

Lightweight Semiformal Time Complexity Analysis for Purely Functional Data Structures

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Teaser

$(++) : \text{Seq } a \ m \rightarrow \text{Seq } a \ n$
 $\rightarrow \text{Thunk } (1 + 2 * m) (\text{Seq } a \ (m + n))$

Focus

- ▶ Purely functional (persistent) data structures.
- ▶ Complexity results valid for arbitrary usage patterns, not just single-threaded use.
- ▶ PFDSs which are efficient for all usage patterns often make essential use of laziness (call-by-need).
- ▶ Complexity analysis becomes subtle; many details to keep track of.
- ▶ This work: Type system and library which ensure that no details are forgotten.

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Library

- ▶ Types keep track of time complexity:

$$f : (n : \mathbb{N}) \rightarrow \mathit{Thunk} (1 + n) \mathbb{N}$$

- ▶ In *dependently* typed language (Agda).

Meaning

$e : \textit{Thunk } n_1 (\textit{Thunk } n_2 \dots (\textit{Thunk } n_k a) \dots)$ means that it takes at most

$$n_1 + n_2 + \dots + n_k$$

steps amortised time to evaluate e to WHNF, if this computation terminates.

Annotations

- ▶ Library based on user-inserted annotations:

$$\checkmark : \textit{Thunk } n \ a \rightarrow \textit{Thunk } (1 + n) \ a$$

- ▶ Every right-hand side should be ticked:

$$f \ (x :: xs) = \checkmark \dots$$

Machine assistance

- ▶ The library only checks correctness.
- ▶ Almost nothing inferred automatically.
- ▶ Recurrence equations have to be solved manually.

Example

Sequences

```
data Seq (a :  $\star$ ) :  $\mathbb{N}$   $\rightarrow$   $\star$  where  
  nil : Seq a 0  
  (::) : a  $\rightarrow$  Seq a n  $\rightarrow$  Seq a (1 + n)
```

Append

$(++) : Seq\ a\ m \rightarrow Seq\ a\ n$
 $\rightarrow Seq\ a\ (m + n)$

$nil \quad ++\ ys = ys$

$(x :: xs) ++ ys = x :: (xs ++ ys)$

Append

$(\text{++}) : \text{Seq } a \ m \rightarrow \text{Seq } a \ n$
 $\rightarrow \text{Seq } a \ (m + n)$

$\text{nil} \quad \text{++ } ys = \checkmark \ ys$

$(x :: xs) \text{++ } ys = \checkmark \ x :: (xs \text{++ } ys)$

$\checkmark : \text{Thunk } n \ a \rightarrow \text{Thunk } (1 + n) \ a$

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$(\text{++}) : \text{Seq } a \ m \rightarrow \text{Seq } a \ n$
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$\text{nil} \quad \text{++ } ys = \checkmark \text{return } ys$

$(x :: xs) \text{++ } ys = \checkmark$
 $xs \text{++ } ys \ggg \lambda zs \rightarrow$
 $\text{return } (x :: zs)$

$\text{return} : a \rightarrow \text{Thunk } 0 \ a$

$(\ggg) : \text{Thunk } m \ a \rightarrow (a \rightarrow \text{Thunk } n \ b)$
 $\rightarrow \text{Thunk } (m + n) \ b$

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$(\text{++}) : \text{Seq } a \ m \rightarrow \text{Seq } a \ n$
 $\rightarrow \text{Thunk } (1 + 2 * m) (\text{Seq } a \ (m + n))$

$\text{nil} \quad \text{++ } ys = \checkmark \text{return } ys$

$(x :: xs) \text{++ } ys = \checkmark$

$xs \text{++ } ys \ggg \lambda zs \rightarrow \checkmark$

$\text{return } (x :: zs)$

$\text{return} : a \rightarrow \text{Thunk } 0 \ a$

$(\ggg) : \text{Thunk } m \ a \rightarrow (a \rightarrow \text{Thunk } n \ b)$

$\rightarrow \text{Thunk } (m + n) \ b$

Append

- ▶ Linear time to evaluate to **WHNF**?

$(\#) : \dots \rightarrow \text{Thunk } (1 + 2 * m) (\text{Seq } a (m + n))$

- ▶ *Seq* does not contain embedded *Thunks*.
- ▶ Non-strict sequences also possible:

data $S (a : \star) (c : \mathbb{N}) : \mathbb{N} \rightarrow \star$ **where**

$[] : S a c 0$

$(::) : a \rightarrow \text{Thunk } c (S a c n) \rightarrow S a c (1 + n)$

$(\#) : S a c m \rightarrow S a c n$

$\rightarrow \text{Thunk } 2 (S a (3 + c) (m + n))$

Append

- ▶ Linear time to evaluate to **WHNF**?

