CS450

Structure of Higher Level Languages

Lecture 24: Implementing λ_D

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Today we will learn...

- Introduce mutable environments, composed of frames
- Implement frames

> Section 3.2 of the SICP book. The interactive version of Section 3.2.

Visualizing the environment

Environment visualization

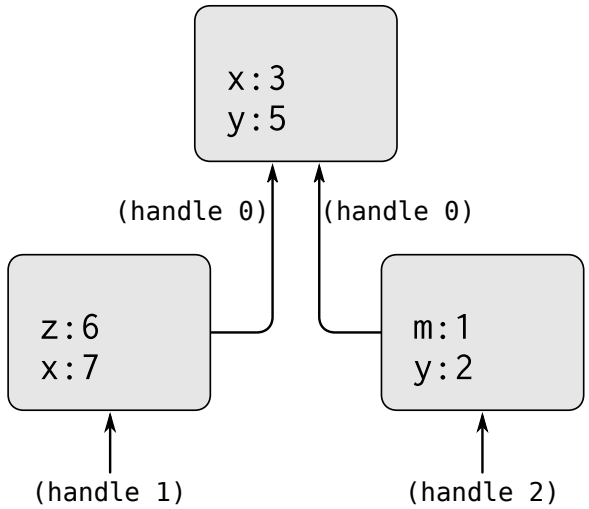

Figure 3.1: A simple environment structure.

Source: SICP book Section 3.2

```
; E0 = (handle 0)
E0: [
  (x . 3)
  (y . 5)
]
; E1 = (handle 1)
E1:  [ E0
  (z . 6)
  (x . 7) ; shadows E0.x
  ; (y . 5)
]
; E2 = (handle 2)
E2:  [ E0
  (m . 1)
  (y . 2) ; shadows E0.y
  ; (x . 3)
]
```

Environment visualization

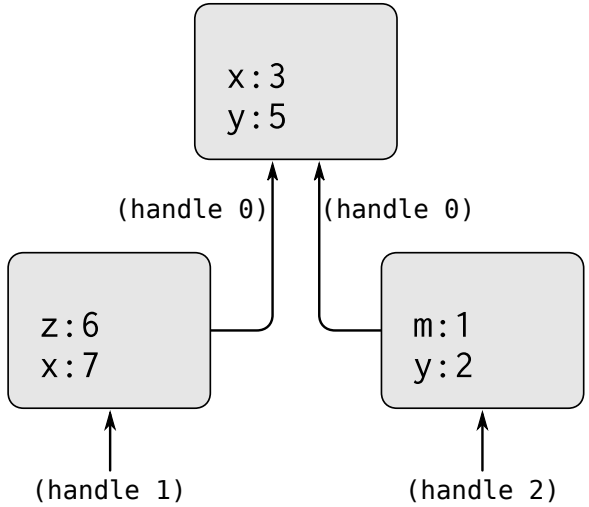

Figure 3.1: A simple environment structure.

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The heap at runtime

- arrows are ***references***, or heap handles:
- boxes are ***frames***: labelled by their handles
- each frame has local variable bindings (eg, `m:1`, and `y:2`)

Environment visualization

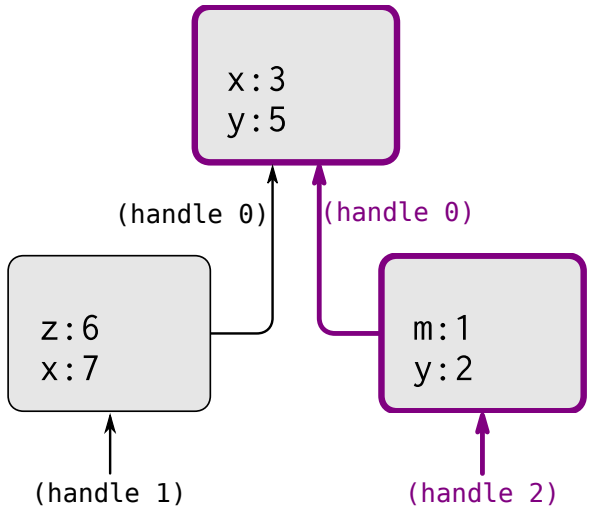

Figure 3.1: A simple environment structure.

