A Formal Semantics for Skip's Reactive `reduce` Combinator

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November 2025

Abstract

We present a formal semantics for the `reduce` combinator in Skip [1], a reactive programming framework that maintains aggregated views of collections with automatic incremental updates. Skip exposes reducers as user-facing combinators: a reducer $R = (\iota, \oplus, \ominus)$ specifies an initial value, an add operation, and a remove operation, subject to an informal correctness condition. This paper formalizes that condition and proves that incremental correctness—where updates produce the same result as recomputation—holds *if and only if* the reducer is well-formed (i.e., $\ominus$ is the inverse of $\oplus$). Our contribution combines the **algebraic foundations of incremental computation** (from differential dataflow and databases) with Skip's **user-facing combinator design** to provide a **formally characterized correctness contract**—giving Skip users a precise specification for writing correct custom reducers.

1 Introduction

Skip [1] is a reactive programming framework that maintains derived views of collections with automatic incremental updates. When the underlying data changes, Skip efficiently propagates updates to all dependent computations without manual intervention. A central operation in Skip is the `reduce` combinator, which computes a summary (or *view*) for each key in a collection by folding over its associated values—for example, computing the sum, count, or minimum.

The key to efficient updates is that Skip's `reduce` supports *retractions*: when values are removed from a collection, the reducer can incrementally update the accumulated result rather than recomputing from scratch. Skip exposes this capability through a *reducer* abstraction $R = (\iota, \oplus, \ominus)$, where ι is an initial value, $\oplus$ is an add operation, and $\ominus$ is a remove operation. This allows $O(1)$ updates per change, rather than $O(n)$ recomputation.

Skip's user-facing combinators. A distinguishing feature of Skip is that reducers are exposed as **user-facing combinators**—first-class programming

constructs that developers use directly to build custom reactive services. Rather than being internal implementation details hidden from users, Skip allows developers to define their own reducers for domain-specific aggregations. Skip's documentation specifies an informal correctness condition: the result of applying the runtime's sequence of remove/add calls must equal recomputing from scratch. This design enables extensibility (custom aggregations), composability (reducers combine with other Skip combinators), and—when the condition is satisfied—correctness guarantees.

This paper. We formalize Skip's reducer abstraction and its correctness condition. Our main result (Theorem 2) proves that incremental correctness holds *if and only if* the reducer is well-formed—that is, $\ominus$ is the inverse of $\oplus$. This provides Skip users with a precise specification: satisfy the well-formedness condition, and your custom reducer is guaranteed to work correctly with Skip's incremental update mechanism.

Synthesis of ideas. Our formalization builds on Skip's design and synthesizes ideas from multiple domains:

- From **incremental databases and streaming systems**, we take the insight that invertibility is key to efficient updates—aggregations with inverse operations can be maintained in $O(1)$ time per change.

- From **Skip's reactive runtime**, we take the user-facing combinator design: a first-class, composable operator that developers use directly, rather than callbacks tied to internal machinery.

- From **formal methods**, we provide a complete characterization: not merely sufficient conditions for correctness, but a precise *if-and-only-if* theorem that fully characterizes when Skip's incremental updates are correct.

Contributions. This paper formalizes Skip's `reduce` combinator. We provide:

- A denotational semantics for `reduce` as a derived view (Section 3)

- A formal model of deltas and Skip's incremental update procedure (Section 4)

- A precise well-formedness condition and proof that it is both necessary and sufficient for correctness (Section 5)

- Concrete examples including sum, count, and min reducers (Section 6)

We also position Skip's design relative to other streaming and reactive systems (Section 8) and analyze the complexity benefits of incremental updates.

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2 Preliminaries

Let K be a set of keys, V a set of values, and A a set of accumulator values. For a set V, we write $\mathcal{M}(V)$ for the set of finite multisets over V; we use $\uplus$ and $\setminus$ for multiset union and multiset difference, respectively, and write $M \subseteq N$ for multisets when every element has multiplicity in M less than or equal to its multiplicity in N.

