

Propagators: An Introduction

George Wilson

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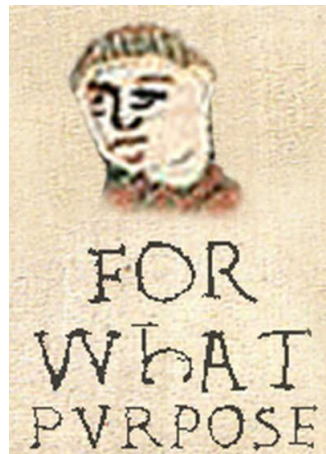
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What?



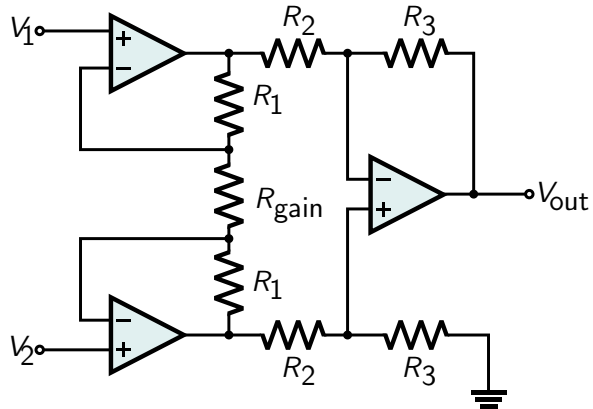
Why?

Beginnings as early as the 1970's at MIT

- Guy L. Steele Jr.
- Gerald J. Sussman
- Richard Stallman

More recently:

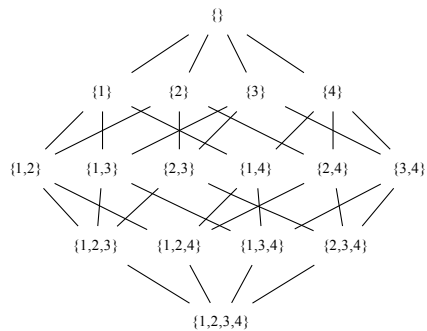
- Alexey Radul



```
(define (map f xs)
  (cond ((null? xs) '())
        (else (cons (f (car xs))
                      (map f (cdr xs)))))))
```

And then

- Edward Kmett



$$x \leq y \implies f(x) \leq f(y)$$

They're related to many areas of research, including:

- Logic programming (particularly Datalog)
- Constraint solvers
- Conflict-Free Replicated Datatypes
- LVars
- Programming language theory
- And spreadsheets!

They have advantages:

- are extremely expressive
- lend themselves to parallel and distributed evaluation
- allow different strategies of problem-solving to cooperate

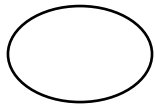
Propagators

The *propagator model* is a model of computation
We model computations as *propagator networks*

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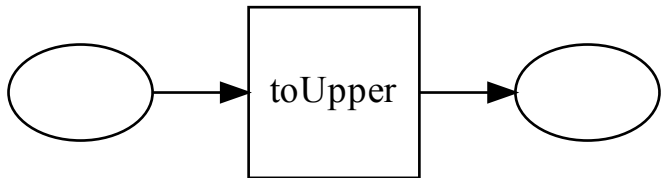
A propagator network comprises

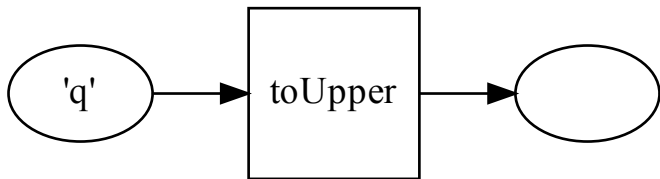
- cells
- propagators
- connections between cells and propagators

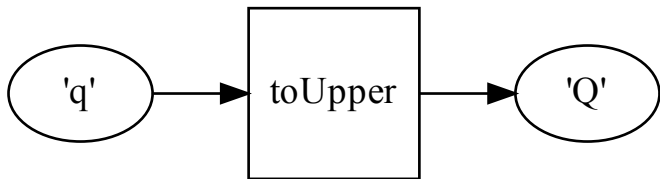


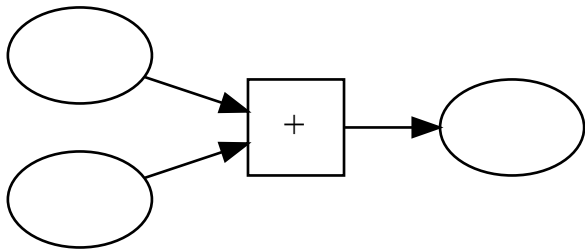
3

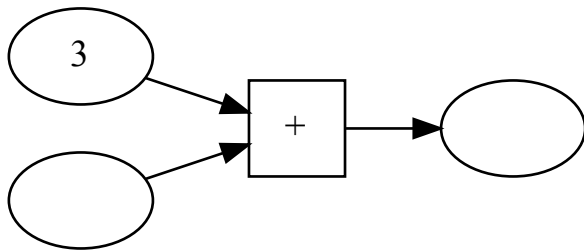
toUpper

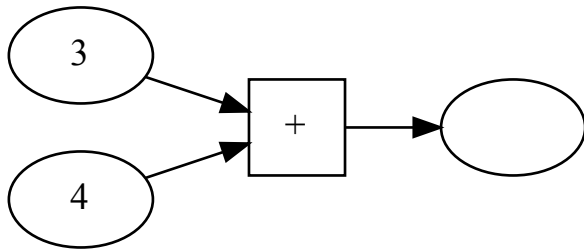


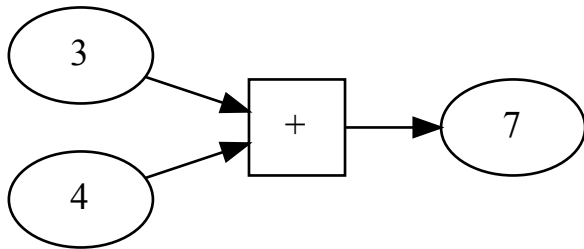












$$z \leftarrow x + y$$

$$z = x + y$$

$$7 = x + 4$$

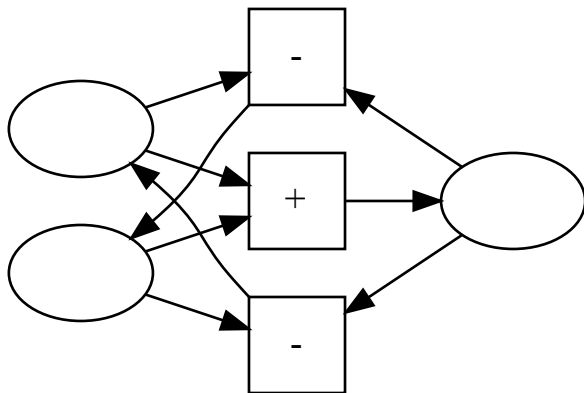
$$7 = 3 + 4$$

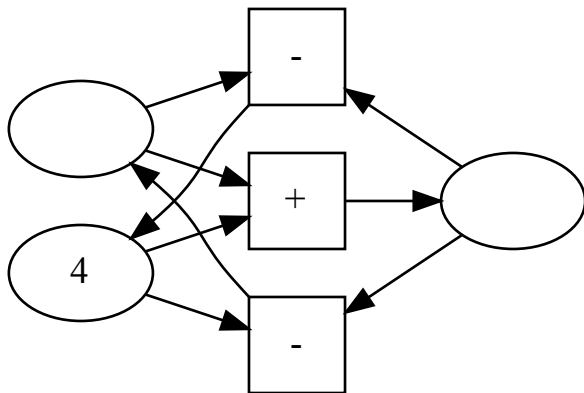
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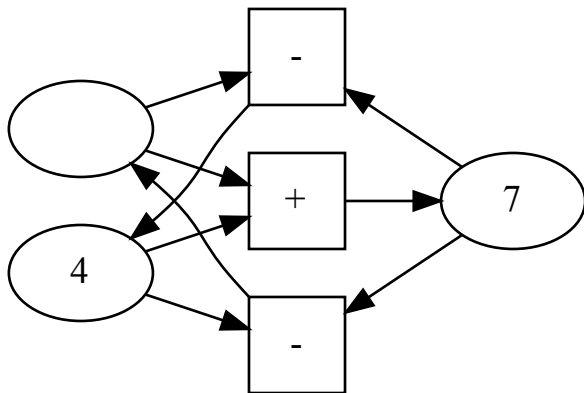
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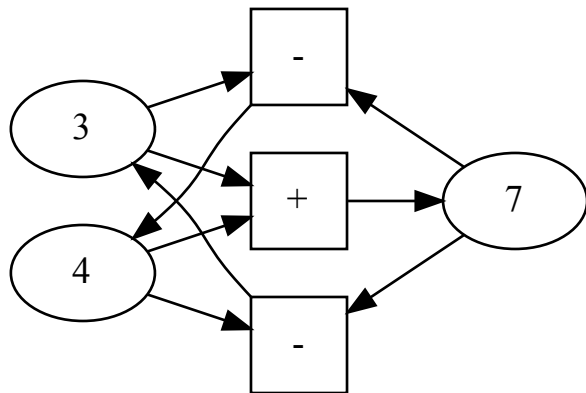
$$x \leftarrow z - y$$

