

# Refined Environment Classifiers

Type- and Scope-safe Code Generation with Mutable Cells

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# Region Memory Management for Free Variables

Type- and Scope-safe Code Generation with Mutable Cells

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# Summary

First stage calculus <NJ> for imperative code generators without ad hoc restrictions

- ▶ Store open code and retrieve in a different binding environment
- ▶ Proven sound type system: generated code is always well-typed and *well-scoped*
- ▶ Distillation of StagedHaskell

## Practical

- ▶ Justification of (of a part of) StagedHaskell
- ▶ Easily embeddable (in OCaml) and can actually be used

## Insightful

# Insights

- ▶ Region-based memory management
- ▶ Contextual Modal Type Theory
- ▶  $ML^F$
- ▶ Overcoming the bureaucracy of syntax for names
- ▶ What is lexical scope, after all

## Why code generation

Program like

$$y_k = \sum_{j=0}^{N-1} x_j e^{-2\pi i j k / N} \quad k = 0..N - 1$$

but run like

```
fun x_35 →  
  let t_36 = x_35.(0) +. x_35.(4) in  
  let t_37 = x_35.(1) +. x_35.(5) in  
  let t_38 = x_35.(0) -. x_35.(4) in  
  let t_39 = x_35.(1) -. x_35.(5) in  
  let t_40 = x_35.(2) +. x_35.(6) in  
  let t_41 = x_35.(3) +. x_35.(7) in  
  let t_42 = x_35.(2) -. x_35.(6) in  
  let t_43 = x_35.(3) -. x_35.(7) in  
  let t_44 = t_36 +. t_40 in  
  let t_45 = t_37 +. t_41 in  
  let t_46 = t_36 -. t_40 in  
  let t_47 = t_37 -. t_41 in
```

## Why code generation

```
fun x_35 →  
  let t_36 = x_35.(0) +. x_35.(4) in  
  let t_37 = x_35.(1) +. x_35.(5) in  
  let t_38 = x_35.(0) -. x_35.(4) in  
  let t_39 = x_35.(1) -. x_35.(5) in  
  let t_40 = x_35.(2) +. x_35.(6) in  
  let t_41 = x_35.(3) +. x_35.(7) in  
  let t_42 = x_35.(2) -. x_35.(6) in  
  let t_43 = x_35.(3) -. x_35.(7) in  
  let t_44 = t_36 +. t_40 in  
  let t_45 = t_37 +. t_41 in  
  let t_46 = t_36 -. t_40 in  
  let t_47 = t_37 -. t_41 in
```

...

- ▶ write – and re-write, and re-write,... generators
- ▶ some degree of correctness is needed: well-typedness and well-boundness

## Is well-scopedness so important?

*The re-factor solved performance issues in our use case of LMS which appeared due to the huge size of code we tend to generate. While we were able to resolve the performance issues, we introduced new bugs ... [that] would manifest in errors such as:*

```
forward reference extends over definition of value
x1620 [error] val x1343 = x1232(x1123, x1124, x1180,
x1181, x1223, x1224, x1223, x1229, x1216, x1120, x1122,
x1121)
```

*Note that variables are indexed in ascending order starting at zero, meaning that a large piece of code is processed before we hit this error. The root cause of bugs such as this one often proved to be very simple but heavily obfuscated in the code it manifested in. The concrete example was triggered by the code motion...*

# Calculi for Code generation

- ▶  $\lambda^\circ$  (1996),  $\lambda^\alpha$  (2003),...
- ▶  $\text{MiniML}_{\text{ref}}^{\text{meta}}$  (2000), Mint (2010),...
- ▶ pure freshML (2007),...



# Calculi for Code generation

- ▶  $\lambda^\circ$  (1996),  $\lambda^\alpha$  (2003),...
- ▶ MiniML<sub>ref</sub><sup>meta</sup> (2000), Mint (2010),...
- ▶ pure freshML (2007),...
  
