

Parallelism + effects

```
fun print(s: string): unit =
```

```
  TextIO.output(TextIO.stdout, s)
```

(print "10", print "23")

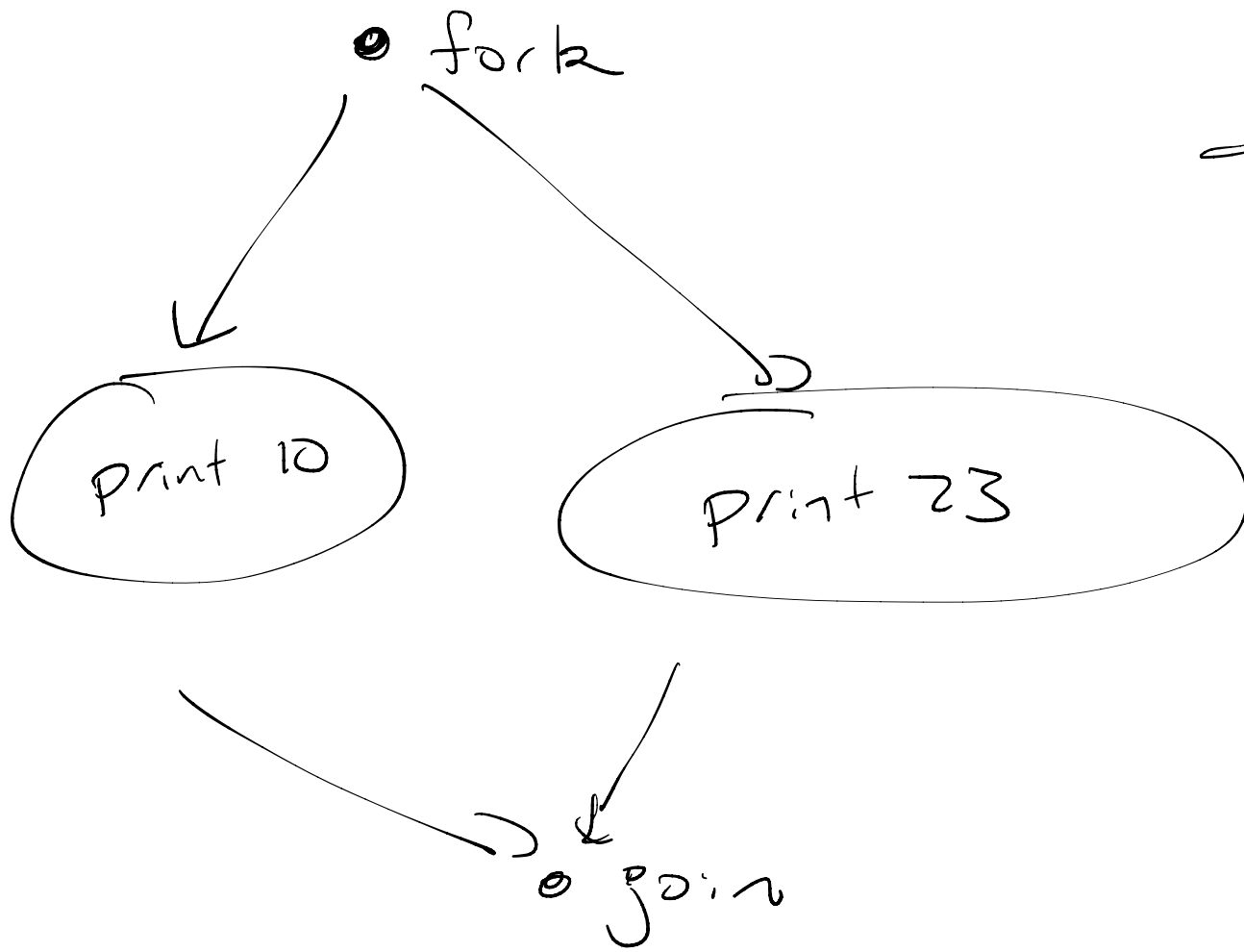
→ ((), print "23")

→ ((), ())

