Incremental Type-Safe Structural Diffing

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2 Background

2.1 An Efficient Algorithm for Type-Safe Structural Diffing

The paper An Efficient Algorithm for Type-Safe Structural Diffing by Victor Cacciari Miraldo and Wouter Swierstra presents an efficient datatype-generic algorithm called hdiff to compute the difference between two values of any algebraic datatype. In particular, the algorithm readily works over the abstract syntax tree (AST) of a programming language [7].

The algorithm when implemented in Haskell contains two main functions the diff and apply. The diff function computes the difference between two values of type a, and the apply function attempts to transform one value according to the information stored in the Patch.

```
diff :: a -> a -> Patch a
apply :: Patch a -> a -> Maybe a
```

These functions are expected to fulfill some properties. The first being *correctness*: the patch that diff x y computes can be used to faithfully reproduces y from x.

```
\forall x y . apply(diff x y) x \equiv Just y
```

The second being *preciseness*:

```
\forall x y . apply(diff x x) y \equiv Just y
```

The last being *computationally efficient*: both the diff and apply functions needs to be space and time efficient.

The most commonly used diffing algorithm by version control systems is the Hunt-McIlroy algorithm used by the UNIX diff utility[5]. The UNIX diff satisfies these previously stated properties for $\mathbf{a} \equiv [\mathbf{String}][7]$. Several attempts have been made to generalize this algorithm for arbitrary datatypes, but the way the UNIX diff represents the Patch using only *insertions*, deletions and copies of lines has two weaknesses. Firstly, the non-deterministic nature of the design makes the algorithm inefficient, and secondly, there exists no canonical 'best' patch and the choice is arbitrary[7].

Miraldo's and Swierstra's algorithm improves this shortcoming by introducing more operations: arbitrary reordering, duplication and contraction of subtrees. This restricts non-determinism, making it easier to compute patches and increasing the opportunities for copying.

To make the diff algorithm work, an implementation of which common subtree needs to be defined. The wcs function is a function that when given two trees and a subtree, returns the position of the subtree inside the trees if both contain the subtree. Otherwise, the function returns nothing. An example of a naive implementation would be:

```
wcs :: Tree \rightarrow Tree \rightarrow Tree \rightarrow Maybe Int wcs s d x = elemIndex x (subtrees s \cap subtrees d)
```

The paper identifies two inefficiencies using this naive implementation. (A) Checking trees for equality is linear in the size of the tree; (B) Furthermore, enumerating all subtrees is exponential.

To improve the first inefficiency of the naive wcs implementation is to use cryptographic hash functions to compare the equality of the trees. To check the trees for equality in constant time the trees are decorated with a hash at every node in the tree. Then, using the precomputed hash and the root node of the given tree, the hash of a subtree is calculated in constant time.

The second inefficiency of the naive wcs implementation is improved by using a Trie[1] datastructure.

2.2 Sums of Products for Mutually Recursive Datatypes

The paper Sums of Products for Mutually Recursive Datatypes written by Victor Cacciari Miraldo and Alejandro Serrano[6] presents a new approach to generic programming using recursive positions to handle mutually recursive families and the sum-of-products structure. This work (generics-msrop) is later used by the paper An Efficient Algorithm for Type-Safe Structural Diffing by Victor Cacciari Miraldo and Wouter Swierstra[7] to define the generic version of their diffing algorithm. Compared to existing generic programming libraries, generics-mrsop has deep explicit recursion, sums of products and supports mutually recursive datatypes.

Explicit recursion There are two ways to represent values. One contains the information on what properties of a datatype are recursive. The other does not contain that information. If we do not know explicitly if the property is recursive, then only one layer of the value can be formed into a generic representation. This is called *shallow* encoding. If we explicitly keep track of the recursive property, then the entire value can be transformed into a generic representation. This is called *deep* encoding. Using the *deep* encoding more datatypes can be defined generically (e.g., a generic *map* or generic Zipper datatype).

Sums of Products The generic-sop library uses a list of lists of types. The outer list represents the sum and the inner list represents the product. The sum represents the choice between two constructors; the product represents a combination of two constructors. An example of a Code representation of a BinTree is

Here the `sign in the code promotes the definition to the type-level instead of a run-time value. The use of *Sums of Products* makes it considerably easier to represent generic datatypes.

Mutually recursive datatypes Most of the generic programming libraries are restricted to only allowing recursion on the same datatype, which is the one being defined. Mutually recursive datatypes are recursively defined in each other's terms. This means that most generic programming libraries do not support mutually recursive datatypes. Which limits the ability to generically represent the syntax of many programming languages. Thus generic-sop introduces recursive positions on a type level, which can be used to define mutually recursive datatypes.

2.3 Concise, Type-Safe, and Efficient Structural Diffing

The paper Concise, Type-Safe, and Efficient Structural Diffing written by Erdweg, Sebastian and Szabó, Tamás and Pacak, André presents a structural diffing algorithm called truediff[3]. truediff ensures that the patches produces are concise and type safe, and with a performance by an order of magnitude higher than Gumtree[4] and the hdiff[7] algorithm.