$(\oplus) : \dots \rightarrow \text{Thunk } (1 + 2 * m) (\text{Seq } a (m + n))$

- ▶ *Seq* does not contain embedded *Thunks*.
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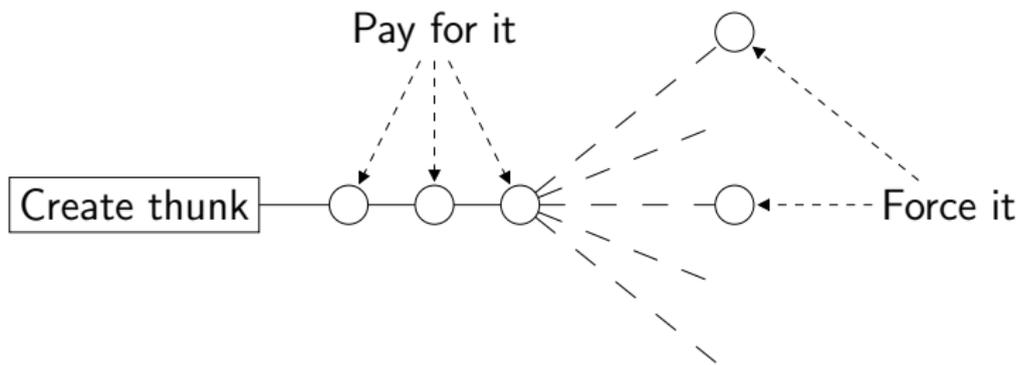
$(\oplus) : S a c m \rightarrow S a c n$

$\rightarrow \text{Thunk } 2 (S a (3 + c) (m + n))$

Essential
laziness

Pay now, use later

- ▶ How can one take advantage of laziness (memoisation)?
- ▶ Let earlier operations pay for thunks which are forced later (perhaps several times):



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$$\begin{aligned} \text{pay} : (m : \mathbb{N}) &\rightarrow \text{Thunk } n \ a \\ &\rightarrow \text{Thunk } m \ (\text{Thunk } (n - m) \ a) \end{aligned}$$

Summary

Library summary

Thunk : $\mathbb{N} \rightarrow \star \rightarrow \star$

✓ : $\text{Thunk } n \ a \rightarrow \text{Thunk } (1 + n) \ a$

return : $a \rightarrow \text{Thunk } 0 \ a$

(\gg) : $\text{Thunk } m \ a \rightarrow (a \rightarrow \text{Thunk } n \ b)$
 $\rightarrow \text{Thunk } (m + n) \ b$

pay : $(m : \mathbb{N}) \rightarrow \text{Thunk } n \ a$
 $\rightarrow \text{Thunk } m \ (\text{Thunk } (n - m) \ a)$

Correctness

- ▶ Type system proved correct with respect to annotated big-step semantics (for toy language).
- ▶ Proof developed and checked using the Agda proof assistant.

Conclusions

- ▶ Simple library/type system for analysing time complexity of lazy functional programs.
- ▶ Well-defined semantics.
- ▶ Proved correct.
- ▶ Limitations:
 - ▶ Unstable type signatures: *Thunk* $(2 + 5 * n) a$.
 - ▶ Little support for aliasing.
- ▶ Applied to real-world examples.

Extra slides

Equality proofs

$(\#) : S\ a\ m \rightarrow S\ a\ n$

$\rightarrow \text{Thunk } (1 + 2 * m) (S\ a\ (m + n))$

$\text{nil} \quad \#\ ys = \checkmark \text{return } ys$

$x ::_m\ xs \# ys = \checkmark$

cast (lemma m)

$(xs \# ys \ggg \lambda zs \rightarrow \checkmark$

$\text{return } (x :: zs))$

*lemma : (m : \mathbb{N}) $\rightarrow (1 + 2 * m) + 1 \equiv 2 * (1 + m)$*

Library summary

Thunk : $\mathbb{N} \rightarrow \star \rightarrow \star$

\checkmark : *Thunk* n $a \rightarrow$ *Thunk* $(1 + n)$ a

return : $a \rightarrow$ *Thunk* 0 a

$(\gg=)$: *Thunk* m $a \rightarrow (a \rightarrow$ *Thunk* n $b)$
 \rightarrow *Thunk* $(m + n)$ b

pay : $(m : \mathbb{N}) \rightarrow$ *Thunk* n a
 \rightarrow *Thunk* m (*Thunk* $(n - m)$ a)

force : *Thunk* n $a \rightarrow a$

Library implementation

Think $n\ a = a$

$\checkmark\ x = x$

return $x = x$

$x \ggg f = f\ x$

pay $_ x = x$

force $x = x$

Essential laziness

data *Queue* (*a* : \star) : \star **where**

empty : *Queue* *a*

*cons*₁₀ : *a* \rightarrow *Queue* (*a* \times *a*) \rightarrow *Queue* *a*

*cons*₁₁ : *a* \rightarrow *Queue* (*a* \times *a*) \rightarrow *a* \rightarrow *Queue* *a*

snoc : *Queue* *a* \rightarrow *a* \rightarrow *Queue* *a*

snoc *empty* *x*₁ = *cons*₁₀ *x*₁ *empty*

snoc (*cons*₁₀ *x*₁ *xs*₂) *x*₃ = *cons*₁₁ *x*₁ *xs*₂ *x*₃

snoc (*cons*₁₁ *x*₁ *xs*₂ *x*₃) *x*₄ =
*cons*₁₀ *x*₁ (*snoc* *xs*₂ (*x*₃, *x*₄))

