



# Relational Interpreters for Search Problems

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# Recognition vs Search

$X$  — alphabet

$$L \subseteq X^*$$

if  $\omega \in L$ , denote the *witness* of this fact  $p_\omega$

$$\text{Recognition: } V(\omega, p_\omega) = \begin{cases} 1, & \omega \in L \\ 0, & \omega \notin L \end{cases}$$

$$\text{Search: } S(\omega) = p_\omega$$

# Propositional Formulas: Recognition

```
let rec eval st = function
| Conj (l, r) → eval st l && eval st r
| Disj (l, r) → eval st l || eval st r
| Neg  e      → not (eval st e)
| Var  x      → List.assoc x st
```

```
# eval [( 'x,true);( 'y,false)] (Conj (Var 'x) (Neg (Var 'y))));;
```

```
- : bool = true
```

# Propositional Formulas: Search

```
let rec solve env b = function
| Var n → ( match assoc_opt n env with
             | None → [extend env n b]
             | Some b' when b == b' → [env]
             | _ → [])
| Conj (l, r) when b →
    concat @@
    map (λ env → solve env b r) @@
    solve env b l
| Conj (l, r) → solve env b l @ solve env b r
| Neg e → solve env (not b) e
| Disj (l, r) → solve env b (Neg (Conj (Neg l, Neg r)))
```

Is it possible to generate a search procedure by a recognizer?

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<sup>1</sup>compared to recognition

$$V^R(\omega, p_\omega, q)$$

$$V^R(\omega, p_\omega, 1), \quad \text{if } \omega \in L, p_\omega \text{ — witness}$$

$$V^R(\omega, p_\omega, 0), \quad \text{otherwise}$$

# Relational Interpretation for Recognition and Search

$$V^R(\omega, p_\omega, ?) \rightsquigarrow V(\omega, p_\omega)$$

$$V^R(\omega, ?, 1) \rightsquigarrow S(\omega)$$

Only one program to implement!

# Propositional Formulas: Relational Interpreter

```
let rec evalo st f u =  
  fresh (x y z v w) (  
    conde [  
      ?& [f ≡ conj x y; evalo st x v; evalo st y w; ando v w u];  
      ?& [f ≡ disj x y; evalo st x v; evalo st y w; oro v w u];  
      ?& [f ≡ neg x ; evalo st x v; noto v u];  
      ?& [f ≡ var z ; assoco z st u];  
    ])
```



# Relational Programming is Hard<sup>2</sup>

```
let eval_hanoi a b c moves a' b' c' =
  conde [
    ?& [moves ≡ nil (); a ≡ a'; b ≡ b'; c ≡ c'];
    fresh (f t moves' pin_f pin_t pin_f_res pin_t_res a'' b'' c'') (
      ?& [ moves ≡ (pair f t) % moves';
        conde [
          ?& [f ≡ !!A; t ≡ !!B; pin_f ≡ a; pin_f_res ≡ a''; pin_t ≡ b; pin_t_res ≡ b''; c'' ≡ c];
          ?& [f ≡ !!A; t ≡ !!C; pin_f ≡ a; pin_f_res ≡ a''; pin_t ≡ c; pin_t_res ≡ c''; b'' ≡ b];
          ?& [f ≡ !!B; t ≡ !!A; pin_f ≡ b; pin_f_res ≡ b''; pin_t ≡ a; pin_t_res ≡ a''; c'' ≡ c];
          ?& [f ≡ !!B; t ≡ !!C; pin_f ≡ b; pin_f_res ≡ b''; pin_t ≡ c; pin_t_res ≡ c''; a'' ≡ a];
          ?& [f ≡ !!C; t ≡ !!A; pin_f ≡ c; pin_f_res ≡ c''; pin_t ≡ a; pin_t_res ≡ a''; b'' ≡ b];
          ?& [f ≡ !!C; t ≡ !!B; pin_f ≡ c; pin_f_res ≡ c''; pin_t ≡ b; pin_t_res ≡ b''; a'' ≡ a];
        ];
        fresh (top_f rest_f) (
          ?& [
            pin_f ≡ top_f % rest_f;
            conde [ pin_t ≡ nil ();
              fresh (top_t rest_t) (
                ?& [pin_t ≡ top_t % rest_t;
                  lto top_f top_t truo;]]);
            pin_f_res ≡ rest_f;
            pin_t_res ≡ top_f % pin_t;
            eval_hanoi a'' b'' c'' moves' a' b' c';]]]])
```

This took 3 people 6 hours to implement it

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<sup>2</sup>compared to functional programming

# Ways to Create Relational Interpreters

- Manual implementation
- Relational interpretation of functional programs
- Using relational conversion

# Ways to Create Relational Interpreters

- Manual implementation
- **Relational interpretation of functional programs**
- Using relational conversion

# Relational Interpretation of Functional Programs

- Implement good relational interpreter of a turing-complete language
- Implement functional recognizer
- Run functional recognizer with a relational interpreter

Running relational interpreter comes with a price

Are there ways to get rid of it?

