

Plumber - A Higher Order Data Flow Visual Programming Language in Lisp

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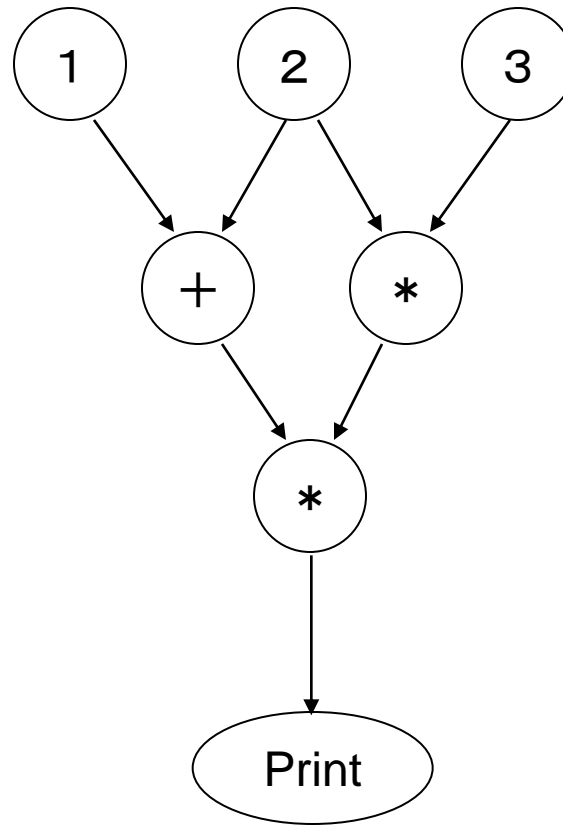
MSI

Outline

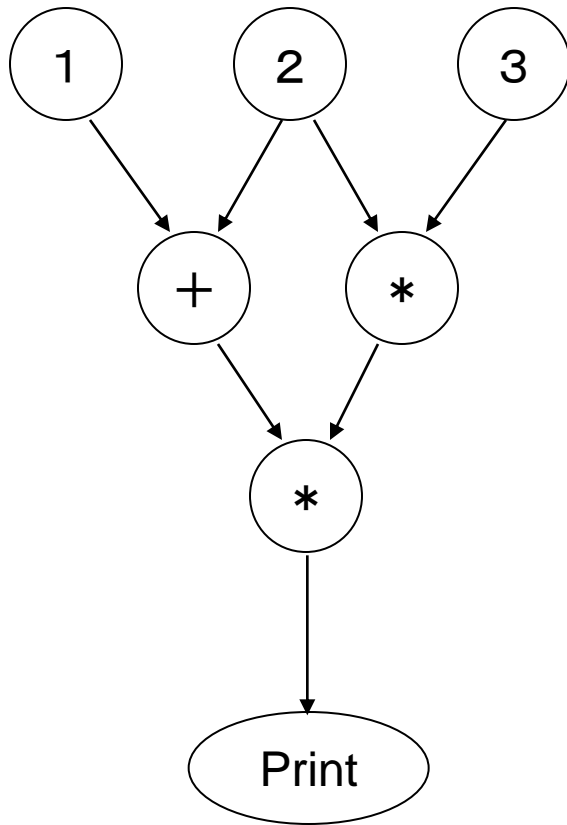
1. What is DFVPL
2. Plumber
3. Streams
4. Higher order functions
5. Finding monads

1/5. What is DFVPL

Dataflow model

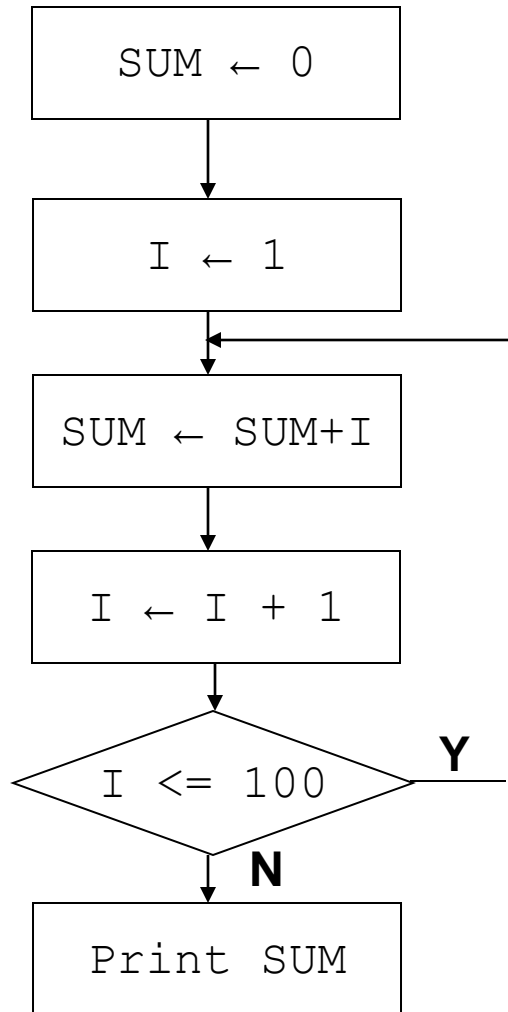


DFVPL is a nice notation



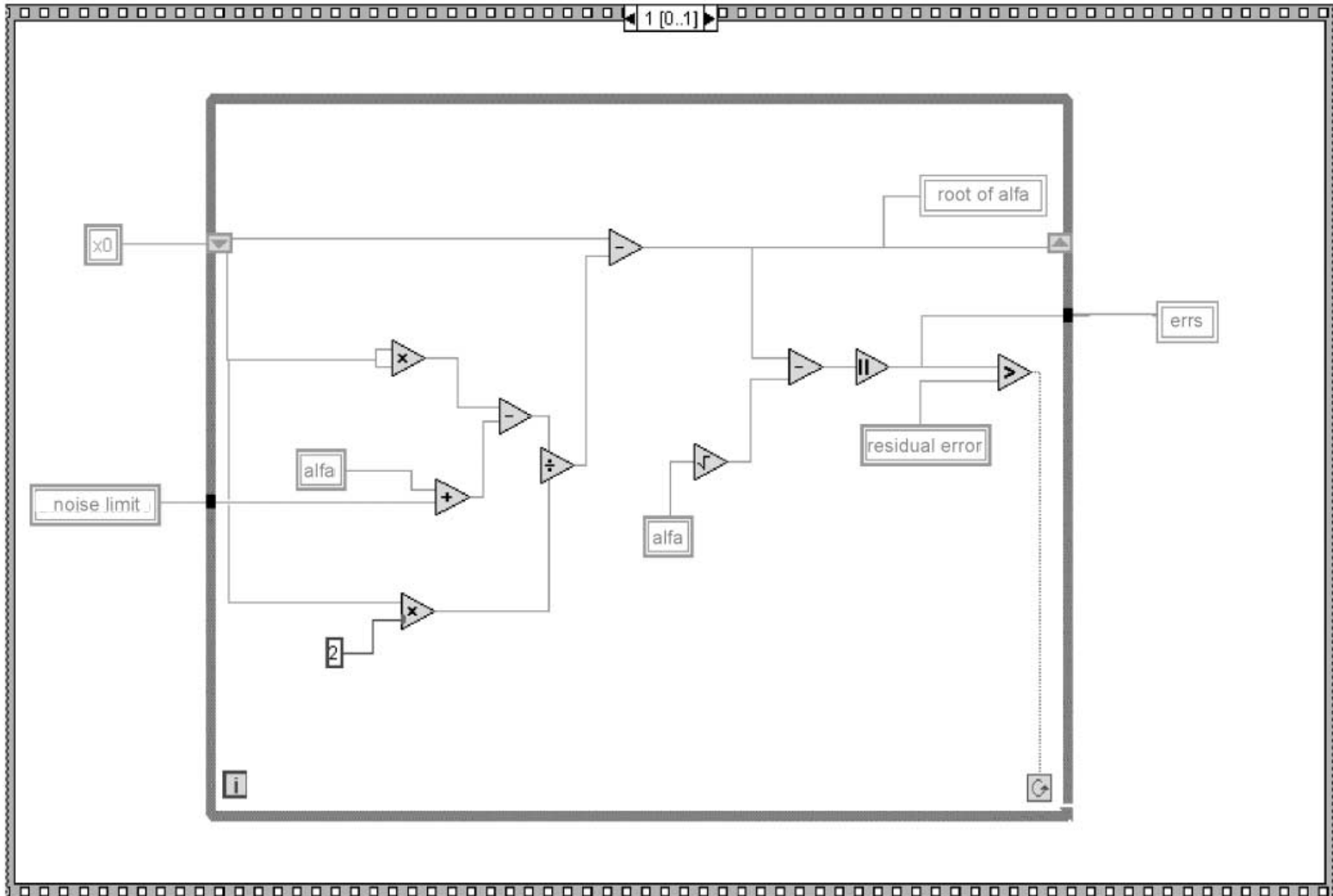
```
load r1,1           (print (* (+ 1 2) (* 2 3)))
load r2,2
add r1,r1,r2
load r3,3
mul r2,r2,r3
add r1,r1,r2
out r1
```

Flow chart is not a DFVPL



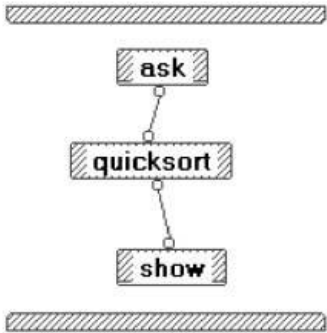
```
SUM := 0
I := 1
do
    SUM := SUM + I
    I := I + 1
while I <= 100
print SUM
```

