

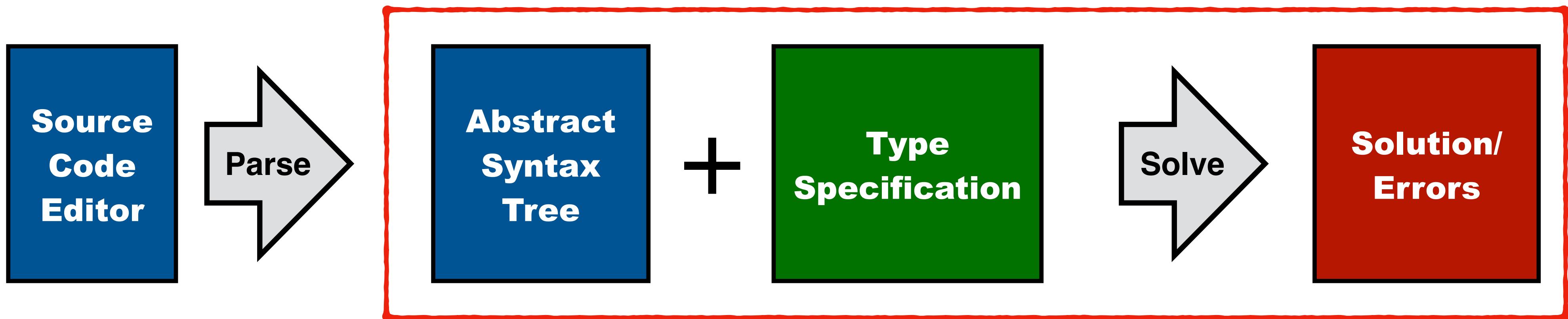
# Constraint Semantics and Constraint Solving

Hendrik van Antwerpen  
Eelco Visser



CS4200 | Compiler Construction | October 1, 2020

# This lecture



- Type checking with type specifications
- Semantics of a type specification
- Type checking algorithms
- Constraint solving for type specifications
- Term equality and unification

# Reading Material

The following papers add background, conceptual exposition, and examples to the material from the slides. Some notation and technical details have been changed; check the documentation.

This paper describes the next generation of the approach.

Addresses (previously) open issues in expressiveness of scope graphs for type systems:

- Structural types
- Generic types

Addresses open issue with staging of information in type systems.

Introduces Statix DSL for definition of type systems.

OOPSLA 2018

<https://doi.org/10.1145/3276484>

## Scopes as Types

HENDRIK VAN ANTWERPEN, Delft University of Technology, Netherlands

CASPER BACH POULSEN, Delft University of Technology, Netherlands

ARJEN ROUVOET, Delft University of Technology, Netherlands

EELCO VISSER, Delft University of Technology, Netherlands

Scope graphs are a promising generic framework to model the binding structures of programming languages, bridging formalization and implementation, supporting the definition of type checkers and the automation of type safety proofs. However, previous work on scope graphs has been limited to simple, nominal type systems. In this paper, we show that viewing *scopes as types* enables us to model the internal structure of types in a range of non-simple type systems (including structural records and generic classes) using the generic representation of scopes. Further, we show that relations between such types can be expressed in terms of generalized scope graph queries. We extend scope graphs with scoped relations and queries. We introduce Statix, a new domain-specific meta-language for the specification of static semantics, based on scope graphs and constraints. We evaluate the scopes as types approach and the Statix design in case studies of the simply-typed lambda calculus with records, System F, and Featherweight Generic Java.

CCS Concepts: • Software and its engineering → Semantics; Domain specific languages;

Additional Key Words and Phrases: static semantics, type system, type checker, name resolution, scope graphs, domain-specific language

### ACM Reference Format:

Hendrik van Antwerpen, Casper Bach Poulsen, Arjen Rouvoet, and Eelco Visser. 2018. Scopes as Types. *Proc. ACM Program. Lang.* 2, OOPSLA, Article 114 (November 2018), 30 pages. <https://doi.org/10.1145/3276484>

## 1 INTRODUCTION

The goal of our work is to support high-level specification of type systems that can be used for multiple purposes, including reasoning (about type safety among other things) and the implementation of type checkers [Visser et al. 2014]. Traditional approaches to type system specification do not reflect the commonality underlying the name binding mechanisms for different languages. Furthermore, operationalizing name binding in a type checker requires carefully staging the traversals of the abstract syntax tree in order to collect information before it is needed. In this paper, we introduce an approach to the declarative specification of type systems that is close in abstraction to traditional type system specifications, but can be directly interpreted as type checking rules. The approach is based on scope graphs for name resolution, and constraints to separate traversal order from solving order.

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2475-1421/2018/11-ART114

<https://doi.org/10.1145/3276484>

Good introduction to unification, which is the basis of many type inference approaches, constraint languages, and logic programming languages. Read sections 1, and 2.

## CHAPTER 8

# Unification theory

Franz Baader

Wayne Snyder

SECOND READERS: Paliath Narendran, Manfred Schmidt-Schauss, and Klaus Schulz.

### Contents

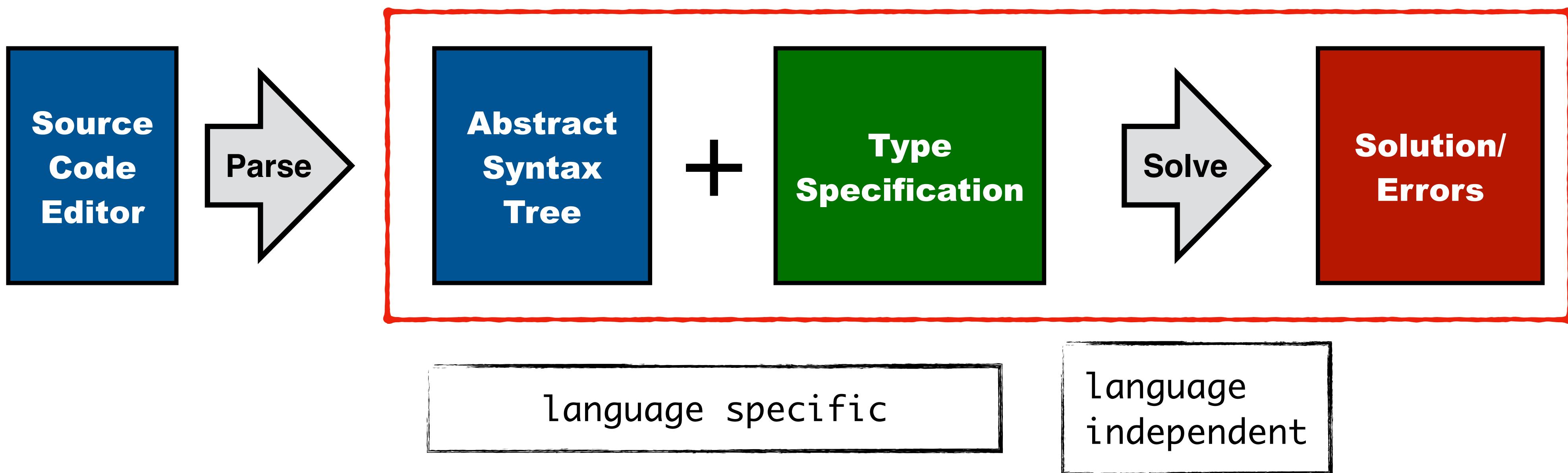
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Baader et al. “Chapter 8 - Unification Theory.” In *Handbook of Automated Reasoning*, 445–533. Amsterdam: North-Holland, 2001.

<https://www.cs.bu.edu/~snyder/publications/UnifChapter.pdf>

HANDBOOK OF AUTOMATED REASONING  
Edited by Alan Robinson and Andrei Voronkov  
© Elsevier Science Publishers B.V., 2001

# Type Checking with Specifications



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- Given an initial predicate that must hold, ...
- find an assignment for all logical variables, such that the predicate is satisfied

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## Approach: reusable solver for the specification language

- Support logical variables for unknowns and infer their values
- Automatically determine correct resolution order

# Constraint Semantics

# What gives constraints meaning?

## What is the meaning of constraints?

```
ty == FUN(ty1,ty2)
Var{x} in s |-> d
ty1 == INT()
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  - ▶ Substitution  $\phi$  (read: phi)
  - ▶ Scope graph  $G$
- Describes for every type of constraint when it is satisfied

# Semantics of (a Subset of) Statix Constraints

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## Syntax

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$G, \phi \models C_1 \wedge C_2$	if $G, \phi \models C_1$ and $G, \phi \models C_2$

# Using the Semantics

## Program

```
let
  function f1(i2 : int) : int =
    i3 + 1
in
  f4(14)
end
```

## Program constraints

$ty1 == INT()$   
 $INT() == INT()$   
 $"i" \in \#s1 \mapsto d1$   
 $ty2 == INT()$   
 $"f" \in \#s0 \mapsto d2$   
 $ty3 == FUN(ty4, ty5)$   
 $ty4 == INT()$   
...

## Unifier $\phi$ (model)

$$\phi = \{ \begin{aligned} ty1 &\rightarrow INT(), \\ ty2 &\rightarrow INT(), \\ ty3 &\rightarrow FUN(INT(), ty5), \\ ty4 &\rightarrow INT(), \\ d1 &\rightarrow "i", \\ d2 &\rightarrow "f" \end{aligned} \}$$

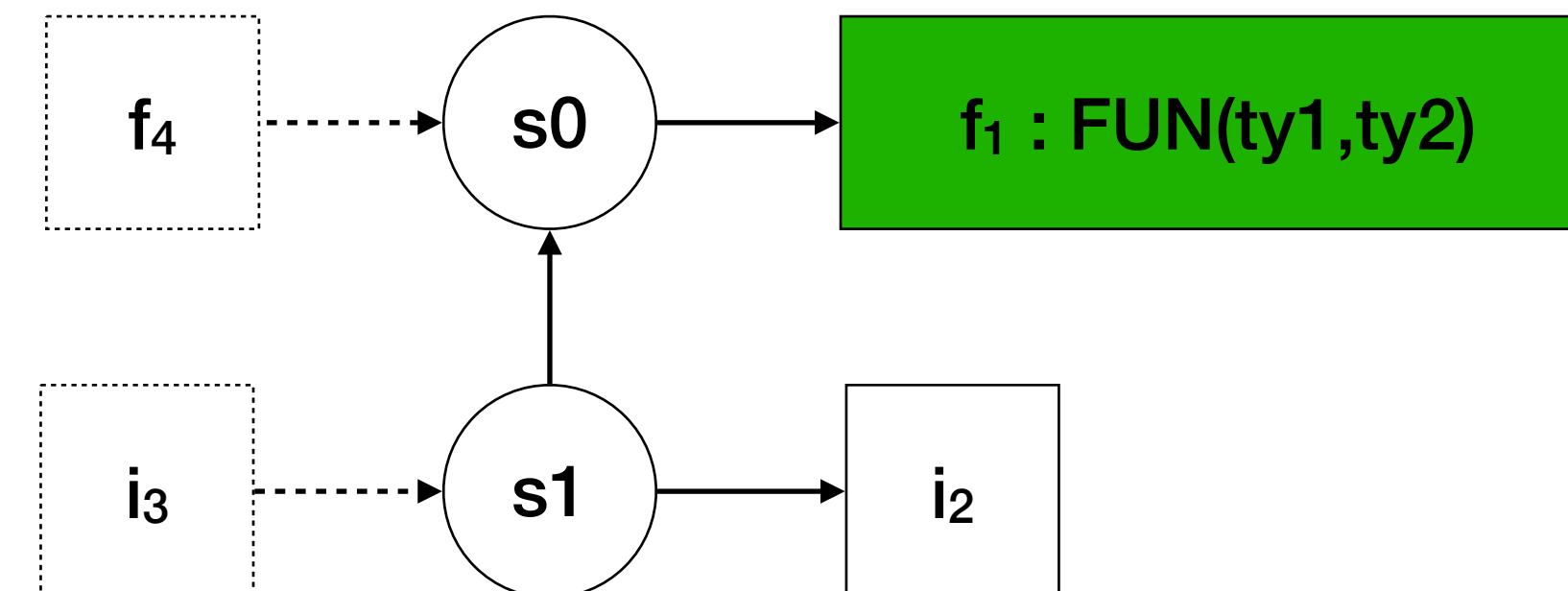
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## Scope graph $G$ (model)



# Different Kinds of Variables

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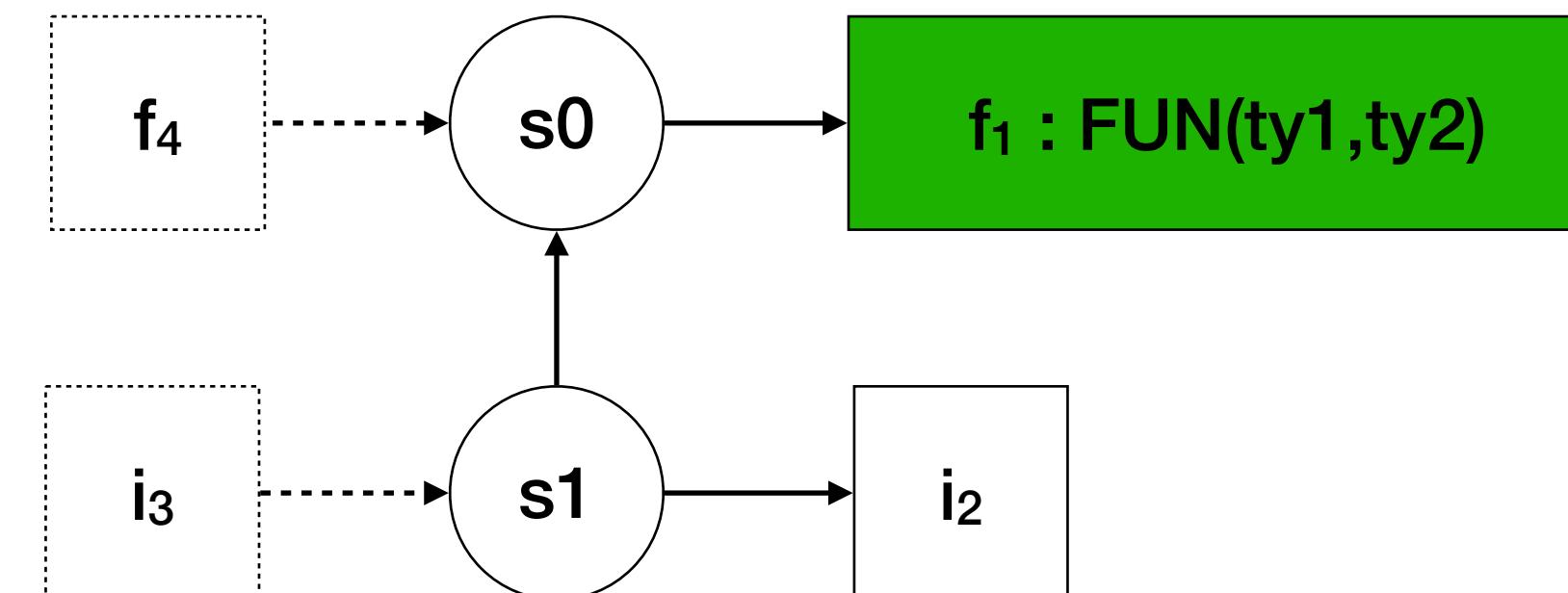
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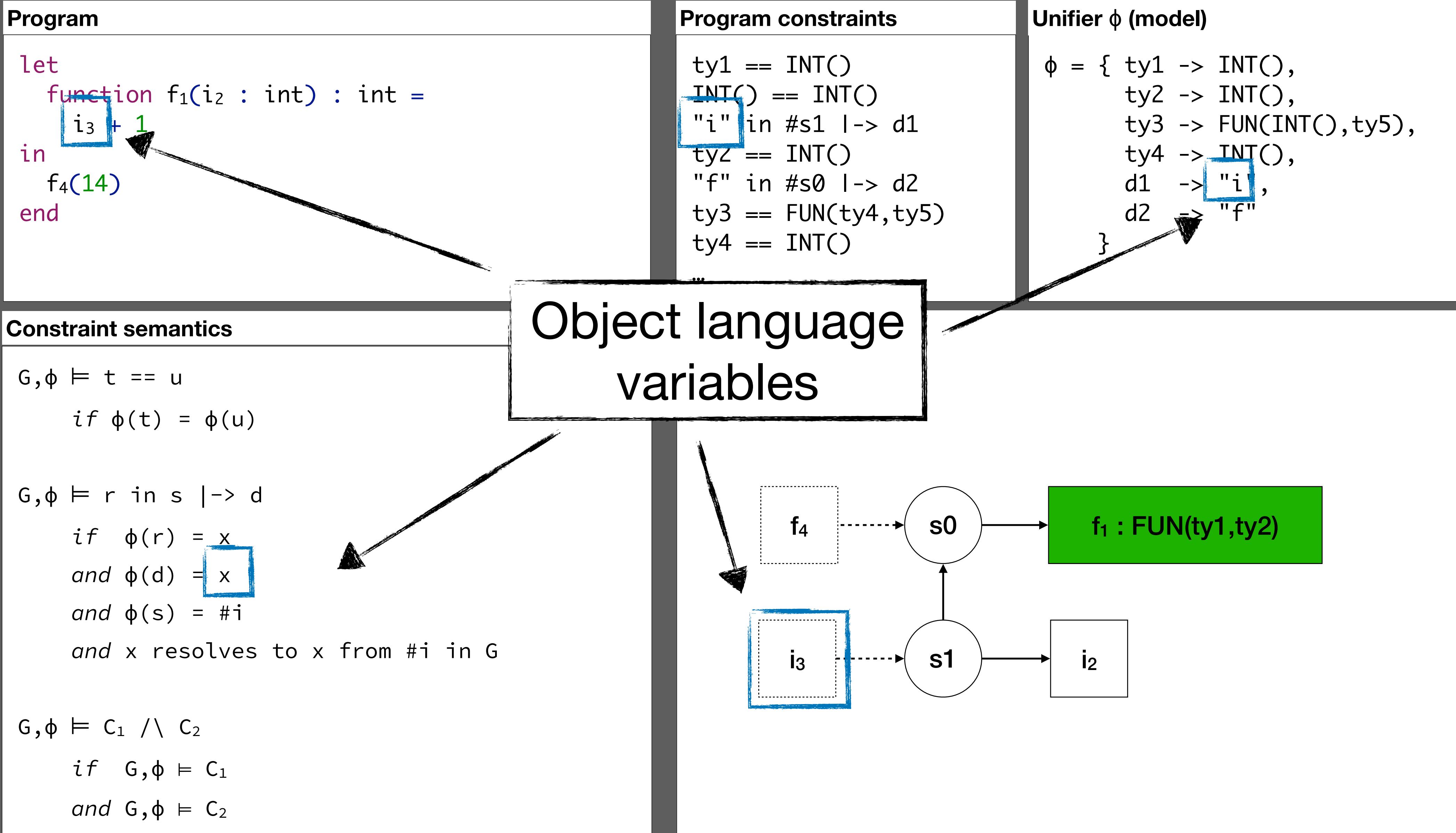
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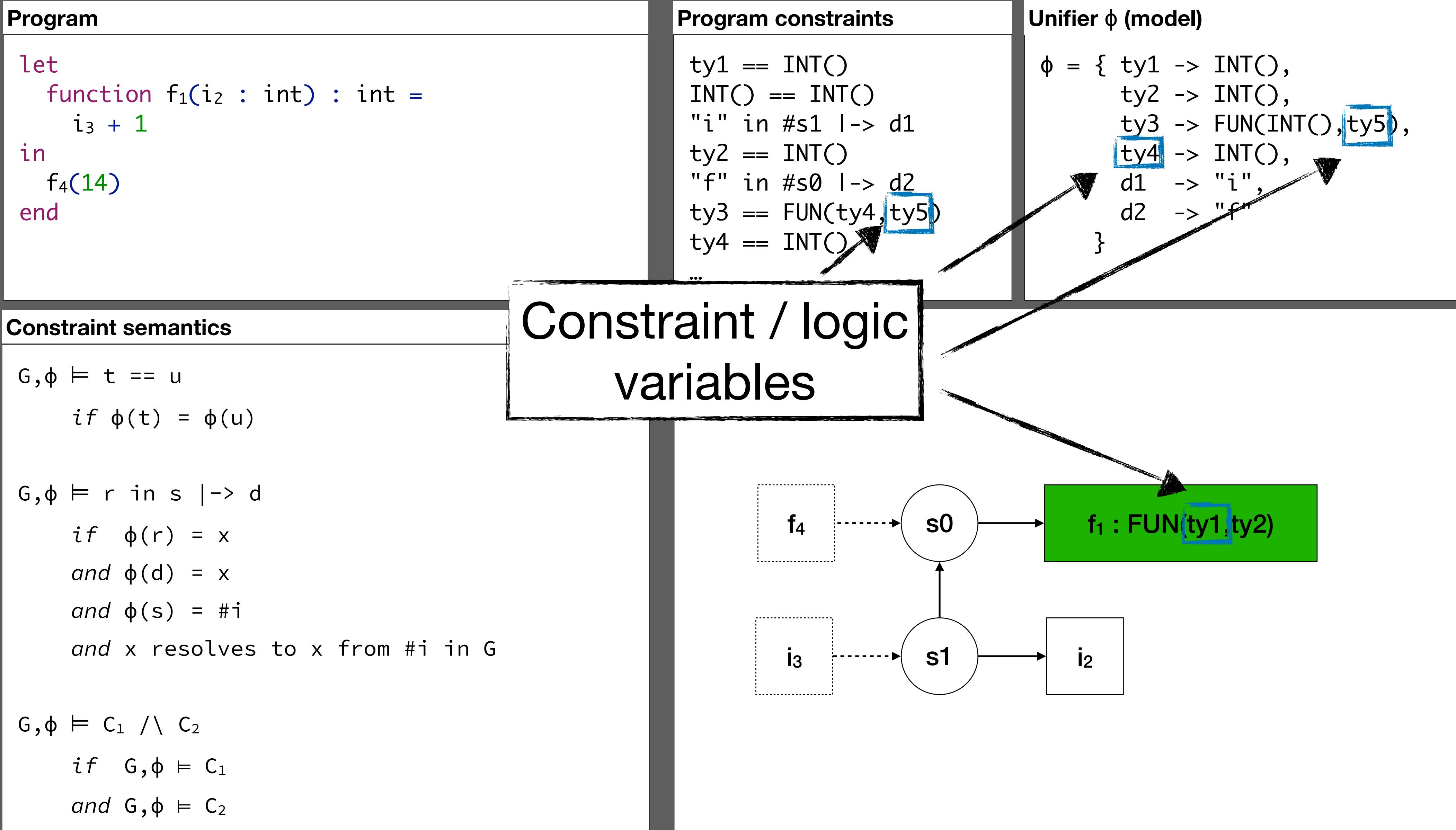
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Program	Program constraints	Unifier $\phi$ (model)
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<b>Constraint semantics</b> $ G, \phi \models t == u \quad \text{if } \phi(t) = \phi(u) $ $ G, \phi \models r \text{ in } s  -> d \quad \text{if } \phi(r) = x \quad \text{and } \phi(d) = x \quad \text{and } \phi(s) = \#i \quad \text{and } x \text{ resolves to } x \text{ from } \#i \text{ in } G $ $ G, \phi \models C_1 \wedge C_2 \quad \text{if } G, \phi \models C_1 \quad \text{and } G, \phi \models C_2 $	<b>Semantics meta-variables</b>	

# Type Checking

# How to check types?

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## This information is used for

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- Check that a program is well-typed!
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- Report useful error messages
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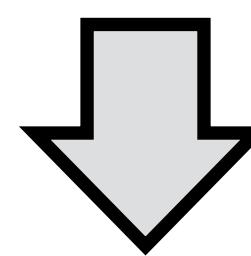
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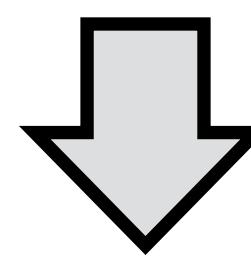
## How are type checkers implemented?

# Computing Type of Expression (recap)

```
function (a : int) = a + 1
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```
Fun("a", INT(),  
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```



```
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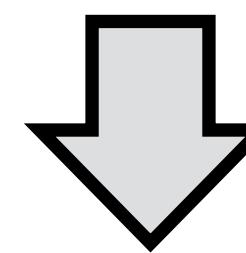
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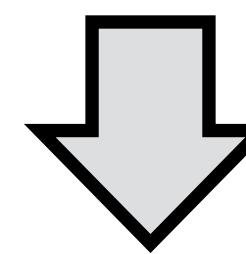
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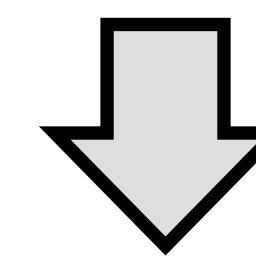
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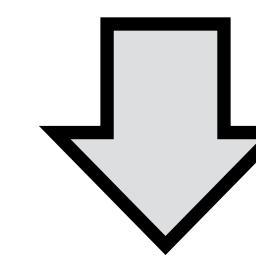
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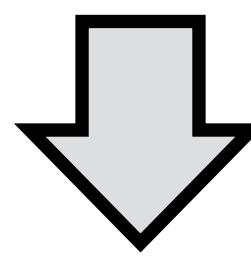
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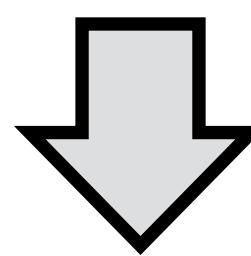
- Can be executed top down, in premise order
- Could be written almost like this in a functional language

# Inferring the Type of a Parameter

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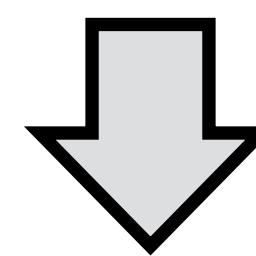
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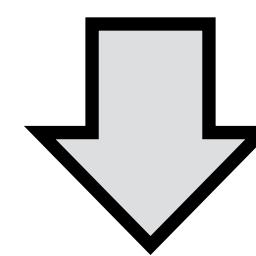
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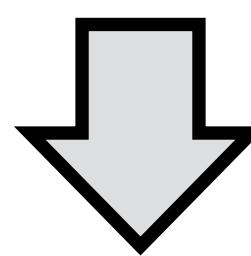
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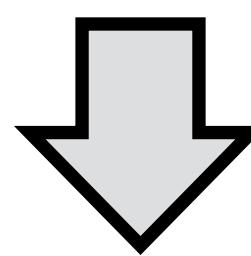
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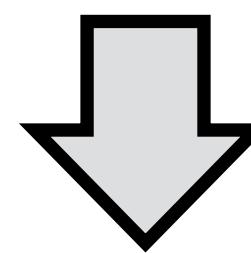
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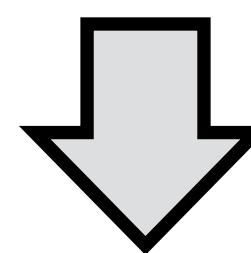
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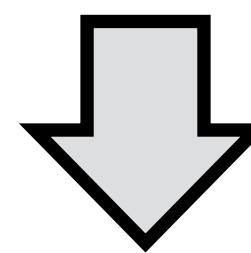
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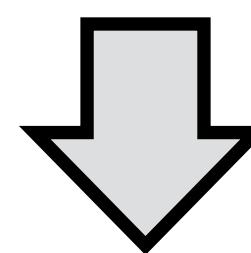
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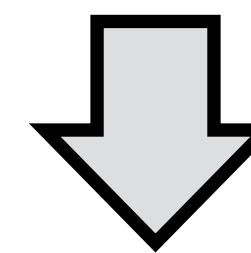
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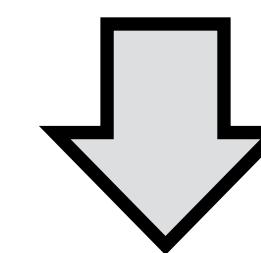
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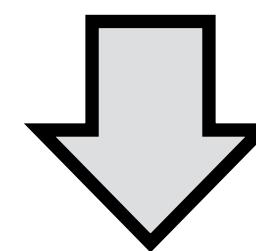
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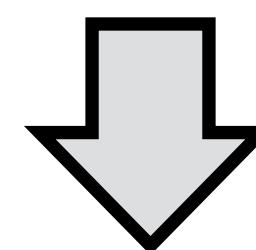
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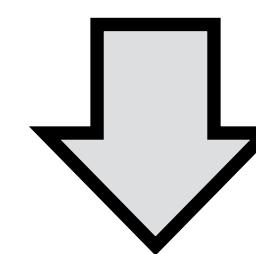
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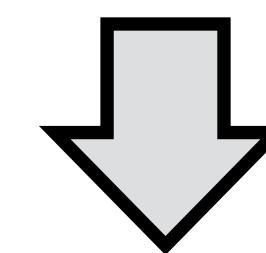
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- What are the consequences for our typing rules?
- Types are not known from the start, but learned gradually
- A simple top-down traversal is insufficient

# Checking classes

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class A {  
    B m() {  
        return new C();  
    }  
}  
  
class B {  
    int i;  
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class C extends B {  
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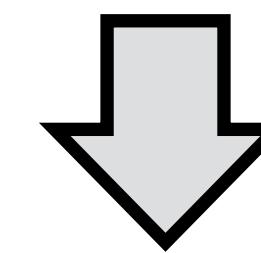
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## Question

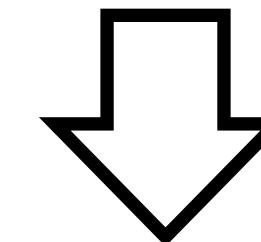
- Does this still work if we introduce nested classes?

# Variables and Constraints

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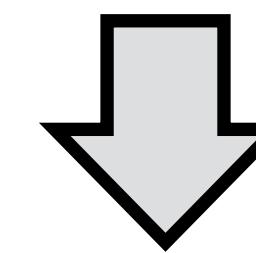
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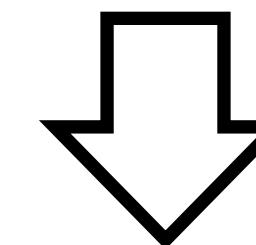
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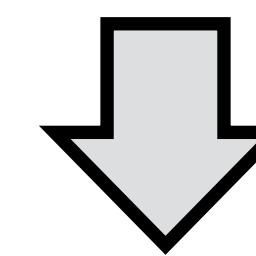
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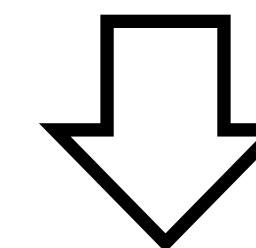
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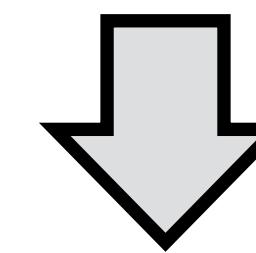
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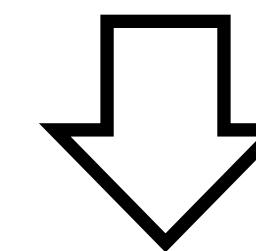
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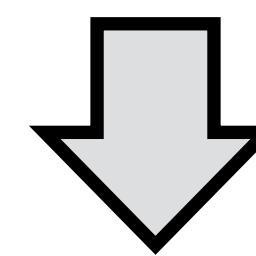
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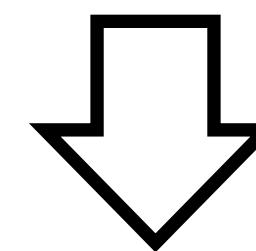
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typeOfExp(s, Var(x)) = T :-  
    typeOfDecl of Var{x} in s I-> [(_, _, T)].
```

# Variables and Constraints

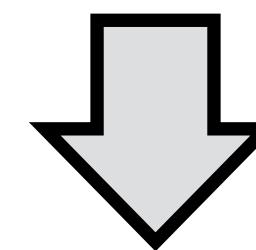
```
function (a[ ]) = a + 1
```



```
Fun("a", [ ],  
    Plus(Var("a")), Int(1)))
```



```
FUN(?S, INT()) + ?S == INT()
```



```
?S := INT()
```

```
type0fExp(s, Int(_)) = INT().
```

```
type0fExp(s, Plus(e1, e2)) = INT() :-  
    type0fExp(s, e1) == INT(),  
    type0fExp(s, e2) == INT().
```

```
type0fExp(s, Fun(x, [ ] e)) = FUN(S, T) :- {s_fun}  
    new s_fun, s_fun -P-> s,  
    s_fun -> Var{x} with type0fDecl S,  
    type0fExp(s_fun, e) == T.
```

```
type0fExp(s, Var(x)) = T :-  
    type0fDecl of Var{x} in s I-> [(_, _, T)].
```

# How to check types?

## What are challenges when implementing a type checker?

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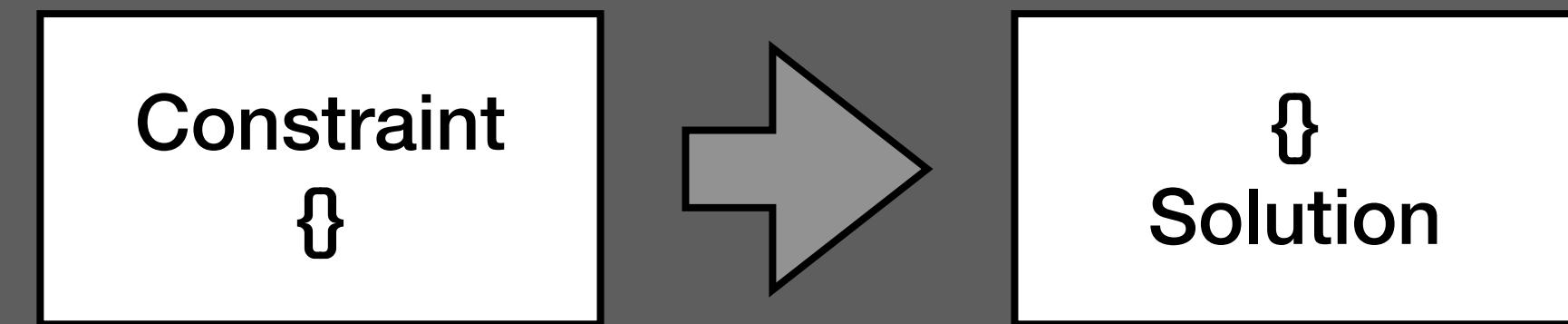
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## What are the consequences of these challenges?

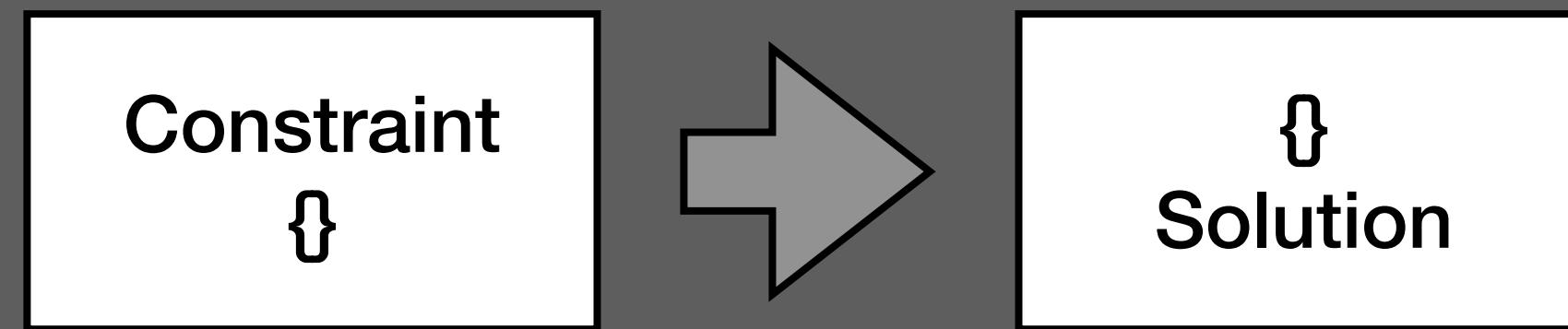
- The order of computation needs to be more flexible than the AST traversal
- Support explicit logical variables during solving

# Solving Constraints

# Solving by Rewriting

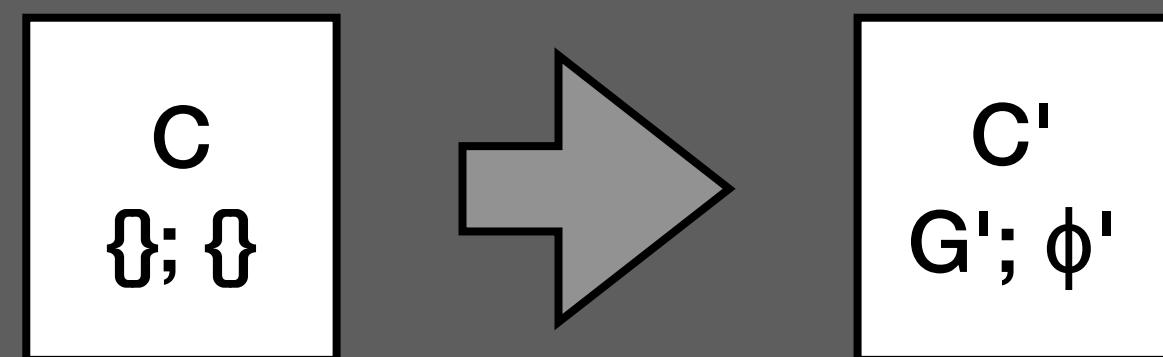
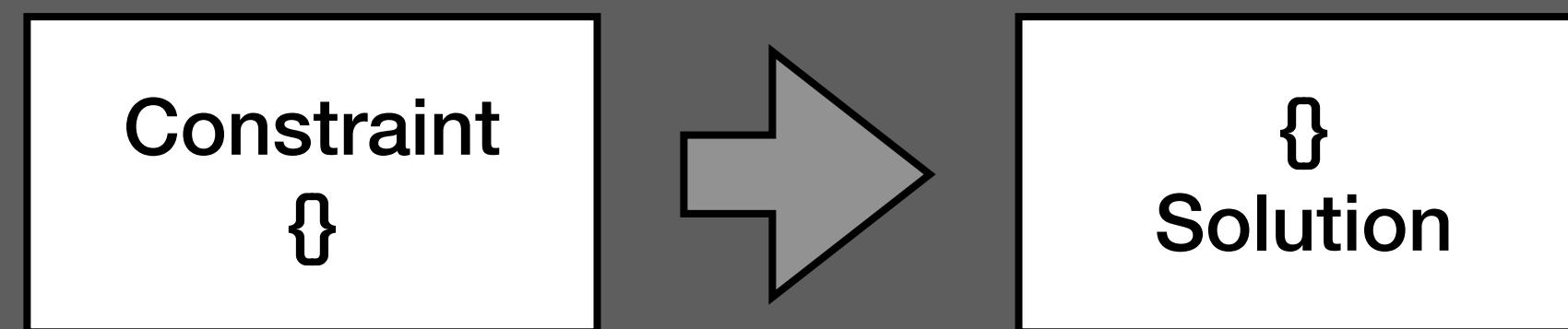


# Solving by Rewriting

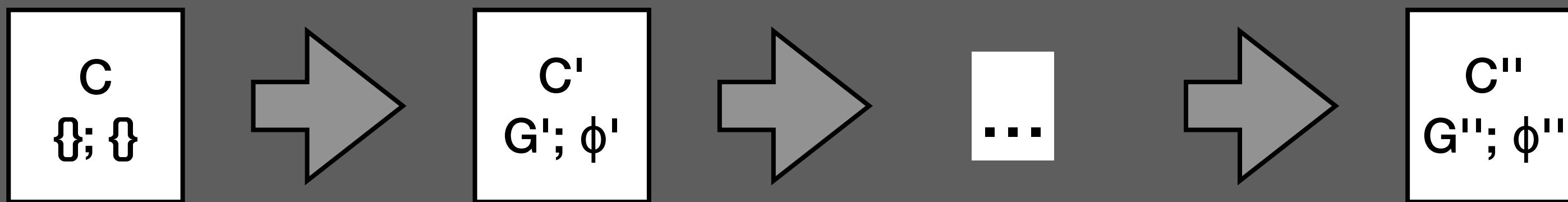
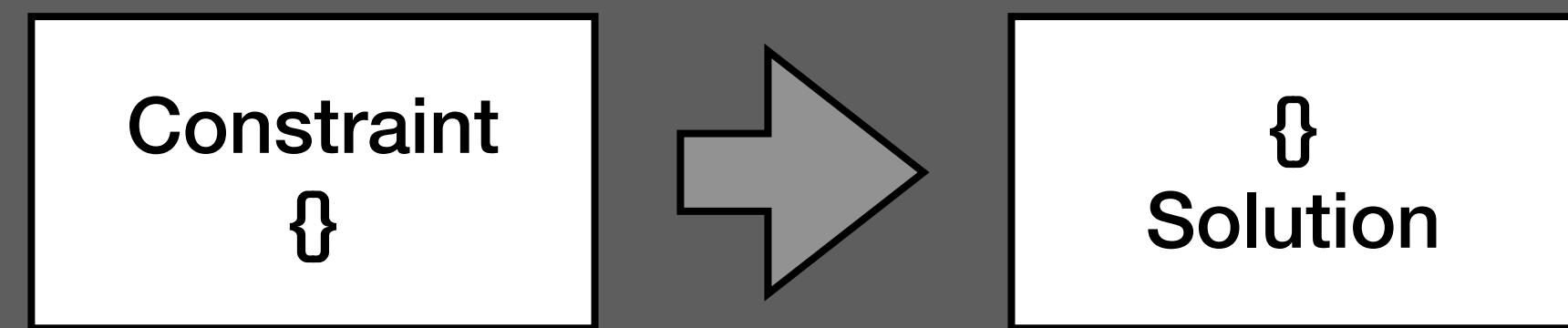


