

Ř Melts Brains

SCG Seminar

5.11.2019

Olivier Flückiger

Why a Compiler for R

R is...

...useful to many people



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Date	Package	Title
2019-10-13	economiccomplexity	Methods Used in the Economic Complexity Literature
2019-10-13	flashlight	Shed Light on Black Box Machine Learning Models
2019-10-13	genvar	An Imperative Library for Data Manipulation
2019-10-13	metacom	Analysis of the 'Elements of Metacommunity Structure'
2019-10-13	stplanr	Sustainable Transport Planning
2019-10-13	wyz.code.metaTesting	Wizardry Code Meta Testing
2019-10-13	wyz.code.testthat	Wizardry Code Offensive Programming Test Generation
2019-10-12	BatchGetSymbols	Downloads and Organizes Financial Data for Multiple Tickers
2019-10-12	BayesNSGP	Bayesian Analysis of Non-Stationary Gaussian Process Models
2019-10-12	brglm2	Bias Reduction in Generalized Linear Models
2019-10-12	CollessLike	Distribution and Percentile of Sackin, Cophenetic and Colless-Like Balance Indices of Phylogenetic Trees
2019-10-12	EBPRS	Derive Polygenic Risk Score Based on Empirical Bayes Theory
2019-10-12	fusedest	Block Splitting Algorithm for Estimation with Fused Penalty Functions
2019-10-12	GMMAT	Generalized Linear Mixed Model Association Tests
2019-10-12	maotai	Tools for Matrix Algebra, Optimization and Inference
2019-10-12	MetaUtility	Utility Functions for Conducting and Interpreting Meta-Analyses
2019-10-12	NACHO	NanoString Quality Control Dashboard
2019-10-12	phaseR	Phase Plane Analysis of One- And Two-Dimensional Autonomous ODE Systems
2019-10-12	PNADcIBGE	Downloading, Reading and Analysing PNADc Microdata
2019-10-12	politeness	Detecting Politeness Features in Text
2019-10-12	restatapi	Search and Retrieve Data from Eurostat Database
2019-10-12	shinyglide	Glide Component for Shiny Applications
2019-10-12	soundgen	Parametric Voice Synthesis
2019-10-12	spectralGraphTopology	Learning Graphs from Data via Spectral Constraints
2019-10-12	strucchange	Testing, Monitoring, and Dating Structural Changes
2019-10-12	WVPlots	Common Plots for Analysis
2019-10-11	AlphaSimR	Breeding Program Simulations
2019-10-11	BayesRFKK	Bayesian Estimation of Bivariate Volatility Model

Why a Compiler for R

R is...

