### Towards a miniKanren with fair search strategies

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#### Content

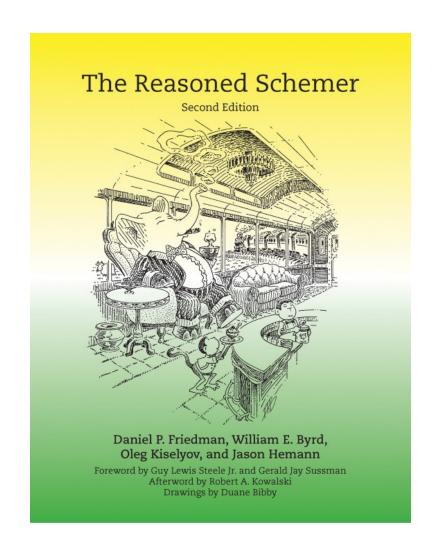
- Background
- Contributions
- The Behavior of Strategies
- The Implementation of Strategies
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#### The Reasoned Schemer, 2nd Edition





### Commandments for miniKanren Programmers

- Within each sequences of goals, move non-recursive goals before recursive goals
- If your miniKanren program is slow, fiddle with its conde-lines.

(interleaving DFS, the strategy of  $\mathbb{Z}$  and  $\mu$ Kanren, is unfair in disjunction)



### Cases Where We Might Want Other Strategies

- teaching new miniKanren programmers
- writing relational definitions that runs in different running modes



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#### Fairness

- fairness in disjunctions: unfair, almost-fair, unfair
- fairness in conjunctions: unfair, fair



## Search Strategies

conj	disj	strategy
unfair	unfair	interleaving DFS
unfair	almost-fair	balanced interleaving DFS
unfair	fair	fair DFS
fair	fair	BFS[1]

[1] Seres, Silvija, J. Michael Spivey, and C. A. R. Hoare. "Algebra of Logic Programming." ICLP. 1999.



### Search Strategies

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unfair	fair	NEW ARRIVAL fair DFS
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```
(repeat° x l)
```

- x is an arbitrary thing.
- 1 is a list of one or more x s.



### Interleaving DFS (Unfair Disjunction)

```
> (run 15 q
                                  (conde
                                                     [(repeat° 'λ q)]
                                                     [(repeat° ' to q)]
                                                     [(repeat° ' " q)]
                                                     [(repeat° ' 🦜 q)]
                                                     [(repeat o ' | q)]))
       '((λ) (λ λ) (🐑) (λ λ λ) (λ λ λ λ)
                          (② ②) (λ λ λ λ λ) (③)
                          (λ λ λ λ λ λ) (🐑 🐑 🐑)
                           (\lambda \lambda \lambda \lambda \lambda \lambda \lambda) (\lambda \lambda \lambda \lambda \lambda \lambda \lambda)
                          ( 🐑 🐑 🐑 ) ( \( \lambda \) \
```



### Balanced-interleaving DFS (Almost-fair Disjunction)

```
> (run 15 q
    (conde
      [(repeat° 'λ q)]
      [(repeat° ' 🐑 q)]
      [(repeat° ' 😭 q)]
      [(repeat° '% q)]
      [(repeat o ' 🙀 q)]))
'((💇) (🦥) (🦜) (λ)
 (🐑 🐑) (👺 👺) (🐔 🐔) (🥞)
 (🐑 🐑 🐑) (👺 👺 😭) (🧏 🐔 ) (λ λ)
```



### Fair DFS & BFS (Fair Disjunction)

