CS450

Structure of Higher Level Languages Lecture 33: PhD in CS/Pattern matching Tiago Cogumbreiro

Today we will learn...

- What is a PhD
- Research in the Software Verification Lab
- Learn about pattern matching



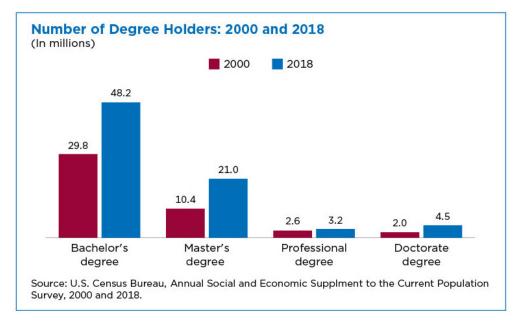
What is a Ph.D.?

What is a Ph.D.?



- An academic degree where you must:
 - Master a subject completely
 Advance the state of the art
- Meaning: Doctor of Philosophy
- **Importance:** The highest academic degree
- **Rarity:** Specialized workforce (4.5% of the population)
- Prestige: The title of Doctor

Source: www.cs.purdue.edu/homes/dec/essay.phd.html



Overview: What is a Ph.D.?



- 1. Why join graduate school?
- 2. Why not join graduate school?
- 3. Why a graduate degree in CS?
- 4. What is the structure of a PhD?
- 5. How do the a PhD effectively?

Why join graduate school?

Why join graduate school?



- Intellectual curiosity: the challenge of learning, the culture of seeking and *sharing* knowledge
- **Specialized degree:** after graduation you will be a better professional
- Autonomy: you want time to develop your own project
- Better paying work prospects: a graduate degree is a good investment

PhD degrees are generally fully-funded!

Why not join graduate school?



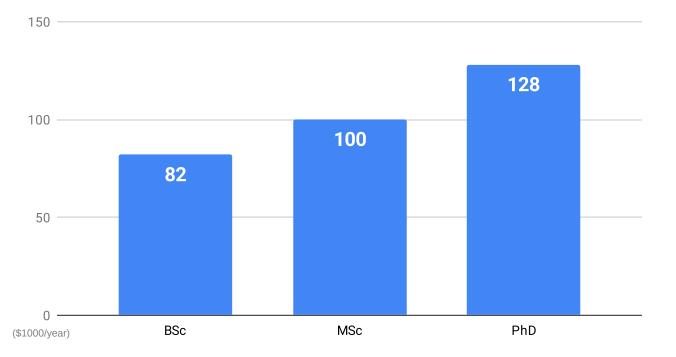
- **5-year investment:** You will not be paying tuition, grants and serving as a teaching assistant (TA) will pay you a stipend. However, this stipend is significantly lower than working in the industry!
- **Higher workload:** Graduate course are more rigorous than undergraduate courses. You will need to juggle TA with courses and research.
- **5-year commitment:** You will be working on the *same* subject for 5 years.
- **Autonomy required:** A PhD degree is not structured like a BSc. There is no exact formula for an effective PhD degree. More freedom, more responsibility.
- **Travelling required:** You will need to travel internationally.
- **Public speaking:** A crucial part of the PhD is public speaking.

I am using 5 years as an approximate duration to conclude a PhD degree.

Why join graduate school?



Average Salary (Degree in CS)

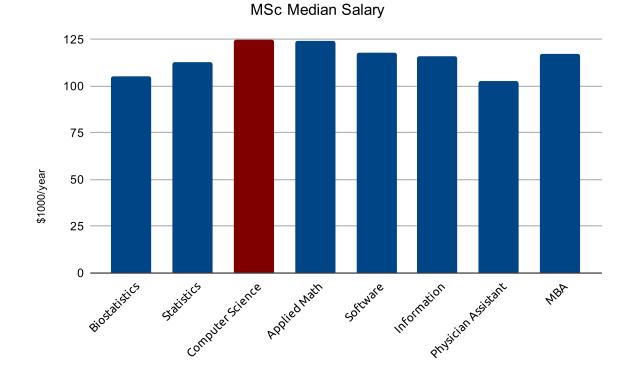


Source: Payscale.com, 2019

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Why a graduate degree in CS?

