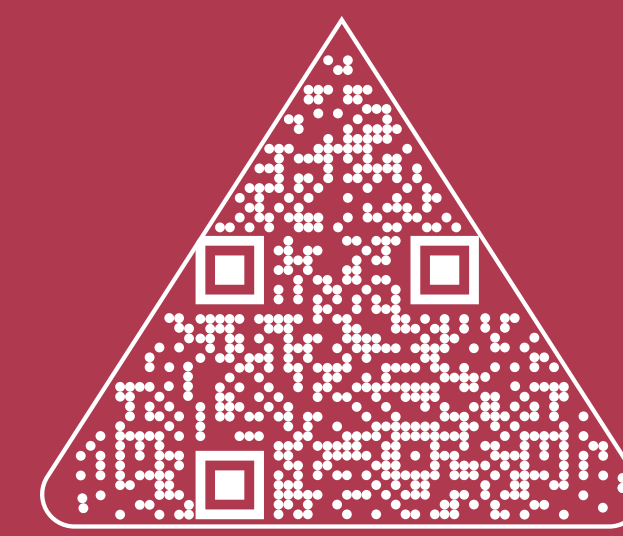


Optimal Effects via Token-Passing

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OPTIMALITY WITH SIDE EFFECTS?

Optimality = Full Laziness

Goal: Do the minimal amount of reduction work.

```
let x = factorial(100)
in x + x
```

⇒ delay & share reduction via **Call-by-Need?**

```
let f = x => x + factorial(100) // <-- evaluated twice!
in f(0) + f(1)
```

⇒ *optimal reducers* also **share redexes!**

Functional Languages with Side Effects, Traditionally

λ-calculus + side effects: `let x = readInt() / readInt() // ?`

- strict evaluation (CbV) ⇒ no inherent sharing & parallelism
- lazy + monads/state-passing ⇒ complex sharing mechanisms
- + parallel reduction is nontrivial without the *one-step diamond property*.

Optimal Solution

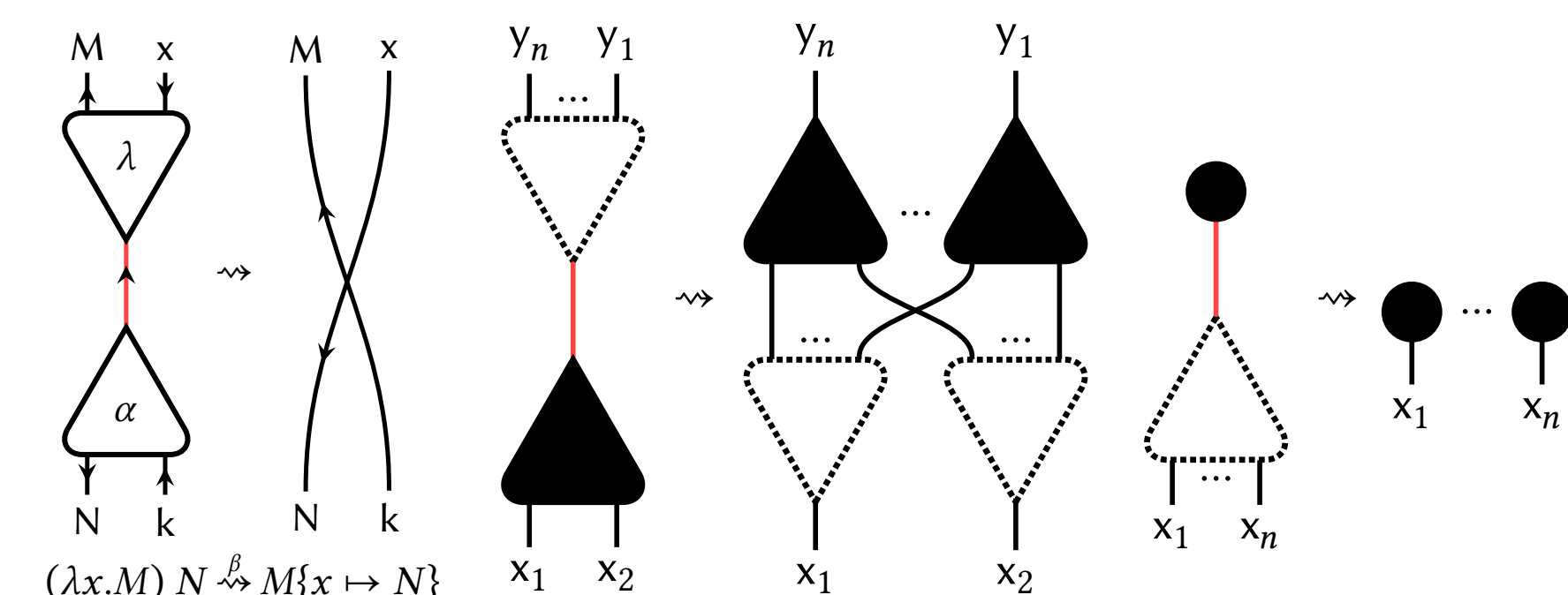
Ignore evaluation order completely for now. **Combine:**

