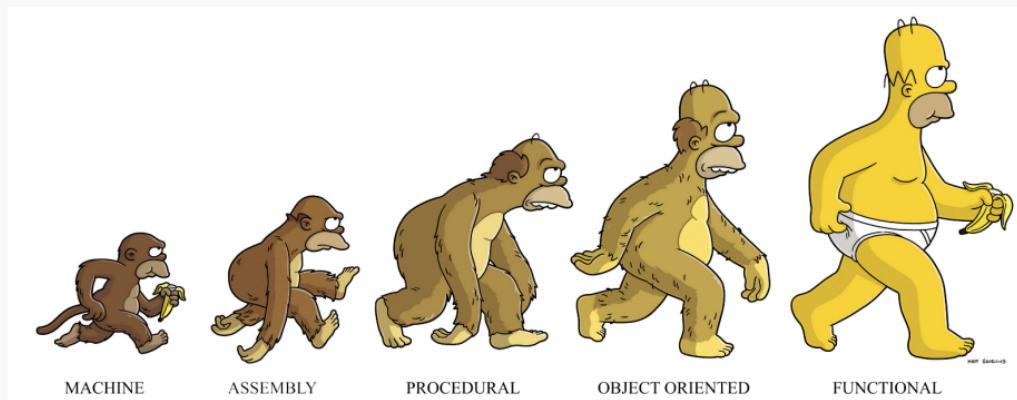


COMP302: Programming Languages and Paradigms

Week 7: Continuations - Part 1

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Functional Tidbit: Programming with Style!



Get ready for
continuations!



What is a continuation?

A **continuation** is a representation of the **execution state of a program** (for example a call stack) at a certain point in time.

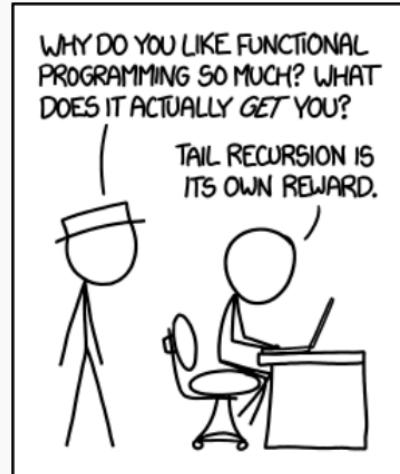
Save the current state of execution into some object and restore the state from this object at a later point in time resuming its execution.

First-class Support for Continuations

C#	async / wait
Racket	call-with-current-continuation
Ruby	callcc
Scala	shift / reset
Scheme	callcc

TODAY: Functions as Continuations

Tail-Recursion Revisited



A function is **tail-recursive** if no computation occurs after any recursive call.

Consequence: the compiler can reuse stack frames, leading to $O(1)$ (stack) space complexity.

Can every function be written tail-recursively?

Yes, using continuations!

Revisiting Append

```
1 (* append: 'a list -> 'a list -> 'a list *)
2 let rec append l k = match l with
3 | [] -> k
4 | h::t -> h::append t k
```

- not tail-recursive, since we use `h::append t k`
(consing `h` occurs *after* the recursive call).
- Nonetheless, quite efficient.

Can we rewrite it tail-recursively?

Recipe: How to re-write a function tail-recursively?

- Add an additional argument, a **continuation**, which acts like an accumulator
- In the base case, we call the continuation
- In the recursive case, we build up in the continuation *the work to do after the recursive call.*

A continuation is a stack of functions modelling the call stack, i.e. the work we still need to do upon returning.

Let's see what this means in practice!

Implementing a tail-recursive append:

```
1 let rec app' l k =
2
3 (* app_tr: 'a list -> 'a list -> ('a list -> 'a list) -> 'a list *)
4
5 let rec app_tr l k cont = match l with
6
7 | []    -> cont k      ← call the continuation
8
9 | h::t -> app_tr t k (fun r => cont (h::r)) ← build up the
10                                         continuation
11 in
12
13 app_tr l k (fun r => r) ← initial continuation
```

Step-by-step, how does this work?

```
1 let rec app_tr l1 l2 k =
2   match l1 with
3   | []    -> k l2
4   | h::t -> app_tr t l2 (fun r -> k (h::r))
```

Consider this example; it's the **base case**.

