

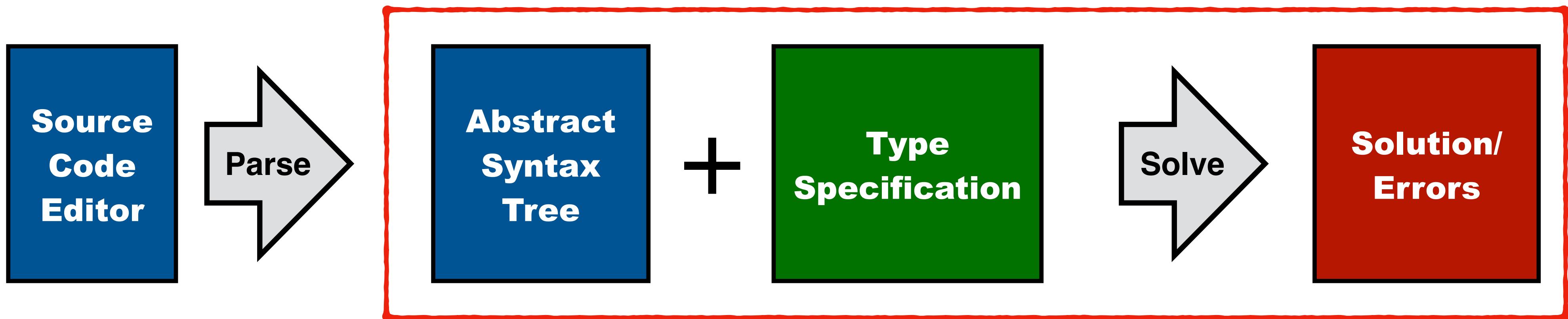
Constraint Semantics and Constraint Resolution

Hendrik van Antwerpen
Eelco Visser



CS4200 | Compiler Construction | September 30, 2021

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 introduces the Statix DSL for definition of type systems.

Shows how to use scope graphs for structural type and generic types

Explains the need for scheduling in type checkers

OOPSLA 2018

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

Scopes as Types

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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>

Formalizes the declarative and operational semantics of Statix Core

Introduces concept of critical edges to determine whether a query can be executed

Extends the type system of Statix with ownership in order to statically guarantee that critical edges can be computed



Knowing When to Ask

Sound Scheduling of Name Resolution in Type Checkers Derived from Declarative Specifications

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There is a large gap between the specification of type systems and the implementation of their type checkers, which impedes reasoning about the soundness of the type checker with respect to the specification. A vision to close this gap is to automatically obtain type checkers from declarative programming language specifications. This moves the burden of proving correctness from a case-by-case basis for concrete languages to a single correctness proof for the specification language. This vision is obstructed by an aspect common to all programming languages: name resolution. Naming and scoping are pervasive and complex aspects of the static semantics of programming languages. Implementations of type checkers for languages with name binding features such as modules, imports, classes, and inheritance interleave collection of binding information (i.e., declarations, scoping structure, and imports) and querying that information. This requires scheduling those two aspects in such a way that query answers are stable—i.e., they are computed only after all relevant binding structure has been collected. Type checkers for concrete languages accomplish stability using language-specific knowledge about the type system.

In this paper we give a language-independent characterization of necessary and sufficient conditions to guarantee stability of name and type queries during type checking in terms of *critical edges in an incomplete scope graph*. We use critical edges to give a formal small-step operational semantics to a declarative specification language for type systems, that achieves soundness by delaying queries that may depend on missing information. This yields type checkers for the specified languages that are sound by construction—i.e., they schedule queries so that the answers are stable, and only accept programs that are name- and type-correct according to the declarative language specification. We implement this approach, and evaluate it against specifications of a small module and record language, as well as subsets of Java and Scala.

CCS Concepts: • Theory of computation → Constraint and logic programming; Operational semantics.

Additional Key Words and Phrases: Name Binding, Type Checker, Statix, Static Semantics, Type Systems

ACM Reference Format:

Arjen Rouvoet, Hendrik van Antwerpen, Casper Bach Poulsen, Robbert Krebbers, and Eelco Visser. 2020. Knowing When to Ask: Sound Scheduling of Name Resolution in Type Checkers Derived from Declarative Specifications. *Proc. ACM Program. Lang.* 4, OOPSLA, Article 180 (November 2020), 28 pages. <https://doi.org/10.1145/3428248>

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OOPSLA 2020

<https://doi.org/10.1145/3428248>

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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.

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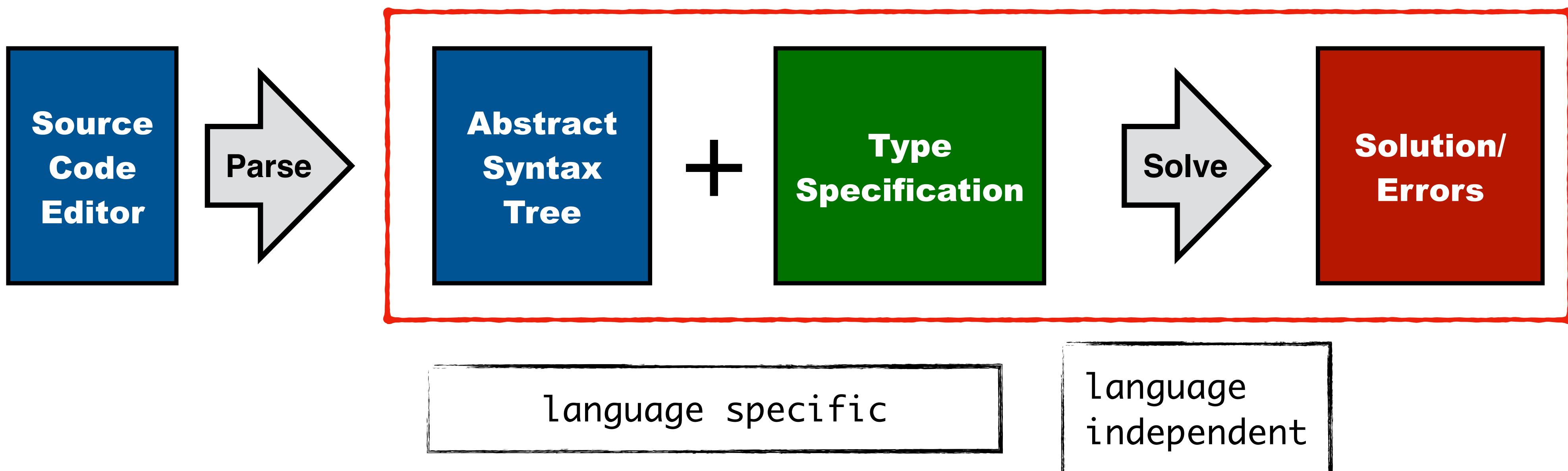
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Baader et al. “Chapter 8 - Unification Theory.” In *Handbook of Automated Reasoning*, 445–533. Amsterdam: North-Holland, 2001.

<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



Typing Rules

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What are typing rules?

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- Predicates that specify constraints (rule premises) on their arguments (the program)

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Solving

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

Typing Checking

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Challenges for type checker implementations?

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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 ϕ (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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C = t == t          // equality
| r in s |-> d    // name resolution (short for query var ... in s |-> [d])
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$$G, \phi \models t == u \quad \text{if } \phi(t) = \phi(u)$$

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$G, \phi \models t == u$	if $\phi(t) = \phi(u)$
$G, \phi \models r \text{ in } s \ -> d$	if $\phi(r) = x$ and $\phi(d) = x$ and $\phi(s) = \#i$ and x resolves to x from $\#i$ in G

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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 ϕ (model)

$\phi = \{ ty1 \rightarrow INT(),$
 $ty2 \rightarrow INT(),$
 $ty3 \rightarrow FUN(INT(), ty5),$
 $ty4 \rightarrow INT(),$
 $d1 \rightarrow "i",$
 $d2 \rightarrow "f"$
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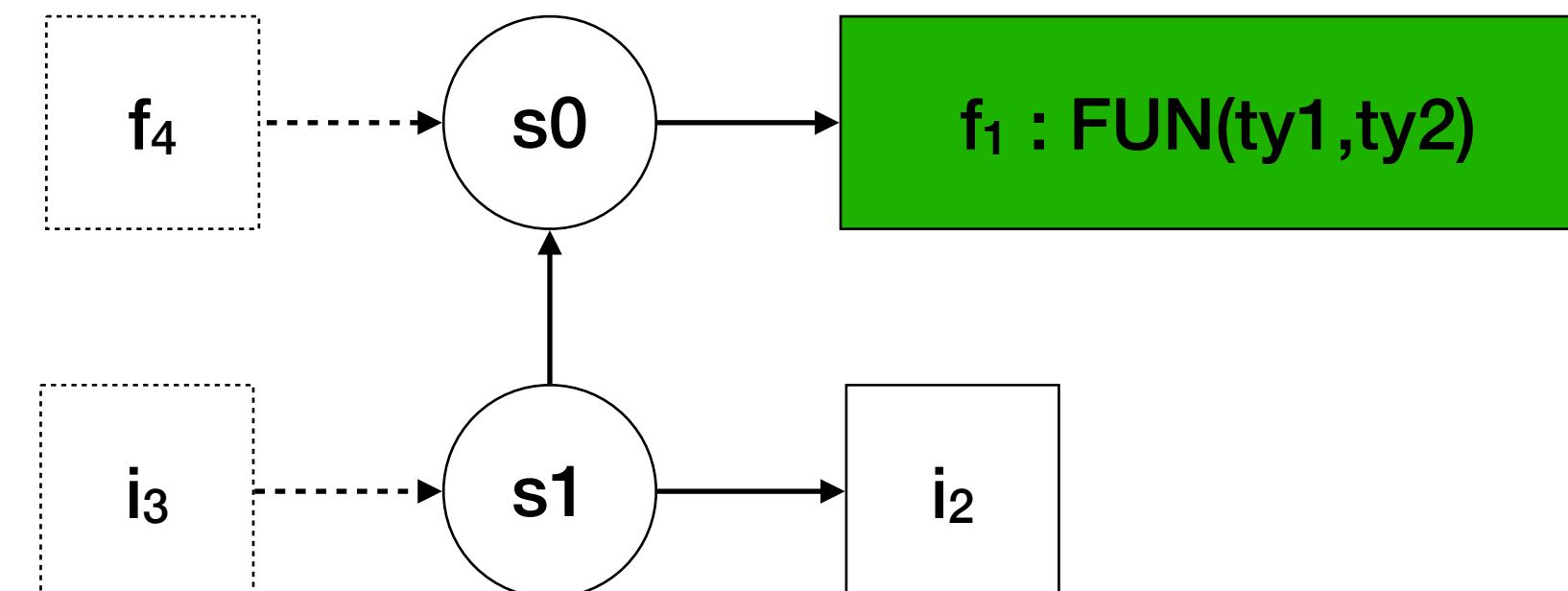
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$G, \phi \models r \in s \mapsto d$
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and $\phi(d) = x$
and $\phi(s) = \#i$
and x resolves to x from $\#i \in G$

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

Scope graph G (model)



Different Kinds of Variables

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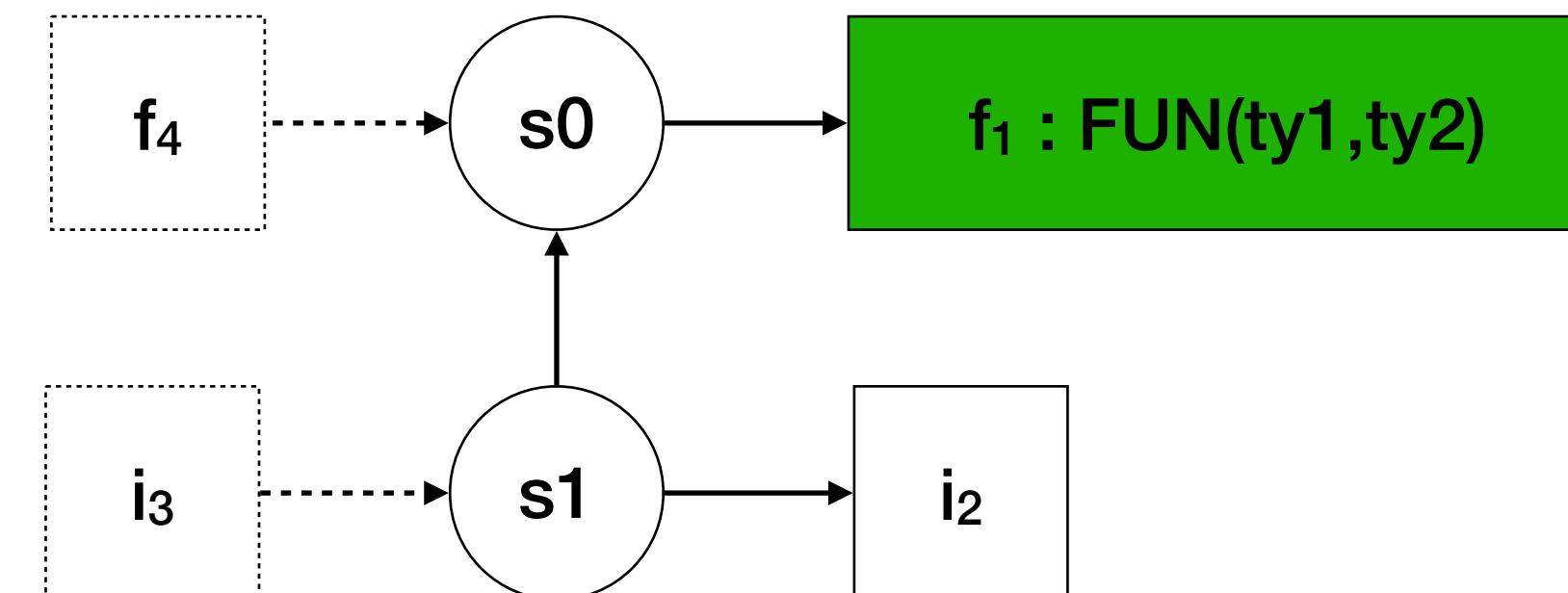
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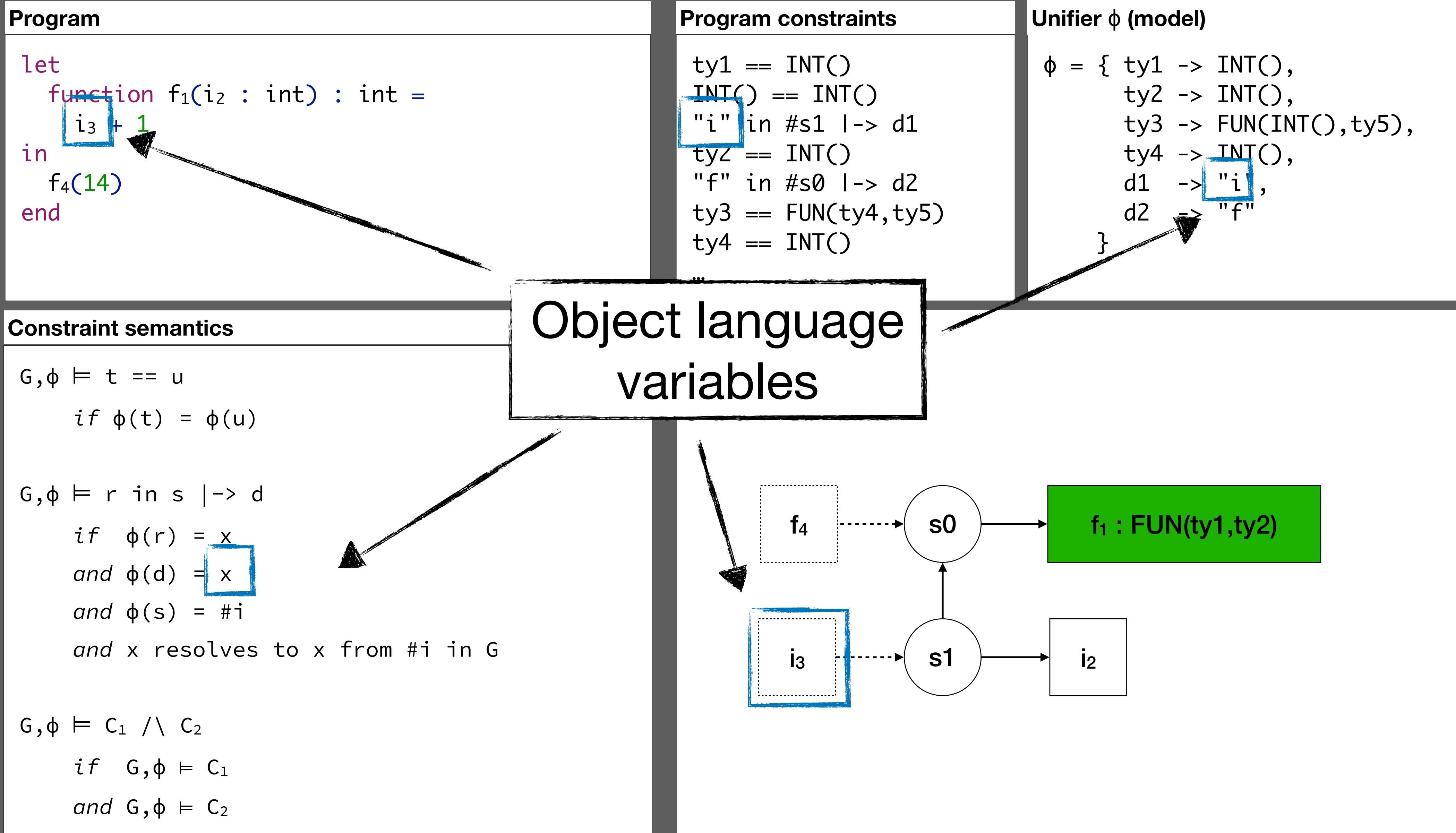
$G, \phi \models r \in s \mapsto d$
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and $\phi(d) = x$
and $\phi(s) = \#i$
and x resolves to x from $\#i \in G$

$G, \phi \models C_1 \wedge C_2$
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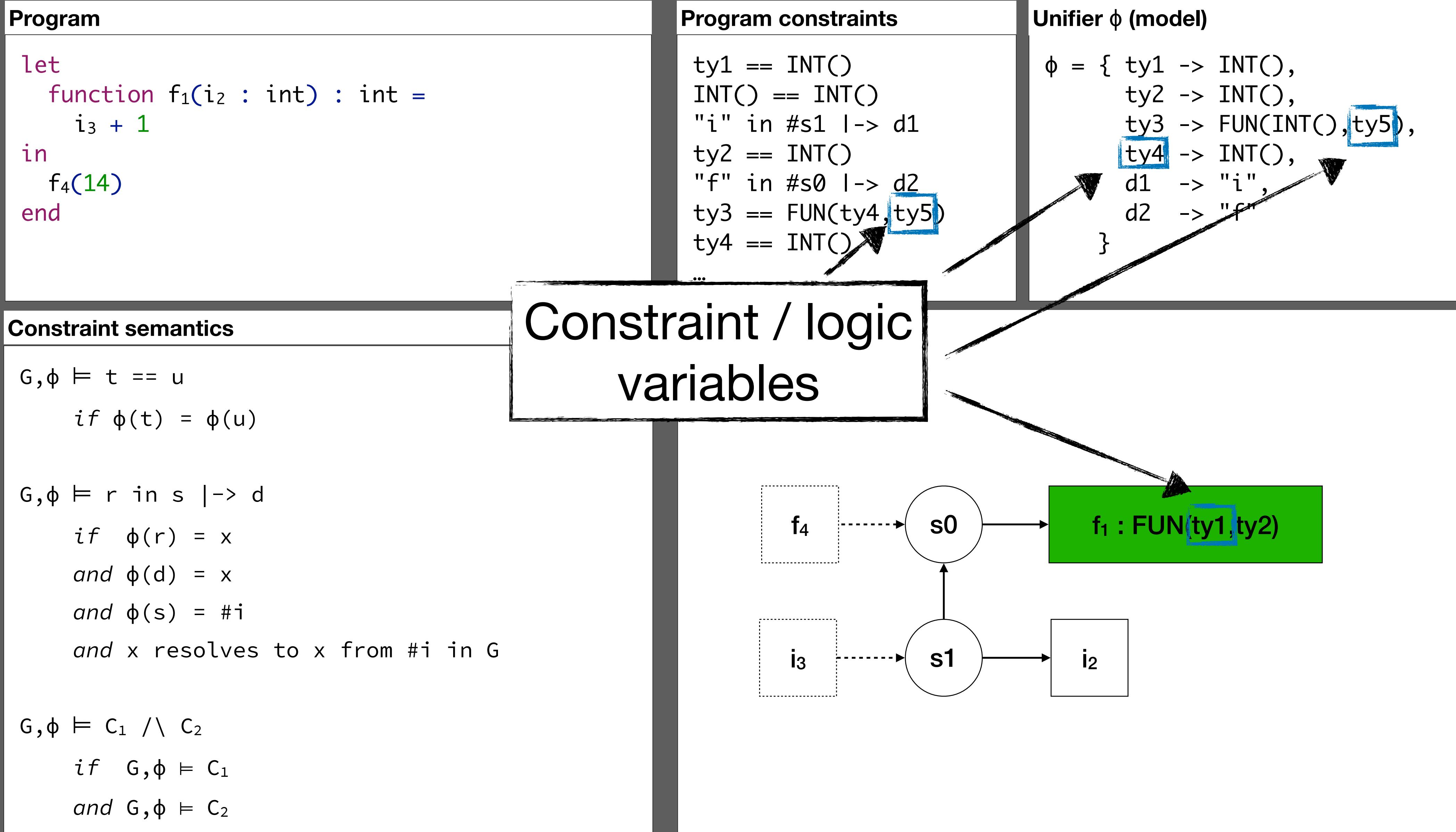
Scope graph G (model)



Different Kinds of Variables



Different Kinds of Variables



Different Kinds of Variables

Program	Program constraints	Unifier ϕ (model)
<pre> let function f1(i2 : int) : int = i3 + 1 in f4(14) end </pre>	$ \begin{aligned} ty1 &== \text{INT}() \\ \text{INT}() &== \text{INT}() \\ "i" \text{ in } \#s1 &\mapsto d1 \\ ty2 &== \text{INT}() \\ "f" \text{ in } \#s0 &\mapsto d2 \\ ty3 &== \text{FUN}(ty4, ty5) \\ ty4 &== \text{INT}() \end{aligned} $ <p>...</p>	$ \begin{aligned} \phi = \{ & ty1 \rightarrow \text{INT}(), \\ & ty2 \rightarrow \text{INT}(), \\ & ty3 \rightarrow \text{FUN}(\text{INT}(), ty5), \\ & ty4 \rightarrow \text{INT}(), \\ & d1 \rightarrow "i", \\ & d2 \rightarrow "f" \} \end{aligned} $
Constraint semantics $ \begin{aligned} G, \phi \models t &= u \quad \text{if } \phi(t) = \phi(u) \\ G, \phi \models r \text{ in } s &\mapsto d \quad \text{if } \phi(r) = x \\ &\text{and } \phi(d) = x \\ &\text{and } \phi(s) = \#i \\ &\text{and } x \text{ resolves to } x \text{ from } \#i \text{ in } G \end{aligned} $	Semantics meta-variables	
$ \begin{aligned} G, \phi \models C_1 \wedge C_2 & \\ \text{if } G, \phi \models C_1 & \\ \text{and } G, \phi \models C_2 & \end{aligned} $		

Type Checking

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What should a type checker do?

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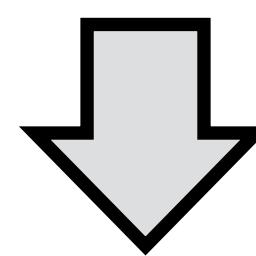
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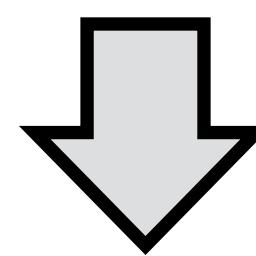
How are type checkers implemented?

Computing Type of Expression (recap)

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function (a : int) = a + 1
```



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Fun("a", INT(),  
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```
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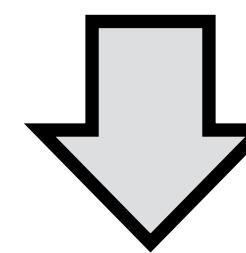
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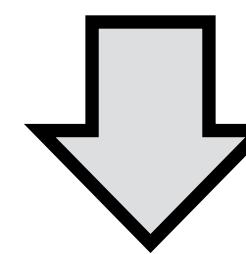
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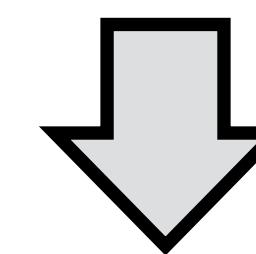
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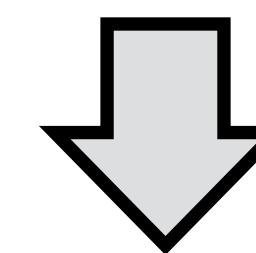
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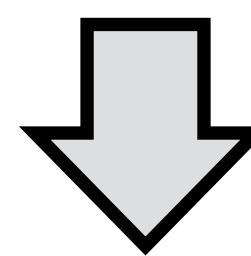
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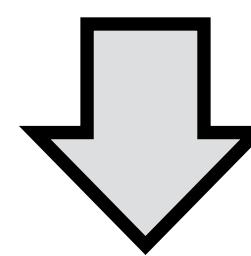
- Can be executed top down, in premise order
- Could be written almost like this in a functional language

Inferring the Type of a Parameter

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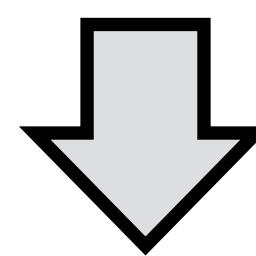
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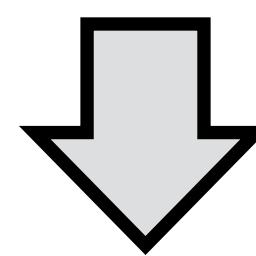
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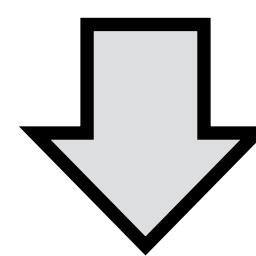
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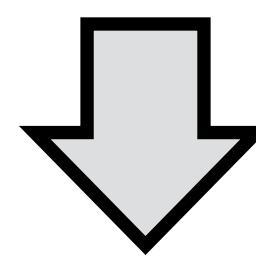
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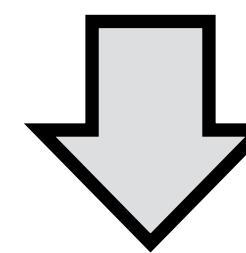
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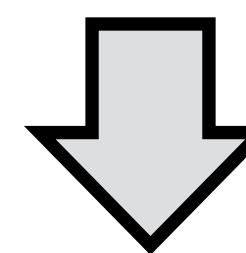
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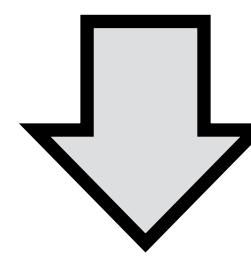
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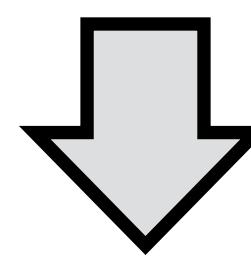
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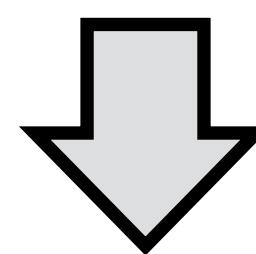
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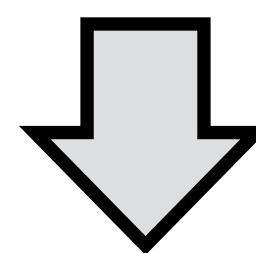
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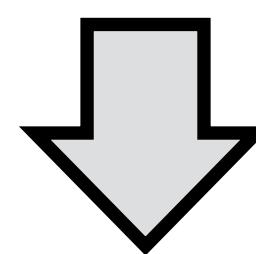
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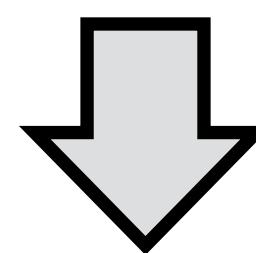
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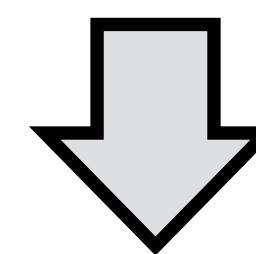
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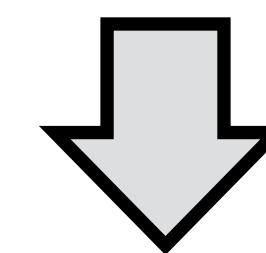
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- Types are not known from the start, but learned gradually
- A simple top-down traversal is insufficient

Checking classes

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        return new C();  
    }  
}  
  
class B {  
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}  
  
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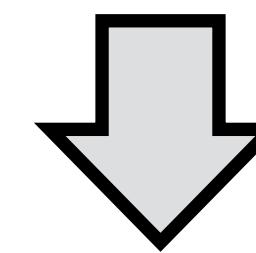
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Question

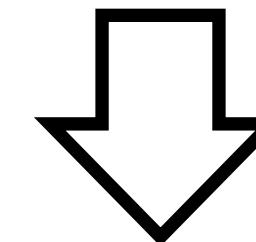
- Does this still work if we introduce nested classes?

Variables and Constraints

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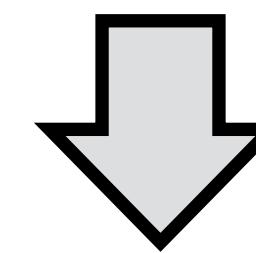
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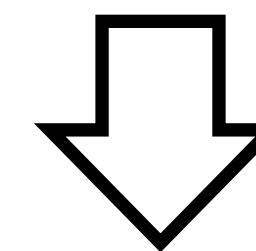
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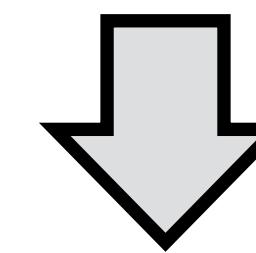
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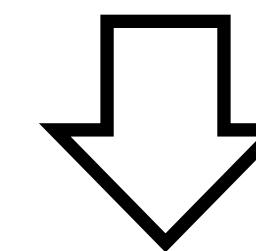
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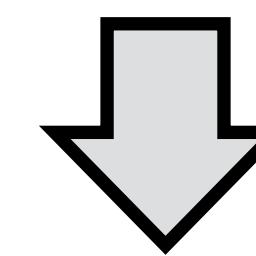
```
typeOfExp(s, Plus(e1, e2)) = INT() :-  
    typeOfExp(s, e1) == INT(),  
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```

```
typeOfExp(s, Fun(x, █ e)) = FUN(█, T) :- {s_fun}  
    new s_fun, s_fun -P-> s,  
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    typeOfExp(s_fun, e) == T.
```

