Overview

- Structured and unstructured flow
  - Goto's
  - Sequencing
  - Selection
  - Iteration and iterators
  - Recursion
  - Nondeterminacy

- Expressions evaluation
  - Evaluation order
  - Assignments
Control Flow: Ordering the Execution of a Program

- Constructs for specifying the execution order:
  1. **Sequencing**: the execution of statements and evaluation of expressions is usually in the order in which they appear in a program text.
  2. **Selection** (or alternation): a run-time condition determines the choice among two or more statements or expressions.
  3. **Iteration**: a statement is repeated a number of times or until a run-time condition is met.
  4. **Procedural abstraction**: subroutines encapsulate collections of statements and subroutine calls can be treated as single statements.
  5. **Recursion**: subroutines which call themselves directly or indirectly to solve a problem, where the problem is typically defined in terms of simpler versions of itself.
  6. **Concurrency**: two or more program fragments executed in parallel, either on separate processors or interleaved on a single processor.
  7. **Nondeterminacy**: the execution order among alternative constructs is deliberately left unspecified, indicating that any alternative will lead to a correct result.
Structured and Unstructured Flow

- **Unstructured flow**: the use of *goto statements* and *statement labels* to implement control flow
  - Merit or evil?
  - Generally considered bad, but sometimes useful for jumping out of nested loops and for coding the flow of exceptions (when a language does not support exception handling)
  - Java has no goto statement (supports labeled loops and breaks)

- **Structured flow**: 
  - Statement sequencing
  - Selection with “if-then-else” statements and “switch” statements
  - Iteration with “for” and “while” loop statements
  - Subroutine calls (including recursion)
  - All of which promotes “structured programming”
Sequencing

- A list of statements in a program text is executed in top-down order.

- A *compound statement* is a delimited list of statements.
  - A compound statement is called a *block* when it includes variable declarations.
  - C, C++, and Java use `{ ` and `}` to delimit a block.
  - Pascal and Modula use `begin ... end`.
  - Ada uses `declare ... begin ... end`.

- Special cases: in C, C++, and Java expressions can be inserted as statements.

- In pure functional languages sequencing is impossible (and not desired!)
Selection

- If-then-else selection statements in C and C++:
  - `if (<expr>) <stmt> [else <stmt>]`
  - Condition is a bool, integer, or pointer
  - Grouping with { and } is required for statement sequences in the `then clause` and `else clause`
  - Syntax ambiguity is resolved with “an else matches the closest if” rule
- Conditional expressions, e.g. `if` and `cond` in Lisp and `a?b:c` in C
- Java syntax is like C/C++, but condition must be Boolean
- Ada syntax supports multiple `elsif`'s to define nested conditions:
  - `if <cond> then
    <statements>
    elsif <cond> then
    ...
  else
    <statements>
  end if`
Case/switch statements are different from if-then-else statements in that an expression can be tested against multiple constants to select statement(s) in one of the arms of the case statement:

- C, C++, and Java:
  ```
  switch (<expr>)
  {
  case <const>: <statements> break;
  case <const>: <statements> break;
  ...
  default: <statements>
  }
  ```

- A `break` is necessary to transfer control at the end of an arm to the end of the switch statement

- Most programming languages support a switch-like statement, but do not require the use of a break in each arm

A switch statement is much more efficient compared to nested if-then-else statements
Iteration

- **Enumeration-controlled loops** repeat a collection of statements a number of times, where in each iteration a loop index variable takes the next value of a set of values specified at the beginning of the loop.

- **Logically-controlled loops** repeat a collection of statements until some Boolean condition changes value in the loop:
  - *Pretest loops* test condition at the begin of each iteration.
  - *Posttest loops* test condition at the end of each iteration.
  - *Midtest loops* allow structured exits from within loop with exit conditions.
Enumeration-Controlled Loops

- History of failures on design of enumeration-controlled loops
- Fortran-IV:

```
DO 20 i = 1, 10, 2
    ...
20  CONTINUE
```

which is defined to be equivalent to

```
i = 1
20  ...
i = i + 2
    IF i.LE.10 GOTO 20
```

Problems:
- Requires positive constant loop bounds (1 and 10) and step size (2)
- If loop index variable \( i \) is modified in the loop body, the number of iterations is changed compared to the iterations set by the loop bounds
- GOTOs can jump out of the loop and also from outside into the loop
- The value of counter \( i \) after the loop is implementation dependent
- The body of the loop will be executed at least once (no empty bounds)
Enumeration-Controlled Loops (cont’d)