C  
{}; {}

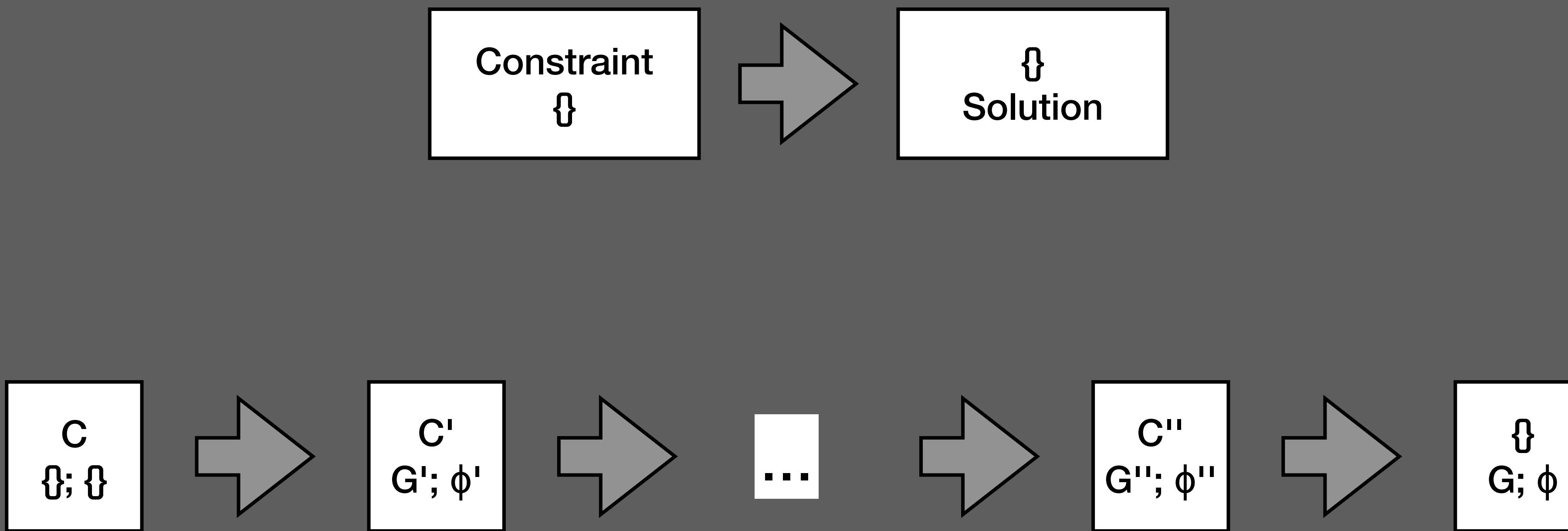
# Solving by Rewriting



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# Solving by Rewriting



# Solving by Rewriting

$$\langle C; \quad G, \quad \phi \rangle \longrightarrow \langle C; \quad G, \quad \phi \rangle$$

# Solving by Rewriting

$$\langle C; G, \phi \rangle \longrightarrow \langle C; G, \phi \rangle$$

$\langle t = u, C; G, \phi \rangle \longrightarrow \langle C; G, \phi' \rangle$  where  $\text{unify}(\phi, t, u) = \phi'$

# Solving by Rewriting

Non-deterministic  
constraint selection

$$\langle C; G, \phi \rangle \rightarrow \langle C; G, \phi \rangle$$

$$\langle t = u, C; G, \phi \rangle \rightarrow \langle C; G, \phi' \rangle \text{ where } \text{unify}(\phi, t, u) = \phi'$$

# Solving by Rewriting

$$\boxed{<\mathcal{C}; \ G, \ \phi> \rightarrow <\mathcal{C}; \ G, \ \phi>}$$

$<\mathbf{t} = \mathbf{u}, \ \mathcal{C}; \ G, \ \phi> \rightarrow <\mathcal{C}; \ G, \ \phi'>$  where  $\text{unify}(\phi, \mathbf{t}, \mathbf{u}) = \phi'$

$<\mathbf{s1} \ -\mathcal{L}\rightarrow \mathbf{s2}, \ \mathcal{C}; \ G, \ \phi> \rightarrow <\mathcal{C}; \ G', \ \phi>$  where  $\phi(\mathbf{s1}) = \#i, \ \phi(\mathbf{s2}) = \#j,$   
 $G + \{\#i \ -\mathcal{L}\rightarrow \#j\} = G'$

# Solving by Rewriting

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$< r \text{ in } s \mapsto t, \ C; \ G, \ \phi > \longrightarrow < t = d; \ G, \ \phi >$  where  $\phi(r) = Ns\{x\}, \ \phi(s) = \#i,$   
 $\text{resolve}(G, \ \#i, \ Ns\{x\}) = d$

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Scope graph and  
name resolution  
algorithm don't have  
to know about logical  
variables

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```
def solve(C):
    if <C; {}, {}> →* <{}; G, φ>:
        return <G, φ>
    else:
        fail
```

# Solving by Rewriting

**Solver = rewrite system**

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- Rewrite a constraints set + solution

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## **Solver = rewrite system**

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- Partly true for Statix
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  - ▶ Only if all constraints are reduced

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**What is the difference?**

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  - If no such  $G$  or  $\phi$  exists, the solver fails
- Principality
  - The solver finds the most general  $\phi$

# Term Equality & Unification

# Syntactic Terms

## Generic Terms

terms  $t, u$   
functions  $f, g, h$

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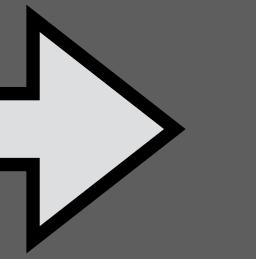
INT()  
FUN(INT(), INT())

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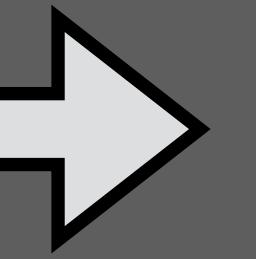
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$f(t_0, \dots, t_n)$

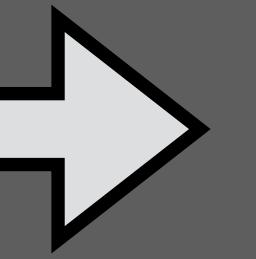
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INT()  
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function symbol

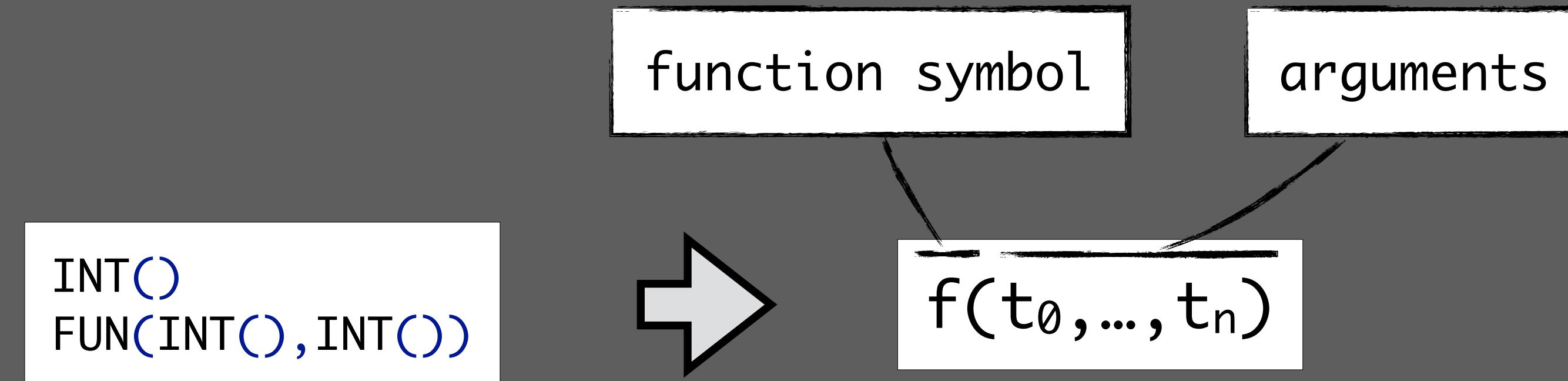


$\underline{f}(t_0, \dots, t_n)$

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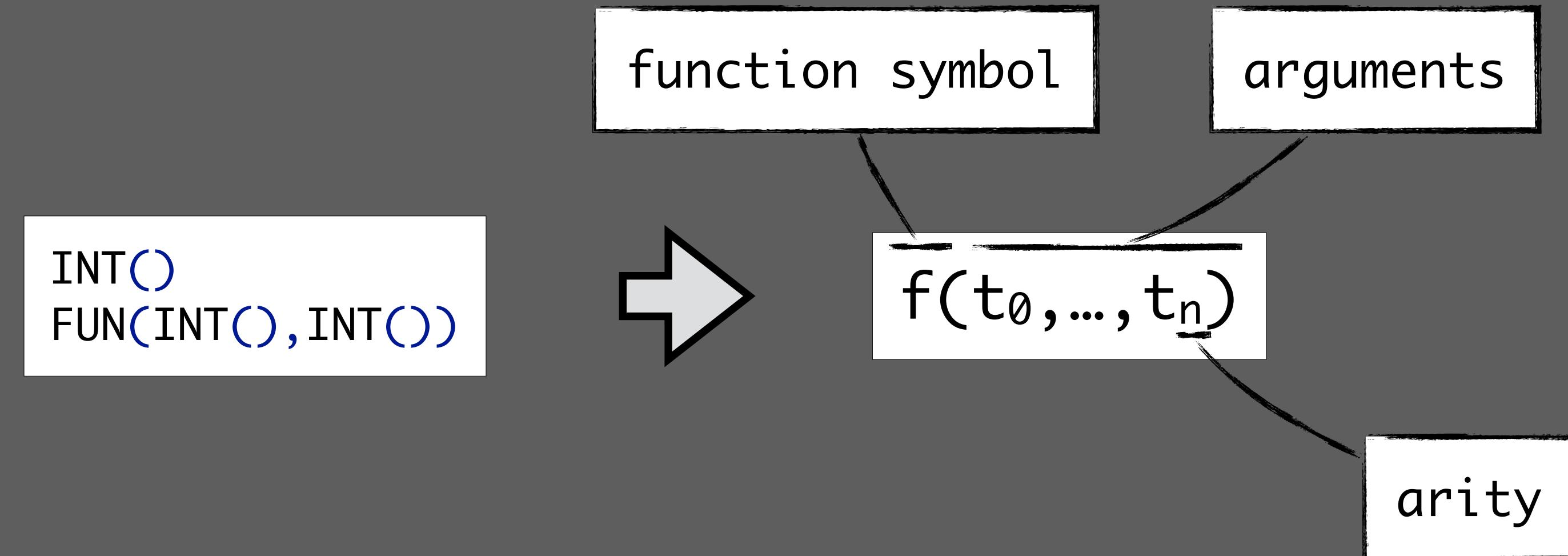
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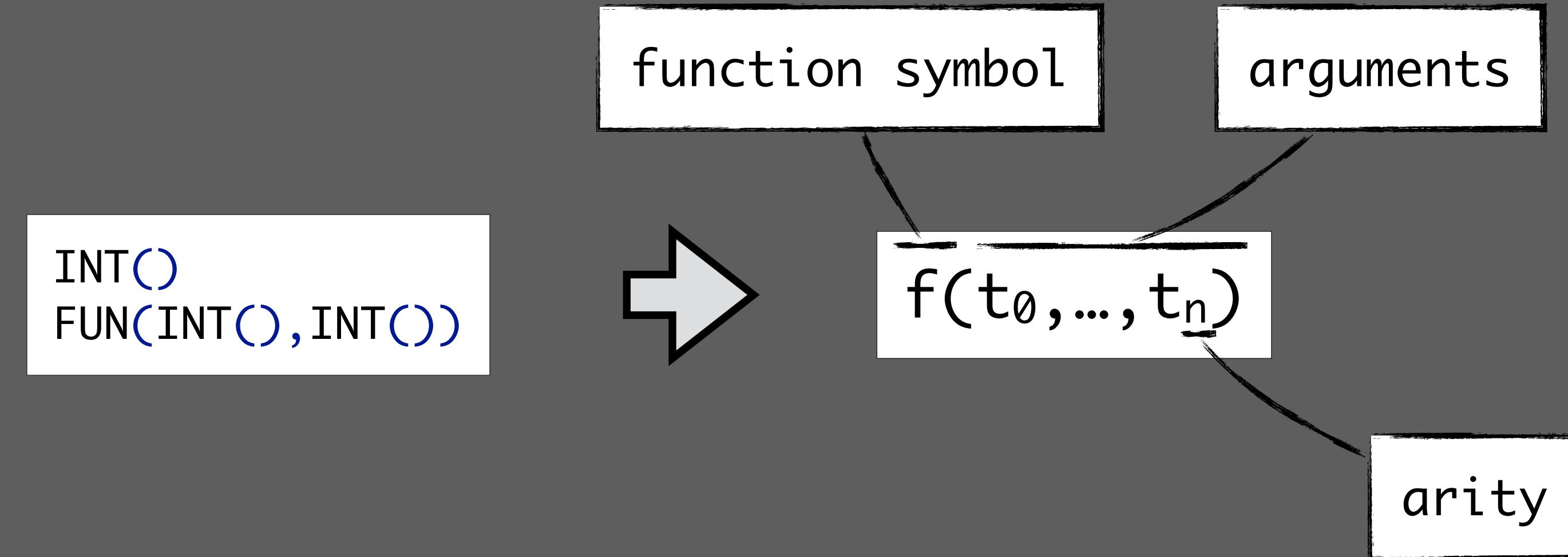
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# Syntactic Terms

## Generic Terms

terms  $t, u$   
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## Syntactic Equality

$f(t_0, \dots, t_n) == g(u_0, \dots, u_m)$  if  
-  $f = g$ , and  $n = m$   
-  $t_i == u_i$  for every  $i$

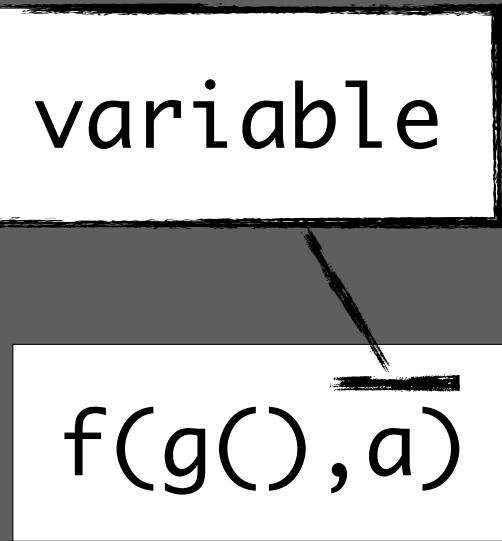
# Variables and Substitution

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	$\phi$

f(g(), a)

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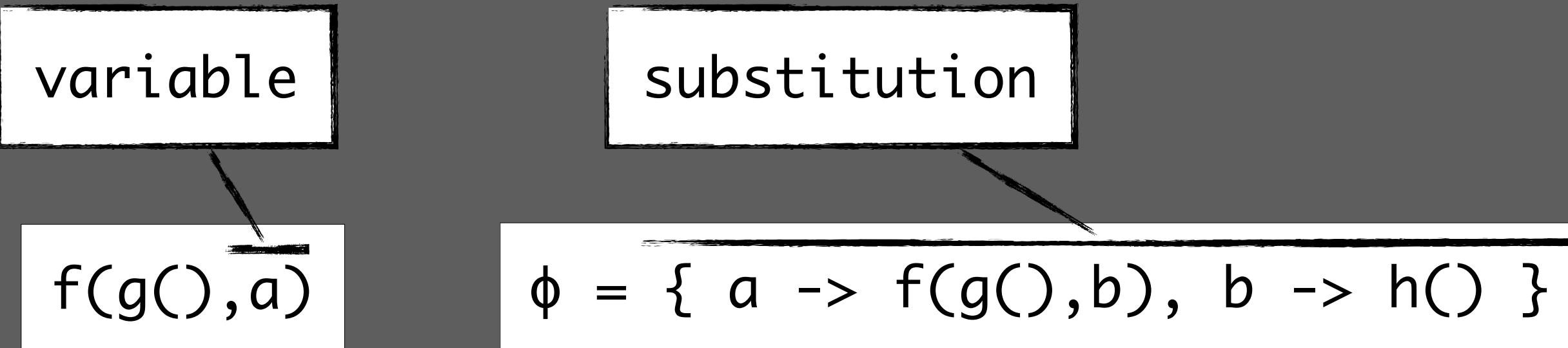
variable

$f(g(), \underline{a})$

$$\phi = \{ a \rightarrow f(g(), b), b \rightarrow h() \}$$

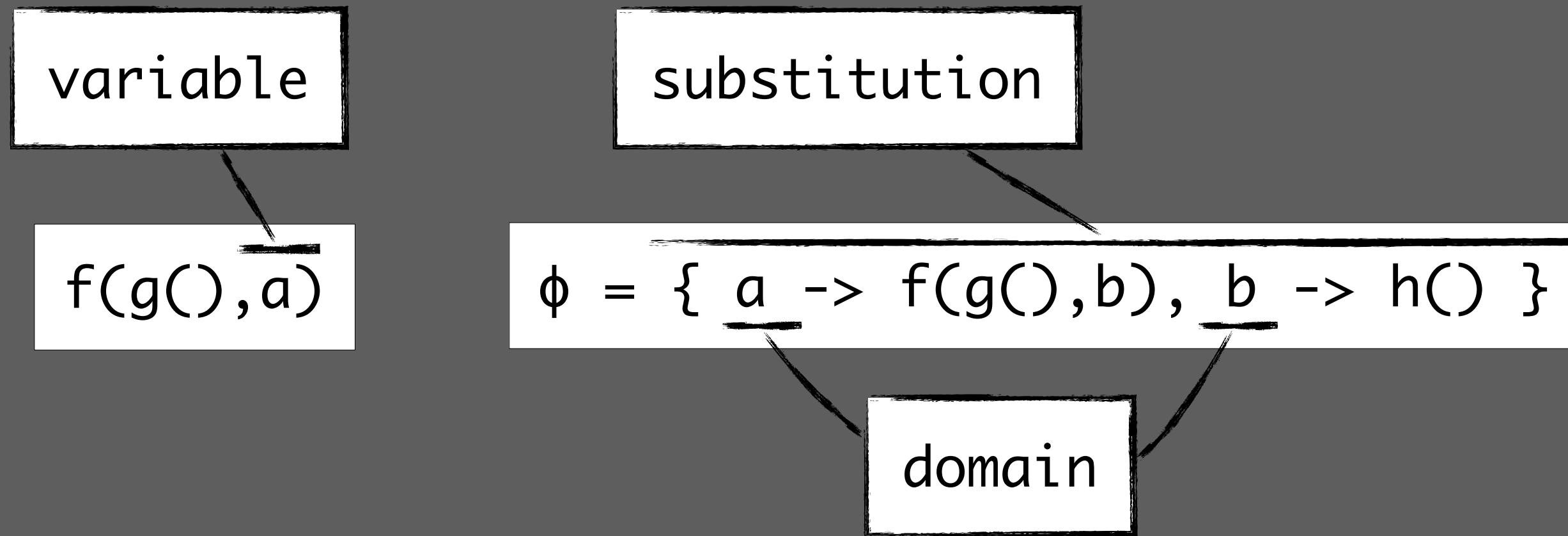
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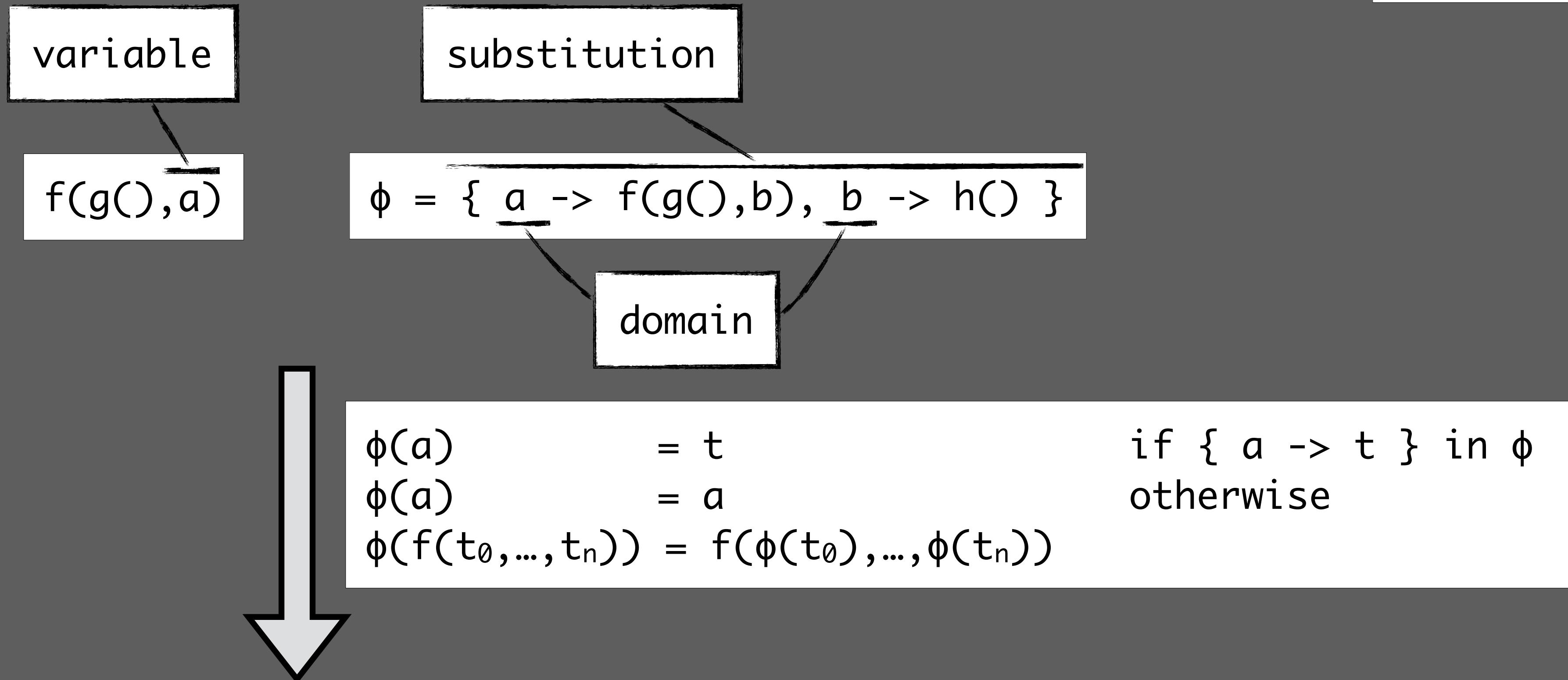
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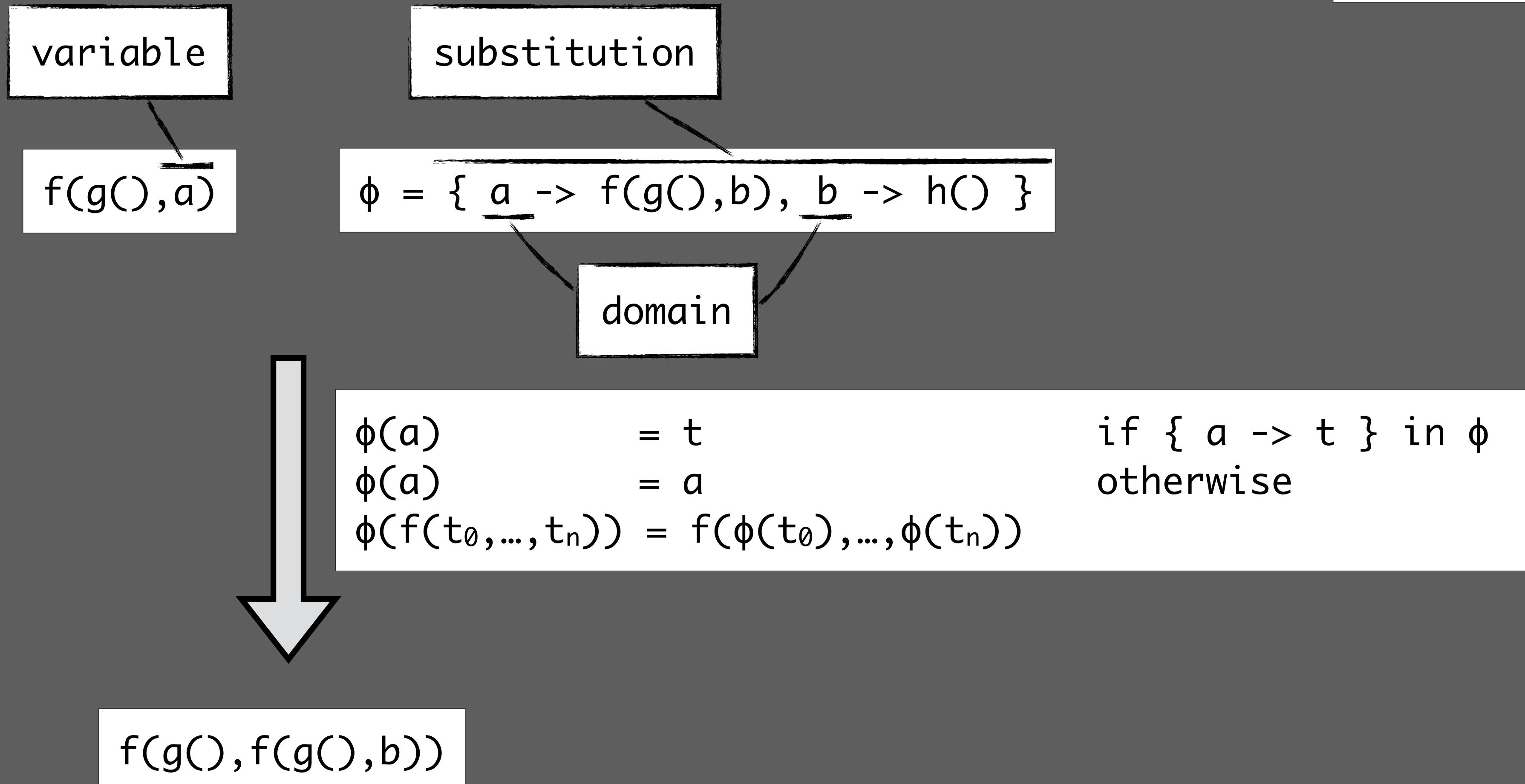
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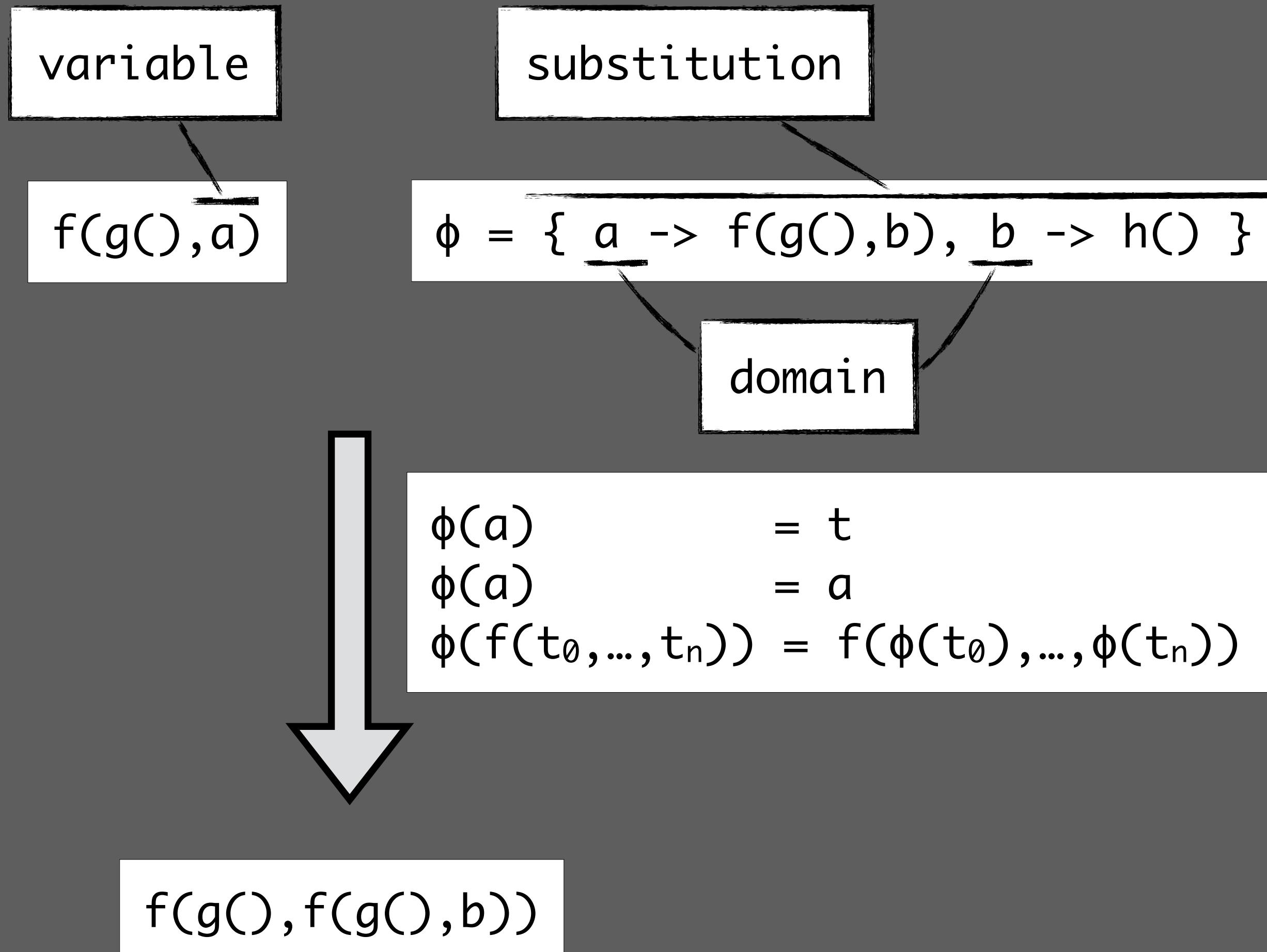
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# Variables and Substitution

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ground term: a term without variables

# Unifiers

terms	$t, u$
functions	$f, g, h$
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unifier: a substitution that makes terms equal

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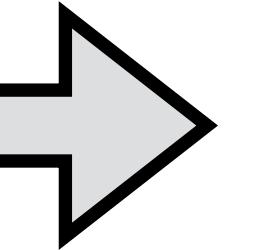
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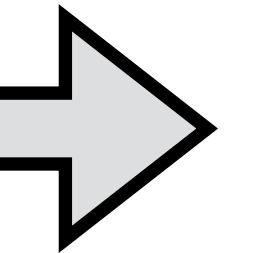


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$a \rightarrow h()$   
 $b \rightarrow g()$

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unifier: a substitution that makes terms equal

$$f(a, g()) == f(h(), b) \rightarrow \begin{array}{l} a \rightarrow h() \\ b \rightarrow g() \end{array} \rightarrow$$

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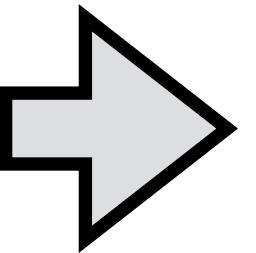
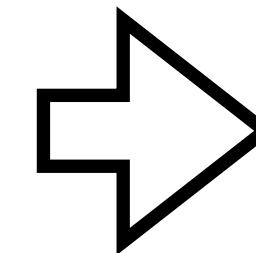
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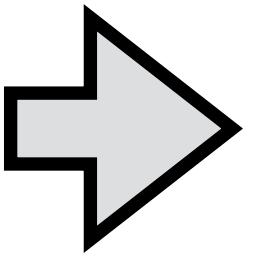
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$$\begin{array}{l} a \rightarrow h() \\ b \rightarrow g() \end{array}$$

$$f(h(), g()) == f(h(), g())$$
$$g(a, f(b)) == g(f(h()), a)$$

# Unifiers

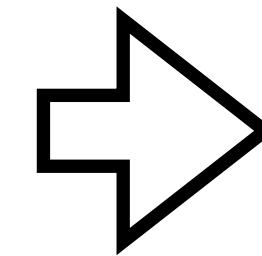
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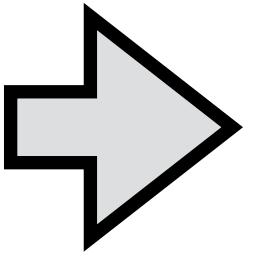


$$\begin{array}{l} a \rightarrow h() \\ b \rightarrow g() \end{array}$$



$$f(h(), g()) == f(h(), g())$$

$$g(a, f(b)) == g(f(h()), a)$$

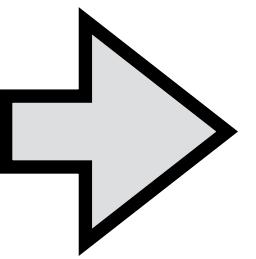


# Unifiers

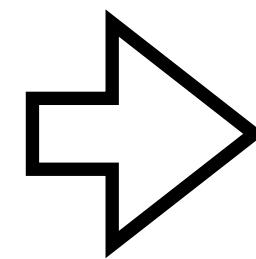
terms	t, u
functions	f, g, h
variables	a, b, c
substitution	$\phi$

unifier: a substitution that makes terms equal

$$f(a, g()) == f(h(), b)$$

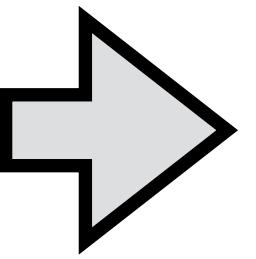


$$\begin{array}{l} a \rightarrow h() \\ b \rightarrow g() \end{array}$$



$$f(h(), g()) == f(h(), g())$$

$$g(a, f(b)) == g(f(h()), a)$$



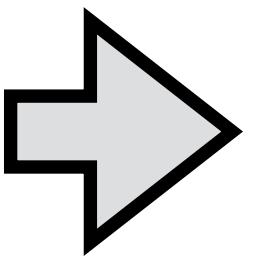
$$\begin{array}{l} a \rightarrow f(h()) \\ b \rightarrow h() \end{array}$$

# Unifiers

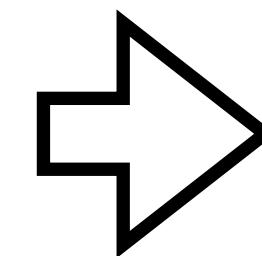
terms	t, u
functions	f, g, h
variables	a, b, c
substitution	$\phi$

unifier: a substitution that makes terms equal

$$f(a, g()) == f(h(), b)$$

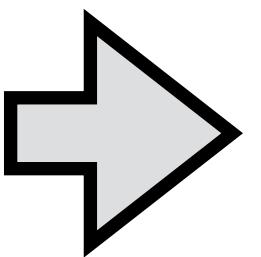


$$\begin{array}{l} a \rightarrow h() \\ b \rightarrow g() \end{array}$$

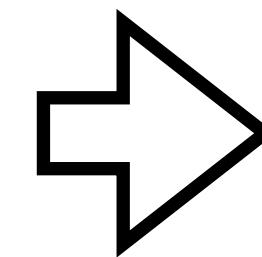


$$f(h(), g()) == f(h(), g())$$

$$g(a, f(b)) == g(f(h()), a)$$



$$\begin{array}{l} a \rightarrow f(h()) \\ b \rightarrow h() \end{array}$$

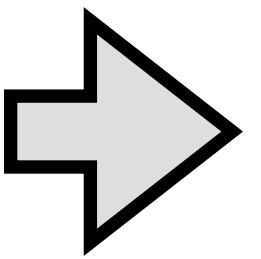


# Unifiers

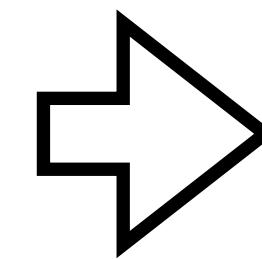
terms	t, u
functions	f, g, h
variables	a, b, c
substitution	$\phi$

unifier: a substitution that makes terms equal

$$f(a, g()) == f(h(), b)$$

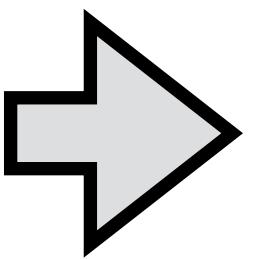


$$\begin{array}{l} a \rightarrow h() \\ b \rightarrow g() \end{array}$$

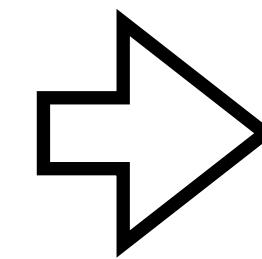


$$f(h(), g()) == f(h(), g())$$

$$g(a, f(b)) == g(f(h()), a)$$



$$\begin{array}{l} a \rightarrow f(h()) \\ b \rightarrow h() \end{array}$$



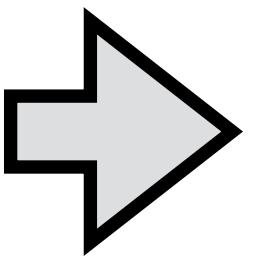
$$g(f(h()), f(h())) == g(f(h()), f(h()))$$

# Unifiers

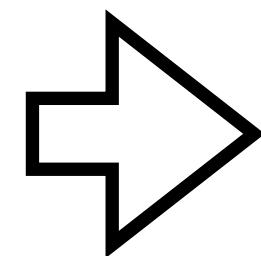
terms	t, u
functions	f, g, h
variables	a, b, c
substitution	$\phi$

unifier: a substitution that makes terms equal

$$f(a, g()) == f(h(), b)$$

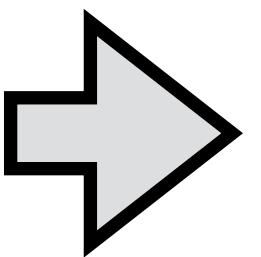


$$\begin{array}{l} a \rightarrow h() \\ b \rightarrow g() \end{array}$$

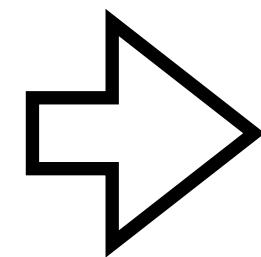


$$f(h(), g()) == f(h(), g())$$

$$g(a, f(b)) == g(f(h()), a)$$



$$\begin{array}{l} a \rightarrow f(h()) \\ b \rightarrow h() \end{array}$$



$$g(f(h()), f(h())) == g(f(h()), f(h()))$$

$$f(a, h()) == g(h(), b)$$

# Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	$\phi$

unifier: a substitution that makes terms equal

$$f(a, g()) == f(h(), b) \rightarrow a \rightarrow h() \quad b \rightarrow g() \rightarrow f(h(), g()) == f(h(), g())$$

$$g(a, f(b)) == g(f(h()), a) \rightarrow a \rightarrow f(h()) \quad b \rightarrow h() \rightarrow g(f(h()), f(h())) == g(f(h()), f(h()))$$

$$f(a, h()) == g(h(), b) \rightarrow$$

# Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	$\phi$

unifier: a substitution that makes terms equal

$$f(a, g()) == f(h(), b) \rightarrow a \rightarrow h() \quad b \rightarrow g() \rightarrow f(h(), g()) == f(h(), g())$$

$$g(a, f(b)) == g(f(h()), a) \rightarrow a \rightarrow f(h()) \quad b \rightarrow h() \rightarrow g(f(h()), f(h())) == g(f(h()), f(h()))$$

$$f(a, h()) == g(h(), b) \rightarrow \text{no unifier, } f \neq g$$

# Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	$\phi$

unifier: a substitution that makes terms equal

$$f(a, g()) == f(h(), b) \rightarrow a \rightarrow h() \quad b \rightarrow g() \rightarrow f(h(), g()) == f(h(), g())$$

$$g(a, f(b)) == g(f(h()), a) \rightarrow a \rightarrow f(h()) \quad b \rightarrow h() \rightarrow g(f(h()), f(h())) == g(f(h()), f(h()))$$

$$f(a, h()) == g(h(), b) \rightarrow \text{no unifier, } f \neq g$$

$$f(b, b) == b$$

# Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	$\phi$

unifier: a substitution that makes terms equal

$$f(a, g()) == f(h(), b) \rightarrow a \rightarrow h() \quad b \rightarrow g() \rightarrow f(h(), g()) == f(h(), g())$$

$$g(a, f(b)) == g(f(h()), a) \rightarrow a \rightarrow f(h()) \quad b \rightarrow h() \rightarrow g(f(h()), f(h())) == g(f(h()), f(h()))$$

$$f(a, h()) == g(h(), b) \rightarrow \text{no unifier, } f \neq g$$

$$f(b, b) == b \rightarrow$$

# Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	$\phi$

unifier: a substitution that makes terms equal

$$f(a, g()) == f(h(), b) \rightarrow a \rightarrow h() \quad b \rightarrow g() \rightarrow f(h(), g()) == f(h(), g())$$

$$g(a, f(b)) == g(f(h()), a) \rightarrow a \rightarrow f(h()) \quad b \rightarrow h() \rightarrow g(f(h()), f(h())) == g(f(h()), f(h()))$$

$$f(a, h()) == g(h(), b) \rightarrow \text{no unifier, } f \neq g$$

$$f(b, b) == b \rightarrow b \rightarrow f(b, b)$$

# Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	$\phi$

unifier: a substitution that makes terms equal

$$f(a, g()) == f(h(), b) \rightarrow a \rightarrow h() \quad b \rightarrow g() \rightarrow f(h(), g()) == f(h(), g())$$

$$g(a, f(b)) == g(f(h()), a) \rightarrow a \rightarrow f(h()) \quad b \rightarrow h() \rightarrow g(f(h()), f(h())) == g(f(h()), f(h()))$$

$$f(a, h()) == g(h(), b) \rightarrow \text{no unifier, } f \neq g$$

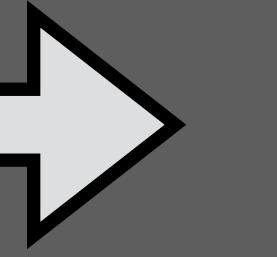
$$f(b, b) == b \rightarrow b \rightarrow f(b, b)$$

not idempotent

# Most General Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	$\phi$

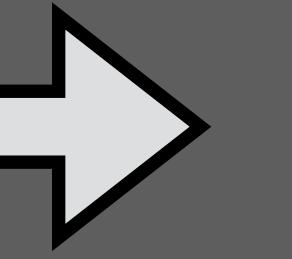
$$f(a, b) == f(b, c)$$



# Most General Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	$\phi$

$f(a, b) == f(b, c)$

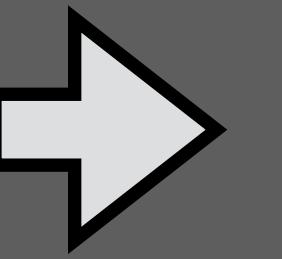


$a \rightarrow b$   
 $c \rightarrow b$

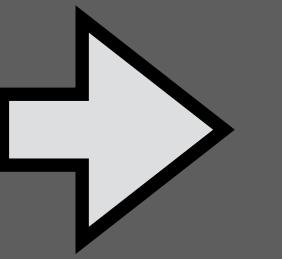
# Most General Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	$\phi$

$f(a,b) == f(b,c)$



$a \rightarrow b$   
 $c \rightarrow b$

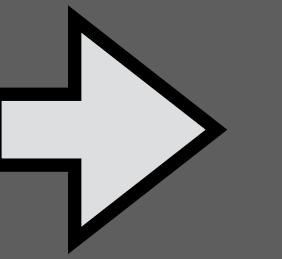


$f(b,b) == f(b,b)$

# Most General Unifiers

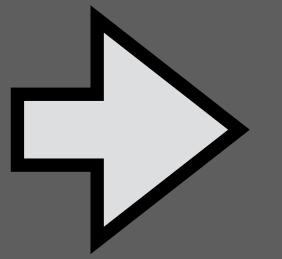
terms	t, u
functions	f, g, h
variables	a, b, c
substitution	$\phi$

$f(a,b) == f(b,c)$



$a \rightarrow g()$   
 $b \rightarrow g()$   
 $c \rightarrow g()$

$a \rightarrow b$   
 $c \rightarrow b$

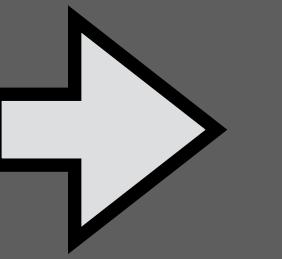


$f(b,b) == f(b,b)$

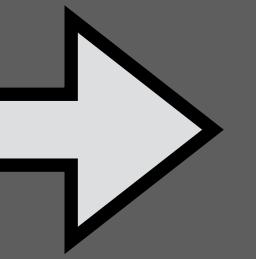
# Most General Unifiers

terms	$t, u$
functions	$f, g, h$
variables	$a, b, c$
substitution	$\phi$

$f(a, b) == f(b, c)$

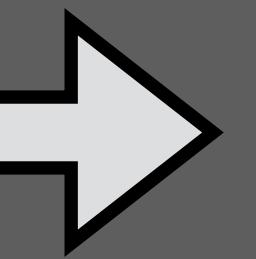


$a \rightarrow b$   
 $c \rightarrow b$



$f(b, b) == f(b, b)$

$a \rightarrow g()$   
 $b \rightarrow g()$   
 $c \rightarrow g()$

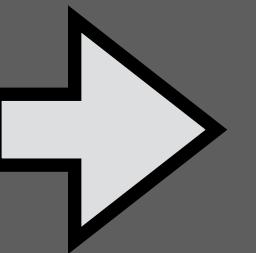


$f(g(), g()) == f(g(), g())$

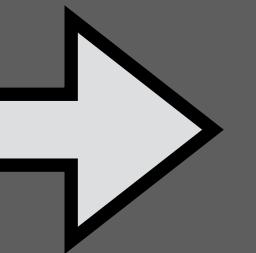
# Most General Unifiers

terms	$t, u$
functions	$f, g, h$
variables	$a, b, c$
substitution	$\phi$

$f(a, b) == f(b, c)$



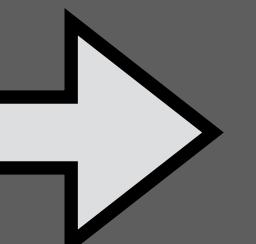
$a \rightarrow b$   
 $c \rightarrow b$



$f(b, b) == f(b, b)$

$b \rightarrow a$   
 $c \rightarrow a$

$a \rightarrow g()$   
 $b \rightarrow g()$   
 $c \rightarrow g()$

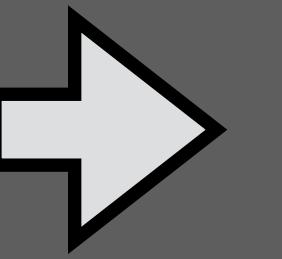


$f(g(), g()) == f(g(), g())$

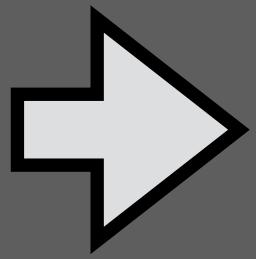
# Most General Unifiers

terms	$t, u$
functions	$f, g, h$
variables	$a, b, c$
substitution	$\phi$

$f(a, b) == f(b, c)$

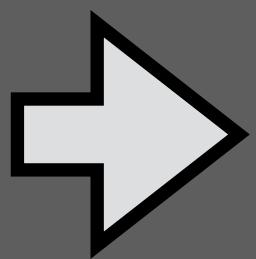


$a \rightarrow b$   
 $c \rightarrow b$



$f(b, b) == f(b, b)$

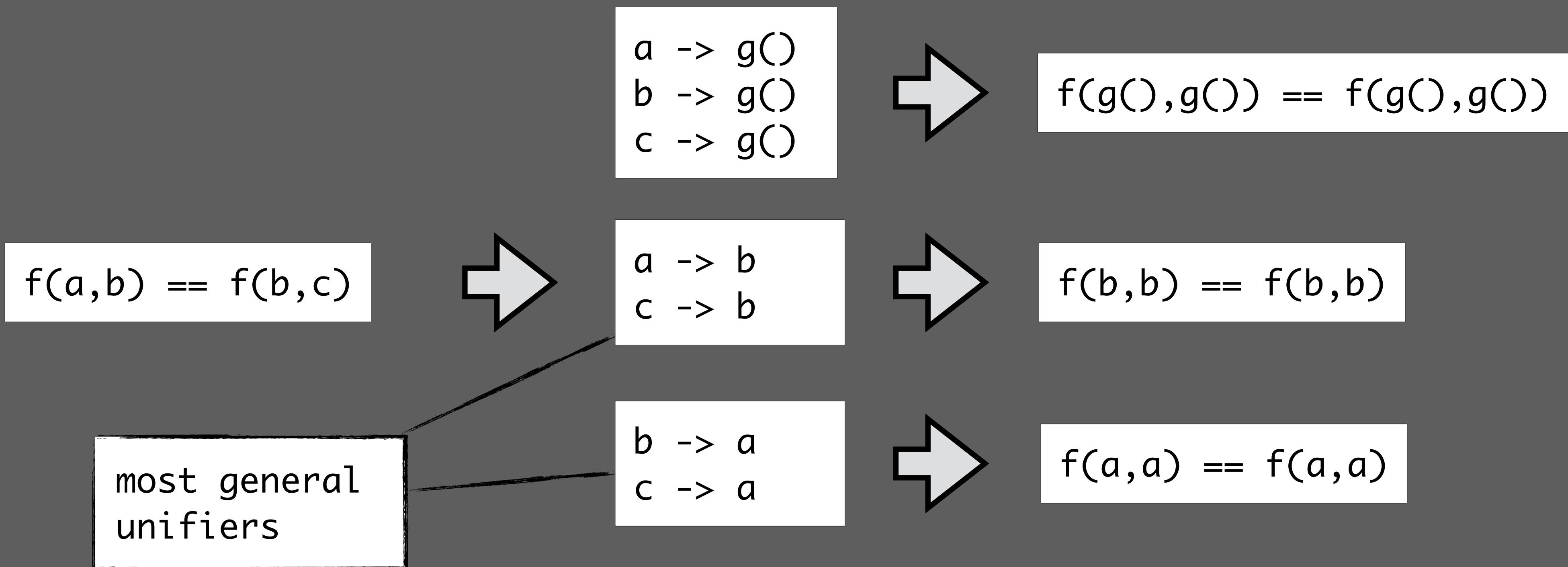
$b \rightarrow a$   
 $c \rightarrow a$



$f(a, a) == f(a, a)$

# Most General Unifiers

terms	$t, u$
functions	$f, g, h$
variables	$a, b, c$
substitution	$\phi$



# Most General Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	$\phi$

every unifier is an instance of a most general unifier

$$\begin{array}{l} a \rightarrow b \\ b \rightarrow b \\ c \rightarrow b \end{array}$$



$$\begin{array}{l} a \rightarrow g\circ \\ b \rightarrow g\circ \\ c \rightarrow g\circ \end{array}$$

# Most General Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	$\phi$

every unifier is an instance of a most general unifier

(implicit) identity case

$$\begin{array}{l} a \rightarrow b \\ | \\ b \rightarrow b \\ | \\ c \rightarrow b \end{array}$$



$$\begin{array}{l} a \rightarrow g() \\ b \rightarrow g() \\ c \rightarrow g() \end{array}$$

# Most General Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	$\phi$

every unifier is an instance of a most general unifier

(implicit) identity case

$$\begin{array}{l} a \rightarrow b \\ | \\ b \rightarrow b \\ | \\ c \rightarrow b \end{array}$$

$$b \rightarrow g()$$

$$\begin{array}{l} a \rightarrow g() \\ b \rightarrow g() \\ c \rightarrow g() \end{array}$$

# Most General Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	$\phi$

every unifier is an instance of a most general unifier

(implicit) identity case

$$\begin{array}{l} a \rightarrow b \\ | \\ b \rightarrow b \\ c \rightarrow b \end{array}$$

$$b \rightarrow g()$$

$$\begin{array}{l} a \rightarrow g() \\ b \rightarrow g() \\ c \rightarrow g() \end{array}$$

most general unifiers are related by renaming substitutions

$$\begin{array}{l} a \rightarrow b \\ | \\ b \rightarrow b \\ c \rightarrow b \end{array}$$

$$\begin{array}{l} a \rightarrow a \\ b \rightarrow a \\ c \rightarrow a \end{array}$$

# Most General Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	$\phi$

every unifier is an instance of a most general unifier

(implicit) identity case

$$\begin{array}{l} a \rightarrow b \\ | \\ b \rightarrow b \\ c \rightarrow b \end{array}$$

$$b \rightarrow g()$$

$$\begin{array}{l} a \rightarrow g() \\ b \rightarrow g() \\ c \rightarrow g() \end{array}$$

most general unifiers are related by renaming substitutions

$$\begin{array}{l} a \rightarrow b \\ | \\ b \rightarrow b \\ c \rightarrow b \end{array}$$

$$b \rightarrow a$$

$$\begin{array}{l} a \rightarrow a \\ b \rightarrow a \\ c \rightarrow a \end{array}$$

# Most General Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	$\phi$

every unifier is an instance of a most general unifier

(implicit) identity case

$$\begin{array}{l} a \rightarrow b \\ | \\ b \rightarrow b \\ c \rightarrow b \end{array}$$

$$b \rightarrow g()$$

$$\begin{array}{l} a \rightarrow g() \\ b \rightarrow g() \\ c \rightarrow g() \end{array}$$

most general unifiers are related by renaming substitutions

$$\begin{array}{l} a \rightarrow b \\ | \\ b \rightarrow b \\ c \rightarrow b \end{array}$$

$$b \rightarrow a$$

$$\begin{array}{l} a \rightarrow a \\ b \rightarrow a \\ c \rightarrow a \end{array}$$

$$\begin{array}{l} a \rightarrow a \\ | \\ b \rightarrow a \\ c \rightarrow a \end{array}$$

$$\begin{array}{l} a \rightarrow b \\ b \rightarrow b \\ c \rightarrow b \end{array}$$

# Most General Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
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(implicit) identity case

$$\begin{array}{l} a \rightarrow b \\ | \\ b \rightarrow b \\ c \rightarrow b \end{array}$$

$$b \rightarrow g()$$

$$\begin{array}{l} a \rightarrow g() \\ b \rightarrow g() \\ c \rightarrow g() \end{array}$$

most general unifiers are related by renaming substitutions

$$\begin{array}{l} a \rightarrow b \\ | \\ b \rightarrow b \\ c \rightarrow b \end{array}$$

$$b \rightarrow a$$

$$\begin{array}{l} a \rightarrow a \\ b \rightarrow a \\ c \rightarrow a \end{array}$$

$$\begin{array}{l} a \rightarrow a \\ | \\ b \rightarrow a \\ c \rightarrow a \end{array}$$

$$a \rightarrow b$$

$$\begin{array}{l} a \rightarrow b \\ b \rightarrow b \\ c \rightarrow b \end{array}$$

# Unification