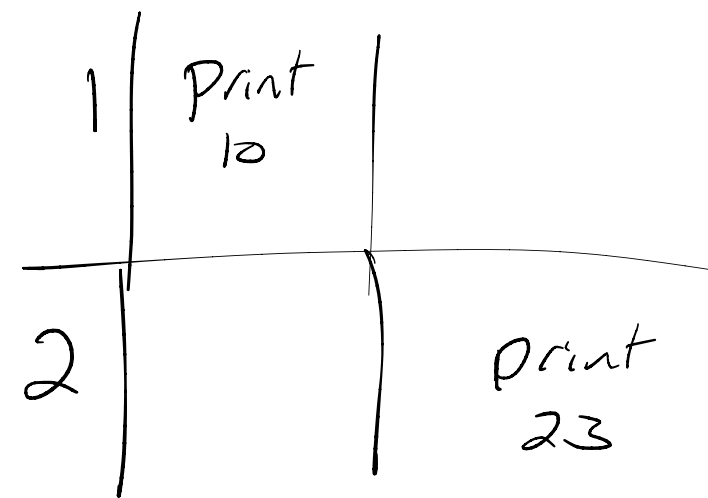
stdout

In terminal:

10 23

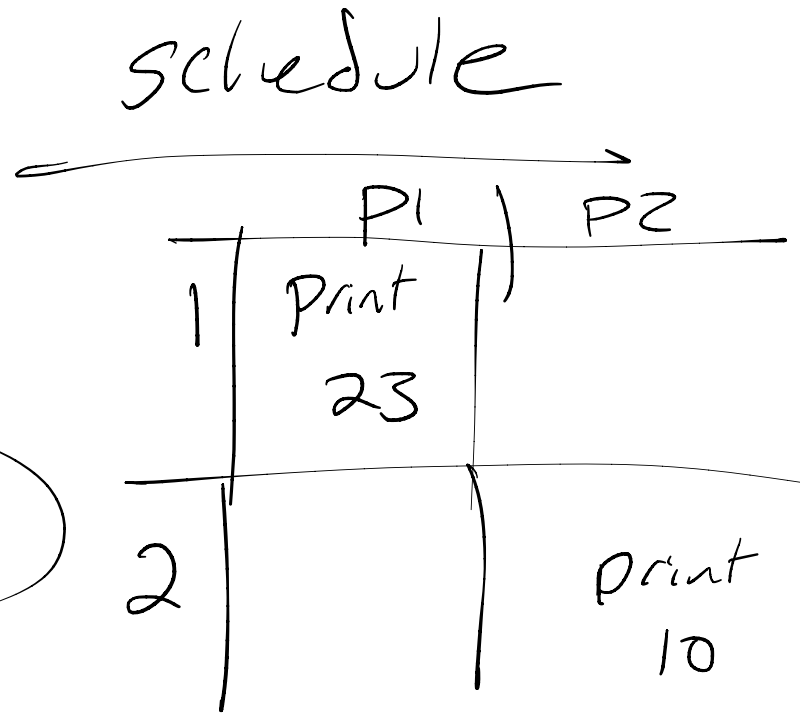
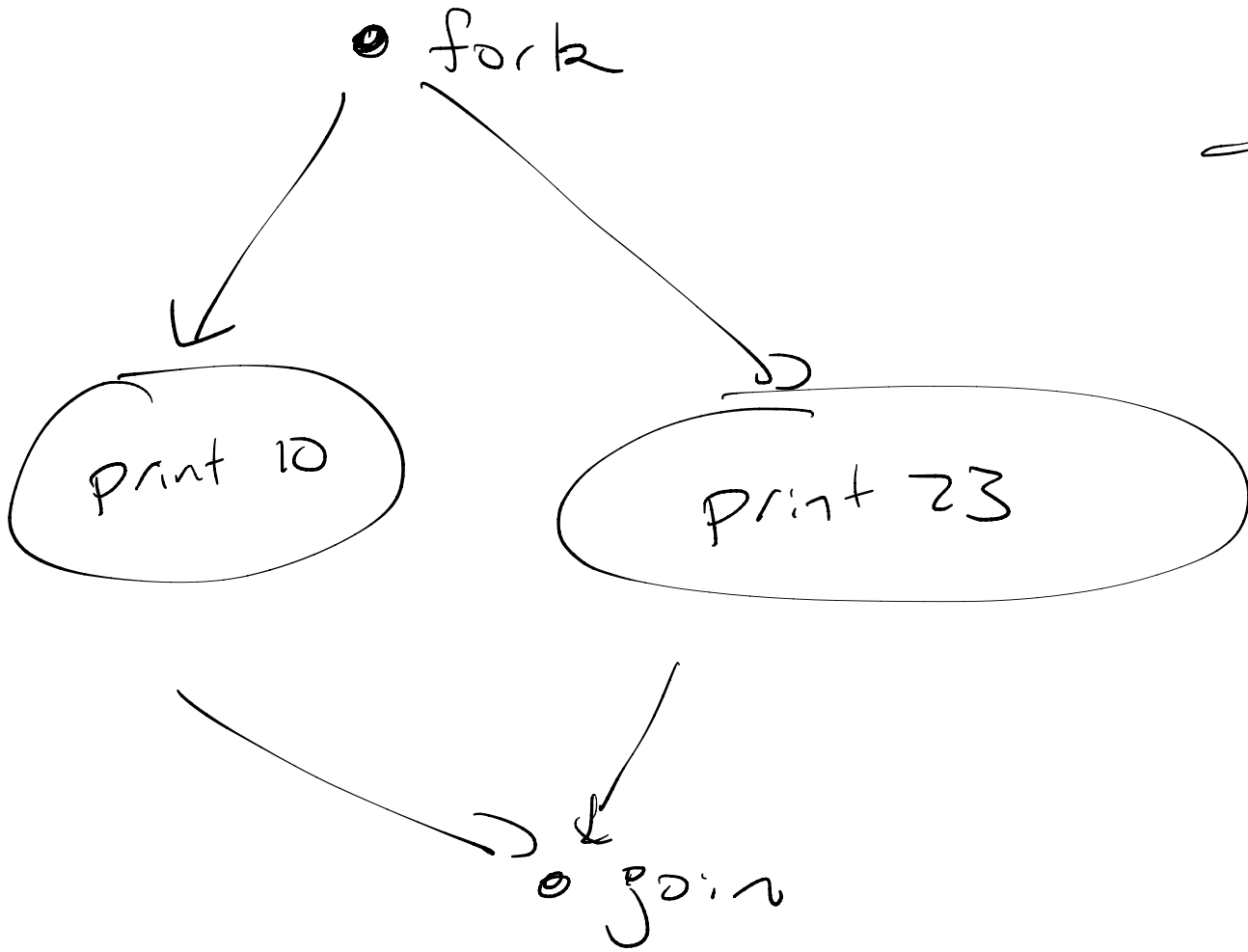


