

The Complexity of Interaction

Stéphane Gimenez
Georg Moser

University of Innsbruck
Computational Logic Group

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Introduction

- ▶ Is it possible to efficiently run in parallel uninstrumented functional programs?

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let msort l f =  
let a, b = split l in merge f (msort a) (msort b)
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$$\text{msort} :: \text{list}A \rightarrow (A \rightarrow A \rightarrow \text{bool}) \rightarrow \text{list}A$$

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```
msort :: listnA → !n log n(A → A → bool) → listnA  
time:  $\tau(n)$ , space:  $\sigma(n)$ 
```

Outline

Interaction Nets: Computation and Cost Model

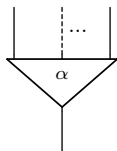
Sized Types for Sequential Complexity

Scheduled Types for Parallel Complexity

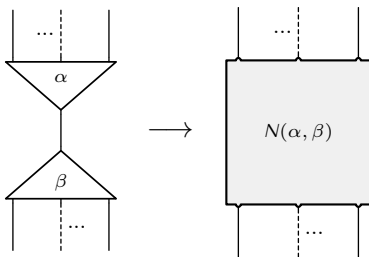
Higher-Order Resource Analysis

Interaction Nets

Yves Lafont, *POPL 1990*. A user-defined set of symbols, with arities.

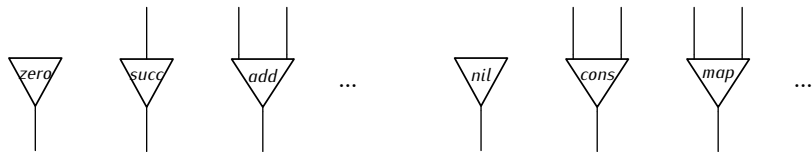


A user-defined set of reduction rules. By design, interaction-net redexes consist of two nodes only:

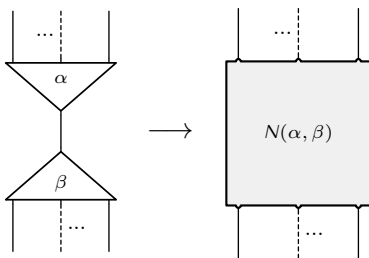


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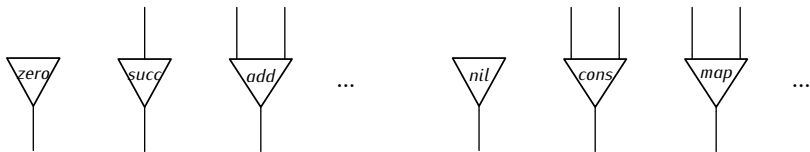


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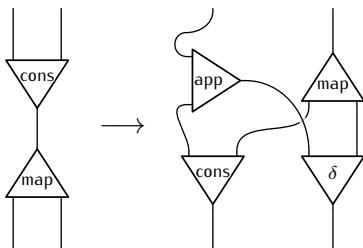


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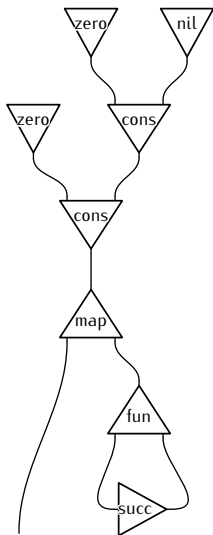


