#### Circular vs. Higher-Order Shortcut Fusion

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require explicit construction of intermediate results.

- Solution: 1. Write *upTo* in terms of *build*.
  - 2. Write sum in terms of foldr.
  - 3. Use the following fusion rule:

foldr  $h_1$   $h_2$  (build g)  $\rightsquigarrow$  g  $h_1$   $h_2$ 

Producing intermediate results:

$$\begin{array}{l} \textit{buildp} :: (\forall a. \ (b \to a \to a) \to a \to c \to (a, z)) \to c \to ([b], z) \\ \textit{buildp} \ g \ c = g \ (:) \ [] \ c \end{array}$$

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 $filterAndCount :: (b \rightarrow Bool) \rightarrow [b] \rightarrow ([b], Int)$  $filterAndCount f = buildp \cdots$ 

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normalise ::  $([Int], Int) \rightarrow [Float]$ normalise = pfold ...

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$$\begin{array}{c} \textit{pfold } h_1 \ h_2 \ (\textit{buildp g c}) \\ & \stackrel{\sim}{\longrightarrow} \\ \textbf{let} \ (a,z) = g \ (\lambda b \ a \rightarrow h_1 \ b \ a \ z) \ (h_2 \ z) \ c \ \textbf{in } a \end{array}$$

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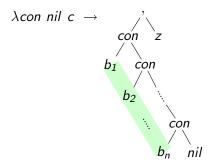
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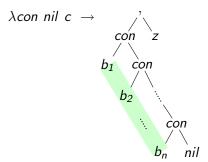
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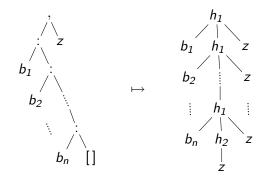


Formal justification: free theorems [Wadler, FPCA'89]

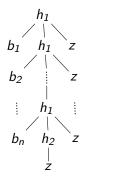
Consuming intermediate results:

pfold :: 
$$(b \rightarrow a \rightarrow z \rightarrow a) \rightarrow (z \rightarrow a) \rightarrow ([b], z) \rightarrow a$$
  
pfold  $h_1 \ h_2 \ (bs, z) = foldr \ (\lambda b \ a \rightarrow h_1 \ b \ a \ z) \ (h_2 \ z) \ bs$ 

A concrete output (buildp g c) will be consumed as follows:

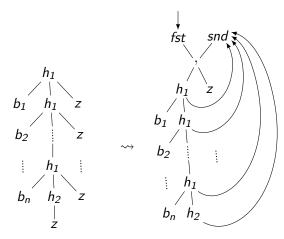


Circular Shortcut Fusion [Fernandes et al., Haskell'07] pfold  $h_1 h_2 (g (:) [] c) \rightsquigarrow$ 

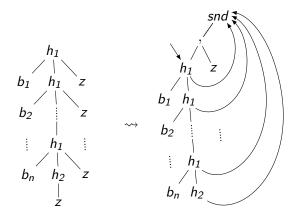


 $\rightarrow$ 

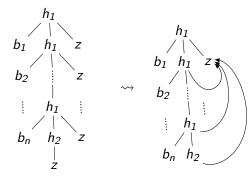
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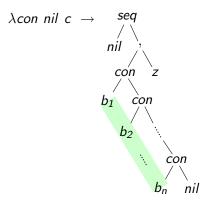
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- ... but been found to not be totally correct when considering certain language features [Johann and V., POPL'04].
- Circular shortcut fusion depends on evaluation order, which is precisely a "dangerous" corner for free theorems.
- So would it be possible to manufacture counterexamples?