- ▶ No effects

# Calculi for Code generation

- ▶  $\lambda^\circ$  (1996),  $\lambda^\alpha$  (2003),...
  - ▶ **MiniML<sub>ref</sub><sup>meta</sup>** (2000), Mint (2010),...
  - ▶ pure freshML (2007),...
- 
- ▶ Only closed code can be stored

# Calculi for Code generation

- ▶  $\lambda^\circ$  (1996),  $\lambda^\alpha$  (2003),...
  - ▶ MiniML<sub>ref</sub><sup>meta</sup> (2000), Mint (2010),...
  - ▶ pure freshML (2007),...
- 
- ▶ So complex it is not even implemented

## Calculi for Code generation

- ▶  $\lambda^\circ$  (1996),  $\lambda^\alpha$  (2003),...
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  - ▶ pure freshML (2007),...
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- ▶ Can emulate mutation/control effects with state-passing, CPS?

## Calculi for Code generation

- ▶  $\lambda^\circ$  (1996),  $\lambda^\alpha$  (2003),...
  - ▶  $\text{MiniML}_{\text{ref}}^{\text{meta}}$  (2000), Mint (2010),...
  - ▶ pure freshML (2007),...
- 
- ▶ Can emulate mutation/control effects with state-passing, CPS?
  - ▶ Yes, but we can't do code movement across binders

## <NJ> by Example

<NJ> is the standard CBV  $\lambda$ -calculus with constants for code-generation

$$\text{power } x \ n = x^n$$

```
let body =  $\lambda f \ n \ x.$  if  $n=0$  then cint 1 else  $x \ * \ f \ (n-1) \ x$  in  
let power =  $\lambda n.$   $\lambda x.$  (fix body)  $n \ x$  in power 2
```

## <NJ> by Example

**let** body =  $\lambda f n x.$  **if**  $n=0$  **then** cint 1 **else**  $x * f (n-1) x$  **in**

**let** power =  $\lambda n.$   $\lambda x.$  (fix body)  $n x$  **in** power 2

$\rightsquigarrow^*$  **let** body = ... **in**  $\lambda x.$  (fix body)  $2 x$

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$\rightsquigarrow$  **let** body = ... **in**  $\lambda y.$  (fix body) 2  $\langle y \rangle$



## <NJ> by Example

**let** body =  $\lambda f n x.$  **if**  $n=0$  **then** cint 1 **else**  $x * f (n-1) x$  **in**

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$\rightsquigarrow$  **let** body = ... **in**

$\lambda y.$  **if**  $2=0$  **then** cint 1 **else**  $\langle y \rangle * (\text{fix body}) 1 \langle y \rangle$

## <NJ> by Example

**let** body =  $\lambda f n x.$  **if**  $n=0$  **then** cint 1 **else**  $x \ * \ f \ (n-1) \ x$  **in**

**let** power =  $\lambda n.$   $\lambda x.$  (fix body)  $n \ x$  **in** power 2

$\rightsquigarrow^*$  **let** body = ... **in**  $\lambda x.$  (fix body)  $2 \ x$

$\rightsquigarrow$  **let** body = ... **in**  $\lambda y.$  (fix body)  $2 \ \langle y \rangle$

$\rightsquigarrow$  **let** body = ... **in**

$\lambda y.$  **if**  $2=0$  **then** cint 1 **else**  $\langle y \rangle \ * \ (\text{fix body}) \ 1 \ \langle y \rangle$

$\rightsquigarrow^*$   $\lambda y.$   $\langle y \rangle \ * \ \langle y \rangle \ * \ \text{cint } 1$

## <NJ> by Example

**let** body =  $\lambda f n x.$  **if**  $n=0$  **then** cint 1 **else**  $x \_*$   $f (n-1) x$  **in**

**let** power =  $\lambda n.$   $\lambda x.$  (fix body)  $n x$  **in** power 2

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$\rightsquigarrow$  **let** body = ... **in**

$\lambda y.$  **if**  $2=0$  **then** cint 1 **else**  $\langle y \rangle \_*$  (fix body) 1  $\langle y \rangle$

$\rightsquigarrow^*$   $\lambda y.$   $\langle y \rangle \_*$   $\langle y \rangle \_*$  cint 1