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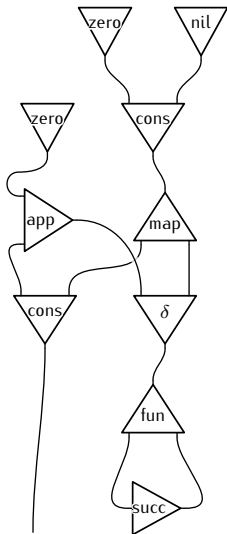


A program with inputs:

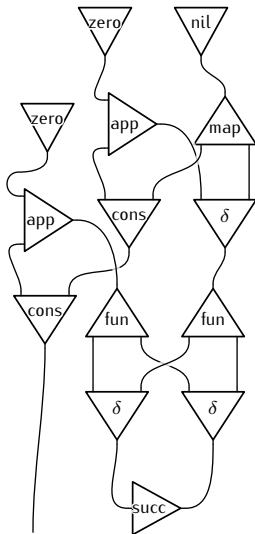
```
List.map (fun x -> Succ x) [Zero; Zero]
```



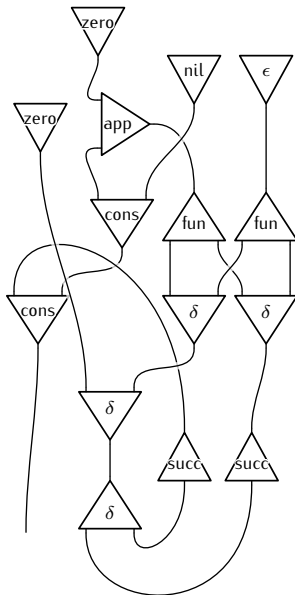
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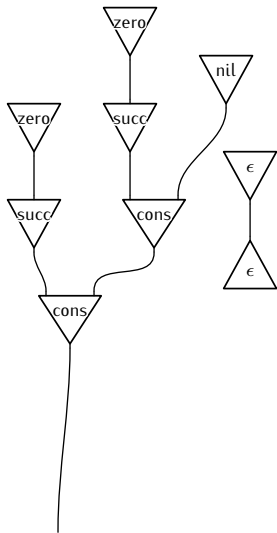
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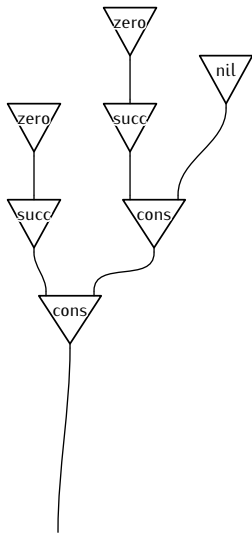


A program with inputs:



A program with inputs:

[Succ Zero; Succ Zero]



Properties:

- ▶ *Sequential Reduction* (CPU): Satisfies the diamond property.
- ▶ *Parallel Reduction* (GPU, Customized electronic chips, Network): Strictly deterministic in the ideal case.
- ▶ *Realistic model*: The locating, recording and firing of a redex can all be implemented with bounded resources on a standard computer.

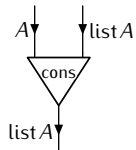
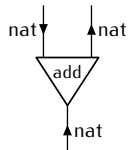
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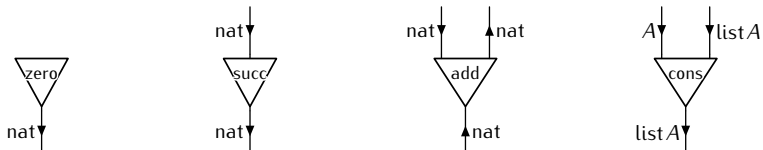
Resource costs:

- ▶ Time:
Number of reduction steps / Sum of step durations: $L \xrightarrow{d} R$.
- ▶ Space:
Number of nodes / Sum of node weights: $|c|$.

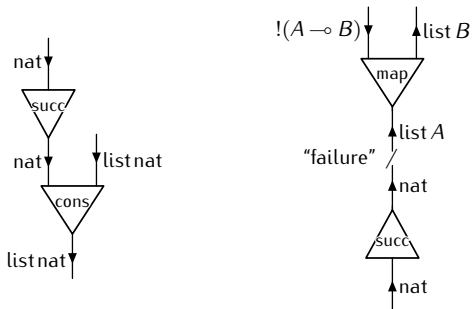
Typing:



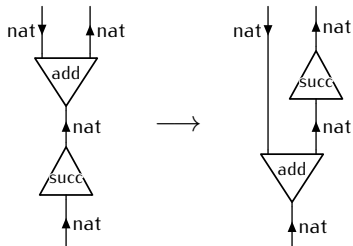
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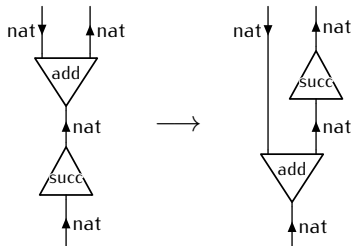
Type unification:



Reduction rules are required to be typed:



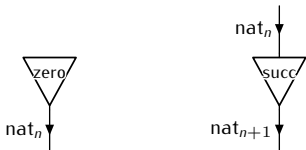
Reduction rules are required to be typed:



Interfaces of nets are preserved.

