# **Haskell Dynamic Tracing**

Ondřej Kvapil

17th June, 2021

Czech Technical University in Prague, Faculty of Information Technology

• Haskell is a lazy language

- Haskell is a lazy language
- Delays evaluation of an expression until its value is needed

1

- Haskell is a lazy language
- Delays evaluation of an expression until its value is needed

```
snd :: (Int, Int) \rightarrow Int snd (x, y) = y
```

- Haskell is a lazy language
- Delays evaluation of an expression until its value is needed

```
snd :: (Int, Int) -> Int
snd (x, y) = y
foo = snd (complexComputation, 3)
```

- Haskell is a lazy language
- Delays evaluation of an expression until its value is needed

```
snd :: (Int, Int) -> Int
snd (x, y) = y
foo = snd (complexComputation, 3)
foo' = snd (error "oops!", 3)
```

- Haskell is a lazy language
- Delays evaluation of an expression until its value is needed
- Shares evaluated subexpressions

```
snd :: (Int, Int) -> Int
snd (x, y) = y
foo = snd (complexComputation, 3)
foo' = snd (error "oops!", 3)
```

- Haskell is a lazy language
- · Delays evaluation of an expression until its value is needed
- Shares evaluated subexpressions

```
snd :: (Int, Int) -> Int
snd (x, y) = y
foo = snd (complexComputation, 3)
foo' = snd (error "oops!", 3)
let x = complexComputation
in f (x, x)
```

## Motivation

• Expressiveness comes at a cost

#### Motivation

- Expressiveness comes at a cost
- Memory overhead, garbage collector pressure,  $\bot, \dots$

#### **Motivation**

- Expressiveness comes at a cost
- Memory overhead, garbage collector pressure,  $\bot, \dots$
- Is it worth it?

### Goals

• Key question: how is laziness used in practice?

#### Goals

- Key question: how is laziness used in practice?
- Develop a dynamic tracing framework

#### Goals

- Key question: how is laziness used in practice?
- Develop a dynamic tracing framework
- Collect and analyse real-world programs

• Compiler plugin for the Glasgow Haskell Compiler

- Compiler plugin for the Glasgow Haskell Compiler
- Transforms surface syntax of Haskell to add tracing calls

- Compiler plugin for the Glasgow Haskell Compiler
- Transforms surface syntax of Haskell to add tracing calls
- Traces evaluation of function calls and function arguments

```
snd(x, y) = y
main = print $ snd (error "oops!", 3)
-- reurites to --
snd(x, y)
  = let call_number_0 = traceEntry "snd"
        in (traceArg "snd") "y" call_number_0 y
main
  = let call_number_1 = traceEntry "main"
        in print $ snd (error "oops!", 3)
```

Timestamp	Thread ID	Trace type	Function	Call ID	Argument	Closure
437163913	ThreadId 1	EntryTrace	snd	1		
437066481	ThreadId 1	ArgTrace	snd	1	У	constr

```
qsort (a : as) = let !call_number_1 = traceEntry "qsort"
                 in asort left
                       ++ [(traceArg "gsort") "a" call_number_1 a]
                       ++ gsort right
  where
  (left, right) = let !call_number_2 = traceEntry "gsort"
                   in (filter
                          (<= (traceArg "gsort") "a" call_number_2 a)</pre>
                          (traceArg "gsort") "as" call_number_2 as.
                       filter
                          (> (traceArg "gsort") "a" call_number_2 a)
                          (traceArg "gsort") "as" call_number_2 as)
```

Timestamp	Thread ID	Trace type	Function	Call ID	Argument	Closure
950778579	ThreadId 1	EntryTrace	qsort	1		
949631938	ThreadId 1	ArgTrace	qsort	1	as	constr
951867310	ThreadId 1	ArgTrace	qsort	1	a	thunk
952240416	ThreadId 1	EntryTrace	qsort	2		
952223429	ThreadId 1	ArgTrace	qsort	2	as	thunk
952269949	ThreadId 1	ArgTrace	qsort	2	a	constr
•••						

## Summary

 $\bullet \ \ Compile-time \ rewriting \ of \ programs \ via \ a \ plugin \ for \ the \ Glasgow \ Haskell \ Compiler$ 

## **Summary**

- Compile-time rewriting of programs via a plugin for the Glasgow Haskell Compiler
- Annotation with side-effecting tracing functions

## **Summary**

- Compile-time rewriting of programs via a plugin for the Glasgow Haskell Compiler
- Annotation with side-effecting tracing functions
- Compiled program records a trace of relevant events alongside regular output