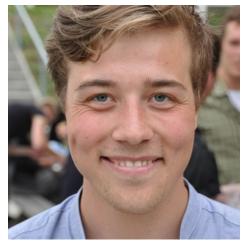
# A call-by-need basis

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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

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

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A notation to express computations that are

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#### 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.
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# 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 lan

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- Wild cards in Java.

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Good bye, Erik.



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Good bye, Erik. And thanks.

