

μ Kanren

A Minimal Functional Core for Relational Programming

Jason Hemann, Dan Friedman

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(lambda () 'taylskid)

- ▶ Taylor Skidmore
- ▶ Droit
- ▶ @SirSkidmore
- ▶ github.com/taylskid

Example

```
(call/fresh  
  (lambda (q)  
    (== q 'olive)))
```

Example

```
(call/fresh  
  (lambda (q)  
    (== q 'olive)))
```

⇒ olive, or, '((((#(0) . olive)) . 1))

Example Cont

```
(conj  
  (call/fresh (lambda (a) (== a 'oil)))  
  (call/fresh (lambda (b)  
    (disj (== b 'olive)  
          (== b 'canola)))))
```

Example Cont

```
(conj
  (call/fresh (lambda (a) (== a 'oil)))
  (call/fresh (lambda (b)
    (disj (== b 'olive)
          (== b 'canola)))))
```

\Rightarrow '(oil oil), or,

```
'((((#(1) . olive) (#(0) . oil)) . 2)
  (((#(1) . canola) (#(0) . oil)) . 2))
```

Bonus Example

```
(call/fresh
  (lambda (q)
    (call/fresh
      (lambda (x)
        (call/fresh
          (lambda (y)
            (conj (== '(,x ,y) q)
              (disj (conj (== x 'split)
                (== y 'pea))
                (conj (== x 'red)
                  (== y 'bean))))))))))
```

Bonus Example Cont

```
'((split pea) (red bean))
```

```
'((((#(2) . pea) (#(1) . split)  
      (#(0) #(1) #(2))) . 3)  
  (((#(2) . bean) (#(1) . red)  
    (#(0) #(1) #(2))) . 3))
```


Goals

Logic programming equivalent of a predicate.

Goals succeed or fail (`#s` or `#u`), and could cause the state of the program to grow (i.e. variable 'bindings')

- ▶ `(== 5 5) ⇒ #s`
- ▶ `(== 5 4) ⇒ #u`
- ▶ `(== q 5) ⇒ #s` (state grows)
- ▶ `(== 5 q) ⇒ #s` (state grows)

Ext. Goal Example

```
(call/fresh
  (lambda (q)
    (conj (== q 'oil)
          (== q 'butter)))))
```

\Rightarrow

#u

Streams

Scheme implementation of the List Monad.

Output of a μ Kanren program is a stream of states from 'successful' goals

- ▶ `'((((#(0) . olive)) . 1))`
- ▶ `'((((#(1) . olive) (#(0) . oil)) . 2)`
`(((#(1) . canola) (#(0) . oil)) . 2))`

If I don't write something here Beamer formatting breaks

- ▶ Variables

- ▶ Streams

- ▶ Streams utils

- ▶ Goal constructors

Variables

Variables are vectors that track their De Bruijn index.

```
(define (var c) (vector c))  
(define (var? x) (vector? x))  
(define (var=? x1 x2) (= (vector-ref x1 0)  
                          (vector-ref x2 0)))
```

Variables and State

```
(define (walk u s)
  (let ((pr (and (var? u)
                  (assp (lambda (v) (var=? u v)) s))))
    (if pr (walk (cdr pr) s) u)))

(define (ext-s x v s) '((,x . ,v) . ,s))

(define empty-state '(() . 0))
```

State Examples

- ▶ `(ext-s (var 0) 5 '())`
 \Rightarrow `'((#(0) . 5))`
- ▶ `(walk (var 0) (ext-s (var 0) 5 '()))` \Rightarrow 5
- ▶ `(ext-s (var 1) 5 (ext-s (var 0) (var 1) '()))`
 \Rightarrow `'((#(1) . 5) (#(0) . #(1)))`
- ▶ `(walk (var 0) foo)` \Rightarrow 5

Goal \equiv

```
(define (== u v)
  (lambda (s/c)
    (let ((s (unify u v (car s/c))))
      (if s (unit '(',s . ,(cdr s/c)) mzero))))

(define (unit s/c) (cons s/c mzero))
(define mzero '())
```


unify

```
(define (unify u v s)
  (let ((u (walk u s)) (v (walk v s)))
    (cond
      ((and (var? u) (var? v) (var=? u v)) s)
      ((var? u) (ext-s u v s))
      ((var? v) (ext-s v u s))
      ((and (pair? u) (pair? v))
       (let ((s (unify (car u) (car v) s)))
         (and s (unify (cdr u) (cdr v) s))))
      (else (and (eqv? u v) s)))))
```

unify / \equiv example

```
((call/fresh (lambda (q) (== q 'oil))) empty-state)
```