Interpreter:

$$\text{eval prog input} == \text{output}$$

Consider that a part of the input is known:  $\text{input} == (\text{static}, \text{dynamic})$

Specializer:

$$\begin{aligned} \text{spec prog static} &\Rightarrow \text{prog}_{\text{spec}} \\ \text{eval prog (static, dynamic)} &== \text{eval prog}_{\text{spec}} \text{ dynamic} \end{aligned}$$

- Specializers also introduce interpretation overhead
- Jones-optimal specializer: the specialized program is not slower than the interpretation
- There exists a Jones-optimal specializer for a logical language [Leuschel, 2004]
- Not for miniKanren
- Jones-optimality is hard to achieve

# Ways to Create Relational Interpreters

- Manual implementation
- Relational interpretation of functional programs
- **Using relational conversion**



# Relational Conversion for Relational Interpreter

- Implement a functional recognizer (verifier)
- Transform it into a relation
- Specialize for the backward direction
- The result is a search routine

Relational programming is complicated, why not let users write a verifier as a function and then translate it into miniKanren?

- Introduce a new variable for each subexpression
- For every  $n$ -ary function create an  $(n+1)$ -ary relation, where the last argument is unified with the result
- Transform **if**-expressions and pattern matchings into disjunctions with unifications for patterns
- Introduce into scope free variables (with **fresh** )
- Pop unifications to the top

# Relational Conversion: Step 1

Introduce a new variable for each subexpression

```
let rec append a b =  
  match a with  
  | []          → b  
  | x :: xs     →  
    x :: append xs b
```

```
let rec append a b =  
  match a with  
  | []          → b  
  | x :: xs     →  
    let q = append xs b in  
    x :: q
```

## Relational Conversion: Step 2

Introduce a new variable for each subexpression

`let rec append a b = ...`      `let rec appendo a b c = ...`

## Relational Conversion: Step 3

Transform **if**-expressions and pattern matchings into disjunctions with unifications for patterns

```
let rec append a b =  
  match a with  
  | []          → b  
  | x :: xs     →  
    let q = append xs b in  
    x :: q
```

```
let rec appendo a b c =  
  (a ≡ [] ∧ b ≡ c) ∨  
  ( (a ≡ x :: xs) ∧  
    (appendo xs b q) ∧  
    (c ≡ x :: q))
```

## Relational Conversion: Step 4

Introduce free variables into scope (with **fresh** )

```
let rec appendo a b c =  
  (a ≡ [] ∧ b ≡ c) ∨  
  ( (a ≡ x :: xs) ∧  
    (appendo xs b q) ∧  
    (c ≡ x :: q))
```

```
let rec appendo a b c =  
  (a ≡ [] ∧ b ≡ c) ∨  
  (fresh (x xs q) (  
    (a ≡ x :: xs) ∧  
    (appendo xs b q) ∧  
    (c ≡ x :: q)))
```

## Relational Conversion: Step 5

Pop unifications to the top

```
let rec appendo a b c =  
  (a ≡ [] ∧ b ≡ c) ∨  
  (fresh (x xs q) (  
    (a ≡ x :: xs) ∧  
    (appendo xs b q) ∧  
    (c ≡ x :: q)))
```

```
let rec appendo a b c =  
  (a ≡ [] ∧ b ≡ c) ∨  
  (fresh (x xs q) (  
    (a ≡ x :: xs) ∧  
    (c ≡ x :: q) ∧  
    (appendo xs b q)))
```

# Forward Execution is Efficient, Backward Execution is not

Forward execution is efficient, since it mimics the execution of a function

Relational conversion for  $f_1\ x_1 \ \&\& \ f_2\ x_2$ :

```
 $\lambda\ res \rightarrow$   
  fresh (p) (  
    ( $f_1\ x_1\ p$ )  $\wedge$   
    (conde [  
      ( $p \equiv \uparrow\mathbf{false} \wedge res \equiv \uparrow\mathbf{false}$ );  
      ( $p \equiv \uparrow\mathbf{true} \wedge f_2\ x_2\ res$ )]))
```

Computes  $f_2\ x_2\ res$  only if  $f_1\ x_1\ p$  fails

It is not the best strategy, if  $res$  is known



# Relational Conversion Aimed at Backward Execution

This conversion of  $f_1\ x_1 \ \&\& \ f_2\ x_2$  is better for backward execution, but not forward

```
 $\lambda\ res \rightarrow$   
  conde [  
    ( $res \equiv \uparrow\mathbf{false} \ \wedge \ f_1\ x_1 \ \uparrow\mathbf{false}$ );  
    ( $f_1\ x_1 \ \uparrow\mathbf{true} \ \wedge \ f_2\ x_2\ res$ )]
```

