

Transforming Haskell for Tracing

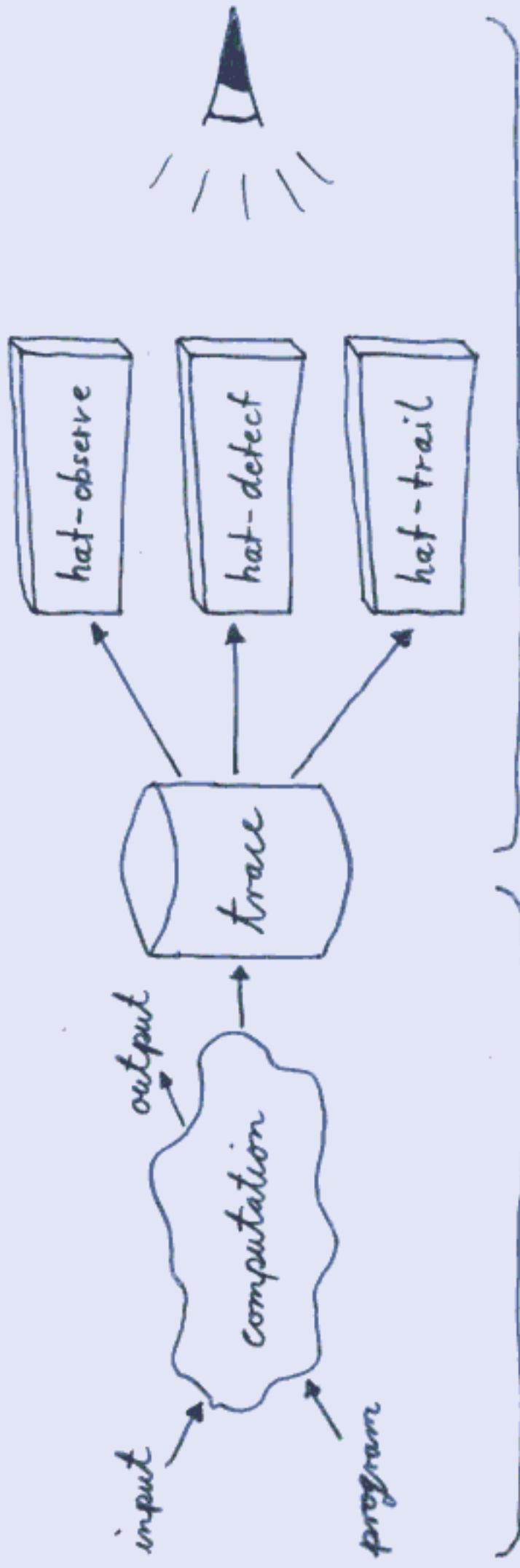
Olaf Chitil

Colin Runciman Malcolm Wallace

The University of York

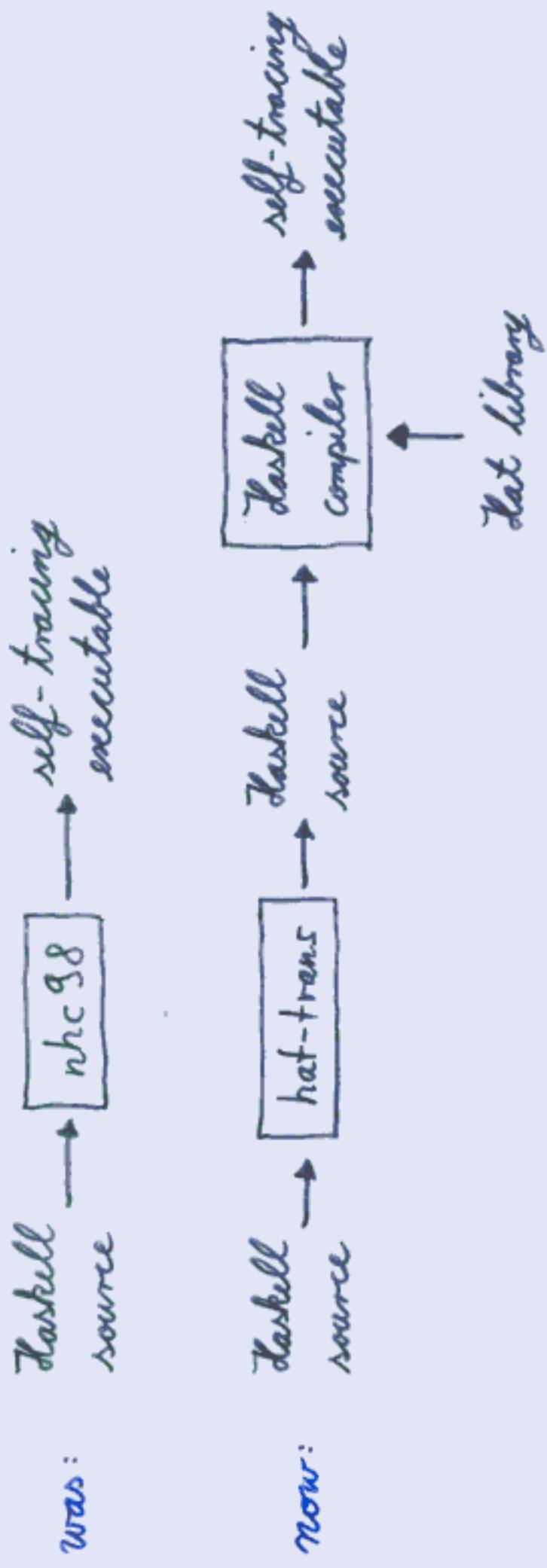
Tracing with Hat

applications : program comprehension and debugging



trace as data structure liberates from the time arrow
of the computation

Trace Generation through Transformation



Why?

