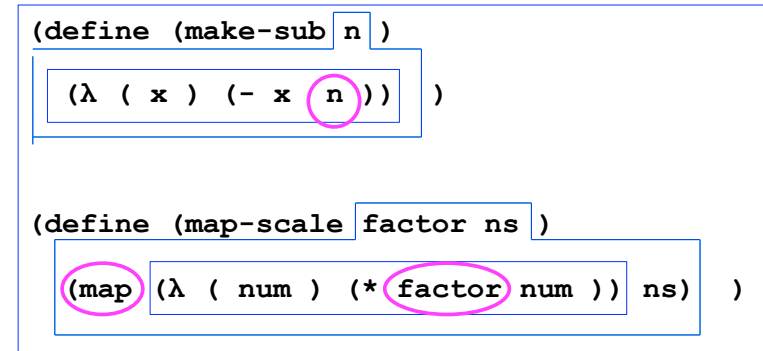


Bindex 5

## Review: Scope, Free Variables, and Higher-order Functions

In a lexical contour, an identifier is a **free variable** if it is not defined by a declaration within that contour.

Scope diagrams are especially helpful for understanding the meaning of free variables in higher order functions.



Bindex 6

## A New Mini-Language: Bindex

Bindex adds variable names to Intex in two ways:

- The arguments of Bindex programs are expressed via variable names rather than positionally. E.g.:

```

(bindex (a b) (/ (+ a b) 2))
(bindex (a b c x) (+ (* a (* x x)) (+ (* b x) c)))
  
```

- Bindex has a local naming construct (bind I\_defn E\_defn E\_body) that behaves like Racket's (let {[I\_defn E\_defn]} E\_body)

```

(bindex (p q)
  (bind sum (+ p q)
    (/ sum 2)))
(bindex (a b)
  (bind a_sq (* a a)
    (bind b_sq (* b b)
      (bind numer (+ a_sq b_sq)
        (bind denom (- a_sq b_sq)
          (/ numer denom))))))
  
```

```

(bindex (x y)
  (+ (bind a (/ y x)
      (bind b (- a y)
        (* a b)))
     (bind c (bind d (+ x y)
               (* d y))
      (/ c x))))
  
```

Can use bind in any expression position

Bindex 7

## Bindex REPL Interpreter in action

REPL = Read/Eval/Print Loop. Our goal is to see how this all works.

```

- BindexEnvInterp.repl();
bindex> (+ (/ 6 3) (* 5 8))
42
bindex> (bind a (+ 1 2) (bind b (* a 5) (- a b)))
~12
bindex> (#args (num 5) (p 10) (q 8))
bindex> (* (- q num) p)
30
bindex> (#run (bindex (x y) (+ (* x x) (* y y))) 3 4)
25
bindex> (#run (bindex (a b) (bind sum (+ a b) (/ sum 2))) 5 15)
10
bindex> (#quit)
Moriturus te saluto!
val it = () : unit
  
```

Bindex 8

## Bindex Abstract Syntax

```

type ident = string (* introduce ident as synonym for string *)

datatype pgm = Bindex of ident list * exp (* param names, body *)

and exp = Int of int (* integer literal with value *)
  | Var of ident (* variable reference *)
  | BinApp of binop * exp * exp
    (* binary application of rator to rand1 & rand2 *)
  | Bind of ident * exp * exp
    (* bind name to value of defn in body *)

and binop = Add | Sub | Mul | Div | Rem (* binary arithmetic ops *)

val stringToExp : string -> exp
val stringToPgm : string -> pgm
val expToString : exp -> string
val pgmToString : pgm -> string
  
