

Compiling Self-Adjusting Programs with Continuations

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Dealin with Input Changes

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\end{center}  
\end{frame}  
  
\begin{frame}  
  \frametitle{Dealin with Input Changes}  
\end{frame}  
  
\begin{frame}  
  \frametitle{Self-Adjusting Computation}
```

talk.tex

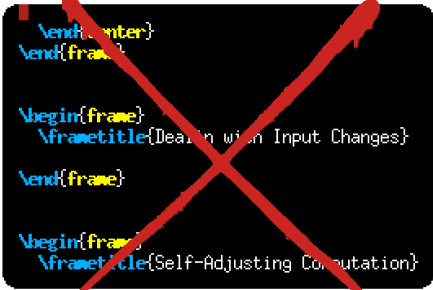
Dealin with Input Changes

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talk.tex

- ▶ First run **must** process the entire source file

Dealin with Input Changes



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Dealing with Input Changes

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```

talk.tex

- ▶ First run **must** process the entire source file
- ▶ Second run **only** has to process the affected frame
...but latex processes the entire file again

Self-Adjusting Computation

Self-Adjusting Computation (SAC)

= **Recompute** affected outputs + **Reuse** unaffected outputs

- ▶ Modes of execution
 - ▶ From scratch
 - ▶ Update: reuse work from previous runs
- ▶ Track computation that depends on input changes

Example: Sum of Squares

from scratch run: `sumOfSquares(3,2)`

3

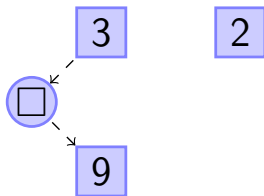
2




