

# Typed Embedding of a Relational Language in OCaml

Dmitrii Kosarev, Dmitrii Boulytchev

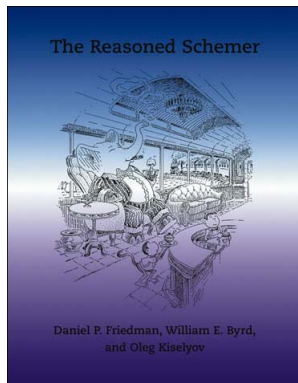
**Saint-Petersburg State University**  
**JetBrains Research**

**ML Family Workshop**  
September 22, 2016  
Nara, Japan

# Relational Programming in miniKanren

From programs as *functions* to programs as *relations*:

$$f: X \rightarrow Y \rightsquigarrow f^o \subseteq X \times Y$$



- Daniel P. Friedman, William Byrd and Oleg Kiselyov. *The Reasoned Schemer*, The MIT Press, Cambridge, MA, 2005
- A DSL for Scheme/Racket with rather simple minimal implementation
- A family of languages ( $\mu$ Kanren,  $\alpha$ -Kanren, cKanren etc.)
- Implemented as DSL for a wide range of host languages (including OCaml, Haskell, Scala etc.)

## An Example: Relational List Append

$\text{append} : \alpha \text{ list} \rightarrow \alpha \text{ list} \rightarrow \alpha \text{ list}$

$\text{append}^o \subseteq \alpha \text{ list} \times \alpha \text{ list} \times \alpha \text{ list}$

## An Example: Relational List Append

`append:  $\alpha$ list  $\rightarrow$   $\alpha$ list  $\rightarrow$   $\alpha$ list`

`appendo  $\subseteq$   $\alpha$ list  $\times$   $\alpha$ list  $\times$   $\alpha$ list`

`let rec append xs ys`

## An Example: Relational List Append

`append:  $\alpha$ list  $\rightarrow$   $\alpha$ list  $\rightarrow$   $\alpha$ list`

`appendo  $\subseteq$   $\alpha$ list  $\times$   $\alpha$ list  $\times$   $\alpha$ list`

```
let rec append xs ys =  
  match xs with
```

## An Example: Relational List Append

`append:  $\alpha$ list  $\rightarrow$   $\alpha$ list  $\rightarrow$   $\alpha$ list`

`appendo  $\subseteq$   $\alpha$ list  $\times$   $\alpha$ list  $\times$   $\alpha$ list`

```
let rec append xs ys =  
  match xs with  
  | []     $\rightarrow$  ys
```

## An Example: Relational List Append

$\text{append} : \alpha \text{ list} \rightarrow \alpha \text{ list} \rightarrow \alpha \text{ list}$

$\text{append}^o \subseteq \alpha \text{ list} \times \alpha \text{ list} \times \alpha \text{ list}$

```
let rec append xs ys =  
  match xs with  
  | []     $\rightarrow$  ys  
  | h::tl  $\rightarrow$  h :: (append tl ys)
```

## An Example: Relational List Append

`append:  $\alpha$ list  $\rightarrow$   $\alpha$ list  $\rightarrow$   $\alpha$ list`

`appendo  $\subseteq$   $\alpha$ list  $\times$   $\alpha$ list  $\times$   $\alpha$ list`

`let rec appendo xs ys xys`

`let rec append xs ys =`

`match xs with`

`| []  $\rightarrow$  ys`

`| h::tl  $\rightarrow$  h :: (append tl ys)`



## An Example: Relational List Append

$\text{append} : \alpha \text{ list} \rightarrow \alpha \text{ list} \rightarrow \alpha \text{ list}$

$\text{append}^o \subseteq \alpha \text{ list} \times \alpha \text{ list} \times \alpha \text{ list}$

```
let rec append xs ys =  
  match xs with  
  | []    → ys  
  | h::tl → h :: (append tl ys)
```

```
let rec appendo xs ys xys =  
  ((xs ≡ nil) &&& (xys ≡ ys))
```

