

Fusion Power

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FWF

Der Wissenschaftsfonds.

huh? physics?

*The implementation available on the RNAwolf homepage is written in the high-level functional programming language Haskell. While this leads to an **increase in running times** (by a constant factor), the high-level notation and a library of special functions lead to very concise programs, and enable, e.g., the use of multiple cores.*

A Folding Algorithm for Extended RNA Secondary Structures,
Höner zu Siederdissen, Bernhart, Stadler, Hofacker, 2011

Algebraic Dynamic Programming

- over sequence data
- separation of concerns:
 - grammar
 - algebra
 - asymptotic efficiency
- no explicit indices
- available in Haskell
- new idea: GAP-L and GAP-C (Java-like, compiles to C++)

Robert Giegerich *et al.*, Practical Programming Group, Bielefeld University

ADP: the Nussinov'78 grammar

$S \rightarrow e \mid 1S \mid Sr \mid 1Sr \mid SS$

```
s = (
    nil   <<< empty           |||
    left  <<< base -~~ s       |||
    right <<<           s ~~`- base |||
    pair  <<< base -~~ s ~~`- base |||
    split <<<           s +`+ s     ... h
)
```

algebra

```
nil    :: e -> S
left   :: A -> S -> S
right  :: S -> A -> S
pair   :: A -> S -> A -> S
split   :: S -> S -> S
h      :: {S} -> {S}
```

pairmax:

```
nil _          = 0
left _ x      = x
right x _     = x
pair l x r   = if pair l r then x + 1 else x
split x y    = x + y
h xs         = [maximum xs]
```

stream fusion basics

```
data Step s a = Yield a s
               | Skip     s
               | Done
```

```
data Stream a = forall s . Stream (s -> Step s a) s
```

- seed s
- element a
- *Yield* next element and seed
- *Skip* a step
- *Done*
- Coutts, Leshchinskiy, Stewart, 2007. Stream Fusion

Transformers

- singleton $x = \text{Stream step True where}$
- map $f (\text{Stream next } s) = \text{Stream next' } s \text{ where}$
- fold $f z (\text{Stream next } s) = \text{fold' } z s \text{ where}$

Transformers

- singleton x = Stream step True where
 - step True = Yield x False
 - step False = Done
- map f (Stream next s) = Stream next' s where
- fold f z (Stream next s) = fold' z s where

Transformers

- singleton $x = \text{Stream step True where}$
- $\text{map } f (\text{Stream next } s) = \text{Stream next' } s \text{ where}$
 $\text{next' } s = \text{case next } s \text{ of}$
 Yield $x s' \rightarrow \text{Yield } (f x) s'$
 Skip $s' \rightarrow \text{Skip } s'$
 Done $\rightarrow \text{Done}$
- $\text{fold } f z (\text{Stream next } s) = \text{fold' } z s \text{ where}$

Transformers

- singleton $x = \text{Stream step True where}$
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- fold $f z (\text{Stream next } s) = \text{fold' } z s \text{ where}$
 $\text{fold' } z' s = \text{case next } s \text{ of}$
 - Yield $x s' \rightarrow \text{fold' } (f z' x) s'$
 - Skip $s' \rightarrow \text{fold' } z' s'$
 - Done $\rightarrow z'$

Transformers

- singleton x = Stream step True where
 - step True = Yield x False
 - step False = Done
- map f (Stream next s) = Stream next' s where
 - next' s = case next s of
 - Yield x s' -> Yield (f x) s'
 - Skip s' -> Skip s'
 - Done -> Done
- fold f z (Stream next s) = fold' z s where
 - fold' z' s = case next s of
 - Yield x s' -> fold' (f z' x) s'
 - Skip s' -> fold' z' s'
 - Done -> z'

