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# Stream Fusion

From Lists to Streams to Nothing at All



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## LISTS IN HASKELL

List processing can be beautiful:

$$f :: Int \rightarrow Int$$
$$f\ n = \mathbf{sum}\ [k * m \mid k \leftarrow [1..n], m \leftarrow [1..k]]$$

Concise syntax for complex nested loops.

This is the code we *want* to write.

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And this is the code we get...

```
f :: Int# → Int#
f n = sum 0 (
  case 1 > n of
    True → []
    False →
      let
        go :: Int# → [Int]
        go x = let
          ds = case x == n of
            True → []
            False → go (x + 1)
        in
          case 1 > x of
            True → ds
            False → let
              to y = I# (x * y) : case y == x of
                False → to (y + 1)
                True → ds
            in
              to 1
      in
        go 1)
```

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## GENERATING BETTER CODE

### Problem:

- Intermediate list is allocated, only to be immediately consumed!
- We need to combine the *sum* and list comprehension loops: *fusion*
- But some key functions, like *foldl* (or *sum*) are hard to fuse using existing systems

We need fusion for *zips*, *foldls* and *concatMaps/list* comprehensions.

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## STREAM FUSION

Final code under stream fusion:

```
f' :: Int# → Int#
f' n = go 0 1
  where
    go s k = case k > n of
      False → case 1 > k of
        True → go s (k + 1)
        False → to (s + k) k (k + 1) 2
      True → s
    to s k j m = case m > k of
      False → to (s + (k * m)) k j (m + 1)
      True → go s j
```

No intermediate list. Better code. **Faster code!**

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# INTRODUCTION TO FUSION

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## THE BIG IDEA: DEFORESTATION AND FUSION

Ideally, pipelines on lists would just make one traversal

We'd write:

```
map f . map g
```

and the compiler would emit:

```
map (f . g)
```

No side-effects, so its ok!

We can teach GHC to do this with *rewrite rules*:

$$\langle \text{map/map fusion} \rangle \forall f g . \\ \text{map } f \cdot \text{map } g \mapsto \text{map } (f \cdot g)$$

But how to fuse other combinations of list functions?

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## FUSION SYSTEMS

A variety of general purpose fusion systems exist

In particular:

$$\langle \mathbf{build/foldr\ fusion} \rangle \forall g k z . \\ \mathit{foldr} k z (\mathit{build} g) \mapsto g k z$$

(Gill, Launchbury, Peyton Jones '93)

$$\langle \mathbf{destroy/unfoldr\ fusion} \rangle \forall g f e . \\ \mathit{destroy} g (\mathit{unfoldr} f e) \mapsto g f e$$

(Svenningsson '02)

Write *your* functions in terms of *these* functions and they will fuse.

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## LIMITATIONS

But some functions are hard to write using these functions.

The usual suspects:

- *zip*, *zipWith* and friends
- *foldl* and other left folds (*length*, *sum*, *minimum*)
- nested list functions (*concatMap*, list comprehensions)

And for some other functions that can fuse, we don't get efficient code (*filter* under *destroy/unfoldr*).

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## STREAM FUSION

Three steps to better code:

1. Convert functions on recursive list structures into functions on non-recursive *co-structures* (the *Stream* data type).
2. Eliminate conversions between structures and co-structures
3. Then use general purpose optimisations to fuse the co-structure code

That's all there is!

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# STEP 1: THE STREAM CO-STRUCTURE

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## STREAMS: UNFOLDED LISTS

We need an explicit representation of the unfolding of a list:

```
data Stream a =  $\exists s. \text{Stream } (s \rightarrow \text{Step } a \ s) \ s$   
data Step a s = Done  
                | Yield a s  
                | Skip s
```

The internal state,  $s$ , of each stream is hidden.