$\rightsquigarrow$   $\lambda y.$   $\langle y \rangle \_*$   $\langle y \rangle \_*$   $\langle 1 \rangle$

## <NJ> by Example

**let** body =  $\lambda f n x.$  **if**  $n=0$  **then** cint 1 **else**  $x \_*$   $f (n-1) x$  **in**

**let** power =  $\lambda n.$   $\lambda x.$  (fix body)  $n x$  **in** power 2

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$\rightsquigarrow$  **let** body = ... **in**

$\lambda y.$  **if**  $2=0$  **then** cint 1 **else**  $\langle y \rangle \_*$  (fix body) 1  $\langle y \rangle$

$\rightsquigarrow^*$   $\lambda y.$   $\langle y \rangle \_*$   $\langle y \rangle \_*$  cint 1

$\rightsquigarrow$   $\lambda y.$   $\langle y \rangle \_*$   $\langle y \rangle \_*$   $\langle 1 \rangle$

$\rightsquigarrow$   $\lambda y.$   $\langle y \rangle \_*$   $\langle y * 1 \rangle$

$\rightsquigarrow^*$   $\lambda y.$   $\langle y * y * 1 \rangle$

## <NJ> by Example

**let** body =  $\lambda f n x.$  **if**  $n=0$  **then** cint 1 **else**  $x * f (n-1) x$  **in**

**let** power =  $\lambda n.$   $\underline{\lambda}x.$  (fix body)  $n x$  **in** power 2

$\rightsquigarrow^*$  **let** body = ... **in**  $\underline{\lambda}x.$  (fix body)  $2 x$

$\rightsquigarrow$  **let** body = ... **in**  $\underline{\lambda}y.$  (fix body) 2  $\langle y \rangle$

$\rightsquigarrow$  **let** body = ... **in**

$\underline{\lambda}y.$  **if**  $2=0$  **then** cint 1 **else**  $\langle y \rangle * (\text{fix body}) 1 \langle y \rangle$

$\rightsquigarrow^*$   $\underline{\lambda}y.$   $\langle y \rangle * \langle y \rangle * \text{cint } 1$

$\rightsquigarrow$   $\underline{\lambda}y.$   $\langle y \rangle * \langle y \rangle * \langle 1 \rangle$

$\rightsquigarrow$   $\underline{\lambda}y.$   $\langle y \rangle * \langle y * 1 \rangle$

$\rightsquigarrow^*$   $\underline{\lambda}y.$   $\langle y * y * 1 \rangle$

$\rightsquigarrow$   $\langle \lambda y. y * y * 1 \rangle$

Generating a function takes two steps:

- ▶ Generate a variable name
- ▶ eventually, generate a binder for it

## State Power

```
let body =  $\lambda n. \lambda x. \mathbf{let}$  r = ref (cint 1) in  
  fix ( $\lambda f. \lambda n. \mathbf{if}$  n = 0 then 0 else (r := !r * x; f (n-1))) n; !r in  
let power =  $\lambda n. \underline{\lambda} x. \mathbf{body}$  n x in power 2
```

## State Power

```
let body =  $\lambda n. \lambda x. \mathbf{let} \ r = \mathbf{ref} \ (\underline{\text{cint}} \ 1) \ \mathbf{in}$   
   $\text{fix} \ (\lambda f. \lambda n. \mathbf{if} \ n = 0 \ \mathbf{then} \ 0 \ \mathbf{else} \ (r := !r \ * \ x; f \ (n-1))) \ n; !r \ \mathbf{in}$   
let power =  $\lambda n. \underline{\lambda} x. \text{body } n \ x \ \mathbf{in} \ \text{power } 2$ 
```

```
 $\rightsquigarrow^*$  let  $r = \mathbf{ref} \ \langle 1 \rangle \ \mathbf{in}$   
 $\lambda y.$  ( $\mathbf{if} \ 2 = 0 \ \mathbf{then} \ 0 \ \mathbf{else} \ (r := !r \ * \ \langle y \rangle ; \text{fix } f \ 1); !r$ )
```

