Continuation

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1. Concept
       a. val = foo(x, )
           When the result of foo(x) is computed, send the return value to the next to it
       b. fun fact(x) =
                   if x > 0 then x * fact(x-1) else 1
       c. fun kfact (x,k) (*continuation passing style*) =
                   k(fact(x))
       d. fun kfact(x,k) =
                   if x > 0 then kfact(x-1, fn res => k(x*res))
                   (*tail recursive (can be turned into loop and implement it without using
           loop *)
                   (* need space to create closure fn res => k(x * res) \rightarrow stored on heap *)
                   (* heap is much larger than stack *)
                   else k(1)
       e. Steps
                   kfact(2, fn res => res) => 2
             i.
                   kfact(1, fn res => (2 * res) => 2
             ii.
            iii.
                   kfact(0, fn res => (1 * res)) => 1
       f. fun fibo(x) =
                   if x \le 1 then x else fibo(x-2) + fibo(x-1)
       g. fun kfibo(x, k) =
                   if x \le 1 then k(x)
                   else kfibo(x-2, fn res1 => kfibo(x-1, fn res2 => k(res1+res2))
       h. fun kfact2(x,k) =
                   if x > 0 then kfact(x-1, fn res => k(x * res))
                   else k(k(1))
           kfact2(3, fn res => res) = 1 * 2 * 3 * [1 * 2 * 3 * [1]] = 6 * 6 = 36
           (* must be tail recursive when using continuation *)
       i. fn f91(x) =
                   if x > 100 then x - 10
                   else f91(f91(x+11))
       i. fun kf91(x,k) =
                   if x > 100 then k(x-10)
                   else kf91(x+11, fn res => kf91(res, k))
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k. fun f(x) = f(x+1)
            f(0) \Rightarrow will reach/cause overflow in SML, but it is tail recursive
       1. fun f(x) =
                    if x > 100 then f(0)
                    else f(x+1)
            Execute forever, tail recursive
       m. fun iseven(x) = \frac{1}{2}
                    if x > 0 then isodd(x-1)
                    else true
            and
            fun isodd(x) =
                    if x > 0 then iseven(x-1)
                    else false
           (* mutually tail recursive call *)
       n. fun kiseven(x,k) =
                    if x > 0 then kisodd(x-1)
                    else k(true)
            and
            fun kisodd(x,k) =
                    if x > 0 then kiseven(x-1)
                    else k(false)
2. Time Complexity
        a. if length(xs) = 0 then \rightarrow O(n) to find length of list
       b. In python, xs.append(y) \rightarrow O(1) and xs.insert(0,x) \rightarrow O(n) (use less insert)
       c. In SML, putting something on the very front is O(1), at the end is O(n)
       d. if f is O(n) then f is O(n^2) \rightarrow true
           because O(n) is bounded by O(n^2) (it is upper bound)
3. Recurrence (relation/equation)
        a. fun fact(x) =
                    if x > 0 then x * fact(x-1) else 1
       b. T(n) = T(n-1) + O(1)
           T(0) = O(1)
            \rightarrow T(n) = n * O(1) = O(n)
           T(n) is O(n)
       c. fun fibo(x) =
                    if x < 2 then x else fibo(x-2) + fibo(x-1)
       d. T(n) = T(n-1) + T(n-2) + O(1)
                    \leq 2 * T(n-1) + O(1)
            T(n) is O(2^n)
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- e. Time complexity for continuation style and direct style is the same
- f. Mergesort \rightarrow O(n*log (n)) \rightarrow still practical
- g. Quicksort $\rightarrow O(n^2)$