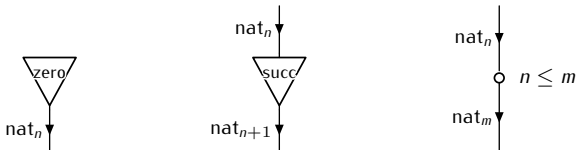
Sized Types

A type nat_n for natural numbers bounded by n :

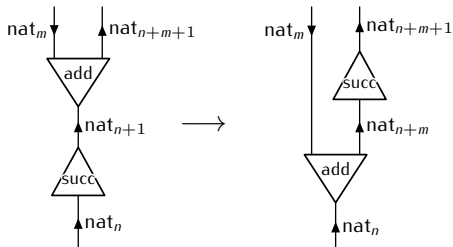
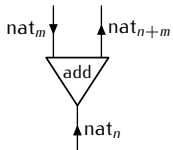


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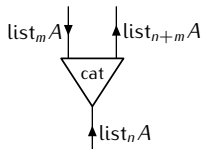
A type nat_n for natural numbers bounded by n :



Addition:



Concatenation:



Corollary (Sequential Time Complexity)

Associate $\tau_c \geq 0$, called *time potential*, to every *typed* node c , such that $\sum_{c \in L} \tau_c \geq \sum_{c \in R} \tau_c + d$ for every reduction rule $L \xrightarrow{d} R$.

$$N \xrightarrow{t} M \implies t \leq \sum_{c \in N} \tau_c$$

Corollary (Sequential Space Complexity)

Associate $\sigma_c \geq |c|$, called *space potential*, to every typed node c , such that $\sum_{c \in L} \sigma_c \geq \sum_{c \in R} \sigma_c$ for every reduction rule $L \xrightarrow{d} R$.

$$N \xrightarrow{t} M \implies |M| \leq \sum_{c \in N} \sigma_c$$

Theorem (Sequential Space–Time Complexity)

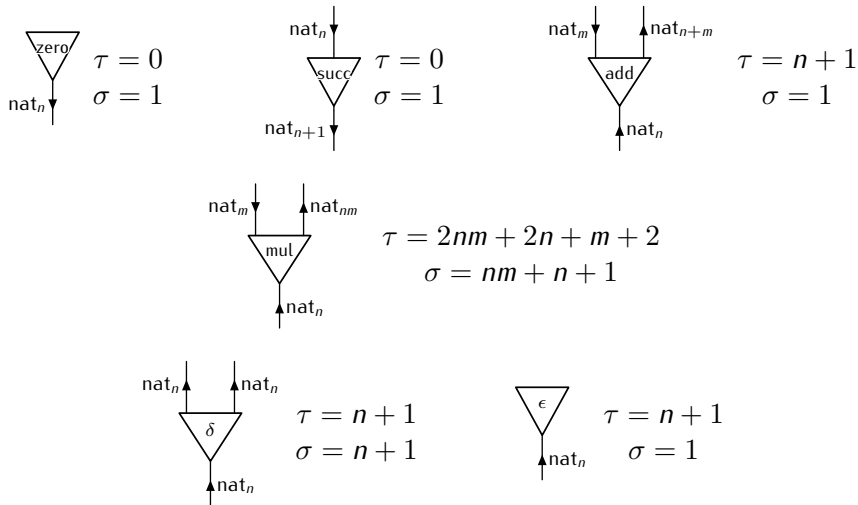
Associate a function $\gamma_c : T \rightarrow S$, called *space–time potential*, to every typed node c , such that $\gamma_c(0) \geq |c|$ and $(\coprod_{c \in L} \gamma_c)(t + d) \geq (\coprod_{c \in R} \gamma_c)(t)$ for every reduction rule $L \xrightarrow{d} R$.

$$N \xrightarrow{t} M \implies |M| \leq \left(\coprod_{c \in N} \gamma_c \right)(t)$$

Proof.

