



Programming Languages and Compilers (CS 421)

Talia Ringer (they/them)
4218 SC, UIUC



<https://courses.grainger.illinois.edu/cs421/fa2023/>

Based heavily on slides by Elsa Gunter, which were based in part on slides by Mattox Beckman, as updated by Vikram Adve and Gul Agha



Objectives for Today

- Today, we will continue where we left off Tuesday with **continuation-passing style (CPS)**, which is **super useful** for compilers and interpreters
- We will learn how to write more interesting functions in CPS, like how to **nest continuations**
- We will then see how we can **transform** functions written in OCaml into CPS
- CPS transformation is **useful** and **important!**



Questions from last time?



Continuation-Passing Style (CPS)



Continuation Passing Style

- **Continuation Passing Style (CPS):** Writing functions such that all functions calls take a **continuation** to which to **pass** the result, and return no result
- CPS is useful as:
 - A **compilation technique** to implement non-local control flow (especially useful in interpreters)
 - A **formalization** of non-local control flow in denotational semantics
 - A **possible intermediate state** in compiling functional code

CPS



Example

■ **Simple reporting continuation:**

```
# let report x = (print_int x; print_newline( ) );;  
val report : int -> unit = <fun>
```

■ **Simple function *using* a continuation:**

```
# let addk (a, b) k = k (a + b);;  
val addk : int * int -> (int -> 'a) -> 'a = <fun>  
# addk (22, 20) report;;  
42  
- : unit = ()
```



Example

- **Simple reporting continuation:**

```
# let report x = (print_int x; print_newline( ) );;  
val report : int -> unit = <fun>
```

- **Simple function *using* a continuation:**

```
# let addk (a, b) k = k (a + b);;  
val addk : int * int -> (int -> 'a) -> 'a = <fun>
```

```
# addk (22, 20) report;;
```

```
42
```

```
- : unit = ()
```



Example

- **Simple reporting continuation:**

```
# let report x = (print_int x; print_newline( ) );;  
val report : int -> unit = <fun>
```

- **Simple function *using* a continuation:**

```
# let addk (a, b) k = k (a + b);;  
val addk : int * int -> (int -> 'a) -> 'a = <fun>  
# addk (22, 20) report;;
```

42

- : unit = ()



Example

- **Simple reporting continuation:**

```
# let report x = (print_int x; print_newline( ) );;  
val report : int -> unit = <fun>
```

- **Simple function *using* a continuation:**

```
# let addk (a, b) k = k (a + b);;  
val addk : int * int -> (int -> 'a) -> 'a = <fun>  
# addk (22, 20) report;;  
42  
- : unit = ()
```



Simple Functions Taking Continuations

- Given a **primitive operation**, can convert it to pass its result forward to a continuation

- **More examples:**

```
# let subk (x, y) k = k (x - y);;
```

```
val subk : int * int -> (int -> 'a) -> 'a = <fun>
```

```
# let eqk (x, y) k = k (x = y);;
```

```
val eqk : 'a * 'a -> (bool -> 'b) -> 'b = <fun>
```

```
# let timesk (x, y) k = k (x * y);;
```

```
val timesk : int * int -> (int -> 'a) -> 'a = <fun>
```



Simple Functions Taking Continuations

- Given a **primitive operation**, can convert it to pass its result forward to a continuation

- **More examples:**

```
# let subk (x, y) k = k (x - y);;
```

```
val subk : int * int -> (int -> 'a) -> 'a = <fun>
```

```
# let eqk (x, y) k = k (x = y);;
```

```
val eqk : 'a * 'a -> (bool -> 'b) -> 'b = <fun>
```

```
# let timesk (x, y) k = k (x * y);;
```

```
val timesk : int * int -> (int -> 'a) -> 'a = <fun>
```



Simple Functions Taking Continuations

- Given a **primitive operation**, can convert it to pass its result forward to a continuation

- **More examples:**

```
# let subk (x, y) k = k (x - y);;
```

```
val subk : int * int -> (int -> 'a) -> 'a = <fun>
```

```
# let eqk (x, y) k = k (x = y);;
```

```
val eqk : 'a * 'a -> (bool -> 'b) -> 'b = <fun>
```

```
# let timesk (x, y) k = k (x * y);;
```

```
val timesk : int * int -> (int -> 'a) -> 'a = <fun>
```

Simple Functions Taking Continuations

- Given a **primitive operation**, can convert it to pass its result forward to a continuation

- **More examples:**

```
# let subk (x, y) k = k (x - y);;
```

```
val subk : int * int -> (int -> 'a) -> 'a = <fun>
```

```
# let eqk (x, y) k = k (x = y);;
```

```
val eqk : 'a * 'a -> (bool -> 'b) -> 'b = <fun>
```

```
# let timesk (x, y) k = k (x * y);;
```

```
val timesk : int * int -> (int -> 'a) -> 'a = <fun>
```

```
# subk (22, 20) report;;
```

What happens?



