

First Order Haskell



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First order vs Higher order

- Higher order: functions are values
 - Can be passed around
 - Stored in data structure
- Harder for reasoning and analysis
 - More syntactic forms
 - Extra work for the analysis
- Can we convert automatically?
 - Yes (that's this talk!)

Which are higher order?

[not x | x ← xs]

let xs = x:xs in xs

putChar 'a'

foldl (+) 0 xs

\x → not x

1

map not xs

not . odd

a < b

(+1)

not \$ odd x

const 'N'

Higher order features

- Type classes are implemented as dictionaries
 - $(==) :: \text{Eq } a \Rightarrow a \rightarrow a \rightarrow \text{Bool}$
 - $(==) :: (a \rightarrow a \rightarrow \text{Bool}, a \rightarrow a \rightarrow \text{Bool}) \rightarrow a \rightarrow a \rightarrow \text{Bool}$
- Monads are higher order
 - $(>>=) :: \text{Monad } m \Rightarrow m \ a \rightarrow (a \rightarrow m \ b) \rightarrow m \ b$
- IO is higher order
 - $\text{newtype IO } a = \text{IO } (\text{World} \rightarrow (\text{World}, a))$

A map example

$\text{map } f [] = []$

$\text{map } f (x:xs) = f x : \text{map } f xs$

$\text{heads } xs = \text{map head } xs$

- head is passed higher order
- map takes a higher order argument
- heads *could* be first order

Reynold's Style Defunctionalisation

data Func = Head

apply Head x = head x

map f [] = []

map f (x:xs) = apply f x : map f xs

heads xs = map Head xs

- Move functions to data

Reynold's Style Defunctionalisation

- Good
 - Complete, works on all programs
 - Easy to implement
- Bad
 - No longer Hindley-Milner type correct
 - Makes the code more complex
 - Adds a level of indirection
 - Makes program analysis harder

Specialisation

`map_head [] = []`

`map_head (x:xs) = head x : map_head xs`

`heads xs = map_head xs`

- Move functions to code

Specialisation

- Find: `map head xs`
 - A call to a function (i.e. `map`)
 - With an argument which is higher order (i.e. `head`)
- Generate: `map_head xs = ...`
 - A new version of the function
 - With the higher order element frozen in
- Replace: `map_head xs`
 - Use the specialised version

Specialisation fails

$(.) f g x = f (g x)$

`even = (.) not odd`

`check x = even x`

- Nothing available to specialise!
- Can be solved by a simple inline

`check x = (.) not odd x`

An algorithm

1. Specialise as long as possible
 2. Inline once
 3. Goto 1
- Stop when no higher order functions remain

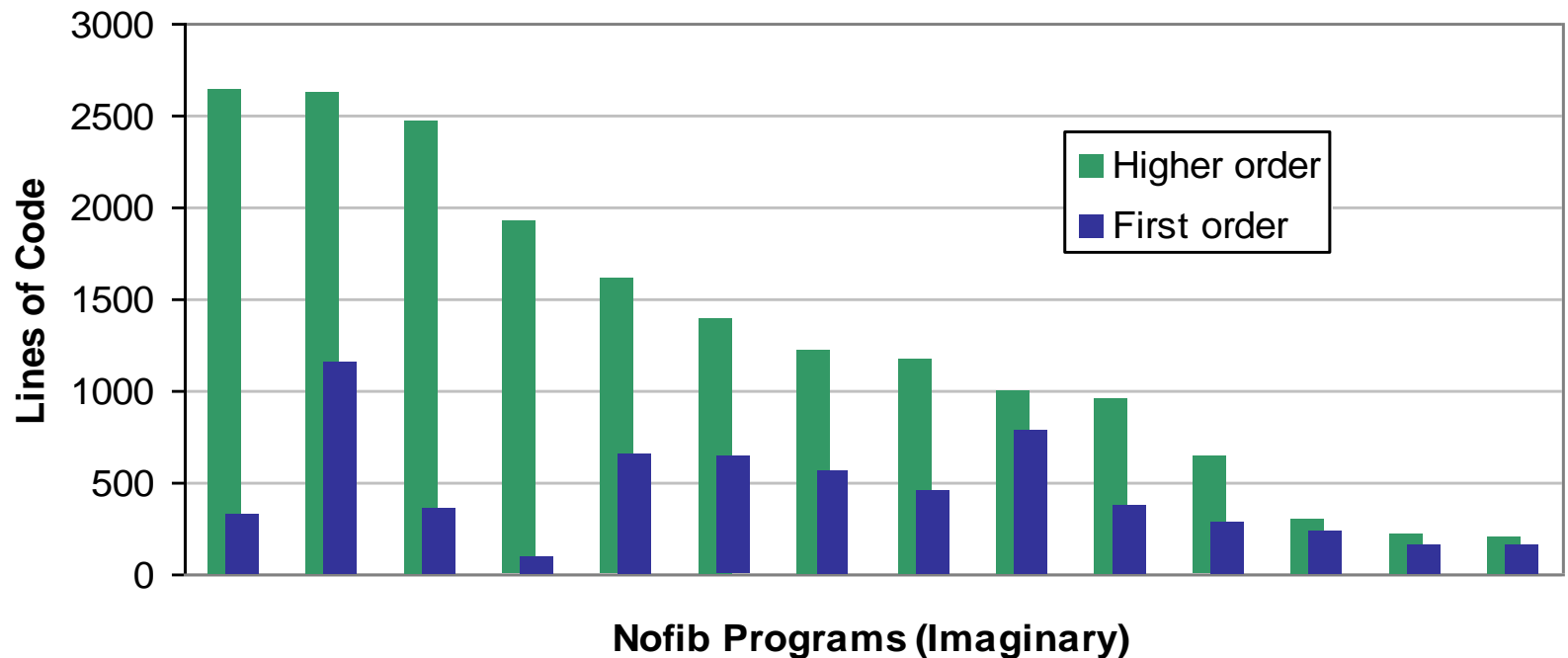
Algorithm fails

```
data Wrap a = Wrap (Wrap a) | Value a
f x           = f (Wrap x)
check        = f (Value head)
```

- In practice, this is rare – requires a function to be stored in a recursive data structure and ...
- Detect, and revert to Reynold's method

Code Size

- Specialisation approach *reduces* code volume
 - Average about 55% smaller code (20%-95% range)



Current uses

- Performance optimiser
 - The first step, makes the remaining analysis simpler
 - Already increases the performance
- Analysis tool
 - Catch, checking for pattern match safety
 - Keeps the analysis simpler
- Implemented for Yhc (York Haskell Compiler)

Conclusion

- Higher order functions are good for programmers
- Analysis and transformation are simpler in a first order language
- Higher order functions can be removed
- Their removal can reduce code size