

# Lazy computing

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GALLIUM

November 20, 2012

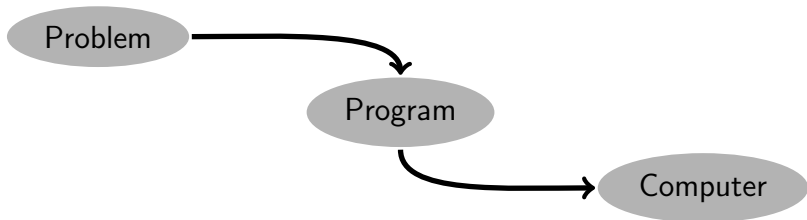
►  
Reduction strategies

Formalisms

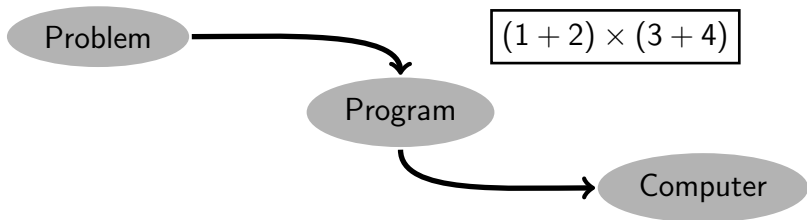
Call-by-Need

Weak reduction

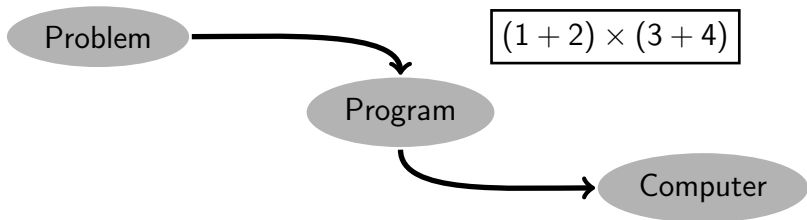
# Solving problems with computers



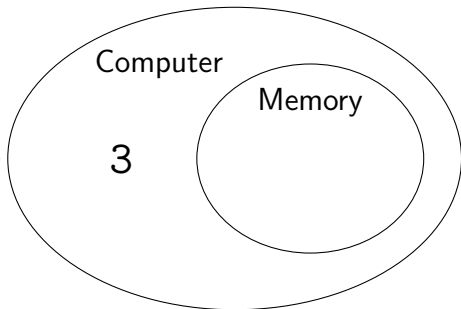
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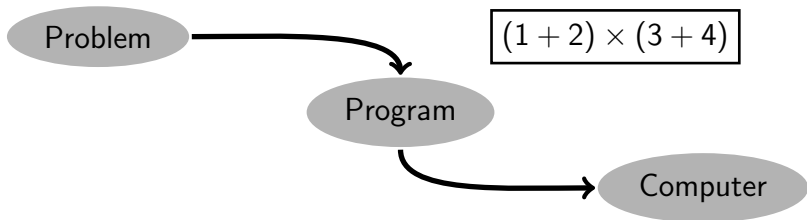
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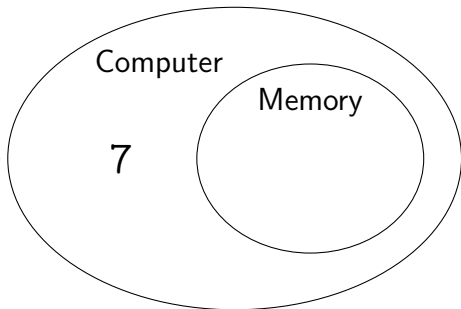
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| Const 3     |
| Offsetint 4 |
| Push        |
| Const 1     |
| Offsetint 2 |
| Mulint      |
| Return 1    |