## An Example: Relational List Append

$\text{append} : \alpha \text{ list} \rightarrow \alpha \text{ list} \rightarrow \alpha \text{ list}$

```
let rec append xs ys =  
  match xs with  
  | []     $\rightarrow$  ys  
  | h::tl  $\rightarrow$  h :: (append tl ys)
```

$\text{append}^o \subseteq \alpha \text{ list} \times \alpha \text{ list} \times \alpha \text{ list}$

```
let rec appendo xs ys xys =  
  ((xs  $\equiv$  nil) &&& (xys  $\equiv$  ys)) |||  
  (fresh (h t tys)
```

## An Example: Relational List Append

$\text{append} : \alpha \text{ list} \rightarrow \alpha \text{ list} \rightarrow \alpha \text{ list}$

```
let rec append xs ys =  
  match xs with  
  | []    → ys  
  | h::tl → h :: (append tl ys)
```

$\text{append}^o \subseteq \alpha \text{ list} \times \alpha \text{ list} \times \alpha \text{ list}$

```
let rec appendo xs ys xys =  
  ((xs  $\equiv$  nil) &&& (xys  $\equiv$  ys)) |||  
  (fresh (h t tys)  
   (xs  $\equiv$  h % t))
```

## An Example: Relational List Append

$\text{append} : \alpha \text{ list} \rightarrow \alpha \text{ list} \rightarrow \alpha \text{ list}$

```
let rec append xs ys =  
  match xs with  
  | []    → ys  
  | h::tl → h :: (append tl ys)
```

$\text{append}^o \subseteq \alpha \text{ list} \times \alpha \text{ list} \times \alpha \text{ list}$

```
let rec appendo xs ys xys =  
  ((xs  $\equiv$  nil) &&& (xys  $\equiv$  ys)) |||  
  (fresh (h t tys)  
   (xs  $\equiv$  h % t)  
   (xys  $\equiv$  h % tys))
```

## An Example: Relational List Append

$\text{append} : \alpha \text{ list} \rightarrow \alpha \text{ list} \rightarrow \alpha \text{ list}$

```
let rec append xs ys =  
  match xs with  
  | []    → ys  
  | h::tl → h :: (append tl ys)
```

$\text{append}^o \subseteq \alpha \text{ list} \times \alpha \text{ list} \times \alpha \text{ list}$

```
let rec appendo xs ys xys =  
  ((xs ≡ nil) &&& (xys ≡ ys)) |||  
  (fresh (h t tys)  
   (xs ≡ h % t)  
   (xys ≡ h % tys)  
   (appendo t ys tys)  
  )
```

# An Example: Relational List Append

$\text{append} : \alpha \text{ list} \rightarrow \alpha \text{ list} \rightarrow \alpha \text{ list}$

```
let rec append xs ys =  
  match xs with  
  | []    → ys  
  | h::tl → h :: (append tl ys)
```

$\text{append}^o \subseteq \alpha \text{ list} \times \alpha \text{ list} \times \alpha \text{ list}$

```
let rec appendo xs ys xys =  
  ((xs ≡ nil) &&& (xys ≡ ys)) |||  
  (fresh (h t tys)  
   (xs ≡ h % t)  
   (xys ≡ h % tys)  
   (appendo t ys tys)  
  )
```

```
(define (appendo xs ys xys)  
  (conde  
    [(≡ '() xs) (≡ ys xys)]  
    [(fresh (h t tys)  
      (≡ '(,h . ,t) xs)  
      (≡ '(,h . ,tys) xys)  
      (appendo t ys tys))]))
```

# A Sketch of Minimalistic Implementation

Jason Hemann, Daniel P. Friedman.  *$\mu$ Kanren: A Minimal Functional Core for Relational Programming* // Scheme'13:

# A Sketch of Minimalistic Implementation

Jason Hemann, Daniel P. Friedman.  *$\mu$ Kanren: A Minimal Functional Core for Relational Programming* // Scheme'13:

Logic variables

$$X = \{x_1, x_2, \dots\}$$



# A Sketch of Minimalistic Implementation

Jason Hemann, Daniel P. Friedman.  *$\mu$ Kanren: A Minimal Functional Core for Relational Programming* // Scheme'13:

Logic variables

$$X = \{x_1, x_2, \dots\}$$

Symbols (constructors)

$$S = \{s_1, s_2, \dots\}$$

# A Sketch of Minimalistic Implementation

Jason Hemann, Daniel P. Friedman.  *$\mu$ Kanren: A Minimal Functional Core for Relational Programming* // Scheme'13:

Logic variables

Symbols (constructors)

Terms

$$X = \{x_1, x_2, \dots\}$$

$$S = \{s_1, s_2, \dots\}$$

$$T = X \cup \{s(t_1, \dots, t_k) \mid s \in S, t_i \in T\}$$

# A Sketch of Minimalistic Implementation

Jason Hemann, Daniel P. Friedman.  *$\mu$ Kanren: A Minimal Functional Core for Relational Programming* // Scheme'13:

Logic variables

Symbols (constructors)

Terms

Substitutions

$$X = \{x_1, x_2, \dots\}$$

$$S = \{s_1, s_2, \dots\}$$

$$T = X \cup \{s(t_1, \dots, t_k) \mid s \in S, t_i \in T\}$$

$$\Sigma = T^X$$

# A Sketch of Minimalistic Implementation

Jason Hemann, Daniel P. Friedman.  *$\mu$ Kanren: A Minimal Functional Core for Relational Programming* // Scheme'13:

Logic variables

Symbols (constructors)

Terms

Substitutions

Unification

$$X = \{x_1, x_2, \dots\}$$

$$S = \{s_1, s_2, \dots\}$$

$$T = X \cup \{s(t_1, \dots, t_k) \mid s \in S, t_i \in T\}$$

$$\Sigma = T^X$$

$$(\equiv): \Sigma \rightarrow T \rightarrow T \rightarrow \Sigma_{\perp}$$

# A Sketch of Minimalistic Implementation

Jason Hemann, Daniel P. Friedman.  *$\mu$ Kanren: A Minimal Functional Core for Relational Programming* // Scheme'13:

Logic variables

Symbols (constructors)

Terms

Substitutions

Unification

State (a substitution + some info to create fresh variables)

$$X = \{x_1, x_2, \dots\}$$

$$S = \{s_1, s_2, \dots\}$$

$$T = X \cup \{s(t_1, \dots, t_k) \mid s \in S, t_i \in T\}$$

$$\Sigma = T^X$$

$$(\equiv): \Sigma \rightarrow T \rightarrow T \rightarrow \Sigma_{\perp}$$

$$\sigma$$

# A Sketch of Minimalistic Implementation

Jason Hemann, Daniel P. Friedman.  *$\mu$ Kanren: A Minimal Functional Core for Relational Programming* // Scheme'13:

Logic variables

Symbols (constructors)

Terms

Substitutions

Unification

State (a substitution + some info to create fresh variables)

Goal (a function from a state to a stream of states)

$$X = \{x_1, x_2, \dots\}$$

$$S = \{s_1, s_2, \dots\}$$

$$T = X \cup \{s(t_1, \dots, t_k) \mid s \in S, t_i \in T\}$$

$$\Sigma = T^X$$

$$(\equiv) : \Sigma \rightarrow T \rightarrow T \rightarrow \Sigma_{\perp}$$

$$\sigma$$

$$g : \sigma \rightarrow \sigma \text{ stream}$$

# A Sketch of Minimalistic Implementation

Jason Hemann, Daniel P. Friedman.  *$\mu$ Kanren: A Minimal Functional Core for Relational Programming* // Scheme'13:

Logic variables

Symbols (constructors)

Terms

Substitutions

Unification

State (a substitution + some info to create fresh variables)

Goal (a function from a state to a stream of states)

Conjunction  $g \wedge g$

$$X = \{x_1, x_2, \dots\}$$

$$S = \{s_1, s_2, \dots\}$$

$$T = X \cup \{s(t_1, \dots, t_k) \mid s \in S, t_i \in T\}$$

$$\Sigma = T^X$$

$$(\equiv) : \Sigma \rightarrow T \rightarrow T \rightarrow \Sigma_{\perp}$$

$$\sigma$$

$$g : \sigma \rightarrow \sigma \text{ stream}$$

“bind”

