

Title: Seidl: Programoptimierung (23.01.2013)

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Idea 1:

- First, we introduce **unique** variable names.
- Then, we only substitute functions which are **staticly** within the scope of the **same** global variables as the application :-)
- For every expression, we determine all function definitions with this property :-)

$$\frac{\begin{array}{l} (\text{fun } \underline{x} \rightarrow e) \quad (e_2) \stackrel{\beta}{\Rightarrow} e[x := \underline{e}_2] \quad \lambda \\ f = \text{fun } x \rightarrow 1 + x \\ f(\underline{g}x) \stackrel{\beta}{\Rightarrow} 1 + g(x) \end{array}}{(\text{fun } \underline{x} \rightarrow e) \quad e_2 \stackrel{\beta}{\Rightarrow} \text{let } \underline{x} = \underline{e}_2 \text{ in } e}$$

$$\frac{\begin{array}{l} (\text{fun } \underline{x} \rightarrow e) \quad (e_2) \stackrel{\beta}{\Rightarrow} e[x := \underline{e}_2] \quad \lambda \\ f = \text{fun } x \rightarrow 1 + x \\ f(\underline{g}x) \stackrel{\beta}{\Rightarrow} 1 + g(x) \end{array}}{(\text{fun } \underline{x} \rightarrow e) \quad e_2 \stackrel{\beta}{\Rightarrow} \text{let } \underline{x} = \underline{e}_2 \text{ in } e}$$

In all other cases,  $\beta$  is propagated to the sub-expressions unchanged  
 :-)

$f = \text{fun } x \rightarrow 1 + x$   
 ... in the Example:  
 $f (g x) \xRightarrow{\beta} 1 + g(x)$

$\text{let } x = 1$   
 in  $\text{let } f = \text{let } x_1 = 2$   
 in  $\text{fun } y \rightarrow \beta + x_1$   
 $(\text{fun } x \rightarrow e)$  in  $f x$   $e_2 \Rightarrow \text{let } x = e_2$  in  $e$  M.U.  
 ... the application  $f x$  is not in the scope of  $x_1$   
 $\Rightarrow$  we first duplicate the definition of  $x_1$ :

$\leftarrow$   
 $\text{let } f = \text{let } x = 1$   
 in  $\text{let } x_1 = 2$   
 in  $\text{let } f = \text{let } x_1 = 2$   
 in  $\text{fun } y \rightarrow y + x_1$   
 in  $f x$

$\Rightarrow$  the inner definition becomes redundant !!!

$f x + f y$

$\text{let } x = 1$   
 in  $\text{let } x_1 = 2$   
 in  $\text{let } f = \text{fun } y \rightarrow y + x_1$   
 in  $f x$

$\Rightarrow$  now we can apply inlining :

$\text{let } x = 1$   
 in  $\text{let } x_1 = 2$   
 in  $\text{let } f = \text{fun } y \rightarrow y + x_1$   
 in  $\text{let } y = x$   
 in  $y + x_1$

Removing variable-variable-assignments, we arrive at:

```

let x = 1
in let x1 = 2
in let f = fun y → y + x1
in let y = x
in y + x1

```

Removing variable-variable-assignments, we arrive at:

813

```

let x = 1
in let x1 = 2
in let f = fun y → y + x1
in x + x1

```

814

### Idea 2:

- We apply our value analysis.
- We ignore global variables :-)
- We only substitute functions without free variables :-))

### Example: The map-Function

```

let rec f = fun x → x · x
and map = fun g → fun x → match x
with [] → []
| x::xs → g x :: map g xs
in map f list

```

815

- The actual parameter `f` in the application `map g` is always `fun x → x · x :-)`
- Therefore, `map g` can be specialized to a new function `h` defined by:

```

h = let g = fun x → x · x
in fun x → match x
with [] → []
| x::xs → g x :: map g xs

