

## Programming Languages and Compilers (CS 421)

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Based in part on slides by Mattox Beckman, as updated by Vikram Adve and Gul Agha

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## CPS for Higher Order Functions

- In CPS, every procedure / function takes a continuation to receive its result
- Procedures passed as arguments take continuations
- Procedures returned as results take continuations
- CPS version of higher-order functions must expect input procedures to take continuations

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## Example: all

```
#let rec all (p, l) = match l with [] -> true
  | (x :: xs) -> let b = p x in
    if b then all (p, xs) else false
val all : ('a -> bool) -> 'a list -> bool = <fun>
```

- What is the CPS version of this?

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## Example: all

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```
#let rec allk (pk, l) k =
```

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## Example: all

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```

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## Example: all

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    if b then all (p, xs) else false
val all : ('a -> bool) -> 'a list -> bool = <fun>
■ What is the CPS version of this?
#let rec allk (pk, l) k = match l with [] -> k true
  | (x :: xs) ->
```

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## Example: all

```
#let rec all (p, l) = match l with [] -> true
  | (x :: xs) -> let b = p x in
    if b then all (p, xs) else false
val all : ('a -> bool) -> 'a list -> bool = <fun>
■ What is the CPS version of this?
#let rec allk (pk, l) k = match l with [] -> k true
  | (x :: xs) -> pk x
```

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## Example: all

```
#let rec all (p, l) = match l with [] -> true
  | (x :: xs) -> let b = p x in
    if b then all (p, xs) else false
val all : ('a -> bool) -> 'a list -> bool = <fun>
■ What is the CPS version of this?
#let rec allk (pk, l) k = match l with [] -> k true
  | (x :: xs) -> pk x
    (fun b -> if b then          else
    )
```

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## Example: all

```
#let rec all (p, l) = match l with [] -> true
  | (x :: xs) -> let b = p x in
    if b then all (p, xs) else false
val all : ('a -> bool) -> 'a list -> bool = <fun>
■ What is the CPS version of this?
#let rec allk (pk, l) k = match l with [] -> k true
  | (x :: xs) -> pk x
    (fun b -> if b then allk (pk, xs) k else k
    false)
val allk : ('a -> (bool -> 'b) -> 'b) * 'a list ->
(bool -> 'b) -> 'b = <fun>
```

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## Terminology: Review

- A function is in **Direct Style** when it returns its result back to the caller.
- A function is in **Continuation Passing Style** when it, and every function call in it, passes its result to another function.
- A **Tail Call** occurs when a function returns the result of another function call without any more computations (eg tail recursion)
- Instead of returning the result to the caller, we pass it forward to another function giving the computation after the call.

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## CPS Transformation

- Step 1: Add continuation argument to any function definition:
  - $\text{let } f \text{ arg} = e \Rightarrow \text{let } f \text{ arg } k = e$
  - Idea: Every function takes an extra parameter saying where the result goes
- Step 2: A simple expression in tail position should be passed to a continuation instead of returned:
  - $\text{return } a \Rightarrow k \ a$
  - Assuming  $a$  is a constant or variable.
  - “Simple” = “No available function calls.”

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## CPS Transformation

- Step 3: Pass the current continuation to every function call in tail position
  - return  $f \text{ arg} \Rightarrow f \text{ arg } k$
  - The function “isn't going to return,” so we need to tell it where to put the result.

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## CPS Transformation

- Step 4: Each function call not in tail position needs to be converted to take a new continuation (containing the old continuation as appropriate)
  - return  $op (f \text{ arg}) \Rightarrow f \text{ arg } (\text{fun } r \rightarrow k(op \ r))$
  - $op$  represents a primitive operation
- return  $g(f \text{ arg}) \Rightarrow f \text{ arg } (\text{fun } r \rightarrow g \ r \ k)$

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## Example

**Before:**  
let rec mem (y,lst) =  
 match lst with  
 [ ] -> false  
 | x :: xs ->  
 if (x = y)  
 then true  
 else mem(y,xs);;

**After:**  
let rec memk (y,lst) k =  
 (\* rule 1 \*)

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## Example

**Before:**  
let rec mem (y,lst) =  
 match lst with  
 [ ] -> false  
 | x :: xs ->  
 if (x = y)  
 then true  
 else mem(y,xs);;

**After:**  
let rec memk (y,lst) k =  
 (\* rule 1 \*)  
 match lst with  
 [ ] -> false k false (\* rule 2 \*)  
 | x :: xs ->  
 if (x = y)  
 then true k true (\* rule 2 \*)  
 else mem(y,xs);;