(Notice: `let id = fun x -> x` is a shorthand for the identity function here.)

```
app_tr [] [1;2] id
⇒ id [1;2]
⇒ [1;2]
```

Nothing too strange.

Step-by-step, how does this work?

```
1 let rec app_tr l1 l2 k =
2   match l1 with
3   | []    -> k l2
4   | h::t -> app_tr t l2 (fun r -> k (h::r))
```

Now let's try with a nonempty list. This is trickier!

```
app_tr [1;2] ls id
=> app_tr [2] ls (fun r -> id (1 :: r))
=> app_tr [] ls (fun r' -> (fun r -> id (1 :: r)) (2 :: r'))
```

A “stack” of pending operations has been built up explicitly in the continuation!

What's next? – Collapse the function stack

```
app_tr [1;2] ls id  
⇒ app_tr [2] ls (fun r -> id (1 :: r))  
⇒ app_tr [] ls (fun r' -> (fun r -> id (1 :: r)) (2 :: r'))
```

*build up
function stack*

A “stack” of pending operations has been built up explicitly in the continuation!

Continue with executing the function stack (the continuation)

```
⇒ (fun r -> id (1 :: r)) (2 :: ls)  
⇒ id (1 :: (2 :: ls))  
⇒ 1 :: 2 :: ls
```

*collapse the function
stack*

Remark: Performance

- `append` will outperform `append_tr` on small lists.
On (very) large lists, `append` will crash whereas `append_tr` will run.
- Both `append` and `append_tr` use $O(n)$ memory, but it's the *type* of memory used that is different.
`append` uses the *stack* which is not very big (8 MiB)
`append_tr` uses the *heap* which is plentiful (several GiB)
- However, the use of continuations in the form of *closures* (functions capturing an environment) incurs an extra time and space penalty.

Let's see what this means in practice! – Try it out!

```
1 (* Constructs a list of numbers. *)
2 let rec genList n acc = if n > 0 then genList (n-1) (n::acc) else acc;;
3
4 (* Experiment: *)
5
6 let l1 = genList 800000 [];;
7 let l2 = genList 400000 [];;
```

Choose your own lists and carefully try this out on the top level

1. # append l1 l2;;
 2. # l1 @ l2;;
 3. # app_tr l1 l2;;
- stack overflow*

Take-Away

- A continuation is a functional argument representing the work that still needs to be done when we finished recursively traversing our data; it represents the call stack that is normally built up by the runtime system – but you're in control!

Recap: how to convert to continuation-passing style

1. Change the type signature: add the continuation.

e.g. `append : 'a list -> 'a list -> 'a list.`

`app_tr : 'a list -> 'a list -> ('a list -> 'r) -> 'r.`

2. All the work that should happen **after** the recursive call gets moved **inside** the continuation; e.g.

```
1 | x :: xs ->
2   let ys = append xs 12 in
3     x :: ys
```

becomes

```
1 | x :: xs ->
2   app_tr xs 12
3     (fun ys -> x :: ys)
```

What we use continuations for

- **Tail-recursion**: the continuation is a functional accumulator; it represents the call stack built when recursively calling a function and builds the final result
- **Failure Continuation**: the continuation keeps track of what to do upon **failure** and defers control to the continuation
- **Success Continuation**: the continuation keeps track of what to do upon **success**, defers control to the continuation, and builds the final result

Functional Programming Ninjas [OPTIONAL]

Implement `app_tr_gen` such that we build the call stack upfront while traversing the first list and return in each of the cases a function of type