```

816

- The **actual** parameter `f` in the application `map g` is always `fun x → x · x :-)`
- Therefore, `map g` can be specialized to a new function `h` defined by:

$$\text{fun } g \rightarrow \dots \quad \text{let map-f} = \underline{\text{map f}}$$

$$\text{map-f} \stackrel{h}{=} \text{let } g = \underline{\text{fun } x \rightarrow x \cdot x}$$

$$\text{in fun } x \rightarrow \text{match } x$$

$$\quad \text{with } [] \rightarrow []$$

$$\quad \quad | \quad x::xs \rightarrow g \ x :: \underline{\text{map } g} \ xs$$

$$\text{map-f} =$$

816

The inner occurrence of `map g` can be replaced with `h`

⇒ fold-Transformation :-)

$$h = \text{let } g = \underline{\text{fun } x \rightarrow x \cdot x}$$

$$\text{in fun } x \rightarrow \text{match } x$$

$$\quad \text{with } [] \rightarrow []$$

$$\quad \quad | \quad x::xs \rightarrow \underline{g \ x} :: \underline{h \ xs}$$

817

Inlining the function `g` yields:

$$h = \text{let } g = \text{fun } x \rightarrow x \cdot x$$

$$\text{in fun } x \rightarrow \text{match } x$$

$$\quad \text{with } [] \rightarrow []$$

$$\quad \quad | \quad x::xs \rightarrow (\text{let } x = x$$

$$\quad \quad \quad \text{in } x * x) :: h \ xs$$

818

Removing useless definitions and variable-variable assignments yields:

$$h = \text{fun } x \rightarrow \text{match } x$$

$$\quad \text{with } [] \rightarrow []$$

$$\quad \quad | \quad x::xs \rightarrow x * x :: h \ xs$$

819

#### 4.5 Deforestation

- Functional programmers love to collect intermediate results in lists which are processed by higher-order functions.
- Examples of such higher-order functions are:

```
map = fun f → fun l → match l with [] → []
    | x::xs → f x :: map f xs
```

820

- The **actual** parameter `f` in the application `map g` is always `fun x → x · x :-)`
- Therefore, `map g` can be specialized to a new function `h` defined by:

```
h = let g = fun x → x · x
    in fun x → match x
        with [] → []
         | x::xs → g x :: map g xs
```

816

#### 4.5 Deforestation

- Functional programmers love to collect intermediate results in lists which are processed by higher-order functions.
- Examples of such higher-order functions are:

$map\ f\ [x_1, x_2, \dots] = [f\ x_1, f\ x_2, \dots]$

```
map = fun f → fun l → match l with [] → []
    | x::xs → f x :: map f xs
```

820

$filter: (\alpha \rightarrow bool) \rightarrow \alpha\ list \rightarrow \alpha\ list$

```
filter = fun p → fun l → match l with [] → []
    | x::xs → if p x then x :: filter p xs
               else filter p xs
```

$filter\ p\ [x_1, x_2, \dots] = [x_i \mid x_i \in l, p\ x_i]$

```
foldl = fun f → fun a → fun l → match l with [] → a
    | x::xs → foldl f (f a x) xs
```

$foldl\ f\ a\ [x_1, x_2, \dots] = (a \oplus x_1) \oplus x_2, \dots$

821

```

filter = fun p → fun l → match l with [] → []
        | x::xs → if px then x :: filter p xs
                  else filter p xs)

```

```

foldl = fun f → fun a → fun l → match l with [] → a
        | x::xs → foldl f (f a x) xs)

```

f a a

821

```

filter = fun p → fun l → match l with [] → []
        | x::xs → if px then x :: filter p xs
                  else filter p xs)

```

```

foldl = fun f → fun a → fun l → match l with [] → a
        | x::xs → foldl f (f a x) xs)

```

f x (foldl a f xs)

821

id = fun x → x

comp = fun f → fun g → fun x → f (g x)

comp<sub>1</sub> = fun f → fun g → fun x<sub>1</sub> → fun x<sub>2</sub> →  
f (g x<sub>1</sub>) x<sub>2</sub>

comp<sub>2</sub> = fun f → fun g → fun x<sub>1</sub> → fun x<sub>2</sub> →  
f x<sub>1</sub> (g x<sub>2</sub>)

g + f  
g - f  
g o f

822

[x<sub>1</sub>, x<sub>2</sub>, x<sub>3</sub>] → [1, 1, 1]