...useful to many people

...slow

...very hard to optimize

Why a Compiler for R

Because writing compilers is fun

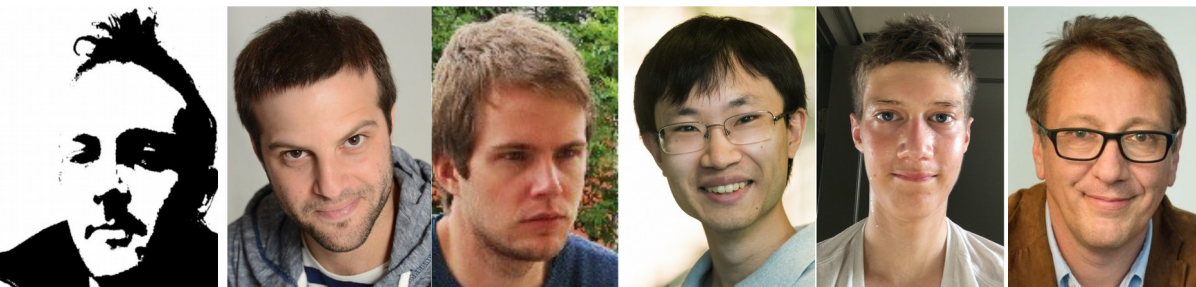
You **will** find interesting problems

R Melts Brains

An IR for First-Class Environments and Lazy Effectful Promises

DLS'19

Olivier Flückiger, Guido Chari, Jan Ječmen,
Ming-Ho Yee, Jakob Hain, Jan Vitek

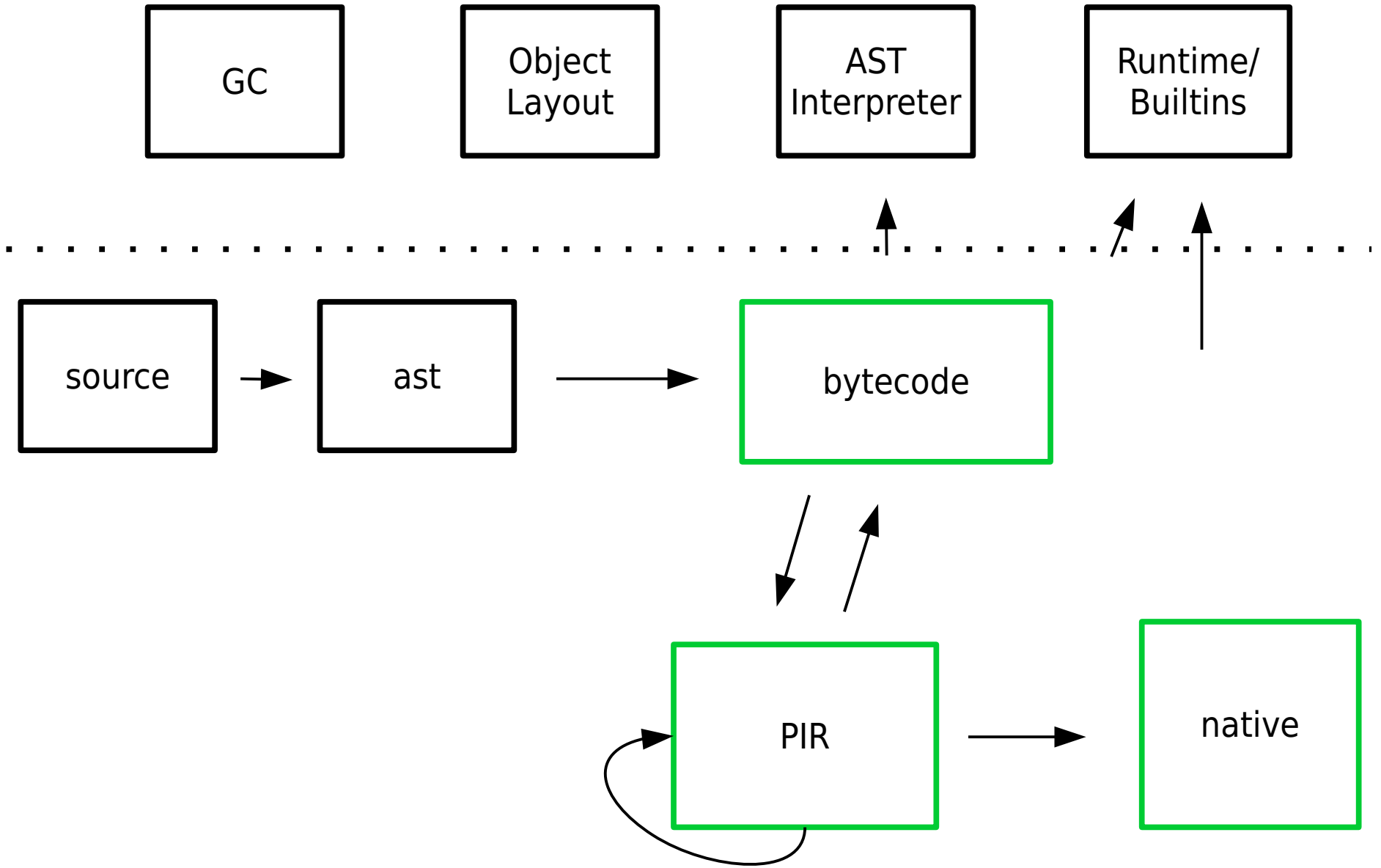


Northeastern University
Czech Technical University

R's mutable variable scopes heavily interfere with compiler optimizations

PIR – an IR to explicitly model, analyze and lower R variables

How to design a compiler for R



Scope in R

Lexical vs. Dynamic Scope

litmus test

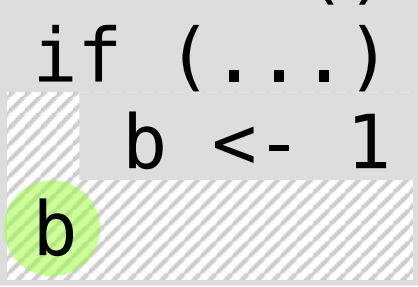
```
a <- 1

f <- function() {
  a
}

g <- function() {
  a <- 2
  f()
}
```