# A Sketch of Minimalistic Implementation

Jason Hemann, Daniel P. Friedman.  *$\mu$ Kanren: A Minimal Functional Core for Relational Programming* // Scheme'13:

Logic variables

Symbols (constructors)

Terms

Substitutions

Unification

State (a substitution + some info to create fresh variables)

Goal (a function from a state to a stream of states)

Conjunction  $g \wedge g$

Disjunction  $g \vee g$

$$X = \{x_1, x_2, \dots\}$$

$$S = \{s_1, s_2, \dots\}$$

$$T = X \cup \{s(t_1, \dots, t_k) \mid s \in S, t_i \in T\}$$

$$\Sigma = T^X$$

$$(\equiv) : \Sigma \rightarrow T \rightarrow T \rightarrow \Sigma_{\perp}$$

$$\sigma$$

$$g : \sigma \rightarrow \sigma \text{ stream}$$

“bind”

“mplus”



# A Sketch of Minimalistic Implementation

Jason Hemann, Daniel P. Friedman.  *$\mu$ Kanren: A Minimal Functional Core for Relational Programming* // Scheme'13:

Logic variables

$$X = \{x_1, x_2, \dots\}$$

Symbols (constructors)

$$S = \{s_1, s_2, \dots\}$$

Terms

$$T = X \cup \{s(t_1, \dots, t_k) \mid s \in S, t_i \in T\}$$

Substitutions

$$\Sigma = T^X$$

Unification

$$(\equiv): \Sigma \rightarrow T \rightarrow T \rightarrow \Sigma_{\perp}$$

State (a substitution + some info to create fresh variables)

$$\sigma$$

Goal (a function from a state to a stream of states)

$$g: \sigma \rightarrow \sigma \text{ stream}$$

Conjunction  $g \wedge g$

“bind”

Disjunction  $g \vee g$

“mplus”

Refinement of answers

$$\text{refine}: \sigma \rightarrow X \rightarrow T$$

**Unification and refinement are virtually the main things to implement**

# Dealing with Typed Terms

# Dealing with Typed Terms

- Non-solution:
  - implement unification for a fixed term representation;
  - convert user-type data to- and from that universal representation.

# Dealing with Typed Terms

- Non-solution:
  - implement unification for a fixed term representation;
  - convert user-type data to- and from that universal representation.

**Does not help in detecting the mistakes statically**

# Dealing with Typed Terms

- Non-solution:
  - implement unification for a fixed term representation;
  - convert user-type data to- and from that universal representation.

**Does not help in detecting the mistakes statically**

- Bad solution: generate boilerplate unification code for each user type (there is no direct support for *ad-hoc* polymorphism in OCaml yet).

# Dealing with Typed Terms

- Non-solution:
  - implement unification for a fixed term representation;
  - convert user-type data to- and from that universal representation.

**Does not help in detecting the mistakes statically**

- Bad solution: generate boilerplate unification code for each user type (there is no direct support for *ad-hoc* polymorphism in OCaml yet).

**Boilerplatish**

# Dealing with Typed Terms

- Non-solution:
  - implement unification for a fixed term representation;
  - convert user-type data to- and from that universal representation.

**Does not help in detecting the mistakes statically**

- Bad solution: generate boilerplate unification code for each user type (there is no direct support for *ad-hoc* polymorphism in OCaml yet).

**Boilerplatish**

**Users would need to adjust their types to represent logical variables**

# Dealing with Typed Terms

- Non-solution:
  - implement unification for a fixed term representation;
  - convert user-type data to- and from that universal representation.

**Does not help in detecting the mistakes statically**

- Bad solution: generate boilerplate unification code for each user type (there is no direct support for *ad-hoc* polymorphism in OCaml yet).

