

# Fusion: Applying Equational Transforms to Simplify Programs

`github.com/ryanorendorff/lc-2017-fusion`

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Motivation: Simple Programs versus Performance

A brief introduction to GHC

List fusion with *foldr/build*

Stream Fusion

Applications of Fusion

## Common way to process a list: map and fold!

As an example, say we want to square all the elements in a list and then sum the result. [1-4]

$$\text{process} :: [Int] \rightarrow Int$$
$$\text{process } xs = \text{sum} \circ \text{map } sq \$ xs$$

Where we have defined the functions as follows.

$$\text{map } [] = []$$
$$\text{map } f (x : xs) = f x : \text{map } f xs$$
$$sq x = x * x$$
$$\text{foldr} :: (a \rightarrow b \rightarrow b) \rightarrow b \rightarrow [a] \rightarrow b$$
$$\text{foldr } z [] = z$$
$$\text{foldr } f z (x : xs) = f x (\text{foldr } f z xs)$$
$$\text{sum} = \text{foldr } (+) 0$$

## How fast is *process*?

So now that we have our process function, how fast does it run?

$$\text{process} :: [Int] \rightarrow Int$$
$$\text{process } xs = \text{sum} \circ \text{map } \text{sq} \$ xs$$

Let's try to process a million elements with our *process* and *process'*, which uses the standard Prelude *foldr* and *map*.

$$\text{process } [0..1,000,000]; \text{process}' [0..1,000,000]$$

| Function        | Time (ms) | Memory (MB) |
|-----------------|-----------|-------------|
| <i>process</i>  | 41.86     | 265.26      |
| <i>process'</i> | 25.31     | 96.65       |

*How does the Prelude do better with the same functions?*

## We can get good performance with manual code

We can try to get better performance by writing our program as a recursive function.

$$process :: [Int] \rightarrow Int$$
$$process\ xs = sum \circ map\ sq\ \$\ xs$$
$$process_{hand} :: [Int] \rightarrow Int$$
$$process_{hand}\ [] = 0$$
$$process_{hand}\ (x : xs) = x * x + process_{hand}\ xs$$

| Function         | Time (ms) | Memory (MB) |
|------------------|-----------|-------------|
| $process$        | 41.86     | 265.26      |
| $process'$       | 25.31     | 96.65       |
| $process_{hand}$ | 26.80     | 96.65       |

It seems we have matched GHC's performance!

# Table of Contents

Motivation: Simple Programs versus Performance

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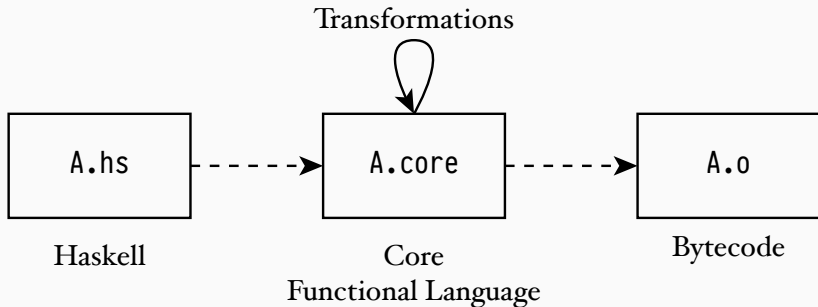
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Stream Fusion

Applications of Fusion

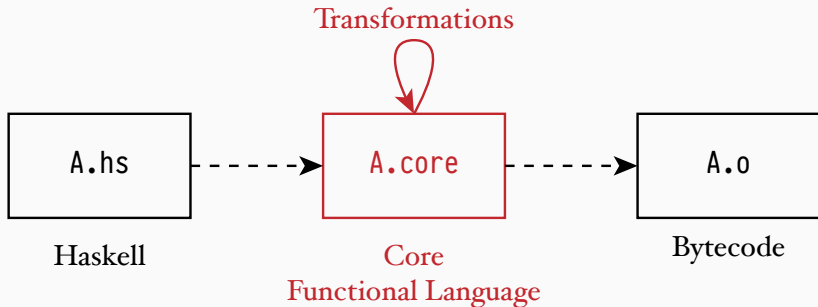
## The GHC Compilation Pipeline converts Haskell into an intermediate language and then bytecode

When GHC compiles a Haskell program, it converts the code into an intermediate language called "Core", which is then (eventually) turned into byte code. [5]



# The GHC Compilation Pipeline converts Haskell into an intermediate language and then bytecode

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# GHC performs several program transformations on Core to optimize the code

When GHC is given a Core program, it performs several types of transformations on the program. [6]

- Inlining functions
- Applying a function to its arguments  
 $((\lambda x \rightarrow x + y) 4 \Rightarrow 4 + y)$
- Simplifying constant expressions  $(x + 8 - 1 \Rightarrow x + 7)$
- Reordering case and let expressions
- *Applying rewrite rules*
- ...

