

Script generated by TTT

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Accordingly, we have for `abs` :

```
let abs = fun x → let z = (x, -x)
                in max z
```

4.2 A Simple Value Analysis

Idea

For every subexpression `e` we collect the set $\llbracket e \rrbracket^\#$ of possible values of `e` ...

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Let V denote the set of occurring (classes of) constants, functions as well as applications of constructors and operators. As our lattice, we choose:

$$\mathbb{V} = 2^V$$

As usual, we put up a **constraint system**:

- If `e` is a value, i.e., of the form: `b, c e1 ... ek, (e1, ..., ek)`, an operator application or `fun x → e` we generate the constraint:

$$\llbracket e \rrbracket^\# \supseteq \{e\}$$

- If `e ≡ (e1 e2)` and `f ≡ fun x → e'`, then

$$\llbracket e \rrbracket^\# \supseteq (f \in \llbracket e_1 \rrbracket^\#) ? \llbracket e' \rrbracket^\# : \emptyset$$

$$\llbracket x \rrbracket^\# \supseteq (f \in \llbracket e_1 \rrbracket^\#) ? \llbracket e_2 \rrbracket^\# : \emptyset$$

...

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- If `e ≡ let x1 = e1 in e0`, then we generate:

$$\llbracket x_1 \rrbracket^\# \supseteq \llbracket e_1 \rrbracket^\#$$

$$\llbracket e \rrbracket^\# \supseteq \llbracket e_0 \rrbracket^\#$$

- Analogously for `t ≡ letrec x1 = e1 ... xk = ek in e0`:

$$\llbracket x_i \rrbracket^\# \supseteq \llbracket e_i \rrbracket^\#$$

$$\llbracket t \rrbracket^\# \supseteq \llbracket e_0 \rrbracket^\#$$

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- 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),

$$\llbracket e \rrbracket^\# \supseteq \llbracket e_i \rrbracket^\#$$

...

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

$$\llbracket e \rrbracket^\# \supseteq (v \in \llbracket e_0 \rrbracket^\#) ? \llbracket e_i \rrbracket^\# : \emptyset$$

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

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

$$\llbracket e \rrbracket^\# \supseteq (v \in \llbracket e_0 \rrbracket^\#) ? \llbracket e_i \rrbracket^\# : \emptyset$$

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

If $p_i \equiv y$, then

$$\llbracket e \rrbracket^\# \supseteq \llbracket e_i \rrbracket^\#$$

$$\llbracket y \rrbracket^\# \supseteq \llbracket e_0 \rrbracket^\#$$

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- If $e \equiv (e_1 e_2)$ and $f \equiv \text{fun } x \rightarrow e'$, then

$$\llbracket e \rrbracket^\# \supseteq (f \in \llbracket e_1 \rrbracket^\#) ? \llbracket e' \rrbracket^\# : \emptyset$$

$$\llbracket x \rrbracket^\# \supseteq (f \in \llbracket e_1 \rrbracket^\#) ? \llbracket e_2 \rrbracket^\# : \emptyset$$

...

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$$e_0 = (x_1, 1 :: x_2)$$

$$e_1 = (\text{fun } x \rightarrow e') e_0$$

$$[[e_0]]^\#, [[e_1]]^\# \subseteq \mathcal{V}$$

members of the prog

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

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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

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

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- 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),

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

...

