Local Bindings and Scope

+let.rkt

Topics

- Control scope with local bindings
- Shadowing
- Scope sugar
- Nested function bindings
- Avoid duplicate computations
  - style and convenience
  - efficiency (*big-O*)

`let` expressions

Interchangeable: (), [], or {}

Syntax: `(let ([x1 e1] … [xn en]) e)`

Each ***xi*** is any *variable.* ***e*** and each ***ei*** are any *expressions.*

Evaluation:

1. Under the current dynamic environment, `E`, evaluate `e1` through `en` to values `v1, …, vn.`
2. The result is the result of evaluating `e` under the environment, `E`, extended with bindings `x1` $\mapsto$ `v1, …, xn` $\mapsto$ `vn.`

$$\frac{\begin{array}{l} E \vdash e1 \downarrow v1 \\ \quad\quad \ldots \\ E \vdash en \downarrow vn \\ x1 \mapsto v1, \ldots, xn \mapsto vn, E \vdash e \downarrow v \end{array}}{E \vdash \texttt{(let ([x1 e1] … [xn en]) e)} \downarrow v}\;[\text{let}]$$

`let` *expressions*

```
(+ (let ([x 1]) x)
   (let ([y (let ([a 2]) a)]
         [z 4])
     (- z y)))
```

`let` expressions control *scope*.

Scope of a binding = area of program that is evaluated while that binding is in environment.

Visualize scope via ***lexical contours***.

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

`let` expressions control *scope*.

Let expression bindings are in the environment *only* during evaluation of the body.

Errors: cannot use `x` or `y` outside scope of bindings.

```
; E = .
(+ (let ([x  4]
         [y  (* 2 x)])
     ; E = x⟼4, y⟼8, .
     (+ x y)                  )
   ; E = .
   (* x y))
```

Shadowing

```
; E = .
(let ([x 2])
  ; E = x⟼2, .
  (+ x
     (let ([x (* x x)])
       ; E = x⟼4, x⟼2, .
       (+ x 3) ) )
; E = .
```

`and` and `or` are sugar!

```
(and e1 e2)
```

desugars to

```
(if e1 e2 #f)
```

```
(or e1 e2)
```

desugars to

where `x1` is not used (without first being bound) in `e2`
(easiest: "fresh" identifier used nowhere in entire program)

```
(let ([x1 e1])
  (if x1 x1 e2))
```

`let` is sugar!

Syntax: `(let ([x1 e1] … [xn en]) e)`

Each ***`xi`*** is any *variable*. ***`e`*** and each ***`ei`*** are any *expressions.*

Evaluation:

1. Under the current dynamic environment, `E`, evaluate `e1` through `en` to values `v1, …, vn.`
2. The result is the result of evaluating `e` under the environment, `E`, extended with bindings `x1` ⟼ `v1, …, xn` ⟼ `vn.`

$$\frac{E \vdash e1 \downarrow v1 \quad \ldots \quad E \vdash en \downarrow vn \quad x1 \longmapsto v1, \ldots, xn \longmapsto vn, E \vdash e \downarrow v}{E \vdash (\texttt{let ([x1 e1] … [xn en]) e}) \downarrow v}\ [\text{let}]$$

`let` is sugar!

```
(let ([x1 e1] … [xn en]) e)
```

desugars to

```
((lambda (x1 … xn) e) e1 … en)
```

Example:

```
(let ([x (* 3 5)]) (+ x x))
```

desugars to

```
((lambda (x) (+ x x)) (* 3 5))
```

Local function bindings

```
(define (quad x)
    (let ([square (lambda (x) (* x x))])
        (square (square x))))
```

Private helper functions bound locally can be good style.

Need `letrec` to allow recursion*.

```
(define (count-up-from-1 x)
    (letrec
      ([count (lambda (from to)
                (if (= from to)
                    (cons to null)
                    (cons from
                          (count (+ from 1) to))))])
      (count 1 x)))
```

*Not just lambda sugar. We will wait to define it precisely later.

Better style:

```
(define (count-up-from-1 x)
  (letrec
    ([count-to-x
       (lambda (from)
               (if (= from x)
                   (cons x null)
                   (cons from
                         (count-to-x (+ from 1) x))))])
    (count-to-x 1)))
```

- Functions can use bindings in the environment where they are defined: `count-to-x` can use `x`.
- Unnecessary parameters are usually bad style:
  - `to` in previous example

Nested functions: style

Good style to define helper functions inside the functions they help if they are:

- Unlikely to be useful elsewhere
- Likely to be misused if available elsewhere
- Likely to be changed or removed later

Trade-off in code design:

- reusing code saves effort and avoids bugs
- makes the reused code harder to change later