LabVIEW

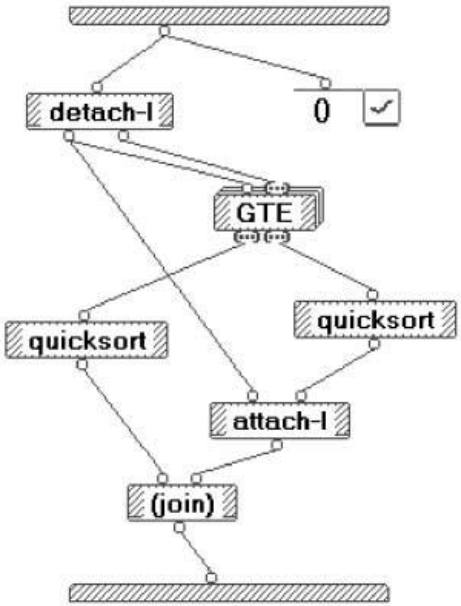


Prograph

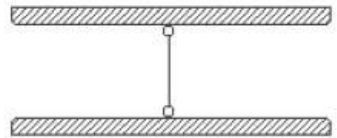
Case 1 of method *Qsort*



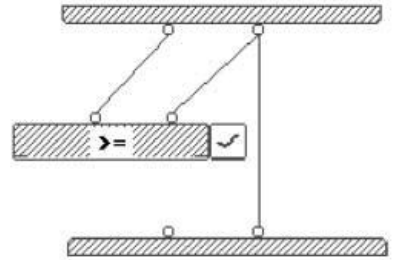
Case 1 of method *quicksort*



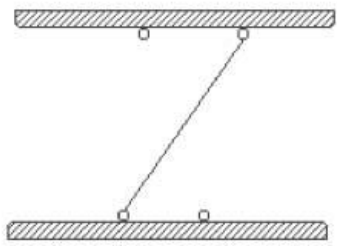
Case 2 of method *quicksort*



Case 1 of method *GTE*



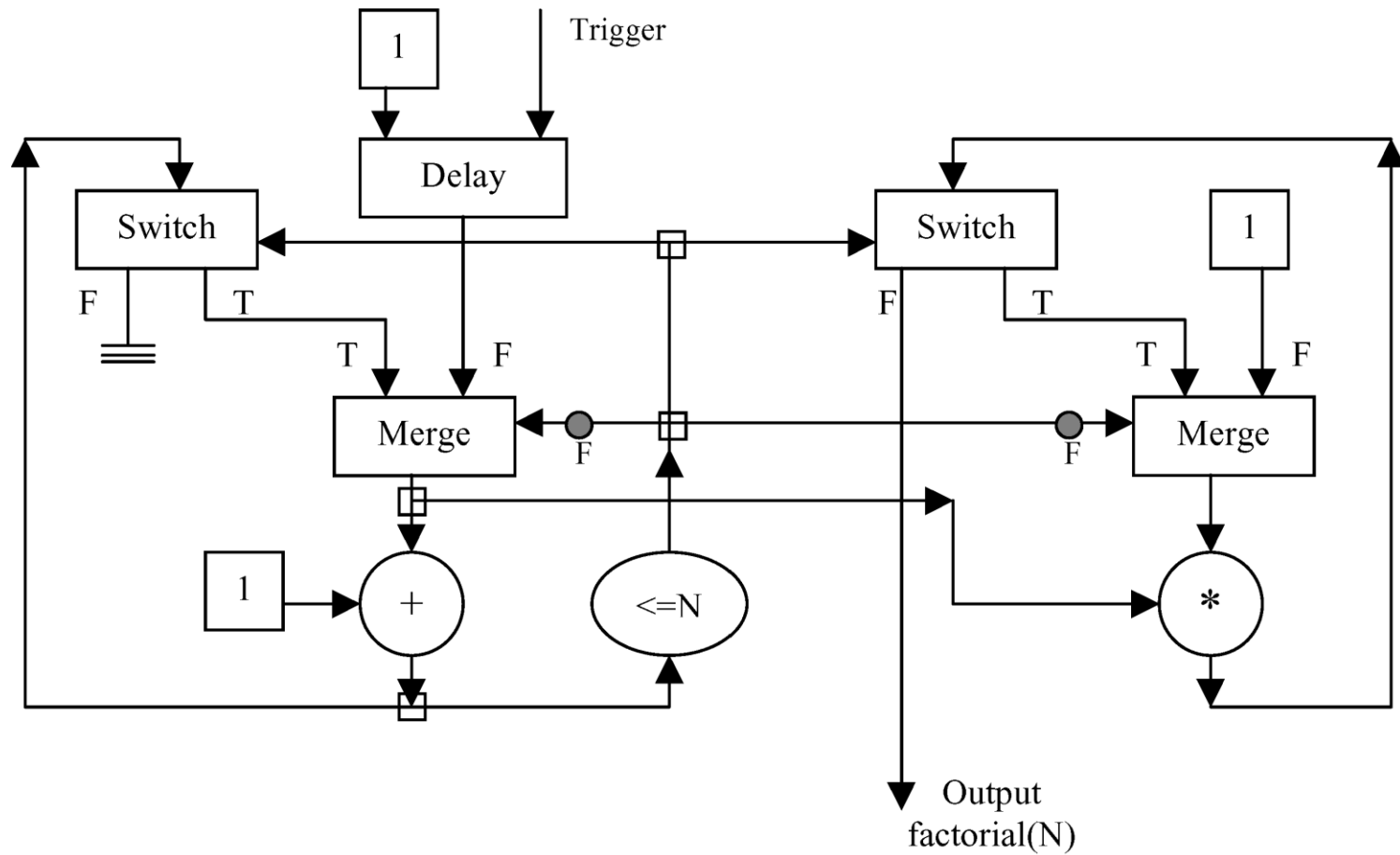
Case 2 of method *GTE*



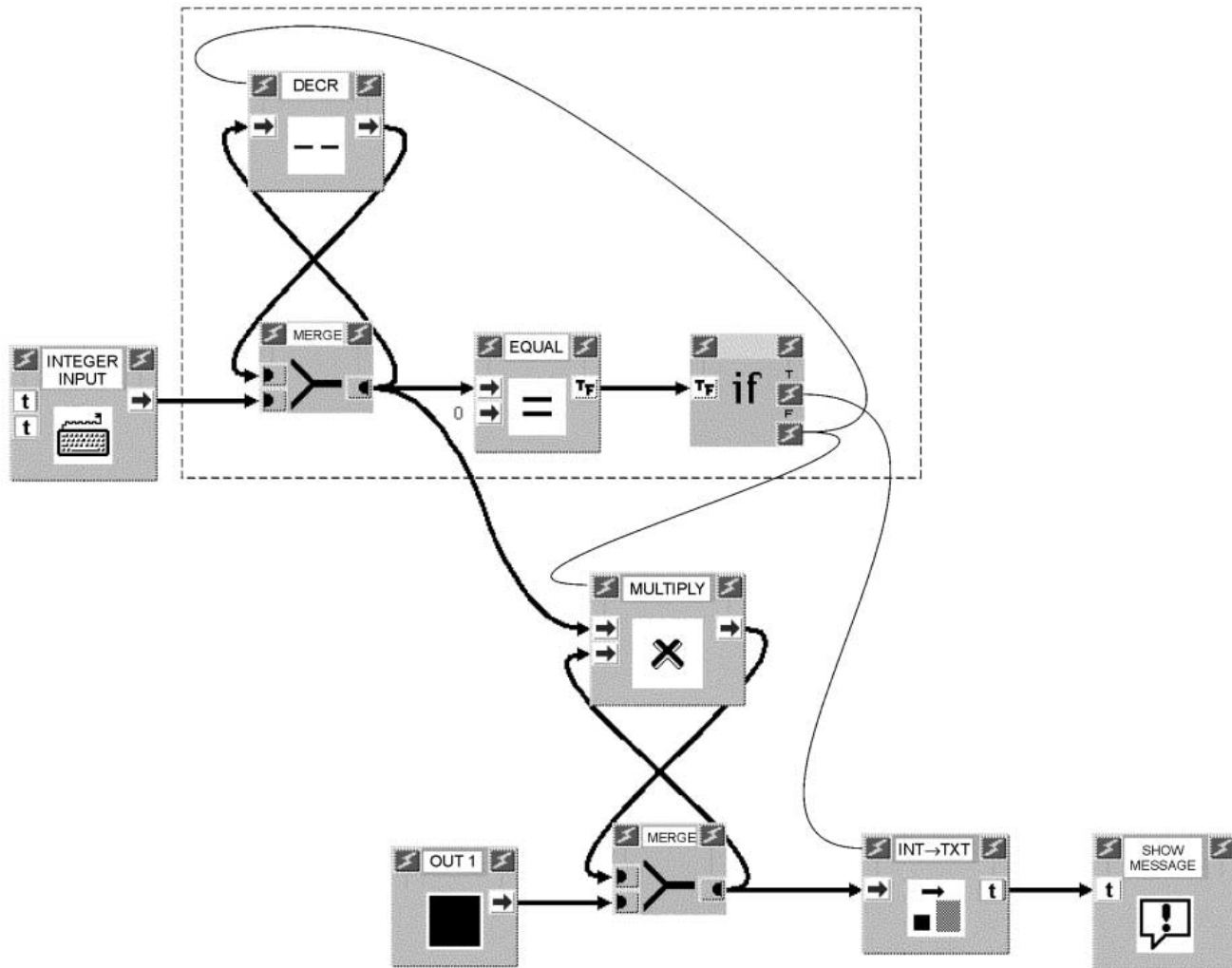
DFVPL in the literature

- Jack B. Dennis, **First version of a data flow procedure language**, 1974.
 - Early work of DFVPL
- M. Mosconi and M. Porta, **Iteration constructs in data-flow visual programming languages**, 2000.
 - A study of loop in DFVPL and also a good survey
- W. M. JOHNSTON, **Advances in Dataflow Programming Languages**, 2004.
 - A good survey on DFVPL

Dennis's factorial in his DFVPL



Mosconi's factorial in his DFVPL



2/5. Plumber

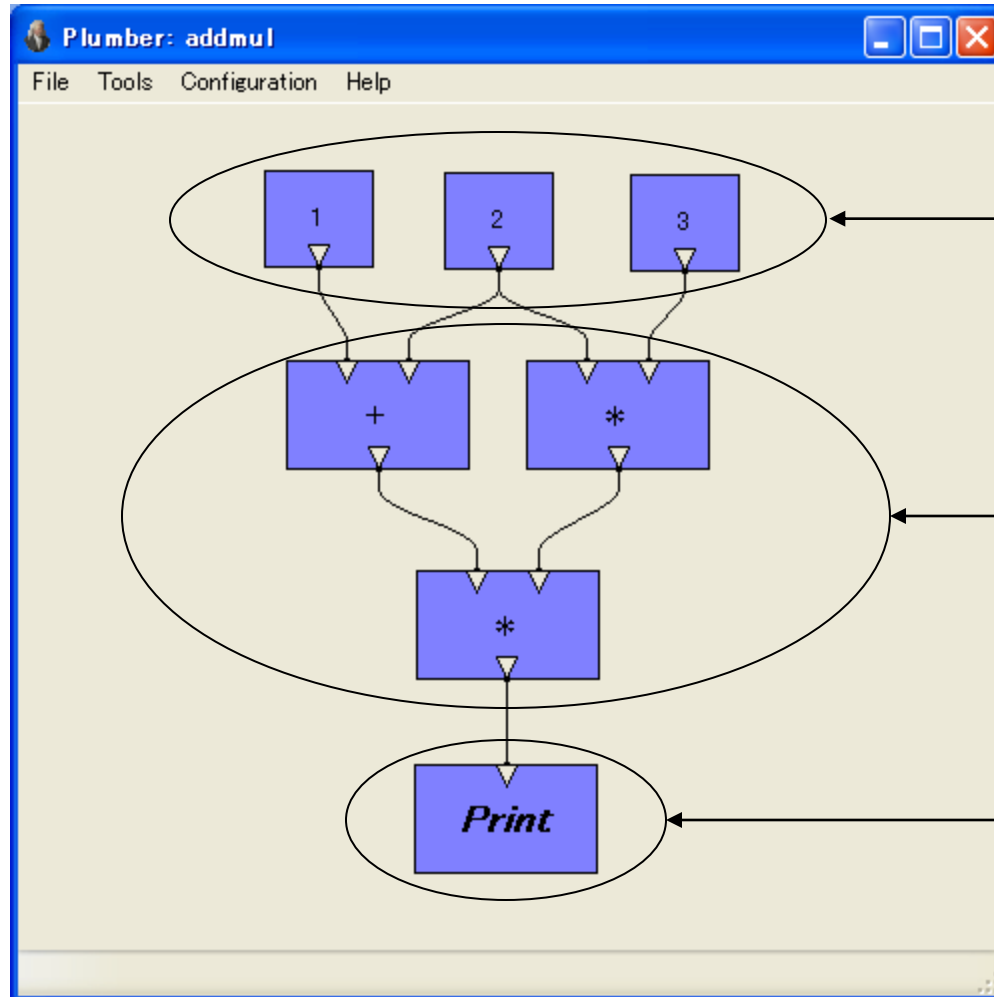
Plumber

- Implemented in Lisp (Allegro CL)
- Consists of A graph editor for DFVPL
- And a compiler from DFVPL to Lisp
- **Nodes can be categorized into two**
- **One is functional and the other is special**
- **Functional nodes have the dataflow semantics**
- **Functional nodes can be any Lisp functions**
- **Special nodes are built-in and its own semantics**
- Each node corresponds to a thread
- Provides higher-order function feature

Behavior of function nodes

1. Wait until all of input data are available
2. Then, make a data list *args* of the all input
3. Apply function of the node to *args*
4. Send the result to the output port
5. N-values result are sent to N output port
6. GOTO Step 1.

addmul



constant node

function node

special node
(Shown in *slant bold*)