`('a list -> 'r) -> 'a list -> 'r.`

To make it a bit easier, we already give you a code template to fill in below.

```
1 (* app_tr_gen : 'a list -> ('a list -> 'r) -> 'a list -> 'r *)
2 let rec app_tr_gen l1 = match l1 with
3
4 | [] -> fun cont l2 -> cont l2
5
6 | h :: t ->
7     let cc = app_tr_gen t in
8     (* NOTE: cc : ('a list -> 'r) -> 'a list -> 'r *)
9
10    fun cont l2 => cc cont t
```

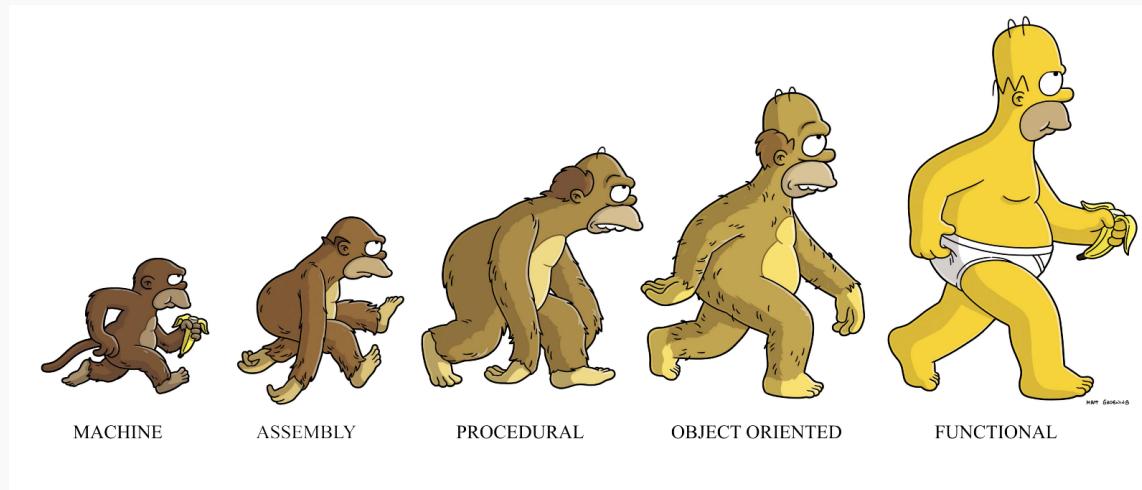
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COMP302: Programming Languages and Paradigms

Week 7: Continuations - Part 2

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Functional Tidbit: Programming with Style!



Let's
continue!



What is a continuation?

A **continuation** is a representation of the execution state of a program (for example a call stack) at a certain point in time.

Save the current state of execution into some object and restore the state from this object at a later point in time resuming its execution.

When to use continuations?

- Tail-recursion: the continuation is a functional accumulator; it represents the call stack built when recursively calling a function and builds the final result
- Failure Continuation: the continuation keeps track of what to do upon failure and defers control to the continuation
- Success Continuation: the continuation keeps track of what to do upon success, defers control to the continuation, and builds the final result

How to handle success and failure?

Finding an element in a binary tree

```
1 (* VERSION 1: Using option types *)
2 let rec find p t = match t with
3   | Empty -> None
4   | Node (l, d, r) ->
5     if (p d) then Some d
6     else (match find p l with
7           | None -> find p r
8           | Some d' -> Some d')
```

```
1 (* VERSION 2: Exceptions *)
2 let rec find_exc p t = match t with
3   | Empty -> raise Fail
4   | Node (l,d,r) ->
5     if (p d) then Some d
6     else (try find_exc p l with Fail -> find_exc p r)
7
8 let find_ex p t = (try find_exc p t with Fail -> None)
```

How to handle success and failure?