Definition 1 (Collection). *A collection is a function $C : K \to \mathcal{M}(V)$. We write $C(k)$ for the multiset of values associated with key k.*

2.1 Commutative Operations

Definition 2 (Pairwise Commutative Operation). *Let $\star : A \times V \to A$ be an update operation. We say that $\star$ is* pairwise commutative *if*

$$\forall a \in A, v_1, v_2 \in V.\ (a \star v_1) \star v_2 = (a \star v_2) \star v_1.$$

2.2 Folds

Definition 3 (Fold over Sequence for an Operation). *Let $\star : A \times V \to A$ be an update operation and let $s = [v_1, \ldots, v_n]$ be a finite sequence of elements of V. For any $a \in A$ we define:*

$$\mathsf{fold}^{\mathsf{seq}}_\star(a, []) = a \quad and \quad \mathsf{fold}^{\mathsf{seq}}_\star(a, v_1 :: s') = \mathsf{fold}^{\mathsf{seq}}_\star(a \star v_1, s').$$

When a distinguished initial element $\iota \in A$ is understood from context, we write $\mathsf{fold}^{\mathsf{seq}}_\star(s)$ for $\mathsf{fold}^{\mathsf{seq}}_\star(\iota, s)$.

Theorem 1 (Characterisation of Multiset Fold). *Let $\star : A \times V \to A$ be an update operation. The following are equivalent:*

1. *For all $a \in A$, $M \in \mathcal{M}(V)$ and any two finite sequences s_1, s_2 enumerating M (with multiplicity), we have*

$$\mathsf{fold}^{\mathsf{seq}}_\star(a, s_1) = \mathsf{fold}^{\mathsf{seq}}_\star(a, s_2).$$

   That is, folding depends only on the multiset of elements, not on their enumeration.

2. *The operation $\star$ is pairwise commutative in the sense of Definition 2.*

Proof. Sketch: For $(2 \Rightarrow 1)$, one shows first that swapping two adjacent elements in a sequence does not change the fold, using pairwise commutativity of $\star$. Since any permutation of a finite sequence can be written as a product of adjacent transpositions, it follows that the fold depends only on the underlying multiset. For $(1 \Rightarrow 2)$, instantiate (1) with the two sequences $[v_1, v_2]$ and $[v_2, v_1]$ enumerating the same multiset $\{v_1, v_2\}$, and expand the definition of the fold to obtain $(a \star v_1) \star v_2 = (a \star v_2) \star v_1$. $\qquad \square$

Definition 4 (Fold over Multiset for an Operation). *Let $\star : A \times V \to A$ be pairwise commutative and let $M \in \mathcal{M}(V)$ be finite. For $a \in A$ and any sequence s enumerating M (with multiplicity), we set*

$$\mathsf{fold}_\star(a, M) := \mathsf{fold}_\star^{\mathsf{seq}}(a, s),$$

which is well-defined by the Characterisation of Multiset Fold. If an initial element $\iota \in A$ is fixed, we abbreviate $\mathsf{fold}_\star(M) := \mathsf{fold}_\star(\iota, M)$.

Lemma 1 (Fold over Union of Multisets). *Let $\star : A \times V \to A$ be pairwise commutative and let $M, N \in \mathcal{M}(V)$ be finite multisets. Then for all $a \in A$:*

$$\mathsf{fold}_\star(a, M \uplus N) = \mathsf{fold}_\star(\mathsf{fold}_\star(a, M), N).$$

Proof. Choose an enumeration of $M \uplus N$ in which all elements of M appear first, followed by all elements of N. The result then follows immediately from the definition of $\mathsf{fold}_\star^{\mathsf{seq}}$ and the fact that $\mathsf{fold}_\star$ is independent of the particular enumeration. $\square$

3 The Reduce Combinator

The `reduce` combinator produces a *view* of a collection by summarizing the values for each key.

Definition 5 (Reduce Combinator). *Let $\oplus : A \times V \to A$ be a pairwise commutative operation and $\iota \in A$ an initial value. Given a collection $C : K \to \mathcal{M}(V)$, the* reduce *combinator produces a view:*

$$\mathsf{reduce}_{\iota, \oplus}(C) : K \to A$$

defined as:

$$\mathsf{reduce}_{\iota, \oplus}(C)(k) = \mathsf{fold}_\oplus(\iota, C(k))$$

That is, for each key k, we fold the operation $\oplus$ over all values in $C(k)$, starting from ι.