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## Example

**Before:**  
let rec mem (y,lst) =  
 match lst with  
 [ ] -> false  
 | x :: xs ->  
 if (x = y)  
 then true  
 else mem(y,xs);;

**After:**  
let rec memk (y,lst) k =  
 (\* rule 1 \*)  
 match lst with  
 [ ] -> false k false (\* rule 2 \*)  
 | x :: xs ->  
 if (x = y)  
 then true k true (\* rule 2 \*)  
 else memk (y, xs) k (\* rule 3 \*)

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## Example

**Before:**  
let rec mem (y,lst) =  
 match lst with  
 [ ] -> false  
 | x :: xs ->  
 if (x = y)  
 then true  
 else mem(y,xs);;

**After:**  
let rec memk (y,lst) k =  
 (\* rule 1 \*)  
 match lst with  
 [ ] -> false k false (\* rule 2 \*)  
 | x :: xs ->  
 if (x = y)  
 then true eqk (x, y) (\* rule 4 \*)  
 else memk (y, xs) k (\* rule 3 \*)

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## Example

### Before:

```
let rec mem (y,lst) =  
  match lst with  
  | [] -> false  
  | x :: xs ->  
    if (x = y)  
    then true  
    else mem(y,xs);;
```

### After:

```
let rec memk (y,lst) k =  
  (* rule 1 *)  
  k false (* rule 2 *)  
  eqk (x, y)  
  (fun b -> if b (* rule 4 *)  
  then k true (* rule 2 *)  
  else memk (y, xs) (* rule 3 *))
```

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## Example

### Before:

```
let rec mem (y,lst) =  
  match lst with  
  | [] -> false  
  | x :: xs ->  
    if (x = y)  
    then true  
    else mem(y,xs);;
```

### After:

```
let rec memk (y,lst) k =  
  (* rule 1 *)  
  match lst with  
  | [] -> k false (* rule 2 *)  
  | x :: xs ->  
    eqk (x, y)  
    (fun b -> if b (* rule 4 *)  
    then k true (* rule 2 *)  
    else memk (y, xs) k (* rule 3 *))
```

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## Example

### Before:

```
let rec mem (y,lst) =  
  match lst with  
  | [] -> false  
  | x :: xs ->  
    if (x = y)  
    then true  
    else mem(y,xs);;
```

### After:

```
let rec memk (y,lst) k =  
  (* rule 1 *)  
  match lst with  
  | [] -> k false (* rule 2 *)  
  | x :: xs ->  
    eqk (x, y)  
    (fun b -> if b (* rule 4 *)  
    then k true (* rule 2 *)  
    else memk (y, xs) k (* rule 3 *))
```

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## Example

### Before:

```
let rec add_list lst =  
  match lst with  
  | [] -> 0  
  | 0 :: xs -> add_list xs  
  | x :: xs -> (+) x  
    (add_list xs);;
```

### After:

```
let rec add_listk lst k =  
  (* rule 1 *)  
  match lst with  
  | [] -> k 0 (* rule 2 *)  
  | 0 :: xs -> add_listk xs k  
    (* rule 3 *)  
  | x :: xs -> add_listk xs  
    (fun r -> k ((+) x r));;  
  (* rule 4 *)
```

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## Extra Material

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## Other Uses for Continuations

- CPS designed to preserve order of evaluation
- Continuations used to express order of evaluation
- Can be used to change order of evaluation
- Implements:
  - Exceptions and exception handling
  - Co-routines
  - (pseudo, aka green) threads

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## Exceptions - Example

```
# exception Zero;;
exception Zero
# let rec list_mult_aux list =
  match list with [ ] -> 1
  | x :: xs ->
    if x = 0 then raise Zero
    else x * list_mult_aux xs;;
val list_mult_aux : int list -> int = <fun>
```

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## Exceptions - Example

```
# let list_mult list =
  try list_mult_aux list with Zero -> 0;;
val list_mult : int list -> int = <fun>
# list_mult [3;4;2];;
- : int = 24
# list_mult [7;4;0];;
- : int = 0
# list_mult_aux [7;4;0];;
Exception: Zero.
```

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## Exceptions

- When an exception is raised
  - The current computation is aborted
  - Control is “thrown” back up the call stack until a matching handler is found
  - All the intermediate calls waiting for a return values are thrown away

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## Implementing Exceptions

```
# let multkp (m, n) k =
  let r = m * n in
  (print_string "product result: ";
   print_int r; print_string "\n";
   k r);;
val multkp : int ( int -> (int -> 'a) -> 'a =
<fun>
```

