

# Visualising program dataflow with string diagrams

S-REPLS 13 / Fun in the Afternoon

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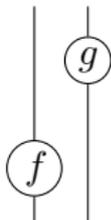
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## String diagrams

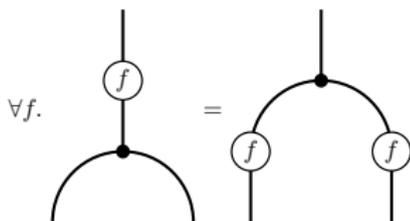
- ▶ String diagrams are a graphical notation for terms in different types of monoidal categories

- ▶ The term  $(f \otimes \text{id}) \circ (\text{id} \otimes g)$  is represented by the string diagram:



- ▶ Equations of terms arising from the monoidal structure are captured by isotopy of string diagrams

- ▶ Cartesian monoidal categories (i.e.  $\otimes = \times$  and  $I = 1$ ) admit a natural copy-delete comonoid:



## sd-lang

- ▶ Toy language for programs
- ▶ Syntax: essentially lambda calculus with operations and recursive let
  - ▶ `bind x = v1 y = v2 ... in v`
  - ▶ values are variables, thunks, or operations `op(v1, v2, ...)`
    - ▶ `plus(x, y)`, `eq(x, y)`, `if(cond, tb, fb)`, etc.
- ▶ Semantics: hierarchical hypergraphs
  - ▶ a model of string diagrams for symmetric monoidal categories with copy-delete
- ▶ (D. R. Ghica, Muroya, and Ambridge 2021)

## Example: factorial

```
bind fact = lambda(x .  
  if(eq(x, 0),  
    1,  
    times(x,  
      app(fact,  
        minus(x, 1)  
      )  
    )  
  )  
)  
in app(fact, 5)
```

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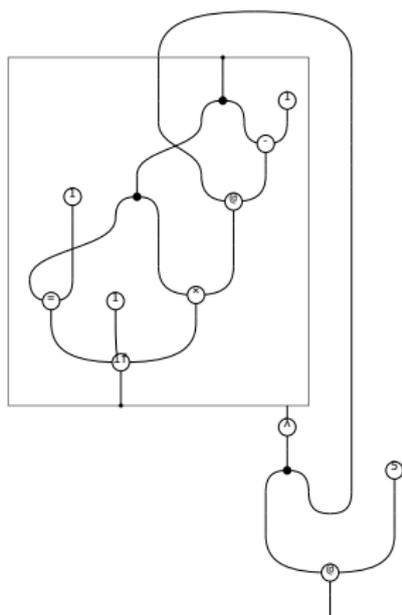


