

## 61A Lecture 13

---

# Announcements

## Mutable Functions

## A Function with Behavior That Varies Over Time

---

Let's model a bank account that has a balance of \$100

## A Function with Behavior That Varies Over Time

---

Let's model a bank account that has a balance of \$100

```
>>> withdraw(25)
```

## A Function with Behavior That Varies Over Time

---

Let's model a bank account that has a balance of \$100

```
>>> withdraw(25)  
75
```

## A Function with Behavior That Varies Over Time

---

Let's model a bank account that has a balance of \$100

```
>>> withdraw(25)  
75
```

Argument:  
amount to withdraw

## A Function with Behavior That Varies Over Time

---

Let's model a bank account that has a balance of \$100

Return value:  
remaining balance

```
>>> withdraw(25)  
75
```

Argument:  
amount to withdraw



## A Function with Behavior That Varies Over Time

---

Let's model a bank account that has a balance of \$100

Return value:  
remaining balance

```
>>> withdraw(25)  
75
```

Argument:  
amount to withdraw

```
>>> withdraw(25)  
50
```

## A Function with Behavior That Varies Over Time

---

Let's model a bank account that has a balance of \$100

Return value:  
remaining balance

```
>>> withdraw(25)  
75
```

Argument:  
amount to withdraw

```
>>> withdraw(25)  
50
```

Second withdrawal of  
the same amount

## A Function with Behavior That Varies Over Time

---

Let's model a bank account that has a balance of \$100

Return value:  
remaining balance

```
>>> withdraw(25)  
75
```

Argument:  
amount to withdraw

Different  
return value!

```
>>> withdraw(25)  
50
```

Second withdrawal of  
the same amount

## A Function with Behavior That Varies Over Time

---

Let's model a bank account that has a balance of \$100

Return value:  
remaining balance

```
>>> withdraw(25)  
75
```

Argument:  
amount to withdraw

Different  
return value!

```
>>> withdraw(25)  
50
```

Second withdrawal of  
the same amount

```
>>> withdraw(60)
```

## A Function with Behavior That Varies Over Time

---

Let's model a bank account that has a balance of \$100

Return value:  
remaining balance

```
>>> withdraw(25)  
75
```

Argument:  
amount to withdraw

Different  
return value!

```
>>> withdraw(25)  
50
```

Second withdrawal of  
the same amount

```
>>> withdraw(60)  
'Insufficient funds'
```

## A Function with Behavior That Varies Over Time

---

Let's model a bank account that has a balance of \$100

Return value:  
remaining balance

```
>>> withdraw(25)  
75
```

Argument:  
amount to withdraw

Different  
return value!

```
>>> withdraw(25)  
50
```

Second withdrawal of  
the same amount

```
>>> withdraw(60)  
'Insufficient funds'
```

Where's this balance  
stored?

## A Function with Behavior That Varies Over Time

Let's model a bank account that has a balance of \$100

Return value:  
remaining balance

```
>>> withdraw(25)  
75
```

Argument:  
amount to withdraw

Different  
return value!

```
>>> withdraw(25)  
50
```

Second withdrawal of  
the same amount

```
>>> withdraw(60)  
'Insufficient funds'
```

Where's this balance  
stored?

```
>>> withdraw = make_withdraw(100)
```

## A Function with Behavior That Varies Over Time

Let's model a bank account that has a balance of \$100

Return value:  
remaining balance

```
>>> withdraw(25)  
75
```

Argument:  
amount to withdraw

Different  
return value!

```
>>> withdraw(25)  
50
```

Second withdrawal of  
the same amount

```
>>> withdraw(60)  
'Insufficient funds'
```

Where's this balance  
stored?

```
>>> withdraw = make_withdraw(100)
```

Within the parent frame  
of the function!



## A Function with Behavior That Varies Over Time

Let's model a bank account that has a balance of \$100

Return value:  
remaining balance

```
>>> withdraw(25)  
75
```

Argument:  
amount to withdraw

Different  
return value!

```
>>> withdraw(25)  
50
```

Second withdrawal of  
the same amount

```
>>> withdraw(60)  
'Insufficient funds'
```

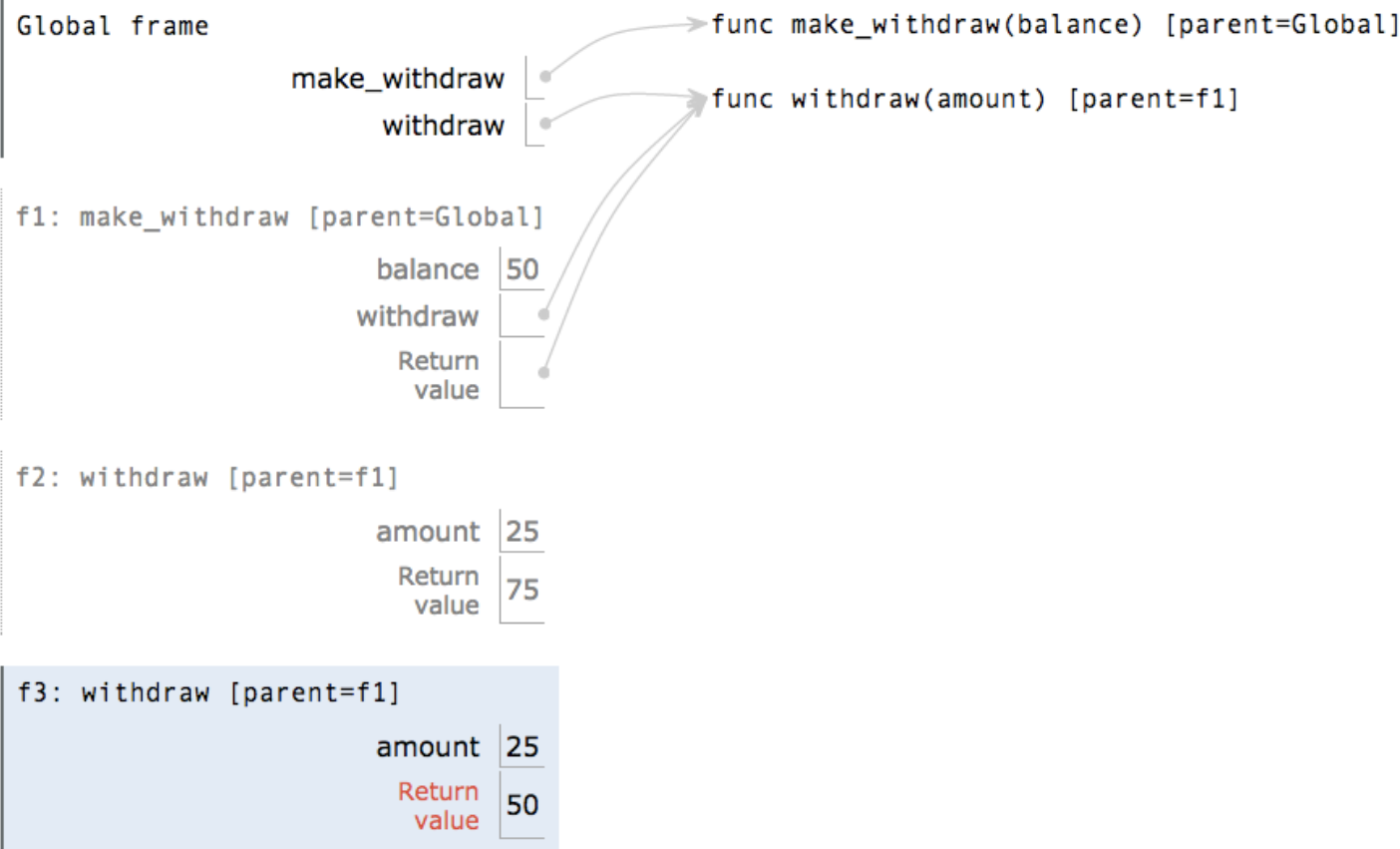
Where's this balance  
stored?

```
>>> withdraw = make_withdraw(100)
```

