

We have:

$$\begin{aligned}\text{comp rev (map } f) &= \text{comp (map } f) \text{ rev} \\ \text{comp rev (filter } p) &= \text{comp (filter } p) \text{ rev} \\ \text{comp rev (tabulate } f) &= \text{rev_tabulate } f\end{aligned}$$

Here, `rev_tabulate` tabulates in reverse ordering. This function has properties quite analogous to `tabulate`:

$$\begin{aligned}\text{comp (map } f) (\text{rev_tabulate } g) &= \text{rev_tabulate (comp}_2 f g) \\ \text{comp (foldl } f a) (\text{rev_tabulate } g) &= \text{rev_loop (comp}_2 f g) a\end{aligned}$$

Extension (3): Dependencies on the Index

- Correctness is proven by induction on the lengths of occurring lists.
- Similar composition results also hold for transformations which take the current indices into account:

$$\text{map}' = \text{fun } i \rightarrow \text{fun } f \rightarrow \text{fun } l \rightarrow \text{match } l \text{ with } [] \rightarrow []$$
$$| \quad x :: xs \rightarrow f \ i \ x) :: \text{map}' (i + 1) f \ xs$$
$$\text{map} = \text{map}' 0$$

Analogously, there is index-dependent accumulation:

```
foldli' = fun i → fun f → fun a → fun l →  
         match l with [] → a  
         | x :: xs → foldli' (i + 1) f (f i a x) xs  
foldli  = foldli' 0
```

For composition, we must take care that always the same indices are used.
This is achieved by:

$$\text{comp}_i = \text{fun } f \rightarrow \text{fun } g \rightarrow \text{fun } i \rightarrow \text{fun } x \rightarrow f \ i \ (g \ i \ x)$$

$$\text{comp}_{i_1} = \text{fun } f \rightarrow \text{fun } g \rightarrow \text{fun } i \rightarrow \text{fun } x_1 \rightarrow \text{fun } x_2 \rightarrow \\ f \ i \ (g \ i \ x_1) \ x_2$$

$$\text{comp}_{i_2} = \text{fun } f \rightarrow \text{fun } g \rightarrow \text{fun } i \rightarrow \text{fun } x_1 \rightarrow \text{fun } x_2 \rightarrow \\ f \ i \ x_1 \ (g \ i \ x_2)$$

$$\text{cmp}_1 = \text{fun } f \rightarrow \text{fun } g \rightarrow \text{fun } i \rightarrow \text{fun } x_1 \rightarrow \text{fun } x_2 \rightarrow \\ f \ i \ x_1 \ (g \ x_2)$$

$$\text{cmp}_2 = \text{fun } f \rightarrow \text{fun } g \rightarrow \text{fun } i \rightarrow \text{fun } x_1 \rightarrow \text{fun } x_2 \rightarrow \\ f \ x_1 \ (g \ i \ x_2)$$

Then:

<code>comp (mapi f) (map g)</code>	<code>= mapi (comp₂ f g)</code>
<code>comp (map f) (mapi g)</code>	<code>= mapi (comp f g)</code>
<code>comp (mapi f) (mapi g)</code>	<code>= mapi (compi f g)</code>
<code>comp (foldli f a) (map g)</code>	<code>= foldli (cmp₁ f g) a</code>
<code>comp (foldl f a) (mapi g)</code>	<code>= foldli (cmp₂ f g) a</code>
<code>comp (foldli f a) (mapi g)</code>	<code>= foldli (compi₂ f g) a</code>
<code>comp (foldli f a) (tabulate g)</code>	<code>= let h = fun a → fun i →</code> <code> f i a (g i)</code> <code> in loop h a</code>

Discussion:

- Warning: index-dependent transformations may not commute with `rev` or `filter`.
- All our rules can only be applied if the functions `id`, `map`, `mapi`, `foldl`, `foldli`, `filter`, `rev`, `tabulate`, `rev_tabulate`, `loop`, `rev_loop`, ... are provided by a **standard library**: Only then the algebraic properties can be guaranteed !!!
- Similar simplification rules can be derived for any kind of tree-like data-structure `tree α` .
- These also provide operations `map`, `mapi` and `foldl`, `foldli` with corresponding rules.
- Further opportunities are opened up by functions `to_list` and `from_list` ...