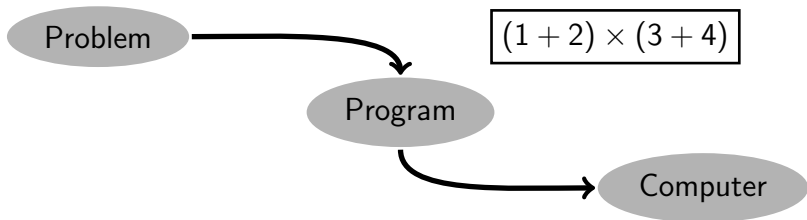
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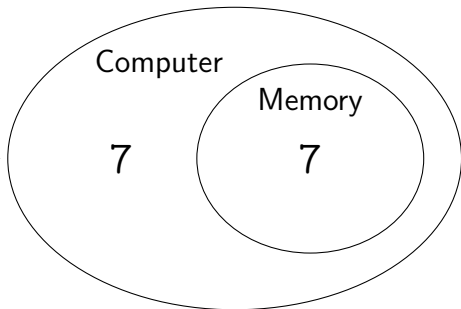
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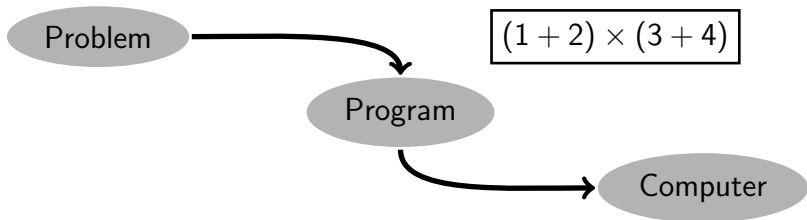
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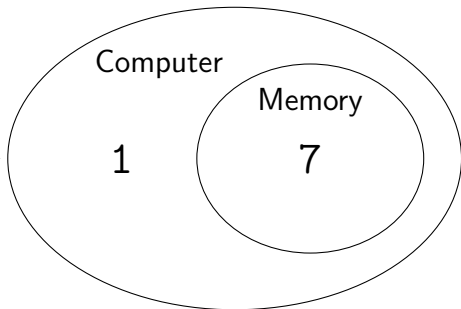
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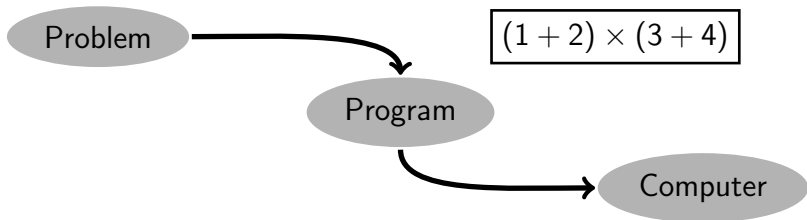
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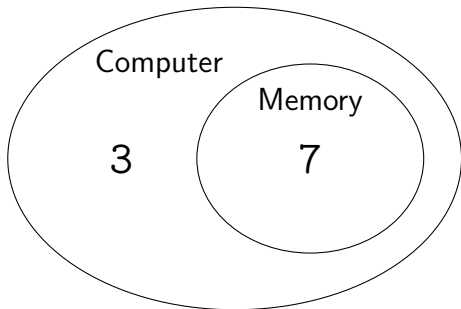
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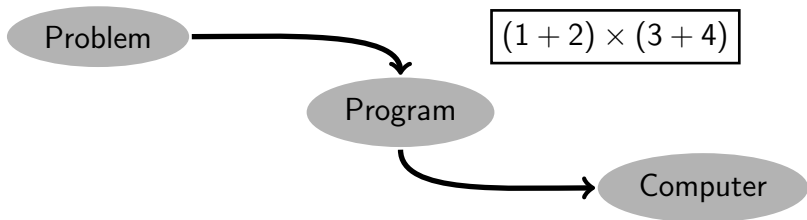


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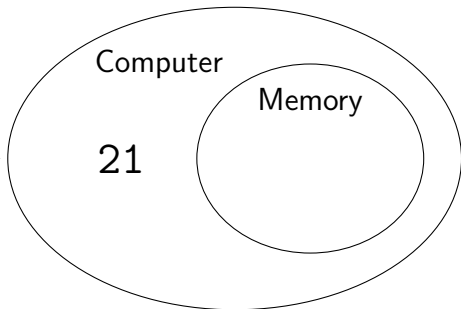