data

Example: Sum of Squares

from scratch run: `sumOfSquares(3,2)`



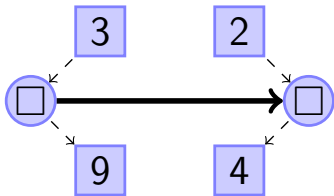

data


computation

----->
data flow

Example: Sum of Squares

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data

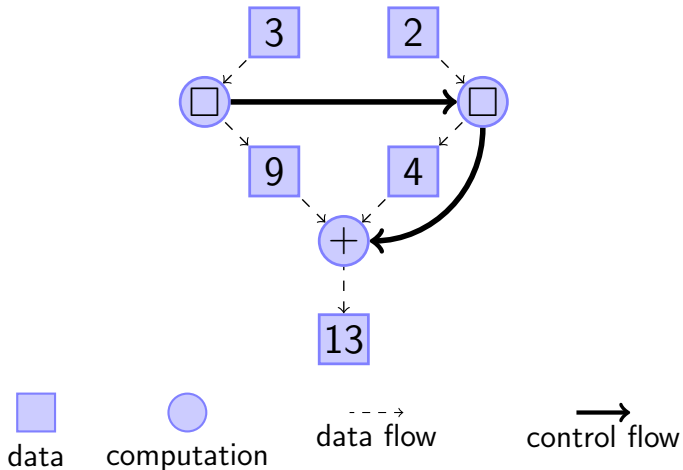
computation

data flow

control flow

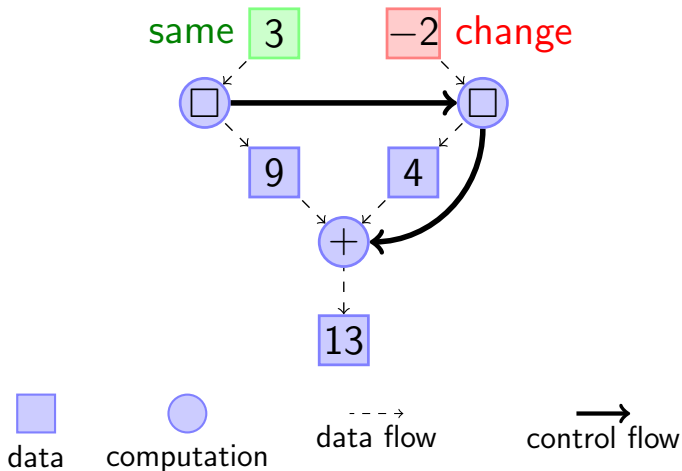
Example: Sum of Squares

from scratch run: `sumOfSquares(3,2)`



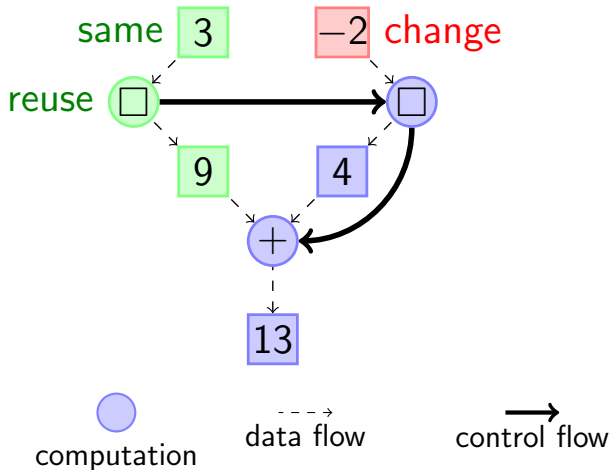
Example: Sum of Squares

from scratch run: `sumOfSquares(3,2)`
update run: `sumOfSquares(3,-2)`



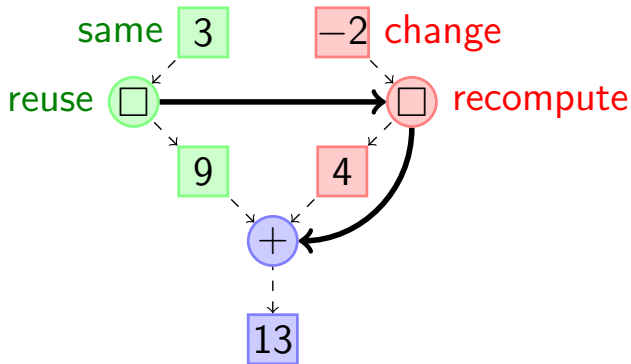
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data

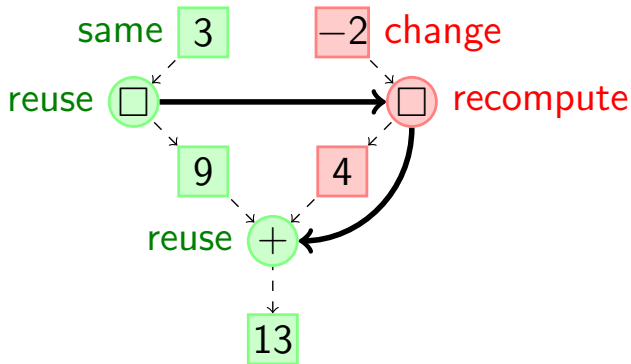
computation

data flow

control flow

Example: Sum of Squares

from scratch run: `sumOfSquares(3,2)`
update run: `sumOfSquares(3,-2)`



data

computation

data flow

control flow

Applications

- ▶ Algorithms (computational geometry, dynamic algorithms)
- ▶ Machine learning (Bayesian inference)
- ▶ Robotics
- ▶ Software verification (dynamic invariant checking)
- ▶ Hardware design (reconfigurable hardware)

Tracking Dependencies

Previous approach: **Manually** track dependencies

- ▶ monadic destination-passing primitives
- ▶ manual hashing, equality, memoization