$$y \leftarrow z - x$$



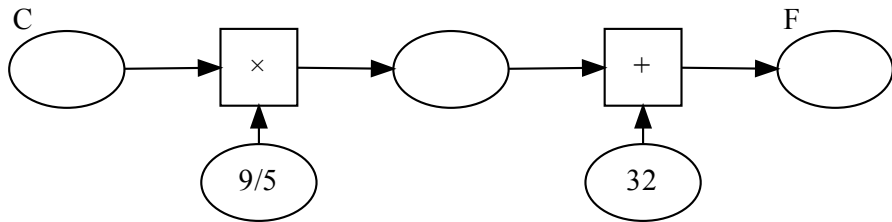




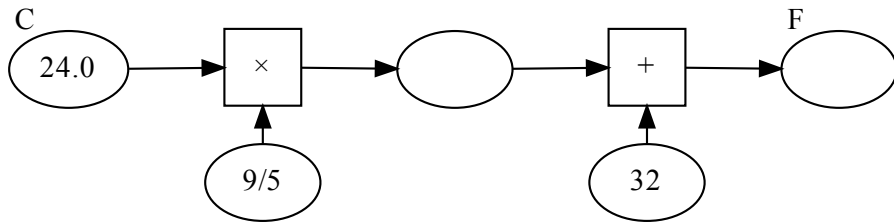


Propagators let us express bidirectional relationships!

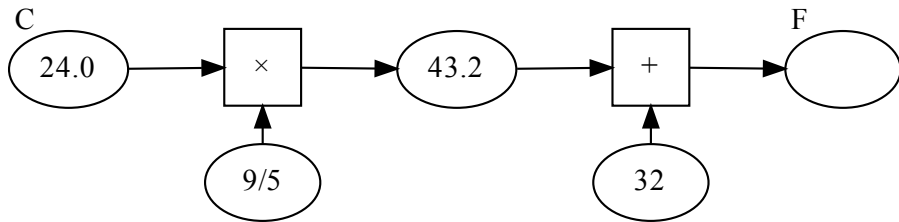
$$^{\circ}F = ^{\circ}C \times \frac{9}{5} + 32$$



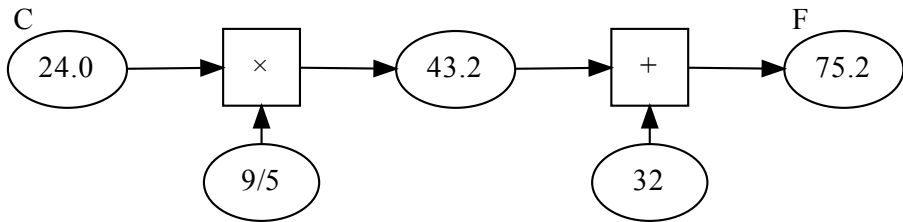
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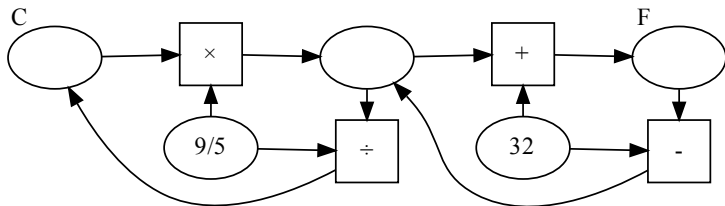


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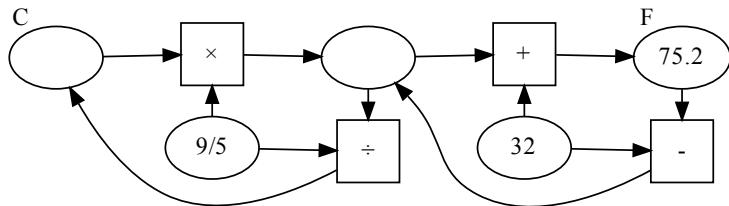
$$^{\circ}F = ^{\circ}C \times \frac{9}{5} + 32$$

$$^{\circ}C = (^{\circ}F - 32) \div \frac{9}{5}$$



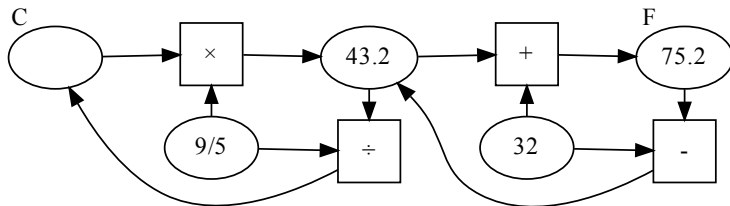
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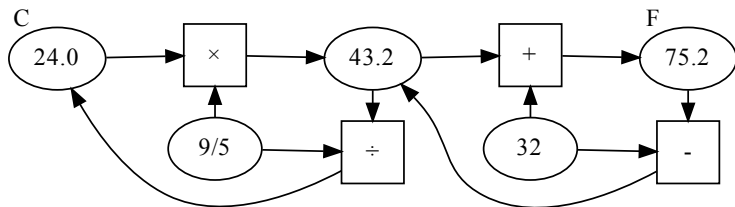
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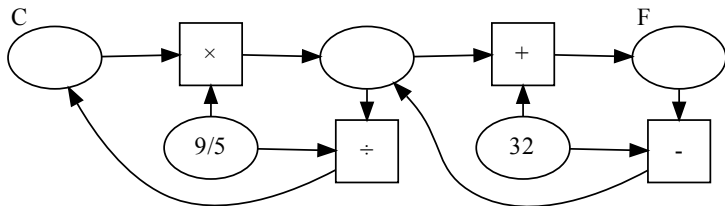
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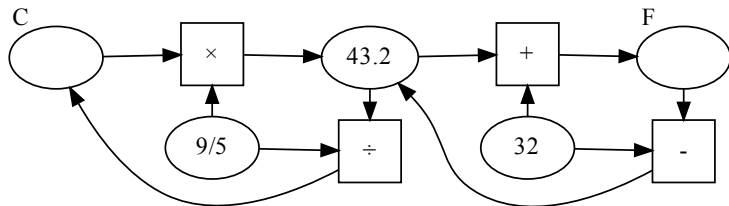
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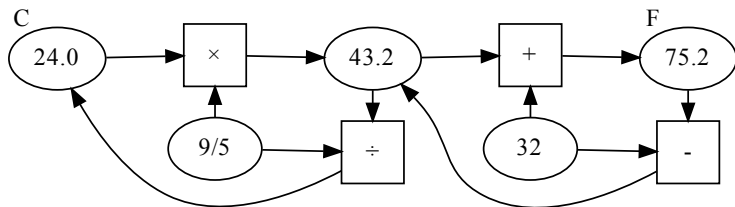
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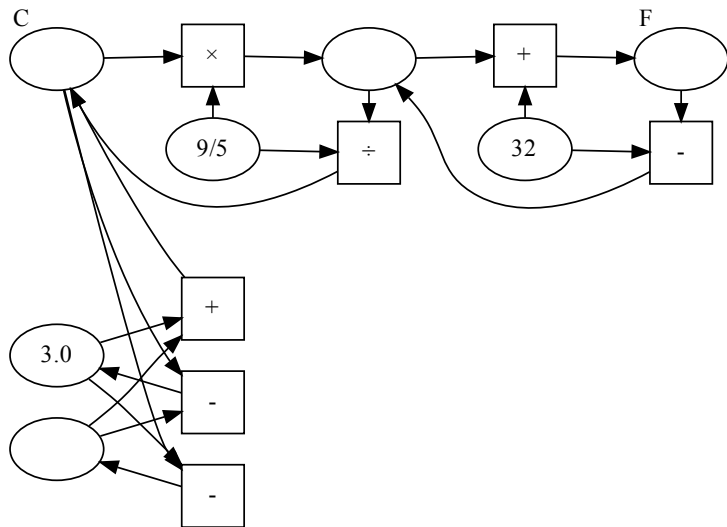
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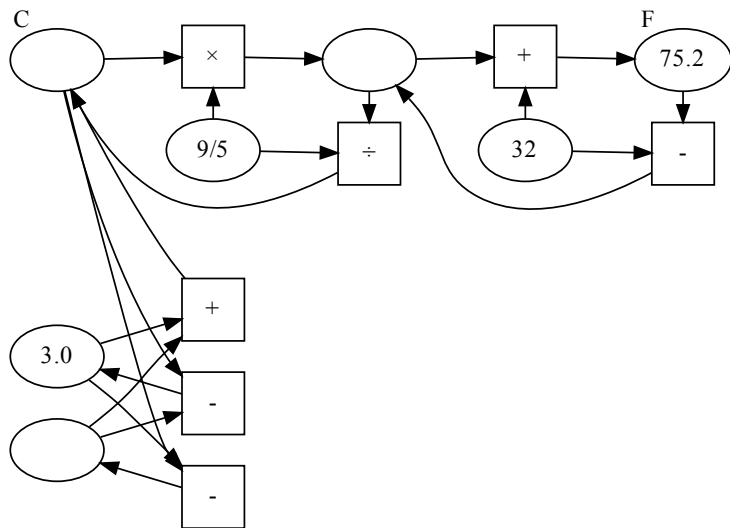