```

```

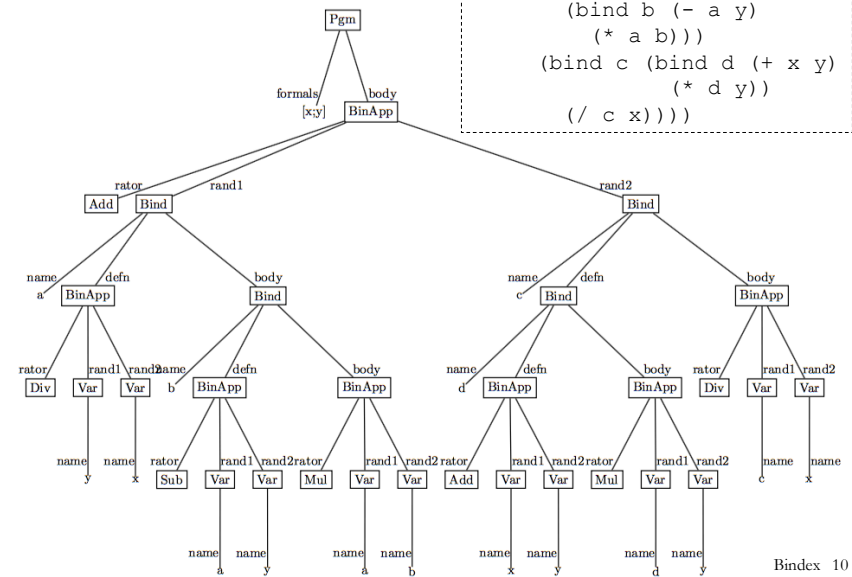
- Bindex.stringToPgm "(bindex (a b) (bind sum (+ a b) (/ sum 2)))"
val it =
  Bindex
    ([ "a", "b" ],
      Bind ("sum", BinApp (Add, Var "a", Var "b"),
              BinApp (Div, Var "sum", Int 2))) : Bindex.pgm
  
```

Bindex 9

## Bindex AST example

```

(bindex (x y)
  (+ (bind a (/ y x)
    (bind b (- a y)
      (* a b))))
  (bind c (bind d (+ x y)
    (* d y))
  (/ c x)))
  
```



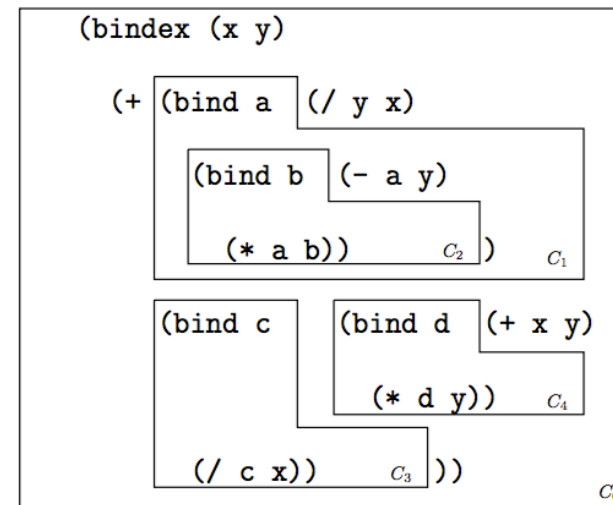
## Calculating Free Variables in Bindex



Bindex Phrase P	Free Variables: FV(P)
L (integer literal)	
I (variable reference)	
(O <sub>rator</sub> E <sub>rand1</sub> E <sub>rand2</sub> )	
(bind I E <sub>defn</sub> E <sub>body</sub> )	
(bindex (I <sub>1</sub> ... I <sub>n</sub> ) E <sub>body</sub> )	

Bindex 11

## Bindex Lexical Contours and Free Variables



Bindex 12

## String sets (similar to PS7 sets, but specialized to strings)

```
signature STRING_SET =
sig
  type t (* The type of a string set *)
  val empty : t
  val singleton : string -> t
  val isEmpty : t -> bool
  val size : t -> int
  val member : string -> t -> bool
  val insert : string -> t -> t
  val delete : string -> t -> t
  val union : t -> t -> t
  val intersection : t -> t -> t
  val difference : t -> t -> t
  val fromList : string list -> t
  val toList : t -> string list
  val toPred : t -> (string -> bool)
  val toString : t -> string
end

structure StringSetList :> STRING_SET = struct
  (* See ~wx/sml/utils/StringSet.sml for details *)
end
```