The view $\mathsf{reduce}_{\iota, \oplus}(C)$ is a derived collection that depends on C. When C changes, the view must be updated to remain consistent. The next section addresses how to perform these updates efficiently.

4 Incremental Updates

When a collection C changes, the view $\mathsf{reduce}_{\iota, \oplus}(C)$ must be updated. A naïve approach would recompute the fold from scratch for each affected key, requiring $O(n)$ time where n is the size of the multiset. To achieve $O(1)$ updates, we introduce a *remove* operation $\ominus$ that can undo the effect of $\oplus$.

4.1 Reducers

Definition 6 (Reducer). *A reducer is a triple $R = (\iota, \oplus, \ominus)$ where $\iota \in A$ is an initial value, and*

$$\oplus, \ominus : A \times V \to A$$

are update operations such that both $\oplus$ and $\ominus$ are pairwise commutative in the sense of Definition 2. We call $\oplus$ the add *operation and $\ominus$ the* remove *operation.*

For a reducer $R = (\iota, \oplus, \ominus)$, we write reduce_R for $\mathsf{reduce}_{\iota, \oplus}$.

Definition 7 (Well-Formed Reducer). *A reducer $R = (\iota, \oplus, \ominus)$ is* well-formed *if $\ominus$ is the **inverse** of $\oplus$ on reachable accumulator values, that is, for all finite multisets $M \in \mathcal{M}(V)$ and all $v \in V$:*

$$(\mathsf{fold}_\oplus(\iota, M) \oplus v) \ominus v = \mathsf{fold}_\oplus(\iota, M)$$

In database terminology, a well-formed reducer defines an *invertible distributive aggregate* (see Section 4.2): the fold can be computed over partitions independently (distributive), and individual values can be removed from the accumulated result (invertible).

Remark 1 (Remove-Add Commutativity). *For well-formed reducers where $\oplus$ and $\ominus$ arise from an abelian group action on A, the following property holds automatically:*

$$\forall a \in A, v_1, v_2 \in V. \ (a \ominus v_1) \oplus v_2 = (a \oplus v_2) \ominus v_1$$

This ensures that the order of interleaved adds and removes does not affect the final result. All practical reducers (sum, count, product over commutative groups) satisfy this.

4.2 Aggregate Classes

The database literature [6] classifies aggregates as *distributive*, *algebraic*, or *holistic*. In our setting, a pair $(\iota, \oplus)$ defines a *distributive aggregate* when folding over a union of multisets can be decomposed into folds over the parts.

Definition 8 (Distributive Aggregate). *Let $\oplus : A \times V \to A$ be pairwise commutative and $\iota \in A$. We say that $(\iota, \oplus)$ is a* distributive aggregate *if for all finite multisets $M, N \in \mathcal{M}(V)$:*

$$\mathsf{fold}_\oplus(\iota, M \uplus N) = \mathsf{fold}_\oplus\big(\mathsf{fold}_\oplus(\iota, M), N\big).$$

By Lemma 1, any pair $(\iota, \oplus)$ with pairwise commutative $\oplus$ is a distributive aggregate in this sense. Moreover, a well-formed reducer $R = (\iota, \oplus, \ominus)$ (Definition 7) is precisely an *invertible distributive aggregate*: the aggregate is distributive over partitions of the multiset, and individual contributions can be removed using $\ominus$.

The database literature also defines *algebraic* aggregates [6]: aggregates that can be computed by maintaining a fixed number of distributive aggregates and post-processing their results. For example, average is algebraic because it can be computed from the distributive aggregates sum and count via division. In Skip, this corresponds to using a well-formed reducer with richer accumulator state (e.g., $(sum, count)$ pairs) followed by a pointwise mapper to extract the final value. We illustrate this pattern in Section 6.