The potential–decrease property assumed for reduction rules entails the same property for individual sequential reduction steps of a net. Hence, by combining these steps, we obtain $(\coprod_{c \in N} \gamma_c)(t) \geq \dots \geq (\coprod_{c \in M} \gamma_c)(0) \geq |M|$. □

Assuming unitary weights, these potentials are compatible with reduction rules and therefore allow to compute sequential time and space bounds:



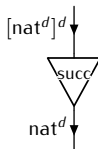
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Delay Operator: An object of type $[A]^t$ will become an A after a parallel reduction of duration t .

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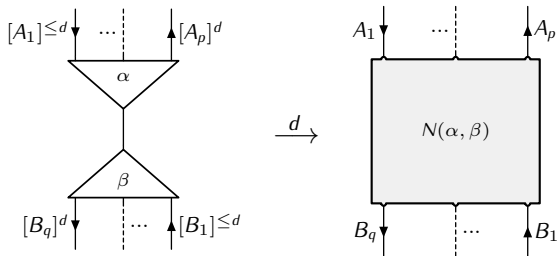
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Timing annotations can be combined with size annotations.

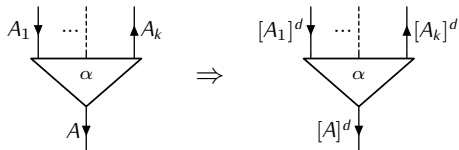
Reduction rules must meet the following requirement:

- ▶ Top-level output delays are reduced by the duration of the rule upon firing.
- ▶ Top-level input delays may, but need not, be reduced by the full amount of the duration of the rule.

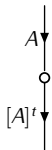


Two typing conveniences for scheduled types:

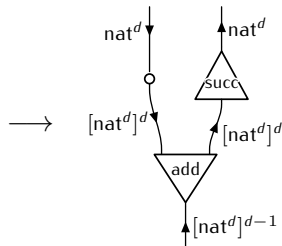
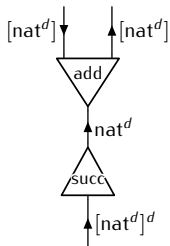
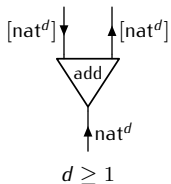
- ▶ *Delayed Computation:*



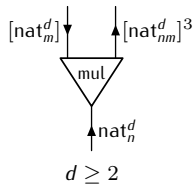
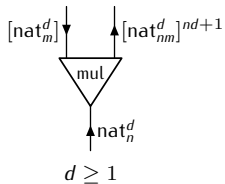
- ▶ *Subtyping:* When A is a tree-like data type:



Addition:



Multiplication:

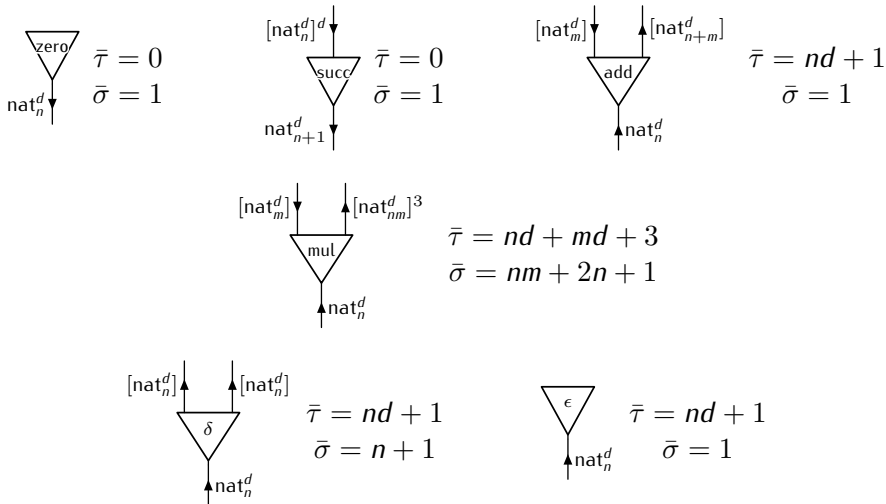


Corollary (Parallel Time Complexity)

Associate $\bar{\tau}_c \geq 0$, called *parallel time potential*, to every *schedule*-typed node c , such that $\bar{\tau}_{[c]^d} \geq \bar{\tau}_c + d$ and $\max_{c \in L} \bar{\tau}_c \geq \max_{c \in R} \bar{\tau}_c + d$ for every reduction rule $L \xrightarrow{d} R$.