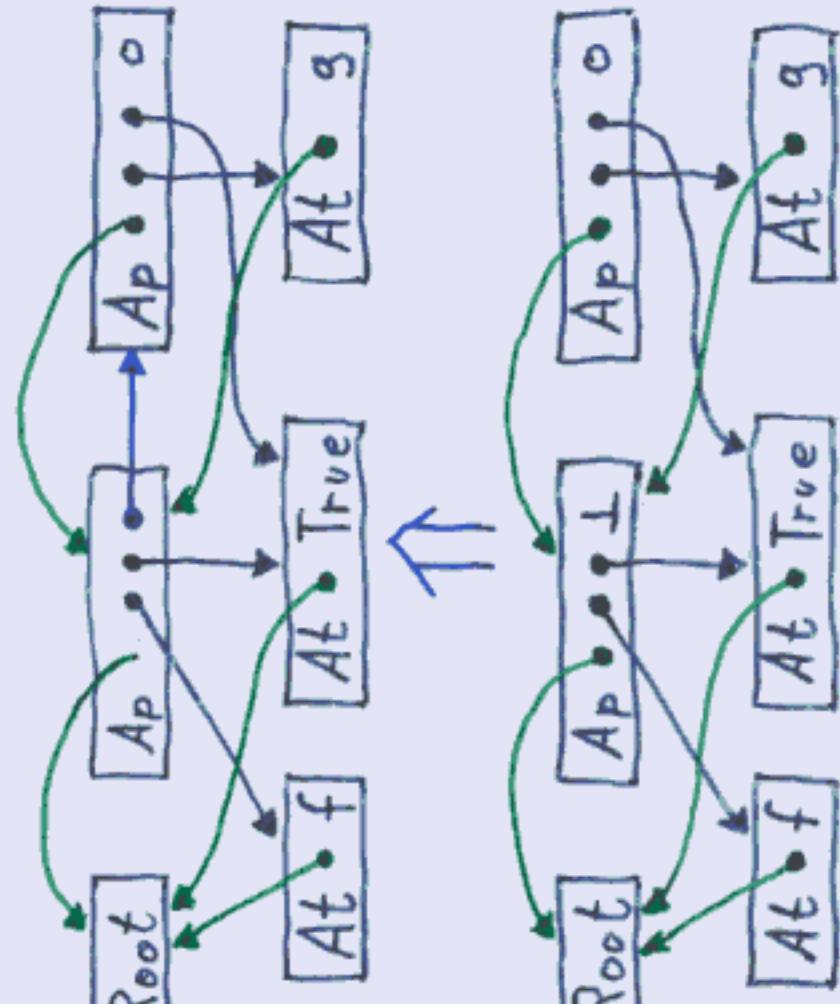
- comprehensible

- simplifies development

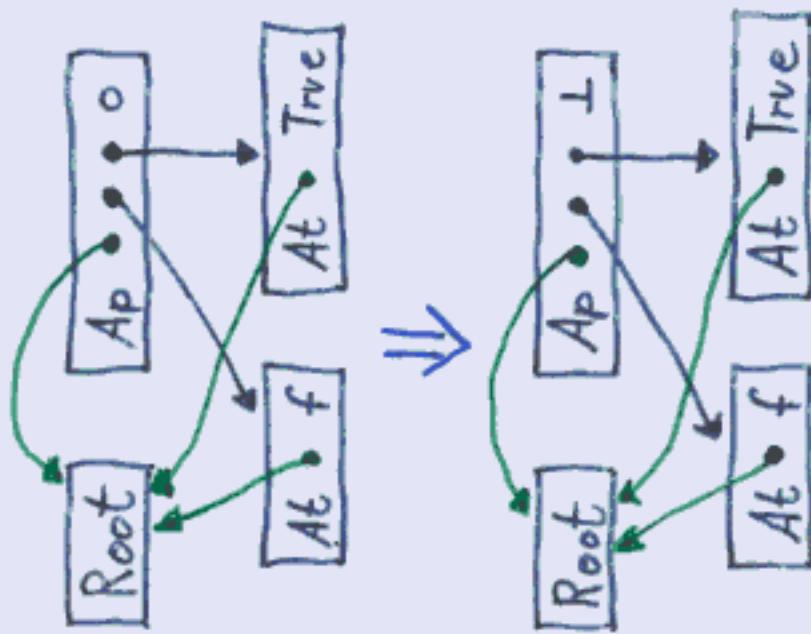
- combinable with different compilers

What does the trace of a reduction look like?

$$f \ x = g \ x$$
$$f \text{ True} \Rightarrow g \text{ True}$$



\Rightarrow



Do we use the IO-monad for writing the trace?

Do we use reflection to obtain meta-information such as identifier names?

How can evaluation of original expression and writing of trace be kept in synchrony?

data R a = R a RefExp f True ~> R (R f) (R True)



Does the transformation need type information?

Lat Library

- primitive combinators write trace file : mkAt, mkAp, entRedex, updResult, ...
- high-level combinators simplify the transformation : ap, ...

N-ary application and abstraction :

ap1 :: RefSrcPos \rightarrow RefExp \rightarrow R (Fun a z) \rightarrow R a \rightarrow R z