Nesting Continuations



Nesting Continuations

(* Asked last class: can we compose these? Yes *)

```
# let add_triple (x, y, z) =  
    (x + y) + z;;
```

```
val add_triple
```

```
: int * int * int -> int = <fun>
```



Nesting Continuations

(* Asked last class: can we compose these? Yes *)

```
# let add_triple (x, y, z) =  
    (x + y) + z;;
```

```
val add_triple
```

```
: int * int * int -> int = <fun>
```




Nesting Continuations

(* Asked last class: can we compose these? Yes *)

```
# let add_triple (x, y, z) =  
    let p = (x + y) in p + z;;
```

```
val add_triple
```

```
: int * int * int -> int = <fun>
```



Nesting Continuations

(* Asked last class: can we compose these? Yes *)

```
# let add_triple (x, y, z) =  
    let p = x + y in p + z;;
```

```
val add_triple
```

```
: int * int * int -> int = <fun>
```



Nesting Continuations

(* Asked last class: can we compose these? Yes *)

```
# let add_triple (x, y, z) =  
    let p = x + y in p + z;;
```

```
val add_triple
```

```
: int * int * int -> int = <fun>
```



Nesting Continuations

```
# let addk (a, b) k = k (a + b);;
```

```
val addk
```

```
: int * int -> (int -> 'a) -> 'a = <fun>
```

(* Asked last class: can we compose these? Yes *)

```
# let add_triple (x, y, z) =  
  let p = x + y in p + z;;
```

```
val add_triple
```

```
: int * int * int -> int = <fun>
```



Nesting Continuations

```
# let addk (a, b) k = k (a + b);;
```

```
val addk
```

```
: int * int -> (int -> 'a) -> 'a = <fun>
```

```
(* Asked last class: can we compose these? Yes *)
```

```
# let add_triple_k (x, y, z) k =
```

```
  let p = x + y in p + z;; (* WIP *)
```



Nesting Continuations

```
# let addk (a, b) k = k (a + b);;
```

```
val addk
```

```
: int * int -> (int -> 'a) -> 'a = <fun>
```

(* Asked last class: can we compose these? Yes *)

```
# let add_triple_k (x, y, z) k =
```

```
  let p = x + y in p + z;; (* WIP *)
```



Nesting Continuations

```
# let addk (a, b) k = k (a + b);;
```

```
val addk
```

```
: int * int -> (int -> 'a) -> 'a = <fun>
```

```
(* Asked last class: can we compose these? Yes *)
```

```
# let add_triple_k (x, y, z) k =
```

```
  let p = x + y in p + z;; (* WIP *)
```



Nesting Continuations

```
# let addk (a, b) k = k (a + b);;
```

```
val addk
```

```
: int * int -> (int -> 'a) -> 'a = <fun>
```

(* Asked last class: can we compose these? Yes *)

```
# let add_triple_k (x, y, z) k =
```

```
  addk (x, y) (fun p -> addk (p, z) k);;
```




Nesting Continuations

```
# let addk (a, b) k = k (a + b);;
```

```
val addk
```

```
: int * int -> (int -> 'a) -> 'a = <fun>
```

(* Asked last class: can we compose these? Yes *)

```
# let add_triple_k (x, y, z) k =
```

```
  addk (x, y) (fun p -> addk (p, z) k);;
```

```
val add_triple_k :
```

```
int * int * int -> (int -> 'a) -> 'a = <fun>
```



Nesting Continuations

```
# let addk (a, b) k = k (a + b);;
```

```
val addk
```

```
: int * int -> (int -> 'a) -> 'a = <fun>
```

(* Asked last class: can we compose these? Yes *)

```
# let add_triple_k (x, y, z) k =
```

```
  addk (x, y) (fun p -> addk (p, z) k);;
```

```
val add_triple_k :
```

```
int * int * int -> (int -> 'a) -> 'a = <fun>
```

Nesting Continuations

```
# let addk (a, b) k = k (a + b);;
```

```
val addk
```

```
: int * int -> (int -> 'a) -> 'a = <fun>
```

(* Asked last class: can we compose these? Yes *)

```
# let add_triple_k (x, y, z) k =
```

```
  addk (x, y) (fun p -> addk (p, z) k);;
```

```
val add_triple_k :
```

```
int * int * int -> (int -> 'a) -> 'a = <fun>
```

```
# add_triple_k (1, 2, 3) report;;
```

What happens?

Nesting Continuations

```
# let addk (a, b) k = k (a + b);;
```

```
val addk
```

```
: int * int -> (int -> 'a) -> 'a = <fun>
```

(* Asked last class: can we compose these? Yes *)

```
# let add_triple_k (x, y, z) k =
```

```
  addk (x, y) (fun p -> addk (p, z) k);;
```

```
val add_triple_k :
```

```
int * int * int -> (int -> 'a) -> 'a = <fun>
```

```
# add_triple_k (1, 2, 3) report;;
```

What happens?

Nesting Continuations

```
# let addk (a, b) k = k (a + b);;
```

```
val addk
```

```
: int * int -> (int -> 'a) -> 'a = <fun>
```

(* Asked last class: can we compose these? Yes *)

```
# let add_triple_k (x, y, z) k =
```

```
  addk (x, y) (fun p -> addk (p, z) k);;
```

```
val add_triple_k :
```

```
int * int * int -> (int -> 'a) -> 'a = <fun>
```

```
# add_triple_k (1, 2, 3) report;;
```

What happens?

Nesting Continuations

```
# let addk (a, b) k = k (a + b);;
```

```
val addk
```

```
: int * int -> (int -> 'a) -> 'a = <fun>
```

(* Asked last class: can we compose these? Yes *)

```
# let add_triple_k (x, y, z) k =
```

```
  addk (x, y) (fun p -> addk (p, z) k);;
```

```
val add_triple_k :
```

```
int * int * int -> (int -> 'a) -> 'a = <fun>
```

```
# add_triple_k (1, 2, 3) report;;
```

What happens?

Nesting Continuations

```
# let addk (a, b) k = k (a + b);;
```

```
val addk
```

```
: int * int -> (int -> 'a) -> 'a = <fun>
```

(* Asked last class: can we compose these? Yes *)

```
# let add_triple_k (x, y, z) k =
```

```
  addk (x, y) (fun p -> addk (p, z) k);;
```

```
val add_triple_k :
```

```
int * int * int -> (int -> 'a) -> 'a = <fun>
```

```
# add_triple_k (1, 2, 3) report;;
```

What happens?

