

# Strategies for typecase optimization

Jim Newton

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- 1 Motivation and Background
- 2 Intro to Common Lisp Types and `typecase`
- 3 Optimization by s-expression transformation
- 4 Optimization using decision diagrams
- 5 Conclusion

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# Background

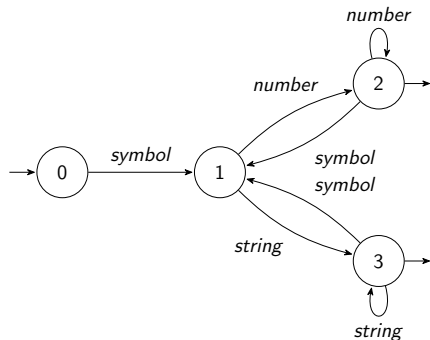
- Rational Type Expressions (RTE) recognize sequences based on element type.
- Code gen for RTE: excessive use of `typecase` with complex, machine generated type specifiers.

## Code generated from RTE state machine

```

(tagbody
0
  (unless seq (return nil))
  (typecase (pop seq)
    (symbol (go 1))
    (t (return nil))))
1
  (unless seq (return nil))
  (typecase (pop seq)
    (number (go 2))
    (string (go 3))
    (t (return nil))))
2
  (unless seq (return t))
  (typecase (pop seq)
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```

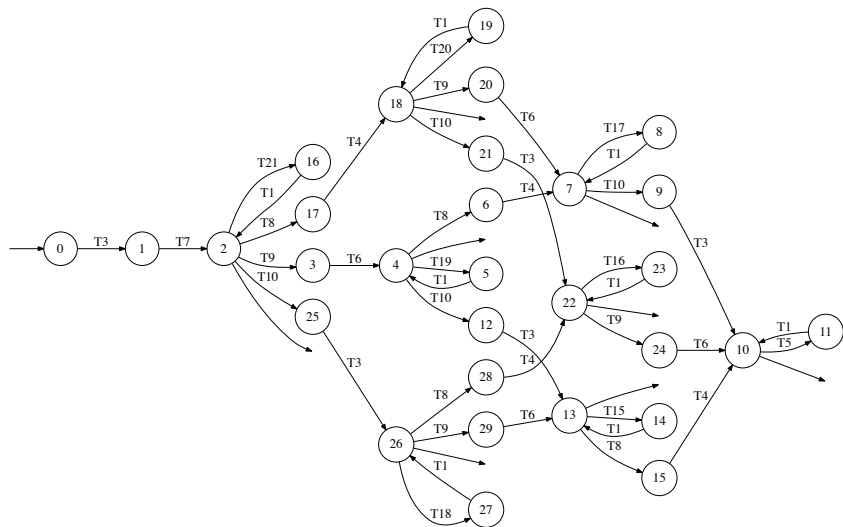