# Rewrite Rules allow us to say two expressions are equivalent

Rewrite rules allow us to replace terms in the program with equivalent terms. [7]

```
{-# RULES "name" [#] forall x. id x = x #-}
```

- "name" is just for us to read when debugging
- [#] represents what phase the rule is applied (phases 4-0). This annotation is optional.
- The `forall` brings a variable into scope. Sometimes written  $\forall$ .
- After the period are the equivalent statements.

## Rules have some restrictions

Rewrite rules have some gotchas. [8]

- Rules doesn't prevent you from doing something silly

```
{-# RULES "id5" forall x. id x = 5 #-}
```

- The left hand side is only substituted for the right, not the other way around.

```
{-# RULES "id" forall x. id x = x #-}
```

$x \not\Rightarrow id\ x$

- You can make the compiler go into an infinite loop.

```
{-# RULES "fxy" forall x y. f x y = f y x #-}
```

- If multiple rules are possible, GHC arbitrarily chooses one.

## We can combine maps to traverse a list once

Let us introduce the following rule about maps. [4]

```
{-# RULES "map/map" forall f g xs.  
  map_fuse f (map_fuse g xs) = map_fuse (f.g) xs #-}
```

$$\text{mapTest} :: [Int] \rightarrow [Int]$$
$$\text{mapTest } xs = \text{map } (+1) (\text{map } (*2) xs)$$
$$\text{mapTest}_{\text{fuse}} :: [Int] \rightarrow [Int]$$
$$\text{mapTest}_{\text{fuse}} xs = \text{map}_{\text{fuse}} (+1) (\text{map}_{\text{fuse}} (*2) xs)$$

## Our map fusion performs (a bit) better!

We can test our functions on a million elements

$$\text{mapTest } xs = \text{map } (+1) (\text{map } (*2) xs)$$
$$\text{mapTest}_{\text{fuse}} xs = \text{map}_{\text{fuse}} (+1) (\text{map}_{\text{fuse}} (*2) xs)$$

and find we get a bit better time and space performance.

| Function                       | Time (ms) | Memory (MB) |
|--------------------------------|-----------|-------------|
| $\text{mapTest}$               | 26.4      | 256.00      |
| $\text{mapTest}_{\text{fuse}}$ | 17.6      | 184.00      |

## Through rules, GHC performs fusion

Rules allow us to perform *fusion*, where we remove intermediate data structures from the computation.

In our *process* function, we create an intermediate list

$$process :: [Int] \rightarrow Int$$
$$process\ xs = sum \circ map\ sq\ \$\ xs$$

whereas our "fused" form did not make any intermediate structure, and used an accumulator instead.

$$process_{hand} :: [Int] \rightarrow Int$$
$$process_{hand}\ [] = 0$$
$$process_{hand}\ (x : xs) = x * x + process_{hand}\ xs$$

# Table of Contents

Motivation: Simple Programs versus Performance

A brief introduction to GHC

List fusion with *foldr/build*

Stream Fusion

Applications of Fusion

## *foldr* / *build* fusion is used to simplify list computations

GHC accomplishes fusion with two functions: *foldr* and *build*. [3, 9]

*foldr* combines the elements of a list

$$\textit{foldr} :: (a \rightarrow b \rightarrow b) \rightarrow b \rightarrow [a] \rightarrow b$$

$$\textit{foldr} f z [] = z$$

$$\textit{foldr} f z (x : xs) = f x (\textit{foldr} f z xs)$$

while *build* builds up a list from a generating function.

$$\textit{build} :: (\forall b. (a \rightarrow b \rightarrow b) \rightarrow b \rightarrow b) \rightarrow [a]$$

$$\textit{build} g = g (:) []$$

$$\textit{build1} l \equiv [1, 2, 3]$$

**where**

$$l \text{ cons } nil = 1 \text{ 'cons' } (2 \text{ 'cons' } (3 \text{ 'cons' } nil))$$