Finding an element in a binary tree

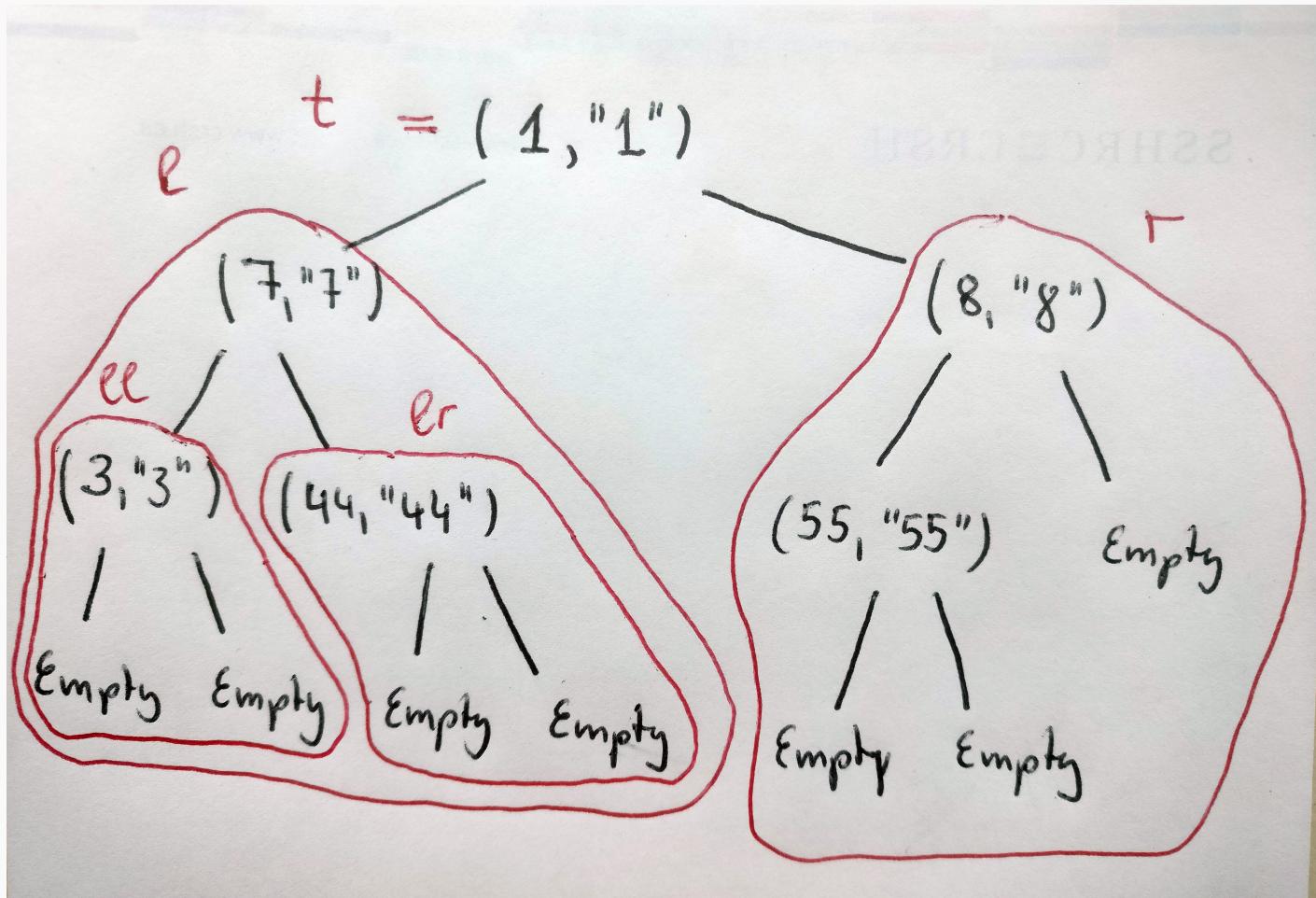
```
1 (* VERSION 3: Success & failure continuation *)
2           ( $\alpha \rightarrow \text{bool}$ )  $\rightarrow$   $\alpha \text{ tree} \rightarrow (\text{unit} \rightarrow \beta) \rightarrow (\alpha \rightarrow \beta) \rightarrow \beta$ 
3 let rec find_tr p t fail succeed = match t with
4
5 | Empty -> fail ()                                ← call the failure continuation
6
7 | Node(_, d, _) when p d -> succeed d          ← call the success continuation
8
9 | Node(l, _, r) ->
10
11   find_tr p l (fun () -> find_tr p r) succeed
12
13 (** A driver function that calls the continuation-passing
14     style function and wraps the result in an option.
15 *)
16
17 let find' p t =
18   find_tr p t (fun () -> None) (fun x -> Some x)
```