Example:

sum = foldl (+) 0

length = let f = map (fun x → 1)  
in comp sum f

fun x → sum (f x)

dev = fun l → let s<sub>1</sub> = sum l  
n = length l

mean = s<sub>1</sub>/n

l<sub>1</sub> = map (fun x → x - mean) l

l<sub>2</sub> = map (fun x → x · x) l<sub>1</sub>

s<sub>2</sub> = sum l<sub>2</sub>

in s<sub>2</sub>/n

823

### Example:

```
sum = foldl (+) 0
length = let f = map (fun x → 1)
         in comp sum f
dev = fun l → let s1 = sum l
              n = length l
              mean = s1/n
              l1 = map (fun x → x - mean) l
              l2 = map (fun x → x · x) l1
              s2 = sum l2
         in s2/n
```

823

### Observations:

- Explicit recursion does no longer occur!
- The implementation creates unnecessary intermediate data-structures!

length could also be implemented as:

```
length = let f = fun a → fun x → a + 1
         in foldl f 0
```

- This implementation avoids to create intermediate lists !!!

824

### Observations:

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```
length = let f = fun a → fun x → a + 1
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```

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824

### Simplification Rules:

```
comp id f           = comp f id   ⇒ f
comp1 f id        = comp2 f id ⇒ f
map id              ⇒ id
comp (map f) (map g) ⇒ map (comp f g)
comp (foldl f a) (map g) ⇒ foldl (comp2 f g) a
```

825

id = fun x → x

comp = fun f → fun g → fun x → f (g x)

comp<sub>1</sub> = fun f → fun g → fun x<sub>1</sub> → fun x<sub>2</sub> →  
f (g x<sub>1</sub>) x<sub>2</sub>

comp<sub>2</sub> = fun f → fun g → fun x<sub>1</sub> → fun x<sub>2</sub> →  
f x<sub>1</sub> (g x<sub>2</sub>)

822

### Simplification Rules:

comp id f = comp f id = f  
comp<sub>1</sub> f id = comp<sub>2</sub> f id = f  
map id = id  
comp (map f) (map g) = map (comp f g)  
comp (foldl f a) (map g) = foldl (comp<sub>2</sub> f g) a

foldl : (α → β → α) → α → β list → α

825

id = fun x → x

comp = fun f → fun g → fun x → f (g x)

comp<sub>1</sub> = fun f → fun g → fun x<sub>1</sub> → fun x<sub>2</sub> →  
f (g x<sub>1</sub>) x<sub>2</sub>

comp<sub>2</sub> = fun f → fun g → fun x<sub>1</sub> → fun x<sub>2</sub> →  
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822

### Simplification Rules:

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comp<sub>1</sub> f id = comp<sub>2</sub> f id = f  
map id = id  
comp (map f) (map g) = map (comp f g)  
comp (foldl f a) (map g) = foldl (comp<sub>2</sub> f g) a

825



id = fun x → x

comp = fun f → fun g → fun x → f (g x)

comp<sub>1</sub> = fun f → fun g → fun x<sub>1</sub> → fun x<sub>2</sub> →  
f (g x<sub>1</sub>) x<sub>2</sub>

comp<sub>2</sub> f g = fun x<sub>1</sub> → fun x<sub>2</sub> →  
f x<sub>1</sub> (g x<sub>2</sub>)

fun y →  
x (g y)

822

### Simplification Rules:

comp id f = comp f id = f

comp<sub>1</sub> f id = comp<sub>2</sub> f id = f

map id = id

comp (map f) (map g) = map (comp f g)

comp (foldl f a) (map g) = foldl (comp<sub>2</sub> f g) a

comp (filter p<sub>1</sub>) (filter p<sub>2</sub>) = filter (fun x → if p<sub>2</sub> x then p<sub>1</sub> x  
else false)

comp (foldl f a) (filter p) = let h = fun a → fun x → if p x then f a x  
else a  
in foldl h a

826

### Warning:

Function compositions also could occur as nested function calls ...

id x = x

map id l = l

map f (map g l) = map (comp f g) l

foldl f a (map g l) = foldl (comp<sub>2</sub> f g) a l

filter p<sub>1</sub> (filter p<sub>2</sub> l) = filter (fun x → p<sub>1</sub> x ∧ p<sub>2</sub> x) l

foldl f a (filter p l) = let h = fun a → fun x → if p x then f a x  
else a  
in foldl h a l

827

### Warning:

Function compositions also could occur as nested function calls ...

