

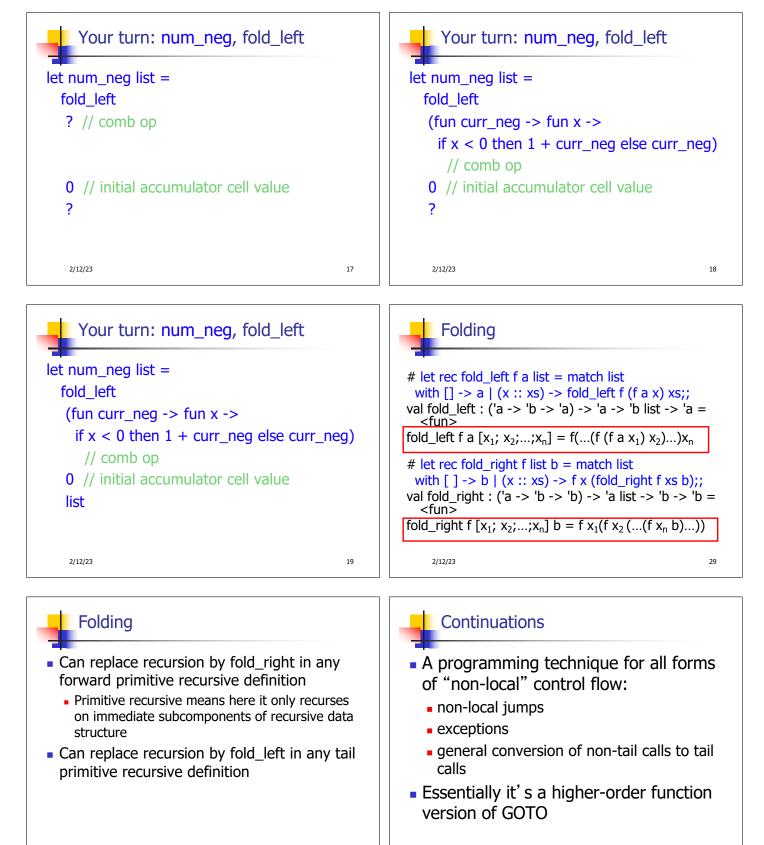


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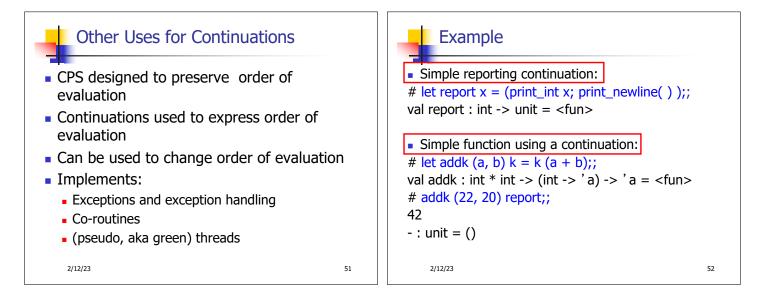
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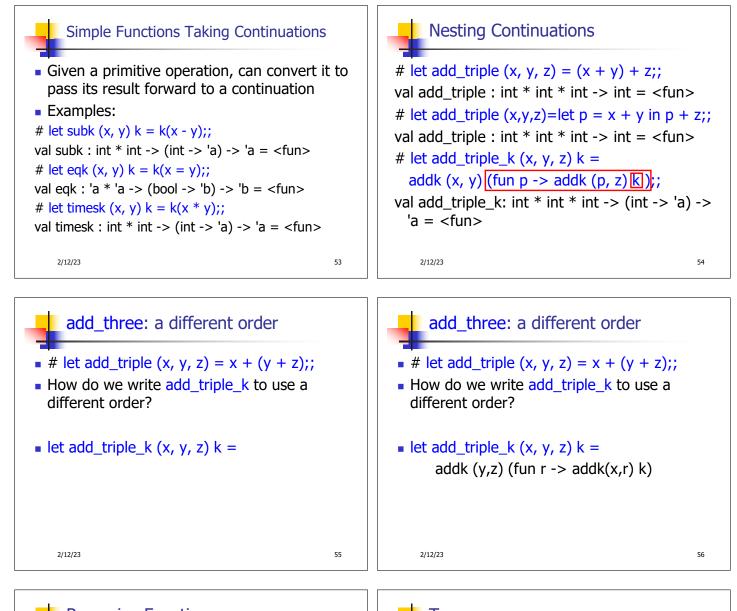
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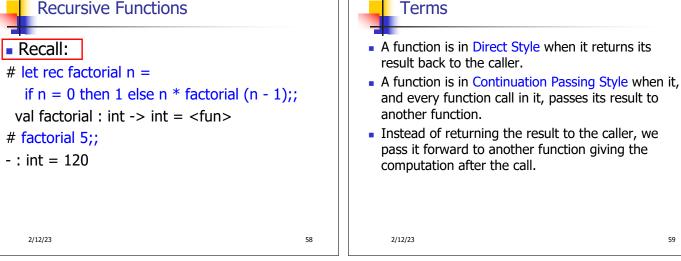
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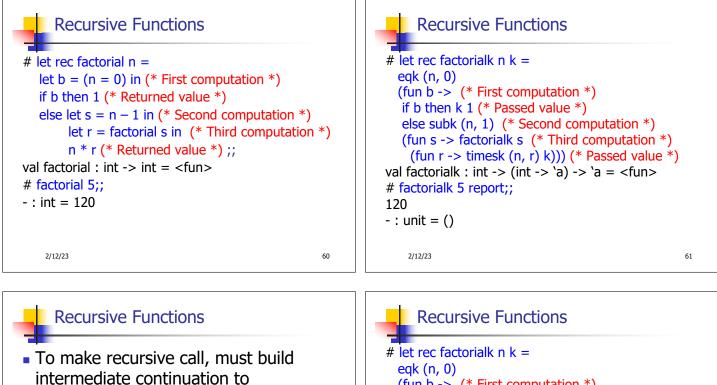
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Continuations	Continuation Passing Style
<ul> <li>Idea: Use functions to represent the control flow of a program</li> <li>Method: Each procedure takes a function as an extra argument to which to pass its result; outer procedure "returns" no result</li> <li>Function receiving the result called a continuation</li> <li>Continuation acts as "accumulator" for work still to be done</li> </ul>	<ul> <li>Writing procedures such that all procedure calls take a continuation to which to give (pass) the result, and return no result, is called continuation passing style (CPS)</li> </ul>
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Continuation Passing Style	Why CPS?
<ul> <li>A compilation technique to implement non- local control flow, especially useful in interpreters.</li> </ul>	<ul> <li>Makes order of evaluation explicitly clear</li> <li>Allocates variables (to become registers) for each step of computation</li> <li>Essentially converts functional programs into</li> </ul>
<ul> <li>A formalization of non-local control flow in denotational semantics</li> </ul>	<ul><li>imperative ones</li><li>Major step for compiling to assembly or byte code</li></ul>
<ul> <li>Possible intermediate state in compiling functional code</li> </ul>	<ul> <li>Tail recursion (and forward recursion) easily identified</li> </ul>
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- take recursive value: r
- build it to final result: n \* r
- And pass it to final continuation:
- times (n, r) k = k (n \* r)

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Recursive Functions
# let rec factorialk n k =
 eqk (n, 0)
 (fun b -> (\* First computation \*)
 if b then k 1 (\* Passed value \*)
 else subk (n, 1) (\* Second computation \*)
 (fun s -> factorialk s (\* Third computation \*)
 (fun r -> timesk (n, r) k))) (\* Passed value \*)
val factorialk : int -> (int -> 'a) -> 'a = <fun>
# factorialk 5 report;;
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-: unit = ()