**Boilerplatish**

**Users would need to adjust their types to represent logical variables**

- Polymorphic unification:

$$\equiv : \Sigma \rightarrow \alpha \rightarrow \alpha \rightarrow \Sigma_{\perp}$$



# Dealing with Typed Terms

- Non-solution:
  - implement unification for a fixed term representation;
  - convert user-type data to- and from that universal representation.

**Does not help in detecting the mistakes statically**

- Bad solution: generate boilerplate unification code for each user type (there is no direct support for *ad-hoc* polymorphism in OCaml yet).

**Boilerplatish**

**Users would need to adjust their types to represent logical variables**

- Polymorphic unification:

$$\equiv : \Sigma \rightarrow \alpha \rightarrow \alpha \rightarrow \Sigma_{\perp}$$

**Has to be implemented in an untyped manner**

# Dealing with Typed Terms

- Non-solution:
  - implement unification for a fixed term representation;
  - convert user-type data to- and from that universal representation.

**Does not help in detecting the mistakes statically**

- Bad solution: generate boilerplate unification code for each user type (there is no direct support for *ad-hoc* polymorphism in OCaml yet).

**Boilerplatish**

**Users would need to adjust their types to represent logical variables**

- Polymorphic unification:

$$\equiv : \Sigma \rightarrow \alpha \rightarrow \alpha \rightarrow \Sigma_{\perp}$$

**Has to be implemented in an untyped manner**

**Might be a good solution (lightweight, efficient), if type safety is justified**

# Polymorphic Unification

Works for all *logic* types  $\alpha^o$ :

$$\equiv : \Sigma \rightarrow \alpha^o \rightarrow \alpha^o \rightarrow \Sigma_{\perp}$$

# Polymorphic Unification

Works for all *logic* types  $\alpha^o$ :

$$\equiv : \Sigma \rightarrow \alpha^o \rightarrow \alpha^o \rightarrow \Sigma_{\perp}$$

Is implemented as the standard algorithm with triangular substitution and occurs check by traversing runtime representation, using unsafe interface `Obj`.

# Polymorphic Unification

Works for all *logic* types  $\alpha^o$ :

$$\equiv : \Sigma \rightarrow \alpha^o \rightarrow \alpha^o \rightarrow \Sigma_{\perp}$$

Is implemented as the standard algorithm with triangular substitution and occurs check by traversing runtime representation, using unsafe interface `Obj`.

Pitfalls:

- compiler loses the track of types after the results of unification are stored in a substitution  $\leadsto$  refinement has to be implemented untyped as well;

# Polymorphic Unification

Works for all *logic* types  $\alpha^o$ :

$$\equiv : \Sigma \rightarrow \alpha^o \rightarrow \alpha^o \rightarrow \Sigma_{\perp}$$

Is implemented as the standard algorithm with triangular substitution and occurs check by traversing runtime representation, using unsafe interface `Obj`.

Pitfalls:

- compiler loses the track of types after the results of unification are stored in a substitution  $\leadsto$  refinement has to be implemented untyped as well;
- the safety of unification/refinement implementation has to be justified separately;

# Polymorphic Unification

Works for all *logic* types  $\alpha^o$ :

$$\equiv : \Sigma \rightarrow \alpha^o \rightarrow \alpha^o \rightarrow \Sigma_{\perp}$$

Is implemented as the standard algorithm with triangular substitution and occurs check by traversing runtime representation, using unsafe interface `Obj`.

Pitfalls:

- compiler loses the track of types after the results of unification are stored in a substitution  $\leadsto$  refinement has to be implemented untyped as well;
- the safety of unification/refinement implementation has to be justified separately;
- states must not escape their scope (otherwise the coherence between variable types and terms, stored in states, can be lost).