Within the parent frame  
of the function!

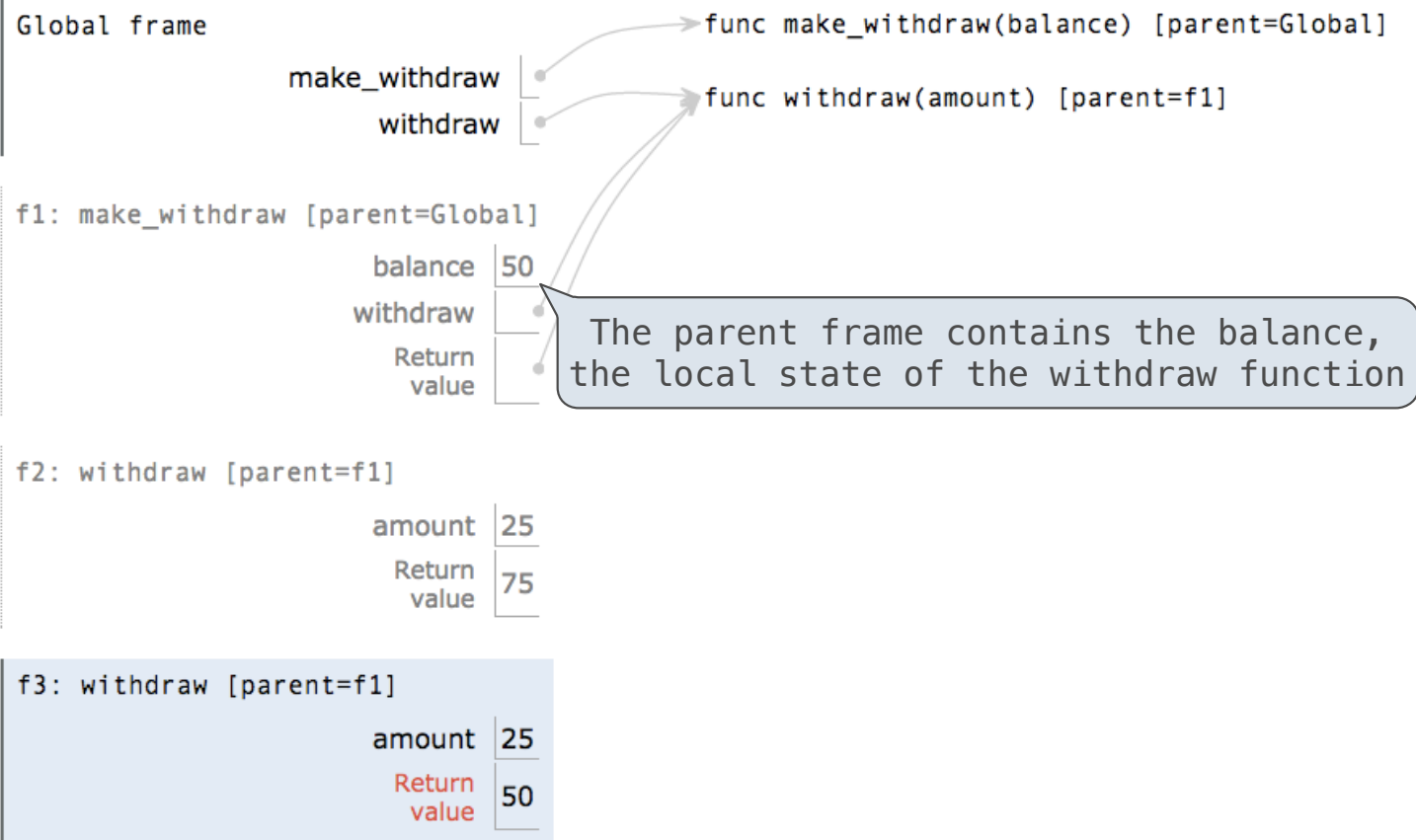
A function has a body and  
a parent environment