\Rightarrow

```
(unify (var 0) 'oil '())
```

\Rightarrow

```
'(((#(0) . 'oil)) . 1)
```

call/fresh

```
(define (call/fresh f)
  (lambda (s/c)
    (let ((c (cdr s/c)))
      ((f (var c)) '(', (car s/c) . , (+ c 1))))))
```

call/fresh example

```
((call/fresh (lambda (q) (== q 'oil)))  
  empty-state)
```

state: '(() . 0) \Rightarrow '(() . 1)

```
((== (var 0) 'oil) '(() . 1))
```

disj / conj

```
(define (disj g1 g2)
  (lambda (s/c) (mplus (g1 s/c) (g2 s/c))))
(define (conj g1 g2)
  (lambda (s/c) (bind (g1 s/c) g2)))
```

mplus

```
(define (mplus s1 s2)
  (cond
    ((null? s1) s2)
    (else (cons (car s1) (mplus (cdr s1) s2)))))
```

bind

```
(define (bind s g)
  (cond
    ((null? s) mzero)
    (else (mplus (g (car s)) (bind (cdr s) g)))))
```

Conclusions

```
(conj
  (call/fresh (lambda (a) (== a 'oil)))
  (call/fresh (lambda (b)
    (disj (== b 'olive)
          (== b 'canola)))))
```

\Rightarrow

```
'((((#(1) . olive) (#(0) . oil)) . 2)
  (((#(1) . canola) (#(0) . oil)) . 2))
```


Write some macros

```
(define-syntax Zzz
  (syntax-rules ()
    ((_ g) (lambda (s/c) (lambda () (g s/c))))))
```

```
(define-syntax conj+
  (syntax-rules ()
    ((_ g) (Zzz g))
    ((_ g0 g ...) (conj (Zzz g0) (conj+ g ...)))))
```

```
(define-syntax disj+
  (syntax-rules ()
    ((_ g) (Zzz g))
    ((_ g0 g ...) (disj (Zzz g0) (disj+ g ...)))))
```

Making μ Kanren usable

```
(run* (q)
  (fresh (x y)
    (== '(',x ,y) q)
    (conde
      ((== x 'split) (== y 'pea))
      ((== x 'red) (== y 'bean))))
```

\Rightarrow

```
'((split pea) (red bean))
```

Write some macros

```
(define-syntax conde
  (syntax-rules ()
    ((_ (g0 g ...) ...)
      (disj+ (conj+ g0 g ...) ...))))
```

```
(define-syntax fresh
  (syntax-rules ()
    ((_ () g0 g ...) (conj+ g0 g ...))
    ((_ (x0 x ...) g0 g ...)
      (call/fresh
        (lambda (x0) (fresh (x ...) g0 g ...))))))
```

Macro Expansion

```
(fresh (x y)  
  ... )
```

⇒

```
(call/fresh (lambda (x) (fresh (y) ...)))
```

⇒

```
(call/fresh (lambda (x)  
  (call/fresh (lambda (y) ...))))
```

Halfway...

```
((call/fresh
  (lambda (q)
    (fresh (x y)
      (== '(:,x ,y) q)
      (conde
        ((== x 'split) (== y 'pea))
        ((== x 'red) (== y 'bean))))))
empty-state)
```

⇒

```
'((((#(2) . pea) (#(1) . split)
      (#(0) #(1) #(2))) . 3)
  (((#(2) . bean) (#(1) . red)
    (#(0) #(1) #(2))) . 3))
```

Write some functions

```
(define (mK-reify s/c*) (map reify-state/1st-var s/c*))  
(define (reify-state/1st-var s/c)  
  (let ((v (walk* (var 0) (car s/c))))  
    (walk* v (reify-s v '())))))  
  
(define (reify-s v s)  
  (let ((v (walk v s)))  
    (cond  
      ((var? v)  
       (let ((n (reify-name (length s))))  
         (cons '(', v . ,n) s)))  
      ((pair? v)  
       (reify-s (cdr v) (reify-s (car v) s)))  
      (else s))))
```