Nesting Continuations

```
# let addk (a, b) k = k (a + b);;
```

```
val addk
```

```
: int * int -> (int -> 'a) -> 'a = <fun>
```

(* Asked last class: can we compose these? Yes *)

```
# let add_triple_k (x, y, z) k =
```

```
  addk (x, y) (fun p -> addk (p, z) k);;
```

```
val add_triple_k :
```

```
int * int * int -> (int -> 'a) -> 'a = <fun>
```

```
# add_triple_k (1, 2, 3) report;;
```

What happens?



Nesting Continuations

```
# let addk (a, b) k = k (a + b);;
```

```
val addk
```

```
: int * int -> (int -> 'a) -> 'a = <fun>
```

(* Asked last class: can we compose these? Yes *)

```
# let add_triple_k (x, y, z) k =
```

```
  addk (x, y) (fun p -> addk (p, z) k);;
```

```
val add_triple_k :
```

```
int * int * int -> (int -> 'a) -> 'a = <fun>
```

```
# add_triple_k (1, 2, 3) report;;
```

```
6
```

```
- : unit = ()
```



Questions so far?



add_triple: A Different Order

How do we write `add_triple_k` to use a **different** order?

```
# let add_triple (x, y, z) =  
  x + (y + z);;
```



add_triple: A Different Order

How do we write `add_triple_k` to use a **different** order?

```
# let add_triple (x, y, z) =  
  x + (y + z);;
```



add_triple: A Different Order

How do we write `add_triple_k` to use a different order?

```
# let add_triple (x, y, z) =  
    let r = y + z in x + r;;
```



add_triple: A Different Order

How do we write `add_triple_k` to use a different order?

```
# let add_triple (x, y, z) =  
  let r = y + z in x + r;;
```

```
# let add_triple_k (x, y, z) k =  
  ???;
```

Your turn!



add_triple: A Different Order

How do we write `add_triple_k` to use a different order?

```
# let add_triple (x, y, z) =  
  let r = y + z in x + r;;
```

```
# let add_triple_k (x, y, z) k =  
  ???;;
```

Lift first computation to CPS



add_triple: A Different Order

How do we write `add_triple_k` to use a different order?

```
# let add_triple (x, y, z) =  
  let r = y + z in x + r;;
```

```
# let add_triple_k (x, y, z) k =  
  addk (y, z) ???;;
```

Lift first computation to CPS



add_triple: A Different Order

How do we write `add_triple_k` to use a different order?

```
# let add_triple (x, y, z) =  
  let r = y + z in x + r;;
```

```
# let add_triple_k (x, y, z) k =  
  addk (y, z) ???;;
```

What is the continuation?



add_triple: A Different Order

How do we write `add_triple_k` to use a different order?

```
# let add_triple (x, y, z) =  
  let r = y + z in x + r;;
```

```
# let add_triple_k (x, y, z) k =  
  addk (y, z) (fun r -> ???);;
```

What is the continuation?



add_triple: A Different Order

How do we write `add_triple_k` to use a different order?

```
# let add_triple (x, y, z) =  
  let r = y + z in x + r;;
```

```
# let add_triple_k (x, y, z) k =  
  addk (y, z) (fun r -> ???);;
```

Lift second computation to CPS



add_triple: A Different Order

How do we write `add_triple_k` to use a different order?

```
# let add_triple (x, y, z) =  
  let r = y + z in x + r;;
```

```
# let add_triple_k (x, y, z) k =  
  addk (y, z) (fun r -> addk (x, r) ??);;
```

Lift second computation to CPS



add_triple: A Different Order

How do we write `add_triple_k` to use a different order?

```
# let add_triple (x, y, z) =  
  let r = y + z in x + r;;
```

```
# let add_triple_k (x, y, z) k =  
  addk (y, z) (fun r -> addk (x, r) ??);;
```

What happens after the final addk?



add_triple: A Different Order

How do we write `add_triple_k` to use a different order?

```
# let add_triple (x, y, z) =  
  let r = y + z in x + r;;
```

```
# let add_triple_k (x, y, z) k =  
  addk (y, z) (fun r -> addk (x, r) k);;
```

Done!



add_triple: A Different Order

How do we write `add_triple_k` to use a different order?

```
# let add_triple (x, y, z) =  
  let r = y + z in x + r;;
```

```
# let add_triple_k (x, y, z) k =  
  addk (y, z) (fun r -> addk (x, r) k);;
```

```
# add_triple_k (1, 2, 3) report;;
```



add_triple: Both Orders

How do we write `add_triple_k` to use a different order?

```
(* (x + y) + z *)
```

```
let add_triple_k (x, y, z) k =  
  addk (x, y) (fun p -> addk (p, z) k)
```

```
(* x + (y + z) *)
```

```
let add_triple_k (x, y, z) k =  
  addk (y, z) (fun r -> addk (x, r) k)
```




add_triple: Both Orders

How do we write `add_triple_k` to use a different order?

`(* (x + y) + z *)`

```
let add_triple_k (x, y, z) k =  
  addk (x, y) (fun p -> addk (p, z) k)
```

`(* x + (y + z) *)`

```
let add_triple_k (x, y, z) k =  
  addk (y, z) (fun r -> addk (x, r) k)
```



add_triple: Both Orders

How do we write `add_triple_k` to use a different order?

`(* (x + y) + z *)`

```
let add_triple_k (x, y, z) k =  
  addk (x, y) (fun p -> addk (p, z) k)
```

`(* x + (y + z) *)`

```
let add_triple_k (x, y, z) k =  
  addk (y, z) (fun r -> addk (x, r) k)
```



add_triple: Both Orders

How do we write `add_triple_k` to use a different order?

