#### Machine fusion

Amos Robinson, UNSW Ben Lippmeier, Digital Asset

### Streaming

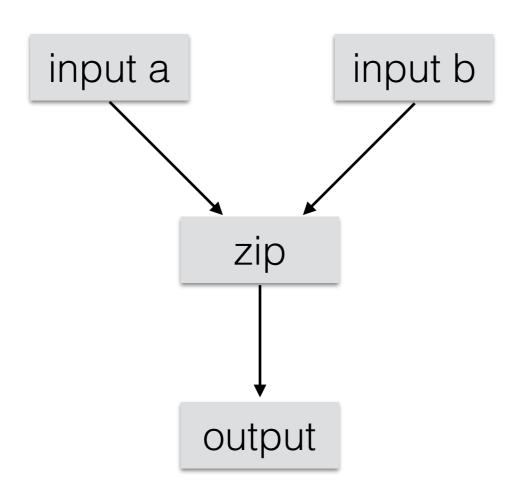
data

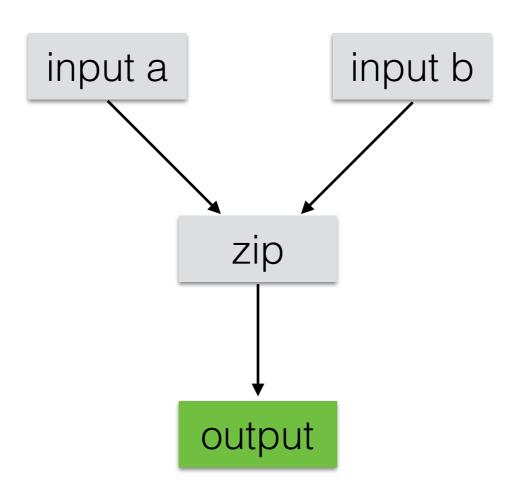
memory

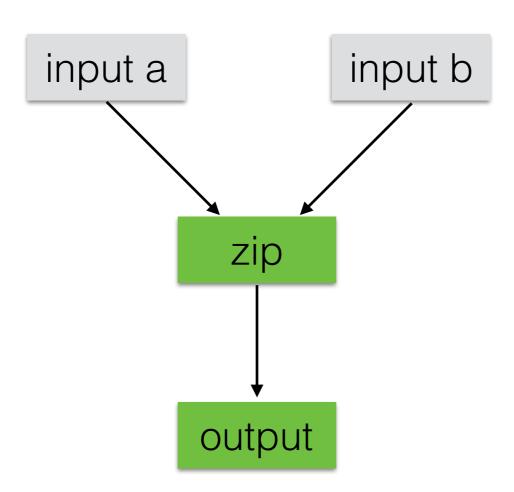
01

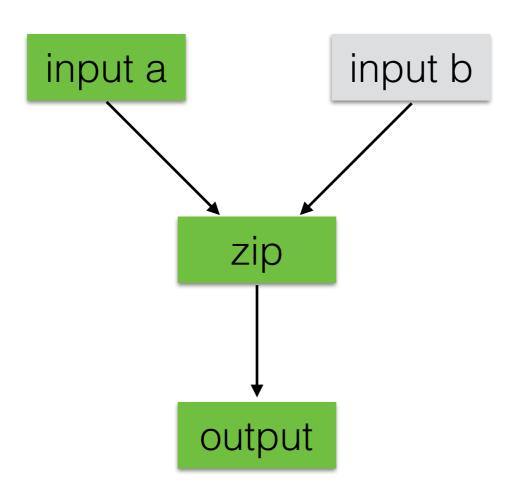
#### Pull streams

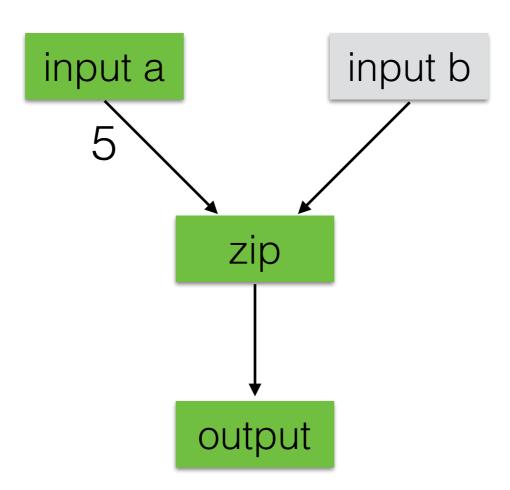
type Pull a = IO (Maybe a)