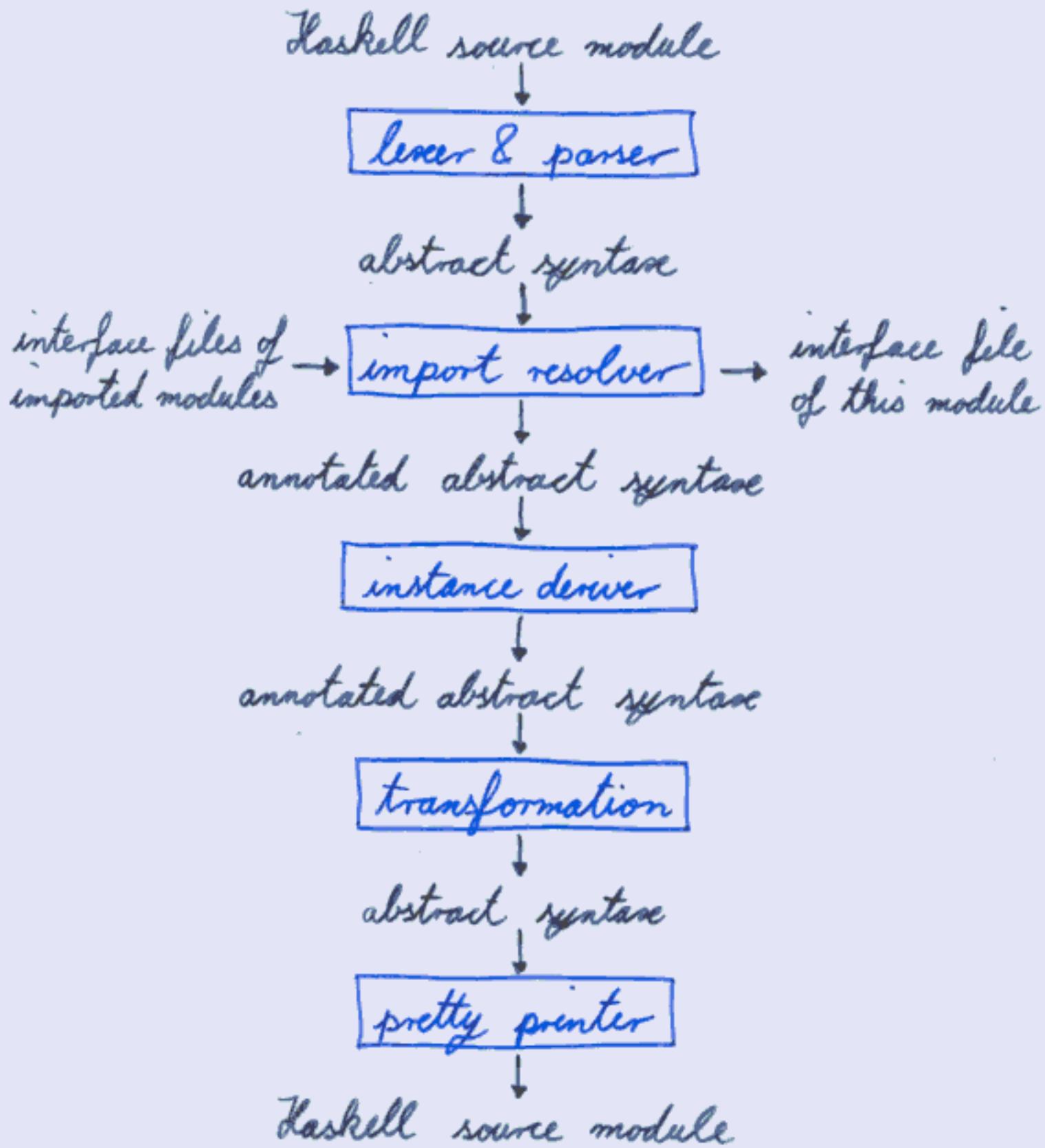
ap2 :: RefSrcPos \rightarrow RefExp \rightarrow R (Fun a (Fun b z)) \rightarrow R a \rightarrow R b \rightarrow R z

fun1 :: RefAtom \rightarrow RefSrcPos \rightarrow RefExp \rightarrow (R a \rightarrow RefExp \rightarrow R z) \rightarrow R (Fun a z)

fun2 :: RefAtom \rightarrow RefSrcPos \rightarrow RefExp \rightarrow (R a \rightarrow R b \rightarrow RefExp \rightarrow R z)
 \rightarrow R (Fun a (Fun b z))

only after evaluation of function know if application is saturated

Lat-trans



Transformation

$$\begin{array}{lcl} f :: \text{Bool} \rightarrow \text{Bool} & \rightsquigarrow & f :: \text{RefExp} \rightarrow \text{Fun Bool Bool} \\ f x = g x & \rightsquigarrow & f p = R(\text{Fun}(\lambda x \mapsto \text{ap } r(g \tau) x)) \\ & & (\text{mkAt } p \text{ "f"}) \end{array}$$

$$\begin{array}{lcl} f \text{ True} & \rightsquigarrow & \text{case (let } p = \text{mkRoot} \\ & & \text{in ap } p \text{ (f p)} \text{ (R True (mkAt } p \text{ "True")))) of} \\ & & R x - \rightarrow x \end{array}$$

$$\begin{array}{lcl} \text{data } R a = R a \text{ RefExp} & & \leftarrow \text{augmented expressions} \\ \text{newtype } \text{Fun } a b = \text{Fun } (R a \rightarrow \text{RefExp} \rightarrow R b) & & \end{array}$$

$$\begin{array}{l} \text{ap} :: \text{RefExp} \rightarrow R(\text{Fun } a b) \rightarrow R a \rightarrow R b \\ \text{ap } P(R(\text{Fun } f) r f) a @ (R - ra) = \\ \text{let } r = \text{mkAp } P \text{ rf ra} \\ \text{in } R(\text{entRedex } r \text{ "seq"}) \text{ case far of Ryry} \rightarrow \text{updResult ry "seq" Ry} \end{array}$$

