

Paper

Simon van Hus

6147879

s.vanhus@students.uu.nl

Abstract

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This is an amazing test
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1 Tracing

In the broadest terms, when we trace a program, we track the most basic steps the program takes provided some input. This is relevant for many applications in Computer Science. For example, certain automatic differentiation (AD) effectively implement the forward-pass as tracing, and then perform the reverse pass on the trace^[cite me]. Tracing is also used in Artificial Intelligence, where tracing applications can help determine how much memory needs to be allocated, which can speed up training if the model is run multiple times^[cite me].

However, despite its ambivalence, tracing is rarely properly defined, or defined only for a specific use case. So, in this section we set out to create a more general definition of tracing.

To start, it will help us along to set clear expectations for what we expect a tracing function to do. In the simplest terms, we expect a tracing program to take an input program with a set of inputs, and output a “trace”. This output trace is defined as a sequence of operations the input program performed on the inputs to get the expected output. A term often used for an output trace is a “single-line program”^[cite me]: a program without control flow. Clearing control flow like if-then-else statements is only natural: after all, provided some input the program will only walk down one variation of this branching path.

Furthermore, it is also generally accepted that the trace consists of a subset of the syntax of the input program. Because we are generally more interested in what happens to the data in our program, we can “trace away” functions and data structures. More precisely, say our input program has the types as defined in Equation 1, where we have sum-types as $\tau + \sigma$, product types as $\tau \times \sigma$, functions as $\tau \rightarrow \sigma$, literal real numbers, and literal Booleans.

$$\tau, \sigma := \tau + \sigma \mid \tau \times \sigma \mid \tau \rightarrow \sigma \mid \mathbb{R} \mid \mathbb{B} \quad (1)$$

We can imagine our simplified language, in which we will express our trace – as a language with fewer type formers. By choosing a subset of the type formers in our program, we can indicate which data structures should be traced away. A common option is to keep only “ground types”, where we defined a ground type as a type that is not constructed of other types. Looking at our example in Equation 1, a trace keeping only these ground types would keep only the real numbers and the Booleans as they are not built of other types. Another common option is to keep only continuous types, tracing away all unground and discrete types. Doing that on our type set in Equation 1 would leave us with only the real numbers. This is under the assumption that the discrete types are not actually used as data we are interested in tracing of course, but since tracing will remove all control flow from the program, keeping Booleans and operations on Booleans intact may be meaningless.

The main take-away here is that there is some freedom of choice in what to trace away. What parts we keep and what parts we trace away is very dependent on what information we want to keep in our trace, which in turn is dependent on what our exact goal is for the tracing in the first place.

We can also choose to keep some of our unground types, but then we run into a problem. Say we keep only functions ($\tau \rightarrow \sigma$) and real numbers, but our input program contains a function with type $\tau \rightarrow (\sigma_1 + \sigma_2)$. This typing is valid in our input program, but no longer valid in our trace, so we find ourselves in a bind. It will be impossible to trace away the sum-type in the output of the function without tracing away the function itself. This is because tracing something away basically means either deconstructing or ignoring it in the trace. For instance, tracing away a tuple, would mean tracing the individual components of that tuple to trace it away. Whereas keeping things in the trace means just keeping them untouched. Therefor, we cannot keep a type like a function $\tau \rightarrow (\sigma_1 + \sigma_2)$ in our trace, because we cannot access the sum type without tracing away the function. Of course we could define a subset $\tau', \sigma' := \mathbb{R}$ and then redefine (or add a definition for) our function so that it becomes $\tau' \rightarrow \sigma'$ making it safe to trace. This then underlines the rule at work here: we can only keep types that do not be constructed of types that are traced away. This is why the ground types are a natural set of types to keep, as they are never constructed from other types.

In a similar vein, we may also encounter operators in our trace that take in or produce types that are not allowed in our trace. For operators that produce a type that is not in our trace, tracing them away is no problem. Since we know we will not be interested in whatever output they produce for our trace, we can simply omit them from the trace altogether. For instance, if we keep only real numbers in our trace like before, an operator returning a Boolean value is of no interest for the trace. However, this is not a simple for operations that take in a type we wish to trace away, yet produce a type we wish to keep in our trace. A simple example of this is the “switch” operator, which takes in a Boolean value and two values of another type, of which it returns one depending on the Boolean value (see Equation 2).

$$\begin{aligned} \text{switch}(\top, a, b) &= a \\ \text{switch}(\perp, a, b) &= b \end{aligned} \quad (2)$$

While the switch operator looks like it mimics if-then-else statements, it is generally accepted that it does so in a non-lazy way^[cite me], where both a and b are evaluated

before returning either. The main problem here is that we wish to keep operators that produce types we keep in our trace, yet we do not wish (or are not even able to) express the Boolean value in our trace. Now, due to switch statement's likeness to if-then-else, the solution here is pretty clear: only trace the value that gets returned. However, it is not always that easy: as we introduce arrays and array operations in Section 1.4, we will see how operations like mapping on an array need a special solution.

