



Universiteit Utrecht

**[Faculty of Science
Information and Computing Sciences]**

Inferring Contracts for Functional Programs

Thesis defense

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ASK-ELLE: A programming tutor for Haskell

Gerdes et al. are developing a programming tutor for Haskell. Using the tutor, a student can:


- ▶ develop her program incrementally
- ▶ receive feedback about whether or not she is on the right track
- ▶ can ask for a hint when she is stuck
- ▶ see how a complete program is constructed step by step

The tutor targets first-year computer science students.





Ask-Elle



All Exercises

- programming
 - list
 - creation
 - dupli
 - repli
 - functions
 - compress
 - encode
 - manipulation
 - dropevery
 - myconcat
 - myreverse**
 - pack
 - removeat
 - rotate
 - split
 - projection
 - butlast
 - elementat
 - mylast
 - slice
 - properties
 - mylength
 - palindrome

Description

Write a function that reverses a list: `myreverse :: [a] -> [a]`. For example:

```
Data.List> myreverse "A man, a plan, a canal, panama!"
"amanap ,lanac a ,nalp a ,nam A"
```

```
Data.List> myreverse [1,2,3,4]
[4,3,2,1]
```

Editor

```
1 myreverse = ?
2   where
3     reverse' acc ? = ?
4
```

Help

You can follow one of the following strategies:

Introduce a helper function that uses an accumulating parameter:

Hint 1

Introduce the constructor pattern `[]`.

Hint 2

Refine the current term to

```
myreverse =
  ?
  where
    reverse' acc [] =
      ?
```



Main ideas behind ASK-ELLE

- ▶ A teacher specifies **model solution** solutions for an exercise
- ▶ ASK-ELLE compares possibly partial student solutions against model solutions using **strategies**
- ▶ As long as a student follows a model solution, ASK-ELLE can give hints



And what if a student makes an error?

You have made a, possibly incorrect,
step that does not follow the strategy.



Our goal

- ▶ Specify the **properties** a solution should satisfy
- ▶ **Test** the properties using QuickCheck
- ▶ Express the properties a solution should satisfy as a **contract**
- ▶ Use **contract inference** to infer contracts for user-defined functions
- ▶ Use **contract checking** to report property violations as precisely as possible



This talk

- ▶ Gives a quick introduction to QuickCheck and contracts
- ▶ Presents contract inference
- ▶ Touches on the current limitations of contract inference



QuickCheck

- ▶ A library for **property-based testing** of programs
- ▶ Programmer specifies **properties** a function has to adhere to
- ▶ QuickCheck generates **random values** and applies the property to them
- ▶ If the property fails, QuickCheck tries to shrink the random value to produce a minimal counter-example



QuickCheck: an example

propEven : *Int* → *Bool*
propEven *n* = *even* *n*

```
*Main> quickCheck propEven  
*** Failed! Falsifiable (after ...):  
1
```



QuickCheck and ASK-ELLE

- ▶ Specify QuickCheck properties for exercises
- ▶ When strategies fail, fall back to QuickCheck
- ▶ Problem: *where* is the error?



Contracts

- ▶ Impose restrictions and give guarantees for programs
- ▶ If a contract is violated, an exception is thrown containing the location of the violation
 - ▶ Easier debugging
 - ▶ Easier runtime enforcement of invariants
- ▶ We use the typed-contracts library by Hinze et al.



Specifying contracts

Contracts are represented by a GADT:

data *Contract* *a* **where**

Prop : $(a \rightarrow \text{Bool}) \rightarrow \text{Contract } a$



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 $\rightarrow \text{Contract } (a \rightarrow b)$



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And : $\text{Contract } a \rightarrow \text{Contract } a \rightarrow \text{Contract } a$

List : $\text{Contract } a \rightarrow \text{Contract } [a]$

Pair : $\text{Contract } a \rightarrow \text{Contract } b \rightarrow \text{Contract } (a, b)$



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And : $\text{Contract } a \rightarrow \text{Contract } a \rightarrow \text{Contract } a$

List : $\text{Contract } a \rightarrow \text{Contract } [a]$

Pair : $\text{Contract } a \rightarrow \text{Contract } b \rightarrow \text{Contract } (a, b)$

Functor : $\text{Functor } f \Rightarrow \text{Contract } a \rightarrow \text{Contract } (f \ a)$

Bifunctor : $\text{Bifunctor } f \Rightarrow \text{Contract } a \rightarrow \text{Contract } b$

$\rightarrow \text{Contract } (f \ a \ b)$



Asserting contracts

$assert : Contract\ a \rightarrow a \rightarrow a$

assert is a **partial identity**: if the contract is satisfied, it acts as identity, if not, it throws an exception.