(* (x + y) + z *)

```
let add_triple_k (x, y, z) k =  
  addk (x, y) (fun p -> addk (p, z) k)
```

(* x + (y + z) *)

```
let add_triple_k (x, y, z) k =  
  addk (y, z) (fun r -> addk (x, r) k)
```



add_triple: Both Orders

How do we write `add_triple_k` to use a different order?

`(* (x + y) + z *)`

```
let add_triple_k (x, y, z) k =  
  addk (x, y) (fun p -> addk (p, z) k)
```

`(* x + (y + z) *)`

```
let add_triple_k (x, y, z) k =  
  addk (y, z) (fun r -> addk (x, r) k)
```



Questions so far?



CPS and Recursion



Recursive Functions

■ Recall:

```
# let rec factorial n =  
  if n = 0 then  
    1  
  else  
    n * factorial (n - 1);;  
val factorial : int -> int = <fun>  
# factorial 5;;  
- : int = 120
```



Terminology

- A function is in **Direct Style** when it returns its result back to the caller.
- A function is in **Continuation Passing Style** when it, and every function call in it, passes its result to another function.
 - Instead of returning the result to the caller, we **pass it forward** to another function giving the computation after the call.



Recursive Functions

■ Direct Style:

```
# let rec factorial n =  
  if n = 0 then  
    1  
  else  
    n * factorial (n - 1);;
```

To simplify transformation to CPS,
make order of execution explicit first.



Recursive Functions

■ (Refactoring) Direct Style:

```
# let rec factorial n =  
  if n = 0 then  
    1  
  else  
    n * factorial (n - 1);;
```



Recursive Functions

■ (Refactoring) Direct Style:

```
# let rec factorial n =
```

```
  let b = (n = 0) in (* first computation *)
```

```
  if b then
```

```
    1
```

```
  else
```

```
    n * factorial (n - 1);;
```



Recursive Functions

■ (Refactoring) Direct Style:

```
# let rec factorial n =  
  let b = (n = 0) in (* first computation *)  
  if b then  
    1  
  else  
    n * factorial (n - 1);;
```



Recursive Functions

■ (Refactoring) Direct Style:

```
# let rec factorial n =  
  let b = (n = 0) in (* first computation *)  
  if b then  
    1  
  else  
    let r = factorial (n - 1) in  
    n * r;;
```



Recursive Functions

■ (Refactoring) Direct Style:

```
# let rec factorial n =  
  let b = (n = 0) in (* first computation *)  
  if b then  
    1  
  else  
    let r = factorial (n - 1) in  
    n * r;;
```



Recursive Functions

■ (Refactoring) Direct Style:

```
# let rec factorial n =  
  let b = (n = 0) in (* first computation *)  
  if b then  
    1  
  else  
    let s = n - 1 in (* second computation *)  
    let r = factorial s in (* third computation *)  
    n * r;;
```



Recursive Functions

■ (Refactored) Direct Style:

```
# let rec factorial n =
```

```
  let b = (n = 0) in (* first computation *)
```

```
  if b then
```

```
    1 (* returned value *)
```

```
  else
```

```
    let s = n - 1 in (* second computation *)
```

```
    let r = factorial s in (* third computation *)
```

```
    n * r;; (* returned value *)
```


Recursive Functions

■ (Refactored) Direct Style:

```
# let rec factorial n =
```

```
  let b = (n = 0) in (* first computation *)
```

```
  if b then
```

```
    1 (* returned value *)
```

```
  else
```

```
    let s = n - 1 in (* second computation *)
```

```
    let r = factorial s in (* third computation *)
```

```
    n * r;; (* returned value *)
```

Rather than **return** these values, we will **pass** them forward.

Recursive Functions

■ Continuation Passing Style:

```
# let rec factorialk n k =
```

```
  eqk (n, 0) (fun b -> (* first computation *)
```

```
    if b then
```

```
      k 1 (* passed value *)
```

```
    else
```

```
      subk (n, 1) (fun s -> (* second computation *)
```

```
        factorialk s (fun r -> (* third computation *)
```

```
          timesk (n, r) k))));; (* passed value *)
```

Rather than **return** these values, we will **pass** them forward.

CPS and Recursion

Recursive Functions

■ Continuation Passing Style:

```
# let rec factorialk n k =
```

```
  eqk (n, 0) (fun b -> (* first computation *)
```

```
    if b then
```

```
      k 1 (* passed value *)
```

```
    else
```

```
      subk (n, 1) (fun s -> (* second computation *)
```

```
        factorialk s (fun r -> (* third computation *)
```

```
          timesk (n, r) k))));; (* passed value *)
```

Rather than **return** these values, we will **pass** them forward.

CPS and Recursion

Recursive Functions

■ (Refactored) Direct Style:

```
# let rec factorial n =
```

```
  let b = (n = 0) in (* first computation *)
```

```
  if b then
```

```
    1 (* returned value *)
```

```
  else
```

```
    let s = n - 1 in (* second computation *)
```

```
    let r = factorial s in (* third computation *)
```

```
    n * r;; (* returned value *)
```

These stay in the **same order**, but are **transformed** to CPS.

Recursive Functions

■ Continuation Passing Style:

```
# let rec factorialk n k =
```

```
  eqk (n, 0) (fun b -> (* first computation *))
```

```
    if b then
```

```
      k 1 (* passed value *)
```

```
    else
```

```
      subk (n, 1) (fun s -> (* second computation *))
```

```
        factorialk s (fun r -> (* third computation *))
```

```
          timesk (n, r) k))));; (* passed value *)
```

These stay in the **same order**, but are **transformed** to CPS.