# Persistent Local State Using Environments

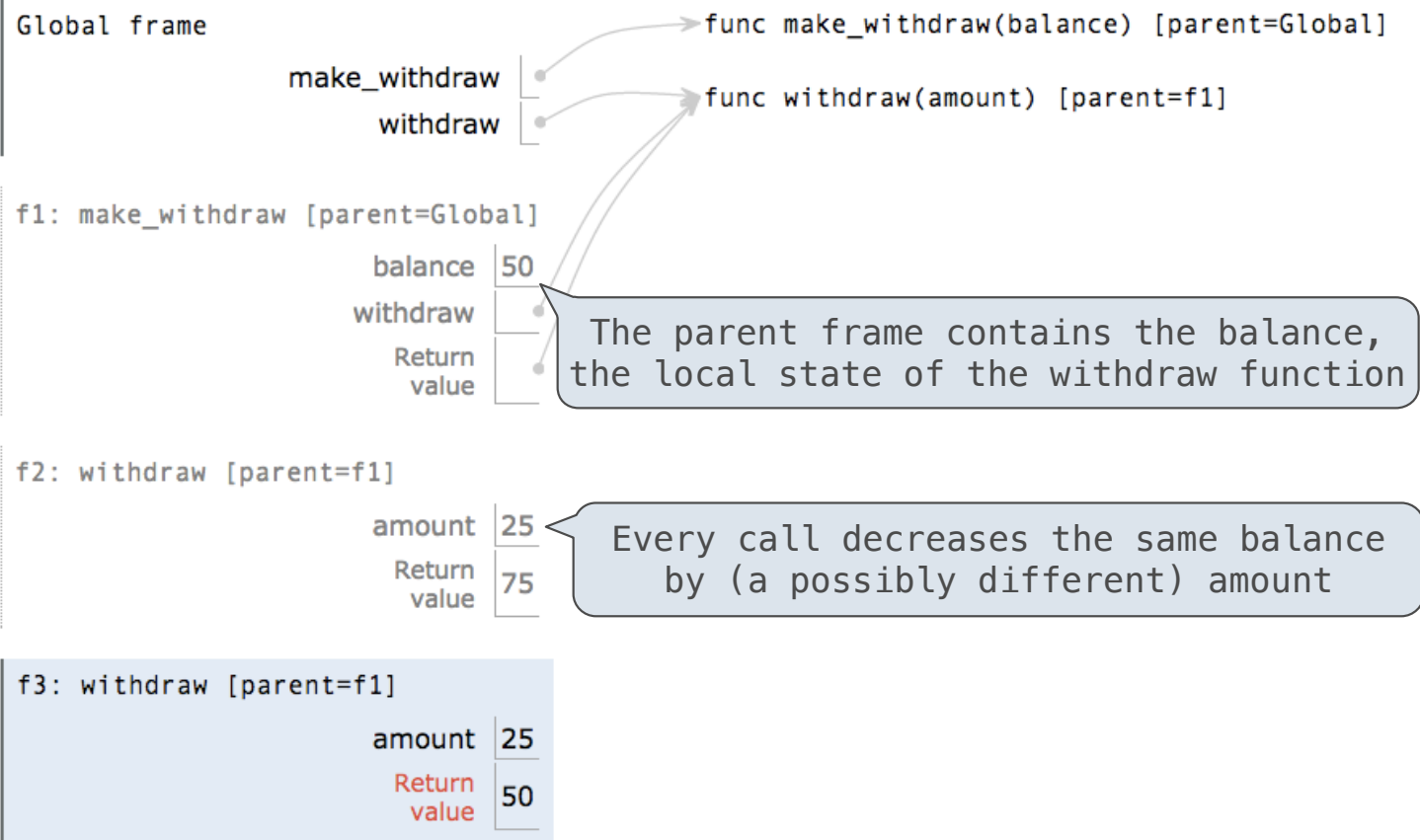


Interactive Diagram

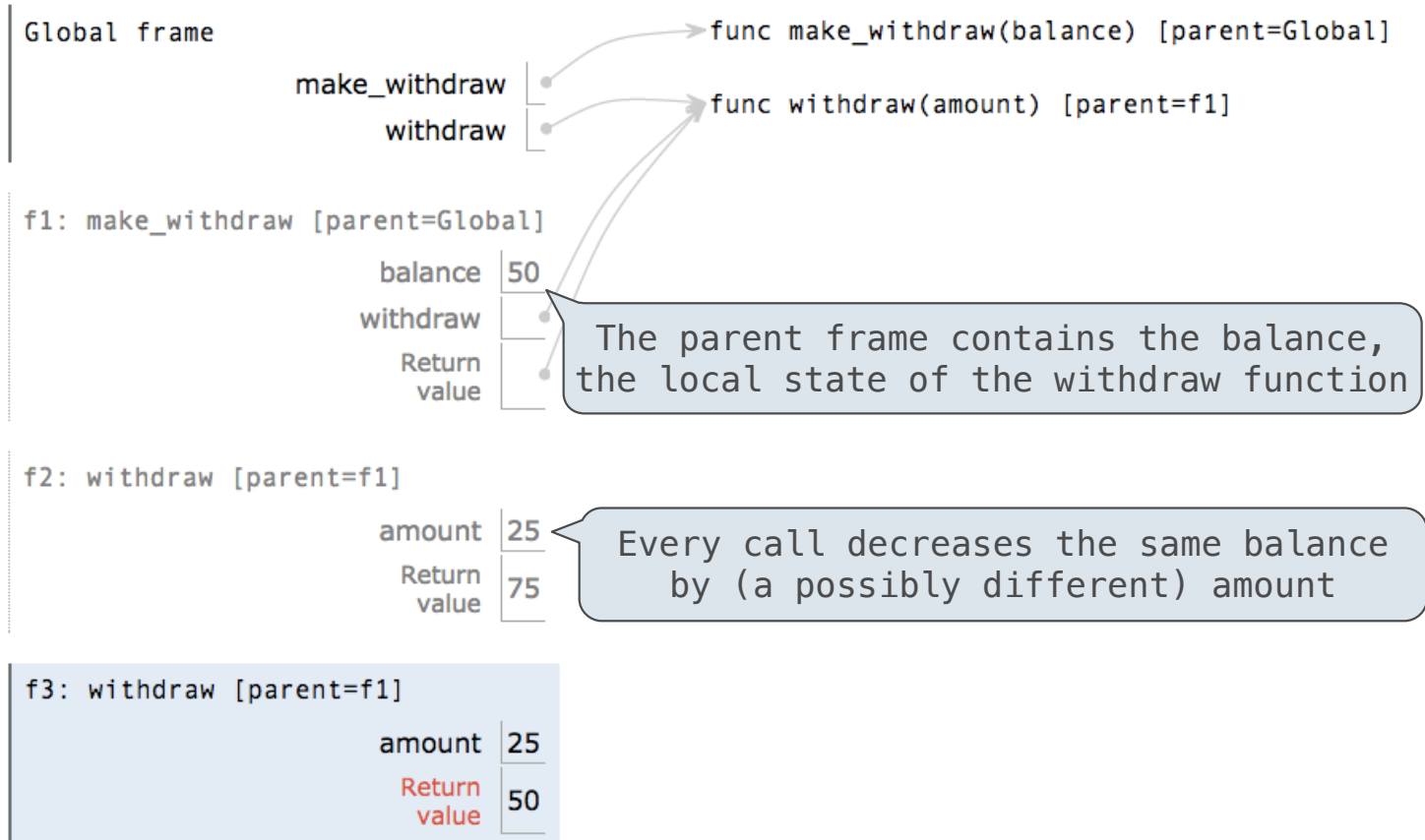
# Persistent Local State Using Environments



# Persistent Local State Using Environments



## Persistent Local State Using Environments



Interactive Diagram

## Reminder: Local Assignment

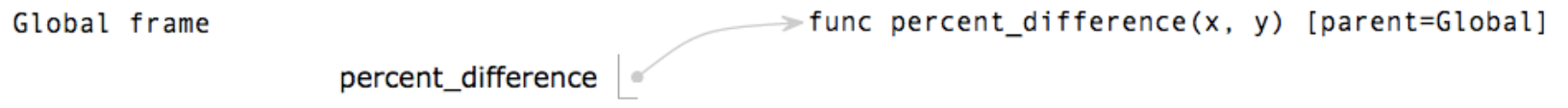
---

```
def percent_difference(x, y):  
    difference = abs(x-y)  
    return 100 * difference / x  
diff = percent_difference(40, 50)
```

Global frame

percent\_difference

func percent\_difference(x, y) [parent=Global]



f1: percent\_difference [parent=Global]

x	40
y	50
difference	10

---

Interactive Diagram

## Reminder: Local Assignment

---

```
def percent_difference(x, y):  
    difference = abs(x-y)  
    return 100 * difference / x  
diff = percent_difference(40, 50)
```

Assignment binds name(s) to value(s) in the first frame of the current environment