```
global φ
def unify(t, u):
    if t is a variable:
        t := φ(t)
    if u is a variable:
        u := φ(u)
    if t is a variable and t == u:
        pass
    else if t == f(t0, ..., tn) and u == g(u0, ..., um):
        if f == g and n == m:
            for i := 1 to n:
                unify(ti, ui)
        else:
            fail "different function symbols"
    else if t is not a variable:
        unify(u, t)
    else if t occurs in u:
        fail "recursive term"
    else:
        φ += { t -> u }
```

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	φ

# Unification

```
global φ
def unify(t, u):
    if t is a variable:
        t := φ(t)
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        if f == g and n == m:
            for i := 1 to n:
                unify(ti, ui)
        else:
            fail "different function symbols"
    else if t is not a variable:
        unify(u, t)
    else if t occurs in u:
        fail "recursive term"
    else:
        φ += { t -> u }
```

$\boxed{t == a}$   
 $\boxed{\text{instantiate variable}}$

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	φ

# Unification

```
global φ
def unify(t, u):
    if t is a variable:
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    else if t is not a variable:
        unify(u, t)
    else if t occurs in u:
        fail "recursive term"
    else:
        φ += { t -> u }
```

$\boxed{t == a}$   
 $\boxed{u == b}$

$\boxed{\text{instantiate variable}}$   
 $\boxed{\text{instantiate variable}}$

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	$\phi$

# Unification

```
global φ
def unify(t, u):
    if t is a variable:
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    if t is a variable and t == u:
        pass
    else if t == f(t0, ..., tn) and u == g(u0, ..., um):
        if f == g and n == m:
            for i := 1 to n:
                unify(ti, ui)
        else:
            fail "different function symbols"
    else if t is not a variable:
        unify(u, t)
    else if t occurs in u:
        fail "recursive term"
    else:
        φ += { t -> u }
```

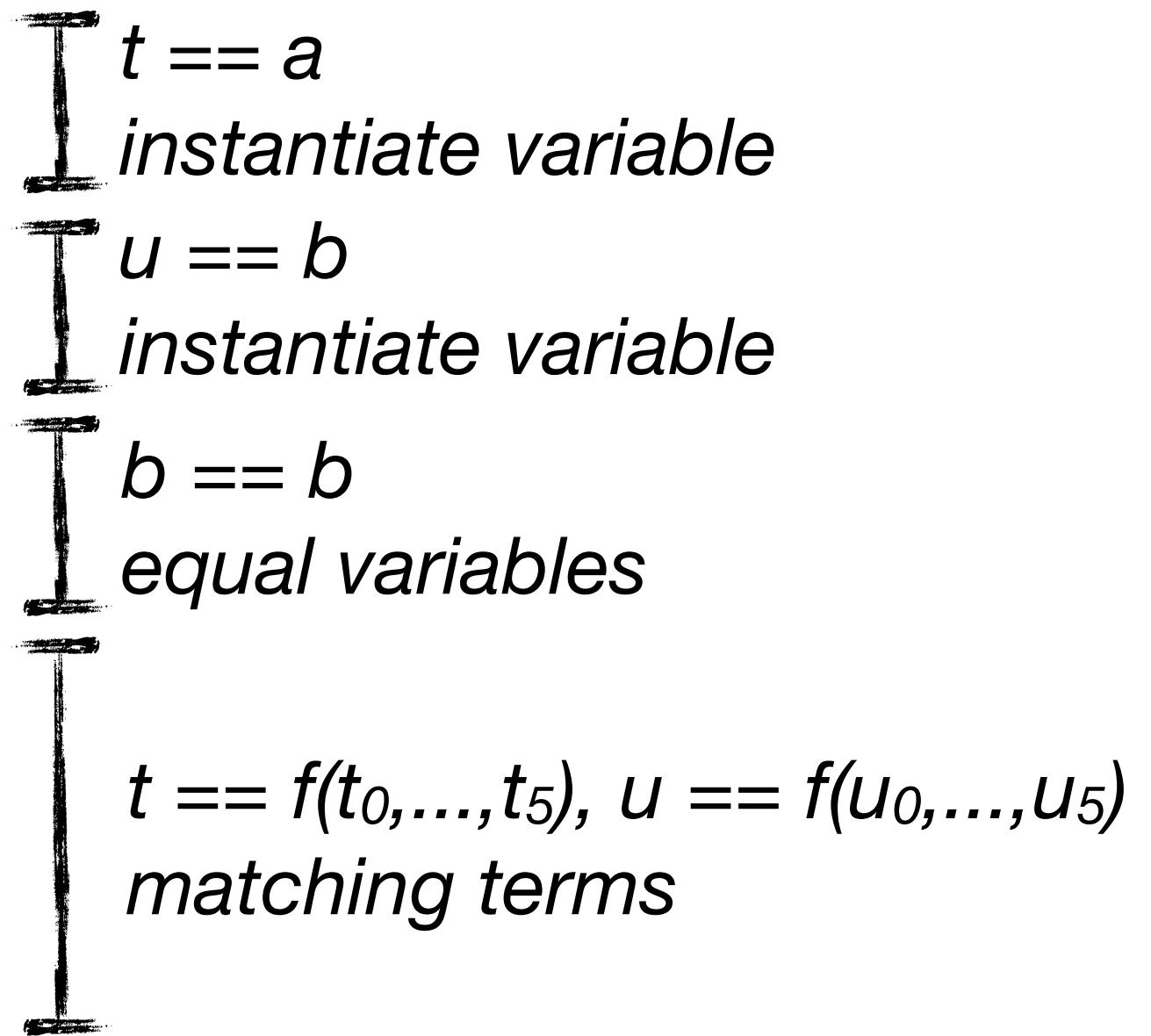
terms	t, u
functions	f, g, h
variables	a, b, c
substitution	φ

$\boxed{t == a}$   
 $\boxed{u == b}$   
 $\boxed{b == b}$

*instantiate variable*  
*instantiate variable*  
*equal variables*

# Unification

```
global φ
def unify(t, u):
    if t is a variable:
        t := φ(t)
    if u is a variable:
        u := φ(u)
    if t is a variable and t == u:
        pass
    else if t == f(t0, ..., tn) and u == g(u0, ..., um):
        if f == g and n == m:
            for i := 1 to n:
                unify(ti, ui)
        else:
            fail "different function symbols"
    else if t is not a variable:
        unify(u, t)
    else if t occurs in u:
        fail "recursive term"
    else:
        φ += { t -> u }
```

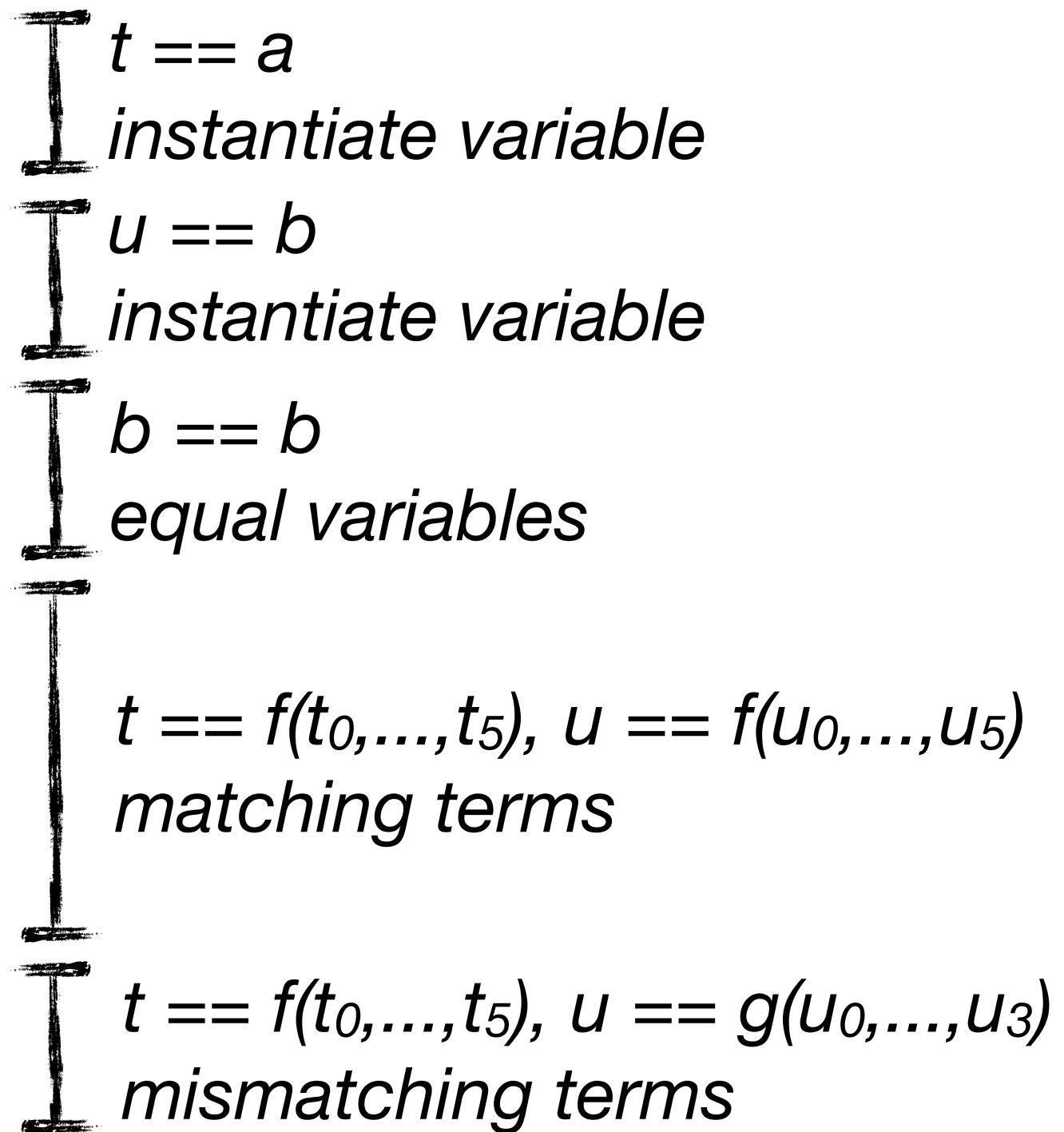


terms	t, u
functions	f, g, h
variables	a, b, c
substitution	$\phi$

# Unification