This all is to say that the while we can either ignore or homomorphically copy basic operations for our trace, sometimes we need a special solution. This is mainly because we do not want to lose the information that is needed to execute the trace as a single-line program, even if that means fudging our operations a little. This also means that, while the operations in our trace language might be a subset of the operations in the original expression language, they might contain modified operations

It seems that our tracing definition comes down to a function that takes in a program and an input to that program, and outputs the steps taken by the program run on the input. Where the input program takes uses some set of types, of which only a subset is kept in the trace, where the types in this subset may not be constructed using types from outside of the subset. What now remains is a concrete definition of the output of the tracing program. We have already stated that it should somehow contain the steps done in by the input program. The steps we wish to record are generally basic operations like arithmetic operations. But other operations, such as operations on arrays, can also be added depending on the ultimate goal of the tracing. More importantly, as we expect our trace to be akin to a single-line program, we may consider our trace as a series of let-bindings, akin to A-normal form^[cite me]. This means storing each operation as a pair of a unique name or id and the operation performed (like the name and value of the declarations in a let-binding).

1.1 Tracing Correctness

Before going into specifics on how to implement tracing, it would also be a good idea to formalize when a trace is actually correct. Like we posed before, we start with some program formed from some expression language S , and some input I that is valid for that program. If we would wish to resolve a program S on input I , then we'd need some evaluation function that produces the expected output O . Now, given some trace language T we can write a tracing function that gives us the trace and output of a specific program and input combination. We can write this out as the two functions eval and trace in Equation 3.

$$\begin{aligned} \text{eval} : S \times I &\rightarrow O \\ \text{trace} : S \times I &\rightarrow T \times O \end{aligned} \tag{3}$$

With this we can formalize two criteria for our trace. First, the trace, as a single line program $t \in T$ produced by the trace function needs to produce the correct output. Now, as mentioned before, t might contain transformed operations, that are not present in S . Therefor we either need to look at traces $t \in S \cap T$, or use a different evaluation function. For now we'll use the former, to assert the output criterium in Equation 4. Here we state that for any program s with any input i : if the trace t is also a valid program in S , that the evaluation of t on i should be the same as the evaluation of s on

i or the output o we got out of the tracing function.

$$\begin{aligned}
 &\forall s \in S \\
 &\forall i \in I \\
 &\text{trace}(s, i) = (t \in T, o \in O) \\
 &(t \in S \cap T) \rightarrow (\text{eval}(s, i) = \text{eval}(t, i) = o)
 \end{aligned} \tag{4}$$

Furthermore, tracing a trace t should also return that trace t . This is because we want to find the minimal straight-line program using tracing, and if tracing the trace we found reduces it somehow to a more minimal program, we know that the original trace was incomplete. This is expressed in Equation 5, where we assert that for some program $s \in S$ and some input $i \in I$, the trace t (produced by tracing s on i), is the same as the trace obtained from tracing t itself.

$$\begin{aligned}
 &\forall s \in S \\
 &\forall i \in I \\
 &\text{trace}(s, i) = (t \in T, o \in O) \\
 &\text{trace}(t, i) = (t, o)
 \end{aligned} \tag{5}$$

The above statements, assert that a trace should produce the correct output value as expected from the input program, and that a trace should be its own trace. While these assertions do not say a lot about the nature of the actual trace, they do set some baseline requirements for the trace, and proving the correctness of a trace. This vagueness on the contents of the trace is partly because we cannot really say anything about a trace without dissecting the source program as well, which would bring us to a point very close to actual tracing itself. In another part however, this is because we do not want to make any assumptions what can or cannot be in our trace. While it is likely that some there is significant overlap between S and T , as mentioned, we might need some additions to T to actually be able to trace everything in S correctly. Also, whilst in practice it might be meaningless, a trace where $T = \emptyset$ is in itself not incorrect: any trace would simply be empty. In a similar vein a trace where $S \subseteq T$ would also be meaningless in practice, it is also not wrong: any trace would simply be the same as the source program.

As an additional note, Equation 4 also implies something interesting. If we want our trace to output the same value as the original program, we cannot trace away the type of the original programs output. Say we trace away Boolean values when we are tracing a program that returns a Boolean value, then we find ourselves stuck, because we trace away all operations that produce Boolean values. And of course, if our trace is not allowed to produce any Boolean values, we cannot produce the required output either. Therefor we must assure that the type of the output is valid in our trace as well.