schedule →



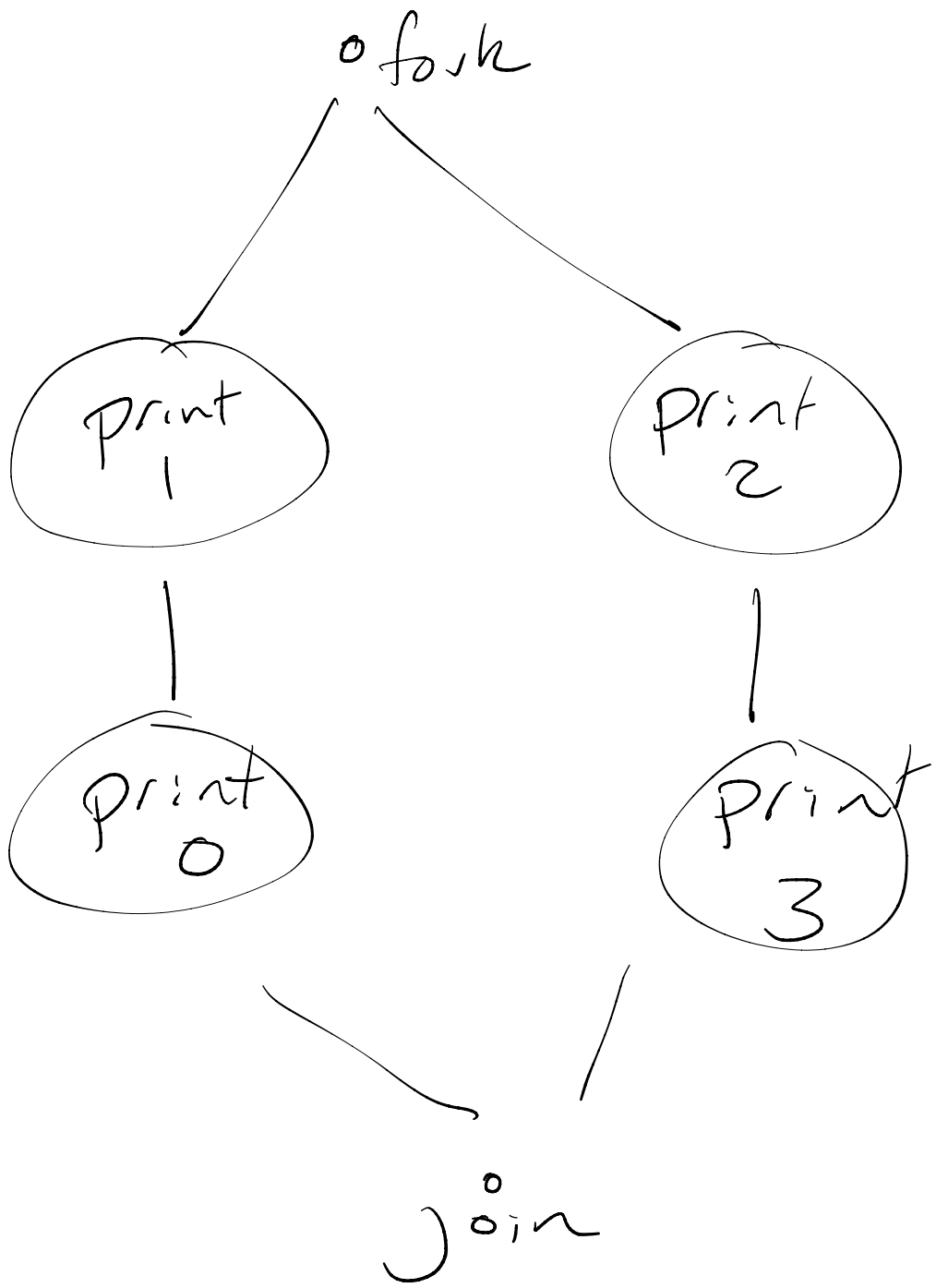
stdout →

10 23



stdOut

23 10



