Compiling with Call-by-push-value

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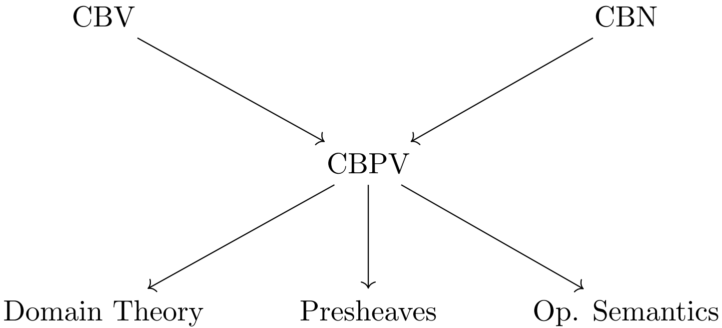
Overview of CBPV

Paul Blain Levy introduced **Call-by-push-value** as a *subsuming paradigm* for effectful computation



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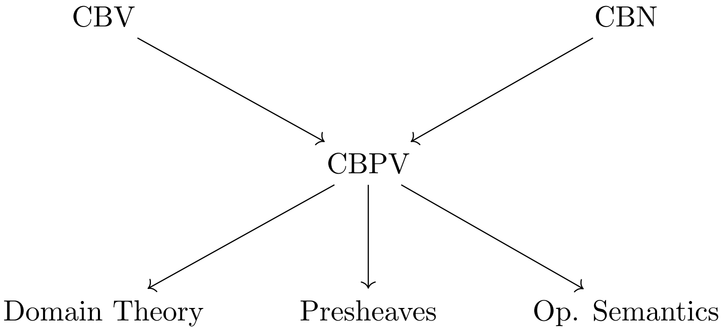
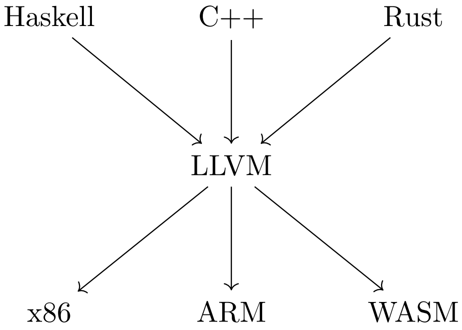
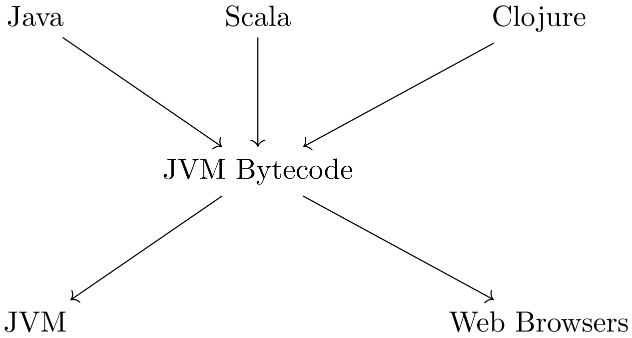


- Preserves equational theories
- Observation: *Denotational models* of CBV/CBN *naturally* decompose into CBPV structure. Semantics of CBPV is *easier* even though it's *more general*

Intermediate Representations



Language Platforms



Compare: Racket, .NET,

CBPV as an IR or Language Platform?

1. As an IR: CBPV structure arises in compilation

CBPV as an IR or Language Platform?

1. As an IR: CBPV structure arises in compilation
2. CBV, CBN embeddings in CBPV preserve and reflect equational theories:
   Foundation for a language platform for *verified* language implementations that preserve *reasoning* (equality, logics) not just *whole-program behavior*?

