

Continuations

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Objectives

You should be able to ...

It is possible to use functions to represent the *control flow* of a program. This technique is called *continuation passing style*. After today's lecture, you should be able to

- ▶ Explain what CPS is.
- ▶ Give an example of a programming technique using CPS.
- ▶ Write a recursive function using CPS.

Direct Style

Example Code

```
1 inc x = x + 1
2 double x = x * 2
3 half x = x `div` 2
4
5 result = inc (double (half 10))
```

- ▶ Consider the function call above. What is happening?

The Continuation

```
1 result = inc (double (half 10))
```

- ▶ We can 'punch out' a subexpression to create an expression with a 'hole' in it.
`result = inc (double)`
- ▶ This is called a *context*. After `half 10` runs, its result will be put into this context.
- ▶ We can call this context a *continuation*.

Making Continuations Explicit

- ▶ We can make continuations explicit in our code.


```
1 cont = \ v -> inc (double v)
```
- ▶ Instead of returning, a function can take a *continuation argument*.

Using a Continuation

```
1 half x k = k (x `div` 2)
2 result = half 10 cont
```

- ▶ Convince yourself that this does the same thing as the original code.

Properties of CPS

- ▶ A function is in *Direct Style* when it returns its result back to the caller.
- ▶ A *Tail Call* occurs when a function returns the result of another function call without processing it first.
 - ▶ This is what is used in accumulator recursion.
- ▶ A function is in *Continuation Passing Style* when it passes its result to another function.
 - ▶ Instead of returning the result to the caller, we pass it forward to another function.
 - ▶ Functions in CPS “never return.”
- ▶ Let’s see some more examples.

Comparisons

Direct Style

```
1 inc x = x + 1
2 double x = x * 2
3 half x = x `div` 2
4
5 result = inc (double (half 10))
```

CPS

```
1 inc x k = k (x + 1)
2 double x k = k (x * 2)
3 half x k = k (x `div` 2)
4 id x = x
5 result = half 10 (\v1 ->
6     double v1 (\v2 ->
7     inc v2 id))
```

CPS and Imperative Style

- ▶ CPS look like imperative style if you do it right.

CPS

```
1 result = half 10 (\v1 ->
2     double v1 (\v2 ->
3     inc v2 id))
```

Imperative Style

```
1 v1 := half 10
2 v2 := double v1
3 result := inc v2
```

The GCD Program

```

1 gcd a b | b == 0 = a
2         | a < b = gcd b a
3         | otherwise = gcd b (a `mod` b)

gcd 44 12 ⇒ gcd 12 8 ⇒ gcd 8 4 ⇒ gcd 4 0 ⇒ 4
▶ The running time of this function is roughly  $\mathcal{O}(\lg a)$ .

```

GCD of a List

```

1 gcdstar [] = 0
2 gcdstar (x:xs) = gcd x (gcdstar xs)
3
4 > gcdstar [44, 12, 80, 6]
5 2
6 > gcdstar [44, 12]
7 4

```

- ▶ Question: What will happen if there is a 1 near the beginning of the sequence?
- ▶ We can use a continuation to handle this case.

Continuation Solution

```

1 gcdstar xx k = aux xx k
2   where aux [] newk = newk 0
3         aux (1:xs) newk = k 1
4         aux (x:xs) newk = aux xs (\res -> newk (gcd x res))
5
6 > gcdstar [44, 12, 80, 6] report
7 2
8 > gcdstar [44, 12, 1, 80, 6] report
9 1

```

Other Topics

- ▶ Continuations can simulate exceptions.
- ▶ They can also simulate cooperative multitasking.
 - ▶ These are called co-routines.
- ▶ Some advanced routines are also available: call/cc, shift, reset.