
Partial Evaluation and Normalisation by Traversals

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INTRODUCTION

The much-studied game semantics for PCF can be thought of as a **PCF interpreter**

Ong [?] shows that

a λ -expression M can be **evaluated** by the algorithm that constructs a **traversals** of M .

A *traversal* is a sequence of

▶ **tokens**, subexpressions of M

(think: M = program, tokens = program points)

▶ Any token may have a **back pointer**

▶ Oxford normalization procedure (**ONP**)

- Constructs $\mathcal{T}rav(M)$

START POINT

► An operational view of the Oxford normalisation procedure:

interpreter for λ -expressions

- Let $tr = t_0 \bullet t_1 \bullet \dots \bullet t_n \in \mathcal{T}rav(M)$ where t_i is a token

- Syntax-directed inference rules:

based on syntax of the end-tokens t_n

- Action: add 0, 1 or more extensions of tr to $\mathcal{T}rav(M)$. For each,
 - * Add a new token t' , yielding $tr \bullet t'$
 - * Add a back pointer from t'

► Data types:

- $tr \in Tr = Item^*$
- $Item = subexpression(M) \times Tr$

SOME ONP CHARACTERISTICS

Oxford normalization procedure

- ▶ Applies to **simply-typed** λ -expressions
- ▶ Begins by translating M into η -long form
- ▶ Realises the complete head linear reduction of M
- ▶ Correctness: by game semantics and categories, using M 's types
- ▶ ONP uses no β -reduction, environments, ...
- ▶ While running, ONP does not use the types of M at all

Goals of this research:

- ▶ Extend ONP to UNP , for the *untyped* λ -calculus
- ▶ Partially evaluate a normaliser

PARTIAL EVALUATION, BRIEFLY

Partial Evaluation = **program specialization**. Defining property of *spec*:

$$\forall p \in \text{Programs} . \forall s, d \in \text{Data} . \llbracket \llbracket \text{spec} \rrbracket (p, s) \rrbracket (d) = \llbracket p \rrbracket (s, d)$$

- ▶ Given program p and **static** data s , *spec* builds a **residual program**

$$p_s \stackrel{\text{def}}{=} \llbracket \text{spec} \rrbracket p s$$

- ▶ Program speedup by **precomputation**

- ▶ **Staging transformation:**

- $\llbracket p \rrbracket (s, d)$ is a **1 stage** computation
- $\llbracket \llbracket \text{spec} \rrbracket (p, s) \rrbracket (d)$ is a **2 stage** computation

- ▶ Applications: **compiling**, and **compiler generation**

- ▶ An old idea: **Semantics directed compiler generation**

WHY PARTIALLY EVALUATE NP

1. The *spec* equation for a normaliser program $\boxed{\text{NP} : \Lambda \rightarrow \text{Traversals}}$

$$\boxed{\forall M \in \Lambda . \llbracket \llbracket \text{spec} \rrbracket (\text{NP}, M) \rrbracket () = \llbracket \text{NP} \rrbracket (M)}$$

2. λ -calculus tradition: M is self-contained

Why break normalisation into 2 stages?

(a) The specialized output $\text{NP}_M = \llbracket \text{spec} \rrbracket (\text{NP}, M)$ can be in a **much simpler language** than λ -calculus

Our candidate is some **low-level language, LLL**

(b) 2 stages will be natural for **semantics-directed compiler generation**
LLL can be an intermediate language to express semantics:

$$\blacktriangleright \text{NP}_1 = \llbracket \text{spec} \rrbracket \text{NP } M : \Lambda \rightarrow \text{LLL}$$

$$\blacktriangleright \text{NP}_2 = \llbracket - \rrbracket : \text{LLL} \rightarrow \text{Traversals} \quad \text{a semantic function}$$

HOW TO PARTIALLY EVALUATE *ONP*

1. **Annotate** parts of normalization procedure as either **static** or **dynamic**
 - (a) **Tokens** are **static** (subexpressions of *M*; **finitely many**)
 - (b) **Back pointers** are **dynamic** (**unboundedly many**)
 - (c) So the **traversal** is **dynamic** too

2. Computations in *ONP* are either **unfolded** or **residualised**
 - ▶ Perform **fully static** computations **at partial evaluation time**
 - ▶ Operations to build or test a traversal: generate **residual code**

THE RESIDUAL PROGRAM $ONP_M = \llbracket spec \rrbracket ONP\ M$

ONP is **semi-compositional**:

Any recursive ONP call has a substructure of M as argument

Consequences:

- ▶ The partial evaluator can do (at specialization time)
all of the ONP operations that depend only on M
- ▶ ONP_M performs no operations at all on λ -expressions
- ▶ A specialized program ONP_M contains “residual code”:
 - operations to extend the traversal
 - operations to follow back pointers
- ▶ Subexpressions of M will appear, but are only used as tokens

Tokens are **indivisible**: used as labels and for equality comparisons

STATUS: OUR WORK ON SIMPLY-TYPED λ -calculus

1. We have one version of ONP in `HASKELL` and another in `SCHEME`
2. `SCHEME` version: nearly ready to apply automatic partial evaluation
Plan: use the `UNMIX` partial evaluator (Sergei Romanenko)
3. The `LLL` program are only **linearly larger** than M , $|p_M| = O(|M|)$
4. Handwritten a *generating extension* of `ONP`

If $p_M = \llbracket \text{ONP-gen} \rrbracket^{\text{Scheme}}(M)$ then $\forall M . \llbracket M \rrbracket^\Lambda = \llbracket p_M \rrbracket^{\text{LLL}}$

5. Next steps:

- ▶ Produce a generating extension, **automatically**, using `UNMIX`
- ▶ Redefine `LLL` formally as a *clean stand-alone* subset of `HASKELL`
- ▶ Use `HASKELL` supercompiler
- ▶ Extend existing approach to programs with **dynamic** input

STATUS: OUR WORK ON THE UNTYPED λ -calculus

1. *UNP* is a normaliser for Λ
2. *UNP* has been done in `HASKELL` and works on a variety of examples
3. Some traversal items may have **two back pointers**,
in comparison: *ONP* uses only one
4. As *ONP*, *UNP* is also defined **semi-compositionally**
by recursion on syntax of λ -expression *M*
5. By specializing *UNP*, an **arbitrary** untyped λ -expression can be translated to *LLL*
6. Correctness proof: pending

TOWARDS SEPARATING PROGRAMS FROM DATA IN Λ

One more research direction:

- ▶ An idea: consider a **computation** of λ -expression M on input d as a **two-player game** between the LLL -codes for M and d
- ▶ An interesting example in this case is a usual λ -calculus definition of function *mult* on Church numerals
 - Amazing fact: **loops come from out of nowhere**
 - We also expect that we can do the computation (in this case) **entirely without back pointers**
- ▶ *Communicating* version of LLL .

REFERENCES