Deferring control using continuations vs exceptions

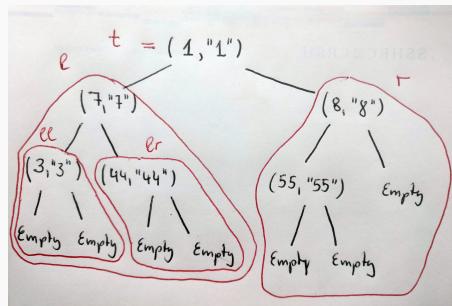
```
1 (* VERSION 2: Exceptions *)
2 let rec find_exc p t = match t with
3 | Empty -> raise Fail
4 | Node (l,d,r) ->
5   if (p d) then Some d
6   else (try find_exc p l with Fail -> find_exc p r)
7
8 let find_ex p t = (try find_exc p t with Fail -> None)
```

```
1 (* VERSION 3: Success & failure continuation *)
2 let rec find_tr p t fail succeed = match t with
3 | Empty -> fail ()
4 | Node(_, d, _) when p d -> succeed d
5 | Node(l, _, r) ->
6   find_tr p l
7     (fun () -> find_tr p r fail succeed)
8   succeed
9
10 let find' p t =
11   find_tr p t (fun () -> None) (fun x -> Some x)
```

Find element in a tree



Finding elements in a tree



let is44 (x, k) = x = 44

```

1 (* VERSION 3: Success & failure continuation *)
2 let rec find_tr p t fail succeed =
3   match t with
4   | Empty -> fail ()
5   | Node(_, d, _) when p d -> succeed d
6   | Node(l, _, r) ->
7     find_tr p l
8       (fun () -> find_tr p r fail succeed)
9     succeed
  
```

find-tr is44 t fc sc

\Rightarrow find-tr is44 l (fun() \rightarrow find-tr is44 r fc sc) sc

\Rightarrow find-tr is44 ll (fun() \rightarrow find-tr is44 lr sc) sc

\Rightarrow find-tr is44 Empty (fun() \rightarrow find-tr is44 Empty sc) sc

\Rightarrow find-tr is44 Empty fc2 sc

\Rightarrow find-tr is44 lr fc1 sc

\Rightarrow sc(44, "44")

\Rightarrow Some(44, "44")

↑ fc1
↑ fc2

Collecting all elements in a tree

```
1 (* VERSION 1: Straightforward recursive program *)  
2 let rec findAll p t = match t with  
3 | Empty -> []  
4 | Node(l,d,r) ->  
5   if (p d) then (findAll p l) @ (d :: (findAll p r))  
6   else  
7     (findAll p l) @ (findAll p r)
```

findAll: ($\alpha \rightarrow \text{bool}$) \rightarrow $\alpha \text{ tree} \rightarrow \alpha \text{ list}$