1.2 Basic Tracing

We now define some basic tracing steps for some arbitrary language. For clarity's sake, we will do this with Haskell^[cite me] code. To do this we first define a language and values on which we will operate. We do this in Listing 1, where we define a basic lambda calculus. Here the value types are represented as the algebraic data type (ADT) `Value`, where we find constructors for Booleans (`VBool`), real numbers (`VReal`), and functions (`VFunc`). Then we define the four terms of a basic lambda calculus in the `Expression`

ADT: application (**EApply**), abstraction (**ELambda**), loose values (**ELift**), and variable reference (**ERef**). To make tracing a little more interesting we also add in if-then-else statements (**EIf**) and binary operators (**EOp2**). For those binary operators, we define four operations in the separate **Op2** ADT: addition (**Add**), equality (**Equ**), multiplication (**Mul**), and inequality (**Neq**). Finally, to make use of variable references, we define an environment as a mapping of strings to values. We interact with this environment in two ways: by inserting values into them, and getting values from them (indexing). The function signatures for these interactions, respectively **insert** and **(!)**, have been included in Listing 1 as well. We can use this language and evaluate it, an example of this has been provided in Appendix A.

```

1 data Value = VBool Bool | VReal Float | VFunc (Value -> Value)
2
3 data Expression
4   = EApply Expression Expression
5   | EIf Expression Expression Expression
6   | ELambda String Expression
7   | ELift Value
8   | EOp2 Op2 Expression Expression
9   | ERef String
10
11 data Op2 = Add | Equ | Mul | Neq
12
13 type Environment = Map String Value
14
15 -- Operations on maps:
16 -- (where Map a b is a mapping from keys of type a to values of type b)
17 insert :: a -> b -> Map a b -> Map a b
18 (!) :: Map a b -> a -> b

```

Listing 1: Minimal lambda calculus with added if-then-else and binary operators

With our language in Listing 1, we can almost start tracing. However, we must first decide which parts of the language we keep, and which parts we wish to trace away. In the previous section, we talked about how we can do this by selecting which type formers we wish to keep. In Listing 1, we have practically defined the types of our values by the data constructors present in the **Value** ADT as Booleans, real numbers, and functions. Let us now choose to keep only real numbers in the trace.

We now define a new ADT for traced values in Listing 2. This is only so we can incorporate a name into the values we wish to keep in our trace. These names will help us read the trace, and can be incrementing numbers or something entirely random, as long as they are unique. The basic idea is here to feed the **trace** function a number with which to generate the steps' names from, and increment the number every time we do. However, since this clutters the code while not being very interesting, we will assume we have some function **getName** that provides us with a unique name. Furthermore, it is important to see that we still have Boolean values and functions in our **TValue** ADT, even though we only wish to keep real numbers in our trace. This is because we might still need these values to resolve expressions, even if they never end up in the trace. We might also achieve this by extending our original **Value** ADT (from Listing 1) with traced variants of values, but this is merely a point of preference. Finally, we have also changed the signature of the function value to return a trace as well, as we move on to functions we will see how this works.

```

1 data TValue = TBool Bool
2             | TReal String Float
3             | TFunc (TValue -> (TValue, Trace))
4
5 data Traced = TLift TValue | TOp2 Op2 String String
6
7 type TEnvironment = Map String TValue
8
9 type Trace = [(String, Traced)]
10
11 getName :: String

```

Listing 2: Basic trace building blocks

First however, with our basic building blocks for tracing set up, let's trace away these boolean values. We do this with the trace function in Listing 3. For now, we will leave out abstraction and application, as it might be easier to talk about tracing away Booleans first.

When we trace away Booleans, like in Listing 3, it is useful to think about where these Boolean values actually come up. In our minimal language from Listing 1, there are only three points: when they are included as literal values, as the input or output to basic operations, or as the conditional in if-then-else statements.

Let us start with the easiest first: literal Boolean values. When we encounter literal values during tracing, and they are of a type we wish to keep for our trace, we simply add their instantiation to the trace (as `TLift` in Listings 2 and 3). This is extremely straightforward: those values might be used by the operations we wish to trace, so they should be included in the trace themselves as well. For values of types we wish to trace away, we simply do not include them in the trace. After all, our trace should be fine without them, as we do not include any operations that require them in our trace, right? For now this seems obvious: if we look at the language in Listing 1, we see that there are no other uses for Boolean values than the use in the equality and inequality operators, and as the conditional in the if-then-else statement. Since we plan to trace these away, we do not appear to need these value instantiations in our trace either. However, at the end of Section 1.1 we already discussed what would happen if our program were to return a Boolean value. And in Section 1.4, we will see how this might not be entirely true when we talk about arrays and operations on arrays like mapping a function.

