GRAPH IRs FOR IMPURE HIGHER-ORDER LANGUAGES

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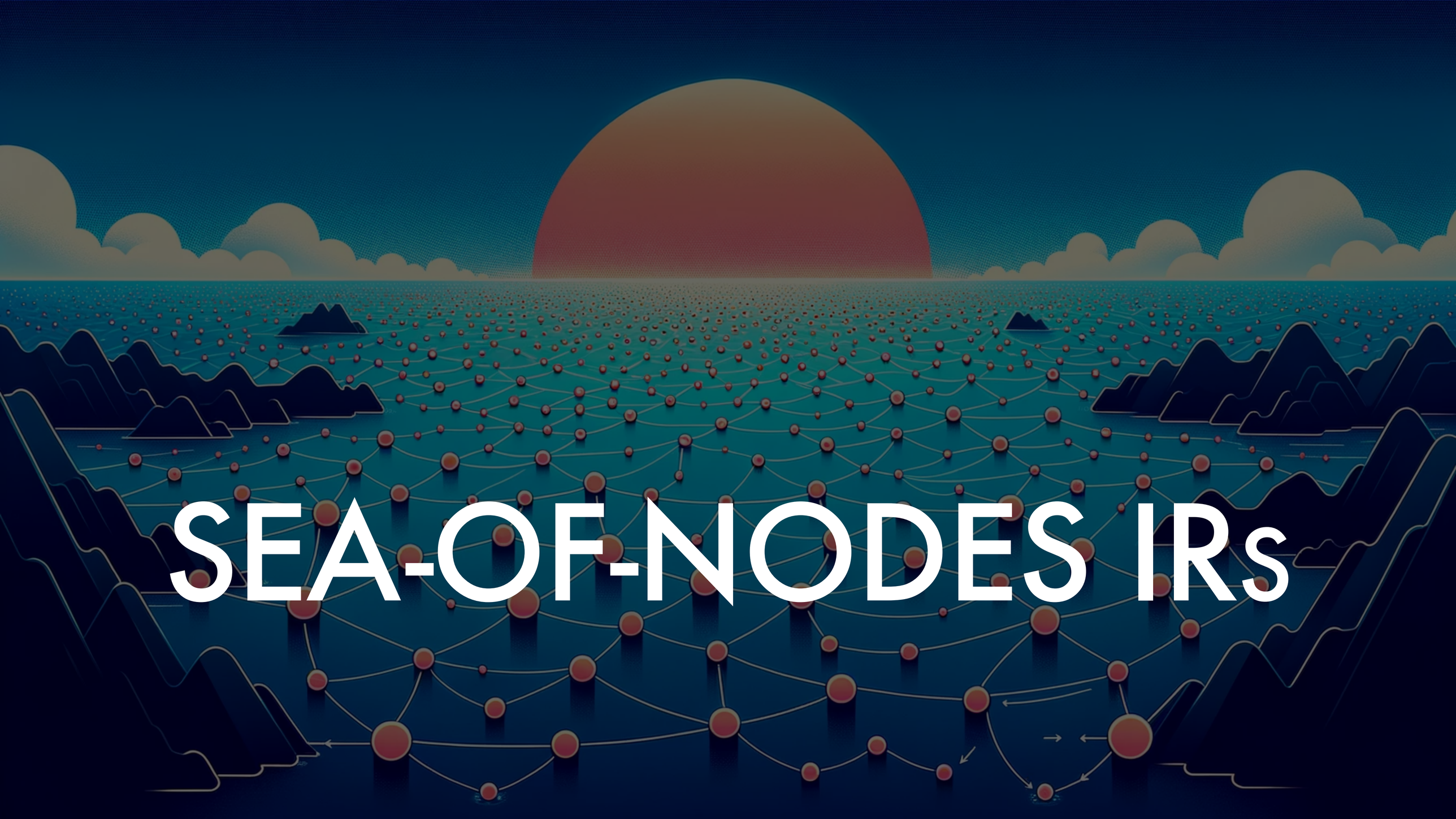
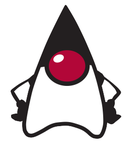

SEA-OF-NODES IRs

SEA-OF-NODES & GRAPH IRs

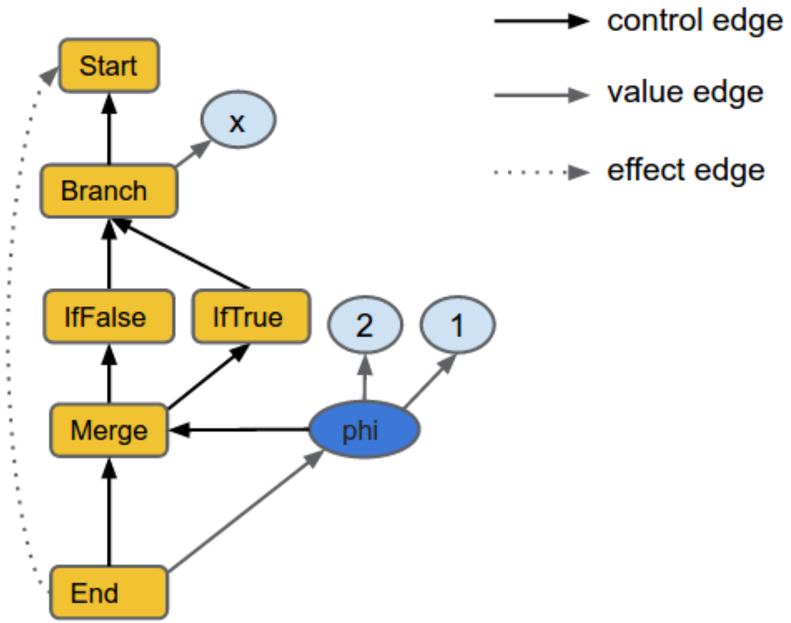
- **Imperative languages**: used in optimizing compilers & runtimes for (Java & JavaScript).
- **Pure functional languages:** used for graph reduction/term-graph rewriting (not considered here).
- **Sea-of-nodes:** dissolve programs into **graphs with data and control edges.**
  - Relaxed execution order & **highly localized** reasoning at nodes through dependencies.
  - More flexible & aggressive optimizations, code motion [Click 1995].
- Limitations
  - **Intraprocedural/local optimization scope!**
  - **First-order languages!**