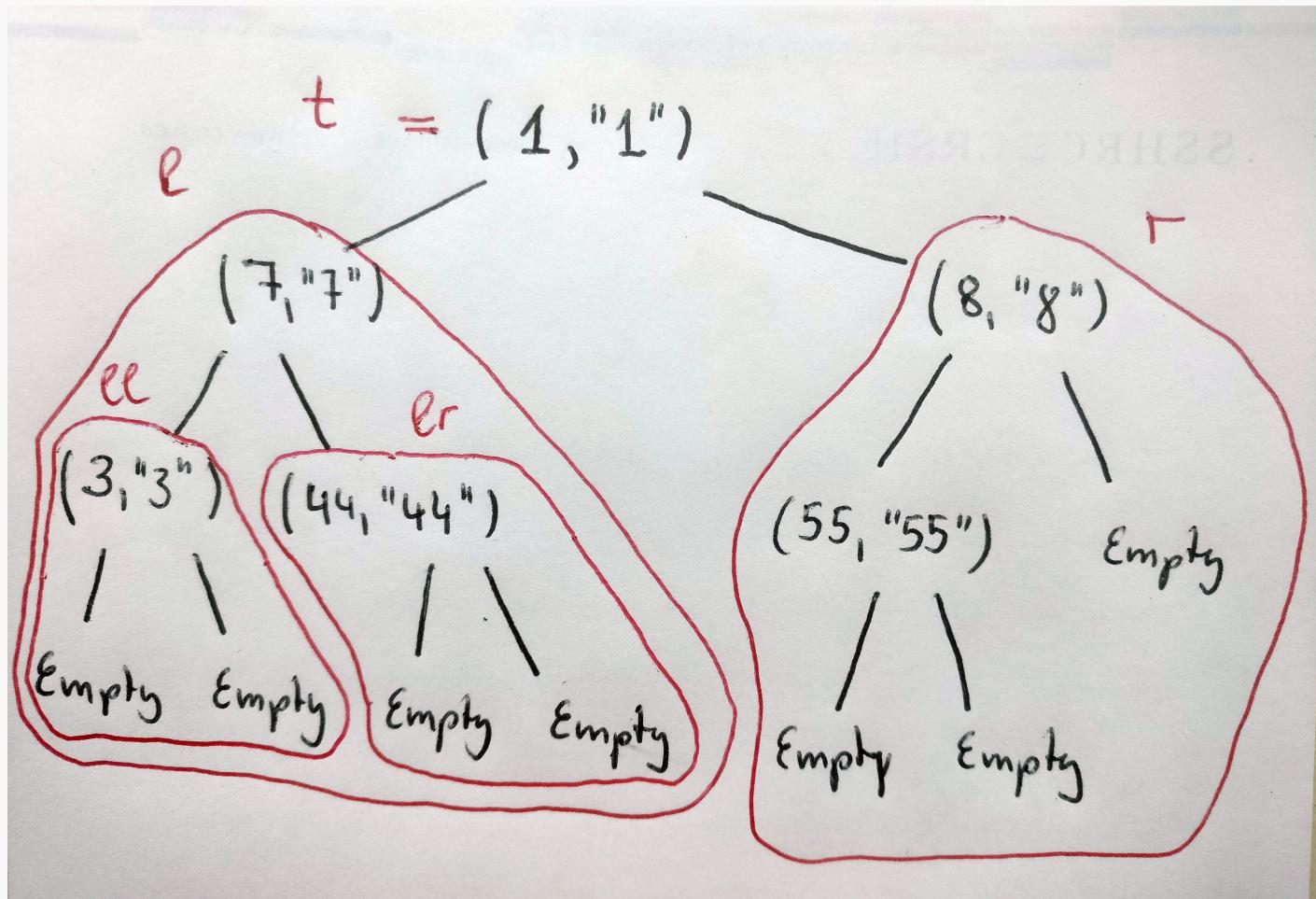
Collecting all elements in a tree using success continuations

```
1  findAll: ( $\alpha \rightarrow \text{bool}$ )  $\rightarrow$   $\alpha \text{ tree} \rightarrow (\alpha \text{ list } \rightarrow \beta) \rightarrow \beta$ 
2  let rec findAll p t sc = match t with
3
4    | Empty -> sc []
5
6    | Node(l,d,r) ->
7
8      findAll p l
9
10   (fun el => findAll p r)
11
12   (fun er => if p d then
13
14     sc (el @ (d :: er))
15
16   else sc (el @ er)))
```

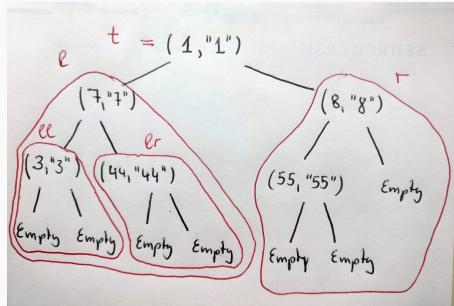
Alternative Solution

```
1 let rec findAll' p t sc = match t with
2   | Empty -> sc []
3   | Node(l,d,r) ->
4     (if (p d) then
5      findAll' p l
6      (fun el -> findAll' p r
7       (fun er -> sc (el@(d::er))))
8    else
9      findAll' p l
10     (fun el -> findAll' p r
11      (fun er -> sc (el@er)))
12
13 )
```

