

# A call-by-need basis

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Programming-languages Group

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# Reminders (1/4)

- A **programming language** is a **notation for expressing computations.**

Analogy: language and thought.

# Reminders (1/4)

- A **programming language** is a **notation for expressing computations**.
- **Programs** are written in this notation.

Analogy: recipes in a cookbook.

# Reminders (2/4)

Syntactic units:

- expressions
- commands / statements
- declarations
- types
- etc.

# Reminders (3/4)

Named and parameterized syntactic units:

- functions
- procedures / methods
- modules
- classes
- etc.

# Reminders (4/4)

Formal and actual parameters:

- call by value
- call by name
- call by need
- etc.

# The topic of this talk: call by need

A notation to express computations that are

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A notation to express computations that are

- **demand driven**, and
- where **intermediate results are memoized**.

Are there any questions?



Pay attention: I will say zis only once



# The two key features of call by need

- demand-driven computation
- memoization of intermediate results

# A bewildering amount of related work

- in theory (semantics)
- in practice (implementation)
- in the middle (abstract machines)

# Theory and practice of call by need

- In theory, we know **why** it works.
- In practice, we know **how** to make it works.

But do theory and practice agree?

Surprisingly, nobody knew.

# Our contribution

A grand unified account of call by need  
solving  
a problem that was open since the 1970's.

# Our unified account

Surprisingly simple in retrospect:

- The **syntactic correspondence** and the **functional correspondence**,  
**as developed here at AU.**
- **Lock-step equivalence** (bisimilarity),  
**as taught here at AU.**

And also, non-trivially: K.I.S.S.

# Impact

- peer-reviewed articles in conferences
- peer-reviewed articles in journals
- tips of the hat in various scientific blogs
- followup peer-reviewed articles by others
- invited talks for Olivier
- elite-research funding for Ian

# Another sort of impact

- Path-dependent types in Scala.
- Wild cards in Java.



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Good bye, Erik.

And **thanks**.

