

Generic Incremental Computation for Regular Datatypes

Jort van Gorkum

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Generic **Incremental Computation** for Regular Datatypes

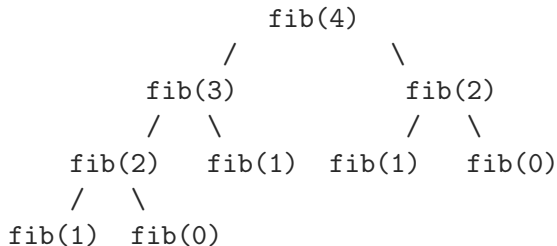
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Incremental computation is an approach to improve performance by only recomputing result for changed input

Title Explanation – Example Incremental Computation

```
fib :: Int -> Int
fib 0 = 0
fib 1 = 1
fib n = fib (n - 1) + fib (n - 2)
```

Call Hierarchy



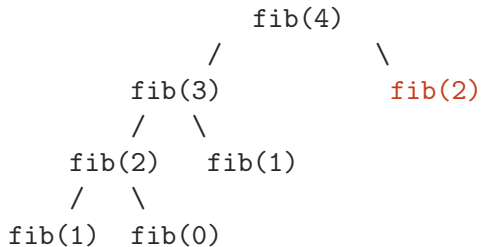
A technique for implementing incremental computations is:

Memoization

stores the result of a computation and returns the cached result when the same input occurs again.

Title Explanation – Example Incremental Computation

New Call Hierarchy



Function Call	Result
fib(2)	1
fib(3)	2
fib(4)	3

Cached Results

Generic Incremental Computation for Regular Datatypes

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Generic refers to *datatype-generic programming*, which is a form of abstraction that allows defining functions that can operate on a large class of datatypes.

Title Explanation – Generic Example

```
data List a = Nil | Cons a (List a) -- Haskell Notation [] / x : []
```

```
length :: List a -> Int
```

```
length Nil = 0
```

```
length (Cons _ t) = 1 + length t
```

```
data Tree a = Leaf | Node (Tree a) a (Tree a)
```

```
length :: Tree a -> Int
```

```
length Leaf _ = 1
```

```
length (Node l _ r) = 1 + length l + length r
```

Title Explanation – Generic Example

```
gLength :: (Generic f) => f a -> Int
gLength = ...
```

A *single* length function can be written, that can operate on lists, trees, and many other datatypes

```
> gLength (Cons 1 (Cons 2 (Cons 3 Nil))) -- List Int
3
```

```
> gLength (Node Leaf 1 Leaf) -- Tree Int
3
```


Generic Incremental Computation for **Regular Datatypes**

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Regular datatypes are recursive datatypes, which can only recurse into themselves, such as lists, binary trees, etc.

Title Explanation – Regular Datatypes Example

Regular Datatypes

```
data List a = Nil | Cons a (List a)
```

```
data Tree a = Leaf | Node a (Tree a) (Tree a)
```

Not Regular Datatypes

```
data Tree a = Empty | Node a (Forest a)
```

```
data Forest a = Nil | Cons (Tree a) (Forest a)
```

Generic Incremental Computation for Regular Datatypes

- Improve performance by only recomputing changed input
- Using generic programming to define functionality for a large class of datatypes
- The class of datatypes are regular datatypes

Goal

Implement an incremental algorithm which performs better than the non-incremental algorithm for large regular datatypes

Solution – Example with Memoization

```
data Tree a = Leaf a | Node (Tree a) a (Tree a)
```

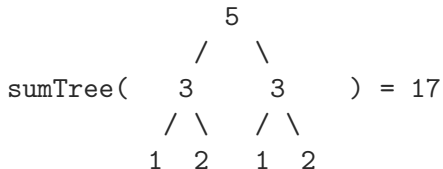
```
sumTree :: Tree Int -> Int
```

```
sumTree (Leaf x)      = x
```

```
sumTree (Node l x r) = x + sumTree l + sumTree r
```

```
exampleTree = Node (Node (Leaf 1) 3 (Leaf 2)) 5 (Node (Leaf 1) 3 (Leaf 2))
```

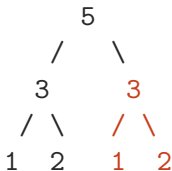
Visual representation

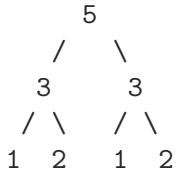



Solution – Example with Memoization

Memoized version of the sumTree

Example Tree

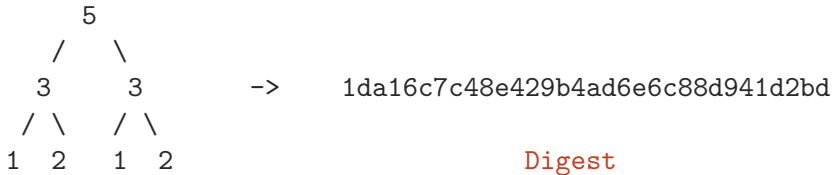


Tree	Result
	17
	6

Cached Results

Solution – Using Hash function

A *hash function* is a process of transforming input into an arbitrary fixed-size value (i.e., digest), where the same input always generates the same output



The comparison for equality is now **constant** time instead of *linear*.

