

Store-Passing Interpreters

Our **BCFAE** interpreter explains state by representing the store as a value

- Every step in computation produces a new store
- The interpreter itself is purely functional

It's a ***store-passing interpreter***

Variables

Boxes don't explain one of our earlier Scheme examples:

```
(define counter 0)
(define (f x)
  (begin
    (set! counter (+ x counter))
    counter))
```

In a program like this, an identifier no longer stands for a **value**; instead, an identifier stands for a **variable**

Implementing Variables

Option 1:

```
(define counter 0)
(define (f x)
  (begin
    (set! counter (+ x counter))
    counter))
(f 10)
```

```
⇒ (define counter (box 0))
   (define (f x)
     (begin
       (set-box! counter (+ (unbox x)
                             (unbox counter)))
       (unbox counter)))
   (f (box 10)))
```

Option 2:

- Essentially the same, but hide the boxes in the interpreter

BMCFAE = BCFAE + variables

```
<BMCFAE> ::= <num>  
| {+ <BMCFAE> <BMCFAE>}  
| {- <BMCFAE> <BMCFAE>}  
| <id>  
| {fun {<id>} <BMCFAE>}  
| {<BMCFAE> <BMCFAE>}  
| {if0 <BMCFAE> <BMCFAE> <BMCFAE>}  
| {newbox <BMCFAE>}  
| {setbox <BMCFAE> <BMCFAE>}  
| {openbox <BMCFAE>}  
| {seqn <BMCFAE> <BMCFAE>}  
| {set <id> <BMCFAE>}
```



Implementing Variables

```
(define-type DefrdSub  
  [mtSub]  
  [aSub (name symbol?)  
        (address integer?)  
        (ds DefrdSub?)])
```

Implementing Variables

```
; interp : BCFAE DefrdSub Store -> Value*Store  
(define (interp expr ds st)  
  ...  
  [id (name) (v*s (store-lookup (lookup name ds) st)  
    st)]  
  ...)
```

Implementing Variables

```
; interp : BCFAE DefrdSub Store -> Value*Store
(define (interp expr ds st)
  ...
  [app (fun-expr arg-expr)
    (interp-two fun-expr arg-expr ds st
      (lambda (fun-val arg-val st)
        (local [(define a (malloc st))]
          (interp (closureV-body fun-val)
            (aSub (closureV-param fun-val)
              a
              (closureV-sc fun-val))
            (aSto a
              arg-val
              st))))))]
  ...)
```

Implementing Variables

```
; interp : BCFAE DefrdSub Store -> Value*Store
(define (interp expr ds st)
  ...
  [set (id val-expr)
    (local [(define a (lookup id ds))]
      (type-case Store*Value (interp val-expr ds st)
        [v*s (val st)
          (v*s val
            (aSto a
              val
              st))])))]
  ...)
```

Variables and Function Calls

```
(define (swap x y)
  (local [(define z y)]
    (set! y x)
    (set! x z)))
```

```
(local [(define a 10)
        (define b 20)]
  (begin
    (swap a b)
    a))
```

Result is **10**; assignment in **swap** cannot affect **a**

Call-by-Reference

What if we wanted **swap** to change **a**?

```
(define (swap x y)           ⇒ (define (swap x y)
  (local [(define z y)]      (local [(define z (box (unbox y)))]
    (set! y x)                (set-box! y (unbox x))
    (set! x z)))              (set-box! x (unbox z))))

(local [(define a 10)        (local [(define a (box 10))
      (define b 20)]          (define b (box 20))]
  (begin                      (begin
    (swap a b)                ; (swap (box (unbox a))
    a))                        ; (box (unbox b)))
    (swap a b)
    (unbox a)))
```

This is called **call-by-reference**, as opposed to **call-by-value**

Terminology alert: this “call-by-value” is orthogonal to the use in “call-by-value” vs. “call-by-name”

Implementing Call-by-Reference

```
; interp : BCFAE DefrdSub Store -> Value*Store
(define (interp expr ds st)
  ...
  [app (fun-expr arg-expr)
    (if (id? arg-expr)
      ; call-by-ref handling for id arg:
      (type-case Value*Store (interp fun-expr ds st)
        [v*s (fun-val st)
          (local [(define a
                    (lookup (id-name arg-expr) ds))]
                    (interp (closureV-body fun-val)
                          (aSub name
                              a
                              (closureV-sc fun-val))
                          st)))]))
      ; as before:
      ...)]
  ...)
```