Tracing (away) simple operations like addition and equality (`EOp2`) are done in a similar vein. If the operation returns a value of a type we wish to keep in our trace, we include the operation in our trace as well. Similarly, if the operation returns a value that we do not wish to keep, we simply do not trace it. Again, if there was an operation that took in a value of a type we do not wish to trace, and returned one that we do wish to trace we run into a problem. Luckily, these operations are not included in our current example.

When we trace an if-then-else statement, we know we have to deal with a Boolean regardless. Luckily for us, we know we only need to trace one of the branches. This means quite simply, that we can ignore the if-then-else statement, and act like the program continued at the branch that is chosen. Since the input is provided, we can resolve the conditional immediately, and then just trace the appropriate branch.

```

1 trace :: TEnvironment -> Expression -> (TValue, Trace)
2 trace n (EIf e1 e2 e3) =
3   -- Since we e1 should resolve in a Boolean value, we do not need to trace it.
4   let v1 = eval n e1
5   in case v1 of
6     -- We can check for the type of v1 and its value in one go
7     -- We trace only the relevant branch
8     (VBool True)  -> trace n e2
9     (VBool False) -> trace n e3
10    -              -> error "Type mismatch in trace/EIf"
11
12 trace n (ELift v) =
13   -- Check if v is a value we would like to trace
14   case v of
15     -- If yes return the transformed value with its simple trace
16     (VReal v) ->
17       -- Generate a name for this step and make the TValue
18       let s = getName
19           v' = TReal s v
20       -- Combine the TValue with a trace of its instantiation
21       in (v', [(s, v')])
22     -- If we do not wish to trace something, we can just return the value
23     -- with an empty trace.
24     (VBool v) -> (TBool v, [])
25     -- Instantiation is not allowed for functions, they need to be
26     -- abstracted using ELambda
27     -              -> error "Type mismatch in trace/ELift"
28
29 trace n (EOp2 op e1 e2) =
30   -- We again first trace e1 and e2
31   let (v1, t1) = trace n e1
32       (v2, t2) = trace n e2
33   -- We get a ready name in case we need it
34   s = getName
35   -- This case syntax allows us to select for the right operator with the
36   -- right value types at the same time.
37   in case (op, v1, v2) of
38     -- Since add and mul take in reals and produce one too, we trace both
39     -- the operation and the origins of v1 and v2
40     (Add, TReal s1 a, TReal s2 b) -> (TFloat s (a + b),
41                                       (TOp2 op s1 s2) : t1 ++ t2)
42     (Mul, TReal s1 a, TReal s2 b) -> (TFloat s (a * b),
43                                       (TOp2 op s1 s2) : t1 ++ t2)
44     -- For operations producing Booleans we only return the result, but they
45     -- are not traced, and therefore return an empty trace
46     (Equ, TBool _ a, TBool _ b) -> (TBool (a == b), [])
47     (Equ, TReal _ a, TReal _ b) -> (TBool (a == b), [])
48     (Neq, TBool _ a, TBool _ b) -> (TBool (a /= b), [])
49     (Neq, TReal _ a, TReal _ b) -> (TBool (a /= b), [])
50     -              -> error "Type mismatch in trace/EOp2"
51
52   -- There is nothing to trace when fetching a variable, but we still need to
53   -- actually get the value
54   trace n (ERef s1) = (n ! s1, [])

```

Listing 3: Tracing away Boolean values

Finally, tracing variable references are simple as well. Currently the only named variables that occur are those created in lambda abstractions or those that are provided as inputs. But no matter how they are created, variable reference does not require tracing. This is because the trace will reference the values regardless of whether they are instantiated on the spot or somewhere previously. And if they were defined previously, that definition is already in the trace somewhere.