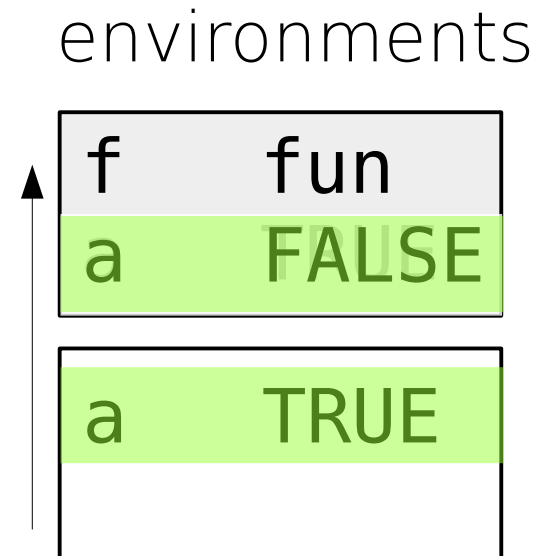
Variables contained in the environment...
...depends on the dynamics.

```
function() {  
  if (...)  
    b <- 1  
  b  
}
```



Closures capture environment...
...and can mutate it.

```
f <- function() {  
  a <- a  
  a <<- FALSE  
}  
a <- TRUE  
f()  
a
```



```
f <- function() {
```

```
}
```

```
a <- TRUE
```

```
f()
```

```
a
```

Callees...

...can mutate the environment.


```
f <- function() {  
  
  e <- parent.frame()  
  rm(`a`, envir=e)  
  
}  
g <- function() {  
  a <- TRUE  
  f()  
  a      # → object `a` not found  
}
```

Arguments...

...are promises.

...can mutate the environment.

```
f <- function(q) {  
  e <<- environment()  
  a <- TRUE  
  q  
  a  
}  
f(  
  rm(`a`, envir=e)  
)
```

