

CS 520

Theory of Programming Language

06/02 – 06/09, 2021

Continuation in a Functional Language.

1. Reminder. / Overview.

① Continuation semantics.

$$\boxed{\begin{aligned} \underline{\mathbb{I} - \mathbb{I}_c} &\in [\langle \text{exp} \rangle \rightarrow E \rightarrow_c \underline{V_{\text{cont}}} \rightarrow_c V_*] \\ V_{\text{cont}} &= V \rightarrow_c V_* \end{aligned}}$$

$$V \cong V_{\text{int}} + V_{\text{bool}} + V_{\text{fun}} + V_{\text{tuple}} + V_{\text{alt}} + \boxed{V_{\text{cont}}}$$

$$\underline{V_{\text{fun}}} = V \rightarrow_c \underline{V_{\text{cont}}} \rightarrow_c V_*$$

$\mathbb{I}e\mathbb{I}_c \eta K$ = comp. of e together with the rest of comp. denoted by K .

$$\mathbb{I}3\mathbb{I}_c \eta K = K(\underbrace{\bar{u}_{\text{int}}(3)}_{V})$$

.....

② Callcc, throw ... control operators.

③ Defunctionalization (first-order denotational semantics).

2. Callee / throw.

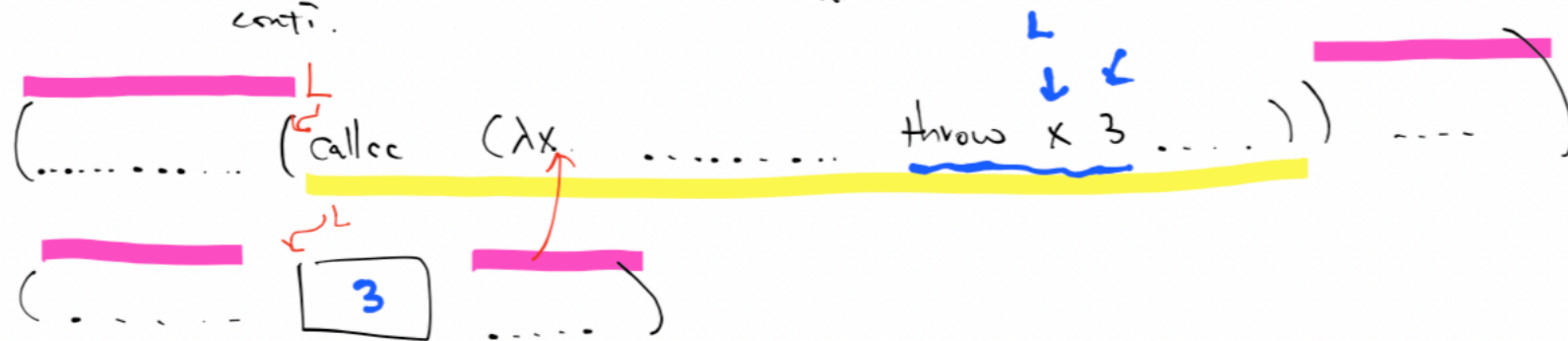
Label in C, Java

gato.

function that takes a continuation

① $\langle \text{exp} \rangle ::= \dots \mid \text{callcc } \langle \text{exp} \rangle \mid \text{throw } \langle \text{exp} \rangle \langle \text{exp} \rangle.$
↑
continuation.

② $(\text{callcc } (\lambda x.e))$, $(\text{throw } e_1 \ e_2)$.
 \uparrow \uparrow
current k
cont.



$$\left(\overset{L}{\downarrow} \text{callee} \left(\overset{L}{\downarrow} \lambda K. 2 + (\text{throw } K \ (3 \times 4)) \right) \right) + 20$$

$$\downarrow$$
$$(12 + 20) \rightarrow 32$$

Ex. $((\text{callee } (\lambda k. \lambda x. \text{throw } k (\lambda y. x+y))) \quad 6)$

What is the result?

$((\lambda x. \text{throw } k (\lambda y. x+y)) \quad 6)$

$(\text{throw } k \quad \underline{(\lambda y. 6+y)})$

$(\lambda y. 6+y) \quad 6$

$(6+6) \rightarrow 12$

③ Semantics.

(1) Change to the Bo. of V (+ V_{cont} case).

$$V_{fun} = \left[\overset{\downarrow}{V} \rightarrow_c \overset{\downarrow}{V_{cont}} \rightarrow V_* \right]$$

$$(2) \quad \llbracket callcc\ e\ \mathbb{I}_c \rrbracket K = \llbracket e\ \mathbb{I}_c \rrbracket (\lambda f \in V_{fun}. \underbrace{f(\bar{u}_{cont}(K))}_\uparrow K)_{fun}.$$

$$\left(\begin{array}{l} \bar{u}_{cont} : V_{cont} \rightarrow V \\ \bar{u}_{cont}(K) = \psi \langle \bar{v}, K \rangle \end{array} \right)$$

$$\llbracket throw\ e_1\ e_2\ \mathbb{I}_c \rrbracket K = \llbracket e_1\ \mathbb{I}_c \rrbracket \overset{\text{ignored.}}{\downarrow} (\lambda K_1 \in V_{cont}. \llbracket e_2\ \mathbb{I}_c \rrbracket K_1)_{cont.}$$

\vdots
 K'

④ Extended example. ... Backtracking. ^{tuple with 0 components.}

(backtrack (λamb. if (amb < 7) then (if (amb < 7) then 0 else 1) else if (amb < 7) then 2 else 3)))

Annotations: true, false, arrows indicating evaluation flow.