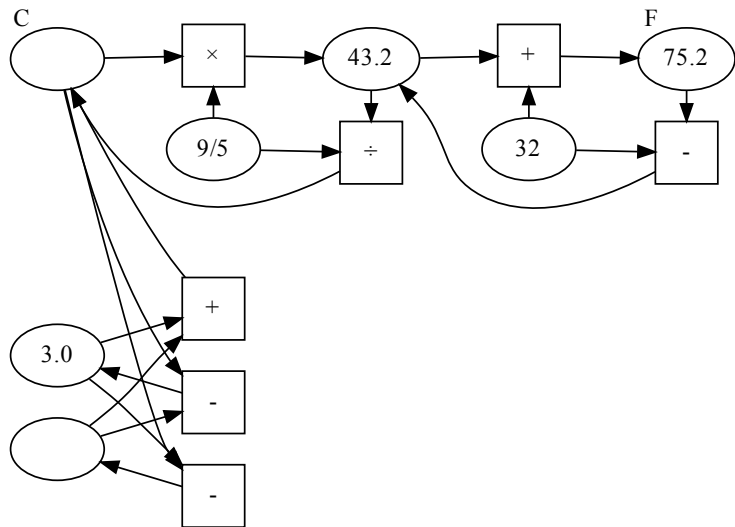
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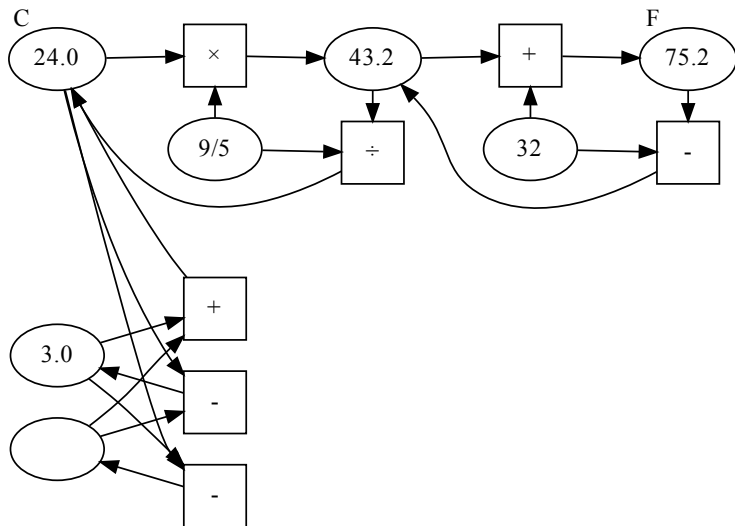
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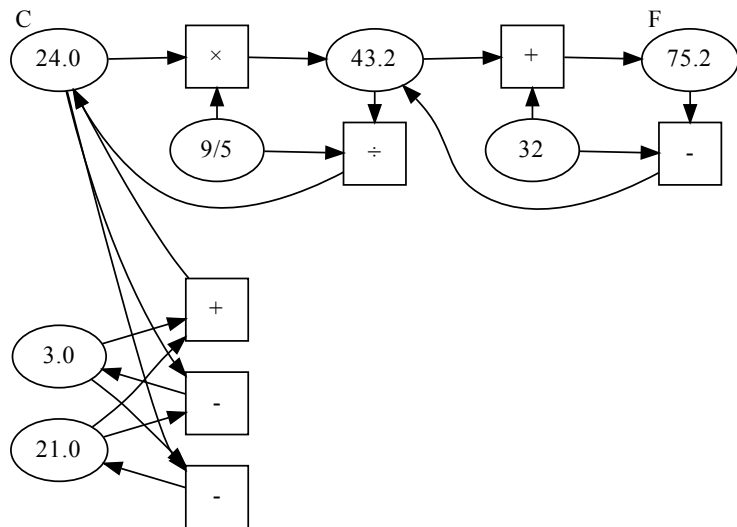












We can combine networks into larger networks!

?

Cells *accumulate information* about a value

3			2
	4	1	
	3	2	
4			1

3			2
	4	1	
	3	2	
4			1

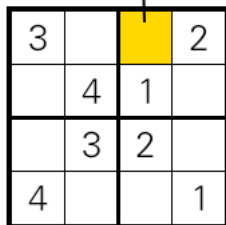
3			2
	4	1	
	3	2	
4			1

3			2
	4	1	
	3	2	
4			1

3			2
	4	1	
	3	2	
4			1

3			2
	4	1	
	3	2	
4			1

$\{1,2,3,4\}$



A 4x4 grid with a yellow cell at (1,3) and a pointer from the set {1,2,3,4} to it.

3			2
	4	1	
	3	2	
4			1

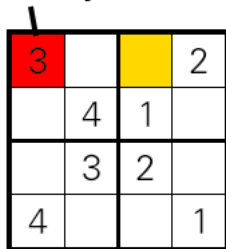
$\{1,3,4\}$

3			2
	4	1	
	3	2	
4			1

3			2
	4	1	
	3	2	
4			1

$\{2,3,4\}$

$\{1,2,4\}$



A 4x4 grid with a red cell containing the number 3 and a yellow cell. An arrow points from the set $\{1,2,4\}$ to the red cell.