```
> (run 15 q
   (conde
     [(repeat° 'λ q)]
     [(repeat o ' o q)]
     [(repeat° ' 😭 q)]
     [(repeat° '% q)]
     [(repeat o ' * q)]))
'((λ) (🐑) (👺)
  (%) (%)
  (λ λ) (🐑 🐑) (👺 👺)
  ( 🐔 🐔 ) ( 👺 👺 )
  (λ λ λ) (🐑 🐑 🐑) (😭 👺 😭)
  ( 📆 📆 📆 ) ( 👺 👺 👺 ) )
```



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#### Review

- a goal is a function from a state to a space
- a state is a way to satisfy some relations
- a (search) **space** is a collection of **state** s

### (Search) Space

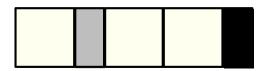
```
Space ::= Null | (→ Space) | (Pair State Space)
```



### (Search) Space

Space ::= Null | (→ Space) | (Pair State Space)

a space with three states

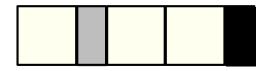




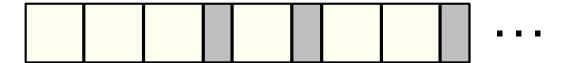
### (Search) Space

Space ::= Null | (→ Space) | (Pair State Space)

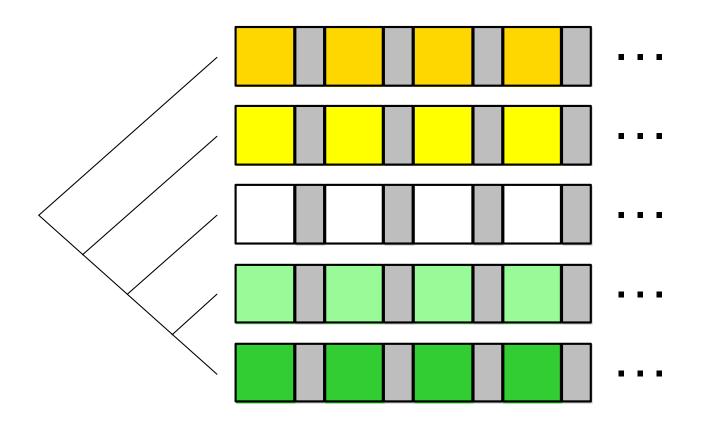
a space with three states



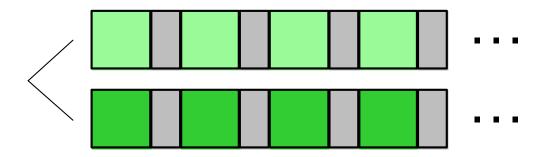
a space with possibly infinite states



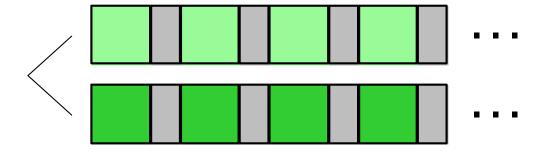


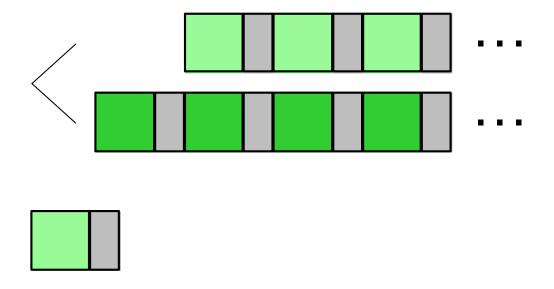




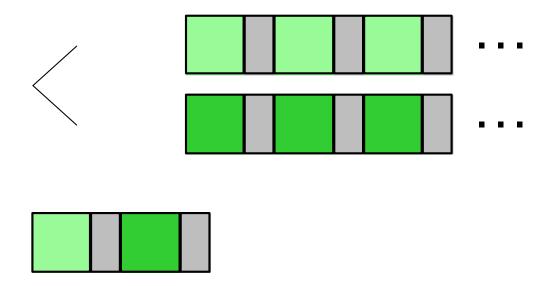




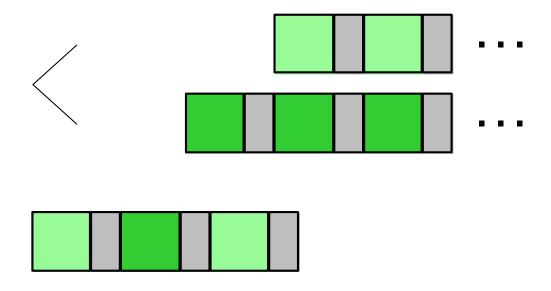




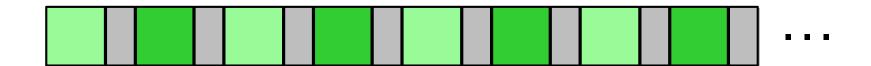








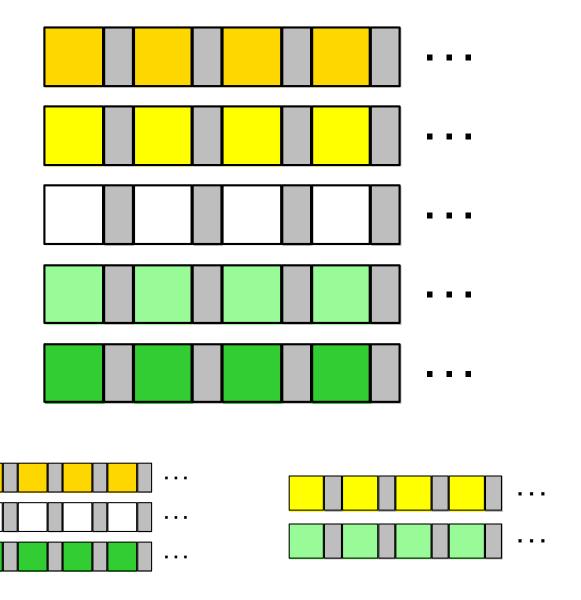








### Implementation of Almost-fair Disjunction

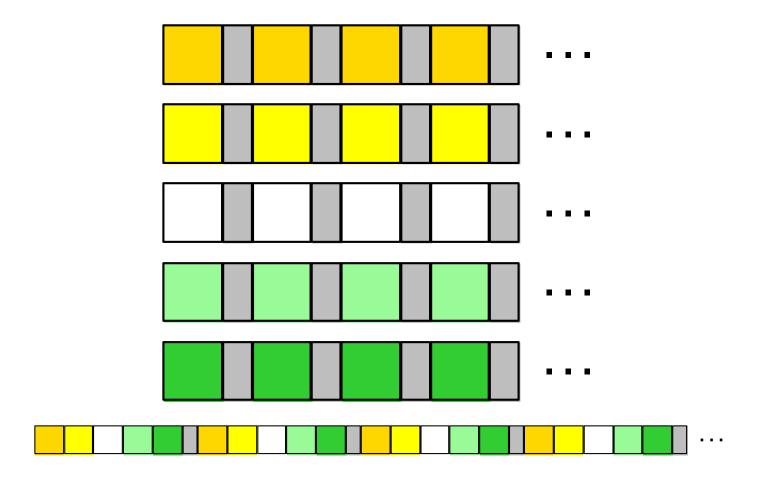




### Balanced-interleaving DFS (Almost-fair Disjunction)