Demonstration 1

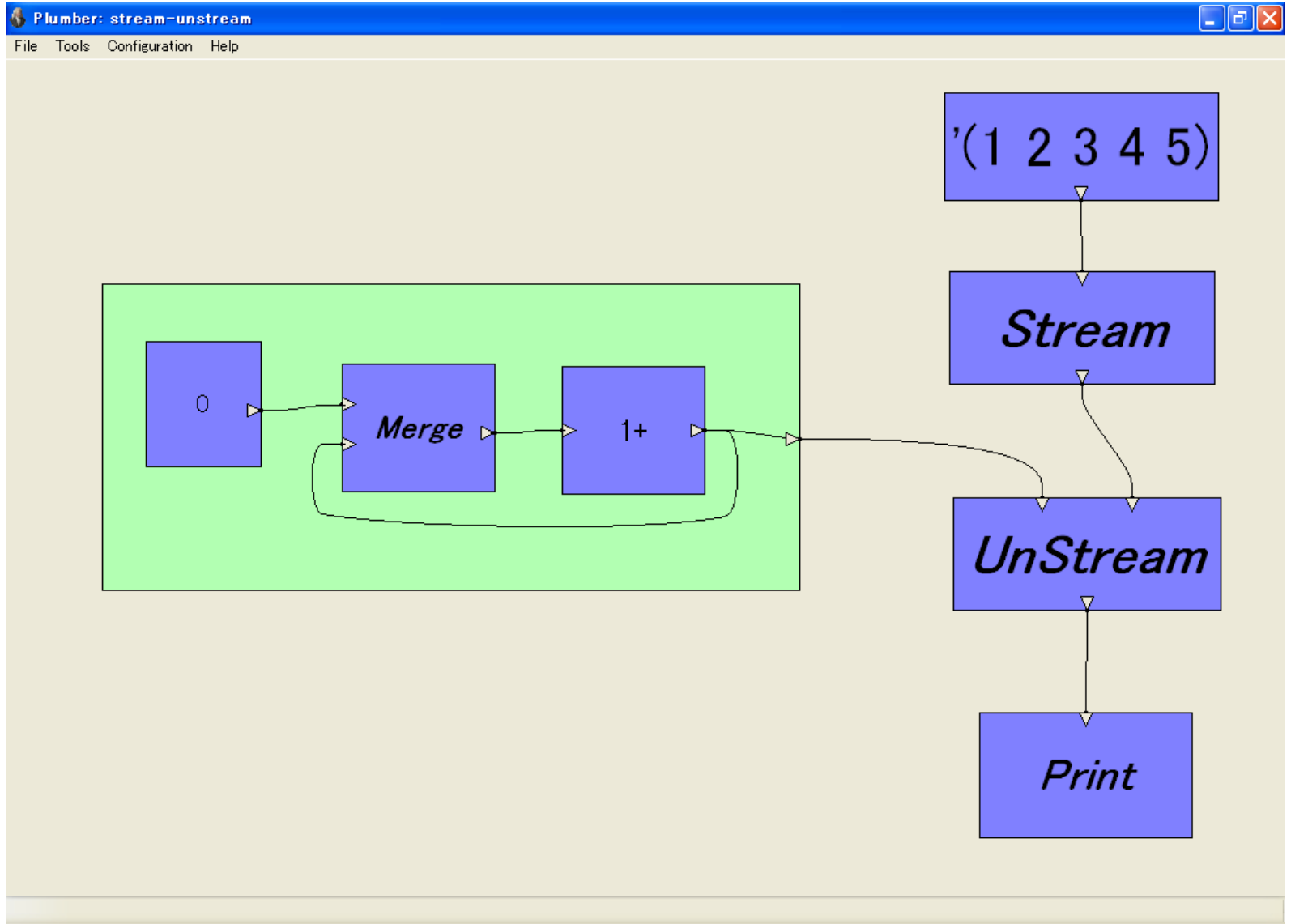
3/5. Streams

Stream operations in Plumber

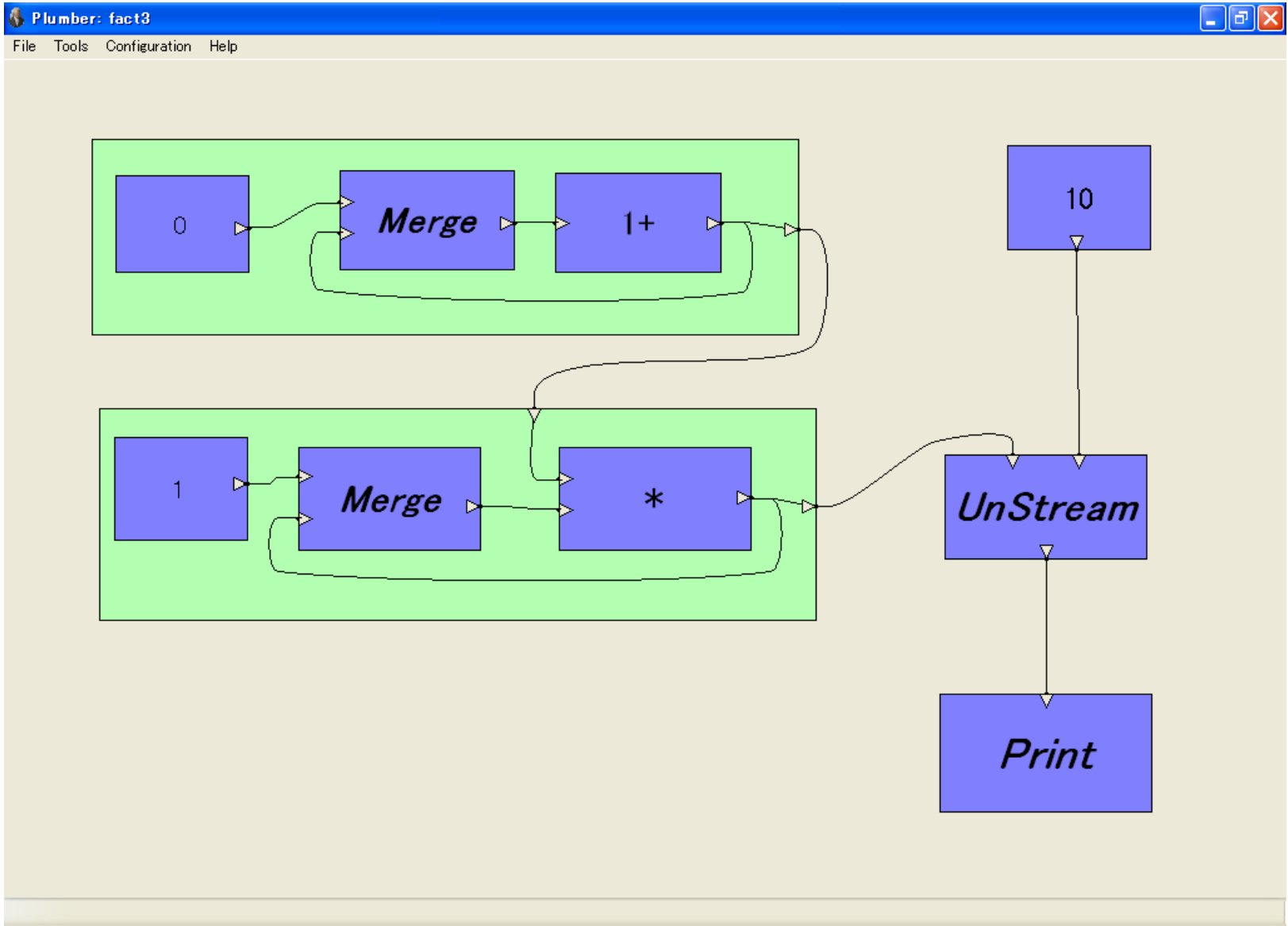
- Stream
 - Converts a list to a stream
- UnStream
 - Converts a stream to list
- Repeat
 - Make a stream by repeating a data