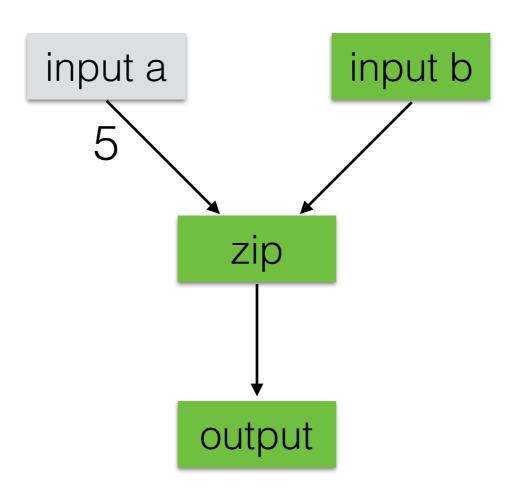


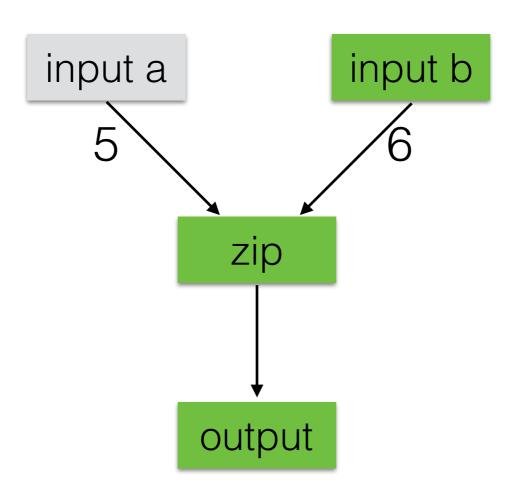


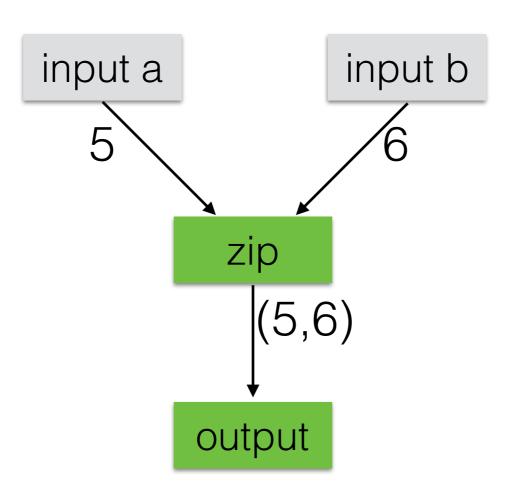


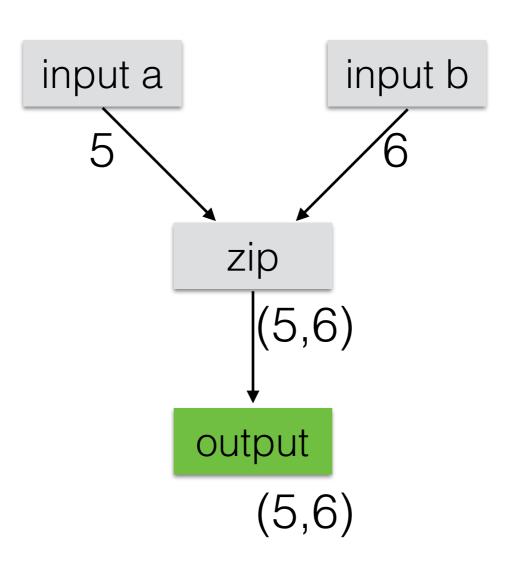




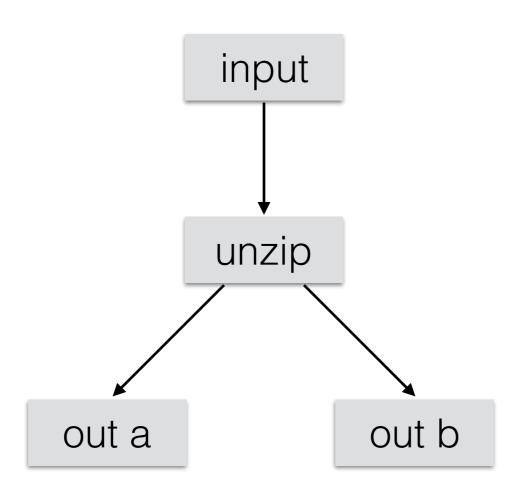


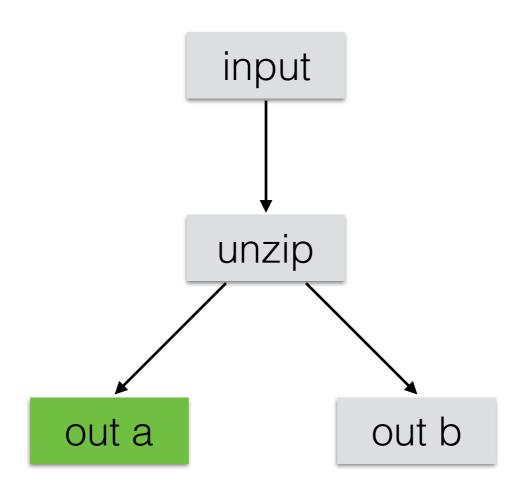


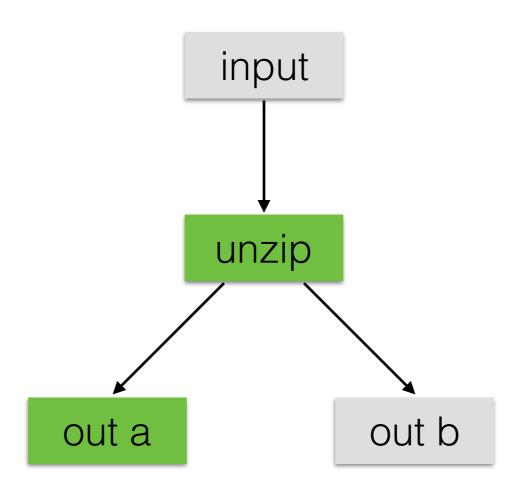


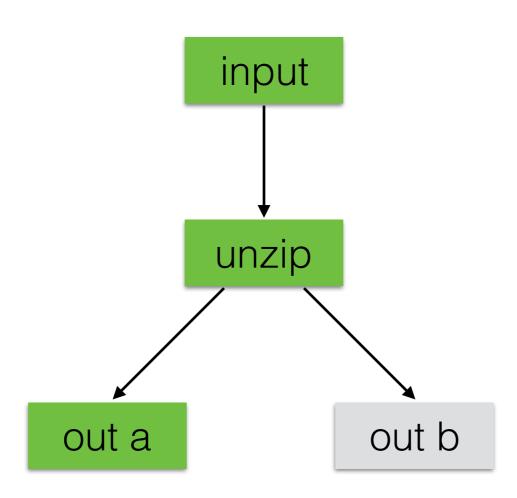


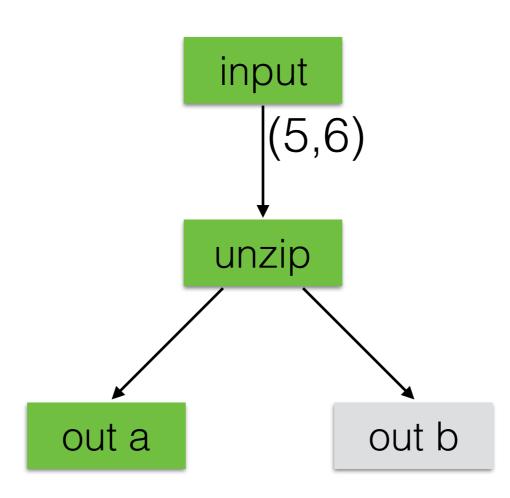
