

# A Program Fusion Tool

Alberto Pardo  
Instituto de Computación  
Universidad de la República  
Montevideo - Uruguay

joint work with  
Facundo Domínguez  
Marcelo Gioirgi  
Leonardo Richero

# Deforestation

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$lenfil\ p = length \circ filter\ p$

$length\ [] = 0$

$length\ (x : xs) = h\ x\ (length\ xs)$

**where**

$h\ x\ n = 1 + n$

$filter\ p\ [] = []$

$filter\ p\ (a : as) = \mathbf{if}\ p\ a\ \mathbf{then}\ a : filter\ p\ as$   
 $\mathbf{else}\ filter\ p\ as$

# Deforestation

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$length [] = 0$   
 $length (x : xs) = h\ x\ (length\ xs)$   
**where**  
 $h\ x\ n = 1 + n$

$filter\ p\ [] = []$   
 $filter\ p\ (a : as) = \mathbf{if}\ p\ a\ \mathbf{then}\ a : filter\ p\ as$   
**else**  $filter\ p\ as$

The result:

$lenfil\ p\ [] = 0$   
 $lenfil\ p\ (a : as) = \mathbf{if}\ p\ a\ \mathbf{then}\ h\ a\ (lenfil\ p\ as)$   
**else**  $lenfil\ p\ as$   
**where**  
 $h\ x\ n = 1 + n$

# The approach

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The use of standard recursion program schemes:

- Fold
- Unfold
- Hylomorphism

# Capturing the structure of functions

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Given

$$\begin{aligned} fact &:: Int \rightarrow Int \\ fact\ n \mid n < 1 &= 1 \\ &\mid otherwise = n * fact\ (n - 1) \end{aligned}$$

we can define,

$$\begin{aligned} \psi\ n \mid n < 1 &= Left\ () \\ &\mid otherwise = Right\ (n, n - 1) \end{aligned}$$

$$\begin{aligned} fmap\ f\ (Left\ ()) &= Left\ () \\ fmap\ f\ (Right\ (m, n)) &= Right\ (m, f\ n) \end{aligned}$$

$$\begin{aligned} \varphi\ (Left\ ()) &= 1 \\ \varphi\ (Right\ (m, n)) &= m * n \end{aligned}$$

## Capturing the structure of functions (2)

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$$fact = \varphi \circ fmap\ fact \circ \psi$$

$$\begin{array}{ccc} Int & \xrightarrow{fact} & Int \\ \psi \downarrow & & \uparrow \varphi = \text{const } 1 \nabla \text{uncurry } (*) \\ () + Int \times Int & \xrightarrow{\underbrace{id + id \times fact}_{fmap\ fact}} & () + Int \times Int \end{array}$$

## Capturing the structure of functions (3)

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$$F a = () + Int \times a$$

$$F f = id + id \times f$$

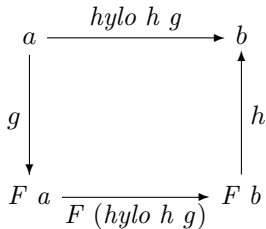
$$\begin{array}{ccc} Int & \xrightarrow{fact} & Int \\ \psi \downarrow & & \uparrow \varphi \\ F Int & \xrightarrow{F fact} & F Int \end{array}$$

# Hylomorphism

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$hylo :: (F\ b \rightarrow b) \rightarrow (a \rightarrow F\ a) \rightarrow a \rightarrow b$

$hylo\ h\ g = h \circ hylo\ h\ g \circ g$





# Data types

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Functors describe the structure of data types.

Given a data type declaration

$$\mathbf{data} \tau = C_1 \tau_{1,1} \cdots \tau_{1,k_1} \mid \cdots \mid C_n \tau_{n,1} \cdots \tau_{n,k_n}$$

the derivation of the corresp. functor  $F$  proceeds as follows:

- pack the arguments to constructors in tuples;
- for constant constructors place the empty tuple ();
- regard alternatives as sums (replace  $\mid$  by  $+$ );
- substitute the occurrences of  $\tau$  by a type variable  $a$  in every  $\tau_{i,j}$ .