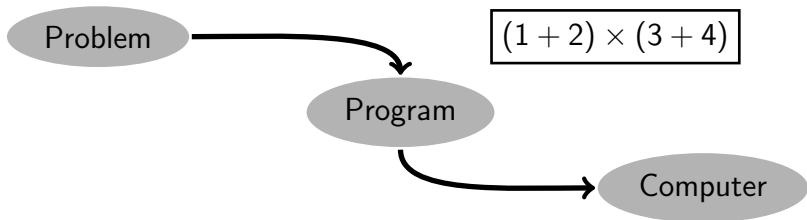
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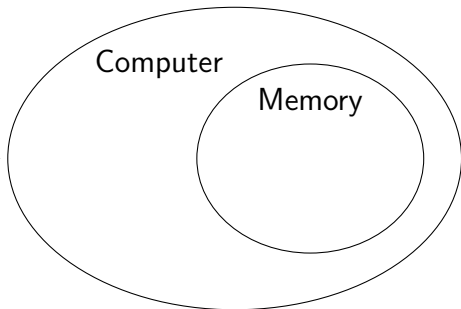


# Solving problems with computers

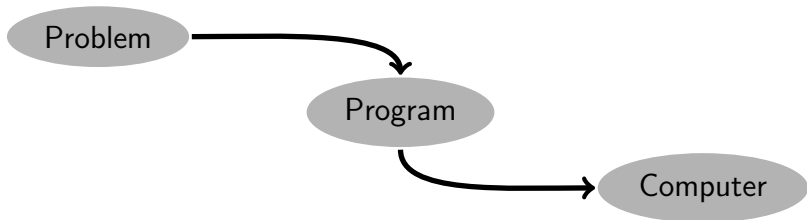


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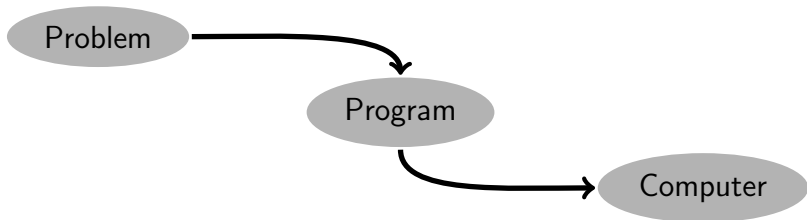
# Solving problems with computers



Gallium-related issues:

- Programming languages and compilation
- Emphasis on safety

# Solving problems with computers



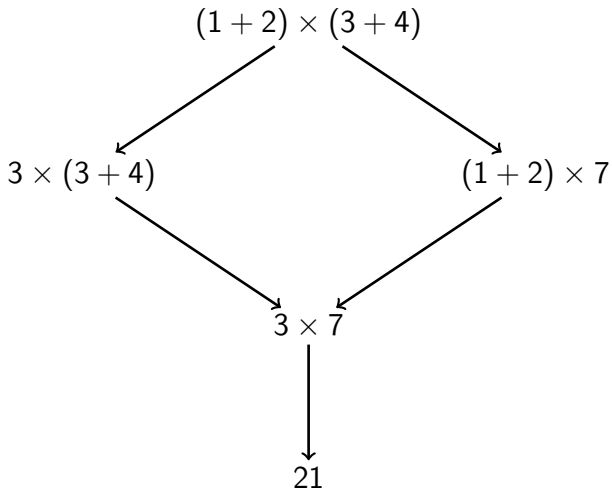
Gallium-related issues:

- Programming languages and compilation
- Emphasis on safety

In this talk:

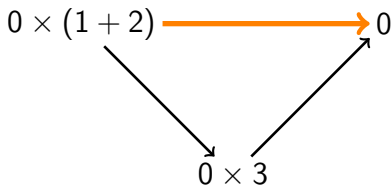
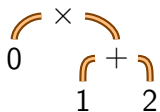
- Emphasis on **efficiency**