# Unzip

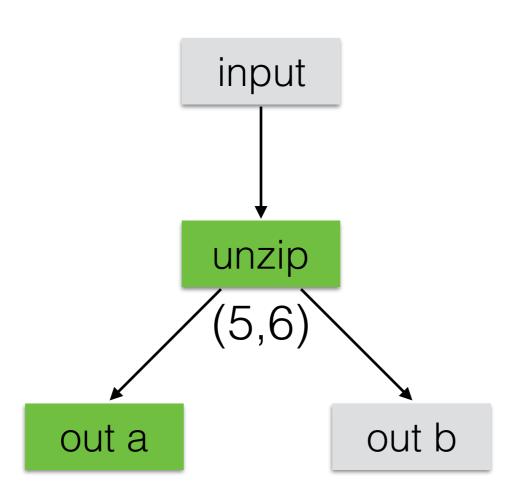


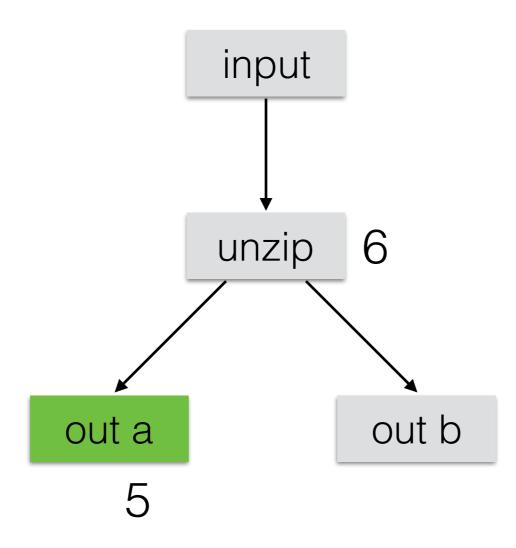


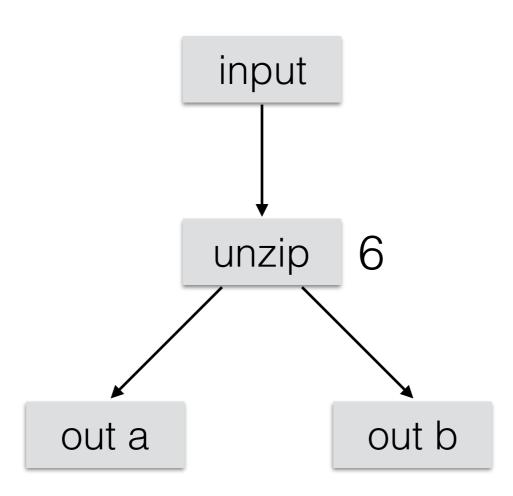


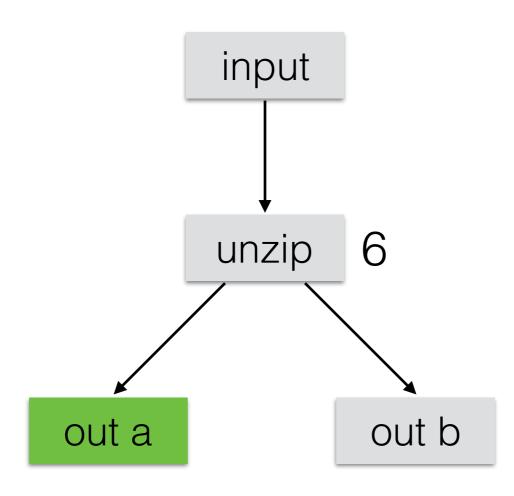


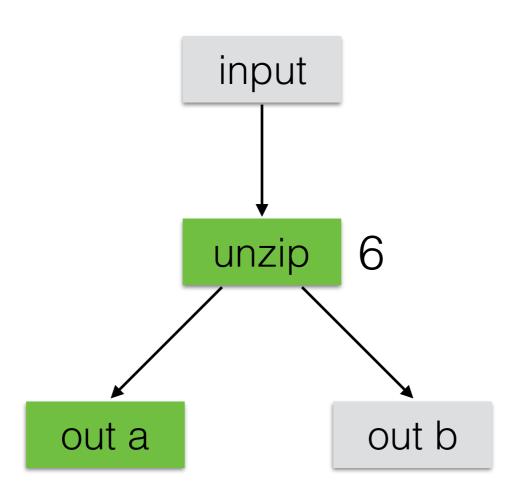


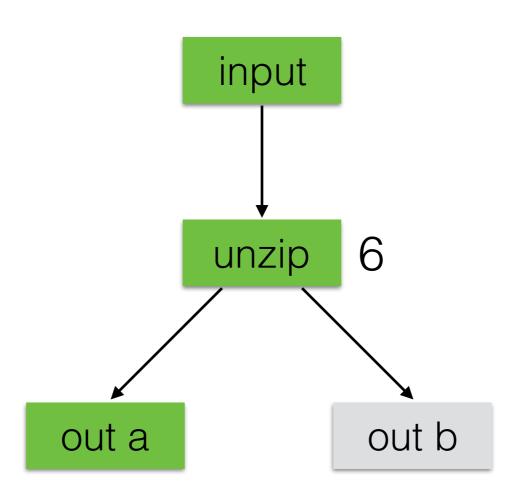


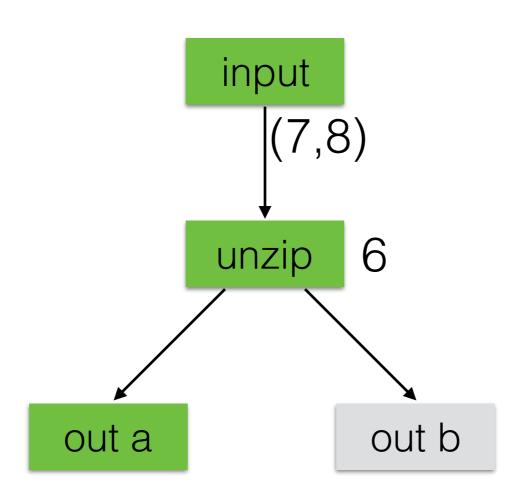


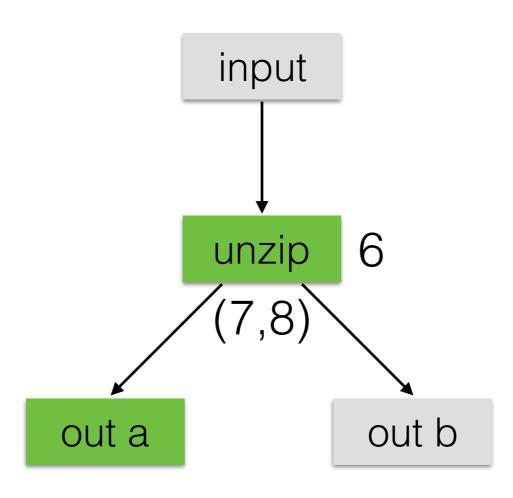


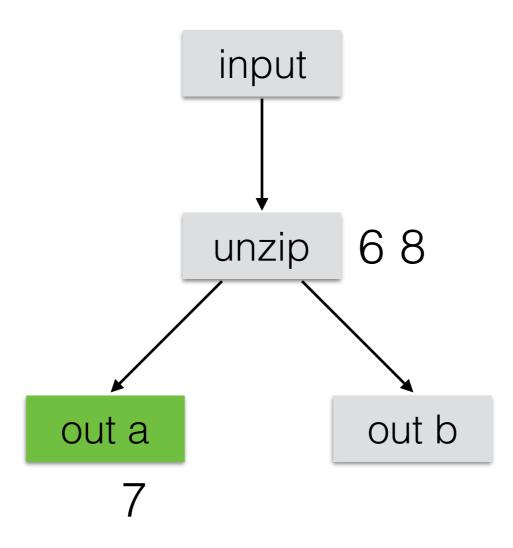


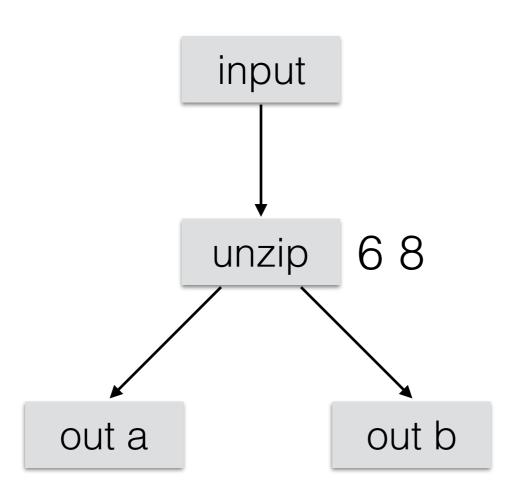