```
global φ
def unify(t, u):
    if t is a variable:
        t := φ(t)
    if u is a variable:
        u := φ(u)
    if t is a variable and t == u:
        pass
    else if t == f(t0, ..., tn) and u == g(u0, ..., um):
        if f == g and n == m:
            for i := 1 to n:
                unify(ti, ui)
        else:
            fail "different function symbols"
    else if t is not a variable:
        unify(u, t)
    else if t occurs in u:
        fail "recursive term"
    else:
        φ += { t -> u }
```

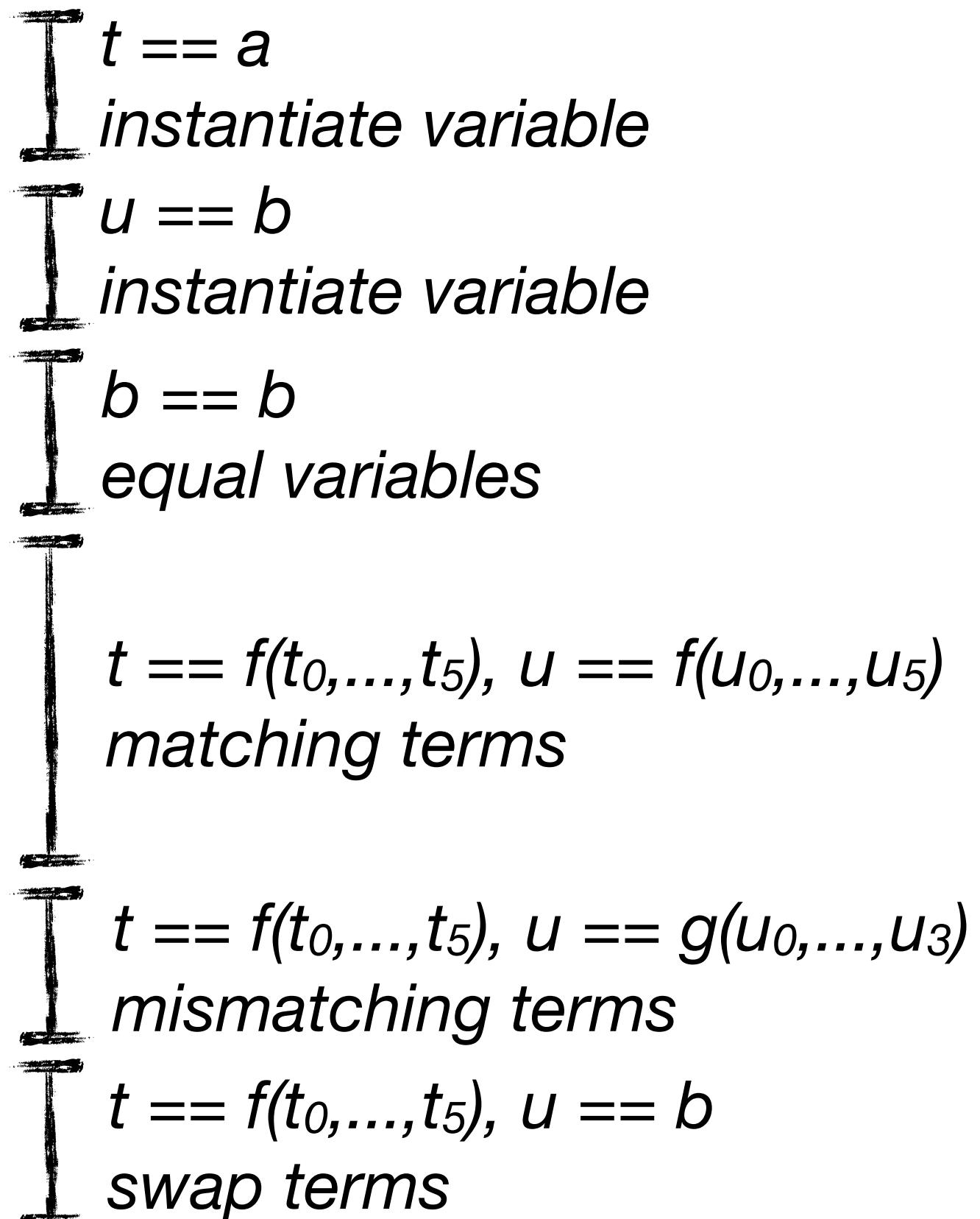
terms	t, u
functions	f, g, h
variables	a, b, c
substitution	φ



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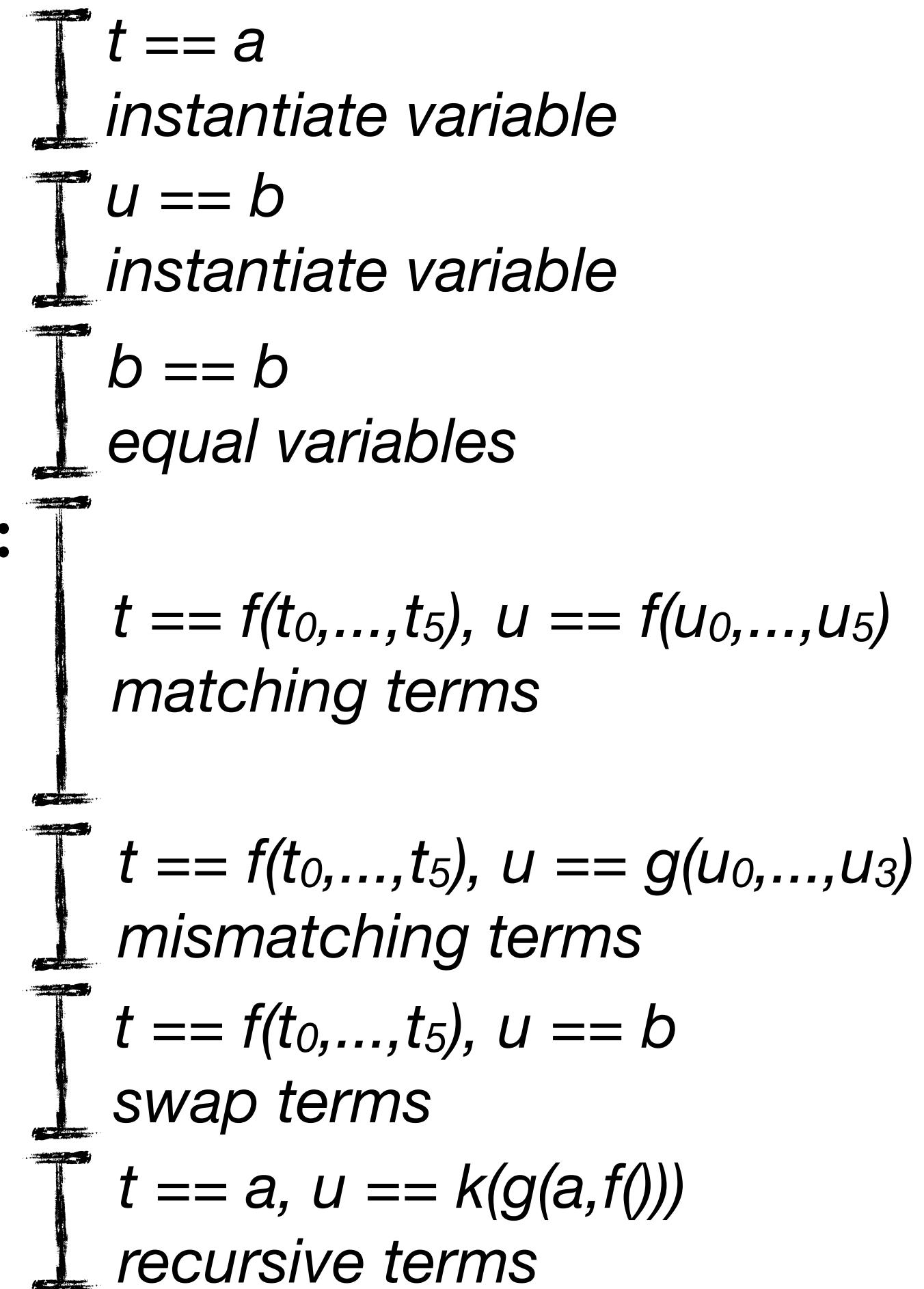
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terms      t, u  
functions    f, g, h  
variables    a, b, c  
substitution φ



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```

- $\overline{t = a}$   
*instantiate variable*
- $\overline{u = b}$   
*instantiate variable*
- $\overline{b = b}$   
*equal variables*
- $\overline{\overline{t = f(t_0, \dots, t_5), u = f(u_0, \dots, u_5)}}$   
*matching terms*
- $\overline{\overline{t = f(t_0, \dots, t_5), u = g(u_0, \dots, u_3)}}$   
*mismatching terms*
- $\overline{\overline{t = f(t_0, \dots, t_5), u = b}}$   
*swap terms*
- $\overline{\overline{t = a, u = k(g(a, f))}}$   
*recursive terms*
- $\overline{\overline{t = a, u = k(u_0, \dots, u_5)}}$   
*extend unifier*

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	φ

# Properties of Unification

# Properties of Unification

## Soundness

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- If the algorithm returns a unifier, it makes the terms equal

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## Termination

## Soundness

- If the algorithm returns a unifier, it makes the terms equal

## Completeness

- If a unifier exists, the algorithm will return it

## Principality

- If the algorithm returns a unifier, it is a most general unifier

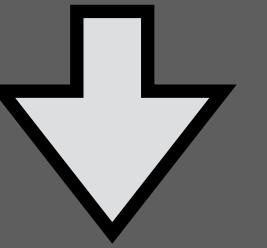
## Termination

- The algorithm always returns a unifier or fails

# Efficient Unification with Union-Find

# Complexity of Unification

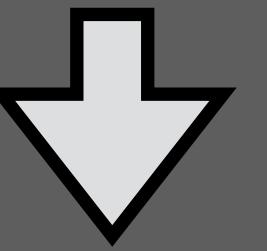
terms	$t, u$
functions	$f, g, h$
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substitution	$\phi$

$$h(a_1, \dots, a_n, f(b_0, b_0), \dots, f(b_{n-1}, b_{n-1}), a_n) == \\ h(f(a_0, a_0), \dots, f(a_{n-1}, a_{n-1}), b_1, \dots, b_{n-1}, b_n)$$


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# Complexity of Unification

## Space complexity

terms	$t, u$
functions	$f, g, h$
variables	$a, b, c$
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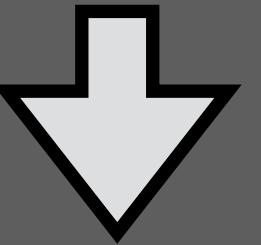
# Complexity of Unification

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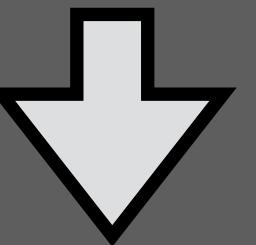
# Complexity of Unification

## Space complexity

- Exponential
- Representation of unifier

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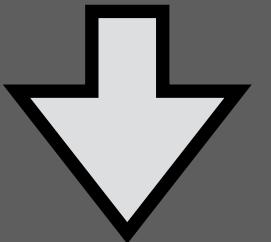
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fully applied

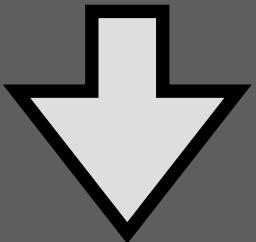
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fully applied

triangular

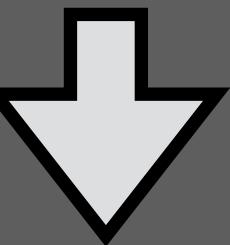
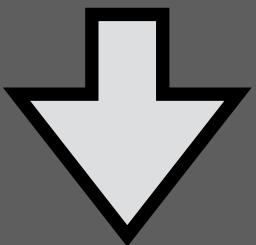
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fully applied

triangular

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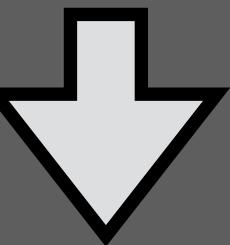
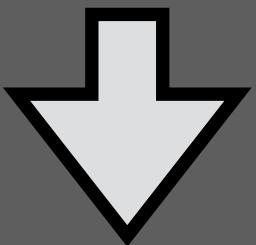
## Space complexity

- Exponential
- Representation of unifier

## Time complexity

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fully applied

triangular

# Complexity of Unification

## Space complexity

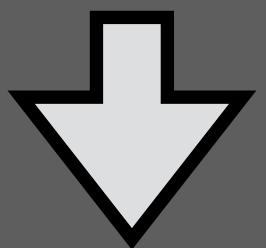
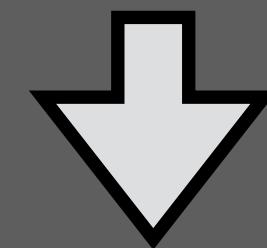
- Exponential
- Representation of unifier

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fully applied

triangular

# Complexity of Unification

## Space complexity

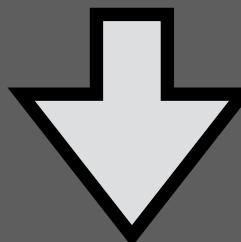
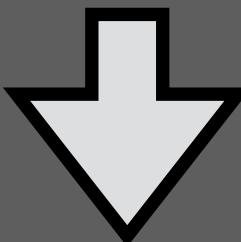
- Exponential
- Representation of unifier

## Time complexity

- Exponential
- Recursive calls on terms

terms	$t, u$
functions	$f, g, h$
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fully applied

triangular

# Complexity of Unification

## Space complexity

- Exponential
- Representation of unifier

## Time complexity

- Exponential
- Recursive calls on terms

## Solution

terms	$t, u$
functions	$f, g, h$
variables	$a, b, c$
substitution	$\phi$

$$h(a_1, \dots, a_n, f(b_0, b_0), \dots, f(b_{n-1}, b_{n-1}), a_n) == \\ h(f(a_0, a_0), \dots, f(a_{n-1}, a_{n-1}), b_1, \dots, b_{n-1}, b_n)$$

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fully applied

triangular

# Complexity of Unification

## Space complexity

- Exponential
- Representation of unifier

## Time complexity

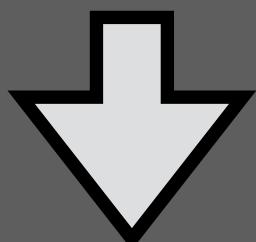
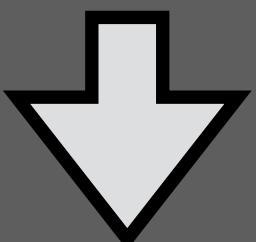
- Exponential
- Recursive calls on terms

## Solution

- Union-Find algorithm

terms	$t, u$
functions	$f, g, h$
variables	$a, b, c$
substitution	$\phi$

$$h(a_1, \dots, a_n, f(b_0, b_0), \dots, f(b_{n-1}, b_{n-1}), a_n) == \\ h(f(a_0, a_0), \dots, f(a_{n-1}, a_{n-1}), b_1, \dots, b_{n-1}, b_n)$$



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fully applied

triangular

# Complexity of Unification

terms	$t, u$
functions	$f, g, h$
variables	$a, b, c$
substitution	$\phi$

## Space complexity

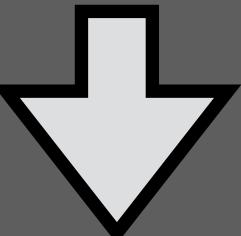
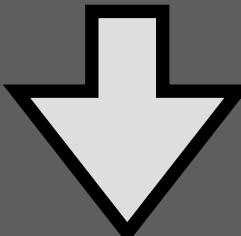
- Exponential
- Representation of unifier

## Time complexity

- Exponential
- Recursive calls on terms

## Solution

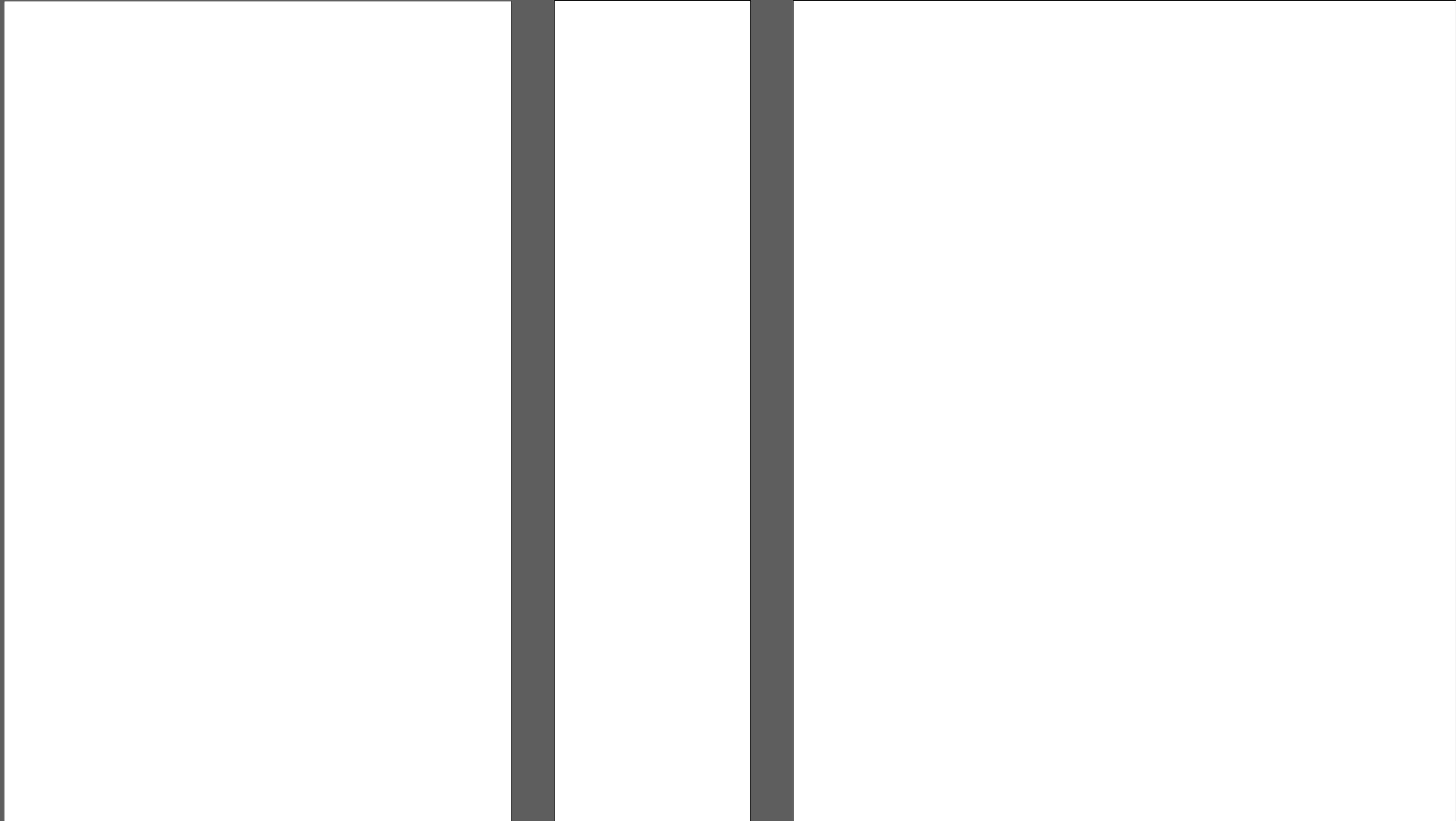
- Union-Find algorithm
- Complexity growth can be considered constant

$$h(a_1, \dots, a_n, f(b_0, b_0), \dots, f(b_{n-1}, b_{n-1}), a_n) == \\ h(f(a_0, a_0), \dots, f(a_{n-1}, a_{n-1}), b_1, \dots, b_{n-1}, b_n)$$

$$\begin{aligned} a_1 &\rightarrow f(a_0, a_0) \\ a_2 &\rightarrow f(f(a_0, a_0), f(a_0, a_0)) \\ a_i &\rightarrow \dots 2^{i+1}-1 \text{ subterms} \dots \\ b_1 &\rightarrow f(a_0, a_0) \\ b_2 &\rightarrow f(f(a_0, a_0), f(a_0, a_0)) \\ b_i &\rightarrow \dots 2^{i+1}-1 \text{ subterms} \dots \end{aligned}$$
$$\begin{aligned} a_1 &\rightarrow f(a_0, a_0) \\ a_2 &\rightarrow f(a_1, a_1) \\ a_i &\rightarrow \dots 3 \text{ subterms} \dots \\ b_1 &\rightarrow f(a_0, a_0) \\ b_2 &\rightarrow f(a_1, a_1) \\ b_i &\rightarrow \dots 3 \text{ subterms} \dots \end{aligned}$$

fully applied

triangular

# Set Representatives

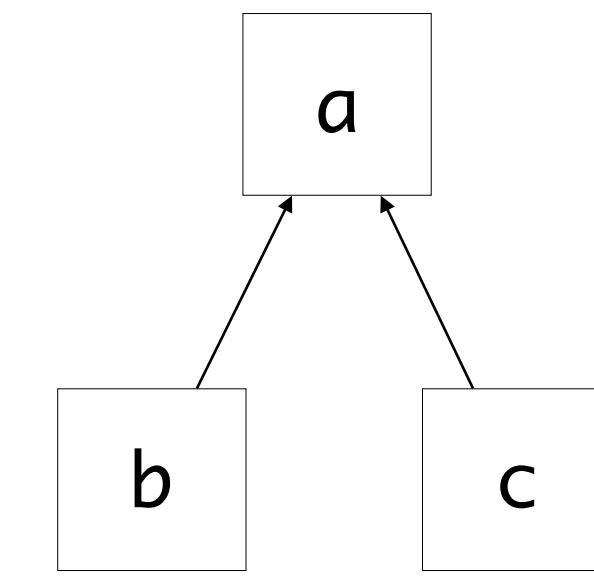


# Set Representatives

$a == b$   
 $c == a$

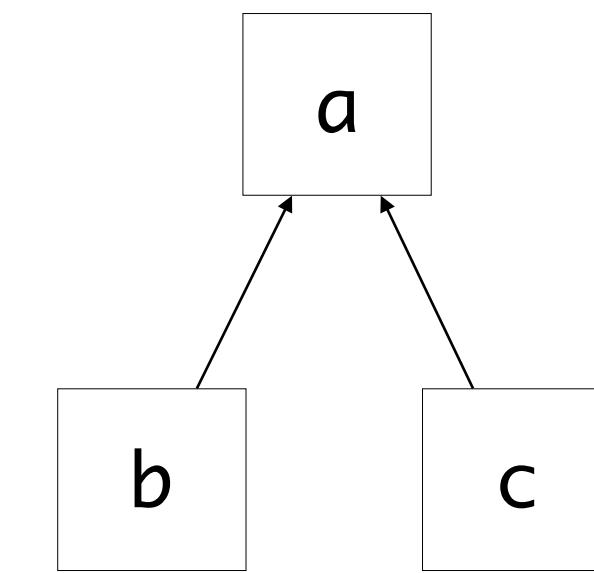
# Set Representatives

$a == b$   
 $c == a$



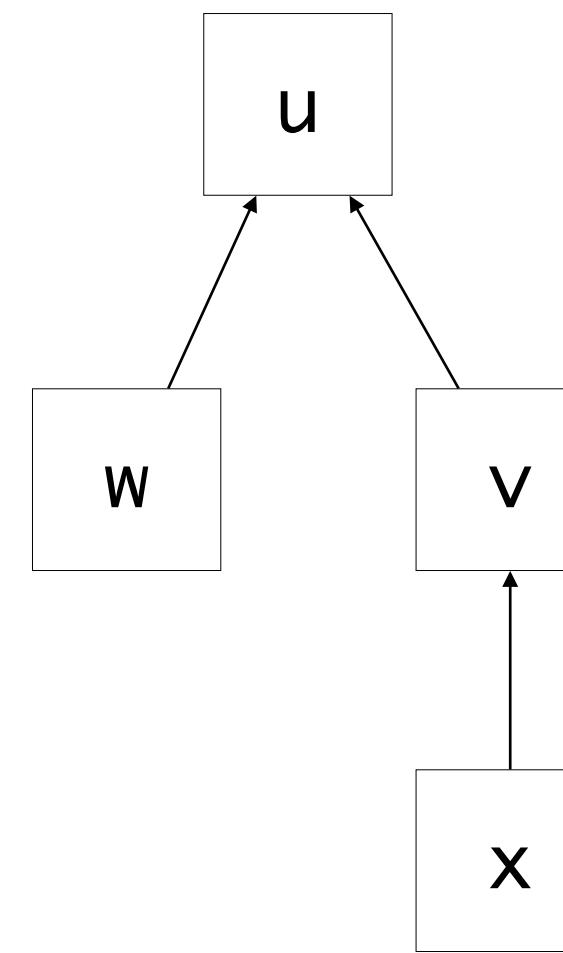
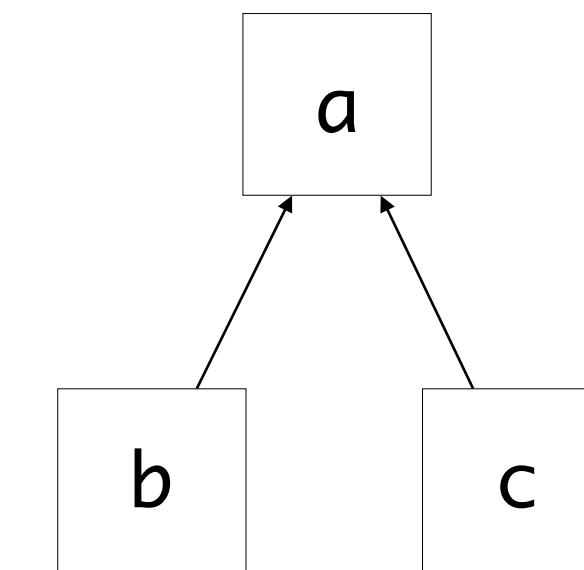
# Set Representatives

a == b  
c == a  
u == w  
v == u  
x == v



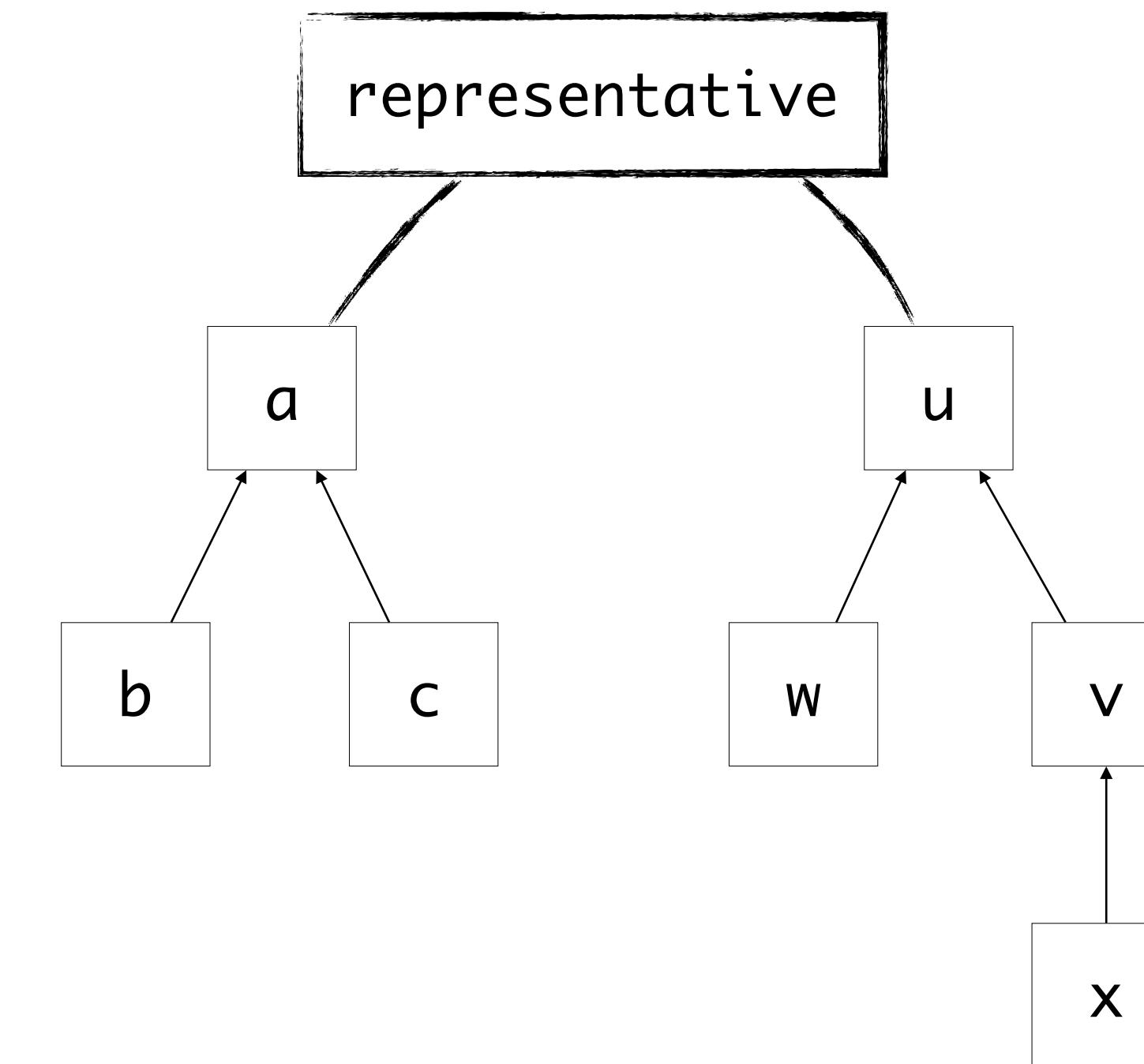
# Set Representatives

$a == b$   
 $c == a$   
 $u == w$   
 $v == u$   
 $x == v$



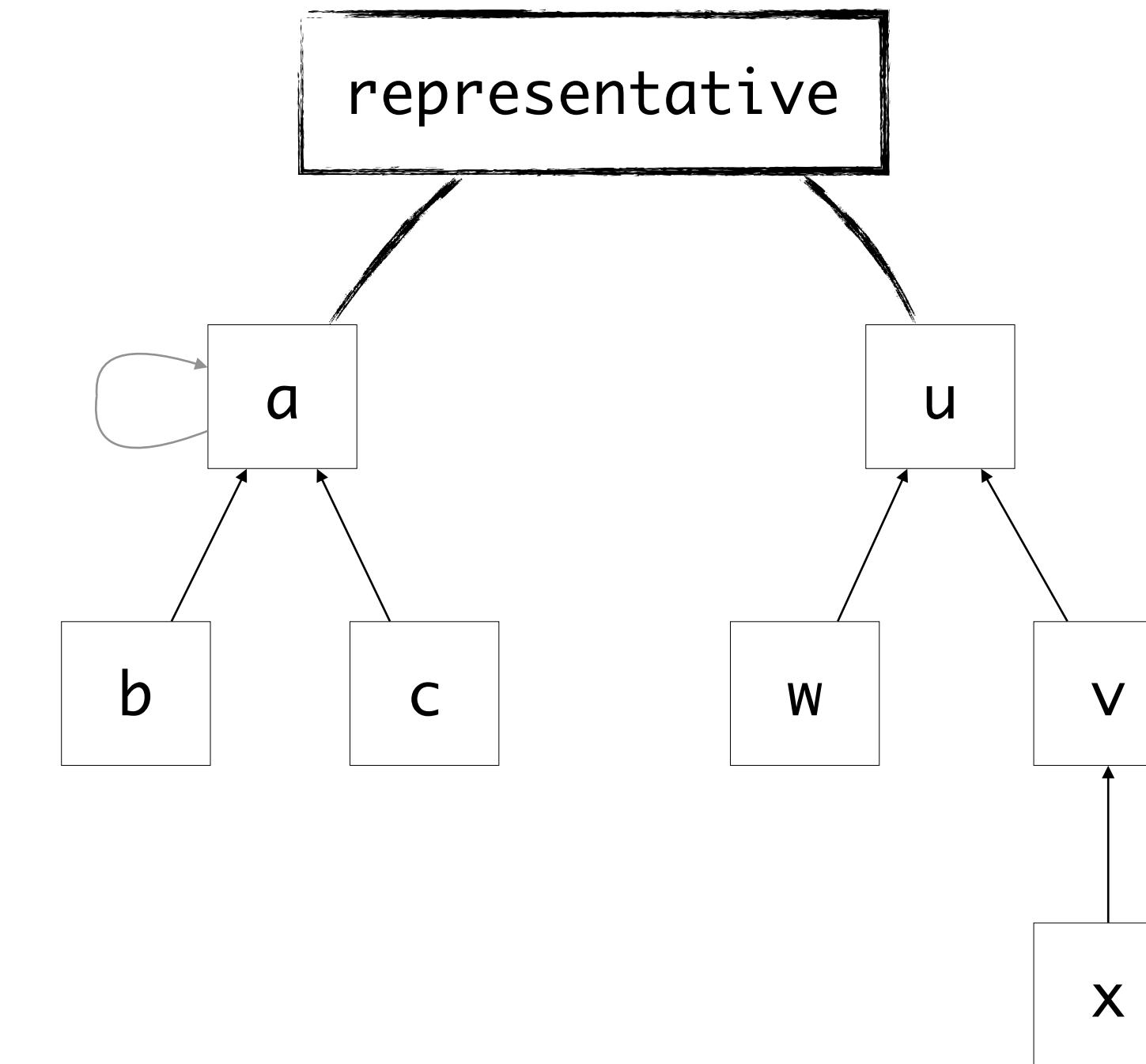
# Set Representatives

```
a == b  
c == a  
u == w  
v == u  
x == v
```



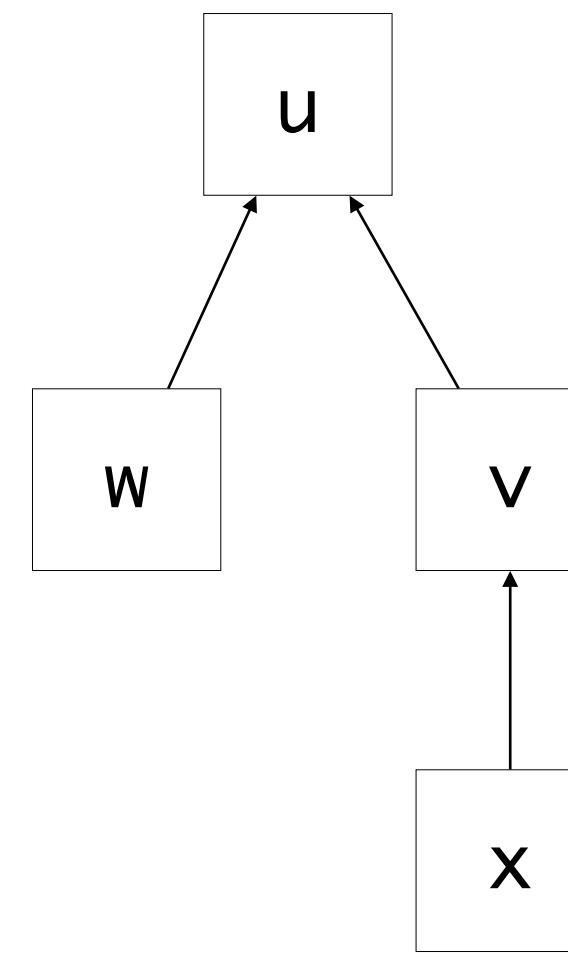
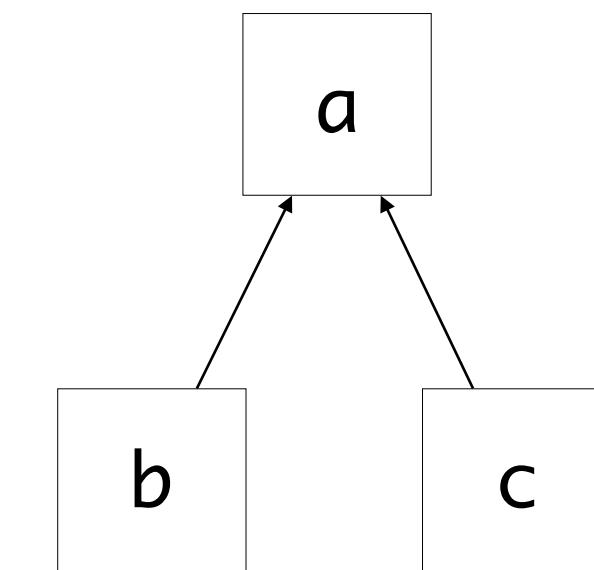
# Set Representatives

```
a == b  
c == a  
u == w  
v == u  
x == v
```



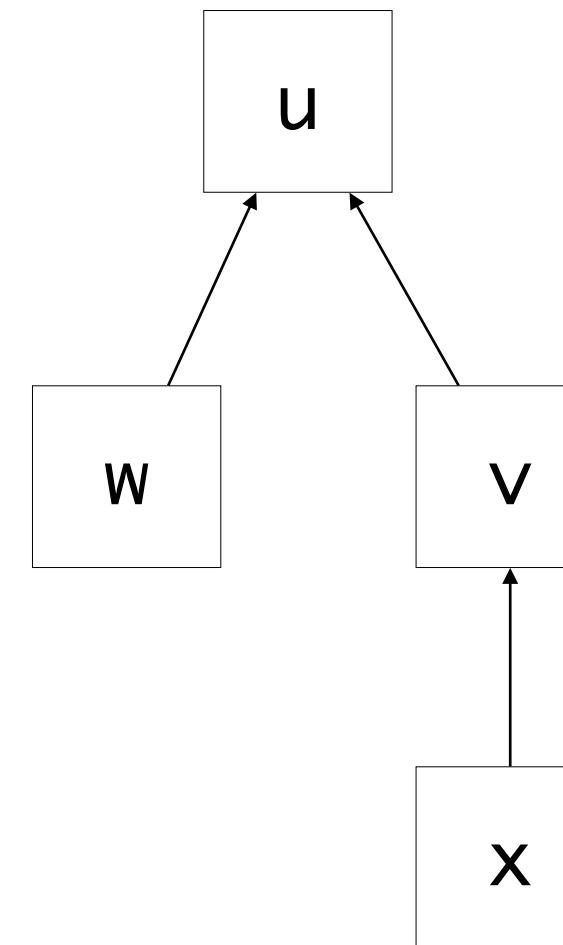
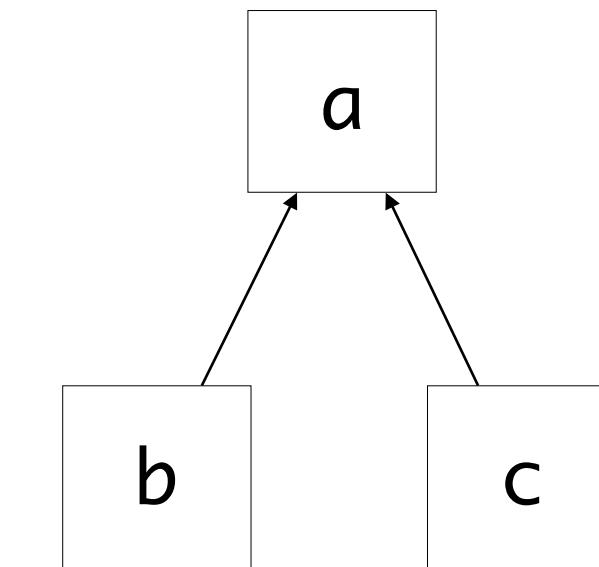
# Set Representatives

$a == b$   
 $c == a$   
 $u == w$   
 $v == u$   
 $x == v$



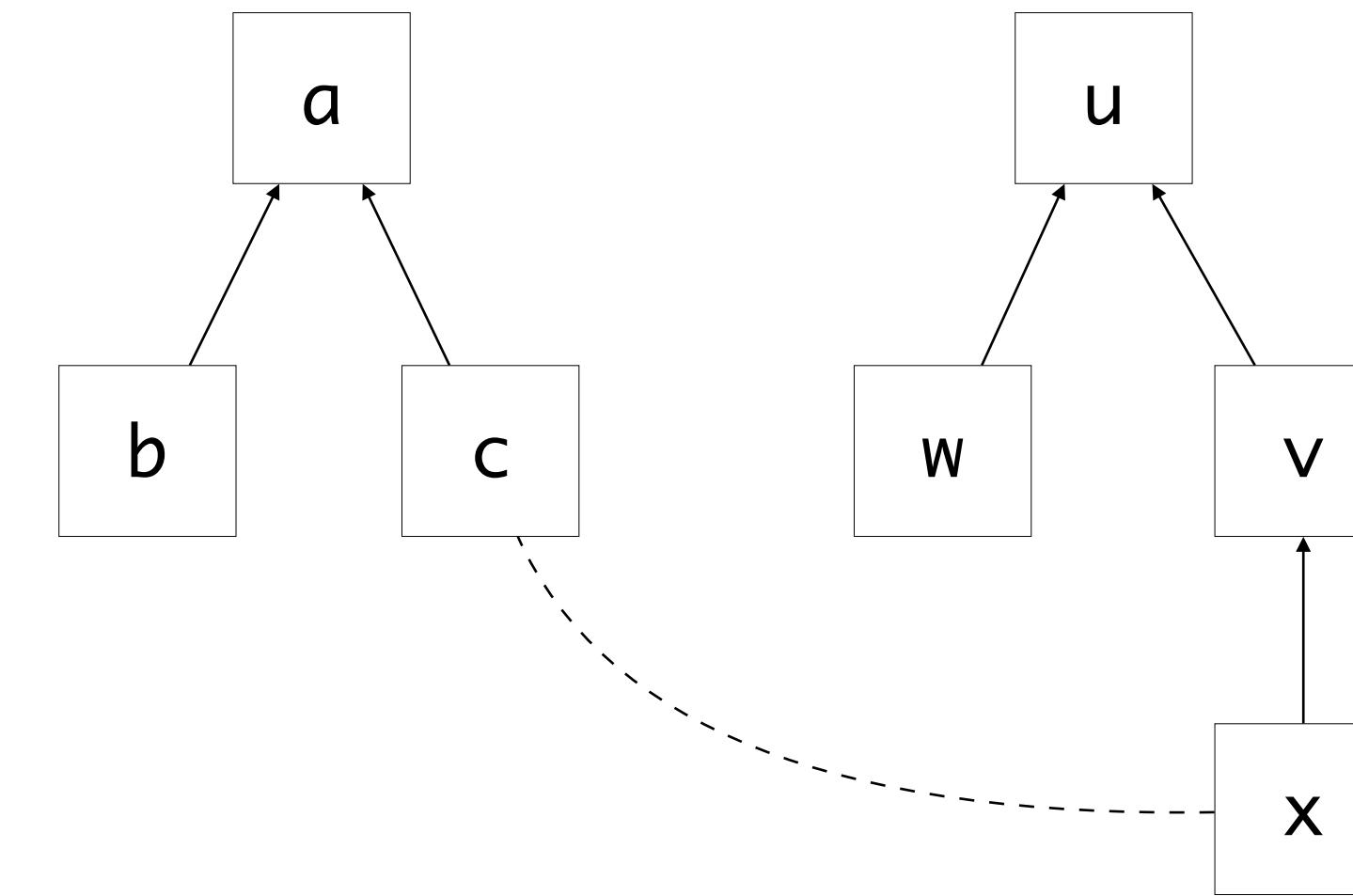
# Set Representatives

```
a == b  
c == a  
u == w  
v == u  
x == v  
x == c
```



# Set Representatives

```
a == b  
c == a  
u == w  
v == u  
x == v  
x == c
```



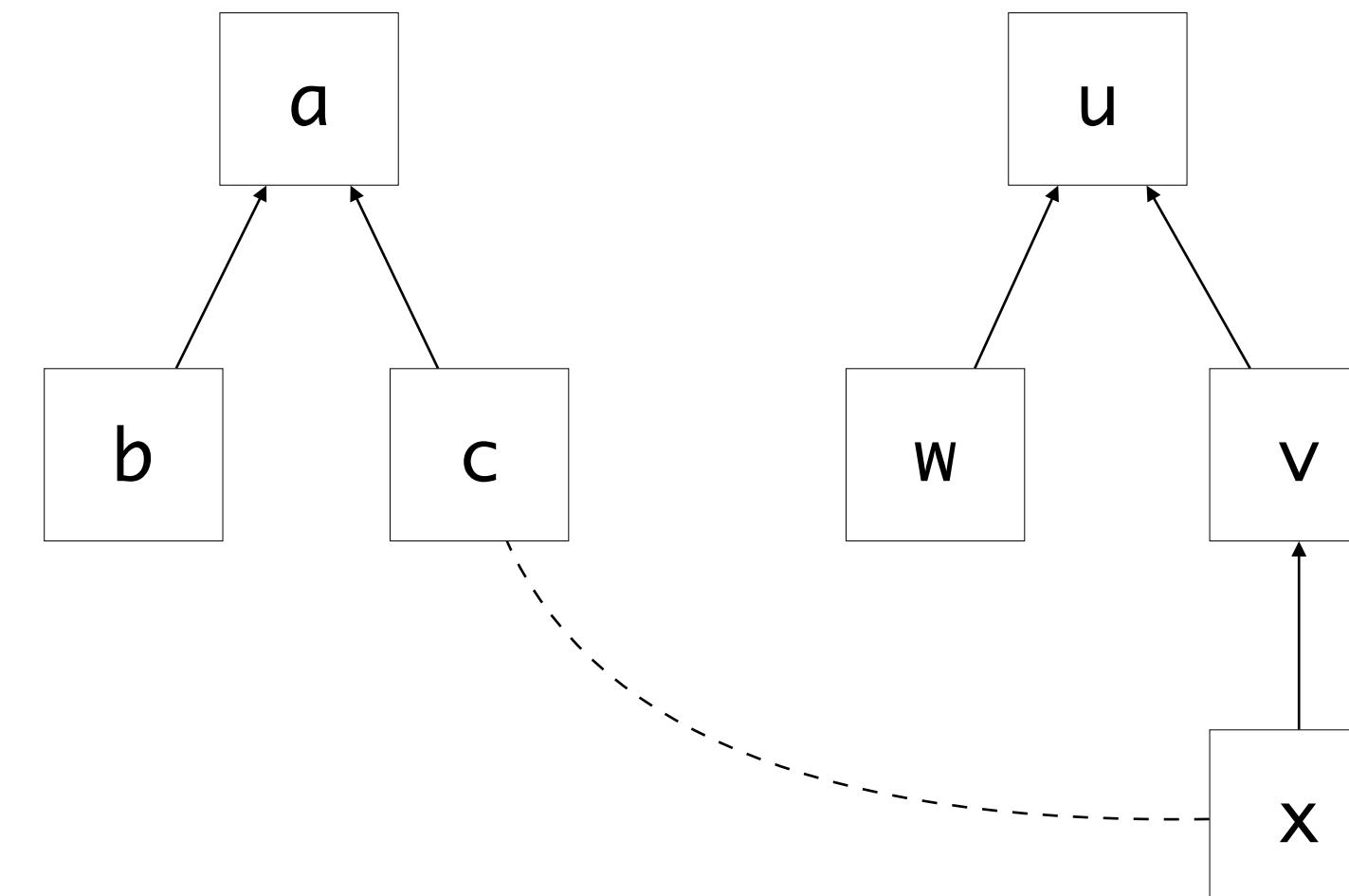
# Set Representatives

```
FIND( $a$ ):  
     $b := \text{rep}(a)$   
    if  $b == a$ :  
        return  $a$   
    else  
        return FIND( $b$ )
```

```
UNION( $a_1, a_2$ ):  
     $b_1 := \text{FIND}(a_1)$   
     $b_2 := \text{FIND}(a_2)$   
    LINK( $b_1, b_2$ )
```

```
LINK( $a_1, a_2$ ):  
    rep( $a_1) := a_2$ 
```

$a == b$   
 $c == a$   
 $u == w$   
 $v == u$   
 $x == v$   
 $x == c$



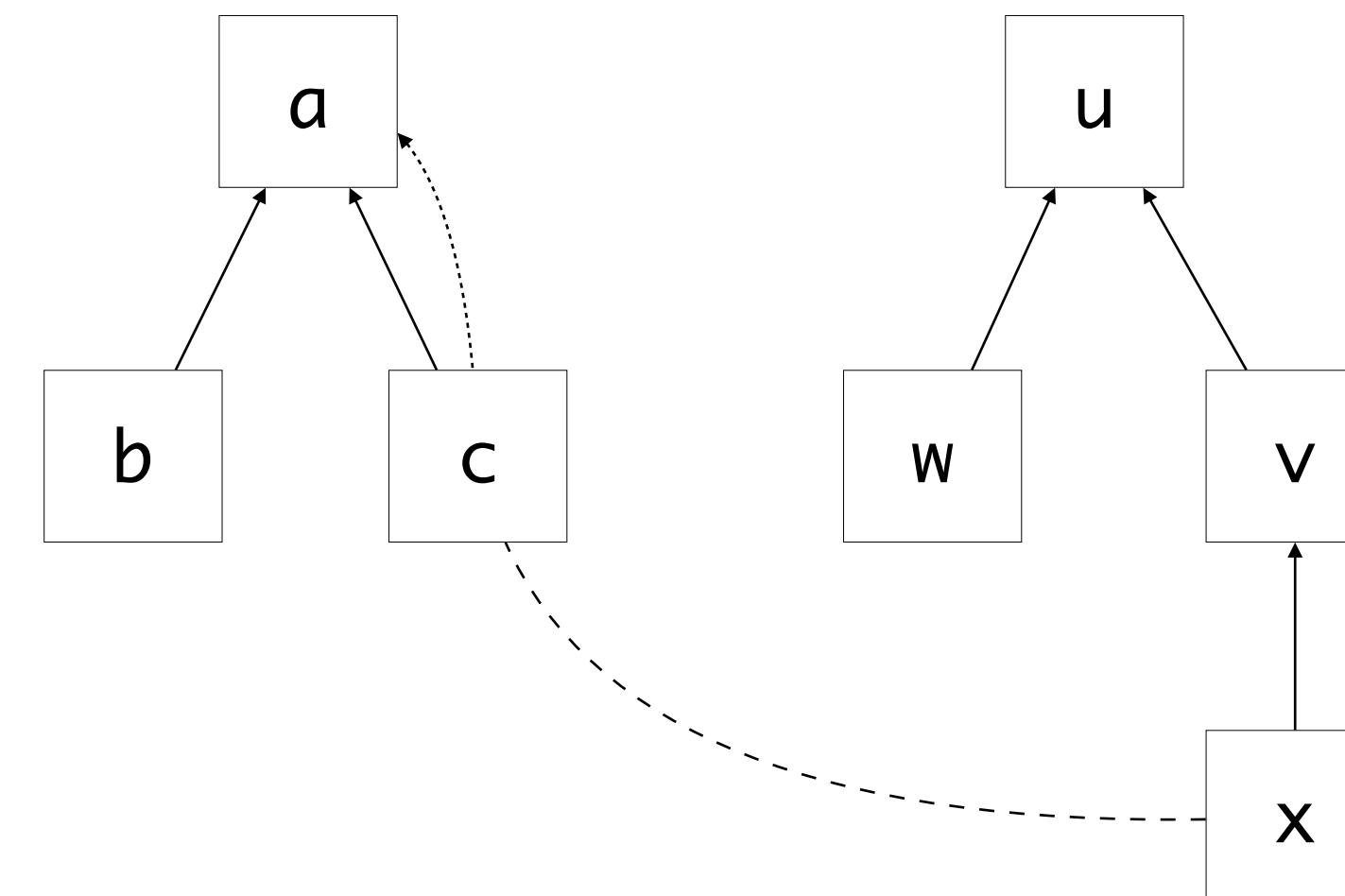
# Set Representatives

```
FIND( $a$ ):  
     $b := \text{rep}(a)$   
    if  $b == a$ :  
        return  $a$   
    else  
        return FIND( $b$ )
```

```
UNION( $a_1, a_2$ ):  
     $b_1 := \text{FIND}(a_1)$   
     $b_2 := \text{FIND}(a_2)$   
    LINK( $b_1, b_2$ )
```

```
LINK( $a_1, a_2$ ):  
    rep( $a_1) := a_2$ 
```

$a == b$   
 $c == a$   
 $u == w$   
 $v == u$   
 $x == v$   
 $x == c$



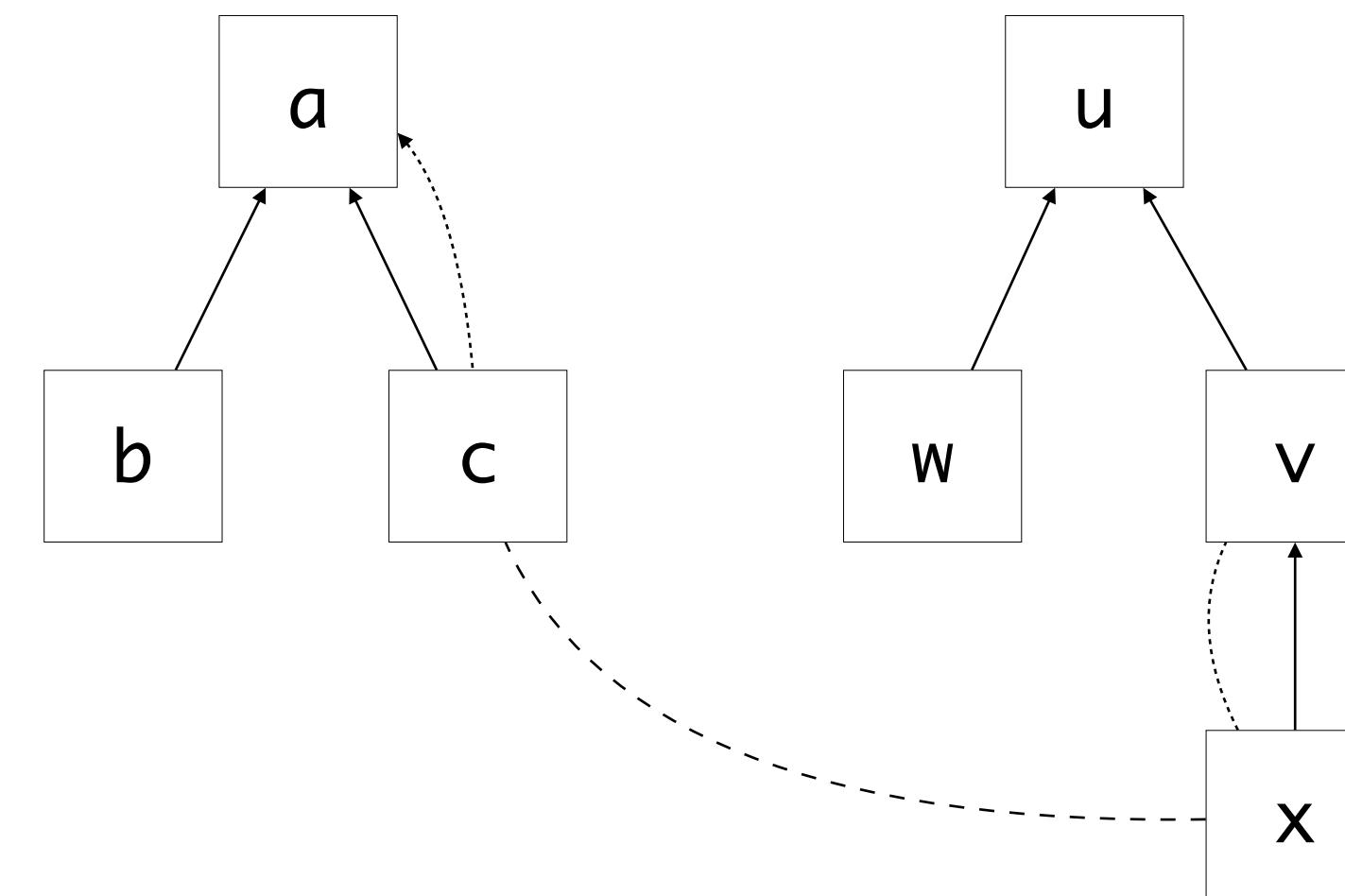
# Set Representatives

