

Lazy evaluation in Haskell

exploring some mental models and implementations

Takenobu T.

Lazy,...

It's fun.

NOTE

- Meaning of terms are different by communities.
- There are a lot of good documents. Please see also references.
- This is written for Haskell in *GHC*.

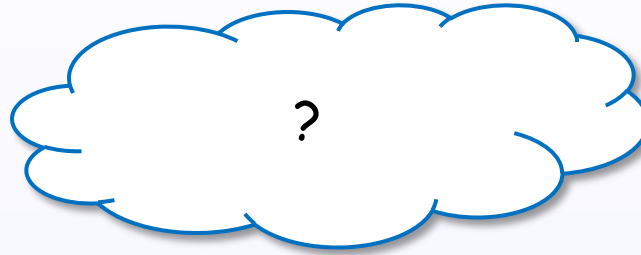
Contents

- Introduction
- Expression
- Evaluation
- Evaluation in Haskell (GHC)
- How to control the evaluation
- References

Introduction

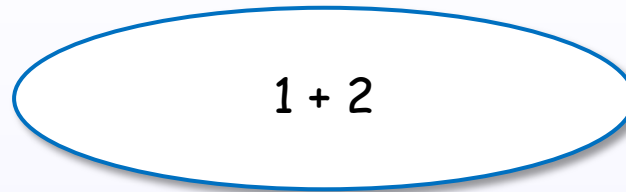
What is an expression?

An expression



An expression denotes a value

An expression

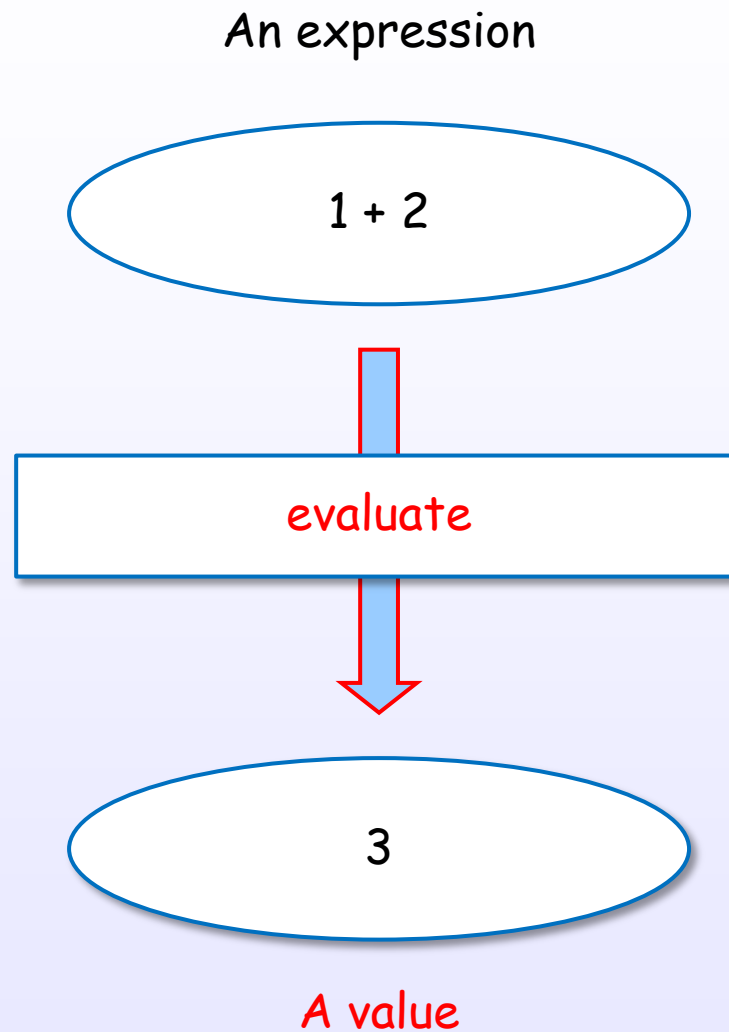


[HR2010]

[Bird, Chapter 2]

References : [1]