CPS and Recursion



Recursive Functions

■ Continuation Passing Style:

```
# let rec factorialk n k =  
  eqk (n, 0) (fun b -> (* first computation *)  
    if b then  
      k 1 (* passed value *)  
    else  
      subk (n, 1) (fun s -> (* second computation *)  
        factorialk s (fun r -> (* third computation *)  
          timesk (n, r) k))));; (* passed value *)
```

Recursive Functions

■ Continuation Passing Style:

```
# let rec factorialk n k =
```

```
  eqk (n, 0) (fun b -> (* first computation *)
```

```
    if b then
```

```
      k 1 (* passed value *)
```

```
    else
```

```
      subk (n, 1) (fun s -> (* second computation *)
```

```
        factorialk s (fun r -> (* third computation *)
```

```
          timesk (n, r) k))));; (* passed value *)
```

How to transform
recursive call?

Recursive Functions

■ (Refactored) Direct Style:

```
# let rec factorial n =
```

```
  let b = (n = 0) in (* first computation *)
```

```
  if b then
```

```
    1 (* returned value *)
```

```
  else
```

```
    let s = n - 1 in (* second computation *)
```

```
    let r = factorial s in (* third computation *)
```

```
    n * r;; (* returned value *)
```

How to transform
recursive call?



Recursive Functions

- To transform a **recursive call** to CPS, must build intermediate continuation to:
 - take recursive value,
 - build it to final result, and
 - pass it to final continuation.

let r = **factorial** s in
n * r



Recursive Functions

- To transform a **recursive call** to CPS, must build intermediate continuation to:
 - **take recursive value,**
 - build it to final result, and
 - pass it to final continuation.

let **r** = factorial s in
n * r

Recursive Functions

- To transform a **recursive call** to CPS, must build intermediate continuation to:
 - take recursive value,
 - **build it to final result**, and
 - pass it to final continuation.

let **r** = factorial s in

n * r

Recursive Functions

- To transform a **recursive call** to CPS, must build intermediate continuation to:
 - take recursive value,
 - build it to final result, and
 - **pass it to final continuation.**

factorialk s (fun r ->
timesk (n, r) k)



Questions so far?



Example: CPS for length

```
let rec length list =  
  match list with  
  | [] -> 0  
  | (a :: bs) -> 1 + length bs
```

What is the let-expanded version of this?



Example: CPS for length

```
let rec length list =  
  match list with  
  | [] -> 0  
  | (a :: bs) -> let r = length bs in 1 + r
```

What is the let-expanded version of this?



Example: CPS for length

let rec length list =

 match list with

 | [] -> 0

 | (a :: bs) -> let r = length bs in 1 + r

What is the CPS version of this?



Example: CPS for length

let rec lengthk list **k** = (* WIP *)

match list with

| [] -> 0

| (a :: bs) -> let r = length bs in 1 + r

What is the CPS version of this?



Example: CPS for length

```
let rec lengthk list k = (* WIP *)  
  match list with  
  | [] -> k 0  
  | (a :: bs) -> let r = length bs in 1 + r
```

What is the CPS version of this?



Example: CPS for length

let rec lengthk list **k** = (* WIP *)

match list with

| [] -> **k** 0

| (a :: bs) -> let r = **lengthk** bs in 1 + r

What is the CPS version of this?



Example: CPS for length

let rec lengthk list **k** = (* WIP *)

match list with

| [] -> **k** 0

| (a :: bs) -> let **r** = **lengthk** bs in 1 + r

What is the CPS version of this?

Example: CPS for length

```
let rec lengthk list k = (* WIP *)  
  match list with  
  | [] -> k 0  
  | (a :: bs) -> lengthk bs (fun r -> 1 + r)
```

What is the CPS version of this?

Example: CPS for length

```
let rec lengthk list k = (* WIP *)  
  match list with  
  | [] -> k 0  
  | (a :: bs) -> lengthk bs (fun r -> 1 + r)
```

What is the CPS version of this?

Example: CPS for length

let rec lengthk list **k** = (* WIP *)

match list with

| [] -> **k** 0

| (a :: bs) -> **lengthk** bs (**fun** r -> **addk** (r, **1**) **k**)

What is the CPS version of this?



Example: CPS for length

```
let rec lengthk list k =  
  match list with  
  | [] -> k 0  
  | (a :: bs) -> lengthk bs (fun r -> addk (r, 1) k)
```

```
# lengthk [2; 4; 6; 8] report;;  
4  
- : unit = ()
```




Example: CPS for length

```
let rec lengthk list k =  
  match list with  
  | [] -> k 0  
  | (a :: bs) -> lengthk bs (fun r -> addk (r, 1) k)
```

```
# lengthk [2; 4; 6; 8] report;;
```

```
4
```

```
- : unit = ()
```



Example: CPS for length

```
let rec lengthk list k =  
  match list with  
  | [] -> k 0  
  | (a :: bs) -> lengthk bs (fun r -> addk (r, 1) k)
```

```
# lengthk [2; 4; 6; 8] report;;
```

```
4
```

```
- : unit = ()
```



CPS for sum

```
# let rec sum list =
```

```
  match list with
```

```
  | [] -> 0
```

```
  | x :: xs -> x + sum xs;;
```

```
val sum : int list -> int = <fun>
```

```
# let rec sumk list k =
```

```
  match list with
```

```
  | [] -> k 0
```

```
  | x :: xs -> sumk xs (fun r -> addk (x, r) k);;
```

```
val sumk : int list -> (int -> 'a) -> 'a = <fun>
```