# Constructors / Destructors

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There exists an isomorphism

$$F \mu F \begin{array}{c} \xrightarrow{\text{in}_F} \\ \xleftarrow{\text{out}_F} \end{array} \mu F$$

where

- $\text{in}_F$  encodes the constructors of the data type
- $\text{out}_F$  encodes the destructors

## Example

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### Leaf-labelled binary trees

**data**  $Btree\ a = Leaf\ a \mid Join\ (Btree\ a)\ (Btree\ a)$

**type**  $B_a\ b = a + b \times b$

$B_a :: (b \rightarrow c) \rightarrow (B_a\ b \rightarrow B_a\ c)$

$B_a\ f = id + f \times f$

$in_{B_a} :: B_a\ (Btree\ a) \rightarrow Btree\ a$

$in_{B_a} = Leaf \nabla uncurry\ Join$

$out_{B_a} :: Btree\ a \rightarrow B_a\ (Btree\ a)$

$out_{B_a}\ (Leaf\ a) = Left\ a$

$out_{B_a}\ (Join\ t\ t') = Right\ (t, t')$

# Fold / Unfold

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## Fold

$$\begin{aligned} \text{fold} &:: (F\ a \rightarrow a) \rightarrow \mu F \rightarrow a \\ \text{fold } h &= \text{hylo } h\ \text{out}_F \end{aligned}$$

## Unfold

$$\begin{aligned} \text{unfold} &:: (a \rightarrow F\ a) \rightarrow a \rightarrow \mu F \\ \text{unfold } g &= \text{hylo } \text{in}_F\ g \end{aligned}$$

## Factorisation

$$\text{hylo } h\ g = \text{fold } h \circ \text{unfold } g$$

# Fusion laws

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## Factorisation

$$\text{hylo } h \ g = \text{hylo } h \ \text{out}_F \circ \text{hylo } \text{in}_F \ g$$

## Hylo-Fold Fusion

$$h \ \text{strict} \ \wedge \ \tau :: \forall a . (F \ a \rightarrow a) \rightarrow (G \ a \rightarrow a)$$

$\Rightarrow$

$$\text{fold } h \circ \text{hylo } (\tau \ \text{in}_F) \ g = \text{hylo } (\tau \ h) \ g$$

## Unfold-Hylo Fusion

$$\sigma :: \forall a . (a \rightarrow F \ a) \rightarrow (a \rightarrow G \ a)$$

$\Rightarrow$

$$\text{hylo } h \ (\sigma \ \text{out}_F) \circ \text{unfold } g = \text{hylo } h \ (\sigma \ g)$$



# Hylo-Fold Fusion

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**data** *Maybe* a = *Nothing* | *Just* a

*mapcoll* :: (a → b) → List (Maybe a) → List b  
*mapcoll* = *map f* ∘ *collect*

*map f Nil* = *Nil*  
*map f (Cons a as)* = *Cons (f a) (map f as)*

*collect* :: List (Maybe Int) → List Int  
*collect Nil* = *Nil*  
*collect (Cons m ms)* = **case** m **of**  
    *Nothing* → *collect ms*  
    *Just a* → *Cons a (collect ms)*

## Hylo-Fold Fusion

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$$\begin{aligned} \tau &:: (b, a \rightarrow b \rightarrow b) \rightarrow (b, \text{Maybe } a \rightarrow b \rightarrow b) \\ \tau (h_1, h_2) &= (h_1, \\ &\quad \lambda m b \rightarrow \text{case } m \text{ of} \\ &\quad \quad \text{Nothing} \rightarrow b \\ &\quad \quad \text{Just } a \rightarrow h_2 a b) \end{aligned}$$



# The Tool

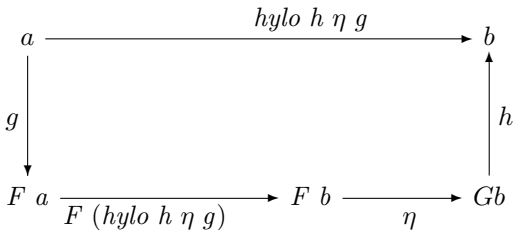
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- The tool is an extension of the HYLO system presented by Onoue et al. (Univ. of Tokyo).
- Another source was Jacob Schwartz' M.Sc. thesis (MIT, 2000), who implemented the HYLO system in the context of pH (parallel Haskell).

## Hylos as triples

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$hylo :: (G\ b \rightarrow b) \rightarrow (F \Rightarrow G) \rightarrow (a \rightarrow F\ a) \rightarrow a \rightarrow b$   
 $hylo\ h\ \eta\ g = h \circ \eta \circ hylo\ h\ \eta\ g \circ g$



## Partial Deforestation

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**data** *Btree* a = *Leaf* a | *Join* (*Btree* a) (*Btree* a)

*mm* f = *maplBT* f ∘ *mirror*

*maplBT* :: (a → a) → *Btree* a → *Btree* a

*maplBT* f (*Leaf* a) = *Leaf* (f a)