1.3 Function Tracing

With our basic tracing established, we can now talk about tracing functions, which are more complicated. It is the tracing of abstracted functions that is the first issue here. The issue is that when we perform an abstraction (as with `ELambda`), there is nothing to trace. In fact, we can see this as an instantiation of a function literal, and when functions are not in our set of types to keep in the trace, this abstraction creates an empty trace. However, leaving it at that would mean we never actually trace the body of the function. Yet, at the time of the abstraction, we also do not yet know the input to the function either, meaning we cannot trace the body at that time. We must instead consider how we delay tracing until the function is actually applied. This is where our notation for `TFunc` (as in Listing 2) comes up. We wish that functions while tracing perform tracing themselves, thus return a `Trace` together with the return value. This is then what we do in the abstraction step: we set the trace on the body of the function as the body of the function we return. Similarly, we also give this tracing function call the environment at the time of abstraction, allowing the function body to access any free variables that were defined at that time. This makes application also very simple: we apply the function, and then just combine the trace of the functions instantiation, with that of the argument, and that of the functions execution. We also trace the functions instantiation, since at the time of application we do not now if the expression that leads to the function does anything else that we might need to trace as well. Finally, this is results in what we see in Listing 4, where we left out any patterns of trace that were already present in Listing 3.

```

1 trace :: TEnvironment -> Expression -> (Value, Trace)
2 trace n (EApply e1 e2) =
3   -- First trace e1 and e2
4   let (v1, t1) = trace n e1
5       (v2, t2) = trace n e2
6   -- Check if v1 actually returns a function
7   in case v1 of
8     -- Do the application, return the result and the combined trace
9     TFunc f -> let (vf, tf) = f v2
10                in (vf, tf ++ t2 ++ t1)
11   -      -> error "Type mismatch in trace/EApply"
12
13 trace n (ELambda s e1) =
14   -- Define the function, insert value x as variable s into the environment that is currently
15   -- present, and trace the body
16   let f = TFunc (\x -> trace (insert s x) e1)
17   -- Return the function as abstracted function as a value, and no trace
18   in (f, [])

```

Listing 4: Tracing away functions

1.3.1 Tracing let bindings

As an additional structure present in functional languages that we might wish to trace, there are let-bindings. Recall that let-bindings are effectively the same as lambda abstractions that are resolved immediately. This makes it extremely easy to resolve them, because we can just trace the let-side of the binding and add it to the environment for the tracing of the righthand-side.

Adding let-bindings and tracing them is done in Listing 5.

```

1 data Expression
2   = ...
3   -- The string here is the name of the bound variable
4   | ELet String Expression Expression
5
6 trace :: Environment -> Expression -> (TValue, Trace)
7 trace n (ELet s1 e1 e2) =
8   -- Evaluate e1 first, then e2 with e1 in its environment
9   let (v1, t1) = trace n e1
10      (v2, t2) = trace (insert s1 v1 n) e2
11   -- Return the value of e2 and the combined trace
12   in (v2, t1 ++ t2)

```

Listing 5: Tracing let bindings

1.4 Array Tracing

Tracing on data structures like arrays provides us with a new problem that revolves around whether or not we wish to trace arrays away or not. We can see arrays as either structures that contain the data we are really after, which would require us to trace them away, or as data in their own right which we wish to keep in the trace. Both scenarios provide us with interesting challenges.

Let us first talk about tracing arrays away. When we simply view arrays as another computational structure, they are not too complicated to trace away. When initializing an array, we just initialize all the individual values in the array. And when performing operations on items in the array, we instead perform those operations on the individual items again. That is, we do the operation like normal, but denote them as operations on separate items in the trace.

In Listing 6 we first add arrays and array operations. While we said earlier that constructors in the `TValue` ADT only needed strings for names if they are traced, we need to make an exception for arrays. This is because when working with arrays our expression will never refer to individual values in arrays, only to the array itself (and using its individual values from there). This means that to consistently refer to values that were in arrays in the original expression, we need to give a little more structure to the naming scheme. We do this by taking the name of the array, and adding the index of the item to create a name that is unique yet identifiable. Furthermore, we add in array operations: `iota` (or range operation) (`Iota`), indexing (`Idx`), sum (`Sum`), and map (`Map`). It should be noted that `iota` and indexing take an integer argument as part of their operator. For `iota` this is the size of the array to create, and for indexing this is naturally the index to get. While we could allow our language with integers (or by

casting floats) to allow using in-language numbers, this really is not all that interesting. If those arguments were part of our trace, it would just mean tracing them like any other number.

```

1 data Value = ... | VArray [Float]
2
3 data TValue = ... | TArray String [Float]
4
5 data Expression
6   = ...
7   | EOp0 Op0
8   | EOp1 Op1 Expression
9
10 data Op0 = Iota Int
11
12 data Op1 = Idx Int | Sum
13
14 data Op2 = ... | Map

```

Listing 6: Adding arrays

Now with arrays added to our language, we can actually trace them. This is done in Listing 7, where we again extend the trace function, leaving out any patterns that remain unchanged.

First off, when encountering a literal array, or creating one with the `iota` operator, we need to initialize every individual value. This is fairly simple, it just requires us to walk through the array and initialize every value like when we were initializing literal real values.

Indexing, in this mode, is equal to variable reference due to our naming scheme. This means then that we do not need to trace anything here.