# Properties of Polymorphic Unification

It can be shown, that for our concrete implementation:



# Properties of Polymorphic Unification

It can be shown, that for our concrete implementation:

- variables in a substitution are always associated with the terms of the same type;

# Properties of Polymorphic Unification

It can be shown, that for our concrete implementation:

- variables in a substitution are always associated with the terms of the same type;
- all variables preserves their types, assigned by the compiler;

# Properties of Polymorphic Unification

It can be shown, that for our concrete implementation:

- variables in a substitution are always associated with the terms of the same type;
- all variables preserves their types, assigned by the compiler;
- all variables occur in terms only in a “type-safe” positions:

$t[x] \iff$  the type of  $x$  corresponds to the type of the hole of  $t$

# Properties of Polymorphic Unification

It can be shown, that for our concrete implementation:

- variables in a substitution are always associated with the terms of the same type;
- all variables preserves their types, assigned by the compiler;
- all variables occur in terms only in a “type-safe” positions:

$t[x] \iff$  the type of  $x$  corresponds to the type of the hole of  $t$

$\rightsquigarrow$

the refinement is type-safe, if a variable is refined in a state, which is an inheritor of the state that variable was created in.

## Capturing the States

States and refinement function are hidden and can not be accessed directly.

## Capturing the States

States and refinement function are hidden and can not be accessed directly.

The refinement is performed transparently as the top-level running primitive is invoked:

# Capturing the States

States and refinement function are hidden and can not be accessed directly.

The refinement is performed transparently as the top-level running primitive is invoked:

$$\text{run } \bar{n} \text{ (}\mathbf{fun} \ q_1 \ q_2 \ \dots \ q_n \rightarrow g \text{) (}\mathbf{fun} \ a_1 \ a_2 \ \dots \ a_n \rightarrow h \text{)}$$

# Capturing the States

States and refinement function are hidden and can not be accessed directly.

The refinement is performed transparently as the top-level running primitive is invoked:

$$\text{run } \bar{n} \text{ (}\mathbf{fun} \ q_1 \ q_2 \ \dots \ q_n \rightarrow g \text{) (}\mathbf{fun} \ a_1 \ a_2 \ \dots \ a_n \rightarrow h \text{)}$$

Here:

- `run` — the only way to run goals;
- $\bar{n}$  — a *numeral*, describing the number of fresh variables, available for running the goal  $g$ ; numerals can be manufactured *quantum satis* using the successor function, which is provided as well;
- $q_1, q_2 \dots q_n$  — these fresh variables;
- $a_1, a_2 \dots a_n$  — the streams of *refined* answers for the variables  $q_1, q_2 \dots q_n$  respectively;
- $h$  — a *handler*, which can make use of refined answers.

The framework guarantees, that variables are refined only in correct states.



# Datatype-Generic Pattern

Injecting a user-type into logic domain and projecting the logical results back:

$$\begin{array}{lcl} \uparrow_t & : & t \rightarrow t^o \\ \downarrow_t & : & t^o \rightarrow t \end{array}$$

# Datatype-Generic Pattern

Injecting a user-type into logic domain and projecting the logical results back:

$$\begin{aligned}\uparrow_t &: t \rightarrow t^o \\ \downarrow_t &: t^o \rightarrow t\end{aligned}$$

Can be done systematically using generic programming:

- “ $\uparrow_{\forall}$ ”, “ $\downarrow_{\forall}$ ” are polymorphic shallow injection/projection;
- for the deep case, make the type a functor and use *fmap*.

# Datatype-Generic Pattern

Injecting a user-type into logic domain and projecting the logical results back:

$$\begin{aligned}\uparrow_t &: t \rightarrow t^o \\ \downarrow_t &: t^o \rightarrow t\end{aligned}$$

Can be done systematically using generic programming:

- “ $\uparrow_{\forall}$ ”, “ $\downarrow_{\forall}$ ” are polymorphic shallow injection/projection;
- for the deep case, make the type a functor and use *fmap*.

```
type tree = Leaf of int | Node of tree * tree
```

# Datatype-Generic Pattern

Injecting a user-type into logic domain and projecting the logical results back:

$$\begin{aligned}\uparrow_t &: t \rightarrow t^o \\ \downarrow_t &: t^o \rightarrow t\end{aligned}$$

Can be done systematically using generic programming:

- “ $\uparrow_{\forall}$ ”, “ $\downarrow_{\forall}$ ” are polymorphic shallow injection/projection;
- for the deep case, make the type a functor and use *fmap*.

```
type tree = Leaf of int | Node of tree * tree
```

