

Rewriting a Shallow DSL using a GHC compiler Extension

Mark Grebe, David Young, and Andy Gill

mark.grebe@itc.ku.edu

david.young@itc.ku.edu

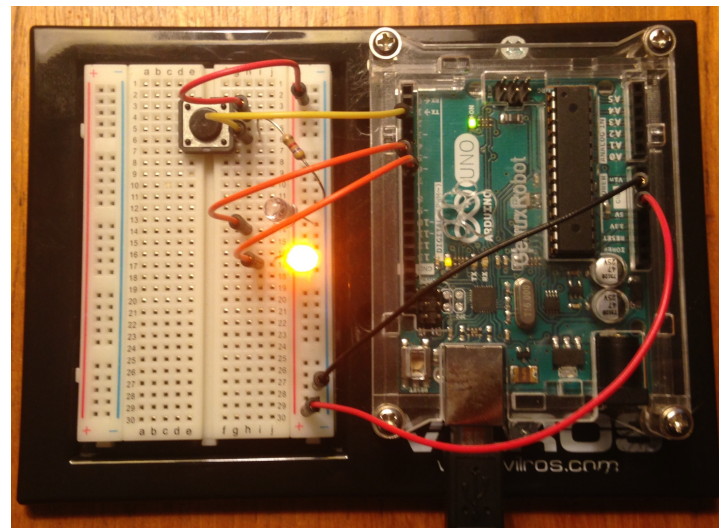
andrew.gill@x.team

The University of Kansas

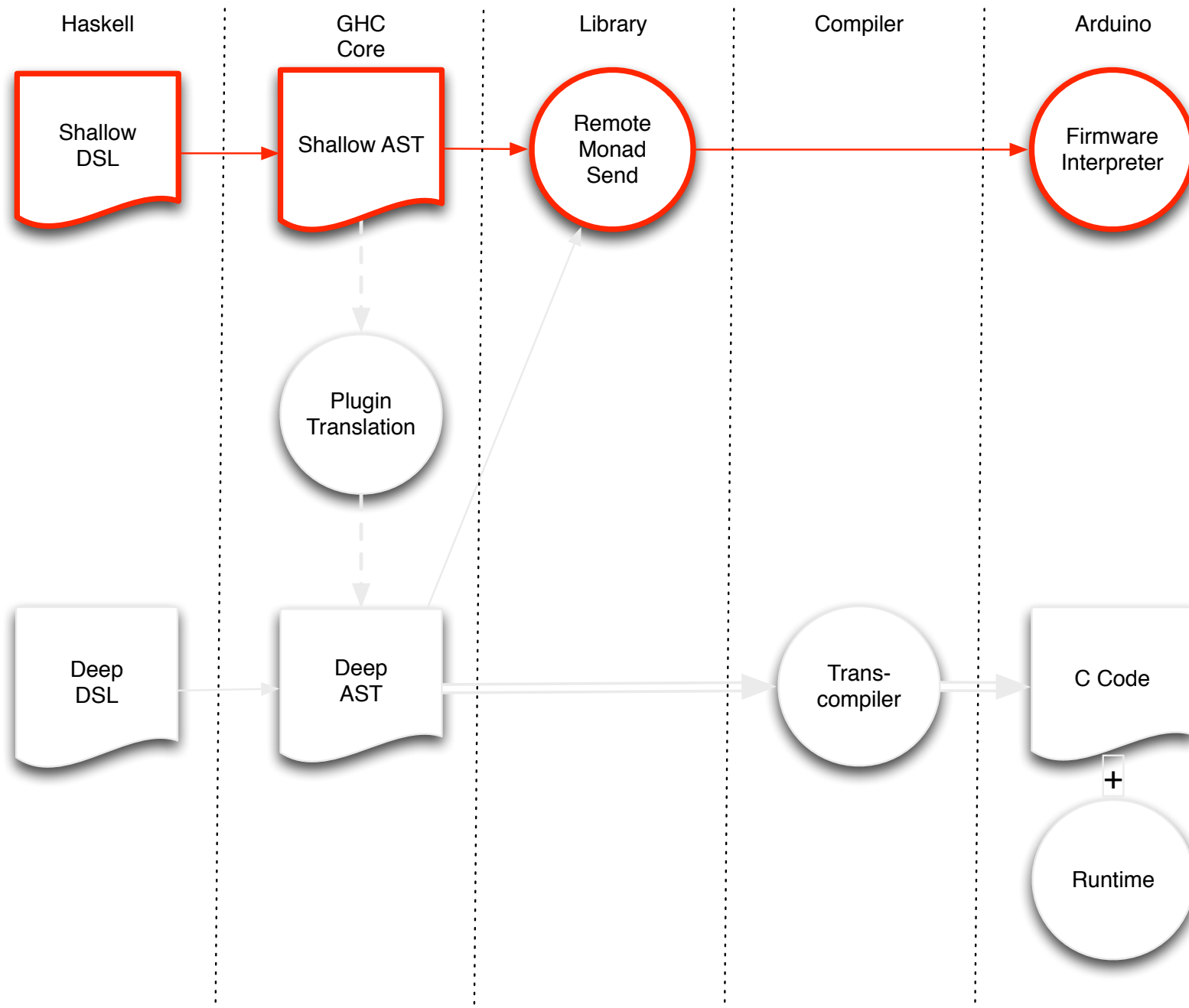


Haskino