Finally, *holistic* aggregates [6] cannot be computed from bounded intermediate state—they potentially require access to the entire multiset. Examples include:

- **MEDIAN**: requires knowing the full distribution to find the middle value(s)

- **QUANTILES/PERCENTILES**: similar to median, require global ordering information

- **RANK**: depends on the position of a value within the full sorted dataset

For holistic aggregates, any exact incremental solution must maintain auxiliary state that grows with the data (e.g., the entire multiset or an order-statistic tree) in order to answer updates and queries. Skip can of course support such analyses by using richer data structures or approximations (e.g., quantile sketches), but these fall outside the constant-space, purely algebraic reducer model we formalize in this paper.

4.3 Deltas

We model updates to collections as deltas.

Definition 9 (Delta). *A delta Δ for a collection C is a pair (Δ^+, Δ^-) where:*

- $\Delta^+ : K \to \mathcal{M}(V)$ *represents added values*

- $\Delta^- : K \to \mathcal{M}(V)$ *represents removed values*

We require that $\Delta^-(k) \subseteq C(k)$ for all k (i.e., we can only remove values that exist in the collection).

Definition 10 (Delta Application). *Given a collection C and a delta $\Delta = (\Delta^+, \Delta^-)$ for C, the updated collection $C \bullet \Delta$ is defined pointwise by:*

$$C \bullet \Delta = \lambda k.\, (C(k) \setminus \Delta^-(k)) \uplus \Delta^+(k)$$

Intuitively, $C \bullet \Delta$ is the collection obtained by first removing all values in Δ^- from C and then adding all values in Δ^+.

Remark 2 (Operational Construction of Deltas). *In the Skip runtime, for each key k we compute an* old *multiset $old(k)$ of contributing values and a* new *multiset $new(k)$. The delta is then constructed as:*

$$\Delta^+(k) = new(k) \setminus old(k) \quad and \quad \Delta^-(k) = old(k) \setminus new(k).$$

Note that Δ^+ and Δ^- are disjoint by construction. If C_{old} is the collection with $C_{old}(k) = old(k)$, then $\Delta^-(k) \subseteq C_{old}(k)$, so Δ is a valid delta for C_{old}. Moreover, $C_{old} \bullet \Delta = C_{new}$ where $C_{new}(k) = new(k)$.

4.4   Incremental Update

Definition 11 (Incremental Reduce). *Given the current accumulator value a_k for key k and a delta Δ, the new accumulator is computed as:*

$$\mathsf{update}_R(a_k, \Delta, k) = \mathsf{fold}_\oplus\big(\mathsf{fold}_\ominus(a_k, \Delta^-(k)),\ \Delta^+(k)\big)$$

That is, we first apply all removals $\Delta^-(k)$ to a_k using $\ominus$, and then apply all additions $\Delta^+(k)$ using $\oplus$. This is well-defined since $\oplus$ and $\ominus$ are pairwise commutative.

5   Correctness

We now characterize exactly when incremental updates are correct. At some moment we have an *old* collection C and, for each key k, an accumulator

$$a_k = \mathsf{reduce}_R(C)(k)$$

that agrees with the denotational semantics. A change to the collection is described abstractly by a delta Δ, yielding the *updated* collection

$$C' = C \bullet \Delta.$$

For each key k there are then two ways to obtain the *new* accumulator value:

- *Denotational recompute:* ignore a_k and compute

  $$a'_k = \mathsf{reduce}_R(C')(k),$$

  i.e. start from ι and fold $\oplus$ over the current multiset $C'(k)$.

- *Incremental update:* update the old accumulator a_k using the delta by

  $$a'_k = \mathsf{update}_R(a_k, \Delta, k),$$

  i.e. first remove $\Delta^-(k)$ using $\ominus$, then add $\Delta^+(k)$ using $\oplus$.

Definition 12 (Incremental Correctness Property). *A reducer R satisfies the incremental correctness property if for all collections C, all valid deltas Δ for C, and all keys k:*

$$\mathsf{reduce}_R(C \bullet \Delta)(k) = \mathsf{update}_R(\mathsf{reduce}_R(C)(k), \Delta, k)$$

The following theorem shows that the inverse property is both necessary and sufficient for incremental correctness.