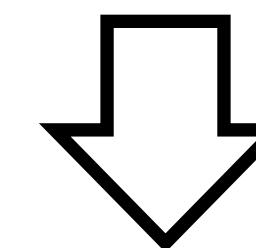
```
typeOfExp(s, Var(x)) = T :-  
    typeOfDecl of Var{x} in s I-> [(_, _, T)].
```

Variables and Constraints

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



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



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

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

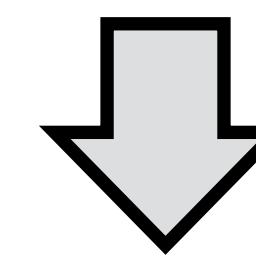
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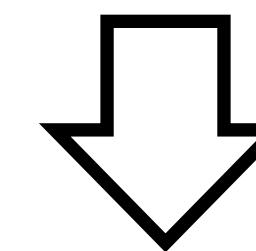
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Variables and Constraints

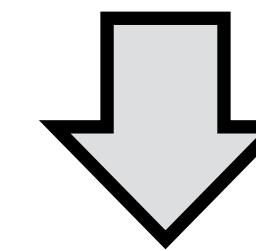
```
function (a[ ]) = a + 1
```



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



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



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

```
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```

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How to check types?

What are challenges when implementing a type checker?

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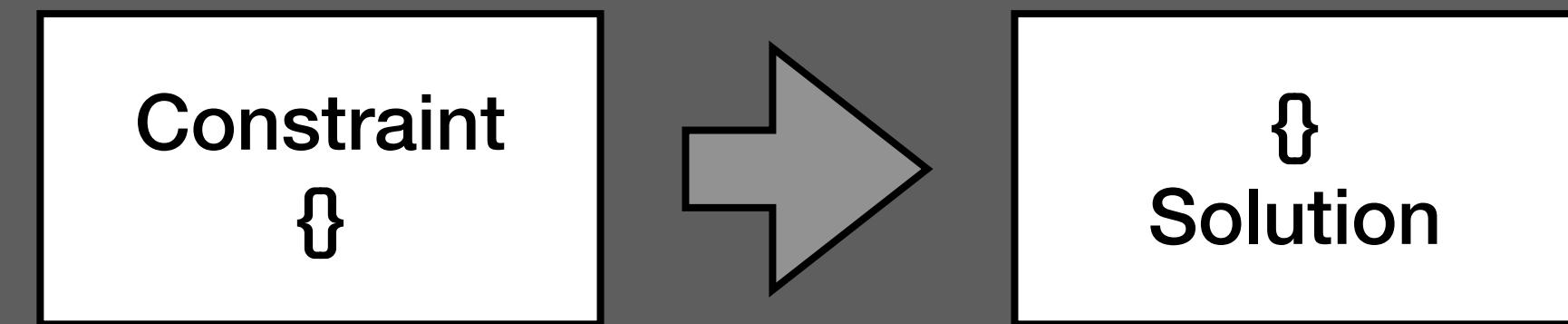
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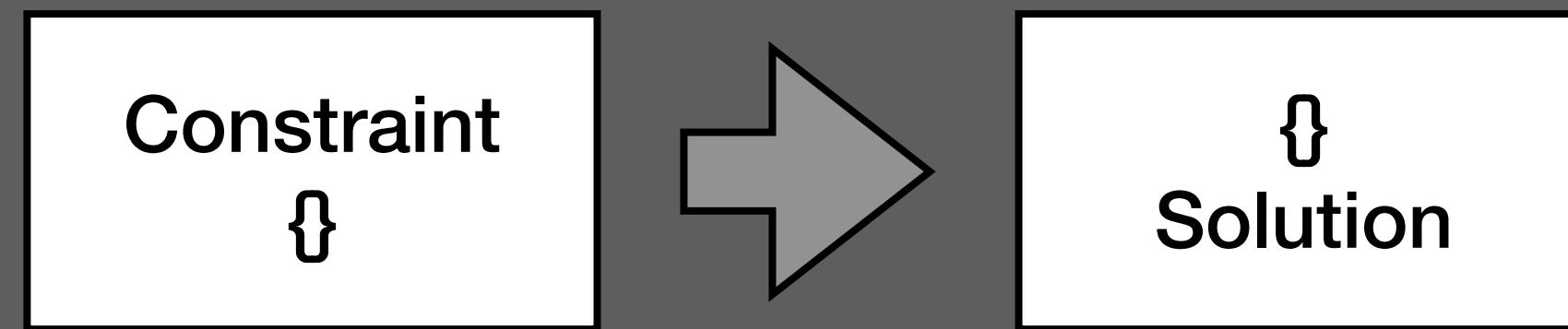
- The order of computation needs to be more flexible than the AST traversal
- Support explicit logical variables during solving

Solving Constraints

Solving by Rewriting

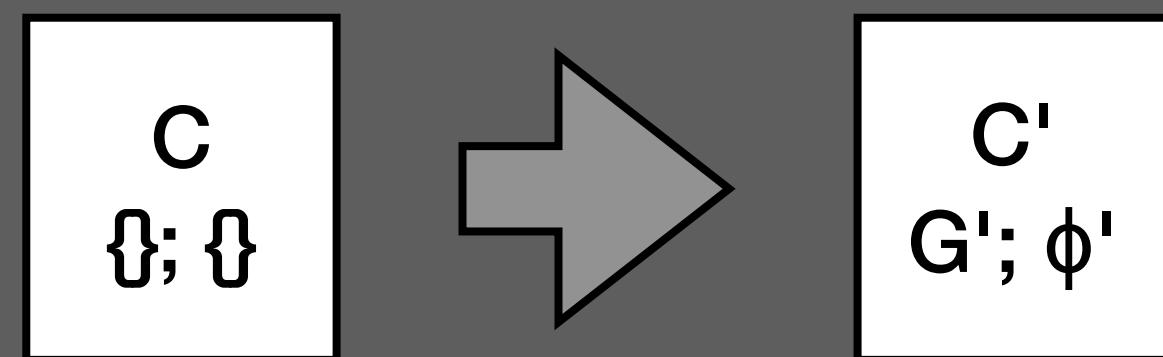
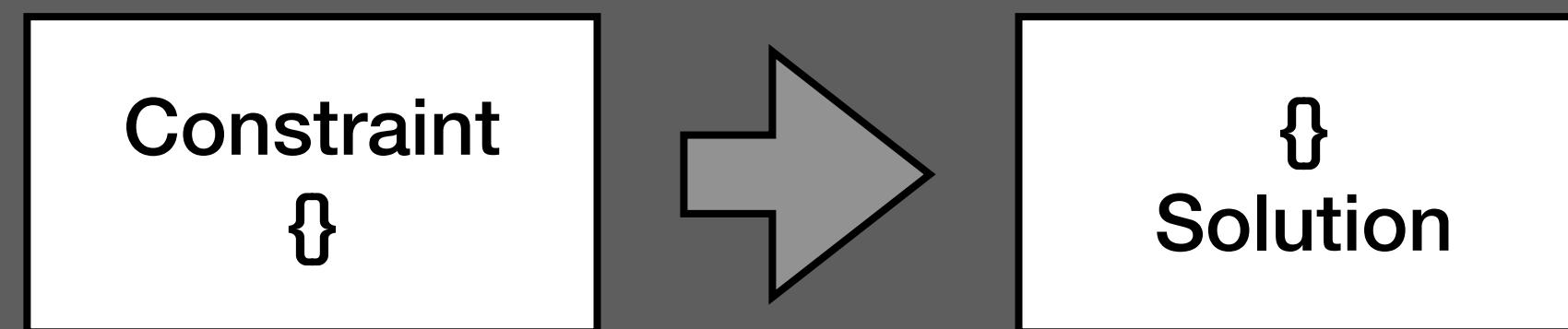


Solving by Rewriting

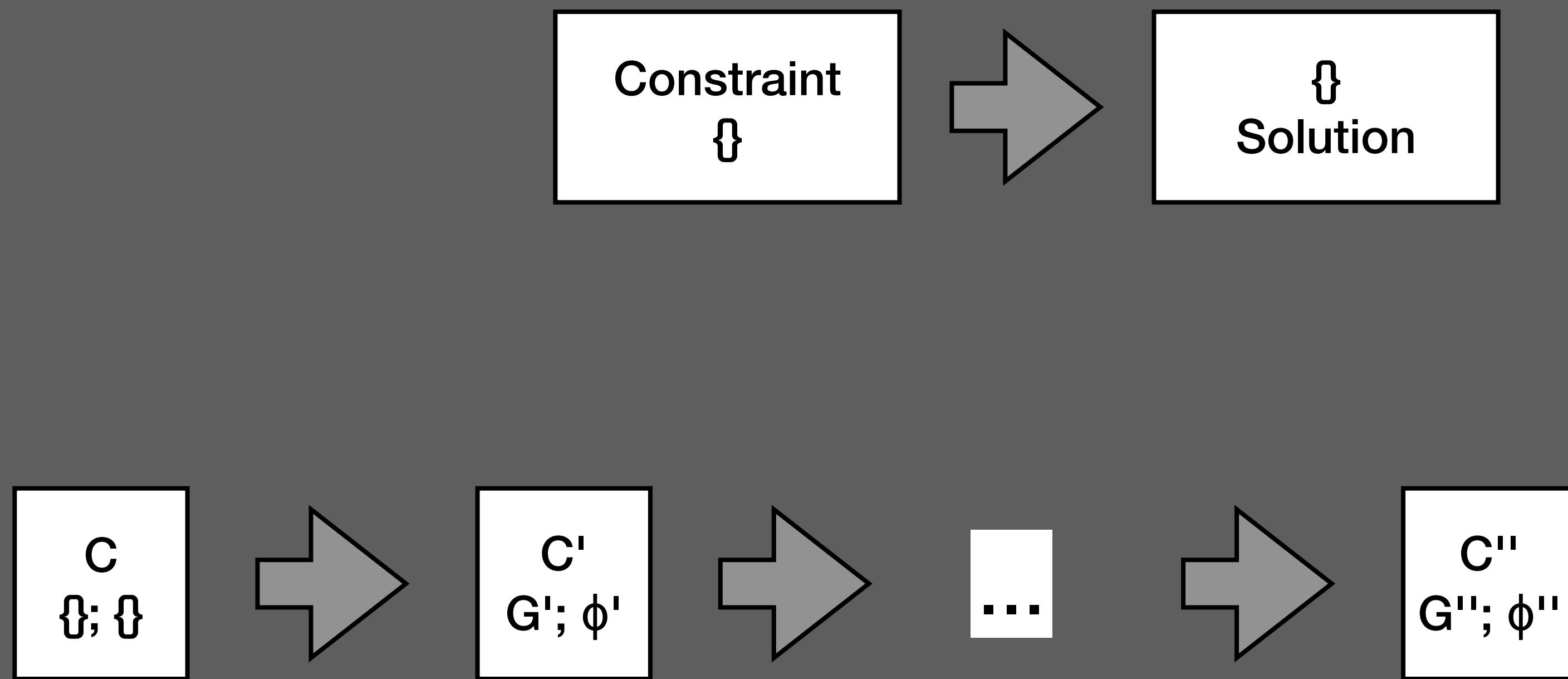


C
{}; {}

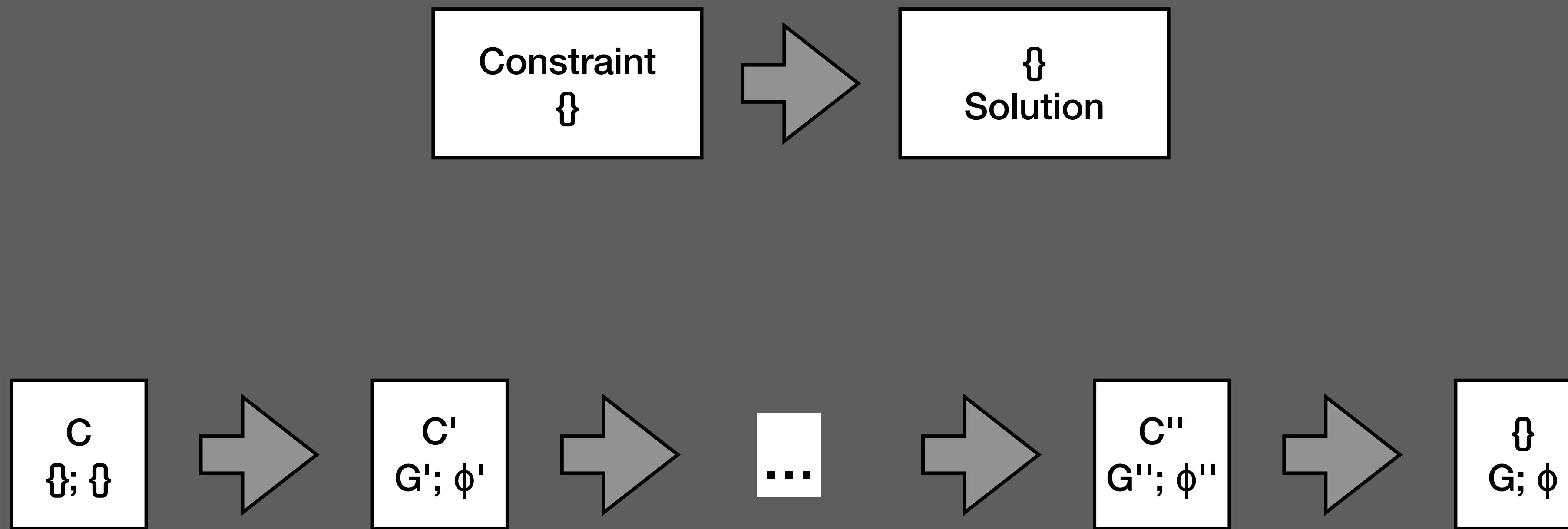
Solving by Rewriting



Solving by Rewriting



Solving by Rewriting



Solving by Rewriting

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

Solving by Rewriting

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

Solving by Rewriting

Non-deterministic
constraint selection

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

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Solving by Rewriting

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

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

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

Solving by Rewriting

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$< r \text{ in } s \mapsto t, \ C; \ G, \ \Phi > \longrightarrow < t = d; \ G, \ \Phi >$ where $\Phi(r) = x, \ \Phi(s) = \#i,$
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Scope graph and
name resolution
algorithm don't have
to know about logical
variables

Solving by Rewriting

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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 constraint set + solution

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 - ▶ Only if all constraints are reduced

Semantics vs Algorithm

What is the difference?

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- Algorithm computes a solution (= model)

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- Principality
 - The solver finds the most general ϕ

Term Equality & Unification

Syntactic Terms

Generic Terms

terms t, u
functions f, g, h

Syntactic Terms

Generic Terms

terms t, u
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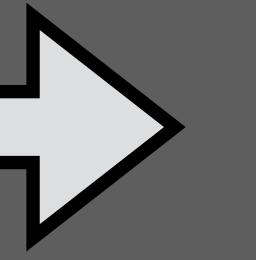
INT()
FUN(INT(), INT())

Syntactic Terms

Generic Terms

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functions f, g, h

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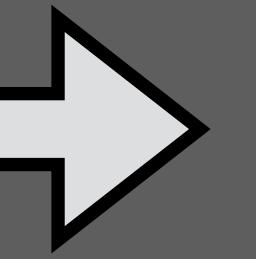
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$f(t_0, \dots, t_n)$

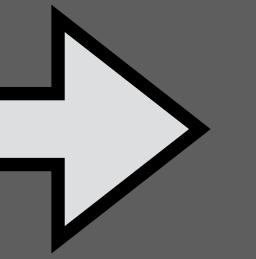
Syntactic Terms

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INT()
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function symbol

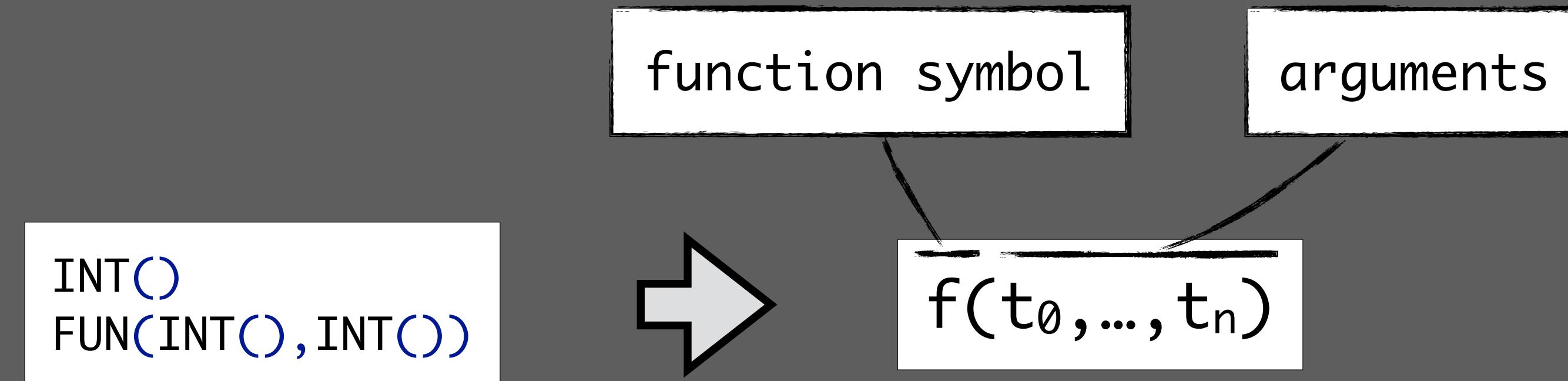


$\underline{f}(t_0, \dots, t_n)$

Syntactic Terms

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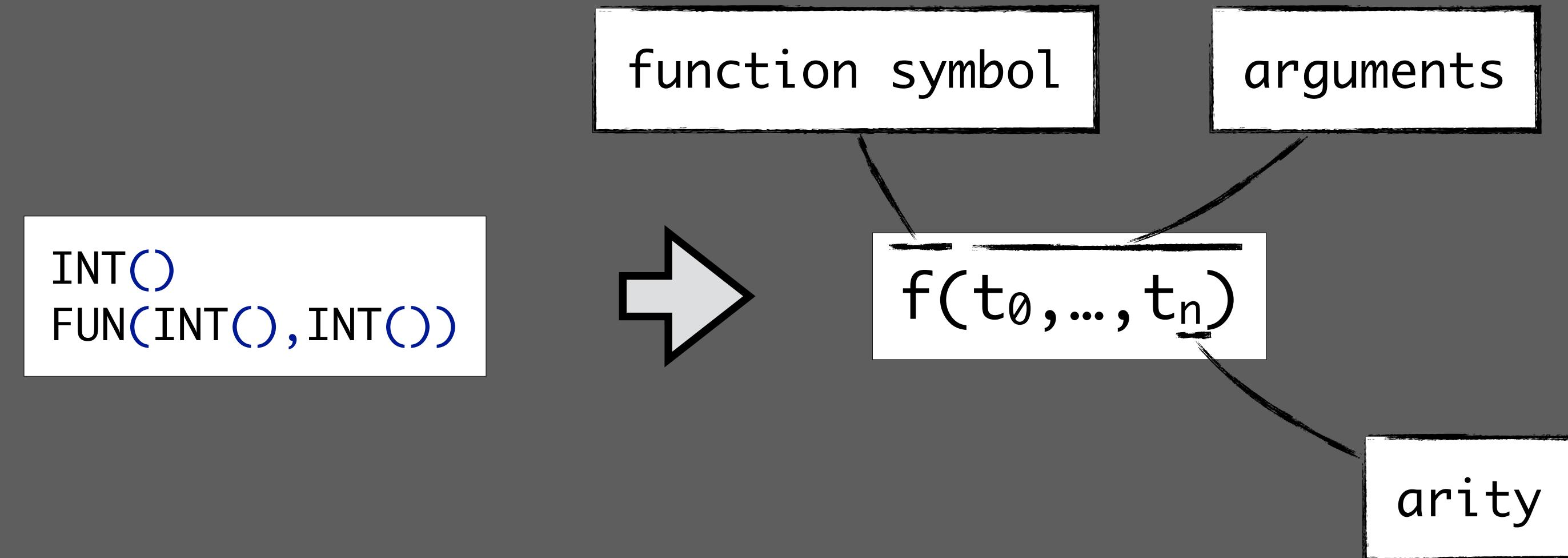
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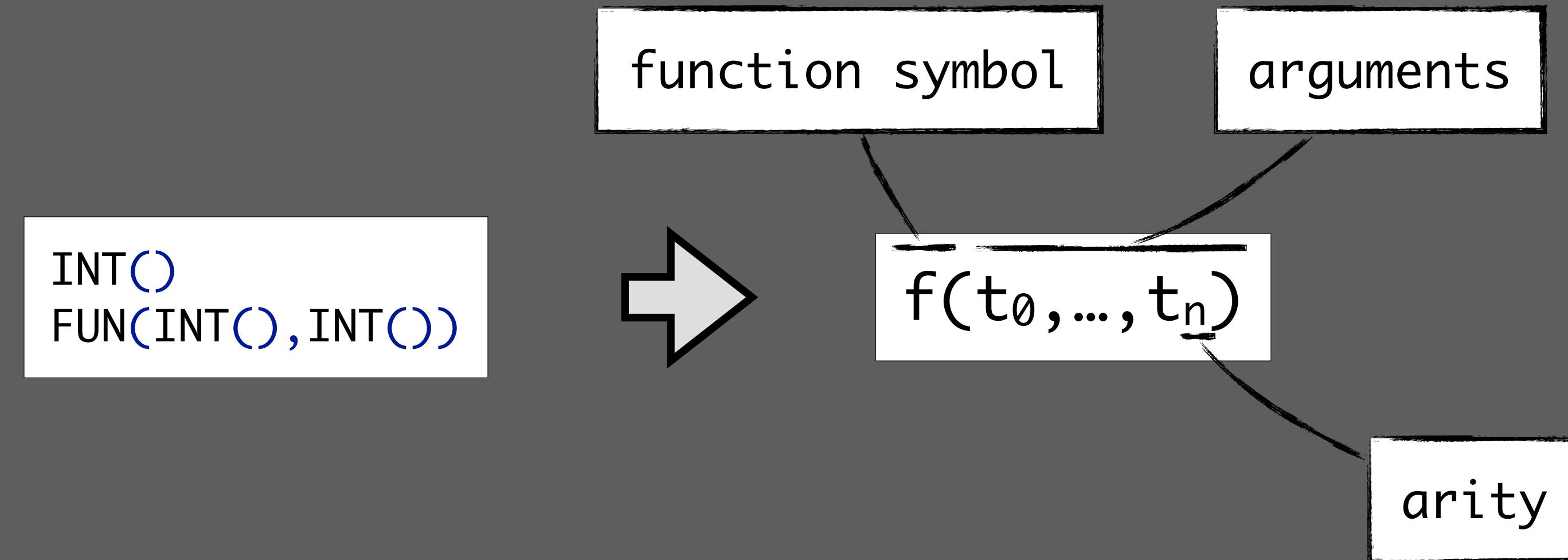
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Syntactic Terms

Generic Terms

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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

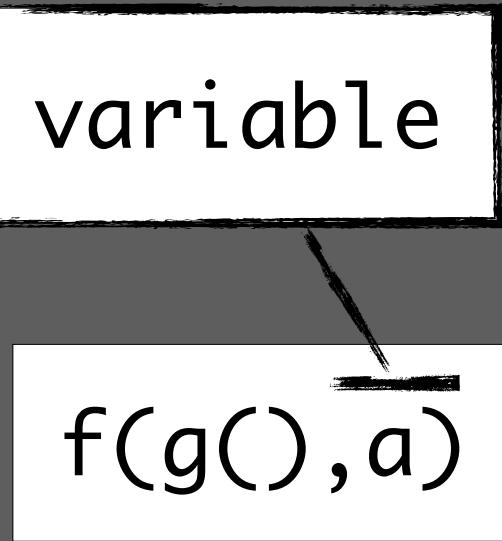
Variables and Substitution

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

f(g(), a)

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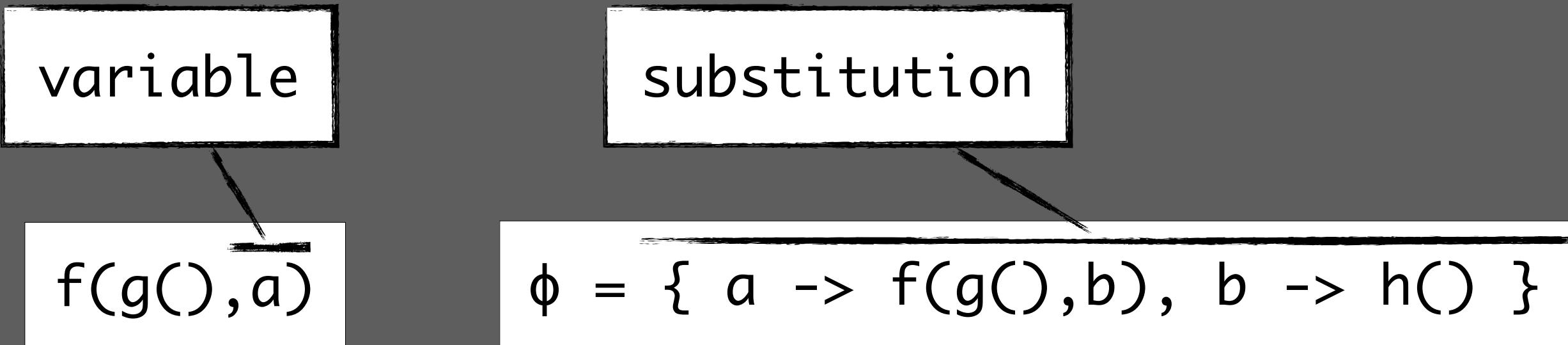
variable

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

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

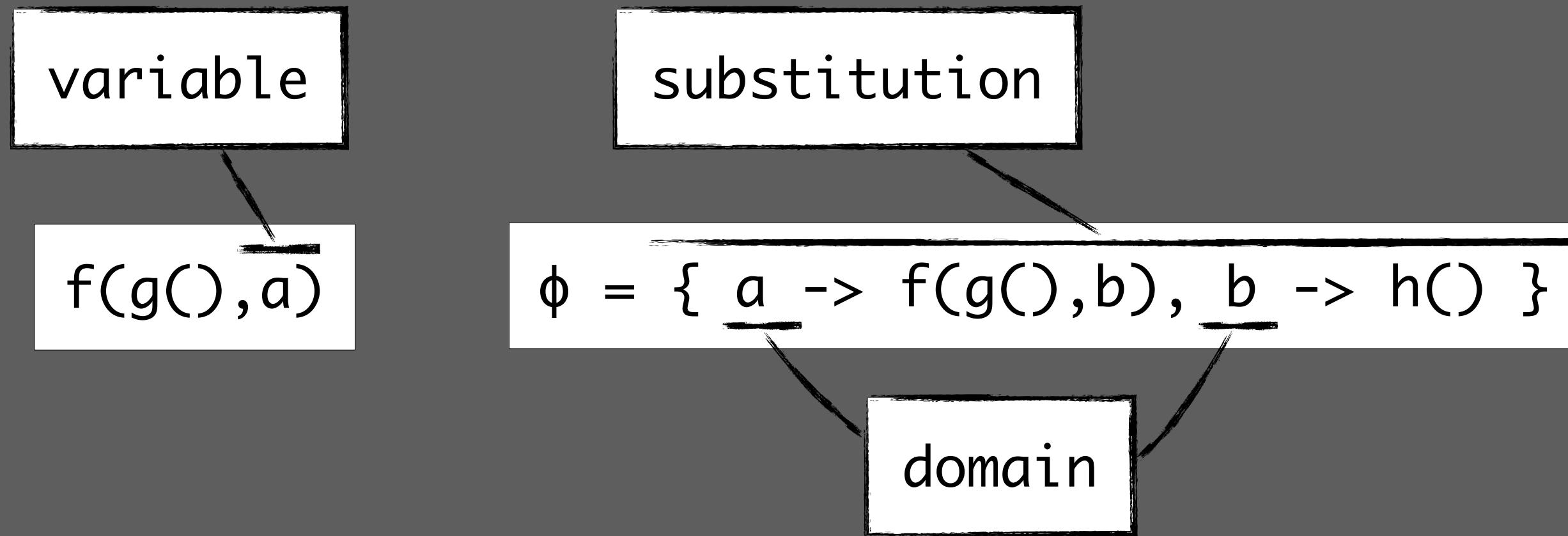
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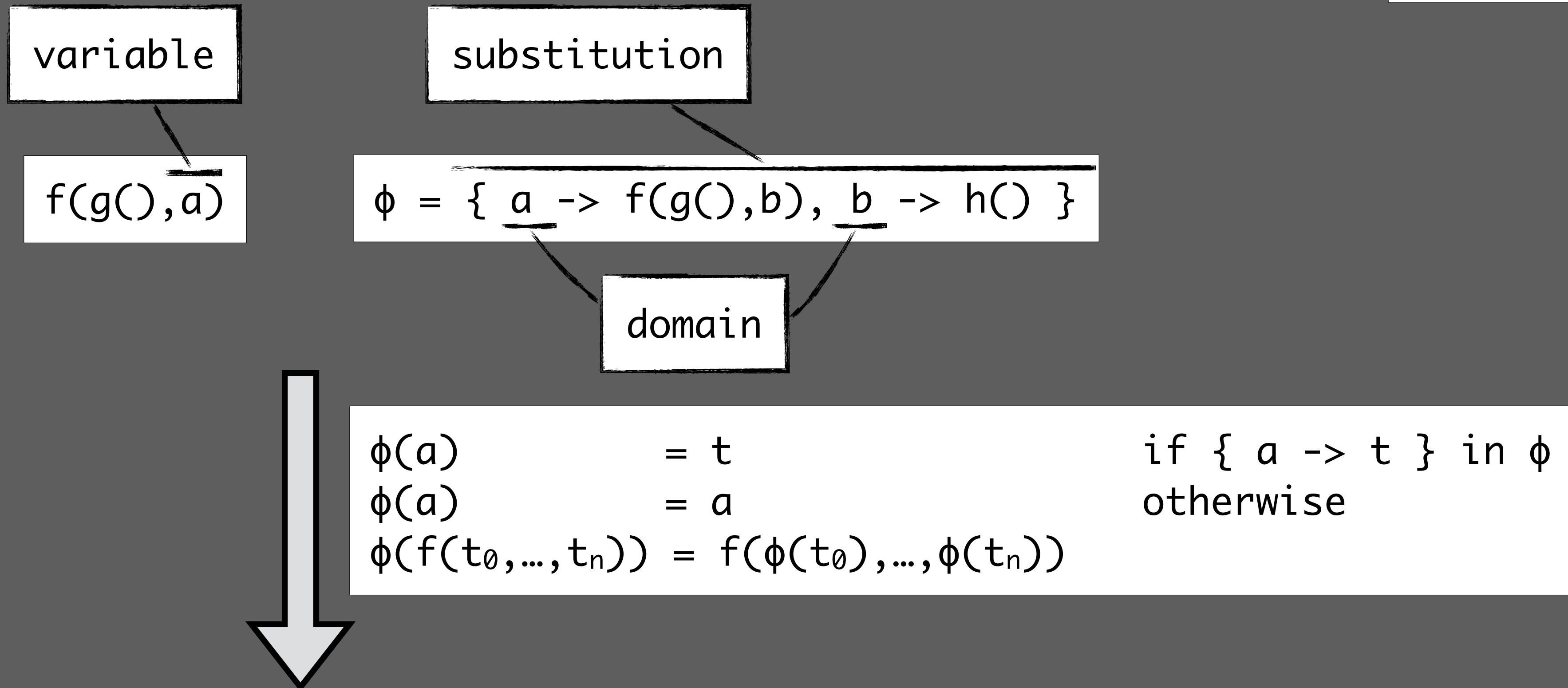
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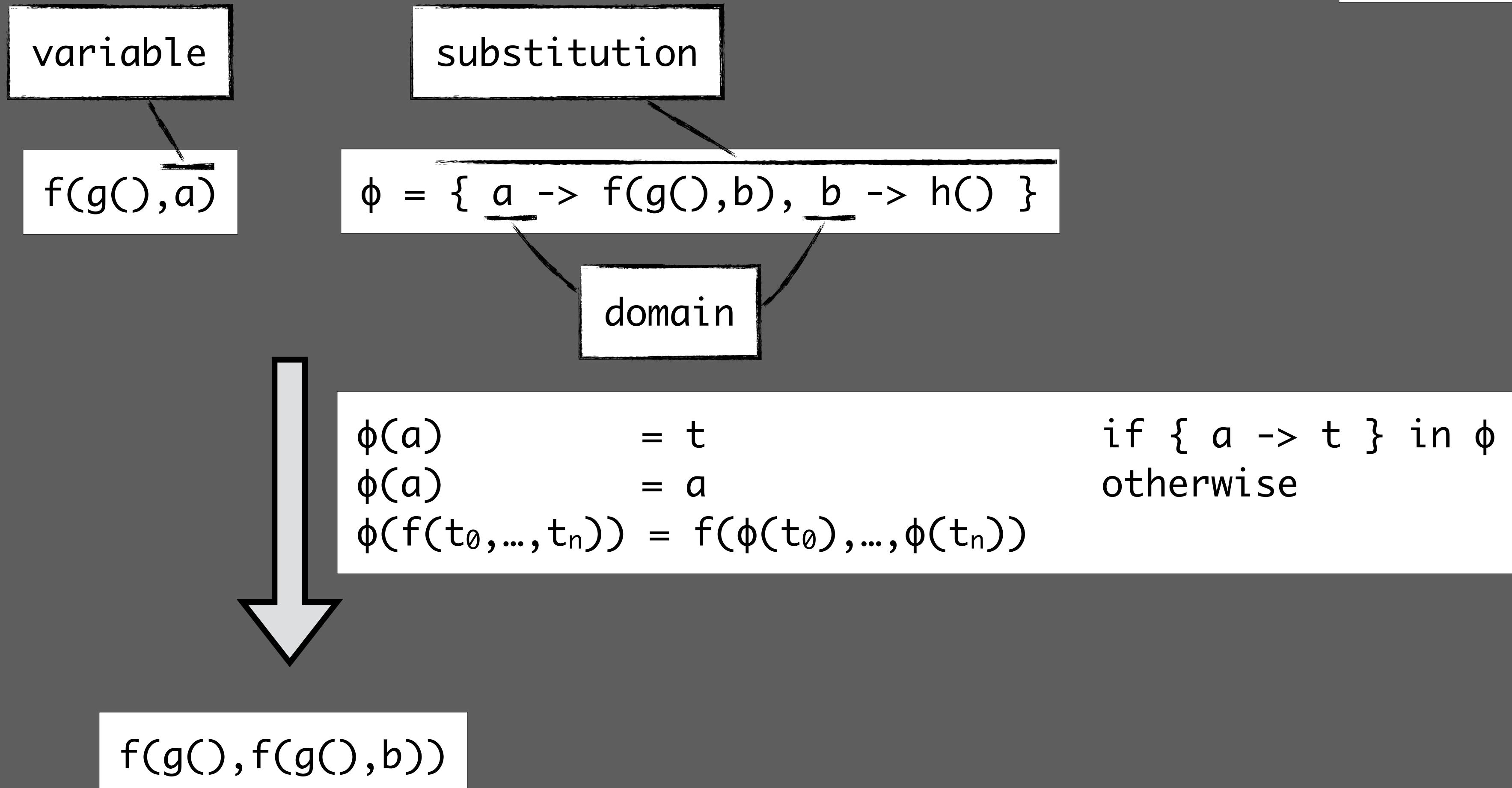
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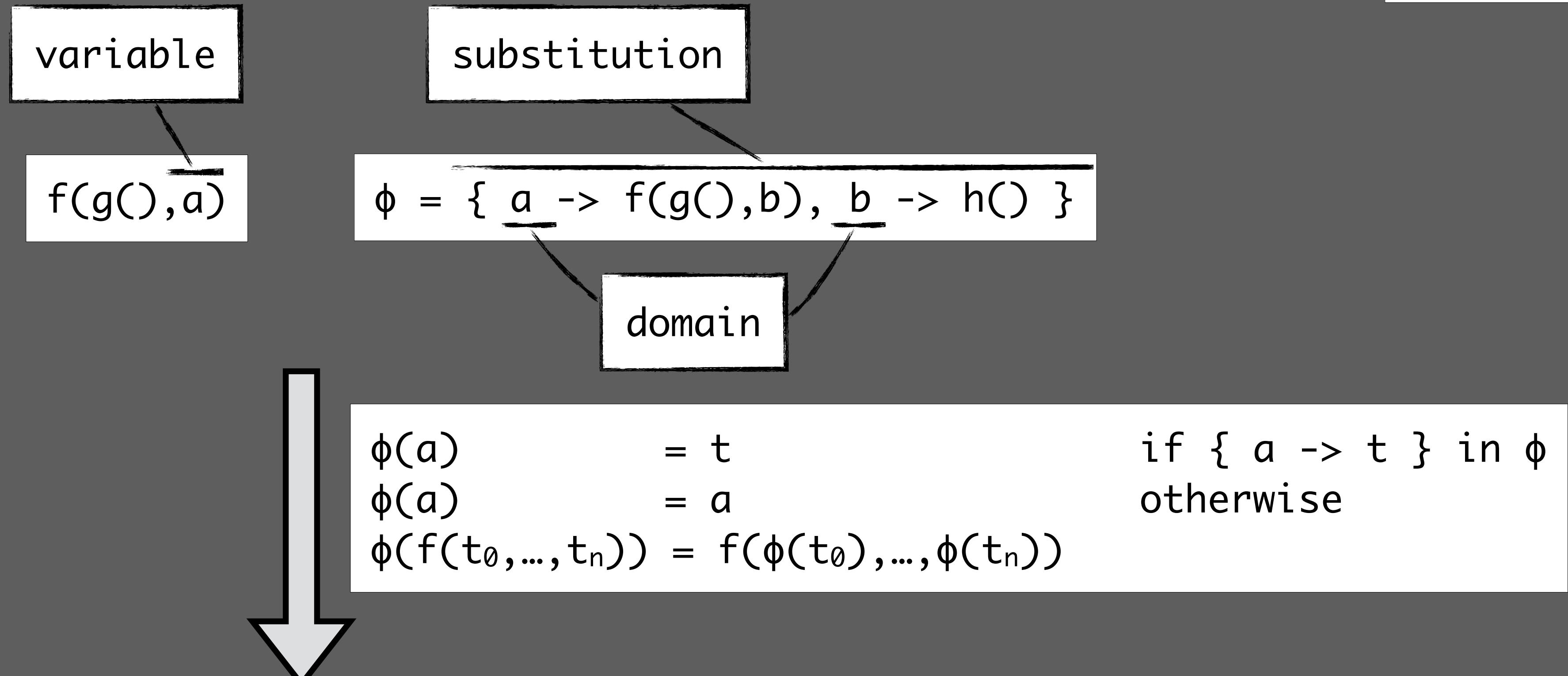
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ground term: a term without variables

Unifiers

terms	t, u
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unifier: a substitution that makes terms equal

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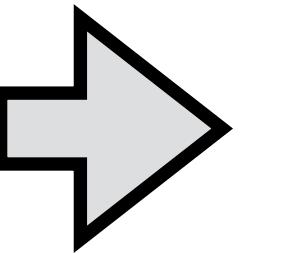
$f(a, g()) == f(h(), b)$

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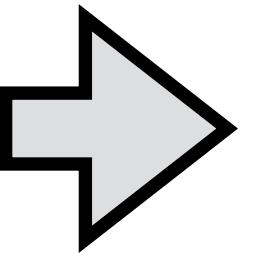


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$a \rightarrow h()$
 $b \rightarrow g()$

Unifiers

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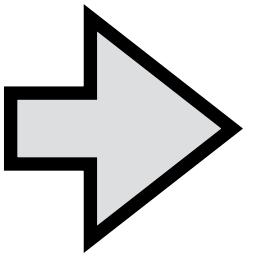
$$g(a, f(b)) == g(f(h()), a)$$

Unifiers

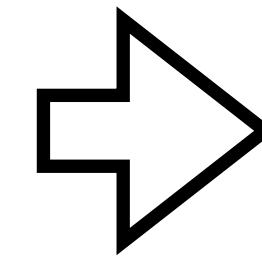
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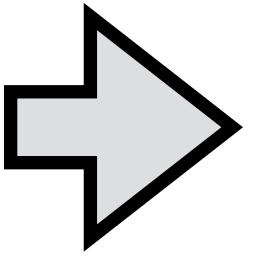


$$\begin{array}{l} a \rightarrow h() \\ b \rightarrow g() \end{array}$$



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

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

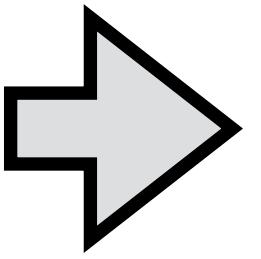


Unifiers

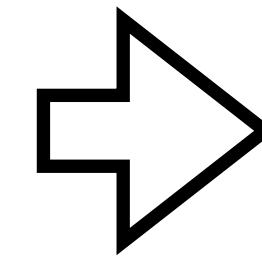
terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

unifier: a substitution that makes terms equal

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

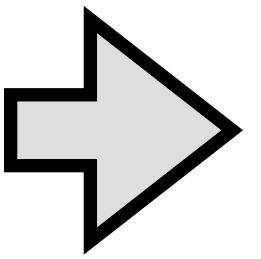


$$\begin{array}{l} a \rightarrow h() \\ b \rightarrow g() \end{array}$$



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

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



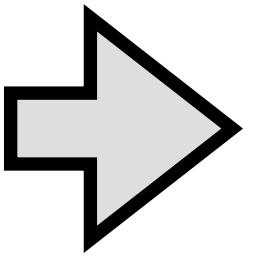
$$\begin{array}{l} a \rightarrow f(h()) \\ b \rightarrow h() \end{array}$$

Unifiers

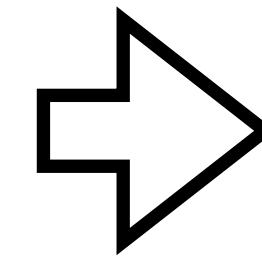
terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

unifier: a substitution that makes terms equal

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

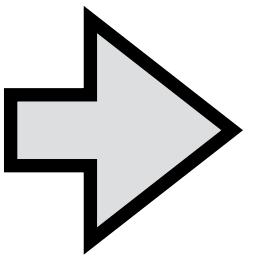


$$\begin{array}{l} a \rightarrow h() \\ b \rightarrow g() \end{array}$$

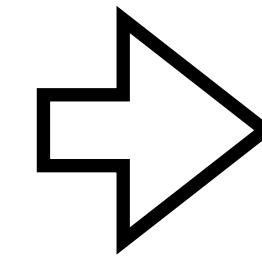


$$f(h(), g()) == f(h(), g())$$

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



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

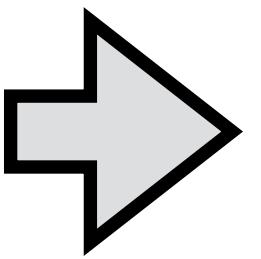


Unifiers

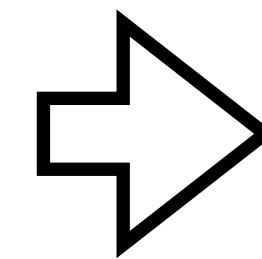
terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

unifier: a substitution that makes terms equal

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

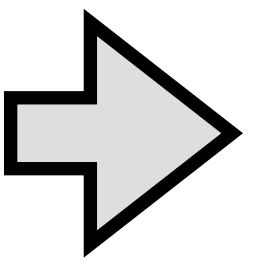


$$\begin{array}{l} a \rightarrow h() \\ b \rightarrow g() \end{array}$$

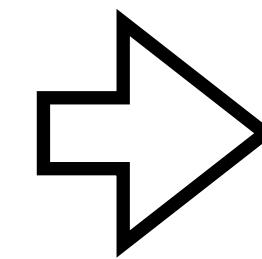


$$f(h(), g()) == f(h(), g())$$

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



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



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

Unifiers

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

unifier: a substitution that makes terms equal

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

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

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

Unifiers

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

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	ϕ

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	ϕ

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	ϕ

unifier: a substitution that makes terms equal

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

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

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

Unifiers

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

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	ϕ

unifier: a substitution that makes terms equal

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

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

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

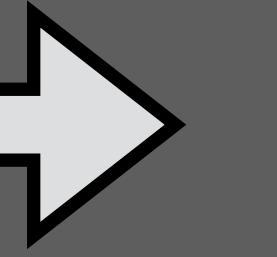
$$f(b, b) == b \rightarrow b \rightarrow f(b, b)$$

not idempotent

Most General Unifiers

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

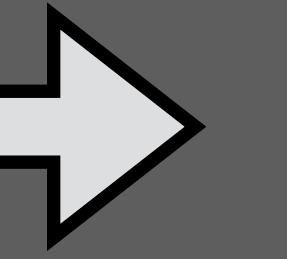
$$f(a, b) == f(b, c)$$



Most General Unifiers

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

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

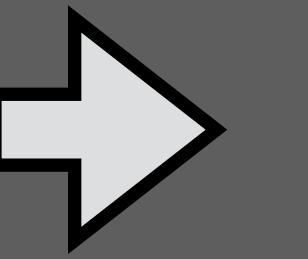


$a \rightarrow b$
 $c \rightarrow b$

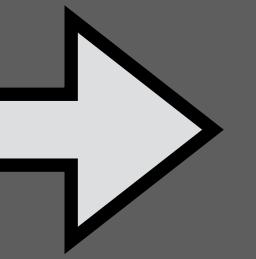
Most General Unifiers

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

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



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

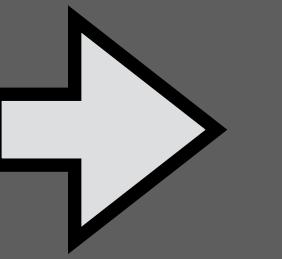


$f(b,b) == f(b,b)$

Most General Unifiers

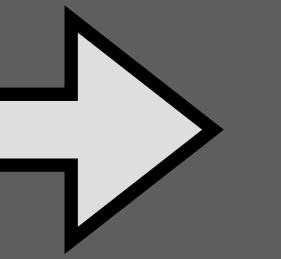
terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

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



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

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

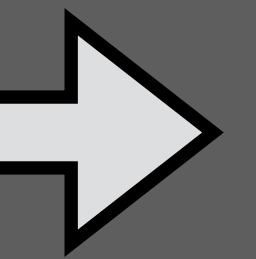


$f(b,b) == f(b,b)$

Most General Unifiers

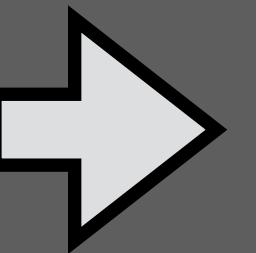
terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

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

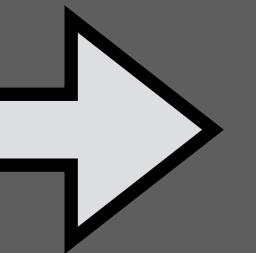


$f(g(), g()) == f(g(), g())$

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



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

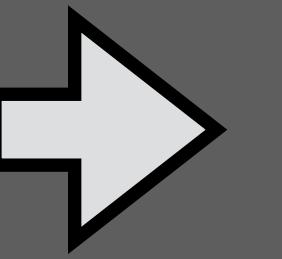


$f(b, b) == f(b, b)$

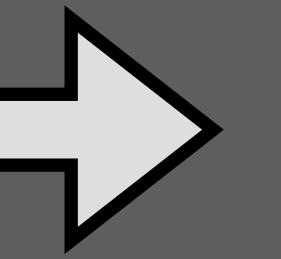
Most General Unifiers

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

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



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



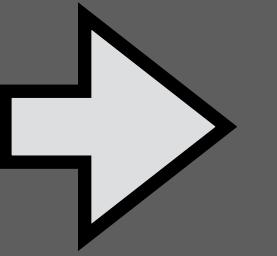
$f(b, b) == f(b, b)$

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

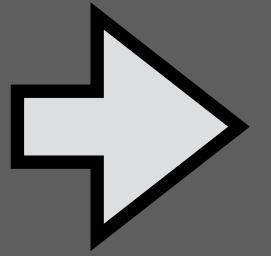
Most General Unifiers

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

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

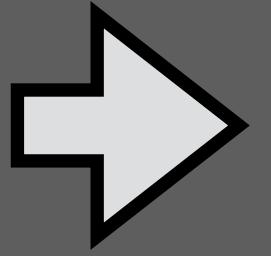


$a \rightarrow b$
 $c \rightarrow b$



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

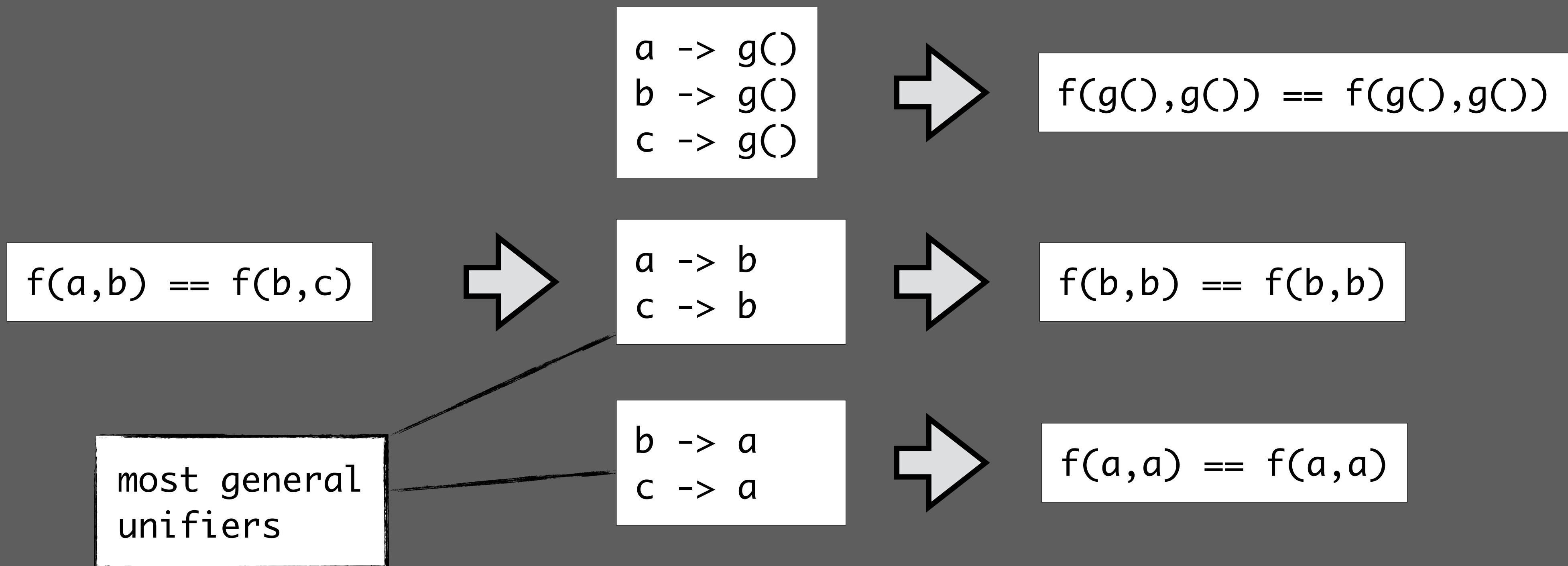
$b \rightarrow a$
 $c \rightarrow a$



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

Most General Unifiers

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



Most General Unifiers

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

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	ϕ

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	ϕ

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	ϕ

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	ϕ

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
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(implicit) identity case

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

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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
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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(t1, ..., tn) and u == g(u1, ..., 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:
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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 }
```