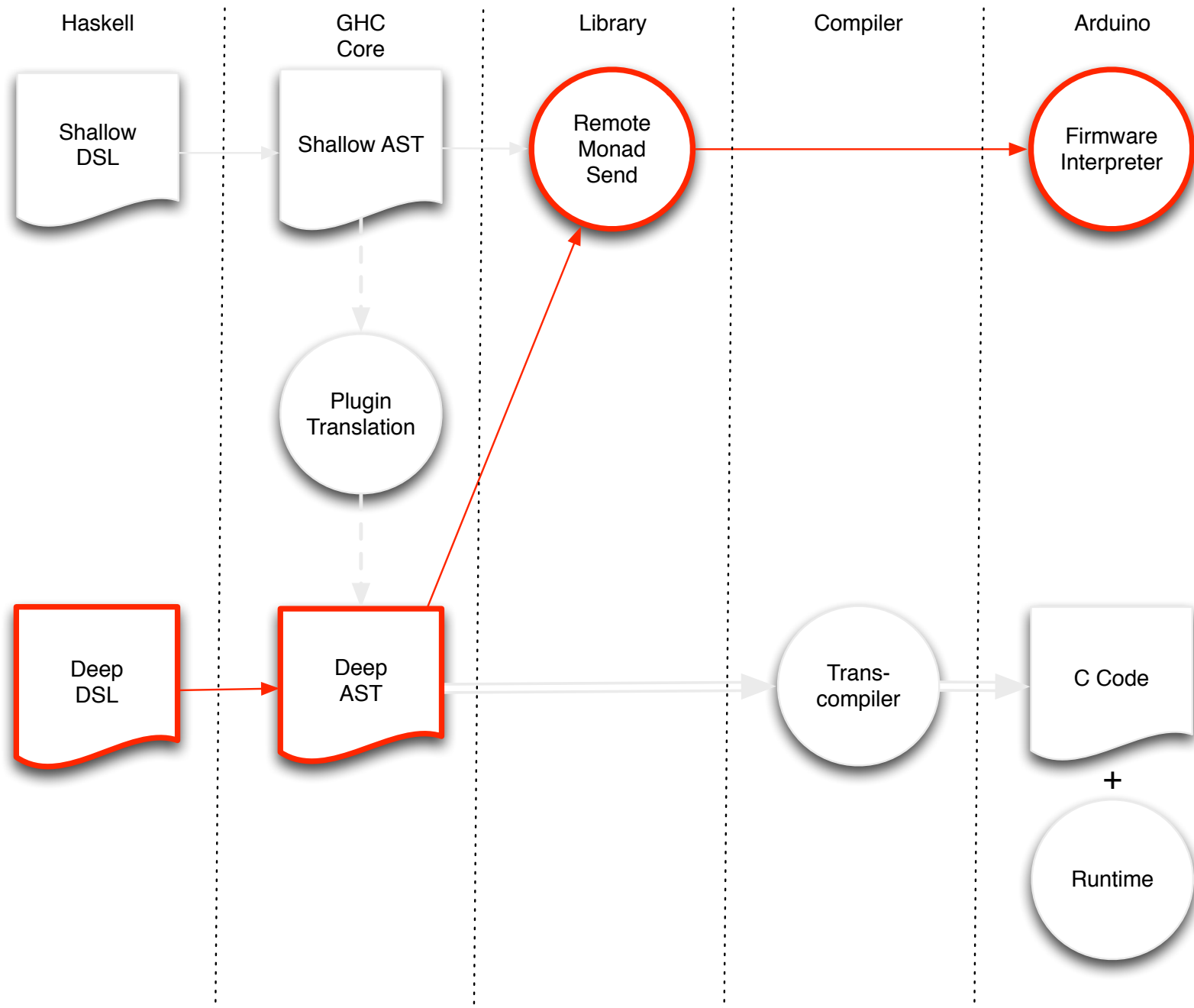
- Haskino is an embedded domain specific language (EDSL), which provides a mechanism for programming the Arduino series of microcontrollers using monadic Haskell, instead of C.
- We use it as a test bed for our transformation techniques.