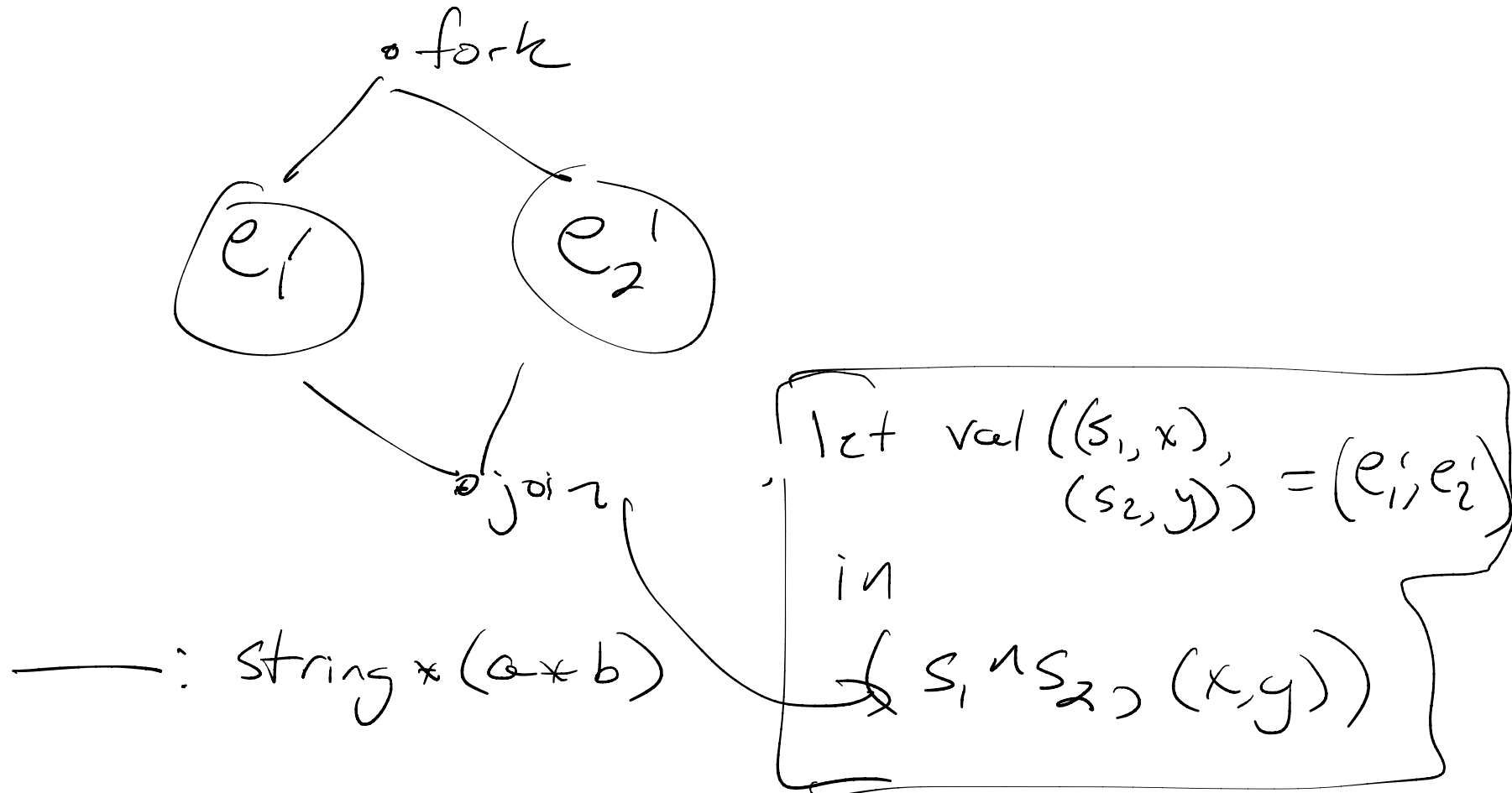
	P1	P2
1	Print 1	
2		Print 2
3	print 0	
4		Print 3

