## International Conference on Functional Programming 2017 Oxford, UK

## Imperative Functional Programs that Explain their Work

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```
map (fun x \Rightarrow if x >= 0
                              then (x, "positive")
                              else (x, "non-positive"))
                   [-1, 0, 1]
[(-1, "non-positive"), (0, "positive"), (1, "positive")]
```

# Debugger

# Slicing

```
map (fun x \Rightarrow if x >= 0
                                            then (\Box, "positive")
                                            else □)
                               [ \square, 0, \square ]
         backward slicing
                                                                  forward slicing
[ \square, ( \square, "positive"), \square ]
                                                       [ [ ], ( [ ], "positive"), [ ] ]
```

## Imperative Transparent ML

## TML is a simple, purely functional, ML-like language:

- sums
- products
- higher-order functions

### We created iTML that adds:

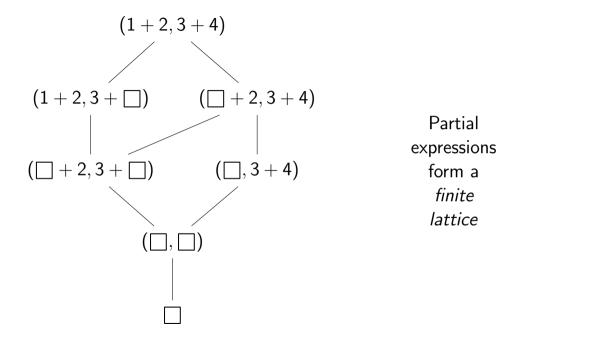
- references
- loops, arrays
- exceptions

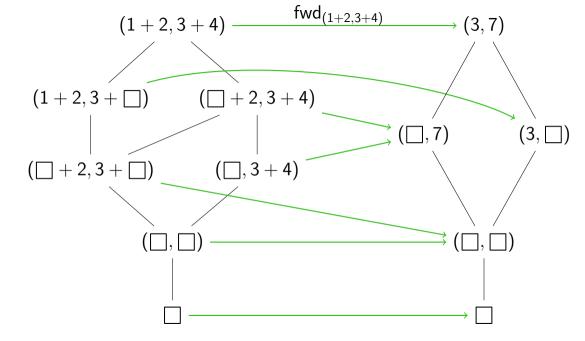
```
let a = ref 1 in
let b = ref 2 in
map (fun c -> b := !b - 1 ; 1/!c)
        [a,b]
```

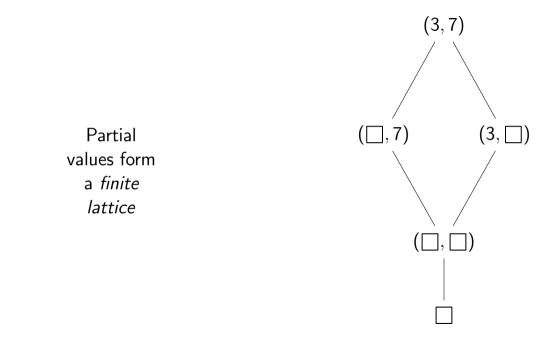
```
map (fun x \Rightarrow if x >= 0
                                              then (\Box, "positive")
                                              else □)
                                [ \square, 0, \square ]
         backward slicing
                                                                    forward slicing
                                                         [ \square, (\square, "positive"), \square ]
[ \square, (\square, "positive"), \square ]
                                       consistency
```

Minimality:

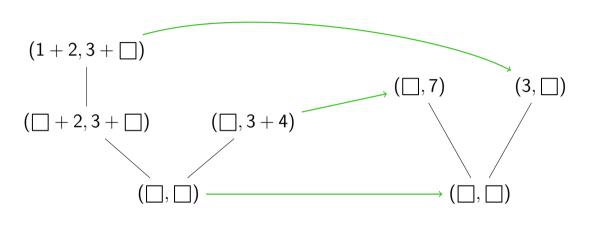
 $\mathsf{bwd}_e(v') = \bigcap \{e' \mid v' \sqsubseteq \mathsf{fwd}_e(e')\}$ 





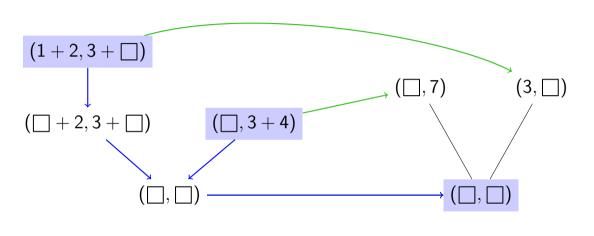


## Forward slicing preserves meets



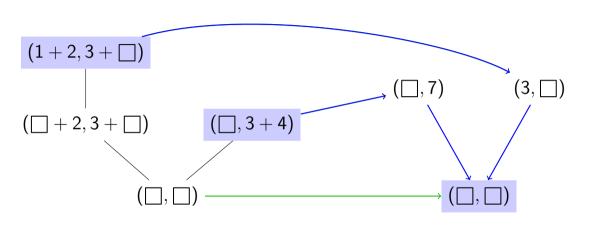