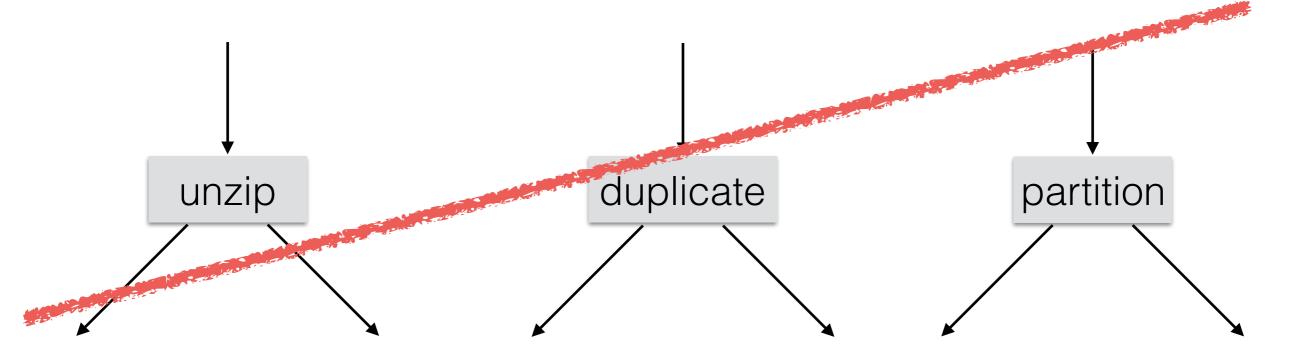




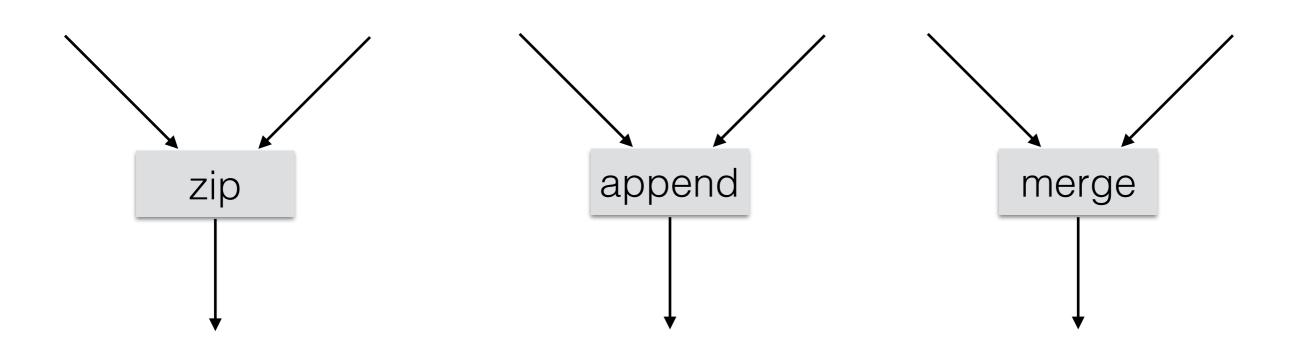




### Pull: bad

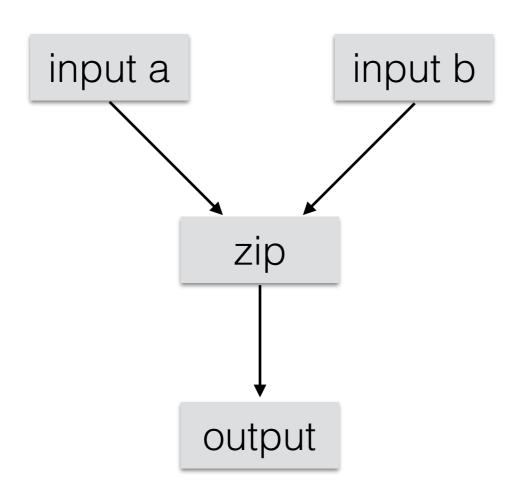


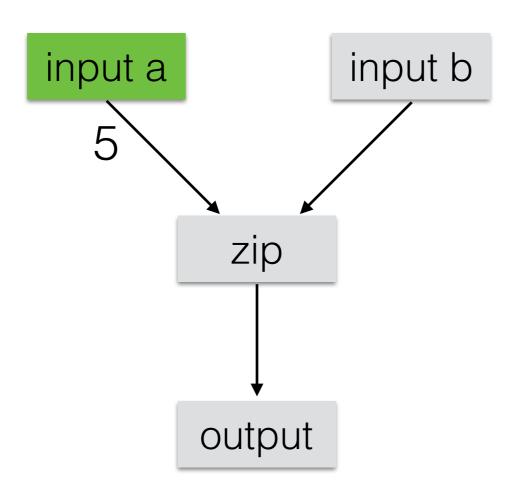
### Pull: good

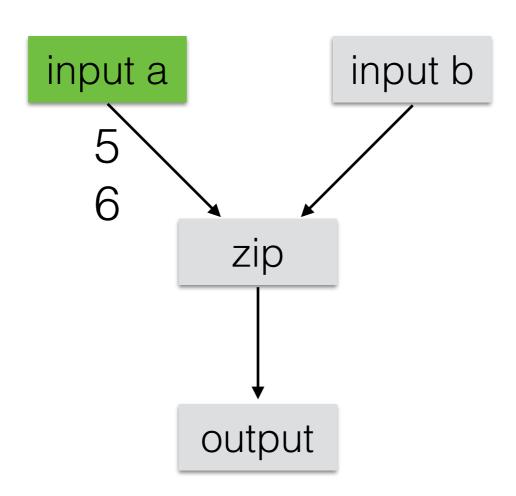


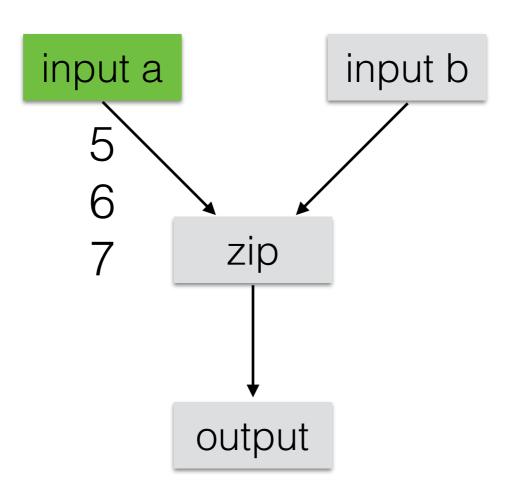
#### Push streams

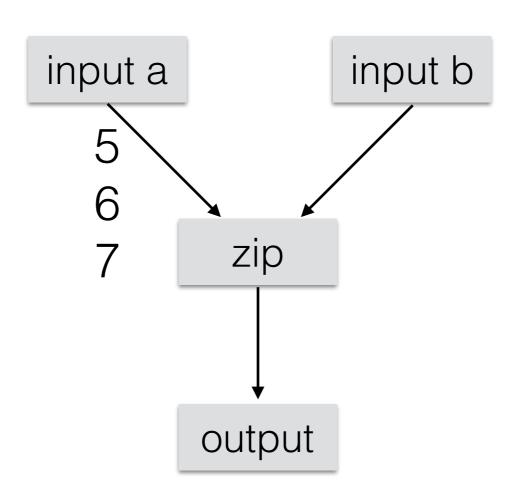
type Push a = Maybe a -> IO ()