Functions...

```
(define (reify-name n)
  (string->symbol
    (string-append "_" "." (number->string n))))
```

```
(define (walk* v s)
  (let ((v (walk v s)))
    (cond
      ((var? v) v)
      ((pair? v) (cons (walk* (car v) s)
                        (walk* (cdr v) s)))
      (else v))))
```

```
(define (call/empty-state g) (g empty-state))
```

Write some macros

```
(define-syntax run
  (syntax-rules ()
    ((_ n (x ...) g0 g ...)
     (mK-reify
      (take n (call/empty-state
                (fresh (x ...) g0 g ...))))))))
```

```
(define-syntax run*
  (syntax-rules ()
    ((_ (x ...) g0 g ...)
     (mK-reify
      (take-all (call/empty-state
                  (fresh (x ...) g0 g ...))))))))
```


And, finally...

```
(run* (q)
  (fresh (x y)
    (== '(',x ,y) q)
    (conde
      ((== x 'split) (== y 'pea))
      ((== x 'red) (== y 'bean))))
```

⇒

```
'((split pea) (red bean))
```

Why?

Why is this cool? Why should we care?

- ▶ interpreters/type checkers
- ▶ Quine generation
- ▶ Register Allocation ("Four color problem")
- ▶ "Real applications"
 - ▶ Barlman
 - ▶ MediKanren

Why?

Why is this cool? Why should we care?

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- ▶ "Real applications"
 - ▶ Barliman
 - ▶ MediKanren

Relational Interpreters

```
(run 1 (q) (evalo 5 q))  
(run 1 (q) (evalo '((lambda (x) 5) 10) q))
```

\Rightarrow

5

Relational Interpreters

```
(run 2 (q) (evalo q 5))
```

\Rightarrow

```
'(5 ((lambda (_ . 0) 5) _ . 1))
```

Type Checkers

- ▶ `(run 1 (q) (typeo 5 q) \Rightarrow Int`
- ▶ `(run 1 (q) (typeo '(lambda (x) 5) q)
 \Rightarrow '(Any -> Int)`
- ▶ `(run 1 (q) (typeo q Int) \Rightarrow '5`
- ▶ `(run 1 (q) (typeo q '(Any -> Int))
 \Rightarrow (lambda (x) 5)`

Barliman: Program Synthesis

The screenshot shows the Barliman web application. It has a title bar with three window control buttons and the text 'Barliman'. The main interface is divided into two columns. The left column contains two text areas: 'Scheme Definition' and 'Best Guess'. The 'Scheme Definition' area contains a Scheme code snippet for an 'append' function. The 'Best Guess' area contains a similar Scheme code snippet. The right column contains six test cases, each with a label (Test 1 through Test 6) and two input fields for the test input and the expected output.

Barliman

Scheme Definition

```
(define append  
  (lambda (l s)  
    (if (null? l)  
        s  
        (cons (car l)  
                (append (cdr l) s))))))
```

Best Guess

```
(define append (lambda (l s) (if (null? l) s (cons (car l) (append (cdr l) s)))))
```

Test 1

(append '() '())

'()

Test 2

(append '(foo) '(bar))

'(foo bar)

Test 3

(append '(a b c) '(d e))

'(a b c d e)

Test 4

Test 5

Test 6

Figure: Barliman

<https://github.com/webyrd/Barliman>

Barliman: Under the hood

```
(run 1 (defn)
  (fresh (body)
    (absento 1 defn) (absento 2 defn) ...
    (== defn '(append (lambda (xs ys) ,body)))
    (evalo
      '(letrec (,defn)
          (list (append '() '())
                (append '(1) '(2))
                (append '(1 2) '(3 4)))
          '(() (1) (1 2) (1 2 3 4)))))
```


MediKanren



<http://www.uab.edu/mix/stories/a-high-speed-dr-house-for-medical-breakthroughs>

MediKanren

Relations over SemMedDB

- ▶ diseases and symptoms
- ▶ drugs and symptoms
- ▶ drugs and diseases

<https://github.com/webyrd/mediKanren>