$$fwd(x \sqcap y) = fwd(x) \sqcap fwd(y)$$

## Forward slicing preserves meets



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## Forward slicing preserves meets



$$fwd(x \sqcap y) = fwd(x) \sqcap fwd(y)$$

- partial expressions and partial values form finite lattices
- forward slicing is meet-preserving
- backward slicing should be consistent and minimal

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### Corollary (1)

There exists a backward slicing function bwd such that bwd  $\dashv$  fwd form a Galois connection.

$$(P,\sqsubseteq_P), \quad (Q,\sqsubseteq_Q), \quad f:P\to Q, \quad g:Q\to P$$

f and g form a Galois connection (written  $f \dashv g$ ) when

$$f(p) \sqsubseteq_Q q \iff p \sqsubseteq_Q g(q)$$

- partial expressions and partial values form finite lattices
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#### Corollary (1)

There exists a backward slicing function bwd such that bwd  $\dashv$  fwd form a Galois connection.

$$bwd: values_{\square} \rightarrow expressions_{\square}, \quad fwd: expressions_{\square} \rightarrow values_{\square}$$

bwd and fwd form a Galois connection (written  $bwd \dashv fwd$ ) when

 $bwd(slicing\ criterion) \sqsubseteq expr_{\square} \iff slicing\ criterion \sqsubseteq fwd(expr_{\square})$ 

- partial expressions and partial values form finite lattices
- forward slicing is meet-preserving
- backward slicing should be consistent and minimal

#### Corollary (1)

There exists a backward slicing function bwd such that bwd  $\dashv$  fwd form a Galois connection.

#### Corollary (2)

If bwd  $\dashv$  fwd form a Galois connection then bwd is consistent and minimal w.r.t. fwd.

- partial expressions and partial values form finite lattices
- forward slicing is meet-preserving
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#### Corollary (1)

There exists a backward slicing function bwd such that bwd  $\dashv$  fwd form a Galois connection.

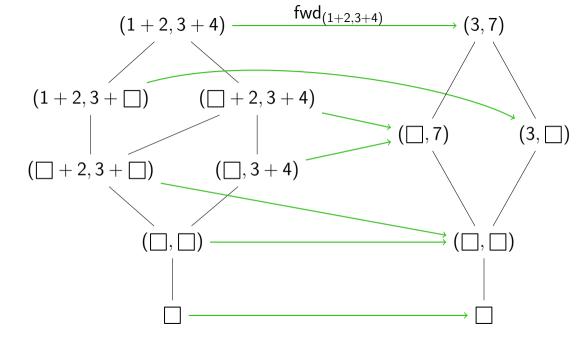
#### Corollary (2)

If bwd  $\dashv$  fwd form a Galois connection then bwd is consistent and minimal w.r.t. fwd.