Collecting elements in a tree



Collecting elements in a tree



```

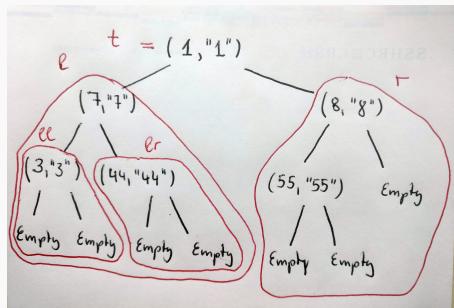
1 let rec findAll' p t sc = match t with
2   | Empty -> sc []
3   | Node(l,d,r) ->
4     (if (p d) then
5       findAll' p l
6         (fun el -> findAll' p r
7           (fun er -> sc (el@(:er))))
8     else
9       findAll' p l
10      (fun el -> findAll' p r
11        (fun er -> sc (el@er)))
12    )

```

$\text{findAll even } t \ (\underbrace{\text{fun } \ell \rightarrow \ell} _{= sc})$
 $\rightarrow \text{findAll even } l \ (\underbrace{\text{fun } el \rightarrow \text{findAll even } r \ (\underbrace{\text{fun } er \rightarrow \downarrow}_{sc} (el @ er))} _{= sc_1})$
 $\rightarrow \text{findAll even } ll \ (\underbrace{\text{fun } el \rightarrow \text{findAll even } lr \ (\underbrace{\text{fun } er \rightarrow \downarrow}_{sc_1} (el @ er))} _{= sc_2})$
 $\rightarrow \text{findAll even Empty} \ (\underbrace{\text{fun } el \rightarrow \text{findAll even Empty} \ (\underbrace{\text{fun } er \rightarrow \downarrow}_{sc_2} (el @ er))} _{= sc_2})$

Build the stack

Collecting elements in a tree



```
1 let rec findAll' p t sc = match t with
2 | Empty -> sc []
3 | Node(l,d,r) ->
4   (if (p d) then
5     findAll' p l
6       (fun el -> findAll' p r
7           (fun er -> sc (el@::er))))
8   else
9     findAll' p l
10    (fun el -> findAll' p r
11        (fun er -> sc (el@er)))
12
13 )
```

findAll even t $\underbrace{(\text{fun } \ell \rightarrow \ell)}_{= sc} = sc$

\rightarrow findAll even ℓ $\underbrace{(\text{fun } el \rightarrow \text{findAll even } r \text{ (fun } er \rightarrow \downarrow_{sc} (el @ er))}_{= sc_1} = sc_1$

\rightarrow findAll even $\ell\ell$ $\underbrace{(\text{fun } el \rightarrow \text{findAll even } \ell r \text{ (fun } er \rightarrow \downarrow_{sc_1} (el @ er))}_{= sc_2} = sc_2$

\rightarrow findAll even Empty $\underbrace{(\text{fun } el \rightarrow \text{findAll even Empty} \text{ (fun } er \rightarrow \downarrow_{sc_2} (el @ er))}_{= sc_2} = sc_2$

Build the stack

Call the stack

Collecting elements in a tree

findAll even t $\underbrace{(\text{fun } l \rightarrow l)}_{sc} = sc$

- findAll even l $\underbrace{(\text{fun } el \rightarrow \text{findAll even r } (\text{fun } er \rightarrow \downarrow_{sc} (el @ er))}_{sc_1} = sc_1$
- findAll even ll $\underbrace{(\text{fun } el \rightarrow \text{findAll even lr } (\text{fun } er \rightarrow \downarrow_{sc_1} (el @ er))}_{sc_2} = sc_2$
- findAll even Empty $(\text{fun } el \rightarrow \text{findAll even Empty } (\text{fun } er \rightarrow \downarrow_{sc_2} (el @ er)))$