Notation

$\{p\}$	$= \textit{Prop } p$
$c_1 \rightarrow c_2$	$= \textit{Function } c_1 \ c_2$
$(\&)$	$= \textit{And}$
$[c]$	$= \textit{List } c$
$c_1 \triangleleft @ \triangleright c_2$	$= c_1 \ \& \ \textit{Functor } c_2$
$c_1 \triangleleft @@ \triangleright (c_2, c_3)$	$= c_1 \ \& \ \textit{Bifunctor } c_2 \ c_3$



Asserting contracts: example

$f : \text{Int} \rightarrow \text{Int}$

$f = \text{assert } (\text{nat} \rightarrow \text{nat}) (+1)$

```
*Main> f 1
```

```
2
```

```
*Main> f (-1)
```

```
*** Exception: 'f' is to blame
```



An example problem in ASK-ELLE

Write a function that sorts a list

```
sort :: Ord a => [a] -> [a]
```

For example:

```
Data.List> sort [1,2,1,3,2,4]  
[1,1,2,2,3,4]
```



Sorting: a model solution

$sort = foldr\ insert\ []$

$insert\ x\ [] = [x]$

$insert\ x\ (y :: ys) \mid x \leq y = x :: y :: ys$
 $\mid otherwise = y :: insert\ x\ ys$



An error in sorting

$$\text{sort}' = \text{foldr } \text{insert}' []$$

$$\text{insert}' x [] = [x]$$

$$\begin{aligned} \text{insert}' x (y :: ys) \mid x \leq y &= y :: x :: ys \\ &\mid \text{otherwise} = y :: \text{insert}' x ys \end{aligned}$$



Sorting: a property

$$\text{propSort } xs = \text{isNonDesc } (\text{sort}' xs)$$

$$\begin{aligned} \text{isNonDesc } (x :: y :: xs) &= x \leq y \wedge \text{isNonDesc } (y :: xs) \\ \text{isNonDesc } _ &= \text{True} \end{aligned}$$

For the astute observer: no, this property does not fully cover what it means for a list to be sorted, but please bear with me



Running QuickCheck

```
*Main> quickCheck propSort  
*** Failed! Falsifiable (after ...):  
[0,1]
```

But where is the error?



Contracts...

Contracts to the rescue.



A contracted sort

$$\begin{aligned} \text{sortc} &= \text{assert} \\ &([true] \rightarrow \{isNonDesc\}) \\ &(\lambda xs \rightarrow \text{sort}' xs) \end{aligned}$$


Blaming

```
*Main> sortc [0,1]  
*** Exception: contract failed:  
the expression 'sort' is to blame.
```

But where is the error?



A more precise location

To get a more precise location for the error: replace all functions in the definition of *sort* by their contracted counterparts.



A contracted *insert*

$insertc = assert$

$(true \rightarrow \{isNonDesc\} \rightarrow \{isNonDesc\})$

$(\lambda x \rightarrow \lambda xs \rightarrow insert' x xs)$



Blaming II

```
*Main> sortc [0,1]  
*** Exception: contract failed:  
the expression 'insert' is to blame.
```



But wait

- ▶ In the context of the tutor, we only know the contract for *sort*
- ▶ A student can implement *sort* in many different ways
- ▶ We want to **infer** the contracts for the components of a function



Problem:

Given a well-typed program, determine the contracts for the components of the function.



Inferring contracts

- ▶ We have developed a contract inference algorithm
- ▶ Based on Algorithm \mathcal{W} by Damas and Milner
- ▶ We call it Algorithm \mathcal{CW}
- ▶ We have implemented Algorithm \mathcal{CW} for a small, **let**-polymorphic lambda-calculus based language with several built-in data types
 - ▶ We expect the results to carry over to Haskell
 - ▶ We use Haskell in these slides



Predefined contracts

- ▶ *true*: never fails assertion
- ▶ *false*: always fails assertion
- ▶ *list*: succeeds for lists
- ▶ *maybe*: succeeds for *Maybe* values
- ▶ *pair*: succeeds for pairs
- ▶ *either*: succeeds for *Either* values
- ▶ *int*: succeeds for integers
- ▶ *bool*: succeeds for booleans
- ▶ *char*: succeeds for characters



A contract for *id*

For

$$\blacktriangleright id : a \rightarrow a$$

we infer

$$\blacktriangleright true \rightarrow true$$

Instead of type variables, we infer *true* contracts



Inferred contract for *const*

For

$$\blacktriangleright \text{const} : a \rightarrow b \rightarrow a$$

we infer

$$\blacktriangleright \text{true}_1 \multimap \text{true}_2 \multimap \text{true}_1$$



Inferred contract for *map*

For

$$\blacktriangleright \text{map} : (a \rightarrow b) \rightarrow [a] \rightarrow [b]$$

we infer

$$(true_1 \rightarrow true_2) \rightarrow (list_1 \triangleleft @ \triangleright true_1) \rightarrow (list_2 \triangleleft @ \triangleright true_2)$$



Types and contracts

- ▶ The same type variable gets the same *true* contract
- ▶ For concrete types we introduce fresh specific contracts
- ▶ For (bi)functorial types we infer the more general (bi)functor contracts
- ▶ We infer the most specific contracts that never fails assertion



Contract unification

Contracts can be unified, creating substitutions:

$$\mathcal{U}(true, char) = [true \mapsto char]$$

$$\mathcal{U}(true_1 \rightarrow true_2, int \rightarrow bool) = [true_2 \mapsto bool, true_1 \mapsto int]$$



Contract unification

We can also unify two non-*true* contracts:

$$\mathcal{U}(int, nat) = [int \mapsto nat]$$

This is essential, because we want assertion to be able to fail.

