Rebooting Supercompilation for Haskell

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August 27, 2015

Rebooting Supercompilation for Haskell - Talk outline

- An overview of supercompilation.

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- What's interesting about it in the context of Haskell? Current state-of-the-art.

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- "But where's my supercompiler for Haskell?" My preliminary work and research goals.

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    - Evaluate programs in compile-time, while making the most out of known inputs and definitions.
        - When evaluating sub-expressions of a case expression, propagate information about current branch(shape of the scrutinee).

          $$\texttt{case v of} \\ \quad \texttt{P}\ v_1\ \texttt{..}\ v_N \rightarrow \texttt{expr}$$

          Evaluate $expr[P\, v_1 \mathinner{..} v_N / v]$.

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      ```
      case v of
        P v1 .. vN → expr
      ```

      Evaluate $expr[P\ v_1 \mathinner{..} v_N / v]$.
  - Most of the time the goal is to generate more efficient programs. (but see Klyuchnikov and Romanenko [2010] for a different use of supercompilation)

Supercompilation in the context of Haskell

- Why is it interesting?
- In a sense, it's the "ultimate" optimization. ("-O99")
- This optimizes in the sense that:
  If we have a programs $\mathcal{P}_1$ and $\mathcal{P}_2$, and
  $\mathcal{P}_1 \Downarrow v$ in N steps and
  $\mathcal{P}_2 \Downarrow v$ in M steps,
  we consider $\mathcal{P}_2$ optimized if $M < N$.
- An approximation, but works well in practice.
  (i.e. if $M < N$ then usually M is a faster program)

Supercompilation in the context of Haskell

It generalizes:

- Deforestation(Wadler [1988])
- Partial evaluation
- Call-pattern specialization(Peyton Jones [2007])
- Ad-hoc optimizations via rewrite rules, e.g. shortcut fusion (Gill et al. [1993]) or library-specific rewrite rules
- "Optimizing SYB is Easy!"(Adams et al. [2014]) and "Optimizing Generics is Easy!"(Magalhães et al. [2010]) style "domain-specific" partial evaluators
- Function specialization(`SPECIALIZE` pragmas)
- ... and many more

Current state-of-the-art

- Bolingbroke [2013] shows some great potential:
  - Up to 20*x* faster runtime.
  - Up to 100% reduction in allocation.
- But it also suffers from problems that are inherent to supercompilation:
  - "We do not attempt to supercompile the full Nofib suite because the other Nofib benchmarks are considerably more complicated and generally suffer from extremely long supercompilation times."
    (Jonsson [201?] focuses on compilation performance, and reports <*3 seconds* for all the small programs from Nofib)
  - Up to 132*x* compile time.
  - Up to 2.8*x* generated code size.

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- Matching: Evaluating open terms lead to loops. Matcher tries to detect loops, returns information about how to refer to this new loop.
- Termination checking: Because perfect matcher is not possible, and some programs just loop.

```
mapOfMap f g = map f . map g

h1 f g a = map f (map g a)

...

h4 f g a =
  case (case a of
          []      -> []
          h1 : t1 -> g h1 : map g t1)  of
    []      -> []
    h0 : t0 -> f h0 : map f t0

...

h6 f g a =
  case a of
    []    -> []
    h : t -> f (g h) : map f (map g t)

h7 f g a =
  case a of
    []    -> []
    h : t -> f (g h) : h7 f g t
```

Problems with supercompilation operations

Each operation has hard problems to solve.

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Propagating too much information may lead to work duplication.

```
let n = fib 100
    b = n + 1
    c = n + 2
 in (b, c)
```

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Propagating too much information may lead to work duplication.

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let n = fib 100
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    c = n + 2
 in (b, c)
```

Propagating too little information may lead to missing optimization opportunities.

```
let map = . . .
    ys = map f zs
    xs = map g ys
 in Just xs
```

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Matcher:

May lead to work sharing, which may increase memory residency. (Chitil [1997])

```
S0 =
    let a = fib y
        b = fib y
     in (a, b)

S1 =
    let a = fib y
     in (a, a)
```

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Or:

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S1 =
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```

Or:

```
S0 = sum [1 .. 1000] + prod [1 .. 1000]
S1 = let l = [1 .. 1000] in sum l + prod l
```

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Some programs just loop.

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loop n = loop (n + 1)
countFrom n = n : countFrom (n + 1)
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```
loop n = loop (n + 1)
countFrom n = n : countFrom (n + 1)
```

Sometimes detecting loops is not so easy: (growing arguments)

```
reverse_acc []      acc = acc
reverse_acc (h : t) acc = reverse_acc t (h : acc)
goal lst = reverse_acc (reverse_acc lst []) []
...
h_ lst = ... reverse_acc t1 (h1 : []) ...
...
h_ lst = ... reverse_acc t2 (h2 : h1 : []) ...
...
```

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- I'm rebooting the supercompiler!
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- Then the research will follow.

Current status and problems

There has been some changes in GHC:

- Some changes in the Core theory: Roles.
- Lots of refactoring.

GHC API related problems:

- Some needed internals are not exposed by GHC – requires some modifications in GHC.
- No easy ways to do most basic stuff: Moving terms around(substitutions), known-case reduction, case-of-case, etc. (all done in some parts of Core-to-Core passes, need to reverse engineer)
- No easy way to annotate Core syntax. Duplicating the syntax means duplicating huge amounts of code.
- Working on Core is hard: Invariants are encoded as partial functions without any helpful error messages – if we're lucky, there's a NOTE.
- Some things are not clear. (Types are first-class, but can I use them wherever I want? The Core definition allows this)

Conclusions

Have a working implementation of supercompiler described in Bolingbroke [2013].

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Collecting benchmark programs - send yours! (with expected optimizations)
We can create a benchmark suite like Nofib, but for supercompilation-specific problems. (pathological cases, programs with lots of intermediate data structures)

Once we have a working implementation:

- Focus on specific parts(matcher, splitter etc.). Try other ideas from the literature(e.g. homeomorphic embedding).
- Work on some of the obvious improvements, like parallelizing the matcher.
- More experimental ideas:

  Can we formulate it as a search problem and apply ideas from the literature?

  Are profile-driven decision making possible?

  Are machine learning algorithms applicable?

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Thanks!

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