- Fortran-77:
  - Same syntax as in Fortran-IV, but many dialects support **ENDDO** instead of **CONTINUE** statements
  - Can jump out of the loop, but cannot jump from outside into the loop
  - Assignments to counter i in loop body are not allowed
  - Number of iterations is determined by
    \[
    \text{max}\left\lfloor \frac{(H-L+S)}{S} \right\rfloor, 0
    \]
    for lower bound L, upper bound H, step size S
  - Body is not executed when \(\frac{(H-L+S)}{S} < 0\)
  - Either integer-valued or real-valued expressions for loop bounds and step sizes
  - Changes to the variables used in the bounds do not affect the number of iterations executed
  - Terminal value of loop index variable is the most recent value assigned, which is
    \[
    L + S^{\text{max}}\left\lfloor \frac{(H-L+S)}{S} \right\rfloor, 0
    \]
Enumeration-Controlled Loops (cont’d)

- Algol-60 combines logical conditions in combination loops:

  \texttt{for <id> := <forlist> do <stmt>}

  where the syntax of <forlist> is

  \texttt{<forlist> ::= <enumerator> [, enumerator]*}

  \texttt{<enumerator> ::= <expr>}
  \texttt{\mid <expr> step <expr> until <expr>}
  \texttt{\mid <expr> while <cond>}

- Not orthogonal: many forms that behave the same:

  \texttt{for i := 1, 3, 5, 7, 9 do ...}

  \texttt{for i := 1 step 2 until 10 do ...}

  \texttt{for i := 1, i+2 while i < 10 do ...}
Enumeration-Controlled Loops (cont’d)

- Pascal’s enumeration-controlled loops have simple and elegant design with two forms for up and down:
  
  ```
  for <id> := <expr> to <expr> do <stmt>
  
  and
  
  for <id> := <expr> downto <expr> do <stmt>
  ```

- Can iterate over any discrete type, e.g. integers, chars, elements of a set

- Lower and upper bound expressions are evaluated once to determine the iteration range

- Counter variable cannot be assigned in the loop body

- Final value of loop counter after the loop is undefined
Enumeration-Controlled Loops (cont’d)

- Ada’s for loop is much like Pascal’s:
  ```pascal
  for <id> in <expr> .. <expr> loop
    <statements>
  end loop
  
  and
  for <id> in reverse <expr> .. <expr> loop
    <statements>
  end loop
  ```

- Lower and upper bound expressions are evaluated once to determine the iteration range

- Counter variable has a local scope in the loop body
  - Not accessible outside of the loop

- Counter variable cannot be assigned in the loop body
Enumeration-Controlled Loops (cont’d)

- C, C++, and Java do not have true enumeration-controlled loops
- A “for” loop is essentially a logically-controlled loop
  
  ```
  for (i = 1; i <= n; i++) ...
  ```
  which iterates i from 1 to n by testing i <= n before the start of each iteration and updating i by 1 in each iteration
- Why is this not enumeration controlled?
  - Assignments to counter i and variables in the bounds are allowed, thus it is the programmer’s responsibility to structure the loop to mimic enumeration loops
- Use `continue` to jump to next iteration
- Use `break` to exit loop
- C++ and Java also support local scoping for counter variable
  
  ```
  for (int i = 1; i <= n; i++) ...
  ```
Other problems with C/C++ for loops to emulate enumeration-controlled loops are related to the mishandling of bounds and limits of value representations.

- This C program never terminates (do you see why?)
  ```c
  #include <limits.h> // INT_MAX is max int value
  int i;
  for (i = 0; i <= INT_MAX; i++)
    printf("Iteration %d\n", i);
  }
  ```

- This C program does not count from 0.0 to 10.0, why?
  ```c
  float n;
  for (n = 0.0; n <= 10; n += 0.01)
    printf("Iteration %g\n", n);
  }
  ```
How is loop iteration counter overflow handled?