# Choosing a path



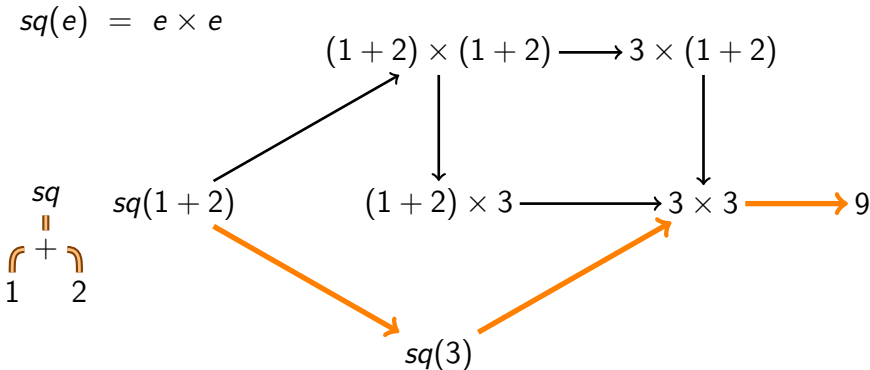
# Freedom implies responsibility

- Outermost prevents unneeded computations.
- Innermost prevents duplication of subprograms.



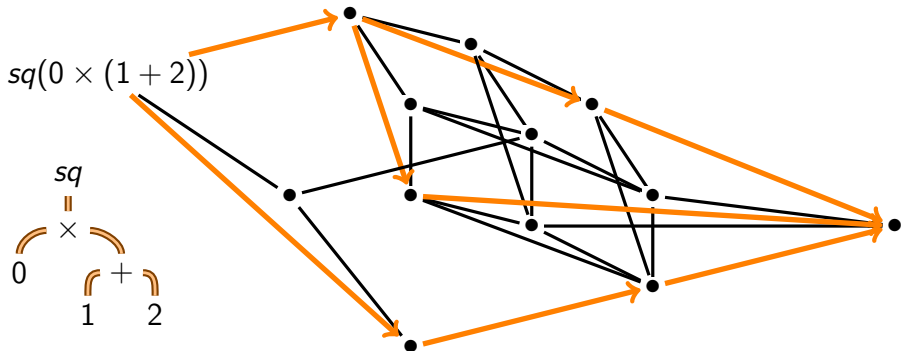
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# Evaluation strategies

## Goal

**Minimize** the number of rewriting steps.

## Question

In **which order** should we perform the steps?

# Richer programming languages

- Functions
- Data structures

```
map(f, [] ) = []
```

```
map(f, x : xs) = f(x) : map(f, xs)
```

```
> map(sq, 1 : 2 : 3 : [])
```

```
1 : 4 : 9 : []
```

# Richer programming languages

- Functions
- Data structures

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`map(f, x : xs) = f(x) : map(f, xs)`

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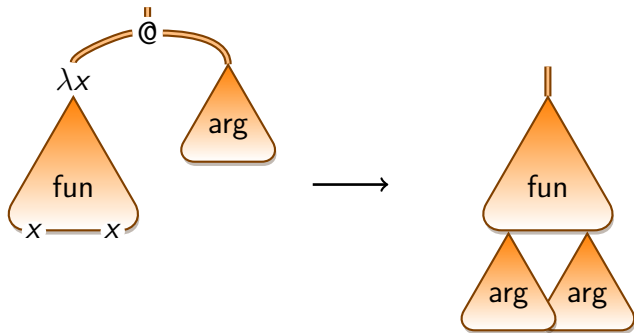
`1 : 4 : 9 : []`