$t == a$
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:
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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	ϕ

Unification

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        else:
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    else if t is not a variable:
        unify(u, t)
    else if t occurs in u:
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```

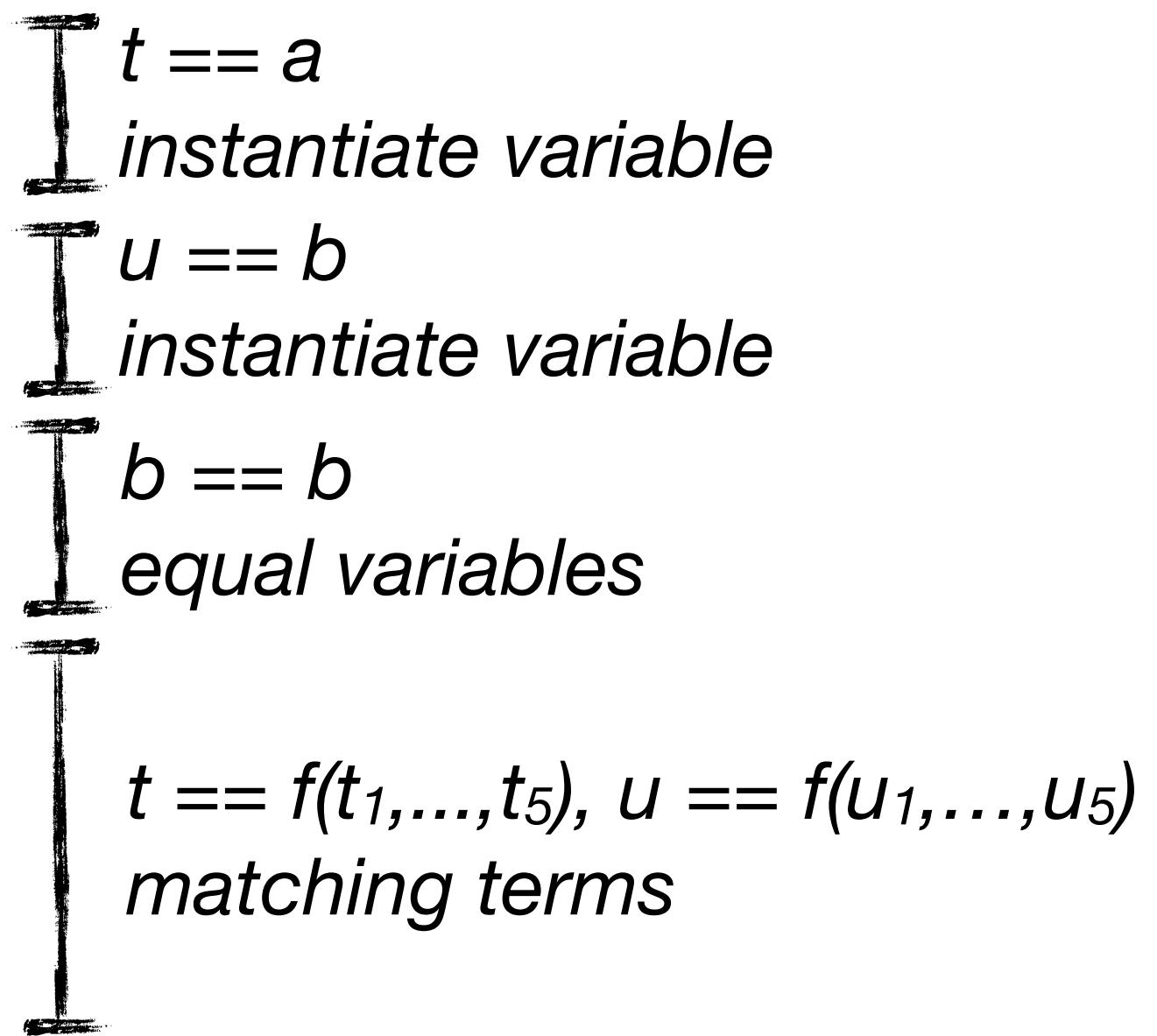
terms	t, u
functions	f, g, h
variables	a, b, c
substitution	φ

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

instantiate variable
instantiate variable
equal variables

Unification

```
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def unify(t, u):
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    if u is a variable:
        u := φ(u)
    if t is a variable and t == u:
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    else if t == f(t1, ..., tn) and u == g(u1, ..., um):
        if f == g and n == m:
            for i := 1 to n:
                unify(ti, ui)
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        unify(u, t)
    else if t occurs in u:
        fail "recursive term"
    else:
        φ += { t -> u }
```