- C, C++, and Java: nope

- Fortran-77
  - Calculate the number of iterations in advance
  - For `REAL` typed index variables an exception is raised when overflow occurs

- Pascal and Ada
  - Only specify step size 1 and -1 and detection of the end of the iterations is safe
  - Pascal’s final counter value is undefined (may have wrapped)
Iterators

- *Iterators* are used to iterate over elements of containers such as sets and data structures such as lists and trees.
- Iterator objects are also called *enumerators* or *generators*.
- C++ iterators are associated with a container object and used in loops similar to pointers and pointer arithmetic:

```cpp
vector<int> V;
...
for (vector<int>::iterator it = V.begin(); it != V.end(); ++it)
    cout << *n << endl;
```

An in-order tree traversal:

```cpp
tree_node<int> T;
...
for (tree_node<int>::iterator it = T.begin(); it != T.end(); ++it)
    cout << *n << endl;
```
Iterators (cont’d)

- Java supports *generics* similar to C++ *templates*
- Iterators are similar to C++, but do not have the usual C++ overloaded iterator operators:

```java
TreeNode<Integer> T;
...
for (Integer i : T)
    System.out.println(i);
```

Note that Java has the above special for-loop for iterators that is essentially syntactic sugar for:

```java
for (Iterator<Integer> it = T.iterator(); it.hasNext(); )
    {    Integer i = it.next();
         System.out.println(i);
    }
```
Iterators (cont’d)

- Iterators typically need special loops to produce elements one by one, e.g. in Clu:

```clu
for i in int$from_to_by(first, last, step) do
  ...
end
```

- While Java and C++ use *iterator objects* that hold the state of the iterator, Clu, Python, Ruby, and C# use *generators* (=“true iterators”) which are functions that run in “parallel” to the loop code to produce elements.
  - The *yield* operation in Clu returns control to the loop body.
  - The loop returns control to the generator’s last yield operation to allow it to compute the value for the next iteration.
  - The loop terminates when the generator function returns.
Logically-Controlled Pretest loops

- *Logically-controlled pretest loops* check the exit condition before the next loop iteration.
- Not available Fortran-77.
- Ada has only one kind of logically-controlled loops: midtest loops.
- Pascal:
  
  ```
  while <cond> do <stmt>
  ```
  where the condition is a Boolean-typed expression.
- C, C++:
  
  ```
  while (<expr>) <stmt>
  ```
  where the loop terminates when the condition evaluates to 0, NULL, or false.
  - Use `continue` and `break` to jump to next iteration or exit the loop.
- Java is similar C++, but condition is restricted to Boolean.
Logically-Controlled Posttest Loops

- Logically-controlled posttest loops check the exit condition after each loop iteration.
- Not available in Fortran-77.
- Ada has only one kind of logically-controlled loops: midtest loops.
- Pascal: `repeat <stmt> [: <stmt>]* until <cond>` where the condition is a Boolean-typed expression and the loop terminates when the condition is true.
- C, C++: `do <stmt> while (<expr>)` where the loop terminates when the expression evaluates to 0, NULL, or false.
- Java is similar to C++, but condition is restricted to Boolean.
Logically-Controlled Midtest Loops

- Ada supports *logically-controlled midtest loops* check exit conditions anywhere within the loop:

```
loop
  <statements>
exit when <cond>;
  <statements>
exit when <cond>;
...
end loop
```

- Ada also supports labels, allowing exit of outer loops without gotos:

```
outer: loop
  ...
  for i in 1..n loop
    ...
    exit outer when a[i]>0;
    ...
  end loop;
end outer loop;
```
Recursion

- Recursion: subroutines that call themselves directly or indirectly (mutual recursion)
- Typically used to solve a problem that is defined in terms of simpler versions, for example:
  - To compute the length of a list, remove the first element, calculate the length of the remaining list in $n$, and return $n+1$
  - Termination condition: if the list is empty, return 0
- Iteration and recursion are equally powerful in theoretical sense
  - Iteration can be expressed by recursion and vice versa
- Recursion is more elegant to use to solve a problem that is naturally recursively defined, such as a tree traversal algorithm
- Recursion can be less efficient, but most compilers for functional languages are often able to replace it with iterations
Tail-Recursive Functions

- Tail-recursive functions are functions in which no operations follow the recursive call(s) in the function, thus the function returns immediately after the recursive call:

  ```
  tail-recursive
  int trfun()
  { ...
   return trfun();
  }

  not tail-recursive
  int rfun()
  { ...
   return rfun()+1;
  }
  ```