```

3
  (unless seq (return t))
  (typecase (pop seq)
    (string (go 3))
    (symbol (go 1))
    (t (return nil))))))

```

# More complicated State Machine



# Background

- Problem: how to order the type specifiers and minimize redundancy.
- Two approaches
  - ① S-expression manipulation and heuristics.
  - ② Binary Decision Diagrams (BDD)
- Original hope was that the BDD approach would be superior.
- I now believe both approaches have merits.

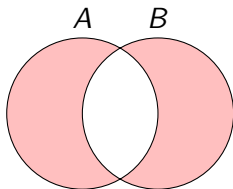
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# What is a Common Lisp type?

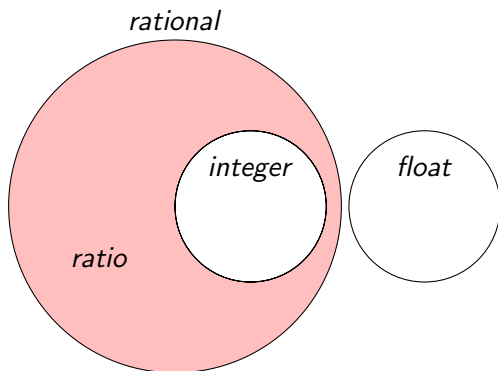
A **type** is a set of Lisp objects. Type operations are set operations.



- **Subtypes** are subsets.
- **Intersecting** types are intersecting sets.
- **Disjoint** types are disjoint sets.
- The **empty** type is the empty set.

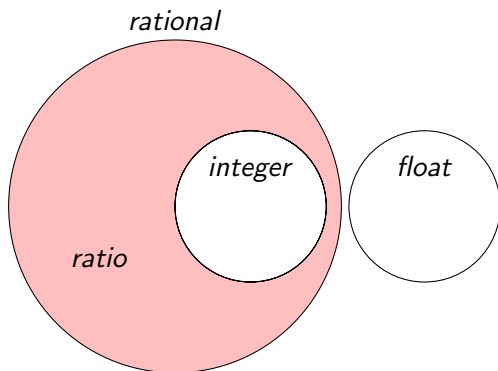
## Some types can be identified Boolean operations

- $integer \subset rational$
- $ratio = rational \cap \overline{integer}$       $ratio = (\text{and } rational \text{ (not } integer))$



## Some types can be identified Boolean operations

- $integer \subset rational$
- $ratio = rational \cap \overline{integer}$       `ratio = (and rational (not integer))`
- $float \subset \overline{rational}$
- $\emptyset = rational \cap float$       `nil = (and rational float)`



# What is `typecase` ?

- Simple example of `typecase`

```
(typecase expr
  (fixnum body-forms-1 ...)
  (number body-forms-2 ...)
  (string body-forms-3 ...))
```

# What is `typecase` ?

- Simple example of `typecase`

```
(typecase expr
  (fixnum body-forms-1 ...)
  (number body-forms-2 ...)
  (string body-forms-3 ...))
```

- `typecase` may use any valid type specifier.

```
(typecase expr
  ((and fixnum (not (eql 0))) body-forms-1 ...)
  ((or fixnum string) body-forms-2 ...)
  ((member -1 -2) body-forms-3 ...)
  ((satisfies MY-FUN) body-forms-4 ...)
  ...)
```

# What is `typecase` ?

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```

- Rich built-in syntax for specifying lots of exotic types

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# Macro expansion of `typecase`

- We can use `macroexpand-1` from SBCL.

```
(typecase x
  ((and fixnum (not (eql 0))) (f1))
  ((eql 0) (f2))
  (symbol (f3))
  (t (f4)))
```



# Macro expansion of `typecase`

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```
(typecase x
  ((and fixnum (not (eql 0))) (f1))
  ((eql 0) (f2))
  (symbol (f3))
  (t (f4)))
```

- The expansion *essentially* involves `cond` and `typep`.

```
(cond ((typep x '(and fixnum (not (eql 0))))
      (f1))
      ((typep x '(eql 0))
      (f2))
      ((typep x 'symbol)
      (f3))
      (t
      (f4)))
```

# Issues we wish to address

- Redundant type checks
- Unreachable code
- Exhaustiveness

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```
(typecase obj
  ((and fixnum (not bignum))      (f1))
  ((and bignum (not unsigned-byte)) (f2))
  (bignum                          (f3)))
```

- The type check for `bignum` might be executed multiple times. Perhaps not an enormous problem...

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- But satisfies types and consequently user defined types may be **arbitrarily complex**.

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```

- The type check for `bignum` might be executed multiple times. Perhaps not an enormous problem...
- But satisfies types and consequently user defined types may be **arbitrarily complex**.
- Especially in machine generated code.

# Unreachable code

- Redundant type checks
- Unreachable code
- Exhaustiveness

```
(typecase obj
  ((or number string symbol) (f1))
  ((and (satisfies slow-predicate) number) (f2))
  ((and (satisfies slow-predicate) (or symbol string)) (f3)))
```

- The function calls, (f2) and (f3), are **unreachable**.

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- The function calls, (f2) and (f3), are **unreachable**.
- Perhaps **programmer error**
- However, your lisp compiler **might not warn**.



# Exhaustiveness

- Redundant type checks
- Unreachable code
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```
(typecase obj
  ((not (or number symbol)) (f1))
  (number                    (f2))
  (symbol                    (f3)))
```

The final `symbol` check is unnecessary, can be replaced with `T`.

```
(typecase obj
  ((not (or number symbol)) (f1))
  (number                    (f2))
  (t                        (f3)))
```

# Issues

- Redundant type checks
- Unreachable code
- Exhaustiveness

How to address these issues?