Outline

1. Call-by-push-value Overview
2. CBPV subsumes Functional IRs
   - CBPV subsumes ANF, MNF
   - Stack-Passing Style subsumes CPS
3. Equality-Preserving Compiler Passes in CBPV/SPS
   - Polymorphic Closure Conversion
   - Polymorphic CPS Conversion
4. Computation/Stack Types in Compilation
   - Calling Conventions as Types
   - Relative Monads
5. Future Work

Call-by-push-value Overview

Basics of CBPV

Refine Moggi's analysis of effects using monads in terms of *adjunctions*
Effectful computation naturally involves two *kinds* of types:

1. Value types: the types of pure data, first-class values
2. Computation types: the types of effectful computations

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Three notions of term

1. Pure functions $\Gamma \vdash V : A$
2. Effectful functions $\Gamma \vdash M : B$
3. Linear functions aka "Stacks" $\Gamma \mid z : B \vdash L : B'$

Basics of CBPV

Value Types, Values

$$\begin{aligned} \text{A,A'} &::= UB \mid \text{Bool} \\ \text{V, V'} &::= x \mid \text{thunk} M \\ &\quad\ \text{true} \mid \text{false} \\ &\quad\ (V, V') \mid V.\pi_i \end{aligned}$$

A value *is*

- A UB is a "thUnked" B
- A Bool is either true or false

Computation Types, Computations

$$\begin{aligned} \text{B,B'} &::= FA \mid A \to B \\ \text{M,M'} &::= z \mid \text{force } V \\ &\quad\ \text{if } V\ M\ M' \\ &\quad\ \text{ret } V \\ &\quad\ \text{let } x \leftarrow M; M' \\ &\quad\ \lambda x.M \mid M\ V \\ &\quad\ \text{print} s; M \\ &\quad\ \text{read} x.M \end{aligned}$$

A computation *does*

- An FA "Feturns" A values
- An $A \to B$ pops an A, continues as B

Equations in CBPV

Every type has associated $\beta\eta$ equality rules

$$\text{force}\,\text{thunk}\,M = M \qquad (V : UB) = \text{thunk}\,\text{force}\,V$$

$$(\lambda x.M)V = M[V/x] \qquad (M : A \to B) = \lambda x.Mx$$

$$\text{let}\,x \leftarrow \text{ret}\,V; N = M[V/x] \qquad N[M : FA/z] = \text{let}\,z \leftarrow M; N$$

And linear terms are *homomorphisms* of effect operations:

$$M[\text{print}\,s; N/z] = \text{print}\,s; M[N/z]$$

$$M[\text{read}\,x.N/z] = \text{read}\,x.M[N/z]$$

CBPV Reconstructs CBV and CBN

CBV term $\Gamma \vdash M : A$ becomes

$$\Gamma^{cbv} \vdash M^{cbv} : FA^{cbv}$$

"CBV terms are always returning"

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CBN terms $x_1 : B_1, \ldots \vdash M : B$ become

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$$(\mathrm{Bool})^{cbn} = F\mathrm{Bool}$$

$$(B \to B')^{cbn} = UB^{cbn} \to B'^{cbn}$$

CBPV subsumes Functional IRs

A-Normal Form, Monadic Normal Form

A-Normal Form:

$$\begin{aligned} \text{Values} &::= \quad x \mid \lambda x.M \mid \text{true} \mid \text{false} \\ \text{Operations}\, O &::= \quad \text{ret}\, V \mid \text{if}\, V\, M\, M' \mid V\, V' \mid \text{print}\, s \mid \text{read} \\ \text{Terms}\, M &::= \quad O \mid \text{let}\, x \leftarrow O; M' \end{aligned}$$

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With equational theories as well. Every MNF term is equal in the theory to an ANF term.

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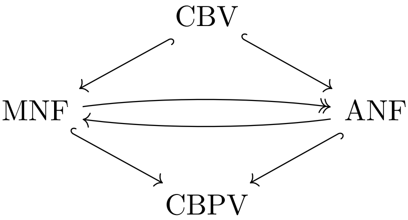
Observe: this is isomorphic a "full" subset of CBPV where the only computation type is FA and $A \rightharpoonup A'$ is given $\beta\eta$ rules corresponding to $U(A \to FA')$.

"Fine-grained CBV", see Levy, Power and Thielecke, Information and Computation 2003.

