

# A Case Study in Functional Conversion and Mode Inference in miniKanren

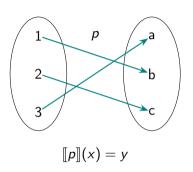
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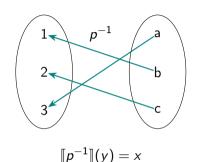
JetBrains Research

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# Program Inversion

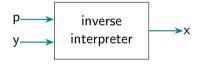




program synthesis: program evaluation<sup>-1</sup>
type inference: type checking<sup>-1</sup>

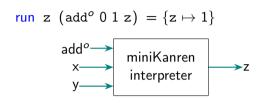
### Inverse Interpreter

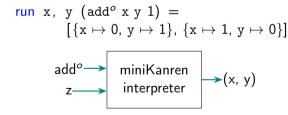
$$\llbracket p \rrbracket(x) = y$$
$$\llbracket p^{-1} \rrbracket(y) = x$$
$$\llbracket invInt \rrbracket(p, y) = x$$



### miniKanren as an Inverse Interpreter

$$\begin{array}{lll} \text{let} & \text{rec} & \text{add}^o \; x \; y \; z \; = \\ & \left(x \; \equiv 0 \; \land \; y \; \equiv z\right) \; \lor \\ & \left(\text{ fresh} \; \left(x_1 \; z_1\right) \right. \\ & \left(x \; \equiv S \; x_1 \; \land \right. \\ & \left. \text{add}^o \; x_1 \; y \; z_1 \; \land \right. \\ & z \; \equiv S \; z_1\right) \, \right) \\ \end{array}$$





### Relational Interpreters for Search

```
eval (Conj x y) =
  eval x && eval y
...
```

```
eval° fm u = fresh (x y v w)

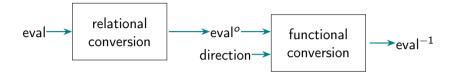
(fm \equiv Conj x y \land
and° v w u \land
eval° x v \land
eval° y w);
...
```

```
\begin{array}{c} \text{relational} \\ \text{conversion} \end{array} \xrightarrow{\hspace{0.5cm}} \begin{array}{c} \text{eval}^{o} \longrightarrow \\ \text{y} \longrightarrow \end{array} \begin{array}{c} \text{miniKanren} \\ \text{interpreter} \end{array} \xrightarrow{\hspace{0.5cm}} \times
```

### Relational Interpreters for Search: the Issue

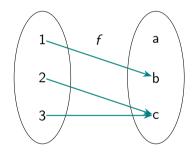
It is slow

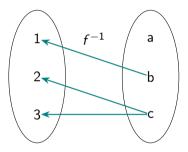
#### Functional Conversion to the Rescue



- Generate the same answers as MINIKANREN would
- Inputs: ground
- Outputs: ground
- Hopefully faster

### Nondeterministic Inversion





# Program inversion





### Program inversion

Many complicated programgs are inverse of simple ones

Type inference or habitation is inverse of type checking

Program inversion: Given a program f, produce inverse porgram  $f^{-1}$ 

Given typecheck(program, types) = true, produce typecheck<sup>-1</sup>(program, true) = types.

#### Relational inversion

A program is a relation between its inputs and outputs

miniKanren can evaluate relations in both directions

Write a simple verifier, convert to miniKanren, get a solver

Problem: miniKanren may be slow. So convert it back!

### Relational Programming

Subset of logic programming, focus on pure relations

Extra-logical features (cuts, side-effects, search order manipulation) discouraged

Interleaving search guarantees that all answers are found

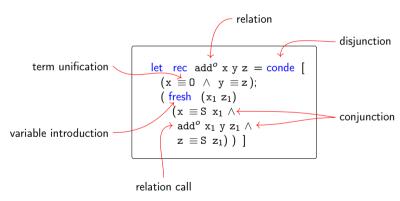
#### miniKanren

miniKanren is a simple relational language designed to be implemented as shallow embedding.

```
let rec add° x y z = conde [
(x \equiv 0 \land y \equiv z);
(fresh (x_1 z_1)
(x \equiv S x_1 \land add° x_1 y z_1 \land z \equiv S z_1))]
```

#### miniKanren

miniKanren is a simple relational language designed to be implemented as shallow embedding.