Demonstration 2

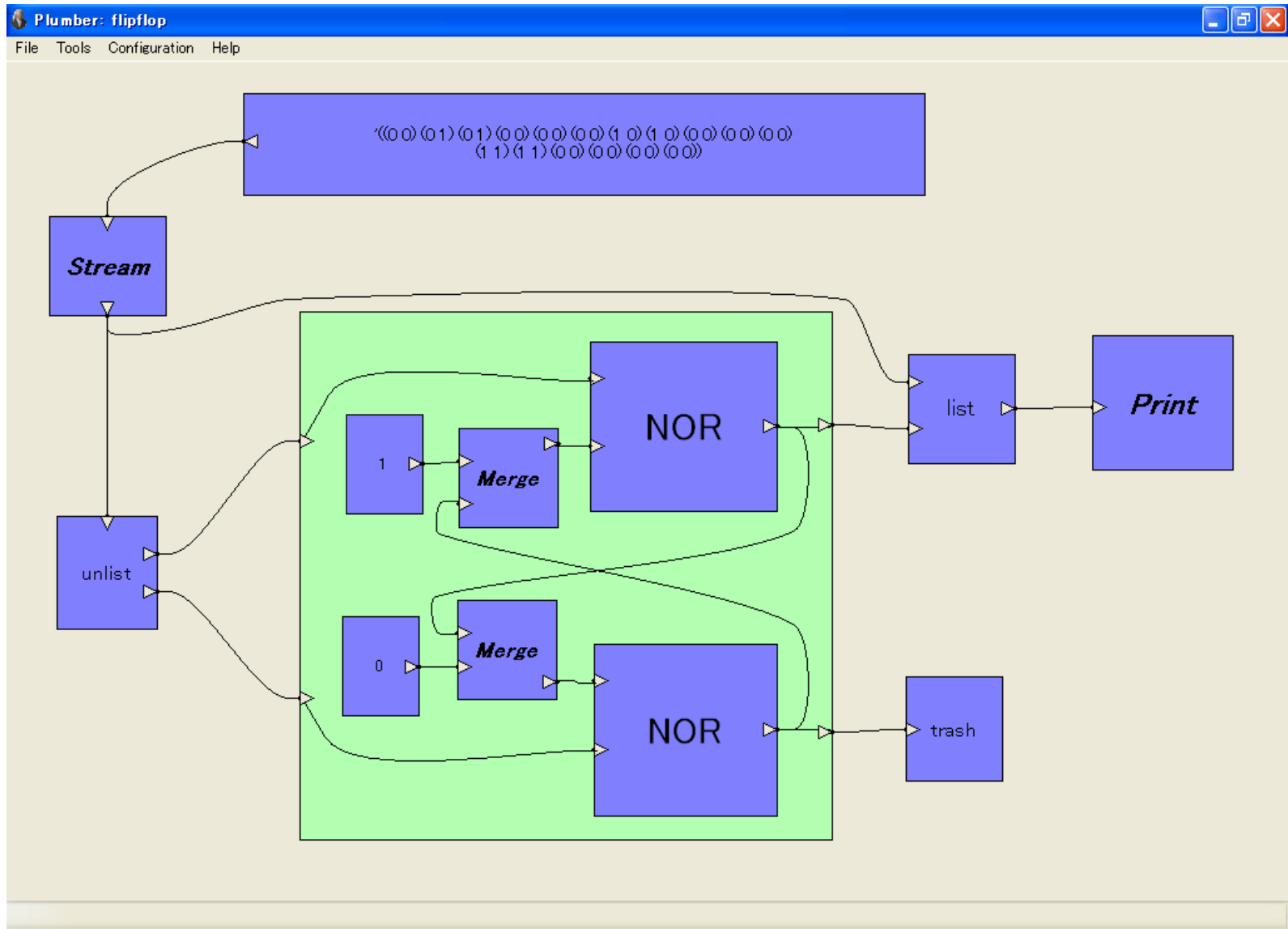
stream-unstream



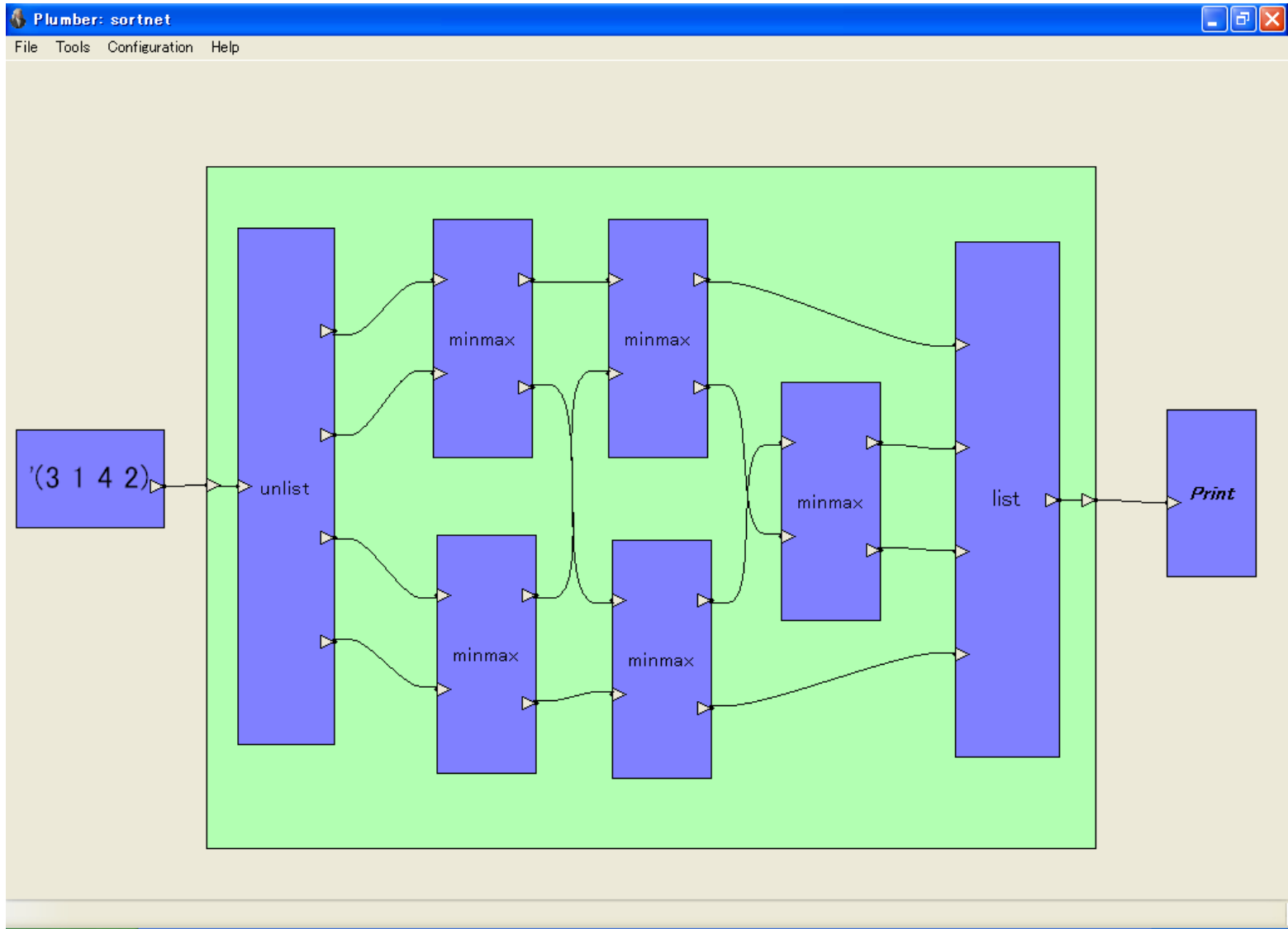
fact3



flipflop



sortnet

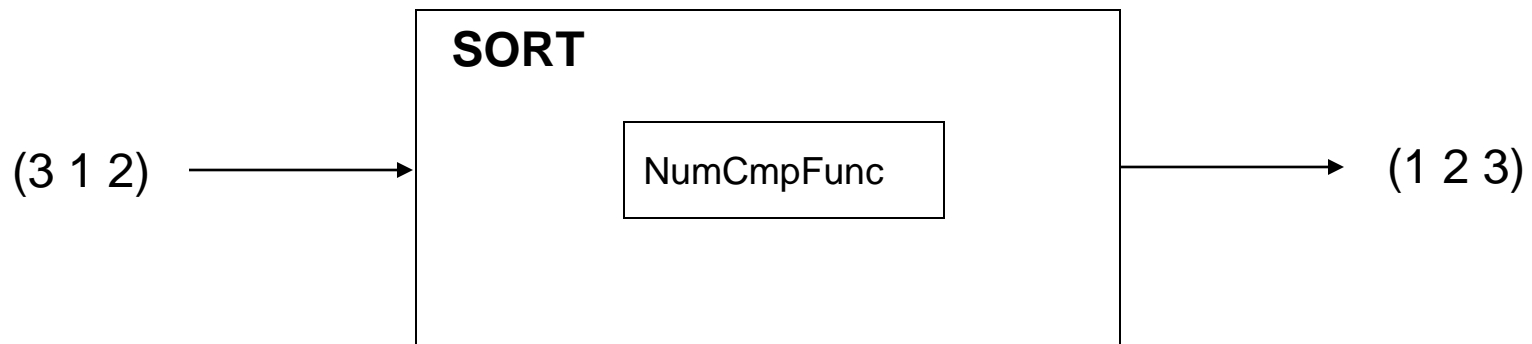


4/5. Higher order functions

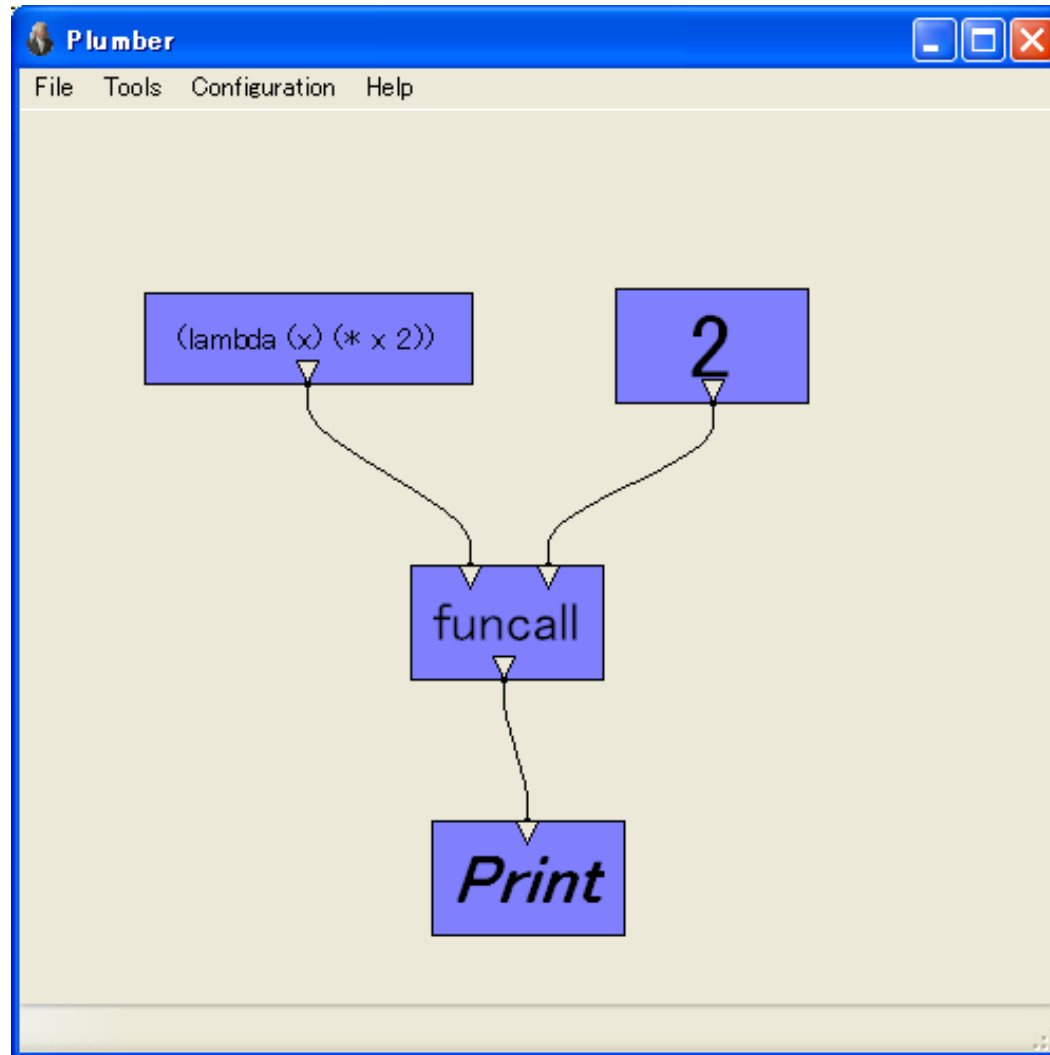
Previous approaches for higher order functions in DFVPL

- Special node with function hole approach
 - Easy to understand for non-programmers
 - Seems awkward for Lispers
 - Used in: DataVis, CUBE, ESTL, YUBA
- Function as a value approach
 - Seems difficult for non-programmers
 - Needs a node for funcall or apply
 - Used in: ShowAndTell, VPL, PHF
 - Plummer also implemented this automatically

Special node with function hole approach



Function as a value approach



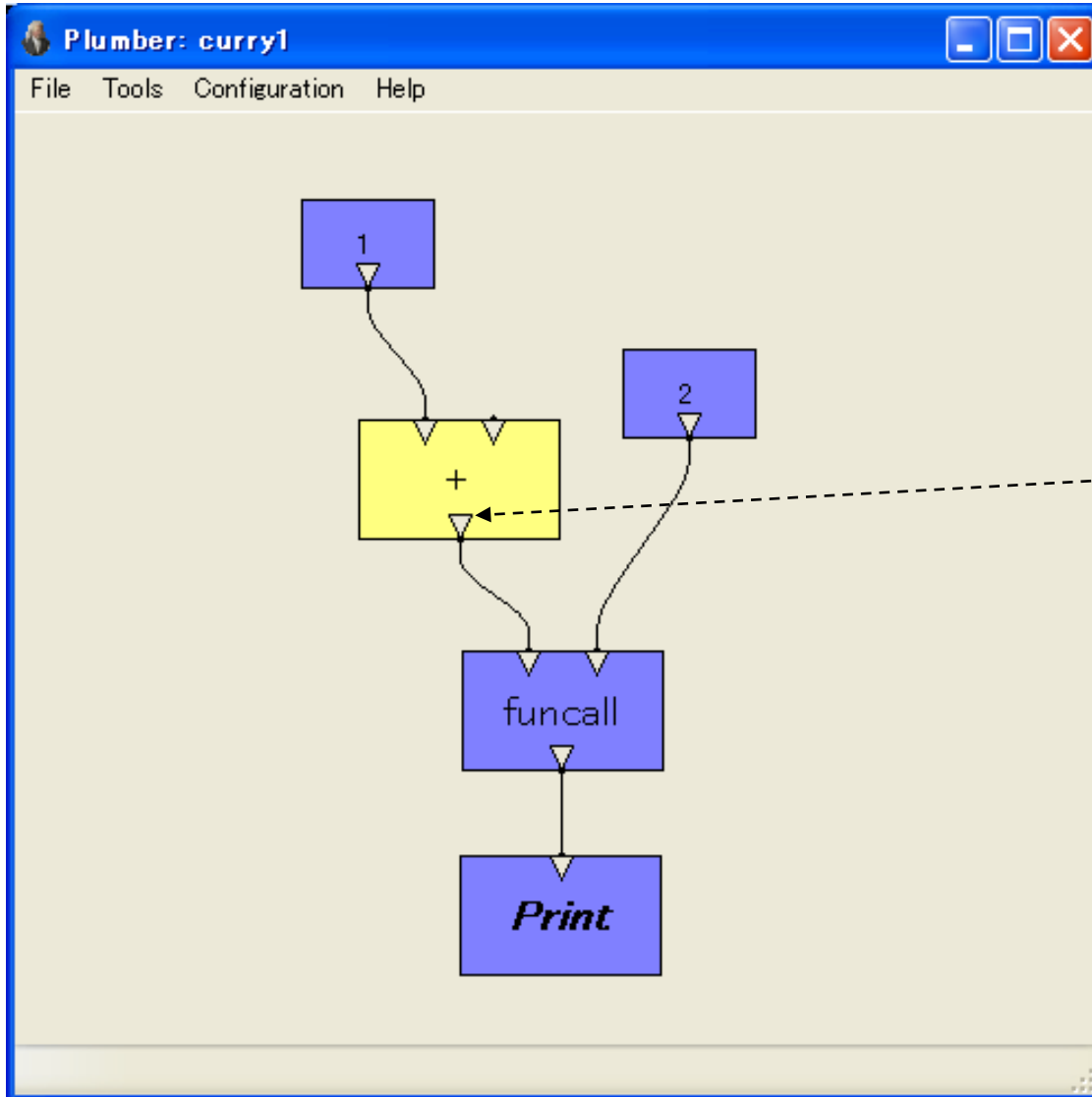
Drawbacks of the simple version of function as a value approach

1. It depends the power of Lisp too much
2. Making a function value from a previously defined function is impossible

What is the most suitable notation for DFVPL ?