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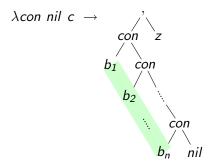
In Haskell, g could also be, for example, of the following form:



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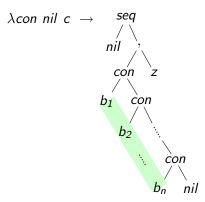
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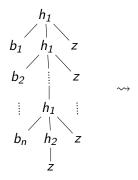


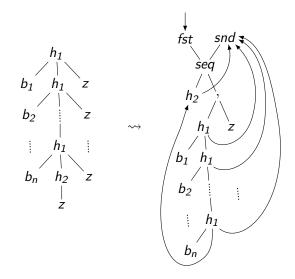
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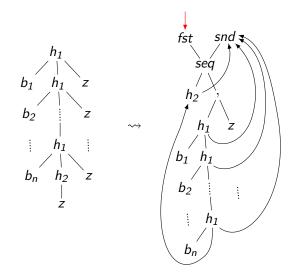
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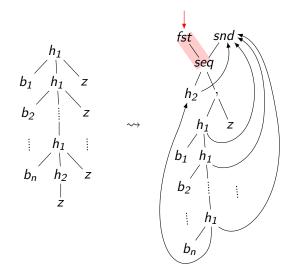
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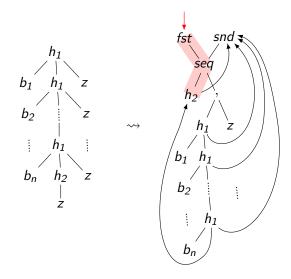


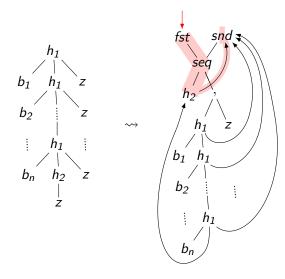


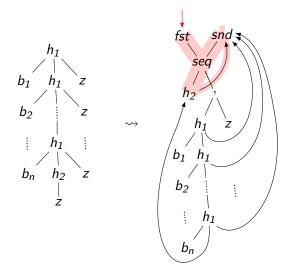












# Total and Partial Correctness [V., FLOPS'08]

Theorem 1 If  $h_2 \perp \neq \perp$  and  $h_1 \perp \perp \perp \neq \perp$ , then

$$\begin{array}{r} pfold \ h_1 \ h_2 \ (buildp \ g \ c) \\ = \\ \textbf{let} \ (a,z) = g \ (\lambda b \ a \rightarrow h_1 \ b \ a \ z) \ (h_2 \ z) \ c \ \textbf{in} \ a \end{array}$$

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#### Theorem 2

Without preconditions,

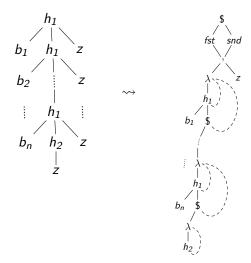
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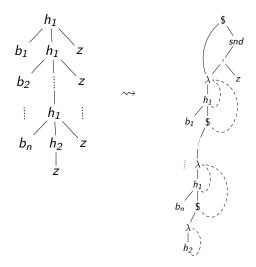
$$\blacksquare$$

$$let (a, z) = g \ (\lambda b \ a \rightarrow h_1 \ b \ a \ z) \ (h_2 \ z) \ c \ in \ a$$

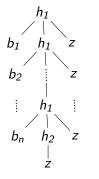
Replacing Circularity by Higher-Orderedness pfold  $h_1 h_2$  (g (:) [] c)  $\rightarrow$  let (a, z) = g ( $\lambda b \ a \rightarrow h_1 \ b \ a \ z$ ) ( $h_2 \ z$ ) c in a

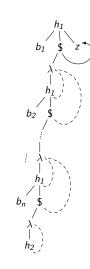
pfold  $h_1 h_2$  (g (:) [] c)  $\rightsquigarrow$  let  $(a, z) = g (\lambda b \ a \rightarrow h_1 \ b \ a z) (h_2 z) c$  in a case g  $(\lambda b \ k \ z \rightarrow h_1 \ b \ (k \ z) \ z) (\lambda z \rightarrow h_2 \ z) c$ of  $(k, z) \rightarrow k \ z$ 

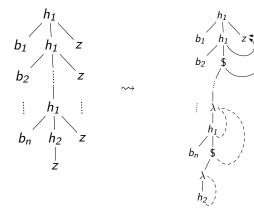




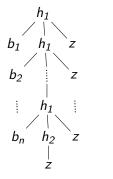
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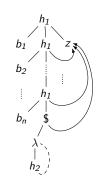