## State Power

```
let body =  $\lambda n. \lambda x. \mathbf{let} \ r = \mathbf{ref} \ (\underline{\text{cint}} \ 1) \ \mathbf{in}$   
   $\mathbf{fix} \ (\lambda f. \lambda n. \mathbf{if} \ n = 0 \ \mathbf{then} \ 0 \ \mathbf{else} \ (r := !r \ * \ x; f \ (n-1))) \ n; !r \ \mathbf{in}$   
let power =  $\lambda n. \underline{\lambda} x. \text{body } n \ x \ \mathbf{in} \ \text{power } 2$ 
```

```
 $\rightsquigarrow^*$  let  $r = \mathbf{ref} \ \langle 1 \rangle \ \mathbf{in}$   
 $\lambda$  $y. (\mathbf{if} \ 2 = 0 \ \mathbf{then} \ 0 \ \mathbf{else} \ (r := !r \ * \ \langle y \rangle ; \mathbf{fix} \ f \ 1); !r)$ 
```

```
 $\rightsquigarrow^*$  let  $r = \mathbf{ref} \ \langle 1 \ * \ y \rangle \ \mathbf{in}$   
 $\lambda$  $y. (\mathbf{if} \ 1 = 0 \ \mathbf{then} \ 0 \ \mathbf{else} \ (r := !r \ * \ \langle y \rangle ; \mathbf{fix} \ f \ 1); !r)$ 
```



## State Power

```
let body =  $\lambda n. \lambda x. \mathbf{let} \ r = \mathbf{ref} \ (\underline{\mathit{cint}} \ 1) \ \mathbf{in}$   
   $\mathit{fix} \ (\lambda f. \lambda n. \mathbf{if} \ n = 0 \ \mathbf{then} \ 0 \ \mathbf{else} \ (r := !r * x; f \ (n-1))) \ n; !r \ \mathbf{in}$   
let power =  $\lambda n. \underline{\lambda} x. \ \mathit{body} \ n \ x \ \mathbf{in} \ \mathit{power} \ 2$ 
```

```
 $\rightsquigarrow^*$  let  $r = \mathbf{ref} \ \langle 1 \rangle \ \mathbf{in}$   
 $\lambda$  $y. (\mathbf{if} \ 2 = 0 \ \mathbf{then} \ 0 \ \mathbf{else} \ (r := !r * \langle y \rangle ; \mathit{fix} \ f \ 1); !r)$ 
```

```
 $\rightsquigarrow^*$  let  $r = \mathbf{ref} \ \langle 1 * y \rangle \ \mathbf{in}$   
 $\lambda$  $y. (\mathbf{if} \ 1 = 0 \ \mathbf{then} \ 0 \ \mathbf{else} \ (r := !r * \langle y \rangle ; \mathit{fix} \ f \ 1); !r)$ 
```

```
 $\rightsquigarrow^*$  let  $r = \mathbf{ref} \ \langle 1 * y * y \rangle \ \mathbf{in} \ \underline{\lambda} y. !r$ 
```

## State Power

```
let body =  $\lambda n. \lambda x. \mathbf{let} \ r = \mathbf{ref} \ (\underline{\text{cint}} \ 1) \ \mathbf{in}$   
   $\text{fix} \ (\lambda f. \lambda n. \mathbf{if} \ n = 0 \ \mathbf{then} \ 0 \ \mathbf{else} \ (r := !r \ * \ x; f \ (n-1))) \ n; !r \ \mathbf{in}$   
let power =  $\lambda n. \underline{\lambda} x. \text{body } n \ x \ \mathbf{in} \ \text{power } 2$ 
```

```
 $\rightsquigarrow^*$  let  $r = \mathbf{ref} \ \langle 1 \rangle \ \mathbf{in}$   
 $\lambda$  $y. (\mathbf{if} \ 2 = 0 \ \mathbf{then} \ 0 \ \mathbf{else} \ (r := !r \ * \ \langle y \rangle ; \text{fix } f \ 1); !r)$ 
```

```
 $\rightsquigarrow^*$  let  $r = \mathbf{ref} \ \langle 1 * y \rangle \ \mathbf{in}$   
 $\lambda$  $y. (\mathbf{if} \ 1 = 0 \ \mathbf{then} \ 0 \ \mathbf{else} \ (r := !r \ * \ \langle y \rangle ; \text{fix } f \ 1); !r)$ 
```

```
 $\rightsquigarrow^*$  let  $r = \mathbf{ref} \ \langle 1 * y * y \rangle \ \mathbf{in} \ \underline{\lambda} y. !r$ 
```

```
 $\rightsquigarrow \underline{\lambda} y. \langle 1 * y * y \rangle \rightsquigarrow \langle \lambda y. 1 * y * y \rangle$ 
```