= [3 ; 2 ; 1 ; 0]

Arrows point from the list elements to the corresponding lambda expressions below.

(1) $\text{nil} \stackrel{\text{def}}{=} @ 0 \langle \rangle$
 $e :: e' \stackrel{\text{def}}{=} @ 1 \langle e, e' \rangle$
 $@ \dots \text{nil}$ or $\text{cur} \dots @ 1 \dots$

$3 :: (2 :: (1 :: (0 :: \text{nil})))$

"

@ 1 < 3 ,
 @ 1 < 2 ,
 @ 1 < 1 ,
 @ 1 < 0 , @ 0 < >
 > ... >.

(v fresh)

1st case e of (e_0, e_1) $\leftarrow (e, c) \vdash$
 $\stackrel{\text{def}}{=} \text{succase } e \text{ of } (\lambda v. e_0, \lambda v. (e_1 v. 0) v. 1)$

$\text{let } x = e \text{ in } e' \stackrel{\text{def}}{=} ((\lambda x. e') e)$
 $\underline{e_1 e'} \stackrel{\text{def}}{=} \underline{\text{let } x = e \text{ in } e'} \text{ (for fresh } x \text{)}$

(2) $\{ \langle \text{exp} \rangle ::= \underline{\text{mkref } \langle \text{exp} \rangle} \mid \underline{\text{val } \langle \text{exp} \rangle} \mid \underline{\langle \text{exp} \rangle := \langle \text{exp} \rangle}$

Diagram illustrating memory state and evaluation:

- For $\text{mkref } 3$: Variable a points to a memory box containing 3.
- For $\text{val } \langle \text{exp} \rangle$: Variable a points to a memory box containing 3.
- For $\langle \text{exp} \rangle := \langle \text{exp} \rangle$: Variable a points to a memory box containing 3, which is updated to contain 10.

Diagram illustrating assignment:

$\langle \text{exp} \rangle =_{\text{ref}} \langle \text{exp} \rangle$

Diagram illustrating memory state:

Variable a points to a memory box containing 3. This is updated to a memory box containing 10.

(3) $\text{backtrack} \stackrel{\text{def}}{=} \lambda f. \text{let } r_l \equiv \text{mkref nil} \text{ in.}$

Diagram illustrating the backtracking process:

- Let $r_l \equiv \text{mkref nil}$ in.
- $r_l := f(\lambda k. \text{dummy})$ (where dummy is a memory box).
- listcase (val r_l) of.
- (val r_l ,
- $\lambda k. \lambda l.$
- $d_l := l$;
- $\text{throw } k \text{ false}$).

Diagram illustrating the backtracking process:

listcase (val r_l) of.

(val r_l ,

$\lambda k. \lambda l.$

$d_l := l$;

$\text{throw } k \text{ false}$).

(callee $(\lambda k. d_l := k :: \text{val } d ; \text{true})$).

3. Semantic defunctionalization. - compiler.

OO Semantics.

(first-order deno. semantics).

$$V \cong \dots + V_{fun} + V_{cont}.$$

$$V_{fun} \stackrel{\text{def}}{=} V \xrightarrow{c} V_{cont} \xrightarrow{c} V_*$$

$$[\![-]\!] \in [\langle exp \rangle \rightarrow E \xrightarrow{c} V_{cont} \xrightarrow{c} V_*]$$

Can we avoid this?

① Two key ideas. (1) Build spaces using syntax/instructions.

(2) Provide interpretations of these semantic instructions
on those spaces.

② Overview for the lang with integer & fun_{canonical} forms.
 & continuation.

$$\hat{V}_* = (\hat{V} + \{\text{error}, \text{typeerror}\})_{\perp}$$

$$\hat{V} \xrightleftharpoons[\psi]{\phi} V_{\text{int}} + \hat{V}_{\text{fun}} + \hat{V}_{\text{cont.}}$$

\parallel
 \mathbb{Z}

↙ environments.

$$\hat{V}_{\text{fun}} \stackrel{\text{def.}}{=} \{\text{abstract}\} \times \langle \text{var} \rangle \times \langle \text{exp} \rangle \times \hat{E}$$

$$\Downarrow$$

$$\langle \text{abstract}, x, e, \eta \rangle^*$$

$$\Gamma - \square \quad \dots$$

$$* \text{ apply} : \hat{V}_{\text{fun}} \rightarrow_c [\hat{V} \rightarrow_c \hat{V}_{\text{cont}} \rightarrow_c \hat{V}_*]$$