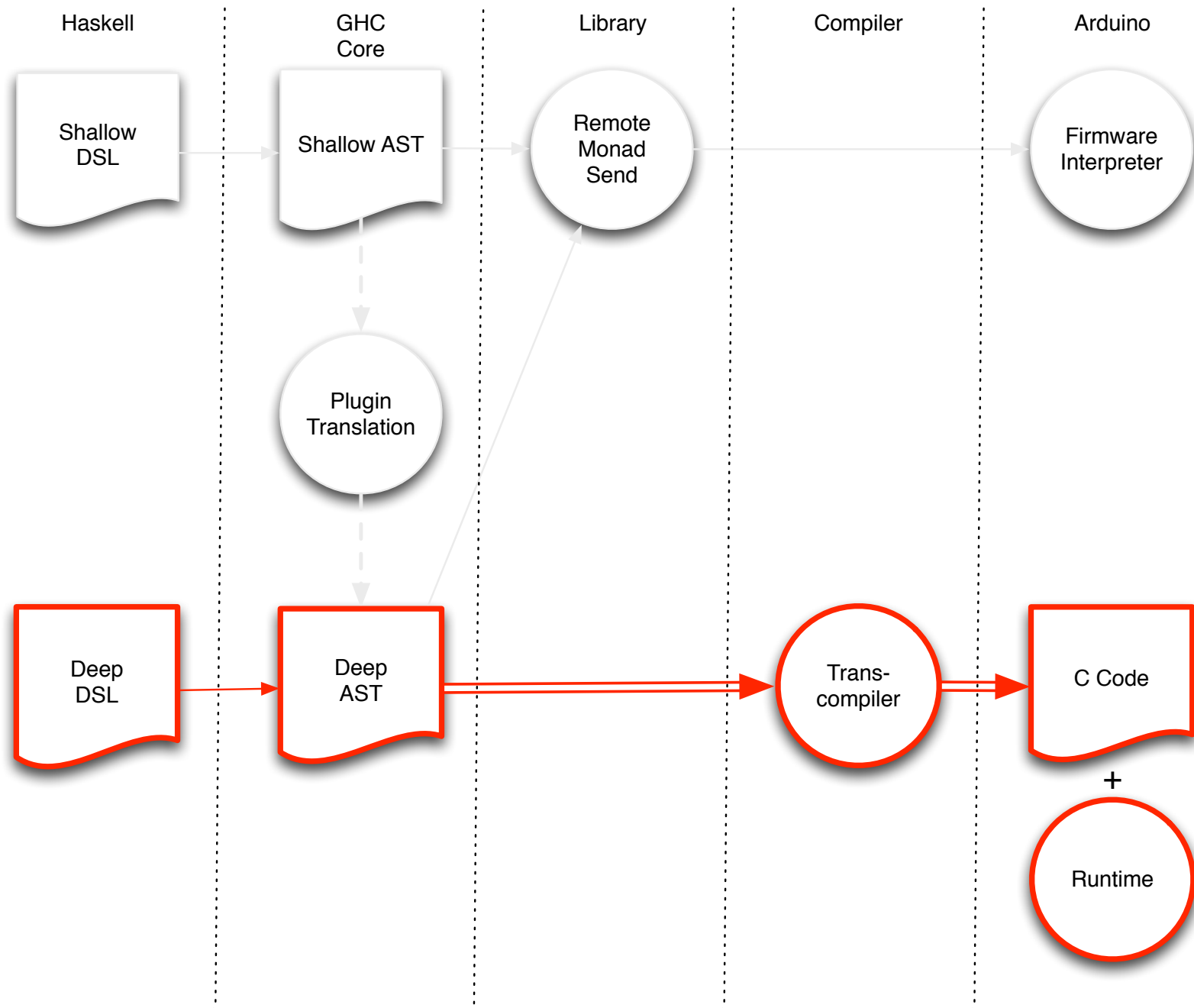
Haskino Overview



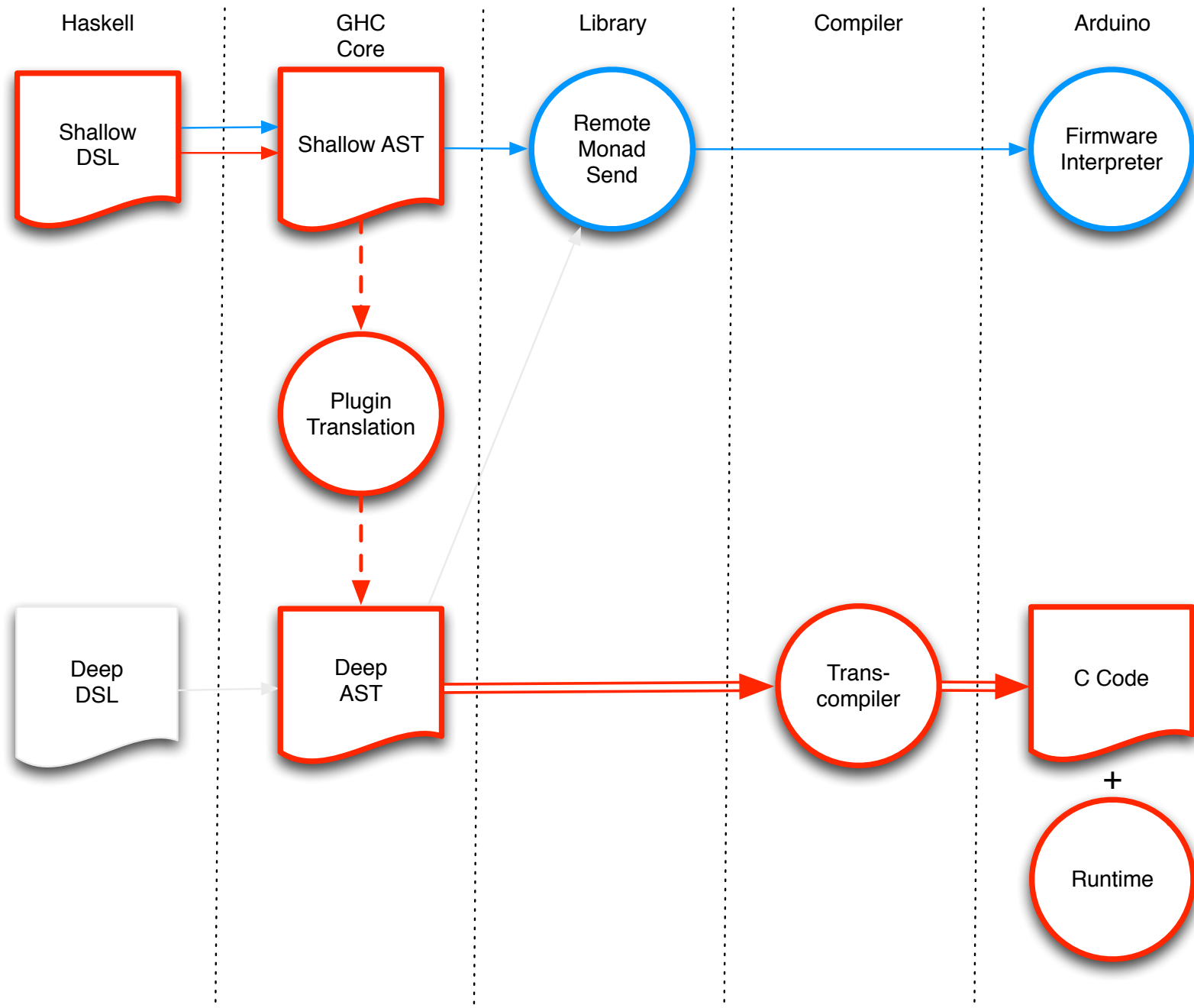
Haskino Overview



Haskino Overview



Haskino Overview



Haskino example

- To explain the shallow to deep transformation, we will use a simple Haskino example.
- The example consists of two buttons and a LED and will light the LED if either button is pressed.
- The shallow version of the example is:

```
program :: Arduino ()