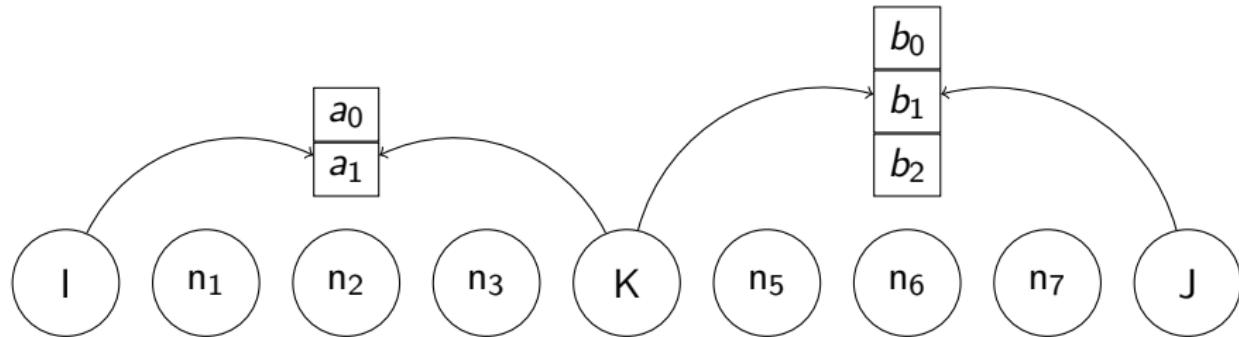
what is this good for?

- *almost all* functions are non-recursive
- *only final consumers* are recursive (fold)
- non-recursive functions can be *very well* optimized
- much easier to build “building blocks” that can be put together

- ADP creates *lists* of candidates for evaluation
- stream fusion works on “lists”
- need:
 - combinators
 - memoization (tables)
 - modern Haskell compiler

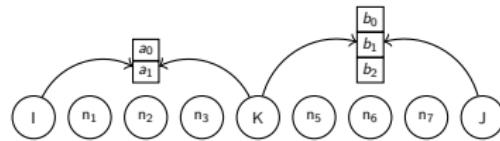
subword partitioning

- a *subword* is a substring of the input with index (i, j)
- need indices for subwords: i, k, j
- need sub-indices for sub-results: a_{ik}, b_{kj}
- need sub-results (arguments): a_0, a_1, b_0, b_1, b_2



the Tri-Stack

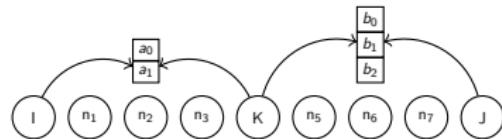
- triple of stacks defines single candidates
- subword indices, argument indices (sub-indices), arguments
- encode in Haskell:



```
( Z :: i          :: j
, Z
, Z
)
```

the Tri-Stack

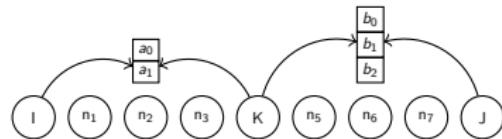
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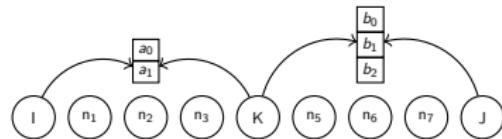
- triple of stacks defines single candidates
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- encode in Haskell:



```
( Z :: i :: k :: j  
, Z :: aik :: bkj  
, Z  
)
```

the Tri-Stack

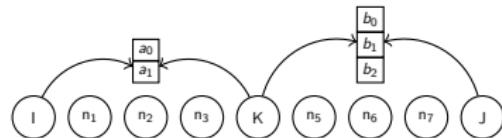
- triple of stacks defines single candidates
- subword indices, argument indices (sub-indices), arguments
- encode in Haskell:



```
( Z :: i :: k :: j
, Z :: aik :: bkj
, Z :: a0 :: b0
)
```

the Tri-Stack

- triple of stacks defines single candidates
- subword indices, argument indices (sub-indices), arguments
- encode in Haskell:



```
( Z :: i :: k :: j
, Z :: aik :: bkj
, Z :: a0 :: b1
)
```

chaining combinators

```
f <<< xs +~+ ys
```

```
infixl 9 +~+
xs +~+ ys = Box xs mk step ys where
  mk (z:.i:.j,vs,as) = (z:.i:.i+1:.j,vs,as)
  step (z:.i:.k:.j,vs,as)
    | k+1<=j
    = Yield (z:.i:.k:.j,vs,as) (z:.i:.(k+1):.j,vs,as)
    | otherwise = Done
```

writing combinators is *still* hard?!