CPS for sum

```
# let rec sum list =
```

```
  match list with
```

```
  | [] -> 0
```

```
  | x :: xs -> x + sum xs;;
```

```
val sum : int list -> int = <fun>
```

```
# let rec sumk list k =
```

```
  match list with
```

```
  | [] -> k 0
```

```
  | x :: xs -> sumk xs (fun r -> addk (x, r) k);;
```

```
val sumk : int list -> (int -> 'a) -> 'a = <fun>
```



CPS for sum

```
# let rec sum list =  
  match list with  
  | [] -> 0  
  | x :: xs -> let r = sum xs in x + r;;
```

```
val sum : int list -> int = <fun>
```

```
# let rec sumk list k =  
  match list with  
  | [] -> k 0  
  | x :: xs -> sumk xs (fun r -> addk (x, r) k);;
```

```
val sumk : int list -> (int -> 'a) -> 'a = <fun>
```



CPS for sum

```
# let rec sum list =  
  match list with  
  | [] -> 0  
  | x :: xs -> let r = sum xs in x + r;;
```

```
val sum : int list -> int = <fun>
```

```
# let rec sumk list k =  
  match list with  
  | [] -> k 0  
  | x :: xs -> sumk xs (fun r -> addk (x, r) k);;
```

```
val sumk : int list -> (int -> 'a) -> 'a = <fun>
```



CPS for sum

```
# let rec sum list =  
  match list with  
  | [] -> 0  
  | x :: xs -> let r = sum xs in x + r;;
```

```
val sum : int list -> int = <fun>
```

```
# let rec sumk list k =  
  match list with  
  | [] -> k 0  
  | x :: xs -> sumk xs (fun r -> addk (x, r) k);;
```

```
val sumk : int list -> (int -> 'a) -> 'a = <fun>
```



CPS for sum

```
# let rec sum list =  
  match list with  
  | [] -> 0  
  | x :: xs -> let r = sum xs in x + r;;
```

```
val sum : int list -> int = <fun>
```

```
# let rec sumk list k =  
  match list with  
  | [] -> k 0  
  | x :: xs -> sumk xs (fun r -> addk (x, r) k);;
```

```
val sumk : int list -> (int -> 'a) -> 'a = <fun>
```




CPS and Higher-Order Functions



CPS for Higher Order Functions

- In CPS, every function takes a **continuation** to receive its result
- Accordingly:
 - **Functions** passed as **arguments** take **continuations**
 - **Functions** returned as **results** take **continuations**
- CPS version of higher-order functions must **expect input functions** to take **continuations**



Example: all

```
# let rec all (p, l) =  
  match l with  
  | [] -> true  
  | x :: xs ->  
    let b = p x in  
    if b then  
      all (p, xs)  
    else  
      false;;
```

```
val all : ('a -> bool) -> 'a list -> bool = <fun>
```



Example: all

```
# let rec allk (p, l) k = (* WIP *)  
  match l with  
  | [] -> true  
  | x :: xs ->  
    let b = p x in  
    if b then  
      all (p, xs)  
    else  
      false;;
```

Example: all

```
# let rec allk (p, l) k = (* WIP *)
  match l with
  | [] -> ?? true
  | x :: xs ->
    let b = p x in
    if b then
      all (p, xs)
    else
      false;;
```

What do we do with
the **returned** value?

Example: all

```
# let rec allk (p, l) k = (* WIP *)  
  match l with  
  | [] -> k true  
  | x :: xs ->  
    let b = p x in  
    if b then  
      all (p, xs)  
    else  
      false;;
```

We **pass it forward**.

Example: all

```
# let rec allk (p, l) k = (* WIP *)  
  match l with  
  | [] -> k true  
  | x :: xs ->  
    let b = p x in  
    if b then  
      all (p, xs)  
    else  
      false;;
```

What do we do here?

Example: all

```
# let rec allk (p, l) k = (* WIP *)  
  match l with  
  | [] -> k true  
  | x :: xs ->  
    let b = p x in  
    if b then  
      all (p, xs)  
    else  
      false;;
```

We need to assume that **input function p** has been **transformed to CPS** already.

Example: all

```
# let rec allk (pk, l) k = (* WIP *)
  match l with
  | [] -> k true
  | x :: xs ->
    pk x (fun b ->
      if b then
        all (p, xs)
      else
        false);;
```

We need to assume that **input function pk** has been **transformed to CPS** already.

Example: all

```
# let rec allk (pk, l) k = (* WIP *)
  match l with
  | [] -> k true
  | x :: xs ->
    pk x (fun b ->
      if b then
        all (p, xs)
      else
        false);;
```

Now we can transform these to CPS in the standard way.

Example: all

```
# let rec allk (pk, l) k = (* WIP *)
  match l with
  | [] -> k true
  | x :: xs ->
    pk x (fun b ->
      if b then
        allk (pk, xs) k
      else
        k false);;
```

Now we can transform these to CPS in the standard way.



Example: all

```
# let rec allk (pk, l) k =  
  match l with  
  | [] -> k true  
  | x :: xs ->  
    pk x (fun b ->  
      if b then  
        allk (pk, xs) k  
      else  
        k false));;
```

```
val allk : ('a -> (bool -> 'b) -> 'b) * 'a list ->  
(bool -> 'b) -> 'b = <fun>
```

CPS and HOFs



Example: all

```
# let rec allk (pk, l) k =  
  match l with  
  | [] -> k true  
  | x :: xs ->  
    pk x (fun b ->  
      if b then  
        allk (pk, xs) k  
      else  
        k false);;
```

```
val allk : ('a -> (bool -> 'b) -> 'b) * 'a list ->  
  (bool -> 'b) -> 'b = <fun>
```

CPS and HOFs



Questions so far?