program = do
  let button1 = 2
      button2 = 3
      led = 13
  loop do
    a <- digitalRead button1
    b <- digitalRead button2
    digitalWrite led (a || b)
    delayMillis 100
```

Deep: Adding Expressions

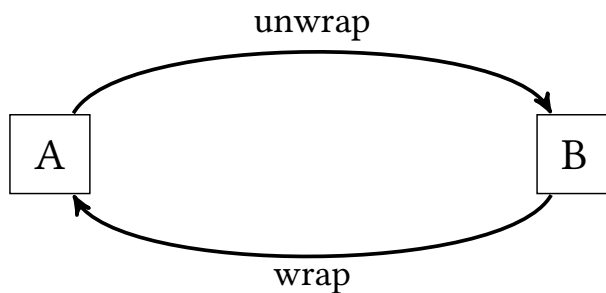
The tethered shallow Haskino uses commands and procedures such as:

```
digitalWrite :: Word8 -> Bool -> Arduino ()  
analogRead   :: Word8 -> Arduino Word16
```

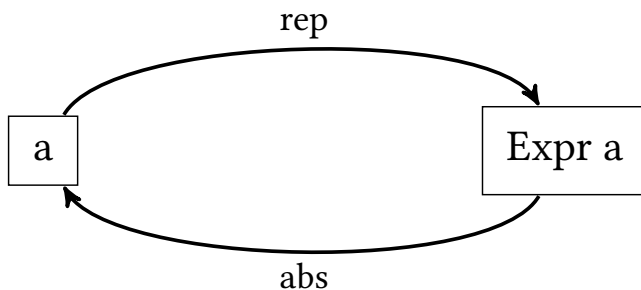
To move to the deeply embedded version, we instead use:

```
digitalWriteE :: Expr Word8 -> Expr Bool ->  
               Arduino (Expr ())  
analogReadE   :: Expr Word8 ->  
               Arduino (Expr Word16)
```


Worker-Wrapper



- In general, these take a function $f = body$
- And apply transforms such that $f = wrap\ work$
 $work = unwrap\ body$
- Moving between the A and B types.