GraalVM

Now what?

```
function (x) { return f(x) ? 1 : 2; }
```



Source: V8 TurboFan https://v8.dev/blog/turbofan-jit

SEA-OF-NODES & GRAPH IRs

How Could They Support Higher-Order Languages with Effects?

Say, what is the graph for this program?

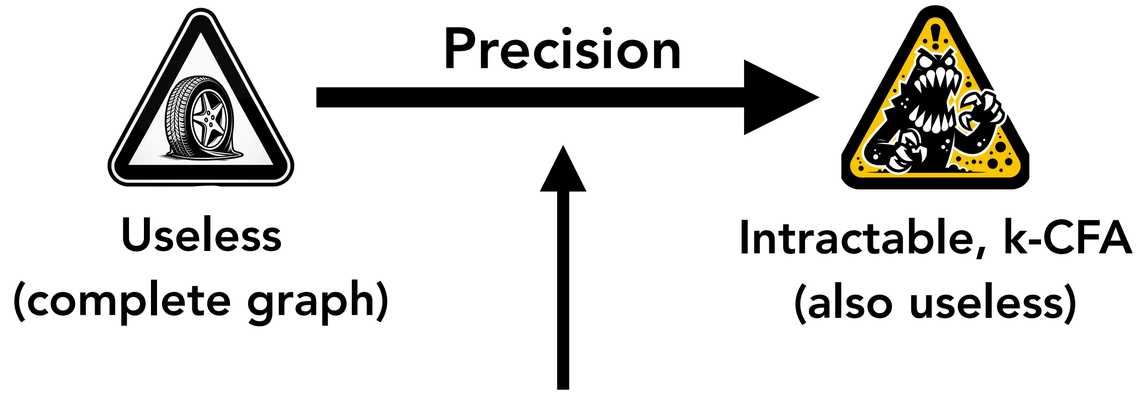
```
def map(f: Int ⇒ Int) = List(1, 2, 3).map(f)
val c = new Ref(0)
map(i ⇒ c := c+1; !c)
val d = c
val res = !d
map(i ⇒ if (i == 0) free(c); i)
res
```