*maplBT* f (*Join* t1 t2) = *Join* (*maplBT* f t1) t2

*mirror* :: *Btree* a → *Btree* a

*mirror* (*Leaf* a) = *Leaf* a

*mirror* (*Join* t1 t2) = *Join* (*mirror* t2) (*mirror* t1)

## Partial Deforestation

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$mp\ f = maplT\ f \circ prunel$

$maplT :: (a \rightarrow a) \rightarrow Tree\ a \rightarrow Tree\ a$

$maplT\ f\ Empty = Empty$

$maplT\ f\ (Node\ t1\ a\ t2) = Node\ (maplT\ f\ t1)\ (f\ a)\ t2$

$prunel :: (a \rightarrow Bool) \rightarrow Tree\ a \rightarrow Tree\ a$

$prunel\ p\ Empty = Empty$

$prunel\ p\ (Node\ t1\ a\ t2)$

|  $p\ a = prunel\ p\ t2$

|  $otherwise = Node\ (prunel\ p\ t1)\ a\ (prunel\ p\ t2)$

# Paramorphisms

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$$\text{para } h \eta g = \text{hylo } h \eta F (\text{id } \Delta \text{ id})$$

The diagram shows the following structure:

- Top-left node:  $a$
- Top-right node:  $b$
- Middle-left node:  $F a$
- Bottom-left node:  $F (a \times a)$
- Bottom-middle node:  $F (a \times b)$
- Bottom-right node:  $G b$

Arrows and their labels:

- $a \xrightarrow{\text{para}} b$  (top horizontal arrow)
- $a \xrightarrow{g} F a$  (left vertical arrow)
- $F a \xrightarrow{F (\text{id } \Delta \text{ id})} F (a \times a)$  (left vertical arrow)
- $F (a \times a) \xrightarrow{F (\underline{a} \times I) \text{ para}} F (a \times b)$  (bottom horizontal arrow)
- $F (a \times b) \xrightarrow{\eta} G b$  (bottom horizontal arrow)
- $G b \xrightarrow{h} b$  (right vertical arrow)

# **Fusion in the presence of effects**

## Programs with effects

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```
lenline :: IO Int
lenLine = do xs ← getLine
           return (length xs)
```

where

```
getline :: IO String
getline = do c ← getChar
            if c == '\n' then return []
            else do cs ← getline
                   return (c : cs)
```

## Fusion

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```
length [] = 0
length (x : xs) = h x (length xs)
  where
    h x n = 1 + n
```

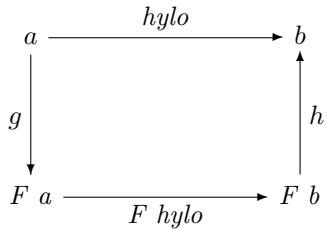
```
getLine :: IO String
getLine = do c ← getChar
  if c == '\n' then return []
  else do cs ← getLine
    return (c : cs)
```

```
lenLine = do c ← getChar
  if c == '\n' then return 0
  else do n ← lenLine
    return (h c n)
```



# Recursion with effects

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# Monadic hylomorphism

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$$mhylo\ h\ g = h \bullet \widehat{F} (mhylo\ h\ g) \bullet g$$

$$\begin{array}{ccc} a & \xrightarrow{mhylo\ h\ g} & m\ b \\ \downarrow g & & \uparrow h^* \\ m\ (F\ a) & \xrightarrow{(\widehat{F} (mhylo\ h\ g))^*} & m\ (F\ b) \end{array}$$

$$\widehat{F} f = F\ a \xrightarrow{F\ f} F\ (m\ b) \xrightarrow{dist_F} m\ (F\ b)$$

# Monadic hylomorphism

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## Lists

$$\begin{aligned} mhylo_L &:: \text{Monad } m \Rightarrow \\ & (m\ c, a \rightarrow c \rightarrow m\ c) \rightarrow (b \rightarrow m\ (L_a\ b)) \rightarrow (b \rightarrow m\ c) \\ mhylo_L\ (h_1, h_2)\ g \\ &= mh_L \\ & \text{where} \\ & \quad mh_L\ b = \mathbf{do}\ x \leftarrow g\ b \\ & \quad \quad \mathbf{case}\ x\ \mathbf{of} \\ & \quad \quad \quad \mathit{Left}\ () \rightarrow h_1 \\ & \quad \quad \quad \mathit{Right}\ (a, b') \rightarrow \mathbf{do}\ c \leftarrow mh_L\ b' \\ & \quad \quad \quad \quad \quad h_2\ a\ c \end{aligned}$$