#### Stream

Stream is a list-like structure, representing nondetermistic computation with interleaving search

$$[1,2,3] >>= f = f(1) \langle | \rangle f(2) \langle | \rangle f(3)$$

$$[1,2,3]\langle | \rangle [a,b,c] = [1,a,2,b,3,c]$$

miniKanren implementation - <u>Stream</u> of substitutions Conversion to functional language - <u>Stream</u> of values

### Example: Addition in the Forward Direction

$$\mathsf{add}^{\circ} \ 1 \ 2 \ z = \{z \mapsto 3\}$$

$$\begin{array}{lll} \text{addIIO} :: \text{Nat} & \rightarrow & \text{Nat} & \rightarrow & \text{Nat} \\ \text{addIIO} & \text{x} & \text{y} & = \\ & \text{case} & \text{x} & \text{of} \\ & \text{O} & \rightarrow & \text{y} \\ & \text{S} & \text{x}_1 & \rightarrow & \text{S} & \left( \text{addIIO} & \text{x}_1 & \text{y} \right) \end{array}$$

addIIO 
$$12 = 3$$

#### **Functional Conversion**

Given a relation and a principal direction, construct a functional program that generates the

Preserve the completeness of the search

Both inputs and outputs are expected to be ground

Speed improvement: up to 3 orders of magnitude on benchmark of mulltiplication

#### Addition in the Backward Direction: Nondeterminism

```
 \begin{array}{lll} \text{let} & \text{rec} & \text{add}^o \; x \; y \; z \; = \\ & \left( x \; \equiv 0 \; \land \; y \; \equiv z \right) \; \lor \\ & \left( \; \text{fresh} \; \left( x_1 \; z_1 \right) \right. \\ & \left( x \; \equiv S \; x_1 \; \land \right. \\ & \left. \; \text{add}^o \; x_1 \; y \; z_1 \; \land \right. \\ & z \; \equiv S \; z_1 \right) \left. \right) \\ \end{array}
```

```
\begin{split} \langle \text{fresh } x,y \text{ in add}^\circ & x \text{ } y \text{ } 2 \rangle = \big[ \\ & \{x \to 0,y \to 2\}, \\ & \{x \to 1,y \to 1\}, \\ & \{x \to 2,y \to 0\} \\ & \big] \end{split}
```

```
\begin{array}{lll} \text{add00I} & :: \text{Nat} \ \rightarrow \ \text{Stream} \ \left( \text{Nat}, \ \text{Nat} \right) \\ \text{add00I} & z = \\ & \text{return} \ \left( 0, \ z \right) \ < \mid > \\ & \text{case} \ z \ \text{of} \\ & 0 \ \rightarrow \ \text{Empty} \\ & \text{S} \ z_1 \ \rightarrow \ \text{do} \\ & \left( x_1, \ y \right) \ \leftarrow \ \text{add00I} \ z_1 \\ & \text{return} \ \left( \text{S} \ x_1, \ y \right) \end{array}
```

$$\mathsf{addOOI}\ 2 = \left[ \left( 0,2 \right), \left( 1,1 \right), \left( 2,0 \right) \right]$$

#### Free Variables in Answers: Generators

```
 \begin{array}{lll} \text{let} & \text{rec} & \text{add}^o \; x \; y \; z \; = \\ & \left( x \; \equiv 0 \; \wedge \; y \; \equiv z \right) \; \vee \\ & \left( \; \text{fresh} \; \left( x_1 \; z_1 \right) \right. \\ & \left( x \; \equiv S \; x_1 \; \wedge \right. \\ & \left. \; \text{add}^o \; x_1 \; y \; z_1 \; \wedge \right. \\ & z \; \equiv S \; z_1 \right) \, \right) \\ \end{array}
```

$$\langle \mathsf{fresh}\ y,z\ \mathsf{in}\ \mathsf{add}^\circ\ 1\ y\ z\rangle = [\{z\to S\ y\}]$$
 
$$\mathsf{genNat} = [0,1,2,3,\ldots]$$
 
$$\mathsf{addIOO}\ 1 = [(0,1),(1,2),(2,3),\ldots]$$

```
addIOO :: Nat \rightarrow Stream (Nat, Nat)
addTOO x =
  case x of
    0 \rightarrow do
       z \leftarrow genNat
       return (z, z)
    S x_1 \rightarrow do
       (y, z_1) \leftarrow addI00 x_1
       return (y, S z_1)
genNat :: Stream Nat
genNat =
   (return 0) < |> (S < \$> genNat)
```

#### Conversion Scheme

- Normalization
- 2 Mode analysis
- § Functional conversion

#### Normalization: Flat Term

Eliminate nested constructors and repeated variables

$$\mathcal{FT} = V \cup \{C \ x_0 \dots x_k \mid x_j \in V, x_j - distinct\}$$

$$C(x,y) \equiv C(C(v,u),w) \iff x \equiv C(v,u) \land y \equiv w$$
  
 $add^{\circ}(x,x,z) \iff add^{\circ}(x,y,z) \land x \equiv y$ 

#### Normalization: Goal

#### Eliminate disjunctions within conjunctions

#### Mode of a Variable

Instantiation describes whether at a given point a variable has a known value:

```
Ground term no fresh variables Cons 0 (Cons (S 0) Nil)

Free variable a fresh variable .0
```

Once we know that a variable is ground, it stays ground in later conjuncts

Mode is a transition between instantiations, associated with each use of a variable

```
Mode I: ground \rightarrow ground
```

$$\mathsf{Mode}\; \mathtt{0:} \quad \mathtt{free} \to \mathtt{ground}$$

Taken together, modes represent data flow.