- A tail-recursive call could reuse the subroutine's frame on the runtime stack, since the current subroutine state is no longer needed.
  - Simply eliminating the push (and pop) of the next frame will do

- In addition, we can do more for tail-recursion optimization: the compiler replaces tail-recursive calls by jumps to the beginning of the function
Tail-Recursion Optimization

Consider the GCD function:

```c
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);
}
```

a good compiler will optimize the function into:

```c
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; }
}
```

which is just as efficient as the iterative version:

```c
int gcd(int a, int b)
{
    while (a!=b)
    {
        if (a>b) a = a-b;
        else b = b-a;
    }
    return a;
}
```
Converting Recursive Functions to Tail-Recursive Functions

- Remove the work after the recursive call and include it in some other form as a computation that is passed to the recursive call.
- For example, the non-tail-recursive function

```lisp
(define summation (lambda (f low high)
    (if (= low high)
        (f low)
        (+ (f low) (summation f (+ low 1) high)))))))
```

can be rewritten into a tail-recursive function:

```lisp
(define summation (lambda (f low high subtotal)
    (if (= low high)
        (+ subtotal (f low))
        (summation f (+ low 1) high (+ subtotal (f low)))))))
```
Example

Here is the same example in C:

```c
typedef int (*int_func)(int);
int summation(int_func f, int low, int high)
{ if (low == high)
    return f(low)
  else
    return f(low) + summation(f, low+1, high);
}
```

rewritten into the tail-recursive form:

```c
int summation(int_func f, int low, int high, int subtotal)
{ if (low == high)
    return subtotal+f(low)
  else
    return summation(f, low+1, high, subtotal+f(low));
}
```
When Recursion is Bad

- The Fibonacci function implemented as a recursive function is very inefficient as it takes exponential time to compute:

```scheme
(define fib (lambda (n)
  (cond ((= n 0) 1)
        ((= n 1) 1)
        (else (+ (fib (- n 1)) (fib (- n 2)))))))
```

with a tail-recursive helper function, we can run it in \(O(n)\) time:

```scheme
(define fib (lambda (n)
  (letrec ((fib-helper (lambda (f1 f2 i)
                        (if (= i n)
                            f2
                            (fib-helper f2 (+ f1 f2) (+ i 1)))))
           (fib-helper 0 1 0)))
```

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Expression Syntax and Effect on Evaluation Order

- An expression consists of
  - An atomic object, e.g. number or variable
  - An operator applied to a collection of operands (or arguments) that are expressions

- Common syntactic forms for operators:
  - Function call notation, e.g. `somefunc(A, B, C)`
  - *Infix* notation for binary operators, e.g. `A + B`
  - *Prefix* notation for unary operators, e.g. `-A`
  - *Postfix* notation for unary operators, e.g. `i++`
  - *Cambridge Polish* notation, e.g. `(* (+ 1 3) 2)` in Lisp
  - "*Multi-word*" infix, e.g. `a>b?a:b` in C and `myBox displayOn: myScreen at: 100@50` in Smalltalk, where `displayOn:` and `at:` are written infix with arguments `mybox`, `myScreen`, and `100@50`
Operator Precedence and Associativity

- The use of infix, prefix, and postfix notation sometimes lead to ambiguity as to what is an operand of what
  - Fortran example: \( a + b \times c \times d \times e \div f \)

- **Operator precedence**: higher operator precedence means that a (collection of) operator(s) group more tightly in an expression than operators of lower precedence

- **Operator associativity**: determines evaluation order of operators of the same precedence
  - *Left associative*: operators are evaluated left-to-right (most common)
  - *Right associative*: operators are evaluated right-to-left (Fortran power operator **, C assignment operator = and unary minus)
  - *Non-associative*: requires parenthesis when composed (Ada power operator **)
Operator Precedence and Associativity

- Pascal's flat precedence levels is a design mistake

  ```
  if A<B and C<D then
  ```

  is the same as

  ```
  if A<(B and C)<D then
  ```

- Note: levels of operator precedence and associativity are easily captured in a grammar as we saw earlier
Evaluation Order of Expressions

- Precedence and associativity state the rules for structuring expressions, but do not determine the operand evaluation order!
  - Expression
    \[ a - f(b) - b \times c \]
  - is structured as
    \[ (a - f(b)) - (b \times c) \]
  - but either \( (a - f(b)) \) or \( (b \times c) \) can be evaluated first