Global frame

percent\_difference

func percent\_difference(x, y) [parent=Global]

f1: percent\_difference [parent=Global]

x	40
y	50
difference	10

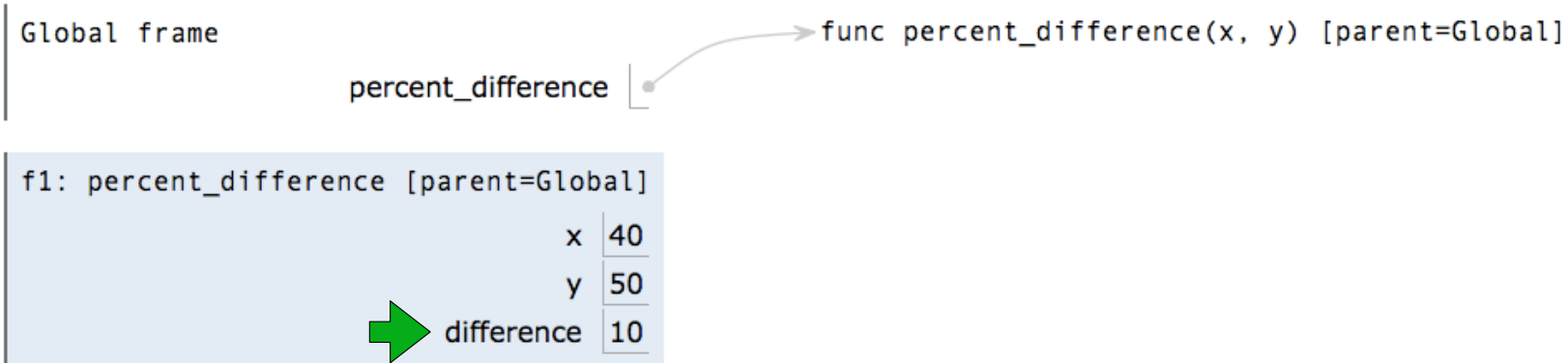
---

Interactive Diagram

# Reminder: Local Assignment

```
def percent_difference(x, y):  
    difference = abs(x-y)  
    return 100 * difference / x  
diff = percent_difference(40, 50)
```

Assignment binds name(s) to value(s) in the first frame of the current environment

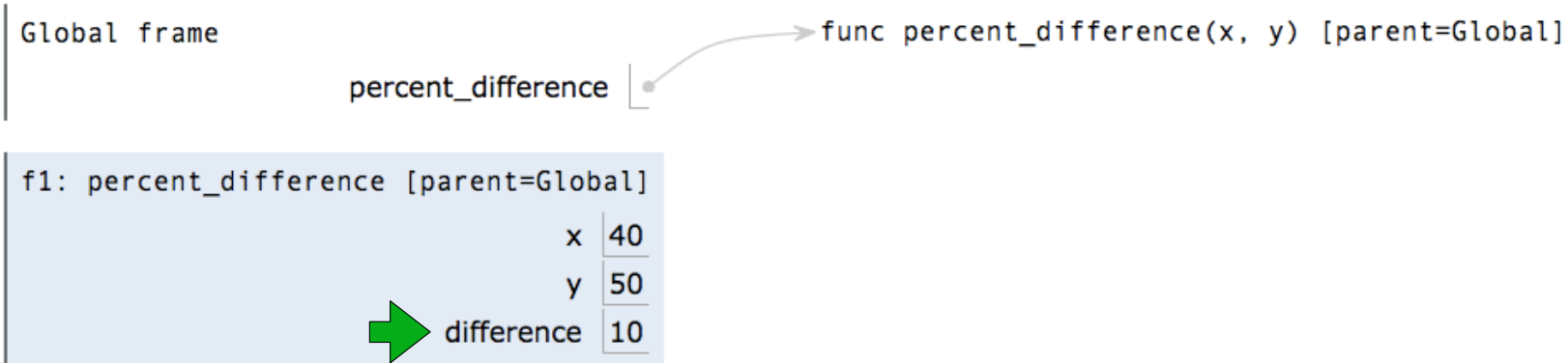




# Reminder: Local Assignment

```
def percent_difference(x, y):  
    difference = abs(x-y)  
    return 100 * difference / x  
diff = percent_difference(40, 50)
```

Assignment binds name(s) to value(s) in the first frame of the current environment



Execution rule for assignment statements:

## Reminder: Local Assignment

```
def percent_difference(x, y):  
    difference = abs(x-y)  
    return 100 * difference / x  
diff = percent_difference(40, 50)
```

Assignment binds name(s) to value(s) in the first frame of the current environment

Global frame

percent\_difference

func percent\_difference(x, y) [parent=Global]

f1: percent\_difference [parent=Global]

x 40

y 50

→ difference 10

### Execution rule for assignment statements:

1. Evaluate all expressions right of =, from left to right
2. Bind the names on the left to the resulting values in the **current frame**

Interactive Diagram

## Non-Local Assignment & Persistent Local State

---

## Non-Local Assignment & Persistent Local State

---

```
def make_withdraw(balance):
```

## Non-Local Assignment & Persistent Local State

---

```
def make_withdraw(balance):  
    """Return a withdraw function with a starting balance."""
```

## Non-Local Assignment & Persistent Local State

---

```
def make_withdraw(balance):  
    """Return a withdraw function with a starting balance."""  
    def withdraw(amount):
```

## Non-Local Assignment & Persistent Local State

---

```
def make_withdraw(balance):  
    """Return a withdraw function with a starting balance."""  
    def withdraw(amount):  
        nonlocal balance
```

## Non-Local Assignment & Persistent Local State

---

```
def make_withdraw(balance):  
    """Return a withdraw function with a starting balance."""  
    def withdraw(amount):  
        nonlocal balance  
        if amount > balance:
```



## Non-Local Assignment & Persistent Local State

---

```
def make_withdraw(balance):  
    """Return a withdraw function with a starting balance."""  
    def withdraw(amount):  
        nonlocal balance  
        if amount > balance:  
            return 'Insufficient funds'
```

## Non-Local Assignment & Persistent Local State

---

```
def make_withdraw(balance):  
    """Return a withdraw function with a starting balance."""  
    def withdraw(amount):  
        nonlocal balance  
        if amount > balance:  
            return 'Insufficient funds'  
        balance = balance - amount
```

## Non-Local Assignment & Persistent Local State

---

```
def make_withdraw(balance):  
    """Return a withdraw function with a starting balance."""  
    def withdraw(amount):  
        nonlocal balance  
        if amount > balance:  
            return 'Insufficient funds'  
        balance = balance - amount  
        return balance
```

## Non-Local Assignment & Persistent Local State

---

```
def make_withdraw(balance):  
    """Return a withdraw function with a starting balance."""  
    def withdraw(amount):  
        nonlocal balance  
        if amount > balance:  
            return 'Insufficient funds'  
        balance = balance - amount  
        return balance  
    return withdraw
```

