

# CS450

## Structure of Higher Level Languages

Lecture 33: PhD in CS/Pattern matching

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# Today we will learn...

- What is a PhD
- Research in the Software Verification Lab
- Learn about pattern matching

# What is a Ph.D.?

# What is a Ph.D.?

An academic degree where you must:

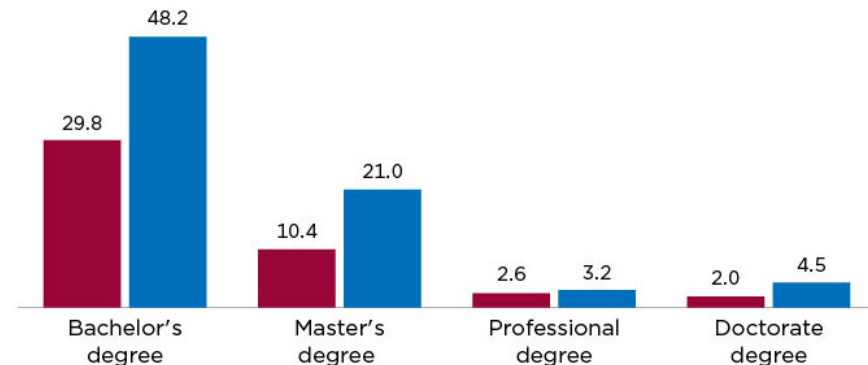
1. Master a subject completely
2. Advance the state of the art

- **Meaning:** Doctor of Philosophy
- **Importance:** The highest academic degree
- **Rarity:** Specialized workforce (4.5% of the population)
- **Prestige:** The title of Doctor

Number of Degree Holders: 2000 and 2018

(In millions)

■ 2000 ■ 2018



Source: U.S. Census Bureau, Annual Social and Economic Supplement to the Current Population Survey, 2000 and 2018.

Source: [www.cs.purdue.edu/homes/dec/essay.phd.html](http://www.cs.purdue.edu/homes/dec/essay.phd.html)

# Overview: What is a Ph.D.?

1. Why join graduate school?
2. Why not join graduate school?
3. Why a graduate degree in CS?
4. What is the structure of a PhD?
5. How do the a PhD effectively?

# Why join graduate school?

# Why join graduate school?

- **Intellectual curiosity:** the challenge of learning, the culture of seeking and *sharing* knowledge
- **Specialized degree:** after graduation you will be a better professional
- **Autonomy:** you want time to develop your own project
- **Better paying work prospects:** a graduate degree is a good investment

PhD degrees are generally fully-funded!

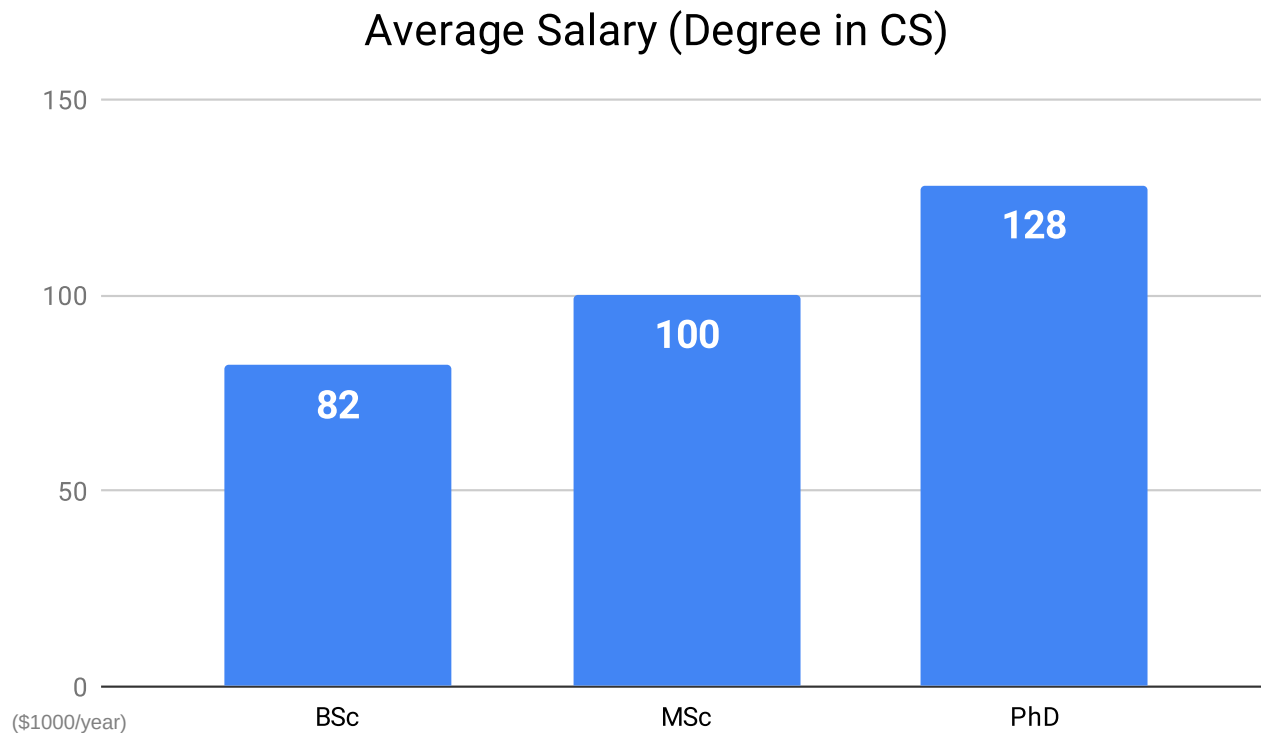
# Why not join graduate school?