## The *foldr/build* rule removes intermediate fold/build pairs

To remove intermediate data structures (those created by *build*), we eliminate *foldr/build* pairs with a rule.

```
{-# RULES
```

```
"foldr/build"
```

```
∀ f z (g :: ∀ b. (a -> b -> b) -> b -> b) .
```

```
foldr f z (build g) = g f z #-}
```

$$\text{foldr } (+) \, 0 \, (\text{build } l) \equiv l \, (+) \, 0 \equiv 1 + (2 + (3 + 0))$$

**where**

$$l \text{ cons } nil = 1 \text{ 'cons' } (2 \text{ 'cons' } (3 \text{ 'cons' } nil))$$

## We need a few extra rules to convert maps into fold/builds

To convert our definition of maps into a fold/build pair, we need the following helper function. [8, 9]

$$\begin{aligned} \text{mapFB} &:: (\text{elt} \rightarrow \text{lst} \rightarrow \text{lst}) \rightarrow (a \rightarrow \text{elt}) \rightarrow a \rightarrow \text{lst} \rightarrow \text{lst} \\ \text{mapFB } c \ f &= \lambda x \ \text{ys} \rightarrow c \ (f \ x) \ \text{ys} \end{aligned}$$

As an example, lets apply the list cons  $c = (:)$  and  $f = sq$

$$\lambda x \ \text{ys} \rightarrow sq \ x : \text{ys}$$

## We need a few extra rules to convert maps into fold/builds

With that, we have all we need to convert map into build/fold.

```
{-# RULES "map" [~1] ∇ f xs. map f xs =  
  build (\c n -> foldr (mapFB c f) n xs) #-}
```

We also provide a way to cancel failed fusion by converting back to a map.

```
{-# RULES "mapList" [1] ∇ f.  
  foldr (mapFB (:) f) [] = map f #-}
```

$$\begin{aligned} & \text{build } (\lambda c \ n \rightarrow \text{foldr } \text{mapFB } c \ f) \ n \ xs \\ \equiv & \ \{-\text{inline def of build -}\} \\ & (\lambda c \ n \rightarrow \text{foldr } \text{mapFB } c \ f) \ n \ xs \ (:) \ [] \\ \equiv & \ \{-\text{remove lambda -}\} \\ & \text{foldr } (\text{mapFB } (:) \ f) \ [] \ xs \end{aligned}$$

## Manual rewrite rule application

Let's try applying the rewrite rules manually.

$sum\ (map\ sq\ xs)$

$\equiv \{ \text{expand } map\ f\ xs \}$

$sum\ (build\ (\lambda c\ n \rightarrow foldr\ (mapFB\ c\ sq)\ n\ xs))$

$\equiv \{ \text{expand } sum \}$

$foldr\ (+)\ 0\ (build\ (\lambda c\ n \rightarrow foldr\ (mapFB\ c\ sq)\ n\ xs))$

$\equiv \{ \text{apply } foldr\ /\ build: foldr\ f\ z\ (build\ g) = g\ f\ z \}$

$\lambda c\ n \rightarrow foldr\ (mapFB\ c\ sq)\ n\ xs\ (+)\ 0$

$\equiv \{ \text{apply } lambda \}$

$foldr\ (\lambda x\ ys \rightarrow sq\ x + ys)\ 0\ xs$

## Applying foldr: the empty case

We now look at empty case

$$\text{foldr } (\lambda x \text{ } ys \rightarrow sq \text{ } x + ys) \text{ } 0 \text{ } []$$

$$\equiv \{-\text{expand } \text{foldr} \text{ case: } \text{foldr } f \text{ } z \text{ } [] = z \text{ -}\}$$

$$0$$

## Applying foldr: the list case

Now let's do the  $(x : xs)$  case.