Imprecise Control Transfers

Aliasing

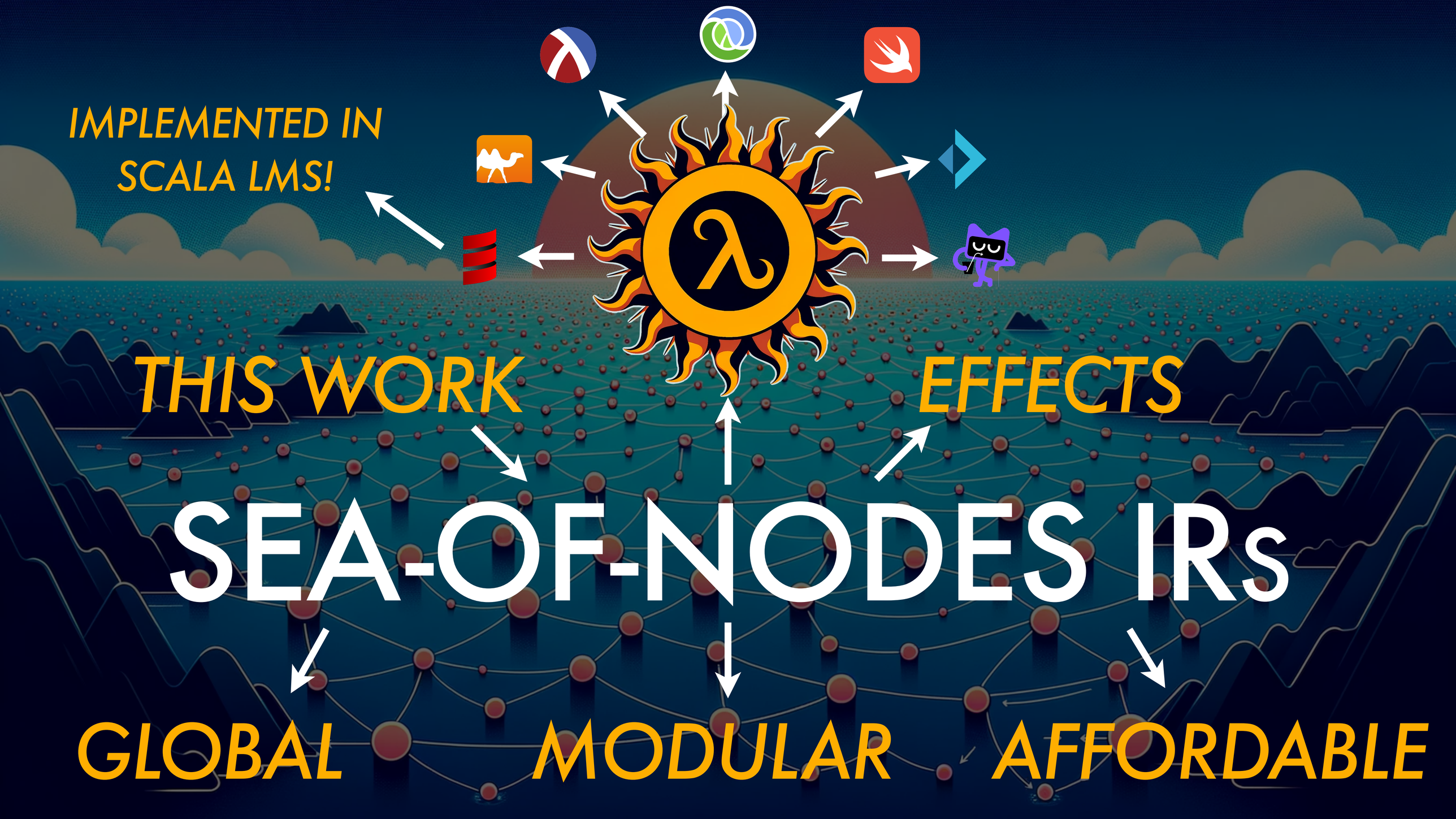
Effects

How do we obtain dependencies?
Precision vs. Cost

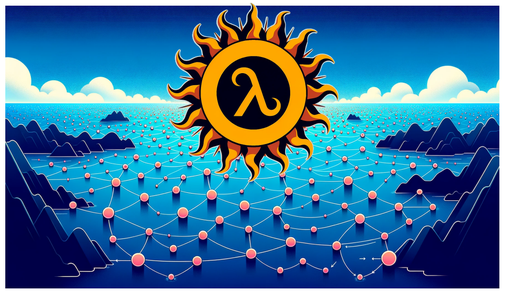


How do we achieve a *reasonable* price-to-performance ratio?

Is this necessarily whole program?


IMPLEMENTED IN SCALA LMS!
THIS WORK
EFFECTS
SEA-OF-NODES IRs
GLOBAL
MODULAR
AFFORDABLE

APPROACH IN A NUTSHELL



Problem: *Modular, Affordable, and Precise Dependencies*
for Higher-Order Programs + Effects

Solution:

- ***(Path-)Dependent types*** carry all relevant information (e.g., ***context and capabilities***).
- ***Type inference*** which is ***efficient in practice*** replaces expensive flow analyses.
  - ***General-purpose languages***: rely on ***lightweight user annotations*** (no worse than Rust).
  - ***DSLs***: types built into language constructs, ***no user annotation needed***.
- Naturally inherits the virtues of type systems: ***separate compilation***.

Foundation: *Reachability Types*
Seamless Ownership Types for Higher-Order Programs + Effects
(OOPSLA'21, Conditionally accepted at POPL'24)

REACHABILITY TYPES

OOPSLA'21, Successor Conditionally Accepted at POPL'24

```
val c1 : Ref[Int]{c1}
val c2 : Ref[Int]{c2}
val c3 : Ref[Int]{c1,c3} = c1
```

Reachability sets track aliasing*

addRef's implementation ***must not share aliasing*** with its argument: $\varnothing \sqcap \{c_1\} = \varnothing$

addRef's implementation ***reaches/closes over*** c1.

```
def addRef(x : Ref[Int]ϕ) =    // ((x: Ref[Int]ϕ) ⇒ Ref[Int]{c1} {c1,x}){c1}
  c1 := !c1 + !x; c1
```

Dependent effect!

```
addRef(c2) // ok: separate    // ((x: Ref[Int]ϕ) ⇒ Ref[Int]{c1} w:{c1} r:{c1,x}){c1}
addRef(c1) // error: overlap
addRef(c3) // error: overlap
```

Refinement: reads and writes

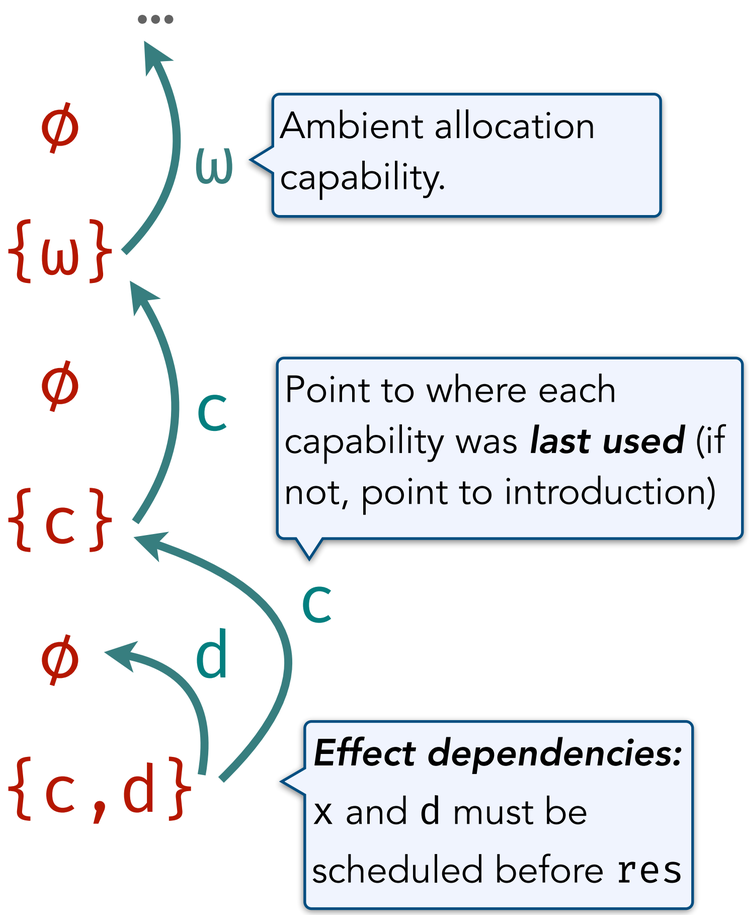
*it is actually a stronger relation! We *do not* need full alias analysis