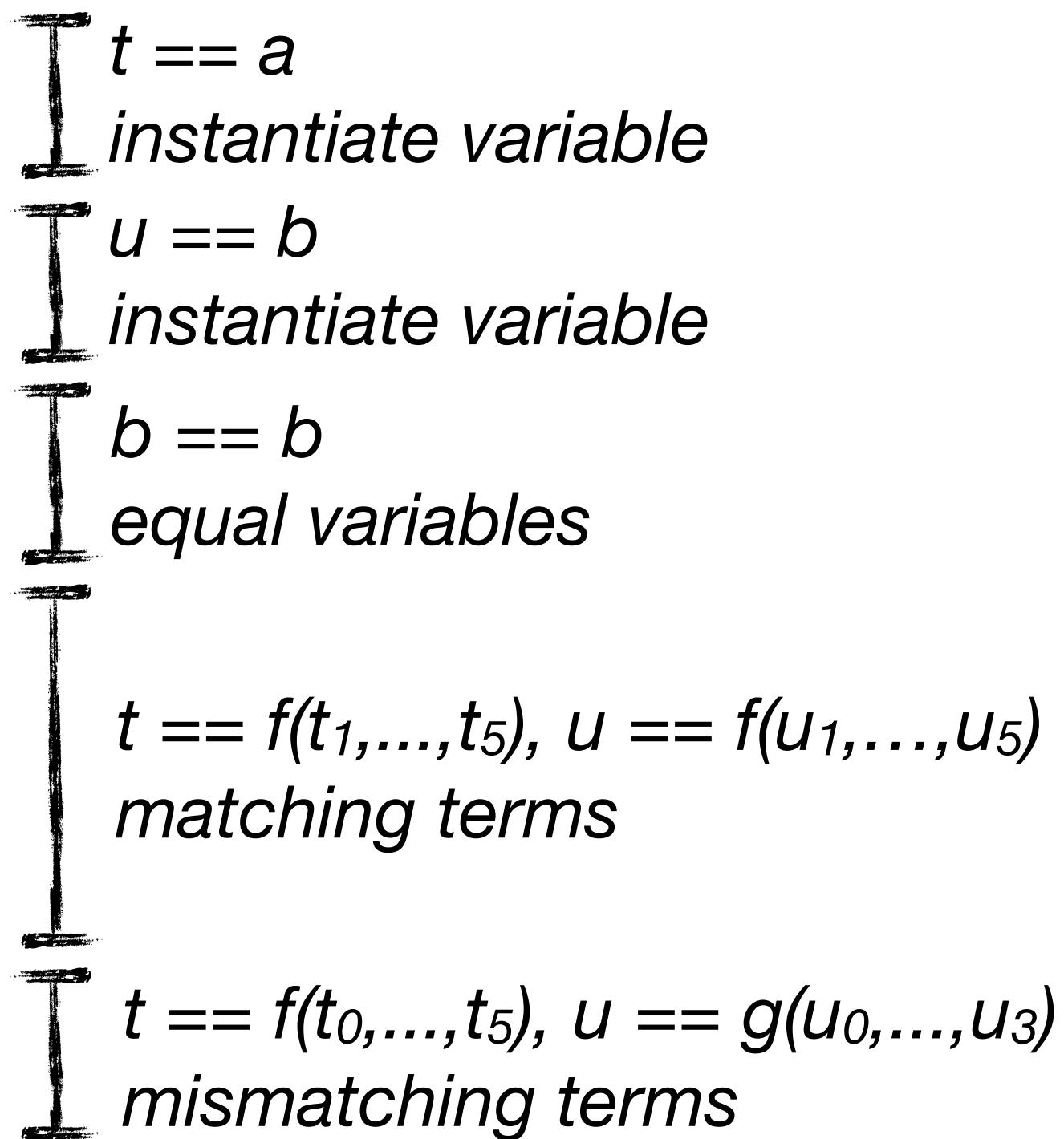


terms	t, u
functions	f, g, h
variables	a, b, c
substitution	φ

Unification

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    else if t occurs in u:
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```

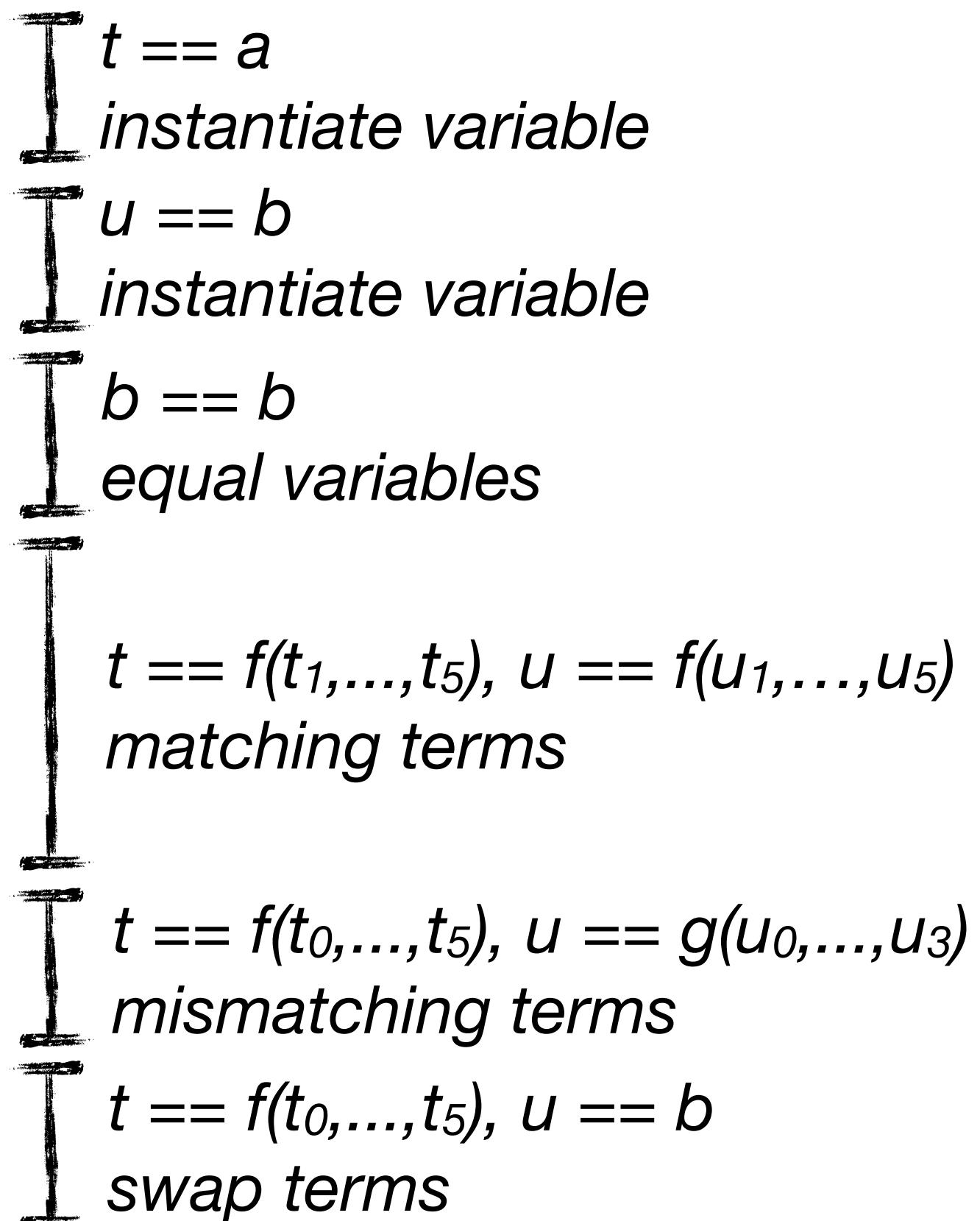
terms	t, u
functions	f, g, h
variables	a, b, c
substitution	φ



Unification

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        unify(u, t)
    else if t occurs in u:
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        φ += { t -> u }
```

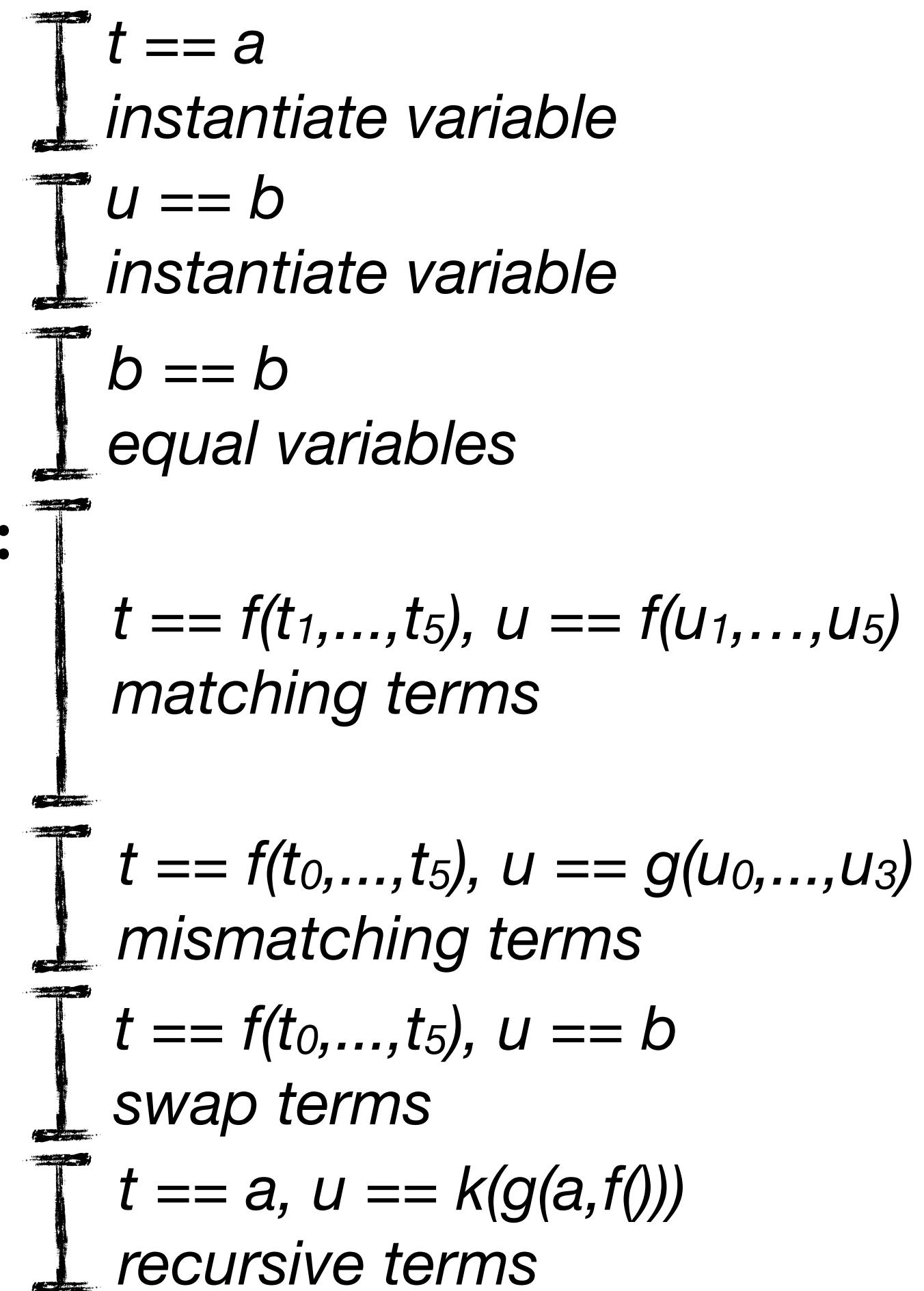
terms	t, u
functions	f, g, h
variables	a, b, c
substitution	φ



Unification

```
global φ
def unify(t, u):
    if t is a variable:
        t := φ(t)
    if u is a variable:
        u := φ(u)
    if t is a variable and t == u:
        pass
    else if t == f(t1, ..., tn) and u == g(u1, ..., 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)
    if u is a variable:
        u := φ(u)
    if t is a variable and t == u:
        pass
    else if t == f(t1,...,tn) and u == g(u1,...,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 }

```

- $t == a$
 - $u == b$
 - $b == b$
 - $t == f(t_1, \dots, t_5), u == f(u_1, \dots, u_5)$
 - $t == f(t_0, \dots, t_5), u == g(u_0, \dots, u_3)$
 - $t == f(t_0, \dots, t_5), u == b$
 - $t == a, u == k(g(a, f()))$
 - $t == a, u == k(u_0, \dots, u_5)$
- instantiate variable*
instantiate variable
equal variables
matching terms
mismatching terms
swap terms
recursive terms
extend unifier

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

Properties of Unification

Properties of Unification

Soundness

Soundness

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

Properties of Unification

Soundness

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

Completeness

Properties of Unification

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

Completeness

- If a unifier exists, the algorithm will return it

Properties of Unification

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Principality

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Principality

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

Soundness

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Termination

Properties of Unification

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

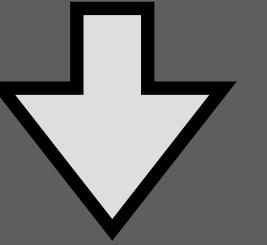
Termination

- The algorithm always returns a unifier or fails

Efficient Unification with Union-Find

Complexity of Unification

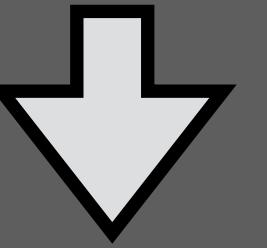
terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

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


Complexity of Unification

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

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



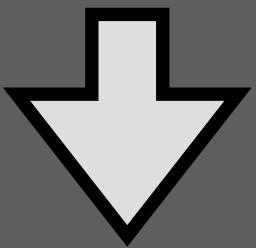
$a_1 \rightarrow f(a_0, a_0)$
 $a_2 \rightarrow f(f(a_0, a_0), f(a_0, a_0))$
 $a_i \rightarrow \dots 2^{i+1}-1 \text{ subterms} \dots$
 $b_1 \rightarrow f(a_0, a_0)$
 $b_2 \rightarrow f(f(a_0, a_0), f(a_0, a_0))$
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Complexity of Unification

Space complexity

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

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



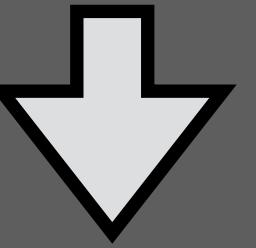
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Complexity of Unification

Space complexity

- Exponential

terms	t, u
functions	f, g, h
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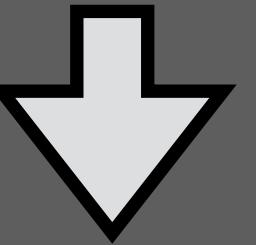
Complexity of Unification

Space complexity

- Exponential
- Representation of unifier

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

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



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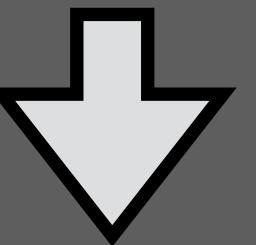
Complexity of Unification

Space complexity

- Exponential
- Representation of unifier

terms	t, u
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fully applied

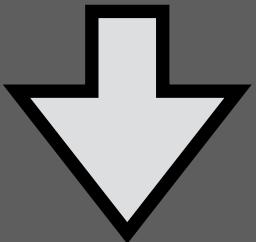
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functions	f, g, h
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fully applied

triangular

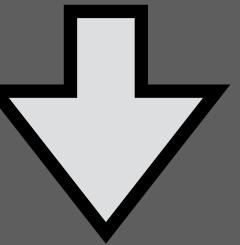
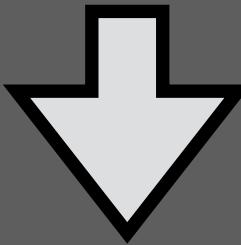
Complexity of Unification

Space complexity

- Exponential
- Representation of unifier

terms	t, u
functions	f, g, h
variables	a, b, c
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fully applied

triangular

Complexity of Unification

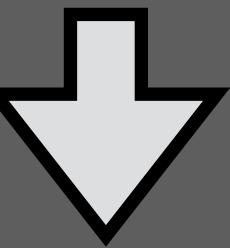
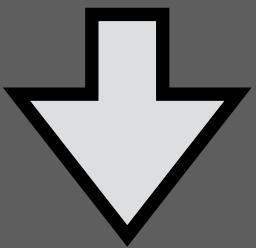
Space complexity

- Exponential
- Representation of unifier

Time complexity

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

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fully applied

triangular

Complexity of Unification

Space complexity

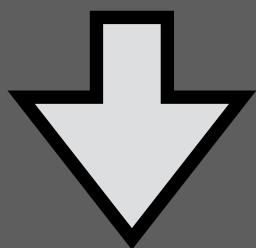
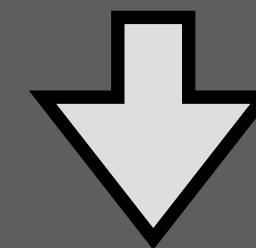
- Exponential
- Representation of unifier

Time complexity

- Exponential

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

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fully applied

triangular

Complexity of Unification

Space complexity

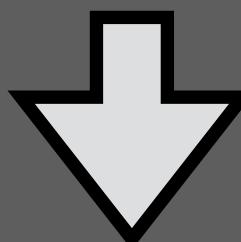
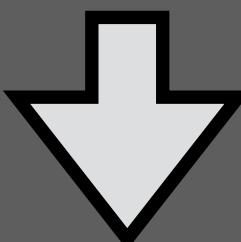
- Exponential
- Representation of unifier

Time complexity

- Exponential
- Recursive calls on terms

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

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



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fully applied

triangular

Complexity of Unification

Space complexity

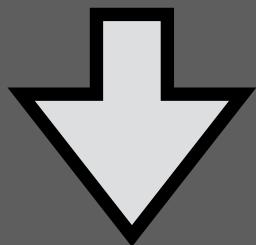
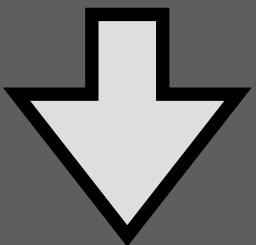
- Exponential
- Representation of unifier

Time complexity

- Exponential
- Recursive calls on terms

Solution

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

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

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fully applied

triangular

Complexity of Unification

Space complexity

- Exponential
- Representation of unifier

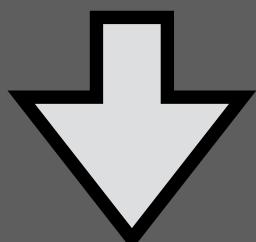
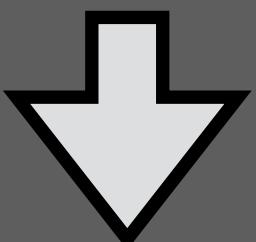
Time complexity

- Exponential
- Recursive calls on terms

Solution

- Union-Find algorithm

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

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

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fully applied

triangular

Complexity of Unification

Space complexity

- Exponential
- Representation of unifier

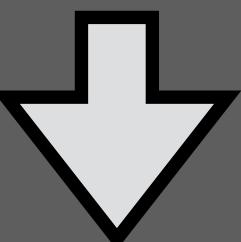
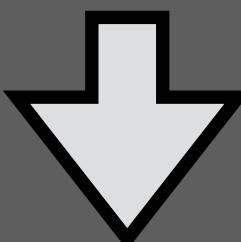
Time complexity

- Exponential
- Recursive calls on terms

Solution

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

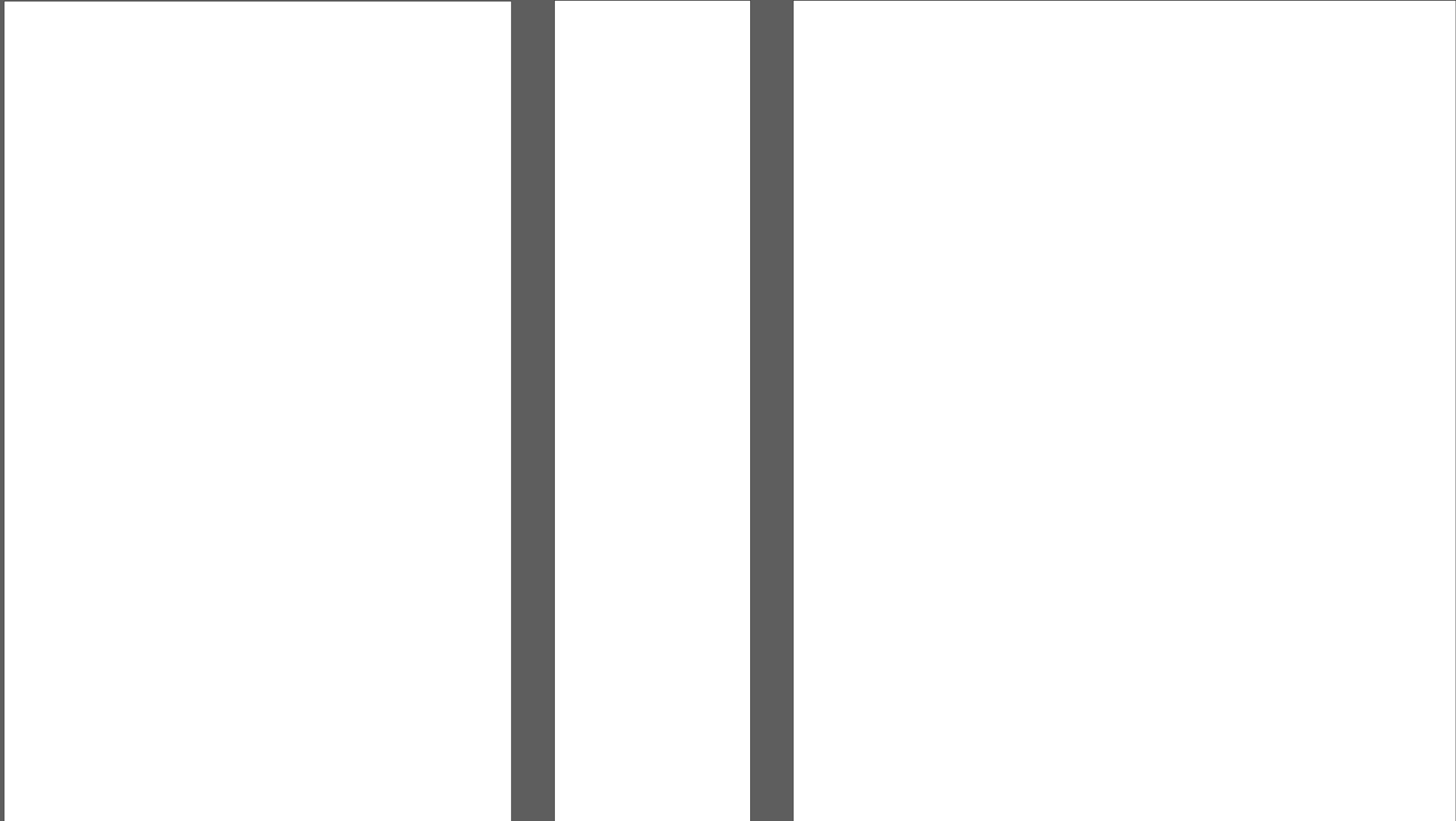
terms	t, u
functions	f, g, h
variables	a, b, c
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fully applied

triangular

Set Representatives

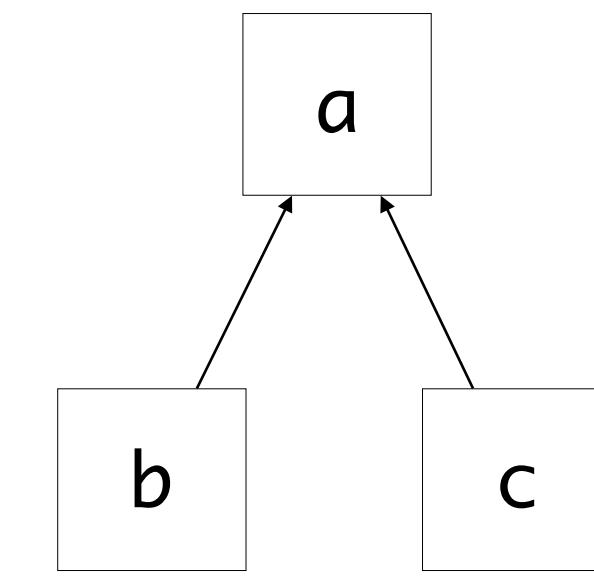


Set Representatives

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

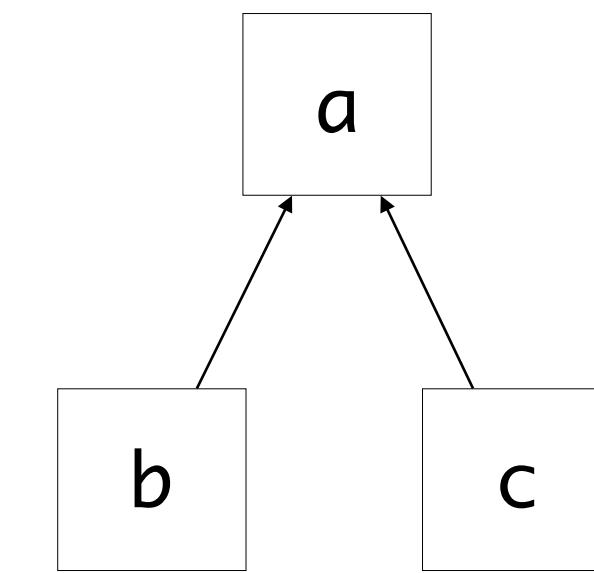
Set Representatives

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



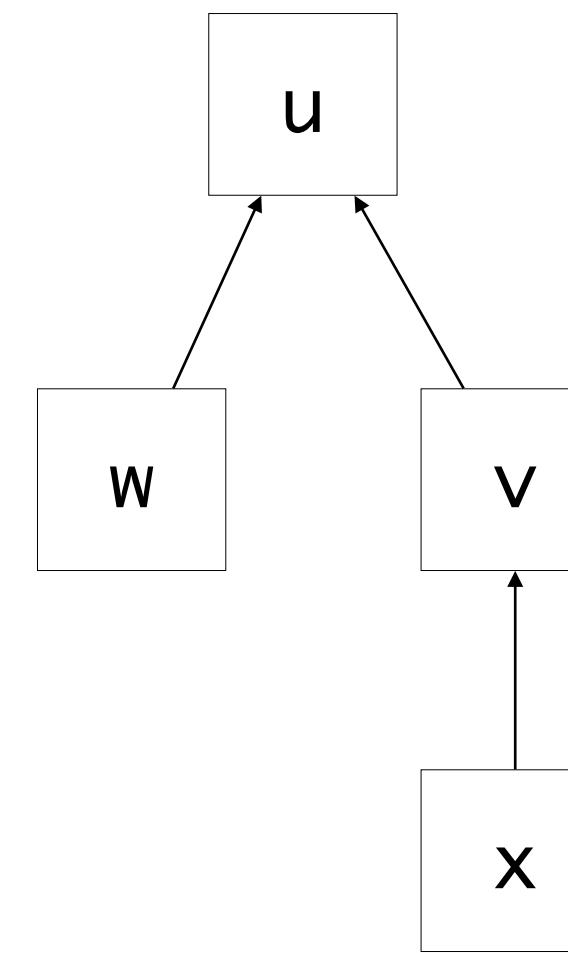
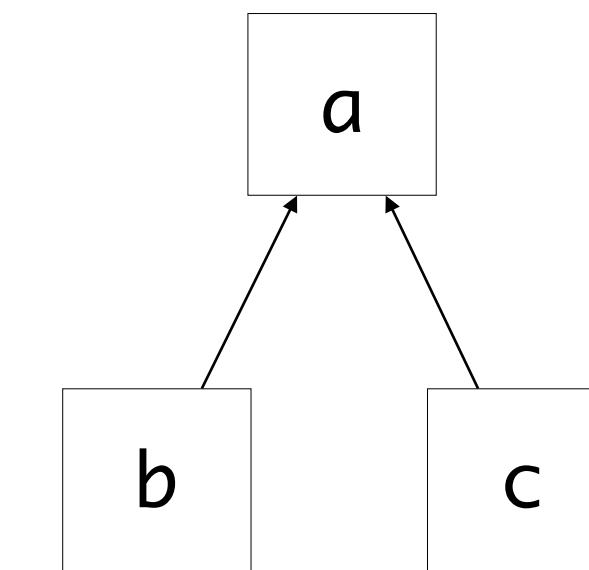
Set Representatives

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



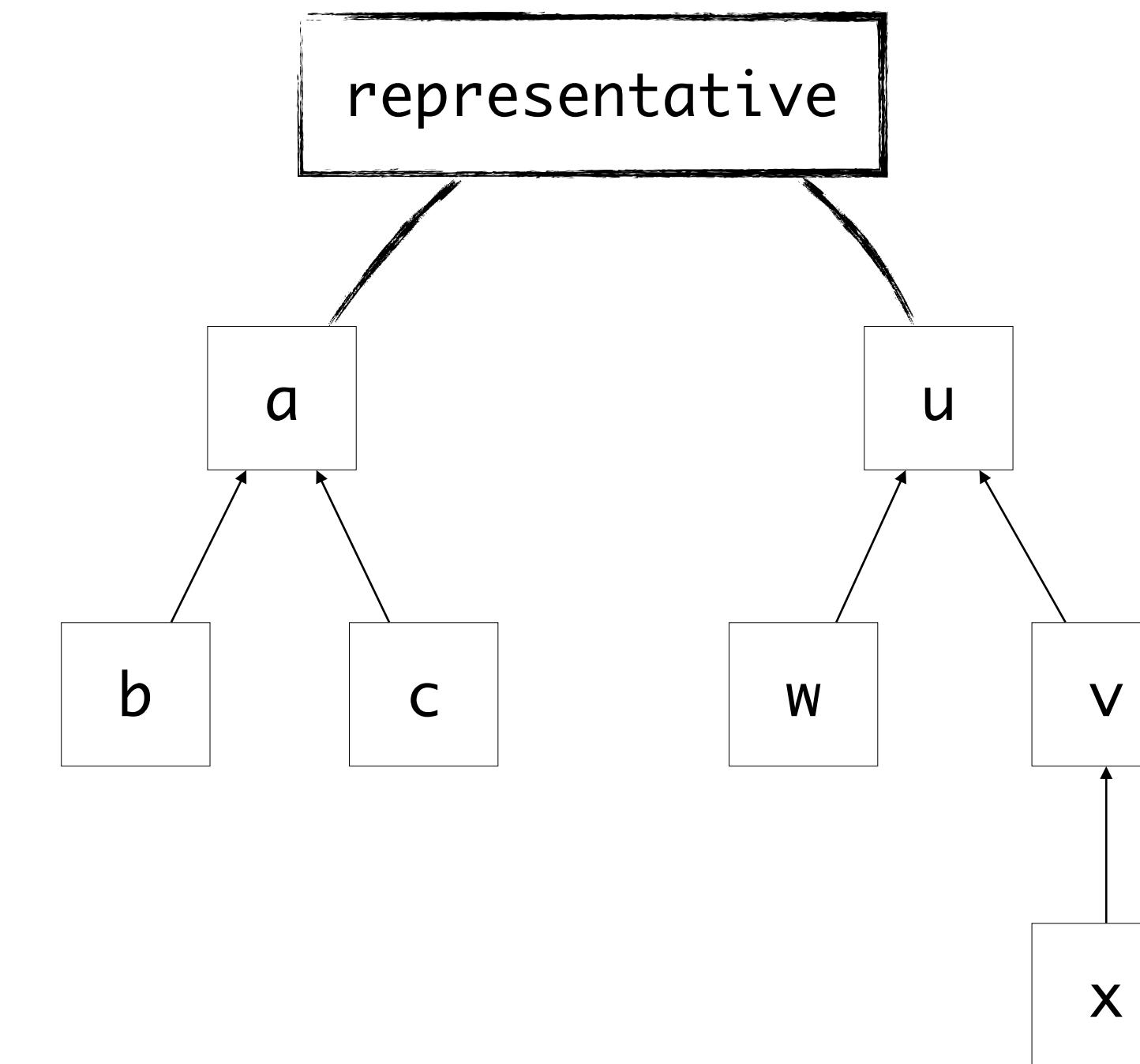
Set Representatives

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



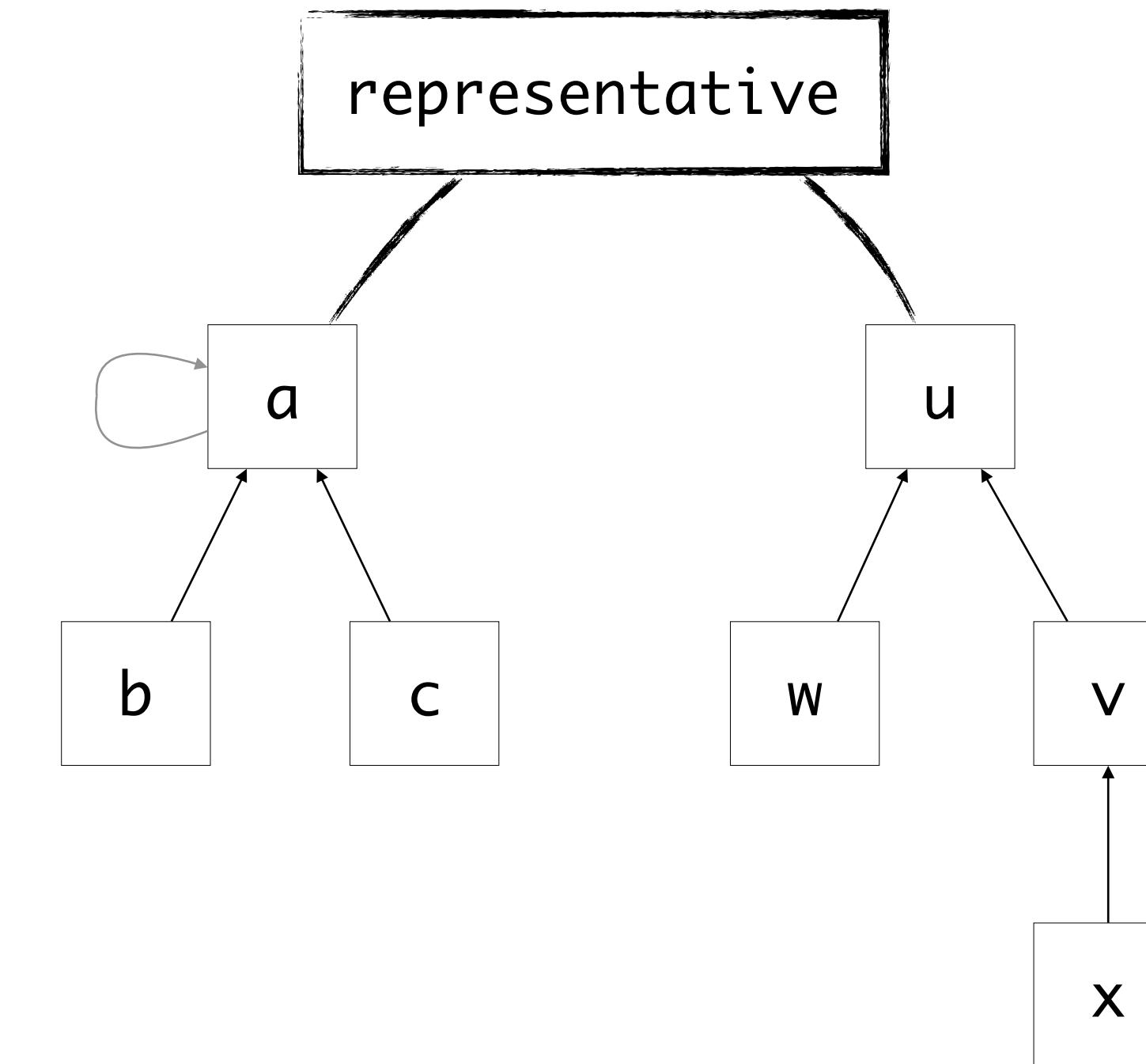
Set Representatives

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



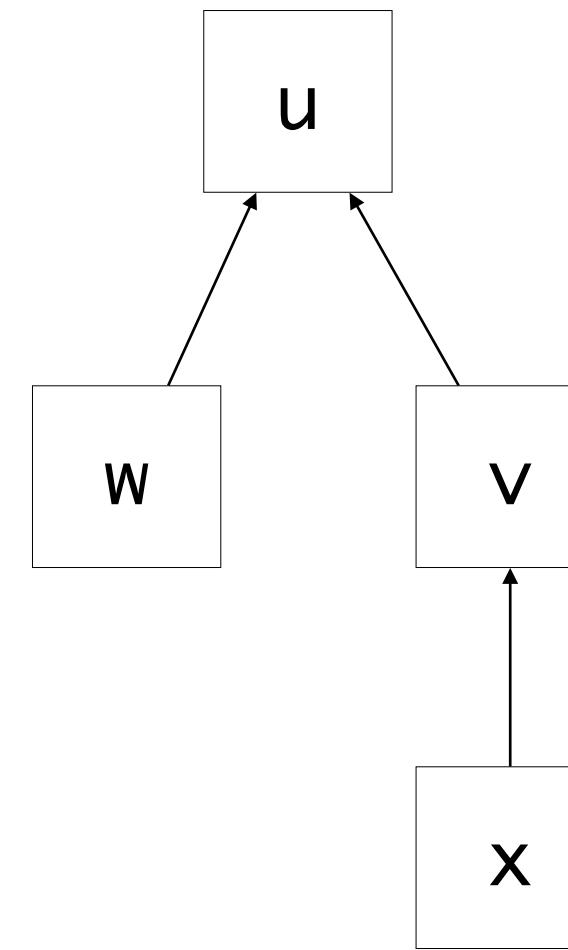
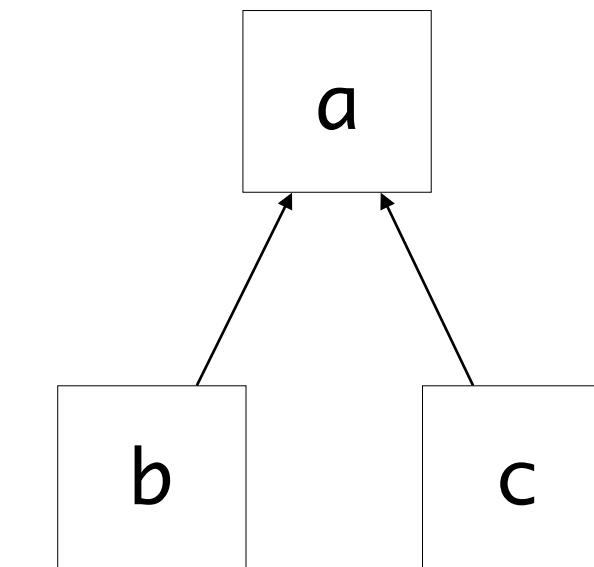
Set Representatives

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



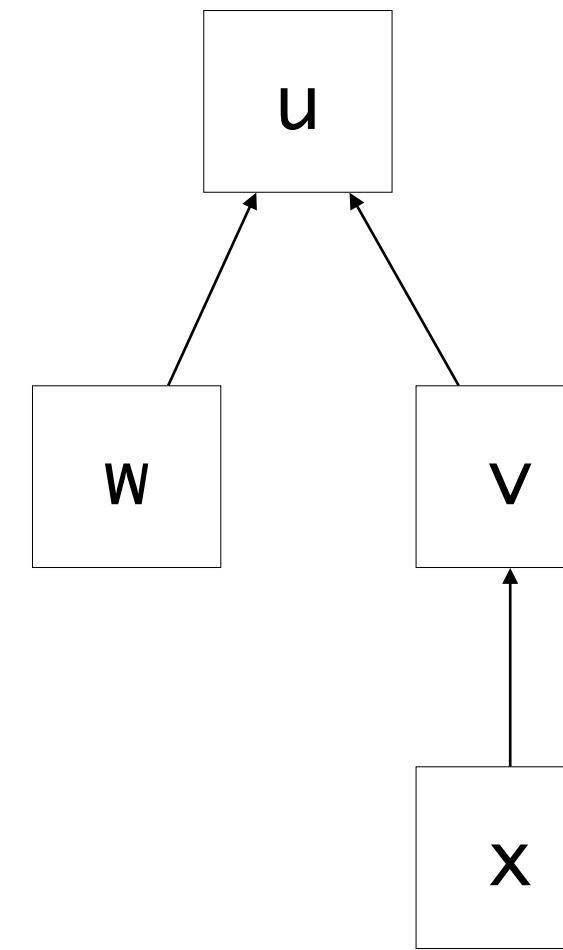
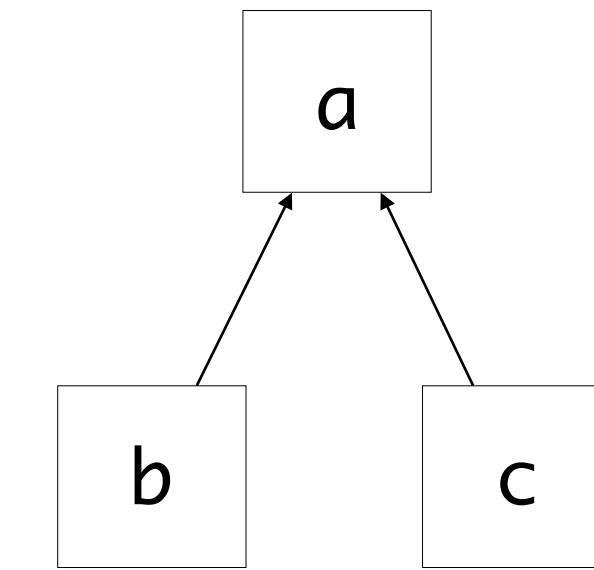
Set Representatives

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



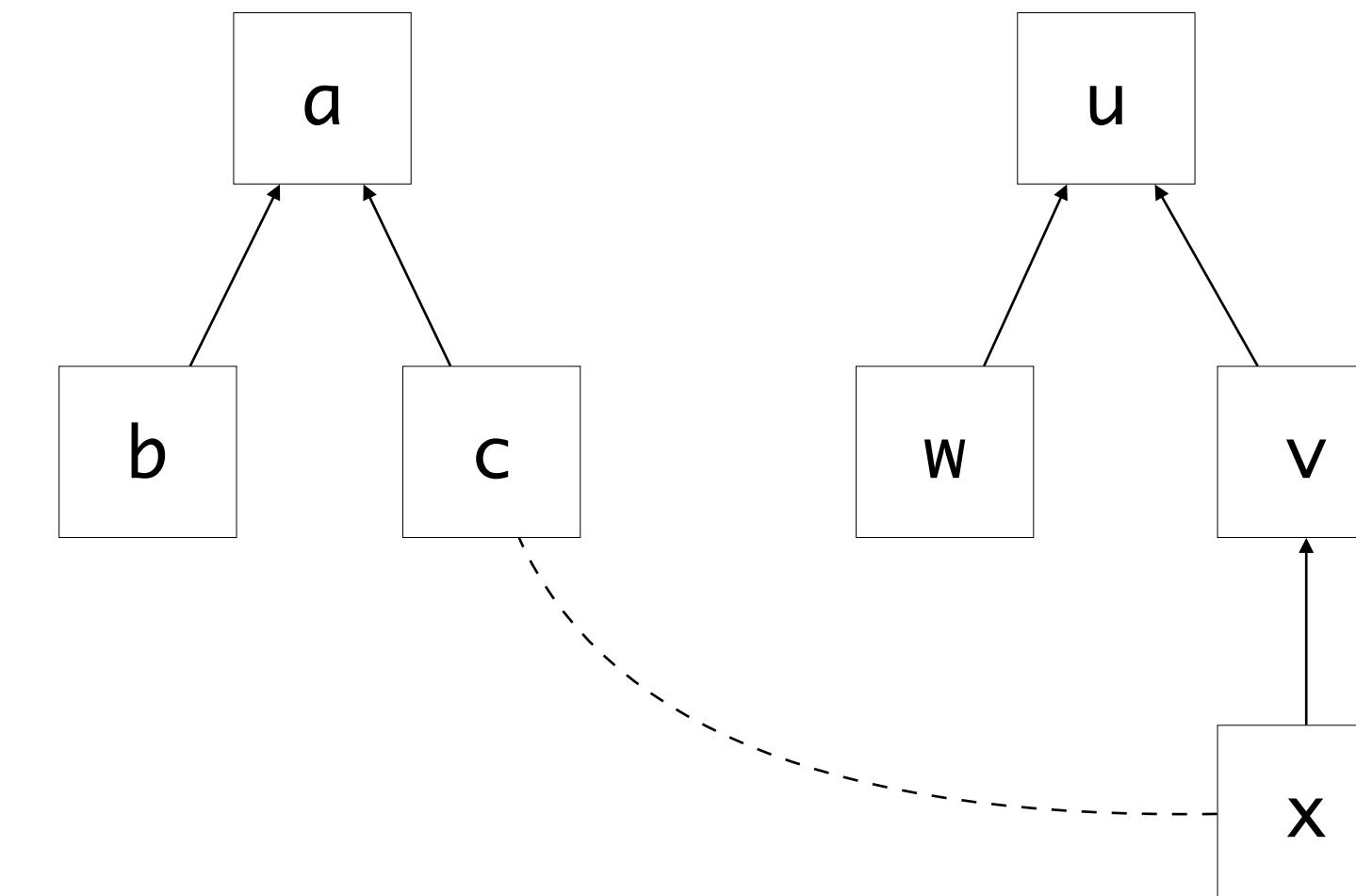
Set Representatives