## Non-Local Assignment & Persistent Local State

---

```
def make_withdraw(balance):  
    """Return a withdraw function with a starting balance."""  
    def withdraw(amount):  
        nonlocal balance  
        if amount > balance:  
            return 'Insufficient funds'  
        balance = balance - amount  
        return balance  
    return withdraw
```

Declare the name "balance" nonlocal at the top of the body of the function in which it is re-assigned

## Non-Local Assignment & Persistent Local State

---

```
def make_withdraw(balance):
```

```
    """Return a withdraw function with a starting balance."""
```

```
    def withdraw(amount):
```

```
        nonlocal balance
```

Declare the name "balance" nonlocal at the top of the body of the function in which it is re-assigned

```
        if amount > balance:
```

```
            return 'Insufficient funds'
```

```
        balance = balance - amount
```

Re-bind balance in the first non-local frame in which it was bound previously

```
        return balance
```

```
    return withdraw
```

## Non-Local Assignment & Persistent Local State

---

```
def make_withdraw(balance):  
    """Return a withdraw function with a starting balance."""  
    def withdraw(amount):  
        nonlocal balance  
        if amount > balance:  
            return 'Insufficient funds'  
        balance = balance - amount  
        return balance  
    return withdraw
```

Declare the name "balance" nonlocal at the top of the body of the function in which it is re-assigned

Re-bind balance in the first non-local frame in which it was bound previously

(Demo)

## Non-Local Assignment



## The Effect of Nonlocal Statements

---

```
nonlocal <name>
```

## The Effect of Nonlocal Statements

---

`nonlocal <name>`

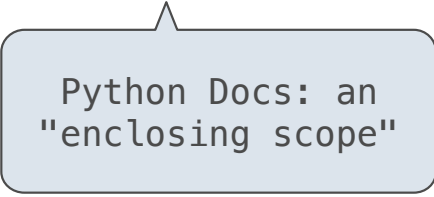
**Effect:** Future assignments to that name change its pre-existing binding in the **first non-local frame** of the current environment in which that name is bound.

## The Effect of Nonlocal Statements

---

`nonlocal <name>`

**Effect:** Future assignments to that name change its pre-existing binding in the **first non-local frame** of the current environment in which that name is bound.



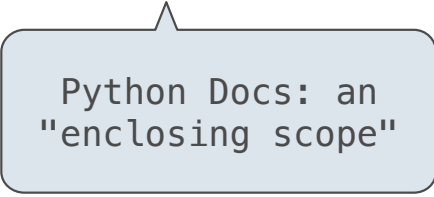
Python Docs: an  
"enclosing scope"

## The Effect of Nonlocal Statements

---

```
nonlocal <name>, <name>, ...
```

**Effect:** Future assignments to that name change its pre-existing binding in the **first non-local frame** of the current environment in which that name is bound.



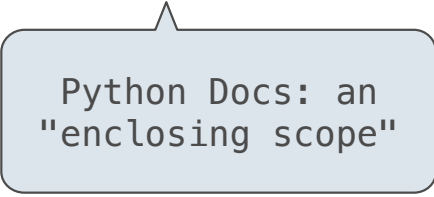
Python Docs: an  
"enclosing scope"

## The Effect of Nonlocal Statements

---

```
nonlocal <name>, <name>, ...
```

**Effect:** Future assignments to that name change its pre-existing binding in the **first non-local frame** of the current environment in which that name is bound.



Python Docs: an  
"enclosing scope"

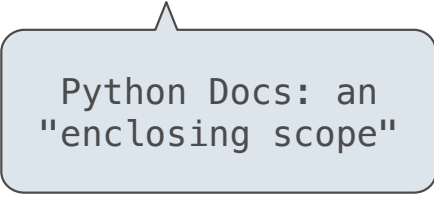
**From the Python 3 language reference:**

## The Effect of Nonlocal Statements

---

```
nonlocal <name>, <name>, ...
```

**Effect:** Future assignments to that name change its pre-existing binding in the **first non-local frame** of the current environment in which that name is bound.



Python Docs: an  
"enclosing scope"

**From the Python 3 language reference:**

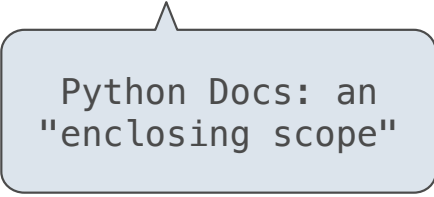
Names listed in a nonlocal statement must refer to pre-existing bindings in an enclosing scope.

## The Effect of Nonlocal Statements

---

```
nonlocal <name>, <name>, ...
```

**Effect:** Future assignments to that name change its pre-existing binding in the **first non-local frame** of the current environment in which that name is bound.



Python Docs: an  
"enclosing scope"

**From the Python 3 language reference:**

Names listed in a nonlocal statement must refer to pre-existing bindings in an enclosing scope.

Names listed in a nonlocal statement must not collide with pre-existing bindings in the local scope.

## The Effect of Nonlocal Statements

---

```
nonlocal <name>, <name>, ...
```

**Effect:** Future assignments to that name change its pre-existing binding in the **first non-local frame** of the current environment in which that name is bound.

Python Docs: an  
"enclosing scope"

**From the Python 3 language reference:**

Names listed in a nonlocal statement must refer to pre-existing bindings in an enclosing scope.

Names listed in a nonlocal statement must not collide with pre-existing bindings in the **local scope**.

Current frame



## The Effect of Nonlocal Statements

---

```
nonlocal <name>, <name>, ...
```

**Effect:** Future assignments to that name change its pre-existing binding in the **first non-local frame** of the current environment in which that name is bound.

Python Docs: an  
"enclosing scope"

**From the Python 3 language reference:**

Names listed in a nonlocal statement must refer to pre-existing bindings in an enclosing scope.

Names listed in a nonlocal statement must not collide with pre-existing bindings in the **local scope**.

Current frame

[http://docs.python.org/release/3.1.3/reference/simple\\_stmts.html#the-nonlocal-statement](http://docs.python.org/release/3.1.3/reference/simple_stmts.html#the-nonlocal-statement)

## The Effect of Nonlocal Statements

---

```
nonlocal <name>, <name>, ...
```

**Effect:** Future assignments to that name change its pre-existing binding in the **first non-local frame** of the current environment in which that name is bound.

Python Docs: an  
"enclosing scope"

**From the Python 3 language reference:**

Names listed in a nonlocal statement must refer to pre-existing bindings in an enclosing scope.

Names listed in a nonlocal statement must not collide with pre-existing bindings in the **local scope**.