There is no one strategy suitable for all cases

Better is to use an automatic specializer

# Specialization

Interpreter: given a program and input computes an output

`eval prog input == output`

Consider that a part of the input is known: `input == (static, dynamic)`

Specializer: given a program and static input, generates a new program, which evaluates to the same output as the original

`spec prog static  $\Rightarrow$  progspec`

`eval prog (static, dynamic) == eval progspec dynamic`

# Conjunctive Partial Deduction

- Fully automatic program transformation
- For pure logic language
- Features:
  - Specialization
  - Deforestation
  - Tupling

# Deforestation

Deforestation — program transformation which eliminates intermediate data structures

```
let doubleAppendo x y z xyz =  
  (fresh (t) (  
    (appendo x y t) ∧  
    (appendo t z xyz)))
```

```
let rec appendo x y xy = conde [  
  (x ≡ nil () ∧ xy ≡ y);  
  (fresh (h t ty) (  
    (x ≡ h % t) ∧  
    (xy ≡ h % t') ∧  
    (appendo t y t')))]
```

```
let rec doubleAppendo x y z xyz = conde [  
  (x ≡ nil () ∧ appendo y z xyz);  
  (fresh (h t t') (  
    (x ≡ h % t) ∧  
    (xyz ≡ h % t') ∧  
    (doubleAppendo t y z t')))]
```

# Tupling

Tupling — program transformation which eliminates multiple traversals of the same data structure

```
let maxLengtho xs m l = maxo xs m ∧ lengtho xs l
```

```
let rec lengtho xs l = conde [  
  (xs ≡ nil () ∧ l ≡ zero ());  
  (fresh (h t m) (  
    xs ≡ h % t ∧ l ≡ succ m ∧ lengtho t m)))]
```

```
let maxo xs m = max1o xs (zero ()) m
```

```
let rec max1o xs n m = conde [  
  (xs ≡ nil () ∧ m ≡ n);  
  (fresh (h t) (  
    (xs ≡ h % t) ∧  
    (conde [  
      (leo h n ↑true ∧ max1o t n m);  
      (gto h n ↑true ∧ max1o t h m)])))]
```

# Tupling

Tupling — program transformation which eliminates multiple traversals of the same data structure

```
let maxLengtho xs m l = maxLength1o xs m (zero ()) l
```

```
let rec maxLength1o xs m n l = conde [  
  (xs ≡ nil () ∧ m ≡ n ∧ l ≡ zero ());  
  (fresh (h t l1)  
    (xs ≡ h % t) ∧  
    (l ≡ succ l1) ∧  
    (conde [  
      (leo h n ∧ maxLength1o t m n l);  
      (gto h n ∧ maxLength1o t m h l)])))]
```

- Local control: compute a partial SLDNF-tree per a relation of interest
  - Having a conjunction of atoms, which atom should be selected?
  - When to stop building a tree?
- Global control: determine which relations are of interest
  - Do not process the same conjunction twice
  - If a conjunction *embeds* something processed before, *generalize* it
  - How to define *embedding*?
  - How to *generalize*?

- Local control
  - Deterministic unfold (only one nondeterministic unfold per tree)
  - Selectable conjunct: leftmost atom which do not have any predecessor embedded into it
  - Variant check
  - Stop when there are no selectable atoms
- Global control
  - Variant check
  - Generalization: split conjunction in maximally connected subconjunctions + most specific generalization
  - Homeomorphic embedding extended for conjunctions
- Residualization
  - A definition per a partial SLDNF-tree
  - Redundant Argument Filtering



## Compare

- Unnesting
- Unnesting strategy aimed at backward execution
- Unnesting + CPD
- Interpretation of functional verifier with relational interpreter

## Tasks

- Path search
- Search for a unifier of two terms

# Path Search

*Directed graph* is a tuple  $(N, E, start, end)$ , where:

- $N$  — set of nodes
- $E$  — set of edges
- Functions  $start, end : E \rightarrow N$  return a start (end) node of an edge

*Path* is a sequence  $\langle n_0, e_0, n_1, e_1, \dots, n_k, e_k, n_{k+1} \rangle$ , such that

$$\forall i \in \{0 \dots k\} : n_i = start(e_i) \text{ and } n_{i+1} = end(e_i)$$