Solution – Storing the Digests

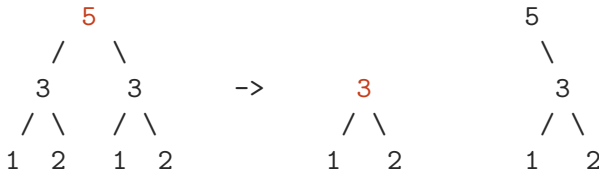
A *Merkle Tree* is a data structure which integrates the *digests*, which represents the internal structure, within the data structure

```
data TreeH a = LeafH Digest a
              | NodeH Digest (TreeH a) a (TreeH a)
```

```
merkle :: Tree Int -> TreeH Int
merkle l@(Leaf x)      = LeafH (hash l) x
merkle b@(Node l x r) = NodeH (hash b) l' x r'
  where
    l' = merkle l
    r' = merkle r
```

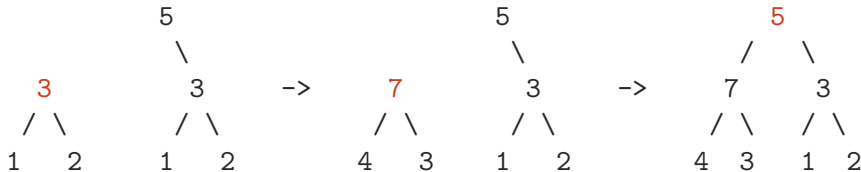

Solution – Efficiently updating the Input

The *Zipper* is a technique for keeping track of how the data structure is being traversed through



Go to the left Subtree of the Tree

Solution – Efficiently updating the Input



When updating the data structure of the input. Only the parent node digests needs to be updated. Which is more efficient than rehashing the entire tree.

Generic Programming – Pattern Functors

Primitive Type Constructors

```
data U r          = U          -- Empty constructor
data I r          = I r        -- Recursive position
data K a r        = K a        -- Constant
data (f :+: g) r = L (f r) | R (g r) -- Sums (Choice)
data (f **: g) r = (f r) **: (g r) -- Products (Combine)
```

Pattern functor for the Tree datatype

```
data Tree a = Leaf a | Node (Tree a) a (Tree a)

type instance PF (Tree a) = K a          -- Leaf
               :+: (I **: K a **: I)    -- Node
```

Generic Implementation – Hashing Primitive Type Constructors

```
class Hashable f where  
  hash :: f (Merkle g) -> Digest
```

- The `f` represents the primitive type constructors (i.e., `U`, `I`, `K`, `:+:`, `:*:`)
- The `Merkle g` is the type of the recursive position (i.e., `I r`).
- `Merkle g` contains the `Digest` of its internal structure.
- The `hash` function only converts a single layer of the pattern functor.

Generic Implementation – Hashing Primitive Type Constructors

```
instance Hashable U where
```

```
  hash _ = hash "U"
```

```
instance (Show a) => Hashable (K a) where
```

```
  hash (K x) = digestConcat [hash "K", hash x]
```

Generic Implementation – Hashing Primitive Type Constructors

```
instance (Hashable f, Hashable g) => Hashable (f :+: g) where
  hash (L x) = digestConcat [hash "L", hash x]
  hash (R x) = digestConcat [hash "R", hash x]

instance (Hashable f, Hashable g) => Hashable (f **: g) where
  hash (x **: y) = digestConcat [hash "P", hash x, hash y]
```

Generic Implementation – Hashing Primitive Type Constructors

```
class Hashable f where  
  hash :: f (Merkle g) -> Digest
```

```
instance Hashable I where  
  hash (I x) = digestConcat [digest "I", getDigest x]  
  where  
    getDigest :: Fix (f :: K Digest) -> Digest  
    getDigest (In (_ :: K h)) = h
```

Generic Implementation – Generic Merkle Tree

```
merkleG :: Hashable f => f (Merkle g) -> (f ::> K Digest) (Merkle g)
merkleG f = f ::> K (hash f)

merkle :: (Regular a, Hashable (PF a), Functor (PF a))
       => a -> Merkle (PF a)
merkle = In . merkleG . fmap merkle . from
```