the dreaded interior loop: $(i, k, l, j), (k - i) + (j - l) \leq 30$

```
(#~~) = makeLeftCombinator 2 28
```

```
(~~#) xs ys = Box xs mk step ys where
    minT = 6
    minC = 2
    maxC = 30
```

writing combinators is *still* hard?!

the dreaded interior loop: $(i, k, l, j), (k - i) + (j - l) \leq 30$

```
(#~~) = makeLeftCombinator 2 28
```

```
(~~#) xs ys = Box xs mk step ys where
    minT = 6
    minC = 2
    maxC = 30
    mk (z:.k:.j,a,b) =
        let (_:.i) = z; cnsmd = k-i; l = max k (j-maxC+cnsmd)
        in return (z:.k:.l:.j,a,b)
    step (z:.k:.l:.j,a,b)
        | l<=j-(max 0 $ minT - cnsmd) && l+minC<=j
        = return Yield (z:.k:.l:.j,a,b) (z:.k:.(l+1):.j,a,b)
        | otherwise = return Done
        where cnsmd = k-i; (_:.i) = z
```

QuickCheck to the rescue

```
f (i,j) = (,,) <<<
    fRegion #~~ fRegion ~~# fRegion
    ... id $ Z:.i:.j
```

```
g (i,j) = [ ( (i,k),(k,l),(l,j) )
            | k <- [i..j]
            , l <- [k..j]
            , k-i >= 2
            , j-l >= 2
            , (k-i) + (j-l) >= 6
            , (k-i) + (j-l) <= 30
            ]
```

```
prop (i,j) = f (i,j) == g (i,j)
```

beautiful code generation

```
stream :: DIM2 -> Int
stream = f <<< xs +~+ ys +~+ zs ... h
xs i k = i + k + 23
ys k l = k + l + 42
zs l j = l + j + 123
h = sum
```

```
stream (I# i) (I# j) =
case <=# i j of _ {
  False -> I# 0;
  True -> I# (outerLoop 0 i (+# i 1) j (+# j 1) j)
}
```

... still beautiful

```
outerLoop acc i k j' jp1 j = case <=# (+# k 1) j' of _  
    False -> case <=# jp1 j of _  
        False -> acc;  
        True -> outerLoop acc jp1 (+# jp1 1) j (+# j 1) j  
    True -> innerLoop acc i k (+# k 1) j'  
                           (+# (+# i k) 23) i (+# k 1)  
                           j' jp1 j
```

```
innerLoop acc i k l j' acc23 i' kp1 j' jp1 j =  
case <=# (+# l 1) j' of _  
    False -> outerLoop acc i' kp1 j' jp1 j;  
    True -> innerLoop  
           (+# acc (+# (+# acc23 (+# (+# k 1) 42))  
                      (+# (+# l j') 123)))  
           i k (+# l 1) j' acc23 i' kp1 j' jp1 j
```