Transformation: Types

data Point = P Integer Integer
~> data Point = P (R Integer) (R Integer)

sort :: Ord a => [a] -> [a]

~> gsort :: Ord a => RefSrcPos -> RefExp -> R (Fun (List a) (List a))

no defaulting!

Transformation: Pattern-Matching

reverse [] = ...

reverse (x:xs) = ...

greverse p j = fun l arereverse p j hreverse

hreverse (R Nil) j = ...
hreverse (R (Cons fx fs)) j = ...

- k and n+k ~> explicit ==, fromInteger, ...

- irrefutable pattern ~> local pattern binding

- guard ~> continuation style

How does the transformation effect performance / complexity?

- sharing of constants
- monomorphic restriction enables identification of pseudo constants
- tail recursion

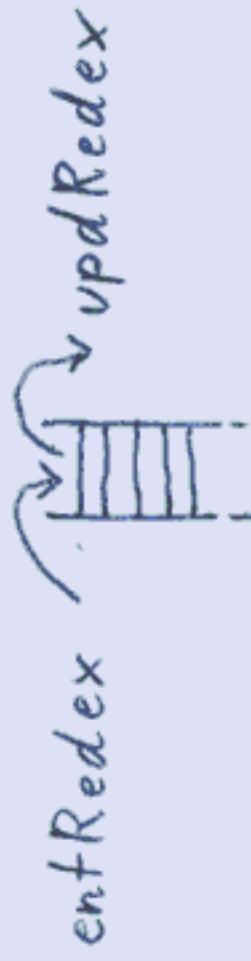
How do we handle errors?

Catching errors

- extend incomplete patterns
- define error specially
- catch Control-C and arithmetic errors with C signals
- use Haskell 10-catch
 - library variants for ghc and nhc 98

The Trace Stack

last entered redex without result mixed error



How do we call primitive functions?

```
toChar :: RefExp → R Char → Char  
fromChar :: RefExp → Char → R Char
```

```
toList :: (RefExp → R a → b) → RefExp → R (List a) → [b]
```

```
toString :: RefExp → R String → Prelude.String  
toString = toList toChar
```

```
toFun :: (RefExp → c → R a) → (RefExp → R b → d) → RefExp  
       → R (Fun a b) → (c → d)
```

```
foreign import haskell "Char.isUpper" isUpper :: Char → Bool
```

How do we implement trusted/untrusted code?

Wrapping does not work

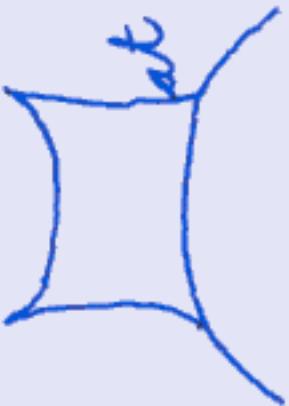
- $(++) : [a] \rightarrow [a] \rightarrow [a] \rightsquigarrow \dots \text{fromList} (\text{toList } x ++ \text{toList } y) \dots$
- $\text{elem} :: \text{Eq } a \Rightarrow a \rightarrow [a] \rightarrow \text{Bool}$
 $\text{g elem} :: \text{Eq } a \Rightarrow \text{Ref } \text{SrcPos} \rightarrow \text{RefExp} \rightarrow R(\text{Fun } a (\text{Fun } (\text{List } a) \text{ Bool}))$

Combinators for Trusting

- record: call, result, traced subcomputation
- demand-driven recording of result

Conclusions

- Tracing through Program Transformation
 - Hood : library + manual transformation
 - Envia : a special compiler
 - a Haskell interpreter
- Transforming Haskell (powerful but large with irregularities)
- Computer independent



<http://www.cs.york.ac.uk/fp/hat>