Note the *Stream* constructor is a generalised *unfoldr*:

```
unfoldr ::  $\forall s a. (s \rightarrow \text{Maybe } (a, s)) \rightarrow s \rightarrow [a]$   
Stream  ::  $\forall s a. (s \rightarrow \text{Step } a \ s) \rightarrow s \rightarrow \text{Stream } a$ 
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## FUNCTIONS ON STREAMS

An example:

$$\begin{aligned} \text{map}_s &:: (a \rightarrow b) \rightarrow \text{Stream } a \rightarrow \text{Stream } b \\ \text{map}_s f (\text{Stream next}_0 s_0) &= \text{Stream next } s_0 \end{aligned}$$

where

$$\begin{aligned} \text{next } s &= \mathbf{case\ next}_0 s \mathbf{ of} \\ &\quad \text{Done} \quad \rightarrow \text{Done} \\ &\quad \text{Skip } s' \rightarrow \text{Skip } s' \\ &\quad \text{Yield } x s' \rightarrow \text{Yield } (f\ x) s' \end{aligned}$$

$\text{map}_s$  simply applies  $f$  to each yielded element.

The key trick is that  $\text{next}$  is always non-recursive

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## WRITING LIST FUNCTIONS

Assuming conversion to and from streams, we can write:

$$\begin{aligned} \mathit{map} &:: (a \rightarrow b) \rightarrow [a] \rightarrow [b] \\ \mathit{map} f &= \mathit{unstream} \cdot \mathit{map}_s f \cdot \mathit{stream} \end{aligned}$$

Easy.

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## CONVERSION LISTS TO STREAMS

Build a stream by yielding each element of the original list:

$$\text{stream} :: [a] \rightarrow \text{Stream } a$$
$$\text{stream } xs_0 = \text{Stream next } xs_0$$

**where**

$$\text{next } [] = \text{Done}$$
$$\text{next } (x : xs) = \text{Yield } x \text{ } xs$$

*Non-recursive* stepper function.

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## CONVERTING STREAMS BACK TO LISTS

$unstream :: Stream\ a \rightarrow [a]$

$unstream (Stream\ next\ s_0) = unfold\ s_0$

**where**

$unfold\ s = \mathbf{case\ next\ s\ of}$

$Done \quad \rightarrow \quad []$

$Skip\ s' \rightarrow \quad unfold\ s'$

$Yield\ x\ s' \rightarrow x : unfold\ s'$

- Unfold the stream by calling the stream's *next* function
- Unlike *unfoldr*, streams can *Skip*.
- This ensures all steppers are non-recursive.

All recursion is lifted out of the pipeline: no more fixpoints!

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## STEP 2: REMOVE REDUNDANT CONVERSIONS

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## ONE STEP BACK...

Now, instead of consuming and producing a list once:

- We consume a list, with *stream*, allocating *Step* constructors
- Then transform the stream of *Step* values
- Then, finally, destroy the stream, allocating list nodes (*unstream*)

If we compose two functions:

$$\begin{aligned} \text{map } f \cdot \text{map } g &= \\ \text{unstream} \cdot \text{map}_s f \cdot \text{stream} \cdot \text{unstream} \cdot \text{map}_s g \cdot \text{stream} \end{aligned}$$

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## THE “FUSION” RULE

Assuming  $stream \cdot unstream$  is the identity on streams, we obtain:

⟨stream/unstream fusion⟩

$\forall s :: Stream\ a .$

$stream\ (unstream\ s) \mapsto s$

And now GHC knows about this too – thanks to rewrite rules.



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## ELIMINATING CONVERSIONS BY THE RULES

Give the stream fusion rule, we have:

$$\text{unstream} \cdot \text{map}_s f \cdot \text{stream} \cdot \text{unstream} \cdot \text{map}_s g \cdot \text{stream}$$
$$\{\text{stream fusion}\} \Rightarrow$$
$$\text{unstream} \cdot \text{map}_s f \cdot \text{map}_s g \cdot \text{stream}$$

- The pipeline is now the composition of non-recursive stream functions
- *Not* recursive list functions!
- *unstream* runs the loop that results.

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## STEP 3: COMBINING STREAM FUNCTIONS

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## FUSING CO-STRUCTURES

Now we need to fuse the stream co-structure functions, to eliminate intermediate *Step* values.

But, because all stream steppers are non-recursive:

The compiler will eliminate the intermediate values on its own!