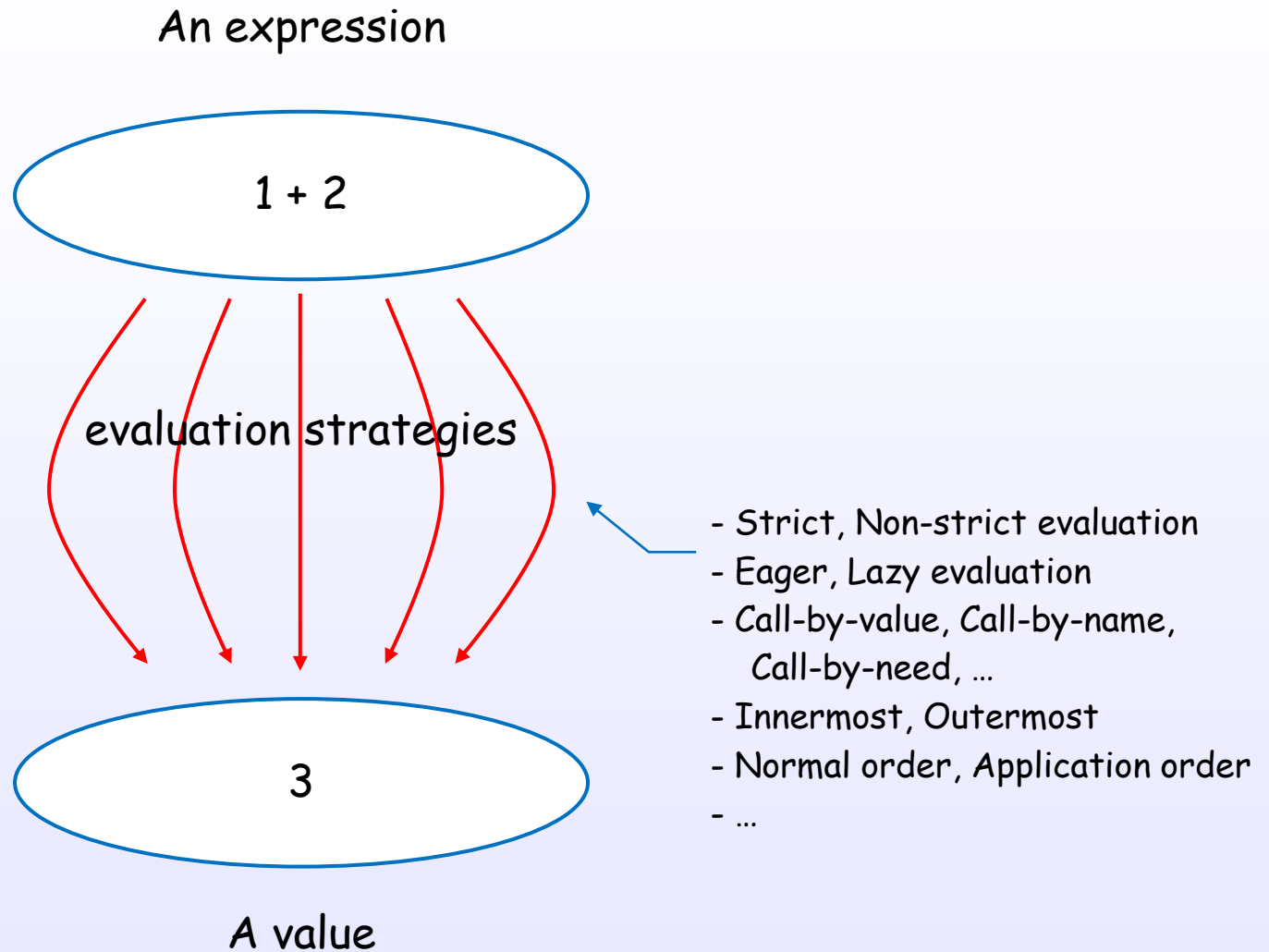
An expression evaluates to a value



[HR2010]

[Bird, Chapter 2]