Bindex 13

## Bindex: Code for handling free variables



```
structure S = StringSetList

(* val freeVarsPgm : pgm -> S.t *)
(* Returns the free variables of a program *)
fun freeVarsPgm (Bindex(fmls,body)) =

(* val freeVarsExp : exp -> S.t *)
(* Returns the free variables of an expression *)
and freeVarsExp (Int i) =
  | freeVarsExp (Var name) =
  | freeVarsExp (BinApp(_,rand1,rand2)) =

  | freeVarsExp (Bind(name,defn,body)) =

(* val freeVarsExps : exp list -> S.t *)
(* Returns the free variables of a list of expressions *)
and freeVarsExps exps =

)

(* val varCheck : pgm -> bool *)
and varCheck pgm = S.isEmpty (freeVarsPgm pgm)
```

Bindex 14

## Environments bind names to values

```
signature ENV = sig
  type 'a env
  val empty: 'a env
  val bind : string -> 'a -> 'a env -> 'a env
  val bindAll : string list -> 'a list -> 'a env -> 'a env
  val make : string list -> 'a list -> 'a env
  val lookup : string -> 'a env -> 'a option
  val map: ('a -> 'a) -> 'a env -> 'a env
  val remove : string -> 'a env -> 'a env
  val removeAll : string list -> 'a env -> 'a env
  val merge : 'a env -> 'a env -> 'a env
end

structure Env :> ENV = struct
  (* See ~wx/sml/utils/Env.sml for details *)
end
```

Bindex 15

## Environment Examples

```
- val env0 = Env.make ["a", "b"] [7, 3]
val env0 = - : int Env.env

- Env.lookup "a" env0;
val it = SOME 7 : int option

- Env.lookup "b" env0;
val it = SOME 3 : int option

- Env.lookup "c" env0;
val it = NONE : int option

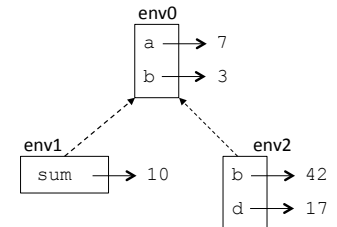
- val env1 = Env.bind "sum" 10 env0;
val env1 = - : int Env.env

- Env.lookup "sum" env1;
val it = SOME 10 : int option

- Env.lookup "sum" env0;
val it = NONE : int option

- Env.lookup "a" env1;
val it = SOME 7 : int option

- val env2 =
  Env.bindAll ["b", "d"] [42, 17] env0;
val env2 = - : int Env.env
```



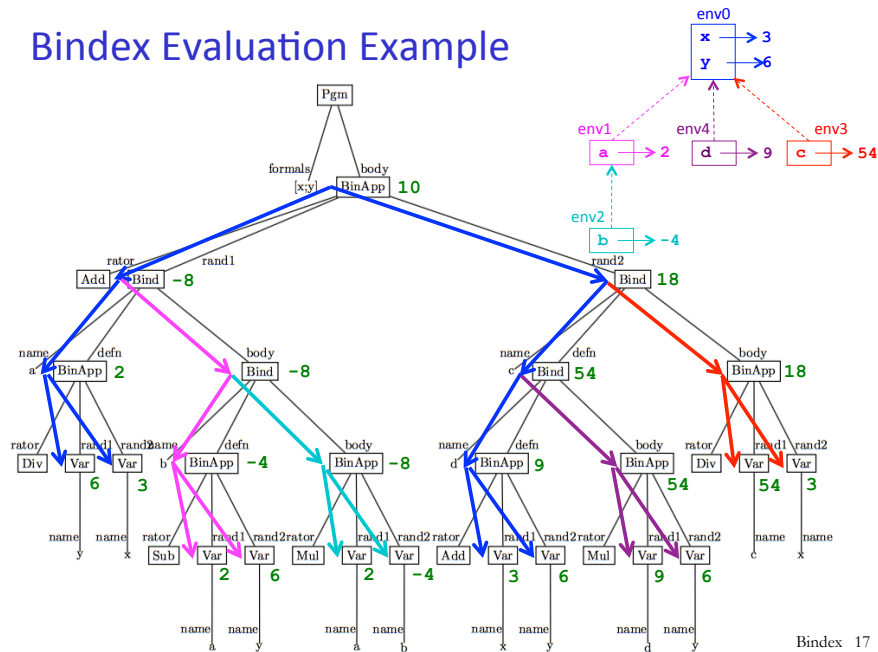
```
- Env.lookup "d" env2;
val it = SOME 17 : int option

- Env.lookup "b" env2;
val it = SOME 42 : int option

- Env.lookup "a" env2;
val it = SOME 7 : int option
```

