

# Programmering og Problemløsning

4.1: Kaldestakken, bunken, referenceceller, højere-ordens og anonyme funktioner

# Repetition af Nøglekoncepter

- Virkefelter
- Funktioner
- Programmer 'baglæns'
- Dokumentation
- Løkker

- Tupler
- Betingelser

```
let fib N =  
  let mutable pair = (1,1)  
  for i = 3 to N do  
    pair <- (snd pair, fst pair + snd pair)  
  snd pair
```

```
let N = 5  
printfn "%d: %d" N (fib N)
```

# Kald-stakken (værdier og variable)

## Stakken (The Stack)



```
1 let f x =  
2   x*x  
3 let g x =  
4   let a = -1.0/2.0  
5   exp (a * f x)  
6 printfn "%g" (g 2.0)
```

g 2.0 = ?

x = 2.0  
a = -0.5  
retur = udtryk i l. 6

g 2.0 = ?

x = 2.0  
retur = udtryk i l. 5

f x = ?  
x = 2.0  
a = -0.5  
retur = udtryk i l. 6

g 2.0 = ?

4.0

f x = ?  
x = 2.0  
a = -0.5  
retur = udtryk i l. 6

g 2.0 = ?

0.135335

g 2.0 = ?

# Referenceceller

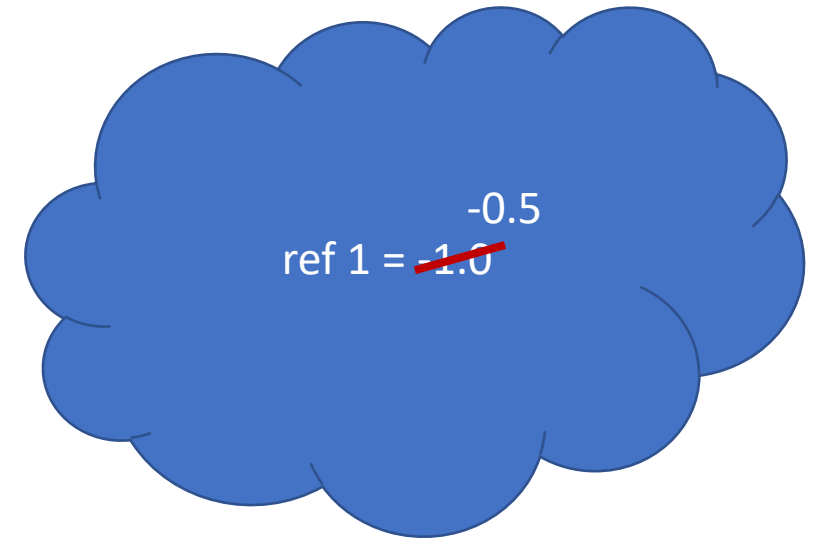
```
1 let g a x =  
2   a := -1.0/2.0  
3   exp (!a * x * x)  
4 let a = ref -1.0  
5 printfn "%g" (g a 2.0)  
6 printfn "%g" !a
```

a = ref 1  
g a 2.0 = ?

a = ref 1  
x = 2.0  
retur = udtryk i l. 5  
a = ref 1  
g a 2.0 = ?

0.135335  
a = ref 1  
g a 2.0 = ?

## Bunken (The Heap)



# Aliasing (undgå!)

```
> let a = ref 1.0
```

```
- let b = ref 2.0
```

```
- let c = a
```

```
- printfn "a = %g, b = %g, c = %g" !a !b !c
```

```
- b := 3.0
```

```
- c := 4.0
```

```
- printfn "a = %g, b = %g, c = %g" !a !b !c;;
```

```
a = 1, b = 2, c = 1
```

```
a = 4, b = 3, c = 4
```

```
val a : float ref = {contents = 4.0;}
```

```
val b : float ref = {contents = 3.0;}
```

```
val c : float ref = {contents = 4.0;}
```