The `sum` operator is a little more in-depth, as shown in Listing 9. However, this is a lot of code for a very simple principle, and a couple edge cases. The principle is, add the first two values in the array together, and then every following item to that result and so on. And we have edge cases for singleton and empty arrays. It is worth explicitly stating that every addition done whilst summing the array gets its own unique name and step in the trace. This means that an operation that is single step the original program, explodes to a bunch of steps (the length of the array minus one) in the trace. This is because we decided to trace away arrays, and we will see later on how we save ourselves from this by not tracing away arrays. [This can be much simpler by just lifting a zero as the start of the sum, I should probably change that](#)

The `map` operator is funky in a way similar to `sum`. In essence, we take each item in the array and apply it to the function as expected. However, we run into a little problem with our naming scheme. For `map`, the items, once mapped on, are placed back into a new array. This means that, according to the scheme we laid out, the items in this array should be named in reference to the new array, however this is not something the call to trace in the function body considers. Luckily we can resolve this by renaming the returned value from that function, and changing the name in the trace. The signature of a function that does this is also included at the end of Listing 8, but its exact implementation is not of importance here.

```

1 trace :: TEnvironment -> Expression -> (TValue, Trace)
2 trace n (ELift v) =
3     case v of
4         -- Tracing for reals and Booleans remain unchanged
5         (VReal v) -> ...
6         (VBool v) -> ...
7         (VArray v) -> let s = getName
8             -- For traceArrayLift see Listing 8
9             in (TArray s v, traceArrayLift s v 0)
10
11 -- With only iota, we could write this a little more curtly, but for clarity we leave it like this
12 trace n (EOp0 op) =
13     case op of
14         (Iota r) ->
15             let s = getName
16                 -- Define an array of size r, then lift is using traceArrayLift again
17                 v = [0.0 .. (r - 1)]
18                 -- For traceArrayLift see Listing 8
19             in (TArray s v, traceArrayLift s v 0)
20
21 trace n (EOp1 op e1) =
22     -- Again we first trace e1, and we get a name ready as well
23     let (v1, t1) = trace n e1
24         s = getName
25     in case (op, v1) of
26         -- Indexing is like variable reference, we do not need to add to the trace,
27         -- but we need to create the name to be consistent
28         (Idx i, TArray s1 v) =
29             -- Get the actual item using indexing (!!)
30             let x = v !! i
31                 s' = s1 ++ '!' : show i
32             in (TReal s' x, t1)
33         -- For traceArraySum see Listing 9
34         (Sum, TArray s1 v) =
35             let (vs, ts) = traceArraySum s1 v 0
36                 -- We must not forget to add the trace of e1 to our trace here
37             in (vs, ts ++ t1)
38
39 trace n (EOp2 op e1 e2) =
40     -- Again we first trace e1 and e2, and we get a name ready as well
41     let (v1, t1) = trace n e1
42         (v2, t2) = trace n e2
43         s = getName
44     in case (op, v1, v2) of
45         ...
46         (Map, TFunc f, TArray sa va) ->
47             -- For traceArrayMap see Listing 8
48             let (vm, tm) = traceArrayMap f sa va 0
49                 -- Combine the traces
50             in (vm, tm ++ t1 ++ t2)

```

Listing 7: Tracing away arrays

```

1  -- traceArrayLift takes the name of the array, the contents, and the current index
2  traceArrayLift :: String -> [Float] -> Int -> Trace
3  -- Empty lists get no trace
4  traceArrayLift _ [] _ = []
5  traceArrayLift s (x:xs) i =
6      -- Create the name for this item from the array's name and the current index
7      let s' = s ++ '!' : show i
8      -- Trace x as a single real number
9      tx = TLift (TReal s' x)
10     -- Trace the rest of the array
11     txs = traceArrayLift s xs (i + 1)
12     -- Return the combined trace
13     in tx : txs
14
15  -- traceArrayMap takes the function to map, the name of the old array, the name of the new array,
16  -- the contents of the old array, and the current index
17  traceArrayMap :: (TValue -> (TValue, Trace)) -> String -> String -> [Float]
18  --> Int -> (TValue, Trace)
19  traceArrayMap _ _ sn [] _ = (TArray sn [], [])
20
21  traceArrayMap f so sn (x:xs) i =
22      -- Get the current value from the array with the right name
23      let current = TReal (so ++ '!' : show i) x
24      -- Get the result from the function application
25      (fv, ft) = f current
26      -- Get the results from the rest of the array
27      (xsv, xst) = traceArraymap f so sn xs (i + 1)
28      -- To add to the TArray and to rename fv we use this case-of statement
29      in case (fv, xsv) of
30          (VReal s' v, TArray _ xsv') ->
31              -- Add this item to the new array
32              let vn = TArray sn (v : xsv')
33              -- Rename fv in the function trace to the correct name
34              ft' = rename s' (sn ++ '!' : show i) ft
35              -- Finally return the new array and the combined trace
36              in (vn, ft' ++ xst)
37
38  rename :: String -> String -> Trace -> Trace