```
FIND( $a$ ):  
     $b := \text{rep}(a)$   
    if  $b == a$ :  
        return  $a$   
    else  
        return FIND( $b$ )
```

```
UNION( $a_1, a_2$ ):  
     $b_1 := \text{FIND}(a_1)$   
     $b_2 := \text{FIND}(a_2)$   
    LINK( $b_1, b_2$ )
```

```
LINK( $a_1, a_2$ ):  
     $\text{rep}(a_1) := a_2$ 
```

$a == b$   
 $c == a$   
 $u == w$   
 $v == u$   
 $x == v$   
 $x == c$



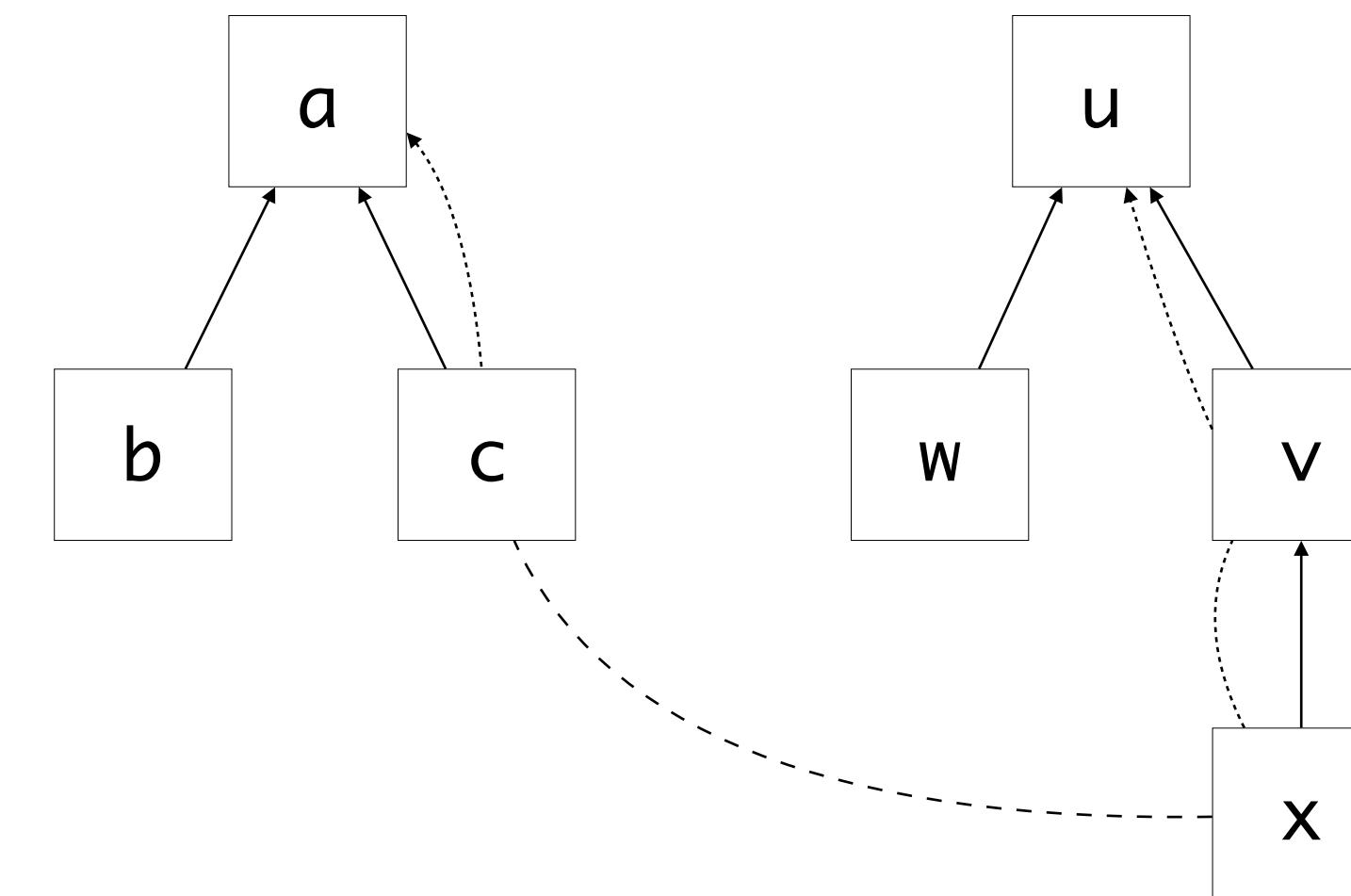
# Set Representatives

```
FIND( $a$ ):  
     $b := \text{rep}(a)$   
    if  $b == a$ :  
        return  $a$   
    else  
        return FIND( $b$ )
```

```
UNION( $a_1, a_2$ ):  
     $b_1 := \text{FIND}(a_1)$   
     $b_2 := \text{FIND}(a_2)$   
    LINK( $b_1, b_2$ )
```

```
LINK( $a_1, a_2$ ):  
     $\text{rep}(a_1) := a_2$ 
```

$a == b$   
 $c == a$   
 $u == w$   
 $v == u$   
 $x == v$   
 $x == c$



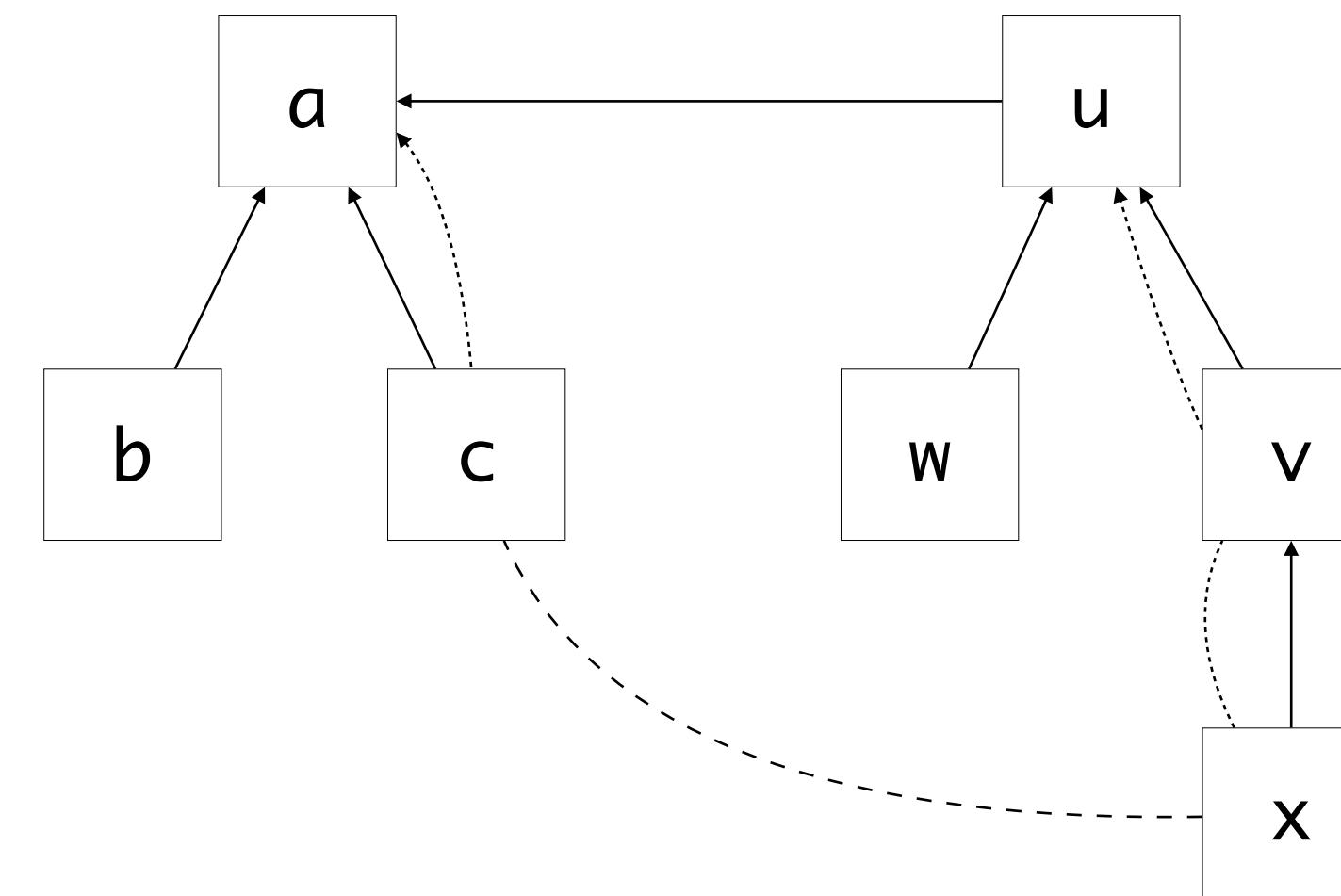
# Set Representatives

```
FIND( $a$ ):  
     $b := \text{rep}(a)$   
    if  $b == a$ :  
        return  $a$   
    else  
        return FIND( $b$ )
```

```
UNION( $a_1, a_2$ ):  
     $b_1 := \text{FIND}(a_1)$   
     $b_2 := \text{FIND}(a_2)$   
    LINK( $b_1, b_2$ )
```

```
LINK( $a_1, a_2$ ):  
    rep( $a_1) := a_2$ 
```

$a == b$   
 $c == a$   
 $u == w$   
 $v == u$   
 $x == v$   
 $x == c$



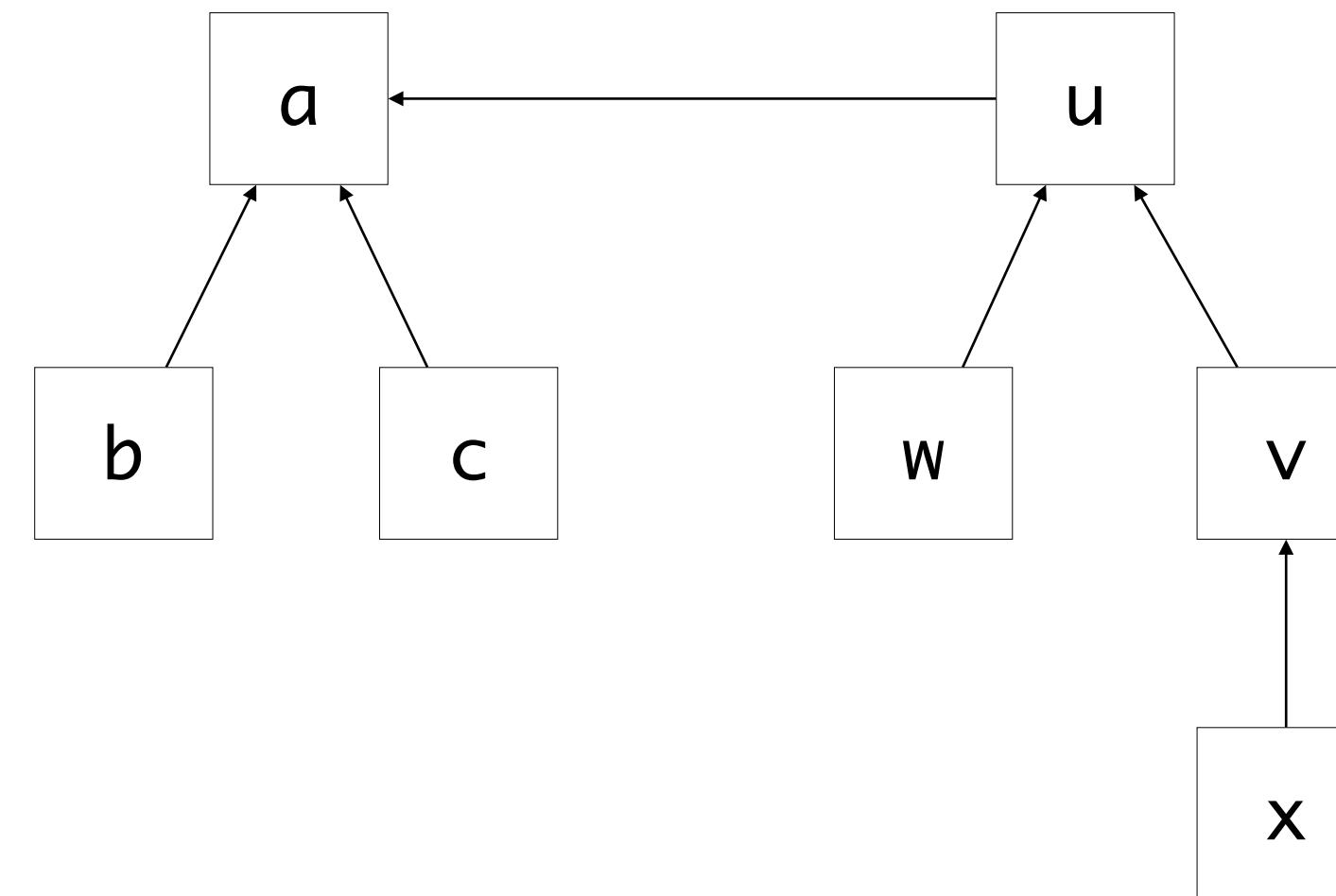
# Path Compression

```
FIND( $a$ ):  
     $b := \text{rep}(a)$   
    if  $b == a$ :  
        return  $a$   
    else  
        return FIND( $b$ )
```

```
UNION( $a_1, a_2$ ):  
     $b_1 := \text{FIND}(a_1)$   
     $b_2 := \text{FIND}(a_2)$   
    LINK( $b_1, b_2$ )
```

```
LINK( $a_1, a_2$ ):  
     $\text{rep}(a_1) := a_2$ 
```

...  
 $x == b$   
 $x == c$   
 $x == w$   
 $x == v$



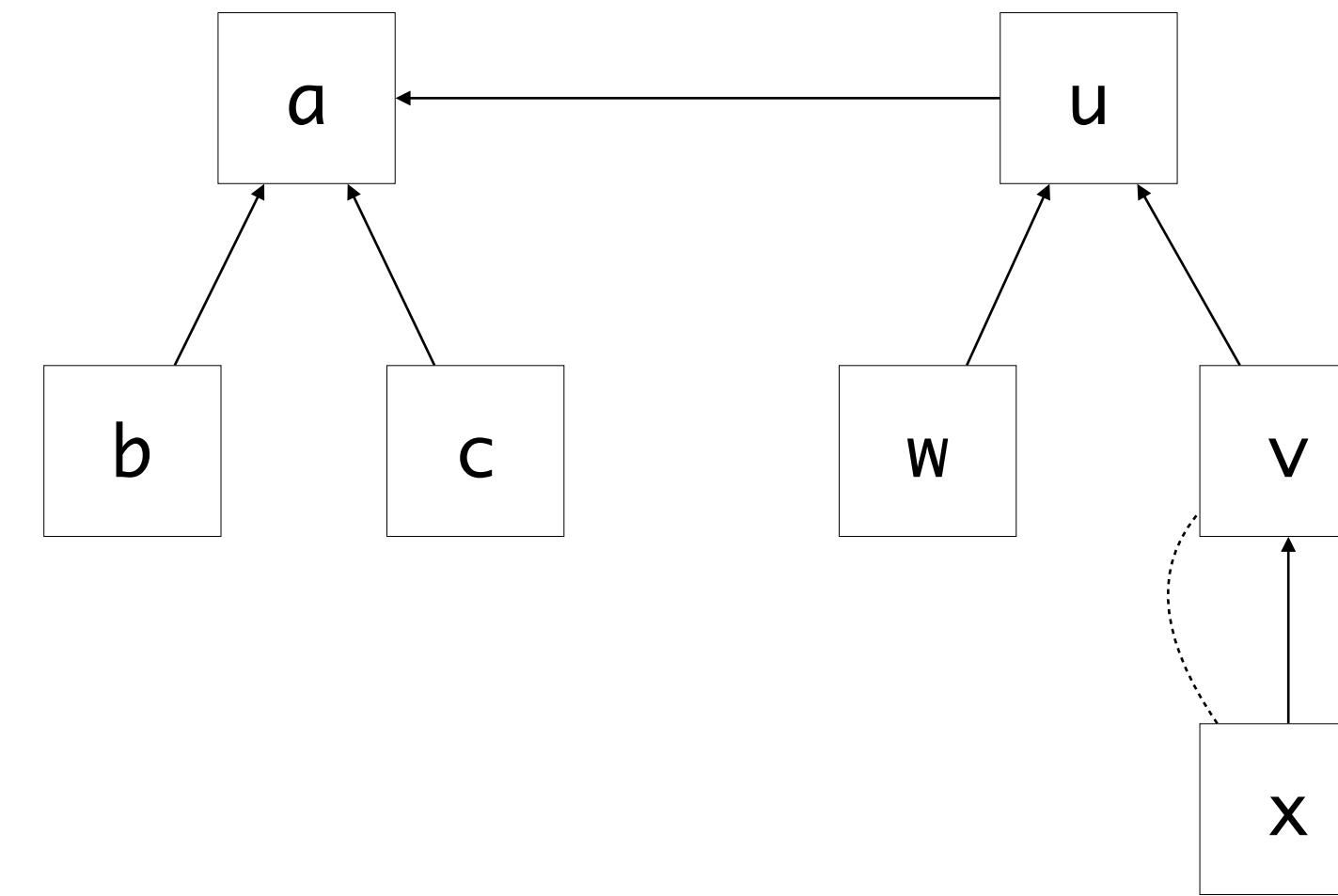
# Path Compression

```
FIND(a):
    b := rep(a)
    if b == a:
        return a
    else
        return FIND(b)
```

```
UNION(a1,a2):
    b1 := FIND(a1)
    b2 := FIND(a2)
    LINK(b1,b2)
```

```
LINK(a1,a2):
    rep(a1) := a2
```

...  
x == b  
x == c  
x == w  
x == v



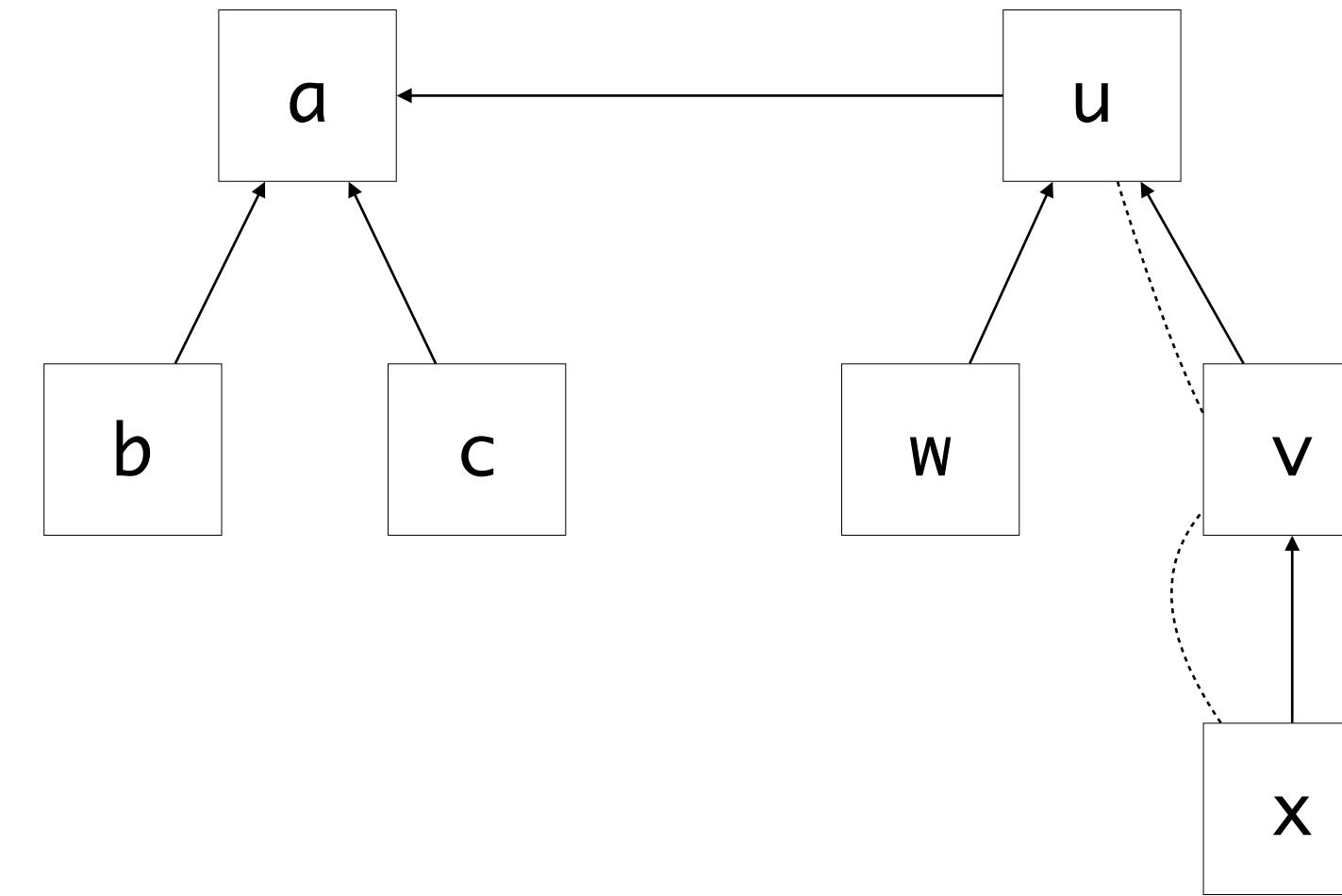
# Path Compression

```
FIND( $a$ ):  
     $b := \text{rep}(a)$   
    if  $b == a$ :  
        return  $a$   
    else  
        return FIND( $b$ )
```

```
UNION( $a_1, a_2$ ):  
     $b_1 := \text{FIND}(a_1)$   
     $b_2 := \text{FIND}(a_2)$   
    LINK( $b_1, b_2$ )
```

```
LINK( $a_1, a_2$ ):  
     $\text{rep}(a_1) := a_2$ 
```

...  
 $x == b$   
 $x == c$   
 $x == w$   
 $x == v$



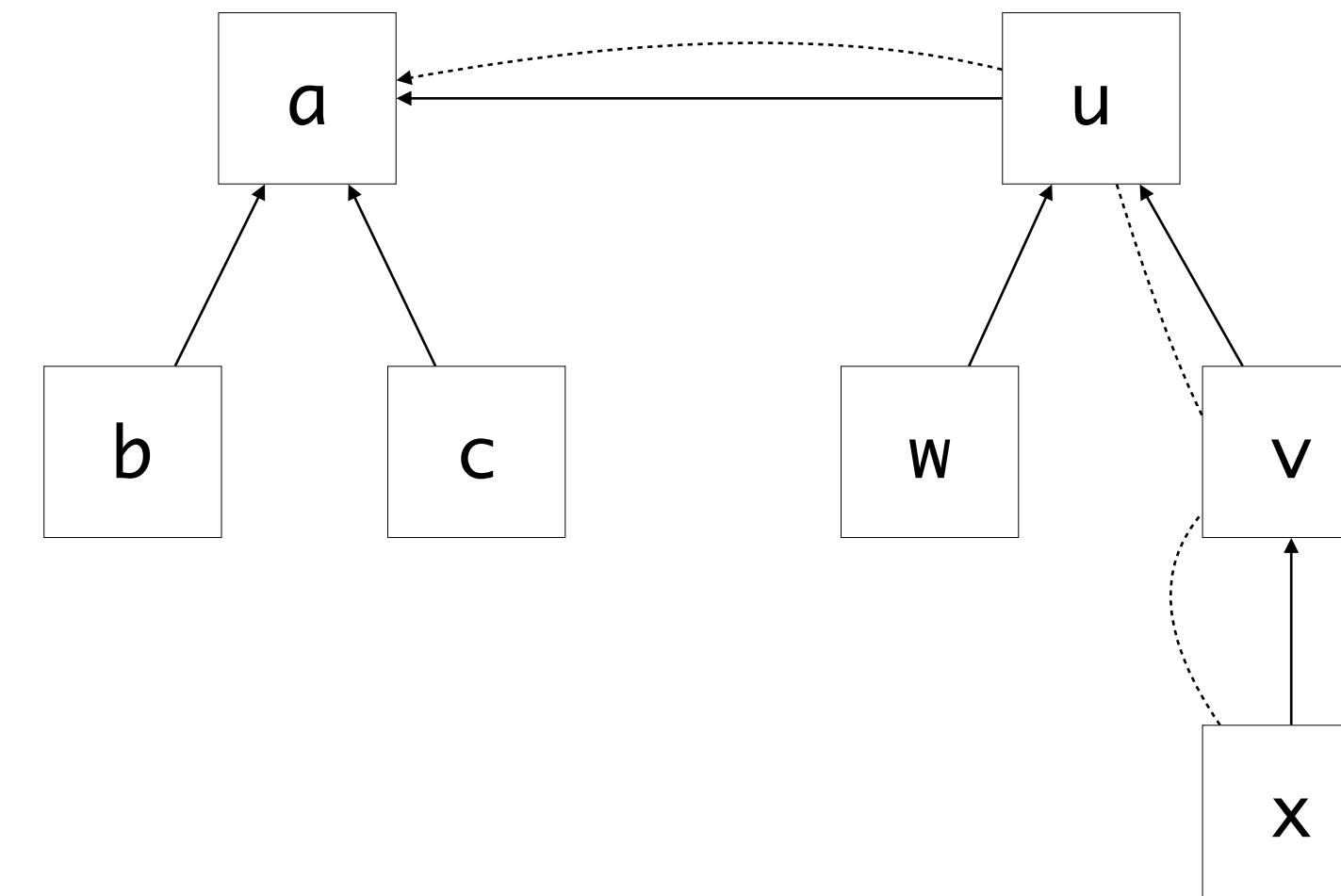
# Path Compression

```
FIND( $a$ ):  
     $b := \text{rep}(a)$   
    if  $b == a$ :  
        return  $a$   
    else  
        return FIND( $b$ )
```

```
UNION( $a_1, a_2$ ):  
     $b_1 := \text{FIND}(a_1)$   
     $b_2 := \text{FIND}(a_2)$   
    LINK( $b_1, b_2$ )
```

```
LINK( $a_1, a_2$ ):  
     $\text{rep}(a_1) := a_2$ 
```

...  
 $x == b$   
 $x == c$   
 $x == w$   
 $x == v$



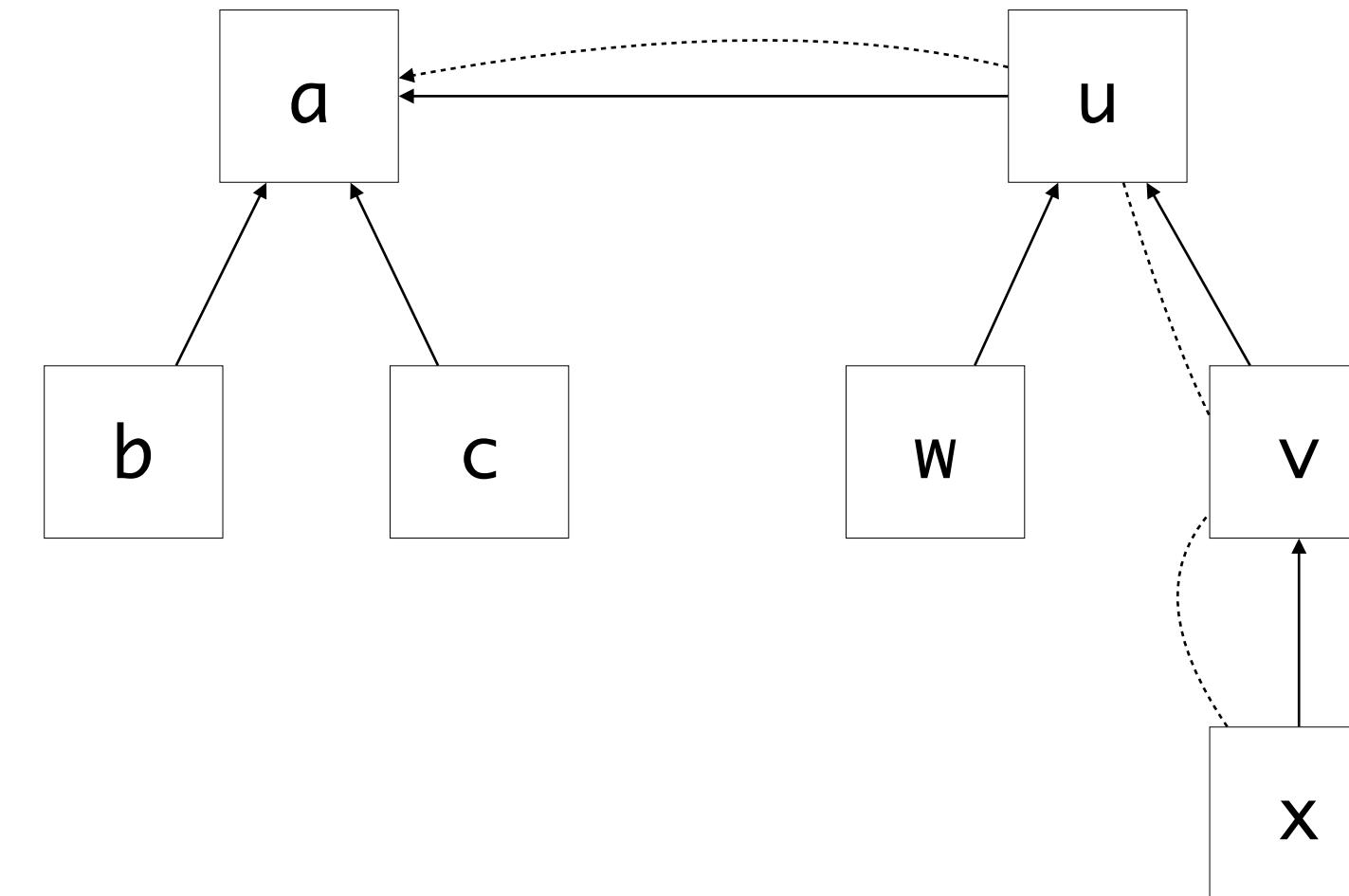
# Path Compression

```
FIND( $a$ ):  
     $b := \text{rep}(a)$   
    if  $b == a$ :  
        return  $a$   
    else  
         $b := \text{FIND}(b)$   
         $\text{rep}(a) := b$   
        return  $b$ 
```

```
UNION( $a_1, a_2$ ):  
     $b_1 := \text{FIND}(a_1)$   
     $b_2 := \text{FIND}(a_2)$   
    LINK( $b_1, b_2$ )
```

```
LINK( $a_1, a_2$ ):  
     $\text{rep}(a_1) := a_2$ 
```

...  
 $x == b$   
 $x == c$   
 $x == w$   
 $x == v$



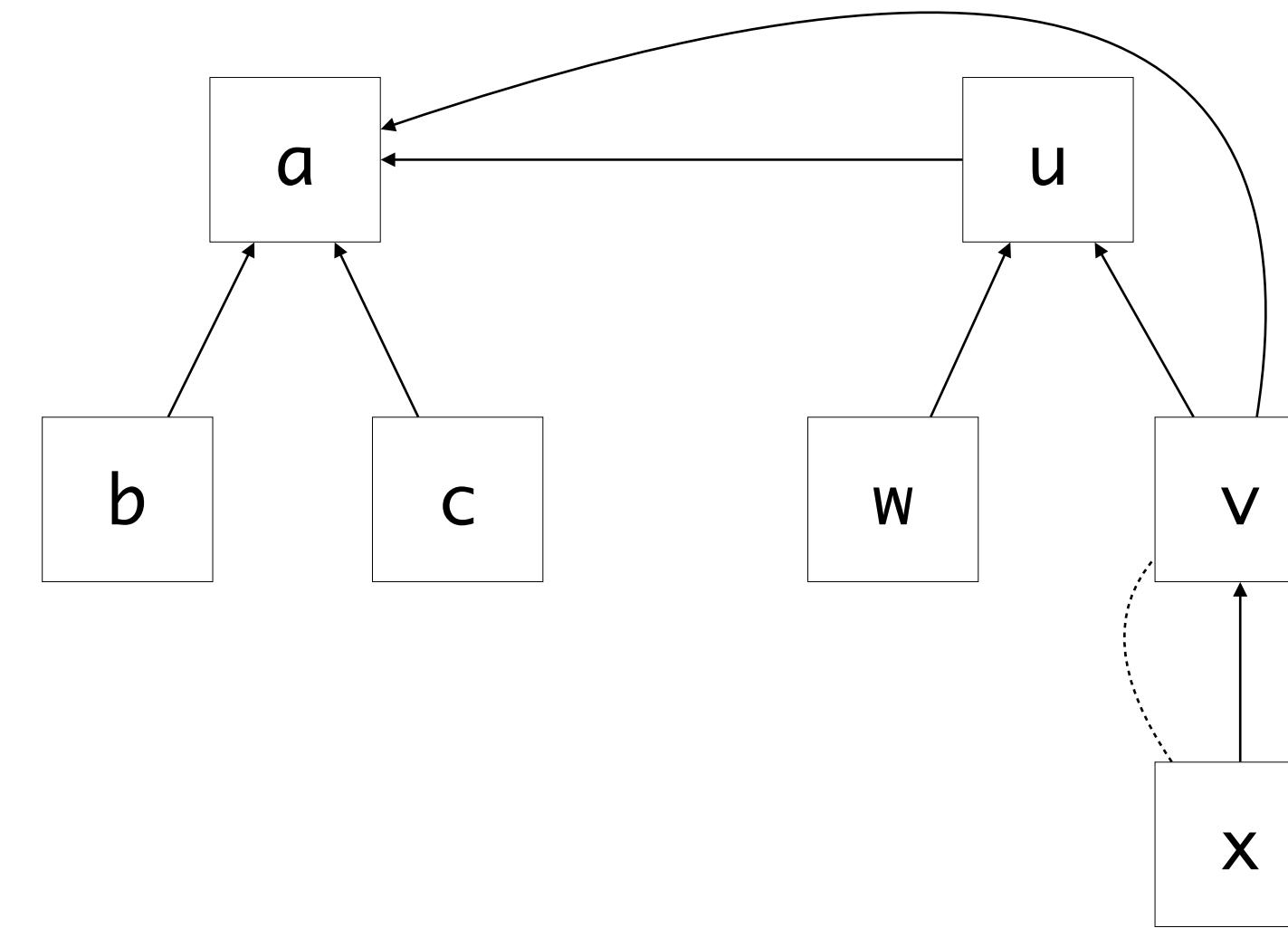
# Path Compression

```
FIND( $a$ ):  
     $b := \text{rep}(a)$   
    if  $b == a$ :  
        return  $a$   
    else  
         $b := \text{FIND}(b)$   
         $\text{rep}(a) := b$   
        return  $b$ 
```

```
UNION( $a_1, a_2$ ):  
     $b_1 := \text{FIND}(a_1)$   
     $b_2 := \text{FIND}(a_2)$   
    LINK( $b_1, b_2$ )
```

```
LINK( $a_1, a_2$ ):  
     $\text{rep}(a_1) := a_2$ 
```

...  
 $x == b$   
 $x == c$   
 $x == w$   
 $x == v$



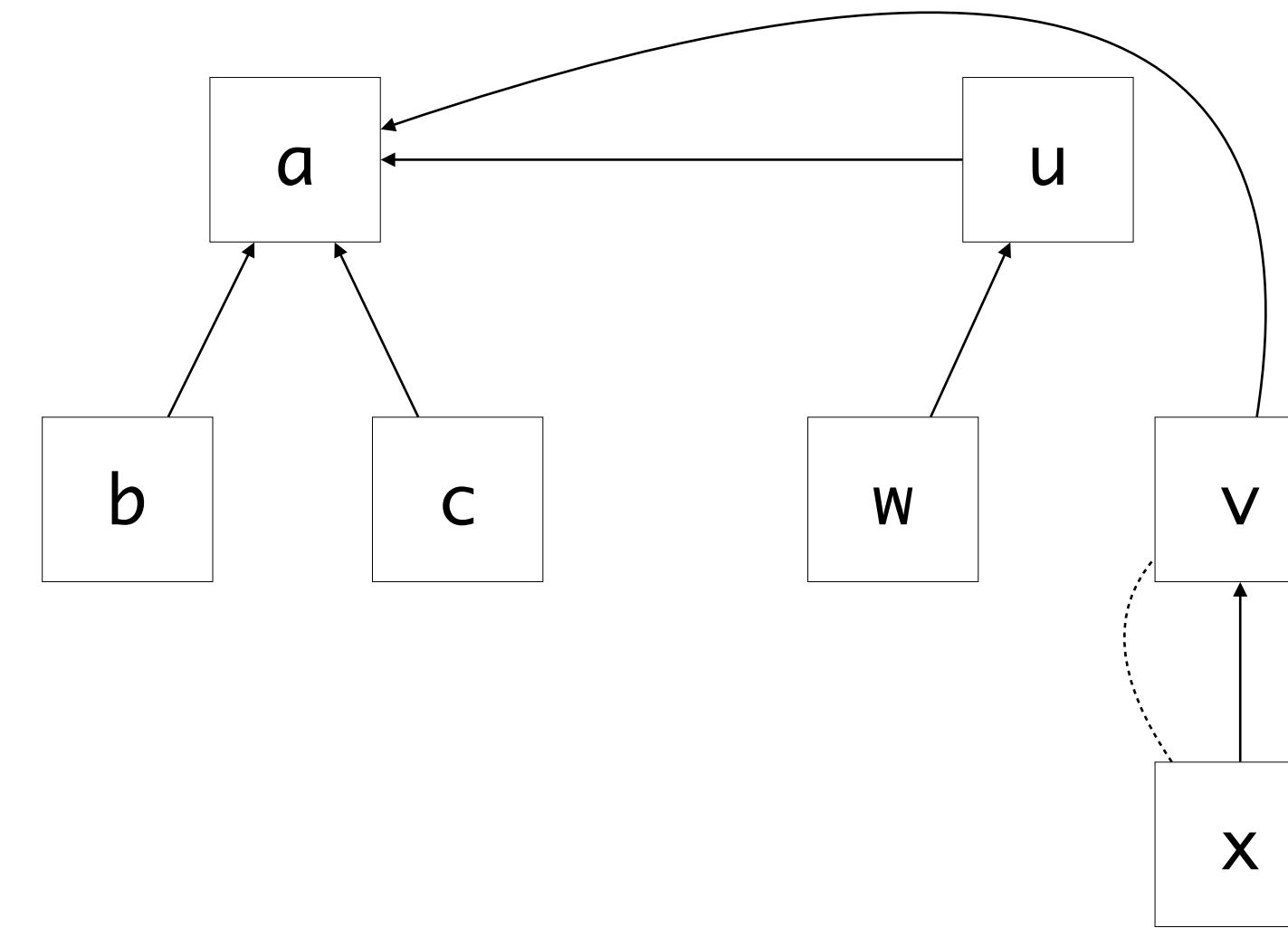
# Path Compression

```
FIND( $a$ ):  
     $b := \text{rep}(a)$   
    if  $b == a$ :  
        return  $a$   
    else  
         $b := \text{FIND}(b)$   
         $\text{rep}(a) := b$   
        return  $b$ 
```

```
UNION( $a_1, a_2$ ):  
     $b_1 := \text{FIND}(a_1)$   
     $b_2 := \text{FIND}(a_2)$   
    LINK( $b_1, b_2$ )
```