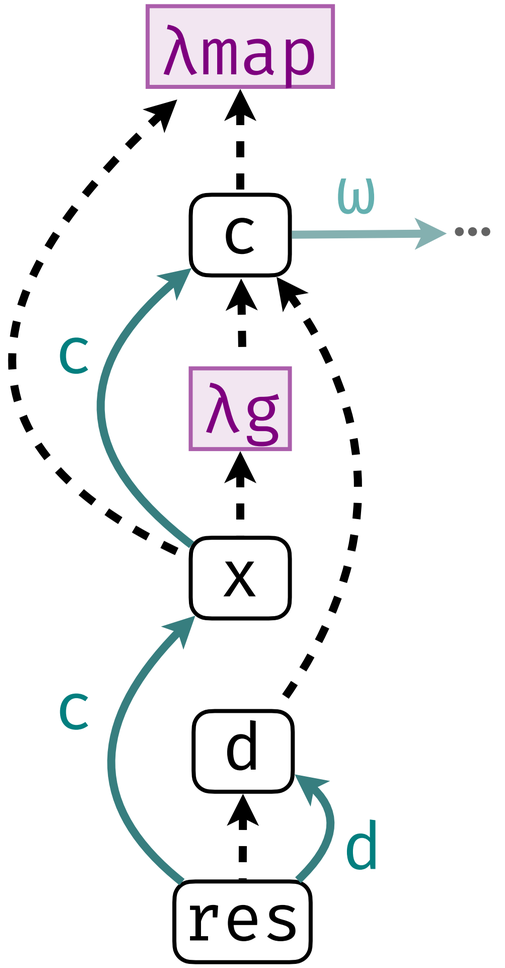
TYPES AND EFFECTS → GRAPHS

ANF Informs Nodes and Data Edges, Effects Inform Control Edges

```
def map(f) = …

val c = new Ref(0)

def g(i) = c := c+1; !c

val x = map(g)

val d = c

val res = !d
```

Data dependencies: free variables to binders



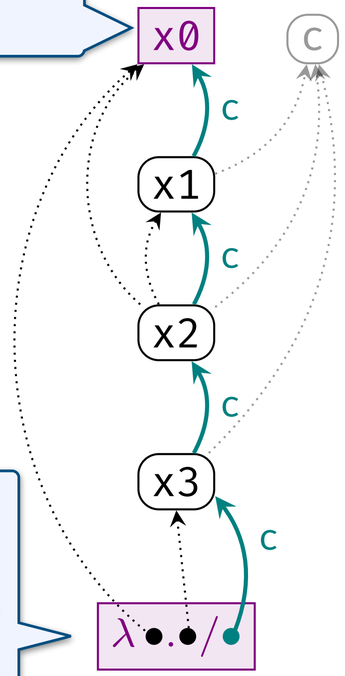


LEXICAL STRUCTURE

Lambda, the Ultimate Graph IR!

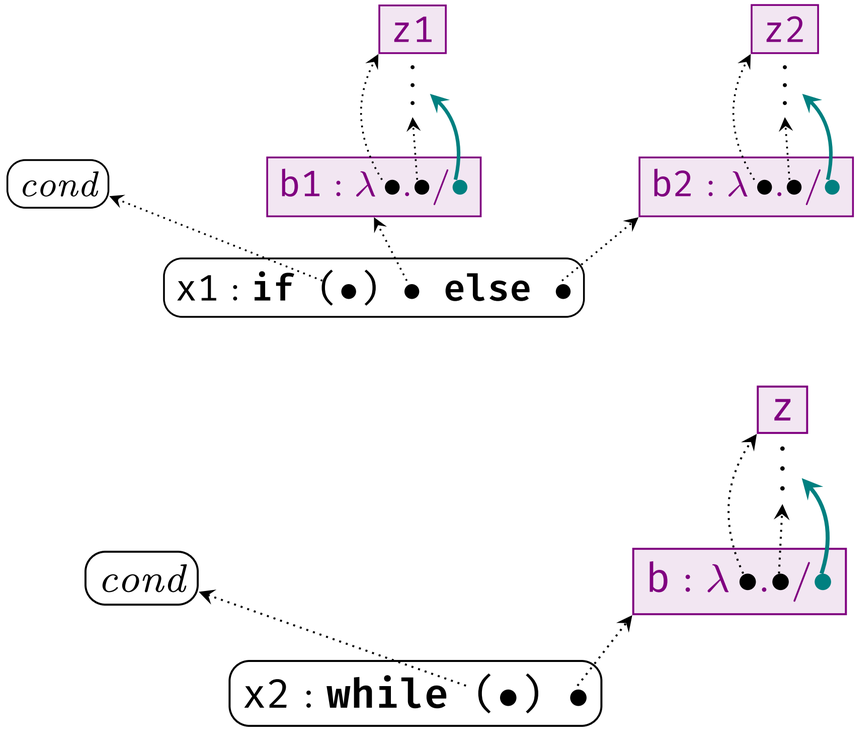
```
val c = new Ref(0)

def inc(x0: Int) = {
  val x1 = !c
  val x2 = c := x1 + x0
  val x3 = !c
  x3
}
```