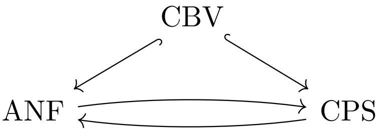
CBPV Subsumes ANF, MNF



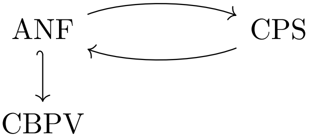
ANF is Equivalent to Continuation Passing Style

A-normal form was introduced in Sabry and Felleisen *Reasoning about Programs in Continuation-Passing Style* Lisp & F.P. 1992.

Conversion to A-normal form is equivalent to CPS conversion followed by "unCPS".



ANF : CPS as CBPV : ?



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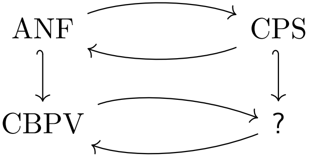

Stack-Passing Style: The Opposite of CBPV

Two *kinds* of types:

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Three notions of term

1. Values $\Gamma \vdash V : A$
2. Stacks, i.e., linear values $\Gamma \mid z : B \vdash S : B'$
3. Computations, $\Gamma \mid z : B \vdash M$

With "obvious" substitution principles.

Stack-Passing Style: The Opposite of CBPV

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$$\begin{array}{rl} \text{A,A'} ::= & \overset{p}{\neg} B \mid \mathrm{Bool} \\ \text{V, V'} ::= & x \mid \lambda z.M \mid \mathrm{true} \mid \mathrm{false} \end{array}$$

A value *is*

- A $\overset{p}{\neg} B$ is a first class procedure that requires a B stack to run.
- A Bool is true or false.

Stack Types, Stacks

$$\begin{array}{rl} \text{B,B'} ::= & \overset{k}{\neg} A \mid A \oslash B \\ \text{S, S'} ::= & z \mid \lambda x.S \mid (V, S) \end{array}$$

A stack *is, linearly,*

- A $\overset{k}{\neg} A$ is a linear *kontinuation* for A values
- An $A \oslash B$ is an A pushed onto a B stack.

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Computations

$$\begin{aligned} M, M' ::= \quad & V(S) \mid S(V) \mid \mathrm{if}\, V\, M\, M' \\ & \mathrm{let}(x, z) = S \text{ in } M \\ & \mathrm{print} s; M \mid \mathrm{read} x.M \end{aligned}$$

A computation *isn't* (no output)

CBPV to SPS and Back

$$\begin{aligned} \mathrm{Bool}^{sps} &= \mathrm{Bool} \\ (UB)^{sps} &= \overset{p}{\neg} B^{sps} \\ (A \to B)^{sps} &= A^{sps} \oslash B^{sps} \\ (FA)^{sps} &= \overset{k}{\neg} A^{sps} \end{aligned}$$

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Linear duality!

CBPV and SPS as Flavors of Linear Logic

Different "flavors" of linear logic based on the allowed sequents

$$\Gamma \mid \Delta \vdash M : \Delta'$$

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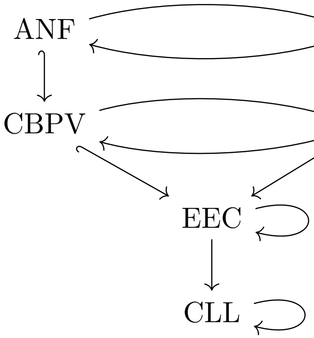
Calculus	Allowed $\lvert\Delta\rvert$	Allowed $\lvert\Delta'\rvert$
Enriched-Effect Calculus	$= 1$	$= 1$
Call-by-push-value	≤ 1	$= 1$
Stack-passing Style	$= 1$	≤ 1
Intuitionistic	$< \omega$	$= 1$
Co-Intuitionistic	$= 1$	$< \omega$
Classical	$< \omega$	$< \omega$

ANF-CPS Correspondence as Linear Duality



Equality-Preserving Compiler Passes in CBPV/SPS

Two "Polymorphic" Compiler Passes

- *Typed Closure conversion*, Minamide, Morrisett and Harper, POPL '96

$$(A \rightharpoonup A')^{cc} = \exists X.X \times (X, A \rightharpoonup_{code} A')$$

- *Polymorphic Continuation Passing style*

$$(A \rightharpoonup A')^{cps} = \forall X.A, (A' \rightarrow X) \rightarrow X$$

From control effects to typed continuation passing, Thielecke, POPL '03

Both passes are type preserving, equivalence preserving*.

