

Declarative Programming Techniques

Accumulators, Difference Lists (VRH 3.4.3-3.4.4)

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Accumulators

- *Accumulator programming* is a way to handle state in declarative programs. It is a programming technique that uses arguments to carry state, transform the state, and pass it to the next procedure.

- Assume that the state S consists of a number of components to be transformed individually:

$$S = (X, Y, Z, \dots)$$

- For each predicate P , each state component is made into a pair, the first component is the *input* state and the second component is the output state after P has terminated

- S is represented as

$$(X_{in}, X_{out}, Y_{in}, Y_{out}, Z_{in}, Z_{out}, \dots)$$

A Trivial Example in Prolog

```
increment(N0,N) :-  
    N is N0 + 1.
```

```
square(N0,N) :-  
    N is N0 * N0.
```

```
inc_square(N0,N) :-  
    increment(N0,N1),  
    square(N1,N).
```

increment takes $N0$ as the input and produces N as the output by adding 1 to $N0$.

square takes $N0$ as the input and produces N as the output by multiplying $N0$ to itself.

inc_square takes $N0$ as the input and produces N as the output by using an intermediate variable $N1$ to carry $N0+1$ (the output of **increment**) and passing it as input to **square**. The pairs $N0-N1$ and $N1-N$ are called *accumulators*.

A Trivial Example in Oz

```
proc {Increment N0 N}  
  N = N0 + 1  
end
```

```
proc {Square N0 N}  
  N = N0 * N0  
end
```

```
proc {IncSquare N0 N}  
  N1 in  
  {Increment N0 N1}  
  {Square N1 N}  
end
```

Increment takes N0 as the input and produces N as the output by adding 1 to N0.

Square takes N0 as the input and produces N as the output by multiplying N0 to itself.

IncSquare takes N0 as the input and produces N as the output by using an intermediate variable N1 to carry N0+1 (the output of **Increment**) and passing it as input to **Square**. The pairs N0-N1 and N1-N are called *accumulators*.

Accumulators

- Assume that the state S consists of a number of components to be transformed individually:

$$S = (X, Y, Z)$$

- Assume P_1 to P_n are procedures in Oz

```
      accumulator
      ┌
proc {P X0 X Y0 Y Z0 Z}
      :
  {P1 X0 X1 Y0 Y1 Z0 Z1}
  {P2 X1 X2 Y1 Y2 Z1 Z2}
      :
  {Pn Xn-1 X Yn-1 Y Zn-1 Z}
end
```

The same
concept
applies to
predicates in
Prolog

- The procedural syntax is easier to use if there is more than one accumulator

MergeSort Example

- Consider a variant of MergeSort with accumulator
- `proc {MergeSort1 N S0 S Xs}`
 - N is an integer,
 - S0 is an input list to be sorted
 - S is the remainder of S0 after the first N elements are sorted
 - Xs is the sorted first N elements of S0
- The pair (S0, S) is an accumulator
- The definition is in a procedural syntax in Oz because it has two outputs S and Xs

Example (2)

```
fun {MergeSort Xs}  
  {MergeSort1 {Length Xs} Xs _ Ys}  
  Ys  
end
```

```
proc {MergeSort1 N S0 S Xs}  
  if N==0 then S = S0 Xs = nil  
  elseif N ==1 then X in X|S = S0 Xs=[X]  
  else %% N > 1  
    local S1 Xs1 Xs2 NL NR in  
      NL = N div 2  
      NR = N - NL  
      {MergeSort1 NL S0 S1 Xs1}  
      {MergeSort1 NR S1 S Xs2}  
      Xs = {Merge Xs1 Xs2}  
    end  
  end  
end
```

MergeSort Example in Prolog

```
mergesort(Xs,Ys) :-  
    length(Xs,N),  
    mergesort1(N,Xs,_,Ys).
```

```
mergesort1(0,S,S,[]) :- !.  
mergesort1(1,[X|S],S,[X]) :- !.  
mergesort1(N,S0,S,Xs) :-  
    NL is N // 2,  
    NR is N - NL,  
    mergesort1(NL,S0,S1,Xs1),  
    mergesort1(NR,S1,S,Xs2),  
    merge(Xs1,Xs2,Xs).
```