Block-start variable:
- Argument placeholder
- Control-flow predecessor placeholder



Lambda node:
- Block-start variable
- (+Self-variable if recursive)
- Return node
- Effect summary (for control-flow successors)

Control Structures from Lambda Blocks:

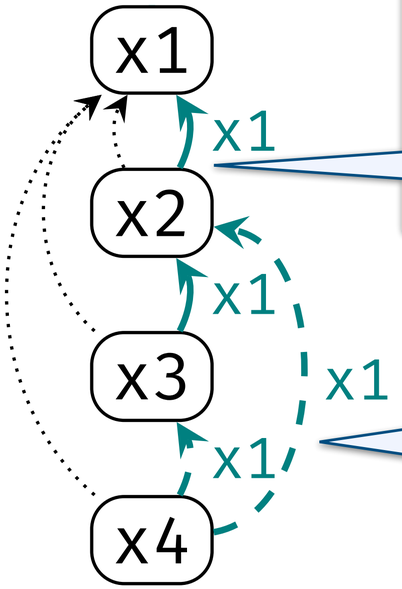


ANTI DEPENDENCE

From Read vs. Write Distinction

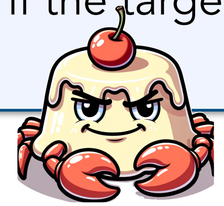
```
val x1 = new Ref(0)
val x2 = x1 := 21
val x3 = !x1
val x4 = x1 := 42
```

Needed?



Hard dependency: strict adherence (as before).
If the current node is scheduled, then the target must have been scheduled beforehand.

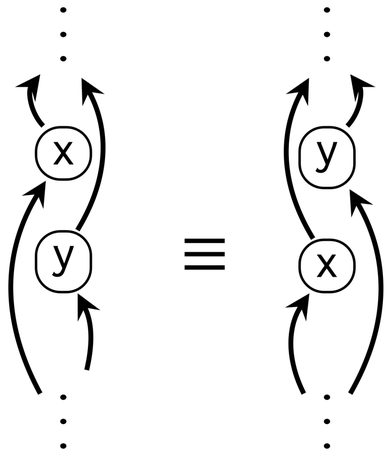
Soft dependency: current node may be scheduled even if the target isn't.



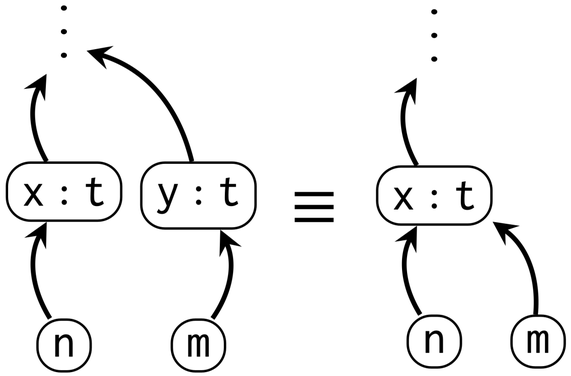
More Effect Goodness in the Paper!

Destructive "***kill***" effects model type state and uniqueness (but add no new edges).