Introducing: **rewriting/forward-substitution/simplification** according to heuristics.

# Forward substitution

If line 3 is reached, then we know that `(or number string symbol)` failed.

```

1: (typecase obj
2:   ((or number string symbol) (f1))
3:   ((and (satisfies p1) number) (f2))
4:   ((and (satisfies p1) (or symbol string)) (f3)))

```

Forward substitution:

- *number*  $\leftarrow$  *nil*
- *string*  $\leftarrow$  *nil*
- *symbol*  $\leftarrow$  *nil*

```

1: (typecase obj
2:   ((or number string symbol) (f1))
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```

## ... and Simplification

- Forward substitution results expression which can be simplified.

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- After *simplification* via `type-simplify`

```

1: (typecase obj
2:   ((or number string symbol) (f1))
3:   (nil (f2)) ; unreachable code detected
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- After *simplification* via `type-simplify`

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```

- Your compiler will warn about unreachable code.

# Order dependent clauses

- Semantics of `typecase` depends on order of clauses. E.g., `obj=2`

```
(typecase obj
  (number (f1))
  (fixnum (f2)) ; f2 unreachable
  (t      (f3)))
```

vs.

```
(typecase obj
  (fixnum (f2)) ; f2 reachable
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- Unreachable code, but forward substitution does not find it.
- (f2) unreachable because  $fixnum \subset number$

# Rewriting

- But, we can **rewrite** the type checks...

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- ... to make **previous failed clauses** explicit.

```

1: (typecase obj
2:   (number                               (f1))
3:   ((and fixnum (not number))           (f2))
4:   ((and t (not (or number fixnum))) (f3)))

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- Simplify to find unreachable code (intersection of disjoint sets).

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- Simplify to find unreachable code (intersection of disjoint sets).

```
1: (typecase obj
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```

- Moreover, the **clauses can be reordered**.

## auto-permute-typecase macro

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- Implementation of auto-permute-typecase macro.

```
(defmacro auto-permute-typecase (obj &rest clauses)
  (let ((best-order (heuristic-cost clauses))
        (clauses (simplify (rewrite clauses))))
    (map-permutations (perm clauses)
      (let ((candidate (simplify (forward-substitute perm)))
            (when (< (heuristic-cost candidate)
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              (setf best-order candidate))))
      (list* 'typecase obj best-order)))
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```

- Finds permutation of clauses with **minimum cost**

# Putting it together with `auto-permute-typecase`

## Macro expansion example of `auto-permute-typecase`

```
(auto-permute-typecase obj
  ((or bignum unsigned-byte)      (f1))
  (string                          (f2))
  (fixnum                          (f3))
  ((or (not string) (not number)) (f4)))
```