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foldl f a (filter p l) = let h = fun a → fun x → if p x then f a x  
else a  
in foldl h a l

827

Example, optimized:

```

sum = foldl (+) 0
length = let f = comp2 (+) (fun x → 1)
         in foldl f 0
dev = fun l → let s1 = sum l
              n = length l
              mean = s1/n
              f = comp (fun x → x · x)
                 (fun x → x - mean)
              g = comp2 (+) f
              s2 = foldl g 0 l
         in s2/n

```

((0 + f x<sub>1</sub>) + f x<sub>2</sub>) + ...

828

Remarks:

- All intermediate lists have disappeared :-)
- Only `foldl` remain — i.e., loops :-)
- Compositions of functions can be further simplified in the next step by Inlining.
- Inside `dev`, we then obtain:

$$\begin{aligned}
 g = \text{fun } a \rightarrow \text{fun } x \rightarrow \text{let } x_1 &= x - \text{mean} \\
 &x_2 = x_1 \cdot x_1 \\
 &\text{in } a + x_2
 \end{aligned}$$

- The result is a sequence of **let**-definitions !!!

829

Example, optimized:

```

sum = foldl (+) 0
length = let f = comp2 (+) (fun x → 1)
         in foldl f 0
dev = fun l → let s1 = sum l
              n = length l
              mean = s1/n
              f = comp (fun x → x · x)
                 (fun x → x - mean)
              g = comp2 (+) f
              s2 = foldl g 0 l
         in s2/n

```

828

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- Compositions of functions can be further simplified in the next step by Inlining.
- Inside `dev`, we then obtain:

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 g = \text{fun } a \rightarrow \text{fun } x \rightarrow \text{let } x_1 &= x - \text{mean} \\
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 &\text{in } a + x_2
 \end{aligned}$$

- The result is a sequence of **let**-definitions !!!

829

### Remarks:

- All intermediate lists have disappeared :-)
- Only foldl remain — i.e., loops :-))
- Compositions of functions can be further simplified in the next step by **Inlining**.
- Inside *dev*, we then obtain:

$$g = \text{fun } a \rightarrow \text{fun } x \rightarrow \text{let } \begin{array}{l} x_1 = x - \text{mean} \\ x_2 = x_1 \cdot x_1 \end{array} \\ \text{in } a + x_2$$

- The result is a sequence of **let**-definitions !!!

829

### Extension: Tabulation

If the list has been created by tabulation of a function, the creation of the list sometimes can be avoided ...

$$\begin{aligned} \text{tabulate}' &= \text{fun } j \rightarrow \text{fun } f \rightarrow \text{fun } n \rightarrow \\ &\quad \text{if } j \geq n \text{ then } [] \\ &\quad \text{else } (f j) :: \text{tabulate}' (j+1) f n \\ \text{tabulate} &= \text{tabulate}' 0 \end{aligned}$$

tabulate f n = [f 0; f 1; ...; f (n-1)]

830

### Then we have:

$$\begin{aligned} \text{comp } (\text{map } f) (\text{tabulate } g) &\Rightarrow \text{tabulate } (\text{comp } f g) \\ \text{comp } (\text{foldl } f a) (\text{tabulate } g) &\Rightarrow \text{loop } (\text{comp}_2 f g) a \end{aligned}$$

### where:

$$\begin{aligned} \text{loop}' &= \text{fun } j \rightarrow \text{fun } f \rightarrow \text{fun } a \rightarrow \text{fun } n \rightarrow \\ &\quad \text{if } j \geq n \text{ then } a \\ &\quad \text{else } \text{loop}' (j+1) f (f a j) \\ \text{loop} &= \text{loop}' 0 \end{aligned}$$