**Second-order rewriting**

# Lambda-calculus: computing with functions

Church, 1936



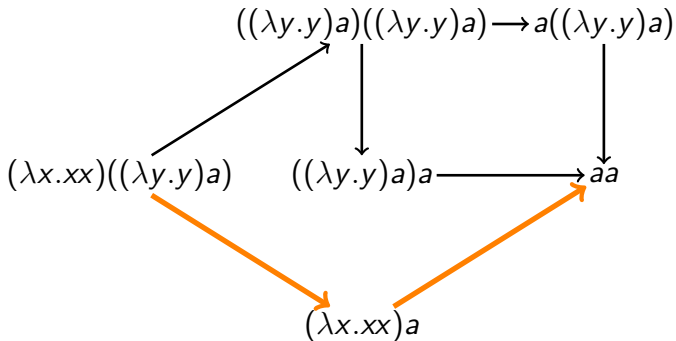
$(\lambda x.f)a$

$f\{x := a\}$

$(\lambda x.xx)((\lambda y.y)a)$

$((\lambda y.y)a)((\lambda y.y)a)$

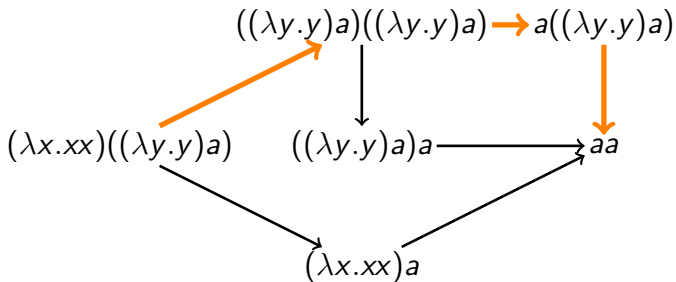
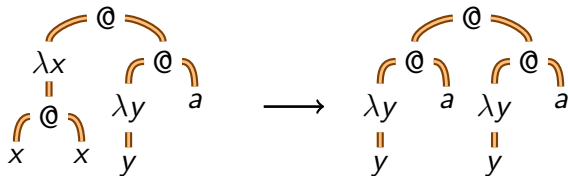
# Shortest simple path



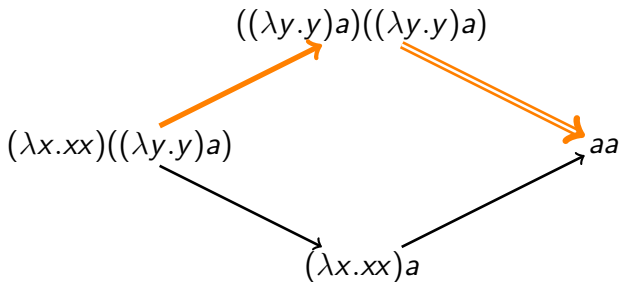
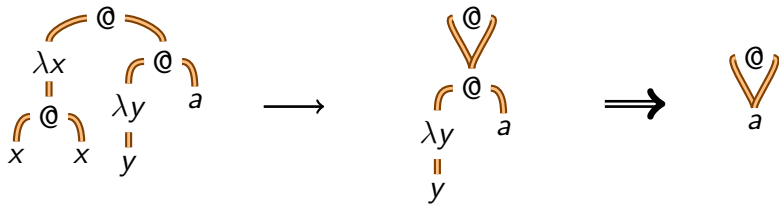
**Theorem: uncomputability (Barendregt et al. 1976)**

Optimal strategies for the  $\lambda$ -calculus  
cannot be computable.

# Wadsworth's call-by-need (1971)

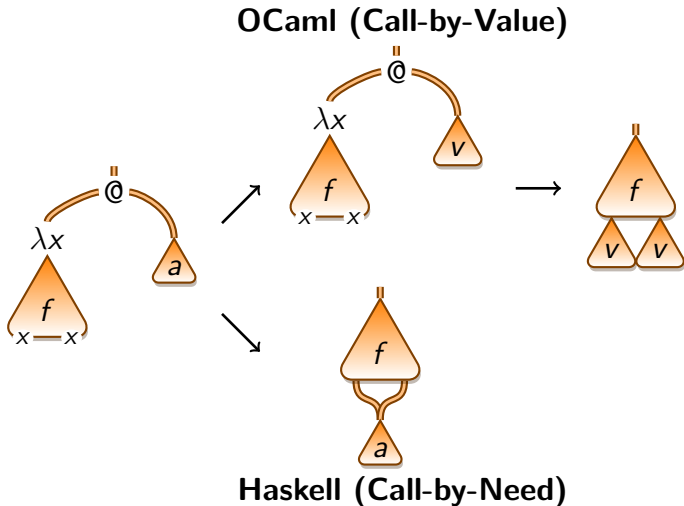


# Wadsworth's call-by-need (1971)



# Real compilers use weak reduction

Restriction on evaluation: not inside functions.