Generic Implementation – Cata Merkle

`cata` means *catamorphism* which is a generalization of a *fold*. A fold combines the data structure into a single value (e.g., `sumTree` is a fold).

```
cataMerkleState :: (Functor f, Traversable f)
                => (f a -> a) -> Merkle f -> State (HashMap Digest a) a
cataMerkleState alg (In (x :: K d))
  = do m <- get
      case lookup d m of
        Just a  -> return a
        Nothing -> do y <- mapM (cataMerkleState alg) x
                        let r = alg y
                        modify (insert d r) >> return r
```

Generic Implementation – Cata Sum

```
cataSum :: Merkle (PF (Tree Int)) -> (Int, HashMap Digest Int)
cataSum = cataMerkle
  (\case
    L (K x)          -> x
    R (I l :: K x :: I r) -> l + x + r
  )

> cataSum (merkle (Node (Leaf 1) 2 (Leaf 3)))
(6, {"931090e5": 1, "7d1ef1c9": 3, "ba811ed5": 6})
```

Generic Implementation – Pattern Synonyms

Pattern synonyms add an abstraction over patterns, which allows the user to move additional logic from guards and case expressions into patterns.

```
cataSum :: Merkle (PF (Tree Int)) -> (Int, HashMap Digest Int)
cataSum = cataMerkle
  (\case
    Leaf_ x      -> x
    Node_ l x r -> l + x + r
  )
```

Experiments – Method

Three functions:

- Cata Sum
 - ▶ Non-incremental algorithm
- Generic Cata Sum
 - ▶ Incremental algorithm with an empty cache
- Incremental Cata Sum
 - ▶ Incremental algorithm with a filled cache

Three scenarios:

- Worst case: updates the lowest left leaf with a new leaf
- Average case: updates a node in the middle of the data structure with a new leaf
- Best case: updates the left child of the root-node with a new leaf

Experiments – Results - Execution Time

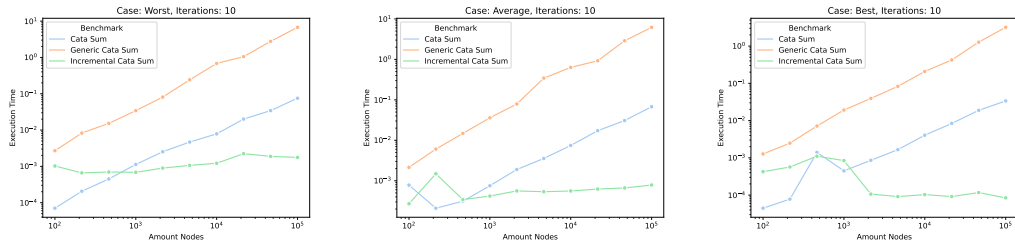


Figure: The execution time over 10 executions for the Worst, Average and Best case.

Experiments – Results - Memory Usage

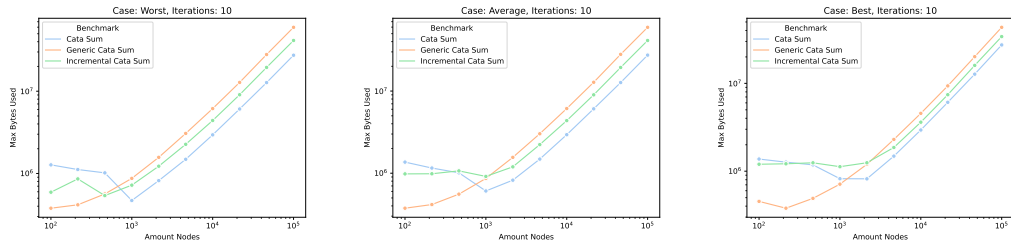


Figure: The max-bytes-used over 10 executions for the Worst, Average and Best case.

Conclusion – Undiscussed Topics

- The explanation of fixed-point
- Implementation of the generic Zipper
- Cache management
- Future work
- Explained what generic library is chosen and why it was chosen

Conclusion – Summary

- We have implemented an efficient incremental algorithm over regular datatypes
- The incremental algorithm is faster than the non-incremental version when the data structure contains more than 10^3 nodes
- We introduced the pattern synonyms to improve the developer experience to almost the same level as the non-incremental implementation
- However, the initial pass of the incremental algorithm is a lot slower than the non-incremental version. Therefore, the incremental algorithm needs to be performed a lot (with small changes), before being overall faster than the non-incremental version.