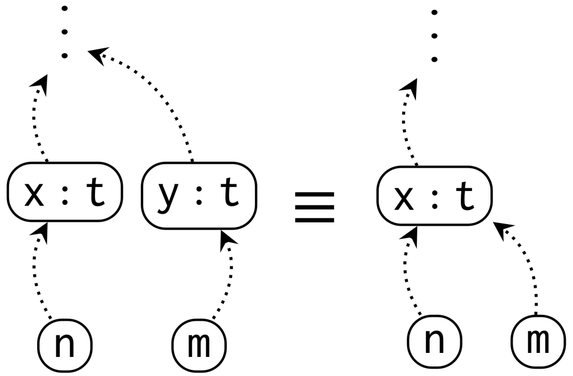
GRAPH-LEVEL OPTIMIZATIONS



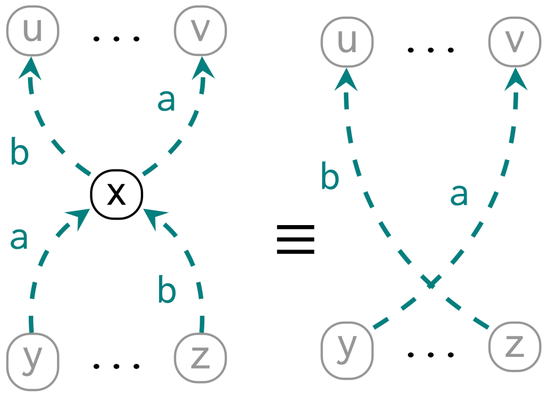
COMM



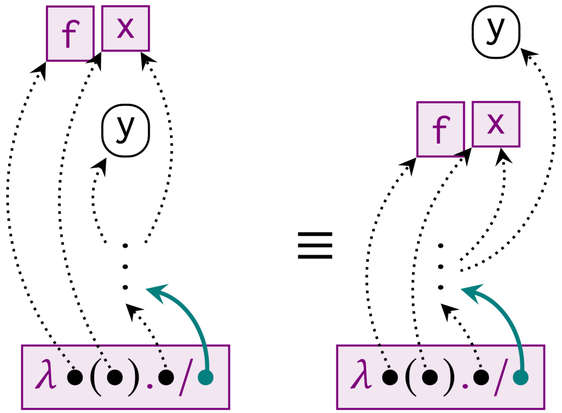
E-CSE



CSE



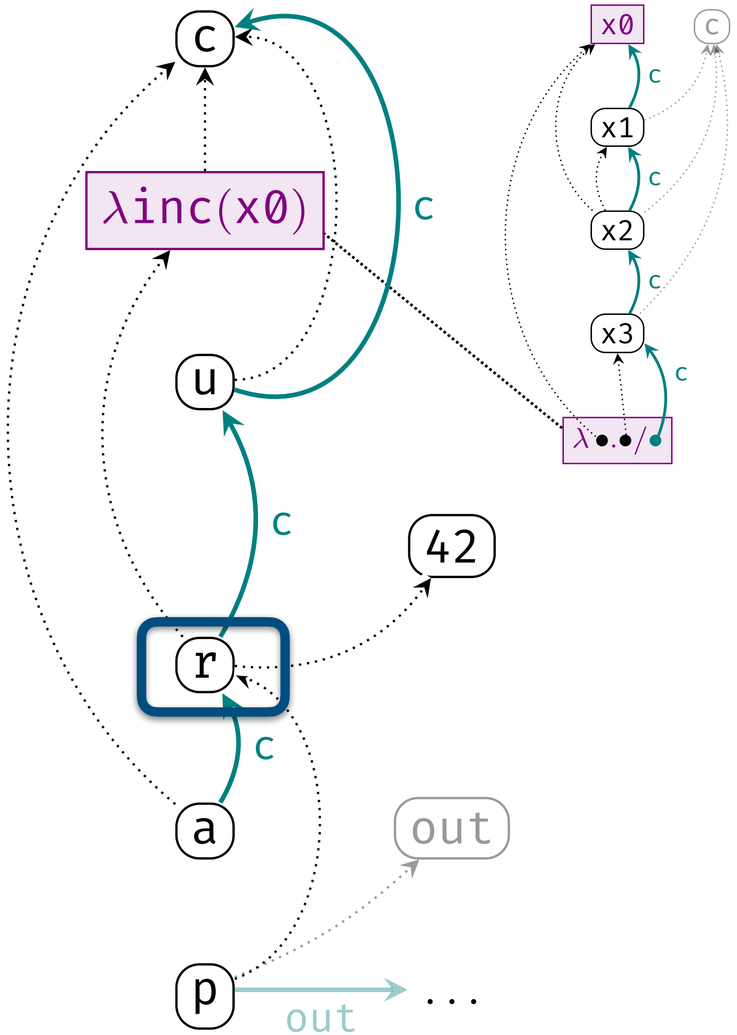
DCE



LAMBDA-HOIST

FUNCTION CALLS & INLINING

```
val c = new Ref(0)

def inc(x0: Int) = {
  val x1 = !c
  val x2 = c := x1 + x0
  val x3 = !c
  x3
}

val u = c := 21

val r = inc(42)

val a = c := 0
val p = println(out, r)
```



FUNCTION CALLS & INLINING

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val u = c := 21
val x1 = !c
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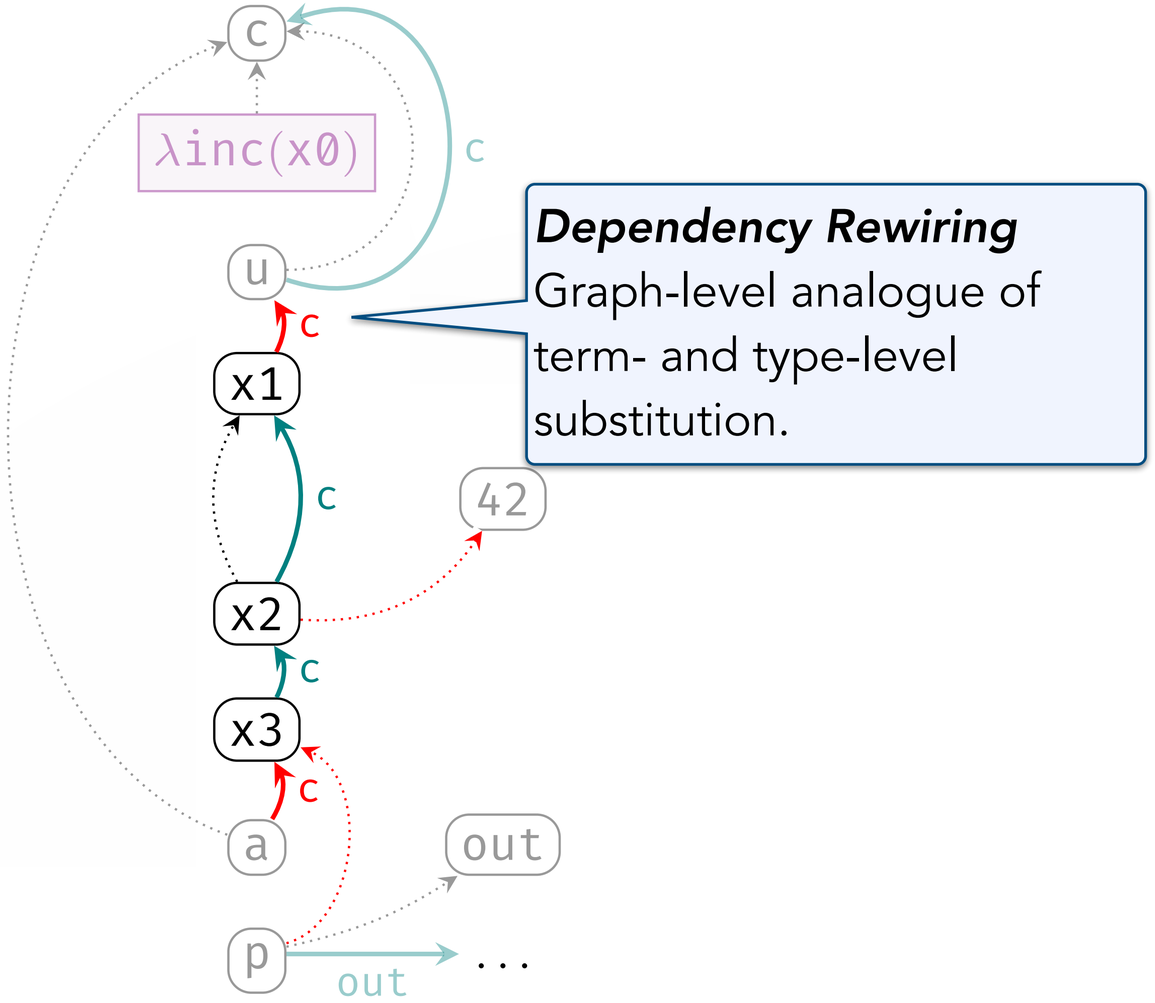