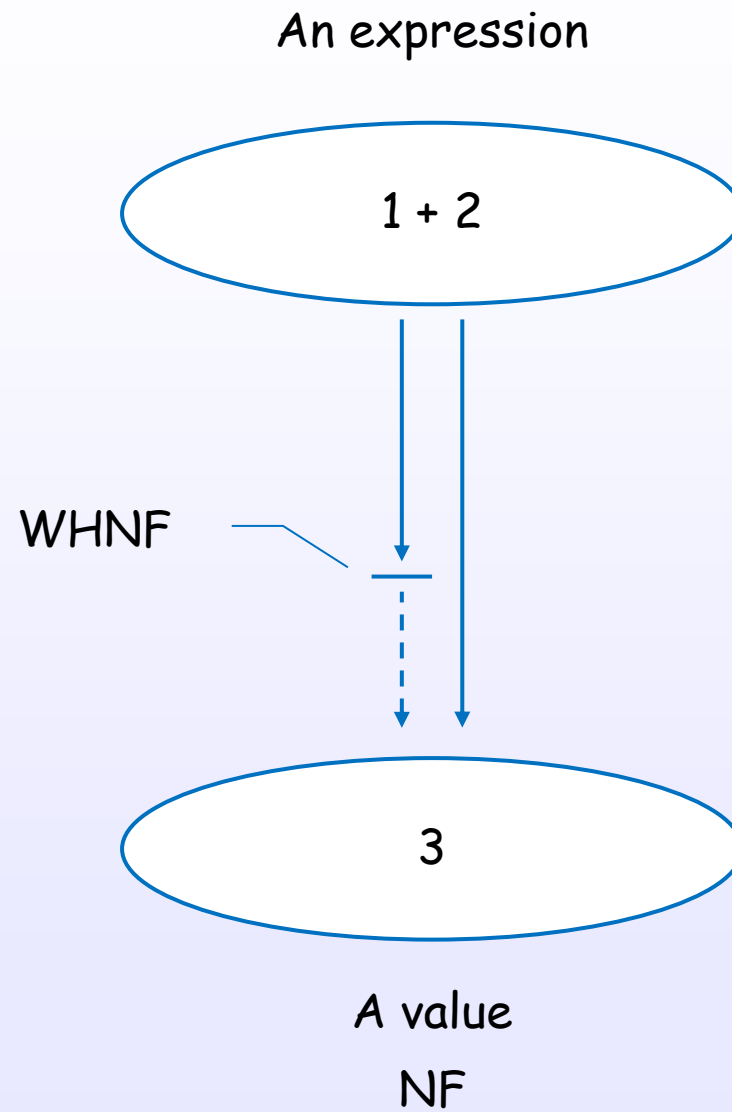
There are many evaluation approaches



[Bird, Chapter 2, 7]

[TAPL, Chapter 3]

What extent



[Terei]

[Bird, Chapter 2, 7]

[TAPL, Chapter 3]

Expression

An expression denotes a value

Just 5

$1 + 2$

$[1, 2, 3]$

take 5 xs

$\lambda x \rightarrow x + 1$

7

$\nexists x \rightarrow x + 1$

$\lambda x \perp \rightarrow x + 1$

[HR2010]

[Bird, Chapter 2]

What are expressions in Haskell

∀x → x + 1

let

if

case

do

Just 5

f a

7

What are expressions in Haskell

Haskell 2010 Language Report

<i>exp</i>	→ <i>infixexp</i> : : [<i>context</i> =>] <i>type</i> <i>infixexp</i>	(expression type signature)
<i>infixexp</i>	→ <i>lexp</i> <i>qop</i> <i>infixexp</i> - <i>infixexp</i> <i>lexp</i>	(infix operator application) (prefix negation)
<i>lexp</i>	→ \ <i>apat</i> ₁ ... <i>apat</i> _{<i>n</i>} -> <i>exp</i> let <i>decls</i> in <i>exp</i> if <i>exp</i> [;] then <i>exp</i> [;] else <i>exp</i> case <i>exp</i> of { <i>alts</i> } do { <i>stmts</i> } <i>fexp</i>	(lambda abstraction, $n \geq 1$) (let expression) (conditional) (case expression) (do expression)
<i>fexp</i>	→ [<i>fexp</i>] <i>aexp</i>	(function application)
<i>aexp</i>	→ <i>qvar</i> <i>gcon</i> <i>literal</i> (<i>exp</i>) (<i>exp</i> ₁ , ... , <i>exp</i> _{<i>k</i>}) [<i>exp</i> ₁ , ... , <i>exp</i> _{<i>k</i>}] [<i>exp</i> ₁ [, <i>exp</i> ₂] .. [<i>exp</i> ₃]] [<i>exp</i> <i>qual</i> ₁ , ... , <i>qual</i> _{<i>n</i>}] (<i>infixexp</i> <i>qop</i>) (<i>qop</i> (-) <i>infixexp</i>)	(variable) (general constructor) (parenthesized expression) (tuple, $k \geq 2$) (list, $k \geq 1$) (arithmetic sequence) (list comprehension, $n \geq 1$) (left section) (right section)
	 <i>qcon</i> { <i>fbind</i> ₁ , ... , <i>fbind</i> _{<i>n</i>} }	(labeled construction, $n \geq 0$)
	 <i>aexp</i> _(<i>qcon</i>) { <i>fbind</i> ₁ , ... , <i>fbind</i> _{<i>n</i>} }	(labeled update, $n \geq 1$)