Stdout: 1203

$e_1: a$ $e_2: b$
want: $(e_1, e_2): a * b$

might print

$e_1': \text{String} * a$ $e_2': \text{String} * b$



e_1'
("10", ())

e_2'
("23", ())

overall: ("1023", ((), ()))

- raising exceptions
- output
- ready input

→ determinism

↓
schedule
doesn't
change the
behavior!

Currying

Hasbell Curry

fun add(x:int, y:int): int = x + y

int * int \rightarrow int

uncurried

$\text{int} * \text{int} \rightarrow \text{int}$

$\text{int} \rightarrow (\text{int} \rightarrow \text{int})$

$\text{fun cadd}(x:\text{int}) : \text{int} \rightarrow \text{int} =$

$\text{fn } y:\text{int} \Rightarrow \frac{x+y}{\text{int}}$

} Curried

$\text{add}(3, 4)$

$\mapsto 3 + 4$

$\mapsto 7$

$(\text{cadd } 3) \ 4$
 $\text{int} \rightarrow \text{int}$

$\mapsto (\text{fn } y \Rightarrow 3 + y) \ 4$

$\mapsto 3 + 4$

$\mapsto 7$

fun addp(x:int):int → int =

fn y ⇒ let val () = print "hello"
in x + y
end

same as fun add(x,y) = let val () = print "hello"
in (x+y) end
↑ int * int → int

fun addq(x:int):int → int =

let val () = print "hello"

in

fn y ⇒ x + y

end

addp 3 4

↳ (fn y ⇒ let val () = print "hi"
in
end) ^{3+y} 4

↳ let val () = print "hi"
in
3+7
end

↳ 3+7

↳ 7

StdOut

"hi"

addg 3 4

↳ let val () = print "hi"
in
fn y => 3 + y
end 4

↳ (fn y => 3 + y) 4

↳ 3 + 4

↳ 7

stdout
hi

map(addp 3, [1, 2, 3])

stdout
hi hi hi

↳ map(fn y => let val () = print "hi"
in
3+y,
[1, 2, 3])

↳ [let val () = print "hi"
in 3+1)
let val () = print "hi"
in 3+2)
let val () = print "hi"
in 3+3]

[4,
5,
6]

map(add 3, [1, 2, 3])

stdout

hi

↳ map(
 let val () = print "hi"
 in fn y => 3+y, [1, 2, 3])

↳ map(fn y => 3+y, [1, 2, 3])

↳* [4, 5, 6]

machine learning

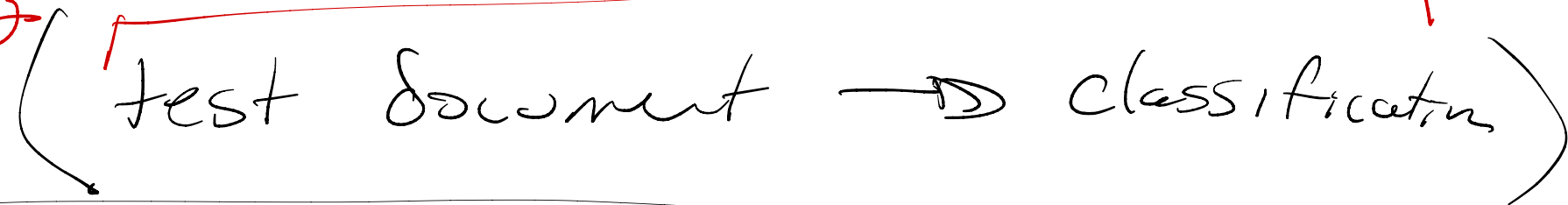
make a classifier:

correct

training data

classifier

training



not incorrect

training data * test doc → classifier