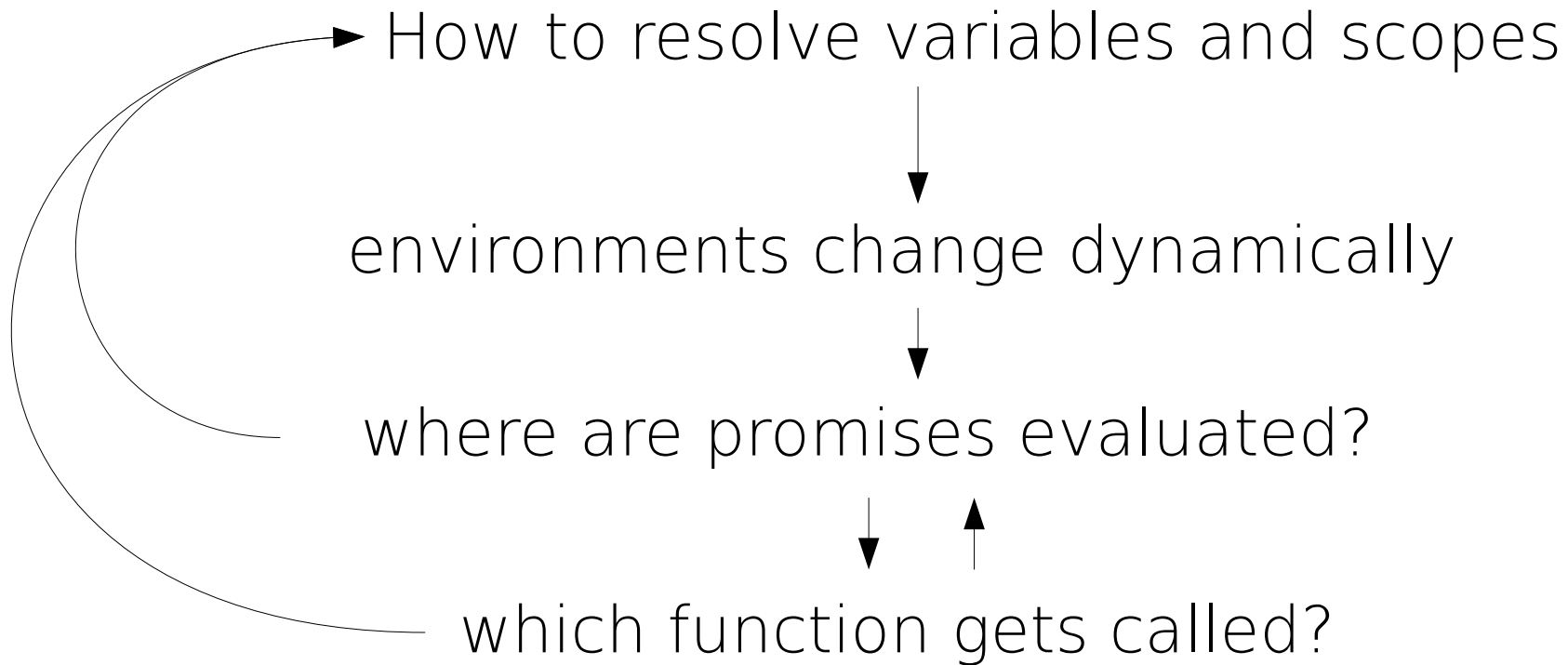


Local variables...

...stored in first-class environment

...accessible to callees

...accessible to promises



An IR will Save Us

PIR design

Single Static Assignment (SSA)

Explicit environments and promises

Scope Resolution

a flow-sensitive analysis for reaching stores

Scope Resolution

```
function () {
  if (...) x <- 1
  else    x <- 2
  x
}
```

```
BB0 : e1    = MkEnv ( : G)
      %2     = ...
          Branch (%2, BB1, BB2)

BB1 : %4     = LdConst [1] 1
          StVar (x, %4, e1)
          Branch BB3

BB2 : %7     = LdConst [1] 2
          StVar (x, %7, e1)
          Branch BB3

BB3 : %10    = LdVar (x, e1)
          %11  = Force (%10) e1
          Return (%11)
```

Scope Resolution : 1. Find Reaching Stores

```
function () {
  if (...) x <- 1
  else    x <- 2
  x
}
```

```
BB1
  x = %4
BB2
  x = %7
BB3
  x = %4 | %7
```

```
BB0 : e1 = MkEnv ( : G)
        %2 = ...
        Branch (%2, BB1, BB2)
BB1 : %4 = LdConst [1] 1
        StVar (x, %4, e1)
        Branch BB3
BB2 : %7 = LdConst [1] 2
        StVar (x, %7, e1)
        Branch BB3
BB3 : %10 = LdVar (x, e1)
        %11 = Force (%10) e1
        Return (%11)
```

Scope Resolution : 2. Replace Loads

```
function () {
  if (...) x <- 1
  else    x <- 2
  x
}
```

BB1 $x = \%4$ **BB2** $x = \%7$ **BB3** $x = \%4 \mid \%7$

```
BB0 : e1 = MkEnv ( : G)
        %2 = ...
        Branch (%2, BB1, BB2)
BB1 : %4 = LdConst [1] 1
        StVar (x, %4, e1)
        Branch BB3
BB2 : %7 = LdConst [1] 2
        StVar (x, %7, e1)
        Branch BB3
BB3 : %10 = Phi (BB1 : %4, BB2 : %7)
        Return (%10)
```

This looks suspiciously easy

Scope Resolution : Stub Environments

```
function () {
  if (...) { x <- 1 ; f() }
  else      x <- 2
  x
}
```

BB₀ : e1 = (MkEnv) (: G)
 %2 = ...
 Branch (%2, BB₁, BB₂)

BB₁ : %4 = LdConst [1] 1
 StVar (x, %4, e1)
 Call
 Branch BB₃

BB₂ : %7 = LdConst [1] 2
 StVar (x, %7, e1)
 Branch BB₃

BB₃ : %10 = LdVar (x, e1)
 %11 = Force (%10) e1
 Return (%11)

BB1

x = ?

BB2

x = %7

BB3

x = ? | %7

Scope Resolution : Stub Environments

```
function () {
  if (...)
  else
  x
}
```

BB₀ : e1 = (MkEnv) (: G)

Static analysis if possible...
...speculation if needed

BB₁, BB₂)

```
BB1 : %4 = LdConst [1] 1
          StVar (x, %4, e1)
```

BB1

x = ?