```
fun sumOfSquares (x, y) =  
  let x2 = read(x, fn m => write(m * m))  
      y2 = read(y, fn n => write(n * n))  
  in memo (x2,y2) (fn (x2,y2) => read(x2, fn n2 =>  
    read(y2, fn m2 => write(n2 + m2)))) end
```

Tracking Dependencies

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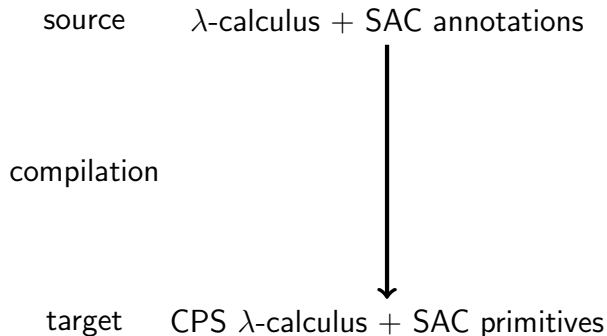
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    read(y2, fn m2 => write(n2 + m2)))) end
```

New approach: **Automatically** infer dependencies

- ▶ Language support: direct-style annotations
- ▶ Compiler support: infer dependencies from annotations

```
fun sumOfSquares (box m, box n) =  
  box(unbox (box(m * m)) + unbox(box (n * n)))
```

Compilation Outline



Source Language

- ▶ Pure λ -calculus with SAC **annotations**
- ▶ Use **boxes** to mark **changeable** data

$$\tau ::= \tau \mathbf{box} \mid \dots$$
$$e ::= \mathbf{box} e$$
$$\quad \mid \mathbf{unbox} e$$
$$\quad \mid \dots$$

create

dereference

Source Language

- ▶ Pure λ -calculus with SAC **annotations**
- ▶ Use **boxes** to mark **changeable** data

$\tau ::= \tau$ **box** | \dots

$e ::=$ **box** e

| **unbox** e

| \dots

create

dereference

```
datatype 'a list = nil | :: of 'a * 'a list
map : ('a -> 'b) -> 'a list -> 'b list
fun map f ( nil) = nil
  | map f ( (h::t)) = (f h :: map f t)
```

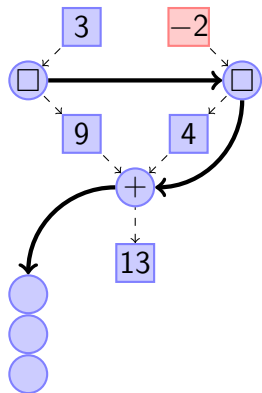
Source Language

- ▶ Pure λ -calculus with SAC **annotations**
- ▶ Use **boxes** to mark **changeable** data

$$\tau ::= \tau \mathbf{box} \mid \dots$$
$$e ::= \mathbf{box} e \quad \text{create}$$
$$\quad \mid \mathbf{unbox} e \quad \text{dereference}$$
$$\quad \mid \dots$$

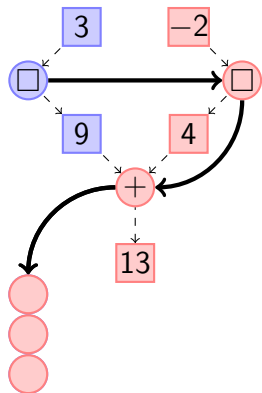
```
datatype 'a list = nil | :: of 'a * 'a list box
map : ('a -> 'b) -> 'a list box -> 'b list box
fun map f (box nil) = box nil
  | map f (box (h::t)) = box (f h :: map f t)
```


Challenges of Compilation



How to identify control dependencies?

Challenges of Compilation

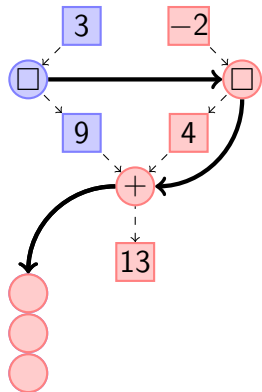


How to identify control dependencies?

Use the **continuation**!

= the rest of the computation

Challenges of Compilation



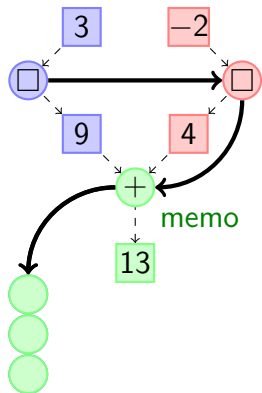
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But continuation is an **overapproximation**

Challenges of Compilation



How to identify control dependencies?