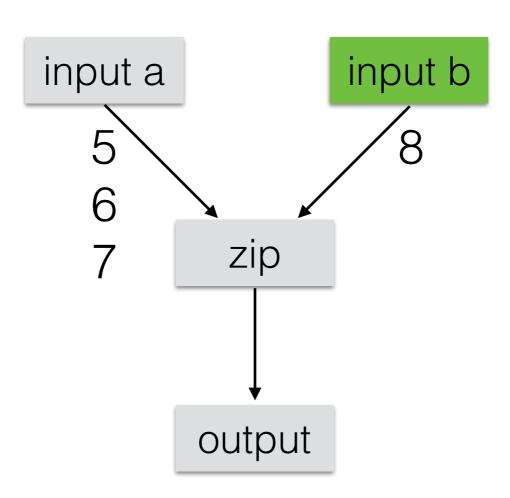


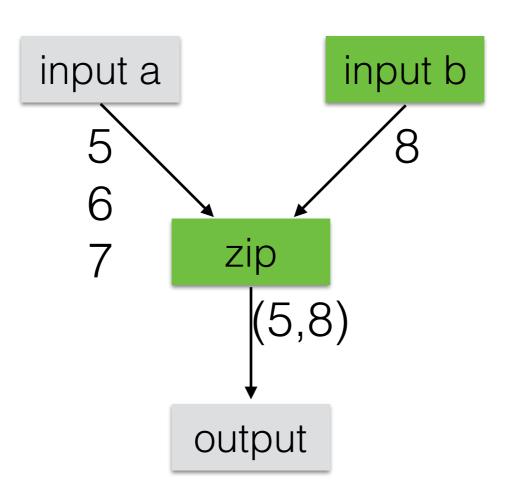


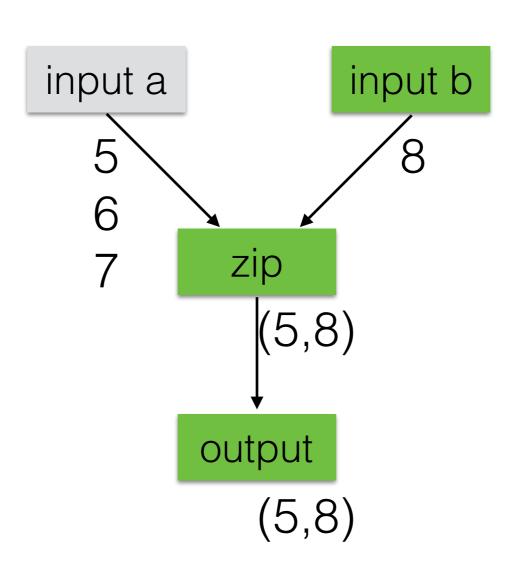


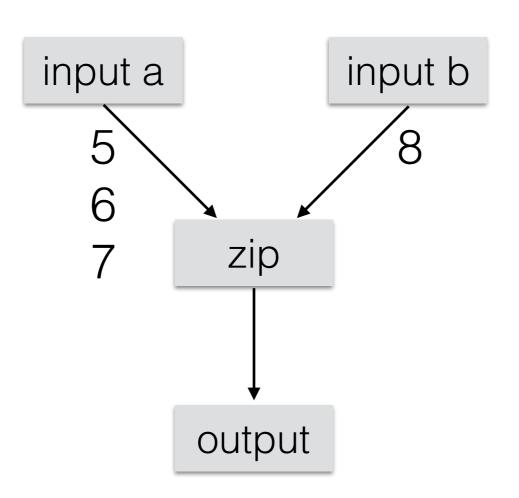


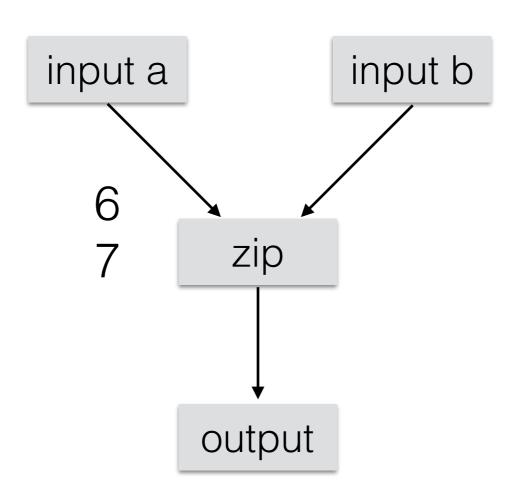




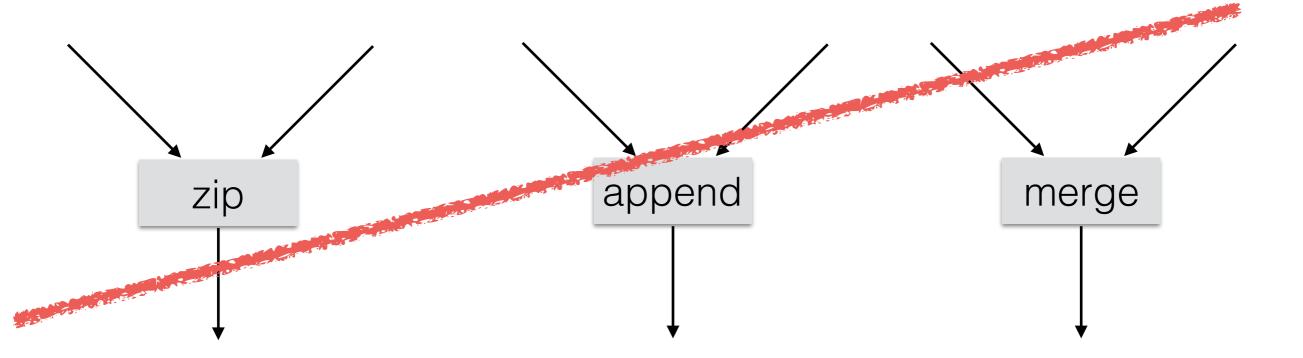




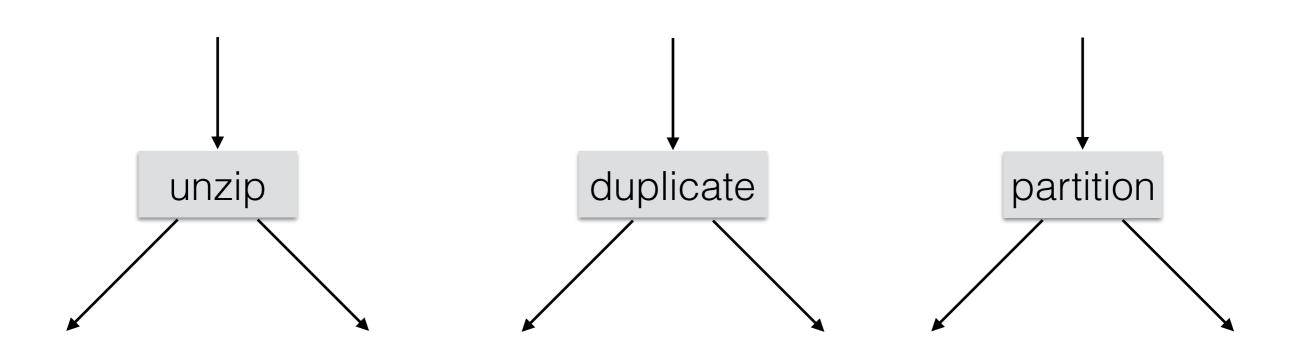




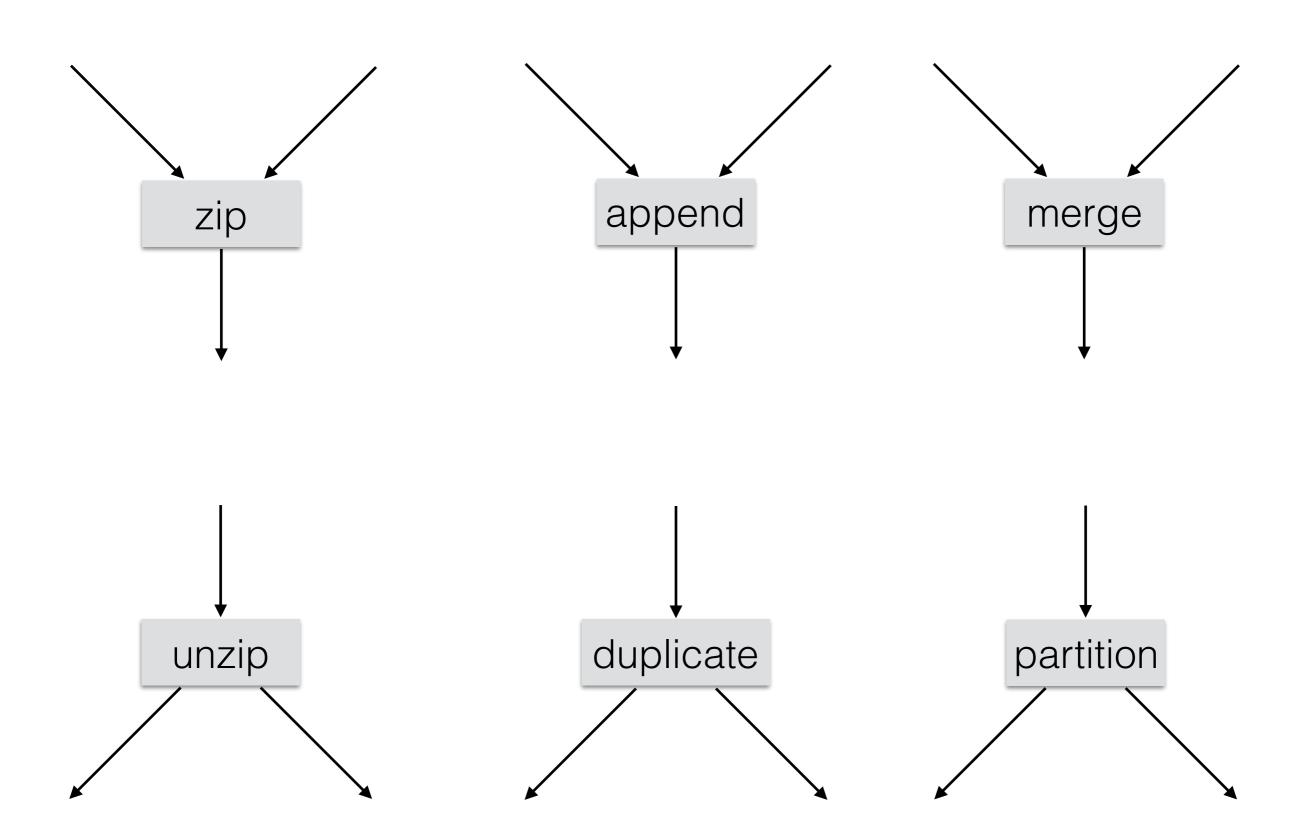
### Push: bad



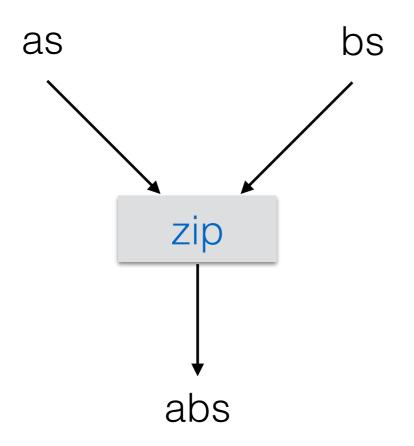
## Push: good



### Pull in, push out

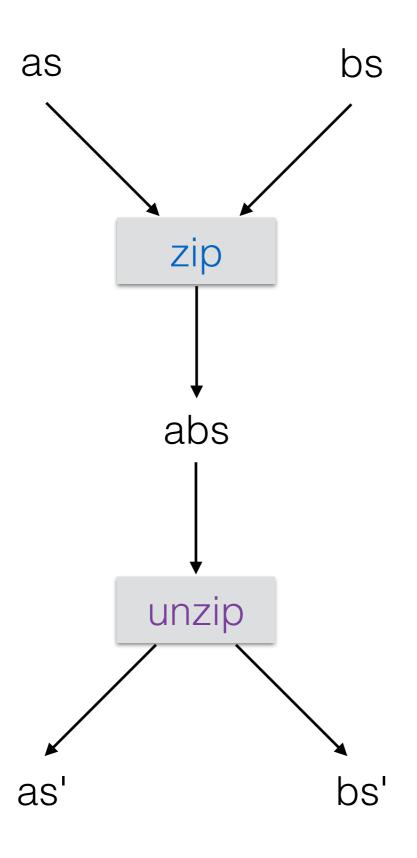