- Unordered reduction* (optimality/parallelism by choice)
- Ordered execution* with side effects (+ controlled parallelism)
- One-step diamond property (strong confluence)
- Optimality property (maximal sharing, minimal redundancy)

SOLUTION STRATEGY

- Translate to *effectful* interaction nets: $\{\triangleleft, \triangle, \blacktriangle, \bullet\} \cup \{\downarrow, \uparrow, \triangleleft\}$
- Duplicate iteratively using $\blacktriangle \Rightarrow$ maximal sharing by default
- Require tokens ($\downarrow$) for execution of actors ($\triangle$: effectful)
- Pass tokens through the net, steered by reduction (returning $\downarrow$: $\uparrow$)

Graph rewrites are local & satisfy the one-step diamond property:

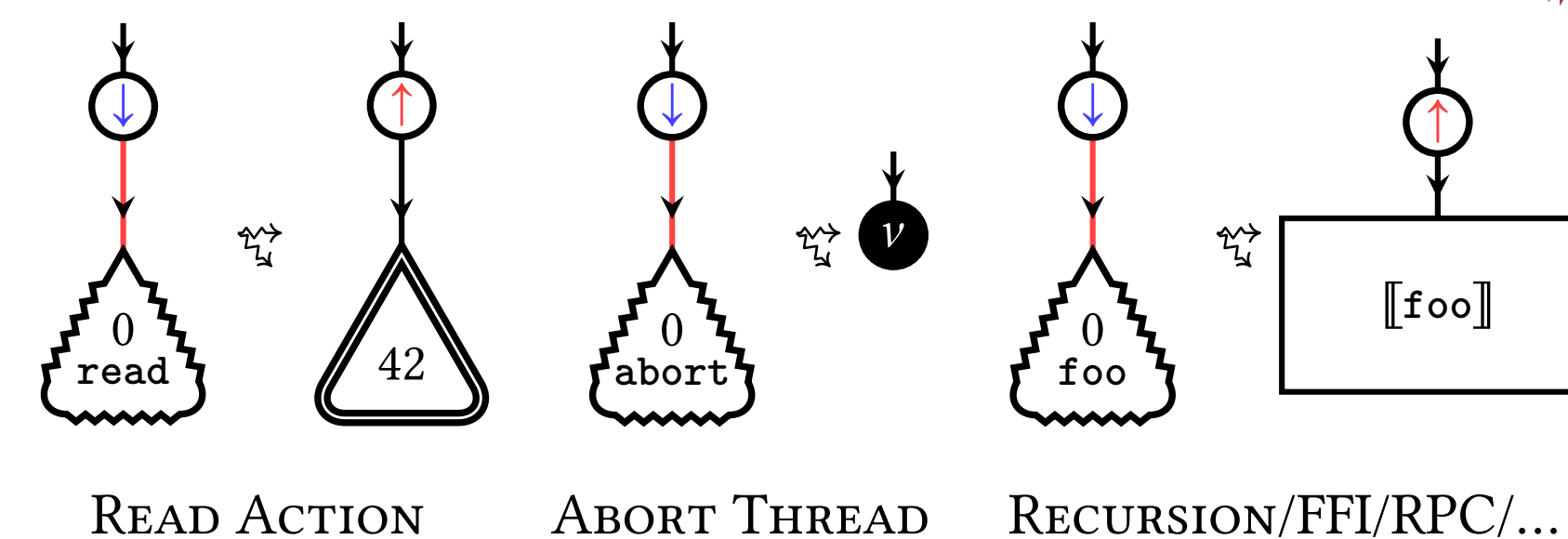


BETA REDUCTION

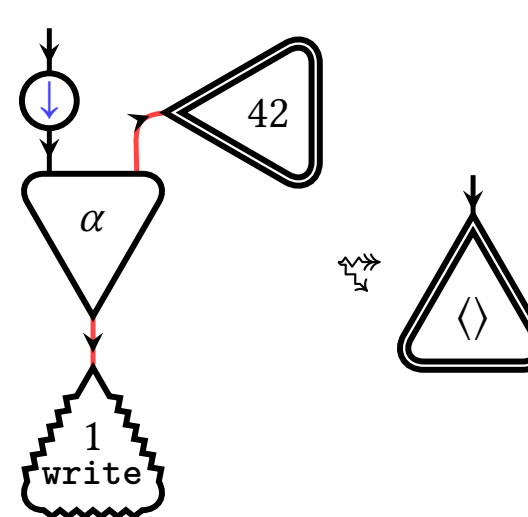
ITERATIVE MEMORY MANAGEMENT

EXECUTING ACTORS

Arbitrary Execution Behavior



Asynchronous Effects (“unsafePerformIO”)



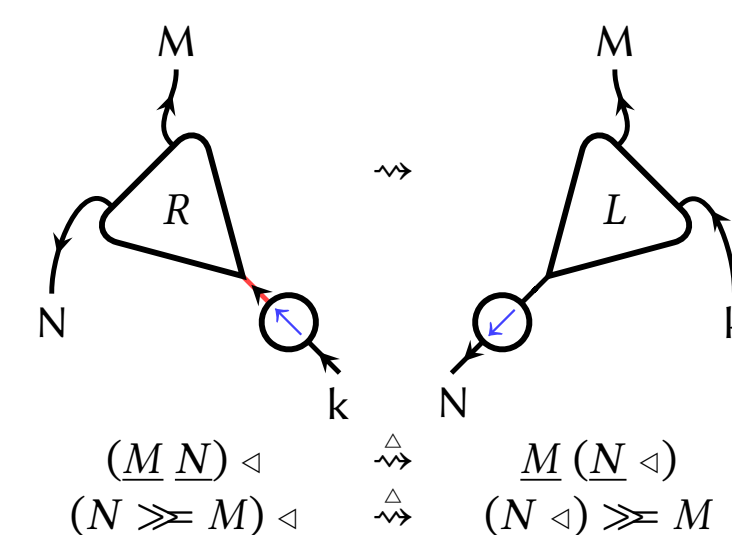
Code: `write(42)!`

- If an action is idempotent and commutes with every other action: Insert explicit token!
- Can then be executed asynchronously and will be shared maximally by iterative duplication: **only gets executed once!**