$$\begin{aligned} process\ (x : xs) &= foldr\ (\lambda x\ ys \rightarrow sq\ x + ys)\ 0\ (x : xs) \\ &\equiv \{-expand\ foldr\ case:\ foldr\ f\ z\ (x : xs) = f\ x\ (foldr\ f\ z\ xs)\ -\} \\ &\quad (\lambda x\ ys \rightarrow sq\ x + ys)\ x\ (foldr\ (\lambda x\ ys \rightarrow sq\ x + ys)\ z\ xs) \\ &\equiv \{-use\ def\ of\ process_{fuse}:\ foldr\ f\ 0\ xs = process_{fuse}\ xs\ -\} \\ &\quad (\lambda x\ ys \rightarrow sq\ x + ys)\ x\ (process_{fuse}\ xs) \\ &\equiv \{-apply\ lambda\ -\} \\ &\quad sq\ x + process\ xs \\ &\equiv \{-inline\ sq\ -\} \\ &\quad x * x + process_{fuse}\ xs \end{aligned}$$

## Bringing both cases back together

If we now combine our two cases, we have the following

$$\begin{aligned} \textit{process}_{fuse} [] &= 0 \\ \textit{process}_{fuse} (x : xs) &= x * x + \textit{process}_{fuse} xs \end{aligned}$$

This is the same as what we had originally written manually!

$$\begin{aligned} \textit{process}_{hand} [] &= 0 \\ \textit{process}_{hand} (x : xs) &= x * x + \textit{process}_{hand} xs \end{aligned}$$

## We achieved list fusion using *foldr* / *build* with rewrite rules

We managed to fuse *process* using our rewrite rules. We can look at the output of the compiler and it confirms what we expected.

$$\begin{aligned} process_{fuse} [] &= 0 \\ process_{fuse} (x : xs) &= x * x + process_{fuse} xs \end{aligned}$$

As expected, we get the same performance after performing the fusion rules.

| Function                      | Time (ms) | Memory (MB) |
|-------------------------------|-----------|-------------|
| <i>process</i>                | 41.86     | 265.26      |
| <i>process'</i>               | 26.60     | 96.65       |
| <i>process<sub>hand</sub></i> | 28.80     | 96.65       |
| <i>process<sub>fuse</sub></i> | 27.08     | 96.65       |



## There are many types of fusion concepts out there

While *foldr* / *build* works well, it can have problems fusing *zip* and *foldl*.

There are a few other systems out there. [2, 3]

- *unbuild* / *unfoldr*, where *unfoldr* builds a list and *unbuild* consumes a list. It can have problems fusing *filter*.
- stream fusion, which works by defining a *Stream* data type that acts like an iterator.

# Table of Contents

Motivation: Simple Programs versus Performance

A brief introduction to GHC

List fusion with *foldr/build*

Stream Fusion

Applications of Fusion

## Introduction to Stream

The Stream fusion system attempts to do something similar, by defining a list as an iterator. [2, 3]

**data** *Stream a* **where**

*Stream* ::  $(s \rightarrow \text{Step } a \ s) \rightarrow s \rightarrow \text{Stream } a$

where *Step a s* informs us how to keep processing the stream.

**data** *Step a s* = *Done*

| *Skip* *s*

| *Yield a s*

## Streams have little helpers to make lists: `stream`

To work on standard lists, we introduce the following two functions to convert between lists and streams.

$$\text{stream} :: [a] \rightarrow \text{Stream } a$$
$$\text{stream } xs = \text{Stream } \text{uncons } xs$$

**where**

$$\text{uncons } [] = \text{Done}$$
$$\text{uncons } (y : ys) = \text{Yield } y \text{ } ys$$

## Streams have little helpers to make lists: unstream

To work on standard lists, we introduce the following two functions to convert between lists and streams.

$$\text{unstream} :: \text{Stream } a \rightarrow [a]$$
$$\text{unstream } (\text{Stream next } s0) = \text{unfold next } s0$$

**where**

$$\text{unfold next } s = \mathbf{case\ next\ } s \mathbf{\ of}$$
$$\text{Done} \quad \rightarrow []$$
$$\text{Skip } s' \quad \rightarrow \text{unfold next } s'$$
$$\text{Yield } x \ s' \rightarrow x : \text{unfold next } s'$$

## Let's define *map* for *Streams*

We can define some standard list processing functions on *Streams*.