3			2
	4	1	
	3	2	
4			1

$$\{2,3,4\} \cap \{1,3,4\} \cap \\ \{1,2,4\} \cap \{1,2,3,4\}$$

3			2
	4	1	
	3	2	
4			1

{4}

3			2
	4	1	
	3	2	
4			1

3		4	2
	4	1	
	3	2	
4			1

Cells accumulate information in a *bounded join-semilattice*

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A bounded join-semilattice is:

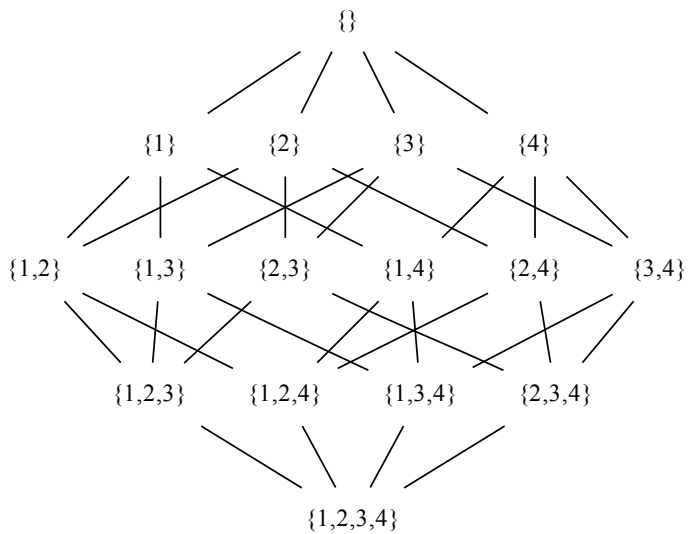
- A *partially ordered set*
- with a least element
- such that any subset of elements has a *least upper bound*

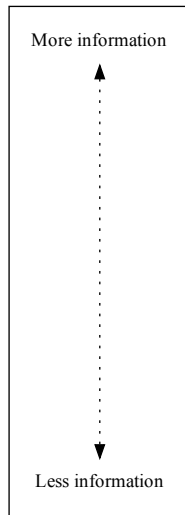
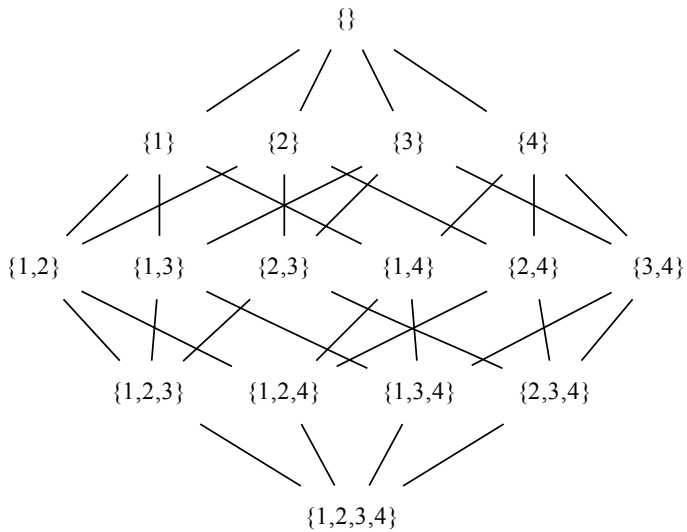
Cells accumulate information in a *bounded join-semilattice*

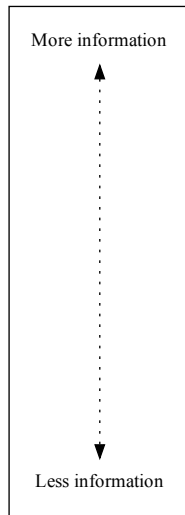
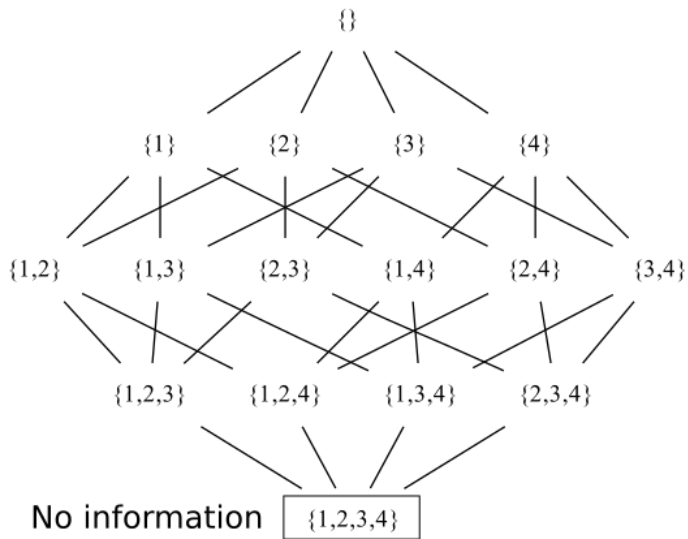
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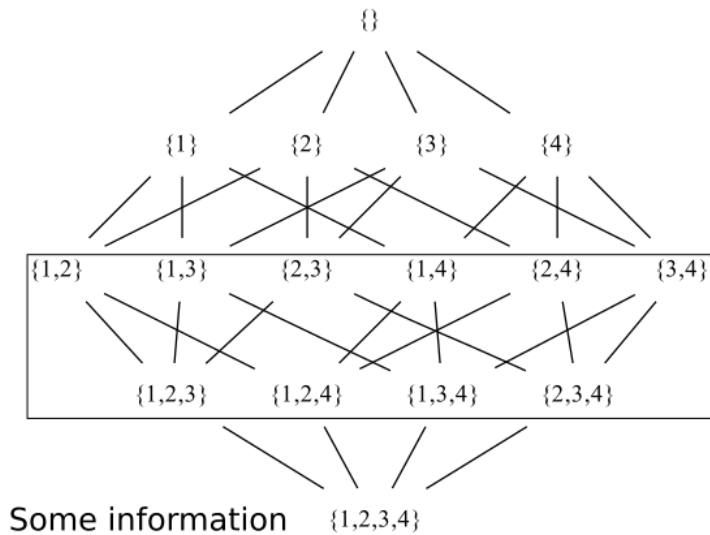
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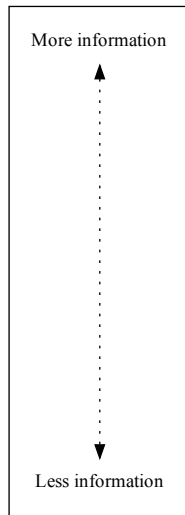
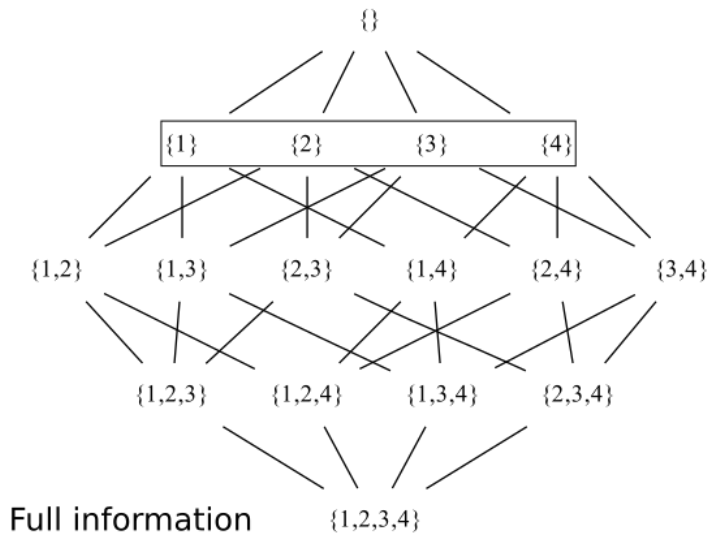
“Least upper bound” is denoted as \vee and is usually pronounced “join”

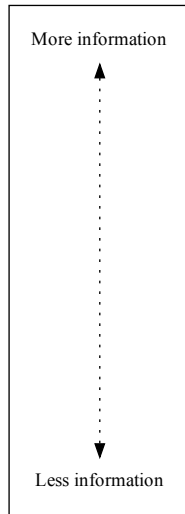
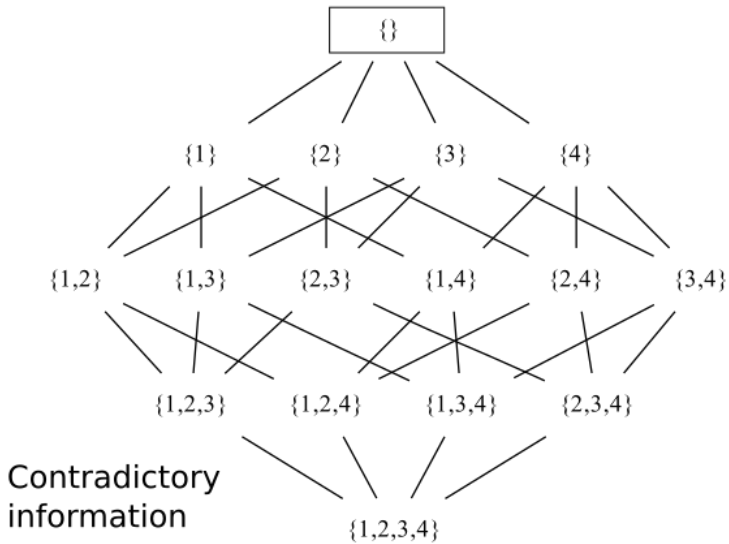


