

delta

Ordered Types for Stream Processing

Joseph W. Cutler
Christopher Watson
Philip Hilliard

Harrison Goldstein

Caleb Stanford (UC Davis)

Benjamin C. Pierce (University of Pennsylvania)



January 10, 2024

TFP

delta

Ordered Types for Stream Processing

Joseph W. Cutler
Christopher Watson
Philip Hilliard

Harrison Goldstein

Caleb Stanford (UC Davis)

Benjamin C. Pierce (University of Pennsylvania)



January 10, 2024

TFP

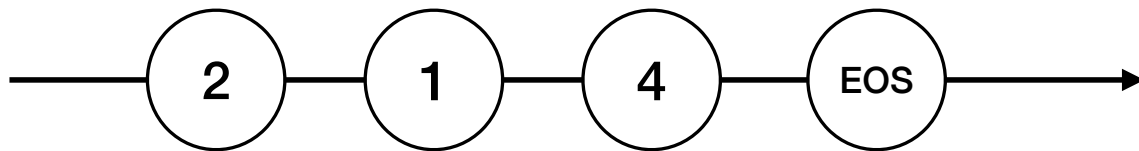
Stream Processing

What is a Stream?



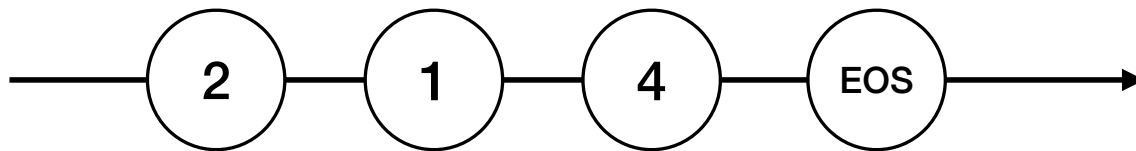
What is a Stream?

An **ordered** sequence



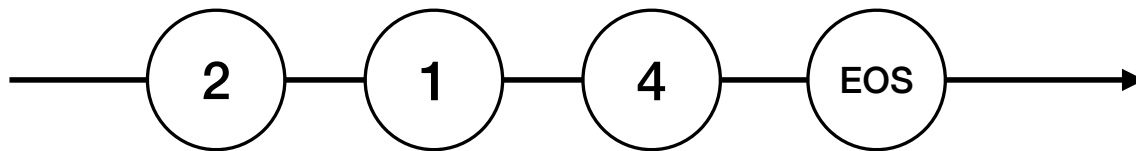
What is a Stream?

An **ordered** sequence
arriving **incrementally**



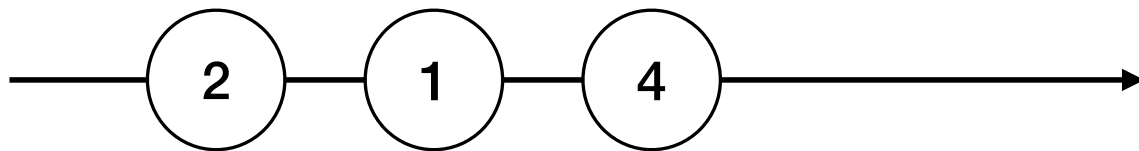
What is a Stream?

An **ordered** sequence
arriving **incrementally**
and possibly **unbounded** in size.



What is a Stream?

An **ordered** sequence
arriving **incrementally**
and possibly **unbounded** in size.



What is Stream Processing?



What is Stream Processing?



What is Stream Processing?



What is Stream Processing?



What is Stream Processing?



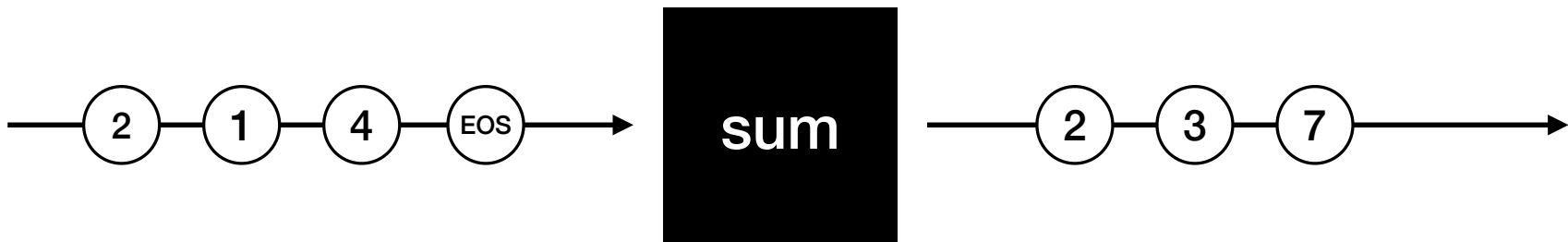
What is Stream Processing?



What is Stream Processing?



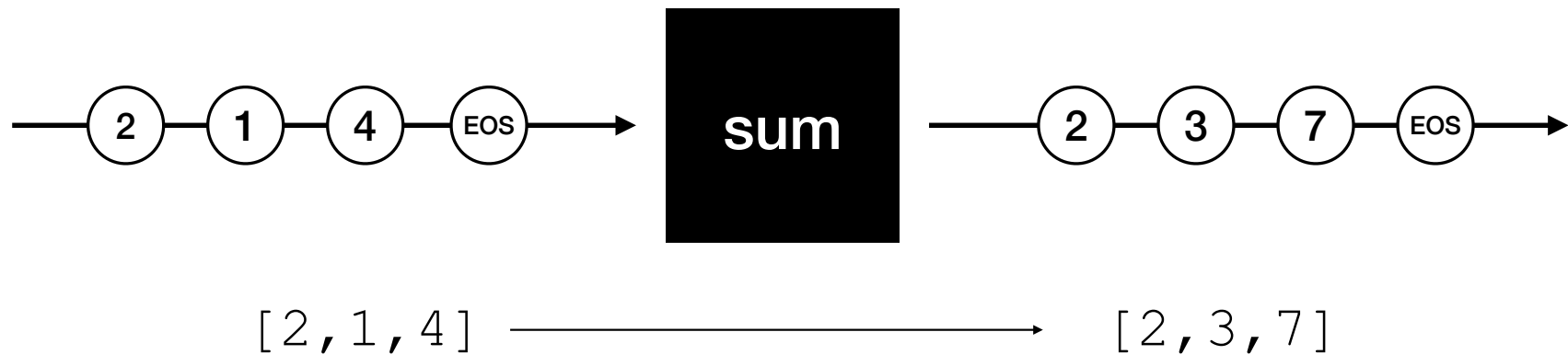
What is Stream Processing?