## Macro expansion example of `auto-permute-typecase`

```
(typecase obj
  (string          (f2))
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# Re-ordering sometimes fails to eliminate redundancy

- Sometimes no re-ordering of the typecase allows simplification.

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(typecase obj
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```

# Re-ordering sometimes fails to eliminate redundancy

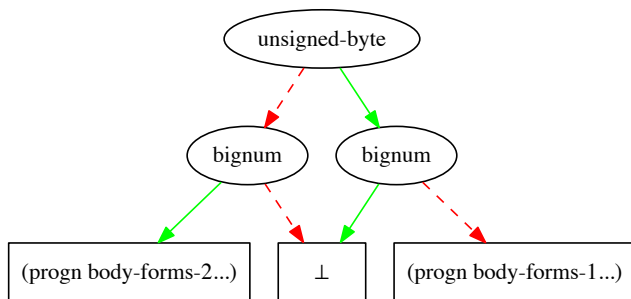
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```
(typecase obj
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```

- Consider expanding typecase to if/then/else

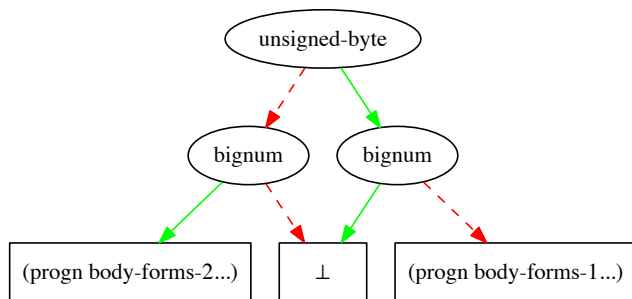
```
(if (typep obj 'unsigned-byte)
    (if (typep obj 'bignum)
        nil
        (progn body-forms-1 ...))
    (if (typep obj 'bignum)
        (progn body-forms-2 ...)
        nil))
```

## Decision Diagram representing irreducible typecase



- This code flow diagram represents the calculation we want.

## Decision Diagram representing irreducible typecase



- This code flow diagram represents the calculation we want.
- It is *similar* to an ROBDD.

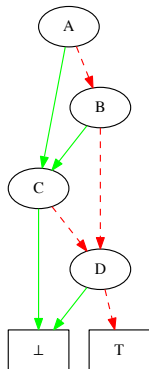


# What is an ROBDD?

Reduced Ordered Binary Decision Diagram, a data structure for representing and manipulating Boolean expressions.

- Using Boolean algebra notation

$$\overline{A} \overline{C} \overline{D} + \overline{A} B \overline{C} \overline{D} + \overline{A} B \overline{C} D$$



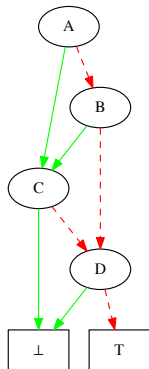
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- Using Boolean algebra notation  

$$\overline{A} \overline{C} \overline{D} + \overline{A} B \overline{C} \overline{D} + \overline{A} \overline{B} \overline{D}$$
- Using Common Lisp type specifier notation

(or (and A (not C) (not D))  
 (and (not A) B (not C) (not D))  
 (and (not A) (not B) (not D)))



# Type specifier as ROBDD

## CL-ROBDD

- Can create and manipulate ROBDDs which correspond to Common Lisp type specifiers.

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- Can serialize such ROBDDs to efficient Common Lisp code.

# Type specifier as ROBDD

## CL-ROBDD

- Can create and manipulate ROBDDs which correspond to Common Lisp type specifiers.
- Adapted to accommodate subtype relations.
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- Question: Can we convert typecase into a type specifier?

# Type specifier as ROBDD

## CL-ROBDD

- Can create and manipulate ROBDDs which correspond to Common Lisp type specifiers.
- Adapted to accommodate subtype relations.
- Can serialize such ROBDDs to efficient Common Lisp code.
- Question: Can we convert typecase into a type specifier?
- Answer: **Yes.**

# Transform body-forms into predicates

- We'd like to build an ROBDD to represent a typecase

```
(typecase obj
  (T.1 body-forms-1...)
  (T.2 body-forms-2...)
  ...
  (T.n body-forms-n...))
```



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```
(typecase obj
  (T.1 body-forms-1...)
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  ...
  (T.n body-forms-n...))
```

- Encapsulate body-forms into named predicate functions.

```
 $P_1 \leftarrow$  (encapsulate-as-predicate body-forms-1...)
 $P_2 \leftarrow$  (encapsulate-as-predicate body-forms-2...)
...
 $P_n \leftarrow$  (encapsulate-as-predicate body-forms-n...)
```

