# The role of environments in scoping

### Nested scopes

- Whenever scopes can be nested we have the "feature" that a variable may occur more than once in the same scope.
- Resolving that ambiguity is important



What value does (f 3 7) return?

# Local functions

• This can also happen with local functions



# The role of the environment

• In our definitional interpreters, the environment maps names to locations.

• To determine which one of a number of possible binding sites a variable uses, we must study how the environment is changed.

# The fun-arg problem

- This problem is called the fun-arg problem
- y = 99
- f w y =
  - let g x = y + x
  - in g w
- £ 33 7

It's resolution depends upon how the body of functions (like g) are evaluated

# Similar problem

We don't need local functions to have this problem.



(@ f 33)



elab (FunDef f vs e) (funs,vars,state) =
 return ( extend f (vars,vs,e) funs, vars, state )
elab (GlobalDef v e) (funs,vars,state) =
 do { (value,state2) <- interpE funs vars state e
 ; let (addr,state3) = alloc value state2
 ; return(funs, extend v addr vars,state3)}</pre>

#### At call site

```
run state (term@(At f arqs)) =
    case lookUp funs f of
       NotFound -> error ...
       Found (vars2, formals, body) ->
         do { when (length args /= length formals)
                    (error ...)
            ; (vs,state2) <- interpList funs
                                 vars state args
            ; let (pairs, state3)
                      = bind formals vs state2
            ; (v,state4) <- interpE funs
                              (push pairs vars2)
                              state3 body
            ; return(v,state4) }
```

# A closure

- We call a function object that binds its free variables in the scope of definition (rather than use) a closure.
- Closures are key components in static scoping.
- It is interesting that in functional languages, where functions may return functions, variables may now outlive their scope.
- Who can give an example?
- What does this imply about implementations?