Avoid repeated recursion

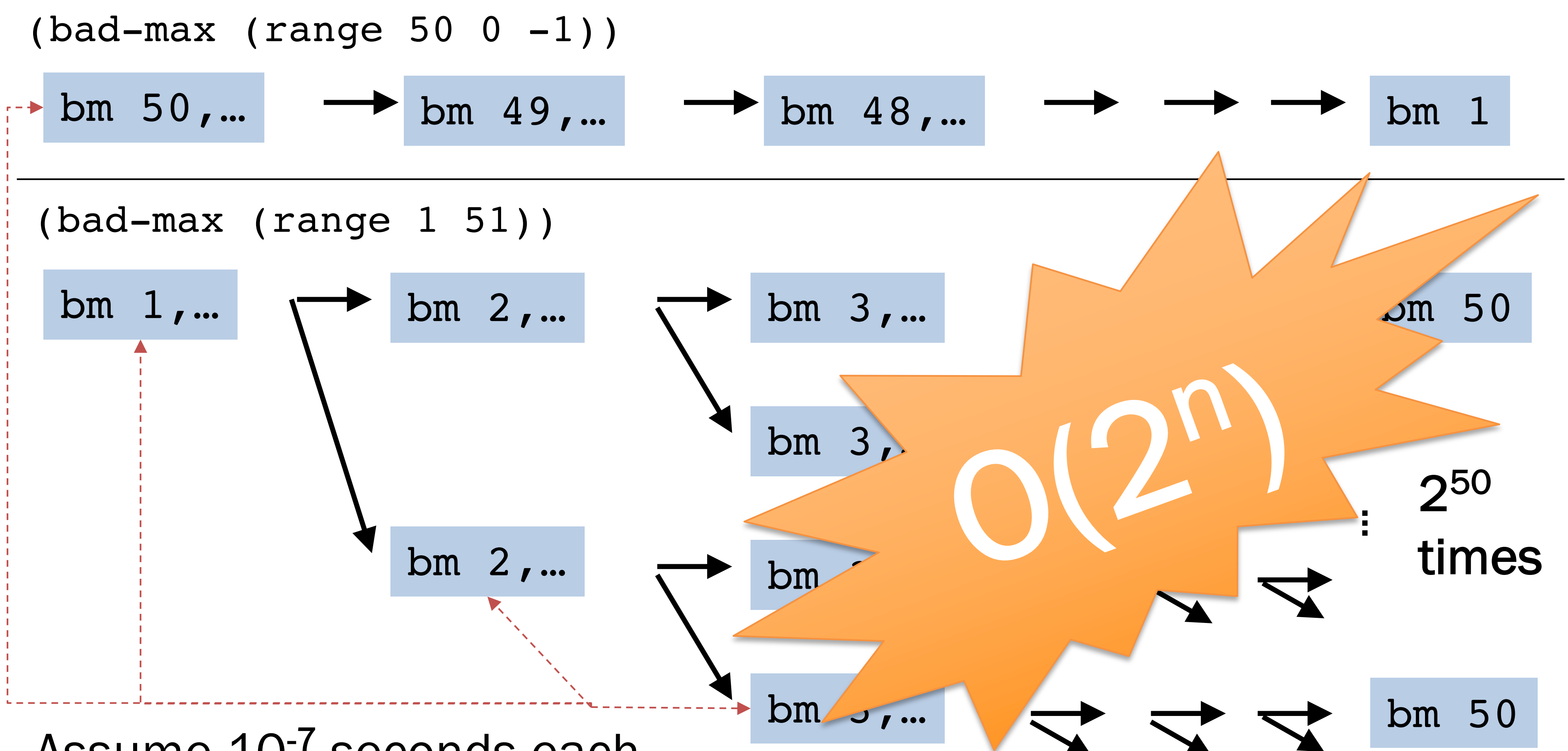
Consider this code and the recursive calls it makes

– Ignore calls to `first`, `rest`, and `null?` (small constant amounts of work)

```
(define (bad-max xs)
    (if (null? xs)
        null ; not defined on empty list
        (if (null? (rest xs))
            (first xs)
            (if (> (first xs)
                   (bad-max (rest xs)))
                (first xs)
                (bad-max (rest xs))))))
```

Fast vs. unusable

```
(if (> (first xs)
       (bad-max (rest xs)))
    (first xs)
    (bad-max (rest xs)))
```



Assume 10^{-7} seconds each

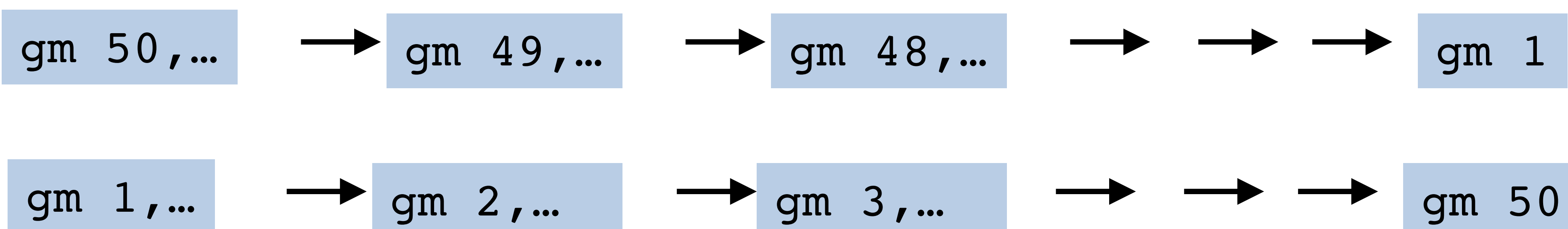
Then: 50 x 10^{-7} sec **vs** 1.12 x 10^{8} sec = 3.5 years

`(bad-max (list 1 2 … 100))` **takes > 4 x 10^{15} years.**

Our sun is predicted to die in about 5 x 10^{9} years.

Efficient max

```
(define (good-max xs)
    (if (null? xs)
        null ; not defined on empty list
        (if (null? (first xs))
            (first xs)
            (let ([rest-max (good-max (rest xs))])
                (if (> (first xs) rest-max)
                    (first xs)
                    rest-max)))))
```



Efficient and concise max

```
(define (maxlist xs)
    (if (null? xs)
        null ; not defined on empty list
        (max (first xs) (maxlist (rest xs)))))

; even better implementations to come later
```