# Transform `typecase` into type specifier

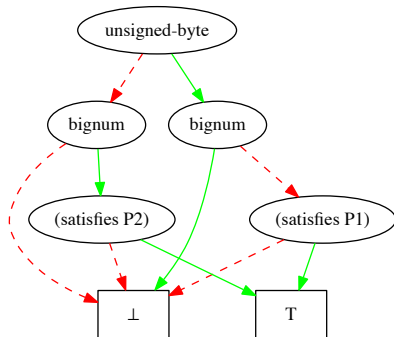
```
(typecase obj
  (T.1 body-forms-1...)
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  ...
  (T.n body-forms-n...))
```

Convert `typecase` to disjunctive normal form (DNF).

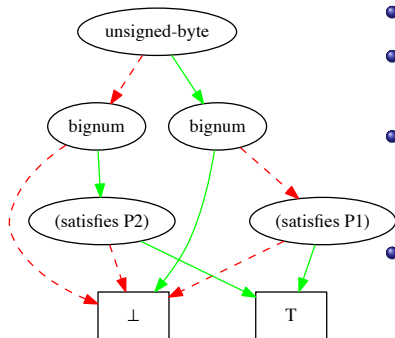
```
(or (and T.1
        (satisfies P1))
    (and T.2 (not T.1)
        (satisfies P2))
    ...
    (and T.n (not (or T.1 T.2 ... T.n-1))
        (satisfies Pn)))
```

## ROBDD with temporary valid satisfies types

```
(bdd-typecase obj
  ((and unsigned-byte
        (not bignum))
   body-forms-1 ... )
  ((and bignum
        (not unsigned-byte))
   body-forms-2 ... ))
```



Now we can represent a *difficult* typecase as an ROBDD.

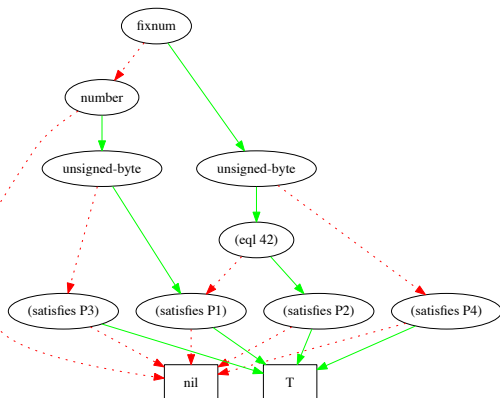
Advantages of ROBDD representation of `typecase`

- No type check is done twice.
- Missing (satisfies P...) corresponds to **unreachable code**.
- If a path to  $\perp$  avoids (satisfies P...), then the typecase is **not exhaustive**.
- Serializable to efficient Common Lisp code.

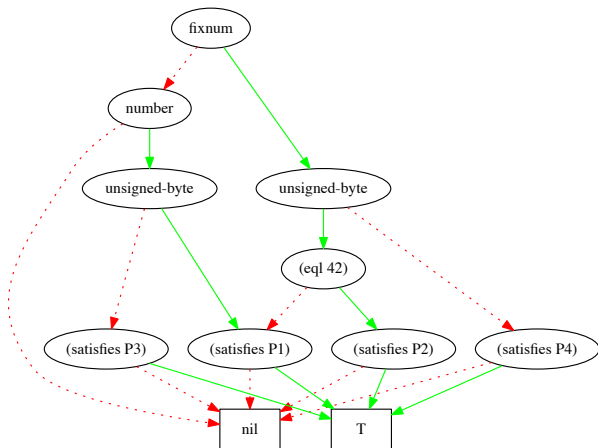
# Bigger bdd-typecase example

## Invocation of bdd-typecase

```
(bdd-typecase obj
  ((and unsigned-byte
        (not (eql 42))))
  body-forms-1...)
((eql 42)
  body-forms-2...)
((and number
      (not (eql 42))
      (not fixnum))
  body-forms-3...)
(fixnum
  body-forms-4...))
```

