

## **Inferring Contracts for Functional Programs**

Thesis defense

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## ASK-ELLE: A programming tutor for Haskell

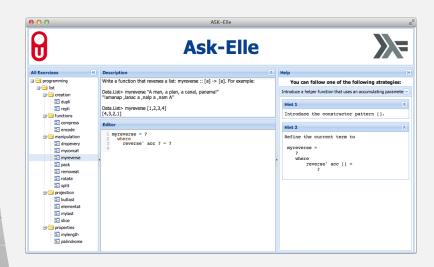
Gerdes et al. are developing a programming tutor for Haskell. Using the tutor, a student can:

- 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.









#### 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

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# QuickCheck: an example

```
propEven: Int \rightarrow Bool propEven \ n = even \ n

*Main> quickCheck propEven

*** Failed! Falsifiable (after ...):
```

### 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.



Contracts are represented by a GADT:

data Contract a where

Prop:  $(a \rightarrow Bool) \rightarrow Contract \ a$ 

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Function: Contract  $a \rightarrow Contract b$ 

 $\rightarrow Contract (a \rightarrow b)$ 

And: Contract  $a \to Contract \ a \to Contract \ a$ 

List:  $Contract \ a \rightarrow Contract \ [a]$ 

Pair: Contract  $a \to Contract \ b \to Contract \ (a, b)$ 

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#### data Contract a where

Prop:  $(a \rightarrow Bool) \rightarrow Contract \ a$ 

Function: Contract  $a \rightarrow Contract b$ 

 $\rightarrow Contract (a \rightarrow b)$ 

And: Contract  $a \to Contract \ a \to Contract \ a$ 

List : Contract  $a \to Contract [a]$ 

Pair : Contract  $a \to Contract \ b \to Contract \ (a, b)$ Functor : Functor  $f \Rightarrow Contract \ a \rightarrow Contract \ (f \ a)$ 

 $Bifunctor: Bifunctor f \Rightarrow Contract a \rightarrow Contract b$ 

 $\rightarrow Contract (f \ a \ b)$ 

## **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.

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### **Notation**

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### **Asserting contracts: example**

```
f: Int \rightarrow Int \\ f = assert \; (nat \rightarrow 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) \ | \ x \leqslant y = x :: y :: ys
| \ otherwise = y :: insert \ x \ ys
```

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# An error in sorting

```
sort' = foldr \ insert' \ []
insert' \ x \ [] = [x]
insert' \ x \ (y :: ys) \ | \ x \leqslant y = y :: x :: ys
| \ otherwise = y :: insert' \ x \ ys
```

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## **Sorting:** a property

$$propSort \ xs = isNonDesc \ (sort' \ xs)$$

$$isNonDesc\ (x::y::xs) = x \leqslant y \land isNonDesc\ (y::xs)$$
  
 $isNonDesc\ \_ = True$ 

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?



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#### Contracts...

Contracts to the rescue.

#### A contracted sort

```
sortc = assert 
 ([true] \rightarrow \{isNonDesc\}) 
 (\lambda xs \rightarrow sort' xs)
```



# **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

```
 \begin{array}{l} insertc = assert \\ (true \rightarrow \{isNonDesc\} \rightarrow \{isNonDesc\}) \\ (\lambda x \rightarrow \lambda xs \rightarrow insert' \ x \ xs) \end{array}
```

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# **Blaming II**

```
*Main> sortc [0,1]

*** Exception: contract failed:
the expression 'insert' is to blame.
```

### **But wait**

- $\blacktriangleright$  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
- lacktriangle Based on Algorithm  ${\mathcal W}$  by Damas and Milner
- ▶ We call it Algorithm 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

ightharpoonup id: a 
ightharpoonup a

we infer

ightharpoonup true 
ightharpoonup true

Instead of type variables, we infer  $\mathit{true}$  contracts

### **Inferred contract for** const

#### For

ightharpoonup const: a o b o a

#### we infer

 $ightharpoonup true_1 
ightharpoonup true_2 
ightharpoonup true_1$ 

# Inferred contract for map

#### For

$$\blacktriangleright \ map: (a \to b) \to [a] \to [b]$$

we infer

$$(true_1 \rightarrow true_2) \rightarrow (list_1 < \hspace{-0.05cm} \textcircled{0} \hspace{-0.05cm} true_1) \rightarrow (list_2 < \hspace{-0.05cm} \textcircled{0} \hspace{-0.05cm} true_2)$$

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### **Types and contracts**

- ightharpoonup 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:

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

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

### **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  $[\![c]\!]$ , 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

Unification of two different contracts is defined as

$$\mathcal{U}(c_1, c_2) = \begin{bmatrix} c_1 \mapsto c_2 \end{bmatrix} (iff c_1 \notin ftc(c_2) \land \llbracket c_2 \rrbracket \subseteq \llbracket c_1 \rrbracket)$$
  
$$\mathcal{U}(c_1, c_2) = \begin{bmatrix} c_2 \mapsto c_1 \end{bmatrix} (iff c_2 \notin ftc(c_1) \land \llbracket c_1 \rrbracket \subseteq \llbracket c_2 \rrbracket)$$

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

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

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

## **Dependent contracts: sorting revisited**

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

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

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:

$$c_1 \rightarrow c_2 = Function \ c_1 \ (const \ c_2)$$
  
 $c_2 \stackrel{d}{\longmapsto} c_2 = Function \ c_1 \ c_2$ 

# **Dependent contract for sorting**

$$sortContract = (xs: list < @>true) \stackrel{d}{\longmapsto} \{isSorted\ xs\}$$

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 inling 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]:

```
*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

$$f x = 1$$

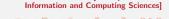
we could infer a constant expression contract

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

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
- $\triangleright$  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