Mercury uses more complicated modes

# Modded Unification Types

$$\begin{array}{ll} \text{assignment} & x^0 \equiv \mathcal{T}^{\text{I}} \\ \text{assignment} & x^{\text{I}} \equiv y^0 \\ \text{guard} & x^{\text{I}} \equiv \mathcal{T}^{\text{I}} \\ \text{match} & x^{\text{I}} \equiv \mathcal{T} \\ \text{generator} & x^0 \equiv \mathcal{T} \end{array}$$

 ${\mathcal T}$  contains at least one f variable

### Order in Conjunctions

```
let rec mult<sup>o</sup> x y z = conde [
  (fresh (x_1 r_1)
(x \equiv S x_1) \land
(add^o y r_1 z) \land
(mult^o x_1 y r_1));
...]
```

```
\mathtt{multIIO_1} :: \mathtt{Nat} \to \mathtt{Nat} \to \mathtt{Stream} \ \mathtt{Nat}
multIIO_1 (S x_1) y = do
   (r_1, r) \leftarrow addI00 y
   multIII x<sub>1</sub> y r<sub>1</sub>
   return r
\texttt{multIII} :: \texttt{Nat} \to \texttt{Nat} \to \texttt{Nat} \to \texttt{Stream} ()
multIII (S x_1) y z = do
   z_1 \leftarrow multIIO_1 x_1 v
   addIII y z_1 z
multIII _ _ _ = Empty
```

### Order in Conjunctions: Slow Version

```
let rec mult° x y z = conde [
  (fresh (x<sub>1</sub> r<sub>1</sub>)
   (x \equiv S x<sub>1</sub>) \land
   (add° y r<sub>1</sub> z) \land
   (mult° x<sub>1</sub> y r<sub>1</sub>));
...]
```

```
\mathtt{multIIO_1} :: \mathtt{Nat} \to \mathtt{Nat} \to \mathtt{Stream} \ \mathtt{Nat}
multIIO_1 (S x_1) y = do
   (r_1, r) \leftarrow addI00 y
   multIII x<sub>1</sub> y r<sub>1</sub>
   return r
multIII :: Nat \rightarrow Nat \rightarrow Nat \rightarrow Stream ()
multIII (S x_1) y z = do
   z_1 \leftarrow multIIO_1 x_1 y
   addIII v z<sub>1</sub> z
multIII _ _ _ = Empty
```

Premature grounding of  $z_1$  leads to the generate-and-test behavior  $\Omega(x!)$  complexity.

### Order in Conjunctions: Faster Version

```
let rec mult° x y z = conde [
  (fresh (x_1 r_1)
  (x \equiv S x_1) \land
  (add^o y r_1 z) \land
  (mult^o x_1 y r_1));
...]
```

```
\begin{array}{lll} \text{multIIO} :: \text{Nat} \ \to \ \text{Nat} \ \to \ \text{Stream Nat} \\ \text{multIIO (S } x_1) \ y = do \\ r_1 \leftarrow \ \text{multIIO } x_1 \ y \\ \text{addIIO } y \ r_1 \\ \dots \end{array}
```

O(xy) complexity, 10x faster than relational version

### Mode Inference: Conjunction

#### Priority:

- Guard
- 2 Assignment
- Match
- 4 Recursion, same direction
- 5 Call, some args ground
- **6** Unification-generator
- 7 Call, all args free

# Functional Conversion: Intermediate Language

$$\begin{array}{lll} \mathcal{F}_{V} & = & \mathcal{F}_{V} < | > \cdots < | > \mathcal{F}_{V} & \text{interleaving} \\ & | & (\overline{V} \leftarrow \mathcal{F}_{V})^{*} & \text{monadic bind on streams} \\ & | & \text{return } \mathcal{T}_{V}^{*} & \text{return a tuple of terms} \\ & | & V == \mathcal{T}_{V} & \text{equality check} \\ & | & \textit{case } V \textit{ of } \mathcal{T}_{V} \rightarrow \mathcal{F}_{V} & \text{match a variable against a pattern} \\ & | & Gen_{G} & \text{function call} \\ & | & Gen_{G} & \text{generator} \end{array}$$