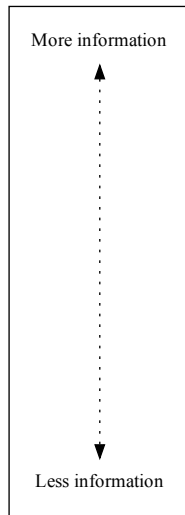
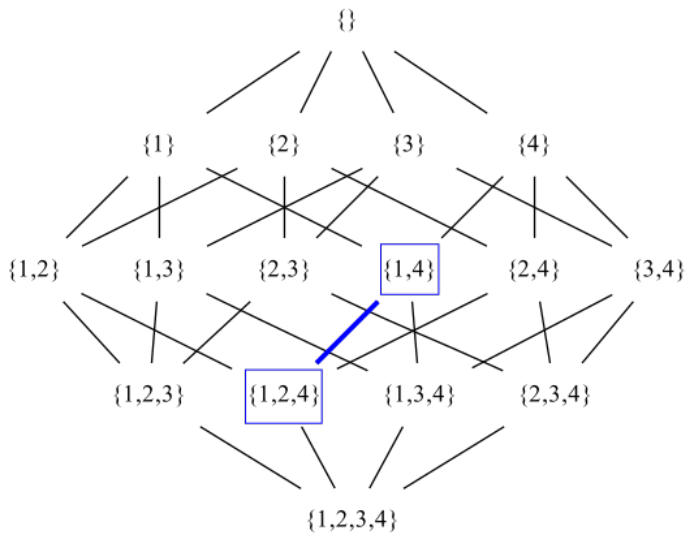




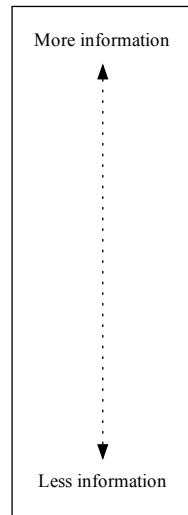
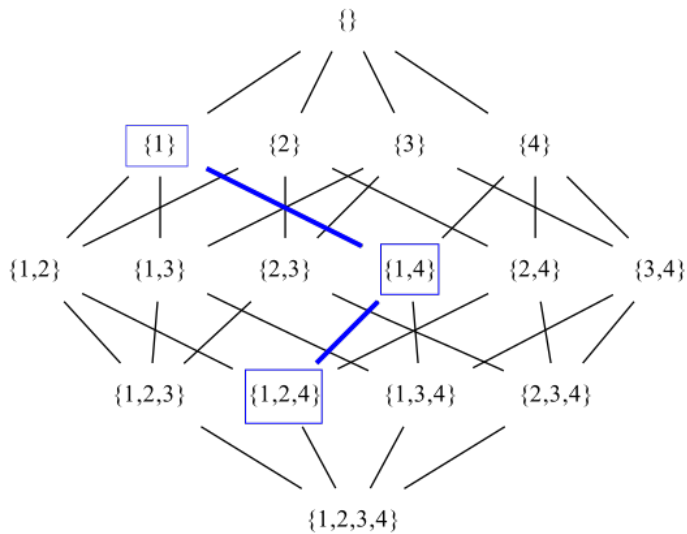




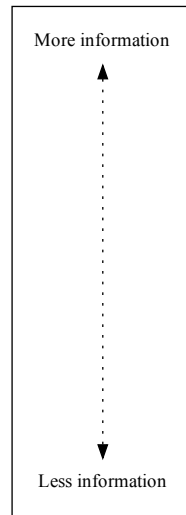
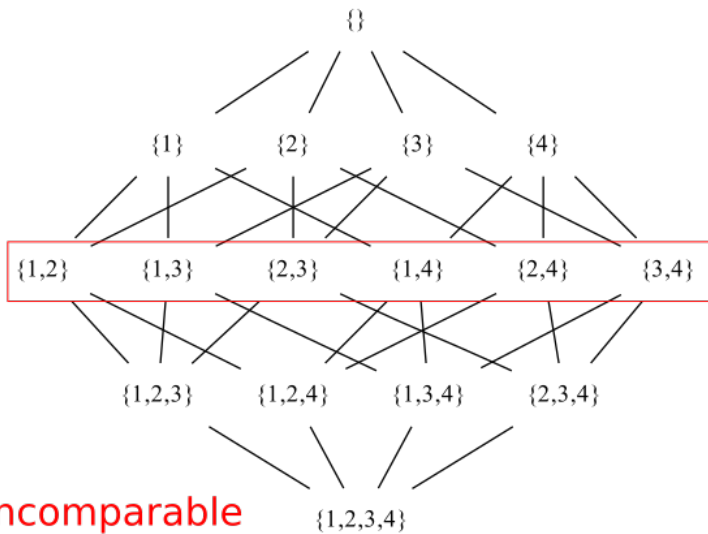


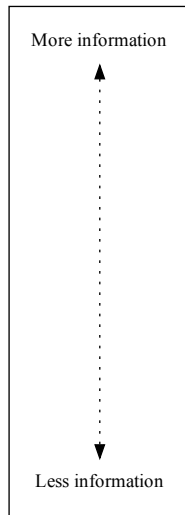
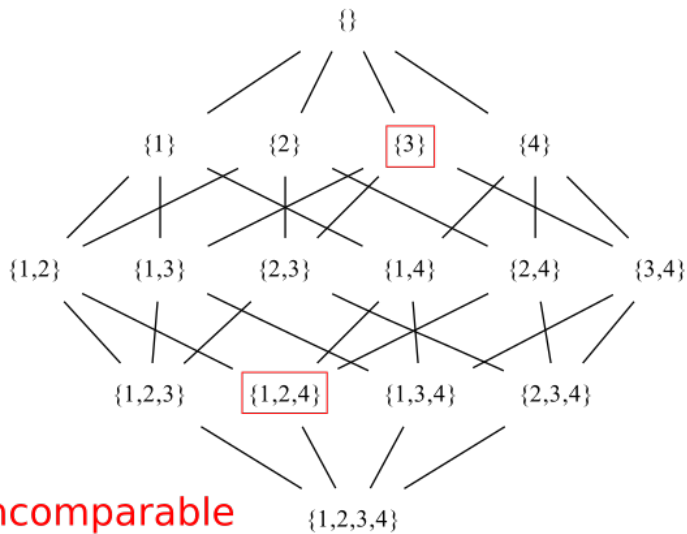