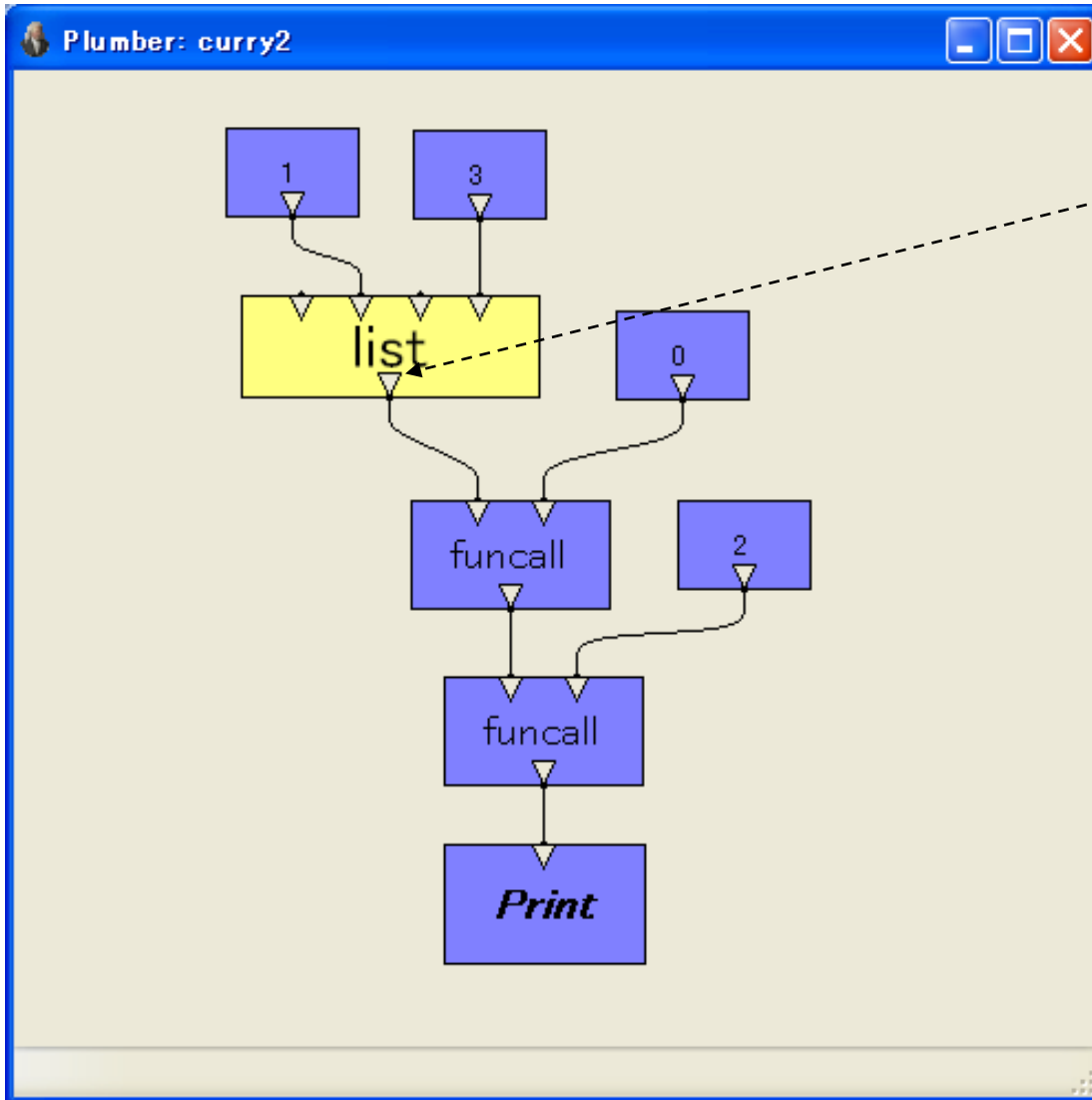
Our answer is the currying based notation !

curry1



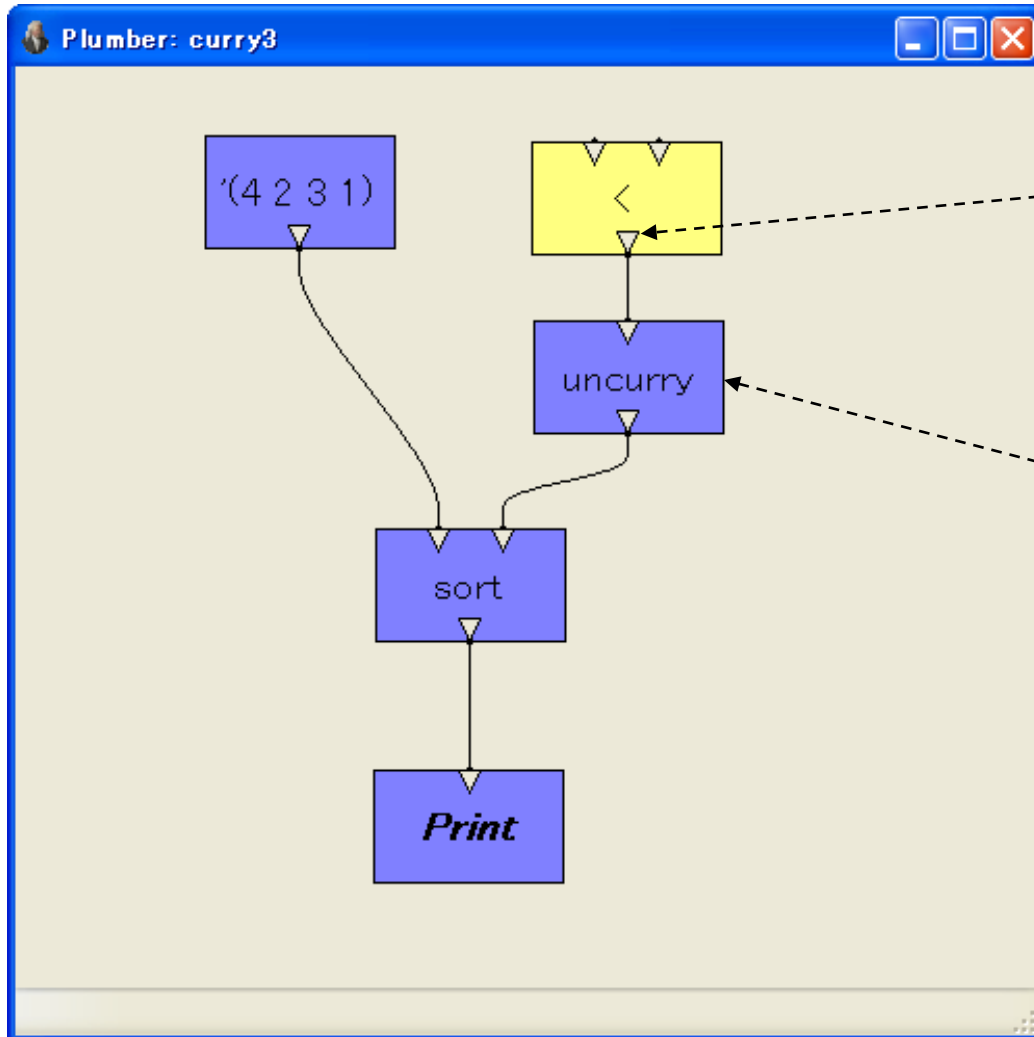
```
(lambda (x0)  
  (lambda (x1)  
    (+ x0 x1)))
```

curry2



```
(lambda (x1 x3)
  (lambda (x0)
    (lambda (x2)
      (list x0 x1 x2 x3))))
```

curry3



```
(lambda ()  
  (lambda (x0)  
    (lambda (x1)  
      (< x0 x1))))  
  
(defun uncurry (fun)  
  (lambda (x y)  
    (funcall  
      (funcall fun x)  
      y)))
```

5/5. Finding monads

Monads in the literature

- E.Moggi, **Computational lambda-calculus and monads**, 1989.
- P.Wadler, **The essence of functional programming**, 1991.
- J.Hughes, **Generalizing monads to arrow**, 2000.

Value with effect $M\alpha$

$M\alpha = (\alpha \quad \text{ListOfDebugDumpString})$

```
(defun Print! (Ma)
  ;; prints purely part value
  (format t "value = ~s~%~%" (car Ma))
  ;; prints debug dump output
  (dolist (str (cadr Ma))
    (format t "~a~%" str)))
```

(sqrt! (1+! 1)) ?

1+! : Integer \rightarrow M Integer

returns argument+1 with debug dump

```
(defun 1+! (x)
  (let ((y (1+ x)))
    (list y (list (format nil "~s ->1+!-> ~s" x y)))))
```

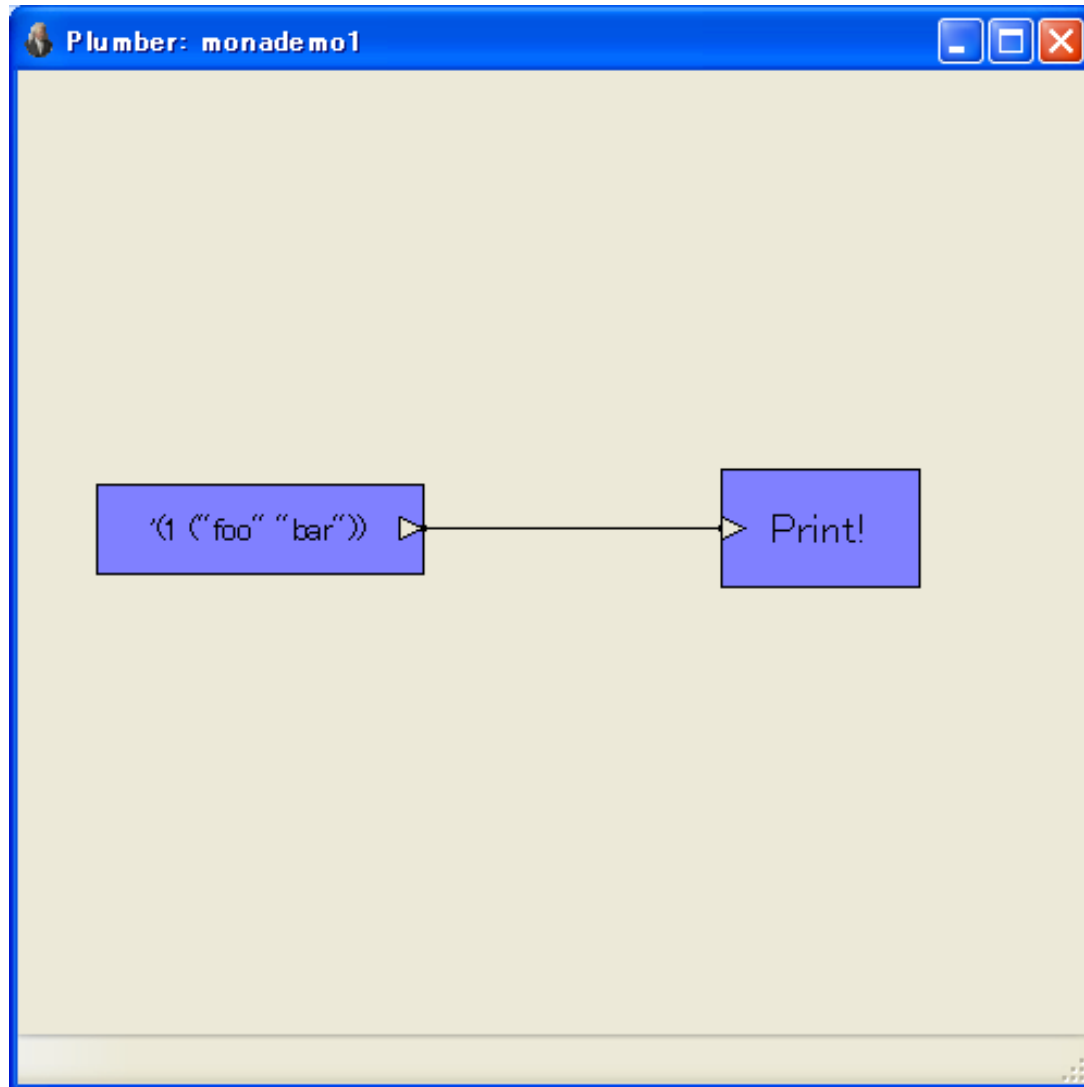
sqrt! : Integer \rightarrow M Real

returns sqrt of argument with debug dump

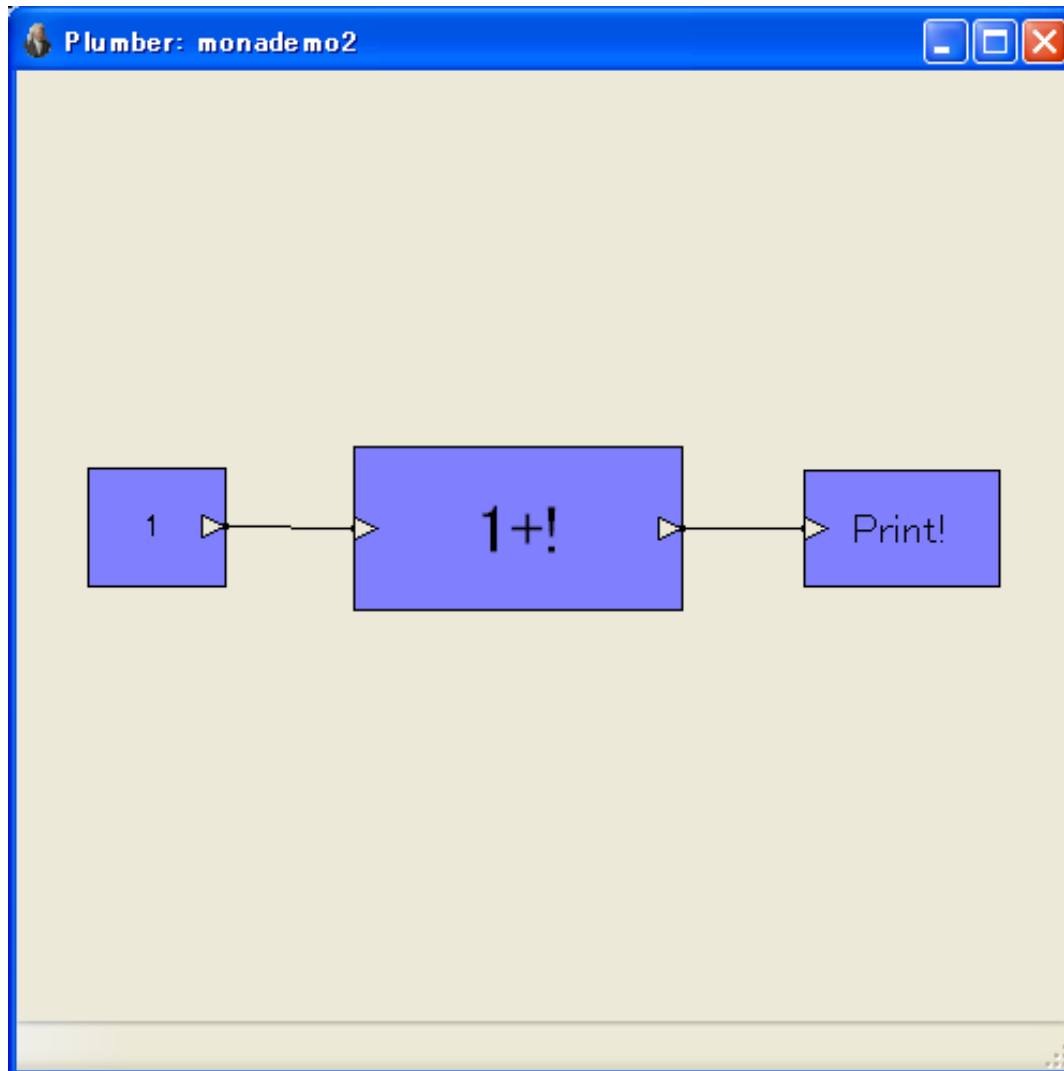
```
(defun sqrt! (x)
  (let ((y (sqrt x)))
    (list y (list (format nil "~s ->sqrt!-> ~s" x y)))))
```