```
LINK( $a_1, a_2$ ):  
     $\text{rep}(a_1) := a_2$ 
```

...  
 $x == b$   
 $x == c$   
 $x == w$   
 $x == v$



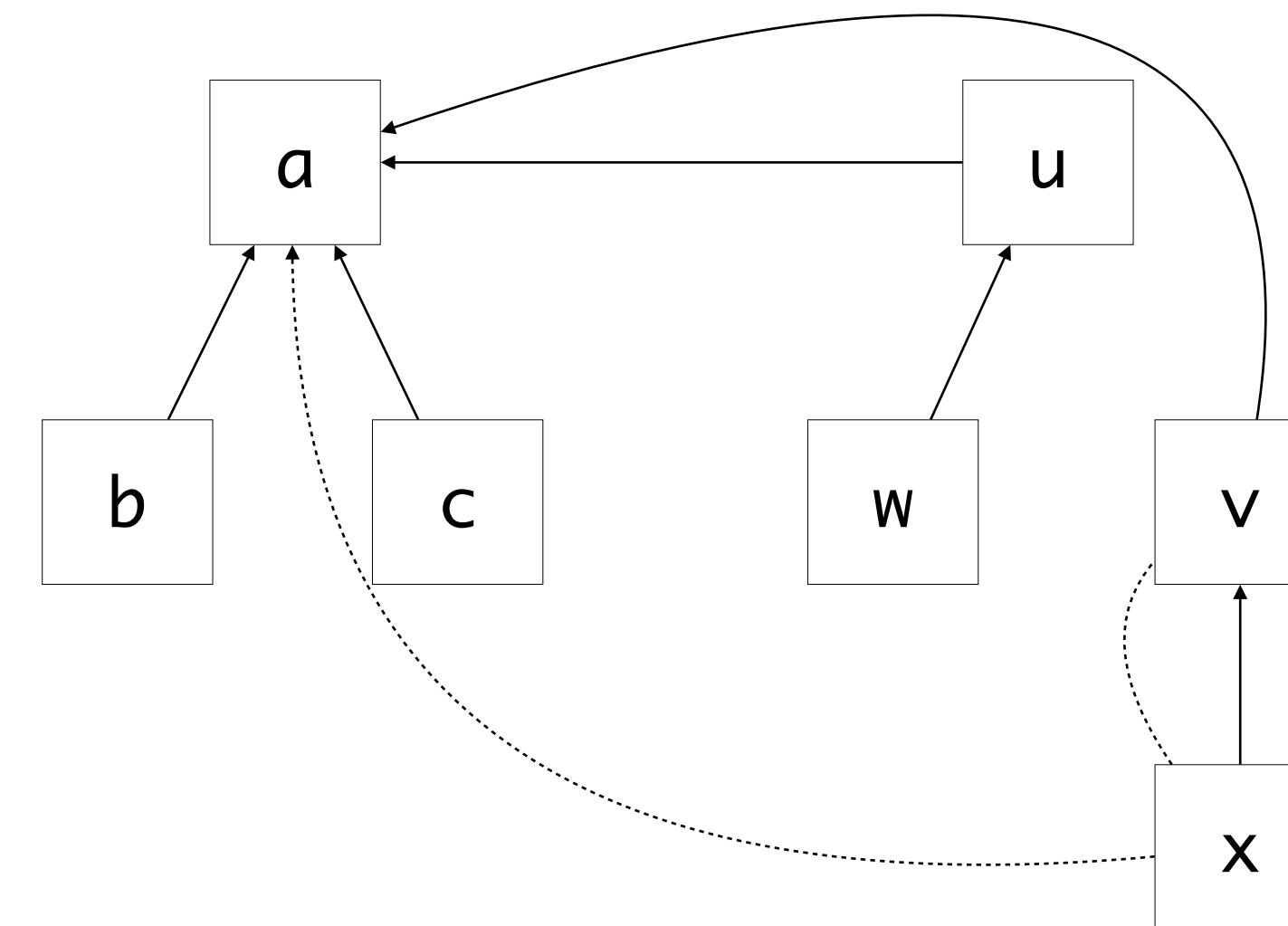
# Path Compression

```
FIND( $a$ ):  
     $b := \text{rep}(a)$   
    if  $b == a$ :  
        return  $a$   
    else  
         $b := \text{FIND}(b)$   
         $\text{rep}(a) := b$   
        return  $b$ 
```

```
UNION( $a_1, a_2$ ):  
     $b_1 := \text{FIND}(a_1)$   
     $b_2 := \text{FIND}(a_2)$   
    LINK( $b_1, b_2$ )
```

```
LINK( $a_1, a_2$ ):  
     $\text{rep}(a_1) := a_2$ 
```

...  
 $x == b$   
 $x == c$   
 $x == w$   
 $x == v$



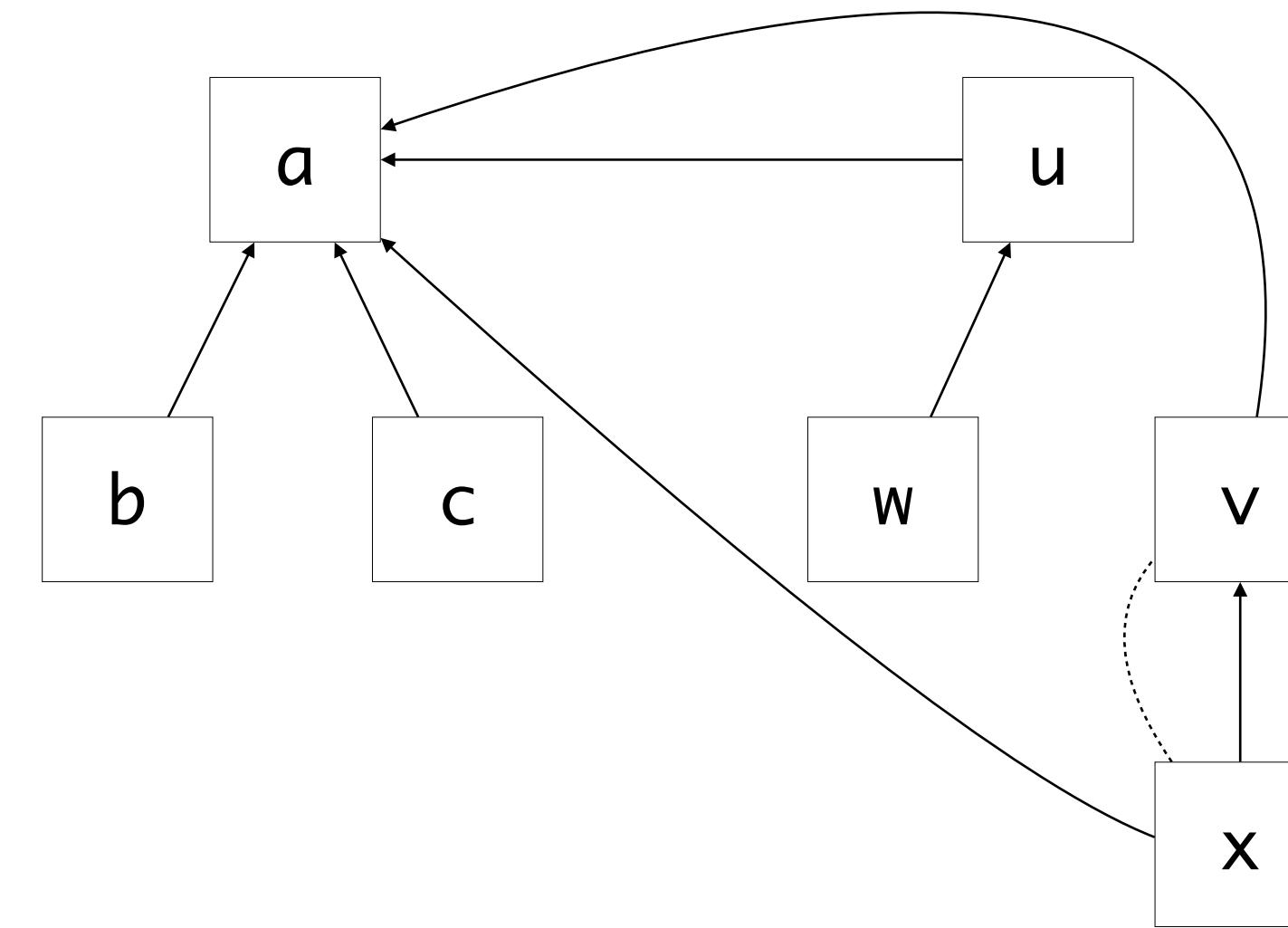
# Path Compression

```
FIND( $a$ ):  
     $b := \text{rep}(a)$   
    if  $b == a$ :  
        return  $a$   
    else  
         $b := \text{FIND}(b)$   
         $\text{rep}(a) := b$   
        return  $b$ 
```

```
UNION( $a_1, a_2$ ):  
     $b_1 := \text{FIND}(a_1)$   
     $b_2 := \text{FIND}(a_2)$   
    LINK( $b_1, b_2$ )
```

```
LINK( $a_1, a_2$ ):  
     $\text{rep}(a_1) := a_2$ 
```

...  
 $x == b$   
 $x == c$   
 $x == w$   
 $x == v$



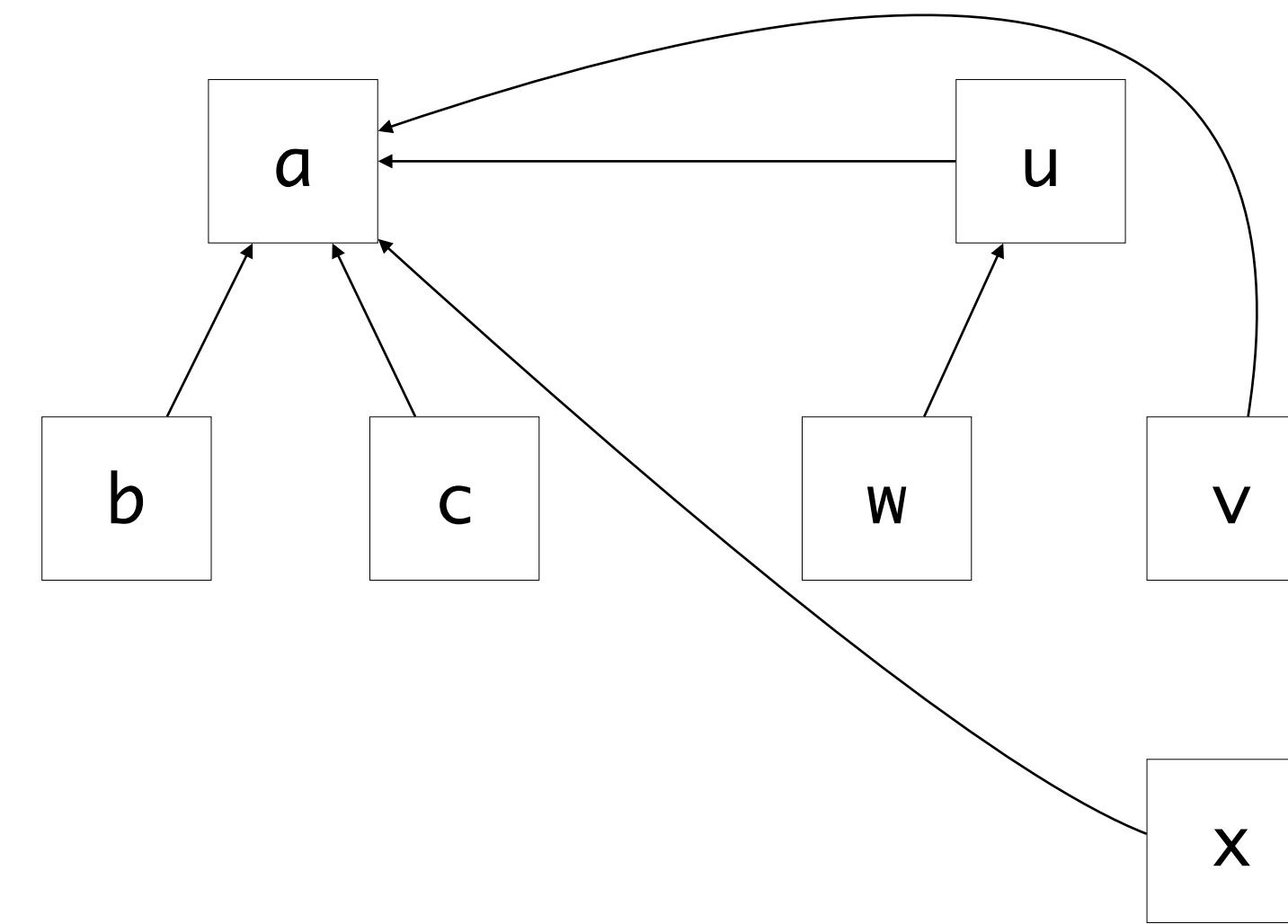
# Path Compression

```
FIND( $a$ ):  
     $b := \text{rep}(a)$   
    if  $b == a$ :  
        return  $a$   
    else  
         $b := \text{FIND}(b)$   
         $\text{rep}(a) := b$   
        return  $b$ 
```

```
UNION( $a_1, a_2$ ):  
     $b_1 := \text{FIND}(a_1)$   
     $b_2 := \text{FIND}(a_2)$   
    LINK( $b_1, b_2$ )
```

```
LINK( $a_1, a_2$ ):  
     $\text{rep}(a_1) := a_2$ 
```

...  
 $x == b$   
 $x == c$   
 $x == w$   
 $x == v$



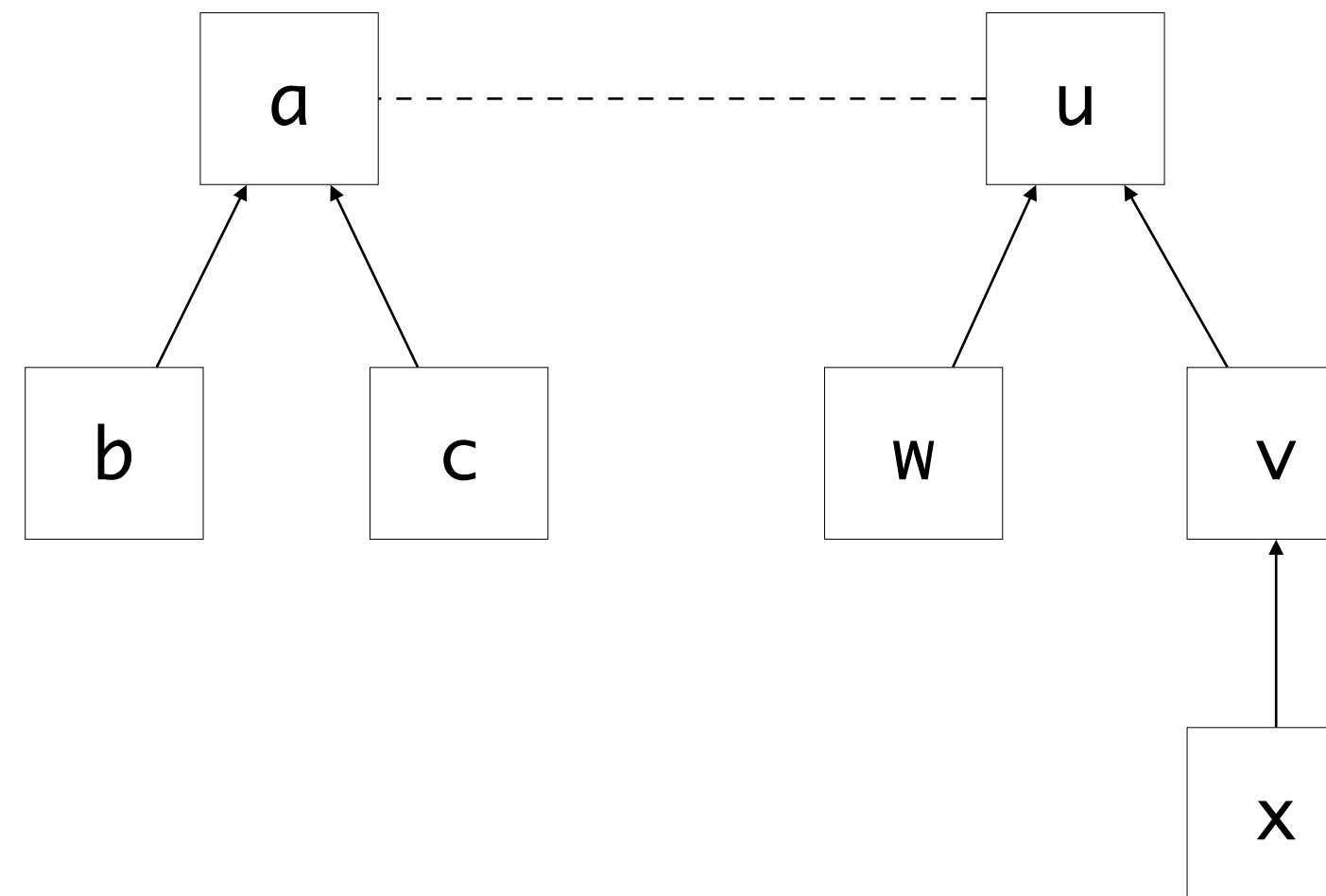
# Tree Balancing

```
FIND( $a$ ):  
     $b := \text{rep}(a)$   
    if  $b == a$ :  
        return  $a$   
    else  
         $b := \text{FIND}(b)$   
         $\text{rep}(a) := b$   
        return  $b$ 
```

```
UNION( $a_1, a_2$ ):  
     $b_1 := \text{FIND}(a_1)$   
     $b_2 := \text{FIND}(a_2)$   
    LINK( $b_1, b_2$ )
```

```
LINK( $a_1, a_2$ ):  
     $\text{rep}(a_1) := a_2$ 
```

$\cdots$   
 $x == c$



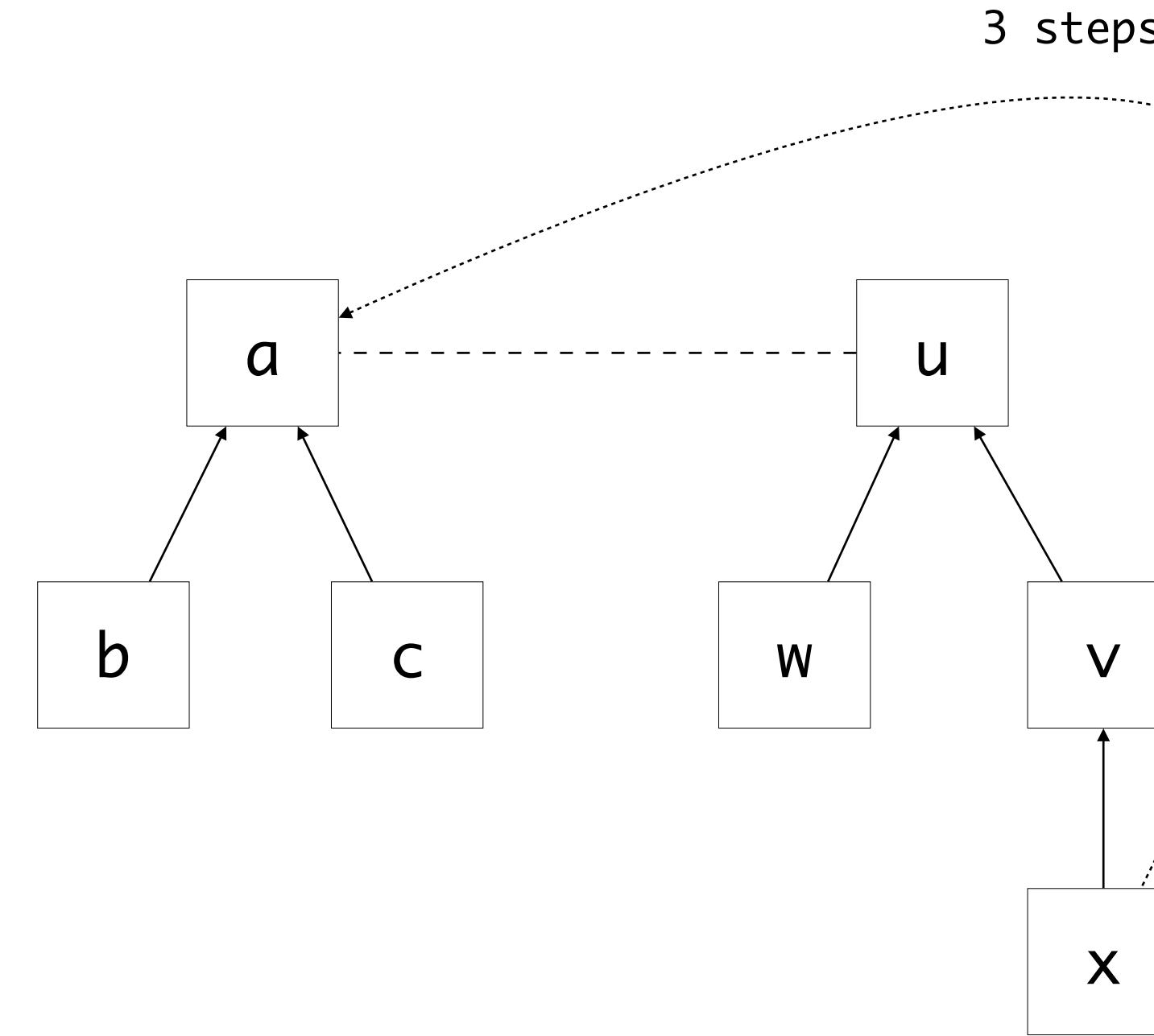
# Tree Balancing

```
FIND( $a$ ):  
     $b := \text{rep}(a)$   
    if  $b == a$ :  
        return  $a$   
    else  
         $b := \text{FIND}(b)$   
         $\text{rep}(a) := b$   
        return  $b$ 
```

```
UNION( $a_1, a_2$ ):  
     $b_1 := \text{FIND}(a_1)$   
     $b_2 := \text{FIND}(a_2)$   
    LINK( $b_1, b_2$ )
```

```
LINK( $a_1, a_2$ ):  
     $\text{rep}(a_1) := a_2$ 
```

$\cdots$   
 $x == c$



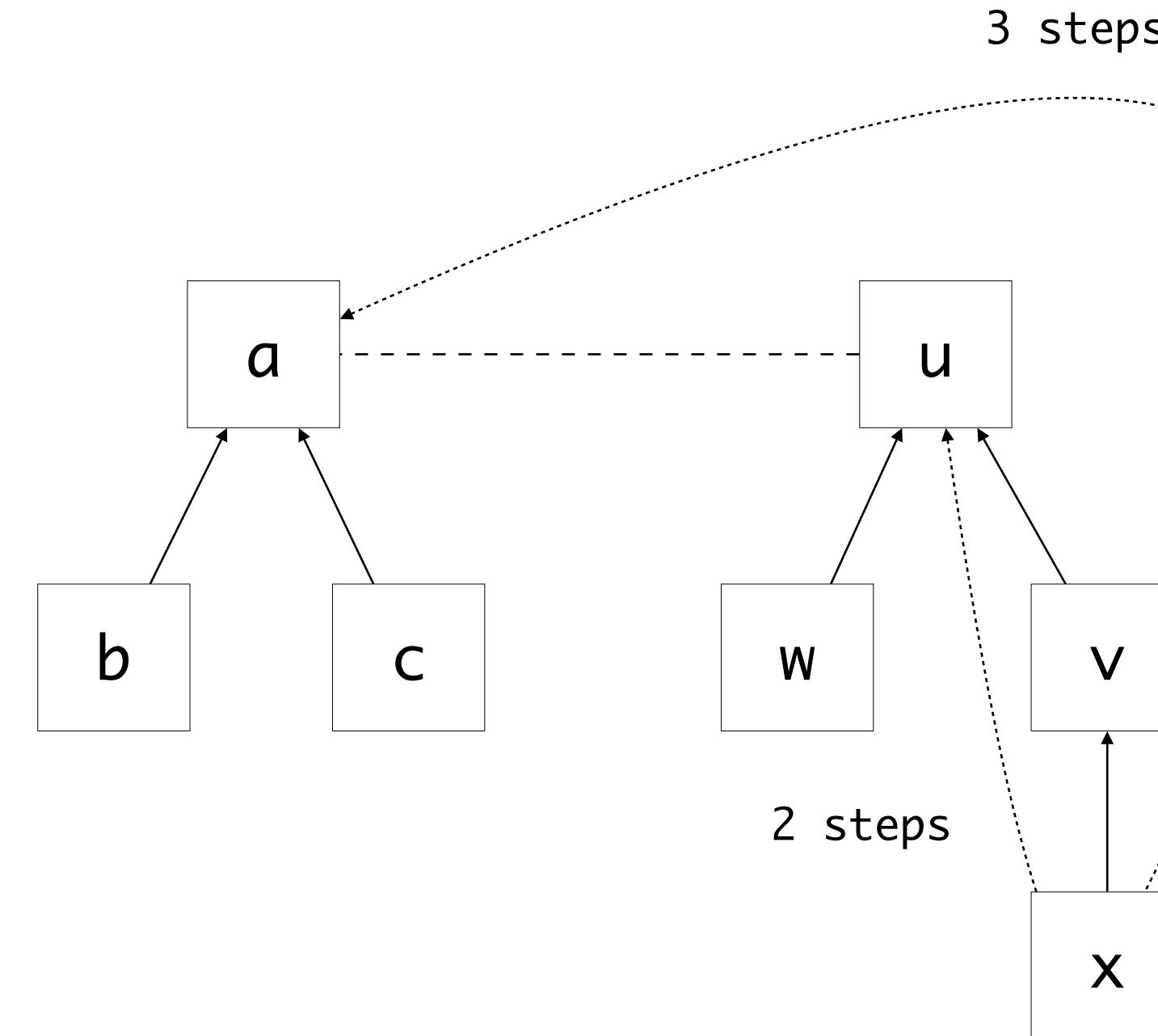
# Tree Balancing

```
FIND( $a$ ):  
     $b := \text{rep}(a)$   
    if  $b == a$ :  
        return  $a$   
    else  
         $b := \text{FIND}(b)$   
         $\text{rep}(a) := b$   
        return  $b$ 
```

```
UNION( $a_1, a_2$ ):  
     $b_1 := \text{FIND}(a_1)$   
     $b_2 := \text{FIND}(a_2)$   
    LINK( $b_1, b_2$ )
```

```
LINK( $a_1, a_2$ ):  
     $\text{rep}(a_1) := a_2$ 
```

$\cdots$   
 $x == c$



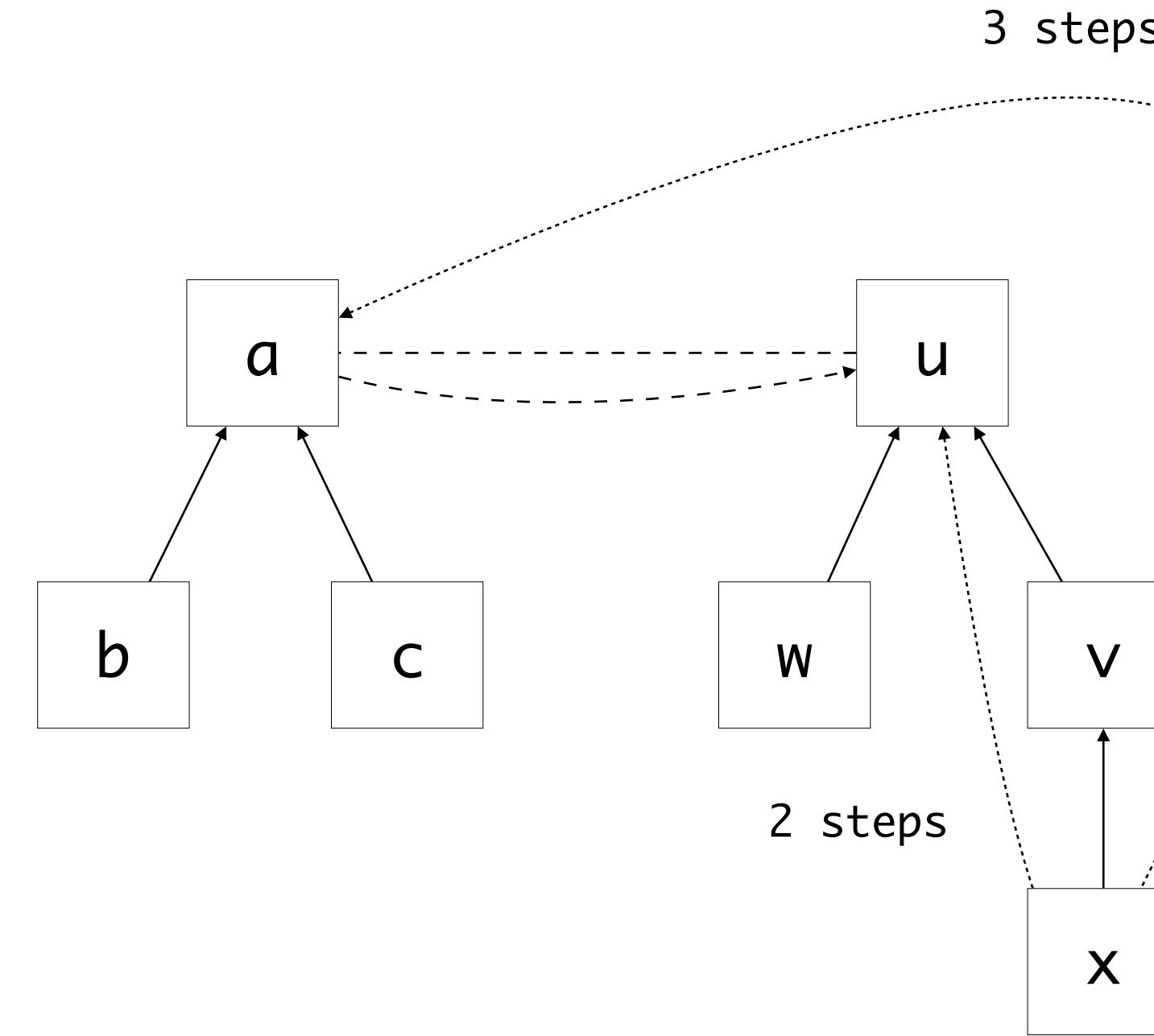
# Tree Balancing

```
FIND( $a$ ):  
     $b := \text{rep}(a)$   
    if  $b == a$ :  
        return  $a$   
    else  
         $b := \text{FIND}(b)$   
         $\text{rep}(a) := b$   
        return  $b$ 
```

```
UNION( $a_1, a_2$ ):  
     $b_1 := \text{FIND}(a_1)$   
     $b_2 := \text{FIND}(a_2)$   
    LINK( $b_1, b_2$ )
```

```
LINK( $a_1, a_2$ ):  
     $\text{rep}(a_1) := a_2$ 
```

$\cdots$   
 $x == c$



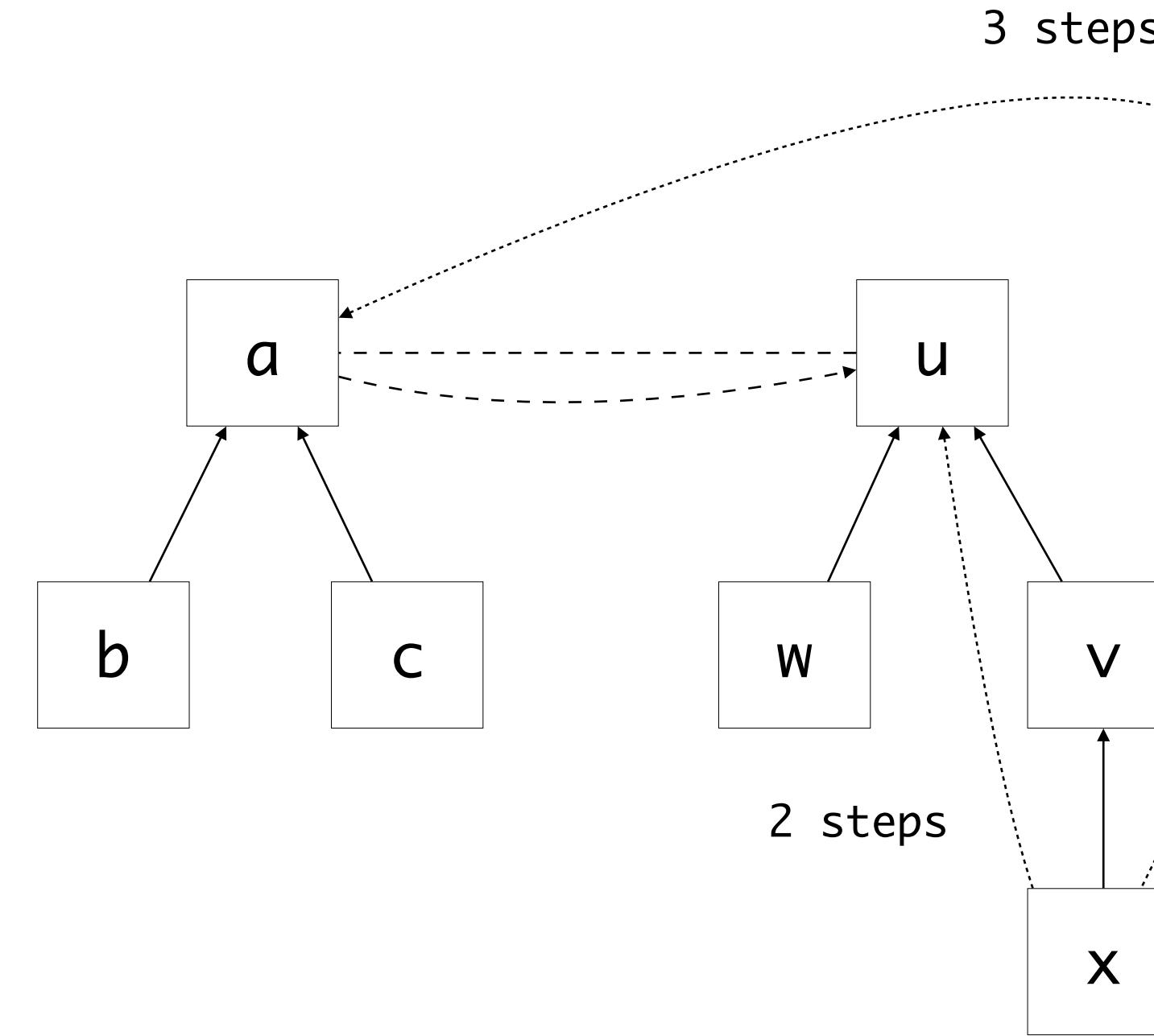
# Tree Balancing

```
FIND( $a$ ):  
     $b := \text{rep}(a)$   
    if  $b == a$ :  
        return  $a$   
    else  
         $b := \text{FIND}(b)$   
         $\text{rep}(a) := b$   
        return  $b$ 
```

```
UNION( $a_1, a_2$ ):  
     $b_1 := \text{FIND}(a_1)$   
     $b_2 := \text{FIND}(a_2)$   
    LINK( $b_1, b_2$ )
```

```
LINK( $a_1, a_2$ ):  
     $\text{rep}(a_1) := a_2$ 
```

$x == c$



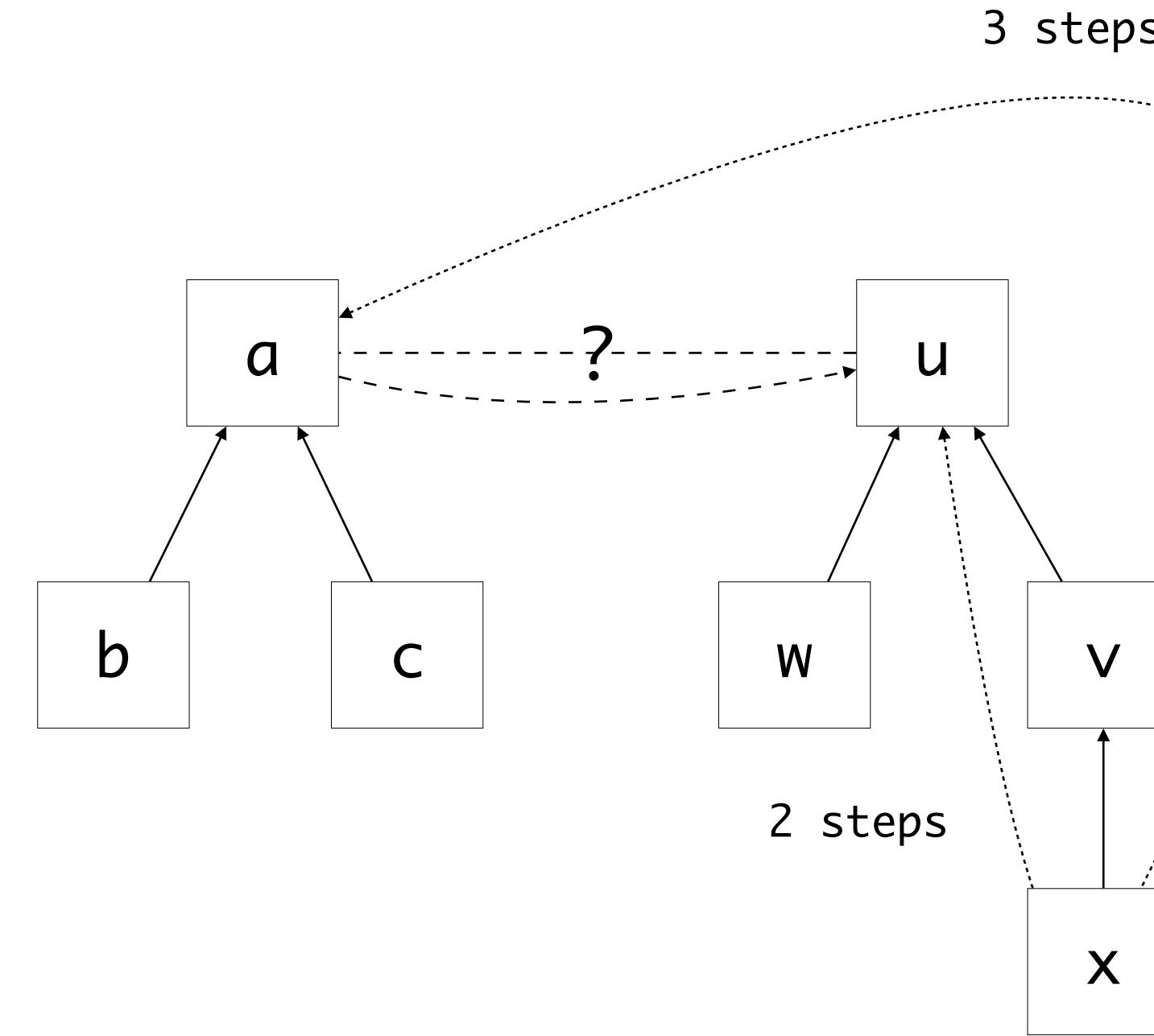
# Tree Balancing

```
FIND( $a$ ):  
     $b := \text{rep}(a)$   
    if  $b == a$ :  
        return  $a$   
    else  
         $b := \text{FIND}(b)$   
         $\text{rep}(a) := b$   
        return  $b$ 
```

```
UNION( $a_1, a_2$ ):  
     $b_1 := \text{FIND}(a_1)$   
     $b_2 := \text{FIND}(a_2)$   
    LINK( $b_1, b_2$ )
```

```
LINK( $a_1, a_2$ ):  
     $\text{rep}(a_1) := a_2$ 
```

$\cdots$   
 $x == c$



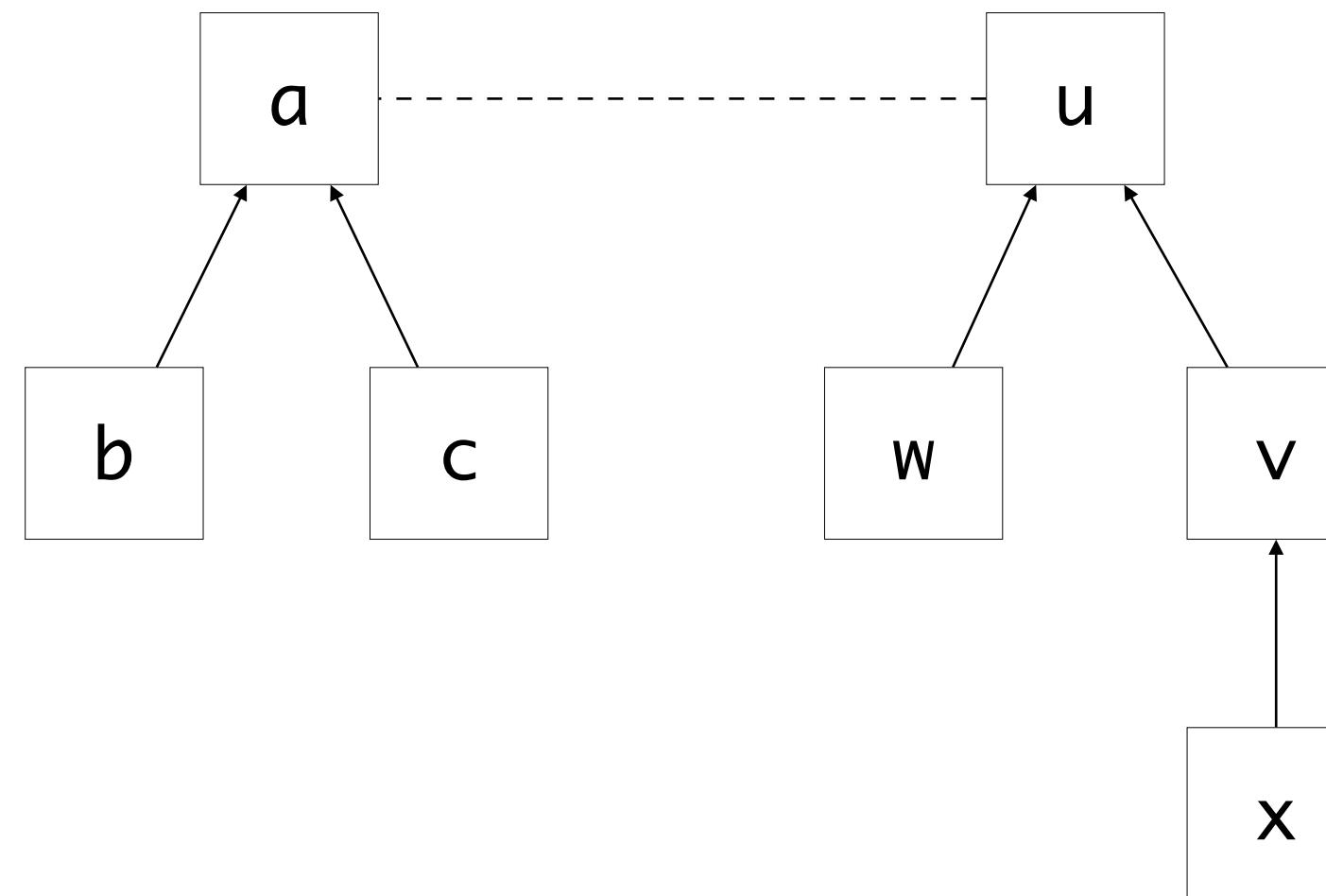
# Tree Balancing

