

Title: Seidl: Programoptimierung (03.02.2014)

Date: Mon Feb 03 14:15:29 CET 2014

Duration: 91:03 min

Pages: 60

- int-values returned by operators are described by the unevaluated expression;

Operator applications might return Boolean values or other basic values. Therefore, we do replace tests for basic values by **non-deterministic** choice ...

- Assume  $e \equiv \text{match } e_0 \text{ with } p_1 \rightarrow e_1 \mid \dots \mid p_k \rightarrow e_k$ . Then we generate for  $p_i \equiv b$  (basic value),

$$[e]^\# \supseteq [e_i]^\# : \emptyset$$

...

If  $p_i \equiv c y_1 \dots y_k$  and  $v \equiv c e'_1 \dots e'_k$  is a value, then

$$[e]^\# \supseteq (v \in [e_0]^\#) ? [e_i]^\# : \emptyset$$

$$[y_j]^\# \supseteq (v \in [e_0]^\#) ? [e'_j]^\# : \emptyset$$

If  $p_i \equiv (y_1, \dots, y_k)$  and  $v \equiv (e'_1, \dots, e'_k)$  is a value, then

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If  $p_i \equiv y$ , then

$$[e]^\# \supseteq [e_i]^\#$$

$$[y]^\# \supseteq [e_0]^\#$$

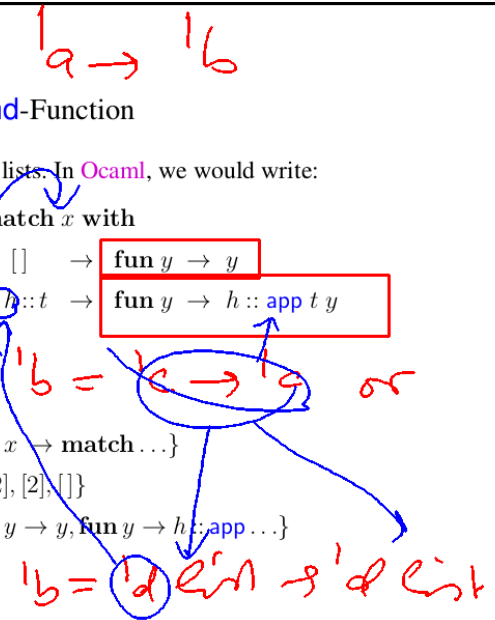
### Example The `append`-Function

Consider the concatenation of two lists. In `OCaml`, we would write:

```
let rec app = fun x → match x with
  [] → fun y → y
  h::t → fun y → h::app t y
in app [1;2] [3]
```

The analysis then results in:

```
[app]^\# = {fun x → match ...}
[x]^\# = {[1;2], [2], []}
[match ...]^\# = {fun y → y, fun y → h::app ...}
[y]^\# = {[3]}
...
```



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The analysis then results in:

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$[x]^\#$	$=$	$\{[1; 2], [2], []\}$
$[\text{match } \dots]^\#$	$=$	$\{\text{fun } y \rightarrow y, \text{fun } y \rightarrow h :: \text{app } \dots\}$
$[y]^\#$	$=$	$\{[3]\}$
$\dots$		

$\dots$		
$[h]^\#$	$=$	$\{1, 2\}$
$[t]^\#$	$=$	$\{[2], []\}$
$[\text{app } t]^\#$	$=$	
$[\text{app } [1; 2]]^\#$	$=$	$\{\text{fun } y \rightarrow y, \text{fun } y \rightarrow h :: \text{app } \dots\}$
$[\text{app } t y]^\#$	$=$	
$[\text{app } [1; 2] [3]]^\#$	$=$	$\{[3], h :: \text{app } \dots\}$

Values  $c e_1 \dots e_k$ ,  $(e_1, \dots, e_k)$  or operator applications  $e_1 \square e_2$  now are interpreted as **recursive** calls  $c [e_1]^\# \dots [e_k]^\#, ([e_1]^\#, \dots, [e_k]^\#)$  or  $[e_1]^\# \square [e_2]^\#$ , respectively.

$\implies$  regular tree grammar

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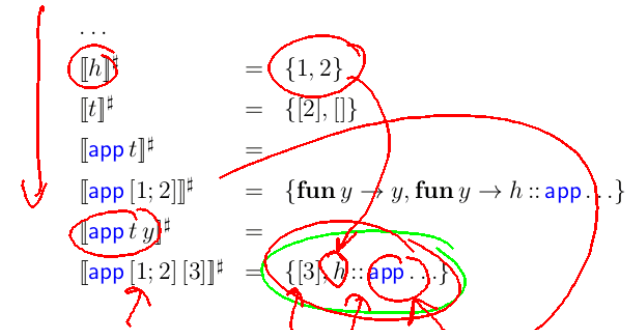
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⇒ regular tree grammar

... in the Example:

We obtain for  $A = [[app t y]]^\#$ :

```
A → [3] | ([h]]# :: A)
[[h]]# → 1 | 2
```