```

Listing 8: Tracing array instantiation and array mapping

```

1  -- traceArraySum starts the trace, and traceArraySum' completes it
2  -- This is necessary because we do not know the number of items in the array
3  -- traceArraySum takes only the array to sum
4  traceArraySum (TArray _ []) =
5      let s = getName
6          v = TReal s 0
7          -- The sum of an empty array means just lifting the value 0
8          in (v, [(s, TLift v)])
9
10 traceArraySum (TArray _ [x]) =
11     let s = getName
12         v = TReal s x
13         -- The sum of a singleton array is just that one value
14         in (v, [(s, TLift v)])
15
16 traceArraySum (TArray sa (x:y:z)) =
17     -- When summing on a larger array, the first sum is of the first two items
18     let sx = sa ++ '!0'
19         sy = sa ++ '!1'
20         s = getName
21         v = TReal s (x + y)
22         -- Get the result, and the trace of the rest of the array with traceArraySum'
23         (rv, rt) = traceArraySum' (TArray sa z) 2 v
24         -- Return the final result, but do not forget the trace of the first sum
25         in (rv, (s, TOp2 Add sx sy) : rt)
26
27 -- traceArraySum' takes the array we sum over, the current index, and the last calculated value
28 traceArraySum' :: TValue -> Int -> TValue -> (TValue, Trace)
29 -- When we are done, return the value
30 traceArraySum' (TArray _ []) _ v = (v, [])
31
32 traceArraySum' (TArray sa (x:xs)) i (TReal sr r) =
33     -- Get the name for this item
34     let sx = sa ++ '!' : show i
35         -- Get the name for this addition step
36         s = getName
37         -- Get the result of the rest of the array
38         (v, t) = traceArraySum' (TArray sa xs) i (TReal s (x + r))
39         -- Return the final result, and add this steps addition to the trace
40         in (v, (s, TOp2 Add sx sr) : t)

```

Listing 9: Tracing the sum operator

While the concepts behind tracing away arrays are hopefully not too difficult to understand, it should be obvious from Listings 8 and 9 that the implementation becomes more complex. Now while that is not really a problem, we should really note that the trace becomes messier as well. This is especially problematic if we actually want to read the trace to see what is going on: not impossible, but also not pleasant, especially with large arrays. So perhaps we are tempted to keep arrays in the trace instead, or perhaps we are interested in the trace of arrays specifically.

Luckily for us, in large parts tracing while keeping arrays is fairly easy. This is because we can treat most operations like how we treated operations for real numbers. This has been done in Listing 10, except for map, where replace the tracing patterns from Listing 7.

```

1 trace :: TEnvironment -> Expression -> (TValue, Trace)
2 trace n (ELift v) =
3     case v of
4         (VReal v) -> ...
5         (VBool v) -> ...
6         (VArray v) ->
7             let s = getName
8                 -- Literal lifting of arrays becomes real simple
9             in (TArray s v, [(s, TLift (TArray s v))])
10
11 trace n (EOp0 op) =
12     case op of
13         (Iota r) ->
14             let s = getName
15                 v = [0.0 .. (r - 1)]
16                 -- Iota again becomes very similar to literal array lifting
17             in (TArray s v, [(s, TLift (TArray s v))])
18
19 trace n (EOp1 op e1) =
20     -- We trace e1 first, and create a name just in case
21     let (v1, t1) = trace n e1
22         s = getName
23     in case (op, v1) of
24         (Idx i, TArray s1 v) =
25             let x = v !! i
26                 s' = s1 ++ '!' : show i
27                 -- Now we trace arrays, indexing becomes more relevant to add to our trace,
28                 -- as the individual item has not been defined before
29             in (TReal s' x, (s', TOp1 op s1) : t1)
30         -- Sum becomes very simple, just apply it to the array
31         (Sum, TArray s1 v) = (TReal s (sum v), (s, TOp1 Sum s1) : t1)

```

Listing 10: Tracing whilst keeping arrays

In our current language, the main point of difficulty and interest is the map operation. Map takes in a function, which is not a type we wish to keep in our trace, however it produces an array which we wish to keep in our trace. While we might be tempted to just discard the function component, we cannot do that because it provides the trace from the original array to the new array. Without that information our trace is no longer a functional (straight-line) program.