Multiple accumulators

- Consider a stack machine for evaluating arithmetic expressions
- Example: $(1+4)-3$
- The machine executes the following instructions

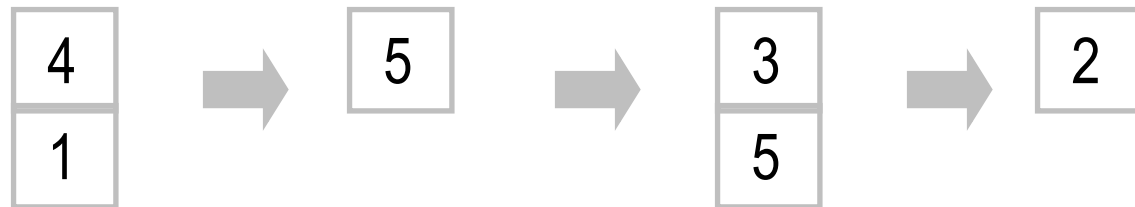
push(1)

push(4)

plus

push(3)

minus



Multiple accumulators (2)

- Example: $(1+4)-3$
- The arithmetic expressions are represented as trees:
 `minus(plus(1 4) 3)`
- Write a procedure that takes arithmetic expressions represented as trees and output a list of stack machine instructions and counts the number of instructions

```
proc {ExprCode Expr Cin Cout Nin Nout}
```

- Cin: initial list of instructions
- Cout: final list of instructions
- Nin: initial count
- Nout: final count

Multiple accumulators (3)

```
proc {ExprCode Expr C0 C N0 N}  
  case Expr  
  of plus(Expr1 Expr2) then C1 N1 in  
    C1 = plus|C0  
    N1 = N0 + 1  
    {SeqCode [Expr2 Expr1] C1 C N1 N}  
  [] minus(Expr1 Expr2) then C1 N1 in  
    C1 = minus|C0  
    N1 = N0 + 1  
    {SeqCode [Expr2 Expr1] C1 C N1 N}  
  [] l andthen {l|nt l} then  
    C = push(l)|C0  
    N = N0 + 1  
  end  
end
```

Multiple accumulators (4)

```
proc {ExprCode Expr C0 C N0 N}  
  case Expr  
  of plus(Expr1 Expr2) then C1 N1 in  
    C1 = plus|C0  
    N1 = N0 + 1  
    {SeqCode [Expr2 Expr1] C1 C N1 N}  
  [] minus(Expr1 Expr2) then C1 N1 in  
    C1 = minus|C0  
    N1 = N0 + 1  
    {SeqCode [Expr2 Expr1] C1 C N1 N}  
  [] l andthen {lslnt l} then  
    C = push(l)|C0  
    N = N0 + 1  
  end  
end
```

```
proc {SeqCode Es C0 C N0 N}  
  case Es  
  of nil then C = C0 N = N0  
  [] E|Er then N1 C1 in  
    {ExprCode E C0 C1 N0 N1}  
    {SeqCode Er C1 C N1 N}  
  end  
end
```

Shorter version (4)

```
proc {ExprCode Expr C0 C N0 N}  
  case Expr  
  of plus(Expr1 Expr2) then  
    {SeqCode [Expr2 Expr1] plus|C0 C N0 + 1 N}  
  [] minus(Expr1 Expr2) then  
    {SeqCode [Expr2 Expr1] minus|C0 C N0 + 1 N}  
  [] I andthen {IsInt I} then  
    C = push(I)|C0  
    N = N0 + 1  
  end  
end
```

```
proc {SeqCode Es C0 C N0 N}  
  case Es  
  of nil then C = C0 N = N0  
  [] E|Er then N1 C1 in  
    {ExprCode E C0 C1 N0 N1}  
    {SeqCode Er C1 C N1 N}  
  end  
end
```

