

Solving Data-flow Problems in Syntax Trees

Sebastian Graf

September 9, 2017

Karlsruhe Institute of Technology

- My master's thesis¹: Call Arity vs. Demand Analysis
 - Result: Usage Analysis generalising Call Arity
 - Precision of Call Arity without co-call graphs
- Requirements led to complex analysis order
- *Specification* of data-flow problem decoupled from its *solution*

¹<https://pp.ipd.kit.edu/uploads/publikationen/graf17masterarbeit.pdf>

Strictness Analysis

- Provides lower bounds on *evaluation cardinality*
- Which variables are evaluated at least once?

S Strict (Yes!)

L Lazy (Not sure)

- Enables call-by-value, unboxing

```
1  main = do
2    let  x = ... -- S
3    let  y = ... -- S
4    let  z = ... -- L
5    print (x + if odd y then y else z)
```

Strictness Analysis

- Provides lower bounds on *evaluation cardinality*
- Which variables are evaluated at least once?

S Strict (Yes!)

L Lazy (Not sure)

- Enables call-by-value, unboxing

```
1  main = do
2    let !x = ... -- S
3    let !y = ... -- S
4    let  z = ... -- L
5    print (x + if odd y then y else z)
```

GHC's Demand Analyser

- Performs strictness analysis (among other things)
- Fuels Worker/Wrapper transformation
- Backward analysis
 - Which strictness does an expression place on its free variables?
 - Which strictness does a function place its arguments?
- *Strictness type*: $\text{StrType} = \langle \text{FVs} \rightarrow \text{Str}, \text{Str}^* \rangle$

Strictness Signatures

- Looks at the right-hand side of `const` before the `let` body!
- *Unleashes* strictness type of `const`'s RHS at call sites

```
1  let const a b = a -- const :: ⟨[], [S, L]⟩
2  in const
3      y                -- S
4      (fac 1000)       -- L
```

Call Context Matters

- Whole expression is strict in **z**
- Only digests **f** for manifest arity 1, can't look under lambda
- **f** is called with 2 arguments

```
1  let f x = -- f ::  $\langle [z \mapsto L], [S] \rangle$ 
2      if odd x
3      then \y -> y*z
4      else \y -> y+z
5  in f 1 2
```

Call Context Matters

- Whole expression is strict in z
- Only digests f for manifest arity 1, can't look under lambda
- f is called with 2 arguments

```
1  let f x = -- f ::  $\langle [z \mapsto L], [S] \rangle$ 
2      if odd x
3      then \y -> y*z
4      else \y -> y+z
5  in seq (f 1) 42
```


Call Context Matters

- Whole expression is strict in z
- Only digests f for manifest arity 1, can't look under lambda
- f is called with 2 arguments

```
1  let f x = -- f ::  $\langle [z \mapsto L], [S] \rangle$ 
2      if odd x
3      then \y -> y*z
4      else \y -> y+z
5  in f 1 2
```

Call Context Matters

- Solution: Analyse RHS when incoming arity is known
- Formally: Finite approximation of *strictness transformer*
 - $\text{StrTrans} = \mathbb{N} \rightarrow \text{StrType}$
- Exploit laziness to memoise results?

```
1  let f x = -- f1 ::  $\langle [z \mapsto L], [S] \rangle$ 
2      if odd x
3      then \y -> y*z
4      else \y -> y+z
5  in f 1 2
```

Call Context Matters

- Solution: Analyse RHS when incoming arity is known
- Formally: Finite approximation of *strictness transformer*
 - $\text{StrTrans} = \mathbb{N} \rightarrow \text{StrType}$
- Exploit laziness to memoise results?

```
1  let f x = -- f2 :: ⟨ [z ↦ S], [S, S] ⟩
2      if odd x
3      then \y -> y*z
4      else \y -> y+z
5  in f 1 2
```

Recursion

- Exploit laziness to memoise approximations?
- ✗ Recursion leads to termination problems
- Rediscovered fixed-point iteration, detached from the syntax tree
- Leads to data-flow network, solved by worklist algorithm

```
1  let fac n =  
2      if n == 0  
3      then 1  
4      else n * fac (n-1)  
5  in fac 12
```

Recursive Example

- Allocate nodes to break recursion
 - One top-level node
 - One node per pair of (**let** binding, incoming arity)
- Initialise worklist to top-level node
- Initialise nodes with \perp

```
1  let even 0 = True  
2      even n = odd (n-1)  
3      odd 0 = False  
4      odd n = even (n-1)  
5  in even 12
```



Recursive Example

- Allocate nodes to break recursion
 - One top-level node
 - One node per pair of (**let** binding, incoming arity)
- Initialise worklist to top-level node
- Initialise nodes with \perp

```
1  let even 0 = True  
2      even n = odd (n-1)  
3      odd 0 = False  
4      odd n = even (n-1)  
5  in even 12
```



