

Incremental Computing in Haskell

CS240H Project Report

Kaixi RUAN

March 17, 2016

1 Introduction

2 Incremental in a nutshell

2.1 Incremental DAG

2.2 Demo

Variable user could create variables which they could later change value

Operation like map/bind/arrayfold/...

Observer use observer to observe some node/- make it necessary

Stabilize after building the graph/change the value, use stabilize to ...

Garbage Collection

3 Implementation

3.1 Node

```
-- comment
data Node a = Node {
  _kind      :: Kind a
  , _value    :: ValueInfo a
  , _edges    :: Edges
}
```

3.2 Kind

3.3 State

3.4 Stabilization

3.5 Observer