Needs:

- Inlining
- case-of-case
- constructor specialisation (**new**)
- Nested code needs a couple more optimisations (see the paper)

And that's it!

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# EXAMPLES

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## FUSIBLE FILTERS AND ENUMERATIONS

$filter :: (a \rightarrow Bool) \rightarrow Stream\ a \rightarrow Stream\ a$

$filter\ p\ (Stream\ next_0\ s_0) = Stream\ next\ s_0$

**where**

$next\ s = \mathbf{case\ next_0\ s\ of}$

$Done \quad \quad \quad \rightarrow Done$

$Skip\ s' \quad \quad \rightarrow Skip\ s'$

$Yield\ x\ s' \mid p\ x \quad \rightarrow Yield\ x\ s'$

$\quad \quad \quad \mid otherwise \rightarrow Skip\ s'$

*Skip* here means a non-recursive filter.

---

## RIGHT FOLDS

$foldr :: (a \rightarrow b \rightarrow b) \rightarrow b \rightarrow Stream\ a \rightarrow b$

$foldr\ f\ z\ (Stream\ next\ s_0) = go\ s_0$

**where**

$go\ s = \mathbf{case\ next\ s\ of}$

$Done \quad \rightarrow z$

$Skip\ s' \rightarrow go\ s'$

$Yield\ x\ s' \rightarrow f\ x\ (go\ s')$

Folds consume streams, and are thus recursive.

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## LEFT FOLDS

$foldl :: (b \rightarrow a \rightarrow b) \rightarrow b \rightarrow Stream\ a \rightarrow b$

$foldl\ f\ z\ (Stream\ next\ s_0) = go\ z\ s_0$

**where**

$go\ z\ s = \mathbf{case\ next\ s\ of}$

$Done \quad \rightarrow z$

$Skip\ s' \rightarrow go\ z\ s'$

$Yield\ x\ s' \rightarrow go\ (f\ z\ x)\ s'$

Easy.



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## COMPLEX STREAM STATES: ZIPS

$zip :: Stream\ a \rightarrow Stream\ b \rightarrow Stream\ (a, b)$   
 $zip\ (Stream\ next_a\ s_{a0})\ (Stream\ next_b\ s_{b0}) = Stream\ next\ (s_{a0}, s_{b0}, Nothing)$

**where**

$next\ (sa, sb, Nothing) = \mathbf{case}\ next_a\ s_a\ \mathbf{of}$   
     $Done \quad \rightarrow Done$   
     $Skip\ s'_a \rightarrow Skip\ (s'_a, sb, Nothing)$   
     $Yield\ a\ s'_a \rightarrow Skip\ (s'_a, sb, Just\ a)$

$next\ (s'_a, sb, Just\ a) = \mathbf{case}\ next_b\ s_b\ \mathbf{of}$   
     $Done \quad \rightarrow Done$   
     $Skip\ s'_b \rightarrow Skip\ (s'_a, s'_b, Just\ a)$   
     $Yield\ b\ s'_b \rightarrow Yield\ (a, b)\ (s'_a, s'_b, Nothing)$

To zip two streams, we need a stepper that alternates between each stream.

- Requires loop state kept in the stream (*Just/Nothing*)
- This compiles to a loop that builds Maybe values each time around
- Requires *constructor specialisation* to strip state away, generating direct calls to worker functions instead

---

## NESTED FUNCTIONS: CONCATMAP

$concatMap :: (a \rightarrow Stream\ b) \rightarrow Stream\ a \rightarrow Stream\ b$   
 $concatMap\ f\ (Stream\ next_a\ s_{a0}) = Stream\ next\ (s_{a0},\ Nothing)$

**where**

$next\ (s_a,\ Nothing) =$

**case**  $next_a\ s_a$  **of**

$Done \quad \rightarrow Done$

$Skip\ s'_a \rightarrow Skip\ (s'_a,\ Nothing)$

$Yield\ a\ s'_a \rightarrow Skip\ (s'_a,\ Just\ (f\ a))$

$next\ (s_a,\ Just\ (Stream\ next_b\ s_b)) =$

**case**  $next_b\ s_b$  **of**

$Done \quad \rightarrow Skip\ (s_a,\ Nothing)$

$Skip\ s'_b \rightarrow Skip\ (s_a,\ Just\ (Stream\ next_b\ s'_b))$

$Yield\ b\ s'_b \rightarrow Yield\ b\ (s_a,\ Just\ (Stream\ next_b\ s'_b))$

Fusible with on its input *and* output list:

$concatMap\ f = unstream \cdot concatMap_s\ (stream \cdot f) \cdot stream$

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# COMPILING AND OPTIMISING STREAM CODE

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## COMPILING STREAMS CODE

Let's compile this sum of squares code:

$$\text{sum } [m * m \mid m \leftarrow [1..n]]$$

Desugars to:

$$\text{foldl}_s (+) 0 (\text{concatMap}_s (\lambda m. \text{return}_s (m * m)) \\ (\text{enumFromTo}_s 1 n))$$

Using the streams desugaring of comprehensions (see paper).

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## COMPILING STREAMS CODE

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Using the streams desugaring of comprehensions (see paper).

---

## Inline stream function:

```
let
  nextenum  $i \mid i > n$  = Done
           | otherwise = Yield  $i (i + 1)$ 

  nextcm ( $i, Nothing$ ) =
    case nextenum  $i$  of
      Done      → Done
      Yield  $x i'$  → let
          nextret True = Yield  $(x * x)$  False
          nextret False = Done
        in
          Skip ( $i', Just (Stream next_{ret} True)$ )

  nextcm ( $i, Just (Stream next s)$ ) =
    case next  $s$  of
      Done      → Skip ( $i, Nothing$ )
      Yield  $y s'$  → Yield  $y (i, Just (Stream next s'))$ 

  go  $z s$  = case nextcm  $s$  of
    Done      →  $z$ 
    Skip  $s'$  → go  $z s'$ 
    Yield  $x s'$  → go  $(z + x) s'$ 

in
  go 0 (1, Nothing)
```

---

## APPLY CASE-OF-CASE

```
go z (i, Nothing) | i > n    = z
                  | otherwise =
    let
      nextret True  = Yield (i * i) False
      nextret False = Done
    in
      go z (i + 1, Just (Stream nextret True))
go z (i, Just (Stream next s)) =
  case next s of
    Done      → go z      (i, Nothing)
    Skip s'   → go z      (i, Just (Stream next s'))
    Yield x s' → go (z + x)(i, Just (Stream next s'))
```

---

## APPLY CONSTRUCTOR SPECIALISATION

Using:

$$\begin{aligned}\forall z i. \quad go\ z\ (i, Nothing) &= go_1\ z\ i \\ \forall z i\ next\ s. go\ z\ (i, Just\ (Stream\ next\ s)) &= go_2\ z\ i\ next\ s\end{aligned}$$

We get:

$$\begin{aligned}go_1\ z\ i \mid i > n &= z \\ &\mid otherwise = \\ \mathbf{let} & \\ \quad next_{ret}\ True &= Yield\ (i * i)\ False \\ \quad next_{ret}\ False &= Done \\ \mathbf{in} & \\ \quad go_2\ z\ (i + 1)\ next_{ret}\ True & \\ go_2\ z\ i\ next\ s &= \mathbf{case\ next\ s\ of} \\ \quad Done &\rightarrow go_1\ z\ i \\ \quad Skip\ s' &\rightarrow go_2\ z\ i\ next\ s' \\ \quad Yield\ x\ s' &\rightarrow go_2\ (z + x)\ i\ next\ s'\end{aligned}$$



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## APPLY STATIC ARGUMENT TRANSFORMATION

$$\begin{aligned} go_1 \ z \ i \mid i > n &= z \\ &\mid otherwise = \\ \mathbf{let} \\ &go'_2 \ z \ True = go'_2 \ (z + i * i) \ False \\ &go'_2 \ z \ False = go_1 \ z \ (i + 1) \\ \mathbf{in} \\ &go'_2 \ z \ True \end{aligned}$$

Getting there...

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## AND CLEANUP

$$\begin{aligned} go_1 \ z \ i \mid i > n &= z \\ \mid otherwise &= go_1 (z + i * i) (i + 1) \end{aligned}$$

Phew! The original nested loop becomes a fast, flat loop.

Needs those four key optimisations, and in particular, SpecConstr.

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# AUTOMATED TESTING

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## STRICTNESS TESTING WITH QUICKCHECK

Needed to test for equivalence to a number of models:

- `Data.Stream == H'98`
- `Data.Stream == Data.List`
- `Data.Stream.List == H'98`
- `Data.Stream.List == Data.List`

Perfect use case for QuickCheck!

913 QC properties later, feeling more confident that the code is sane.

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## BUT WE NEED TO BE CAREFUL ABOUT $\perp$

A port of SmallCheck, to insert  $\perp$  into lists.

- Breadth first search of the test case space
- Test for correctness in the presence of  $\perp$  for all lists up to depth  $n$
- Inserting and catching  $\perp$  in random lists

Caught a lot of strictness differences wrt. to the models, none found by usual QuickCheck!

And bugs (?) in Data.List...

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## FOLDL' NOT STRICT ENOUGH?

foldl' from Data.List

$$\begin{aligned} \text{foldl}' & :: (a \rightarrow b \rightarrow a) \rightarrow a \rightarrow [b] \rightarrow a \\ \text{foldl}' f a [] & = a \\ \text{foldl}' f a (x : xs) & = \text{let } a' = f a x \text{ in } a' \text{ 'seq' foldl}' f a' xs \end{aligned}$$

And our version:

$$\begin{aligned} \text{foldl}' f z0 xs0 & = \text{go } z0 xs0 \\ \text{where} & \\ \text{go } !z [] & = z \\ \text{go } !z (x : xs) & = \text{go } (f z x) xs \end{aligned}$$

QuickCheck says they're the same...

---

But the strictness checker finds:

```
** test 2 of Reducing lists (folds) failed:  
**   <function /= _|_>  
**   _|_  
**   [_|_]
```

That is:

$$\text{Data.List.foldl}' (\lambda \_ \_ \rightarrow 0) \perp [1] \\ \Rightarrow 0$$

While:

$$\text{Data.List.Stream.foldl}' (\lambda \_ \_ \rightarrow 0) \perp [1] \\ \Rightarrow \perp$$

The standard foldl' is not as strict as it could be!

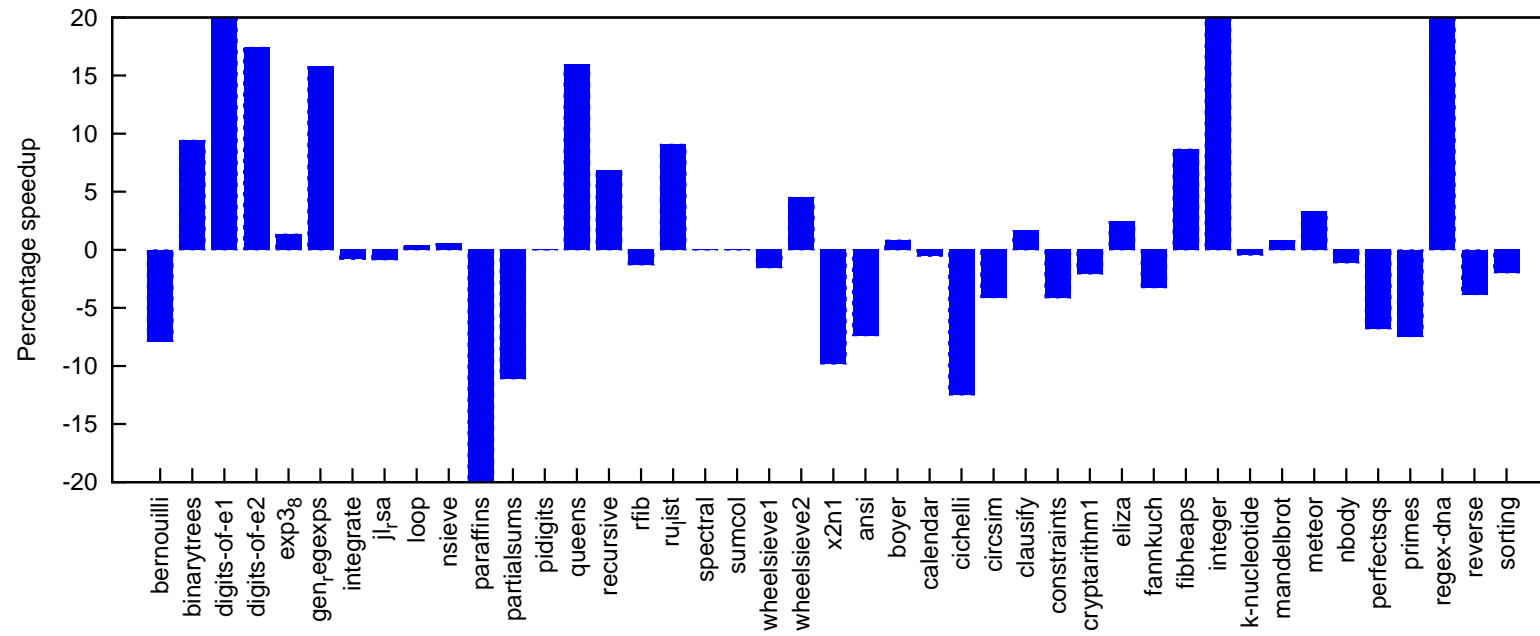
Strictness properties are hairy, and rarely specified.