Polymorphic Closure Conversion

Target architectures don't have built in support for closures, need to implement them as a pair of an environment and a *code pointer*.

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In SPS, the closures are the *procedures*:

$$(\overset{p}{\neg} B)^{cc} = \exists X : \mathrm{ValTy}. X \times \overset{\mathtt{code}}{\neg}(X \oslash B^{cc})$$

Polymorphic CPS Conversion

Target architectures only support jumps, not calls with return, need to pass continuations as arguments.

To support arbitrary calls, functions must pass return continuations as arguments.

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In the dual "polymorphic CPS" is "polymorphic closure conversion" of kontinuations!

Does Polymorphic CPS Conversion Preserve Equivalence?

Ahmed and Blume, ICFP '11: polymorphic CPS does not preserve equivalence in CBV evaluation order:

$$\Lambda X.\lambda x : 1, k : (\mathrm{Bool} \to X).y \leftarrow k(\mathrm{true}); k(\mathrm{false})$$

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$$\begin{aligned}((A \rightharpoonup A')^{cps})^{cbv} &= (\forall X.A^{cps}, (A'^{cps} \to X) \to X)^{cbv} \\ &= \forall X : \mathrm{ValTy}.A^{cps,cbv} \to U(A'^{cps,cbpv} \to FX) \to FX \\ &\not\cong \forall R : \mathrm{CompTy}.A^{cps,cbv} \to U(A'^{cps,cbpv} \to R) \to R\end{aligned}$$

Computation/Stack Types in Compilation

(Stack-based) Calling Conventions as Computation Types

$$A_1, \ldots, A_n \rightharpoonup A'$$

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$$A_0 \to A_1 \to \cdots \to \forall R.\mathrm{CODE}(A' \to R) \to R$$

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4. Caller-cleanup (cdecl)

$$\forall R.\mathrm{CODE}(A' \to A_0 \to A_1 \to \cdots R) \to A_0 \to A_1 \to \cdots \to R$$

(Stack-based) Calling Conventions as Stack Types

Can dualize the same translations to SPS:

$$A_1, \ldots, A_n \rightharpoondown A'$$

e.g.,

$$A_0 \oslash A_1 \oslash \cdots \exists S. \overset{\texttt{code}}{\neg}(A' \oslash S) \oslash S$$

Compare: Stack-based calling conventions in *Stack-Based Typed Assembly Language* Morrissett, Krary, Glew and Walker JFP 2002

Monads

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Good for equational reasoning, but not a good model of how exceptions are *implemented*.

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satisfying 3 equations.
Example: "error monad"

$$TA = E + A$$

Good for equational reasoning, but not a good model of how exceptions are *implemented*. Monads for effects fundamentally *conflate* two aspects: TA is a *first class value* representing a *computation that can run*.

Relative Monads

A *relative* monad[1][2] in CBPV consists of a type constructor

$$\mathrm{Eff} : \mathrm{ValTy} \to \mathrm{CompTy}$$

with operations

$$\eta : A \to \mathrm{Eff}\, A \qquad \frac{x : A \vdash N : \mathrm{Eff}\, A'}{z : \mathrm{Eff}\, A \vdash x \leftarrow^{Eff} z; N : \mathrm{Eff}\, A'}$$

satisfying 3 equations.