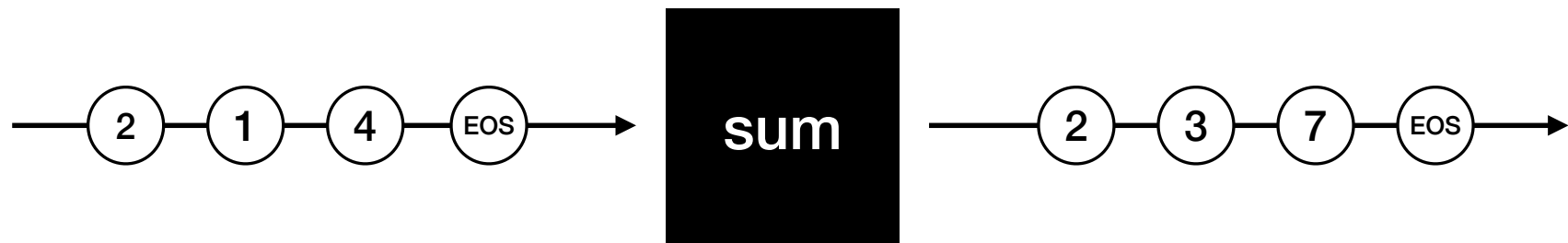
What is Stream Processing?



What is Stream Processing?



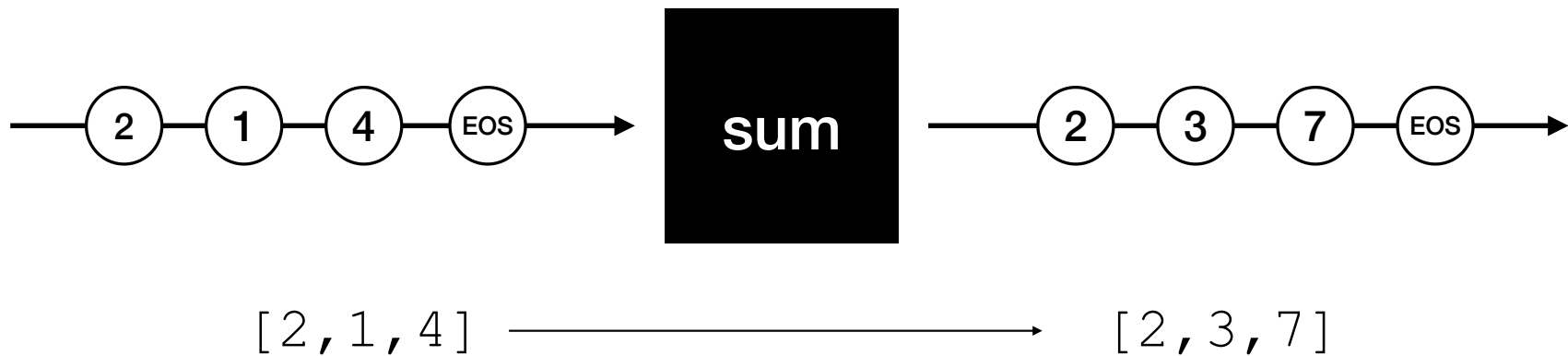
What is Stream Processing?



$[2, 1, 4]$ \longrightarrow $[2, 3, 7]$

Incremental List Processing

What is Stream Processing?



Incremental List Processing

(with **bounded** memory)

Programming Models for Streams

Programming Models for Streams

Manual State Machine

```
's -> 'a -> 's * ('b list)
```

✗ Low-Level

Programming Models for Streams

Manual State Machine

`'s -> 'a -> 's * ('b list)`

 Low-Level

Functional Reactive Programming

`time -> 'a`

 High-Level  Not Resource-Aware

Programming Models for Streams

Manual State Machine

`'s -> 'a -> 's * ('b list)`

 Low-Level

Functional Reactive Programming

`time -> 'a`

 High-Level  Not Resource-Aware

Streaming eDSL

`map : ('a -> 'b) -> 'a stream -> 'b stream`

`filter : ('a -> 'b) -> 'a stream -> 'b stream`

`window : ('a list -> 'b) -> int -> 'a stream -> 'b stream`

`fold : ('a -> 'b -> 'b) -> 'b -> 'a stream -> 'b stream`

 Resource Aware

 High-Level

 Not Expressive

What if I told you...

You can **write** a natural function on lists...

```
fun partialSums(acc : int, xs : int list) : int list =  
  case xs of  
    nil => acc  
  | y::ys => let acc' = y + acc in  
              acc' :: partialSums(acc', ys)
```

... and **run** it as a streaming program?

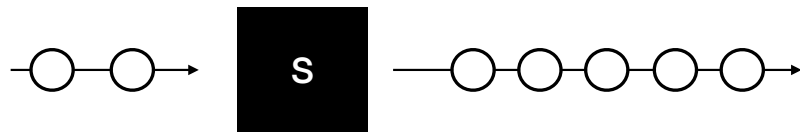




delta

Familiar functional syntax...

```
fun foo(xs : int list) =  
  case xs of  
    nil => ...  
    y :: ys => ... foo(ys) ...
```



... with streaming semantics!

✓ Expressive

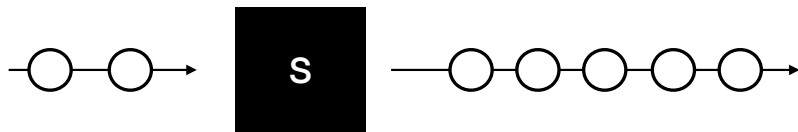
✓ High-Level



delta

Familiar functional syntax...

```
fun foo(xs : int list) =  
  case xs of  
    nil => ...  
    y :: ys => ... foo(ys) ...
```



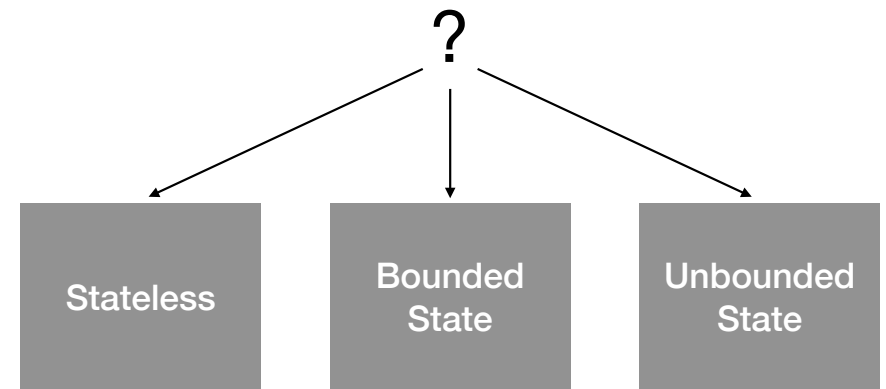
... with streaming semantics!