### Functional Conversion into Intermediate Language

$$\begin{array}{lll} \mathsf{Disjunction} & \to & <|>\mathcal{F}_V^*| \\ \mathsf{Conjunction} & \to & \mathsf{Bind}\,(V^*,\mathcal{F}_V)^* \\ \mathsf{Relation} \; \mathsf{call} & \to & R_i(V^*,G^*) \\ \\ \mathsf{Unification} & \to & \mathsf{return}\,\mathcal{T}_V^* \\ & | & \mathsf{Match}_V\,(\mathcal{T}_V,\mathcal{F}_V) \\ & | & \mathsf{Guard}\,(V,\mathcal{T}_V) \\ & | & \mathsf{Gen}_G \end{array}$$

#### Functional Conversion: Generators

In the untyped miniKanren it is only possible to generate all terms

Instead pass generators to functions as additional arguments
It is up to the user what generator to pass

#### Functional Conversion: Generators

We pass a generator for every variable in  $\underline{\mathsf{rhs}}$  of a unification-generator

Generators used in calls should be passed to the parent function

In a typed version, it should be possible to automatically derive generators from types

### Functional Conversion into the Target Languages

HASKELL

TemplateHaskell to generate code

Stream monad

do-notation

OCAML

Hand-crafted (not so) pretty-printer

Stream monad

let\*

Taking extra care to ensure laziness

#### Relational Sort

```
let rec sort° x y = conde [
(x \equiv [] \land y \equiv []);
(fresh (s xs xs_1))
y \equiv s :: xs_1 \land
smallest ° x s xs  \land
sort ° xs xs_1)]
```

```
let rec sort° x y = conde [
(x \equiv [] \land y \equiv []);
(fresh (s xs xs_1))
y \equiv s :: xs_1 \land
sort° xs xs_1 \land
smallest° x s xs)]
```

- √ sorting
- permutations Only good for sorting: run q (sort° xs q)

- sorting
- √ permutations
  Only good permutation generation:
  run q (sort° q xs)

### Relational Sort: Sorting

	Relation		Function
	sorto	smallesto	
	smallesto	sorto	
[3;2;1;0]	0.077s	0.004s	0.000s
[4;3;2;1;0]	timeout	0.005s	0.000s
[31;;0]	timeout	1.058s	0.006s
[262;;0]	timeout	timeout	1.045s

### Relational Sort: Generating Permutations

	Relation		Function
	smallesto	sorto	
	sorto	smallesto	
[0;1;2]	0.013s	0.004s	0.004s
[0;1;2;3]	timeout	0.005s	0.005s
[0;;6]	timeout	0.999s	0.021s
[0;;8]	timeout	timeout	1.543s

#### Conclusion

#### Conclusion

- We presented a functional conversion scheme
- The conversion speeds up implementations considerably
- We implemented the conversion scheme in Haskell

#### We are currently working on

- Determinism check
- Integration with partial deduction
- Integration into the framework of using relational interpreters for solving

### Maybe for Semi-Determinism

### Maybe for Semi-Determinism

```
{\tt muloOII} :: {\tt Nat} \to {\tt Nat} \to {\tt Maybe} {\tt Nat}
muloOII :: Nat \rightarrow Nat \rightarrow Stream Nat
muloOII x1 x2 =
     zero <|> positive
  where
     zero = do
       guard (x2 == 0)
       return O
     positive = do
       x4 \leftarrow addoI0I x1 x2
       S < \$ > muloOII x1 x4
```

#### Need for Determinism Check

Simply replacing the type of monad from Stream to Maybe improves performance 10 times for relations on natural numbers

Pure (no monad) version is even faster

Use determinism check to figure out when replacing Stream is feasible

#### Need for Partial Deduction

Running a relational interpreter backwards fixes some arguments

Augmenting functional conversion with partial deduction must be beneficial

### Functional Conversion: Example

```
 \begin{array}{lll} \text{let} & \text{rec} & \text{add}^o \; x \; y \; z \; = \\ & \left( x \; \equiv 0 \; \land \; y \; \equiv z \right) \; \lor \\ & \left( \text{fresh} \; \left( x_1 \; z_1 \right) \right. \\ & \left( x \; \equiv S \; x_1 \; \land \right. \\ & \left. \text{add}^o \; x_1 \; y \; z_1 \; \land \right. \\ & z \; \equiv S \; z_1 ) \; \right) \\ \end{array}
```

```
data Term = 0 | S Term
addoIIO :: Term 
ightarrow Term 
ightarrow Stream Term
addoIIO \times y = msum
     do {
           guard (x == 0);
           z \leftarrow return y;
           return z
     do {
           S x_1 \leftarrow return x;
           z_1 \leftarrow \text{addoIIO } x_1 \text{ y};
           z \leftarrow \text{return } (S z_1);
           return z
```