Theorem 2 (Characterization of Incremental Correctness). *Let $R = (\iota, \oplus, \ominus)$ be a reducer (with pairwise commutative $\oplus$ and $\ominus$). The following are equivalent:*

1. *R is well-formed in the sense of Definition 7.*

2. *R satisfies the incremental correctness property.*

Proof. We prove both directions.

$(1 \Rightarrow 2)$: Well-formedness implies correctness.

Assume R is well-formed. Let C be a collection, $\Delta = (\Delta^+, \Delta^-)$ a valid delta for C, and k a key. Write $M = C(k)$ for the old multiset, $M' = C'(k) = (M \setminus \Delta^-(k)) \uplus \Delta^+(k)$ for the new multiset, and $a = \mathsf{fold}_\oplus(\iota, M)$ for the old accumulator.

We must show $\mathsf{fold}_\oplus(\iota, M') = \mathsf{fold}_\oplus(\mathsf{fold}_\ominus(a, \Delta^-(k)), \Delta^+(k))$.

Since $\Delta^-(k) \subseteq M$, we can write $M = M_0 \uplus \Delta^-(k)$ for some multiset M_0. By pairwise commutativity of $\oplus$:

$$a = \mathsf{fold}_\oplus(\iota, M) = \mathsf{fold}_\oplus(\iota, M_0 \uplus \Delta^-(k)) = \mathsf{fold}_\oplus(\mathsf{fold}_\oplus(\iota, M_0), \Delta^-(k))$$

Let $a_0 = \mathsf{fold}_\oplus(\iota, M_0)$. Then $a = \mathsf{fold}_\oplus(a_0, \Delta^-(k))$.

By the inverse property applied inductively (once for each element of $\Delta^-(k)$):

$$\mathsf{fold}_\ominus(a, \Delta^-(k)) = \mathsf{fold}_\ominus(\mathsf{fold}_\oplus(a_0, \Delta^-(k)), \Delta^-(k)) = a_0$$

Therefore:

$$\mathsf{fold}_\oplus(\mathsf{fold}_\ominus(a, \Delta^-(k)), \Delta^+(k)) = \mathsf{fold}_\oplus(a_0, \Delta^+(k))$$

Since $M' = M_0 \uplus \Delta^+(k)$:

$$\mathsf{fold}_\oplus(\iota, M') = \mathsf{fold}_\oplus(\mathsf{fold}_\oplus(\iota, M_0), \Delta^+(k)) = \mathsf{fold}_\oplus(a_0, \Delta^+(k))$$

Thus both sides are equal.

$(2 \Rightarrow 1)$: Correctness implies well-formedness.

Assume R satisfies the incremental correctness property. We must show $(a \oplus v) \ominus v = a$ for all $a \in A$ and $v \in V$.

Fix $a \in A$ and $v \in V$. We first establish the property for a of the form $a = \mathsf{fold}_\oplus(\iota, M)$ for some multiset M.

Define a collection C with a single key k where $C(k) = M \uplus \{v\}$. Then:

$$\mathsf{reduce}_R(C)(k) = \mathsf{fold}_\oplus(\iota, M \uplus \{v\}) = \mathsf{fold}_\oplus(\mathsf{fold}_\oplus(\iota, M), \{v\}) = a \oplus v$$

Define delta Δ with $\Delta^-(k) = \{v\}$ and $\Delta^+(k) = \emptyset$. This is valid since $v \in C(k)$. The updated collection is C' with $C'(k) = M$.

By the incremental correctness property:

$$\mathsf{reduce}_R(C')(k) = \mathsf{update}_R(\mathsf{reduce}_R(C)(k), \Delta, k)$$

The left side is:

$$\mathsf{reduce}_R(C')(k) = \mathsf{fold}_\oplus(\iota, M) = a$$

The right side is:

$$\mathsf{update}_R(a \oplus v, \Delta, k) = \mathsf{fold}_\oplus(\mathsf{fold}_\ominus(a \oplus v, \{v\}), \emptyset) = (a \oplus v) \ominus v$$

Therefore $(a \oplus v) \ominus v = a$.