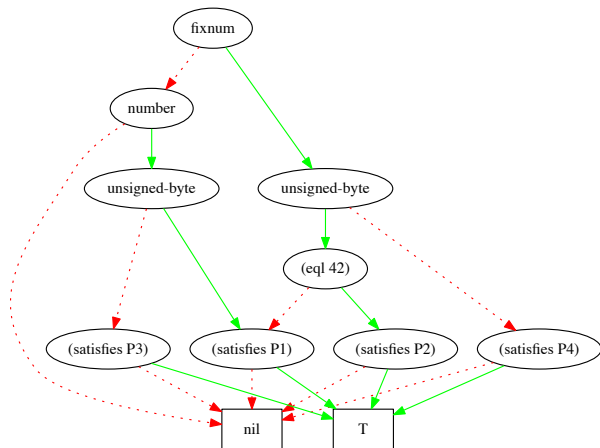


# Bigger bdd-typecase example



- No duplicate type checks.

# Bigger bdd-typecase example



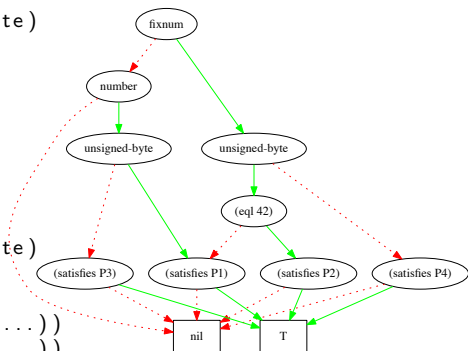
- No duplicate type checks.
- No super-type checks.

## Bigger bdd-typecase simplified example with tagbody/go.

```

(let ((obj obj))
  (tagbody
    L1 (if (typep obj 'fixnum)
          (go L2)
          (go L4))
    L2 (if (typep obj 'unsigned-byte)
          (go L3)
          (go P4))
    L3 (if (typep obj '(eql 42))
          (go P2)
          (go P1))
    L4 (if (typep obj 'number)
          (go L5)
          (return nil))
    L5 (if (typep obj 'unsigned-byte)
          (go P1)
          (go P3))
    P1 (return (progn body-forms-1 ...))
    P2 (return (progn body-forms-2 ...))
    P3 (return (progn body-forms-3 ...))
    P4 (return (progn body-forms-4 ...))))

```





## Bigger bdd-typecase example with labels.

```

(let ((obj obj))
  (labels ((L1 () (if (typep obj 'fixnum)
                     (L2)
                     (L4)))
           (L2 () (if (typep obj 'unsigned-byte)
                     (L3)
                     (P4)))
           (L3 () (if (typep obj '(eql 42))
                     (P2)
                     (P1)))
           (L4 () (if (typep obj 'number)
                     (L5)
                     nil))
           (L5 () (if (typep obj 'unsigned-byte)
                     (P1)
                     (P3)))
           (P1 () body-forms-1 ...)
           (P2 () body-forms-2 ...)
           (P3 () body-forms-3 ...)
           (P4 () body-forms-4 ...))
    (L1)))

```

## ROBDD worst case size

$N$	$ ROBDD_N $
1	3
2	5
3	7
4	11
5	19
6	31
7	47
8	79
9	143
10	271
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12	767
13	1279
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$$|ROBDD_N| = (2^{N-\theta} - 1) + 2^{2\theta}$$

where

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- **But our ROBDD is never worst-case.**

# Table of Contents

- 1 Motivation and Background
- 2 Intro to Common Lisp Types and typecase
- 3 Optimization by s-expression transformation
- 4 Optimization using decision diagrams
- 5 Conclusion**

# Summary

- auto-permute-typecase : find *best* simplification by exhaustive search
  - Combinatorial compile-time complexity
  - Sometimes fails to remove duplicate checks.
  - Difficult to implement a good/fast type-simplify function, (subtypep et.al.).
  - Heuristic function, topic for more research.