- **5-year investment:** You will not be paying tuition, grants and serving as a teaching assistant (TA) will pay you a stipend.  
However, **this stipend is significantly lower than working in the industry!**
- **Higher workload:** Graduate course are more rigorous than undergraduate courses. You will need to juggle TA with courses and research.
- **5-year commitment:** You will be working on the **same** subject for 5 years.
- **Autonomy required:** A PhD degree is not structured like a BSc. There is no exact formula for an effective PhD degree. More freedom, more responsibility.
- **Travelling required:** You will need to travel internationally.
- **Public speaking:** A crucial part of the PhD is public speaking.

I am using 5 years as an approximate duration to conclude a PhD degree.

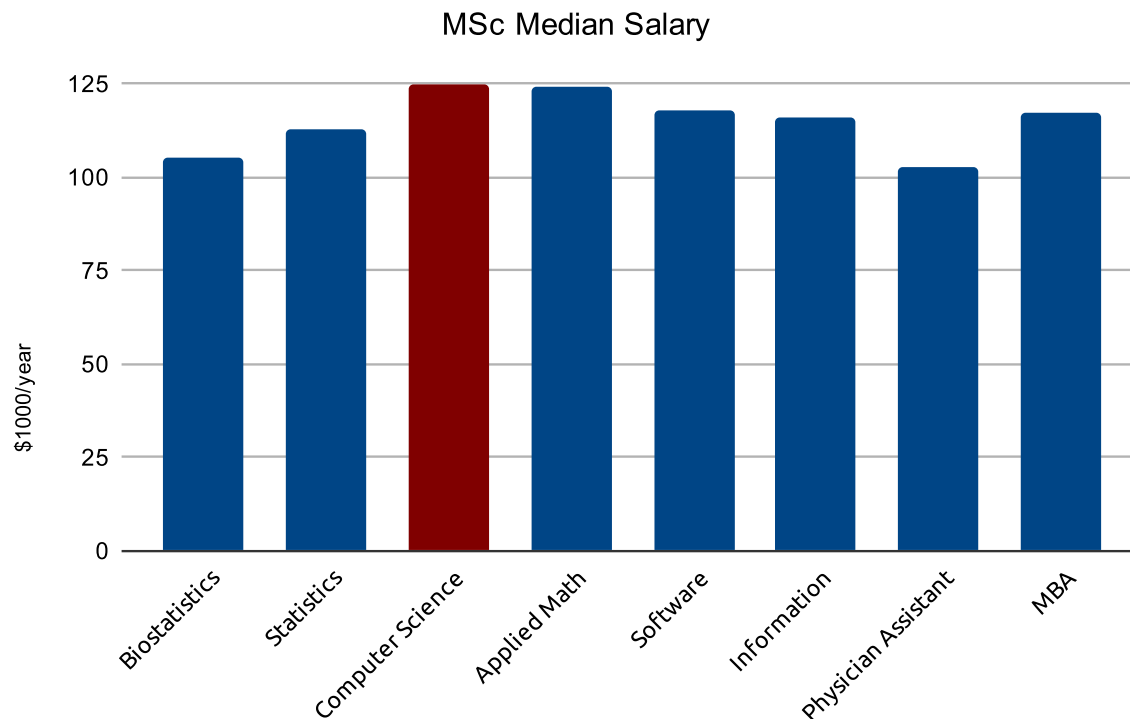


# Why join graduate school?



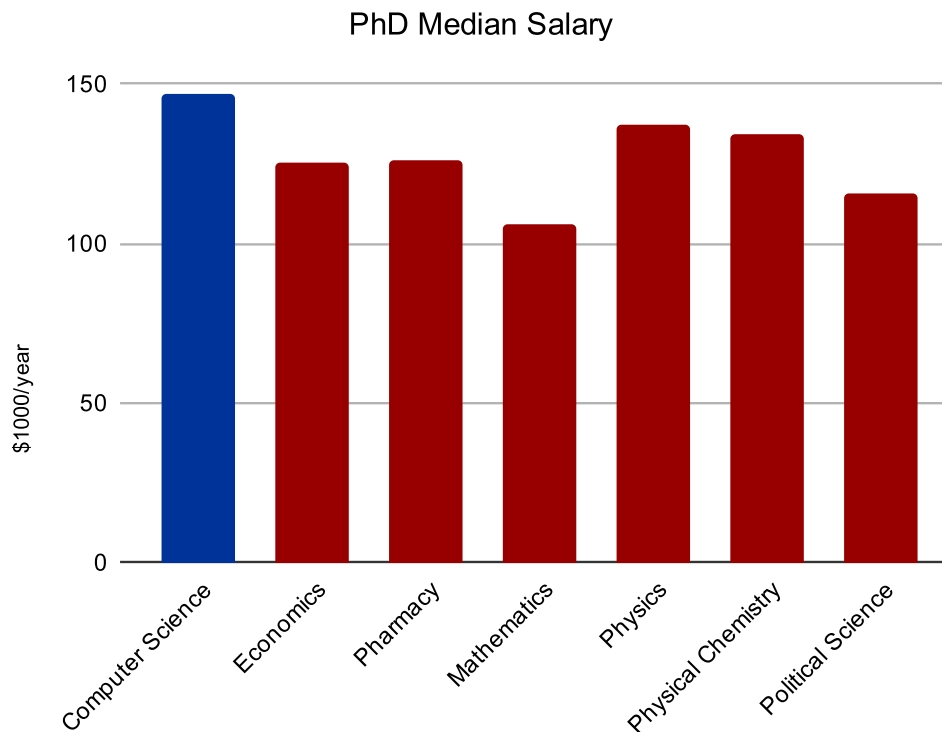
Source: Payscale.com, 2019

# Why a graduate degree in CS?



Source: Best And Worst Graduate Degrees For Jobs in 2016. Lydia Dishman. Fortune, 2016.

# Why a graduate degree in CS?



Source: Best And Worst Graduate Degrees For Jobs in 2016. Lydia Dishman. Fortune, 2016.

During your Ph.D. you must:

1. Master a subject completely
2. Advance the state of the art

# The PhD degree

## 1. How to master a subject?

- Take **graduate courses**
- **Read** the literature: peer-reviewed scientific papers, books
- Attend **conferences**: meet top experts
- Attend **summer schools**: learn from world-class scholars
- Visit universities
- Do internships

What are peer-reviewed papers? Scientific articles are submitted to other scientists experts in the field, who attest the scientific accuracy of the article. Articles may also be presented in a conference.