831

### Extension (2): List Reversals

Sometimes, the ordering of lists or arguments is reversed:

$$\begin{aligned} \text{rev}' &= \text{fun } a \rightarrow \text{fun } l \rightarrow \\ &\quad \text{match } l \text{ with } [] \rightarrow a \\ &\quad | x :: xs \rightarrow \text{rev}' (x :: a) xs \\ \text{rev} &= \text{rev}' [] \\ \text{comp rev rev} &= \text{id} \\ \text{swap} &= \text{fun } f \rightarrow \text{fun } x \rightarrow \text{fun } y \rightarrow f y x \\ \text{comp swap swap} &= \text{id} \end{aligned}$$

832

## Extension (2): List Reversals

Sometimes, the ordering of lists or arguments is reversed:

```
rev'      = fun a → fun l →
           match l with [] → a
           | x :: xs → rev' (x :: a) xs
```

```
rev      = rev' []
```

```
comp rev rev = id
```

```
swap      = fun f → fun x → fun y → f y x
```

```
comp swap swap = id
```

*swap f x y ⇒ f y x*

832

## Extension (2): List Reversals

Sometimes, the ordering of lists or arguments is reversed:

```
rev'      = fun a → fun l →
           match l with [] → a
           | x :: xs → rev' (x :: a) xs
```

```
rev      = rev' []
```

```
comp rev rev = id
```

```
swap      = fun f → fun x → fun y → f y x
```

```
comp swap swap = id
```

832

*foldr f a = comp (foldl (swap f) a) rev*

*foldr f a (rev xs) =*

### Discussion:

- The standard implementation of `foldr` is not tail-recursive.
- The last equation decomposes a `foldr` into two tail-recursive functions — at the price that an intermediate list is created.
- Therefore, the standard implementation is probably faster :-)
- Sometimes, the operation `rev` can also be optimized away ...

833

## Extension: Tabulation

If the list has been created by tabulation of a function, the creation of the list sometimes can be avoided ...

```
tabulate' = fun j → fun f → fun n →
           if j ≥ n then []
           else (f j) :: tabulate' (j + 1) f n
```

*tabulate = tabulate' 0*

*foldr f a (rev xs) =*  
 $\alpha \rightarrow \beta \rightarrow \alpha \rightarrow \alpha \left( \frac{(a \oplus x_1) \oplus x_2}{(x_n \oplus (x_n \oplus a))} \right)$

830

`id` = `fun x → x`

`comp` = `fun f → fun g → fun x → f (g x)`

`comp1` = `fun f → fun g → fun x1 → fun x2 →  
f (g x1) x2`

`comp2` = `fun f → fun g → fun x1 → fun x2 →  
f x1 (g x2)`

822

We have:

`comp rev (map f)` = `comp (map f) rev`

`comp rev (filter p)` = `comp (filter p) rev`

`comp rev (tabulate f)` = `rev_tabulate f`

Here, `rev_tabulate` tabulates in reverse ordering. This function has properties quite analogous to `tabulate`:

`comp (map f) (rev_tabulate g)` = `rev_tabulate (comp2 f g)`

`comp (foldl f a) (rev_tabulate g)` = `rev_loop (comp2 f g) a`

834

We have:

`comp rev (map f)` = `comp (map f) rev`

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`comp rev (tabulate f)` = `rev_tabulate f`

Here, `rev_tabulate` tabulates in reverse ordering. This function has properties quite analogous to `tabulate`:

`comp (map f) (rev_tabulate g)` = `rev_tabulate (comp2 f g)`

`comp (foldl f a) (rev_tabulate g)` = `rev_loop (comp2 f g) a`

834

### Extension (3): Dependencies on the Index

- Correctness is proven by induction on the lengths of occurring lists.
- Similar composition results also hold for transformations which take the current indices into account:

`mapi` = `fun i → fun f → fun l → match l with [] → []  
| x :: xs → f i x :: mapi (i + 1) f xs`

`mapi` = `mapi 0`

835