Let  $\mathcal{L}(e)$  denote the set of terms derivable from  $[[e]]^\#$  w.r.t. the regular tree grammar. Thus, e.g.,

```
 $\mathcal{L}(h)$  = {1, 2}
 $\mathcal{L}([app t y])$  = {[a1; ... , ar; 3] | r ≥ 0, ai ∈ {1, 2}}
```

```
...
[[h]]# = {1, 2}
[[t]]# = {[2], []}
[[app t]]# =
[[app [1;2]]]# = {fun y → y, fun y → h::app ...}
[[app t y]]# =
[[app [1;2] [3]]]# = {[3], h::app ...}
```

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⇒ regular tree grammar

### 4.3 An Operational Semantics

#### Idea:

We construct a **Big-Step** operational semantics which evaluates expressions w.r.t. an environment  $\eta$  :-)

Values are of the form:

$$v ::= b \mid c v_1 \dots c_k \mid (v_1, \dots, v_k) \mid (\mathbf{fun} x \rightarrow e, \eta)$$

#### Examples for Values:

$$\begin{aligned} &c\ 1 \\ &[1; 2] = ::\ 1\ (::\ 2\ []) \\ &(\mathbf{fun} x \rightarrow x::y, \{y \mapsto [5]\}) \end{aligned}$$

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### Function Application:

$$\begin{array}{l} (e_1, \eta) \Rightarrow (\mathbf{fun} x \rightarrow e, \eta_1) \\ (e_2, \eta) \Rightarrow v_2 \\ \hline (e, \eta_1 \oplus \{x \mapsto v_2\}) \Rightarrow v_3 \\ \hline (e_1\ e_2, \eta) \Rightarrow v_3 \end{array}$$

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### Case Distinction 2:

$$\begin{array}{l} (e, \eta) \Rightarrow c v_1 \dots v_k \\ (e_i, \eta \oplus \{z_1 \mapsto v_1, \dots, z_k \mapsto v_k\}) \Rightarrow v \\ \hline (\mathbf{match} e \mathbf{with} p_1 \rightarrow e_1 \mid \dots \mid p_k \rightarrow e_k, \eta) \Rightarrow v \end{array}$$

if  $p_i \equiv c z_1 \dots z_k$  is the first pattern which matches  $c v_1 \dots v_k$  :-)

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### 4.4 Application: Inlining

#### Problem:

- global variables. The program:

```

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

```

811

... computes something else than:

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

- recursive functions. In the definition:

```
foo = fun y → foo y
```

foo should better not be substituted :-)

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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 :-)

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- For every expression, we determine all function definitions with this property :-)

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Let  $D = D[e]$  denote the set of definitions which staticly arrive at  $e$ .

- If  $e \equiv \text{let } x_1 = e_1 \text{ in } e_0$  then:

$$D[e_1] = D$$

$$D[e_0] = D \cup \{x_1\}$$

- If  $e \equiv \text{fun } x \rightarrow e_1$  then:

$$D[e_1] = D \cup \{x\}$$

- Similarly, for  $e \equiv \text{match } \dots c x_1 \dots x_k \rightarrow e_i \dots$ ,

$$D[e_i] = D \cup \{x_1, \dots, x_k\}$$

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

##### ... in the Example:

```

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

... the application  $f x$  is not in the scope of  $x_1$

⇒ we first duplicate the definition of  $x_1$  :

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```

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

```

⇒ the inner definition becomes redundant !!!

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```

let x = 1
in let x1 = 2
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in f x

```

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816

```

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:

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```

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

```

819

### 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
```

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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
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821

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      with [] → []
         | x::xs → g x :: map g xs
```

821

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

⇒ **fold-Transformation** `:-)`

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

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Inlining the function `g` yields:

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

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Removing useless definitions and variable-variable assignments yields:

```
h = fun x → match x
    with [] → []
     | x::xs → x * x :: h xs
```

824

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h = fun x → match x
    with [] → []
     | x::xs → x * x :: h xs
```

824

## 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)
```

825

```

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)

```

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```

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)

```

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### 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

```

828

### 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 !!!

829

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### 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
```



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comp (filter p1) (filter p2) = filter (fun x → if p2 x then p1 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
```

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### 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 (comp2 f g) a l
filter p1 (filter p2 l) = filter (fun x → p1 x ∧ p2 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

```

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### Simplification Rules:

$$\text{id } (f x) = f (\text{id } x) = f x$$

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832

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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

```

833

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833

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### 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 = fun a → fun x → let x1 = x - mean
                    x2 = x1 · x1
                    in a + x2
```

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

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## 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
```

*int → (int → 'a) → int → 'a list*  
*(int → 'a) → int → 'a list*

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Then we have:

```
comp (map f) (tabulate g) = tabulate (comp f g)  
comp (foldl f a) (tabulate g) = loop (comp2 f g) a
```

where:

```
loop' = fun j → fun f → fun a → fun n →  
        if j ≥ n then a  
        else loop' (j + 1) f (f a j) n  
loop  = loop' 0
```

836

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```

836

## 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
```

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