Dependency Rewiring
Graph-level analogue of term- and type-level substitution.

FORMAL METATHEORY

Proved Properties of the Core Graph IR:

- ***End-to-end type-preserving translation*** from direct style lambda calculus with reachability types to graph terms.
- ***Type-and-Dependency safety***
  - Dependencies of well-typed graph terms respect the program's control flow.
- ***Soundness of equational graph-term transformations***, including β-equality.
  - Justifies that our ANF terms are really graphs.
  - Proof by contextual equivalence using logical relations.

Our results have ***strong formal backing***, based on the fully mechanized reachability types metatheory in Coq:

https://github.com/tiarkRompf/reachability

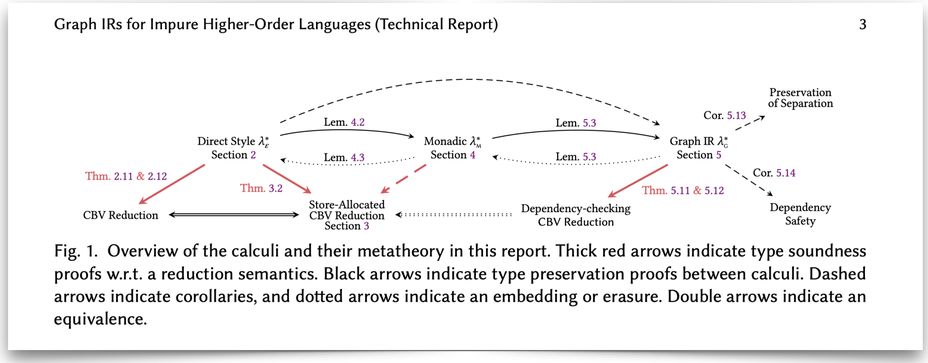
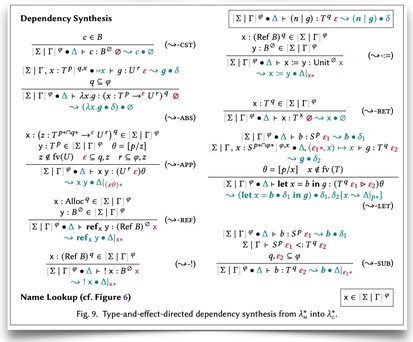
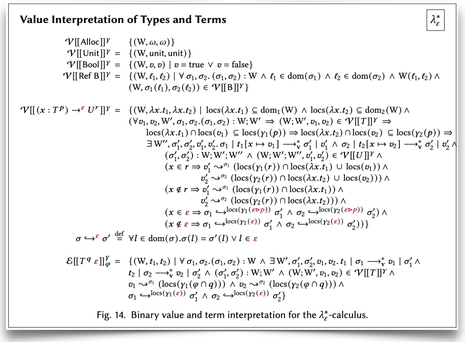


Fig. 1. Overview of the calculi and their metatheory in this report. Thick red arrows indicate type soundness proofs w.r.t. a reduction semantics. Black arrows indicate type preservation proofs between calculi. Dashed arrows indicate corollaries, and dotted arrows indicate an embedding or erasure. Double arrows indicate an equivalence.



Dependency Synthesis

Fig. 9. Type-and-effect-directed dependency synthesis from λ^*_M into λ^*_E.



Value Interpretation of Types and Terms

Fig. 14. Binary value and term interpretation for the λ^*_E-calculus.

For full details:
Check out our ***60-page companion paper!***

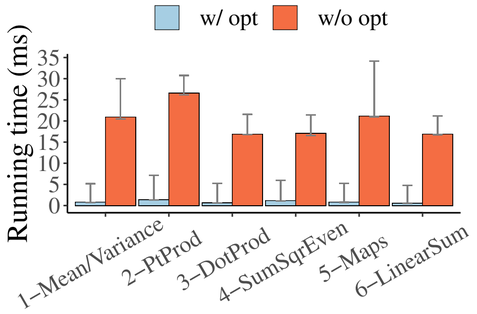
http://arxiv.org/abs/2309.08118

EVALUATION

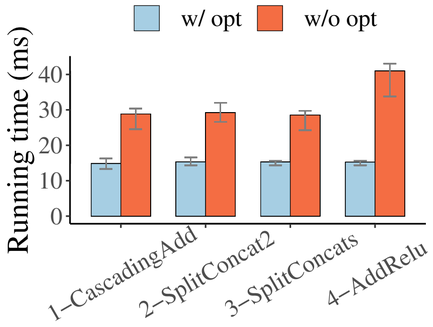
Case Studies in Scala LMS + Graph IR

Tensor Fusion CPU/GPU

[Wang et al. Big Data'19, ICFP'19]