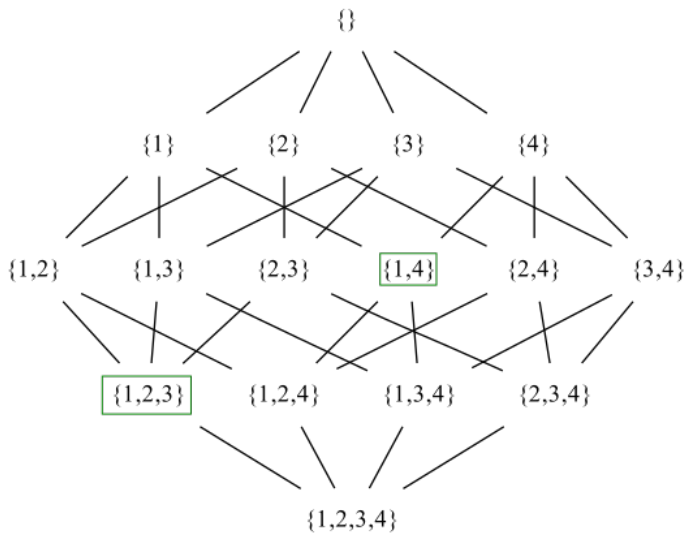
$$\{1,2,4\} < \{1,4\}$$



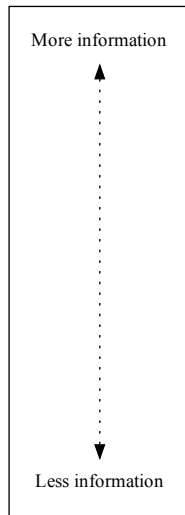
$$\{1,2,4\} < \{1,4\} < \{1\}$$

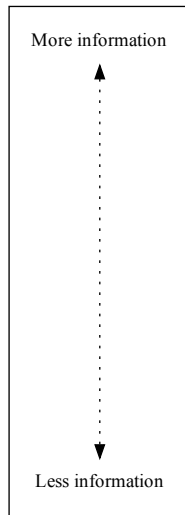
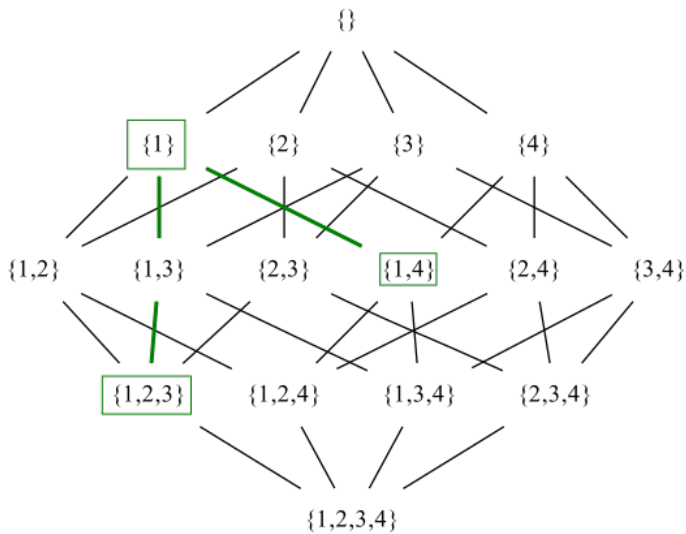






$$\{1, 2, 3\} \vee \{1, 4\}$$





$$\{1,2,3\} \vee \{1,4\} = \{1\}$$

\vee has useful algebraic properties. It is:

- A monoid
- that's commutative
- and idempotent

Left identity

$$\epsilon \vee x = x$$

Right identity

$$x \vee \epsilon = x$$

Associativity

$$(x \vee y) \vee z = x \vee (y \vee z)$$

Commutative

$$x \vee y = y \vee x$$

Idempotent

$$x \vee x = x$$

```
class BoundedJoinSemilattice a where
  bottom :: a
  (\/) :: a -> a -> a
```



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```
data SudokuVal = One | Two | Three | Four
               deriving (Eq, Ord, Show)
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newtype SudokuSet = S (Set SudokuVal)
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```

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newtype SudokuSet = S (Set SudokuVal)
```

```
instance BoundedJoinSemilattice SudokuSet where
```

```
  bottom      = S (Set.fromList [One, Two, Three, Four])
```

```
  S a \/\ S b = S (Set.intersection a b)
```

We don't write values directly to cells
Instead we *join information in*

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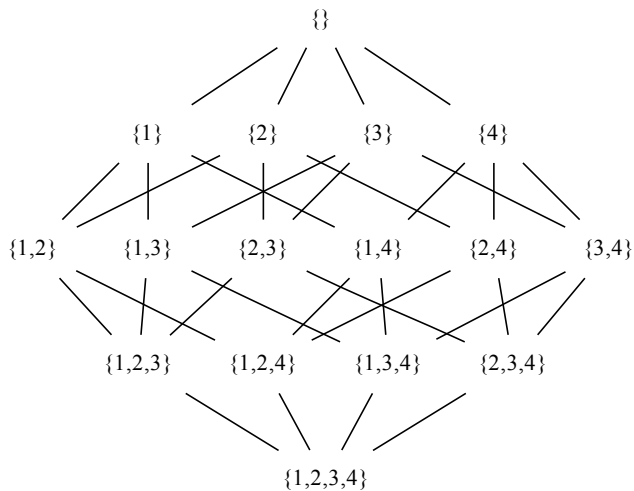
This makes our propagators *monotone*, meaning that as the input cells gain information, the output cells gain information (or don't change)

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Instead we *join information in*

This makes our propagators *monotone*, meaning that as the input cells gain information, the output cells gain information (or don't change)

A function $f : A \rightarrow B$ where A and B are partially ordered sets is **monotone** if and only if, for all $x, y \in A$. $x \leq y \implies f(x) \leq f(y)$

All our lattices so far have been fininte



Thanks to these properties:

- the bounded join-semilattice laws
- the finiteness of our lattice
- the monotonicity of our propagators

our propagator networks will yield with a deterministic answer, in finite time, regardless of parallelism and distribution

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Bounded join-semilattices are already popular in the distributed systems world

See: Conflict Free Replicated Datatypes

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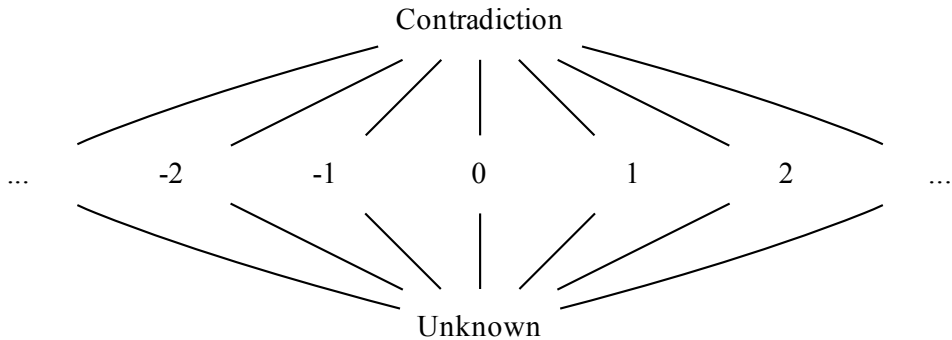
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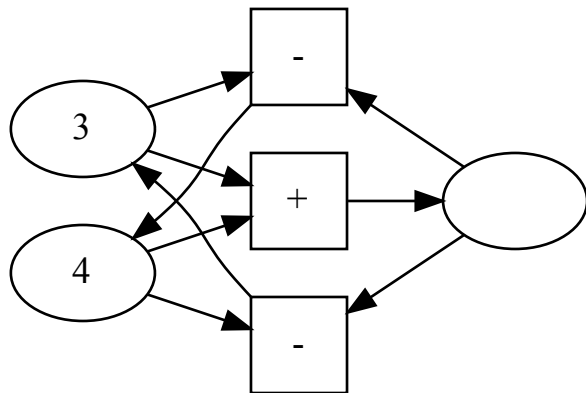
See: Conflict Free Replicated Datatypes

We can relax these constraints in a few different directions

Our lattices only need the *ascending chain condition*



?



data Perhaps a = Unknown | Known a | Contradiction