REDUCTION PAVES THE PATH FOR EXECUTION

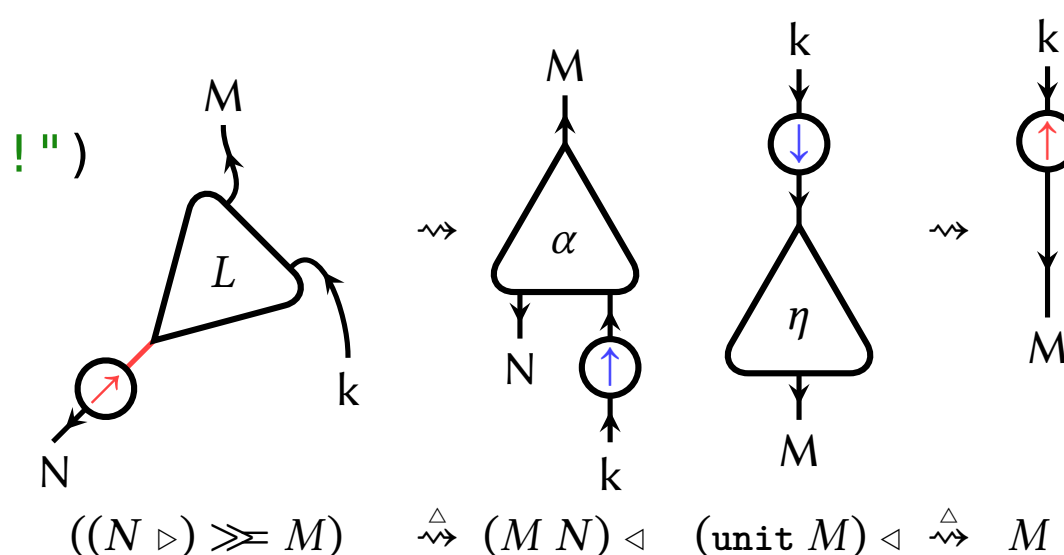
Tokens are either part of asynchronous execution (“thread”), or a *token-passing semantics*. If tokens are “stuck” (e.g. at the continuation k of applications), they can only continue after interaction (e.g. β -reduction)

Execution Semantics from Interaction Rules

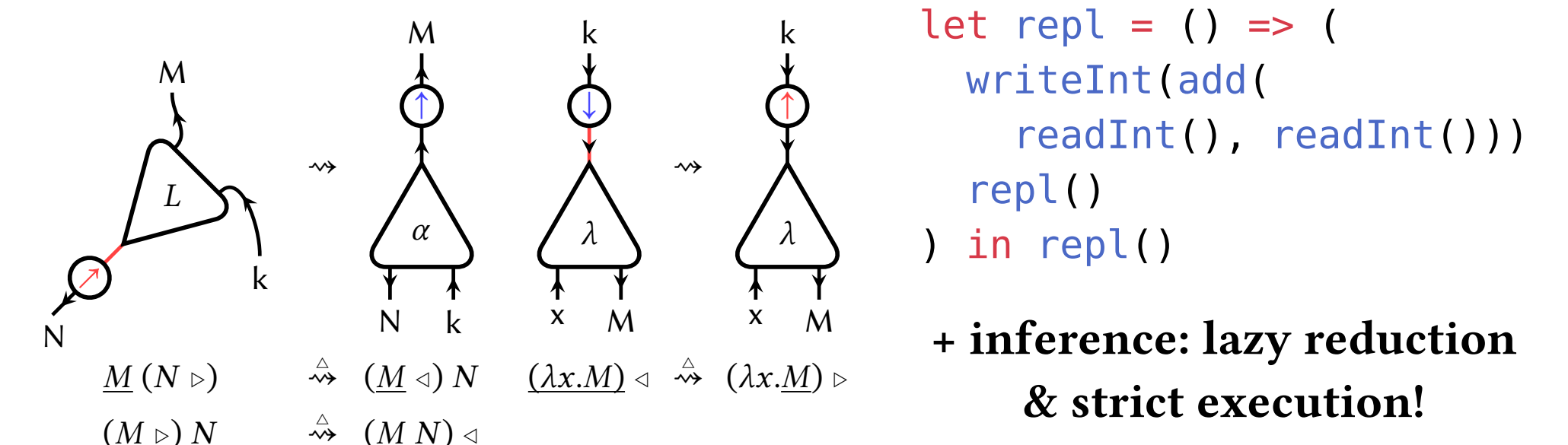


Monadic Style

```
let repl = do (
  <- print("Enter numbers!")
  x <- readInt()
  y <- readInt()
  <- writeInt(add(x, y)!)
  r <- repl
  r
) in repl
```