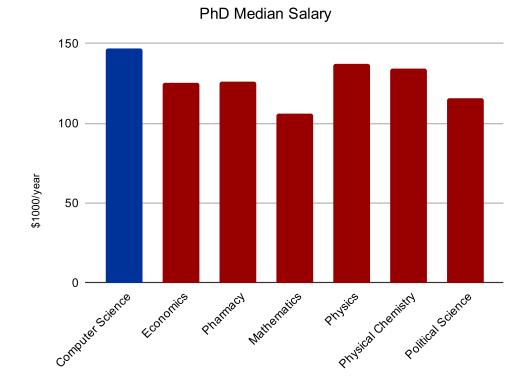




Source: Best And Worst Graduate Degrees For Jobs in 2016. Lydia Dishman. Fortune, 2016.

Why a graduate degree in CS?





Source: Best And Worst Graduate Degrees For Jobs in 2016. Lydia Dishman. Fortune, 2016.

During your Ph.D. you must: 1. Master a subject completely 2. Advance the state of the art

The PhD degree



1. How to master a subject?

- Take graduate courses
- Read the literature: peer-reviewed scientific papers, books
- Attend **conferences**: meet top experts
- Attend summer schools: learn from world-class scholars
- Visit universities
- Do internships

What are peer-reviewed papers? Scientific articles are submitted to other scientists experts in the field, who attest the scientific accuracy of the article. Articles may also be presented in a conference.

The PhD degree



2. How to advance the state of the art?

Complete a PhD thesis manuscript

- **Novel:** the contribution must be completely new
- Impact: the contribution must have a useful impact to society

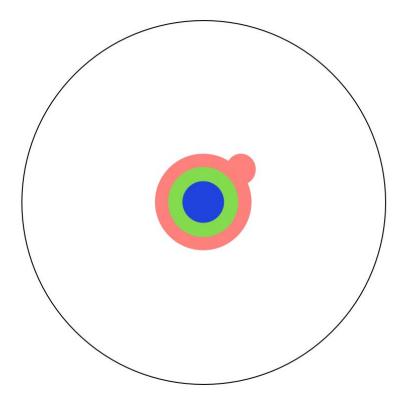
Skills

- explore, investigate, contemplate
- conceptualize, find issues, solve problems

You will be the **world expert** on a subject!

Let us say you are here

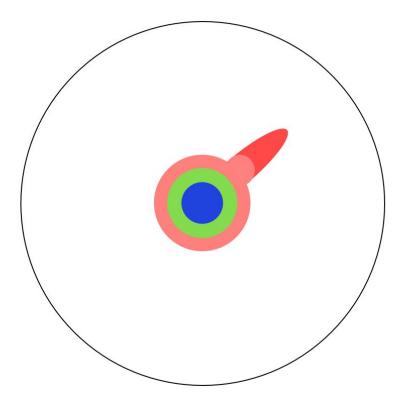




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Step 1: complete PhD courses (MSc)

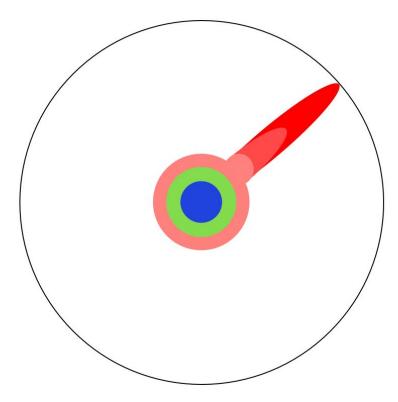




Source: matt.might.net/articles/phd-school-in-pictures/

Step 2: master a subject completely

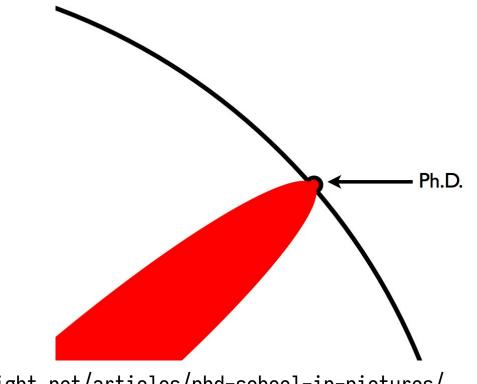




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Step 3: advance the state of the art





Source: matt.might.net/articles/phd-school-in-pictures/

Pursuing a Ph.D. effectively

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A PhD adviser shall...

- Advise the student. Help find a thesis topic, teach how to do research, write papers, give talks, etc.
- **Protect the student.** Provide protection from and information about funding concerns.
- Inform the student. Proactively provide realistic, honest advice about post-Ph.D. career prospects.
- **Frame student's work.** Provide early and clear guidance about the time frames and conditions for graduation.

A PhD student shall...

- Get educated about career prospects post-PhD.
- Determine if these career prospects match your expectations.
- **A PhD is not just research.** There is coursework, quals, and writing a thesis.
- Work hard and maintain a rhythm.
- Follow the PhD program. You are responsible for meeting the program's deadlines and requirements.