$$N \xrightarrow[t]{p} M \implies t \leq \max_{c \in N} \bar{\tau}_c$$

The following potentials are compatible with reduction rules and therefore provide parallel complexity measures:

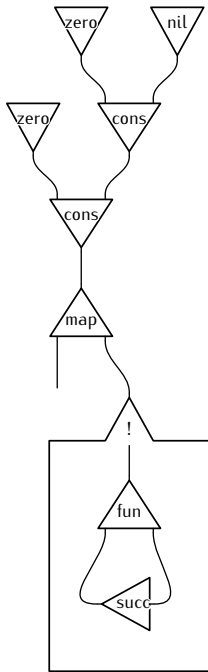


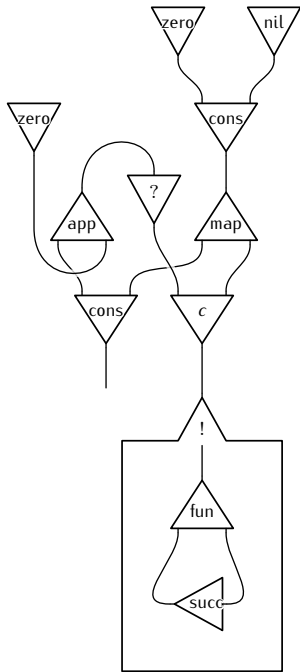
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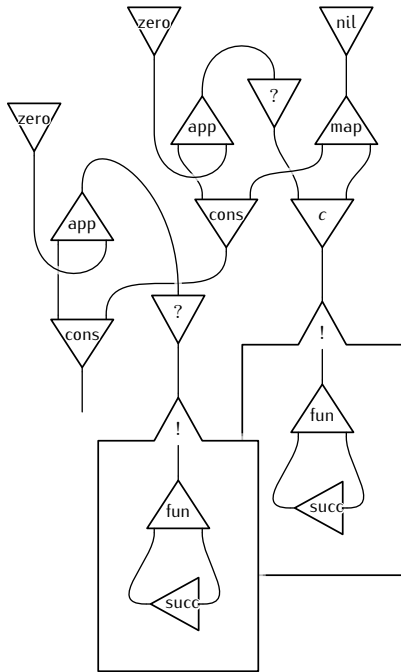
Some restrictions:

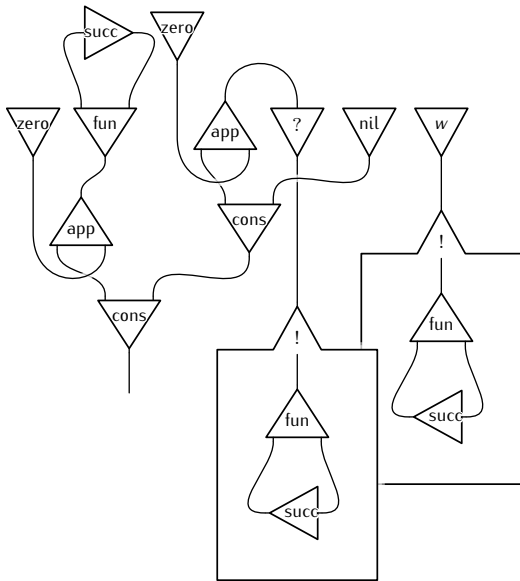
- ▶ Weak reduction (How to keep track of function sizes?)
- ▶ Sequential reduction ($A \leq [A]^t$ unavailable for functional types)

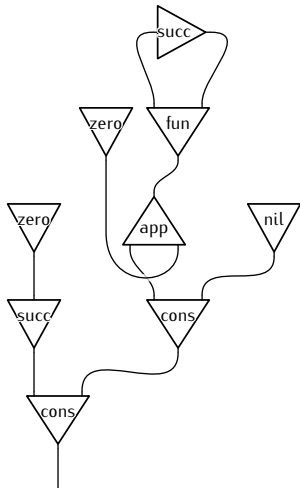
A model similar to top-level β -reduction, i.e. standard implementations of functional programming languages.