Demonstration 3

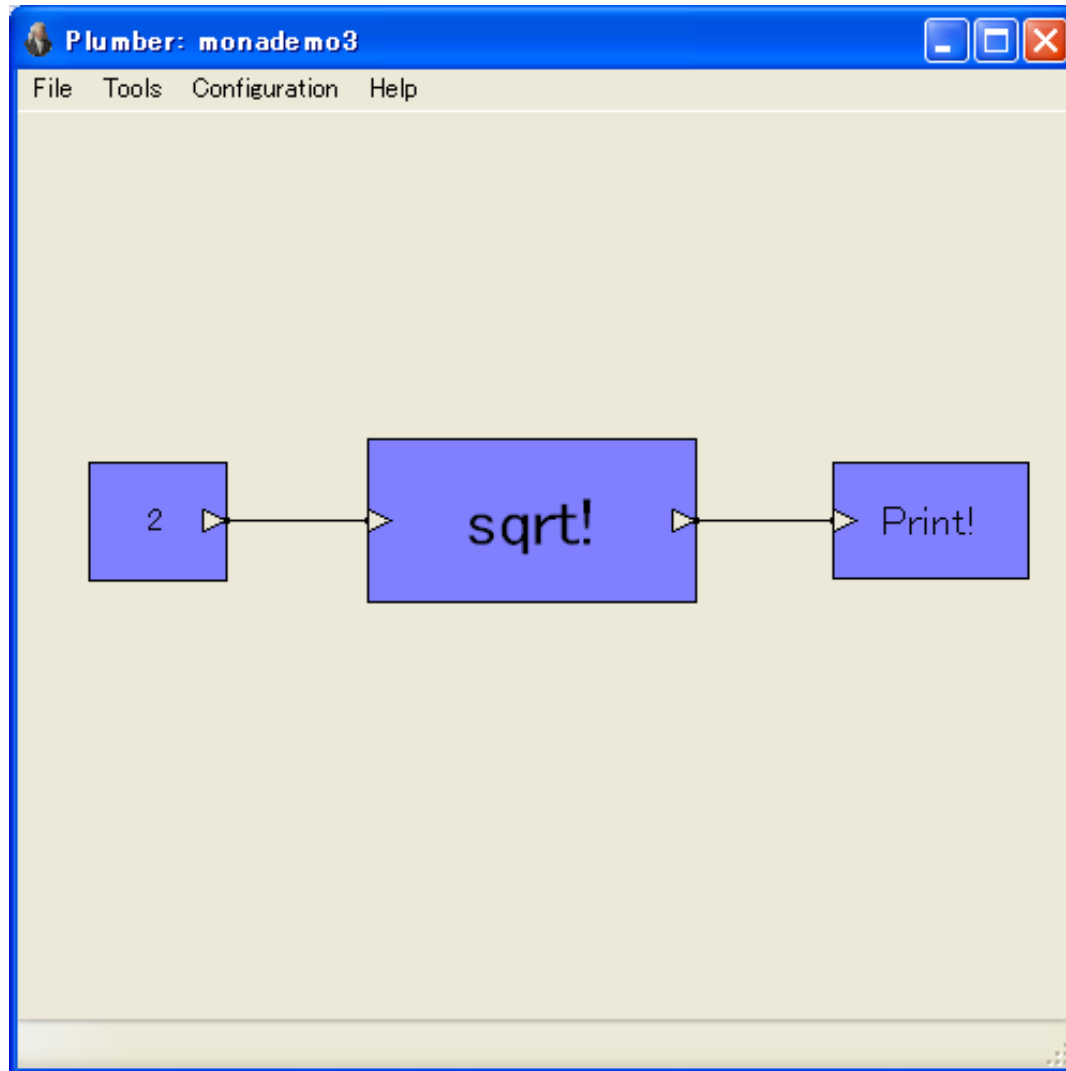
monademo1



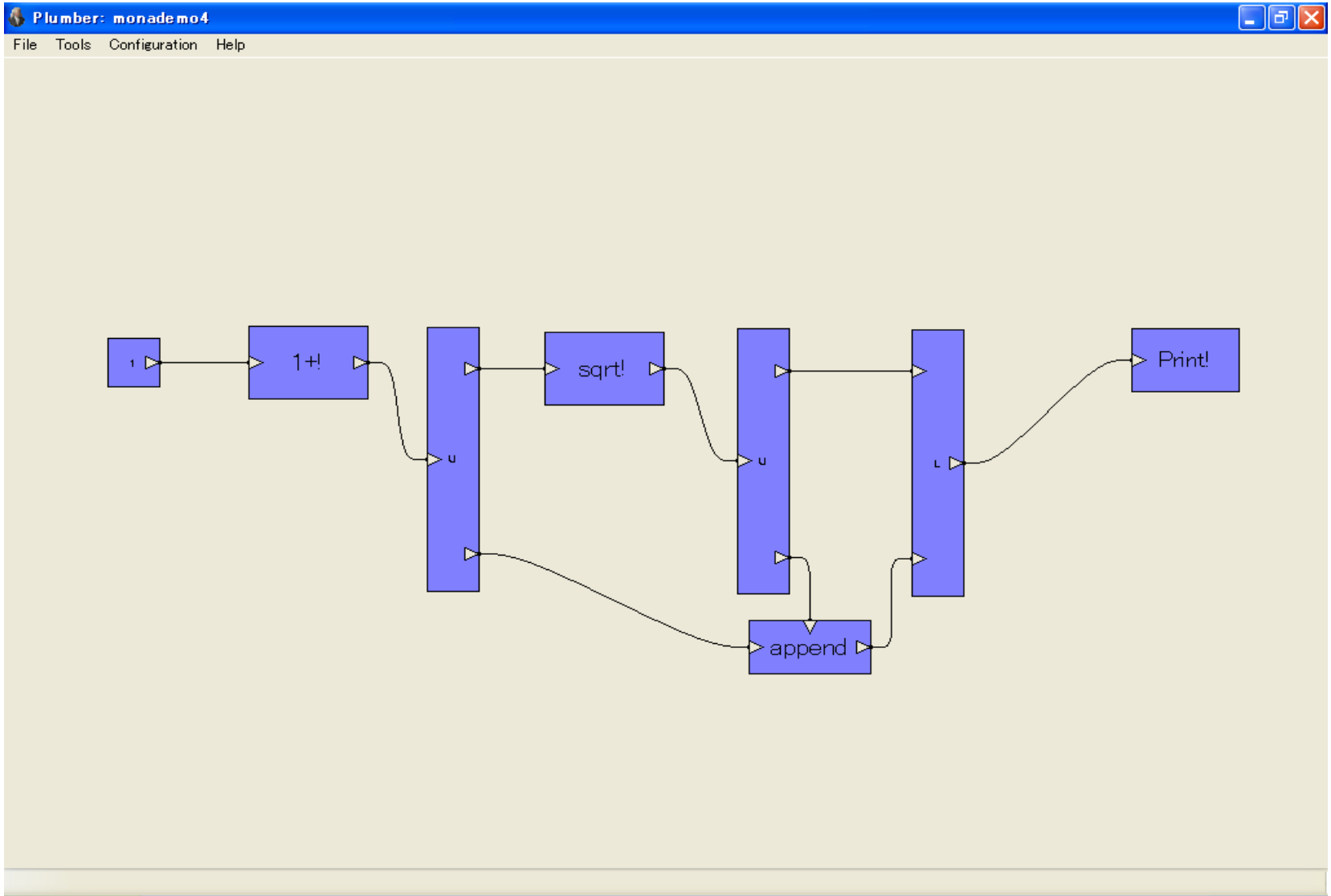
monademo2



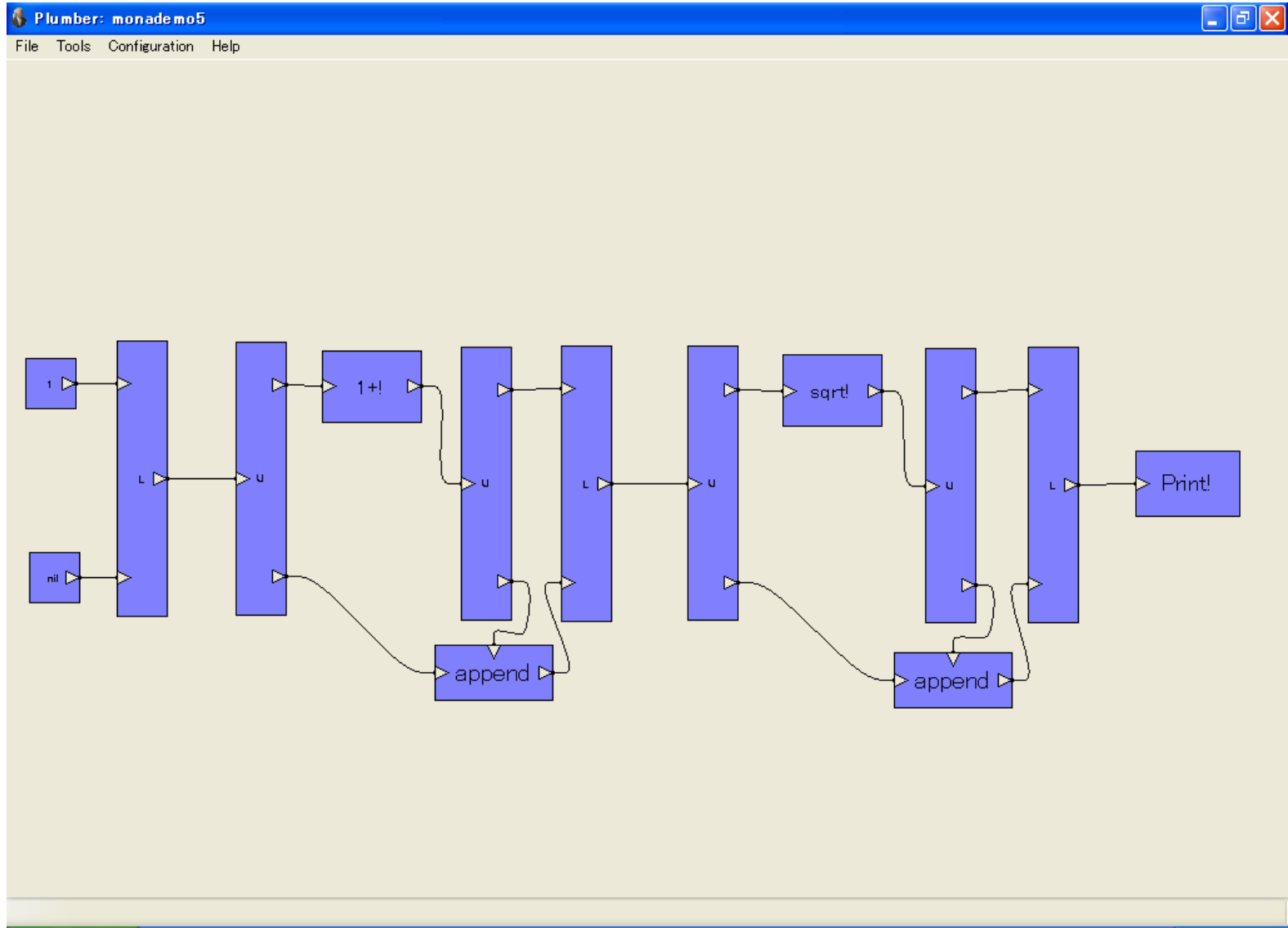
monademo3



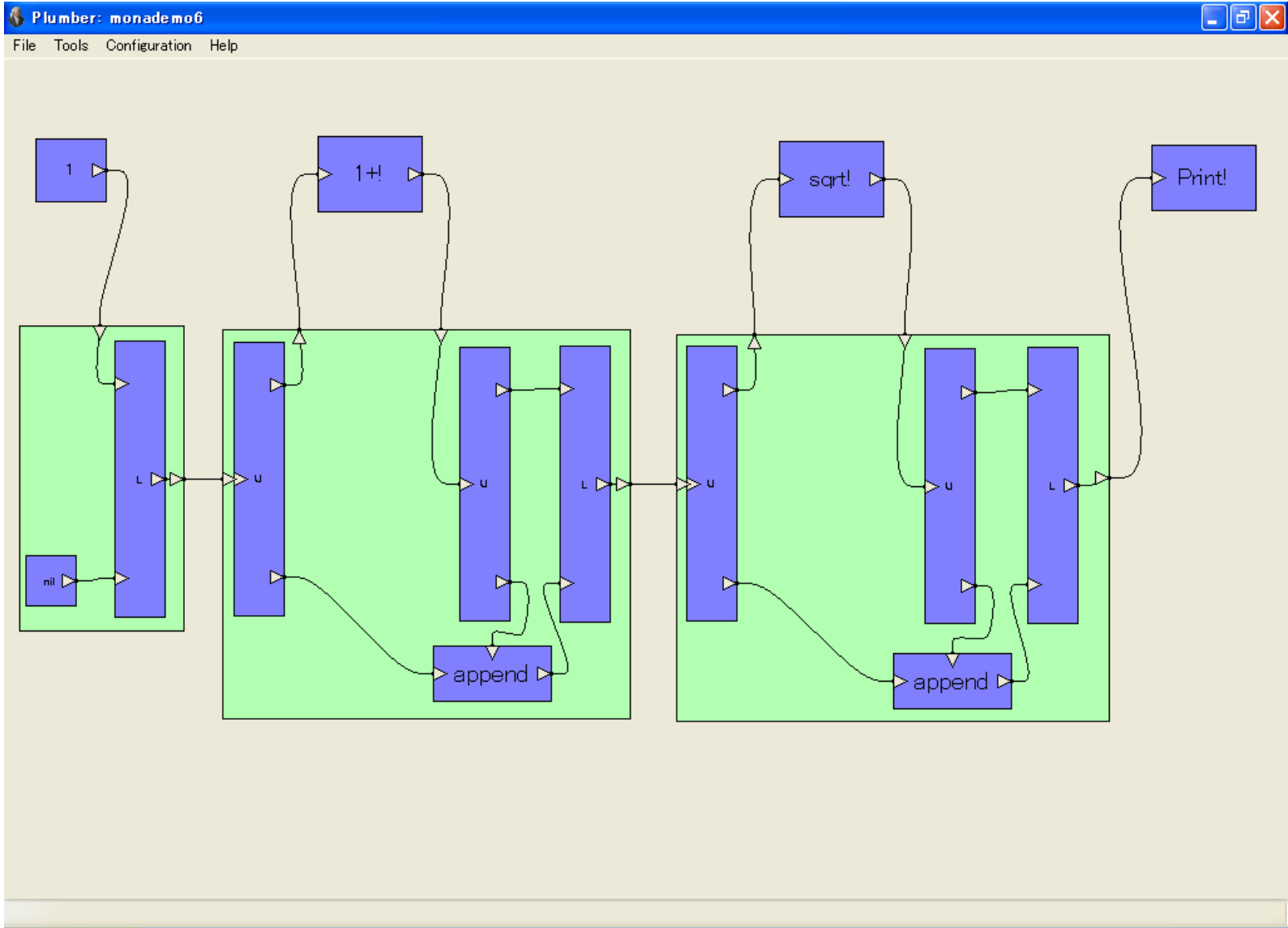
monademo4



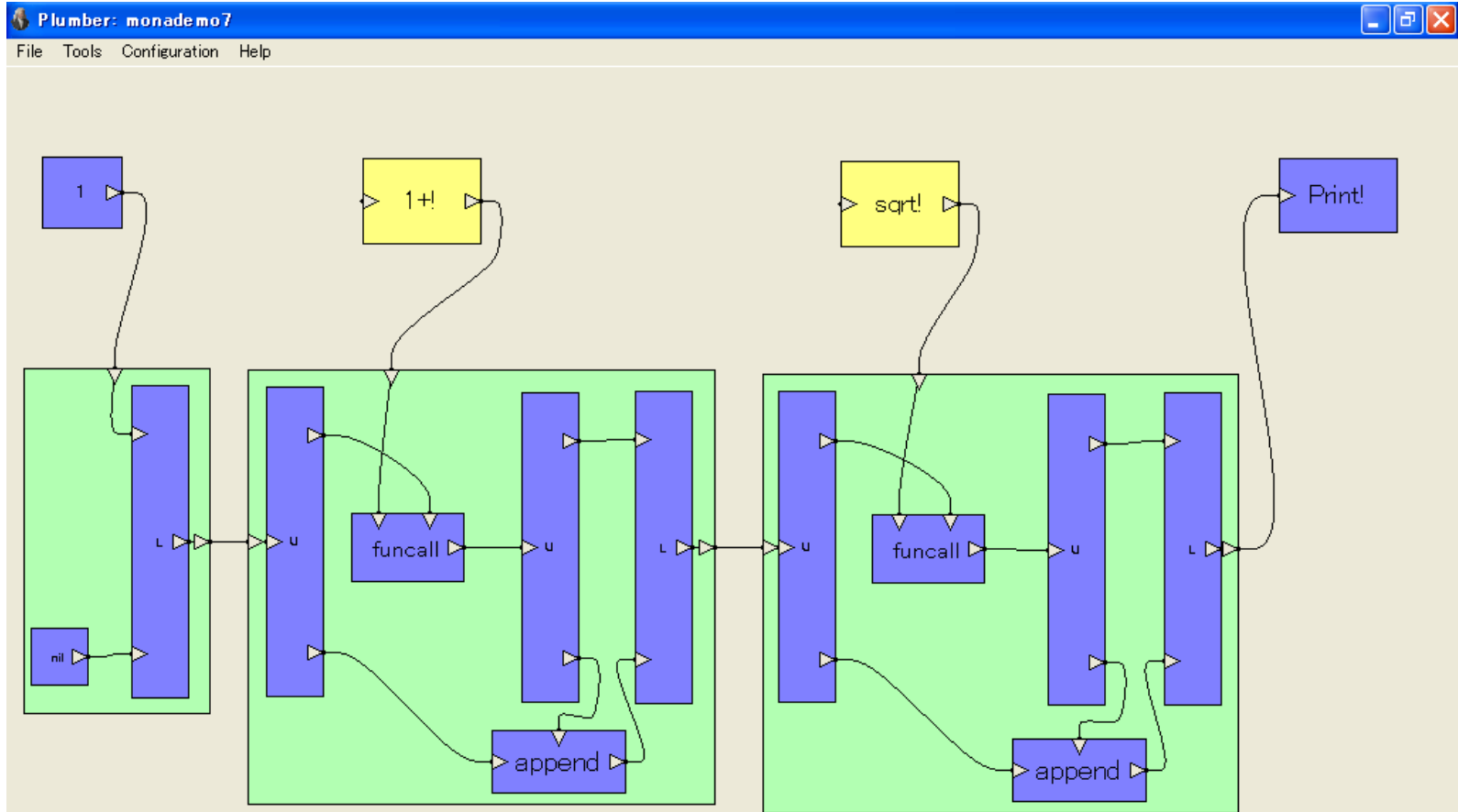
monademo5



monademo6

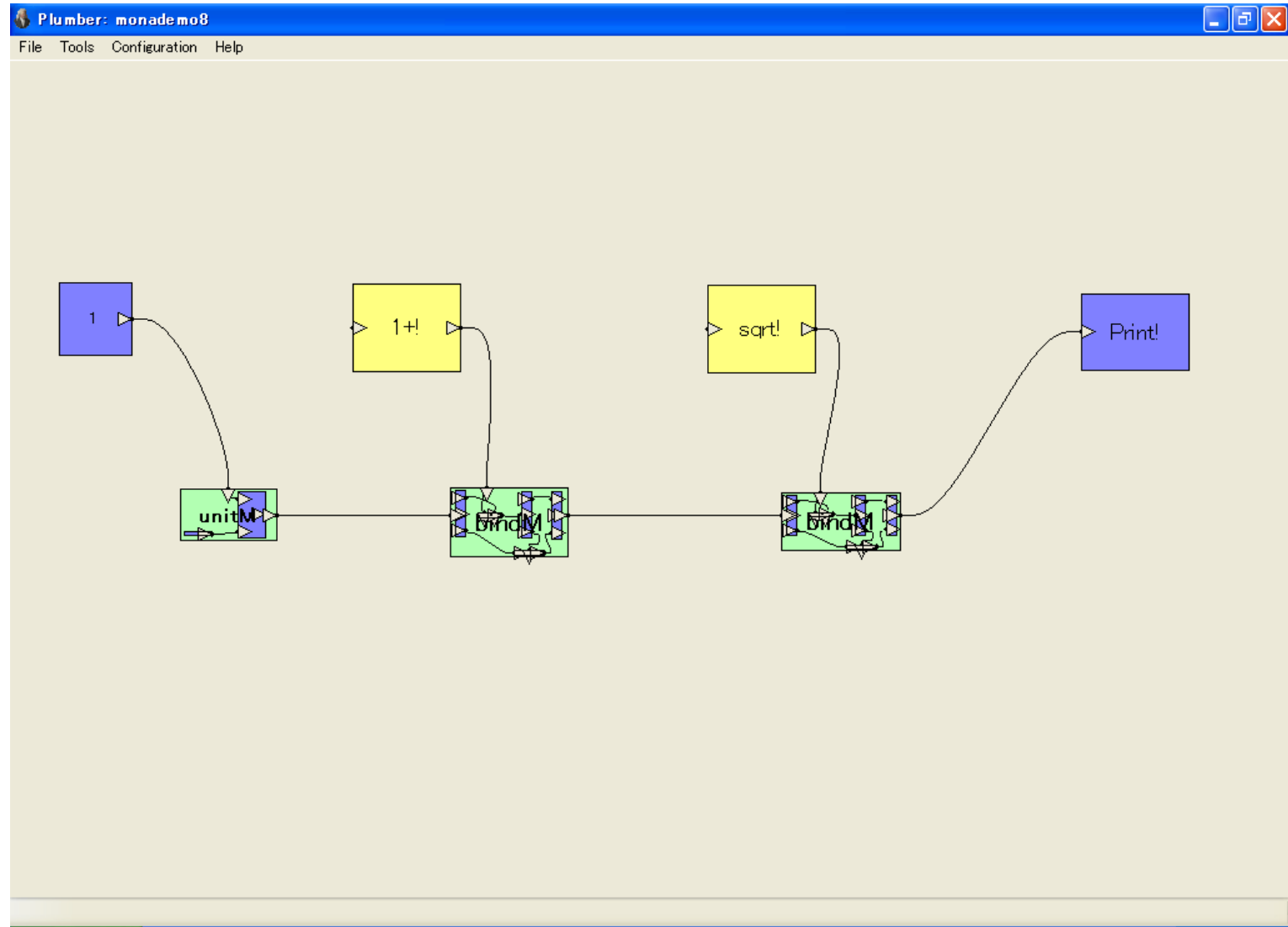


monademo7

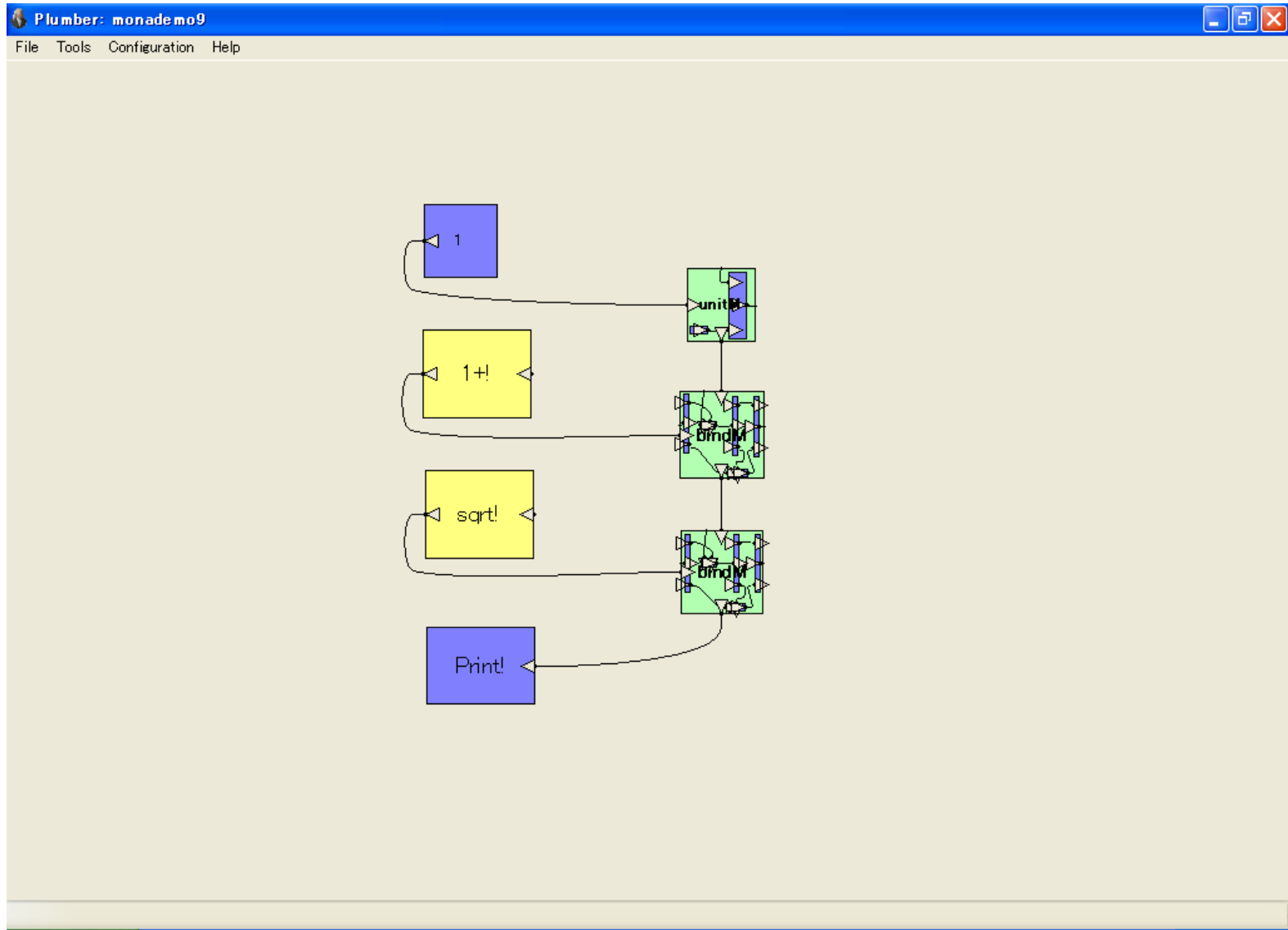


***We have found re-usable patterns
without any knowledge of category theory !***

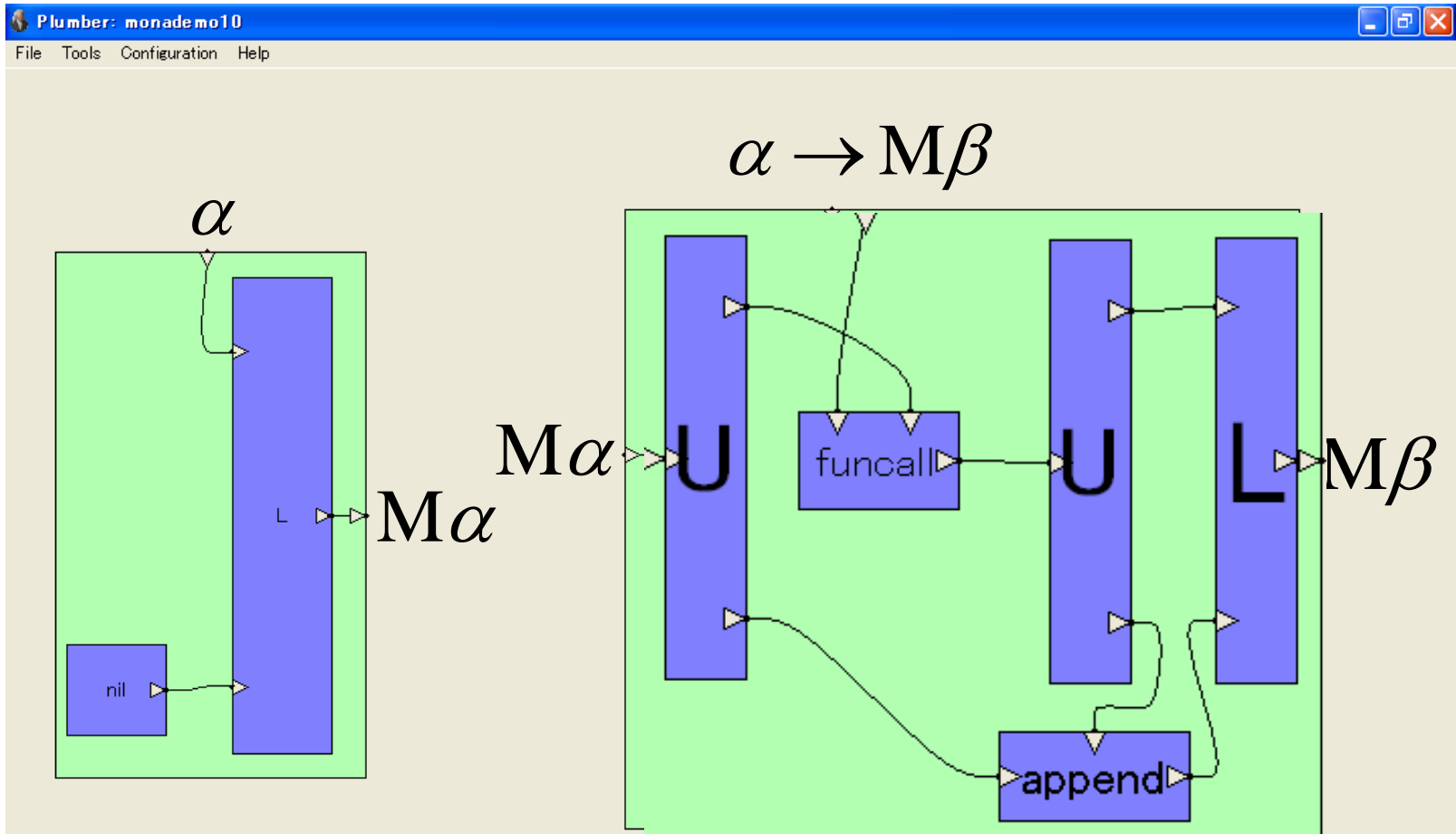
monademo8



monademo9



Correspondence to the definition in the literature



$\text{unitM} : \alpha \rightarrow M\alpha$

$\text{bindM} : M\alpha \rightarrow (\alpha \rightarrow M\beta) \rightarrow M\beta$

