CSc 520 — Principles of Programming Languages

26 : Control Structures — Introduction

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1 Control Flow

- We need some way of *ordering* computations:
- *sequencing*
- *selection*
- *iteration*
- *procedural abstraction* — being able to treat a collection of other control constructs as a single unit, a subroutine.
- *recursion*
- *concurrency*
- *nondeterminacy* — being able to explcitly state that the ordering between two statements is uspecified, and, possibly should be selected randomly/fairly.

2 Control Flow — Paradigms

- *Functional languages* — recursion and selection are important, iteration and sequencing not.
- *Procedural languages* — iteration, sequencing, selection are important, recursion not.
- *Logic languages* — the programmer gives rules that restrict control flow, the interpreter deduces an execution ordering that satisifes these rules.

Operators

3 Prefix, Infix, Postfix

- Languages use prefix, infix, or postfix notation for operators in expressions.
- This means that the operator comes before, among, or after its operands.
- Lisp/Scheme uses *Cambridge Polish* notation (a variant of prefix):

```
(* (+ 5 6) 7)
```

- Postscript and Forth use postfix notation.
- Smalltalk uses infix notation.

4 Smalltalk — Binary Messages

- A **binary** message M to receiver R with argument A has the syntax

$$\underline{R\ \ M\ \ A}$$

- For example:

$$\underline{\texttt{8 + 9}}$$

This sends the message `+` to the object `8` with the argument `9`.

5 Smalltalk — Keyword Messages

- A **keyword** message M to receiver R with arguments $A_1, A_2, A_3, \ldots$ has the syntax

$$\underline{R\ \ M_1\texttt{:}\ \ A_1\ \ M_2\texttt{:}\ \ A_2\ \ M_3\texttt{:}\ \ A_3\ \ \ldots}$$

- For example:

```
DeannaTroi kiss:  cheek how:  tenderly
```

This sends the message `kiss:how:` to the object `DeannaTroi` with the arguments `cheek` and `tenderly`. In Java we would have written:

```
DeannaTroi.kisshow(cheek,tenderly)
```

6 Operator Precedence

- The **precedence** of an operator is a measure of its **binding power**, i.e. how strongly it attracts its operands.
- Usually $*$ has higher precedence than $+$:

$$4 + 5 * 3$$

means

$$4 + (5 * 3),$$

not

$$(4 + 5) * 3.$$

- We say that $\underline{*}$ binds harder than $\underline{+}$.

7 Operator Associativity

- The **associativity** of an operator describes how operators of equal precedence are grouped.
- $+$ and $-$ are usually **left associative**:

  $$4 - 2 + 3$$

  means

  $$(4 - 2) + 3 = 5,$$

  not

  $$4 - (2 + 3) = -1.$$

  We say that $+$ **associates to the left.**
- ^ associates to the right:

  $$2\hat{\ }3\hat{\ }4 = 2\hat{\ }(3\hat{\ }4).$$

8 Case Study — C

- C has so many rules for precedence and associativity that most programmers don't know them all.
- See the table on the next slide.

9 Case Study — C...

Operator	Kind	Prec	Assoc
`a[k]`	Primary	16	
`f(···)`	Primary	16	
`.`	Primary	16	
`->`	Primary	16	
`a++, a--`	Postfix	15	
`++a, --a`	Unary	14	
`~`	Unary	14	
`!`	Unary	14	
`-`	Unary	14	
`&`	Unary	14	
`*`	Unary	14	

Operator	Kind	Prec	Assoc
`*, /, %`	Binary	13	Left
`+, -`	Binary	12	Left
`<<, >>`	Binary	11	Left
`<, >, <=, >=`	Binary	10	Left
`== !=`	Binary	9	Left
`&`	Binary	8	Left
`^`	Binary	7	Left
`|`	Binary	6	Left
`&&`	Binary	5	Left
`||`	Binary	4	Left
`? :`	Ternary	3	Right
`=, +=, -=, *=, /=, %=, <<=, >>=, &=, ^=, |=`	Binary	2	Right
`,`	Binary	1	Left

Variables

10 Value vs. Reference Model

- *l-value* — an expression that denotes a location, such as the left-hand side in `x:=...`, `x[i]:=...`, `x.a[i]->v:=...`.
- *r-value* — an expression that denotes a value, such as the right-hand side in `...:=x`, `...:=x[i]`, `...:=x.a[i]->v`, `...:=3+x`.
- Pascal, C, Ada use a *value model* of variables. In `...:=x`, `x` refers to the value stored in `x`.
- Clu (and other languages) use a *reference model* for variables. In `...:=x`, `x` is a reference to the value stored in `x`.