```
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
```



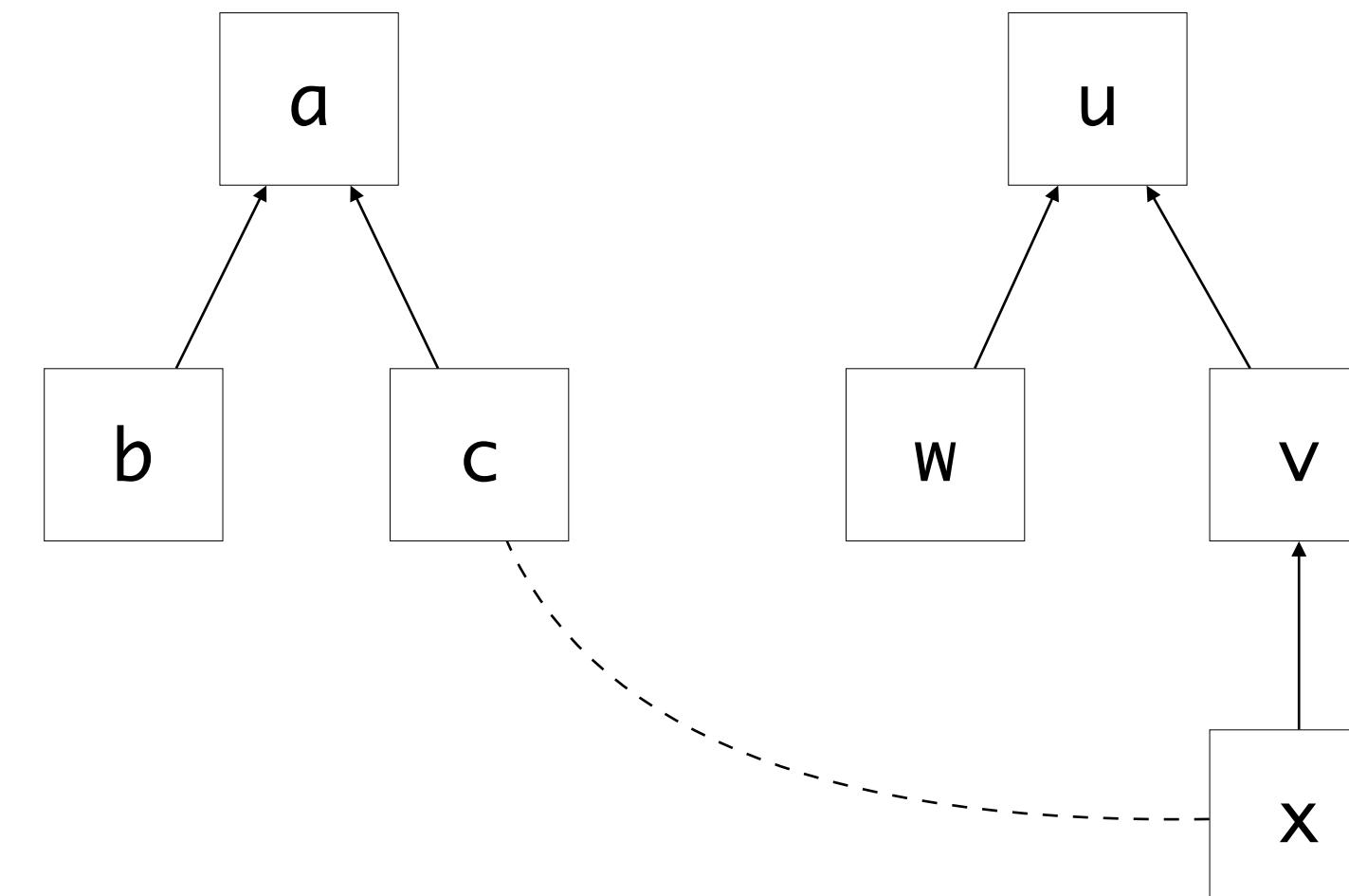
Set Representatives

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

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



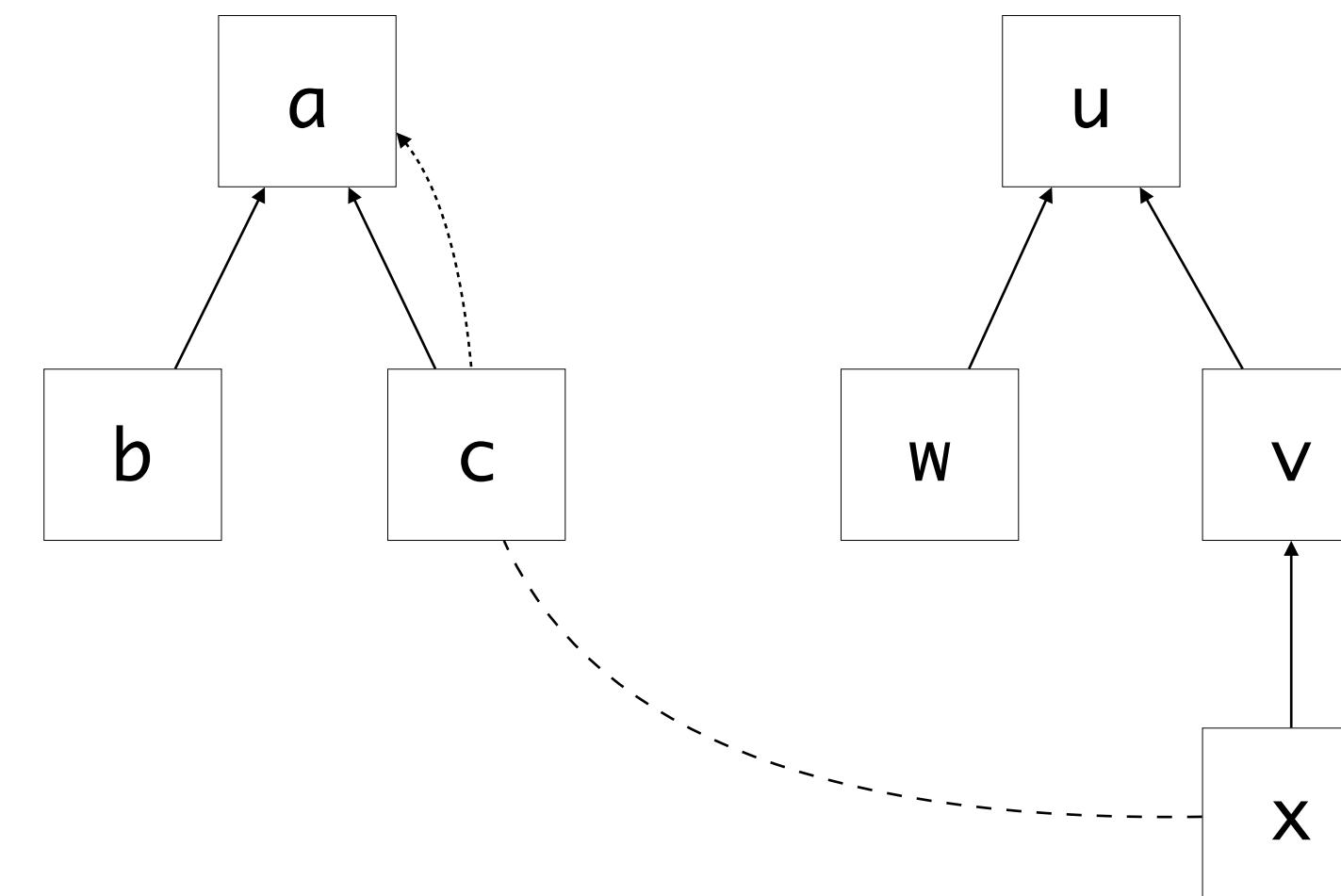
Set Representatives

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

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



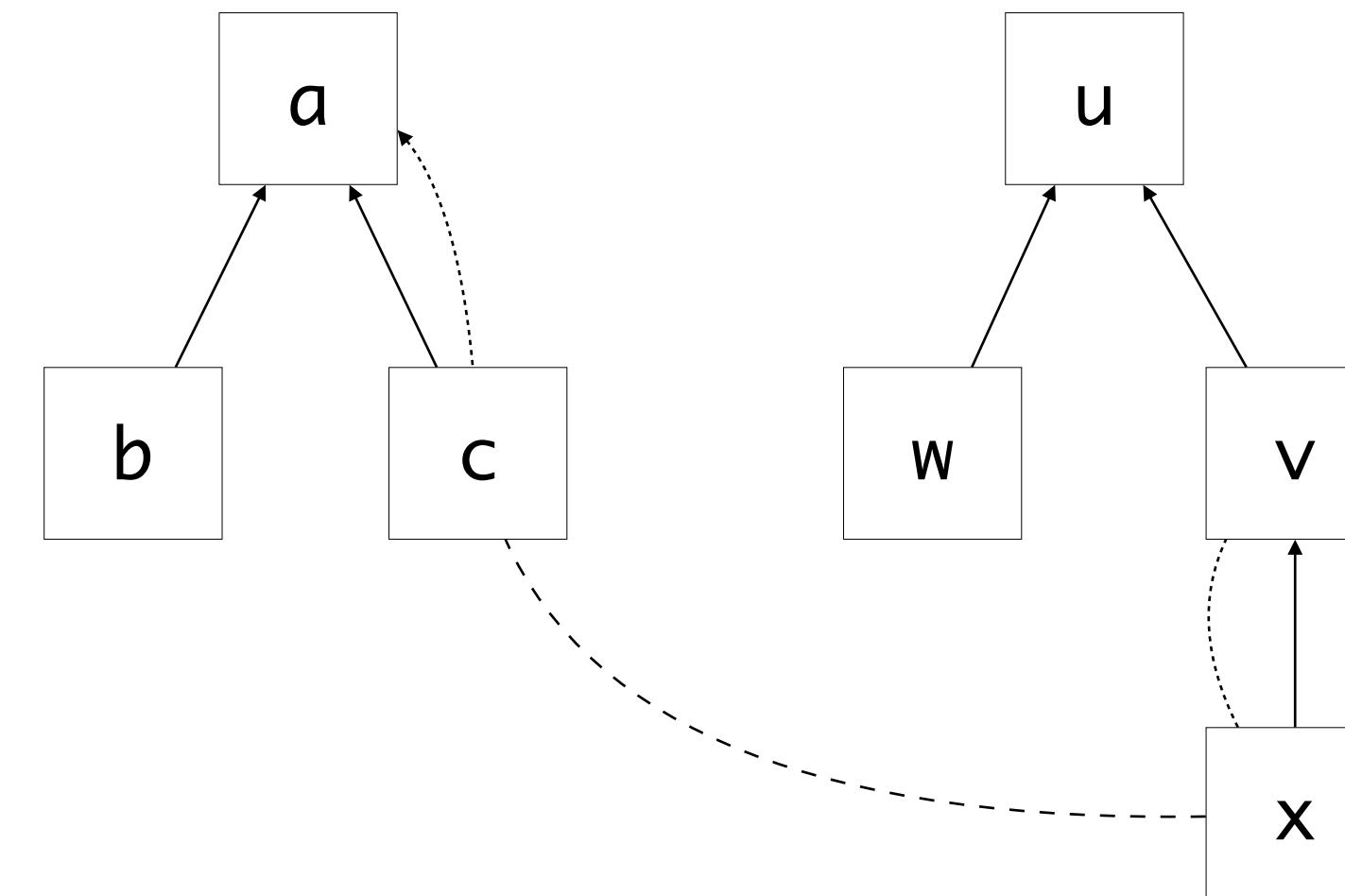
Set Representatives

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

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



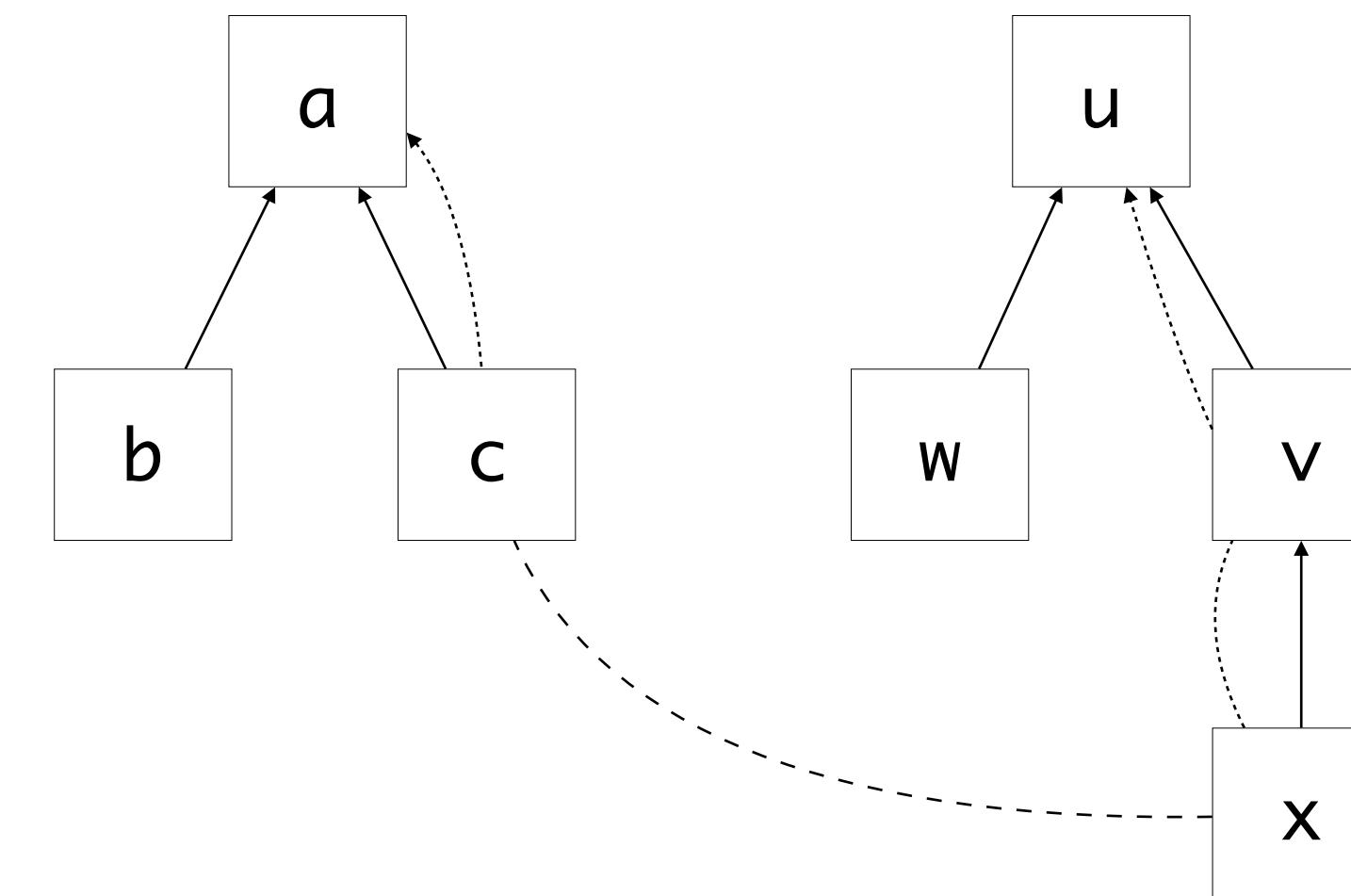
Set Representatives

