Continuation Passing Style
Consider our function dynamics, represented by a table such as the following:

<table>
<thead>
<tr>
<th>Direction</th>
<th>Expression</th>
<th>Continuation</th>
<th>Result of Expression</th>
</tr>
</thead>
<tbody>
<tr>
<td>IN</td>
<td>(fact 3)</td>
<td>□</td>
<td>?</td>
</tr>
<tr>
<td>IN</td>
<td>(fact 2)</td>
<td>(* 3 □)</td>
<td>?</td>
</tr>
<tr>
<td>IN</td>
<td>(fact 1)</td>
<td>(* 3 (*2 □))</td>
<td>?</td>
</tr>
<tr>
<td>IN</td>
<td>(fact 0)</td>
<td>(* 3 (* 2 (* 1 □)))</td>
<td>?</td>
</tr>
<tr>
<td>OUT</td>
<td>(fact 0)</td>
<td>(* 3 (* 2 (* 1 1)))</td>
<td>1</td>
</tr>
<tr>
<td>OUT</td>
<td>(fact 1)</td>
<td>(* 3 (* 2 1))</td>
<td>1</td>
</tr>
<tr>
<td>OUT</td>
<td>(fact 2)</td>
<td>(* 3 2)</td>
<td>2</td>
</tr>
<tr>
<td>OUT</td>
<td>(fact 3)</td>
<td>6</td>
<td>6</td>
</tr>
</tbody>
</table>

We could represent any of these continuations by a function of one argument, such as (lambda (y) (* 3 (* 2 y)))
This leads to the following style of coding in which we explicitly build up continuations. Here are the rules:

• Continuations are represented by functions of one argument. You can think of this argument as the result of the recursive call.
• At the top level the continuation is always the identity: (lambda (y) y)
• Every recursive function gets an additional argument, k, which is the continuation for a call to this function.
• The continuation parameter must be applied to any answer produced by the function -- instead of returning x we return (k x)
• All recursive calls are tail-recursive. Context gained during evaluation of the function is incorporated in the new continuation passed in the recursive call.
We talked more informally about CPS in late September when we called such functions "collectors". Now we see that they really are continuations.
For example, here is the CPS version of the factorial function:

```
(define fact-
k (lambda (n k)
    (if (= 0 n) (k 1)
        (fact-
k (- n 1) (lambda (y) (k (* n y))))))

At the top level we call this with
    (fact-
k n (lambda (y) y) )
```
E.g.

(fact-k 3 (lambda (y) y)) )
   k0
(fact-k 2 (lambda (z) (k0 (* 3 z))) ) )
   k1
(fact-k 1 (lambda (x) (k1 (* 2 x))) ) )
   k2
(fact-k 0 (lambda (t) (k2 (* 1 t))) ) )
   k3

(k3 1)
(k2 1)
(k1 2)
(k0 6)
6
Now, why would we ever do this?

Consider the following function, which multiplies together the values in a vector (flat list of numbers):

```scheme
(define prod (lambda (vec)
  (if (null? vec) 1 (* (car vec) (prod (cdr vec))))))
```

(prod '(5 4 3 0 2 1 0)) ultimately produces
(* 5 (* 4 (* 3 (* 0 (* 2 (* 1 0)))))

This is quite stupid. It could be worse -- we could be doing a much more expensive operation than multiplication, and the list could be a lot longer.
We could change prod to

```
(define prod (lambda (vec)
  (if (null? vec)
      1
      (if (= (car vec) 0)
          0
          (* (car vec) (prod (cdr vec))))))))
```

but this doesn't help; with (prod '(4 3 2 1 0)) we still end up computing

```
(* 4 (* 3 (* 2 (* 1 0))))
```
Here is a CPS version

```
(define prod-k (lambda (vec k)
   (if (null? vec)
     (k 1)
     (if (= (car vec) 0)
       (k 0)
       (prod-k (cdr vec)
         (lambda (y) (if (= 0 y)
           0
           (k (* (car vec) y))))))))
```

Now on (prod-k '(4 3 2 1 0) (lambda (y) y)) we replace 5 products with a comparison to 0.
Here is an even better solution

(define prod2-k (lambda (vec k escape)
  (if (null? vec)
      (k 1)
      (if (= 0 (car vec))
        (escape 0)
        (prod2-k (cdr vec) (lambda(z) (k (* (car vec) z))) escape))))

We might define a standard escape routine:
(define myExit (lambda (y) (printf "Exiting with ~s\n" y)))
Now `(prod2-k '(4 3 2 1 0) (lambda (y) y) myExit)` prints "Exiting with 0"
Note that CPS doesn't always give an efficient program. Here is the CPS version of the Fibonacci function:

```
(define fib-k (lambda (n k)
    (if (= 0 n)
        (k 0)
        (if (= 1 n)
            (k 1)
            (fib-k (- n 1) (lambda (y) (fib-k (- n 2) (lambda (z) (k (+ y z))))))))))
```
We could add an escape continuation to this:

```
(define fib-ke (lambda (n k esc)
   (cond
     [(= 0 n) (k 0)]
     [(= 1 n) (k 1)]
     [(= 5 n) (esc 5)]
     [else (fib-ke (- n 1)
                  (lambda (x) (fib-ke (- n 2) (lambda (y) (k (+ x y))) esc))
                  esc)]))))
```
Can we find CPS versions of append and reverse?
(define append-k (lambda (L1 L2 k)
  (cond
    [(null? L1) (k L2)]
    [else (append-k (cdr L1) L2 (lambda (y) (k (cons (car L1) y))))])))

(define reverse-k (lambda (lat k)
  (cond
    [(null? lat) (k null)]
    [else (reverse-k (cdr lat) (lambda (x) (k (append-k x (lambda (x) (k (cons (car lat) x) (list (car lat)) (lambda (z) z))))))))])))
Note that we could easily add an escape continuation to these. For example:

```
(define reverse-ke
  (lambda (L k escape)
    (cond
      [(null? L) (k null)]
      [(eq? 0 (car L)) (escape 0)]
      [else (reverse-ke
               (cdr L)
               (lambda (x)
                 (k (append-ke
                     x
                     (list (car L))
                     (lambda (y) y))))
               escape)]))))
```
What about (rember x L) ; removes first instance of x from L

or

(rember* x L) ; removes all instances of x from L
(define rember-k (lambda (x L k)
    (cond
        [(null? L) (k null)]
        [(eq? x (car L)) (k (cdr L))]
        [else (rember-k x (cdr L) (lambda (y) (k (cons (car L) y))))])))

(define rember*-k (lambda (x L k) ;; removes all occurrences of x from L
    (cond
        [(null? L) (k null)]
        [(eq? x (car L)) (rember*-k x (cdr L) (lambda (y) (k y)))]
        [else (rember*-k x (cdr L) (lambda (y) (k (cons (car L) y))))])))