Skip past closure example

Closures

Closures are very useful

Adapted from Abelson & Sussman; they use setq to destructively update a variable, so this is not pure functional style code

Closures

Closures

```
(current) \rightarrow 0
```

Closures

```
\begin{array}{l} (\texttt{current}) \ \rightarrow \ 0 \\ (\texttt{deposit} \ 10) \ \rightarrow \ 10 \end{array}
```

Closures

```
\begin{array}{l} (\texttt{current}) \ \rightarrow \ 0 \\ (\texttt{deposit} \ 10) \ \rightarrow \ 10 \\ (\texttt{current}) \ \rightarrow \ 10 \end{array}
```

Closures

Now we have an account object (balance) which we can only manipulate using the accessor closures current and deposit

```
	ext{(current)} 
ightarrow 0 \ 	ext{(deposit 10)} 
ightarrow 10 \ 	ext{(current)} 
ightarrow 10
```

The closures current and deposit have captured the (shared) environment balance

Closures

Now we have an account object (balance) which we can only manipulate using the accessor closures current and deposit

```
	ext{(current)} 
ightarrow 0 \ 	ext{(deposit 10)} 
ightarrow 10 \ 	ext{(current)} 
ightarrow 10
```

The closures current and deposit have captured the (shared) environment balance

And the environment is mutable

Closures

Now we have an account object (balance) which we can only manipulate using the accessor closures current and deposit

```
	ext{(current)} 
ightarrow 0 \ 	ext{(deposit 10)} 
ightarrow 10 \ 	ext{(current)} 
ightarrow 10
```

The closures current and deposit have captured the (shared) environment balance

And the environment is mutable

Note that current is not referentially transparent

Closures

Now we have an account object (balance) which we can only manipulate using the accessor closures current and deposit

```
	ext{(current)} 
ightarrow 0 \ 	ext{(deposit 10)} 
ightarrow 10 \ 	ext{(current)} 
ightarrow 10
```

The closures current and deposit have captured the (shared) environment balance

And the environment is mutable

Note that current is not referentially transparent

This is to emphasise that closures and the functional style are separate concepts (though often used together)

And separate accounts have separate balances

```
(let ((acct (make-account)))
  (setq current2 (car acct))
  (setq deposit2 (cadr acct)))

(deposit2 100) \rightarrow 100
(current) \rightarrow 10
(current2) \rightarrow 100
```

And separate accounts have separate balances

```
(let ((acct (make-account)))
  (setq current2 (car acct))
  (setq deposit2 (cadr acct)))

(deposit2 100) \rightarrow 100
(current) \rightarrow 10
(current2) \rightarrow 100
```

The closure concept predates object orientation

And separate accounts have separate balances

```
(let ((acct (make-account)))
  (setq current2 (car acct))
  (setq deposit2 (cadr acct)))

(deposit2 100) \rightarrow 100
(current) \rightarrow 10
(current2) \rightarrow 100
```

The closure concept predates object orientation

See "Structure and Interpretation of Computer Programs" for more on this

Closures are powerful and can be used for all kinds of things

Closures are powerful and can be used for all kinds of things

They are used for capturing information (like objects in OO languages): the example above

Closures are powerful and can be used for all kinds of things

They are used for capturing information (like objects in OO languages): the example above

They can be used for data hiding: the example above

Closures are powerful and can be used for all kinds of things

They are used for capturing information (like objects in OO languages): the example above

They can be used for data hiding: the example above

They can be used to *delay* evaluation: make a closure at some point, then only execute the code later in the knowledge that the code will be executed in the environment of *creation*

Closures

Exercise. Look up thunks and delay and force in Scheme

Exercise. Look up *thunks* and delay and force in Scheme In the context of functional style programming, closures "do the right thing"

Exercise. Look up thunks and delay and force in Scheme

In the context of functional style programming, closures "do the right thing"

They capture elements of computation

In MacOS X *Snow Leopard* closures are used as a device to structure parallelism

In MacOS X *Snow Leopard* closures are used as a device to structure parallelism

It takes C and extends it with a new construct:

```
int n;
...
x = ^(int m){ printf("n is %d m is %d\n", n, m); };
...
x(4);
```

makes the value of x a closure

In MacOS X *Snow Leopard* closures are used as a device to structure parallelism

It takes C and extends it with a new construct:

```
int n;
...
x = ^(int m){ printf("n is %d m is %d\n", n, m); };
...
x(4);
```

makes the value of x a closure

Closures can then be scheduled to run in parallel

General Remark

You have encountered several different kinds of "executable" object:

- function
- closure
- method
- (generic function)

General Remark

You have encountered several different kinds of "executable" object:

- function
- closure
- method
- (generic function)

Make sure you understand the difference between these

General Remark

You have encountered several different kinds of "executable" object:

- function
- closure
- method
- (generic function)

Make sure you understand the difference between these

They are all different kinds of things

Perhaps this is a good point to reflect on the functional style: it is characterised by:

 Use of recursion: operate on a small part, do the rest by recursion

- Use of recursion: operate on a small part, do the rest by recursion
- Thus no iterative loops

- Use of recursion: operate on a small part, do the rest by recursion
- Thus no iterative loops
- No global state. Globals variables are bad news in all styles of programming

- Use of recursion: operate on a small part, do the rest by recursion
- Thus no iterative loops
- No global state. Globals variables are bad news in all styles of programming
- Thus only use local variables

- Use of recursion: operate on a small part, do the rest by recursion
- Thus no iterative loops
- No global state. Globals variables are bad news in all styles of programming
- Thus only use local variables
- No modification of variables, in particular no use of setq, set, setf, set!, push and so on

- Use of recursion: operate on a small part, do the rest by recursion
- Thus no iterative loops
- No global state. Globals variables are bad news in all styles of programming
- Thus only use local variables
- No modification of variables, in particular no use of setq, set, setf, set!, push and so on
- Variables don't vary; referential transparency

- Use of recursion: operate on a small part, do the rest by recursion
- Thus no iterative loops
- No global state. Globals variables are bad news in all styles of programming
- Thus only use local variables
- No modification of variables, in particular no use of setq, set, setf, set!, push and so on
- Variables don't vary; referential transparency
- Use binding of local variables

· No modification of datastructures

- No modification of datastructures
- Make a new one if you want something changed

- No modification of datastructures
- · Make a new one if you want something changed
- This allows safe sharing of datastructures; referential transparency

- No modification of datastructures
- Make a new one if you want something changed
- This allows safe sharing of datastructures; referential transparency
- Use higher order functions

- No modification of datastructures
- Make a new one if you want something changed
- This allows safe sharing of datastructures; referential transparency
- Use higher order functions
- Use mapping

- No modification of datastructures
- Make a new one if you want something changed
- This allows safe sharing of datastructures; referential transparency
- Use higher order functions
- Use mapping
- Separate the traversal of a datastructure from the operations on it

- No modification of datastructures
- Make a new one if you want something changed
- This allows safe sharing of datastructures; referential transparency
- Use higher order functions
- Use mapping
- Separate the traversal of a datastructure from the operations on it
- Think of datastructures as a whole

- No modification of datastructures
- Make a new one if you want something changed
- This allows safe sharing of datastructures; referential transparency
- Use higher order functions
- Use mapping
- Separate the traversal of a datastructure from the operations on it
- Think of datastructures as a whole
- Keep state in closures

Keeping to the functional style is hard if you have been trained in the procedural style

Keeping to the functional style is hard if you have been trained in the procedural style

But the benefits in the long run are well worth the effort

Keeping to the functional style is hard if you have been trained in the procedural style

But the benefits in the long run are well worth the effort

Even in non-functional languages

Keeping to the functional style is hard if you have been trained in the procedural style

But the benefits in the long run are well worth the effort

Even in non-functional languages

The training in the way you think improves your coding in the procedural and object-oriented styles

Garbage Collection

Lisp makes it very easy to make a lots of lists: we need to be a little careful in what we do

Garbage Collection

Lisp makes it very easy to make a lots of lists: we need to be a little careful in what we do

In evaluating (let ((x (list 'a 'b))) 42) we create a new list (a b), then discard it

Garbage Collection

Lisp makes it very easy to make a lots of lists: we need to be a little careful in what we do

In evaluating (let ((x (list 'a 'b))) 42) we create a new list (a b), then discard it

As the binding of x disappears when we exit the let, the list is no longer accessible by our program

Garbage Collection

Lisp makes it very easy to make a lots of lists: we need to be a little careful in what we do

In evaluating (let ((x (list 'a 'b))) 42) we create a new list (a b), then discard it

As the binding of x disappears when we exit the let, the list is no longer accessible by our program

The cons cells (pairs) are now garbage occupying memory to no purpose

Garbage Collection

We have seen in Java there is a similar problem: objects are often allocated and then dropped (sometimes intentionally)

```
{ foo x = new foo();
    ...
    x = y;
    ...
}
```

This bad code — don't do this

Garbage Collection

```
Or C
{ char *x = (char*)malloc(10);
    ...
    x = y;
    ...
}
```

This bad code — don't do this

Garbage Collection

The locations of the objects are no longer known by the program: the program can no longer refer to them: they are garbage

LispGarbage Collection

The locations of the objects are no longer known by the program: the program can no longer refer to them: they are garbage

So Lisp pioneered automatic garbage collection

LispGarbage Collection

The locations of the objects are no longer known by the program: the program can no longer refer to them: they are garbage

So Lisp pioneered automatic garbage collection

This means you can cons without regard to memory use: but you should also be aware there is the associated cost

LispGarbage Collection

The locations of the objects are no longer known by the program: the program can no longer refer to them: they are garbage

So Lisp pioneered automatic garbage collection

This means you can cons without regard to memory use: but you should also be aware there is the associated cost

Memory management is never free