Source: SICP book Section 3.2

The heap at runtime

- arrows are ***references***, or heap handles:
- boxes are ***frames***: labelled by their handles
- each frame has local variable bindings (eg, `m:1`, and `y:2`)
- an ***environment*** represents a ***sequence of frames***, connected via references. For instance, the environment that consists of frame 3 linked to frame 1.
- variable lookup follows the reference order. For instance, lookup a variable in frame 3 and then in frame 1.

Quiz

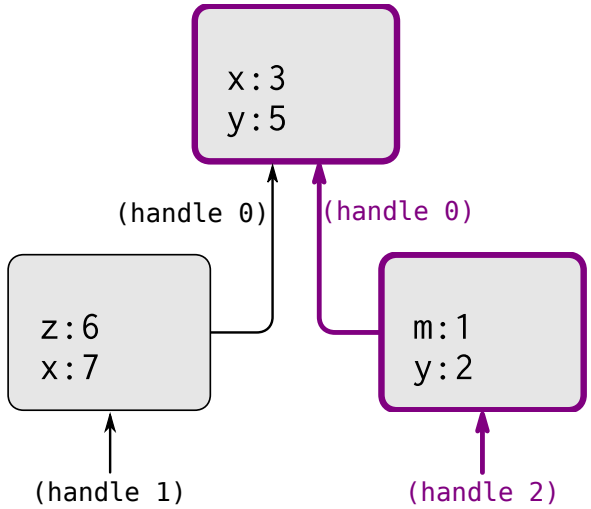

Figure 3.1: A simple environment structure.

Source: SICP book Section 3.2

List all variable bindings in environment

Implementing mutable environments

Implementing mutable environments

Heap

- A heap contains ***frames***

Frame

- a reference to its parent frame (except for the root frame which does not refer any other frame)
- a map of local bindings

```
E0: [
  (a . 20)
  (b . (closure E0 (lambda (y) a)))
]
E1:  [ E0
 (y . 1)
]
```

Example of a frame: `[ E0 (y . 1) ]`
Example of a root frame: `[ (a . 20) (b . (closure E0 (lambda (y) a)) ]`

Let us implement frames...

(demo time)

Usage examples

```
; (closure E0 (lambda (y) a)
(define c (s:closure (handle 0) (s:lambda (list (s:variable 'y)) (s:variable 'a))))
;E0: [
;  (a . 20)
;  (b . (closure E0 (lambda (y) a)))
;]
(define f1
  (frame-put
    (frame-put root-frame (s:variable 'a) (s:number 10))
    (s:variable 'b) c))
(check-equal? f1 (frame #f (hash (s:variable 'a) (s:number 10) (s:variable 'b) c)))
; Lookup a
(check-equal? (s:number 10) (frame-get f1 (s:variable 'a)))
; Lookup b
(check-equal? c (frame-get f1 (s:variable 'b)))
; Lookup c that does not exist
(check-equal? #f (frame-get f1 (s:variable 'c)))
```

More usage examples

```
; E1:  [ E0
;  (y . 1)
; ]
(define f2 (frame-push (handle 0) (s:variable 'y) (s:number 1)))
(check-equal? f2 (frame (handle 0) (hash (s:variable 'y) (s:number 1))))
(check-equal? (s:number 1) (frame-get f2 (s:variable 'y)))
(check-equal? #f (frame-get f2 (s:variable 'a)))
;; We can use frame-parse to build frames
(check-equal? (parse-frame '[ (a . 10) (b . (closure E0 (lambda (y) a)))]) f1)
(check-equal? (parse-frame '[ E0 (y . 1) ]) f2))
```

Frames

```
(struct frame (parent locals))
```

- `parent` is either `#f` or is a reference to the parent frame
- `locals` is a hash-table with the local variables of this frame

Constructors

```
(struct frame (parent locals) #:transparent)
(define root-frame (frame #f (hash)))
(define (frame-push parent var val)
  (frame parent (hash var val)))
(define (frame-put frm var val)
  (frame (frame-parent frm)
         (hash-set (frame-locals frm) var val)))
(define (frame-get frm var)
  (hash-ref (frame-locals frm) var #f))
```

Description

- `root-frame` creates an orphan empty frame (hence `#f`). This function is needed to represent the top-level environment.
- `frame-push` takes a reference that points to the parent frame, and initializes a hash-table with one entry (`var`, `val`). This function is needed for $E \leftarrow E' + [x := v]$
- `frame-put` updates the current frame with a new binding. This function is needed for $E \leftarrow [x := v]$