- In our specific case, we move between a and $Expr\ a$
- rep is the equivalent of lit , and abs corresponds to evaluation of the Expr.

Shallow/Deep Translation

- Using worker-wrapper based transformations, the shallow DSL can be changed to the deep DSL.
- We automate this using a GHC plugin to do transformations in Core to Core passes.

```
loop do
  a <- digitalRead button1
  b <- digitalRead button2
  digitalWrite led (a || b))
  delayMillis 100
```



```
loopE do
  a' <- digitalReadE (rep button1)
  b' <- digitalReadE (rep button2)
  digitalWriteE (rep led) ( a' || * b' )))
  delayMillisE (rep 100))
```

Translate the Primitives

Insert worker-wrapper ops by translating primitives of the form:

a1 -> ... -> an -> Arduino b

to ones of the form:

Expr a1 -> ... -> Expr an -> Arduino (Expr b)

```
loop (  
  digitalRead button1 >>=  
    (\a -> digitalRead button2 >>=  
      (\b -> digitalWrite led (a || b))) >>  
    delayMillis 100)
```



```
loopE (  
  abs <$> digitalReadE (rep button1) >>=  
    (\ a -> abs <$> digitalReadE (rep button2) >>=  
      (\ b -> digitalWriteE (rep led) (rep (a || b)))) >>  
    delayMillisE (rep 1000))
```

Transform Operations

Translate the shallow operations to deep Expr operations:

$rep (x \text{ `shallowOp` } y)$ transforms to $(rep\ x) \text{ `deepOp` } (rep\ y)$

where the types of shallowOp and deepOp are:

$shallowOp :: a \rightarrow b \rightarrow c$ and $deepOp :: Expr\ a \rightarrow Expr\ b \rightarrow Expr\ C$

```
loopE (  
  abs <$> digitalReadE (rep button1) >>=  
    (\ a -> abs <$> digitalReadE (rep button2) >>=  
      (\ b -> digitalWriteE (rep led) (rep (a || b)))) >>  
    delayMillisE (rep 1000))
```



```
loopE (  
  abs <$> digitalReadE (rep button1) >>=  
    (\ a -> abs <$> digitalReadE (rep button2) >>=  
      (\ b -> digitalWriteE (rep led) ((rep a) || * (rep b)))) >>  
    delayMillisE (rep 1000))
```

Move Abs Through Binds

Move the abs operations through the monadic binds

$$(abs \<\$> f) >>= k$$

making it a composition of the continuation with the abs:

$$f >>= k . abs$$

```
loopE (  
  abs <$> digitalReadE (rep button1) >>=  
    (\ a -> abs <$> digitalReadE (rep button2) >>=  
      (\ b -> digitalWriteE (rep led) ((rep a) ||* (rep b)))) >>  
      delayMillisE (rep 1000))
```



```
loopE (  
  digitalReadE (rep button1) >>=  
    (\ a -> digitalReadE (rep button2) >>=  
      (\ b -> digitalWriteE (rep led) ((rep a) ||* (rep b))) . abs  
    ) . abs >>  
    delayMillisE (rep 1000))
```

Move the abs inside the Lambdas

The lambdas may then be modified, changing the argument types to move the composed abs inside of the lambdas.

```
loopE (  
  digitalReadE (rep button1) >>=  
    (\ a -> digitalReadE (rep button2) >>=  
      (\ b -> digitalWriteE (rep led) ((rep a) ||* (rep b))) .  
abs) . abs >>  
    delayMillisE (rep 1000))
```



```
loopE (  
  digitalReadE (rep button1) >>=  
    (\ a' -> digitalReadE (rep button2) >>=  
      (\ b' -> digitalWriteE (rep led) ((rep (abs a')) ||* (rep  
(abs b'))))) >>  
    delayMillisE (rep 1000))
```