✓ Expressive

✓ High-Level

And static prevention of space leaks

```
fun foo(xs : int list) = ...
```



✓ Resource-Aware


How?

How?

With an *Ordered* Substructural Type System!

A *Non-Example*, for Inspiration

```
fun reverse(xs : s*) : s* =  
  case xs of  
    nil => nil  
  | y :: ys => snoc(reverse(ys);y)
```



*“Stream” is written with
a star in delta, like
regular expressions*

A Non-Example, for Inspiration


```
fun reverse(xs : s*) : s* =  
  case xs of  
    nil => nil  
  | y :: ys => snoc(reverse(ys);y)
```


y arrives before ys...

*“Stream” is written with
a star in delta, like
regular expressions*

A Non-Example, for Inspiration

```
fun reverse(xs : s*) : s* =  
  case xs of  
    nil => nil  
  | y :: ys => snoc(reverse(ys); y)
```


y arrives before ys...



... but is sent after


*“Stream” is written with
a star in delta, like
regular expressions*

A Non-Example, for Inspiration

```
fun reverse(xs : s*) : s* =  
  case xs of  
    nil => nil  
  | y :: ys => snoc(reverse(ys); y)
```

“Stream” is written with
a star in delta, like
regular expressions


y arrives before ys...


... but is sent after

We have to save the *entire stream* in memory!

Core Idea:

If all variables are used *in order of arrival of the corresponding data*, then the program is streamable with no auxiliary memory

Core Idea:

If all variables are used *in order of arrival of the corresponding data*, then the program is streamable with no auxiliary memory

delta is **stateless by default**

(programmers can selectively introduce state when needed)

Typing Judgment

$$\frac{\Gamma}{\text{Input Types}} \vdash \frac{e}{\text{Stream Program}} : \frac{S}{\text{Output Type}}$$

Typing Judgment

$$\begin{array}{ccc} \Gamma & \vdash & e : S \\ \hline \text{Input Types} & \hline \text{Stream Program} & \hline \text{Output Type} \end{array}$$

$$\Gamma = \underbrace{(x_0 : S_0); (x_1 : S_1); \dots; (x_n : S_n)}_{\text{First variable to arrive}}$$
$$\underbrace{\hspace{15em}}_{\text{Last variable to arrive}}$$

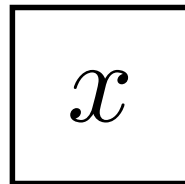
(Questions?)

Variables

$$\Gamma; (x : S) ; \Gamma' \vdash x : S$$

Variables

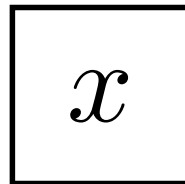
$$\Gamma; (x : S); \Gamma' \vdash x : S$$



Variables

$$\Gamma; (x : S); \Gamma' \vdash x : S$$

$\xrightarrow{\Gamma}$



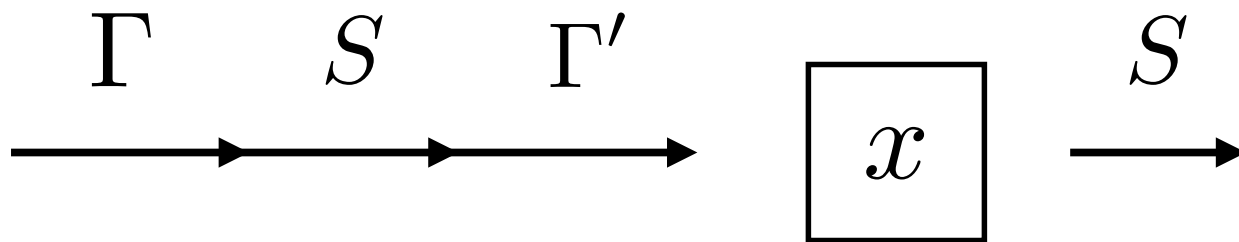
Variables

$$\Gamma; (x : S) ; \Gamma' \vdash x : S$$



Variables

$$\Gamma; (x : S); \Gamma' \vdash x : S$$



Nil and Cons

$$\frac{}{\Gamma \vdash \text{nil} : S^*}$$

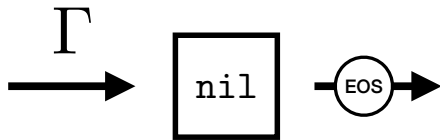
Nil and Cons

$$\Gamma \vdash \text{nil} : S^*$$

nil

Nil and Cons

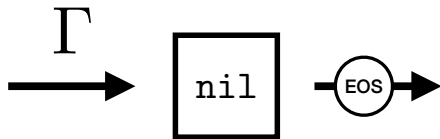
$$\Gamma \vdash \text{nil} : S^{\star}$$



Nil and Cons

$$\frac{}{\Gamma \vdash \text{nil} : S^*}$$

$$\frac{\Gamma \vdash e : S \quad \Delta \vdash e' : S^*}{\Gamma; \Delta \vdash e :: e' : S^*}$$



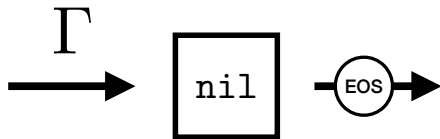
Nil and Cons

Early inputs used for
first output

Later inputs used for
rest of outputs

$$\frac{}{\Gamma \vdash \text{nil} : S^*}$$

$$\frac{\Gamma \vdash e : S \quad \Delta \vdash e' : S^*}{\boxed{\Gamma; \Delta} \vdash e :: e' : S^*}$$



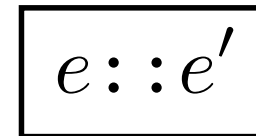
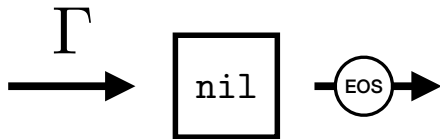
Nil and Cons

Early inputs used for
first output

Later inputs used for
rest of outputs

$$\frac{}{\Gamma \vdash \text{nil} : S^*}$$

$$\frac{\Gamma \vdash e : S \quad \Delta \vdash e' : S^*}{\boxed{\Gamma; \Delta} \vdash e :: e' : S^*}$$



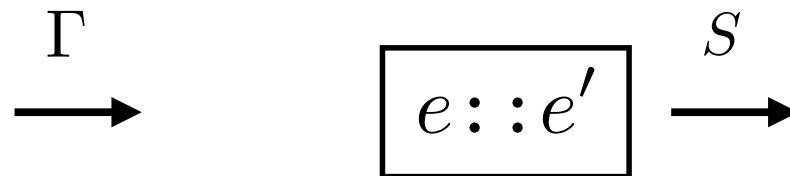
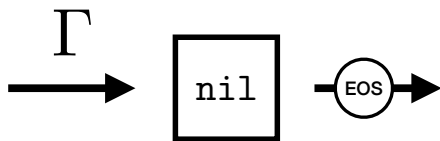
Nil and Cons