Current frame

[http://docs.python.org/release/3.1.3/reference/simple\\_stmts.html#the-nonlocal-statement](http://docs.python.org/release/3.1.3/reference/simple_stmts.html#the-nonlocal-statement)

<http://www.python.org/dev/peps/pep-3104/>

## The Many Meanings of Assignment Statements

---

$$x = 2$$

---

---

---

---

## The Many Meanings of Assignment Statements

---

**Status**

$$x = 2$$

**Effect**

---

---

---

---

## The Many Meanings of Assignment Statements

---

`x = 2`

### Status

- No nonlocal statement
  - "x" **is not** bound locally
- 
- 
- 
- 

### Effect

## The Many Meanings of Assignment Statements

---

`x = 2`

### Status

- No nonlocal statement
- "x" **is not** bound locally

### Effect

Create a new binding from name "x" to object 2 in the first frame of the current environment

---

---

---

---

---

---

---

---

## The Many Meanings of Assignment Statements

---

`x = 2`

### Status

- No nonlocal statement
- "x" **is not** bound locally

### Effect

Create a new binding from name "x" to object 2 in the first frame of the current environment

- 
- No nonlocal statement
  - "x" **is** bound locally
- 
- 
- 
- 
-

## The Many Meanings of Assignment Statements

---

`x = 2`

### Status

- No nonlocal statement
- "x" **is not** bound locally

### Effect

Create a new binding from name "x" to object 2 in the first frame of the current environment

- 
- No nonlocal statement
  - "x" **is** bound locally

Re-bind name "x" to object 2 in the first frame of the current environment

---

---

---

---



## The Many Meanings of Assignment Statements

---

`x = 2`

### Status

### Effect

- No nonlocal statement
- "x" **is not** bound locally

Create a new binding from name "x" to object 2 in the first frame of the current environment

- 
- No nonlocal statement
  - "x" **is** bound locally

Re-bind name "x" to object 2 in the first frame of the current environment

- 
- nonlocal x
  - "x" **is** bound in a non-local frame

## The Many Meanings of Assignment Statements

---

`x = 2`

### Status

### Effect

- No nonlocal statement
- "x" **is not** bound locally

Create a new binding from name "x" to object 2 in the first frame of the current environment

- 
- No nonlocal statement
  - "x" **is** bound locally

Re-bind name "x" to object 2 in the first frame of the current environment

- 
- nonlocal x
  - "x" **is** bound in a non-local frame

Re-bind "x" to 2 in the first non-local frame of the current environment in which "x" is bound

## The Many Meanings of Assignment Statements

---

`x = 2`

### Status

### Effect

- No nonlocal statement
- "x" **is not** bound locally

Create a new binding from name "x" to object 2 in the first frame of the current environment

- 
- No nonlocal statement
  - "x" **is** bound locally

Re-bind name "x" to object 2 in the first frame of the current environment

- 
- nonlocal x
  - "x" **is** bound in a non-local frame

Re-bind "x" to 2 in the first non-local frame of the current environment in which "x" is bound

- 
- nonlocal x
  - "x" **is not** bound in a non-local frame
-

## The Many Meanings of Assignment Statements

---

`x = 2`

### Status

### Effect

- No nonlocal statement
- "x" **is not** bound locally

Create a new binding from name "x" to object 2 in the first frame of the current environment

- 
- No nonlocal statement
  - "x" **is** bound locally

Re-bind name "x" to object 2 in the first frame of the current environment

- 
- nonlocal x
  - "x" **is** bound in a non-local frame

Re-bind "x" to 2 in the first non-local frame of the current environment in which "x" is bound

- 
- nonlocal x
  - "x" **is not** bound in a non-local frame

SyntaxError: no binding for nonlocal 'x' found

## The Many Meanings of Assignment Statements

---

`x = 2`

### Status

### Effect

- No nonlocal statement
- "x" **is not** bound locally

Create a new binding from name "x" to object 2 in the first frame of the current environment

- 
- No nonlocal statement
  - "x" **is** bound locally

Re-bind name "x" to object 2 in the first frame of the current environment

- 
- nonlocal x
  - "x" **is** bound in a non-local frame

Re-bind "x" to 2 in the first non-local frame of the current environment in which "x" is bound

- 
- nonlocal x
  - "x" **is not** bound in a non-local frame

SyntaxError: no binding for nonlocal 'x' found

- 
- nonlocal x
  - "x" **is** bound in a non-local frame
  - "x" also bound locally

## The Many Meanings of Assignment Statements

---

`x = 2`

### Status

### Effect

- No nonlocal statement
- "x" **is not** bound locally

Create a new binding from name "x" to object 2 in the first frame of the current environment

- 
- No nonlocal statement
  - "x" **is** bound locally

Re-bind name "x" to object 2 in the first frame of the current environment

- 
- nonlocal x
  - "x" **is** bound in a non-local frame

Re-bind "x" to 2 in the first non-local frame of the current environment in which "x" is bound

- 
- nonlocal x
  - "x" **is not** bound in a non-local frame

SyntaxError: no binding for nonlocal 'x' found

- 
- nonlocal x
  - "x" **is** bound in a non-local frame
  - "x" also bound locally

SyntaxError: name 'x' is parameter and nonlocal

---

## Python Particulars

---

## Python Particulars

---

Python pre-computes which frame contains each name before executing the body of a function.



## Python Particulars

---

Python pre-computes which frame contains each name before executing the body of a function.

Within the body of a function, all instances of a name must refer to the same frame.

## Python Particulars

---

Python pre-computes which frame contains each name before executing the body of a function.

Within the body of a function, all instances of a name must refer to the same frame.

```
def make_withdraw(balance):  
    def withdraw(amount):  
        if amount > balance:  
            return 'Insufficient funds'  
        balance = balance - amount  
        return balance  
    return withdraw  
  
wd = make_withdraw(20)  
wd(5)
```

## Python Particulars

---

Python pre-computes which frame contains each name before executing the body of a function.

Within the body of a function, all instances of a name must refer to the same frame.

```
def make_withdraw(balance):  
    def withdraw(amount):  
        if amount > balance:  
            return 'Insufficient funds'  
            balance = balance - amount  
        return balance  
    return withdraw
```

```
wd = make_withdraw(20)  
wd(5)
```

Local assignment

---

[Interactive Diagram](#)

## Python Particulars

---

Python pre-computes which frame contains each name before executing the body of a function.

Within the body of a function, all instances of a name must refer to the same frame.

```
def make_withdraw(balance):  
    def withdraw(amount):  
        if amount > balance:  
            return 'Insufficient funds'  
            balance = balance - amount  
        return balance  
    return withdraw
```

Local assignment

```
wd = make_withdraw(20)  
wd(5)
```

**UnboundLocalError: local variable 'balance' referenced before assignment**

---

[Interactive Diagram](#)

## Mutable Values & Persistent Local State

---

Mutable values can be changed *without* a nonlocal statement.

## Mutable Values & Persistent Local State

---

Mutable values can be changed *without* a nonlocal statement.

```
def make_withdraw_list(balance):
    b = [balance]
    def withdraw(amount):
        if amount > b[0]:
            return 'Insufficient funds'
        b[0] = b[0] - amount
        return b[0]
    return withdraw

withdraw = make_withdraw_list(100)
withdraw(25)
```

## Mutable Values & Persistent Local State

---

Mutable values can be changed *without* a nonlocal statement.