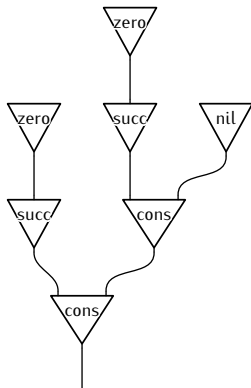




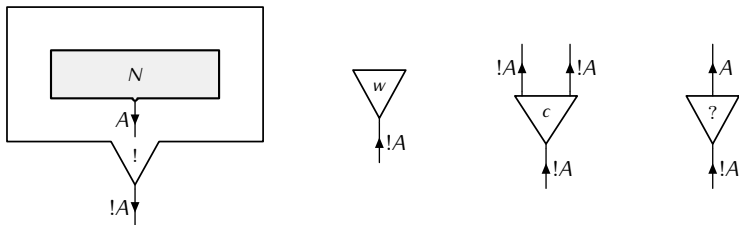








Polymorphic Replication (aka Promotion):

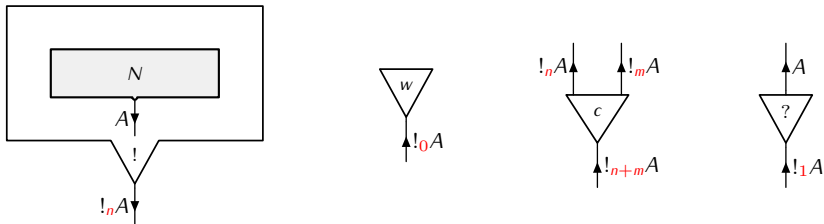


The sized version of polymorphically replicable types are simply multisets of (sized) types.

We use $!_{i < n} A_i$ as syntactic sugar to denote the multiset $\{A_0, \dots, A_{n-1}\}$ and write $!_n A$ for homogeneous multisets that contain a single element with multiplicity n .

Multiset inclusion admissible as subtyping.

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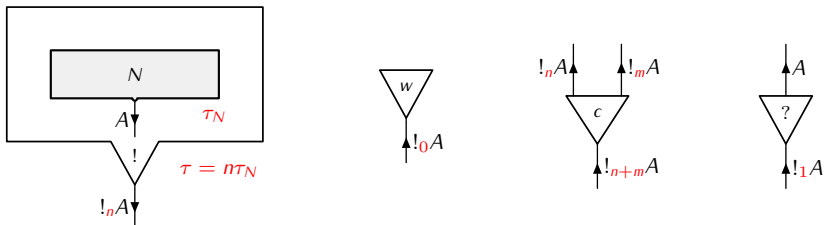


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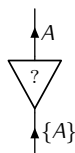
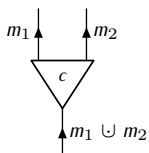
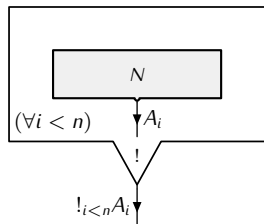


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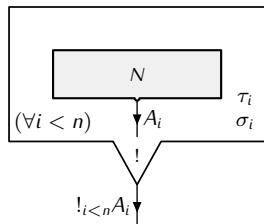
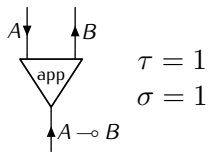
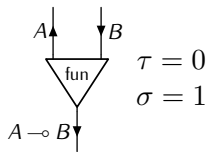
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Multiset inclusion admissible as subtyping.