Functional style (4)

```
fun {ExprCode Expr t(C0 N0) }  
  case Expr  
  of plus(Expr1 Expr2) then  
    {SeqCode [Expr2 Expr1] t(plus|C0 N0 + 1)}  
  [] minus(Expr1 Expr2) then  
    {SeqCode [Expr2 Expr1] t(minus|C0 N0 + 1)}  
  [] l andthen {lslnt l} then  
    t(push(l)|C0 N0 + 1)  
  end  
end
```

```
fun {SeqCode Es T}  
  case Es  
  of nil then T  
  [] E|Er then  
    T1 = {ExprCode E T} in  
    {SeqCode Er T1}  
  end  
end
```

Difference lists in Oz

- A *difference list* is a pair of lists, each might have an unbound tail, with the invariant that one can get the second list by removing zero or more elements from the first list
- $X \# X$ % Represent the empty list
- $\text{nil} \# \text{nil}$ % idem
- $[a] \# [a]$ % idem
- $(a|b|c|X) \# X$ % Represents $[a \ b \ c]$
- $[a \ b \ c \ d] \# [d]$ % idem

Difference lists in Prolog

- A *difference list* is a pair of lists, each might have an unbound tail, with the invariant that one can get the second list by removing zero or more elements from the first list
- X, X % Represent the empty list
- $[], []$ % idem
- $[a], [a]$ % idem
- $[a,b,c|X], X$ % Represents $[a,b,c]$
- $[a,b,c,d], [d]$ % idem

Difference lists in Oz (2)

- When the second list is unbound, an append operation with another difference list takes constant time
- `fun {AppendD D1 D2}`
 `S1 # E1 = D1`
 `S2 # E2 = D2`
`in` `E1 = S2`
 `S1 # E2`
`end`
- `local X Y in {Browse {AppendD (1|2|3|X)#X (4|5|Y)#Y}} end`
- Displays `(1|2|3|4|5|Y)#Y`

Difference lists in Prolog (2)

- When the second list is unbound, an append operation with another difference list takes constant time

```
append_dl(S1,E1, S2,E2, S1,E2) :- E1 = S2.
```

- ?- append_dl([1,2,3|X],X, [4,5|Y],Y, S,E).

Displays

```
X = [4, 5|_G193]
```

```
Y = _G193
```

```
S = [1, 2, 3, 4, 5|_G193]
```

```
E = _G193 ;
```

A FIFO queue with difference lists (1)

- A *FIFO queue* is a sequence of elements with an insert and a delete operation.
 - Insert adds an element to one end and delete removes it from the other end
- Queues can be implemented with lists. If L represents the queue content, then inserting X gives $X|L$ and deleting X gives $\{\text{ButLast } L \ X\}$ (all elements but the last).
 - **Delete is inefficient**: it takes time proportional to the number of queue elements
- With difference lists we can implement a queue with **constant-time insert and delete operations**
 - The queue content is represented as $q(N \ S \ E)$, where N is the number of elements and $S\#E$ is a difference list representing the elements

A FIFO queue with difference lists (2)

```
fun {NewQueue} X in q(0 X X) end
```

```
fun {Insert Q X}  
  case Q of q(N S E) then E1 in E=X|E1 q(N+1 S E1) end  
end
```

```
fun {Delete Q X}  
  case Q of q(N S E) then S1 in X|S1=S q(N-1 S1 E) end  
end
```

```
fun {EmptyQueue Q} case Q of q(N S E) then N==0 end end
```

- Inserting 'b':
 - In: q(1 a|T T)
 - Out: q(2 a|b|U U)
- Deleting X:
 - In: q(2 a|b|U U)
 - Out: q(1 b|U U)
and X=a
- Difference list allows operations at **both ends**
- N is needed to keep track of the number of queue elements

Flatten (revisited)

```
fun {Flatten Xs}
case Xs
of nil then nil
[] X|Xr andthen {IsLeaf X} then
  X|{Flatten Xr}
[] X|Xr andthen {Not {IsLeaf X}} then
  {Append {Flatten X} {Flatten Xr}}
end
end
```

Flatten takes a list of elements and sub-lists and returns a list with only the elements, e.g.:

$\{\text{Flatten [1 [2] [[3]]]}\} = [1\ 2\ 3]$

Let us replace lists by difference lists and see what happens.