#### Processes



```
a = pull as
b = pull bs
push abs (a,b)
```

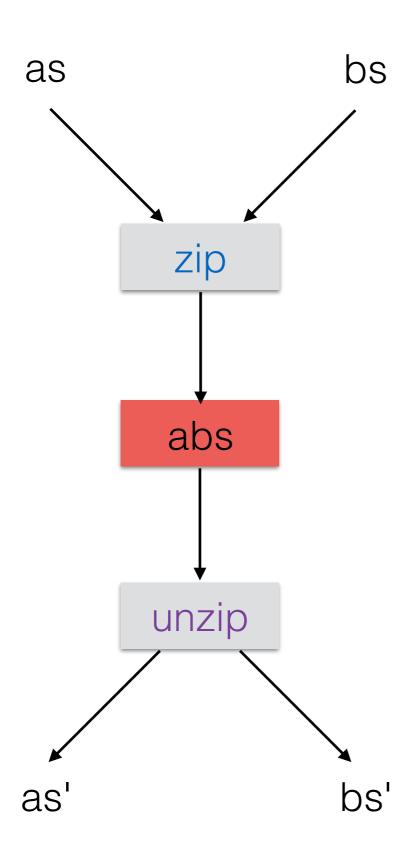
#### Processes



```
a = pull as
b = pull bs
push abs (a,b)
```

```
ab = pull abs
push as' (fst ab)
push bs' (snd ab)
```

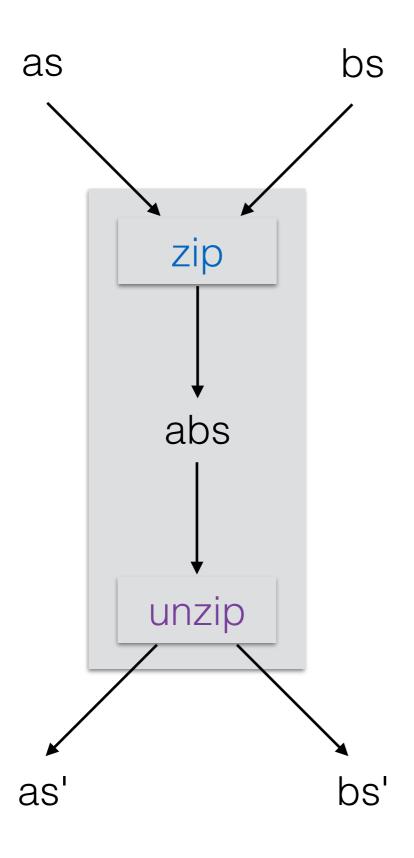
#### Communication overhead



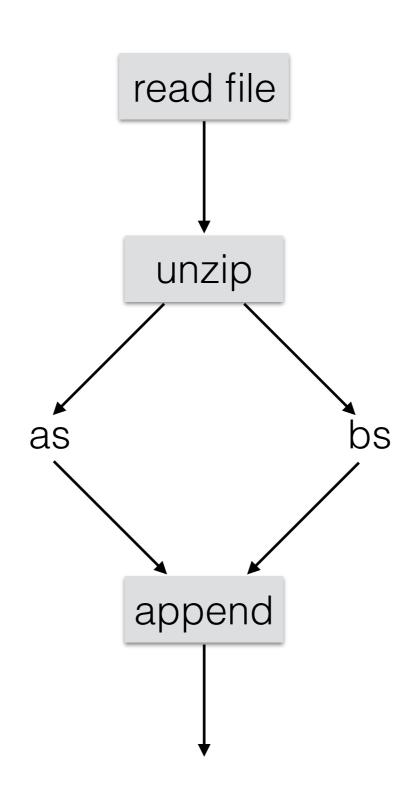
```
a = pull as
b = pull bs
push abs (a,b)
```

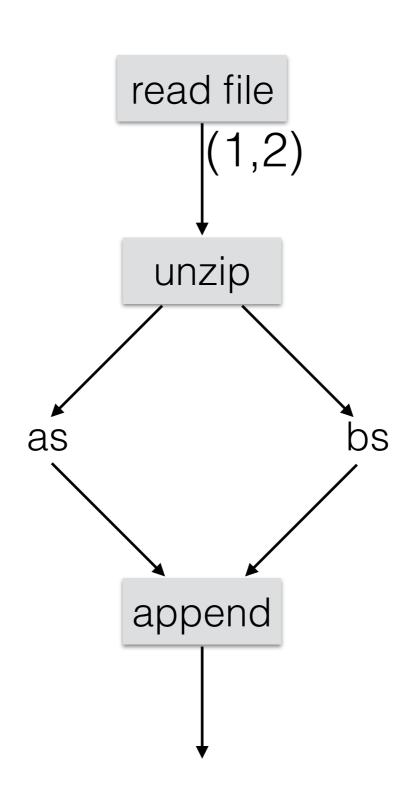
```
ab = pull abs
push as' (fst ab)
push bs' (snd ab)
```

