#### Local Bindings and Scope

These slides borrow heavily from Ben Wood's Fall '15 slides, some of which are in turn based on Dan Grossman's material from the University of Washington.



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## Motivation for local bindings

We want local bindings = a way to name things locally in functions and other expressions.

#### Why?

- For style and convenience
- Avoiding duplicate computations
- A big but natural idea: nested function bindings
- Improving algorithmic efficiency (not "just a little faster")

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# let expressions: Example

```
> (let {[a (+ 1 2)] [b (* 3 4)]} (list a b))
'(3 12)
```

#### **Pretty printed form**

# let in the quadratic formula

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

```
> (quadratic-roots 1 -5 6)

'(3 2)

> (quadratic-roots 2 7 -15)

'(1\frac{1}{2} -5)
```

## Formalizing let expressions

2 questions:

a new keyword!

- Syntax: (let {[id1 e1] ... [idn en]} e\_body)
  - Each xi is any variable, and e\_body and each ei are any expressions
- Evaluation:
  - Evaluate each ei to vi in the current dynamic environment.
  - Evaluate e\_body[v1,...vn/id1,...,idn]in the current dynamic environment.

Result of whole let expression is result of evaluating e body.

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#### Parens vs. Braces vs. Brackets

As matched pairs, they are interchangeable. Differences can be used to enhance readability.

```
> (let {[a (+ 1 2)] [b (* 3 4)]} (list a b))
'(3 12)

> (let ((a (+ 1 2)) (b (* 3 4))) (list a b))
'(3 12)

> (let [[a (+ 1 2)] [b (* 3 4)]] (list a b))
'(3 12)

> (let [{a (+ 1 2)} (b (* 3 4))] (list a b))
'(3 12)
```

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## let is an expression

A let-expression is *just an expression*, so we can use it *anywhere* an expression can go.

Silly example:

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

# let is just syntactic sugar!

```
(let {[id1 e1] ... [idn en]} e_body)

desugars to
    ((lambda (id1 ... idn) e_body) e1 ... en)

Example:
    (let {[a (+ 1 2)] [b (* 3 4)]} (list a b))

desugars to
         ((lambda (a b) (list a b)) (+ 1 2) (* 3 4))
```

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#### Avoid repeated recursion

Consider this code and the recursive calls it makes

Don't worry about calls to first, rest, and null?
 because they do a small constant amount of work

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```
(if (> (first xs)
                                        (bad-maxlist (rest xs)))
Fast vs. unusable
                                    (first xs)
                                    (bad-maxlist (rest xs)))
(bad-maxlist (range 50 0 -1))
              → bm 49...
                              bm 48,...
bm 50,...
(bad-maxlist (range 1 51))
bm 1,...
               bm 2,...
                                bm 3,...
                                bm 3,
                                                            times
                bm 2,...
                                bm 3,
                                bm 3,
                                                          bm 50
                                                Local Bindings & Scope 10
```

#### Some calculations

Suppose one bad-maxlist call's if logic and calls to null?, first?, rest take 10<sup>-7</sup> seconds total

- Then (bad-maxlist (list 50 49 ... 1)) takes 50 x 10<sup>-7</sup> sec

```
- And (bad-maxlist (list 1 2 ... 50))
takes (1 + 2 + 2^2 + 2^3 + ... + 2^{49}) \times 10^{-7}
= (2^{50} - 1) \times 10^{-7} = 1.12 \times 10^8 \text{ sec} = \text{over } 3.5 \text{ years}
```

- And (bad-maxlist (list 1 2 ... 55)) takes over 114 years
- And (bad-maxlist (list 1 2 ... 100)) takes over 4 x 10<sup>15</sup> years.

(Our sun is predicted to die in about 5 x 10<sup>9</sup> years)

– Buying a faster computer won't help much  $\ensuremath{\circledcirc}$ 

The key is not to do repeated work!

- Saving recursive results in local bindings is essential...

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#### Efficient maxlist

#### Transforming good-maxlist

```
(define (good-maxlist xs)
  (if (null? xs)
    -inf.0
    ((\lambda (fst rest-max) ; name fst too!
        (if (> fst rest-max) fst rest-max))
    (first xs)
    (good-maxlist (rest xs)))))
```

#### Your turn: sumProdList



Given a list of numbers, sumProdList returns a pair of

- (1) the sum of the numbers in the list and
- (2) The product of the numbers in the list

```
(sumProdList '(5 2 4 3)) -> (14 . 120)
(sumProdList '()) -> (0 . 1)
```

Define sumProdList. Why is it a good idea to use let in your definition?

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#### and and or sugar

```
(and) desugars to #t
(and e1) desugars to e1
(and e1 ...) desugars to (if e1 (and ...) #f)

(or) desugars to #f
(or e1) desugars to e1
(or e1 ...) desugars to
  (let ((id1 e1))
        (if id1 id1 (or ...))
where id1 must be fresh - i.e., not used elsewhere in the program.
```

- Why is let needed in or desugaring but not and?
- Why must id1 be fresh?

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## **Scope and Lexical Contours**

**scope** = area of program where declared name can be used.

Show scope in Racket via *lexical contours* in *scope diagrams*.

#### 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.

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## Scope and Define Sugar

## Shadowing

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

## Alpha-renaming

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

```
(define (f c d)
(define (f w z)
                             OK
                                   (* c
     (let {[c (add-2n z)]
                                      (let {[b (add-2n d)]
           [d (-z 3)]
                                            [c (- d 3)]}
       (+ z (* c d))))))
                                        (+ d (* b c)))))
                 Not OK
(define (f x y)
     (let {[x (add-2n y)]
           [y (-dy)]
       (+ y (* x y))))))
                                           Local Bindings & Scope 20
```

#### 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.

# Compare the Values of the Following



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## More sugar: let\*

#### Example:

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## Local function bindings with let

· Silly example:

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

- Private helper functions bound locally = good style.
- · But can't use let for local recursion. Why not?

#### letrec to the rescue!

In (letrec {[id1 e1] ... [idn en]} e\_body), id1 ... idn are in the scope of e1 ... en .

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#### **Even Better**

- Functions can use bindings in the environment where they are defined:
  - Bindings from "outer" environments
    - Such as parameters to the outer function
  - Earlier bindings in the let-expression
- Unnecessary parameters are usually bad style
  - Like **to** in previous example

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#### Mutual Recursion with letrec

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# Exercise: let vs. let\* vs. letrec



- What is the value of the above expression?
- What is its value if the inner let is replaced by let\*
- What is its value if the inner let is replace by letree?

# Local definitions are sugar for letrec

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## Nested functions: style

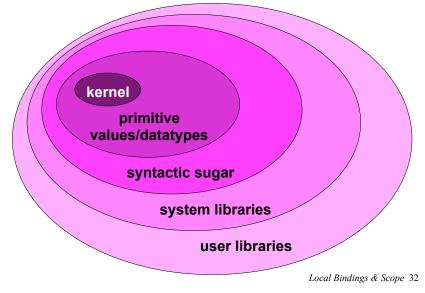
- Good style to define helper functions inside the functions they help if they are:
  - Unlikely to be useful elsewhere
  - Likely to be misused if available elsewhere
  - Likely to be changed or removed later
- A fundamental trade-off in code design: reusing code saves effort and avoids bugs, but makes the reused code harder to change later

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## Local Scope in other languages

What support is there for local scope in Python? JavaScript?
Java?

## **Pragmatics: Programming Language Layers**



# Where We Stand

Kernel Sugar Built-in User-defined library functions