Fuse Rep/Abs

Finally, with the abs moved into position, we are able to fuse the rep and the abs:

rep (abs a) becomes *a*

```
loopE (  
  digitalReadE (rep button1) >>=  
    (\ a' -> digitalReadE (rep button2) >>=  
      (\ b' -> digitalWriteE (rep led) ((rep (abs a')) ||* (rep  
(abs b'))))) >>  
    delayMillisE (rep 1000))
```



```
loopE (  
  digitalReadE (rep button1) >>=  
    (\ a' -> digitalReadE (rep button2) >>=  
      (\ b' -> digitalWriteE (rep led) (a' ||* b')))) >>  
    delayMillisE (rep 1000))
```

Conditionals

Conditionals are handled similarly to the primitive transformations:

```
forall (b :: Bool) (m1 :: ExprB a => Arduino a)
                      (m2 :: ExprB a => Arduino a).
if b then m1 else m2
  =
abs <$> ifThenElseE (rep b) (rep <$> m1)
                      (rep <$> m2)
```

```
forall (b :: Bool) (t :: ExprB a => a)
                      (e :: ExprB a => a).
if b then t else e
  =
abs $ ifB (rep b) (rep t) (rep e)
```


Recursion vs Iteration

- The Haskino EDSL includes an iteration primitive...

```
iterateE :: Expr a ->
          (Expr a -> Arduino (ExprEither a b)) ->
          Arduino (Expr b)
```

- However, we would like to write in a recursive style, as opposed to an iterative imperative style as follows:

```
led = 13
button1 = 2
button2 = 3

blink :: Word8 -> Arduino ()
blink 0 = return ()
blink t = do
    digitalWrite led True
    delayMillis 1000
    digitalWrite led False
    delayMillis 1000
    blink $ t-1
```

Recursion Transformation

```
blinkE :: Expr Word8 -> Arduino (Expr ())
blinkE t =
  ifThenElseE (t ==* rep 0)
    (return (rep ()))
    (do digitalWriteE (rep led) (rep True)
        delayMillisE (rep 1000)
        digitalWriteE (rep led) (rep False)
        delayMillisE (rep 1000)
        blinkE (t - (rep 1)))
```



```
blinkE :: Expr Word8 -> Arduino (Expr ())
blinkE t =
  iterateE t $ do
    ifThenElseEither (t ==* rep 0)
      (return (ExprRight (rep ())))
      (do digitalWriteE (rep led) (rep True)
          delayMillisE (rep 1000)
          digitalWriteE (rep led) (rep False)
          delayMillisE (rep 1000)
          return (ExprLeft (t - (rep 1))))
```

Shallow/Deep + Recursion Translation

```
analogKey :: Arduino Word8
analogKey = do
  v <- analogRead button2
  case v of
    _ | v < 30   -> return KeyRight
    _ | v < 150  -> return KeyUp
    _ | v < 350  -> return KeyDown
    _ | v < 535  -> return KeyLeft
    _ | v < 760  -> return KeySelect
    _           -> analogKey
```