To compute the difference between a source tree and a target tree, *truediff* operates in four steps: (1) prepare subtree equivalence relations; (2) find reusable candidates; (3) select reusable candidates; (4) and compute the edit script.

The equivalence relations used in step 1, exist out of two equivalence relations, both encoded through cryptographic hashes. The first equivalence relation is used to identify reusable candidates. The second equivalence relation is used to identify preferred reusable candidates. The paper found that using structural equivalence to identify candidates and literal equivalence to select preferred candidates yields very concise edit scripts.

Describe how hdiff compares

3 Preliminary Results

Before writing the algorithm using the generic library generic-msrop[6], the algorithm is written using simpler self-defined generic datatypes with a fixpoint, which are defined in Appendix A and B. An example of how the generic datatypes can be used is:

Using the generic datatypes a merkle function can be defined, where at every recursive step of the datatype a Hash is stored. To merkelize a datatype, the datatype has to have the Merkelize constraint. The Merkelize type class is a class containing a single function merkleIn which converts the once unpacked Fix datatype into a unpacked Fix which contains a Hash at every recursive step¹.

The generic datatypes can also be used to define a cata function. The cata or catamorphism is a generalization of the concept of a fold, which means it deconstructors a data structure into its underlying functor[2].

```
cata :: Functor f => (f a -> a) -> Fix f -> a
cata alg t = alg (fmap (cata alg) (unFix t))
```

The cata function can then be used to calculate, for example, the sum of all the nodes and leaves of the tree.

¹The implementation of the generic datatypes for the Merkelize type class can be found in Appendix C.

- What examples can you handle already?
- How can I generalize these results? What problems have I identified or do I expect?

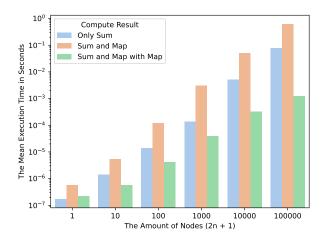


Figure 1: Compute the result

4 Timetable and Planning

- What will I do with the remainder of my thesis?
- $\bullet\,$ Give an approximate estimation/time table for what you will do and when you will be done.

5 Appendix

A Definition Generic Datatypes

B Definition Fixpoint

```
data Fix f = In { unFix :: f (Fix f) }
instance Eq (f (Fix f)) => Eq (Fix f) where
   f == g = unFix f == unFix g

instance Show (f (Fix f)) => Show (Fix f) where
   show = show . unFix
```

C Implementation Merkelize

```
instance (Show a) => Merkelize (K a) where
    merkleIn (K x) = Pair (K x, K h)
    where
        h = hashConcat [hash "K", hash x]

instance Merkelize I where
    merkleIn (I x) = Pair (I prevX, K h)
    where
        prevX@(In (Pair (_, K ph))) = merkle x
        h = hashConcat [hash "I", ph]

instance (Merkelize f, Merkelize g) => Merkelize (f :+: g) where
    merkleIn (Inl x) = Pair (Inl prevX, K h)
    where
    (Pair (prevX, K ph)) = merkleIn x
```

```
h = hashConcat [hash "Inl", ph]
merkleIn (Inr x) = Pair (Inr prevX, K h)
where
    (Pair (prevX, K ph)) = merkleIn x
h = hashConcat [hash "Inr", ph]

instance (Merkelize f, Merkelize g) => Merkelize (f :*: g) where
merkleIn (Pair (x, y)) = Pair (Pair (prevX, prevY), K h)
where
    (Pair (prevX, K phx)) = merkleIn x
    (Pair (prevY, K phy)) = merkleIn y
h = hashConcat [hash "Pair", phx, phy]
```

D Implementation Cata Sum with Intermediate Results

```
cataMerkleTree :: TreeG Int -> (M.Map String Int, Int)
cataMerkleTree t = cata sumTree merkleTree
  where
    merkleTree :: Fix (TreeF a :*: K hash)
    merkleTree = merkle t

sumTree :: (TreeG Int :*: K hash) Int -> Int
sumTree (Pair (px, K h)) = case px of
    -- Leaf
    Inl (K x)
    -> (M.insert h x M.empty, x)
    -- Node
    Inr (Pair (Pair (I (xl, ml), K x), I (xr, mr)))
    -> let n = x + xl + xr
    in (M.insert h n (ml <> mr), n)
```

References

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- [3] Sebastian Erdweg, Tamás Szabó, and André Pacak. "Concise, type-safe, and efficient structural diffing". In: Proceedings of the 42nd ACM SIGPLAN International Conference on Programming Language Design and Implementation. 2021, pp. 406–419.
- [4] Jean-Rémy Falleri et al. "Fine-grained and accurate source code differencing". In: Proceedings of the 29th ACM/IEEE international conference on Automated software engineering. 2014, pp. 313–324.
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