## Corollary (3)

Choice of fwd determines bwd.

See paper for details and proofs.



 $\mu = [l_1 \mapsto 1, l_2 \mapsto 2]$ 

 $\mu = [I_1 \mapsto 1, I_2 \mapsto 2]$ 

11 := 0; (!11, !12) —

 $\longrightarrow$  (0, 2)

 $\mu = [l_1 \mapsto 1, l_2 \mapsto 2]$ 

$$\mu = [I_1 \mapsto 1, I_2 \mapsto 2]$$



 $\mu = [I_1 \mapsto \square, I_2 \mapsto \square]$ 

 $\square; (!11, !12) \longrightarrow (1, 2)$ 

 $\mu = [l_1 \mapsto \square, l_2 \mapsto \square]$ 

 $\square$ ; (!11, !12)  $\longrightarrow$  ( $\square$ ,  $\square$ )

$$\mu = [l_1 \mapsto \square, l_2 \mapsto 2]$$





 $\square$ ; (!11, !12)  $\longrightarrow$  ( $\square$ , 2)

raise "foo"; ()





## **Evaluation**

$$T:: \rho, \mu_1, e \Rightarrow \mu_2, R$$

## Annotated holes



$$\mu'_2, R', T \searrow \rho', \mu'_1, e', T'$$

$$\mu_2' \sqsubseteq \mu_2, R' \sqsubseteq R$$

$$\mu'_1 \sqsubseteq \mu_1, \rho' \sqsubseteq \rho, e' \sqsubseteq e, T' \sqsubseteq T$$

## Forward slicing

$$\rho', \mu_1', e', T' \nearrow \mu_2'', R''$$

$$\mu_2' \sqsubseteq \mu_2'' \sqsubseteq \mu_2, R' \sqsubseteq R'' \sqsubseteq R$$

$$\mu = [\mathit{I}_1 \mapsto 1, \mathit{I}_2 \mapsto 2]$$

 $\square_{\{l_1\}}^{val}$ ; (!11, !12) —

 $\rightarrow$  ( $\square$ , 2)

## Summary

We have developed a slicing framework based on Galois connections that handles functional programs with references and exceptions.

#### More in the paper:

- rules for forward and backward slicing
- proofs
- more examples
- implementation

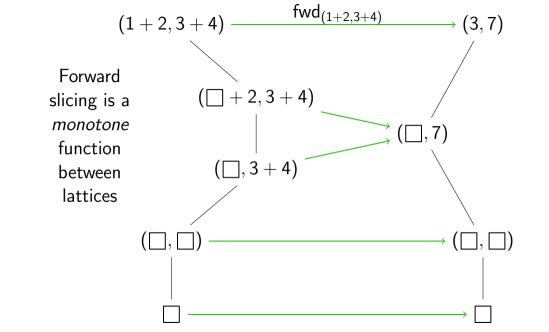
Implementation available at:

https://github.com/jstolarek/slicer

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$$\frac{T_1 :: \rho, \mu, e_1 \Rightarrow \mu', \mathsf{exn} \ v \quad T_2 :: \rho[\mathsf{x} \mapsto \mathsf{v}], \mu', e_2 \Rightarrow \mu'', R}{\mathsf{try}_F(T_1, \mathsf{x}. T_2) :: \rho, \mu, \mathsf{try} \ e_1 \ \mathsf{with} \ \mathsf{x} \to e_2 \Rightarrow \mu'', R}$$

$$\mathscr{L} = \mathsf{writes}(\mathcal{T}) \ \ \mu[\ell \mapsto \bigsqcup \mid \ell \in \mathscr{L}] = \mu$$

 $\mu, k \square, T \searrow \square, \mu, \square, \square_{\mathcal{L}}^k$