The basic way to solve this, the naïve method, would be to attach an array of traces

to the map operator, so they can be followed to derive the correct results. To easily do this we extend our Traced ADT with a special map constructor (TMap). We show this in Listing 11. The traces in the TMap constructor correspond with the application of the function to be mapped to the individual item, for each item. The string references the array the map is performed on.

```

1 data Traced
2   = ...
3   | TMap [Trace] String
4
5 trace :: TEnvironment -> Expression -> (TValue, Trace)
6 trace n (EOp2 op e1 e2) =
7   -- We first trace e1 and e2, and generate a name
8   let (v1, t1) = trace n e1
9       (v2, t2) = trace n e2
10      s = getName
11  in case (op, v1, v2) of
12    ...
13    (Map, TFunc f, TArray sa va) ->
14      let (vs, ts) = traceMapNaive f sa s va 0
15          -- The trace becomes TMap, the collection of traces ts, on the old array v2 (with
16          -- name sa)
17      in (vs, [(s, TMap ts sa)])
18
19 -- traceMapNaive takes in the function to be mapped, the name of the old array, the name of the
20 -- new array, the contents of the old array, and the current index
21 traceMapNaive :: (TValue -> (TValue, Trace)) -> String -> String -> [Float]
22   -> Int -> (TValue, [Trace])
23 -- A map over an empty array returns the empty array and no traces
24 traceMapNaive _ _ sn [] _ = (TArray sn [], [])
25
26 traceMapNaive f so sn (x:xs) i =
27   -- Create specific names for the old and new value
28   let old = so ++ '!' : show i
29       new = sn ++ '!' : show i
30       -- Apply the function, getting the value for x and its trace
31       (xv, xt) = f (TReal old x)
32       -- Apply the function for the rest of the map
33       (xsv, xst) = traceMapNaive f so sn xs (i + 1)
34       -- We use a case-of statement to append xv to xsv and to rename xv in xt
35   in case (xv, xsv) of
36     (TReal s' v, TArray _ vs) ->
37       let xt' = rename s' new xt
38       in (TArray sn (v : vs), xt' : xst)

```

Listing 11: Tracing map while keeping arrays, naïvely

What is important to take away from the shenanigans with the map operators is that, whilst our definitions and correctness assertions from Sections 1 and 1.1 gave us some guidance, there is ultimately no single way to trace everything. The most important factor here is to keep reminding ourselves of the information we wish to keep in the trace. Not only the value types, but we also need the information needed to actually run the trace as a program. Keeping this in mind, it becomes much more obvious how to trace the map operation.

A ADT Evaluation

In Section 1.2, we introduced an extended lambda calculus. In this section we will quickly go over how an evaluator function for this ADT would look like in Haskell. We define our evaluator function in Listing 12, using the definitions of `Expression`, `Value`, and `Environment` from Listing 1.


```

1 eval :: Environment -> Expression -> Value
2
3 eval n (EApply e1 e2) =
4     -- Evaluate e1 and e2 first
5     let v1 = eval n e1
6         v2 = eval n e2
7     in case v1 of
8         -- Only apply v1 to v2 if v1 is a function as expected
9         VFunc f -> f v2
10        _       -> error "Type mismatch in eval/EApply"
11
12 eval n (EIf e1 e2 e3) =
13     -- Evaluate e1 as the condition of the if-then-else statement
14     case eval n e1 of
15         -- If e1 evaluates to true, evaluate e2
16         VBool True -> eval n e2
17         -- Otherwise, evaluate e3
18         VBool False -> eval n e3
19         _           -> error "Type mismatch in eval/EIf"
20
21 -- For abstractions, we return the function by moving the evaluation into the body.
22 -- Where we insert the anonymous value x into the environment as it was when the
23 -- function was defined.
24 eval n (ELambda s1 e1) = VFunc $ \x -> eval (insert s1 x n) e1
25
26 eval n (ELift v1) = v1
27
28 eval n (EOp2 op e1 e2) =
29     -- Evaluate e1 and e2 first
30     let v1 = eval n e1
31         v2 = eval n e2
32     in case (op, v1, v2) of
33         -- This case syntax allows us to select for the right op with the right
34         -- value types at the same time.
35         (Add, VFloat a, VFloat b) -> VFloat $ a + b
36         (Equ, VBool a, VBool b) -> VBool $ a == b
37         (Equ, VFloat a, VFloat b) -> VBool $ a == b
38         (Mul, VFloat a, VFloat b) -> VFloat $ a * b
39         (Neq, VBool a, VBool b) -> VBool $ a /= b
40         (Neq, VFloat a, VFloat b) -> VBool $ a /= b
41         _ -> error "Type mismatch in eval/EOp2"
42
43 -- Resolving references means getting the value from the environment by name.
44 eval n (ERef s1) = n ! s1

```

Listing 12: ADT Evaluator