Figure 1: factorial as a string diagram

## Representation of programs

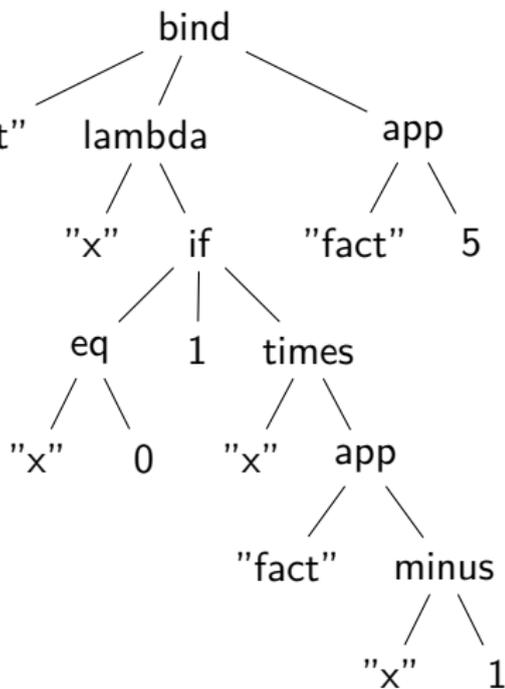
Traditional representation: abstract syntax tree

```
bind("fact",  
  lambda("x",  
    if(eq("x", 0),  
      1,  
      times("x",  
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        )  
      )  
    )  
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## Representation of programs

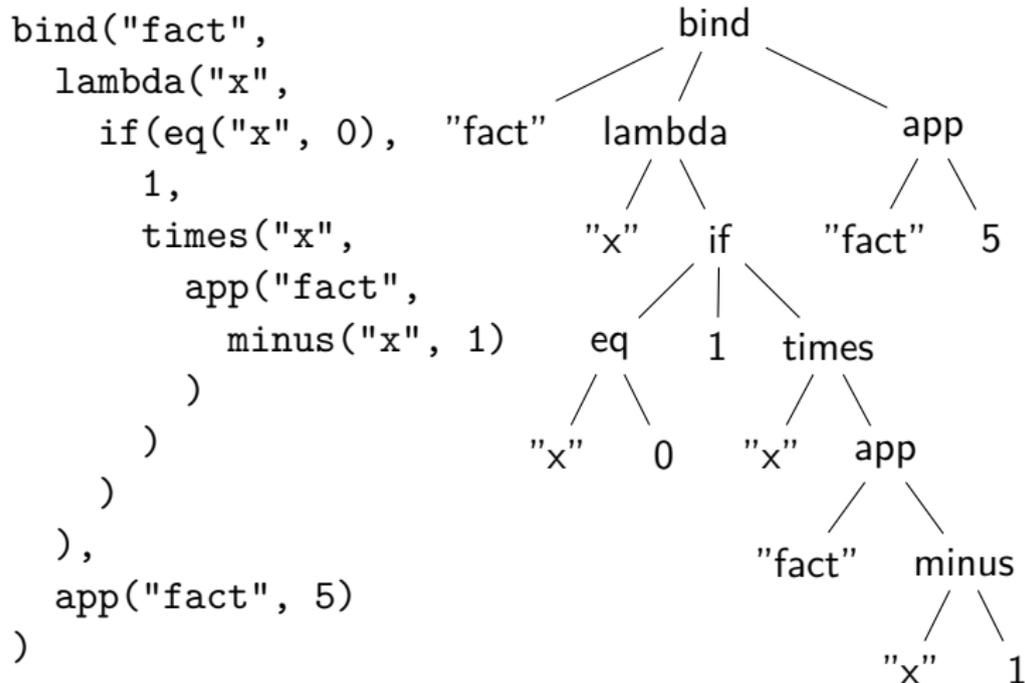
Traditional representation: abstract syntax tree

```
bind("fact",  
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        )  
      )  
    )  
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```



## Representation of programs

Traditional representation: abstract syntax tree



Compiler optimisations are described by semantic-preserving transformations on these ASTs given by rewrite rules.

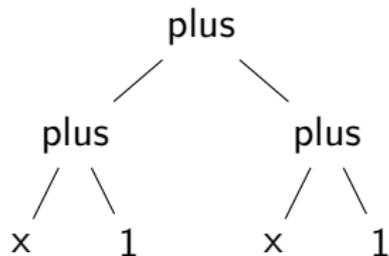
## ASTs do not support sharing, or $\alpha$ -equivalence I

Consider the expression  $(x + 1) + (x + 1)$  (where  $x$  is free).

This is represented by the sd-lang expression

```
plus(plus(x, 1), plus(x, 1))
```

Its AST is



## ASTs do not support sharing, or $\alpha$ -equivalence II

**Problem:** The term obtained by the  $\alpha$ -invariant substitution  $[x \mapsto y]$  is represented by a different AST.

**Consequence:** The optimisation  $\text{plus}(x_1, x_2) \rightarrow \text{times}(x_1, 2)$  needs to do a non-trivial computation to be valid, namely checking that  $x_1 \equiv_\alpha x_2$ .

- ▶ Can leverage de Bruijn indices, nominal techniques...

## String diagrams do support sharing, and $\alpha$ -equivalence

Our string diagrams are equipped with a natural copy-delete comonoid.

This allows for a more meaningful representation of this program as the string diagram:

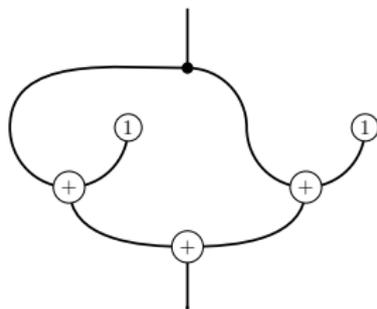


Figure 2:  $(x + 1) + (x + 1)$  — observe that  $x$  does not appear in the diagram!

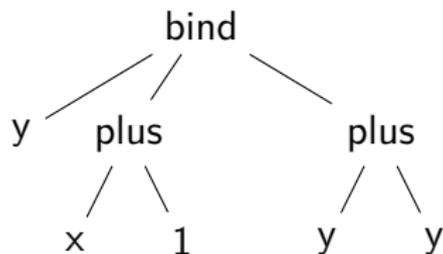
Nodes represent operations, and edges represent dataflow (e.g. of values)!