```
FIND( $a$ ):  
     $b := \text{rep}(a)$   
    if  $b == a$ :  
        return  $a$   
    else  
         $b := \text{FIND}(b)$   
         $\text{rep}(a) := b$   
        return  $b$ 
```

```
UNION( $a_1, a_2$ ):  
     $b_1 := \text{FIND}(a_1)$   
     $b_2 := \text{FIND}(a_2)$   
    LINK( $b_1, b_2$ )
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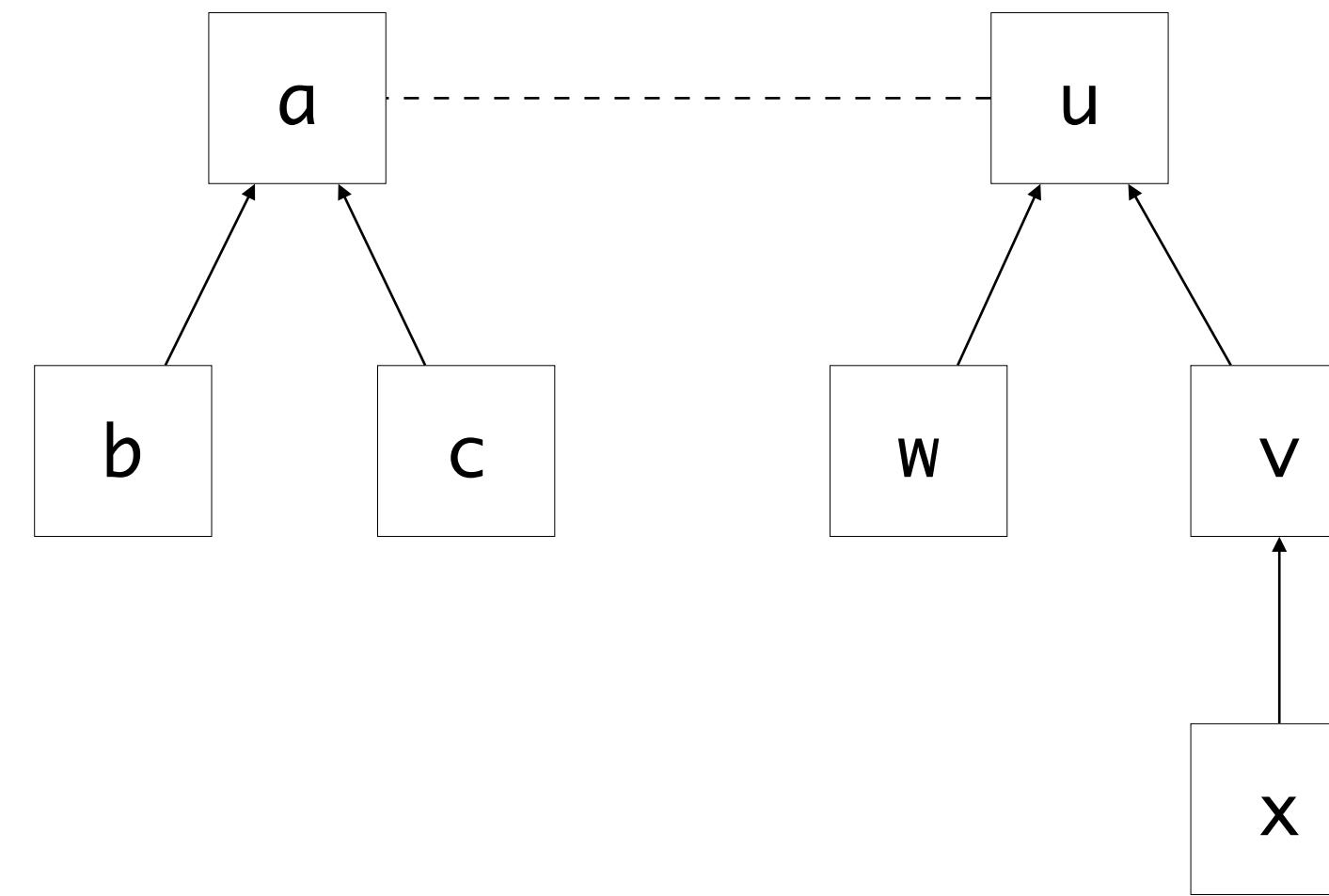
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UNION(a1,a2):
    b1 := FIND(a1)
    b2 := FIND(a2)
    LINK(b1,b2)
```

```
LINK(a1,a2):
    if size(a2) > size(a1):
        rep(a1) := a2
        size(a2) += size(a1)
    else:
        rep(a2) := a1
        size(a1) += size(a2)
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...  
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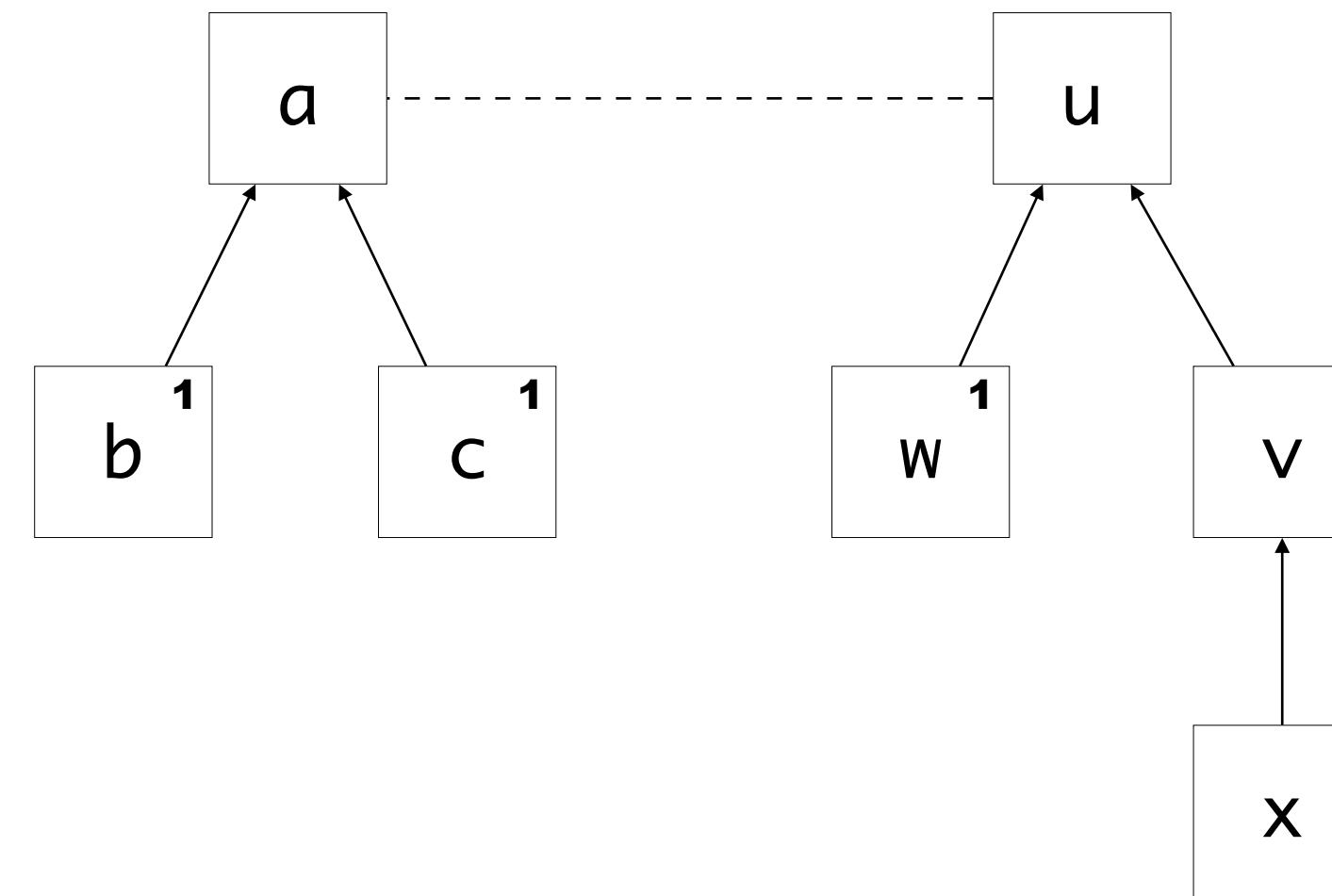
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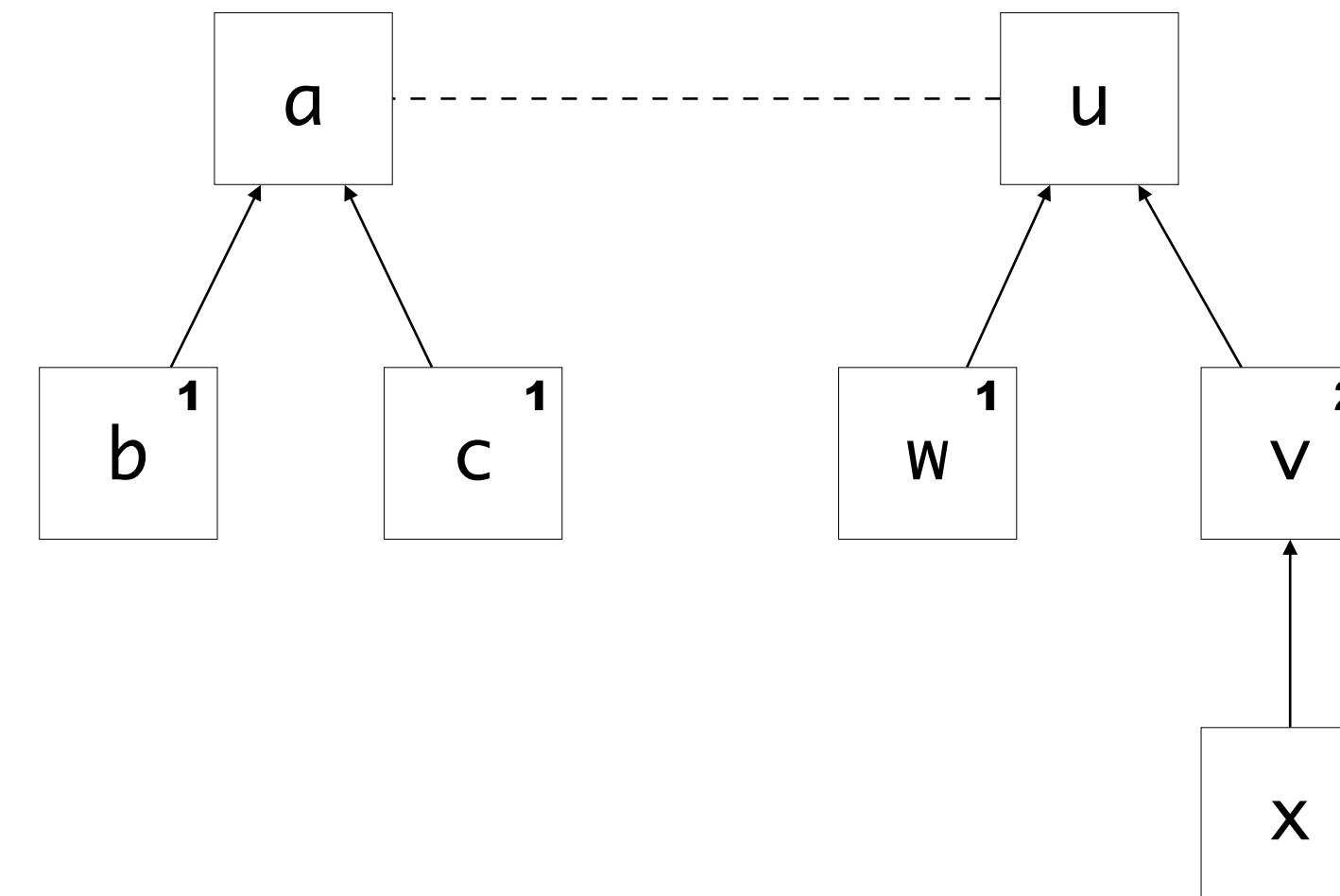
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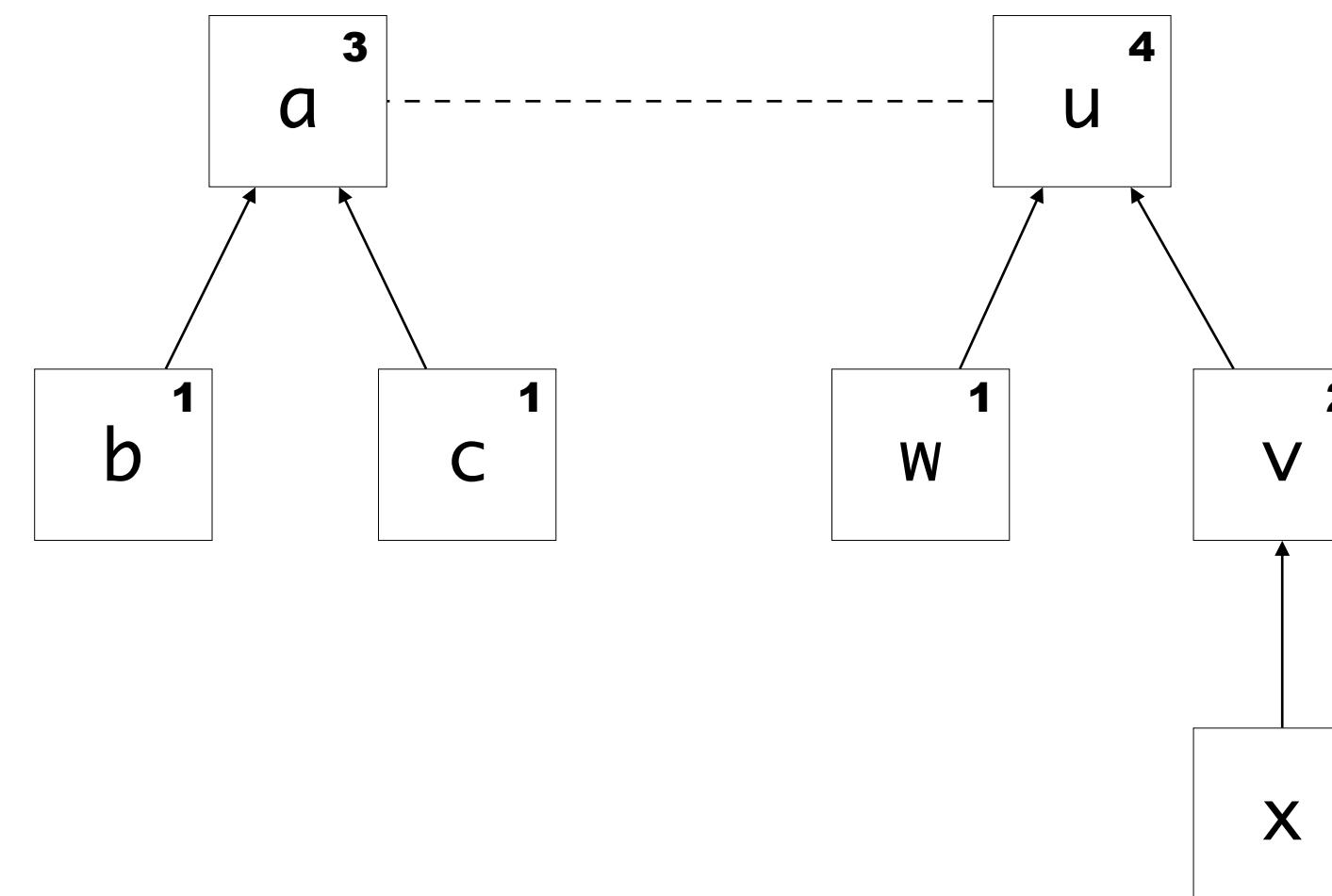
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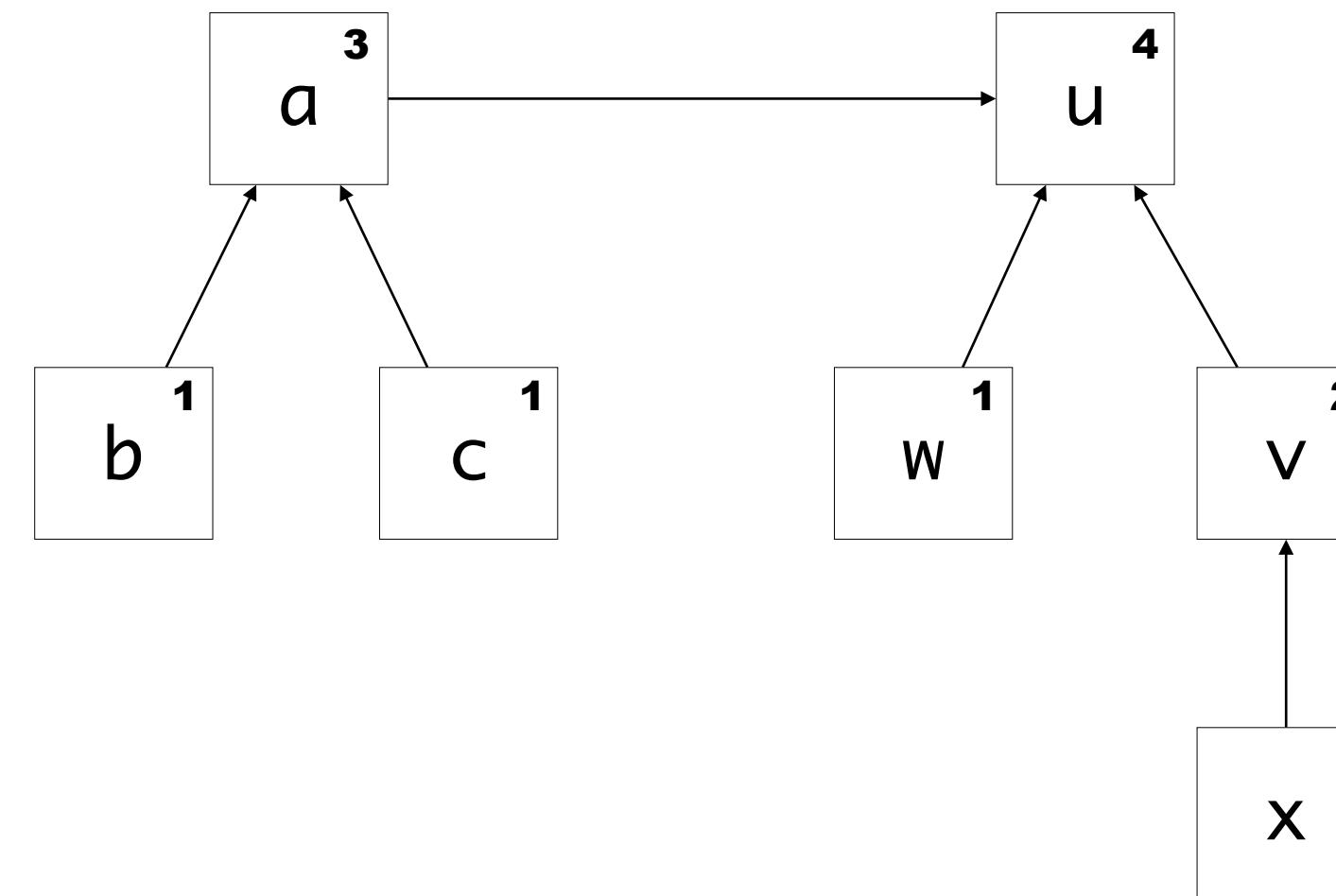
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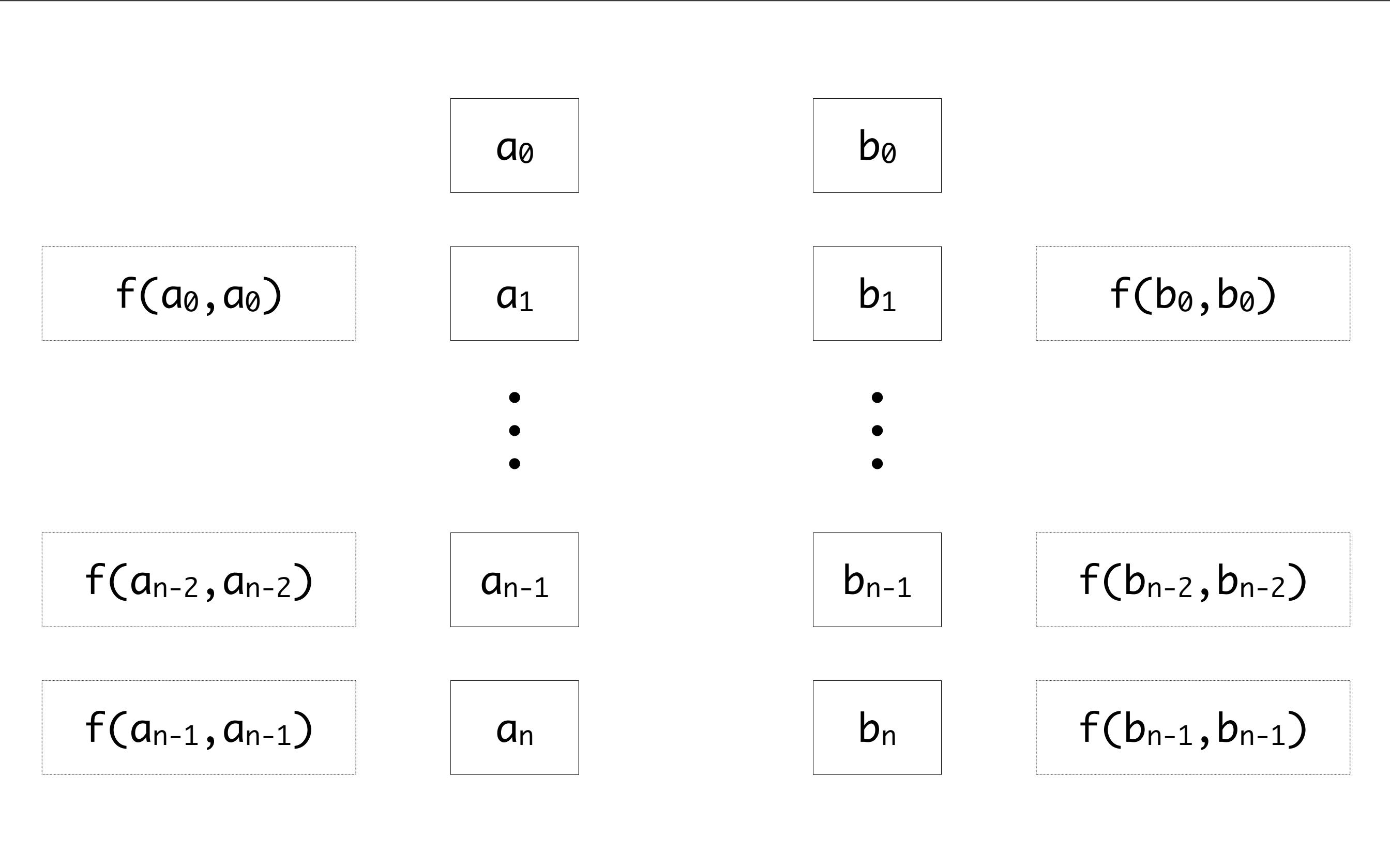


# The Complex Case

$$h(a_1, \dots, a_n, f(b_0, b_0), \dots, f(b_{n-1}, b_{n-1}), a_n) ==$$
  
$$h(f(a_0, a_0), \dots, f(a_{n-1}, a_{n-1}), b_1, \dots, b_{n-1}, b_n)$$

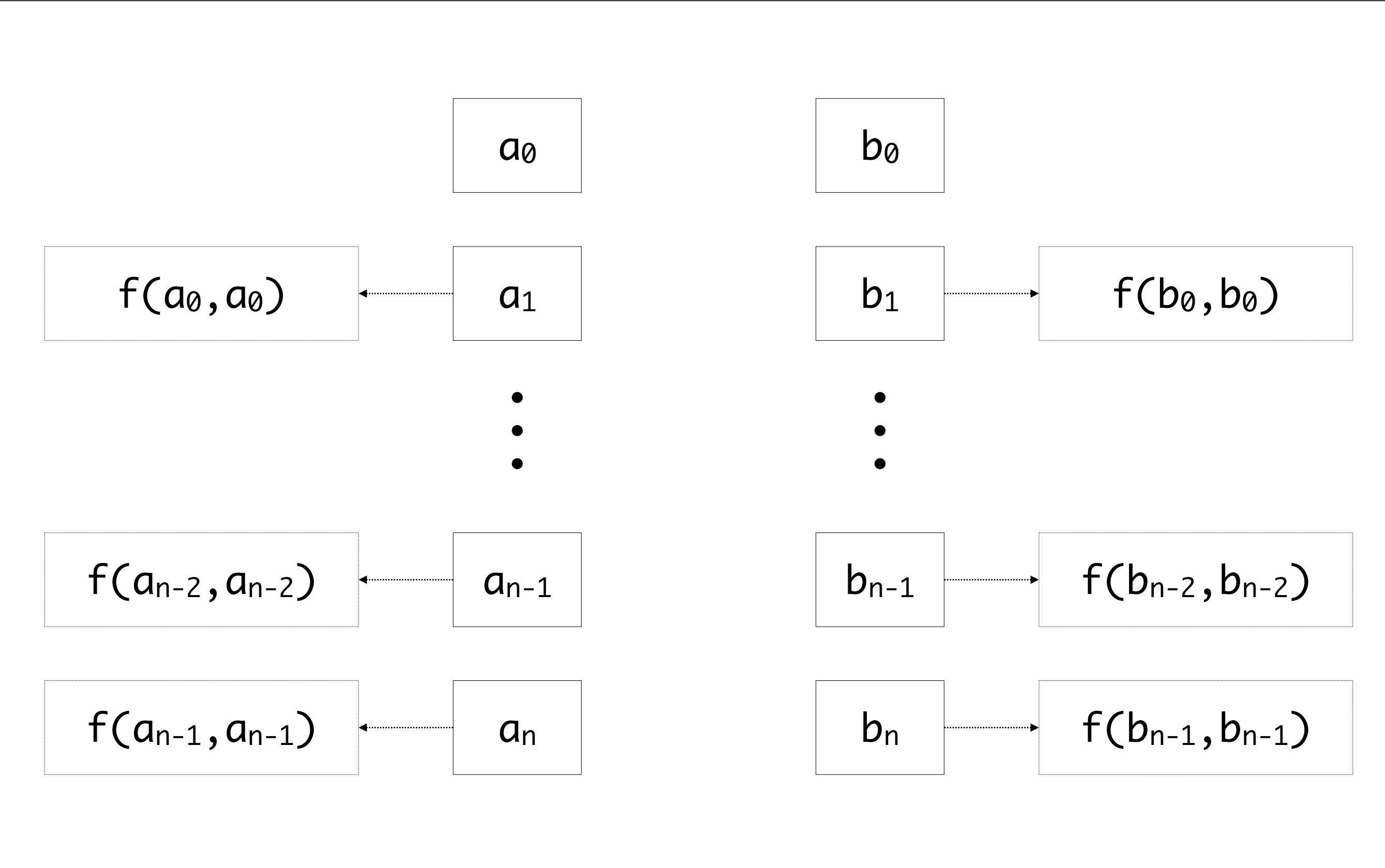
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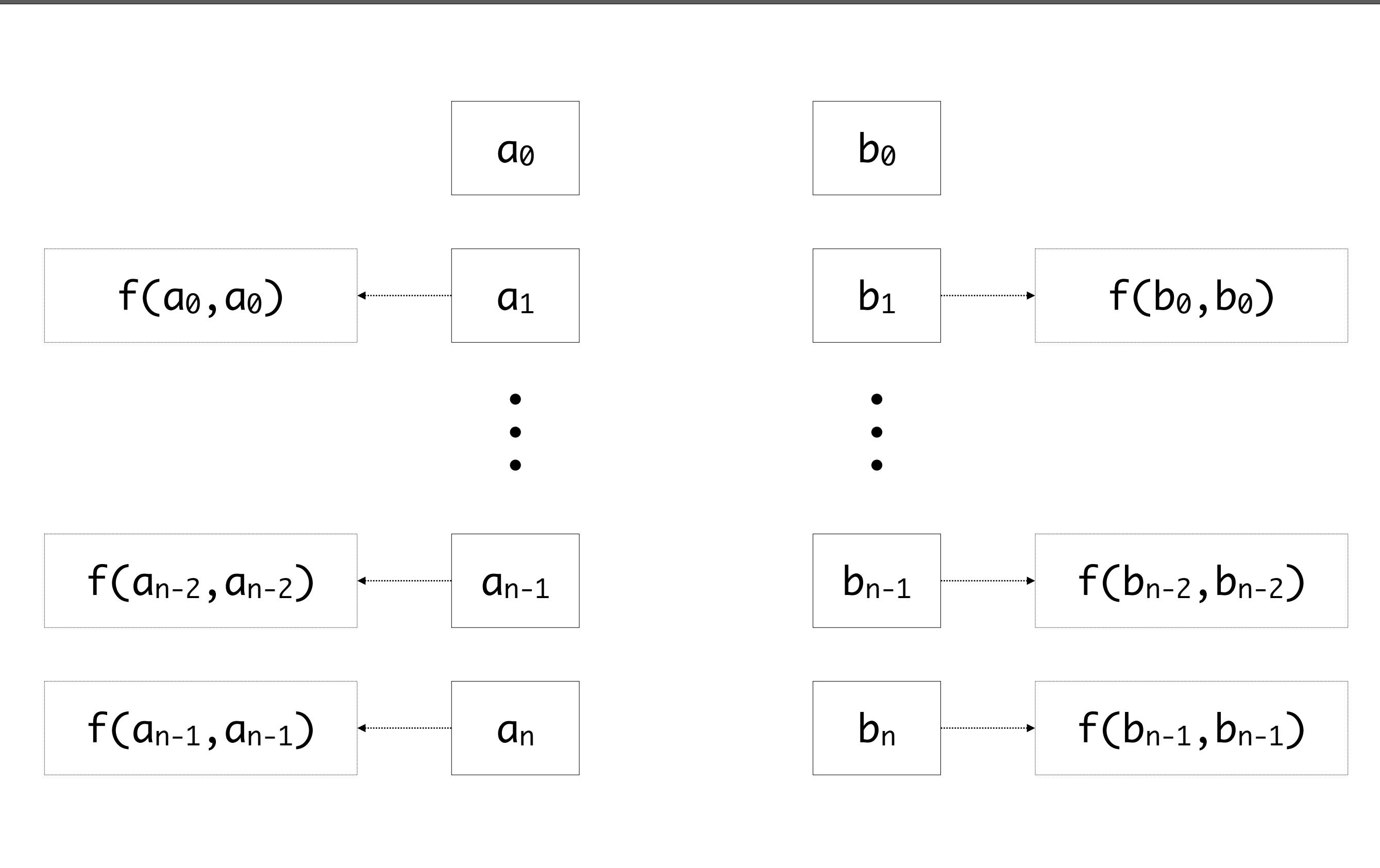
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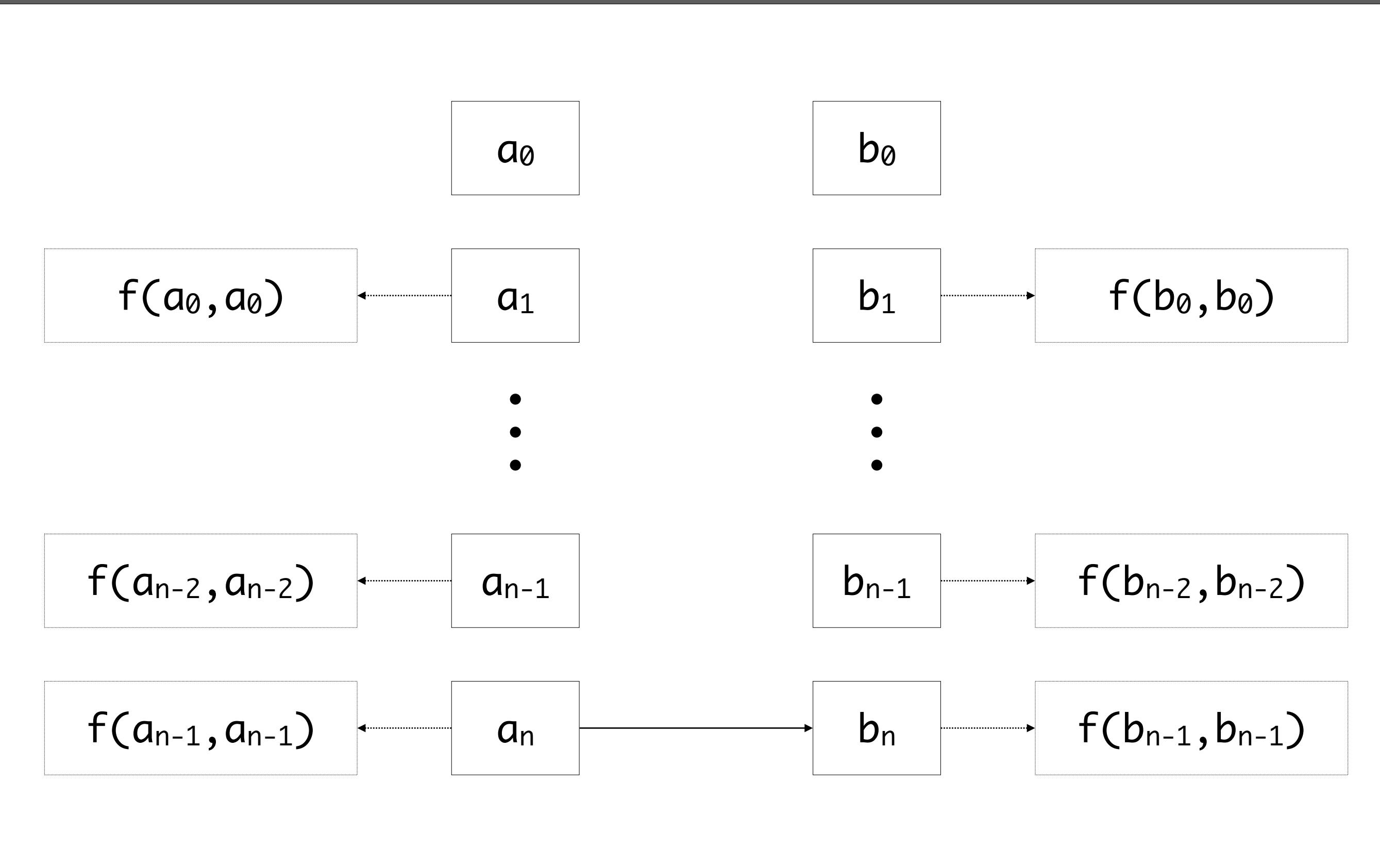
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$$a_n == b_n$$

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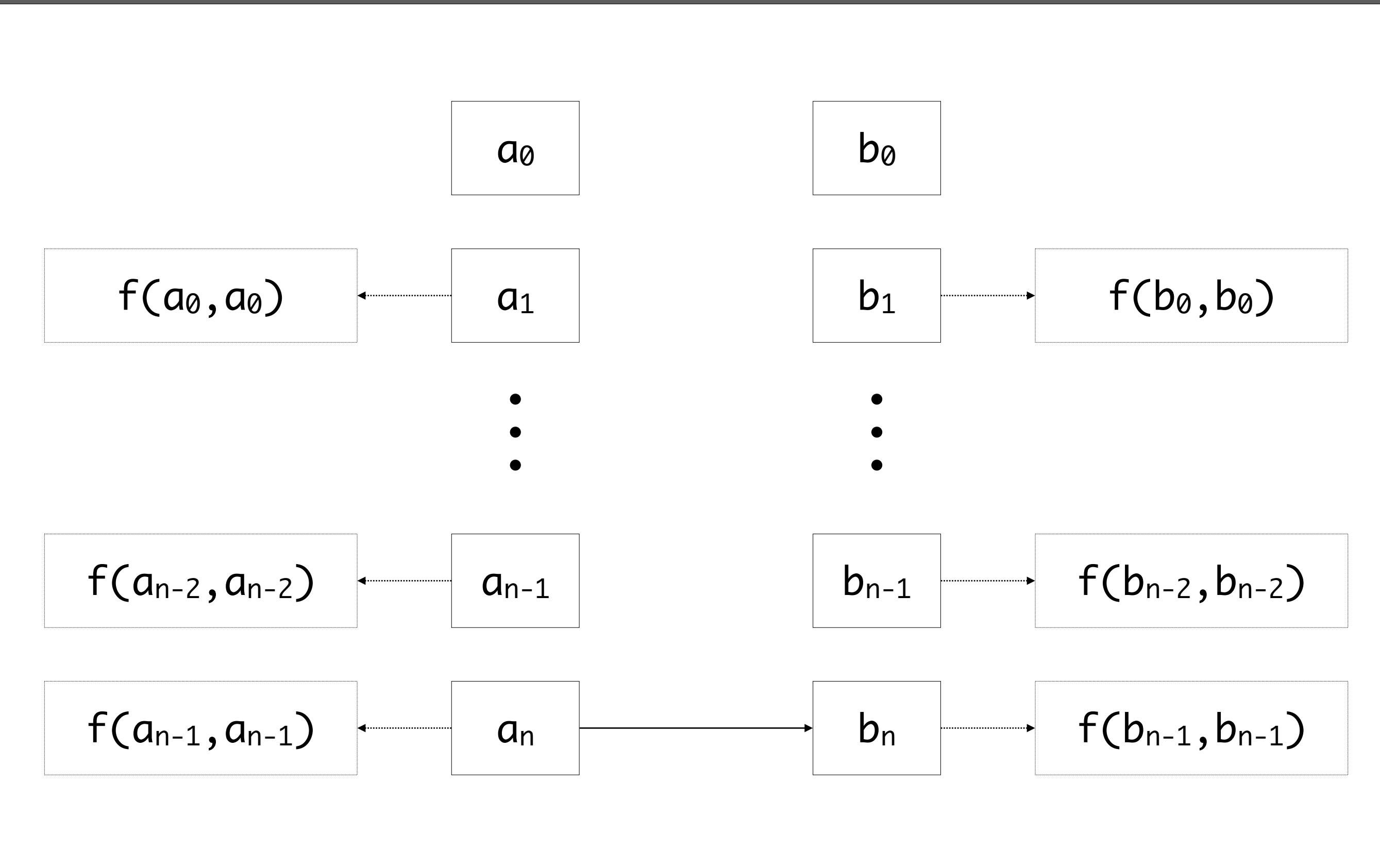
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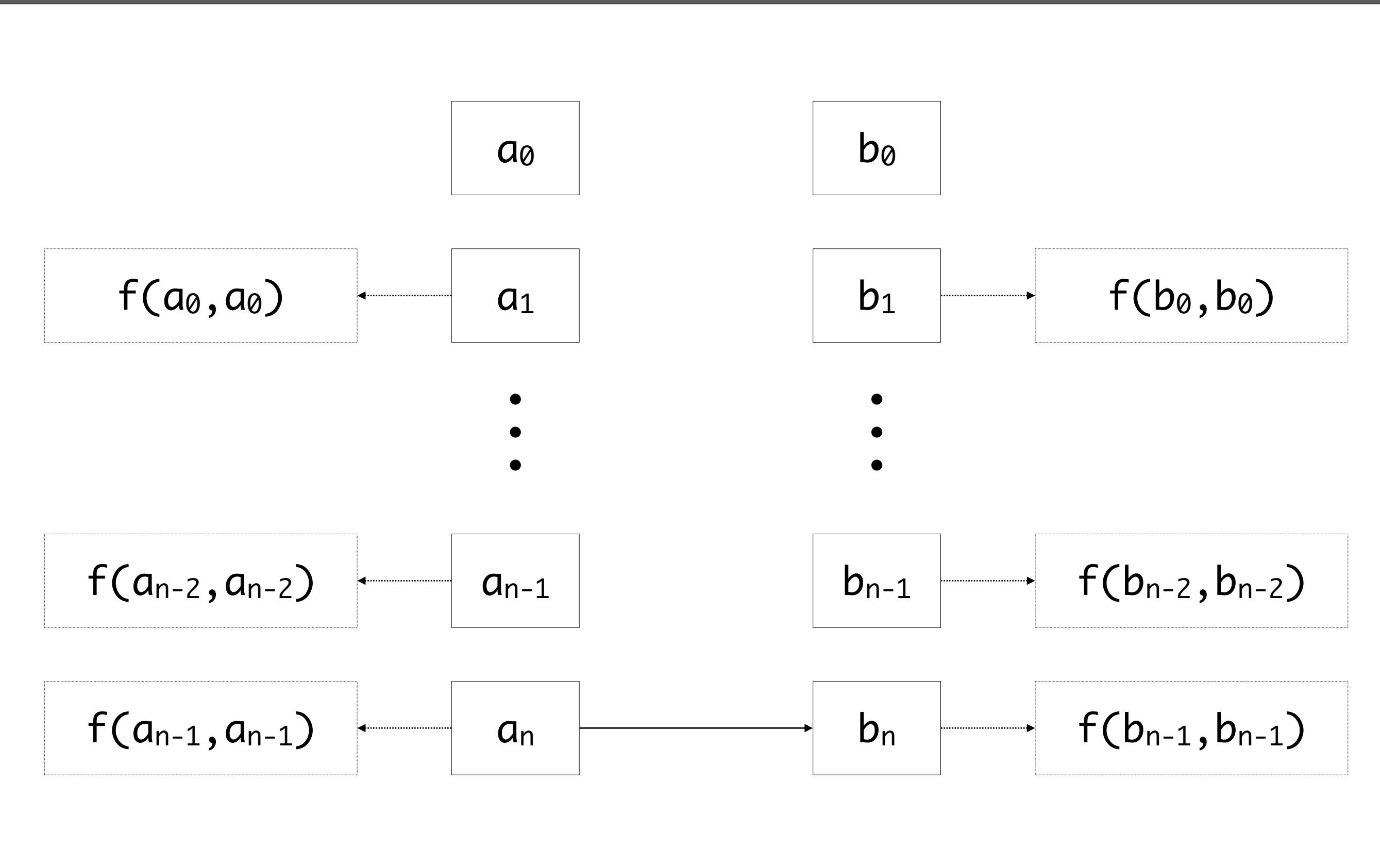