Essential laziness

data *Queue* (*a* : \star) : \star **where**

$\text{cons}_{10} : a \rightarrow \text{Queue } (a \times a) \rightarrow \text{Queue } a$

snoc : *Queue* *a* \rightarrow *a* \rightarrow *Thunk ?* (*Queue* *a*)

snoc empty $x_1 = \checkmark \text{cons}_{10} x_1 \text{empty}$

snoc ($\text{cons}_{10} x_1 xs_2$) $x_3 = \checkmark \text{cons}_{11} x_1 xs_2 x_3$

snoc ($\text{cons}_{11} x_1 xs_2 x_3$) $x_4 = \checkmark$
 $\text{cons}_{10} x_1 (\text{snoc } xs_2 (x_3, x_4))$

Essential laziness

data *Queue* (*a* : \star) : \star **where**

$\text{cons}_{10} : a \rightarrow \text{Queue } (a \times a) \rightarrow \text{Queue } a$

snoc : *Queue* *a* \rightarrow *a* \rightarrow *Thunk ?* (*Queue* *a*)

snoc empty $x_1 = \checkmark \text{return } (\text{cons}_{10} x_1 \text{ empty})$

snoc ($\text{cons}_{10} x_1 xs_2$) $x_3 = \checkmark \text{return } (\text{cons}_{11} x_1 xs_2 x_3)$

snoc ($\text{cons}_{11} x_1 xs_2 x_3$) $x_4 = \checkmark$
 $\text{return } (\text{cons}_{10} x_1 (\text{snoc } xs_2 (x_3, x_4)))$

Essential laziness

data *Queue* (a : \star) : \star **where**

$\text{cons}_{10} : a \rightarrow \text{Thunk ? (Queue (a \times a))} \rightarrow \text{Queue a}$

$\text{snoc} : \text{Queue a} \rightarrow a \rightarrow \text{Thunk ? (Queue a)}$

$\text{snoc empty} \quad x_1 = \checkmark$

$\text{return (cons}_{10} x_1 (\text{return empty}))$

$\text{snoc (cons}_{10} x_1 xs_2) \quad x_3 = \checkmark \text{return (cons}_{11} x_1 xs_2 x_3)$

$\text{snoc (cons}_{11} x_1 xs_2 x_3) \quad x_4 = \checkmark$

$\text{return (cons}_{10} x_1 (\text{snoc } xs_2 (x_3, x_4)))$

Essential laziness

data Queue (a : \star) : \star **where**

cons₁₀ : a \rightarrow *Thunk ?* (Queue (a \times a)) \rightarrow Queue a

snoc : Queue a \rightarrow a \rightarrow *Thunk ?* (Queue a)

snoc empty x₁ = \checkmark
 return (cons₁₀ x₁ (*return* empty))

snoc (cons₁₀ x₁ xs₂) x₃ = \checkmark
 xs₂ \ggg λ xs'₂ \rightarrow \checkmark

return (cons₁₁ x₁ xs'₂ x₃)
snoc (cons₁₁ x₁ xs₂ x₃) x₄ = \checkmark
 return (cons₁₀ x₁ (snoc xs₂ (x₃, x₄)))

Essential laziness

data Queue (a : \star) : \star **where**

cons₁₀ : a \rightarrow *Thunk ?* (Queue (a \times a)) \rightarrow Queue a

snoc : Queue a \rightarrow a \rightarrow *Thunk ?* (Queue a)

snoc empty x₁ = \checkmark
return (cons₁₀ x₁ (*return* empty))

snoc (cons₁₀ x₁ xs₂) x₃ = \checkmark

xs₂ \ggg λ xs'₂ \rightarrow \checkmark

return (cons₁₁ x₁ xs'₂ x₃)

snoc (cons₁₁ x₁ xs₂ x₃) x₄ = \checkmark

pay ? (snoc xs₂ (x₃, x₄)) \ggg λ xs₂₃₄ \rightarrow \checkmark

return (cons₁₀ x₁ xs₂₃₄)

Essential laziness

data Queue (a : \star) : \star **where**

cons₁₀ : a \rightarrow *Thunk 2* (Queue (a \times a)) \rightarrow Queue a

snoc : Queue a \rightarrow a \rightarrow *Thunk 4* (Queue a)

snoc empty x₁ = $\checkmark\checkmark\checkmark\checkmark$
 return (cons₁₀ x₁ ($\checkmark\checkmark$ *return* empty))

snoc (cons₁₀ x₁ xs₂) x₃ = \checkmark

 xs₂ \ggg $\lambda xs'_2 \rightarrow \checkmark$

return (cons₁₁ x₁ xs'₂ x₃)

snoc (cons₁₁ x₁ xs₂ x₃) x₄ = \checkmark

pay 2 (snoc xs₂ (x₃, x₄)) \ggg $\lambda xs_{234} \rightarrow \checkmark$

return (cons₁₀ x₁ xs₂₃₄)