Research in the Software Verification Lab

Software Verification Lab

We make your programs run right

- We study how systems work
- We describe what we learned mathematically
- We understand why systems fail
- We build tools that help programmers



Software Verification Lab

The big picture

- We care about High Performance Computing (the backbone of scientific advancement)
- We focus on large-scale scientific workloads
- Our research improves the quality assurance of scientific codes



Looking for collaborators



- Summer research projects
- PhD students

Check out the more than <u>40 software open source projects</u>, written in Python, C++, Java, OCaml, Coq, Racket, ...

What you will learn...

Intersection between

- Software Engineering
- Logic

Things you may learn

- Functional programming
- Multithreading/parallel programming
- Developing Continuous Integration pipelines
- Using super computers (clusters in national labs with 1000s of cores)
- Implementing compilers/interpreters/debuggers
- Programming proofs & proof engineering
- Using SAT/SMT solvers & model checkers



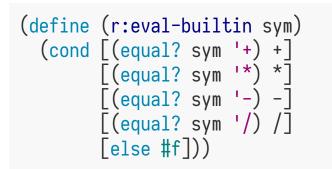
Pattern matching

Pattern matching



Operation match can perform pattern matching on the given argument. Think of it as a switch statement on steroids.

Without



With match

<pre>(define (r:eval-builtin sym)</pre>
(match sym
['+ +]
[* *]
[']
Ē'//Ī
$\left[\frac{1}{2} + \frac{1}{2} \right]$

The underscore operator _ means any pattern.

No-match exception



Operation match raises an exception when no pattern is matched, unlike cond that returns # <void>.

(match 1
 [10 #t]); Expecting 10, but given 1, so no match
; match: no matching clause for 1 [,bt for context]

Matching lists



With cond

```
(define (factorial n)
  (cond [(= n 0) 1]
      [else (* n (factorial (- n 1)))]))
```

With match

Matching lists



With cond

```
(define (factorial n)
  (cond [(= n 0) 1]
      [else (* n (factorial (- n 1)))]))
```

With match

```
(define (factorial n)
  (match n
    [0 1]
    [_ (* n (factorial (- n 1)))]))
```

Introducing define/match



The define and match pattern is so common that there is a short-hand version. *Notice the parenthesis!*

```
With define/match
```

```
(define/match (factorial n)
[(0) 1]
[(_) (* n (factorial (- n 1)))])
```

```
With match
```

```
(define (factorial n)
  (match n
    [0 1]
    [_ (* n (factorial (- n 1)))]))
```

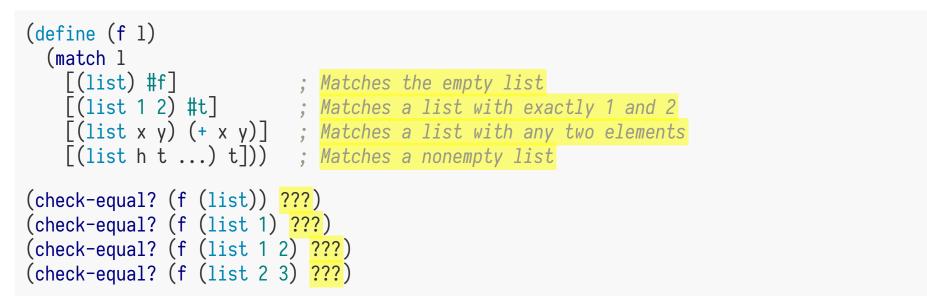
With cond

```
(define (factorial n)
  (cond [(= n 0) 1]
      [else (* n (factorial (- n 1)))]))
```

List patterns



Lists are so common that they deserve a special range of patterns



List patterns



Lists are so common that they deserve a special range of patterns

```
(define (f 1)
  (match 1
    [(list) #f]
    [(list 1 2) #t]
    [(list x y) (+ x y)]
    [(list h t ...) t]))
(check-equal? (f (list)) #f)
(check-equal? (f (list 1) (list))
(check-equal? (f (list 1 2) #t)
(check-equal? (f (list 2 3) (+ 2 3))
```





With cond

```
(define (map f 1)
  (cond [(empty? 1) 1]
       [else (cons (f (first 1)) (map f (rest 1)))]))
```

With match

Example map



With cond

```
(define (map f 1)
  (cond [(empty? 1) 1]
       [else (cons (f (first 1)) (map f (rest 1)))]))
```

