

# Уменьшение цены абстракции при типобезопасном встраивании реляционного языка программирования в OCaml

Дмитрий Косарев

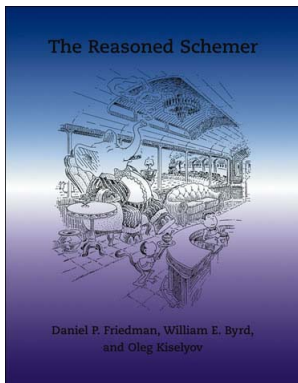
Санкт-Петербургский Государственный Университет  
JetBrains Research

Языки программирования и компиляторы  
4 апреля, 2016  
Ростов-на-Дону

# Реляционное программирование на miniKanren

От программ-функций к программам-отношениям:

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



- Изначально DSL для Scheme/Racket с довольно минималистичной реализацией
- Семейство языков ( $\mu$ Kanren,  $\alpha$ -Kanren, cKanren, и т.д.)
- Встраивается как DSL в широкий набор языков (включая OCaml, Haskell, Scala, и т.д.)
- Daniel P. Friedman, William Byrd and Oleg Kiselyov. The Reasoned Schemer, The MIT Press, Cambridge, MA, 2005

## Пример: реляционное слияние списков (OCaml/OCanren/miniKanren)

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

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

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

## Пример: реляционное слияние списков (OCaml/OCanren/miniKanren)

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

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

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

```
let rec appendo xs ys xys
```

## Пример: реляционное слияние списков (OCaml/OCanren/miniKanren)

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

```
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))
```

## Пример: реляционное слияние списков (OCaml/OCanren/miniKanren)

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

```
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)
```

## Пример: реляционное слияние списков (OCaml/OCanren/miniKanren)

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

```
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))
```

## Пример: реляционное слияние списков (OCaml/OCanren/miniKanren)

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

```
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))
```



## Пример: реляционное слияние списков (OCaml/OCanren/miniKanren)

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

```
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)  
    (appendo t ys tys) )
```

## Пример: реляционное слияние списков (OCaml/OCanren/miniKanren)

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

```
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)  
    (appendo t ys tys) )
```

В оригинальной реализации:

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

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

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”

# 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

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  $g \vee g$

Refinement of answers

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

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

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

$$\Sigma = T^X$$

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

$$\sigma$$

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

“bind”

“mplus”

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

# 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

# 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).

## 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:

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

# 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:

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

Here:

- $\text{run}$  — 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.

# Converting from- and to User Types

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

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



# Converting from- and to User Types

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

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

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*.

# Converting from- and to User Types

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
```

# Converting from- and to User Types

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

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

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
```

# Converting from- and to User Types

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

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

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
```

# Converting from- and to User Types

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

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

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
```

# Converting from- and to User Types

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

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

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
```

$\leadsto$

```
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 )
```

# Converting from- and to User Types

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

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

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
```

$\leadsto$

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

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

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

```
let rec (↑tree) t = ↑∀ (fmaptreef (↑∀) (↑tree) t)
```

```
let rec (↓tree) l = fmaptreef (↓∀) (↓tree) (↓∀ 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

last

```
type 'a list = Nil | Cons of 'a * 'a list
```

```
let (_: int list) = Cons (1, Nil)
```