Recursive Example

- Allocate nodes to break recursion
 - One top-level node
 - One node per pair of (`let` binding, incoming arity)
- Initialise worklist to top-level node
- Initialise nodes with \perp

```
1  let even 0 = True
2      even n = odd (n-1)
3      odd 0 = False
4      odd n = even (n-1)
5  in even 12
```

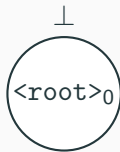


Worklist: {<root>₀}

Recursive Example

- Allocate nodes to break recursion
 - One top-level node
 - One node per pair of (**let** binding, incoming arity)
- Initialise worklist to top-level node
- Initialise nodes with \perp

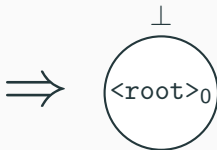
```
1  let even 0 = True  
2      even n = odd (n-1)  
3      odd 0 = False  
4      odd n = even (n-1)  
5  in even 12
```



Worklist: {<root>₀}

Recursive Example

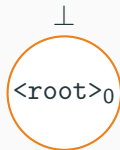
```
1  let even 0 = True
2      even n = odd (n-1)
3      odd 0 = False
4      odd n = even (n-1)
5  in even 12
```



Worklist: $\{\langle \text{root} \rangle_0\}$

Recursive Example

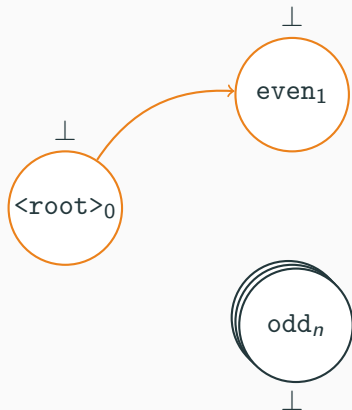
```
1  let even 0 = True
2      even n = odd (n-1)
3      odd 0 = False
4      odd n = even (n-1)
5  in even 12
```



Worklist: {}

Recursive Example

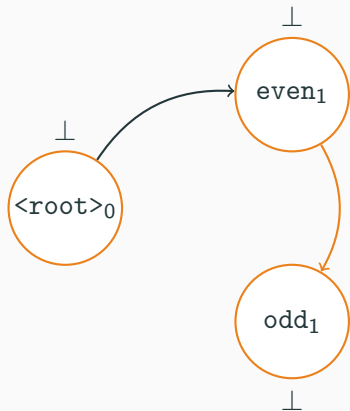
```
1  let even 0 = True
2      even n = odd (n-1)
3      odd 0 = False
4      odd n = even (n-1)
5  in even 12
```



Worklist: {}

Recursive Example

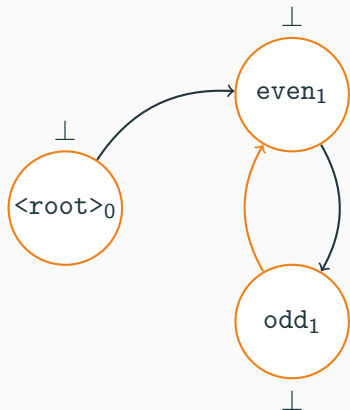
```
1  let even 0 = True
2      even n = odd  (n-1)
3      odd 0 = False
4      odd n = even  (n-1)
5  in even 12
```



Worklist: {}

Recursive Example

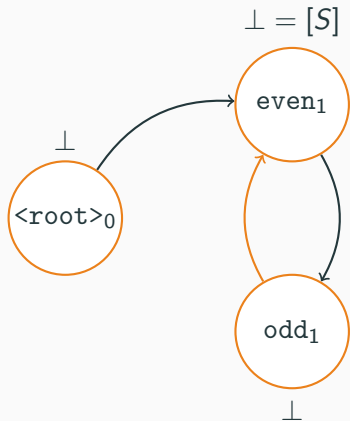
```
1  let even 0 = True
2      even n = odd (n-1)
3      odd 0 = False
4      odd n = even (n-1)
5  in even 12
```



Worklist: {}

Recursive Example

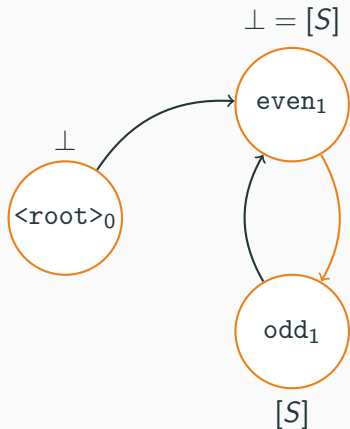
```
1  let even 0 = True
2      even n = odd  (n-1)
3      odd 0 = False
4      odd n = even  (n-1)
5  in even 12
```



Worklist: $\{\text{odd}_1\}$

Recursive Example

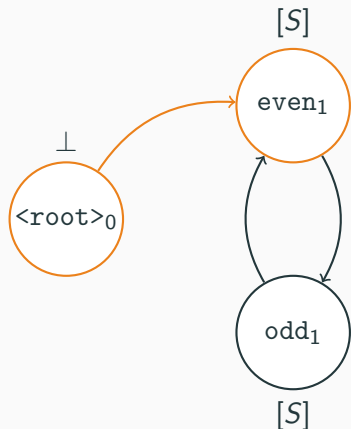
```
1  let even 0 = True
2      even n = odd (n-1)
3      odd 0 = False
4      odd n = even (n-1)
5  in even 12
```