With match

```
(define (map f 1)
  (match 1
      [(list) 1]
      [(list h t ...) (cons (f h) (map f t))]))
```





With match

```
(define (member x 1)
  (match 1
      [(list) #f]
      [(list h _ ...) #:when (equal? x h) #t]
      [(list _ t ...) (member x t)]))
```

With cond

```
(define (member x 1)
  (cond
    [(empty? 1) #f]
    [(equal? (first 1) x) #t]
    [else (member x (rest 1))]))
```

• Use the **#:match** clause to add a condition to the pattern

struct patterns



Match also supports structs

```
(struct foo (bar baz))
(define (f x)
    (match x
      [(foo a b) (+ a b)]))
(check-equal? (f (foo 1 2)) 3)
```

Exercise r:eval-exp

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With cond

```
(define (r:eval-exp exp)
 (cond
    ; 1. When evaluating a number, just return that number
    [(r:number? exp) (r:number-value exp)]
    ; 2. When evaluating an arithmetic symbol, return the respective arithmetic function
    [(r:variable? exp) (r:eval-builtin (r:variable-name exp))]
    ; 3. When evaluating a function call evaluate each expression and apply
        the first expression to remaining ones
   [(r:apply? exp)
     ((r:eval-exp (r:apply-func exp))
      (r:eval-exp (first (r:apply-args exp)))
      (r:eval-exp (second (r:apply-args exp))))]
    [else (error "Unknown expression:" exp)]))
```

Example r:eval-exp



(define/match (r:eval-exp exp)
; 1. When evaluating a number, just return that number
[((r:number n)) n]
; 2. When evaluating an arithmetic symbol, return the respective arithmetic function
[((r:variable x)) (r:eval-builtin x)]
; 3. When evaluating a function call evaluate each expression and apply
; the first expression to remaining ones
[((r:apply ef (list ea1 ea2))) ((r:eval-exp ef) (r:eval-exp ea1) (r:eval-exp ea2))]
[(_) (error "Unknown expression:" exp)])

Formalism

$$egin{aligned} n \Downarrow n & x \Downarrow ext{builtin}(x) & rac{e_f \Downarrow v_f & e_{a_1} \Downarrow v_{a_1} & e_{a_2} \Downarrow v_{a_2} & v = v_f(v_{a_1}, v_{a_2}) \ & (e_f \ e_{a_1} \ e_{a_2}) \Downarrow v \end{aligned}$$

Pattern matching



Pros

- Write less code
- Better safety (some languages support exhaustive pattern matching)

Cons

- Exposes your data as public (more maintenance)
- Any changes to your data, breaks patterns that match that data (tighter coupling)

Implementing match

Implementing match for list

```
(define (list-match l on-empty on-cons)
  (cond
     [(empty? 1) (on-empty)]
     [(list? 1) (on-cons (first 1) (rest 1))]
     [else (error "Not a list!")]))
(define (length 1)
  (list-match 1
     (lambda () 0)
     (lambda (_ t) (+ 1 (length t)))))
```



Implementing match for sets of structs



Racket's match is not exhaustive; we do get a runtime error if no branch is met. But how can we know if we are writing all branches?

```
(define (s:value? v)
  (or (s:number? v)
      (s:void? v)
      (s:closure? v)))
(struct s:void () #:transparent)
(struct s:number (value) #:transparent)
(struct s:closure (env decl) #:transparent)
```

We can implement a function that works like match with fixed branches

Implementing match for sets of structs



```
(define (match-s:value v on-number on-void on-closure)
  (cond [(s:number? v) (on-number (s:number-value v))]
        [(s:void? v) (on-void)]
        [(s:closure? v) (on-closure (s:closure-env v) (s:closure-decl v))]))
; Example:
(define (value-to-id v)
  (match-s:value v
        (lambda (x) 'number)
        (lambda () 'void)
        (lambda (env decl) 'closure)))
```

Pros

• The user **must** provide the code for every case

Cons

• The order of the branches is not easy to remember

Introducing keyword arguments



We can prefix a function parameter with a **#:symbol** to declare that the order of the arguments does not matter, the name of the parameter does (known as the keyword in Racket).

```
(define (match-s:value v #:number on-number #:void on-void #:closure on-closure)
  (cond [(s:number? v) (on-number (s:number-value v))]
       [(s:void? v) (on-void)]
       [(s:closure? v) (on-closure (s:closure-env v) (s:closure-decl v))]))
; Example:
(define (value-to-id v)
  (match-s:value v
       #:void (lambda () 'void)
       #:number (lambda (x) 'number)
       #:closure (lambda (env decl) 'closure)))
```