```
data Perhaps a = Unknown | Known a | Contradiction
```

```
instance Eq a => BoundedJoinSemiLattice (Perhaps a) where
```

```
    bottom = Unknown
```

```
    (\\) Unknown x           = x
```

```
    (\\) x           Unknown = x
```

```
    (\\) Contradiction _      = Contradiction
```

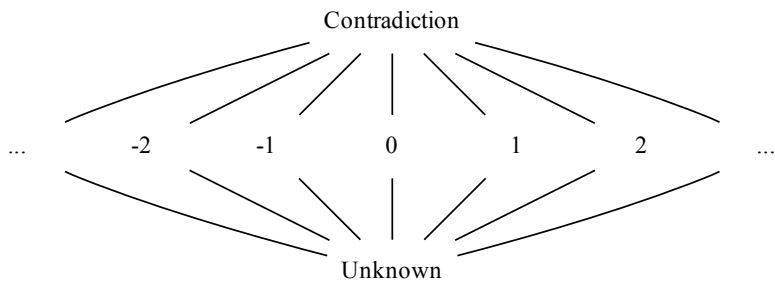
```
    (\\) _      Contradiction = Contradiction
```

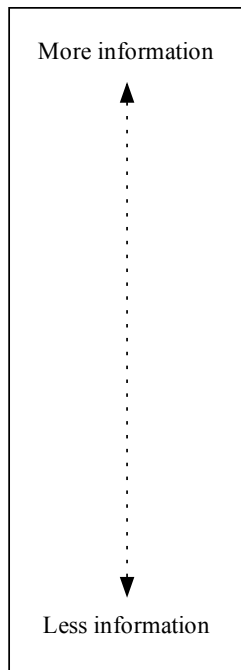
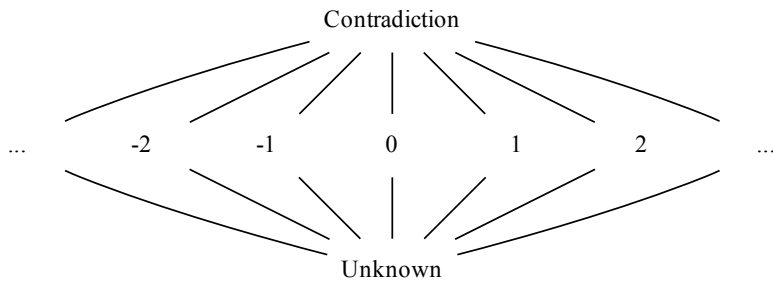
```
    (\\) (Known a) (Known b) =
```

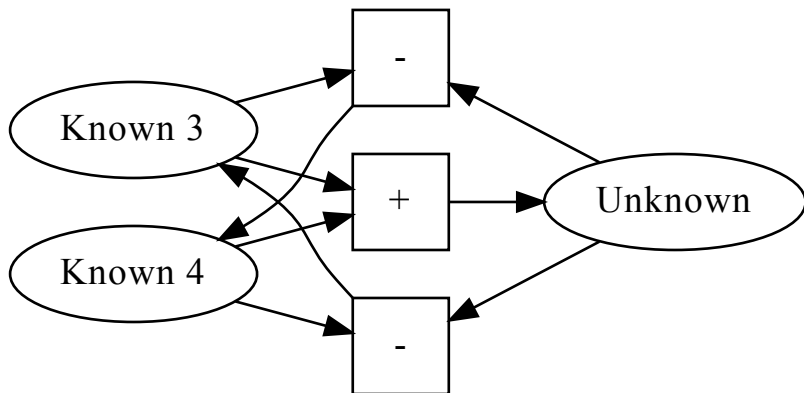
```
        if a == b
```

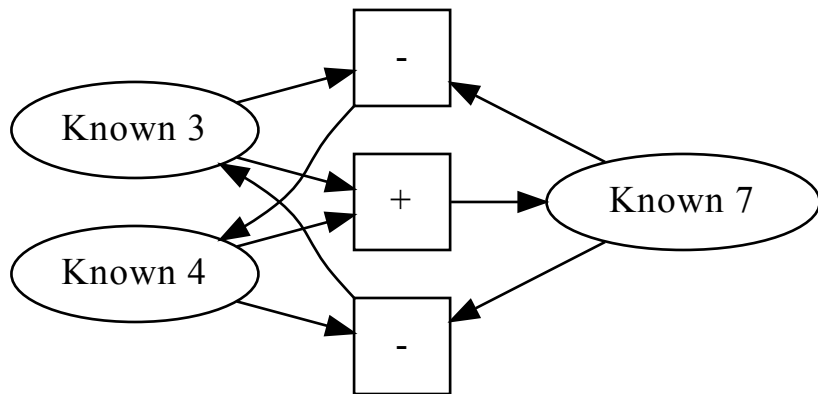
```
        then Known a
```

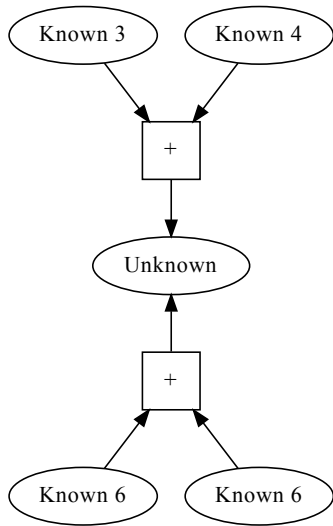
```
        else Contradiction
```

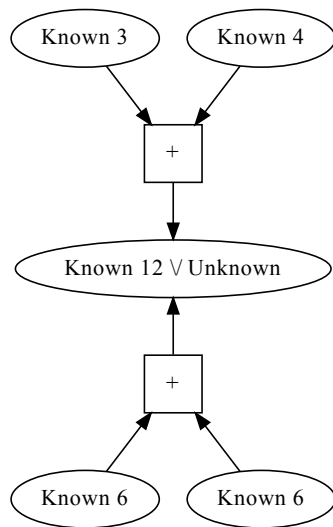


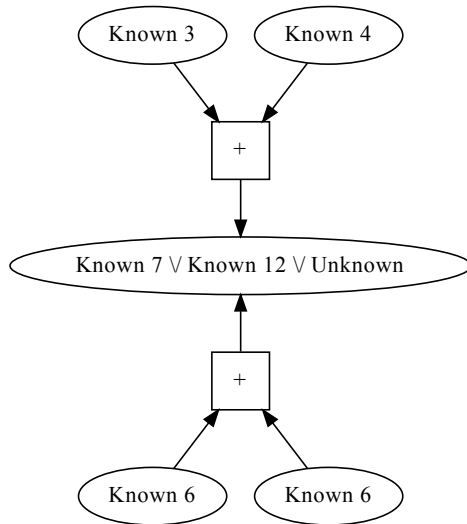


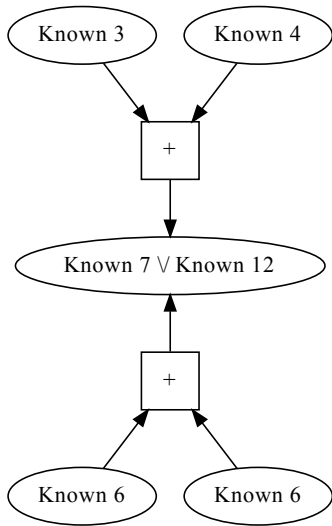


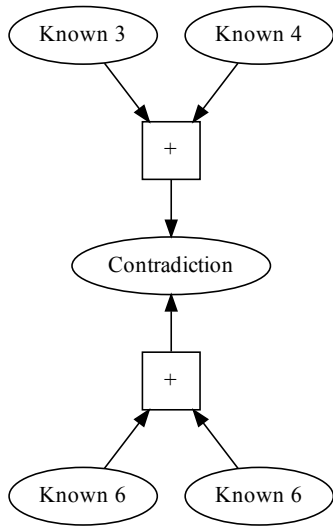












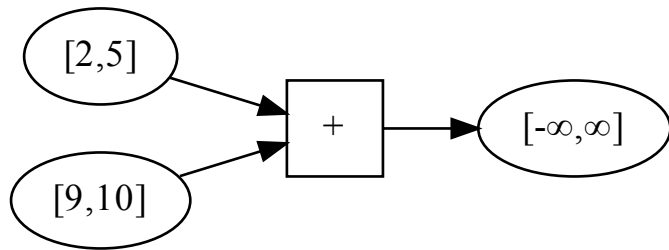
There are loads of other bounded join-semilattices too!

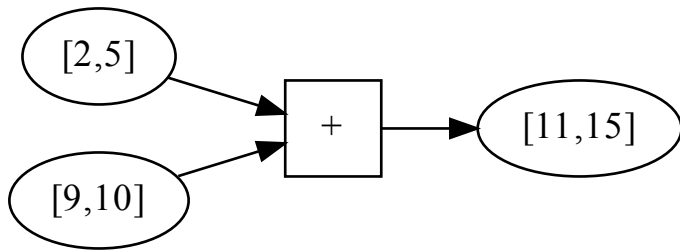
$$[1, 5]$$

$$[1, 5] \cap [2, 7] = [2, 5]$$

$$[1, 5] \cap [2, 7] = [2, 5]$$

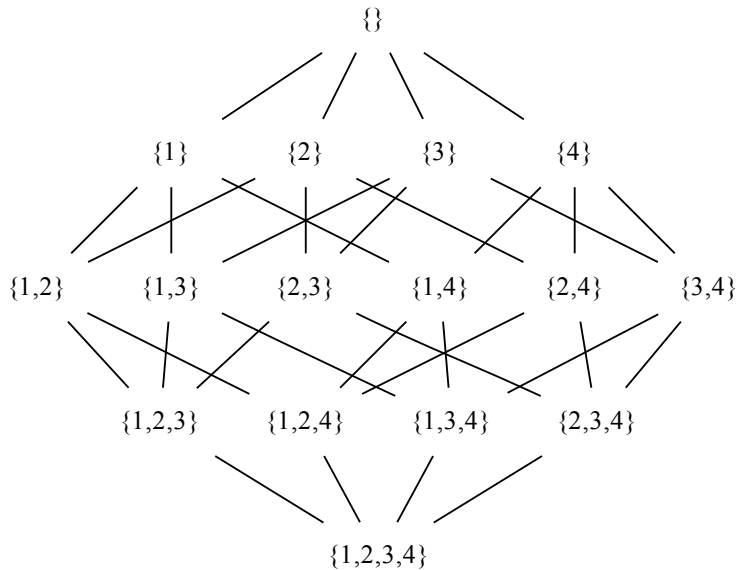
$$[2, 5] + [9, 10] = [11, 15]$$

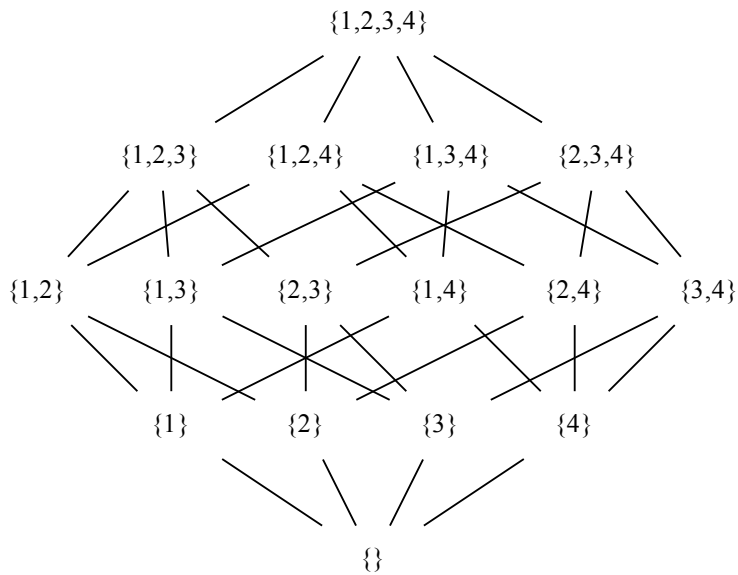




We can use this to combine multiple imprecise measurements

What other bounded join-semilattices are there?





- Set intersection or union
- Interval intersection
- Perhaps

And so many more!

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?

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If we track the provenance of information,
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Then we can keep track of which subsets of the information are consistent
and which are inconsistent

$$[2, 5] \cap [3, 7] \cap [6, 9] = \emptyset$$

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Consistent subsets:

$\{\}$

$\{[2, 5]\}$

$\{[3, 7]\}$

$\{[6, 9]\}$

$\{[2, 5], [3, 7]\}$

$\{[3, 7], [6, 9]\}$

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Maximal consistent subsets:

$\{[2, 5], [3, 7]\}$

$\{[3, 7], [6, 9]\}$

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Inconsistent subsets:

$$\{[2, 5], [6, 9]\}$$