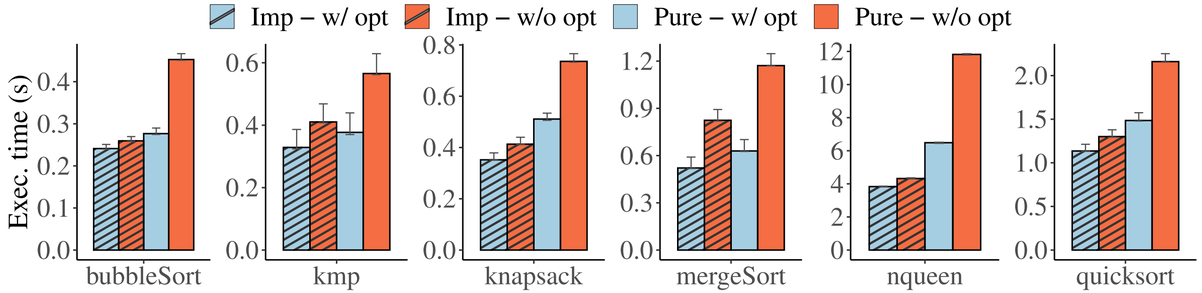
Tensor Loop Fusion - max. 21x



CUDA Kernel Fusion - max. 2x

Symbolic-Execution Compiler

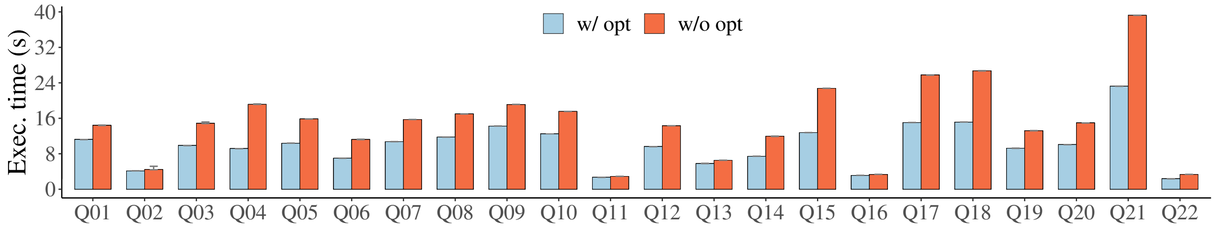
[Wei et al. OOPSLA'20, FSE'21, ICSE'23]



Imperative reimplementation - max. 3.1x

SQL-Query Compiler

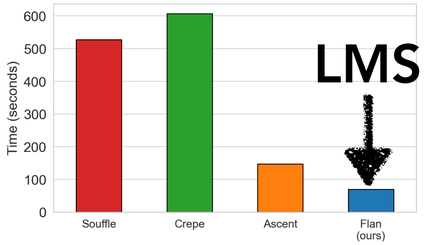
[Essertel et al. OSDI'18; Rompf and Amin ICFP'15; Tahboub et al. SIGMOD'18]



TPC-H Benchmark - max. 1.8x

Datalog Compiler

[Abeysinghe et al., conditionally accepted at POPL'24]



E.g., Points-to Analysis (7.1x faster than Souffle) & more real-world stuff

SUMMARY & CONTRIBUTIONS

Finally, a Graph IR for Lambda and Effects!

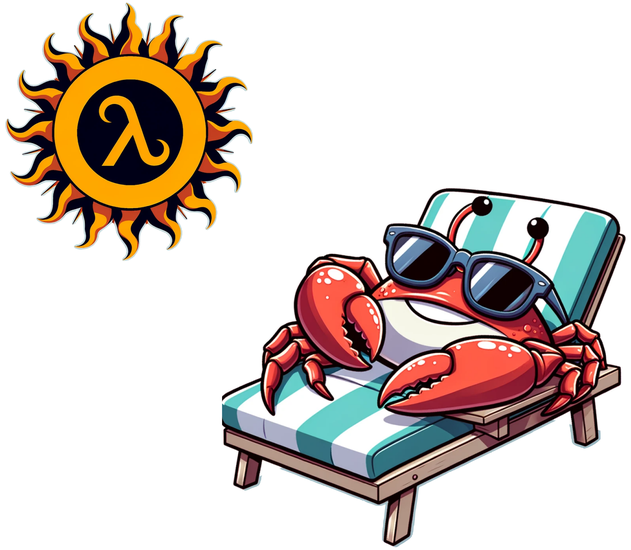
- We unlock ***aggressive, affordable, and global optimizations*** for impure functional languages.
- ***Ownership types, dependent types, and type inference*** yield good dependencies!
- ***Seamless code motion from lambdas in the graph!***
- Correctness backed by ***strong formal metatheory***. Full details at `http://arxiv.org/abs/2309.08118`

More Goodness in the Paper:

- ***From graphs back to trees:*** Code generation and code motion. Basic algorithm + dead code elimination + frequency estimation. Full details at `http://arxiv.org/abs/2309.08118`
- ***Higher-order program optimization:*** Restricted cases out of the box for lambda lifting and super-beta inlining. Need flow analyses for the full deal.

Artifacts:

- Scala LMS with Effect Dependencies `https://github.com/tiarkRompf/lms-clean`
- Mechanized metatheory of the reachability types universe + mini LMS/Graph IR prototype `https://github.com/tiarkRompf/reachability`



Thanks, and enjoy Cascais!