*Path search problem* is to find the set of paths in a given graph

## Path Search: Relational Conversion

```
let rec isPath ns g =  
  match ns with  
  | x1 :: x2 :: xs → elem (x1, x2) g && isPath (x2 :: xs) g  
  | [-]           → true
```

## Path Search: Relational Conversion

```
let rec isPath ns g =  
  match ns with  
  | x1 :: x2 :: xs → elem (x1, x2) g && isPath (x2 :: xs) g  
  | [-]           → true
```

```
let rec isPatho ns g res = conde [  
  (fresh (el) ((ns ≡ el % nil ()) ∧ (res ≡ ↑true)));  
  (fresh (x1 x2 xs resElem resIsPath) (  
    (ns ≡ x1 % (x2 % xs)) ∧  
    (elemo (pair x1 x2) g resElem) ∧  
    (isPatho (x2 % xs) g resIsPath) ∧  
    (conde [  
      (resElem ≡ ↑false ∧ res ≡ ↑false);  
      (resElem ≡ ↑true  ∧ res ≡ resIsPath)])))]
```

This relation is inefficient for “isPath<sup>o</sup> q <graph> true”

## Path Search: Specialized Relation

```
let rec isPatho ns g res = conde [  
  (fresh (e1) ((ns ≡ e1 % nil ()) ∧ (res ≡ ↑true)));  
  (fresh (x1 x2 xs resElem resIsPath) (  
    (resElem ≡ ↑true) ∧  
    (resIsPath ≡ ↑true) ∧  
    (ns ≡ x1 % (x2 % xs)) ∧  
    (elemo (pair x1 x2) g resElem) ∧  
    (isPatho (x2 % xs) g resIsPath)))]
```

Better performance for “isPath<sup>o</sup> q <graph> true”

## Path Search: Specialized Relation

```
let rec isPatho ns g res = conde [  
  (fresh (el) ((ns ≡ el % nil ()) ∧ (res ≡ ↑true)));  
  (fresh (x1 x2 xs resElem resIsPath) (  
    (resElem ≡ ↑true) ∧  
    (resIsPath ≡ ↑true) ∧  
    (ns ≡ x1 % (x2 % xs)) ∧  
    (elemo (pair x1 x2) g resElem) ∧  
    (isPatho (x2 % xs) g resIsPath)))]
```

Better performance for “isPath<sup>o</sup> q <graph> true”

This can be achieved automatically with CPD

# Evaluation: Path Search

Path length	5	7	9	11	13	15
Only conversion	0.01	1.39	82.13	>300	—	—
Backward oriented conversion	0.01	0.37	2.68	2.91	4.88	10.63
Conversion and CPD	0.01	0.06	0.34	2.66	3.65	6.22
Scheme interpreter	0.80	8.22	88.14	191.44	>300	—

Table: Searching for paths in the graph (seconds)

# Unification

*Term:*

- Variable ( $X, Y, \dots$ )
- Some constructor applied to terms ( $nil, cons(H, T), \dots$ )

*Substitution* maps variables to terms

Substitution can be *applied* to a term by simultaneously substituting variables for their images

*Unifier* is a substitution  $\sigma$  which equalizes terms:  $t\sigma = s\sigma$

Problem: given two terms with free variables, find their unifier



# Unification: Functional Verifier

```
let rec check_uni subst t1 t2 =  
  match t1, t2 with  
  | Constr (n1, a1), Constr (n2, a2) →  
    eq_nat n1 n2 && forall2 subst a1 a2  
  | Var_ v      , Constr (n, a)  →  
    begin match get_term v subst with  
    | None   → false  
    | Some t → check_uni subst t t2  
    end  
  | Constr (n, a)  , Var_ v      →  
    begin match get_term v subst with  
    | None   → false  
    | Some t → check_uni subst t1 t  
    end  
  | Var_ v1      , Var_ v2      →  
    match get_term v1 subst with  
    | Some t1' → check_uni subst t1' t2  
    | None     → match get_term v2 subst with  
      | Some _ → false  
      | None   → eq_nat v1 v2
```

# Unification: Relational Conversion

Does not fit the slide.

# Evaluation: Unification

Terms	$f(X, a)$	$f(a \% b \% nil, c \% d \% nil, L)$	$f(X, X, g(Z, t))$
	$f(a, X)$	$f(X \% XS, YS, X \% ZS)$	$f(g(p, L), Y, Y)$
Only conversion	0.01	>300	>300
Backward oriented conversion	0.01	0.11	2.26
Conversion and CPD	0.01	0.07	0.90
Scheme interpreter	0.04	5.15	>300

Table: Searching for a unifier of two terms (seconds)

# Conclusion & Future Work

Functional verifier + unnesting + specialization = solver

Future

- Generate functional program from relational to reduce interpretation overhead
- Another specialization technique, less ad-hoc than CPD