

# Data structure inference based on source code

Aleksander Balicki

August 28, 2011

## Abstract

## 1 Introduction

## 2 Data structure inference

### 2.1 Example imperative language

We define an imperative language, on which we will show examples of the algorithm.

### 2.2 The framework

We define a set *DataStructureOperations*. We can further extend this set, but for now assume that

$$DataStructureOperations = \{Insert, Update, Delete, FindMax, DeleteMax, \dots\}. \quad (1)$$

Each of the *DataStructureOperations* elements symbolizes an operation you can accomplish on a data structure.

Asymptotical complexity of an operation we store as a pair of type:

$$AsymptoticalComplexity = Int \times Int, \quad (2)$$

where

$$(k, l) \text{ means } O(n^k \log^l n). \quad (3)$$

The reason to choose such a type is that it's easier to compare than the general case (we can do a lexicographical comparison of the two numbers) and it distinguishes most of the data structure operation complexities.

Sometimes we have to use some qualified complexities:

$$ComplexityType = \{Normal, Amortized, Amortized Expected, Expected\} \quad (4)$$

The overall complexity can be seen as a type:

$$Complexity = AsymptoticalComplexity \times ComplexityType \quad (5)$$

Here we can also use a lexicographical comparison, but we have to say that

$$Normal > Amortized, \quad (6)$$

$$Amortized > Expected, \quad (7)$$

$$Expected > Amortized Expected, \quad (8)$$

$$(9)$$

and that  $>$  is transitive.

We also always choose the smallest asymptotic-complexity-wise complexity. For example, we have a search operation on a splay tree. It's  $O(n)$ , but  $O(\log n)$  amortized, so it's represented as  $((0, 1), Amortized)$ .

### 3 Extensions of the idea

#### 3.1 Second extremal element

#### 3.2 Big load

change in the algorithm

#### 3.3 Data structure modifications

max elem cache

#### 3.4 Linked data structures

keeping records

#### 3.5 Transforming datastructures on-line

what it said

#### 3.6 Upper bound on the element count

so we can choose between malloc and static allocation

#### 3.7 Outer-world input

detecting scanf and sockets and so on

## **4 Program**

### **4.1 Recommendation mode**

prints recommendations

### **4.2 Advice mode**

prints advice

### **4.3 Compile mode**

linkes appropriate lib

### **4.4 Typechecker**