Final remarks

- Plumber is firstly designed for non-programmers
- And intended to provide a customize features for MSI products, as in Emacs Lisp of Emacs
- It is still incomplete as a general-purpose programming language
- This project is being suspended over two years

Thank you !

Monad laws

$$\text{unitM} : \alpha \rightarrow M\alpha$$

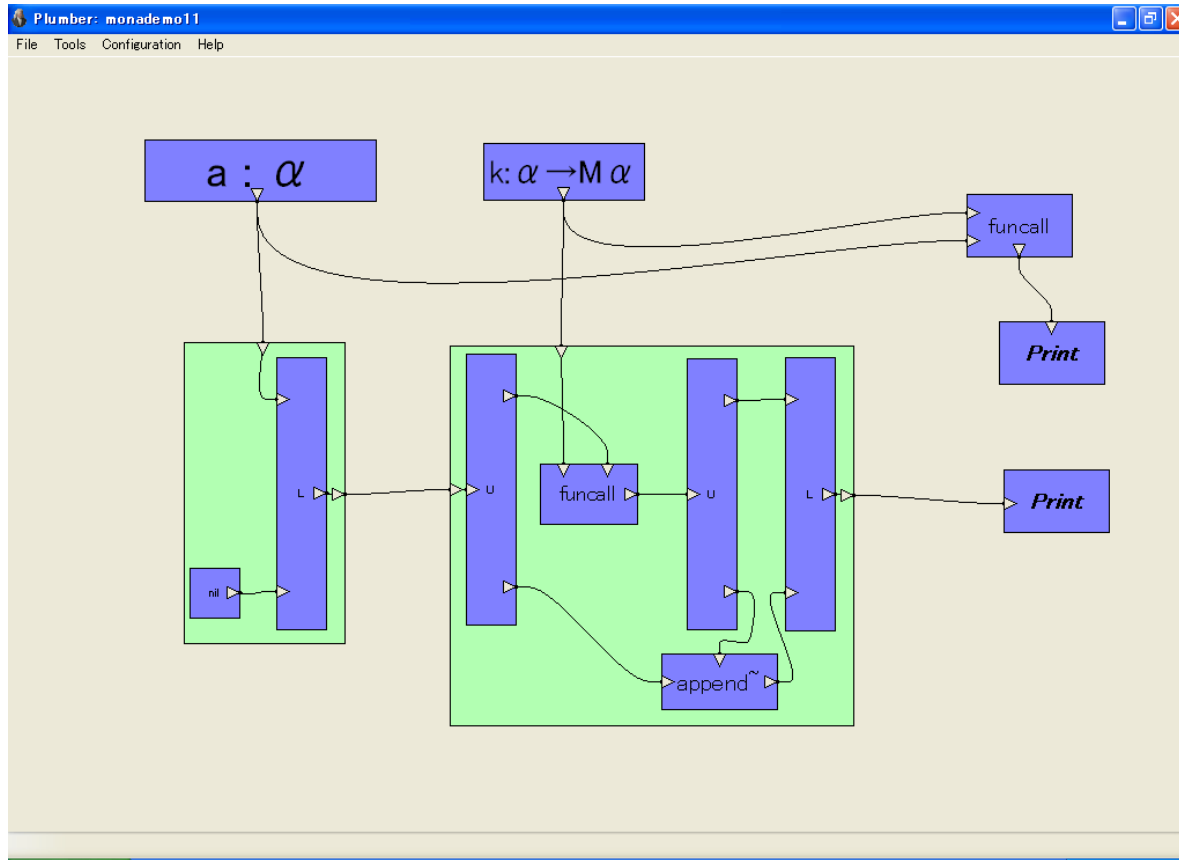
$$\text{bindM} : M\alpha \rightarrow (\alpha \rightarrow M\beta) \rightarrow M\beta$$

$$(\text{unitM } a) \text{ `bindM` } k = ka$$

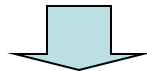
$$m \text{ `bindM` } \text{unitM} = m$$