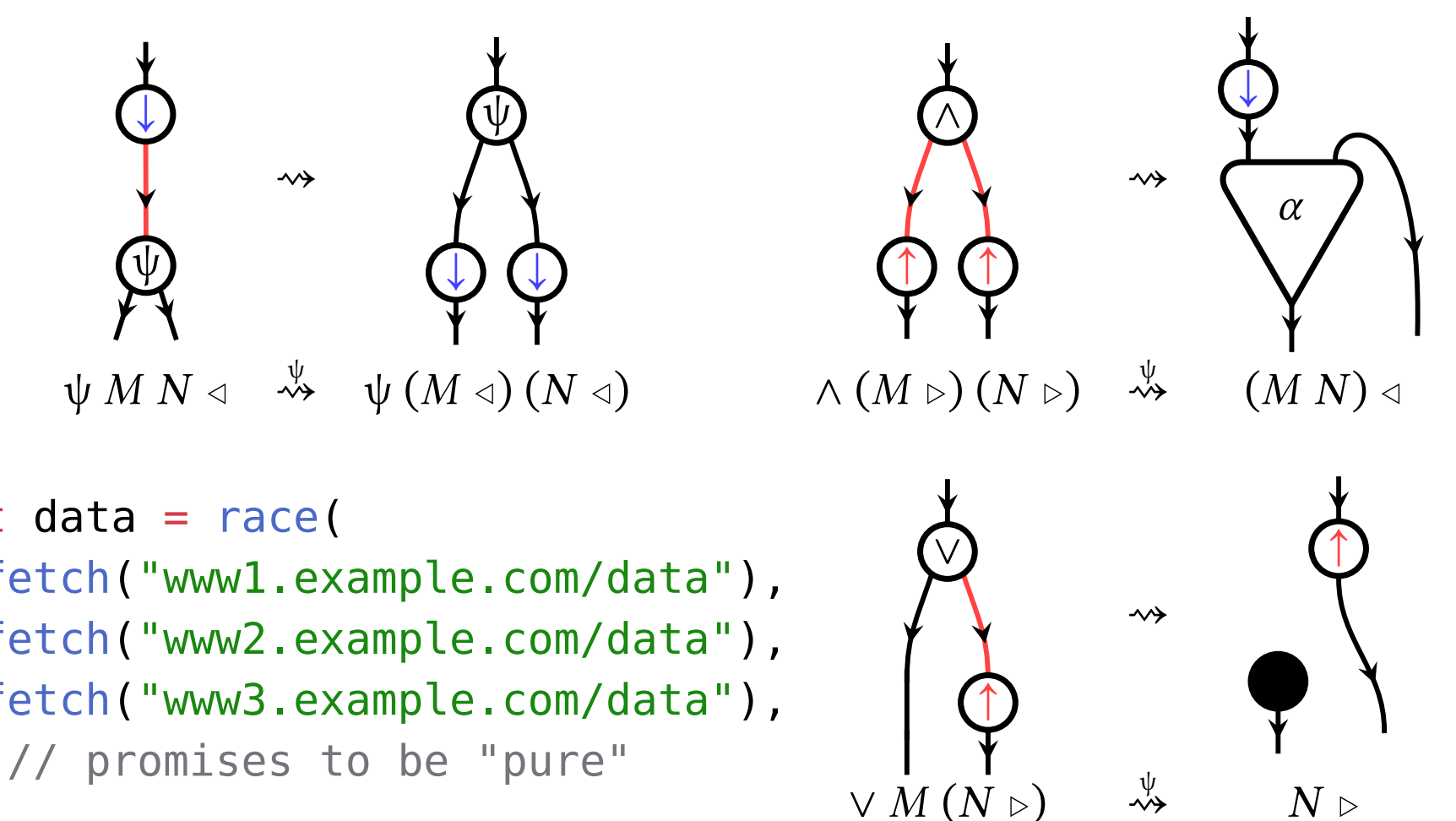


Direct-Style Call-by-Value: Monadic bind Everywhere!