Build the stack

Call the stack

- $(\text{fun } el \rightarrow \text{findAll even Empty } (\text{fun } er \rightarrow sc_2 (el @ er))) [I]$
- $\text{findAll even Empty } (\text{fun } er \rightarrow sc_2 ([I] @ er))$
- $(\text{fun } er \rightarrow sc_2 ([I] @ er)) []$
- $sc_2 ([I] @ []) \Rightarrow sc_2 []$

Collecting elements in a tree

findAll even t $(\text{fun } l \rightarrow l) = sc$

→ findAll even l $(\text{fun } el \rightarrow \text{findAll even r } (\text{fun } er \rightarrow sc (el @ er)) = sc_1$

→ findAll even ll $(\text{fun } el \rightarrow \text{findAll even lr } (\text{fun } er \rightarrow sc_1 (el @ er)) = sc_2$

→ findAll even Empty $(\text{fun } el \rightarrow \text{findAll even Empty } (\text{fun } er \rightarrow sc_2 (el @ er)))$

Build the stack

Call the stack

→ $(\text{fun } el \rightarrow \text{findAll even Empty } (\text{fun } er \rightarrow sc_2 (el @ er))) []$

→ findAll even Empty $(\text{fun } er \rightarrow sc_2 ([] @ er))$

→ $(\text{fun } er \rightarrow sc_2 ([] @ er)) [] \rightarrow sc_2 ([] @ [])$

→ $(\text{fun } el \rightarrow \text{findAll even lr } (\text{fun } er \rightarrow sc_1 (el @ er))) []$

→ ~~findAll~~ findAll even lr $(\text{fun } er \rightarrow sc_1 ([] @ er))$

→ ...

Collecting elements in a tree

- findAll even t $(\text{fun } l \rightarrow l) = sc$
- findAll even l $(\text{fun } el \rightarrow \text{findAll even } r (\text{fun } er \rightarrow \downarrow_{sc} (el @ er)) = sc_1$
- findAll even ll $(\text{fun } el \rightarrow \text{findAll even } lr (\text{fun } er \rightarrow \downarrow_{sc_1} (el @ er)) = sc_2$
- findAll even Empty $(\text{fun } el \rightarrow \text{findAll even Empty } (\text{fun } er \rightarrow \downarrow_{sc_2} (el @ er)))$

Build the stack

Call the stack

- $(\text{fun } el \rightarrow \text{findAll even Empty } (\text{fun } er \rightarrow sc_2 (el @ er))) []$
- findAll even Empty $(\text{fun } er \rightarrow sc_2 ([] @ er))$
- $(\text{fun } er \rightarrow sc_2 ([] @ er)) [] \rightarrow sc_2 ([] @ [])$
- $(\text{fun } el \rightarrow \text{findAll even } lr (\text{fun } er \rightarrow sc_1 (el @ er))) []$
- ~~from~~ findAll even lr $(\text{fun } er \rightarrow sc_1 ([] @ er))$
- findAll even Empty $(\text{fun } er \rightarrow \text{findAll even Empty } (\text{fun } er \rightarrow \downarrow_{sc_3} (el @ (44, "44")) :: er))$

Take-Away

- A continuation is a functional argument representing the work that still needs to be done when we finished recursively traversing our data; it represents the call stack that is normally built up by the runtime system – but you're in control!

Take-Away

- A continuation is a functional argument representing the work that still needs to be done when we finished recursively traversing our data; it represents the call stack that is normally built up by the runtime system – but you're in control!
- **Tail-recursion**: the continuation is a functional accumulator; it represents the call stack built when recursively calling a function and builds the final result
- **Failure Continuation**: the continuation keeps track of what to do upon **failure** and defers control to the continuation
- **Success Continuation**: the continuation keeps track of what to do upon **success**, defers control to the continuation, and builds the final result

Next

Implementing a regular expression matcher with continuations