```
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( $a_1) := a_2$ 
```

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



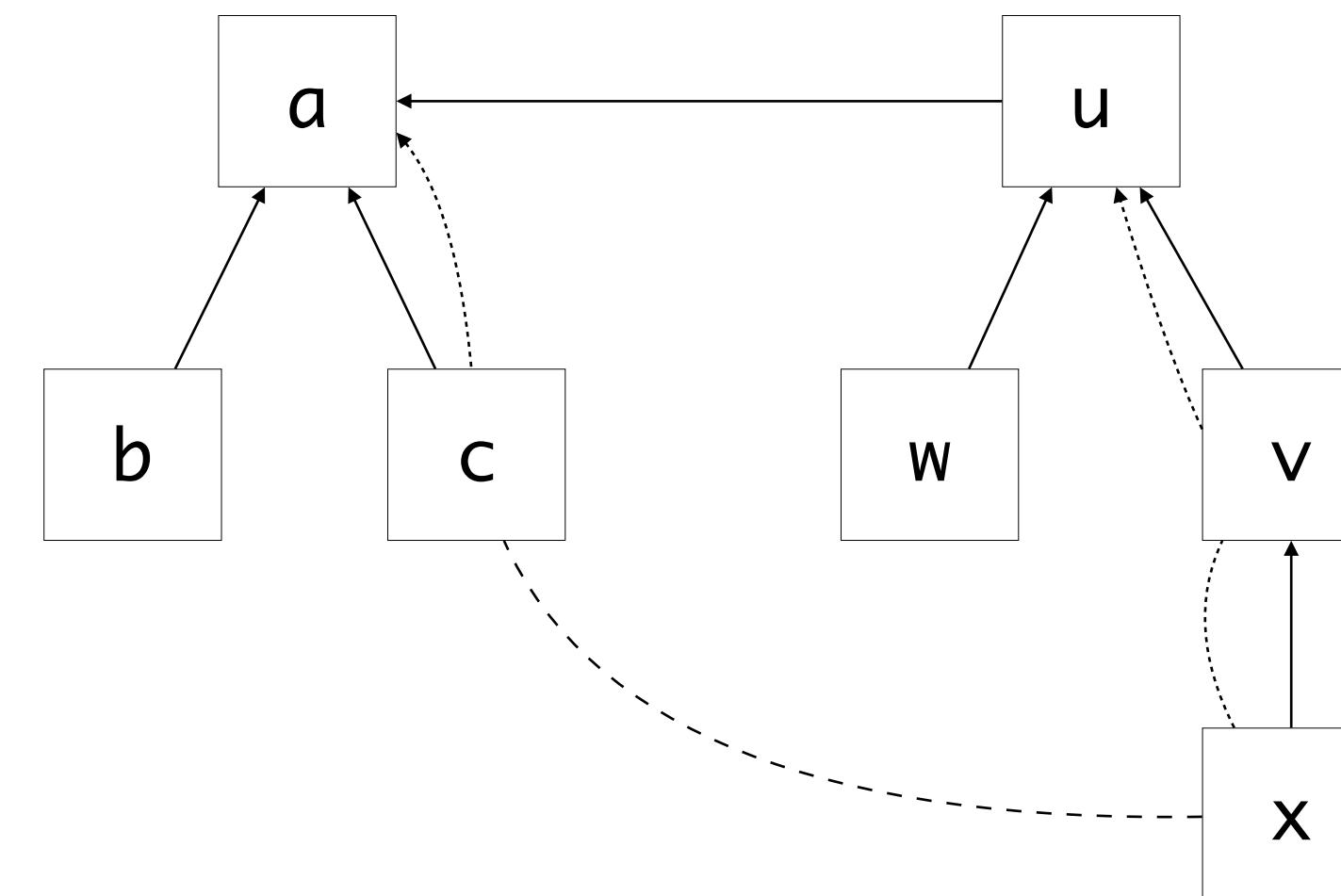
Set Representatives

```
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( $a_1) := a_2$ 
```

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



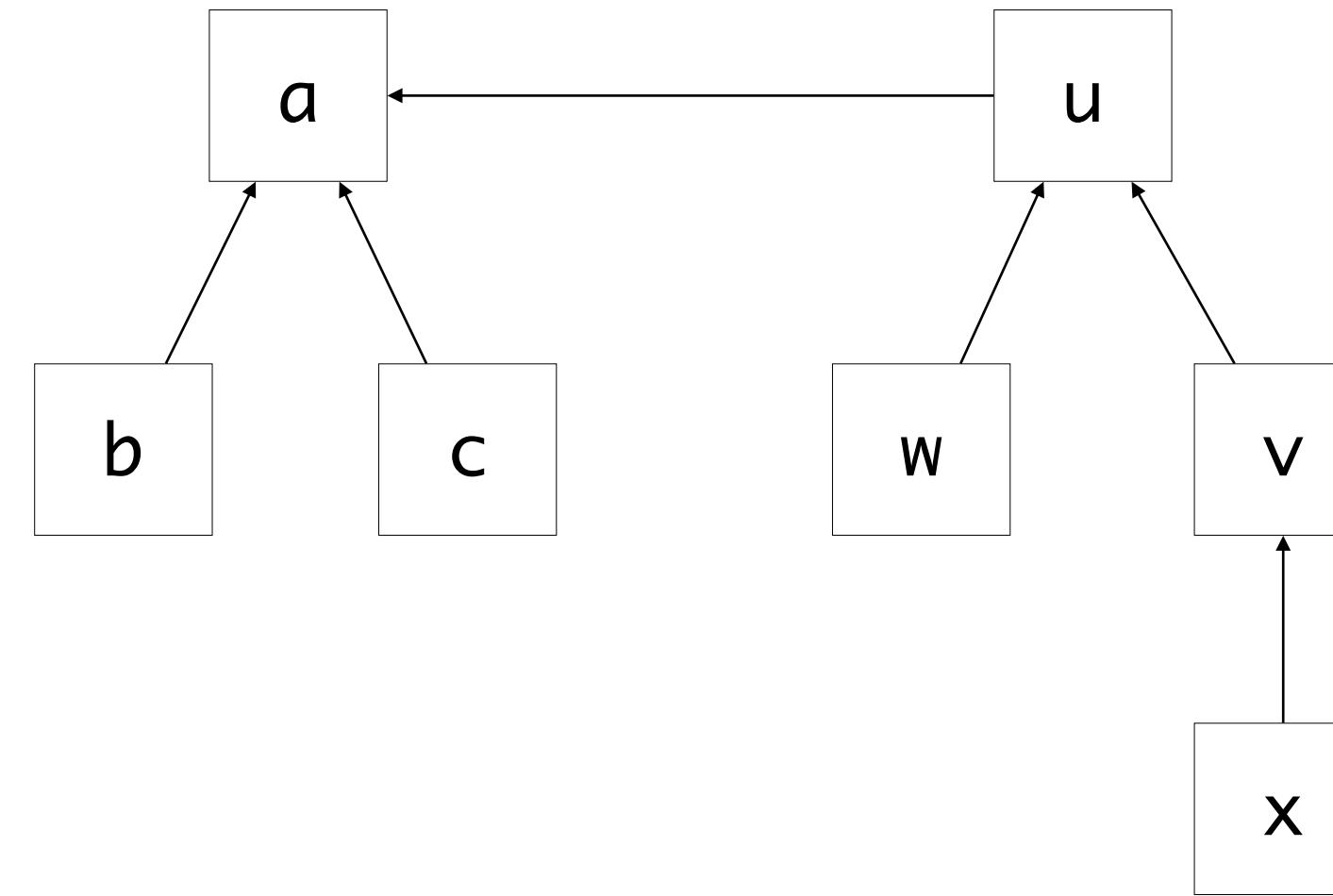
Path Compression

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

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



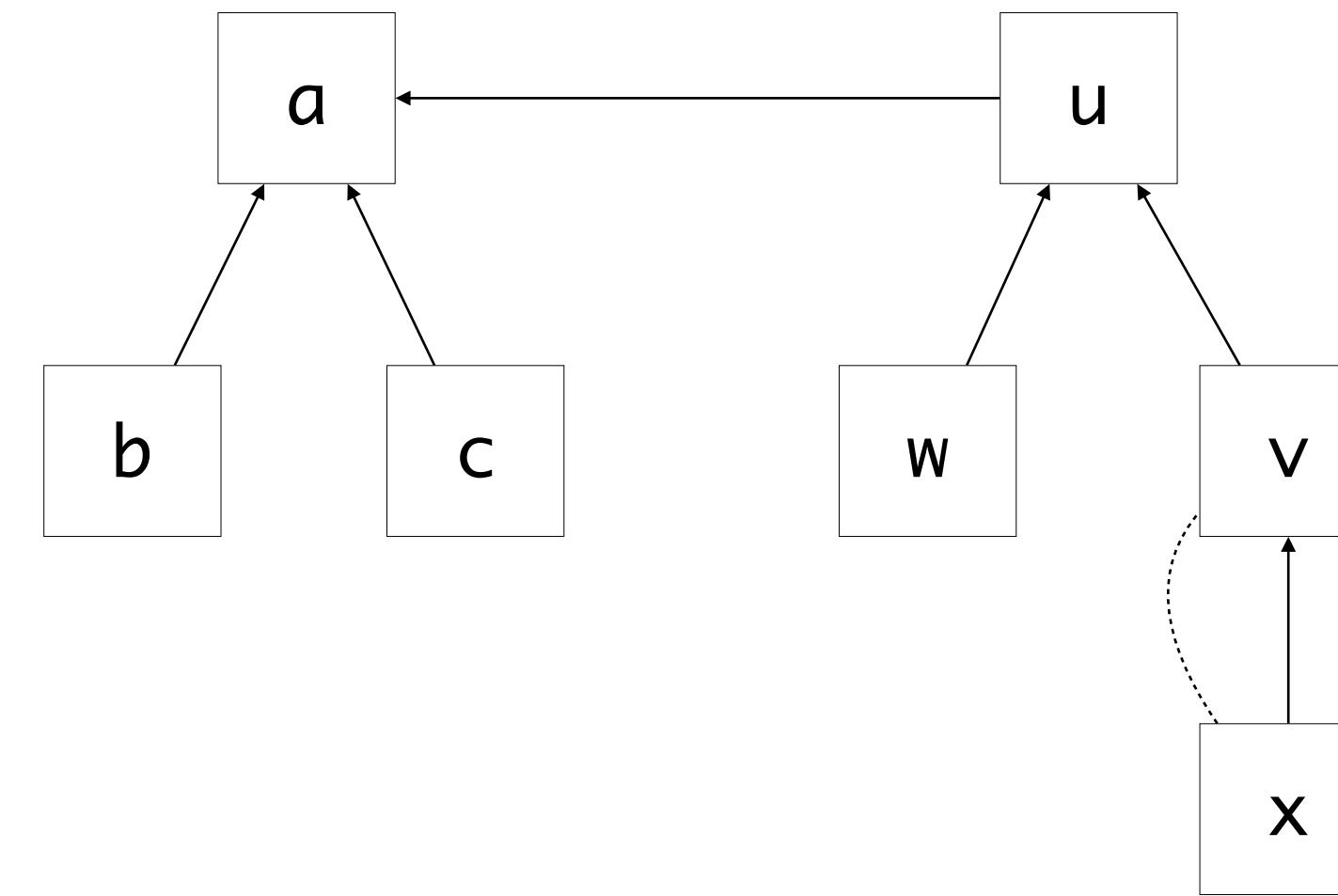
Path Compression

```
FIND( $a$ ):  
     $b := \text{rep}(a)$   
    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( $a_1, a_2$ ):  
     $\text{rep}(a_1) := a_2$ 
```

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



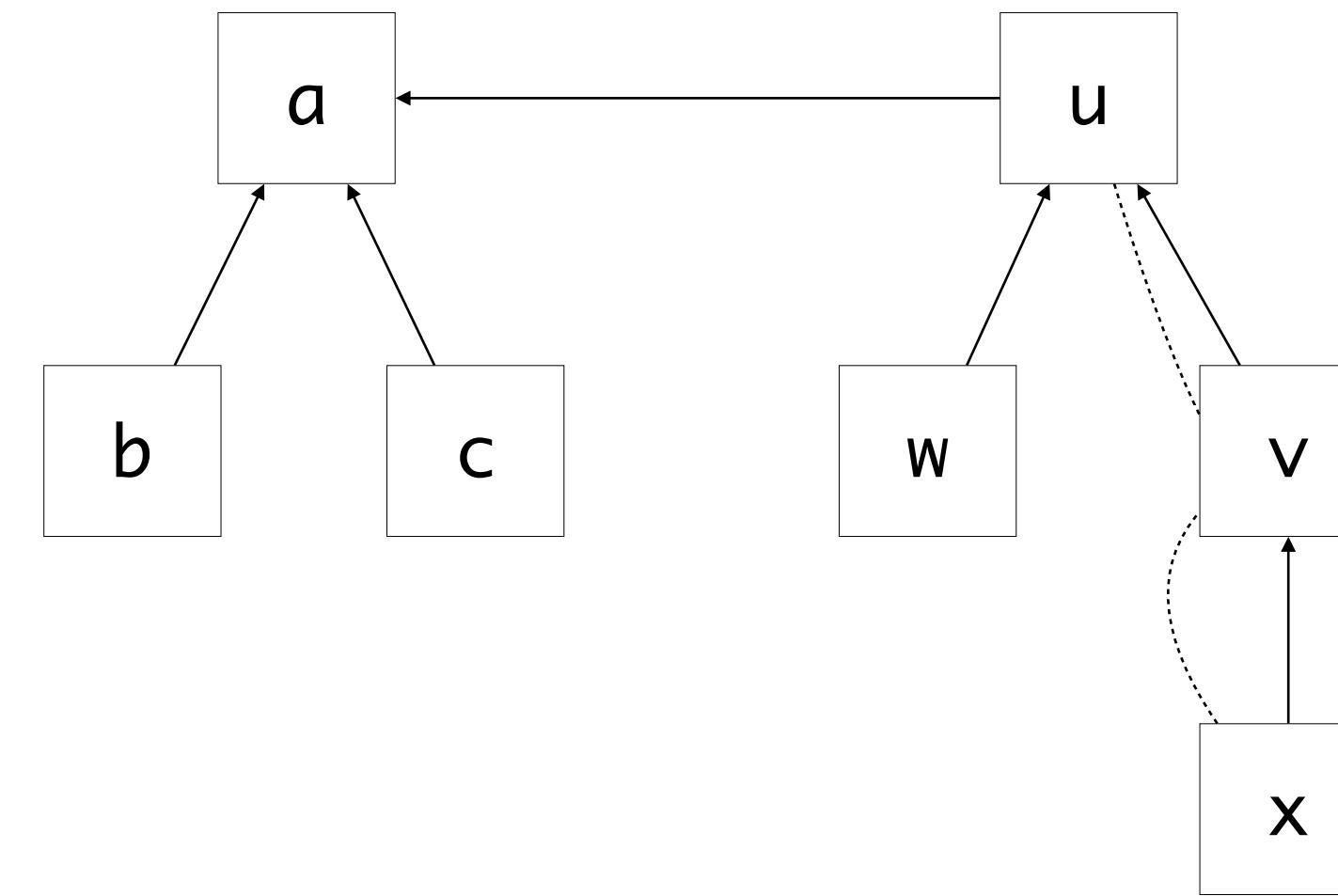
Path Compression

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

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



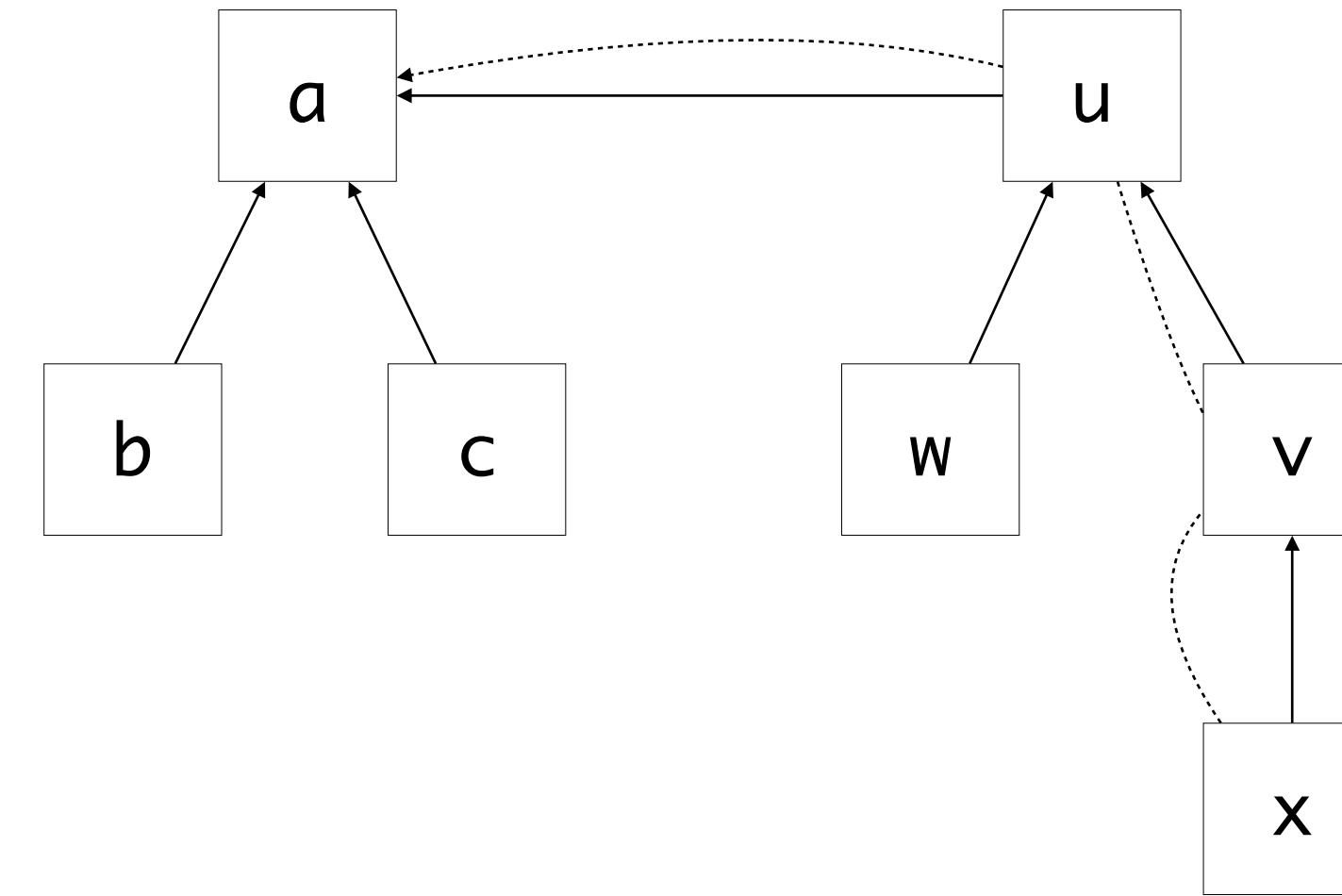
Path Compression

```
FIND(a):
    b := 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



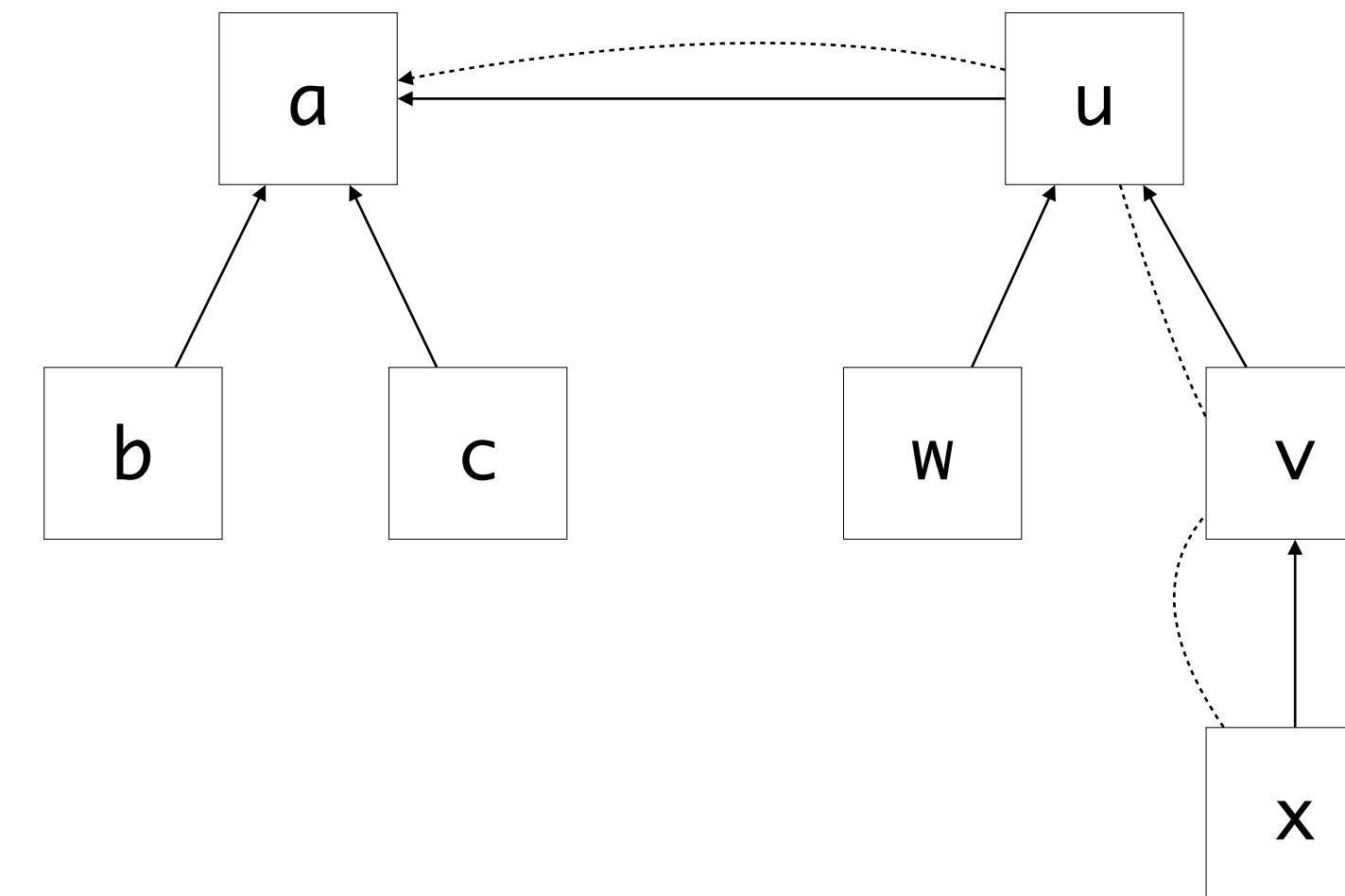
Path Compression

```
FIND( $a$ ):  
     $b := \text{rep}(a)$   
    if  $b == a$ :  
        return  $a$   
    else  
         $b := \text{FIND}(b)$   
         $\text{rep}(a) := b$   
        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( $a_1, a_2$ ):  
     $\text{rep}(a_1) := a_2$ 
```