# Monadic hylomorphism

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## Leaf-labelled binary trees

$$\begin{aligned} mhylo_B &:: \text{Monad } m \Rightarrow \\ &\quad (a \rightarrow m\ c, c \rightarrow c \rightarrow m\ c) \rightarrow \\ &\quad (b \rightarrow m\ (B_a\ b)) \rightarrow (b \rightarrow m\ c) \\ mhylo_B\ (h_1, h_2)\ g \\ &= mh_B \\ &\quad \textbf{where} \\ &\quad mh_B\ b = \textbf{do } x \leftarrow g\ b \\ &\quad \quad \textbf{case } x\ \textbf{of} \\ &\quad \quad \textit{Left } a \rightarrow h_1\ a \\ &\quad \quad \textit{Right } (b_1, b_2) \rightarrow \textbf{do } c_1 \leftarrow mh_B\ b_1 \\ &\quad \quad \quad c_2 \leftarrow mh_B\ b_2 \\ &\quad \quad \quad h_2\ c_1\ c_2 \end{aligned}$$

## A more practical approach

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$$mhylo\ h\ g = h \bullet mmap\ (F\ (mhylo\ h\ g)) \circ g$$

$$\begin{array}{ccc} a & \xrightarrow{mhylo\ h\ g} & m\ b \\ \downarrow g & & \uparrow h^* \\ m\ (F\ a) & \xrightarrow{mmap\ (F\ (mhylo\ h\ g))} & m\ (F\ (m\ b)) \end{array}$$

Now  $h :: F\ (m\ b) \rightarrow m\ b$  is an algebra with monadic carrier.

## A more practical approach

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Our previous version of monadic hylomorphism is a particular case.

For  $k :: F\ b \rightarrow m\ b$ ,

$$\begin{array}{ccc} a & \xrightarrow{\text{mhylo } h\ g} & m\ b \\ \downarrow g & & \uparrow (k \bullet \text{dist}_F)^* \\ m\ (F\ a) & \xrightarrow{\text{mmap } (F\ (\text{mhylo } h\ g))} & m\ (F\ (m\ b)) \end{array}$$

## Examples

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$sequence :: Monad\ m \Rightarrow List\ (m\ a) \rightarrow m\ (List\ a)$

$sequence\ Nil = return\ Nil$

$sequence\ (Cons\ m\ ms) = \mathbf{do}\ a \leftarrow m$   
 $as \leftarrow sequence\ ms$   
 $return\ (Cons\ a\ as)$

$msum_L :: Monad\ m \Rightarrow List\ (m\ Int) \rightarrow m\ Int$

$msum_L\ Nil = return\ 0$

$msum_L\ (Cons\ m\ ms) = \mathbf{do}\ x \leftarrow m$   
 $y \leftarrow msum_L\ ms$   
 $return\ (x + y)$

# Properties

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**MHylo-Fold Fusion** If  $mmap$  is strictness-preserving,

$$h \text{ strict} \wedge \tau :: \forall a . (F a \rightarrow a) \rightarrow (G (m a) \rightarrow m a)$$

$\Rightarrow$

$$mmap (\text{fold } h) \circ mhylo (\tau \text{ in}_F) g = mhylo (\tau h) g$$

**Unfold-MHylo Fusion**

$$\sigma :: (a \rightarrow F a) \rightarrow (a \rightarrow m (G a))$$

$\Rightarrow$

$$mhylo h (\sigma \text{ out}_F) \circ \text{unfold } g = mhylo h (\sigma g)$$





## MHylo-Fold Fusion

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$$\begin{aligned} \tau &:: (b, \text{Int} \rightarrow b \rightarrow b) \rightarrow (m\ b, m\ \text{Int} \rightarrow m\ b \rightarrow m\ b) \\ \tau (h_1, h_2) &= (\text{return } h_1, \\ &\quad \lambda m\ mb \rightarrow \mathbf{do}\ a \leftarrow m \\ &\quad\quad\quad b \leftarrow mb \\ &\quad\quad\quad \text{return } (h_2\ a\ b)) \end{aligned}$$
$$\begin{aligned} msum_L &:: \text{Monad } m \Rightarrow \text{List } (m\ \text{Int}) \rightarrow m\ \text{Int} \\ msum_L\ \text{Nil} &= \text{return } 0 \\ msum_L\ (\text{Cons } m\ ms) &= \mathbf{do}\ x \leftarrow m \\ &\quad\quad\quad y \leftarrow msum_L\ ms \\ &\quad\quad\quad \text{return } (x + y) \end{aligned}$$

## Future directions

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- Tupling
- Definitions over multiple arguments (e.g. *zip*).
- Regular data types (e.g. rose trees).  
⇒ the problem is with the recognition of the *map* function
- Mutual recursion on functions and types
- Investigate other forms of effects