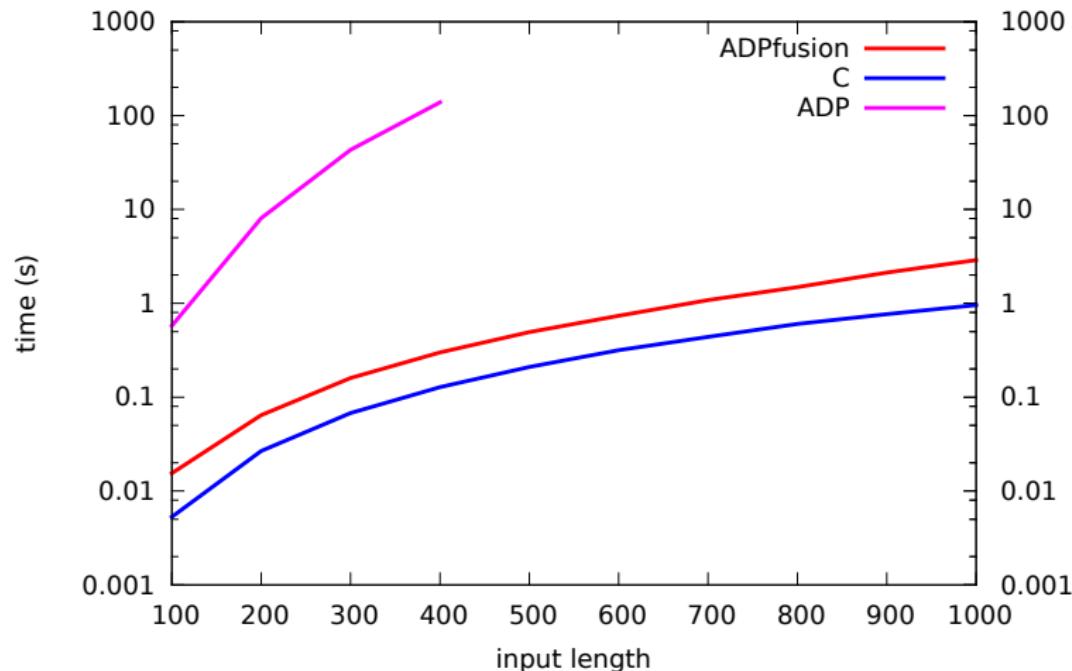
what is possible

- an ADP dialect:

```
pair  <<< base -~~ s ~~- base |||  
split <<<           s +~+ s           ... h
```

- lazy & strict, immutable & mutable, scalar & vector data
- auto-adaptive code generation (no superfluous indices)
- full Haskell language available

RNAfold v2: C vs. Haskell



conclusion, future work

- DP framework for sequence data
- within $\times 2 - \times 3$ of well-optimized C for real-world problems
- graceful transition from legacy ADP (with all benefits) to ADPfusion
- warm & fuzzy: can have stochastic backtracking, all kinds of effects (monadic framework)

-
- sparse dynamic programming
 - ADPfusion for 2d landscapes, co-folding, genome-wide scans
 - RNAwolf, CMcompare are moving: gain speed, confidence in correctness
 - faster than C
 - long term goal: world domination

thanks and acknowledgments

- Ivo Hofacker, Robert Giegerich, Roman Leshchinskiy
- the Austrian FWF, SFB F43 RNA-SEQ

Höner zu Siederdissen, Christian. 2012.

Sneaking around *concatMap*

efficient combinators for dynamic programming

<http://hackage.haskell.org/package/ADPfusion>



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argument stack, functions & uncurrying

```
have split :: Int → Int → Int
  split x y = x+y
  Z :: 3 :: 5

want split :: (Z:.Int:.Int) → Int
  split (Z:.x:.y) = x+y
```

Haskell magic

```

class Apply x where
  type Fun x :: *
  apply :: Fun x → x
instance Apply (Z:.a1....:ak → res) where
  type Fun (Z:.a1....:ak → res) = a1 → ... → ak → res
  apply fun (Z:.a1....:ak) = fun a1 ... ak

```

stream generation: one argument

```
class StreamGen t r | t -> r where
  streamGen :: t -> DIM2 -> Stream r

instance (ExtractValue (DIM2 -> Scalar elm)
  , Asor (DIM2 -> Scalar elm) ~ k
  , Elem (DIM2 -> Scalar elm) ~ elm)
=> StreamGen (DIM2 -> Scalar elm) (DIM2,Z:.k,Z:.elm)
```

stream generation: many arguments

+~+ ≡ Box ...

instance

```
( ExtractValue cntY, Asor cntY ~ cY, Elem cntY ~ eY
, cntY ~ ys
, StreamGen xs
, Idx2 _idx ~ idx
) => StreamGen
      (Box xs mk step ys)
      (idx:.Int,adx:.cX:.cY,arg:.eX:.eY)
```

value extraction

```
class ExtractValue cnt where
    type Asor cnt :: *
    type Elem cnt :: *
    extractStream :: cnt
        -> S.Stream (Idx3 z,astack,vstack)
        -> S.Stream (Idx3 z,astack:.Asor cnt,vstack:.Elem cnt)

instance ExtractValue (UZ.MArr0 DIM2 elm) where
    type Asor (UZ.MArr0 sh elm) = Z
    type Elem (UZ.MArr0 sh elm) = elm
    extractStream cnt stream = S.mapM addElm stream where
        addElm (z:.k:.x:.l, as, vs) = do
            vadd <- index cnt (Z:.k:.x)
            vadd `seq` return (z:.k:.x:.l, as:.Z, vs :. vadd)
```