[1] Altenkirch, Chapman and Uustalu, LMCS 2015

[2] Relative to F, or to the profunctor of computations

Relative Exception Monads

Naïve implementation:

$$F(A + E)$$

Double barreled continuations:

$$\forall R. U(A \to R) \to U(E \to R) \to R$$

Double barreled code pointers:

$$\forall R. \mathrm{CODE}(A \to R) \to \mathrm{CODE}(E \to R) \to R$$

Relative Exception Monads

Stack-walking exception[3]:

[1] Caveat: Need to restrict to well-behaved elements to get a monad

[2] Caveat: need to restrict to a well-behaved subset to get a monad

Relative Exception Monads

Stack-walking exception[3]:

$$\begin{aligned}\mathrm{Exn}\,E\,A \cong\ & F(A+E)\\ &\&(\forall X : \mathrm{ValTy}.U(A \to \mathrm{Exn}\,E\,X) \to \mathrm{Exn}\,E\,X)\\ &\&\forall X : \mathrm{ValTy}.U(E \to \mathrm{Exn}\,X\,A) \to \mathrm{Exn}\,X\,A\end{aligned}$$

[1] Caveat: Need to restrict to well-behaved elements to get a monad

[2] Caveat: need to restrict to a well-behaved subset to get a monad

Relative Exception Monads

Stack-walking exception[3]:

$$\begin{aligned}\mathrm{Exn}\,E\,A \cong\ & F(A+E)\\ & \&(\forall X : \mathrm{ValTy}.U(A \to \mathrm{Exn}\,E\,X) \to \mathrm{Exn}\,E\,X)\\ & \&\forall X : \mathrm{ValTy}.U(E \to \mathrm{Exn}\,X\,A) \to \mathrm{Exn}\,X\,A\end{aligned}$$

Easier to see as the dual in SPS:

$$\begin{aligned}\mathrm{Exn}\,E\,A \cong\ & \overset{k}{\neg}(A+E)\\ & \oplus (\exists X : \mathrm{ValTy}.U(A \oslash \mathrm{Exn}\,E\,X) \oslash \mathrm{Exn}\,E\,X)\\ & \oplus (\exists X : \mathrm{ValTy}.U(E \oslash \mathrm{Exn}\,X\,A) \oslash \mathrm{Exn}\,X\,A\end{aligned}$$

(Caveat: need to quotient to get a monad)

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[1] Caveat: Need to restrict to well-behaved elements to get a monad

[2] Caveat: need to restrict to a well-behaved subset to get a monad

Future Work

Future: Beyond The Stack, Beyond Sequentiality

1. Only have *stack*-based calling conventions in CBPV proper. Can registers be incorporated in a similarly well-behaved type theory?

Future: Beyond The Stack, Beyond Sequentiality

1. Only have *stack*-based calling conventions in CBPV proper. Can registers be incorporated in a similarly well-behaved type theory?
2. CBPV gives a foundation for sequential composition, can we combine CBPV with Intuitionistic/Classical LL to similarly analyze IRs for concurrent/parallel code?

WIP: Implementation

1. Zydeco, a CBPV Surface Language + Polymorphism
   https://github.com/zydeco-lang/zydeco
2. Surface language where we can experiment with writing code using new abstractions like relative monads.
3. Ongoing work on a backend using a CBPV IR
4. Extend to Dependent CBPV, compile Dependent CBPV...

CBPV as an IR

- CBPV structure arises naturally in compilation
- Foundation for verified equality preserving compilation
- Computation/Stack types useful for typing low-level programming idioms
- An implementation called Zydeco in progress:
  https://github.com/zydeco-lang/zydeco

BONUS: Relative Monads in SPS

A *relative* monad in SPS consists of a type constructor

$$\mathrm{Not} : \mathrm{ValTy} \to \mathrm{StkTy}$$

with operations

$$x : A \,|\, z : \mathrm{Not}\, A \vdash \mathrm{call}(z, x) \qquad \frac{x : A \,|\, z : \mathrm{Not}\, A' \vdash M}{z : \mathrm{Not}\, A' \vdash \lambda^{\mathrm{Not}} x.M : \mathrm{Not}\, A}$$

satisfying 3 equations.