This establishes the inverse property for all a of the form $\mathsf{fold}_\oplus(\iota, M)$, i.e. for all reachable accumulator values, which is exactly the condition in Definition 7. $\square$

Remark 3. *In many practical reducers (for example sum over integers or product over rationals), every accumulator value is reachable as* $\mathsf{fold}_\oplus(\iota, M)$ *for some multiset M, so the definition of well-formedness above coincides with the simpler global inverse law $(a \oplus v) \ominus v = a$ for all $a \in A$, $v \in V$.*

Remark 4 (Partial Reducers in Skip). *Theorem 2 characterizes when incremental updates are correct for well-formed reducers. In Skip's concrete API, the remove operation is allowed to be* partial*: a reducer's remove function can signal "recompute from scratch" (by returning `None` in the ReScript bindings) instead of producing an updated accumulator. Such partial reducers handle cases where $\ominus$ cannot efficiently invert $\oplus$—for example, computing the minimum without maintaining auxiliary state. The runtime responds by recomputing the fold from scratch for that key. Examples of partial reducers appear in Section 6.*

6 Examples

6.1 Sum Reducer

$$R_{\mathsf{sum}} = (0, \lambda(a, v).\, a + v, \lambda(a, v).\, a - v)$$

This reducer is well-formed: addition is commutative, and subtraction is the inverse of addition.

Worked example. Suppose for key k we have $C(k) = \{3, 5, 7\}$, so the current view is $a_k = 0 + 3 + 5 + 7 = 15$. Now suppose value 5 is removed and value 2 is added, giving delta $\Delta^-(k) = \{5\}$ and $\Delta^+(k) = \{2\}$. The incremental update computes:

$$a_k' = (15 - 5) + 2 = 12$$

This matches a full recompute: $0 + 3 + 7 + 2 = 12$.

6.2 Count Reducer

$$R_{\mathsf{count}} = (0, \lambda(a, v).\, a + 1, \lambda(a, v).\, a - 1)$$

This reducer counts the number of values, ignoring their content. It is well-formed since $(a + 1) - 1 = a$.

Worked example. For $C(k) = \{x, y, z\}$, we have $a_k = 3$. If y is removed ($\Delta^- = \{y\}$) and w is added ($\Delta^+ = \{w\}$), then:

$$a'_k = (3 - 1) + 1 = 3$$

6.3 Average Reducer (Algebraic)

The average is a classic example of an *algebraic* aggregate [6]: it can be expressed as a post-processing of a distributive aggregate over richer state. A standard encoding uses accumulator state $A = \mathbb{R} \times \mathbb{N}$ to track sum and count.

Define:

$$R_{\mathsf{avgState}} = \big((0,0), \ \lambda((s,c),v).\,(s+v, c+1), \ \lambda((s,c),v).\,(s-v, c-1)\big)$$

with accumulator state $A = \mathbb{R} \times \mathbb{N}$ tracking (sum, count). On reachable states with $c > 0$, the corresponding average is $\mathsf{avg} = s/c$. This reducer is well-formed: addition and subtraction on sum and increment/decrement on count satisfy the inverse law on all reachable accumulator states, so Theorem 2 applies. In Skip, the average view can be implemented by first using $\mathsf{reduce}_{R_{\mathsf{avgState}}}$ and then applying a pointwise mapper that divides sum by count for each key.

Note that maintaining *only* the average (without count) is insufficient: to update the average when adding a value, one needs to know how many values contributed to the current average. Thus, average is genuinely an algebraic aggregate requiring auxiliary state, unlike sum or count which can be maintained with a single accumulator value.

6.4 Min Reducer (Partial)

The min reducer demonstrates why invertibility is essential for incremental updates. With accumulator $A = \mathbb{R} \cup \{+\infty\}$, the add operation is:

$$\iota = +\infty, \quad \oplus = \lambda(a,v).\,\min(a,v)$$

However, there is no inverse operation $\ominus$ that works in general. Consider $C(k) = \{3, 5\}$ with $a_k = 3$.

- If we remove 5: we need $a'_k = 3$. We could define $(3 \ominus 5) = 3$ (removing a non-minimum has no effect).