$$\begin{aligned} & m \text{ `bindM` } (\lambda a. (ka \text{ `bindM` } h)) \\ &= (m \text{ `bindM` } \lambda a. ka) \text{ `bindM` } h \end{aligned}$$

$(\text{unitM } a) \text{ `bindM } k = ka$

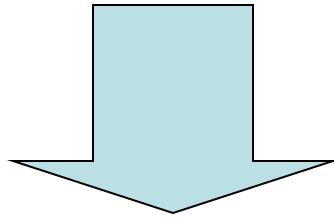


```
value = ((f a) ("string"))
value = ((f a) (append nil ("string")))
```



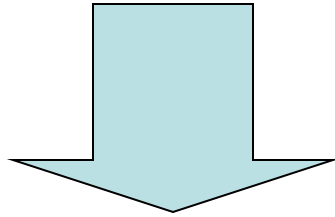
$(\text{append nil } x) = x$

$$m \text{ `bindM` unitM} = m$$



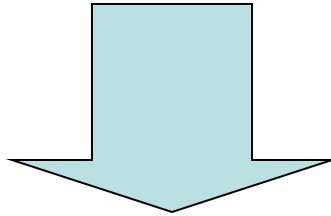
$$\text{(append x nil)} = \mathbf{x}$$

$$m \text{ `bindM` } (\lambda a.(ka \text{ `bindM` } h)) \\ = (m \text{ `bindM` } \lambda a.ka) \text{ `bindM` } h$$



$$(append \ x \ (append \ y \ z)) \\ = (append \ (append \ x \ y) \ z)$$

Monad laws of $M\alpha$



(リスト, `nil`, `append`)

はモノイドでなければならない！