Early inputs used for
first output

Later inputs used for
rest of outputs

$$\frac{}{\Gamma \vdash \text{nil} : S^*}$$

$$\frac{\Gamma \vdash e : S \quad \Delta \vdash e' : S^*}{\boxed{\Gamma; \Delta} \vdash e :: e' : S^*}$$



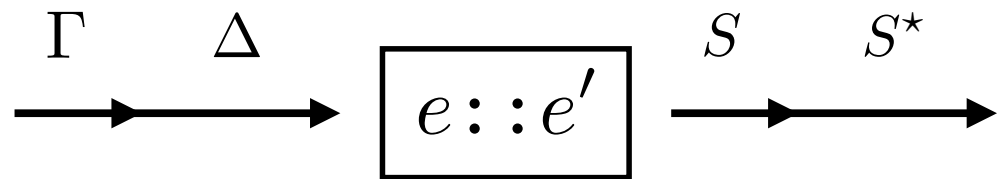
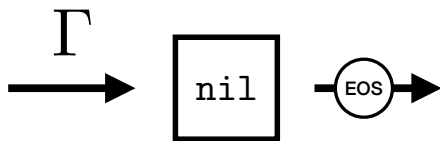
Nil and Cons

Early inputs used for
first output

Later inputs used for
rest of outputs

$$\frac{}{\Gamma \vdash \text{nil} : S^*}$$

$$\frac{\Gamma \vdash e : S \quad \Delta \vdash e' : S^*}{\boxed{\Gamma; \Delta} \vdash e :: e' : S^*}$$



Star-Case

$$\frac{\Gamma; \Gamma' \vdash e : T \quad \Gamma; (y : S); (ys : S^*); \Gamma' \vdash e' : T}{\Gamma; (xs : S^*); \Gamma' \vdash \text{case}(xs, e, y.ys.e') : T}$$

Filter

Looks like **list**
filter, runs like
stream filter!

```
fun filter[s] (p : s -> Bool) (xs : s*) : s* =  
  case xs of  
    nil => nil  
  | y::ys => let zs = filter(p) (ys) in  
              if p(y) then y::zs else zs
```

Filter

Looks like **list**
filter, runs like
stream filter!

```
fun filter[s] (p : s -> Bool) (xs : s*) : s* =  
  case xs of  
    nil => nil  
  | y::ys => let zs = filter(p) (ys) in  
              if p(y) then y::zs else zs
```



We can recover all the standard list combinators as
stream combinators in this style!



But Wait, There's More!

Ordered Structure Yields Rich Stream Types

$$S \cdot T$$

Concatenation Type

Ordered Structure Yields Rich Stream Types

$$S + T$$

Sum Type

$$S \cdot T$$

Concatenation Type

Ordered Structure Yields Rich Stream Types

$$S + T$$

Sum Type

$$S \cdot T$$

Concatenation Type

Int

Singleton Type

Ordered Structure Yields Rich Stream Types

$$S + T$$

Sum Type

$$S \cdot T$$

Concatenation Type

Int

Singleton Type

ϵ

Empty Stream Type

Quiz

What streams do these types describe?

$\text{Int} + \text{Int} \cdot \text{Int}$ $\text{Int} \cdot (\text{Int} + \varepsilon)$

Technical footnote:

Stream Types vs. Separation Logic

$$S \cdot T$$

Separation in time

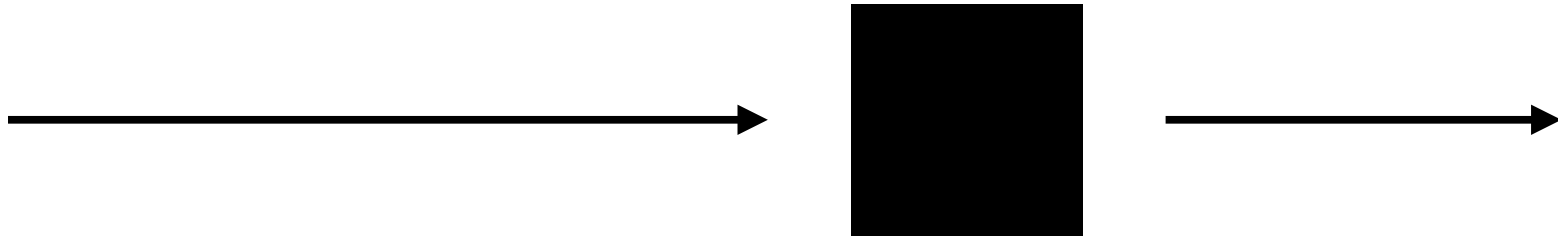
$$S * T$$

Separation in (heap) space

Rich types
let us build stream programs
compositionally

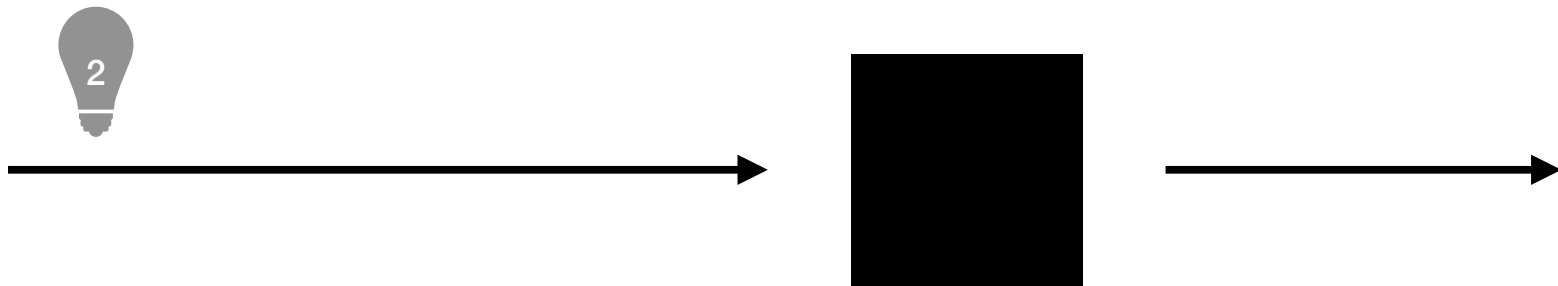
Example

Compute the average of each run above 3



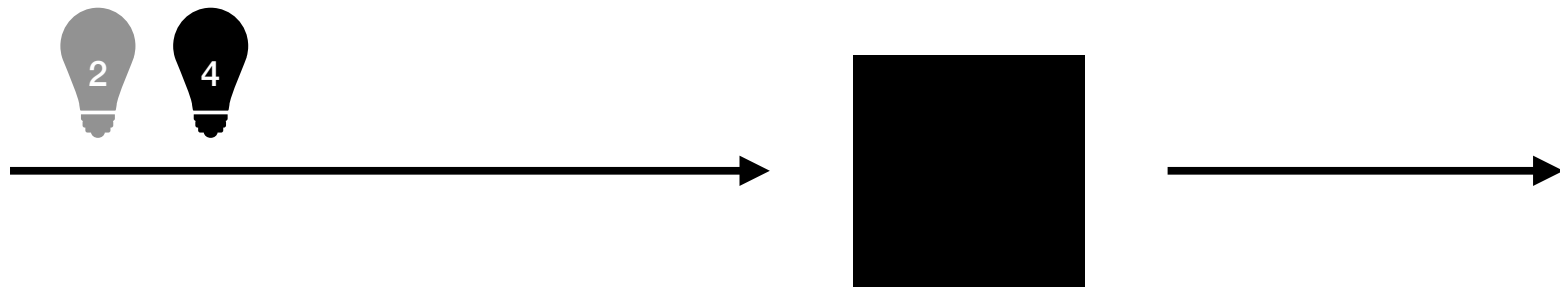
Example

Compute the average of each run above 3



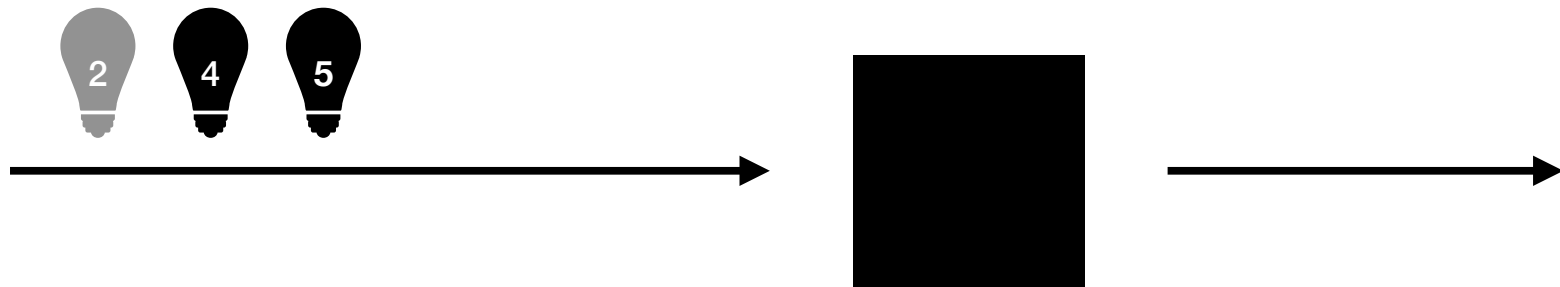
Example

Compute the average of each run above 3



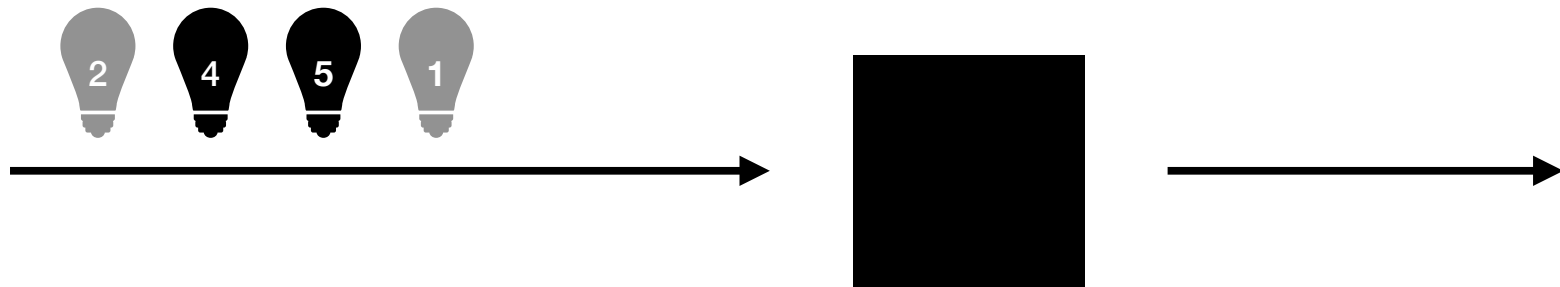
Example

Compute the average of each run above 3



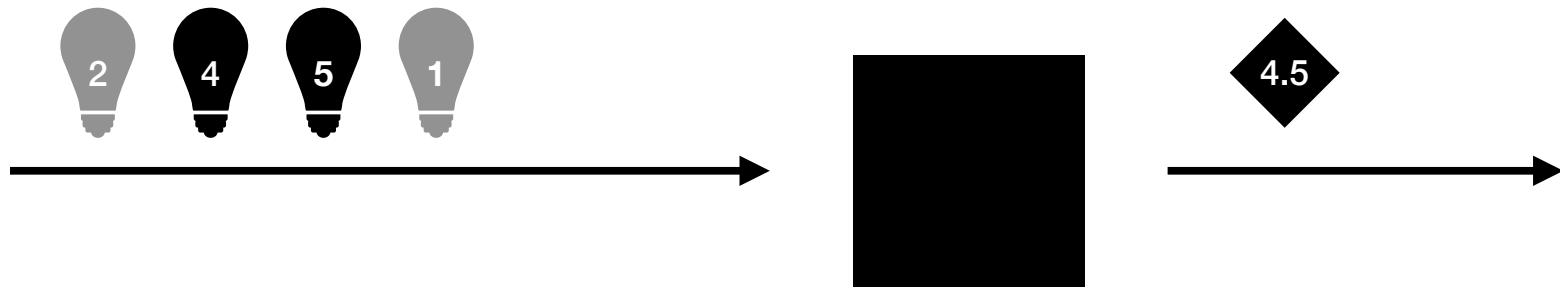
Example

Compute the average of each run above 3



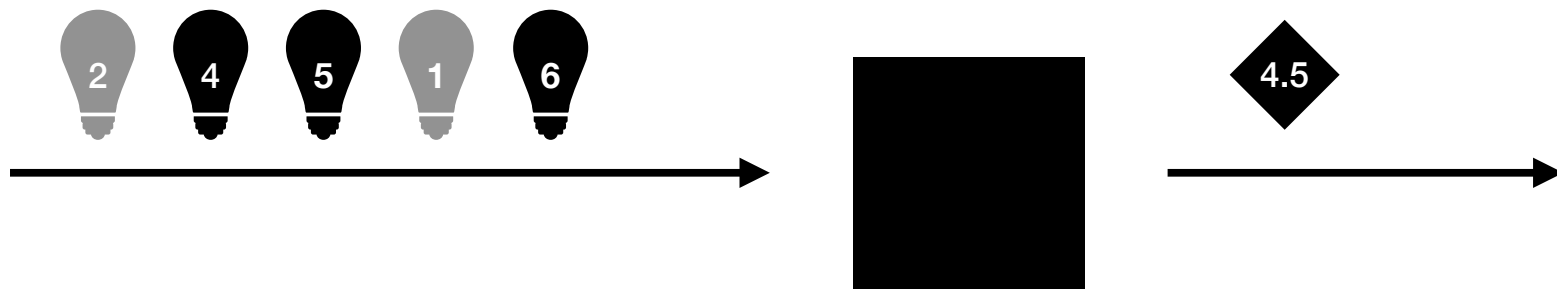
Example

Compute the average of each run above 3



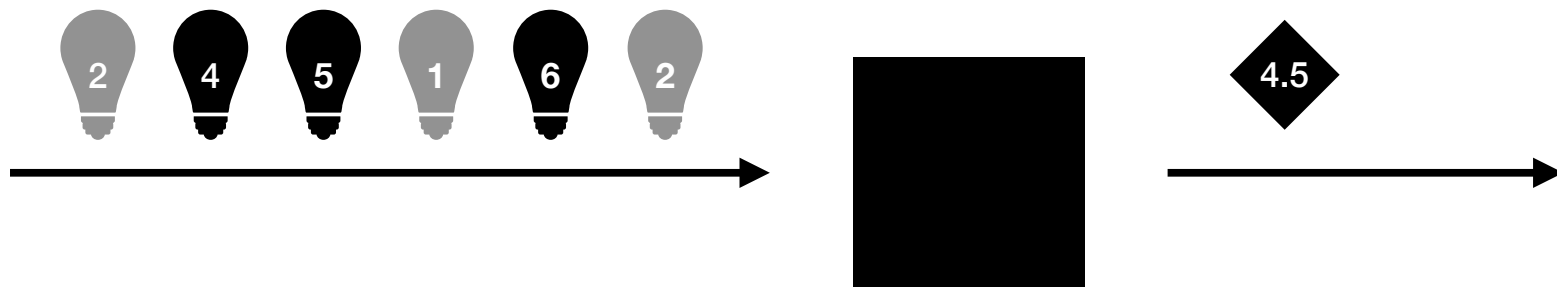
Example

Compute the average of each run above 3



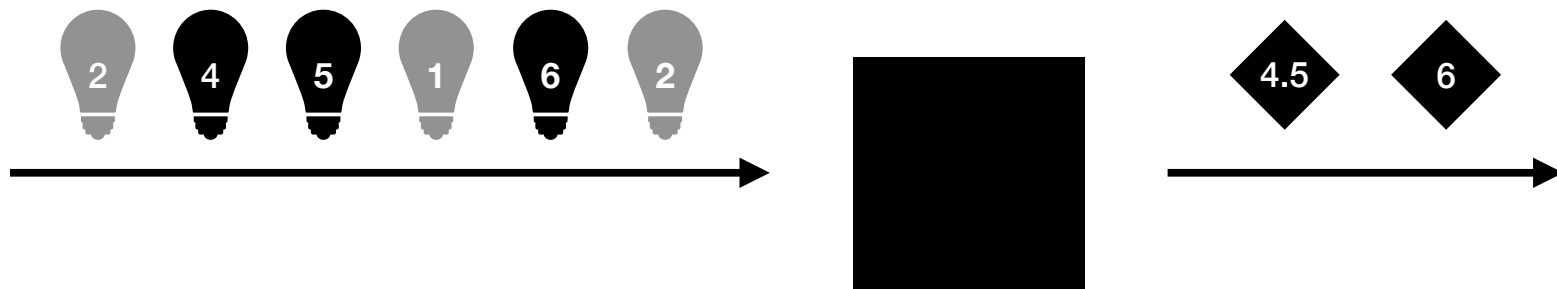
Example

Compute the average of each run above 3



Example

Compute the average of each run above 3



In Flink:



“Compute averages of runs above 3”

In Flink:



“Compute averages of runs above 3”

```
xs.flatMapWithState((x : Int, st : Option[Int,Int]) =>
  st match {
    case None => if x > 3 then ([],Some(1,x)) else ([],None)
    case Some(num, tot) =>
      if x > 3 then
        ([],Some(num + 1, tot + x))