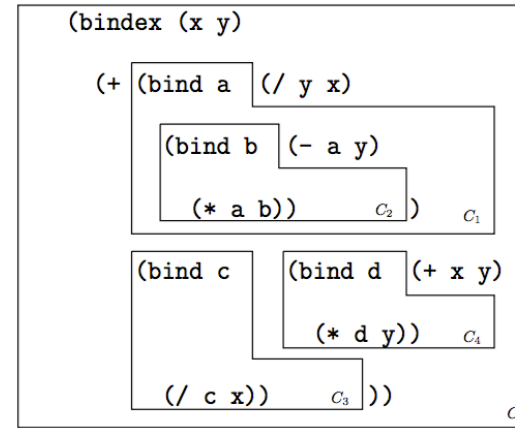
Bindex 16

# Bindex Evaluation Example



# Environments follow contours!

- For each contour  $C_i$ , there is a corresponding environment  $env_i$  that binds the variables in  $C_i$
- If  $C_k$  is nested directly inside of  $C_j$ , environment frame  $env_k$  has frame  $env_j$  as its parent



```

open Bindex
exception EvalError of string

(* val run : Bindex.pgm -> int list -> int *)
fun run (Bindex(fmls,body)) ints =
  let val flen = length fmls
      val ilen = length ints
      in if flen = ilen then

        else
          raise (EvalError ("Program expected " ^ (Int.toString flen)
                             ^ " arguments but got " ^ (Int.toString ilen)))

      end

  (* val eval : Bindex.exp -> int Env.env -> int *)
  and eval (Int i) env =
    | eval (Var name) env =

    | eval (BinApp(rator,rand1,rand2)) env =

    | eval (Bind(name,defn,body)) env =

  (* val binopToFun : Bindex.binop -> (int * int) -> int *)
  (* This is unchanged from the Intex interpreter *)
  
```

## Bindex Interpreter



# BindexEnvInterp examples

```

- eval (stringToExp "(/ y x)") env0;
val it = 2 : int

- val env1 = Env.bind "a" 2 env0;
val env1 = - : int Env.env

- eval (stringToExp "(- a y)") env1;
val it = ~4 : int

- val env2 = Env.bind "b" ~4 env1;
val env2 = - : int Env.env

- eval (stringToExp "(* a b)") env2;
val it = ~8 : int

- eval (stringToExp "(+ x y)") env0;
val it = 9 : int

- val env4 = Env.bind "d" 9 env0;
val env4 = - : int Env.env

- eval (stringToExp "(* d y)") env4;
val it = 54 : int

- val env3 = Env.bind "c" 54 env0;
val env3 = - : int Env.env

- eval (stringToExp "(/ c x)") env3;
val it = 18 : int

- eval (stringToExp "(bind a (/ y x) (bind b (- a y) (* a b)))") env0;
val it = ~8 : int

- eval (stringToExp "(bind c (bind d (+ x y) (* d y)) (/ c x))") env0;
val it = 18 : int

- runFile "scope.bdx" [3,6];
val it = 10 : int

- run (stringToPgm "(bindex (a b) (bind sum (+ a b) (/ sum 2)))") [7,3];
val it = 5 : int
  
```

## Extending Bindex: Sigmex = Bindex + sigma

(**sigma**  $I_{var}$   $E_{lo}$   $E_{hi}$   $E_{body}$ )

Assume that  $I_{var}$  is a variable name,  $E_{lo}$  and  $E_{hi}$  are expressions denoting integers that are not in the scope of  $I_{var}$ , and  $E_{body}$  is an expression that is in the scope of  $var$ . Returns the sum of  $E_{body}$  evaluated at all values of the index variable  $I_{var}$  ranging from the integer value of  $E_{lo}$  up to the integer value of  $E_{hi}$ , inclusive. This sum would be expressed in traditional mathematical summation notation as:

$$\sum_{I_{var}=E_{lo}}^{E_{hi}} E_{body}$$

If the value of  $E_{lo}$  is greater than that of  $E_{hi}$ , the sum is 0.

