# Deriving Practical Implementations of First-Class Functions

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# What are the intermediate theories between these?

**Reduction Theory** 

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**Operational Semantics** 

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Combinators and their Machines

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Abstract Machines

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Compilation through Intermediate Languages

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Call-by-value	Call-by-need
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SML	Miranda
Ocaml	Haskell

#### Have we been duplicating work?

#### $\mathsf{Goals}$



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What do we know about our implementations? Are they correct?

# **Reduction Theory**

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Reductions are often **compatible**, thereby rewrites can be applied in any order.

### The $\lambda$ -calculus

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**Evaluation strategies** are defined by different sets of reduction rules:

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A variable is **free** if there is no binder for it.

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**Substitution**, M[N/x], replaces N for a variable x in M.



 $\lambda x. M =_{\alpha} \lambda y. M[y/x]$  where  $y \notin FV(M)$ 

$$\begin{array}{lll} \lambda x. \ M &=_{\alpha} & \lambda y. \ M[y/x] & \text{where } y \not\in \mathrm{FV}(M) \\ \lambda x. \ M \ x &=_{\eta} & M & \text{where } x \not\in \mathrm{FV}(M) \end{array}$$

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Can reduce fewer terms than call-by-name, e.g.

 $(\lambda x. 42) \Omega$ 

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Call-by-need will share the computation of (1 + 3).

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let  $x := 1 + 3$ in  $x + x$ 

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Applied  $\lambda$ -expressions are like let-expressions:

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Instead of  $\beta$ , the call-by-need calculus operates on graphs represented by let-expressions.

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- Explicit substitutions completely remove substitutions from the meta language
- Abstract machines avoid the evaluation context's meta operation

# **Operational Semantics**

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An operational semantics describes a method for computing a result.

## e.g. Arithmetic

An operational semantics for numbers will pick an evaluation order:

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Evaluation chains multiple steps till a result is found:

$$\operatorname{eval}(M) = M' \quad \text{where } M \longmapsto^* M' \not\mapsto M''$$

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For call-by-value, we must evaluate the argument to a value:

$$\overline{(\lambda x. M) \ V \longmapsto M[V/x]}$$

$$\frac{M \longmapsto M'}{M \ N \longmapsto M' \ N} \qquad \frac{N \longmapsto N'}{(\lambda x. M) \ N \longmapsto (\lambda x. M) \ N'}$$

The only difference in these two strategies is forcing the argument.

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This style of semantics can be easily implemented as a recursive traversal of a term.

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Call-by-need must thread a heap throughout:

$$\frac{\langle \Phi \parallel M \rangle \Downarrow_{\mathcal{L}} (\Phi', \lambda x. L) \quad \langle \Phi', x' \mapsto N \parallel L[x'/x] \rangle \Downarrow_{\mathcal{L}} R}{\langle \Phi \parallel M N \rangle \Downarrow_{\mathcal{L}} R}$$

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$$\frac{\Sigma(x) = (\Sigma', M) \quad \langle \Sigma' \parallel M \rangle \Downarrow_{\mathcal{N}} R}{\langle \Sigma \parallel x \rangle \Downarrow_{\mathcal{N}} R}$$

Evaluation of variable is delayed until lookup.

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$$\frac{\Sigma(x) = R}{\langle \Sigma \parallel x \rangle \Downarrow_{\mathcal{V}} R}$$

Considering call-by-value:

 $\langle \Sigma \parallel \lambda x. M \rangle \Downarrow_{\mathcal{V}} (\Sigma, \lambda x. M)$ 

## $\frac{\langle \Sigma \parallel M \rangle \Downarrow_{\mathcal{V}} (\Sigma', \lambda x. L) \quad \langle \Sigma \parallel N \rangle \Downarrow_{\mathcal{V}} V \quad \langle \Sigma', x \mapsto V \parallel L \rangle \Downarrow_{\mathcal{V}} R}{\langle \Sigma \parallel M N \rangle \Downarrow_{\mathcal{V}} R}$

$$\frac{\Sigma(x) = R}{\langle \Sigma \parallel x \rangle \Downarrow_{\mathcal{V}} R}$$

Call-by-value does **not** require thunk closures.

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- Call-by-need big-step semantics requires heaps.

## Combinators and their Machines

$$S f g x = f x (g x)$$

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 $K x y = x$ 

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To represent computable functions, we need only S and K.