      else
       ([(x + tot) / (num + 1)], None)
  }
)
```

In Flink:



“Compute above 3”

```
xs.flatMapWithState(  
  st match {  
    case None => i  
    case Some(num,  
      if x > 3 then  
        ([],Some(num  
      else  
        ([ (x + tot  
  }  
)
```

In delta:



delta gives you
types to help
think about the
problem!

$$\text{Int} \cdot \text{Int}^*$$

“Nonempty run of Ints”

$$(\text{Int} \cdot \text{Int}^*)^*$$

“Stream of nonempty runs of Ints”

Typeful Programming in delta

$$\text{Int} \cdot \text{Int}^* \xrightarrow{\text{avgRun}} \text{Int}$$

$$\text{Int}^* \xrightarrow{\text{parseRuns}} (\text{Int} \cdot \text{Int}^*)^* \xrightarrow{\text{map}(\text{avgRun})} \text{Int}^*$$

avgAbove3

Typeful Programming in delta



```
fun average1Run(w : Int . Int*) : Int =  
  let (x;xs) = w in  
  let (k,n) = (sum(xs), length(xs)) in  
  (k + x) / (n + 1)
```

```
fun avgAbove3(XS : Int*) : Int* =  
  map(average1Run) (parseRuns (geq3) (xs))
```

Typeful Programming in delta



```
fun average1Run(w : Int . Int*) : Int =  
  let (x;xs) = w in  
  let (k,n) = (sum(xs), length(xs)) in  
  (k + x) / (n + 1)
```

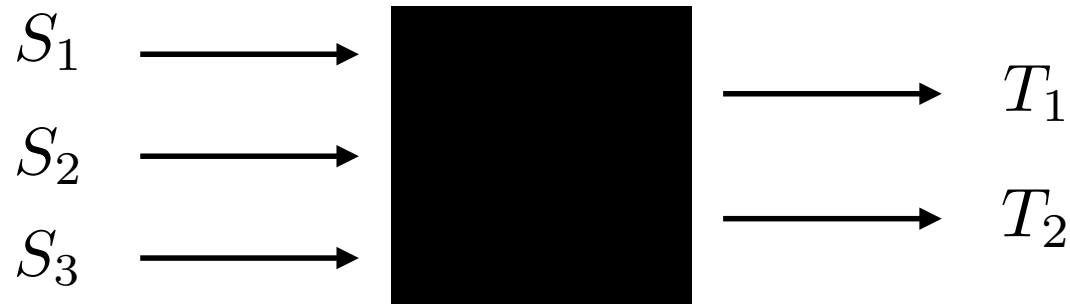
```
fun avgAbove3(XS : Int*) : Int* =  
  map(average1Run) (parseRuns (geq3) (xs))
```

Exact same semantics as the fold in Flink!