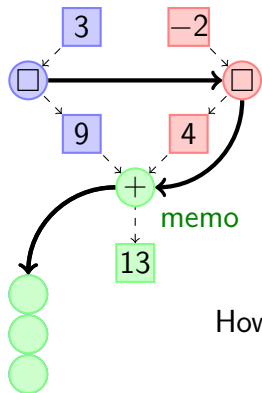
Use the **continuation!**

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Use **memoization**

Challenges of Compilation



How to identify control dependencies?

Use the **continuation!**

= the rest of the computation

But continuation is an **overapproximation**

Use **memoization**

How to **combine** memoization and continuations?

Target Language

- ▶ Pure CPS λ -calculus with SAC **primitives**

$e ::=$ **fun** $f.x.k.e$ **explicit continuation**

| $v_f v_x v_k$

| **boxk** $v v_k$

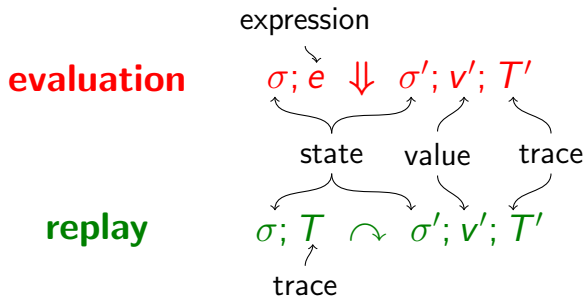
| **unboxk** $v v_k$

| **memo** e **attempt reuse**

| \dots

- ▶ Intrinsic support for self-adjusting computation

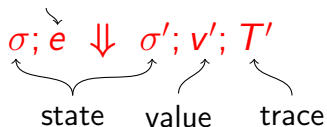
Dynamic Semantics for **Evaluation** and **Replay**



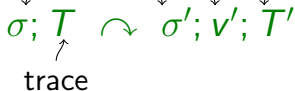
Dynamic Semantics for **Evaluation** and **Replay**

evaluation

expression



replay

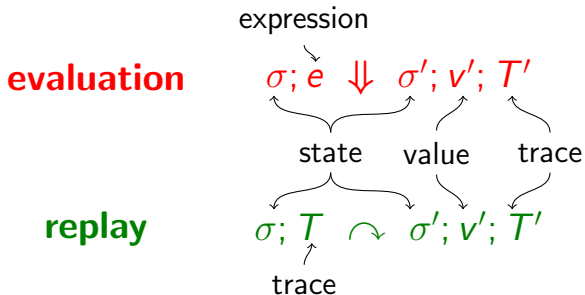


from scratch



evaluation-only

Dynamic Semantics for **Evaluation** and **Replay**



from scratch



evaluation-only

update

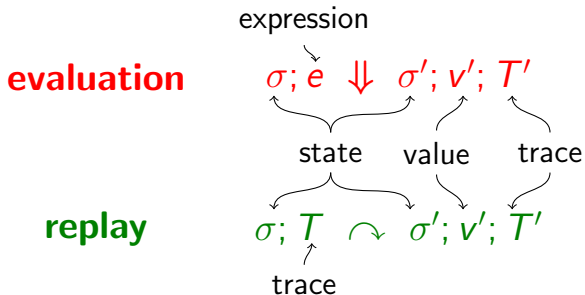


interleaving

replay when possible

evaluate when necessary

Dynamic Semantics for **Evaluation** and **Replay**



Correctness:



Alternating between **Evaluation** and **Replay**



a **memo** can **adapt** a **similar** execution

$$\frac{\overbrace{\sigma_0; e \Downarrow _ ; _ ; T_0}^{\text{previous run}} \quad \sigma; T_0 \rightsquigarrow \sigma'; v'; T'}{\sigma; \text{memo } e \Downarrow \sigma'; v'; T'}$$