Types and potentials can be attributed as follows:

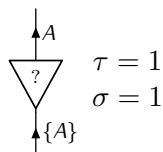
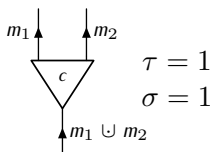
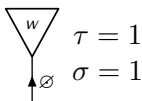


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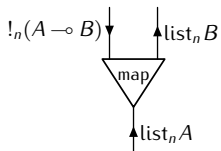


$$\tau = \sum_{i < n} \tau_i$$

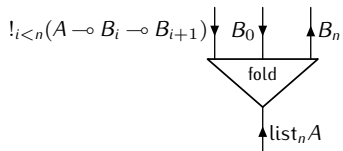
$$\sigma = 1 + \sum_{i < n} \sigma_i$$



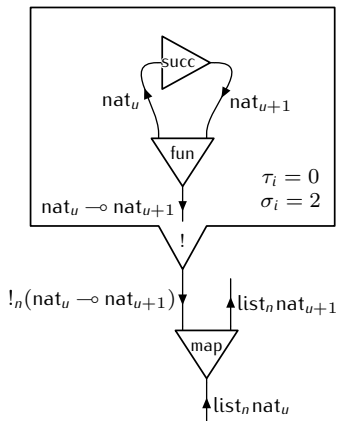
Map:



Fold:



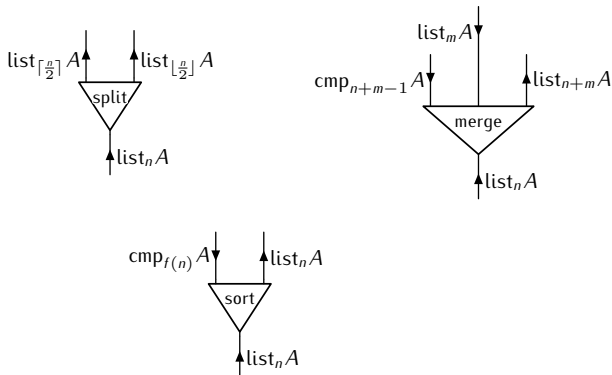
Resource usage of functional arguments to map (or fold) are taken into account as the potential of the box which holds them.



This defines an operation of type $\text{list}_n \text{nat}_u \multimap \text{list}_n \text{nat}_{u+1}$ with:

- ▶ A combined $\tau = 2 + 4n + \sum_{i < n} 0 = 2 + 4n$
- ▶ A combined $\sigma = 1 + 4n + 1 + \sum_{i < n} 2 = 2 + 6n$

Merge sort:

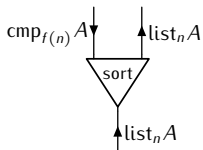
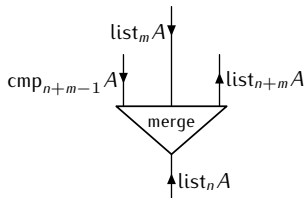
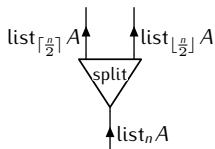


$$\text{cmp}_n A = !_n(A \multimap A \multimap \text{bool})$$

$$f(n) = n - 1 + f(\lfloor \frac{n}{2} \rfloor) + f(\lceil \frac{n}{2} \rceil)$$

$$\leq n \log_2 n$$

Merge sort:



$$\tau = 4f(n) + 10n - 8$$

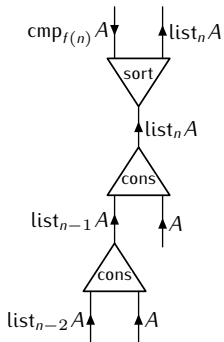
$$\sigma = 8n - 7$$

$$\text{cmp}_n A = !_n(A \multimap A \multimap \text{bool})$$

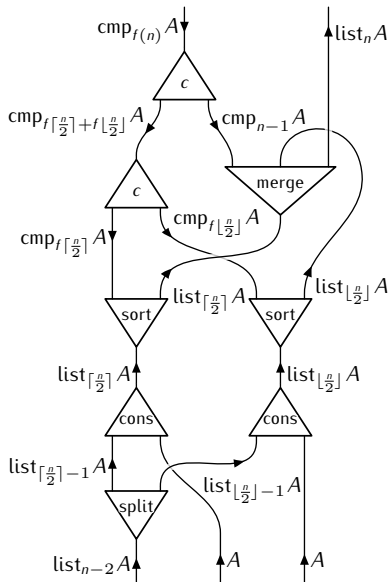
$$f(n) = n - 1 + f(\lfloor \frac{n}{2} \rfloor) + f(\lceil \frac{n}{2} \rceil)$$

$$\leq n \log_2 n$$

Main reduction path:



$\xrightarrow{2}$



Conclusion

A methodology for checkable complexity specifications.

- ▶ different resources: space, time, space–time
- ▶ sequential and parallel models
- ▶ type-based (sized types, scheduled types)
- ▶ potential-based (amortized analysis)
- ▶ general: logarithmic (*msort*) or exponential (*fold mult*) complexities
- ▶ higher-order (with some restrictions)

Future work:

- ▶ partial automation

Thanks! Questions?