- If we remove 3: we need $a'_k = 5$. But from $a_k = 3$ alone, we cannot know that 5 was the second-smallest value!

This shows min is *not* an invertible distributive aggregate: knowing only the accumulated minimum is insufficient to update the result when the minimum itself is removed.

In Skip's implementation, min is handled as a *partial reducer*:

- The remove function signals "cannot update incrementally" (e.g., returns `None`)

- The runtime responds by recomputing from scratch: $\mathsf{fold}_{\min}(\iota, C'(k))$

- Alternatively, one can maintain richer state (e.g., a sorted multiset of all values), making the remove operation invertible on that richer state—but this is no longer a constant-space reducer

6.5 Dead Code Elimination via Reachability

We sketch a more complex example based on dead code elimination. Assume source code is partitioned into files; each file is a key in a collection and contributes a partial directed graph of symbol references.

Inputs. For each file key f we maintain:

- $\mathsf{edges}(f) \in \mathcal{M}(V \times V)$: multiset of directed edges (u, v) from symbol u to symbol v.

- $\mathsf{nodes}(f) \in \mathcal{M}(V)$: multiset of declared symbols.

- $\mathsf{roots}(f) \in \mathcal{M}(V)$: multiset of root symbols (entry points).

Normalize to a global graph. A mapper rewrites each (f, x) to a single global key g, preserving x. Reduce with the *union* reducer (add = multiset insert, remove = multiset delete) to obtain:

$$\mathsf{edges}_g = \biguplus_f \mathsf{edges}(f), \quad \mathsf{nodes}_g = \biguplus_f \mathsf{nodes}(f), \quad \mathsf{roots}_g = \biguplus_f \mathsf{roots}(f).$$

This reducer is well-formed (multiset union with deletion), so updates from individual files flow as small deltas to the global graph state.

Reachability view (incremental with deletions). Define a derived view $\mathsf{reachable}_g \subseteq \mathsf{nodes}_g$ as the set of nodes reachable from roots_g along edges_g. Implement this as a *lazy compute* over the global key g: a user-defined computation that, given the current collections edges_g, roots_g (and optionally nodes_g), produces the current reachable set and maintains internal state to update it incrementally as upstream deltas arrive. In Skip, `LazyCompute.make` takes a function of the form $(\mathsf{lazyCollection}, k, context, params) \mapsto$ array of values; here k would be the global key g, and the function would implement the dynamic reachability algorithm described below. The lazy compute participates in the reactive pipeline like `reduce`: when upstream inputs change, it receives deltas and produces the updated reachable set for key g. Internally, it maintains a dynamic reachability data structure:

- Maintain a spanning forest of reachable nodes and, for each node, a count of incoming edges from currently reachable predecessors.

- When an edge (u, v) is added and u is reachable, increment the incoming count for v; if v becomes newly reachable, enqueue its outgoing edges for propagation.

- When an edge (u, v) is removed, decrement the incoming count for v; if the count drops to zero and $v \notin \mathsf{roots}_g$, mark v unreachable and propagate the removal to its outgoing edges.

- When a root is added, treat it as initially reachable and propagate; when a root is removed, drop its reachability and propagate as above.

Fully dynamic reachability algorithms support these updates in time proportional to the size of the affected subgraph: for a change set ΔE of edges and ΔR of roots, the cost is $O(|\Delta E| + |\Delta R| + |A|)$ where A is the set of nodes whose reachability status changes (newly reached nodes plus nodes that lose their last reachable predecessor). This avoids full recomputation: edits to a single file only touch the portion of the graph reachable from the edited nodes and their dependents.

Unreachable (dead) nodes. Define the dead-code view as a set difference:

$$\mathsf{dead}_g = \mathsf{nodes}_g \setminus \mathsf{reachable}_g.$$

Because nodes_g and $\mathsf{reachable}_g$ are themselves maintained reactively, dead_g updates automatically when any file changes.

Savings. Changes in a single file produce small deltas to edges_g, nodes_g, and roots_g, rather than rebuilding the whole graph. If reachability is maintained incrementally for additions, the update work scales with the affected portion of the graph; even with recompute-on-delete semantics, recomputation is localized to the global graph key g.