Let's try *map*.

$$\text{map}_s :: (a \rightarrow b) \rightarrow \text{Stream } a \rightarrow \text{Stream } b$$
$$\text{map}_s f (\text{Stream next0 } s0) = \text{Stream next } s0$$

**where**

$$\text{next } s = \mathbf{case} \text{ next0 } s \mathbf{ of}$$
$$\text{Done} \quad \rightarrow \text{Done}$$
$$\text{Skip } s' \quad \rightarrow \text{Skip} \quad s'$$
$$\text{Yield } x \ s' \rightarrow \text{Yield } (f \ x) \ s'$$
$$\text{map}_{[a]} :: (a \rightarrow b) \rightarrow [a] \rightarrow [b]$$
$$\text{map}_{[a]} f = \text{unstream} \circ \text{map}_s f \circ \text{stream}$$

## Fusion on Streams

Fusion on streams only has one rewrite rule, and it is pretty simple.

```
{-# RULES "stream" ∀ (s :: Stream a).  
    stream (unstream s) = s #-}
```

$\text{mapTestStream} :: [Int] \rightarrow [Int]$

$\text{mapTestStream } xs = \text{map}_{[a]} (+1) \circ \text{map}_{[a]} (*2) \$ xs$

$\text{map}_{[a]} (+1) \circ \text{map}_{[a]} (*2)$

$\equiv \{-\text{expand mapl}-\}$

$\text{unstream} \circ \text{map}_s (+1) \circ \text{stream} \circ \text{unstream} \circ \text{map}_s (*2) \circ \text{stream}$

$\equiv \{-\text{apply "stream/unstream"}-\}$

$\text{unstream} \circ \text{map}_s (+1) \circ \text{map}_s (*2) \circ \text{stream}$

Our map example

$$\text{mapTestStream} :: [Int] \rightarrow [Int]$$
$$\text{mapTestStream } xs = \text{map}_{[a]} (+1) \circ \text{map}_{[a]} (*2) \$ xs$$

gets fused into this result.

$$\text{mapTestStreamCompiled} :: [Int] \rightarrow [Int]$$
$$\text{mapTestStreamCompiled } [] = []$$
$$\begin{aligned} \text{mapTestStreamCompiled } (x : xs) = \\ 1 + (x * 2) : \text{mapTestStreamCompiled } xs \end{aligned}$$



# Table of Contents

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A brief introduction to GHC

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## We can make *process* even faster with *Data.Vector*

The *Data.Vector* package uses stream fusion and many other rewrite rules behind the scenes in order to optimize array based computations.

$$\textit{process } xs = \textit{sum0} \circ \textit{map } sq \$ xs$$

The vector version looks very similar.

```
import qualified Data.Vector as V
```

$$\textit{processVec } n = V.\textit{sum} \$ V.\textit{map } sq \$ V.\textit{enumFromTo } 1 (n :: Int)$$

## We can make *process* even faster with *Data.Vector*

```
processVec n = V.sum $ V.map sq $ V.enumFromTo 1 (n :: Int)
```

But has awesome performance!

| Function            | Time (ms) | Memory (MB)         |
|---------------------|-----------|---------------------|
| <i>process</i>      | 41.86     | 265.26              |
| <i>process_fuse</i> | 25.31     | 96.65               |
| <i>processVec</i>   | 0.7       | $16 \times 10^{-5}$ |

## What code does *Data.Vector* generate?

The *processVec* function is pretty simple in Haskell itself.

```
processVec n = V.sum $ V.map sq $ V.enumFromTo 1 (n :: Int)
```

When compiling, GHC fires *202 rules!*

Specifically, this appears when using the debug flag  
`-ddump-rule-firings`. [10]

...

Rule fired: stream/unstream [Vector]

Rule fired: stream/unstream [Vector]

...

## What code does *Data.Vector* generate?

The *processVec* function is pretty simple in Haskell itself.

$$\text{processVec } n = V.\text{sum} \$ V.\text{map } \text{sq} \$ V.\text{enumFromTo } 1 (n :: \text{Int})$$

And the final code generated is the following.

```
processVecGHC n = loop 1 0
  where
    loop count acc = case count ≤ n of
      False → acc
      True  → loop (count + 1) (acc + (count * count))
```

Besides vector, fusion is used in a few other places.

- Repa, a parallel list processing library [11]
- Vector instructions by SIMD [12]
- Pipes, a stream processing library [13]

What did we talk about today?

- Goal: simple code that performed as well as a optimized version.
- A brief introduction to compilation in GHC and rewrite rules.
- *foldr* / *build* fusion.
- Showed a second type of fusion: stream fusion.
- Went through some libraries using fusion.

Thanks!

# Questions?





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