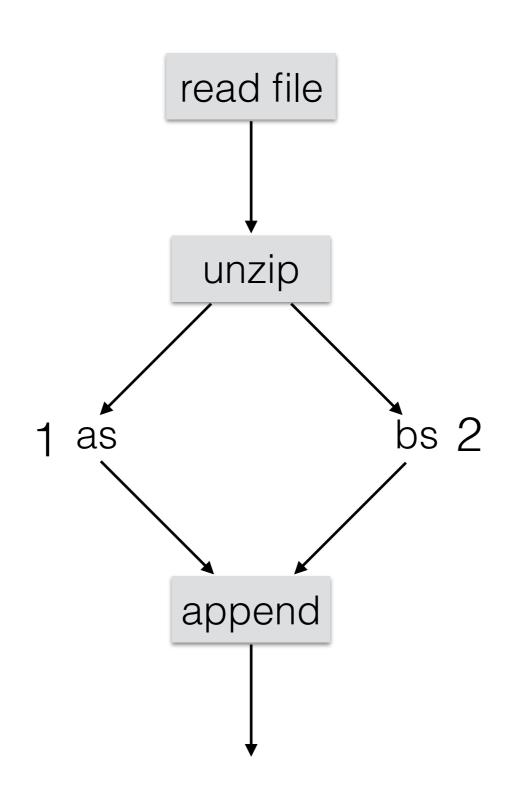
#### Fusion

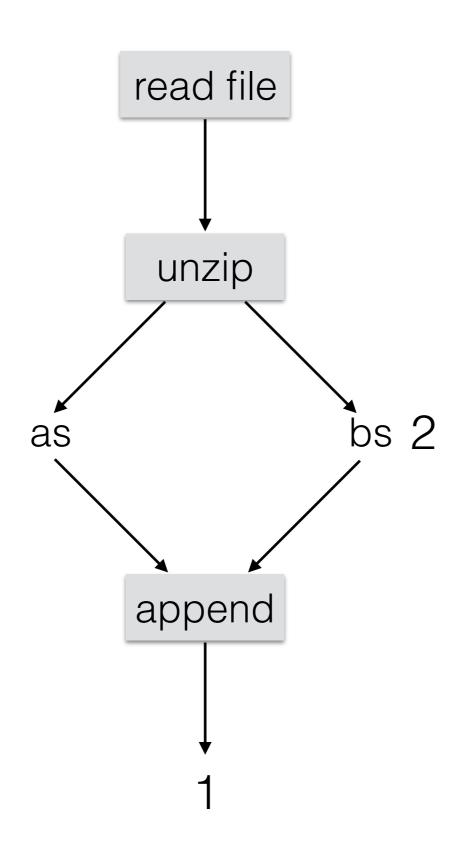


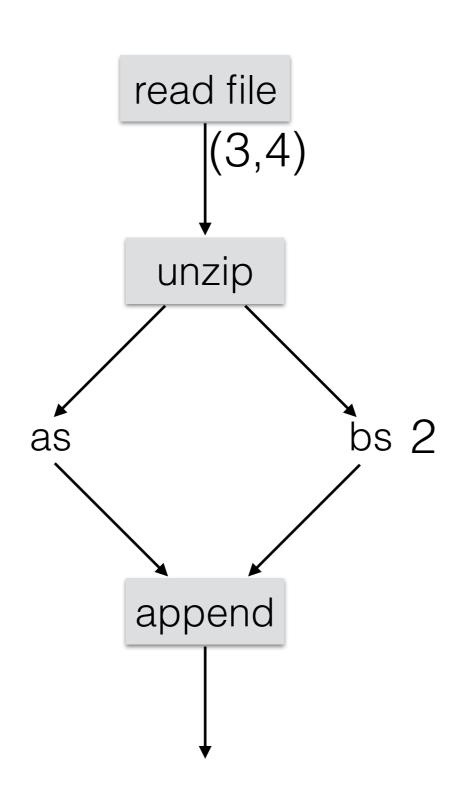
```
a = pull as
b = pull bs
ab = (a,b)
push as' (fst ab)
push bs' (snd ab)
```