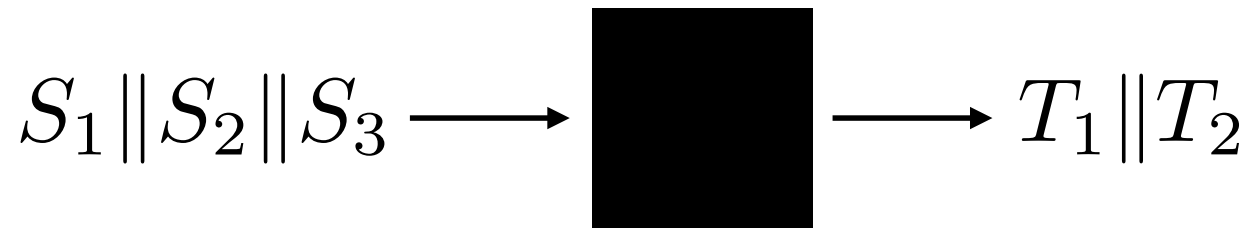
But Wait, There's *Even* More!

What about
multiple **parallel** inputs?

What about multiple **parallel** inputs?



What about multiple parallel inputs?



Multiple inputs are products!

“Parallel Substreams” Type

$$S || T$$

"A stream of type S interleaved with a stream of type T"

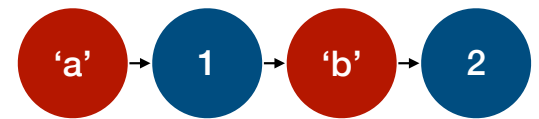
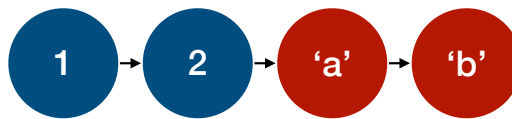
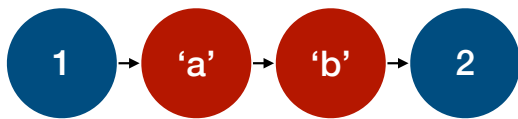
(with elements tagged to indicate their source)

Careful...

Parallel inputs risk
nondeterminism!

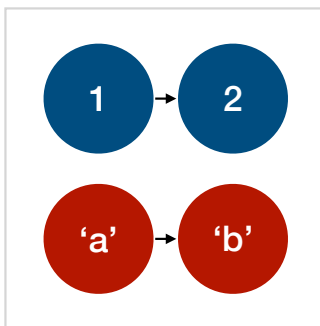
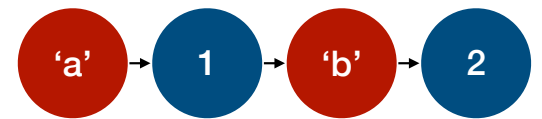
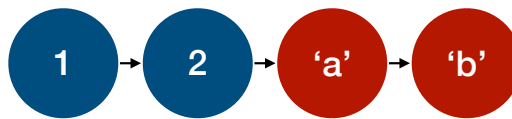
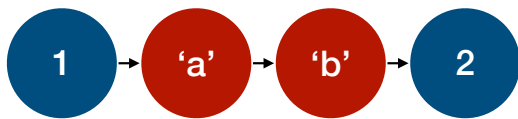
Problem: Multiple Equivalent Interleavings

$\text{Int}^* \parallel \text{Char}^*$



Problem: Multiple Equivalent Interleavings

$\text{Int}^* \parallel \text{Char}^*$



**Streams with parallel are actually
*partially ordered***

We don't want to be able to write this:

```
fun imposeOrder(x : Int || Char) : Int =  
  <... if the Int arrives first,  
      send it along and drop the Char;  
    if the Char arrives first,  
      send 42 and drop the Int...>
```

Core Idea 2:

If variables corresponding to unordered parts of the data are *never used in an ordered way*, the program is deterministic

Core Idea 2:

If variables corresponding to unordered parts of the data are *never used in an ordered way*, the program is deterministic

delta is **deterministic by default**

(programmers can selectively introduce nondeterminism)

Parallel Right Rule

$$\frac{\Gamma \vdash e : S \quad \Gamma \vdash e' : T}{\Gamma \vdash (e, e') : S \parallel T}$$

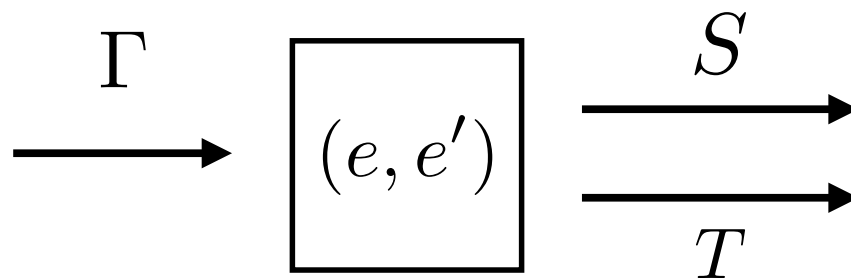
Parallel Right Rule

$$\frac{\Gamma \vdash e : S \quad \Gamma \vdash e' : T}{\Gamma \vdash (e, e') : S \parallel T}$$

$$\boxed{(e, e')}$$

Parallel Right Rule

$$\frac{\Gamma \vdash e : S \quad \Gamma \vdash e' : T}{\Gamma \vdash (e, e') : S \parallel T}$$



Parallel Left Rule, Take 1

$$\frac{\Gamma; ???; \Gamma' \vdash e : R}{\Gamma; z : S \parallel T; \Gamma' \vdash \text{let } (x, y) = z \text{ in } e : R}$$

Parallel Left Rule, Take 1

$$\frac{\Gamma; ???; \Gamma' \vdash e : R}{\Gamma; z : S \parallel T; \Gamma' \vdash \text{let } (x, y) = z \text{ in } e : R}$$

$$(x : S); (y : T)$$

Parallel Left Rule, Take 1

$$\frac{\Gamma; ???; \Gamma' \vdash e : R}{\Gamma; z : S \parallel T; \Gamma' \vdash \text{let } (x, y) = z \text{ in } e : R}$$

$(x : S \text{ ~~},~~ (y : T))$

Parallel Left Rule, Take 1

$$\frac{\Gamma; ???; \Gamma' \vdash e : R}{\Gamma; z : S \parallel T; \Gamma' \vdash \text{let } (x, y) = z \text{ in } e : R}$$