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## Implementing Exceptions

```
# let rec list_multk_aux list k kexcp =
  match list with [ ] -> k 1
  | x :: xs -> if x = 0 then kexcp 0
  else list_multk_aux xs
      (fun r -> multkp (x, r) k) kexcp;;
val list_multk_aux : int list -> (int -> 'a) -> (int -> 'a)
-> 'a = <fun>
# let rec list_multk list k = list_multk_aux list k k;;
val list_multk : int list -> (int -> 'a) -> 'a = <fun>
```

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## Implementing Exceptions

```
# list_multk [3;4;2] report;;
product result: 2
product result: 8
product result: 24
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- : unit = ()
# list_multk [7;4;0] report;;
0
- : unit = ()
```

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## End of Extra Material

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## Data type in Ocaml: lists

- Frequently used lists in recursive program
- Matched over two structural cases
  - `[]` - the empty list
  - `(x :: xs)` a non-empty list
- Covers all possible lists
- `type 'a list = [] | (::) of 'a * 'a list`
  - Not quite legitimate declaration because of special syntax

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## Variants - Syntax (slightly simplified)

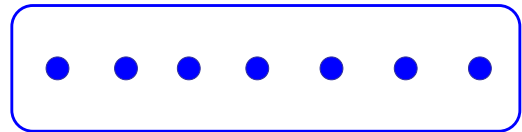
- `type name = C1[of ty1] | ... | Cn[of tyn]`
- Introduce a type called *name*
- `(fun x -> Cix) : ty1 -> name`
- *C<sub>i</sub>* is called a *constructor*; if the optional type argument is omitted, it is called a *constant*
- Constructors are the basis of almost all pattern matching

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## Enumeration Types as Variants

An enumeration type is a collection of distinct values



In C and Ocaml they have an order structure; order by order of input

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## Enumeration Types as Variants

```
# type weekday = Monday | Tuesday | Wednesday
  | Thursday | Friday | Saturday | Sunday;;
type weekday =
  Monday
  | Tuesday
  | Wednesday
  | Thursday
  | Friday
  | Saturday
  | Sunday
```

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## Functions over Enumerations

```
# let day_after day = match day with
  Monday -> Tuesday
  | Tuesday -> Wednesday
  | Wednesday -> Thursday
  | Thursday -> Friday
  | Friday -> Saturday
  | Saturday -> Sunday
  | Sunday -> Monday;;
val day_after : weekday -> weekday = <fun>
```

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## Functions over Enumerations

```
# let rec days_later n day =  
  match n with 0 -> day  
  | _ -> if n > 0  
    then day_after (days_later (n - 1) day)  
    else days_later (n + 7) day;;  
val days_later : int -> weekday -> weekday  
= <fun>
```

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## Functions over Enumerations

```
# days_later 2 Tuesday;;  
- : weekday = Thursday  
# days_later (-1) Wednesday;;  
- : weekday = Tuesday  
# days_later (-4) Monday;;  
- : weekday = Thursday
```

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## Problem:

```
# type weekday = Monday | Tuesday |  
  Wednesday  
  | Thursday | Friday | Saturday | Sunday;;  
■ Write function is_weekend : weekday -> bool  
let is_weekend day =
```

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## Problem:

```
# type weekday = Monday | Tuesday |  
  Wednesday  
  | Thursday | Friday | Saturday | Sunday;;  
■ Write function is_weekend : weekday -> bool  
let is_weekend day =  
  match day with Saturday -> true  
  | Sunday -> true  
  | _ -> false
```

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## Example Enumeration Types

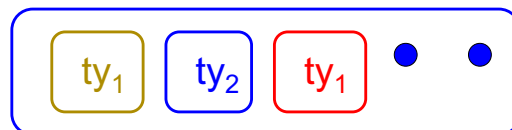
```
# type bin_op = IntPlusOp | IntMinusOp  
  | EqOp | CommaOp | ConsOp  
  
# type mon_op = HdOp | TIOp | FstOp  
  | SndOp
```

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## Disjoint Union Types

- Disjoint union of types, with some possibly occurring more than once



- We can also add in some new singleton elements

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## Disjoint Union Types

```
# type id = DriversLicense of int
| SocialSecurity of int | Name of string;;
type id = DriversLicense of int | SocialSecurity
of int | Name of string
# let check_id id = match id with
  DriversLicense num ->
    not (List.mem num [13570; 99999])
  | SocialSecurity num -> num < 900000000
  | Name str -> not (str = "John Doe");;
val check_id : id -> bool = <fun>
```