Why can we do this?



Contract semantics as sets

The semantics of a contract c , written $\llbracket c \rrbracket$, is defined as the set of Haskell values for which it never fails assertion.

For all contracts c , $\llbracket false \rrbracket \subseteq \llbracket c \rrbracket \subseteq \llbracket true \rrbracket$



Unification of two different contracts is defined as

$$\mathcal{U}(c_1, c_2) = [c_1 \mapsto c_2] \text{ (iff } c_1 \notin \text{ftc}(c_2) \wedge \llbracket c_2 \rrbracket \subseteq \llbracket c_1 \rrbracket)$$

$$\mathcal{U}(c_1, c_2) = [c_2 \mapsto c_1] \text{ (iff } c_2 \notin \text{ftc}(c_1) \wedge \llbracket c_1 \rrbracket \subseteq \llbracket c_2 \rrbracket)$$

$\text{ftc}(c)$ is the set of free *true* contracts in c and $c_1 \notin \text{ftc}(c_2)$ is the occurs check.

Since $\text{int} \notin \text{ftc}(\text{nat}) \wedge \llbracket \text{nat} \rrbracket \subseteq \llbracket \text{int} \rrbracket$

$$\mathcal{U}(\text{int}, \text{nat}) = [\text{int} \mapsto \text{nat}]$$



Dependent contracts: sorting revisited

Sorting not just returns a non-descending list, it is also a permutation of the input:

$$isSorted\ xs\ ys = isNonDesc\ ys \wedge ys \in permutations\ xs$$

The contract for the output **depends** on the input of the function; it is a **dependent contract**



Defining dependent contracts

To model dependent contracts, we modify the *Contract* GADT

data *Contract* *a* **where**

..

Function : *Contract* *a* \rightarrow (*a* \rightarrow *Contract* *b*)
 \rightarrow *Contract* (*a* \rightarrow *b*)

..

and introduce new notation:

$c_1 \rightarrow c_2 = \text{Function } c_1 (\text{const } c_2)$

$c_2 \xrightarrow{d} c_2 = \text{Function } c_1 c_2$



Dependent contract for sorting

$$\text{sortContract} = (xs : \text{list} \triangleleft @ \triangleright \text{true}) \vdash^d \{ \text{isSorted } xs \}$$

In general, if at all possible, inferring and correctly unifying dependent contracts is hard, so we do not attempt it



Working around dependent contracts

- ▶ We can eliminate the need for dependent contracts by inlining a QuickCheck counter-example in the contract
- ▶ QuickCheck shrinks its counter-example
 - ▶ We know smaller values will not violate the contract
 - ▶ We know that the counter-example will violate the contract



Eliminating dependent contracts: *sort*

Using counter-example $[0, 1]$:

$$\begin{aligned} \text{sortCntr}' &= (\text{list} \triangleleft @ \triangleright \text{true}) \rightarrow \{ \text{isSorted } [0, 1] \} \\ \text{insertCntr}' &= \text{true} \rightarrow \text{true} \rightarrow \{ \text{isSorted } [0, 1] \} \\ \text{sortc}' &= \text{assert } \text{sortCntr}' \text{ sort}' \\ \text{insertc}' &= .. \end{aligned}$$

```
*Main> sortc' [0,1]
*** Exception: contract failed:
the expression 'insert' is to blame.
```

N.B.: we must only assert *insertCntr'* once, because the contract will now always fail for smaller lists in recursive calls



Future work: eliminating dependent contracts

- ▶ Inlining works for inductive types, because they have a base-case
- ▶ By default, QuickCheck doesn't actually guarantee a minimal counter-example, but this is easily implemented
- ▶ What about non-inductive (flat) types, like *Int*, *Integer* and *Char*?



Future work: constant expression contracts

For

$$f\ x = 1$$

we could infer a constant expression contract

$$true \rightarrow \{ == 1 \}$$

Can we always infer constant expression contracts?



Future work: constant expression contracts

- ▶ Under-explored aspect of contract inference
- ▶ In some cases, unifying constant expression contracts leads to wrong contracts for sub-expressions
- ▶ Can we modify Algorithm \mathcal{CW} to infer constant expression contracts and unify them correctly?



Future work: overview

- ▶ Make the dependent contract workaround work for non-inductive types
 - ▶ Or find a way to correctly infer dependent contracts
- ▶ Correctly infer and unify constant expression contracts
- ▶ Implement contract inference in ASK-ELLE



Conclusions

- ▶ We can infer and unify non-dependent contracts easily
- ▶ For inductive types we can eliminate the need for dependent contracts by inlining a QuickCheck counter-example
- ▶ For non-inductive types, it is unclear whether we can eliminate dependent contracts
- ▶ We can infer constant expression contracts easily, but unifying them correctly may be more difficult