CPS Transformation



CPS Transformation

- **Step 1:** Add **continuation argument** to any function definition
 - $\text{let } f \text{ arg} = e \Rightarrow \text{let } f \text{ arg } \mathbf{k} = e$
 - Idea: Every function takes an extra parameter saying where the result goes
- **Step 2:** A **simple** expression in **tail** position should be **passed** to a continuation instead of returned
 - $a \Rightarrow \mathbf{k} a$
 - Assuming a is a constant or variable.
 - “Simple” = “No available function calls.”

CPS Transformation

- **Step 1:** Add **continuation argument** to any function definition
 - $\text{let } f \text{ arg} = e \Rightarrow \text{let } f \text{ arg } \mathbf{k} = e$
 - Idea: Every function takes an extra parameter saying where the result goes
- **Step 2:** A **simple** expression in **tail** position should be **passed** to a continuation instead of returned
 - $a \Rightarrow \mathbf{k} a$
 - Assuming a is a constant or variable.
 - “Simple” = “No available function calls.”



CPS Transformation

- **Step 3: Pass** the **current continuation** to every function call in **tail** position
 - $f \text{ arg} \Rightarrow f \text{ arg } \mathbf{k}$
 - The function “isn’t going to return,” so we need to tell it where to put the result.
- **Step 4:** Each function call **not in tail** position needs to be converted to **take a new continuation** (containing the old continuation as appropriate)
 - $\mathbf{op} (f \text{ arg}) \Rightarrow f \text{ arg } (\mathbf{fun} \text{ } r \text{ } \mathbf{->} \mathbf{k} (\mathbf{op} \text{ } r))$
 - **op** represents a primitive operation
 - $\mathbf{g} (f \text{ arg}) \Rightarrow f \text{ arg } (\mathbf{fun} \text{ } r \text{ } \mathbf{->} \mathbf{g} \text{ } r \text{ } \mathbf{k})$

CPS Transformation

CPS Transformation

- **Step 3: Pass the current continuation** to every function call in **tail** position
 - $f \text{ arg} \Rightarrow f \text{ arg } k$
 - The function “isn’t going to return,” so we need to tell it where to put the result.
- **Step 4:** Each function call **not in tail** position needs to be converted to **take a new continuation** (containing the old continuation as appropriate)
 - $op (f \text{ arg}) \Rightarrow f \text{ arg } (\text{fun } r \text{ -> } k (op \text{ } r))$
 - **op** represents a primitive operation
 - $g (f \text{ arg}) \Rightarrow f \text{ arg } (\text{fun } r \text{ -> } g \text{ } r \text{ } k)$

CPS Transformation



Example

Before:

```
let rec sum lst =  
  match lst with  
  | [] -> 0  
  | 0 :: xs -> sum xs  
  | x :: xs ->  
    (+) x (sum xs);;
```

After:

```
let rec sumk lst k = (* 1 *)  
  match lst with  
  | [] -> k 0 (* 2 *)  
  | 0 :: xs -> sumk xs k (* 3 *)  
  | x :: xs -> (* 4 *)  
    sumk xs (fun r -> k ((+) x r));;
```



Example

Before:

```
let rec sum lst =  
  match lst with  
  | [] -> 0  
  | 0 :: xs -> sum xs  
  | x :: xs ->  
    (+) x (sum xs);;
```

After:

```
let rec sumk lst k = (* 1 *)  
  match lst with  
  | [] -> k 0 (* 2 *)  
  | 0 :: xs -> sumk xs k (* 3 *)  
  | x :: xs -> (* 4 *)  
    sumk xs (fun r -> k ((+) x r));;
```



Example

Before:

```
let rec sum lst =  
  match lst with  
  | [] -> 0  
  | 0 :: xs -> sum xs  
  | x :: xs ->  
    (+) x (sum xs);;
```

After:

```
let rec sumk lst k = (* 1 *)  
  match lst with  
  | [] -> k 0 (* 2 *)  
  | 0 :: xs -> sumk xs k (* 3 *)  
  | x :: xs -> (* 4 *)  
    sumk xs (fun r -> k ((+) x r));;
```



Example

Before:

```
let rec sum lst =  
  match lst with  
  | [] -> 0  
  | 0 :: xs -> sum xs  
  | x :: xs ->  
    (+) x (sum xs);;
```

After:

```
let rec sumk lst k = (* 1 *)  
  match lst with  
  | [] -> k 0 (* 2 *)  
  | 0 :: xs -> sumk xs k (* 3 *)  
  | x :: xs -> (* 4 *)  
    sumk xs (fun r -> k ((+) x r));;
```



Example

Before:

```
let rec sum lst =  
  match lst with  
  | [] -> 0  
  | 0 :: xs -> sum xs  
  | x :: xs ->  
    (+) x (sum xs);;
```

After:

```
let rec sumk lst k = (* 1 *)  
  match lst with  
  | [] -> k 0 (* 2 *)  
  | 0 :: xs -> sumk xs k (* 3 *)  
  | x :: xs -> (* 4 *)  
    sumk xs (fun r -> k ((+) x r));;
```




Questions so far?