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Consistent subsets:

$$\{\}$$

$$\{[2, 5]\}$$

$$\{[3, 7]\}$$

$$\{[6, 9]\}$$

$$\{[2, 5], [3, 7]\}$$

$$\{[3, 7], [6, 9]\}$$

Inconsistent subsets:

$$\{[2, 5], [6, 9]\}$$

$$\{[2, 5], [3, 7], [6, 9]\}$$

Minimal inconsistent
subsets:

$$\{[2, 5], [6, 9]\}$$

Maximal consistent subsets:

$$\{[2, 5], [3, 7]\}$$

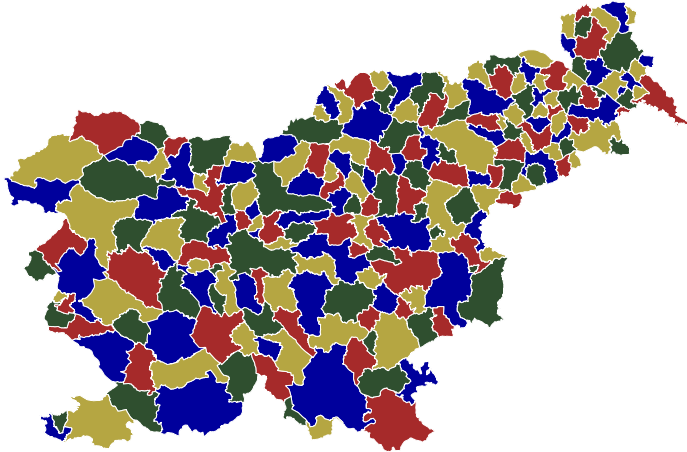
$$\{[3, 7], [6, 9]\}$$

This concept is something called a *Truth Management System*

Now that we can handle contradiction, we can make guesses!

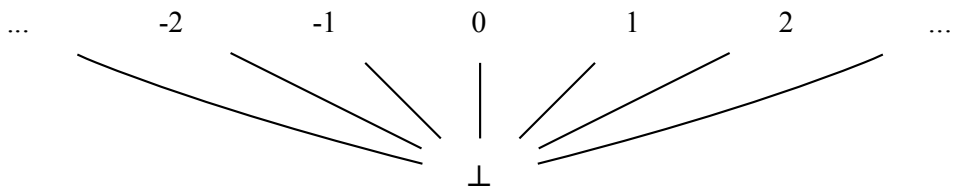
Now that we can handle contradiction, we can make guesses!

This lets us encode search problems easily



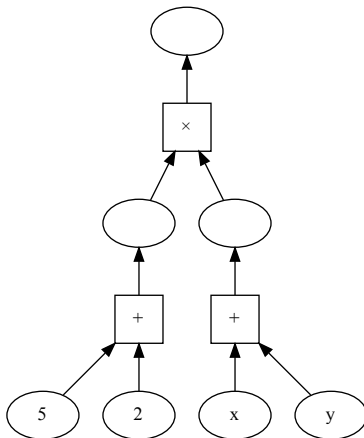
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We can relax some of our conditions in certain circumstances



We can turn any expression tree into a propagator network
There will only ever be one writer to a cell

$$(5 + 2) \times (x + y)$$



Wrapping up

Alexey Radul's work on propagators:

- Art of the Propagator

<http://web.mit.edu/~axch/www/art.pdf>

- Propagation Networks: A Flexible and Expressive Substrate for Computation

<http://web.mit.edu/~axch/www/phd-thesis.pdf>

Lindsey Kuper's work on LVars is closely related, and works today:

- Lattice-Based Data Structures for Deterministic Parallel and Distributed Programming
<https://www.cs.indiana.edu/~lkuper/papers/lindsey-kuper-dissertation.pdf>
- lvish library
<https://hackage.haskell.org/package/lvish>

Edward Kmett has worked on:

- Making propagators go fast
- Scheduling strategies and garbage collection
- Relaxing requirements (Eg. not requiring a full join-semilattice, admitting non-monotone functions)

Ed's stuff:

- <http://github.com/ekmett/propagators>
- <http://github.com/ekmett/concurrent>
- Lambda Jam talk (Normal mode):
<https://www.youtube.com/watch?v=acZkF6Q2XKs>
- Boston Haskell talk (Hard mode):
<https://www.youtube.com/watch?v=DyPzPeOPgUE>

In conclusion, propagator networks:

- Admit any Haskell function you can write today ...
- ...and more functions!
- compute bidirectionally
- give us constraint solving and search
- mix all this stuff together
- parallelise and distribute

Thanks for listening!