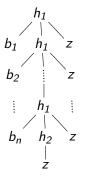


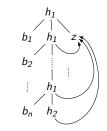
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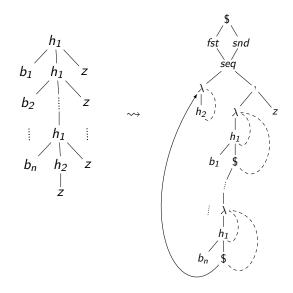
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## No Problem with Selective Strictness

For a g of the problematic form considered earlier:



# Total Correctness [V., FLOPS'08]

Theorem 3 Without preconditions,

 $\begin{array}{l} \textit{pfold } h_1 \ h_2 \ (\textit{buildp g c}) \\ = \\ \textit{case } g \ (\lambda b \ k \ z \rightarrow h_1 \ b \ (k \ z) \ z) \ (\lambda z \rightarrow h_2 \ z) \ c \ \textit{of} \ (k, z) \rightarrow k \ z \end{array}$ 

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Which flavour is better?

► Intellectually, I find the circular approach more fascinating.

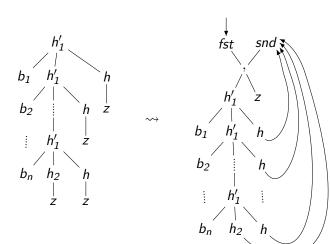
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- But semantically, the high-order approach is more robust.
- Performance measurements do not give a very clear picture.
- There are interesting interactions with rather low-level details of the language implementation!

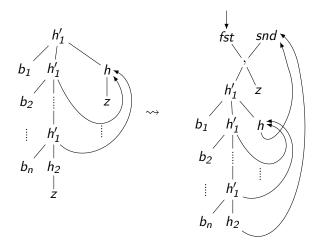
Tricky Sharing Issues — Circular Shortcut Fusion pfold  $h_1 h_2$  (buildp g c)  $\rightsquigarrow$  let  $(a, z) = g (\lambda b \ a \rightarrow h_1 \ b \ a \ z) (h_2 \ z) \ c \ in \ a$  Tricky Sharing Issues — Circular Shortcut Fusion pfold  $h_1 h_2$  (buildp g c)  $\rightsquigarrow$  let  $(a, z) = g (\lambda b \ a \rightarrow h_1 \ b \ a \ z) (h_2 \ z) \ c$  in a If  $h_1 = \lambda b \ a \ z \rightarrow h'_1 \ b \ a \ (h \ z)$ ,

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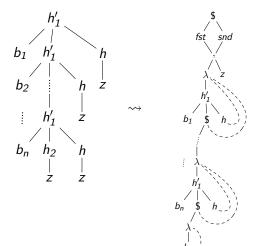
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If  $h_1 = \lambda b \ a \ z \to h'_1 \ b \ a \ (h \ z)$ , then using full laziness:



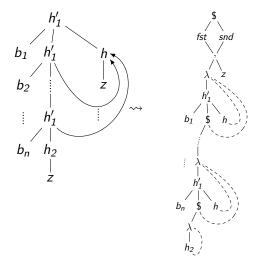
# Tricky Sharing Issues — Higher-Order Shortcut Fusion pfold $h_1 h_2$ (buildp g c) $\rightsquigarrow$ case g ( $\lambda b \ k \ z \rightarrow h_1 \ b \ (k \ z) \ z$ ) ( $\lambda z \rightarrow h_2 \ z$ ) c of (k, z) $\rightarrow k \ z$

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# Tricky Sharing Issues — Higher-Order Shortcut Fusion pfold $h_1 h_2$ (buildp g c) $\sim$ case g ( $\lambda b \ k \ z \rightarrow h_1 \ b \ (k \ z) \ z$ ) ( $\lambda z \rightarrow h_2 \ z$ ) c of (k, z) $\rightarrow k \ z$

If  $h_1 = \lambda b \ a \ z \to h'_1 \ b \ a \ (h \ z)$ , then using full laziness:



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- These lessons also inform new developments for more classical shortcut fusion techniques.
- ▶ There is still an interesting design space to explore!

 [Pardo et al., PEPM'09] study circular and higher-order shortcut fusion in the presence of monads.

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- From a semantics perspective, the circular flavour is again more intriguing.
- ▶ The higher-order flavour is (again) more generally applicable.
- It should be interesting to investigate the interplay with other fusion work involving monads [V., MPC'08].

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