Other Applications



Other Uses for Continuations

- CPS designed to **preserve** order of evaluation
- Continuations used to **express** order of evaluation
- Can be used to **change** order of evaluation
- **Implements:**
 - Exceptions and exception handling
 - Co-routines
 - (pseudo, aka green) threads



Other Uses for Continuations

- CPS designed to **preserve** order of evaluation
- Continuations used to **express** order of evaluation
- Can be used to **change** order of evaluation
- **Implements:**
 - **Exceptions** and exception handling
 - Co-routines
 - (pseudo, aka green) threads



Exceptions - Example

```
# exception Zero;;
```

```
exception Zero
```

```
# let rec mul_aux list =
```

```
  match list with
```

```
  | [] -> 1
```

```
  | x :: xs ->
```

```
    if x = 0 then raise Zero else x * mul_aux xs;;
```

```
val mul_aux : int list -> int = <fun>
```

Other Applications



Exceptions - Example

```
# exception Zero;;
```

```
exception Zero
```

```
# let rec mul_aux list =
```

```
  match list with
```

```
  | [] -> 1
```

```
  | x :: xs ->
```

```
    if x = 0 then raise Zero else x * mul_aux xs;;
```

```
val mul_aux : int list -> int = <fun>
```

Other Applications



Exceptions - Example

```
# let list_mult list =  
  try mul_aux list with Zero -> 0;;  
val list_mult : int list -> int = <fun>  
# list_mult [3;4;2];;  
- : int = 24  
# list_mult [7;4;0];;  
- : int = 0  
# mul_aux [7;4;0];;  
Exception: Zero.
```



Exceptions - Example

```
# let list_mult list =  
  try mul_aux list with Zero -> 0;;  
val list_mult : int list -> int = <fun>  
# list_mult [3;4;2];;  
- : int = 24  
# list_mult [7;4;0];;  
- : int = 0  
# mul_aux [7;4;0];;  
Exception: Zero.
```




Exceptions - Example

```
# let list_mult list =  
  try mul_aux list with Zero -> 0;;  
val list_mult : int list -> int = <fun>  
# list_mult [3;4;2];;  
- : int = 24  
# list_mult [7;4;0];;  
- : int = 0  
# mul_aux [7;4;0];;  
Exception: Zero.
```



Exceptions - Example

```
# let list_mult list =  
  try mul_aux list with Zero -> 0;;  
val list_mult : int list -> int = <fun>  
# list_mult [3;4;2];;  
- : int = 24  
# list_mult [7;4;0];;  
- : int = 0  
# mul_aux [7;4;0];;  
Exception: Zero.
```



Exceptions

- When an **exception** is **raised**
 - The current computation is **aborted**
 - Control is “**thrown**” back **up the call stack** until a matching **handler** is found
 - All the **intermediate calls** waiting for a return values are **thrown away**



Implementing Exceptions

```
# let multkp (m, n) k =  
  let r = m * n in  
  (print_string "product result: ";  
   print_int r; print_string "\n";  
   k r);;
```

```
val multkp : int * int -> (int -> 'a) -> 'a = <fun>
```

Other Applications

Implementing Exceptions

```
# let rec mul_aux list k kexcp =
```

```
  match list with
```

```
  | [] -> k 1
```

```
  | x :: xs ->
```

```
    if x = 0 then
```

```
      kexcp 0
```

```
    else
```

```
      mul_aux xs (fun r -> multkp (x, r) k) kexcp;;
```

```
val mul_aux : int list -> (int -> 'a) -> (int -> 'a) -> 'a = <fun>
```

```
# let list_multk list k = mul_aux list k k;;
```

```
val list_multk : int list -> (int -> 'a) -> 'a = <fun>
```

Exception Handler

Other Applications

Implementing Exceptions

```
# let rec mul_aux list k kexcp =
```

```
  match list with
```

```
  | [] -> k 1
```

```
  | x :: xs ->
```

```
    if x = 0 then
```

```
      kexcp 0
```

```
    else
```

```
      mul_aux xs (fun r -> multkp (x, r) k) kexcp;;
```

```
val mul_aux : int list -> (int -> 'a) -> (int -> 'a) -> 'a = <fun>
```

```
# let list_multk list k = mul_aux list k k;;
```

```
val list_multk : int list -> (int -> 'a) -> 'a = <fun>
```

Exception Handler

Raise Exception

Other Applications



Implementing Exceptions

```
# let rec mul_aux list k kexcp =
```

```
  match list with
```

```
  | [] -> k 1
```

```
  | x :: xs ->
```

```
    if x = 0 then
```

```
      kexcp 0
```

```
    else
```

```
      mul_aux xs (fun r -> multkp (x, r) k) kexcp;;
```

```
val mul_aux : int list -> (int -> 'a) -> (int -> 'a) -> 'a = <fun>
```

```
# let list_multk list k = mul_aux list k k;;
```

```
val list_multk : int list -> (int -> 'a) -> 'a = <fun>
```

Other Applications



Implementing Exceptions

```
# list_multk [3;4;2] report;;
```

```
product result: 2
```

```
product result: 8
```

```
product result: 24
```

```
24
```

```
- : unit = ()
```

```
# list_multk [7;4;0] report;;
```

```
0
```

```
- : unit = ()
```

Other Applications



Implementing Exceptions

```
# list_multk [3;4;2] report;;
```

```
product result: 2
```

```
product result: 8
```

```
product result: 24
```

```
24
```

```
- : unit = ()
```

```
# list_multk [7;4;0] report;;
```

```
0
```

```
- : unit = ()
```

Other Applications



Questions?



Takeaways

- We saw how to transform functions written in **direct style** to functions written in **continuation-passing style (CPS)**, which is **super useful** for compilers and interpreters
- We also saw how to use continuations to implement **exceptions**—one of many features we can implement with continuations



Next Class

- **I will be away!** This absence is actually a planned absence.
- I will **record the lecture ahead of time** and post it for you all to watch.
- I will **announce** when it is ready.
- **There will not be an in-person lecture.**
- I will also miss **office hours**, but I will pay very close attention to Piazza.
- I will post (extra) extra credit today. (Please don't let it distract you from the midterm.)