Example

`type tree α = Leaf | Node α (tree α) (tree α)`

`map = fun f → fun t → match t with Leaf → Leaf
| Node x l r → let l' = map f l
r' = map f r
in Node (f x) l' r'`

`foldl = fun f → fun a → fun t → match t with Leaf → a
| Node x l r → let a' = foldl f a l
in foldl f (f a' x) r`

```
to_list' = fun a → fun t → match t with Leaf → a
          | Node x t1 t2 → let a' = to_list' a t2
                           in to_list' (x :: a') t1
```

```
to_list = to_list' []
```

```
from_list = fun l → match l
               with [] → Leaf
                  | x :: xs → Node x Leaf (from_list xs)
```


Warning:

Not every natural equation is valid:

$$\begin{aligned} \text{comp to_list from_list} &= \text{id} \\ \text{comp from_list to_list} &\neq \text{id} \\ \text{comp to_list (map } f) &= \text{comp (map } f) \text{ to_list} \\ \text{comp from_list (map } f) &= \text{comp (map } f) \text{ from_list} \\ \text{comp (foldl } f \ a) \text{ to_list} &= \text{foldl } f \ a \\ \text{comp (foldl } f \ a) \text{ from_list} &= \text{foldl } f \ a \end{aligned}$$

In this case, there is even a `rev`:

```
rev          = fun t →  
              match t with Leaf → Leaf  
              | Node x t1 t2 → let s1 = rev t1  
                                   s2 = rev t2  
                                   in Node x s2 s1
```

```
comp to_list rev    = comp rev to_list  
comp from_list rev  ≠ comp rev from_list
```

4.6 CBN vs. CBV: Strictness Analysis

Problem:

- Programming languages such as **Haskell** evaluate expressions for **let**-defined variables and actual parameters not before their values are accessed.
- This allows for an elegant treatment of (possibly) infinite lists of which only small initial segments are required for computing the result :-)
- Delaying evaluation by default incurs, though, a non-trivial overhead ...

Example

`from` = `fun n → n :: from (n + 1)`

`take` = `fun k → fun s → if k ≤ 0 then []`
`else match s with [] → []`
`| x :: xs → x :: take (k - 1) xs`

Then CBN yields:

`take 5 (from 0) = [0, 1, 2, 3, 4]`

— whereas evaluation with CBV does not terminate !!!

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On the other hand, for CBN, tail-recursive functions may require non-constant space ???

```
fac2 = fun x → fun a → if x ≤ 0 then a
                        else fac2 (x - 1) (a · x)
```

Discussion:

- The multiplications are collected in the accumulating parameter through nested closures.
- Only when the value of a call `fac2 x 1` is accessed, this dynamic data structure is evaluated.
- Instead, the accumulating parameter should have been passed directly by-value !!!
- This is the goal of the following optimization ...

Simplification:

- At first, we rule out data structures, higher-order functions, and local function definitions.
- We introduce an unary operator $\#$ which forces the evaluation of a variable.
- Goal of the transformation is to place $\#$ at as many places as possible ...

Simplification:

- At first, we rule out data structures, higher-order functions, and local function definitions.
- We introduce an unary operator $\#$ which forces the evaluation of a variable.
- Goal of the transformation is to place $\#$ at as many places as possible ...

$$e ::= c \mid x \mid e_1 \square_2 e_2 \mid \square_1 e \mid f \ e_1 \ \dots \ e_k \mid \mathbf{if} \ e_0 \ \mathbf{then} \ e_1 \ \mathbf{else} \ e_2 \\ \mid \mathbf{let} \ r_1 = e_1 \ \mathbf{in} \ e$$
$$r ::= x \mid \#x$$
$$d ::= f \ x_1 \ \dots \ x_k = e$$
$$p ::= \mathbf{letrec} \ \mathbf{and} \ d_1 \ \dots \ \mathbf{and} \ d_n \ \mathbf{in} \ e$$

Idea:

- Describe a k -ary function

$$f : \mathbf{int} \rightarrow \dots \rightarrow \mathbf{int}$$

by a function

$$\llbracket f \rrbracket^\sharp : \mathbb{B} \rightarrow \dots \rightarrow \mathbb{B}$$

- 0 means: evaluation does definitely not terminate.
- 1 means: evaluation may terminate.
- $\llbracket f \rrbracket^\sharp 0 = 0$ means: If the function call returns a value, then the evaluation of the argument must have terminated and returned a value.

\implies f is **strict**.