Combinator machines (Turner) take combinators to be the only function primitives.

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$$\begin{array}{c} (\texttt{S} (\texttt{S} (\texttt{K plus}) \texttt{I}) \texttt{I}) \texttt{21} \\ \longrightarrow_{\texttt{S}} \end{array}$$

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$$\begin{array}{l} (S (S (K plus) I) I) 21 \\ \longrightarrow_S (S (K plus) I) 21 (I 21) \\ \longrightarrow_S (K plus) 21 (I 21) (I 21) \\ \longrightarrow_K plus (I 21) (I 21) \\ \longrightarrow_I^2 plus 21 21 \end{array}$$

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def double x = x + x

is converted to:

We can build a machine that manipulates a term with only combinator application:

$$\begin{array}{l} (S (S (K plus) I) I) 21 \\ \longrightarrow_S (S (K plus) I) 21 (I 21) \\ \longrightarrow_S (K plus) 21 (I 21) (I 21) \\ \longrightarrow_K plus (I 21) (I 21) \\ \longrightarrow_1^2 plus 21 21 \\ \longrightarrow_+ 42 \end{array}$$

Notice the lack of  $\beta$ -reduction and variables.

Super-combinators can be derived from source code by lambda-lifting.

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e.g.

 $\dots (\lambda x.x + 6 * y) \dots$ 

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And a partial applications is left in place of the original function:

Fixed set of combinators:

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Combinator machines approach has been largely abandoned for environment machines.

# **Abstract Machines**

### What are abstract machines?

Recall the evaluation rule for small-step semantics:

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Instead of searching for the next redex, abstract machines keep track of the context as state.

#### Machine Configuration ::= $\langle S \parallel E \parallel C \parallel D \rangle$

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S is a stack of valuesE is an environment mapping variables to valuesC holds a control stackD holds a machine state

 $\begin{array}{ccc} \langle S \parallel E \parallel M \ N \cdot C \parallel D \rangle & \longmapsto & \langle S \parallel E \parallel N \cdot M \cdot \operatorname{ap} \cdot C \parallel D \rangle \\ \langle S \parallel E \parallel \lambda x. \ M \cdot C \parallel D \rangle & \longmapsto & \langle (E, \lambda x. \ M) \cdot S \parallel E \parallel C \parallel D \rangle \end{array}$ 

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# Curried Functions in Machines

The most important operation in the  $\lambda\text{-calculus}$  is function application.

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$$\begin{array}{l} \langle 1 \cdot 2 \parallel E \parallel (\lambda x . \lambda y . x + y) \cdot \texttt{ap} \cdot \texttt{ap} \parallel D \rangle \\ \longrightarrow \langle (E, \lambda x . \lambda y . x + y) \cdot 1 \cdot 2 \parallel E \parallel \texttt{ap} \cdot \texttt{ap} \parallel D \rangle \end{array}$$

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 $\lambda\text{-calculus encourages the use of curried functions e.g.}$   $(\lambda x.\lambda y.\,x+y)$  1 2

$$\begin{array}{l} \langle 1 \cdot 2 \parallel E \parallel (\lambda x.\lambda y. x + y) \cdot \mathtt{ap} \cdot \mathtt{ap} \parallel D \rangle \\ \longrightarrow \langle (E, \lambda x.\lambda y. x + y) \cdot 1 \cdot 2 \parallel E \parallel \mathtt{ap} \cdot \mathtt{ap} \parallel D \rangle \\ \longrightarrow \langle \parallel E, x \mapsto 1 \parallel \lambda y. x + y \parallel (2, E, \mathtt{ap}, D) \rangle \\ \longrightarrow \langle ((E, x \mapsto 1), \lambda y. x + y) \parallel E, x \mapsto 1 \parallel \parallel (2, E, \mathtt{ap}, D) \rangle \end{array}$$

The closure  $((E, x \mapsto 1), \lambda y. x + y)$  is unnecessary!