# The PhD degree

## 2. How to advance the state of the art?

Complete a PhD thesis manuscript

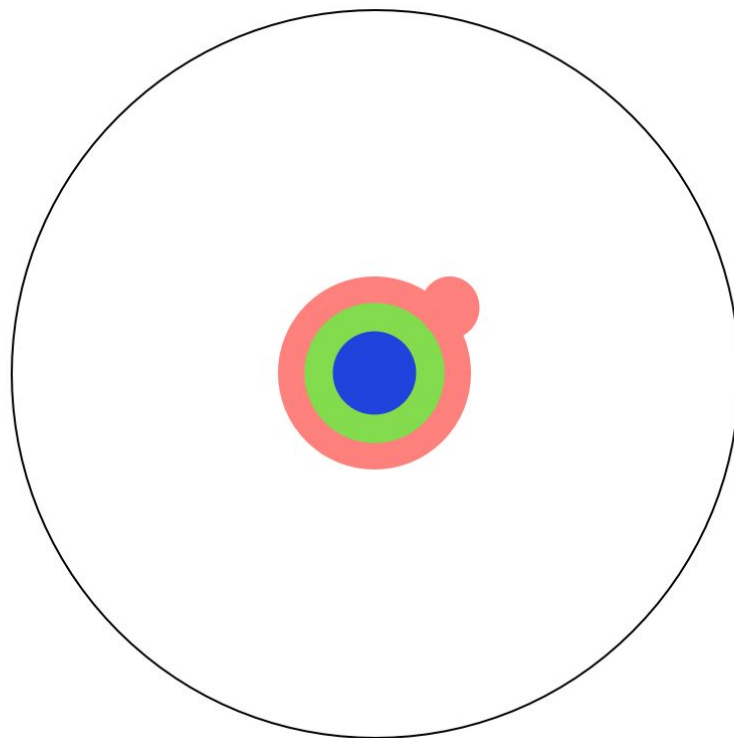
- **Novel:** the contribution must be completely new
- **Impact:** the contribution must have a useful impact to society

Skills

- explore, investigate, contemplate
- conceptualize, find issues, solve problems

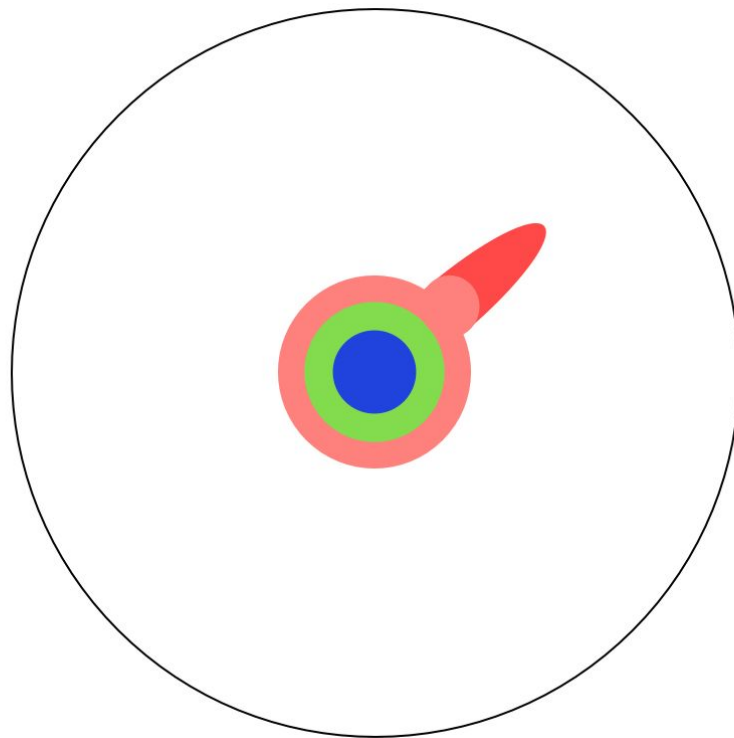
You will be the **world expert** on a subject!

# Let us say you are here



Source: [matt.might.net/articles/phd-school-in-pictures/](http://matt.might.net/articles/phd-school-in-pictures/)