Idea (cont.):

- We determine the abstract semantics of all functions :-)
- For that, we put up a system of equations ...

Auxiliary Function:

$$\begin{aligned} \llbracket e \rrbracket^\# & : (Vars \rightarrow \mathbb{B}) \rightarrow \mathbb{B} \\ \llbracket c \rrbracket^\# \rho & = 1 \\ \llbracket x \rrbracket^\# \rho & = \rho x \\ \llbracket \square_1 e \rrbracket^\# \rho & = \llbracket e \rrbracket^\# \rho \\ \llbracket e_1 \square_2 e_2 \rrbracket^\# \rho & = \llbracket e_1 \rrbracket^\# \rho \wedge \llbracket e_2 \rrbracket^\# \rho \\ \llbracket \text{if } e_0 \text{ then } e_1 \text{ else } e_2 \rrbracket^\# \rho & = \llbracket e_0 \rrbracket^\# \rho \wedge (\llbracket e_1 \rrbracket^\# \rho \vee \llbracket e_2 \rrbracket^\# \rho) \\ \llbracket f e_1 \dots e_k \rrbracket^\# \rho & = \llbracket f \rrbracket^\# (\llbracket e_1 \rrbracket^\# \rho) \dots (\llbracket e_k \rrbracket^\# \rho) \\ \dots & \end{aligned}$$

$$\begin{aligned} \llbracket \mathbf{let} \ x_1 = e_1 \ \mathbf{in} \ e \rrbracket^\# \rho &= \llbracket e \rrbracket^\# (\rho \oplus \{x_1 \mapsto \llbracket e_1 \rrbracket^\# \rho\}) \\ \llbracket \mathbf{let} \ \#x_1 = e_1 \ \mathbf{in} \ e \rrbracket^\# \rho &= (\llbracket e_1 \rrbracket^\# \rho) \wedge (\llbracket e \rrbracket^\# (\rho \oplus \{x_1 \mapsto \mathbf{1}\})) \end{aligned}$$

System of Equations:

$$\llbracket f_i \rrbracket^\# b_1 \dots b_k = \llbracket e_i \rrbracket^\# \{x_j \mapsto b_j \mid j = 1, \dots, k\}, \quad i = 1, \dots, n, b_1, \dots, b_k \in \mathbb{B}$$

- The unknowns of the system of equations are the functions $\llbracket f_i \rrbracket^\#$ or the individual entries $\llbracket f_i \rrbracket^\# b_1 \dots b_k$ in the value table.
- All right-hand sides are **monotonic!**
- Consequently, there is a least solution **:-)**
- The complete lattice $\mathbb{B} \rightarrow \dots \rightarrow \mathbb{B}$ has height $\mathcal{O}(2^k)$ **:-(**

Example:

For `fac2`, we obtain:

$$\begin{aligned} \llbracket \text{fac2} \rrbracket^\# b_1 b_2 &= b_1 \wedge (b_2 \vee \\ &\quad \llbracket \text{fac2} \rrbracket^\# b_1 (b_1 \wedge b_2)) \end{aligned}$$

Fixpoint iteration yields:

0	<code>fun x → fun a → 0</code>
1	<code>fun x → fun a → x ∧ a</code>
2	<code>fun x → fun a → x ∧ a</code>

We conclude:

- The function `fac2` is strict in both arguments, i.e., if evaluation terminates, then also the evaluation of its arguments.
- Accordingly, we transform:

```
fac2 = fun x → fun a → if x ≤ 0 then a
                        else let #x' = x - 1
                                #a' = x · a
                        in fac2 x' a'
```

Correctness of the Analysis:

- The system of equations is an abstract **denotational** semantics.
- The denotational semantics characterizes the meaning of functions as least solution of the corresponding equations for the concrete semantics.
- For values, the denotational semantics relies on the **complete** partial ordering \mathbb{Z}_\perp .
- For complete partial orderings, **Kleene's** fixpoint theorem is applicable **:-)**
- As description relation Δ we use:

$$\perp \Delta 0 \quad \text{and} \quad z \Delta 1 \quad \text{for } z \in \mathbb{Z}$$

Extension: Data Structures

- Functions may vary in the parts which they require from a data structure ...

`hd = fun l → match l with x :: xs → x`

- `hd` only accesses the first element of a list.
- `length` only accesses the backbone of its argument.
- `rev` forces the evaluation of the complete argument — given that the result is required completely ...