Name bound  
outside of  
withdraw def

```
def make_withdraw_list(balance):  
    b = [balance]  
    def withdraw(amount):  
        if amount > b[0]:  
            return 'Insufficient funds'  
        b[0] = b[0] - amount  
        return b[0]  
    return withdraw  
  
withdraw = make_withdraw_list(100)  
withdraw(25)
```

## Mutable Values & Persistent Local State

---

Mutable values can be changed *without* a nonlocal statement.

Name bound  
outside of  
withdraw def

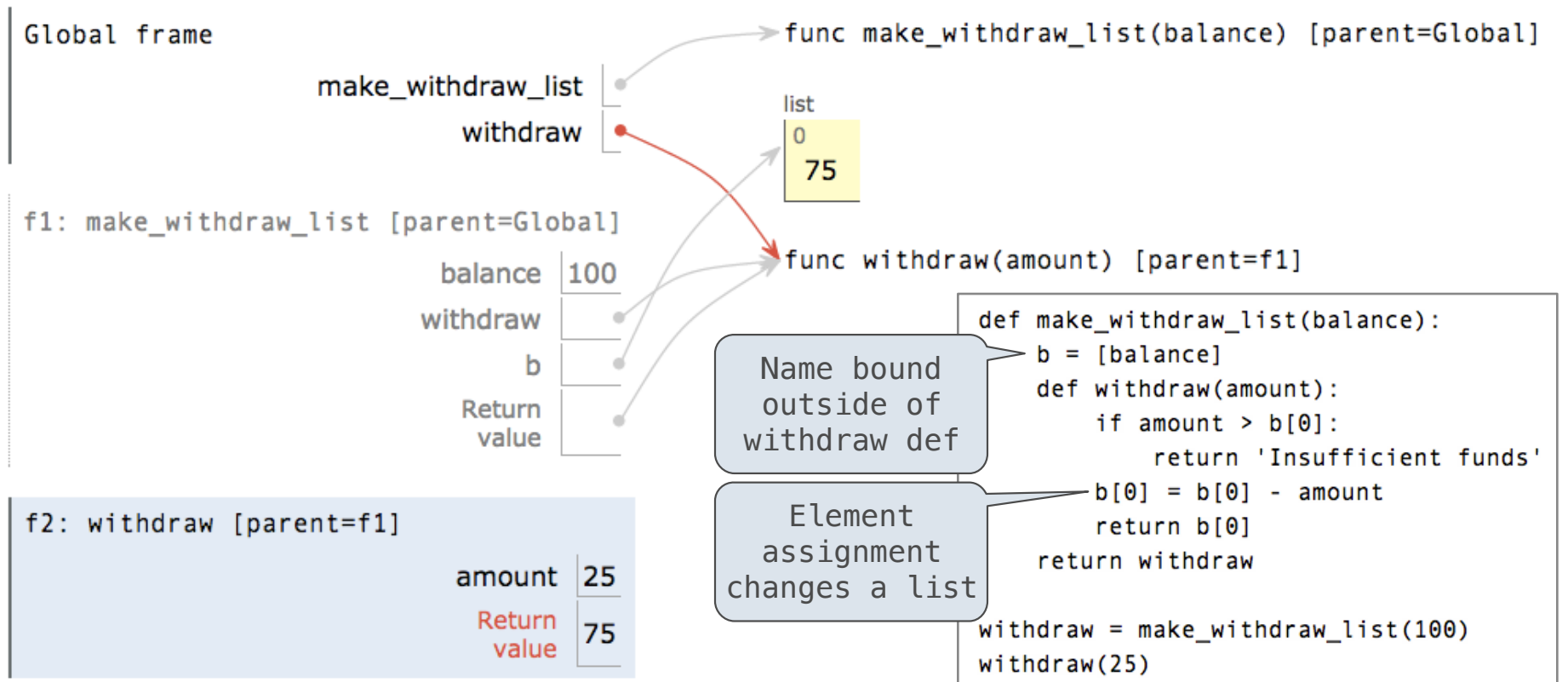
Element  
assignment  
changes a list

```
def make_withdraw_list(balance):  
    b = [balance]  
    def withdraw(amount):  
        if amount > b[0]:  
            return 'Insufficient funds'  
        b[0] = b[0] - amount  
        return b[0]  
    return withdraw  
  
withdraw = make_withdraw_list(100)  
withdraw(25)
```



## Mutable Values & Persistent Local State

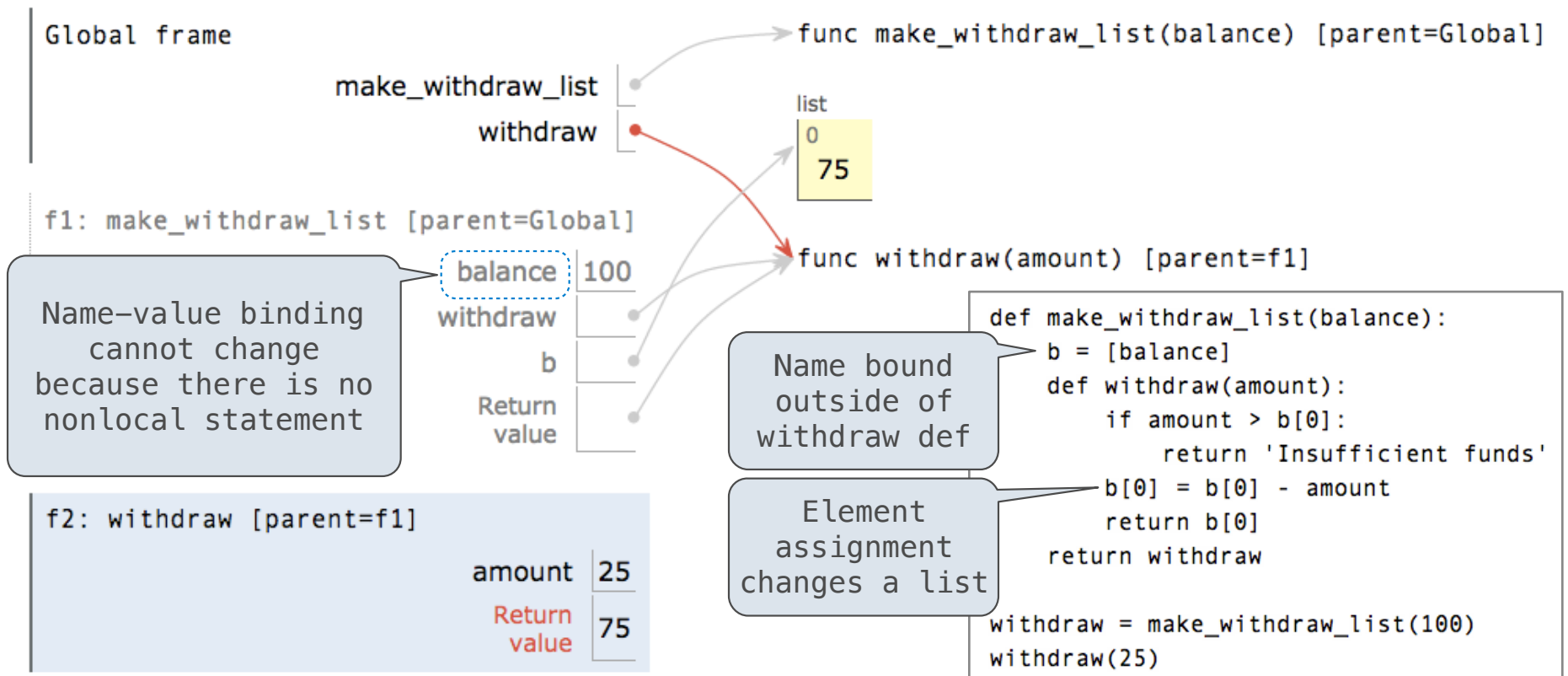
Mutable values can be changed *without* a nonlocal statement.