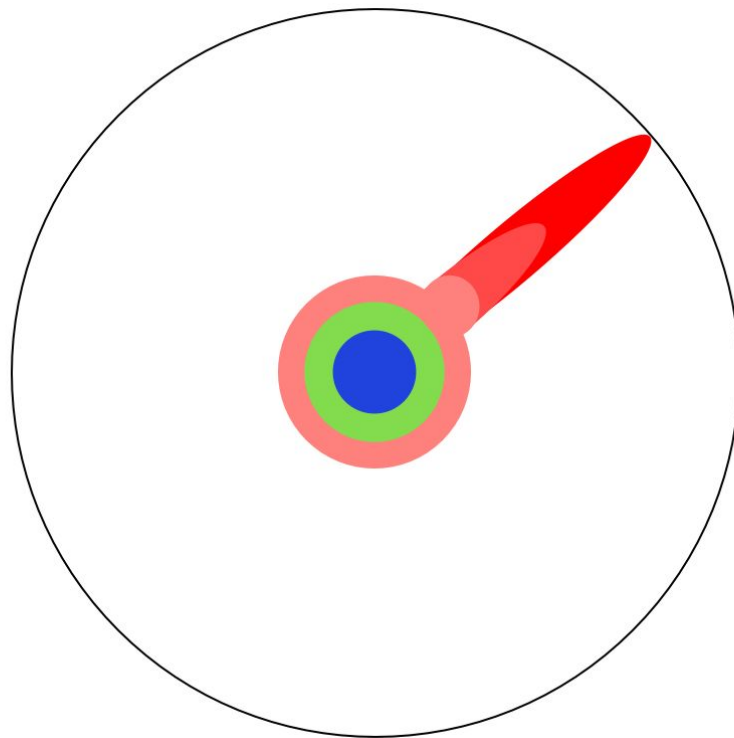
# Step 1: complete PhD courses (MSc)



Source: [matt.might.net/articles/phd-school-in-pictures/](http://matt.might.net/articles/phd-school-in-pictures/)

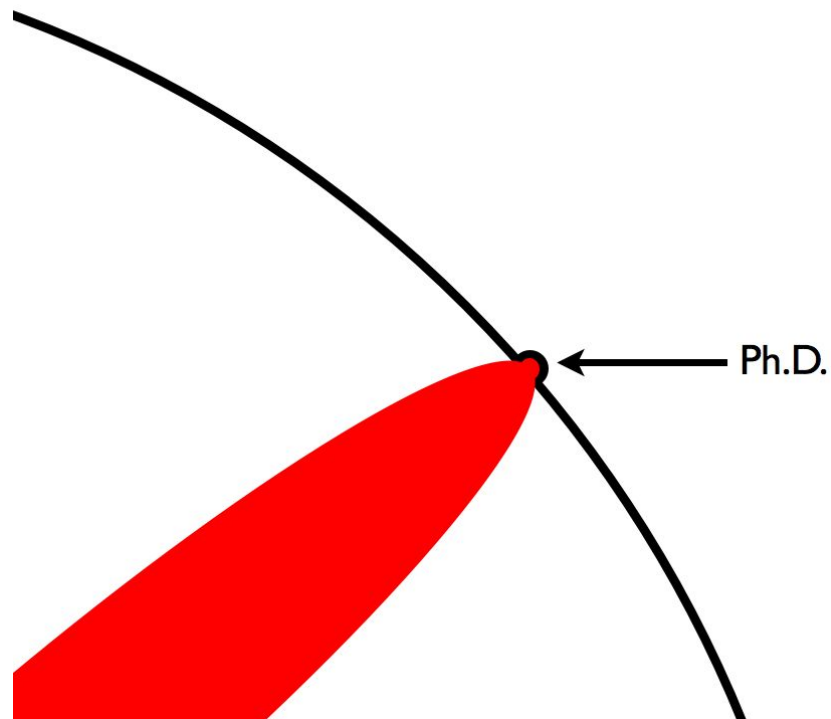


## Step 2: master a subject completely



Source: [matt.might.net/articles/phd-school-in-pictures/](http://matt.might.net/articles/phd-school-in-pictures/)

## Step 3: advance the state of the art



Source: [matt.might.net/articles/phd-school-in-pictures/](http://matt.might.net/articles/phd-school-in-pictures/)

# Pursuing a Ph.D. effectively

## A PhD adviser shall...

- **Advise the student.** Help find a thesis topic, teach how to do research, write papers, give talks, etc.
- **Protect the student.** Provide protection from and information about funding concerns.
- **Inform the student.** Proactively provide realistic, honest advice about post-Ph.D. career prospects.
- **Frame student's work.** Provide early and clear guidance about the time frames and conditions for graduation.

## A PhD student shall...

- **Get educated about career prospects post-PhD.**
- **Determine if these career prospects match your expectations.**
- **A PhD is not just research.** There is coursework, quals, and writing a thesis.
- **Work hard and maintain a rhythm.**
- **Follow the PhD program.** You are responsible for meeting the program's deadlines and requirements.