Flatten with difference lists (1)

- Flatten of nil is $X\#X$
- Flatten of a leaf $X|Xr$ is $(X|Y1)\#Y$
 - flatten of Xr is $Y1\#Y$
- Flatten of $X|Xr$ is $Y1\#Y$ where
 - flatten of X is $Y1\#Y2$
 - flatten of Xr is $Y3\#Y$
 - equate $Y2$ and $Y3$

Here is what it looks like
as text

Flatten with difference lists (2)

```
proc {FlattenD Xs Ds}
  case Xs
  of nil then Y in Ds = Y#Y
  [] X|Xr andthen {IsLeaf X} then Y1 Y in
    {FlattenD Xr Y1#Y2}
    Ds = (X|Y1)#Y
  [] X|Xr andthen {IsList X} then Y0 Y1 Y2 in
    Ds = Y0#Y2
    {FlattenD X Y0#Y1}
    {FlattenD Xr Y1#Y2}
  end
end
fun {Flatten Xs} Y in {FlattenD Xs Y#nil} Y end
```

Here is the new program. It is much more efficient than the first version.

Reverse (revisited)

- Here is our recursive reverse:

```
fun {Reverse Xs}
  case Xs
  of nil then nil
  [] X|Xr then {Append {Reverse Xr} [X]}
  end
end
```

- Rewrite this with difference lists:
 - Reverse of nil is $X\#X$
 - Reverse of $X|Xs$ is $Y1\#Y$, where
 - reverse of Xs is $Y1\#Y2$, and
 - equate $Y2$ and $X|Y$

Reverse with difference lists (1)

- The naive version takes time proportional to the **square** of the input length
- Using difference lists in the naive version makes it **linear time**
- We use two arguments Y1 and Y instead of Y1#Y
- With a minor change we can make it **iterative** as well

```
fun {ReverseD Xs}
  proc {ReverseD Xs Y1 Y}
    case Xs
    of nil then Y1=Y
    [] X|Xr then Y2 in
      {ReverseD Xr Y1 Y2}
      Y2 = X|Y
    end
  end
  R in
  {ReverseD Xs R nil}
  R
end
```

Reverse with difference lists (2)

```
fun {ReverseD Xs}
  proc {ReverseD Xs Y1 Y}
    case Xs
    of nil then Y1=Y
    [] X|Xr then
      {ReverseD Xr Y1 X|Y}
    end
  end
  R in
  {ReverseD Xs R nil}
  R
end
```

Difference lists: Summary

- Difference lists are a way to represent lists in the declarative model such that **one append operation can be done in constant time**
 - A function that builds a big list by concatenating together lots of little lists can usually be written efficiently with difference lists
 - The function can be written naively, using difference lists and append, and will be efficient when the append is expanded out
- Difference lists are declarative, yet have **some of the power of destructive assignment**
 - Because of the single-assignment property of dataflow variables
- Difference lists originated from **Prolog** and are used to implement, e.g., definite clause grammar rules for natural language parsing.

Exercises

15. Draw the search trees for Prolog queries:

- `append([1,2],[3],L).`
- `append(X,Y,[1,2,3]).`
- `append_dl([1,2|X],X,[3|Y],Y,S,E).`

16. Rewrite the multiple accumulators example in Prolog.

17. VRH Exercise 3.10.11 (page 232)

18. VRH Exercise 3.10.14 (page 232)

19. VRH Exercise 3.10.15 (page 232)