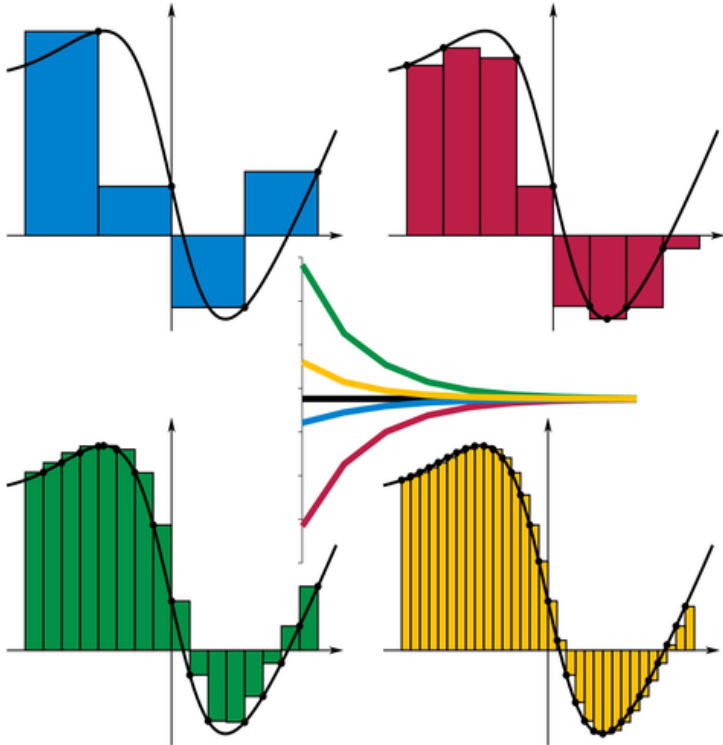
```
val it : unit = ()
```

Værdien c er samme  
reference til bunken som a

Ændrer hvad  
reference peger på

Indholdet af a ændrede  
sig indirekte!

# Højere-ordens funktioner



By I, KSmrq, CC BY-SA 3.0,  
<https://commons.wikimedia.org/w/index.php?curid=2347919>

```
/// Estimate the integral of f  
/// from a to b with stepsize d
```

```
let integrate f a b d =  
  let mutable sum = 0.0  
  let mutable x = a  
  while x < b do  
    sum <- sum + d * (f x)  
    x <- x + d  
  sum
```

```
let a = 0.0  
let b = 1.0  
let d = 0.01  
let result = integrate exp a b d  
printfn "Int_%g^%g exp(x) dx = %g" a b result
```

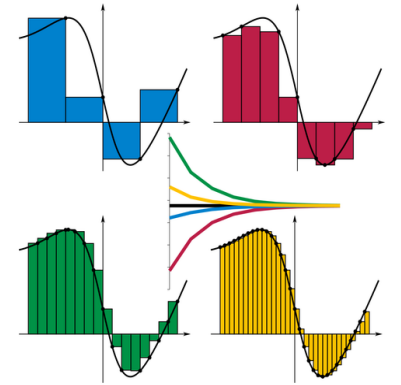
# Højere-ordens funktioner

```
/// Estimate the integral of f
/// from a to b with stepsize d
let integrate f a b d =
  let mutable sum = 0.0
  let mutable x = a
  while x < b do
    sum <- sum + d * (f x)
    x <- x + d
  sum

let a = 0.0
let b = 1.0
let d = 0.01
let result = integrate exp a b d
printfn "Int_%g^%g exp(x) dx = %g" a b result
```

```
/// Estimate the integral of f
/// from a to b with stepsize d
let integrate f a b d =
  let mutable sum = 0.0
  let mutable x = a
  while x < b do
    sum <- sum + d * (f x)
    x <- x + d
  sum

let a = 0.0
let b = 1.0
let truth = exp 1.0 - 1.0
for e = 0 to 6 do
  let d = 10.0** (float -e)
  let result = truth - integrate exp a b d
  printfn "d = %e: exp 1.0 - 1.0 - Int_%g^%g exp(x) dx = %g" d a b result
```



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# Anonyme funktioner

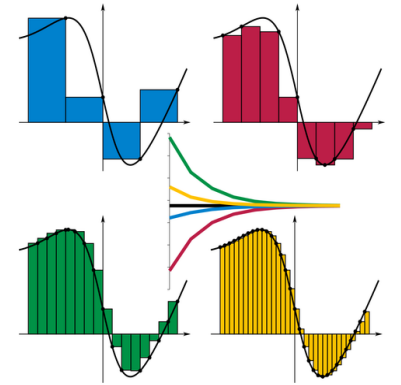
```
let f x = x * exp(x)
f 3.0
```

---

```
let f = fun x -> x * exp(x)
f 3.0
```

```
/// Estimate the integral of f
/// from a to b with stepsize d
let integrate f a b d =
  let mutable sum = 0.0
  let mutable x = a
  while x < b do
    sum <- sum + d * (f x)
    x <- x + d
  sum
```

```
let a = 0.0
let b = 1.0
let d = 1e-5
let result = integrate (fun x -> x * exp(x)) a b d
printfn "Int_%g^%g f(x) dx = %g" a b result
```



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# DIKU Bits

*MONDAY LECTURES  
BLOCK 1, 2018*

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Tid: 24. september 2018 kl. 12.15-13.00

Sted: Lille UP1

*24 SEPTEMBER*

## Compositionality in reversible programming

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*Postdoc in the PLTC section*