7 Complexity

Theorem 3 (Time Complexity). *For a reducer $R = (\iota, \oplus, \ominus)$ where $\oplus$ and $\ominus$ are $O(1)$ operations, the time to compute $\mathsf{update}_R(a_k, \Delta, k)$ is $O(|\Delta^-(k)| + |\Delta^+(k)|)$. In particular, if each logical update induces a delta with $O(1)$ values per key, then:*

- *Adding a value: $O(1)$ to update the accumulator*

- *Removing a value: $O(1)$ to update the accumulator*

This is in contrast to a naïve re-fold which would require $O(n)$ time where n is the size of the multiset.

8 Related Work

The problem of efficiently maintaining aggregations over changing data has been studied extensively. We position Skip's design relative to streaming systems, reactive programming, and incremental computation, and describe our formal contribution.

Skip's design: combinators vs. callbacks. Skip's reducer $R = (\iota, \oplus, \ominus)$ is a *first-class combinator*—a reusable, composable value that can be applied to any reactive collection via reduce_R. This differs from systems that allow users to supply add/remove *callbacks* tied to specific engine internals. Callbacks in other systems are bound to particular contexts (keyed tables, windows, SQL queries); Skip's combinator is context-agnostic and portable across different reactive pipelines.

Streaming systems with add/remove callbacks. Several streaming systems allow users to supply both add and remove logic, but not as a first-class combinator:

Apache Flink (Table API) allows user-defined aggregate functions with `accumulate` and `retract` methods. These are lifecycle methods on a stateful object that Flink's query planner plugs into its retraction-message algebra—not a standalone combinator.

Apache Kafka Streams provides `Aggregator` (add) and `Subtractor` (remove) interfaces for KTable aggregations. These are callbacks passed to the `aggregate()` method, tightly bound to KTable's update mechanism.

Esper CEP supports `enter`/`leave` callbacks for windowed aggregation, but only within sliding-window contexts.

In all cases, the add/remove logic is configuration for a specific operator, not a reusable combinator. Moreover, none of these systems provide formal correctness conditions—they document informally what the remove function should do, but correctness is the user's responsibility.

Systems without user-defined remove. *Apache Beam* and *Spark Streaming* do not expose user-defined inverse operations; they handle retractions internally via recomputation or diffing. *Functional reactive programming* libraries (Fran, Yampa, Reactive Banana [8]) provide append-only fold combinators (`foldp`, `accumE`) with no built-in remove. *Incremental computation* frameworks (Adapton, Jane Street's Incremental) support removal internally via dependency tracking, but do not expose a user-facing inverse operation.

Differential Dataflow and DBSP. Differential dataflow [2] and DBSP [3] provide rigorous foundations for incremental computation using Z-sets (multi-sets with integer multiplicities) and abelian groups. These frameworks *internally* ensure that all built-in aggregations have inverses, but the user typically works at a higher level (SQL, dataflow graphs) without explicitly defining $\oplus$ and $\ominus$.

Skip's design surfaces this algebraic structure as a user-facing combinator; this paper provides the formal analysis.

Database view maintenance. The database literature classifies aggregates as *distributive*, *algebraic*, or *holistic* [6]. Skip's well-formed reducers correspond to *invertible distributive aggregates*. Tangwongsan et al. [7] note that "prior work often relies on aggregation functions to be invertible" for efficient sliding-window maintenance. Yin et al. [9] require inverse functions for incremental graph aggregation. These works focus on algorithmic techniques; our contribution is to formalize correctness for Skip's user-facing abstraction.

Summary: Skip's design and our contribution. Skip provides a first-class reduce combinator $R = (\iota, \oplus, \ominus)$ with user-defined add and remove operations, applicable across arbitrary reactive contexts. Skip's documentation specifies an informal correctness condition for user-defined reducers. Our contribution is to:

1. Formalize this correctness condition as a well-formedness property

2. Prove that correctness holds *if and only if* the property is satisfied (Theorem 2)

3. Connect Skip's design to the theory of invertible distributive aggregates

This gives Skip users a precise specification for writing correct custom reducers, backed by a complete formal characterization.

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