Worklist: $\{\text{odd}_1\}$

Recursive Example

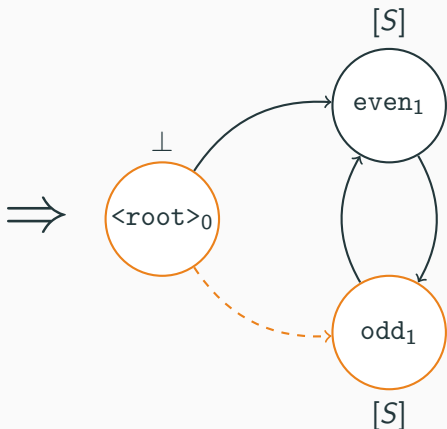
```
1  let even 0 = True
2      even n = odd (n-1)
3      odd 0 = False
4      odd n = even (n-1)
5  in even 12
```



Worklist: {odd₁}

Recursive Example

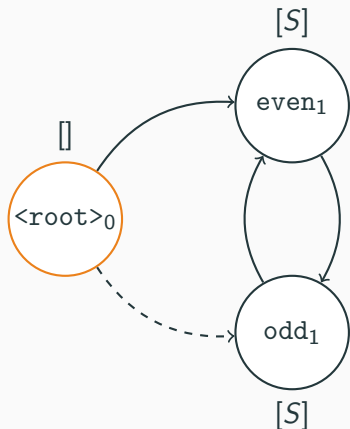
```
1  let even 0 = True
2      even n = odd (n-1)
3      odd 0 = False
4      odd n = even (n-1)
5  in even 12
```



Worklist: $\{\text{odd}_1\}$

Recursive Example

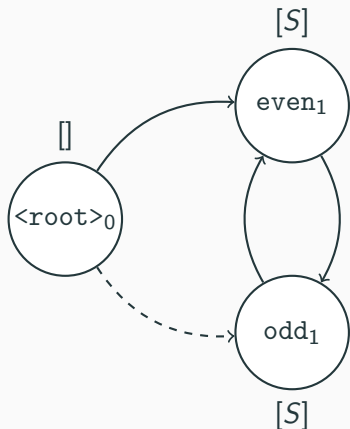
```
1  let even 0 = True
2      even n = odd (n-1)
3      odd 0 = False
4      odd n = even (n-1)
5  in even 12
```



Worklist: {odd₁}

Recursive Example

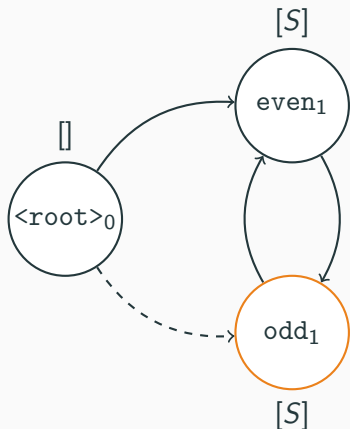
```
1  let even 0 = True
2      even n = odd  (n-1)
3      odd 0 = False
4      odd n = even  (n-1)
5  in even 12
```



Worklist: {odd₁}

Recursive Example

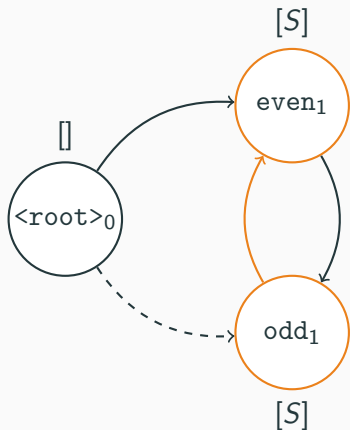
```
1  let even 0 = True
2      even n = odd (n-1)
3      odd 0 = False
4      odd n = even (n-1)
5  in even 12
```



Worklist: {}

Recursive Example

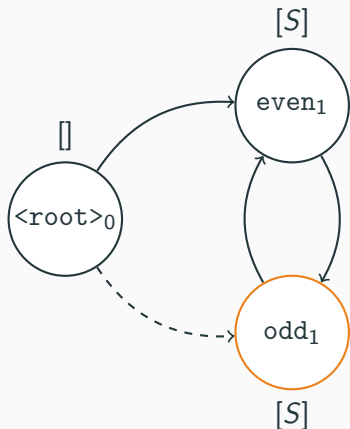
```
1  let even 0 = True
2      even n = odd (n-1)
3      odd 0 = False
4      odd n = even (n-1)
5  in even 12
```



Worklist: {}

Recursive Example

```
1  let even 0 = True
2      even n = odd (n-1)
3      odd 0 = False
4      odd n = even (n-1)
5  in even 12
```



Worklist: {}

End