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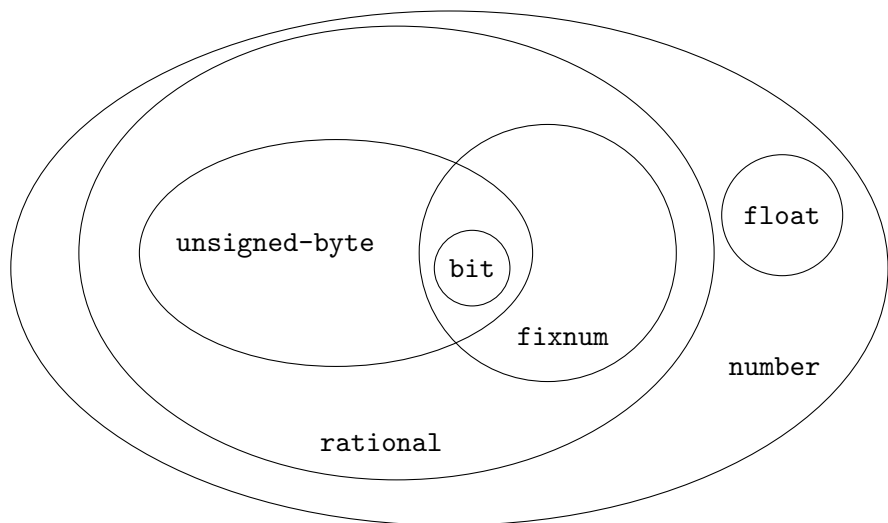
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- Both approaches
  - Find unreachable code
  - Find non-exhaustive cases

# Questions/Answers

Questions?



## Examples of some Common Lisp types, and their intersections



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- Specifiers for the **empty type**
  - nil
  - (and number string)

# Macro expansion of `typecase`

## Example `macroexpand-1` from SBCL.

```
(typecase x
  ((and fixnum (not (eql 0))) (f1))
  ((eql 0) (f2))
  (symbol (f3))
  (t (f4)))
```

```
;; macro expansion
(let ((\#:g604 x))
  (declare (ignorable \#:g604))
  (cond ((typep \#:g604 '(and fixnum (not (eql 0)))) nil (f1))
        ((typep \#:g604 '(eql 0)) nil (f2))
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We can clean up the expansion to make it easier to understand.

## Macro expansion of `typecase`

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```

Temporary variable because `x` might be an expression.

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```

Protection against certain trivial/degenerate cases.

```
(let ((\#:g604 x))
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        ((typep \#:g604 'symbol) nil (f3))
        (t nil (f4))))
```

# Machine generated, redundant checks

- Redundant type checks
- Unreachable code
- Exhaustiveness

```
(typecase (prog1 (aref seq i) (incf i))
  (fixnum
    (go 7))
  ((and real (not fixnum) (not ratio))
    (go 11))
  ((or ratio (and number (not real)))
    (go 10))
  (t (return-from check nil)))
```

Example of machine-generated code containing repeated type checks:  
`fixnum` and `ratio`.

## Reorderable clauses

```
(typecase obj
  (fixnum                (f1))
  ((and number (not fixnum)) (f2))
  ((and t (not (or fixnum number))) (f3)))
```

Now the clauses can be reordered.

```
(typecase obj
  ((and number (not fixnum)) (f2))
  (fixnum                (f1))
  ((and t (not (or fixnum number))) (f3)))
```

# Heuristics for code cost

- When comparing two type specifiers:
  - built-in types are cheap
  - `satisfies` is expensive
  - `and`, `or`, `not` cost depend on the tree size

# Heuristics for code cost

- When comparing two type specifiers:
  - built-in types are cheap
  - `satisfies` is expensive
  - `and`, `or`, `not` cost depend on the tree size
- When comparing two typecase expressions:

- Better to have simple expressions early

```
(typecase obj
  (fixnum (f1))
  ((and number (not ratio)) (f2)))
```

- Than to have complex expressions early

```
(typecase obj
  ((and number (not ratio)) (f2))
  (fixnum (f1)))
```