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 (y)
in app [1; 2] [3]
```

The analysis then results in:

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

...

$$\begin{aligned} \llbracket h \rrbracket^\# &= \{1, 2\} \\ \llbracket t \rrbracket^\# &= \{[2], []\} \\ \llbracket \text{app } t \rrbracket^\# &= \\ \llbracket \text{app } [1; 2] \rrbracket^\# &= \{\text{fun } y \rightarrow y, \text{fun } y \rightarrow h :: \text{app } \dots\} \\ \llbracket \text{app } t y \rrbracket^\# &= \\ \llbracket \text{app } [1; 2] [3] \rrbracket^\# &= \{[3], h \text{ app } \dots\} \end{aligned}$$

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 $c \llbracket e_1 \rrbracket^\# \dots \llbracket e_k \rrbracket^\#$, $(\llbracket e_1 \rrbracket^\#, \dots, \llbracket e_k \rrbracket^\#)$ or $\llbracket e_1 \rrbracket^\# \square \llbracket e_2 \rrbracket^\#$, respectively.

⇒ regular tree grammar

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... in the Example:

We obtain for $A = \llbracket \text{app } t y \rrbracket^\#$:

$$\begin{aligned} A &\rightarrow [3] \mid \llbracket h \rrbracket^\# :: A \\ \llbracket h \rrbracket^\# &\rightarrow 1 \mid 2 \end{aligned}$$

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

$$\begin{aligned} \mathcal{L}(h) &= \{1, 2\} \\ \mathcal{L}(\text{app } t y) &= \{[a_1; \dots, a_r; 3] \mid r \geq 0, a_i \in \{1, 2\}\} \end{aligned}$$

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...

$$\begin{aligned} \llbracket h \rrbracket^\# &= \{1, 2\} \\ \llbracket t \rrbracket^\# &= \{[2], []\} \\ \llbracket \text{app } t \rrbracket^\# &= \\ \llbracket \text{app } [1; 2] \rrbracket^\# &= \{\text{fun } y \rightarrow y, \text{fun } y \rightarrow h :: \text{app } \dots\} \\ \llbracket \text{app } t y \rrbracket^\# &= \\ \llbracket \text{app } [1; 2] [3] \rrbracket^\# &= \{[3], h :: \text{app } \dots\} \end{aligned}$$

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 $c \llbracket e_1 \rrbracket^\# \dots \llbracket e_k \rrbracket^\#$, $(\llbracket e_1 \rrbracket^\#, \dots, \llbracket e_k \rrbracket^\#)$ or $\llbracket e_1 \rrbracket^\# \square \llbracket e_2 \rrbracket^\#$, respectively.

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We obtain for $A = \llbracket \text{app } t y \rrbracket^\sharp$:

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real values: (1;2);3, [2;3], [3]

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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 f x
  
```

(Handwritten annotations: x=1 is underlined in yellow; x=2 has a downward arrow; the function definition and its call are circled in black.)

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4.3 An Operational Semantics

Idea

We construct a **Big-Step** operational semantics which evaluates expressions w.r.t. an environment.

Values are of the form:

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

Examples for Values

$$\begin{aligned} &c1 \\ [1; 2] &= :: 1 (:: 2 []) \\ (\text{fun } x \rightarrow x::y, \{y \mapsto [5]\}) & \end{aligned}$$

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... 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
  
```

(The inner let y = x in y + x is boxed in red.)

- recursive functions. In the definition:

$$\text{foo} = \text{fun } y \rightarrow \text{foo } y$$

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.

810

... computes something else than:

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

- **recursive functions.** In the definition:

```
foo = fun y → foo y
```

foo should better not be substituted.

809

... computes something else than:

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      in fun y → y + x
in let y = x
  in y + x
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foo = fun y → foo y
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foo should better not be substituted.

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

810

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

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

$$\begin{aligned} D[e_1] &= D \\ D[e_0] &= D \cup \{x_1\} \end{aligned}$$

- 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
 \implies 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
    
```

\implies the inner definition becomes redundant !!!

813

```

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

\implies now we can apply inlining :

814

```

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

```

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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 → gx::map g xs
in map f list

```

817

Idea 2

- We apply our value analysis.
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```

817

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 → gx::h xs
```

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- 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 → gx::map g xs
```

818

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
```

820

Removing useless definitions and variable-variable assignments yields:

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

821

- 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
```

818

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
```

817

Removing useless definitions and variable-variable assignments yields:

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

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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)
```

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

825

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                l2 = map (fun x → x · x) l1
                s2 = sum l2
         in s2/n
```

825

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 !!!

826

Example

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sum = foldl (+) 0
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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
```

827

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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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827

Caveat

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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~~foldl~~ ~~map~~ ~~filter~~ ~~map~~ ~~h a~~

828

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828

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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
```

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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 !!!

831

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
```

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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 !!!

831

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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
```

f n

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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
```

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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
```

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