$\rightsquigarrow$

```
type ('int, 'tree) treef = Leaf of 'int | Node of 'tree * 'tree
```

# Datatype-Generic Pattern

Injecting a user-type into logic domain and projecting the logical results back:

$$\begin{aligned}\uparrow_t &: t \rightarrow t^o \\ \downarrow_t &: t^o \rightarrow t\end{aligned}$$

Can be done systematically using generic programming:

- “ $\uparrow_{\forall}$ ”, “ $\downarrow_{\forall}$ ” are polymorphic shallow injection/projection;
- for the deep case, make the type a functor and use *fmap*.

```
type tree = Leaf of int | Node of tree * tree
```

$\rightsquigarrow$

```
type ('int, 'tree) treef = Leaf of 'int | Node of 'tree * 'tree  
type tree = (int, tree) treef
```

# Datatype-Generic Pattern

Injecting a user-type into logic domain and projecting the logical results back:

$$\begin{aligned}\uparrow_t &: t \rightarrow t^o \\ \downarrow_t &: t^o \rightarrow t\end{aligned}$$

Can be done systematically using generic programming:

- “ $\uparrow_{\forall}$ ”, “ $\downarrow_{\forall}$ ” are polymorphic shallow injection/projection;
- for the deep case, make the type a functor and use *fmap*.

```
type tree = Leaf of int | Node of tree * tree
```

$\rightsquigarrow$

```
type ('int, 'tree) treef = Leaf of 'int | Node of 'tree * 'tree
```

```
type tree = (int, tree) treef
```

```
type treeo = ((into, treeo) treef)o
```

# Datatype-Generic Pattern

Injecting a user-type into logic domain and projecting the logical results back:

$$\begin{aligned}\uparrow_t &: t \rightarrow t^o \\ \downarrow_t &: t^o \rightarrow t\end{aligned}$$

Can be done systematically using generic programming:

- “ $\uparrow_{\forall}$ ”, “ $\downarrow_{\forall}$ ” are polymorphic shallow injection/projection;
- for the deep case, make the type a functor and use *fmap*.

```
type tree = Leaf of int | Node of tree * tree
```

$\rightsquigarrow$

```
type ('int, 'tree) treef = Leaf of 'int | Node of 'tree * 'tree
```

```
type tree = (int, tree) treef
```

```
type treeo = ((into, treeo) treef)o
```

```
let rec ( $\uparrow_{\text{tree}}$ ) t =  $\uparrow_{\forall}$  ( fmaptreef ( $\uparrow_{\forall}$ ) ( $\uparrow_{\text{tree}}$ ) t )
```

# Datatype-Generic Pattern

Injecting a user-type into logic domain and projecting the logical results back:

$$\begin{aligned}\uparrow_t &: t \rightarrow t^o \\ \downarrow_t &: t^o \rightarrow t\end{aligned}$$

Can be done systematically using generic programming:

- “ $\uparrow_{\forall}$ ”, “ $\downarrow_{\forall}$ ” are polymorphic shallow injection/projection;
- for the deep case, make the type a functor and use *fmap*.

```
type tree = Leaf of int | Node of tree * tree
```

$\rightsquigarrow$

```
type ('int, 'tree) treef = Leaf of 'int | Node of 'tree * 'tree
```

```
type tree = (int, tree) treef
```

```
type treeo = ((into, treeo) treef)o
```

```
let rec ( $\uparrow_{\text{tree}}$ ) t =  $\uparrow_{\forall}$  ( fmaptreef ( $\uparrow_{\forall}$ ) ( $\uparrow_{\text{tree}}$ ) t)
```

```
let rec ( $\downarrow_{\text{tree}}$ ) l = fmaptreef ( $\downarrow_{\forall}$ ) ( $\downarrow_{\text{tree}}$ ) ( $\downarrow_{\forall}$  l)
```



# Example

.

# Current Implementation

- Repository: <https://github.com/dboulytchev/OCanren>
- Implements  $\mu$ Kanren + disequality constraints
- Passes most of the original tests
- Outperforms  $\mu$ Kanren on long queries