11 Value vs. Reference Model...

- In Pascal, after the statements

  ```
  b := 2;
  c := b;
  ```

  both `b` and `c` would hold the value 2. In Clu, `b` and `c` would both point to the same object, which contains the value 2.
- Java uses a value model for `int`, `float`, etc, but a reference model for `String`. Hence

  ```
  int i,j;
  String s,t;
  if (i==j) ...
  if (s==t) ...
  ```

  can be confusing for novel programmers.

Expressions

12 Order of Evaluation

- Many languages allow the compiler to reorder operations in an expression, for efficiency.
- Java requires strict left-to-right evaluation. Why?
- If the expression (`b,c,d` are 32-bit `ints`)

  ```
  b-c+d
  ```

  is reordered as

  ```
  b+d-c
  ```

  then an overflow can occur if `b+d` doesn't fit in an `int`.

13 Order of Evaluation...

- Let `a,b,c` be 32-bit `floats`, where `a` is small, `b,c` are large, and `b=-c`.
- Then the expression

  ```
  (a+b)+c
  ```

  might evaluate to 0 (due to a loss of information), while

  ```
  a+(b+c)
  ```

  would evaluate to `a`.

14 Case Study — Pascal

- Pascal does *not* use *short-circuit evaluation*. Hence, this makes for problems:

  ```
  if (x<>0) and (y/x > 5) then
  ```

- Pascal has non-intuitive precedence:

  ```
  4 > 8 or 11 < 3
  ```

  is parsed as

  ```
  4 > (8 or 11) < 3
  ```

  Hence, it becomes necessary to insert parenthesis.

Control-Flow Statements

15 Statement vs. Expression Orientation

- In Pascal, Ada, Modula-2, `if`, `while`, etc. are *statements*. This means that they are executed for their side-effects only, and return no value.
- In Algol68 `if`, `while`, etc. are *expressions*, they can have both side-effects and return values:

  ```
  begin
     x := if b<c then d else e;
     y := begin f(b); g(c) end;
     z := while b<c do g(c) end;
     2+3
  end
  ```

  This compound block returns 5.

16 Unstructured Control-Flow

- In the early days of FORTRAN, there were no structured control-flow statements (these were introduced in Algol 60).
- Instead, programmers built up structured `if`s, `while`s, etc, using `goto`s:

  ```
          IF a .LT. B GOTO 10
               ...
          GOTO 20
  10:          ...
  20:
  ```

  This is an `if-then-else`-statement.

17 Case Study — Pascal: goto

- Pascal has no exception handling mechanism. Gotos were the only way of, say, jumping to the end of the program on an unrecoverable error.
- Labels have to be integers and have to be declared.

```
goto label;

    ...

label:
```

```
procedure P ();
  label 999;
    ...
  goto 999;
    ...
999:
end;
```

Statements — Selection

18 Case Study — Pascal: if

```
if boolean expression then
   statement
else
   if boolean expression then
      statement
   else
      begin
         statement
         statement
         statement
      end
```

- The **else** is always matched with the closest nested **if**.

19 Case Study — Modula-2: if

- The `ELSIF` part of an `IF`-statement in Modula-2 is a convenient addition from Pascal:

```
IF boolean expression THEN
   statement-sequence
ELSIF boolean expression THEN
   statement-sequence
ELSIF boolean expression THEN
   statement-sequence
ELSE
   statement-sequence
END
```

20 Case Study — Pascal: case

```
case ordinal expression of
   list of cases:  statement;
   list of cases:  statement;
   list of cases:  statement;
   otherwise statement
end;
```

- **otherwise** is optional.
- The *list of cases* looks like this: **1,2,7..9**. I.e. it can contain ranges.
- `case`-statements can be implemented as nested `if`s, jump-tables (most common), or hash-tables, depending on what is most efficient.

21 Case Study — C: case

- In 1990 AT&T's long distance service fails for nine hours due to a wrong `break` statement in a C program.

```
switch (e) {
   0 :
   1 :  S1;
        break;
   2 :  S2;          ⇐ Really meant to fall-through here?!?!
   3 :  S3;
        break;
}
```

- C's design allows several cases to share the same statement (as 0 and 1 do above).

22 Case Study — FORTRAN: goto

- In FORTRAN, you can simulate a case statement using *computed gotos*:

```
         GOTO (15, 20, 30) I
15:      ...
20:      ...
30:      ...
```

If `I=1`, we'll jump to 15; if `I=2`, we'll jump to 20; if it's `3`, we'll jump to 30, otherwise we'll do nothing.