- The evaluation order of arguments in function and subroutine calls may differ, e.g. arguments evaluated from left to right or right to left

- Knowing the operand evaluation order is important
  - Side effects: suppose \( f(b) \) above modifies the value of \( b \) (\( f(b) \) has a “side effect”) then the value will depend on the operand evaluation order
  - Code improvement: compilers rearrange expressions to maximize efficiency, e.g. a compiler can improve memory load efficiency by moving loads up in the instruction stream
Expression Operand Reordering

Issues

- Rearranging expressions may lead to arithmetic overflow or different floating point results
  - Assume $b$, $d$, and $c$ are very large positive integers, then if $b-c+d$ is rearranged into $(b+d)-c$ arithmetic overflow occurs
  - Floating point value of $b-c+d$ may differ from $b+d-c$
  - Most programming languages will not rearrange expressions when parenthesis are used, e.g. write $(b-c)+d$ to avoid problems

- Design choices:
  - Java: expressions evaluation is always left to right in the order operands are provided in the source text and overflow is always detected
  - Pascal: expression evaluation is unspecified and overflows are always detected
  - C and C++: expression evaluation is unspecified and overflow detection is implementation dependent
  - Lisp: no limit on number representation
Short-Circuit Evaluation

- **Short-circuit evaluation** of Boolean expressions: the result of an operator can be determined from the evaluation of just one operand

- Pascal does not use short-circuit evaluation
  - The program fragment below has the problem that element $a[11]$ is read resulting in a dynamic semantic error:
    ```pascal
    var a:array [1..10] of integer;
    ...
    i := 1;
    while i<=10 and a[i]<>0 do
      i := i+1
    ```

- C, C++, and Java use short-circuit conditional and/or operators
  - If $a$ in $a$ & $b$ evaluates to false, $b$ is not evaluated
  - If $a$ in $a$ | $b$ evaluates to true, $b$ is not evaluated
  - Avoids the Pascal problem, e.g.
    ```pascal
    while (i <= 10 && a[i] != 0) ...
    ```

- Ada uses `and then` and `or else`, e.g. `cond1 and then cond2`
- Ada, C, and C++ also have regular bit-wise Boolean operators
Assignments and Expressions

- Fundamental difference between imperative and functional languages

- Imperative: "computing by means of side effects"
  - Computation is an ordered series of changes to values of variables in memory (state) and statement ordering is influenced by run-time testing values of variables

- Expressions in functional language are referentially transparent:
  - All values used and produced depend on the local referencing environment of the expression
  - A function is idempotent in a functional language: it always returns the same value given the same arguments because of the absence of side-effects
L-Values vs. R-Values and Value Model vs. Reference Model

- Consider the assignment of the form: \( a := b \)
  - The left-hand side \( a \) of the assignment is an *l-value* which is an expression that should denote a location, e.g. array element \( a[2] \) or a variable \( \text{foo} \) or a dereferenced pointer \( \ast p \)
  - The right-hand side \( b \) of the assignment is an *r-value* which can be any syntactically valid expression with a type that is compatible to the left-hand side

- Languages that adopt the *value model* of variables copy the value of \( b \) into the location of \( a \) (e.g. Ada, Pascal, C)

- Languages that adopt the *reference model* of variables copy references, resulting in shared data values via multiple references
  - Clu copies the reference of \( b \) into \( a \) so that \( a \) and \( b \) refer to the same object
  - Java is a mix: it uses the value model for built-in types and the reference model for class instances
Special Cases of Assignments

- Assignment by *variable initialization*
  - Use of *uninitialized variable* is source of many problems, sometimes compilers are able to detect this but with programmer involvement e.g. *definite assignment* requirement in Java
  - Implicit initialization, e.g. 0 or NaN (not a number) is assigned by default when variable is declared

- Combinations of *assignment operators*
  - In C/C++ *a+=b* is equivalent to *a=a+b* (but *a[i++]=b* is different from *a[i++]=a[i++] + b*, ouch!)
  - Compiler produces better code, because the address of a variable is only calculated once

- *Multiway assignments* in Clu, ML, and Perl
  - *a,b := c,d* assigns *c* to *a* and *d* to *b* simultaneously, e.g. *a,b := b,a* swaps *a* with *b*
  - *a,b := 1* assigns 1 to both *a* and *b*