

# CS450

## Structure of Higher Level Languages

Lecture 24: Implementing  $\lambda_D$

Tiago Cogumbreiro

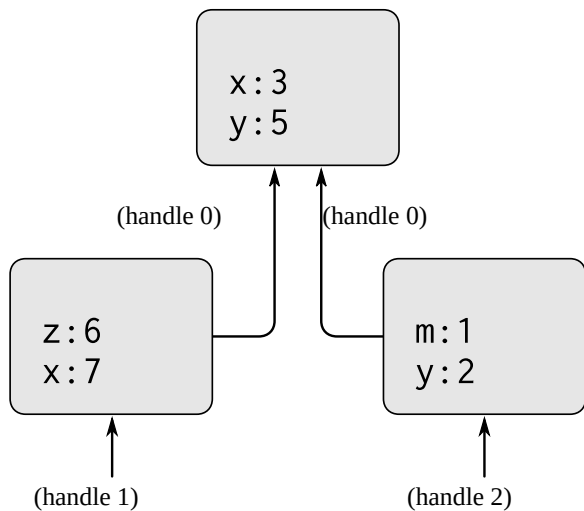
# Today we will learn...

- 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



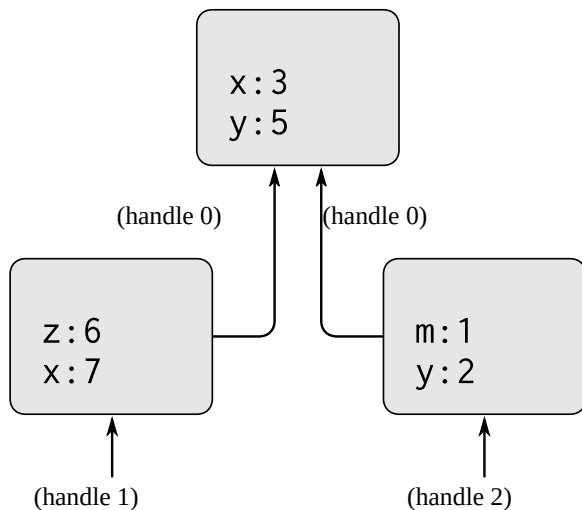
**Figure 3.1:** A simple environment structure.

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



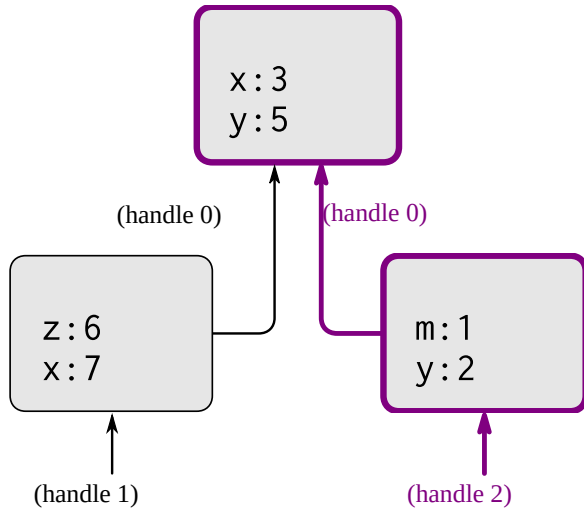
## The heap at runtime

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

**Figure 3.1:** A simple environment structure.

Source: SICP book Section 3.2

# Environment visualization



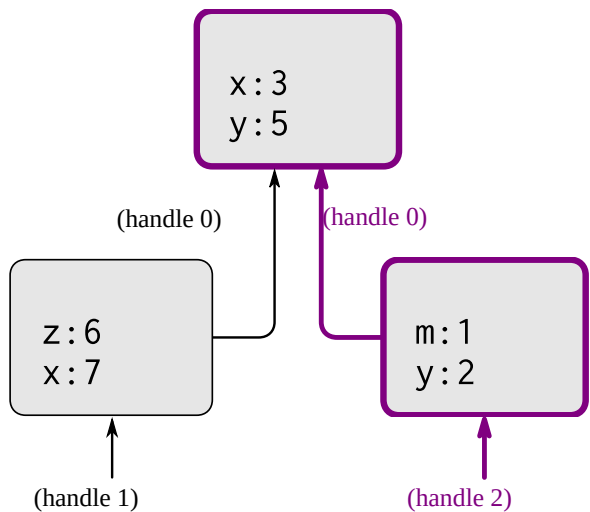
**Figure 3.1:** A simple environment structure.

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



List all variable bindings  
in environment (handle 1)

**Figure 3.1:** A simple environment structure.

Source: SICP book Section 3.2

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

```

# More usage examples

```

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

```

```
(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  $E \leftarrow [x := v]$