Interactive Diagram

## Mutable Values & Persistent Local State

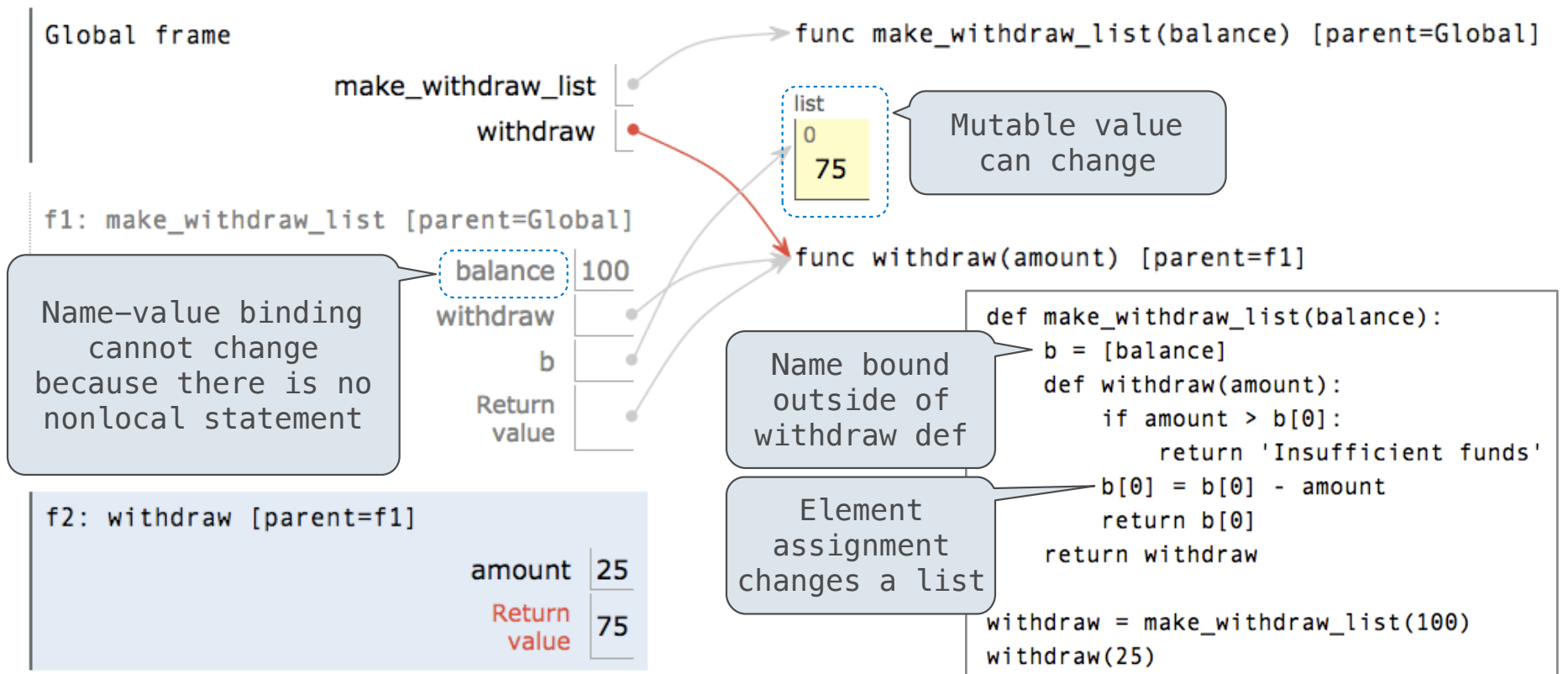
Mutable values can be changed *without* a nonlocal statement.



Interactive Diagram

## Mutable Values & Persistent Local State

Mutable values can be changed *without* a nonlocal statement.



Interactive Diagram

# Multiple Mutable Functions

(Demo)

## Referential Transparency, Lost

---

---

Interactive Diagram

## Referential Transparency, Lost

---

- Expressions are **referentially transparent** if substituting an expression with its value does not change the meaning of a program.

## Referential Transparency, Lost

---

- Expressions are **referentially transparent** if substituting an expression with its value does not change the meaning of a program.

```
mul(add(2, mul(4, 6)), add(3, 5))
```

---

[Interactive Diagram](#)

## Referential Transparency, Lost

---

- Expressions are **referentially transparent** if substituting an expression with its value does not change the meaning of a program.

```
mul(add(2, mul(4, 6)), add(3, 5))
```

```
mul(add(2, 24), add(3, 5))
```

---

[Interactive Diagram](#)



## Referential Transparency, Lost

---

- Expressions are **referentially transparent** if substituting an expression with its value does not change the meaning of a program.

```
mul(add(2, mul(4, 6)), add(3, 5))
```

```
mul(add(2, 24), add(3, 5))
```

```
mul(26, add(3, 5))
```

---

[Interactive Diagram](#)

## Referential Transparency, Lost

---

- Expressions are **referentially transparent** if substituting an expression with its value does not change the meaning of a program.

```
mul(add(2, mul(4, 6)), add(3, 5))
```

```
mul(add(2, 24), add(3, 5))
```

```
mul(26, add(3, 5))
```

- Mutation operations violate the condition of referential transparency because they do more than just return a value; **they change the environment.**

---

[Interactive Diagram](#)

## Referential Transparency, Lost

---

- Expressions are **referentially transparent** if substituting an expression with its value does not change the meaning of a program.



```
mul(add(2, mul(4, 6)), add(3, 5))
```

```
mul(add(2, 24), add(3, 5))
```

```
mul(26, add(3, 5))
```

- Mutation operations violate the condition of referential transparency because they do more than just return a value; **they change the environment.**

---

[Interactive Diagram](#)

## Referential Transparency, Lost

---

- Expressions are **referentially transparent** if substituting an expression with its value does not change the meaning of a program.



```
mul(add(2, mul(4, 6)), add(3, 5))
```

```
mul(add(2, 24), add(3, 5))
```

```
mul(26, add(3, 5))
```



- Mutation operations violate the condition of referential transparency because they do more than just return a value; **they change the environment.**

---

[Interactive Diagram](#)