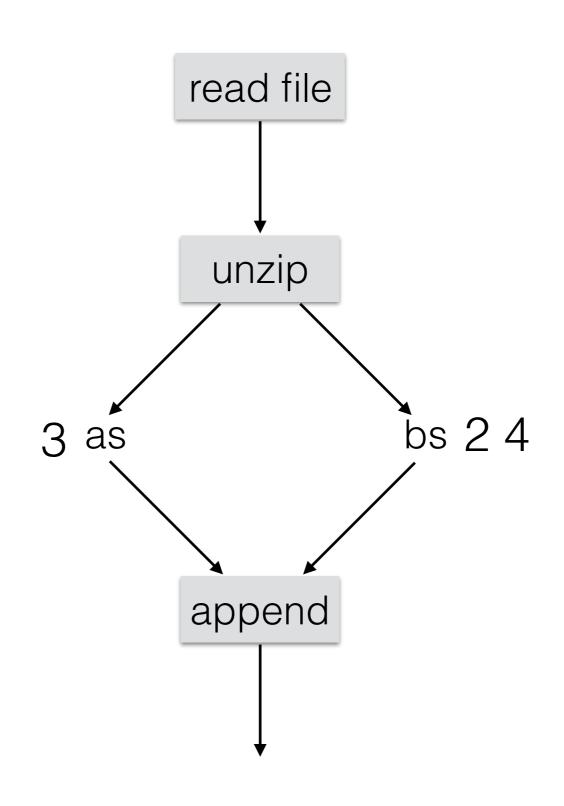


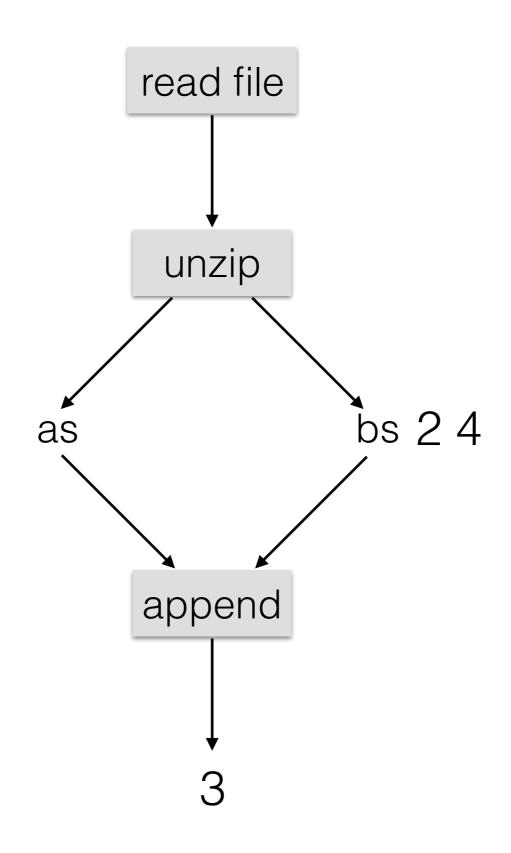




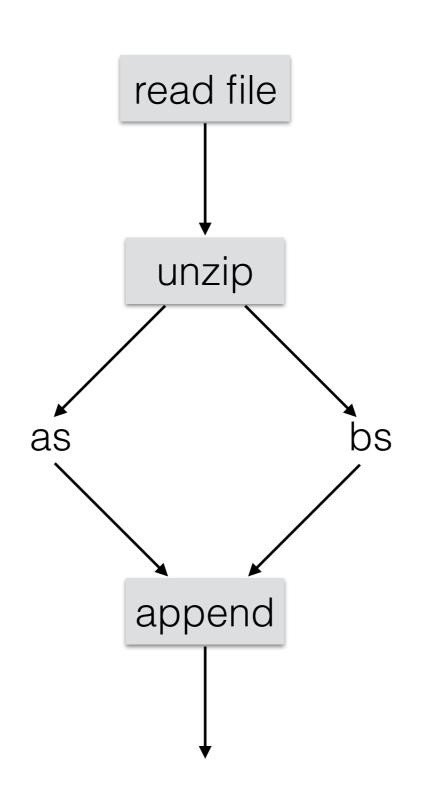




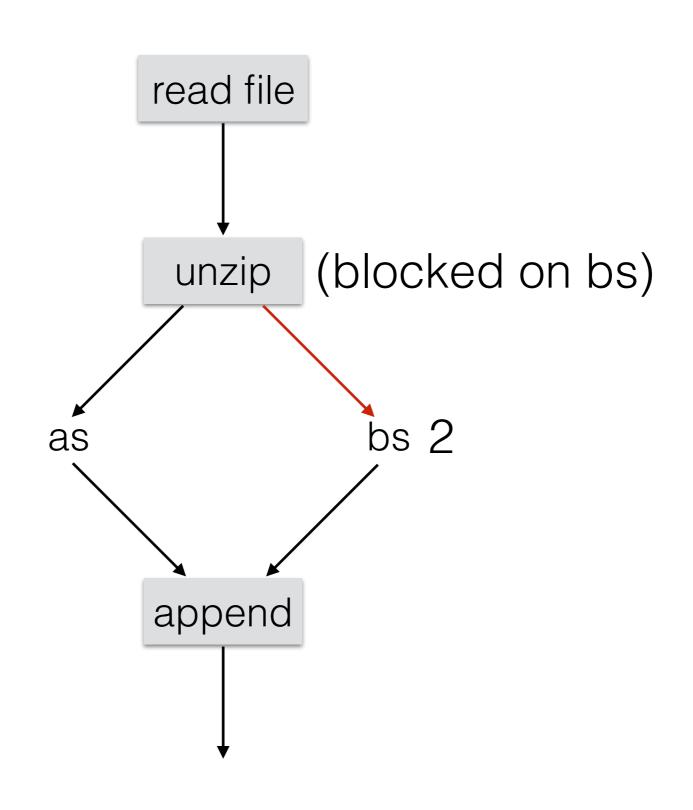




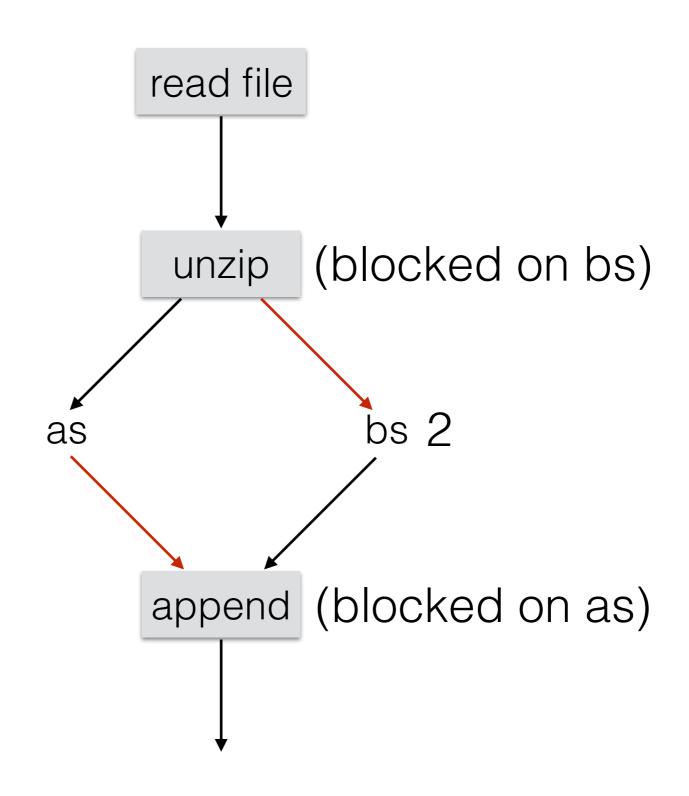
### Inherent buffering



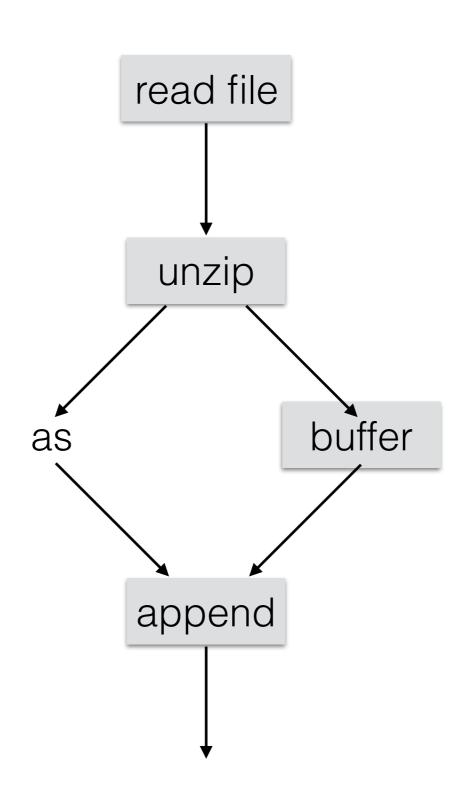
## Blocking push



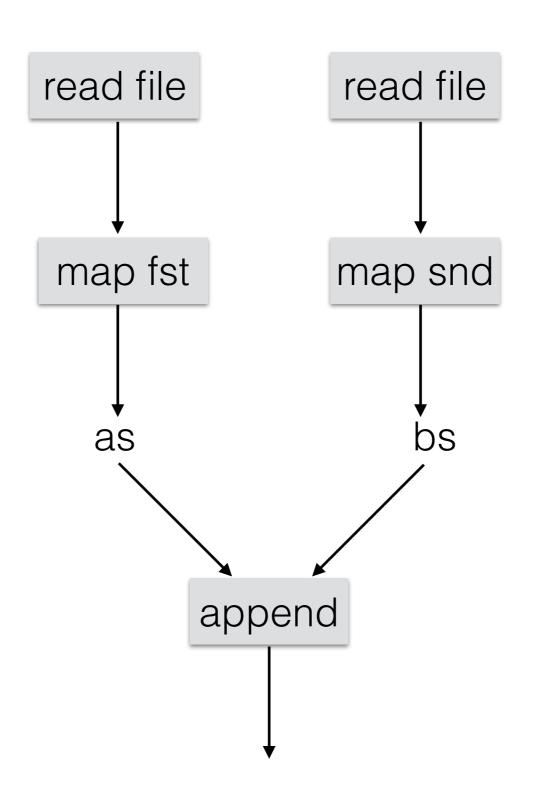
#### Deadlock



### Explicit buffer



### Explicit duplication



#### Kahn Process Networks

Expressive

Fuse processes to remove overhead

Detect unbounded buffers so user chooses