Statements — Iteration

23 Case Study — Pascal: for

```
for index := start to stop do
   statement;
for index := start downto stop do
   statement;
```

- The index must be declared outside the loop.
- Only ordinal datatypes are allowed.
- You can only increment the index variable with ±1!

24 Case Study — Modula-2: FOR

- Modula-2 generalizes Pascal's for-loop, so that it's possible to iterate by an arbitrary amount:

```
(* The BY-part is optional.
   step must be a constant.*)
FOR i := from TO to [BY step] DO
   statement-sequence
END
```

- *step* still has to be constant, though!

25 Case Study — Modula-3: FOR

- Modula-3, finally, provides a FOR-loop in its full generality:

```
FOR id := first TO last BY step DO
   S
END
```

- `id` is a read-only variable with the same type as `first` and `last`.
- `first`, `last` and `step` are executed once.
- `step` can be a run-time expression, not just a constant. (At least, I think so — Scott says otherwise, and the manual is silent. Anyone care to check what the compiler thinks?)

26 Case Study — Modula-3: FOR

```
FOR id := first TO last BY step DO
   S
END
```

- If `step` is negative, the loop iterates downwards.
- It is non-trivial to implement a fully general FOR-loop. See the next slide for how Modula-3's FOR-statement is translated.
- The index variable `id` is automatically defined by the loop.
- In Pascal/Modula-2, the programmer had to define it herself outside the loop. This lead to the question **what value will `id` have after the end of the loop?** Either the compiler got it wrong, or the programmer got it wrong.

27 Case Study — Modula-3: FOR...

```
FOR id := first TO last BY step DO S END
```

⇓ ⇓ ⇓

```
VAR i := ORD(first); done := ORD(last); delta := step;
BEGIN
   IF delta >= 0 THEN
      WHILE i <= done DO
         WITH id=VAL(i,T) DO S END; INC(i,delta);
      END
   ELSE
      WHILE i >= done DO
         WITH id=VAL(i,T) DO S END; INC(i,delta);
END END END
```

28 Case Study — Pascal: loops

```
while boolean expression do
   statement;

repeat
   statement;
   statement;
until boolean expression;
```

- Note the asymmetry: the **while** statement body can only contain one statement.

29 Case Study — Modula-2: loops

- Modula-2 adds an infinite loop:

```
LOOP
   statement-seq (* EXIT can occur here.  *)
END
```

- This makes it convenient to exit a loop in the middle:

```
LOOP
   ....
   IF ... THEN EXIT;
   ....
END
```

30 Case Study — Algol 60

- Algol 60 has **one** loop construct:

for ::= for id := list do stat

list ::= enum { , enum }

enum ::= expr |
    expr step expr until expr |
    expr while condition

- id takes on values specified by a sequence of enumerators.
- Each expression is re-evaluated at the top of the loop.

31 Case Study — Algol 60...

- Each of the following is equivalent:

```
for i := 1, 2, 5, 7, 9 do ...
for i := 1 step 2 until 10 do ...
for i := i, i + 2 while i < 10 do ...
```

- This generality is usually overkill...

Recursion

32 Tail Recursion

- A function is **tail-recursive** if there is no more work to be done after the recursive call.
- Tail-recursive functions are important because they can be easily be made iterative — no stack space needs to be allocated dynamically.
- For tail-recursive functions the compiler can **reuse** the space of the current stack frame instead of allocating a new one for the recursive call.

33 Tail Recursion...

```
int gcd(int a, int b) {
   if (a == b) return a;
   else if (a > b) return gcd(a-b,b);
   else return gcd(a,b-a);
}
```

$\Downarrow$

```
int gcd(int a, int b) {
start:
   if (a == b) return a;
   else if (a > b) {a=a-b; goto start; }
   else {b=b-a; goto start; }
}
```

34 Tail Recursion...

- You can often transform a non-tail-recursive function into a tail-recursive one.
- The idea is to pass a **continuation** of the work that is to be done **after** the call as a parameter to the call.
- This is called **continuation-passing style** (CPS).
- The next slide shows how the factorial function has been made tail-recursive using the CPS transformation.

35 Tail Recursion...

```
(define (fact n)
 (if (= n 1)
     1
     (* n (fact (- n 1)))))

(define (fact-cps n C)
  (if (= n 1)
```

```
      (C 1)
      (fact-cps (- n 1) (
           lambda(v) (C (* n v))))))

(fact-cps 5 (lambda(v) (display v)))
```

36 Readings and References

- **Read Scott, pp. 233–242, 249–257, 260–278, 284–291**