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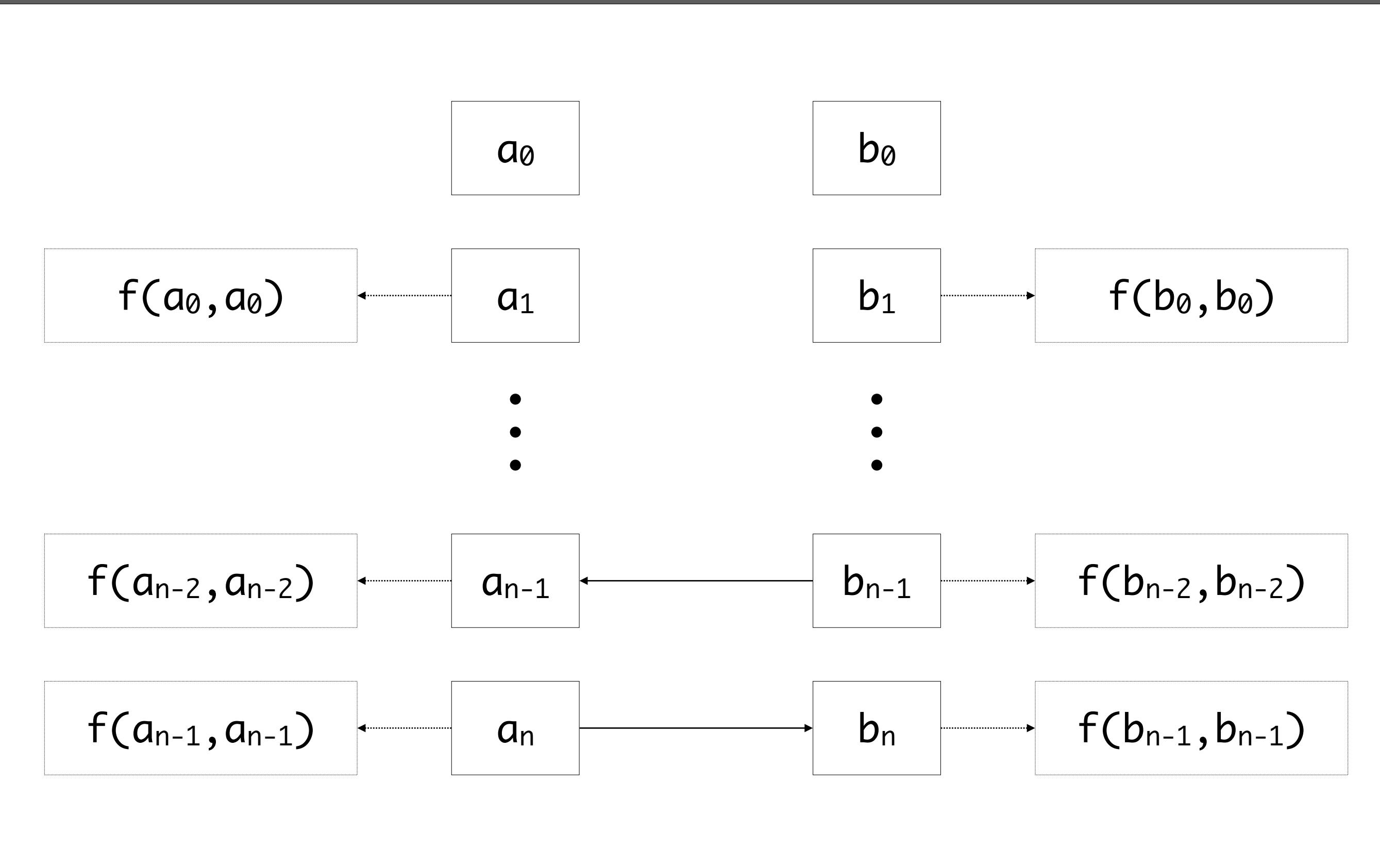
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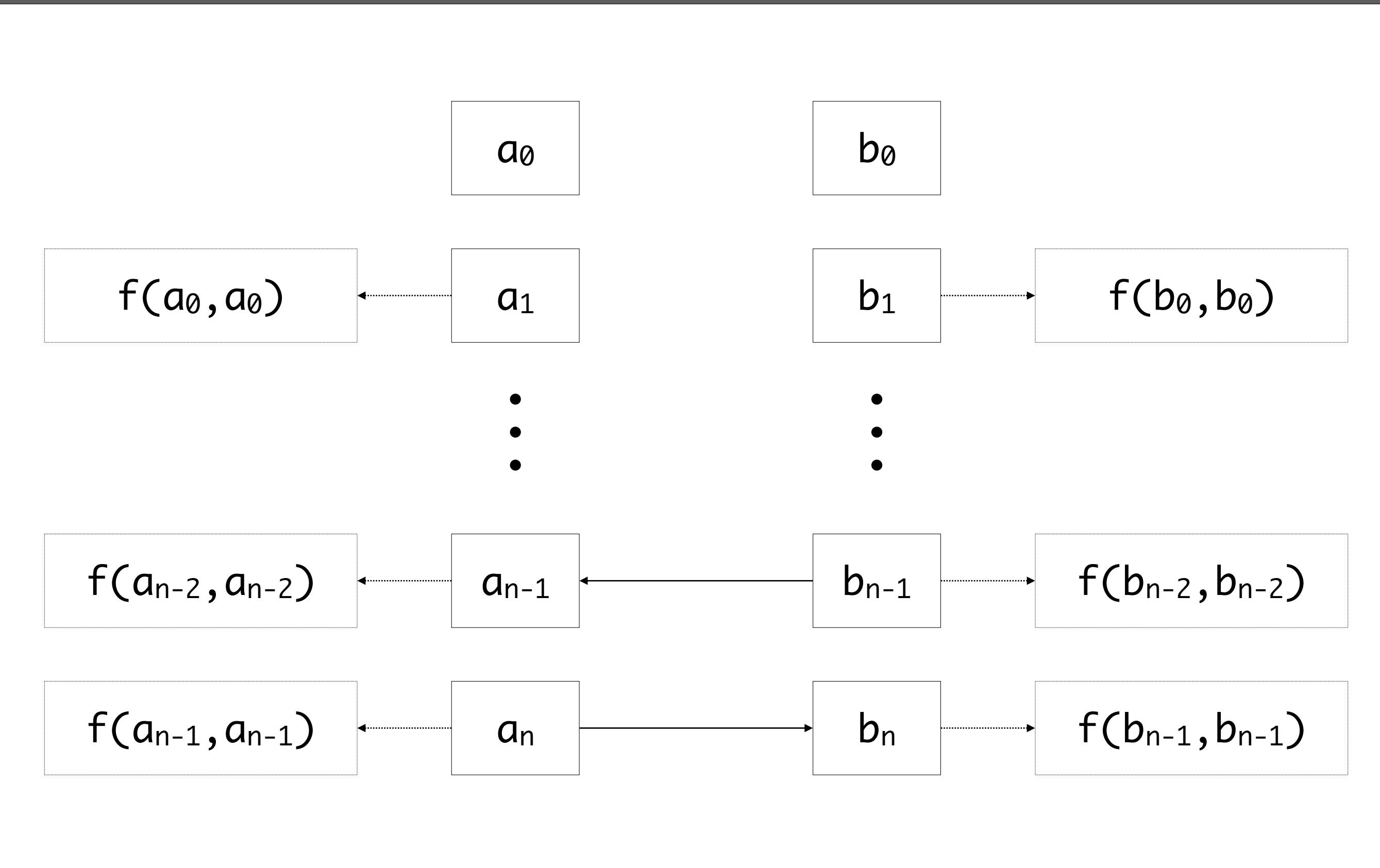
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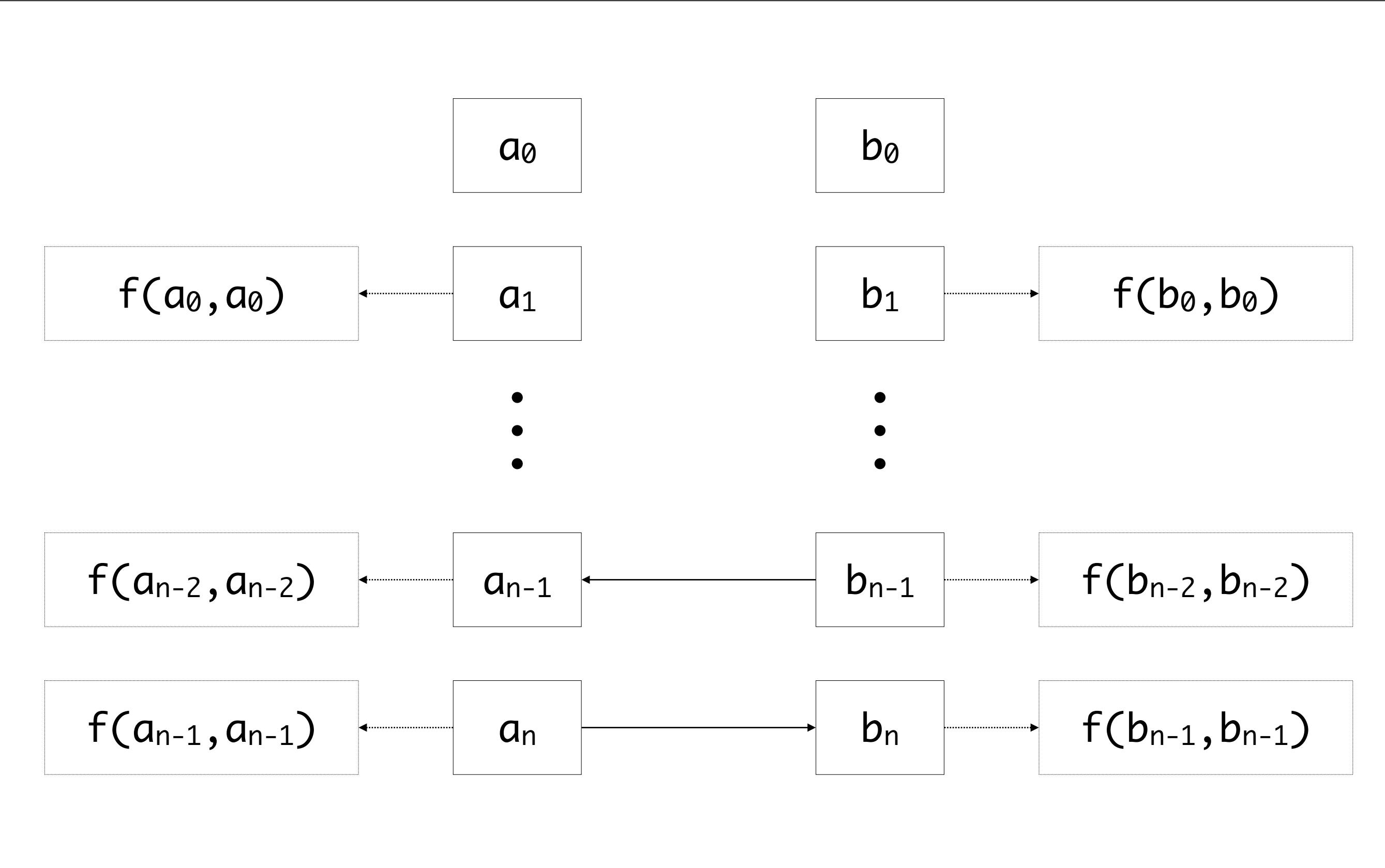
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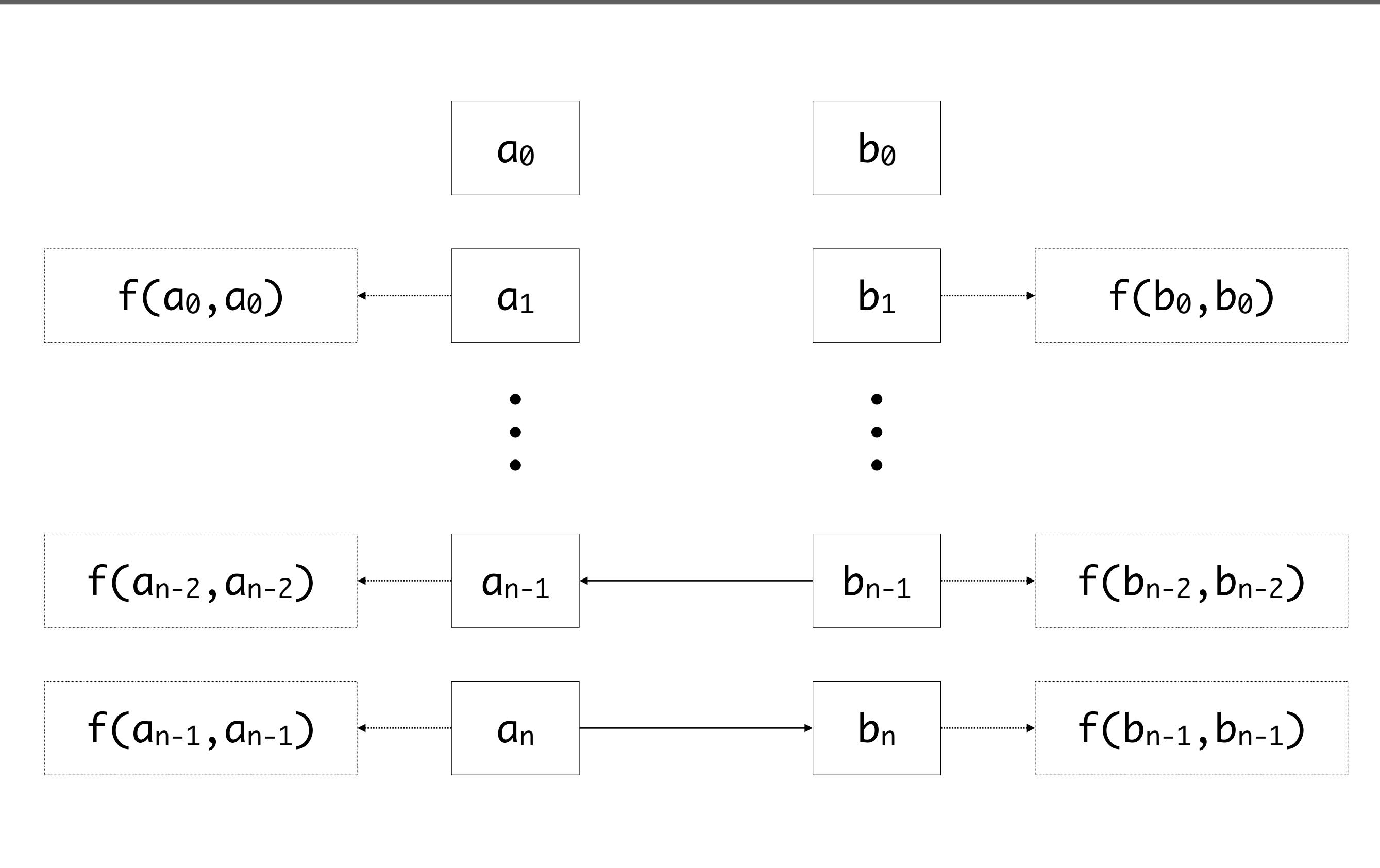
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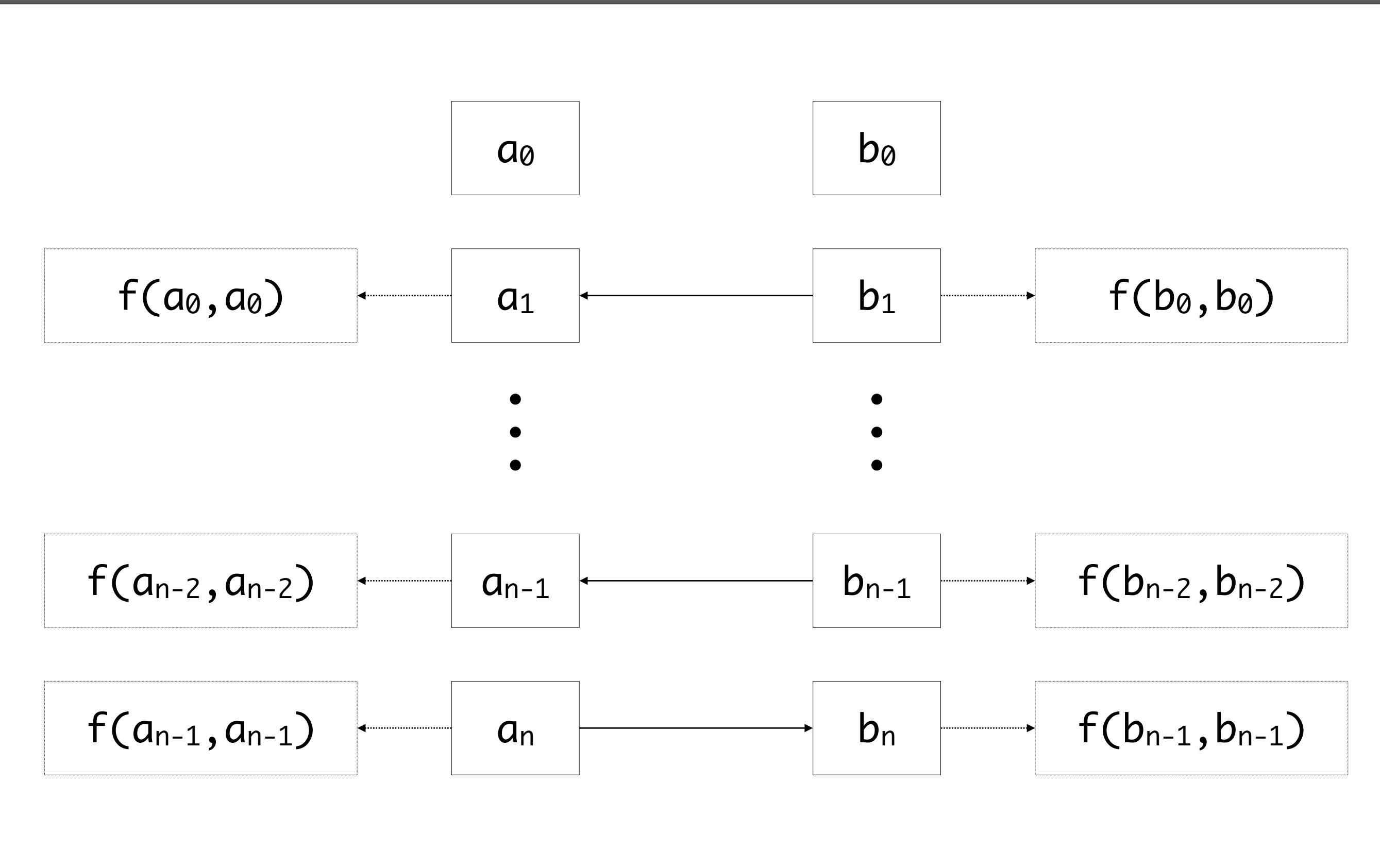
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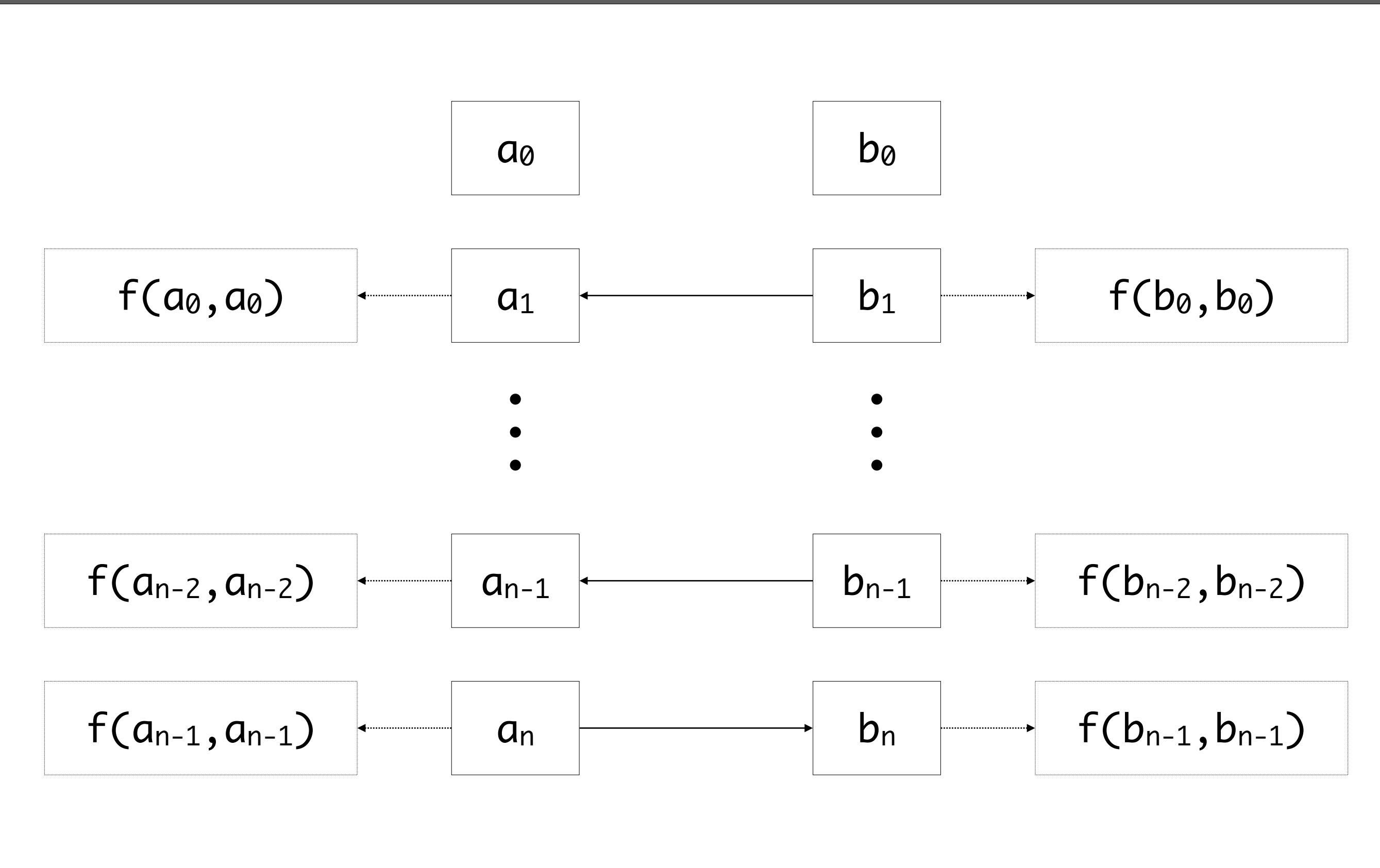
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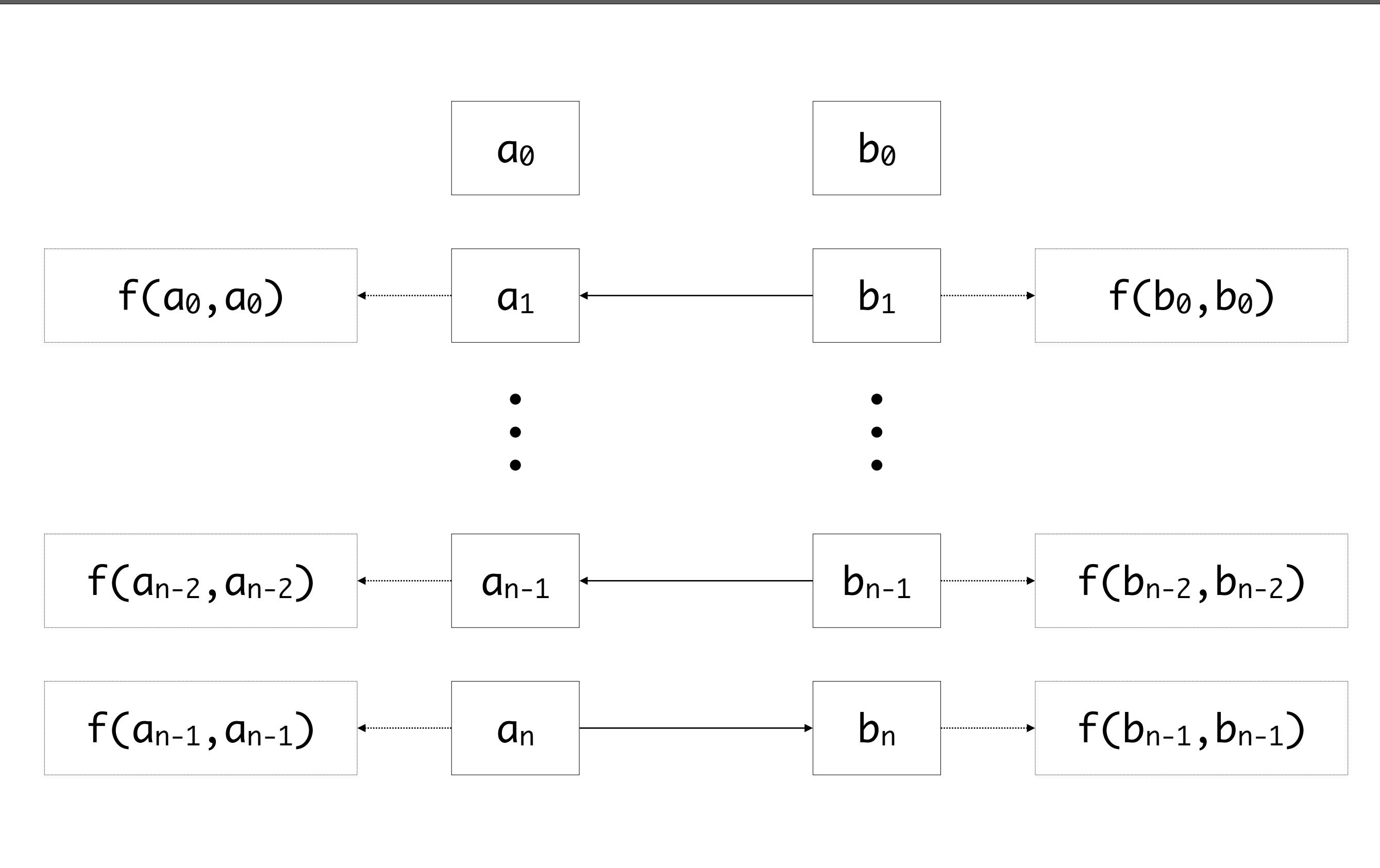
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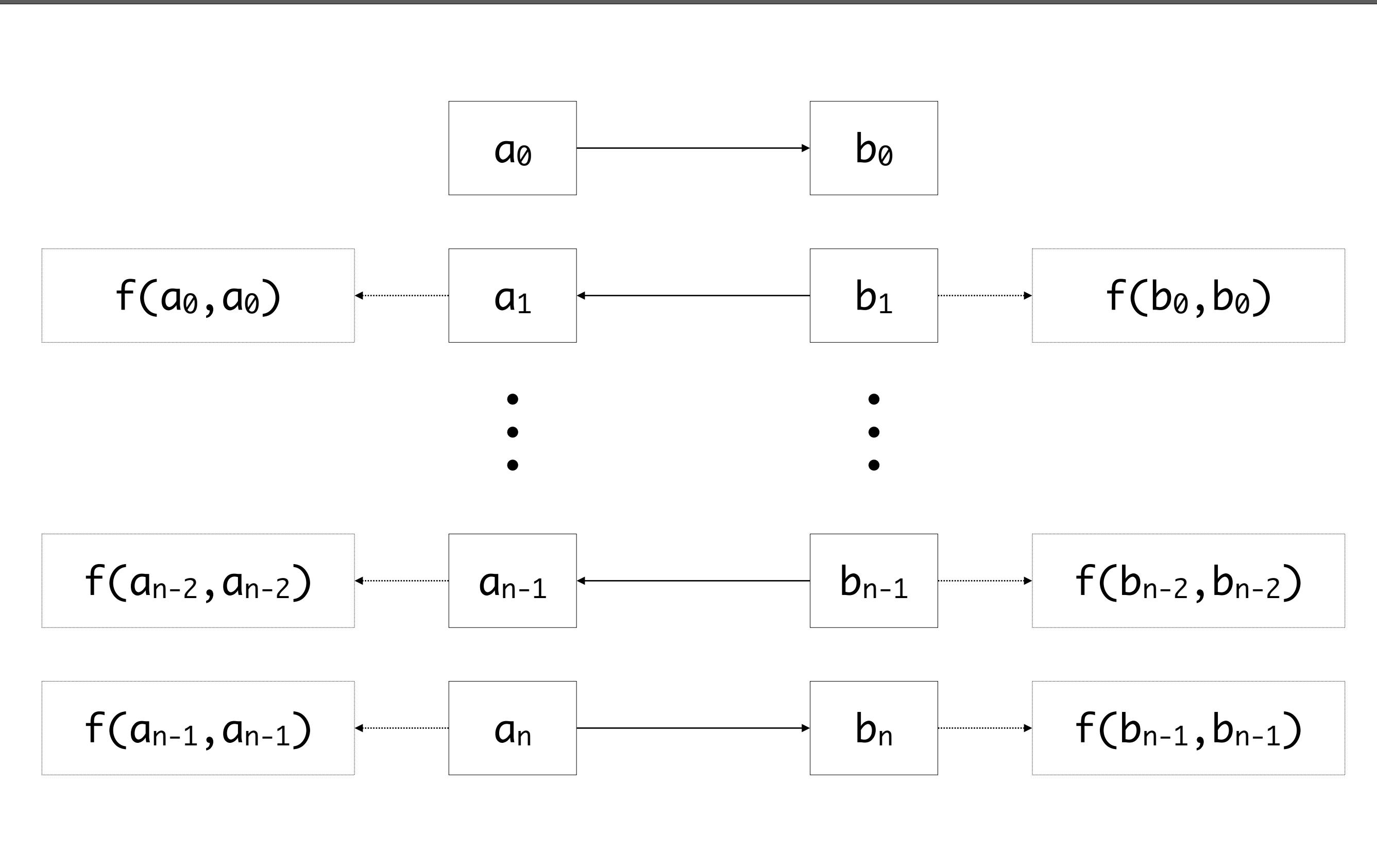
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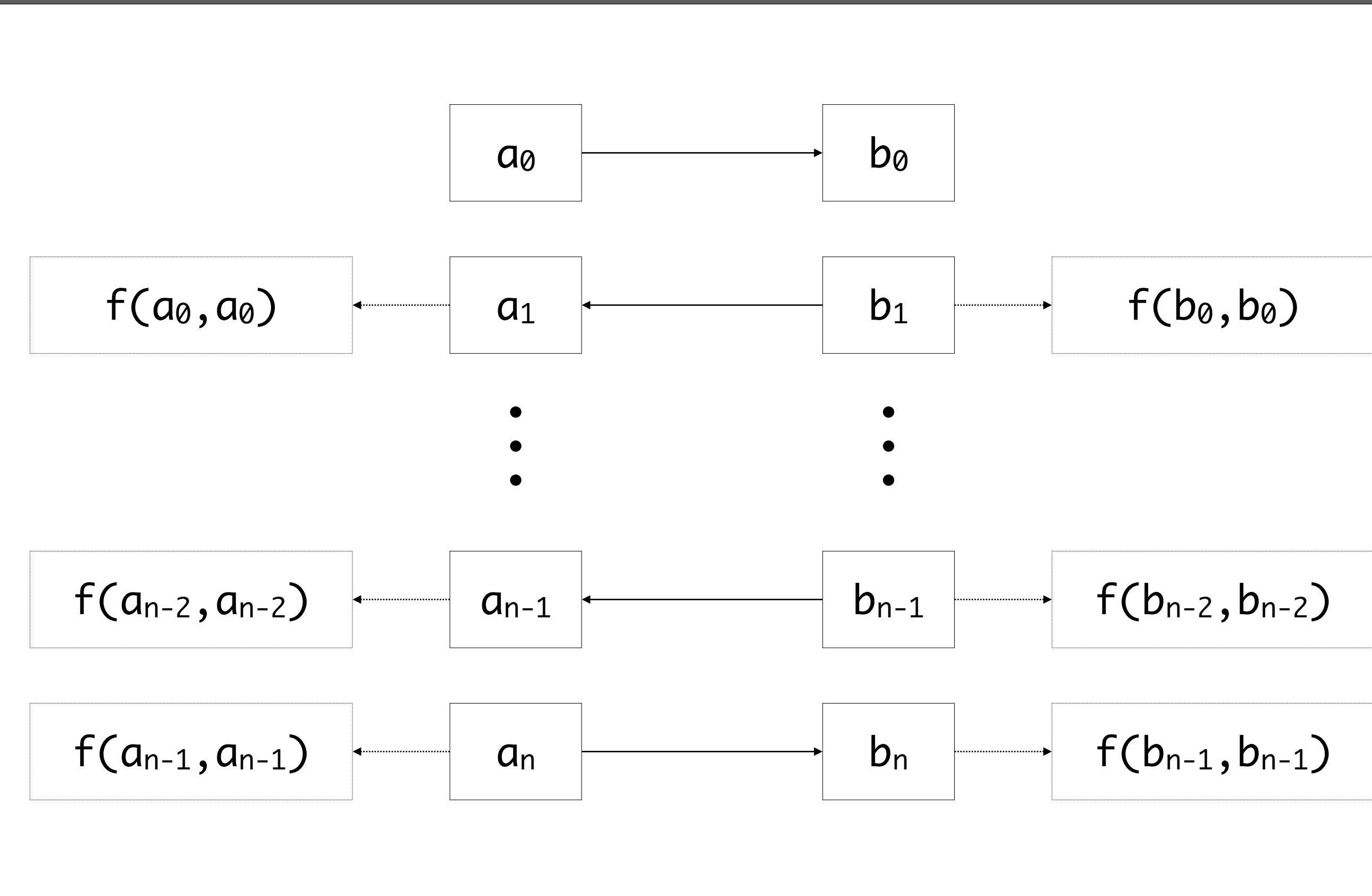
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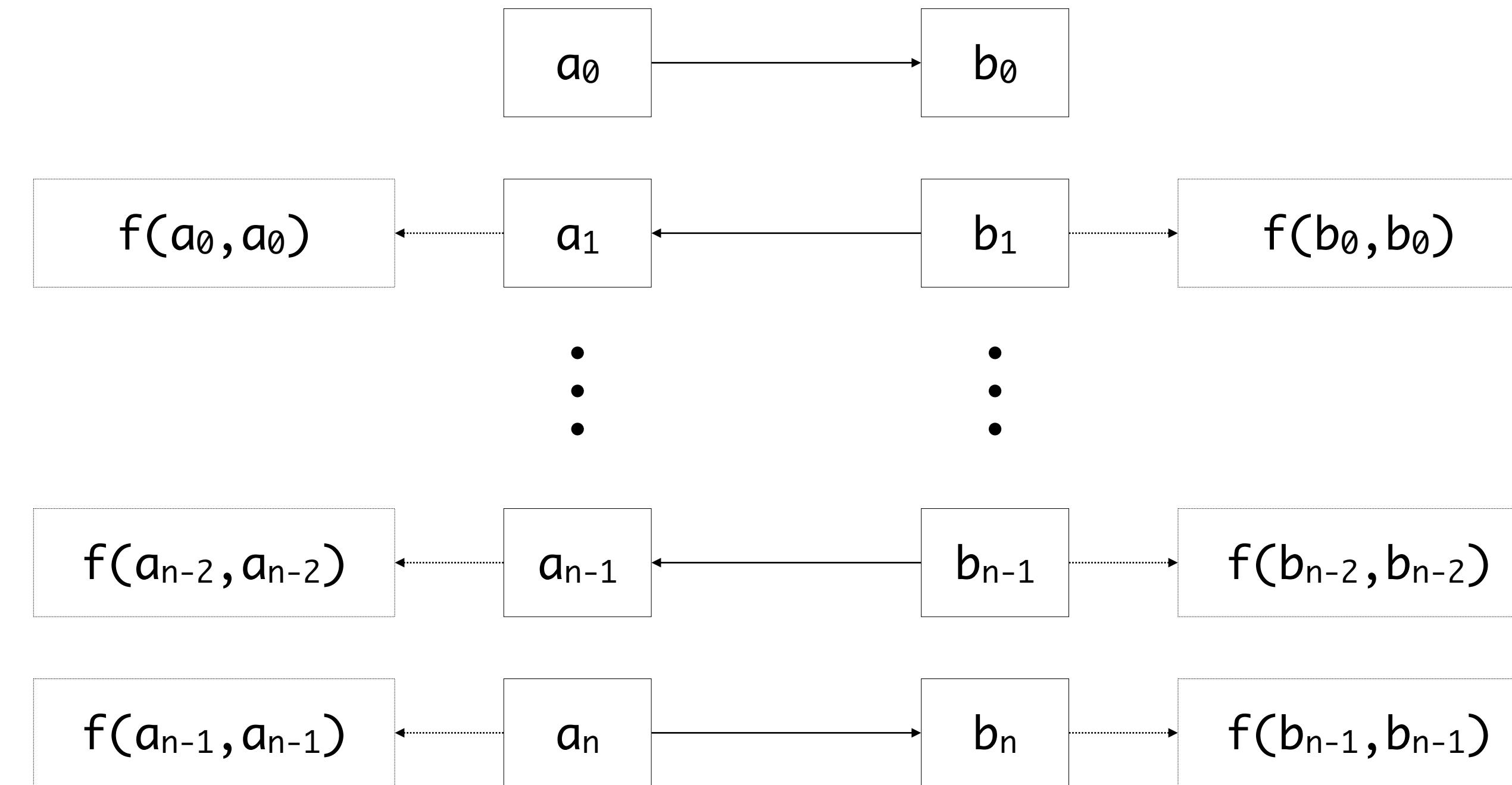


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How about occurrence checks?

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How about occurrence checks? Postpone!

# Union-Find

Main idea

Martelli, Montanari. An Efficient  
Unification Algorithm. TOPLAS, 1982

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- Postpone occurrence checks to prevent traversing (potentially) large terms

# Conclusion

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