## ASTs do not support binding and shadowing

Another way to write this program:

```
bind y = plus(x, 1) in plus(y, y)
```

AST:

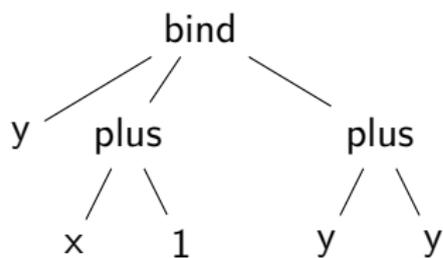
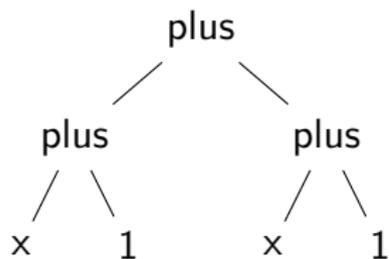


# ASTs vs string diagrams

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AST

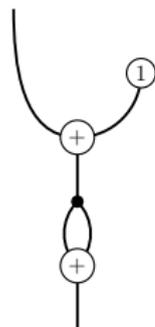
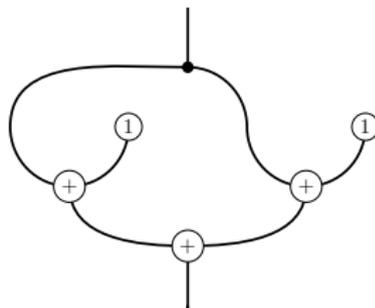
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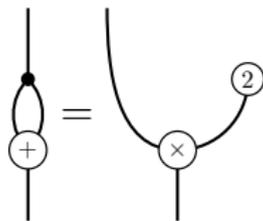
String diagram

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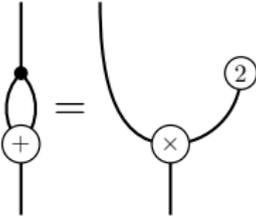
# Compiler optimisations as string diagram rewriting

The optimisation we care about is

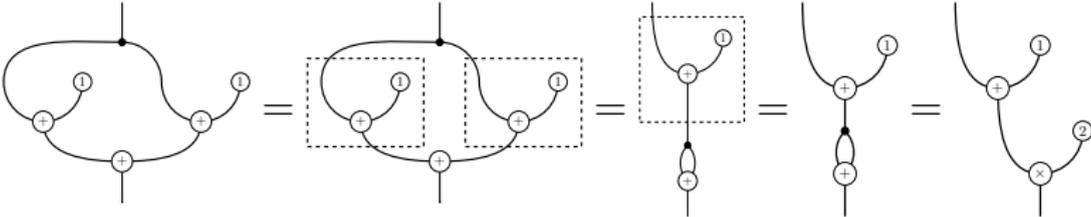


# Compiler optimisations as string diagram rewriting

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Derive



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  - ▶ ✗ (✓?) Not very well studied, **lack of tooling(!)**

# How to draw a string diagram

- ▶ Hypergraphs quotient monoidal categories with copy-delete
- ▶ For each hypergraph, we need to pick a representative monoidal term
  - ▶ Involves (non-canonically) foliating the hypergraph into layers, and determining the order of operations (which determines how many 'swaps' are needed)
  - ▶ *Aesthetically-pleasing diagram heuristic*: minimise the number of layers, and the number of swaps (NP-hard)
- ▶ Given a monoidal term, we can construct a big LP to determine the coordinates of each node and positioning of edges (Tataru and Vicary 2023)

# Demo

▶ Also available at <https://sd-visualiser.github.io/sd-visualiser>

## Future work and references

- ▶ LLVM's Multi-Level Intermediate Representation (MLIR)

### References

- Ghica, Dan R., Koko Muroya, and Todd Waugh Ambridge. 2021. "A Robust Graph-Based Approach to Observational Equivalence." September 23, 2021. <https://doi.org/10.48550/arXiv.1907.01257>.
- Ghica, Dan, and Fabio Zanasi. 2023. "String Diagrams for  $\lambda$ -Calculi and Functional Computation." October 19, 2023. <https://doi.org/10.48550/arXiv.2305.18945>.
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