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$$\begin{array}{c|c} \langle \text{Enter } I \parallel A \parallel U \parallel H \rangle & \longmapsto & \langle \text{Eval } M \mid E \parallel \varepsilon \parallel (A, I) \cdot U \parallel H \rangle \\ & \text{where } H(I) = (E, M) \end{array}$$

$$\langle \text{Enter } I \parallel \overline{V} \cdot A \parallel U \parallel H \rangle & \longmapsto & \langle \text{Eval } M \mid (E, \overline{x \mapsto V}) \parallel A \parallel U \parallel H \rangle \\ & \text{where } H(I) = (E, \lambda \overline{x} \cdot M) \\ & |\overline{V}| = |\overline{x}| \end{array}$$

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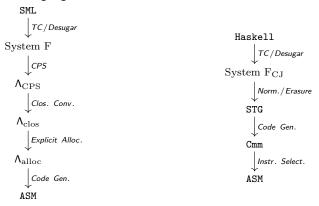
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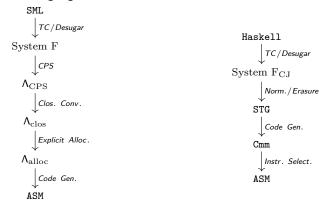
The differences in evaluation strategy:

- The number of closures
- Update stacks for call-by-need

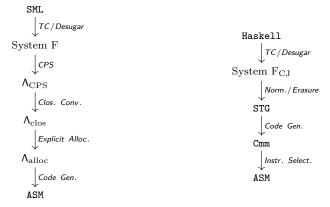
# **Compilation through Intermediate Languages**





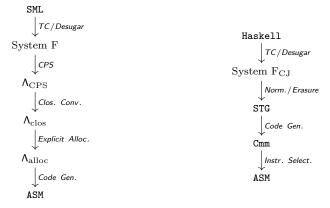


Each language has its use:



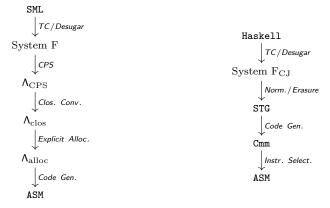
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Each language has its use:

- Necessity, required by target machine/language (closure-conversion)
- Flexibility, easier to perform optimizations (CPS)
- **Generality**, can be used to unify evaluation strategies (thunking,call-by-push-value)

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Closure-conversion turns the former into the latter.

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The transformation works by turning functions into a data structure containing a product of free variables and a combinator.

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In our recent work:

- Extend to non-strict languages by adding thunk closure-conversion
- Show that closure-conversion is only correct and useful if the target language is strict with closed functions

The call-by-value  $\beta$ -rule restricts inlining:

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$$\begin{array}{rcl} \mathrm{K}_{\mathcal{V}}\llbracket x \rrbracket &=& \lambda k.\,k\,\,x \\ \mathrm{K}_{\mathcal{V}}\llbracket \lambda x.\,M \rrbracket &=& \lambda k.\,k\,\,(\lambda x.\,\mathrm{K}_{\mathcal{V}}\llbracket M \rrbracket) \\ \mathrm{K}_{\mathcal{V}}\llbracket M\,\,N \rrbracket &=& \lambda k.\,\mathrm{K}_{\mathcal{V}}\llbracket M \rrbracket\,\,(\lambda m.\,\mathrm{K}_{\mathcal{V}}\llbracket N \rrbracket\,\,(\lambda n.\,m\,\,n\,\,k)) \end{array}$$

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In call-by-need, inline with  $\beta$  can result in a loss of sharing.

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- Memoizing force for call-by-need
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Regarding the difference in evaluation strategies:

- Non-strict strategies require thunk closures in addition to function closures.
- Call-by-need implementations require "heaps" and update frames.

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A section on correctness:

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- Issues with reasoning about memoizing heaps

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# Thanks

# Reasoning about Implementations

There are many ways to specify a semantics for a program:

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How do we know that these are equivalent methods?

## Machine Reflection

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If  $C \mapsto C'$ , then  $\llbracket C \rrbracket = \llbracket C' \rrbracket$ .

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Theorem If  $C \mapsto C'$ , then  $\llbracket C \rrbracket = \llbracket C' \rrbracket$ .

Only shows that machine states respect the source; nothing about whether equalities of the source are preserved.

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Type preservation can give us a typing derivation in our target language

- Help us prove things like strong normalization
- Type information can inform code-generation and runtime systems

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There are still open questions regarding memoizing heaps:

- Objects are updated within according to the semantics
- In many C dynamic memory, these are unordered structures
- Applies to both delay-force and call-by-need