Bindex 21

## Sigmex: sigma examples

Mathematical Notation	BINDEX Notation	Value
$\sum_{i=3}^7 i$	(sigma i 3 7 i)	$3 + 4 + 5 + 6 + 7 = 25$
$\sum_{j=1+2}^{2*3} j^2$	(sigma j (+ 1 2) (* 2 3) (* j j))	$3^2 + 4^2 + 5^2 + 6^2 = 86$
$\sum_{j=5}^1 j^2$	(sigma j 5 1 (* j j))	0
$\sum_{i=2}^5 \sum_{j=i}^4 i \cdot j$	(sigma i 2 5 (sigma j i 4 (* i j)))	$2 \cdot 2 + 2 \cdot 3 + 2 \cdot 4 + 3 \cdot 3 + 3 \cdot 4 + 4 \cdot 4 = 55$
$\sum_{i=\sum_{k=1}^5 k^2}^5 j$	(sigma i (sigma k 1 3 (* k k)) (sigma j 1 5 j) i)	$\sum_{i=(1^2+2^2+3^2)}^{1+2+3+4+5} = \sum_{i=14}^{15} = 14+15 = 29$

Bindex 22

## Sigmex: Parsing/unparsing sigma expression from/to S-expressions



```
datatype pgm = Sigmex of ident list * exp (* param names, body *)
and exp = ... Int, Var, BinApp, Bind from Bindex ...
| Sigma of ident * exp * exp * exp (* E_lo, E_hi, E_body *)
```

```
(* val sexpToExp : Sexp.sexp -> exp *)
and sexpToExp (Sexp.Int i) = Int i
| ... other clauses for Bindex ...
| sexpToExp (Seq [Sym "bind", Sym name, defnx, bodyx]) =
  Bind (name, sexpToExp defnx, sexpToExp bodyx)
(* Figure out parsing of sigma below by analogy with bind above *)
|
```

```
(* val expToSexp : exp -> Sexp.sexp *)
and expToSexp (Int i) = Sexp.Int i
| ... other clauses for Bindex ...
| expToSexp (Bind(name, defn, body)) =
  Seq [Sym "bind", Sym name, expToSexp defn, expToSexp body]
(* Figure out unparsing of sigma below by analogy with bind above *)
|
```

Bindex 23

## Sigmex: free vars of sigma expression



Free variable rule:

Bindex Phrase P	Free Variables: FV(P)
(sigma I E_lo E_hi E_body)	

Expressing sigma free variable rule in Sigmex program:

```
datatype pgm = Sigmex of var list * exp (* param names, body *)
and exp = ... Int, Var, BinApp, Bind from Bindex ...
| Sigma of var * exp * exp * exp (* E_lo, E_hi, E_body *)
```

```
(* val freeVarsExp : exp -> S.t *)
and freeVarsExp (Int i) = S.empty
| ... other clauses for Bindex ...
| freeVarsExp (Bind(name, defn, body)) =
  S.union (freeVarsExp defn)
  (S.difference (freeVarsExp body) (S.singleton name))
| freeVarsExp (Sigma(name, lo, hi, body)) =
```

Bindex 24

## Sigmex: sigma evaluation



How should the following sigma expression be evaluated in an environment  $env1 = a \mapsto 2, b \mapsto 3$ ?

```
(sigma j (+ a 1) (* a b) (+ a (* b j)))
```

Bindex 25

## Sigmex: sigma evaluation clause



```
datatype pgm = Sigmex of var list * exp (* param names, body *)  
and exp = ... Int, Var, BinApp, Bind from Bindex ...  
          | Sigma of var * exp * exp * exp (* E_lo, E_hi, E_body *)
```

```
(* val eval : Sigmex.exp -> int Env.env -> int *)  
and eval ... other clauses from bindex ...  
| eval (Bind(name, defn, body)) env =  
    eval body (Env.bind name (eval defn env) env)  
| eval (Sigma(name, lo, hi, body)) env =
```

Bindex 26