$(x : S, (y : T))$

$(y : T); (x : S)$

Parallel Left Rule, Take 1

$$\frac{\Gamma; ???; \Gamma' \vdash e : R}{\Gamma; z : S \parallel T; \Gamma' \vdash \text{let } (x, y) = z \text{ in } e : R}$$

$(x : S \text{ } \times \text{ } (y : T))$

$(y : T \text{ } \times \text{ } (x : S))$

Parallel Left Rule, Take 1

$$\frac{\Gamma; ???; \Gamma' \vdash e : R}{\Gamma; z : S || T; \Gamma' \vdash \text{let } (x, y) = z \text{ in } e : R}$$



$(x : S) \times (y : T)$ $(x : S), (y : T)$ $(y : T) \times (x : S)$

“Bunched” Contexts

$$\Gamma ::= \cdot \mid x : S \mid \Gamma, \Gamma \mid \Gamma; \Gamma$$

“Bunched” Contexts

$$\Gamma ::= \cdot \mid x : S \mid \Gamma, \Gamma \mid \Gamma; \Gamma$$

Γ, Δ

Unordered

$\Gamma; \Delta$

Ordered

“Bunched” Contexts

$$\Gamma ::= \cdot \mid x : S \mid \Gamma, \Gamma \mid \Gamma; \Gamma$$

Γ, Δ

Unordered

Corresponds to parallel

$\Gamma; \Delta$

Ordered

Corresponds to concat

Unordered data can't be used in an ordered way

$$\frac{\vdots}{(x : S) , (y : T) \vdash (x; y) : S \cdot T}$$

Formally: Cat-R rule
requires semicolon context

Unordered data can't be used in an ordered way

$$\frac{\vdots}{(x : S) , (y : T) \not\vdash (x; y) : S \cdot T}$$

Formally: Cat-R rule
requires semicolon context

A Stream Partitioner

Looks like **list**
partition, runs like
stream partition!

```
fun partition[s](p : s->Bool)(xs : s*) : s*||s* =  
  case xs of  
    nil => nil  
  | y::ys => let (zs,ws) = partition(p)(ys) in  
              if p(y) then (y::zs,ws) else (zs,y::ws)
```


A Stream Partitioner

Looks like **list**
partition, runs like
stream partition!

```
fun partition[s](p : s->Bool)(xs : s*) : s*||s* =  
  case xs of  
    nil => nil  
  | y::ys => let (zs,ws) = partition(p)(ys) in  
              if p(y) then (y::zs,ws) else (zs,y::ws)
```

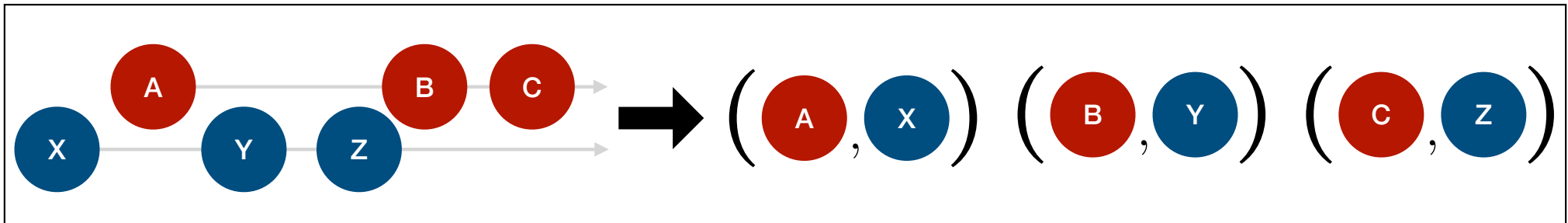


Again, we can recover many standard parallelism
combinators as stream programs in this style!



Deterministic Merging of Parallel Streams

```
fun merge[s] (xs : s*, ys : s*) : (s || s)* =  
  case xs of  
    nil => nil  
  | x' :: xs' =>  
    case ys of  
      nil => nil  
    | y' :: ys' => (x', y') :: merge (xs', ys')
```



Execution model

Today

Single-node
Haskell interpreter



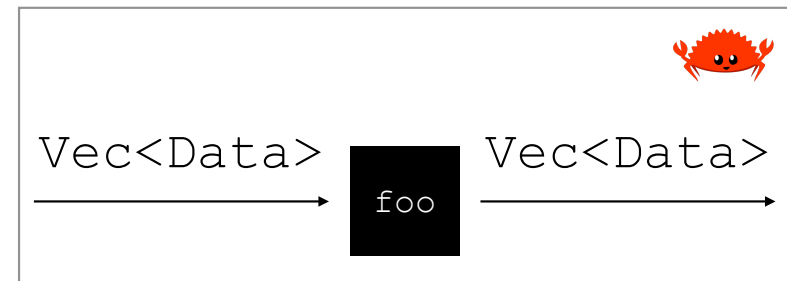
Soon

Compiler to Rust-based
runtime above Hydro
dataflow engine



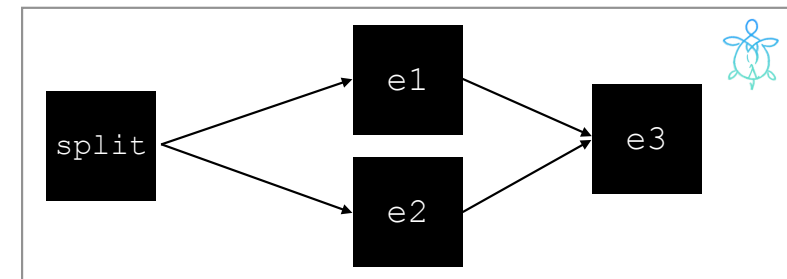
Single-Node Compiler

```
fun foo(x : s) : t = ...
```



Multi-Node Compiler

```
fun foo(x : s) : t =  
  let (y,z) = (e1,e2)  
  in e3
```



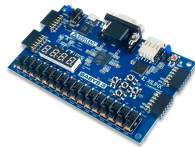
Wrapping up...

Future Directions

Compile Targets



Distributed Systems



Hardware

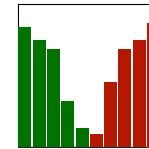


Streaming DBs

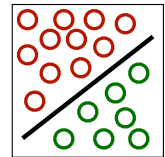
Case Studies



IoT and Edge



Financial Data



ML Streaming

Theory



Denotational
Semantics

'a signal

FRP
Connections



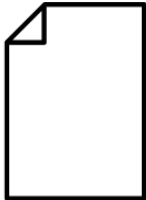
Rewriting &
Optimization

<Your Application Here>

Thank you!!



jwc@seas.upenn.edu
bcpierce@seas.upenn.edu



<https://www.seas.upenn.edu/~jwc/assets/stream-types.pdf>



<https://github.com/alpha-convert/delta>



Questions?