```
> (run 15 q
    (conde
      [(repeat° 'λ q)]
      [(repeat° ' 🐑 q)]
      [(repeat° ' 😭 q)]
      [(repeat° '% q)]
      [(repeat o ' 🙀 q)]))
'((💇) (🦥) (🦜) (λ)
 (🐑 🐑) (👺 👺) (🐔 🐔) (🥞)
 (🐑 🐑 🐑) (👺 👺 😭) (🧏 🐔 ) (λ λ)
```

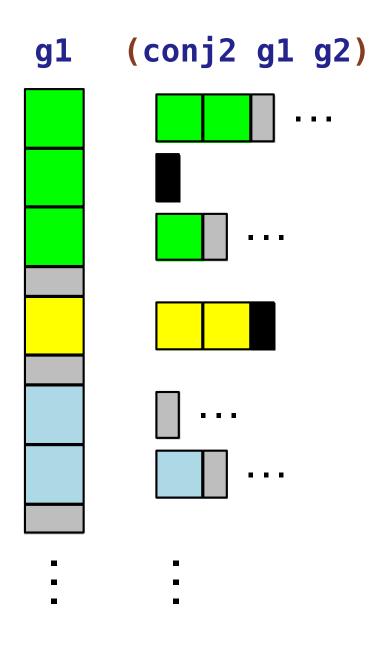








## Implementations of Conjunctions







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#### Quantitative Evaluation

Benchmark	$DFS_i$	$DFS_{bi}$	$DFS_{\mathit{f}}$	$BFS_{imp}$	$BFS_{\mathit{ser}}$
quine-1	41	48	33	-	-
quine-2	72	76	32	-	-
'(I love you)-1	78	70	59	254	605
'(I love you)-2	631	173	61	253	605



### Why Fairness?

- resistant to permutation of cond e lines.
  - need not be concerned about line order.
  - one definition for different running modes
- more understandable order of answers



# Q & A