Alternating between **Evaluation** and **Replay**



a **memo** can **adapt** a **similar** execution

$$\frac{\overbrace{\sigma_0; e \Downarrow _ ; _ ; T_0}^{\text{previous run}} \quad \sigma; T_0 \rightsquigarrow \sigma'; v'; T'}{\sigma; \text{memo } e \Downarrow \sigma'; v'; T'}$$



an **invalid unboxk** must be **reevaluated**

$$\frac{\sigma(l) = v \neq v_0 \quad \sigma; v_k v \Downarrow \sigma'; v'; T'}{\sigma; \underbrace{\text{unboxk } l \ v_0 \ v_k}_{\text{record result}} \cdot T \rightsquigarrow \sigma'; v'; \text{unboxk } l \ v \ v_k \cdot T'}$$

Adaptive CPS Translation

$\llbracket e^{\text{src}} \rrbracket v_k^{\text{tgt}} = e^{\text{tgt}}$ compile term e with continuation v_k

- ▶ **box** translation: straightforward

$$\llbracket \mathbf{box} \ e \rrbracket v_k = \llbracket e \rrbracket (\lambda y. \mathbf{boxk} \ y \ v_k)$$

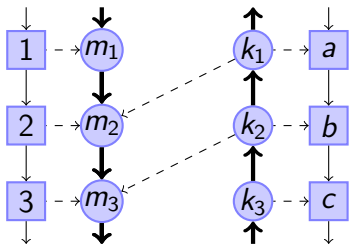
$$\llbracket \mathbf{unbox} \ e \rrbracket v_k = \llbracket e \rrbracket (\lambda y. \mathbf{unboxk} \ y \ v_k)$$

- ▶ **fun** translation: **subtle**

$$\llbracket \mathbf{fun} \ f.x.e \rrbracket v_k = \mathbf{???}$$

$$\llbracket e_1 \ e_2 \rrbracket v_k = \llbracket e_1 \rrbracket (\lambda y_f. \llbracket e_2 \rrbracket (\lambda y_x. y_f \ y_x \ v_k))$$

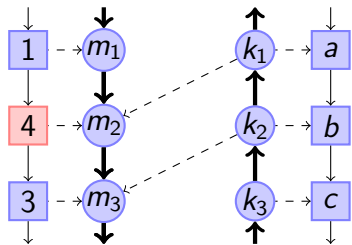
Function Compilation: standard translation



$$\begin{aligned} \llbracket \mathbf{fun} \ f.x.e \rrbracket v_k \\ = v_k (\mathbf{fun} \ f.x.k. \end{aligned}$$

$$(\llbracket e \rrbracket k))$$

Function Compilation: standard translation

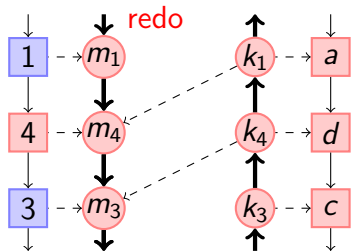


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Function Compilation: standard translation

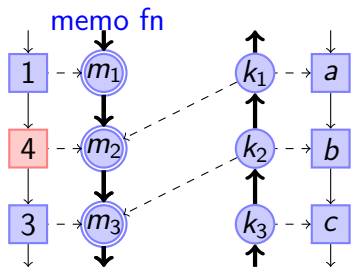
How to **reuse** work?



$$\llbracket \text{fun } f.x.e \rrbracket v_k \\ = v_k (\text{fun } f.x.k.$$

$$(\llbracket e \rrbracket k))$$

Function Compilation: memo'd call



How to reuse work?

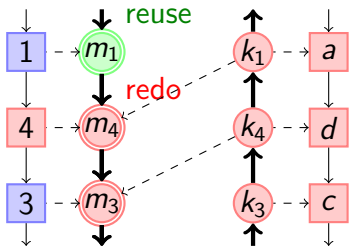
Memo the function call

$$\llbracket \text{fun } f.x.e \rrbracket v_k \\ = v_k (\text{fun } f.x.k.)$$

memo ($\llbracket e \rrbracket k$)

memo body

Function Compilation: memo'd call



How to **reuse** work?