[HR2010]

Expressions examples

Constructor

priority

Evaluation

What is a value?

When? What extent?

Evaluation strategy

[Bird, Chapter 7]

[Hutton, Chapter 8]

[TAPL, Chapter 3]

References : [1]

[4]

normal form:

an expression without an redexes

head normal form:

an expression where the top level (head) is neither a redex NOR
a lambda abstraction with a reducible body

weak head normal form:

an expression where the top level (head) isn't a redex

[Terei]

[4]

evaluation strategies:

call-by-value: arguments evaluated before function entered (copied)

call-by-name: arguments passed unevaluated

call-by-need: arguments passed unevaluated but an expression is only evaluated once (sharing)

no-strict evaluation Vs. lazy evaluation:

non-strict: Includes both call-by-name and call-by-need, general term for evaluation strategies that don't evaluate arguments before entering a function

lazy evaluation: Specific type of non-strict evaluation. Uses call-by-need (for sharing).

[Terei]

Pattern match

[CIS194]

Tree, Graph

a expression

AST

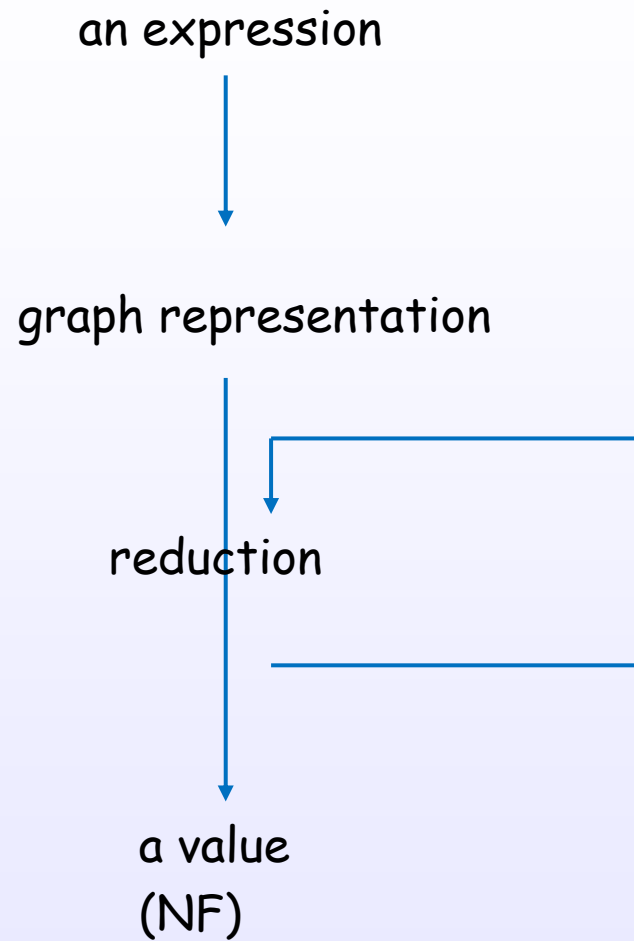
Tree

Graph

Shared Term

Lazy

evaluation, reduction



Thunk

Bottom

domain

co-domain

defined

undefined

$$f \perp = \perp$$

[Bird, Chapter 2]

Strictness, Bottom

[Bird, Chapter 2]

References : [1]

Layer

Non-strictness

$$f \perp = \perp$$

Lazy evaluation

Graph reduction

STG machine

Layer

Haskell semantics

take 5 [1..10]

internal representation

graph

STG semantics

heap object

STG machine

Evaluation in Haskell (GHC)

Evaluation in Haskell (GHC)

STG heap objects

language

Just 5

implementation

heap object

How to control the evaluation

control

case pattern match

seq

deepseq

!

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