Static vs dynamic scope

- Our traditional scoping rules use static, lexical scoping:
- identifiers refer to most locally-defined version, e.g. var x:
 - First see if x is defined in the current block
 - Then check the block that encloses that one
 - Then check the block that encloses that one
 - ...
 - Check to see if it is globally defined
 - Finally, give up and say x is undefined
- nesting in the (static) source code shows which x will always be used at that point in the code
- Dynamic scoping: which x is used may vary from run to run

Dynamic scope in general

- If x isn't defined inside the function it is used in, then we check if it was defined in the function that called us, and then the function that called them, etc
- Thus which variables are visible depends on who called who, which can be different from run to run:
 - Suppose f defines a local variable x=10, then calls h
 - Suppose g defines a local variable x="foo", then calls h
 - Suppose h has no local x, but prints x anyway
 - When f runs h prints 10, when g runs h prints foo

Dynamic scope in lisp

- Lisp supports dynamic scope, but we need to specify that we want a specific variable treated as dynamically scoped
- defvar variables are always dynamically scoped (defvar x "global") (defun h () (format t "using ~A~%" x)) (defun f () (let ((x "f")) (h))) (defun g () (let ((x "g")) (h)))
 - (f) ; h will print "using f"
 - (g) ; h will print "using g"
 - (h) ; h will print "using global"

Dynamic scope beyond defvar

• For local variables, if we want them to be dynamically scoped we declare them as special (for things called from that block):

```
(let ((x 10) (y nil))
    (declare (special x))
    ... x is now dynamically scoped ...
)
```

Example: localized dynamic scope

- p relies on a dynamically scoped y (defun p () (format t "using ~A~%" y))
- Let block with dynamically scoped y, calls p (let ((y "special let")) (declare (special y)) (p)); prints "using special let"
- Attempt to use p globally crashes
 - (p) ; y not special globally, p can't find it