Memo the function call

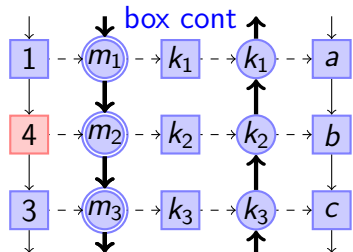
How to **memo** despite continuation?

$$\llbracket \text{fun } f.x.e \rrbracket v_k \\ = v_k (\text{fun } f.x.k.)$$

memo ($\llbracket e \rrbracket k$)

memo body

Function Compilation: memo'd call + boxed cont



How to **reuse** work?

Memo the function call

How to **memo** despite continuation?

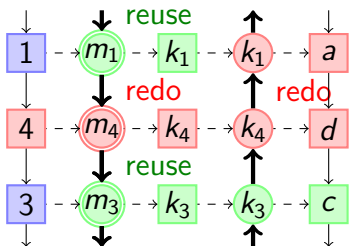
Box the continuation

$$\llbracket \text{fun } f.x.e \rrbracket v_k \\ = v_k (\text{fun } f.x.k.$$

let $y_k = \text{boxk } k$ in
let $k' = \lambda y_r. \text{unboxk } y_k (\lambda k.k y_r)$ in
memo ($\llbracket e \rrbracket k'$)

box cont
unbox cont
memo body

Function Compilation: memo'd call + boxed cont



How to **reuse** work?

Memo the function call

How to **memo** despite continuation?

Box the continuation

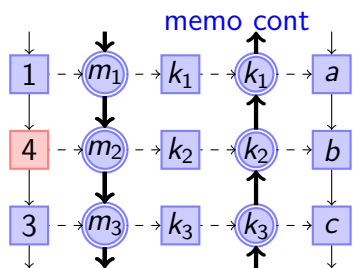
How to avoid reexecuting **continuation**?

$$\llbracket \text{fun } f.x.e \rrbracket v_k \\ = v_k (\text{fun } f.x.k.)$$

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Function Compilation: memo'd call/cont + boxed cont



How to **reuse** work?

Memo the function call

How to **memo** despite continuation?

Box the continuation

How to avoid reexecuting **continuation**?

Memoizing continuations

$\llbracket \text{fun } f.x.e \rrbracket v_k$

$= v_k (\text{fun } f.x.k.$

let $k_m = \lambda y_r.\text{memo } (k y_r)$ in

let $y_k = \text{boxk } k_m$ in

let $k' = \lambda y_r.\text{unboxk } y_k (\lambda k.k y_r)$ in

memo ($\llbracket e \rrbracket k'$)

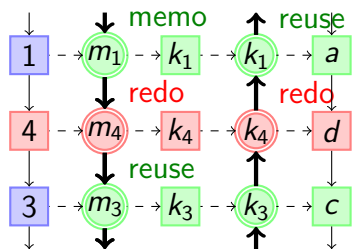
memo cont

box cont

unbox cont

memo body

Function Compilation: memo'd call/cont + boxed cont



How to **reuse** work?

Memo the function call

How to **memo** despite continuation?

Box the continuation

How to avoid reexecuting **continuation**?

Memoizing continuations

Uses existing primitives!

$\llbracket \text{fun } f.x.e \rrbracket v_k$

$= v_k (\text{fun } f.x.k.$

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memo ($\llbracket e \rrbracket k'$)

memo cont

box cont

unbox cont

memo body

Summary

- ▶ Adaptive CPS for compiling self-adjusting programs
 - ▶ Boxes = track dependencies + isolate continuations
 - ▶ Memoization = identify reuse + optimize continuations
- ▶ More natural programming style
- ▶ SML implementation in MLton
 - ▶ Selective CPS
 - ▶ Reconcile memoization with allocation
 - ▶ Interacting with self-adjusting subprograms
- ▶ Experimental evaluation
 - ▶ Efficient update
 - ▶ Competitive against manual approach



See paper!

Thanks!

<http://ttic.uchicago.edu/~pl/sa-sml>

Future Work

- ▶ Reasoning principles for asymptotic performance
- ▶ Automate annotations
- ▶ Combine with effects (imperative references, I/O, ...)
- ▶ Larger applications
 - Self-adjusting `latex`?