What Is Assignment?

- Assignment is rebinding (changing the value of) a variable in the current environment. This process is also called mutation since the environment is destructively changed.

- Nearly all practical programming languages include operations for mutating the values of program variables and data structures. Only plausible exception is Haskell, but is it really practical?

- To incorporate this feature in LC, we add an assignment operation to the language with syntax (taken from Scheme)
  
  `(set! x M)`

  and the abstract representation
  
  `(define-struct (setter lhs rhs))`

  where `x` is any lambda-bound identifier.

- Assignment `set!` enables us to model changing events in the real world.
How Do We Define the Semantics of Assignment Using a Meta-Interpreter?

Two common approaches:

- Use mutation in the meta-language.
- Add a parameter to the eval function representing a store which maps locations to values. The environment maps assignable (mutable) variables to locations. What is a location? An element of a specified denumerable set, typically the natural numbers (akin to machine addresses for RAM storage). Such an interpreter is called store-passing.

Trade-offs:

- The first approach is a cop-out; it merely passes the buck to the meta-level.
- The second approach is pure but ugly. It makes interpreters look like compilers; identifiers stand for addresses. Yuck!

Conclusion: assignment is inherently ugly from a semantic perspective.
Two Different Formulations of Assignment

Assignable Variables

Mutate (change) bindings in environment. The semantics of assignment critically depend on the fact that extensions of an environment share that environment. Scheme/C++/Java/Scala/Swift use this formulation.

Mutable Cells

Cells (boxes) are *values*. In essence, the data domain is augmented by a new unary constructor called `box` or `ref`.

ML/Haskell and Jam use this formulation.
Two Different Formulations

Advantage of Assignable Variables
   Simpler notation but the *cells* holding the values of variables typically are not data objects which forces extra machinery in parameter passing (such as call-by-reference).
   If cells are data objects (*e.g.*, pointers as in C), some of the internals of the language implementation are exposed (as in C).

Advantage of Mutable Cells
   Mutable cells are simply a special form of data.
   The design of the language is unaffected otherwise.
   Simulating *call-by-reference* is trivial; *call-by-name* requires a bit of extra work, but not much. *Call-by-need* is more work but it is generally not supported in mainstream programming languages.
Using Mutation to Define Mutation

Key intuition: implementation is easy, *provided* that environment sharing-relationships are modeled correctly. A nested environment shares its parent environment representation!

Observation: there is no straightforward way to support assignment if environments are represented as functions. Why? Assignment must update shared bindings but functions do not directly support sharing relationships; re-bound names within λ-abstractions might potentially work but this approach is very delicate and relies on how closures are implemented. Linked lists (and other concrete data structures) foster sharing!

To change the value associated with a variable \( x \), we must bind a different value to the variable \( x \). We can accomplish this by including a clause in MEval case-split of the form:

\[
((\text{setter? } M) \text{ <change the environment>})
\]

But how do we do this?
Using Mutation to Define Mutation cont.

- To make variables assignable, we need to change the values they stand for.
- Variables cannot be directly associated with values; rather, they must be associated with an object which can be modified to hold a different value.
- What kind of object can we use?
  - In Scheme, a particularly apt choice is to use a box to hold the value of each variable. Then we can use mutation on Scheme boxes to change the value of the second field. Note that we can also use closures, which is an important trick featured in *SICP (Structure and Interpretation of Programs)*.
  - In Java, the value field in a `Binding` object simply has to be mutable.
- Moral: variables should stand for boxes (mutable cells).
- Comment: assignment languages like Java implicitly use boxes almost everywhere, but these boxes are *not* objects. They cannot be passed as values. In Java, the implicit boxes are entries in the activation record. Java prohibits values from directly referring to the stack (why?), so these boxes are unavailable as data values.
Revising Our Meta-Interpreter

We must revise the clause that binds new variables (which in LC are only introduced in λ-expressions):

```lisp
((app? M)
  (Mapply
   (MEval (app-fp M) env)
   (box (MEval (app-ap M) env))) ) ;; box is a constructor
```

We must enclose the value `(MEval (app-ap M) env)` in a box because each symbol in the environment must be bound to a box containing a value. Since variables are now bound to boxes containing values, we must change the code that for evaluating variables to the following:

```lisp
(unbox (lookup (var-name M) env)) M)
```

We are finally ready to add the clause for assignment:

```lisp
((setter? M)
  (set-box! (lookup (setter-lhs M) env)
   (MEval (setter-rhs M) env)))
```
Can Boxes Be Values?

- Yes. Many languages support some formulation of this concept. But the details can be delicate because we must know from context whether a variable $x$ means either its value or the enclosing box. In, ML it is trivial.
- Traditional “limited” approach: support call-by-reference as a parameter passing mechanism. The formal parameter declaration includes “type” information stating that call-by-reference should be used. Examples: `var` parameters in Pascal, `ref` parameters in C++.
- Cleaner “comprehensive” approach: treat boxes as ordinary values (as in ML) or, in lower level languages, pointers as values (as in C). But there is a cost: these boxes/pointers must be explicitly dereferenced to get the associated values. (C, C++, and other “algol-like” languages complicate matters by automatically dereferencing variables in some [“right-hand”] contexts but not in others [“left-hand contexts”].
- Conceptually, the ML convention is much simpler but it requires explicit dereferencing (using the unary prefix operator !) whenever we want the value of the variable.