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



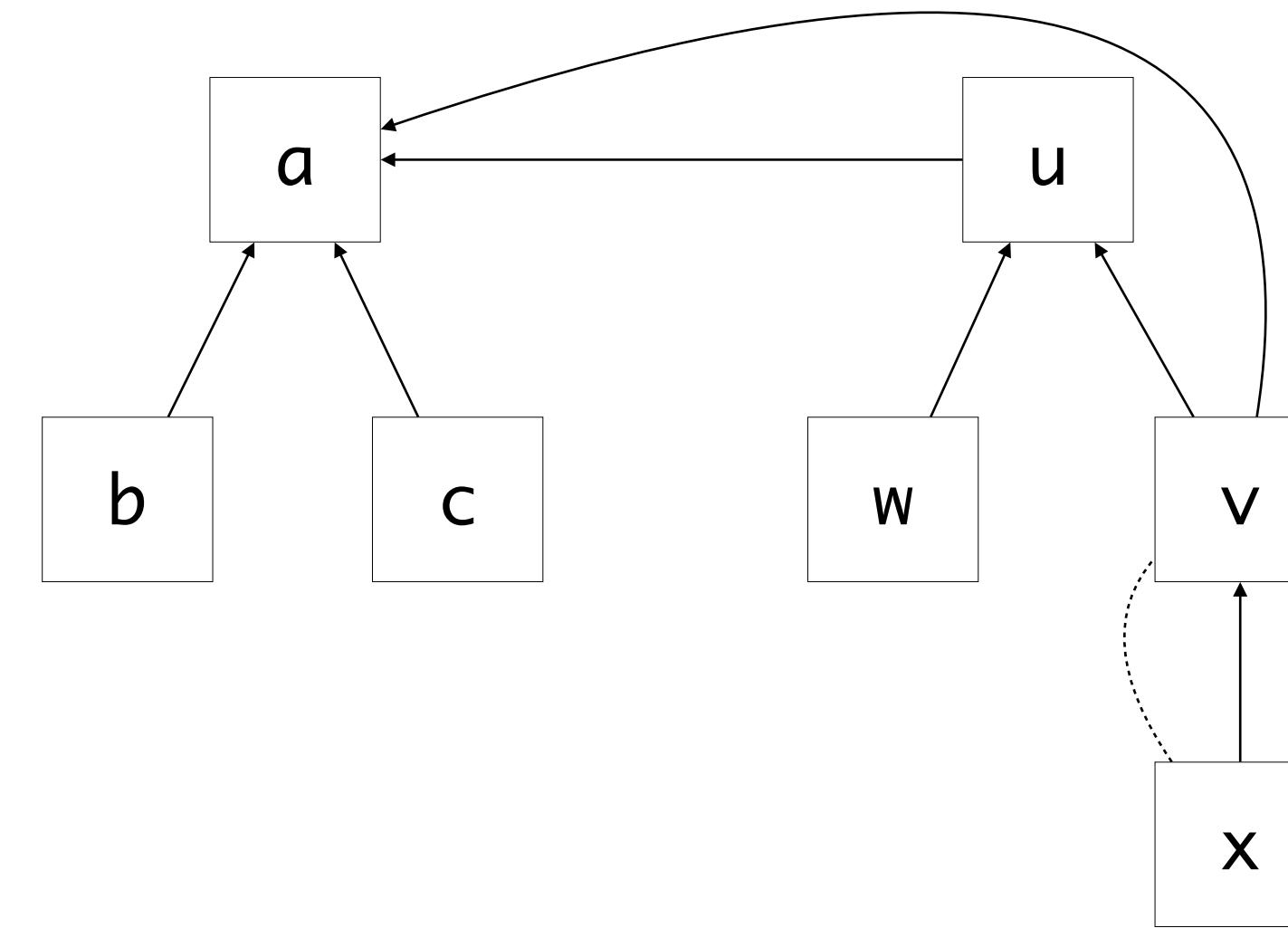
Path Compression

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

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



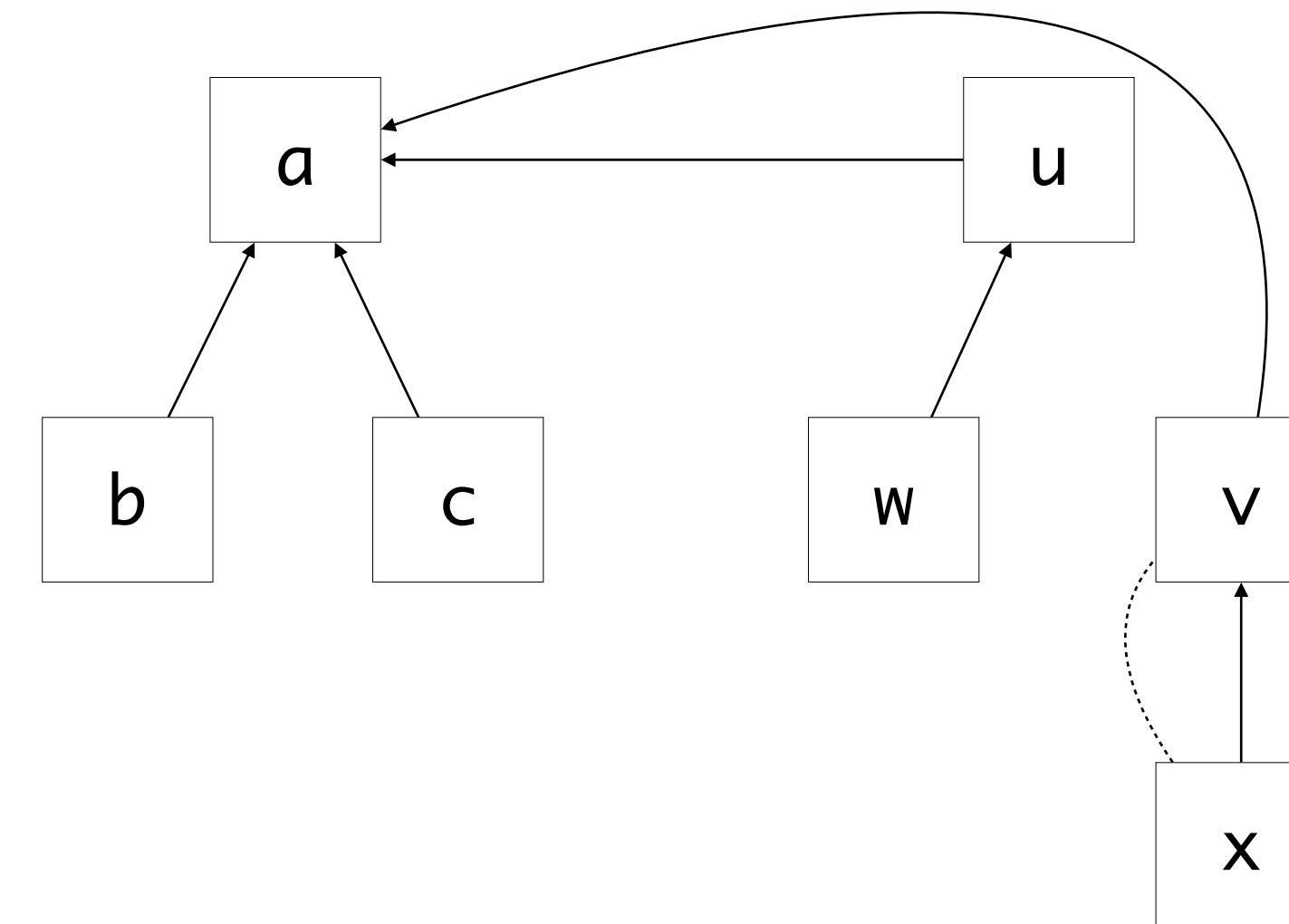
Path Compression

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

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



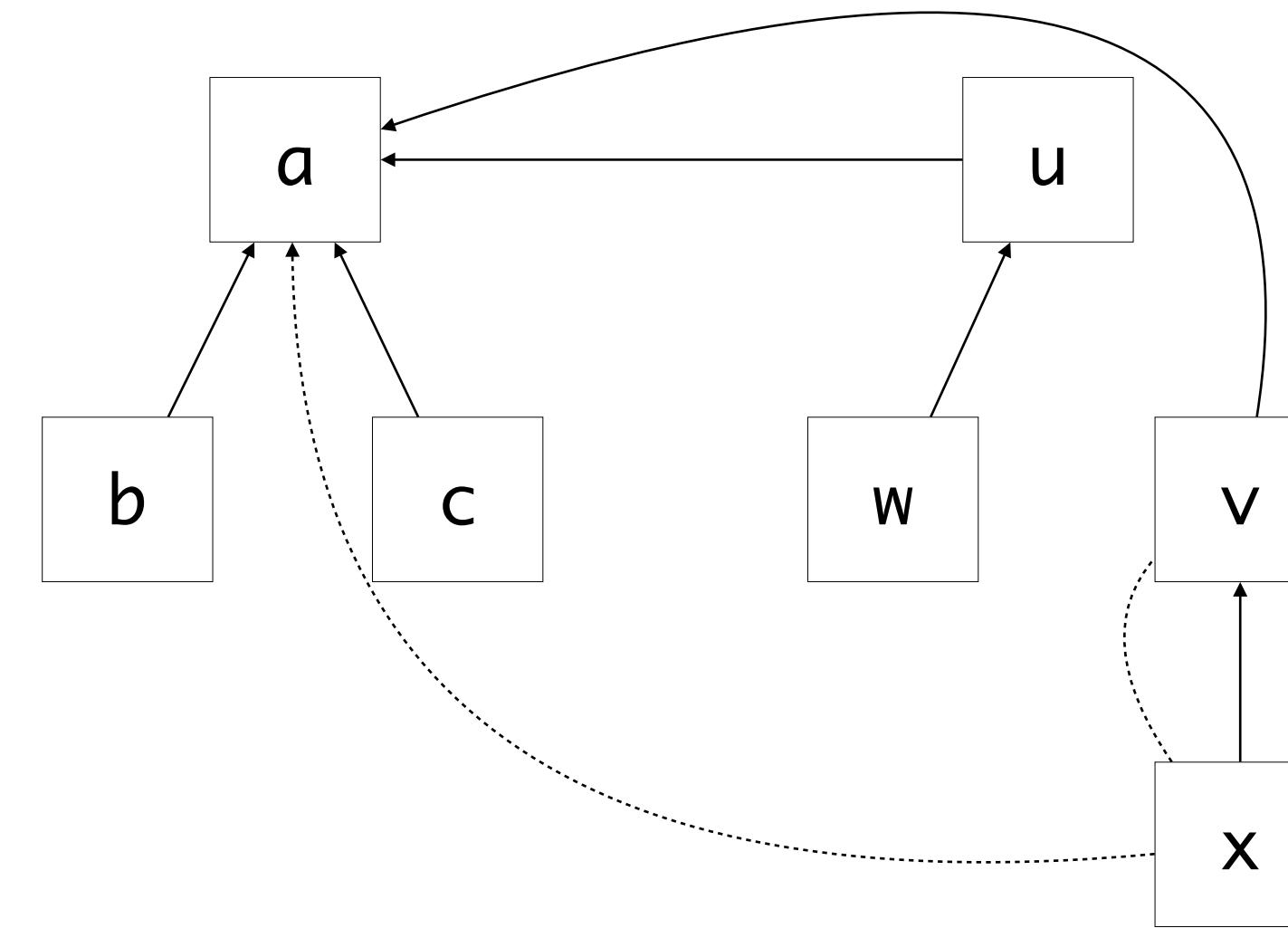
Path Compression

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

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



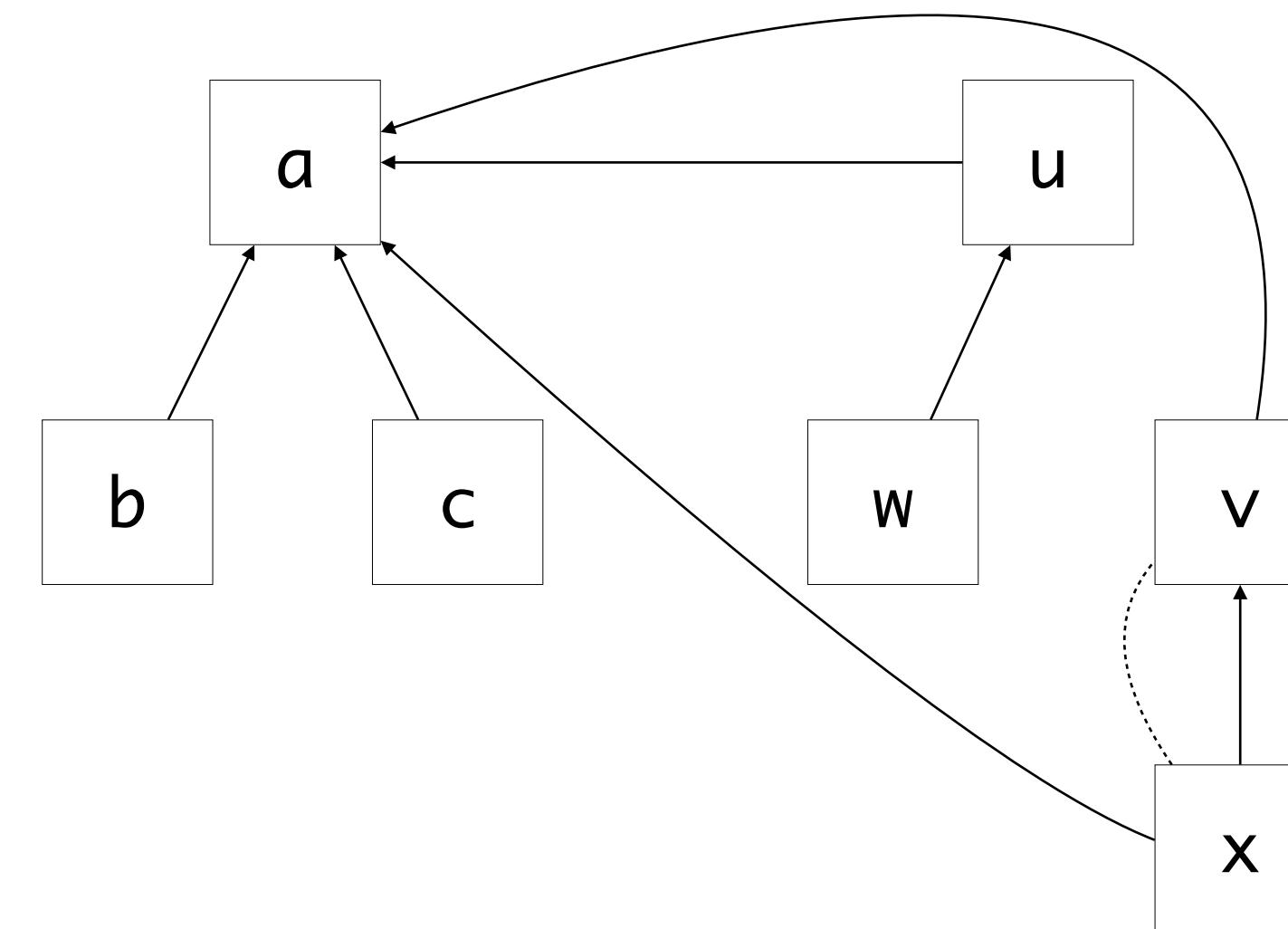
Path Compression

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

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



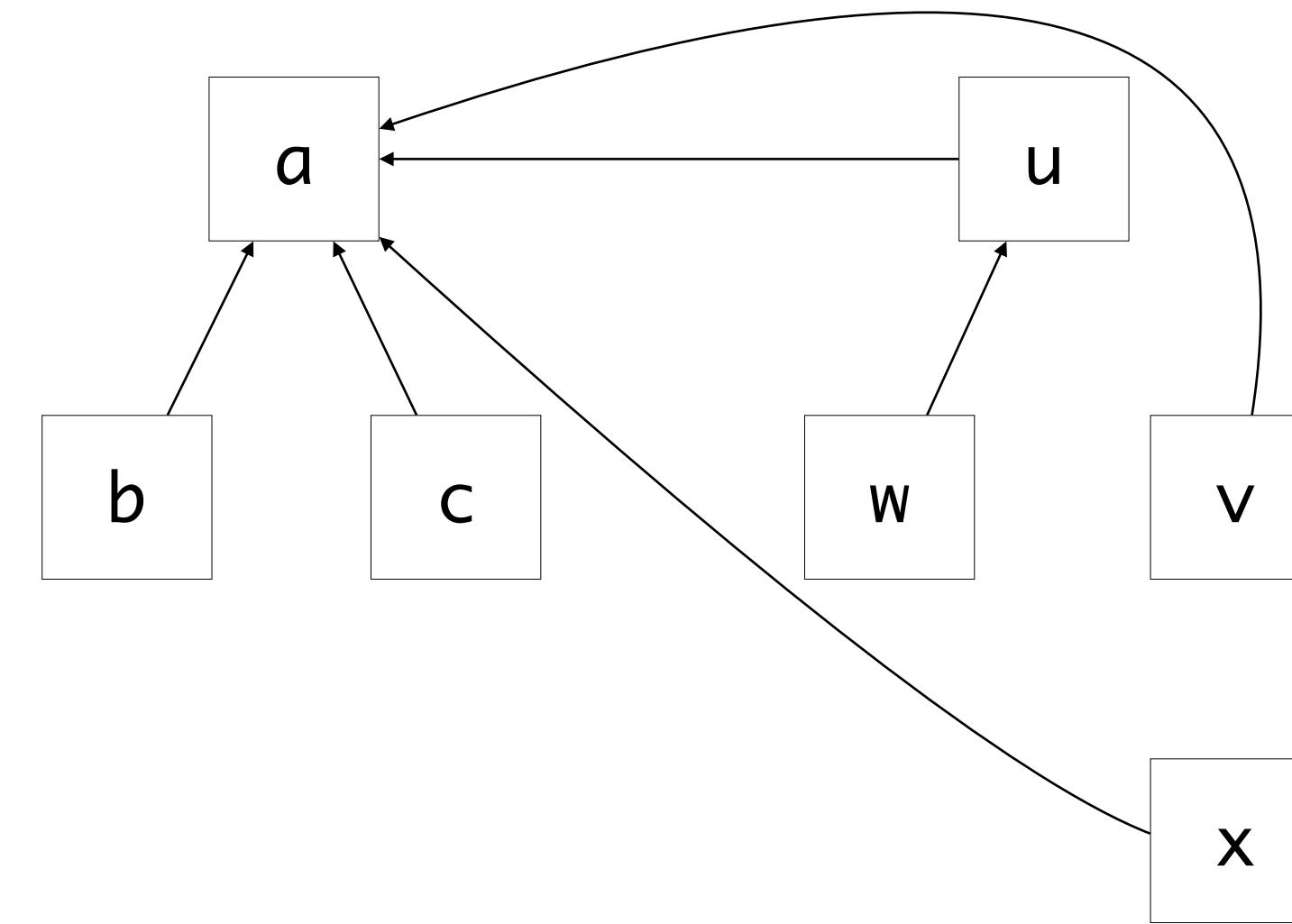
Path Compression

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

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



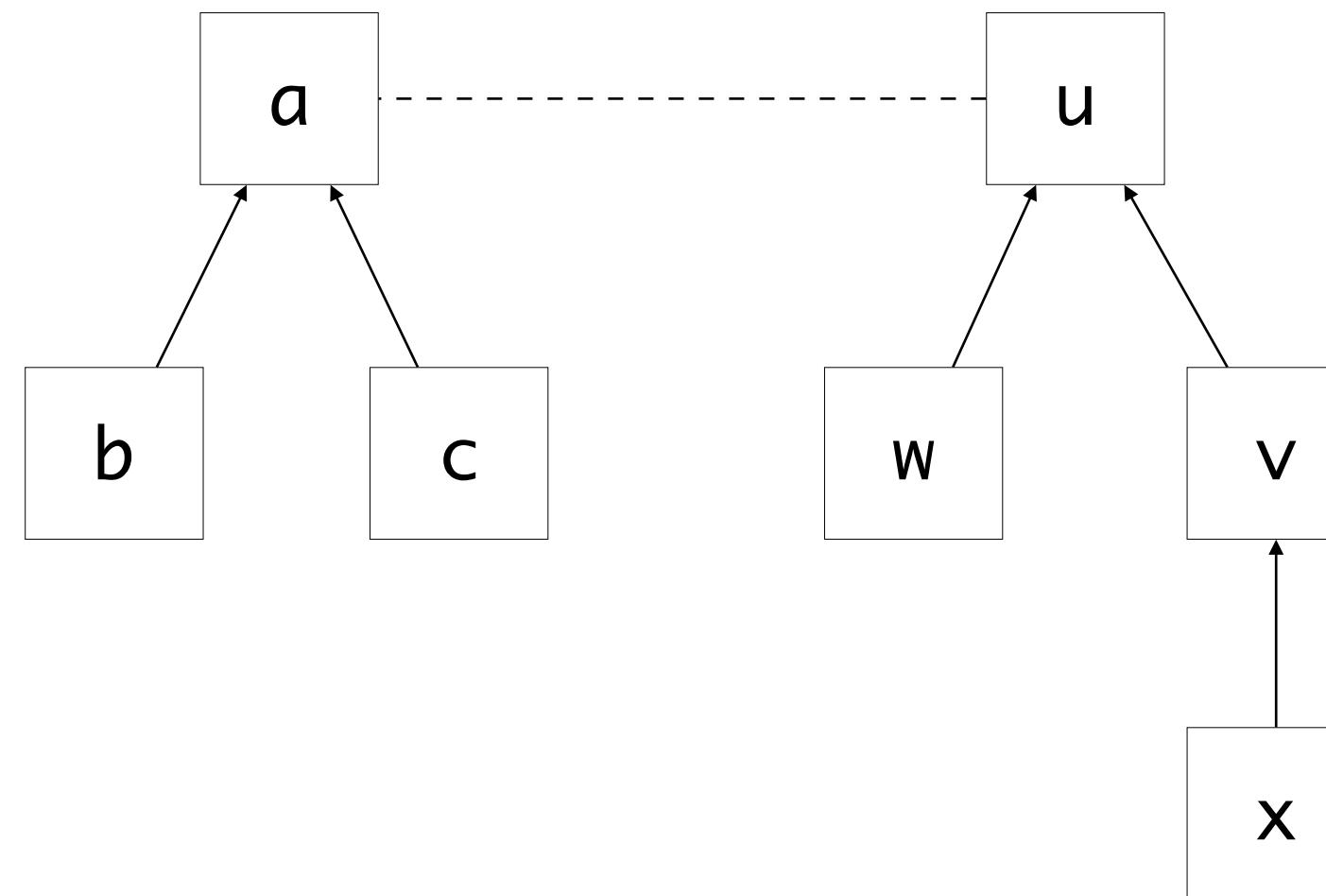
Tree Balancing

```
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
 $x == c$



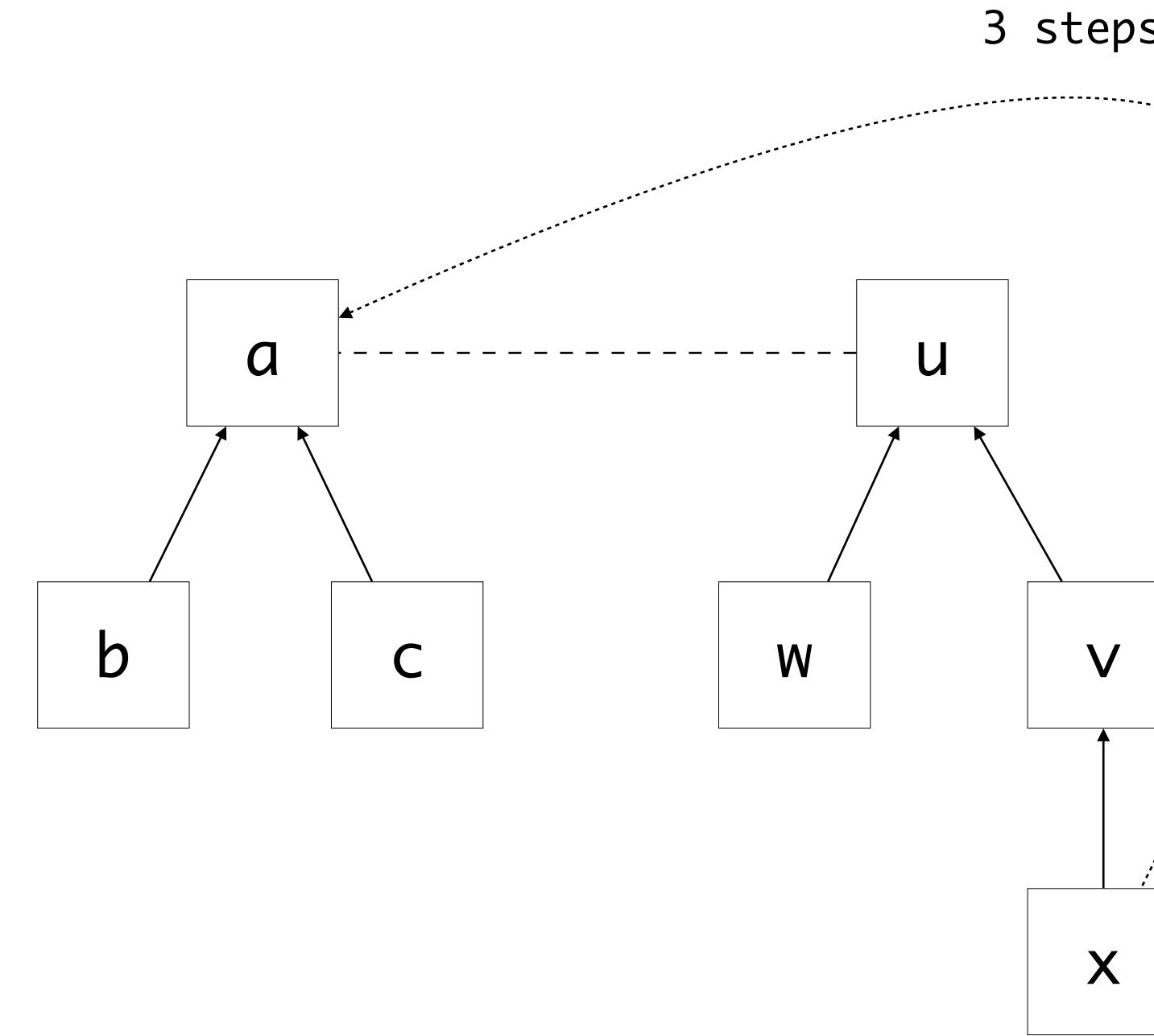
Tree Balancing

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

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

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

...
x == c



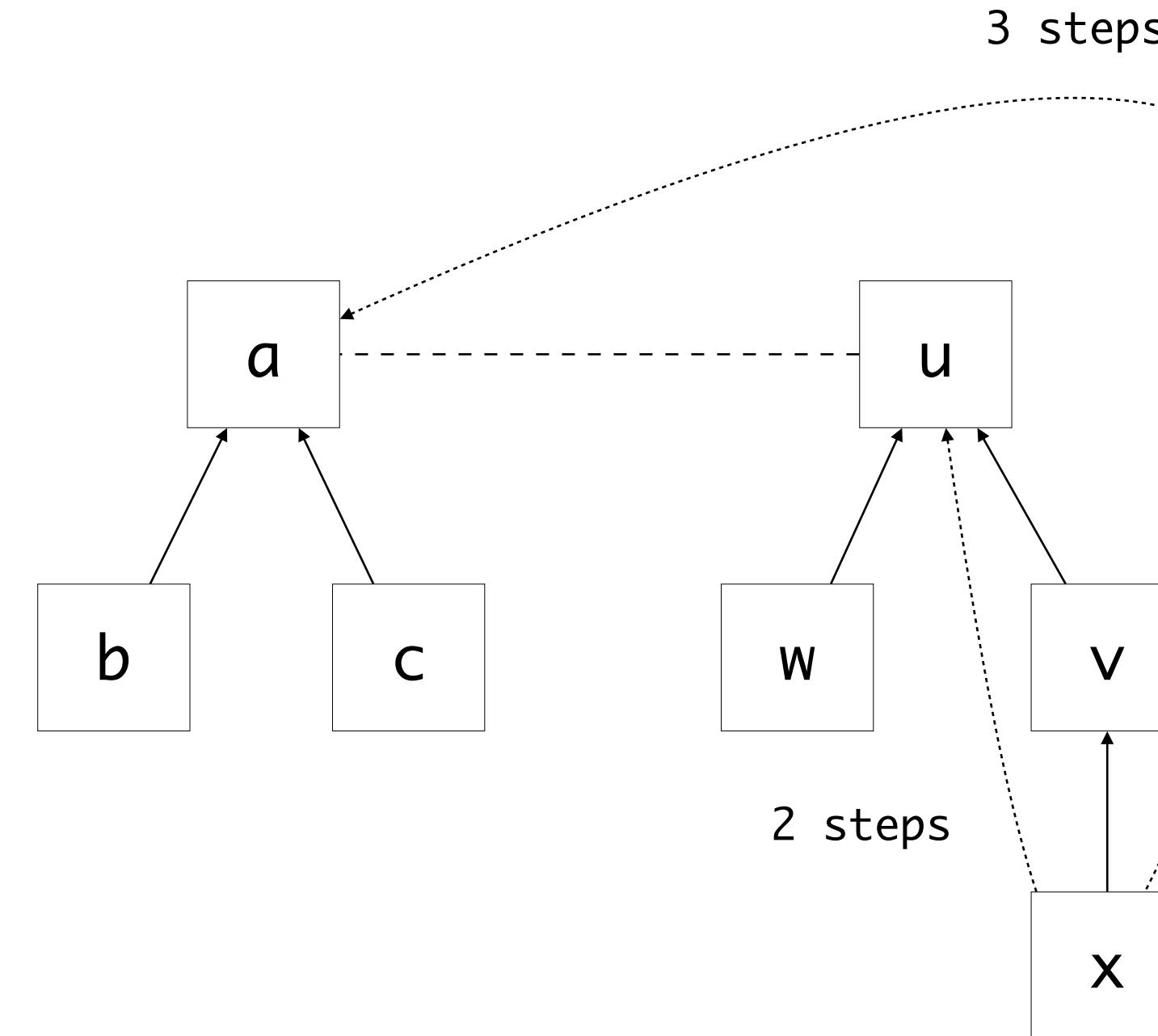
Tree Balancing

```
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
 $x == c$



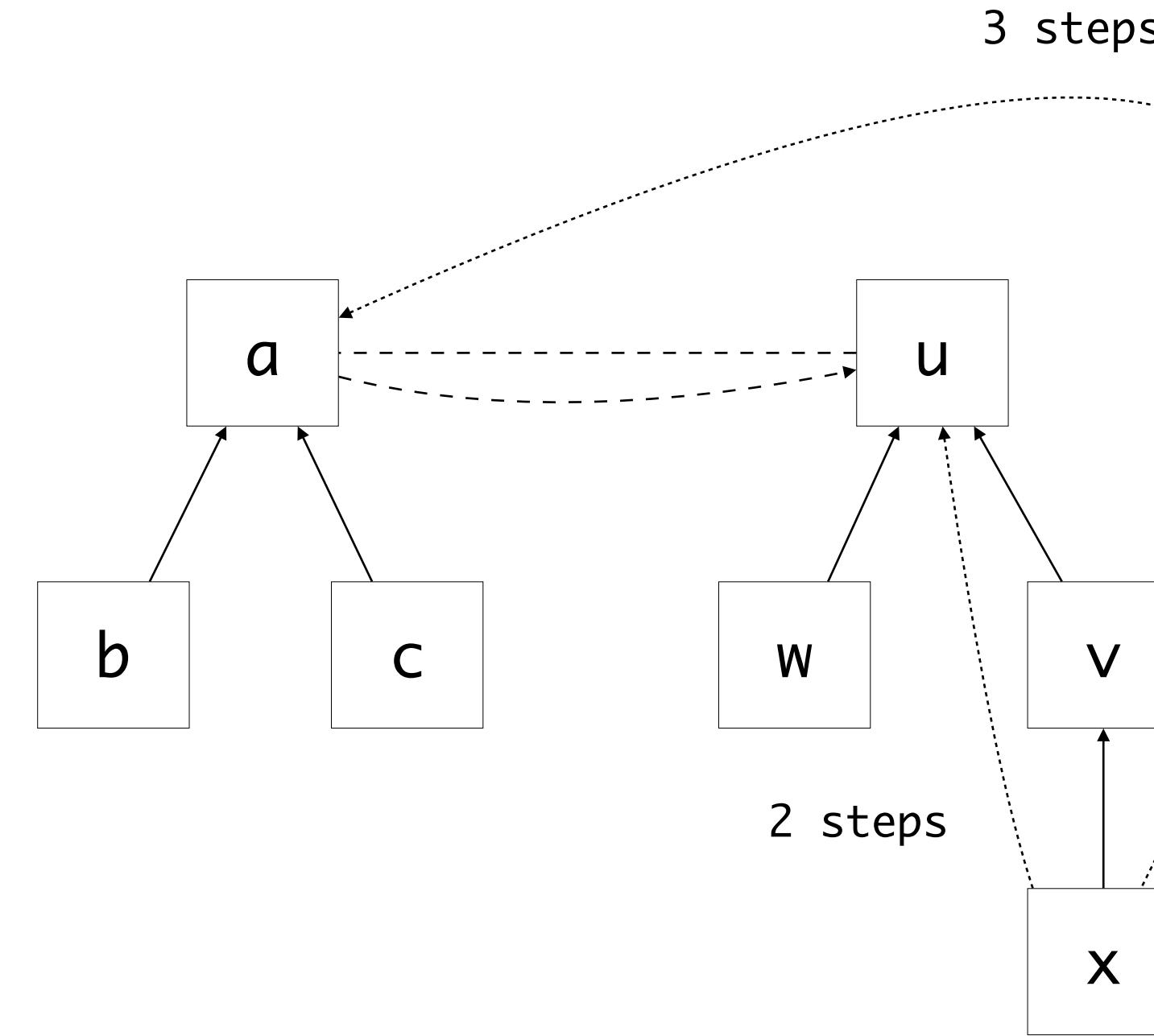
Tree Balancing

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

$x == c$
...