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## Problem

- Create a type to represent the currencies for US, UK, Europe and Japan

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## Problem

- Create a type to represent the currencies for US, UK, Europe and Japan

```
type currency =
  Dollar of int
| Pound of int
| Euro of int
| Yen of int
```

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## Example Disjoint Union Type

```
# type const =
  BoolConst of bool
  | IntConst of int
  | FloatConst of float
  | StringConst of string
  | NilConst
  | UnitConst
```

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## Example Disjoint Union Type

```
# type const = BoolConst of bool
  | IntConst of int | FloatConst of float
  | StringConst of string | NilConst
  | UnitConst
```

- How to represent 7 as a const?
- Answer: `IntConst 7`

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## Polymorphism in Variants

- The type `'a option` gives us something to represent non-existence or failure

```
# type 'a option = Some of 'a | None;;
type 'a option = Some of 'a | None
```

- Used to encode partial functions
- Often can replace the raising of an exception

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## Functions producing option

```
# let rec first p list =  
  match list with [ ] -> None  
  | (x::xs) -> if p x then Some x else first p xs;;  
val first : ('a -> bool) -> 'a list -> 'a option = <fun>  
# first (fun x -> x > 3) [1;3;4;2;5];;  
- : int option = Some 4  
# first (fun x -> x > 5) [1;3;4;2;5];;  
- : int option = None
```

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## Functions over option

```
# let result_ok r =  
  match r with None -> false  
  | Some _ -> true;;  
val result_ok : 'a option -> bool = <fun>  
# result_ok (first (fun x -> x > 3) [1;3;4;2;5]);;  
- : bool = true  
# result_ok (first (fun x -> x > 5) [1;3;4;2;5]);;  
- : bool = false
```

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## Problem

- Write a hd and tl on lists that doesn't raise an exception and works at all types of lists.

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## Problem

- Write a hd and tl on lists that doesn't raise an exception and works at all types of lists.

```
■ let hd list =  
  match list with [ ] -> None  
  | (x::xs) -> Some x  
■ let tl list =  
  match list with [ ] -> None  
  | (x::xs) -> Some xs
```

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## Mapping over Variants

```
# let optionMap f opt =  
  match opt with None -> None  
  | Some x -> Some (f x);;  
val optionMap : ('a -> 'b) -> 'a option -> 'b option = <fun>  
# optionMap  
  (fun x -> x - 2)  
  (first (fun x -> x > 3) [1;3;4;2;5]);;  
- : int option = Some 2
```

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## Folding over Variants

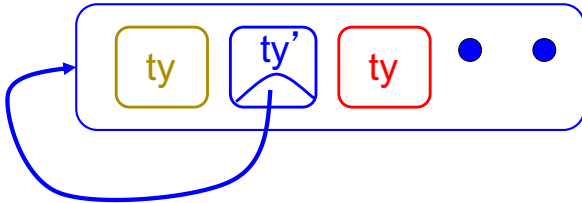
```
# let optionFold someFun noneVal opt =  
  match opt with None -> noneVal  
  | Some x -> someFun x;;  
val optionFold : ('a -> 'b) -> 'b -> 'a option -> 'b = <fun>  
# let optionMap f opt =  
  optionFold (fun x -> Some (f x)) None opt;;  
val optionMap : ('a -> 'b) -> 'a option -> 'b option = <fun>
```

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## Recursive Types

- The type being defined may be a component of itself



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## Recursive Data Types

```
# type int_Bin_Tree =  
Leaf of int | Node of (int_Bin_Tree *  
int_Bin_Tree);;
```

```
type int_Bin_Tree = Leaf of int | Node of  
(int_Bin_Tree * int_Bin_Tree)
```

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## Recursive Data Type Values

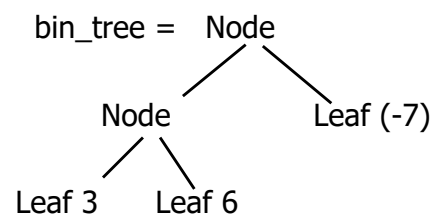
```
# let bin_tree =  
Node(Node(Leaf 3, Leaf 6),Leaf (-7));;
```

```
val bin_tree : int_Bin_Tree = Node (Node  
(Leaf 3, Leaf 6), Leaf (-7))
```

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## Recursive Data Type Values



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## Recursive Functions

```
# let rec first_leaf_value tree =  
  match tree with (Leaf n) -> n  
  | Node (left_tree, right_tree) ->  
    first_leaf_value left_tree;;  
val first_leaf_value : int_Bin_Tree -> int =  
  <fun>  
# let left = first_leaf_value bin_tree;;  
val left : int = 3
```

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