## Too much of the State Power

```
let r = ref cint 0 in (λx. r := x); !r
```

## Too much of the State Power

**let**  $r = \mathbf{ref}$  cint 0 **in** ( $\lambda$ x.  $r := x$ ); !r

$\rightsquigarrow$  **let**  $r = \mathbf{ref}$  cint 0 **in** ( $\lambda$ y.  $r := \langle y \rangle$ ); !r

## Too much of the State Power

**let**  $r = \mathbf{ref}$   $\text{cint}$   $0$  **in**  $(\underline{\lambda}x. r := x); !r$

$\rightsquigarrow$  **let**  $r = \mathbf{ref}$   $\text{cint}$   $0$  **in**  $(\underline{\lambda}y. r := \langle y \rangle); !r$

$\rightsquigarrow$  **let**  $r = \mathbf{ref}$   $\langle y \rangle$  **in**  $(\underline{\lambda}y. \langle y \rangle); !r$

## Too much of the State Power

**let**  $r = \mathbf{ref}$   $\text{cint}$   $0$  **in**  $(\underline{\lambda}x. r := x); !r$   
 $\rightsquigarrow$  **let**  $r = \mathbf{ref}$   $\text{cint}$   $0$  **in**  $(\underline{\lambda}y. r := \langle y \rangle); !r$   
 $\rightsquigarrow$  **let**  $r = \mathbf{ref}$   $\langle y \rangle$  **in**  $(\underline{\lambda}y. \langle y \rangle); !r$   
 $\rightsquigarrow$  **let**  $r = \mathbf{ref}$   $\langle y \rangle$  **in**  $!r$

## Too much of the State Power

**let**  $r = \mathbf{ref}$   $\text{cint}$   $0$  **in**  $(\underline{\lambda}x. r := x); !r$   
 $\rightsquigarrow$  **let**  $r = \mathbf{ref}$   $\text{cint}$   $0$  **in**  $(\underline{\lambda}y. r := \langle y \rangle); !r$   
 $\rightsquigarrow$  **let**  $r = \mathbf{ref}$   $\langle y \rangle$  **in**  $(\underline{\lambda}y. \langle y \rangle); !r$   
 $\rightsquigarrow$  **let**  $r = \mathbf{ref}$   $\langle y \rangle$  **in**  $!r$   
 $\rightsquigarrow$  **let**  $r = \mathbf{ref}$   $\langle y \rangle$  **in**  $\langle y \rangle$

# Type System (outline)

$\vdash \langle y \rangle : ??$



## Type System (outline)

$\Gamma \vdash \langle y \rangle: \langle \text{int} \rangle^{??}$  where  $y:\text{int} \in \Gamma$

We are manipulating open code: cf. “Open CBV” yesterday

Annotate the type of a code value with *some form* of  $\Gamma$

- ▶ size of  $\Gamma$
- ▶  $\Gamma$  itself (CMTT)
- ▶  $\Gamma$  (without names, just a sequence of types)

## Annotated code types by example

**let**  $r = \mathbf{ref}$   $cint$   $0$  **in**  $(\underline{\lambda}z. \underline{\lambda}x. r := x); !r : \langle \mathbf{int} \rangle^{(int,(bool,()))}$