# New features of weak reduction (my work)

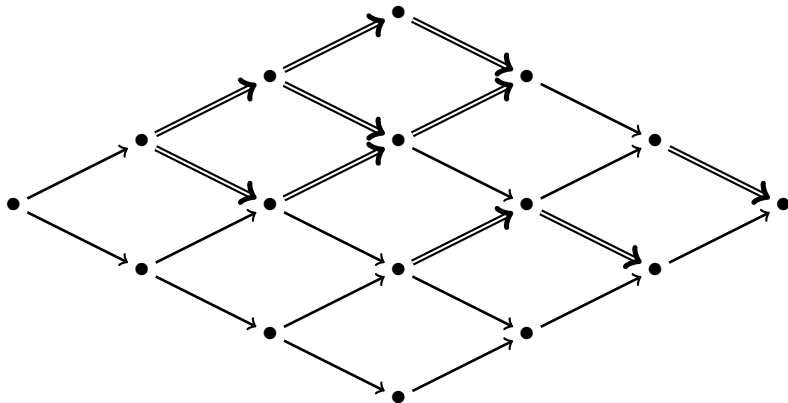
- The optimal strategy is still **uncomputable**.
- Call-by-need is **as good as** the optimal strategy.

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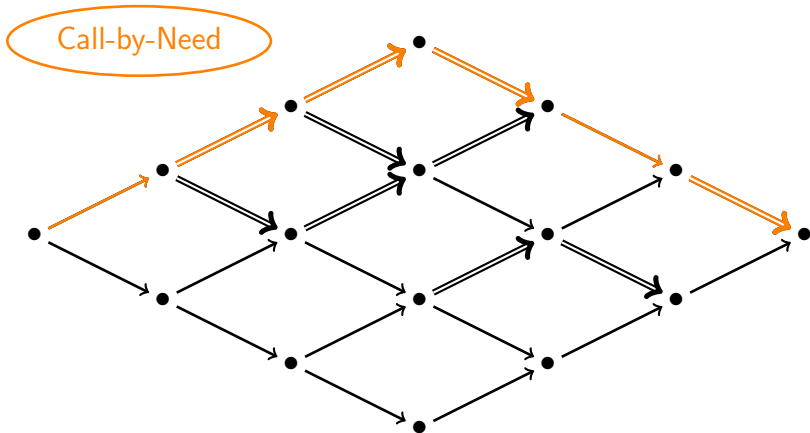
# Shared needed evaluation

- Use shared evaluation.
- Consider only needed steps.



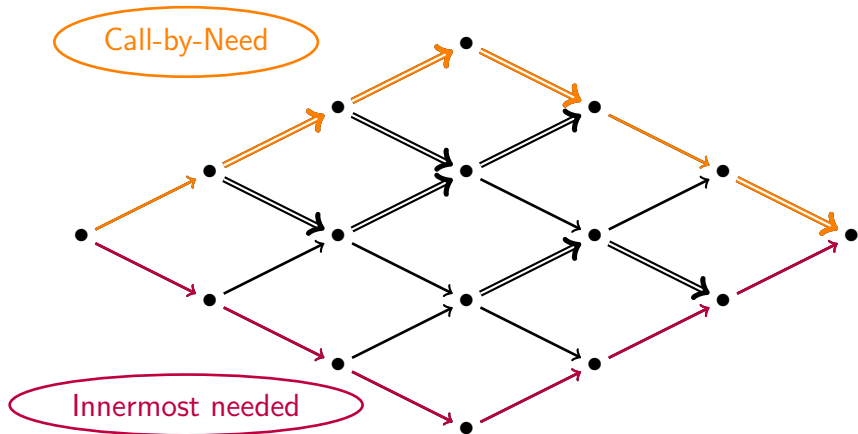
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# Conclusion

- Optimal strategies are not computable.
- Sharing adds shortcuts to the reduction space.
- Shared evaluation is as good as an optimal strategy **and** is computable.

**Question:** what is the cost of sharing?