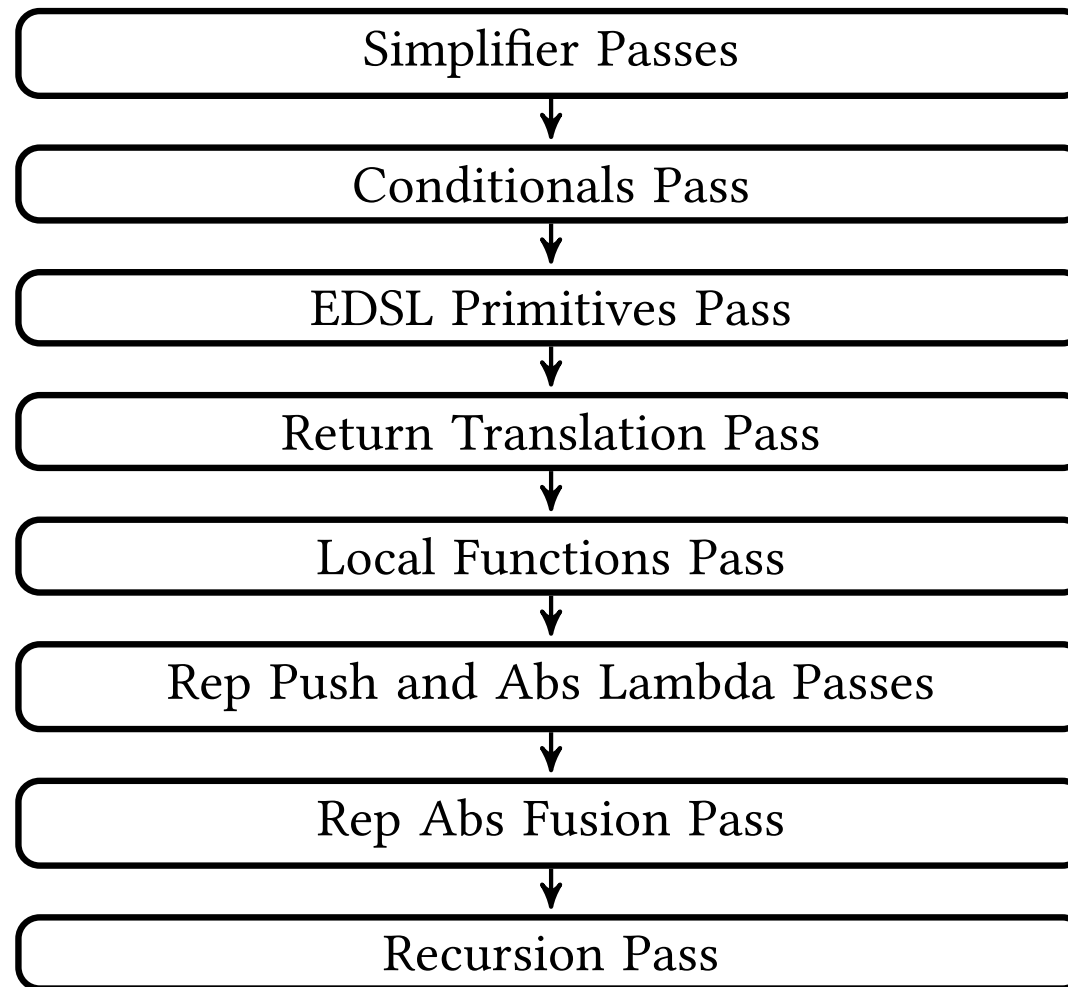


```
analogKeyE :: Arduino (Expr Word8)
analogKeyE = analogKeyE' (lit ())

analogKeyE' :: Expr () -> Arduino (Expr Word8)
analogKeyE' t = iterateE t analogKeyE'I

analogKeyE'I :: Expr () ->
  Arduino (ExprEither () Word8)
analogKeyE'I _ = do
  v <- analogReadE button2
  ifThenElseEither (v <* 30)
    (return (ExprRight (lit KeyRight)))
    (ifThenElseEither (v <* 150)
      (return (ExprRight (lit KeyUp)))
      (ifThenElseEither (v <* 350)
        (return (ExprRight (lit KeyDown)))
        (ifThenElseEither (v <* 535)
          (return (ExprRight (lit KeyLeft)))
          (ifThenElseEither (v <* 760)
            (return (ExprRight (lit KeySelect)))
            (return (ExprLeft (lit ())))))))))
```

GHC Plugin Passes



Thank you for your attention

github.com/ku-fpg/haskino

<http://ku-fpg.github.io/people/markgrebe/>