$\Gamma \vdash z : \langle \mathbf{bool} \rangle^{(bool,())}$

$\Gamma \vdash x : \langle \mathbf{int} \rangle^{(int,(bool,()))}$

$\Gamma \vdash r : \langle \mathbf{int} \rangle^{(int,(bool,()))}$  **ref**

## Annotated code types by example

**let**  $r = \mathbf{ref}$   Cint 0 **in**  $(\lambda z. \lambda x. r := x); !r : \langle \mathit{int} \rangle^{(\mathit{int}, (\mathit{bool}, ()))}$

$\Gamma \vdash z : \langle \mathit{bool} \rangle^{(\mathit{bool}, ())}$

$\Gamma \vdash x : \langle \mathit{int} \rangle^{(\mathit{int}, (\mathit{bool}, ()))}$

$\Gamma \vdash r : \langle \mathit{int} \rangle^{(\mathit{int}, (\mathit{bool}, ()))}$  **ref**

However,

**let**  $r = \mathbf{ref}$   Cint 0 **in**  $(\lambda z. \lambda x. r := x); (\lambda y. \lambda u. !r)$

$\rightsquigarrow^* \langle \lambda y. \lambda u. x \rangle : \langle \mathit{int} \rightarrow \mathit{int} \rightarrow \mathit{int} \rangle^{()}$

According to the type system, the result is closed.

# Taste of a Type System

$$\frac{\gamma \in \Gamma \quad \gamma_1 \notin \Gamma \quad \Gamma, \gamma_1, (\gamma_1 \succ \gamma), (x:\langle t_1 \rangle^{\gamma_1}) \vdash e: \langle t_2 \rangle^{\gamma_1}}{\Gamma \vdash \underline{\lambda}x.e: \langle t_1 \rightarrow t_2 \rangle^\gamma} \text{CAbs}$$

# Taste of a Type System

$$\frac{\frac{\Gamma_2 \vdash x_1 : \langle \text{int} \rangle^{\gamma_1} \quad \Gamma_2 \models \gamma_2 \succ \gamma_1}{\Gamma_2 \vdash x_1 : \langle \text{int} \rangle^{\gamma_2}} \quad \frac{}{\Gamma_2 \vdash x_2 : \langle \text{int} \rangle^{\gamma_2}}}{\Gamma_2 \vdash x_1 \underline{\pm} x_2 : \langle \text{int} \rangle^{\gamma_2}} \quad \frac{\gamma_1, (\gamma_1 \succ \gamma_0), (x_1 : \langle \text{int} \rangle^{\gamma_1}) \vdash \underline{\lambda} x_2. x_1 \underline{\pm} x_2 : \langle \text{int} \rightarrow \text{int} \rangle^{\gamma_1}}{\boxed{\vdash} \underline{\lambda} x_1. \underline{\lambda} x_2. x_1 \underline{\pm} x_2 : \langle \text{int} \rightarrow \text{int} \rightarrow \text{int} \rangle^{\gamma_0}}$$

# Taste of a Type System

$$r : \langle \text{int} \rangle^{\gamma_1}, \gamma_2, \gamma_2 \succ \gamma, x : \langle \text{int} \rangle^{\gamma_2} \vdash r := x : \langle \text{int} \rangle^{\gamma_2}$$

---

$$r : \langle \text{int} \rangle^{\gamma_1} \text{ ref} \vdash (\underline{\lambda}x. r := x) : \langle \text{int} \rightarrow \text{int} \rangle^{\gamma}$$

---

$$\square \vdash \text{let } r = \text{ref } \underline{\text{cint}} \ 0 \text{ in } (\underline{\lambda}x. r := x) : \langle \text{int} \rightarrow \text{int} \rangle^{\gamma}$$

Region memory management

## Summary

First stage calculus <NJ> for imperative code generators without ad hoc restrictions

- ▶ Store open code and retrieve in a different binding environment
- ▶ Sound type system: generated code is always well-typed and *well-scoped*
- ▶ Distillation of StagedHaskell

## Practical

- ▶ Justification of (of a part of) StagedHaskell
- ▶ Easily embeddable (in OCaml) and can actually be used

## Insightful