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# RESULTS

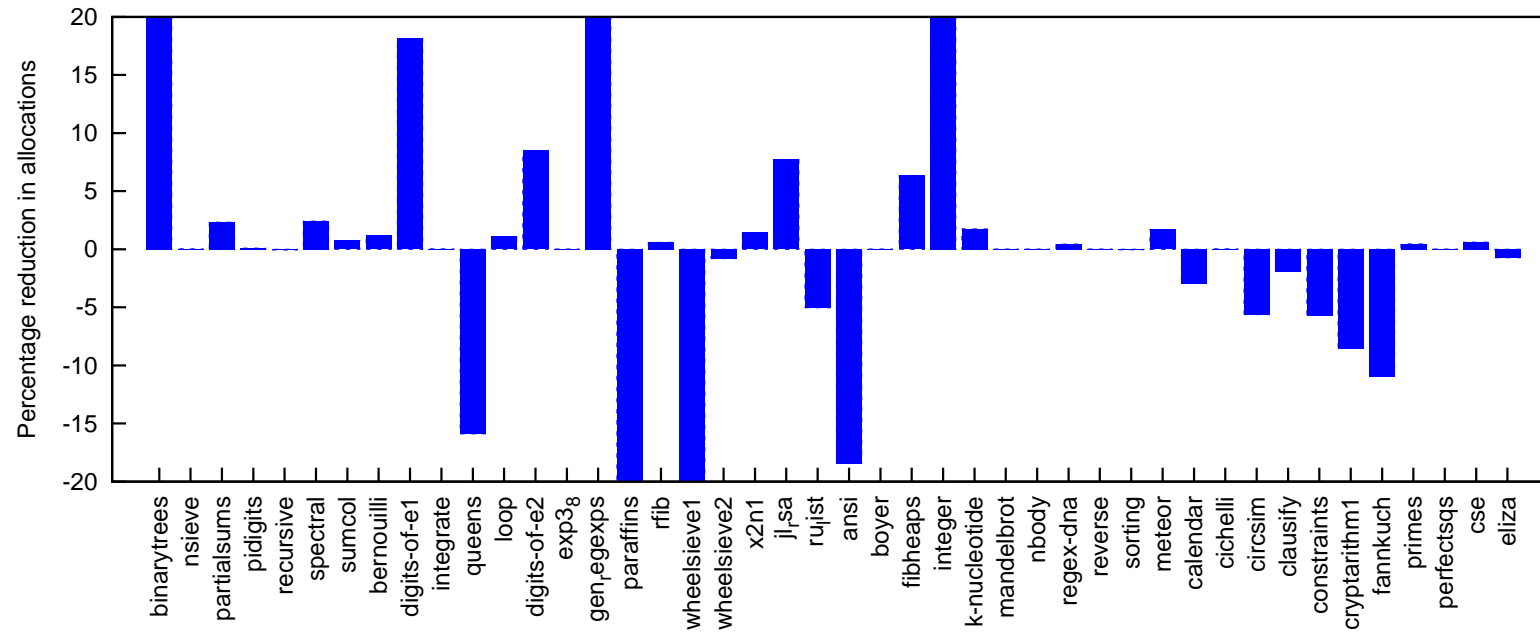


# TIME



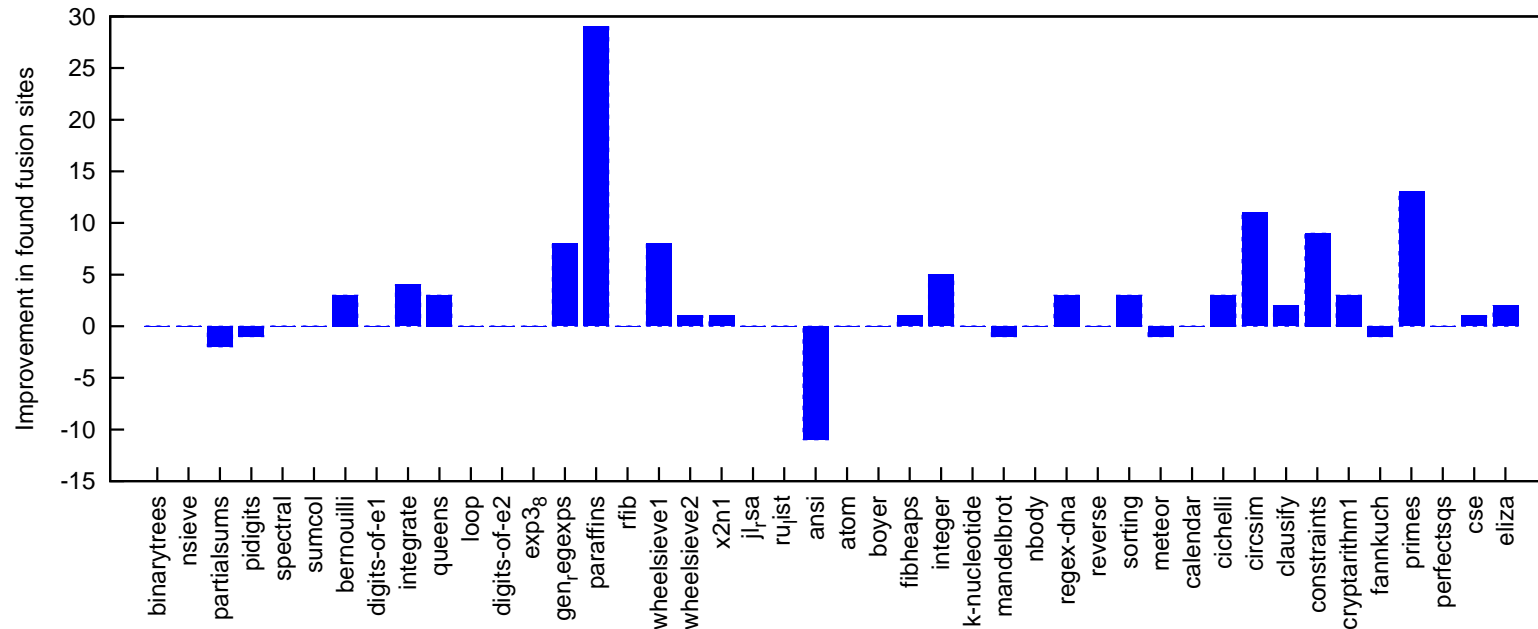
Percentage improvement in running time compared to *build/foldr*

# SPACE



Percent reduction in allocations compared to *build/foldr*

# FUSION OPPORTUNITIES



New fusion opportunities found when compared to *build/foldr*

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## FUTURE WORK

- Improved optimisations: need all *Step* constructors removed statically (the slow downs indicate which programs aren't tidied up properly)
- Fusing general recursive definitions via a translation to streams
- Fusing other algebraic data types, and back port full system to `Data.ByteString`

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## QUESTIONS!



→ Home page :

<http://www.cse.unsw.edu.au/~dons/streams.html>