+ **inference: lazy reduction & strict execution!**

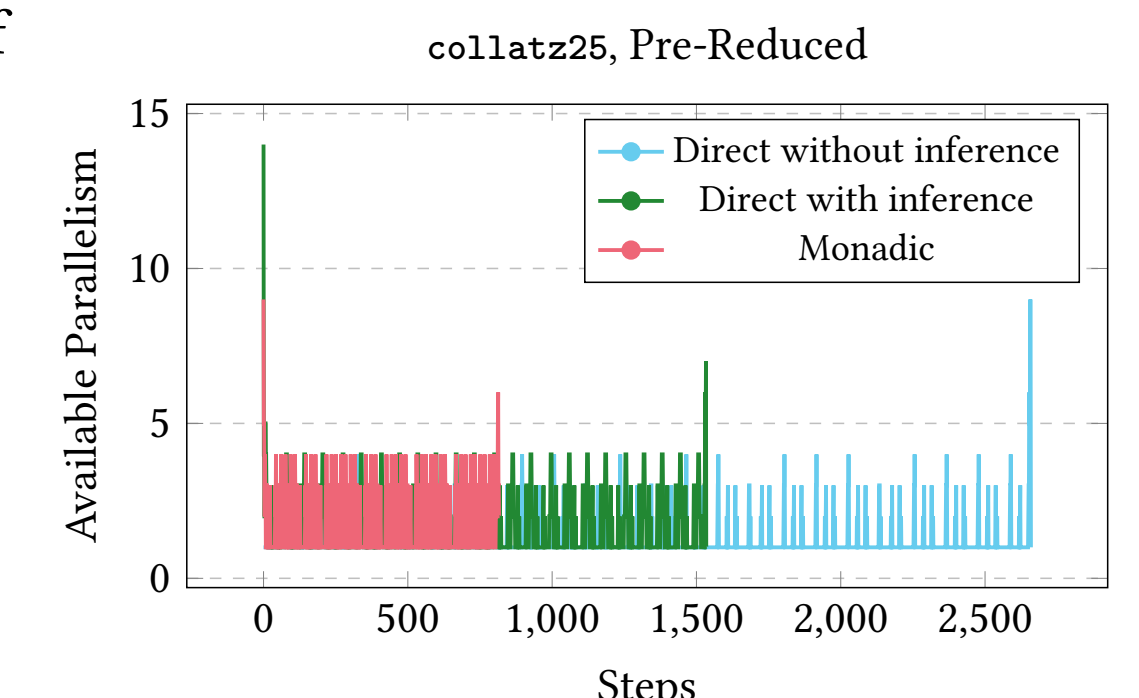
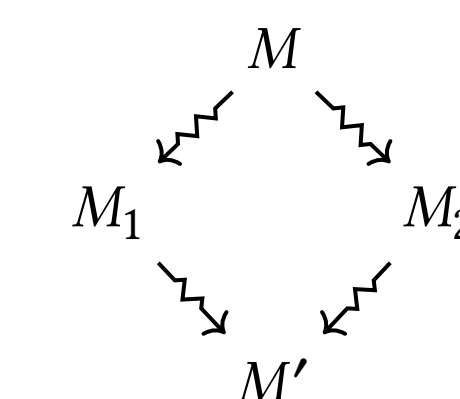
CONTROLLED PARALLEL EXECUTION



```
let data = race(
  fetch("www1.example.com/data"),
  fetch("www2.example.com/data"),
  fetch("www3.example.com/data"),
)! // promises to be "pure"
```

MASSIVE PARALLELISM BY STRONG CONFLUENCE*

Step count is independent of reduction/execution order!



EFFECTFUL OPTIMALITY

- Only reduce “needed” terms (cf. Call-by-Need)
 - Now includes any net containing tokens & actions
 - Future work:* reasoning with effect systems
- Share all reductions from same origin
 - By iterative duplication (including redexes)
 - Also: asynchronous actions via explicit tokens

*without race, full asynchronous execution, or optimal GC