Concepts of programming languages

Janus

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Janus

A reversible programming language.

Not turing complete!

Reversibility

Every statement can be reverted. No history is stored.

```
x += y * 3
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```
x -= y * 3
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Injective functions

Reversible languages can only compute injective functions.

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$$h(x) = (x, g(x)) \tag{2}$$

Turing completeness

Turing machines can compute non-injective functions.

Reversible languages are not turing complete.

Reversible Turing complete.

Turing machines

Infinite tape of memory

Finite set of states

Transition function

- Current state
- Current symbol on tape
- Write symbol
- Move tape pointer
- Next state

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Turing machines

Forward deterministic: given any state and tape, there is at most one transition *from* that state.

Backward deterministic: given any state and tape, there is at most one transition *to* that state.

P is the class of forward deterministic turing machines, NP of non-deterministic turing machines.

Reversible Turing complete: a language that can simulate forward and backward deterministic turing machines.

What do reversible languages compute

Given a forward deterministic turing machine that computes $f(x)$,

There exists a reversible turing machine that computes $x \to (x, f(x))$.

More memory.

Example

`fib`: calculates (n+1)-th and (n+2)-th Fibonacci number.

```
procedure fib
    if n = 0 then
        x1 += 1    ; -- 1st Fib nr is 1.
        x2 += 1    ; -- 2nd Fib nr is 1.
    else
        n -= 1
        call fib
        x1 += x2
        x1 <=> x2
    fi x1 = x2
```

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        call fib
        x1 += x2
        x1 <=> x2
    fi x1 = x2      ; -- Used for inverting the if-statement.
```

Q: How do we calculate the inverse?

$\mathcal{I}[\![\texttt{if}\ e_1\ \texttt{then}\ s_1\ \texttt{else}\ s_2\ \texttt{fi}\ e_2]\!] \quad = \texttt{if}\ e_2\ \texttt{then}\ \mathcal{I}[\![s_1]\!]\ \texttt{else}\ \mathcal{I}[\![s_2]\!]\ \texttt{fi}\ e_1$

Example

`fib`: calculates (n+1)-th and (n+2)-th Fibonacci number.

```
procedure fibInverse
    if x1 = x2 then
        x2 -= 1          ; -- 2nd Fib nr is 1.
        x1 -= 1          ; -- 1st Fib nr is 1.
    else
        x1 <=> x2
        x1 -= x2
        call fibInverse
        n += 1
    fi n = 0
```

Example

`fib`: calculates (n+1)-th and (n+2)-th Fibonacci number.

- Q: What does the inverse of fib do?

```
procedure fibInverse
    if x1 = x2 then
        x2 -= 1             ; -- 2nd Fib nr is 1.
        x1 -= 1             ; -- 1st Fib nr is 1.
    else
        x1 <=> x2
        x1 -= x2
        call fibInverse
        n += 1
    fi n = 0
```

Relational Programming

Injective Programming	**Relational Programming**
r-Turing Complete	Turing Complete
backwards deterministic	backwards non-deterministic
restricted language constructs	search procedure (aka *resolution*)

Prolog basics

A logic program consists of *facts* and *rules*.

```
parent(alice, joe).
parent(bob, joe).
parent(joe, mary).
parent(gloria, mary).

ancestor(X, Y) :- parent(X, Y).
ancestor(X, Y) :- parent(X, Z), ancestor(Z, Y).

descendant(X, Y) :- ancestor(Y, X).
```


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The user can then *query* the runtime system, as such:

```
?- ancestor(alice, mary).
true.

?- parent(X, mary).
X = joe;
X = gloria.

?- ancestor(X, mary), not parent(X, mary).
X = alice;
X = bob.
```

Demonstration - Type Predicate

Assume a `type` predicate, relating expressions with types:

```
type(expr, t) :- ... .
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You would normally use it to perform *type-checking*:

```
?- type(1 + 1, int).
true.
?- type(1 + 1, string).
false.
```

But you can also perform *type-inference*:

```
?- type(1 + 1, Type).
Type = int.
?- type("hello world", Type).
Type = string.
?- type(λx:int -> x, Type).
Type = int -> int.
?- type(λx -> x, int -> Type).
Type = int.
```

Going in the reverse direction, you can generate programs:

```
?- type(Expr, int).
Expr = 1;
Expr = 2;
...
Expr = 1 + 1;
Expr = 1 + 2;
...
Expr = if true then 1 else 1;
...
```

Of course, this does not make much sense without a sufficiently expressive type system.

Demonstration - Relational Interpreter

Assume you have implemented a *relational interpreter*:

```
eval(program, result) :- ... .

?- eval(map (+ 1) [1 2 3], Result).
Result = [2 3 4].
```

Demonstration - Relational Interpreter

Assume you have implemented a *relational interpreter*:

```
eval(program, result) :- ... .
```

```
?- eval(map (+ 1) [1 2 3], Result).
Result = [2 3 4].
```

Non-deterministic constructs are also natural:

```
?- eval(amb [a, b, c], Result).
Result = a;
Result = b;
Result = c.
```

But you can also perform *program synthesis* by-example:

```
?- eval(F 1, 2),...,eval(map F [1 2 3], [2 3 4]).
...
F = λx -> x + 1;
...
F = λx -> x - 10 + 10 + 1;
...
```

But you can also perform *program synthesis* by-example:

```
?- eval(F 1, 2),...,eval(map F [1 2 3], [2 3 4]).
...
F = λx -> x + 1;
...
F = λx -> x - 10 + 10 + 1;
...
```

Quine generation is straightforward:

```
?- eval(Quine, Quine).
...
Quine = (λa -> a ++ show a) "(λa -> a ++ show a) ";
...
```

Logic Programming IRL

In practice, bi-directionality breaks with the usage of *extra-logical* features:

- **Variable projection**: inspecting values at runtime
- **Cut (!)**: disables backtracking in certain places
- **Assert/Retract**: dynamically insert/remove facts

Logic Programming IRL

In practice, bi-directionality breaks with the usage of *extra-logical* features:

- **Variable projection**: inspecting values at runtime
- **Cut (!)**: disables backtracking in certain places
- **Assert/Retract**: dynamically insert/remove facts

MiniKanren is a more recent logic programming language, which avoids extra-logical features (as much as possible).

Higher abstraction

- Relational programming, as well as functional programming, both belong to the *declarative* paradigm.
- They both focus on *what* a program does, rather than *how*.

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Question

How can we combine them, to get the best of both worlds?

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Hanus: Janus embedded in Haskell

In our research project, we use *TemplateHaskell* and *QuasiQuotation* to embed Janus in Haskell:

```
[hanus| procedure encode(im :: Image, ret :: [Byte]) {
    -- Janus commands with antiquotation
}|]
encode :: Image -> [Byte]
encode = call encode
decode :: [Byte] -> Image
decode = uncall encode
```

Come and check out our poster in de Vagant!

Thanks! Questions?

From CodeComics.com, modified.

References

Axelsen, Holger Bock, and Robert Glück. "What do reversible programs compute?." FoSSaCS. 2011. Yokoyama, Tetsuo, and Robert Glück. "A reversible programming language and its invertible self-interpreter." Proceedings of the 2007 ACM SIGPLAN symposium on Partial evaluation and semantics-based program manipulation. ACM, 2007.