# Research in the Software Verification Lab

# Software Verification Lab

We make your programs run right

- We study how systems work
- We describe what we learned mathematically
- We understand why systems fail
- **We build tools** that help programmers

# Software Verification Lab



## The big picture

- We care about High Performance Computing (the backbone of scientific advancement)
- We focus on large-scale scientific workloads
- Our research improves the quality assurance of scientific codes

# Looking for collaborators

- Summer research projects
- PhD students

Check out the more than 40 software open source projects, written in Python, C++, Java, OCaml, Coq, Racket, ...

# What you will learn...

## Intersection between

- Software Engineering
- Logic

## Things you may learn

- Functional programming
- Multithreading/parallel programming
- Developing Continuous Integration pipelines
- Using super computers (clusters in national labs with 1000s of cores)
- Implementing compilers/interpreters/debuggers
- Programming proofs & proof engineering
- Using SAT/SMT solvers & model checkers



# Pattern matching

# Pattern matching

Operation `match` can perform pattern matching on the given argument. Think of it as a switch statement on steroids.

Without

```
(define (r:eval-builtin sym)
  (cond [(equal? sym '+) +]
        [(equal? sym '*) *]
        [(equal? sym '-') -]
        [(equal? sym '/') /]
        [else #f]))
```

With match

```
(define (r:eval-builtin sym)
  (match sym
    ['+ +]
    ['* *]
    ['- -]
    ['/ /]
    [_ #f]))
```

The underscore operator `_` means any pattern.

# No-match exception

Operation `match` raises an exception when no pattern is matched, unlike `cond` that returns `#<void>`.

```
(match 1
  [10 #t]) ; Expecting 10, but given 1, so no match
; match: no matching clause for 1 [,bt for context]
```

# Matching lists

With cond

```
(define (factorial n)
  (cond [(= n 0) 1]
        [else (* n (factorial (- n 1)))]))
```

With match

# Matching lists

With cond

```
(define (factorial n)
  (cond [(= n 0) 1]
        [else (* n (factorial (- n 1)))]))
```

With match

```
(define (factorial n)
  (match n
    [0 1]
    [_ (* n (factorial (- n 1)))]))
```

# Introducing define/match

The define and match pattern is so common that there is a short-hand version. **Notice the parenthesis!**

With define/match

```
(define/match (factorial n)
  [(0) 1]
  [(-) (* n (factorial (- n 1)))])
```

With match

```
(define (factorial n)
  (match n
    [0 1]
    [- (* n (factorial (- n 1)))]))
```

With cond

```
(define (factorial n)
  (cond [(= n 0) 1]
        [else (* n (factorial (- n 1)))]))
```

# List patterns

Lists are so common that they deserve a special range of patterns

```
(define (f l)
  (match l
    [(list) #f]           ; Matches the empty list
    [(list 1 2) #t]       ; Matches a list with exactly 1 and 2
    [(list x y) (+ x y)]  ; Matches a list with any two elements
    [(list h t ...) t])) ; Matches a nonempty list

(check-equal? (f (list)) ???)
(check-equal? (f (list 1)) ???)
(check-equal? (f (list 1 2)) ???)
(check-equal? (f (list 2 3)) ???)
```

# List patterns

Lists are so common that they deserve a special range of patterns

```
(define (f 1)
  (match 1
    [(list) #f]
    [(list 1 2) #t]
    [(list x y) (+ x y)]
    [(list h t ...) t]))

(check-equal? (f (list)) #f)
(check-equal? (f (list 1) (list))
  (check-equal? (f (list 1 2) #t)
  (check-equal? (f (list 2 3) (+ 2 3))
```



# Example map

With cond

```
(define (map f l)
  (cond [(empty? l) l]
        [else (cons (f (first l)) (map f (rest l)))]))
```

With match

# Example map

With cond

```
(define (map f l)
  (cond [(empty? l) l]
        [else (cons (f (first l)) (map f (rest l)))]))
```

With match

```
(define (map f l)
  (match l
    [(list) l]
    [(list h t ...) (cons (f h) (map f t))]))
```

# The #:when clause

With match

```
(define (member x l)
  (match l
    [(list) #f]
    [(list h _ ...) #:when (equal? x h) #t]
    [(list _ t ...) (member x t)]))
```

With cond

```
(define (member x l)
  (cond
    [(empty? l) #f]
    [(equal? (first l) x) #t]
    [else (member x (rest l))]))
```