BB2

x = %7

BB3

x = ? | %7

Call

→ deopt

```
BB2 : %7 = LdConst [1] 2
          StVar (x, %7, e1)
          Branch BB3
BB3 : %10 = LdVar (x, e1)
          %11 = Force (%10) e1
          Return (%11)
```

Inlining of Closures and Promises

Promise Inlining

```
f <- function(b) b
f(x)
```

```
%1 = MkClosure (f, G)
%2 = MkArg (pr0, G)
%3 = Call %1 (%2) G
```

f

```
%6 = LdArg (0)
e7 = MkEnv (b = %6 : G)
%8 = Force (%6) e7
      Return (%8)
```

Promise Inlining : 1. Normal Inlining

```
f <- function(b) b
f(x)
```

```
%1 = MkClosure (f, G)
```

```
%2 = MkArg (pr0, G)
```

```
# inlinee
```

```
e7 = MkEnv (b = %2 : G)
```

```
%8 = Force (%2) e7
```

inlinee retains
environment

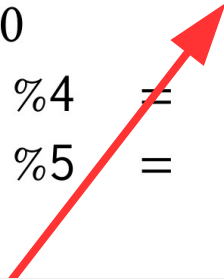
pr0

```
%4 = LdVar (x, G)
```

```
%5 = Force (%4) G
```

```
Return (%5)
```

```
f <- function(b) {
  print(ls())
  b
}
# -> "b"
(0)
v (b = %6 : G)
e (%6) e7
rn (%8)
```




Promise Inlining : 2. Promise Inlining

```
f <- function(b) b
f(x)
```

dominating force
instruction

```
%2 = MkArg (pr0, G)
# inlinee
e7 = MkEnv (b = %2 : G)
%8 = Force (%2) e7
pr0
%4 = LdVar (x, G)
%5 = Force (%4) G
Return (%5)
```



Promise Inlining : 2. Promise Inlining

```
f <- function(b) b  
f(x)
```

```
%2 = MkArg (pr0, G)  
# inlinee  
e6  = MkEnv (b = %2 : G)  
# inlined promise  
%4  = LdVar (x, G)  
%5  = Force (%4) e6
```

Promise Inlining : 2. Promise Inlining

```
f <- function(b) b
f(x)
```

```
%2 = MkArg (pr0, G)
# inlinee
e6  = MkEnv (b = %2 : G)
# inlined promise
%4  = LdVar (x, G)
%5  = Force (%4) e6
```

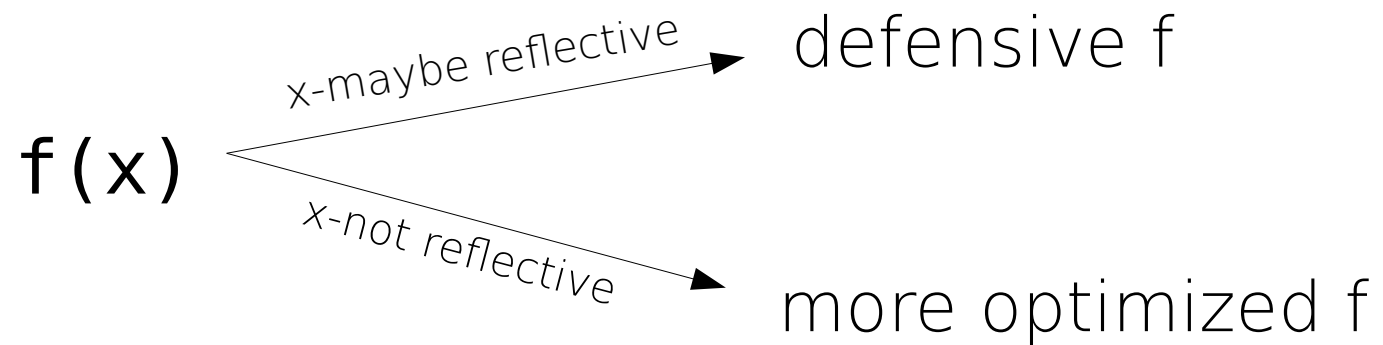
Assume `x` does not do reflection

Promise Inlining : 3. Is the promise safe?

Inter-procedural analysis

Speculation + Deoptimization

Version Dispatch



Results

(12%-65% of closures,
28%-87% of invocations)
...sometimes it is possible to
statically resolve R scopes

...disabling either scope resolution
or promise inlining significantly defeats
the other optimizations

Ř

R is a bizarre language.

Static reasoning for some R programs is possible.

Explicitly model what is hard to reason.

<https://github.com/reactorlabs/rir>

<https://o1o.ch/about/brains>