- Use the #:match clause to add a condition to the pattern

# struct patterns

## Match also supports structs

```
(struct foo (bar baz))  
(define (f x)  
  (match x  
    [(foo a b) (+ a b)]))  
(check-equal? (f (foo 1 2)) 3)
```

# Exercise r:eval-exp

With cond

```
(define (r:eval-exp exp)
  (cond
    ; 1. When evaluating a number, just return that number
    [(r:number? exp) (r:number-value exp)]
    ; 2. When evaluating an arithmetic symbol, return the respective arithmetic function
    [(r:variable? exp) (r:eval-builtin (r:variable-name exp))]
    ; 3. When evaluating a function call evaluate each expression and apply
    ; the first expression to remaining ones
    [(r:apply? exp)
     ((r:eval-exp (r:apply-func exp))
      (r:eval-exp (first (r:apply-args exp)))
      (r:eval-exp (second (r:apply-args exp)))))]
    [else (error "Unknown expression:" exp)]))
```

# Example `r:eval-exp`

```
(define/match (r:eval-exp exp)
  ; 1. When evaluating a number, just return that number
  [((r:number n)) n]
  ; 2. When evaluating an arithmetic symbol, return the respective arithmetic function
  [((r:variable x)) (r:eval-builtin x)]
  ; 3. When evaluating a function call evaluate each expression and apply
  ;    the first expression to remaining ones
  [((r:apply ef (list ea1 ea2))) ((r:eval-exp ef) (r:eval-exp ea1) (r:eval-exp ea2))]
  [(-) (error "Unknown expression:" exp)])
```

## Formalism

$$\begin{array}{c}
 n \Downarrow n \quad x \Downarrow \text{builtin}(x) \quad \frac{e_f \Downarrow v_f \quad e_{a_1} \Downarrow v_{a_1} \quad e_{a_2} \Downarrow v_{a_2} \quad v = v_f(v_{a_1}, v_{a_2})}{(e_f \ e_{a_1} \ e_{a_2}) \Downarrow v}
 \end{array}$$

# Pattern matching

## Pros

- Write less code
- Better safety (some languages support exhaustive pattern matching)

## Cons

- Exposes your data as public (more maintenance)
- Any changes to your data, breaks patterns that match that data (tighter coupling)

# Implementing match



# Implementing match for list

```
(define (list-match l on-empty on-cons)
  (cond
    [(empty? l) (on-empty)]
    [(list? l) (on-cons (first l) (rest l))]
    [else (error "Not a list!")]))
```

```
(define (length l)
  (list-match l
    (lambda () 0)
    (lambda (- t) (+ 1 (length t)))))
```

# Implementing match for sets of structs

Racket's `match` is not exhaustive; we do get a runtime error if no branch is met. But how can we know if we are writing all branches?

```
(define (s:value? v)
  (or (s:number? v)
      (s:void? v)
      (s:closure? v)))
(struct s:void () #:transparent)
(struct s:number (value) #:transparent)
(struct s:closure (env decl) #:transparent)
```

We can implement a function that works like `match` with fixed branches

# Implementing match for sets of structs

```
(define (match-s:value v on-number on-void on-closure)
  (cond [(s:number? v) (on-number (s:number-value v))]
        [(s:void? v) (on-void)]
        [(s:closure? v) (on-closure (s:closure-env v) (s:closure-decl v))]))
```

; *Example:*

```
(define (value-to-id v)
  (match-s:value v
    (lambda (x) 'number)
    (lambda () 'void)
    (lambda (env decl) 'closure)))
```

## Pros

- The user **must** provide the code for every case

## Cons

- The order of the branches is not easy to remember

# Introducing keyword arguments

We can prefix a function parameter with a `#:symbol` to declare that the order of the arguments does not matter, the name of the parameter does (known as the keyword in Racket).

```
(define (match-s:value v #:number on-number #:void on-void #:closure on-closure)
  (cond [(s:number? v) (on-number (s:number-value v))]
        [(s:void? v) (on-void)]
        [(s:closure? v) (on-closure (s:closure-env v) (s:closure-decl v))]))
```

; *Example:*

```
(define (value-to-id v)
  (match-s:value v
    #:void (lambda () 'void)
    #:number (lambda (x) 'number)
    #:closure (lambda (env decl) 'closure)))
```