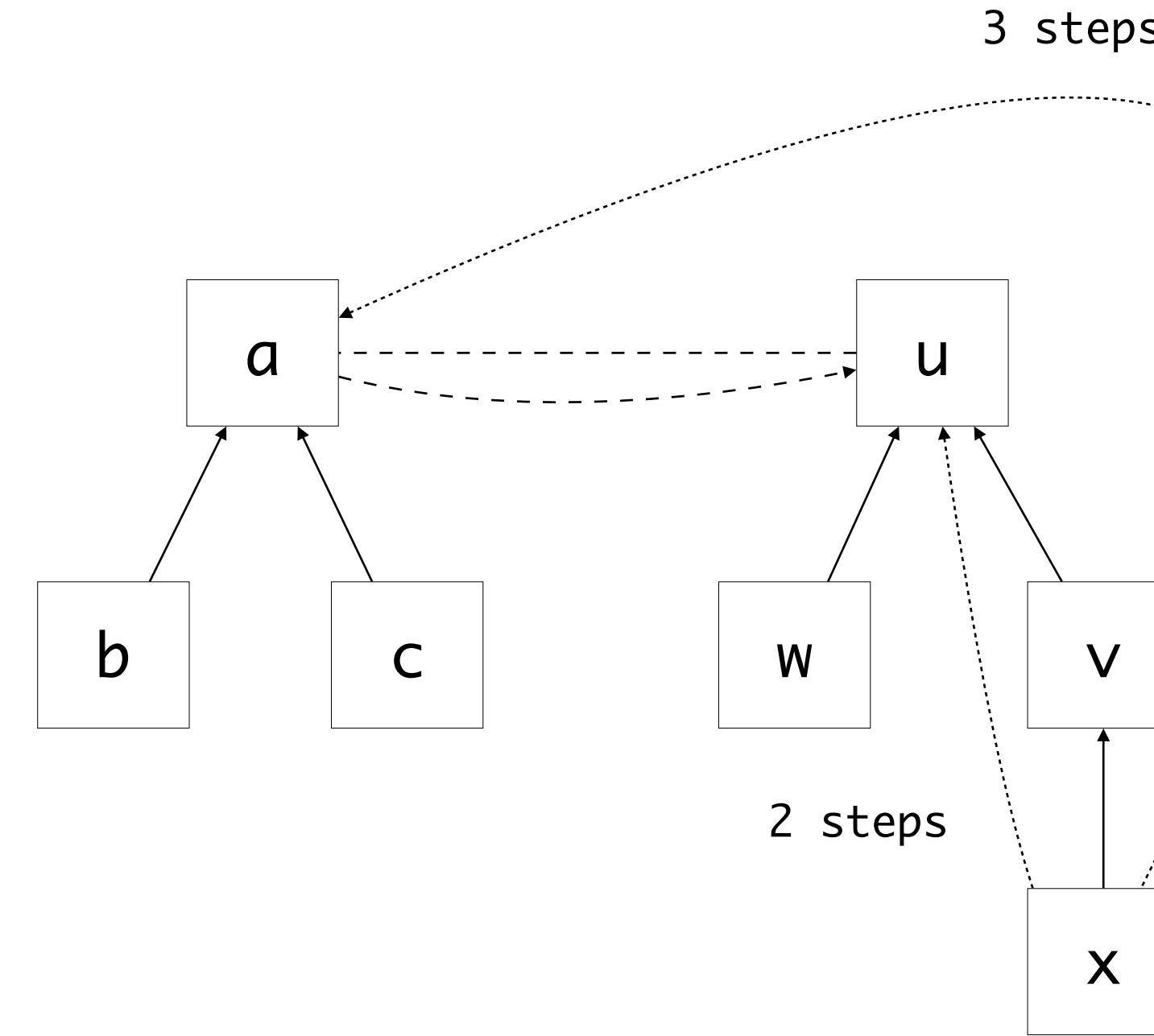
Tree Balancing

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

$x == c$



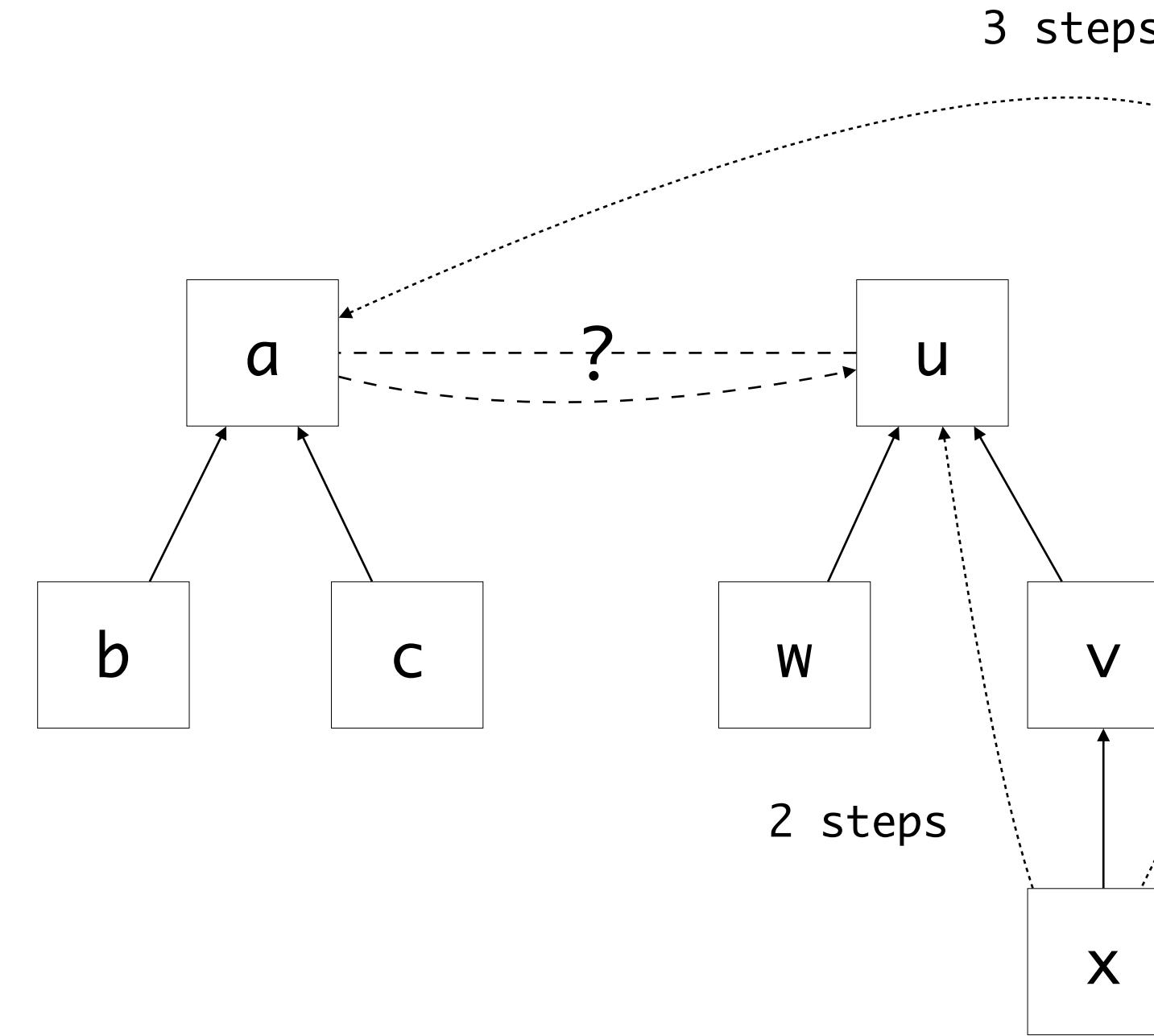
Tree Balancing

```
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
 $x == c$



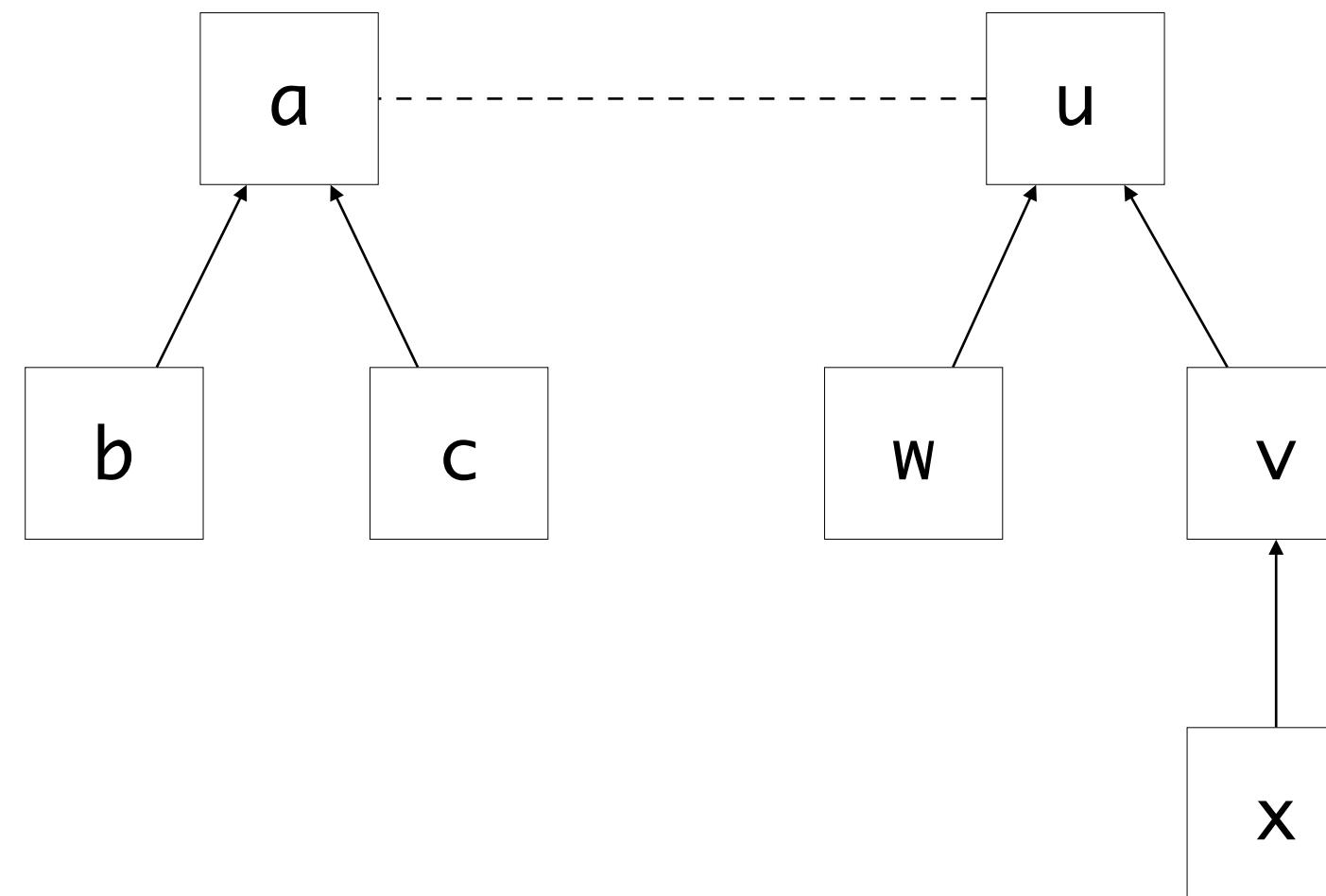
Tree Balancing

```
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
 $x == c$



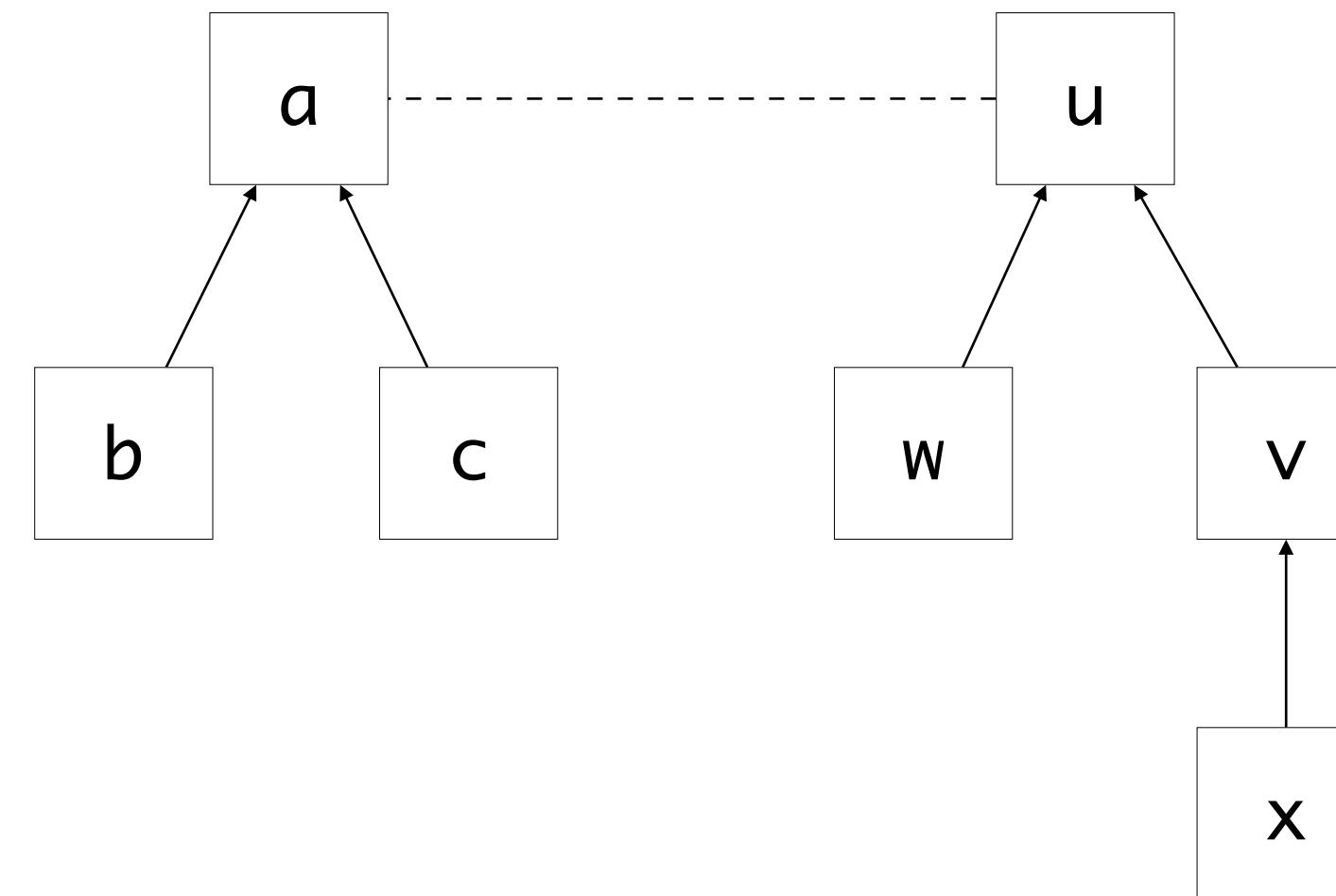
Tree Balancing

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

```
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)
```

...
x == c



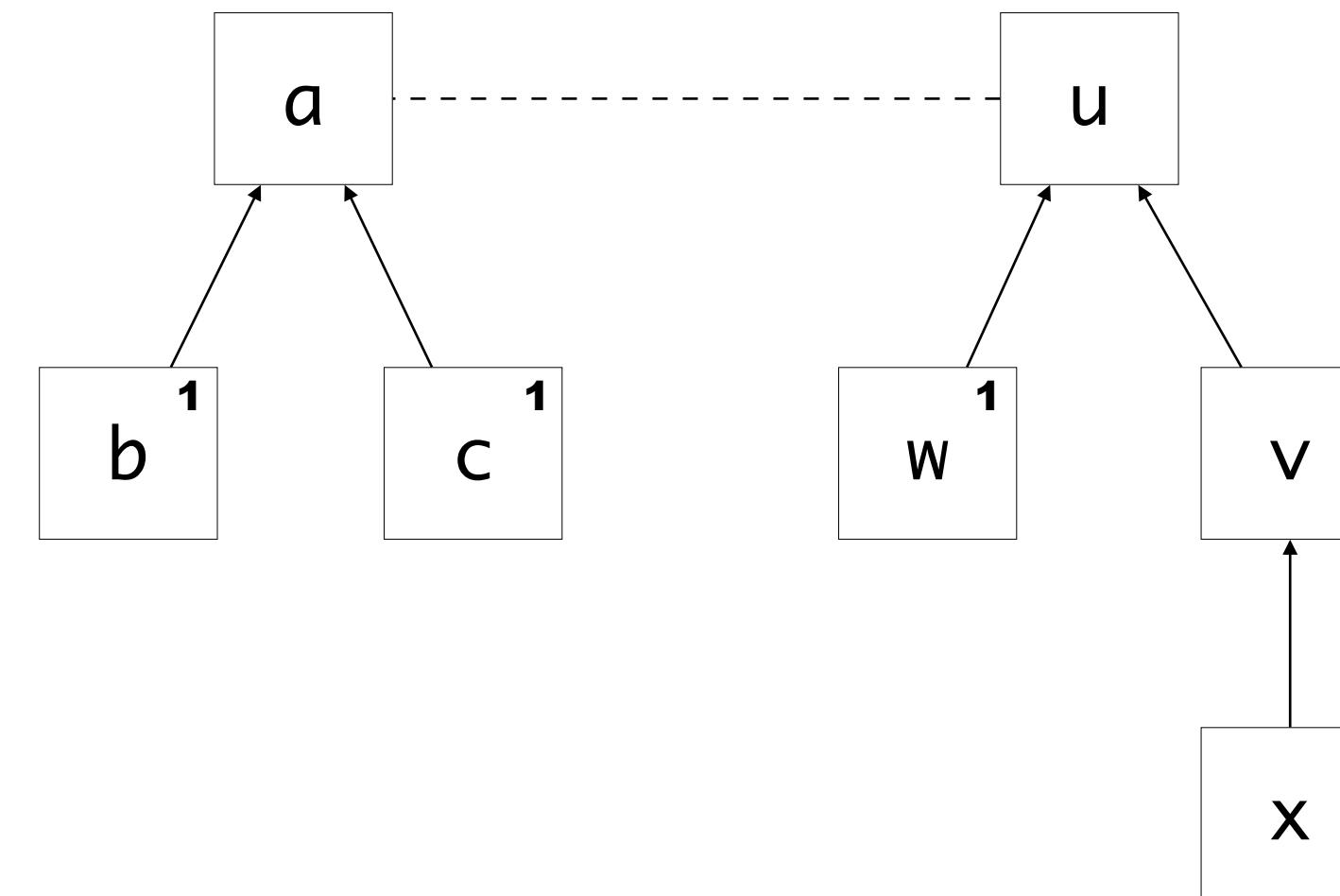
Tree Balancing

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

...
x == c



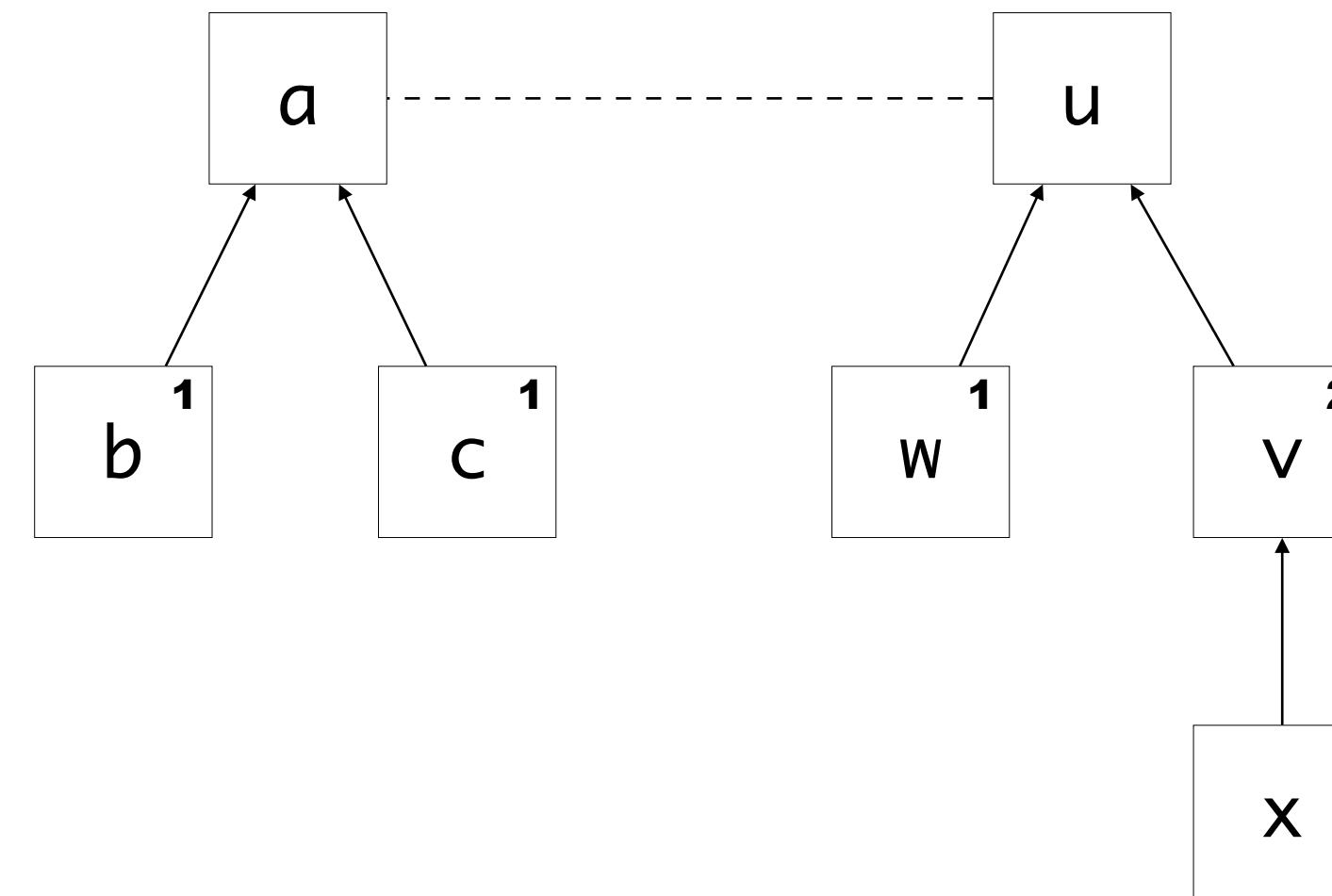
Tree Balancing

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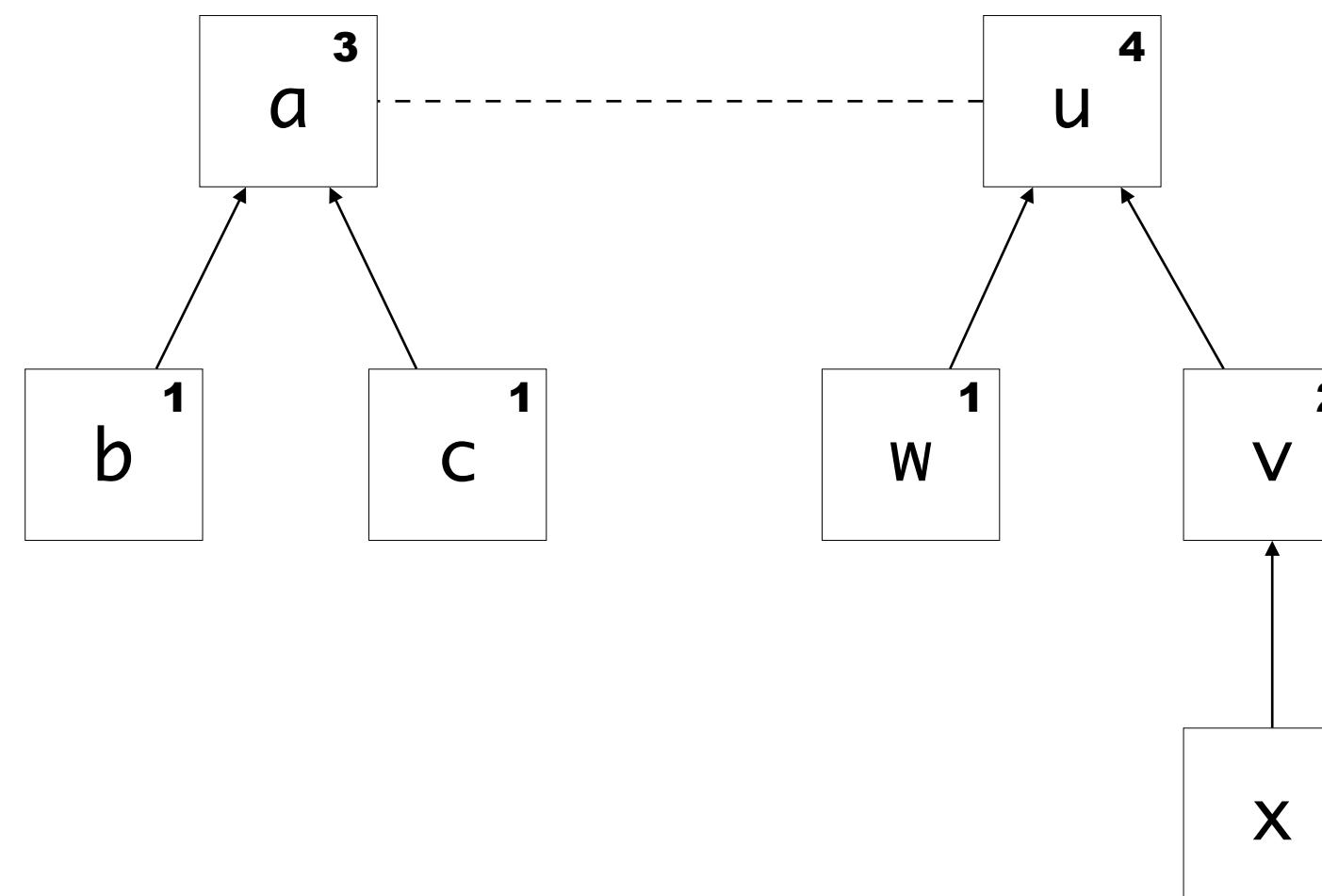
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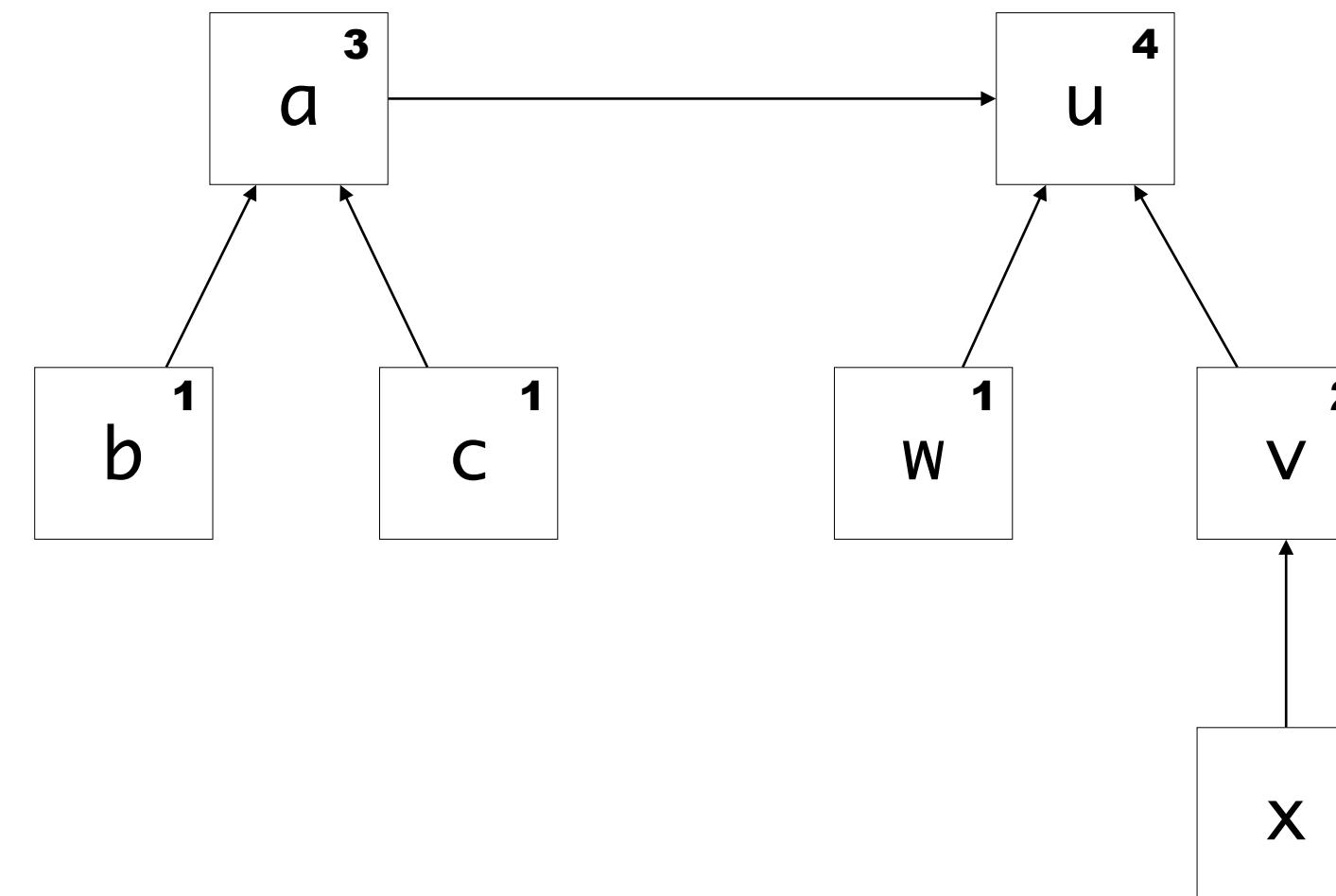
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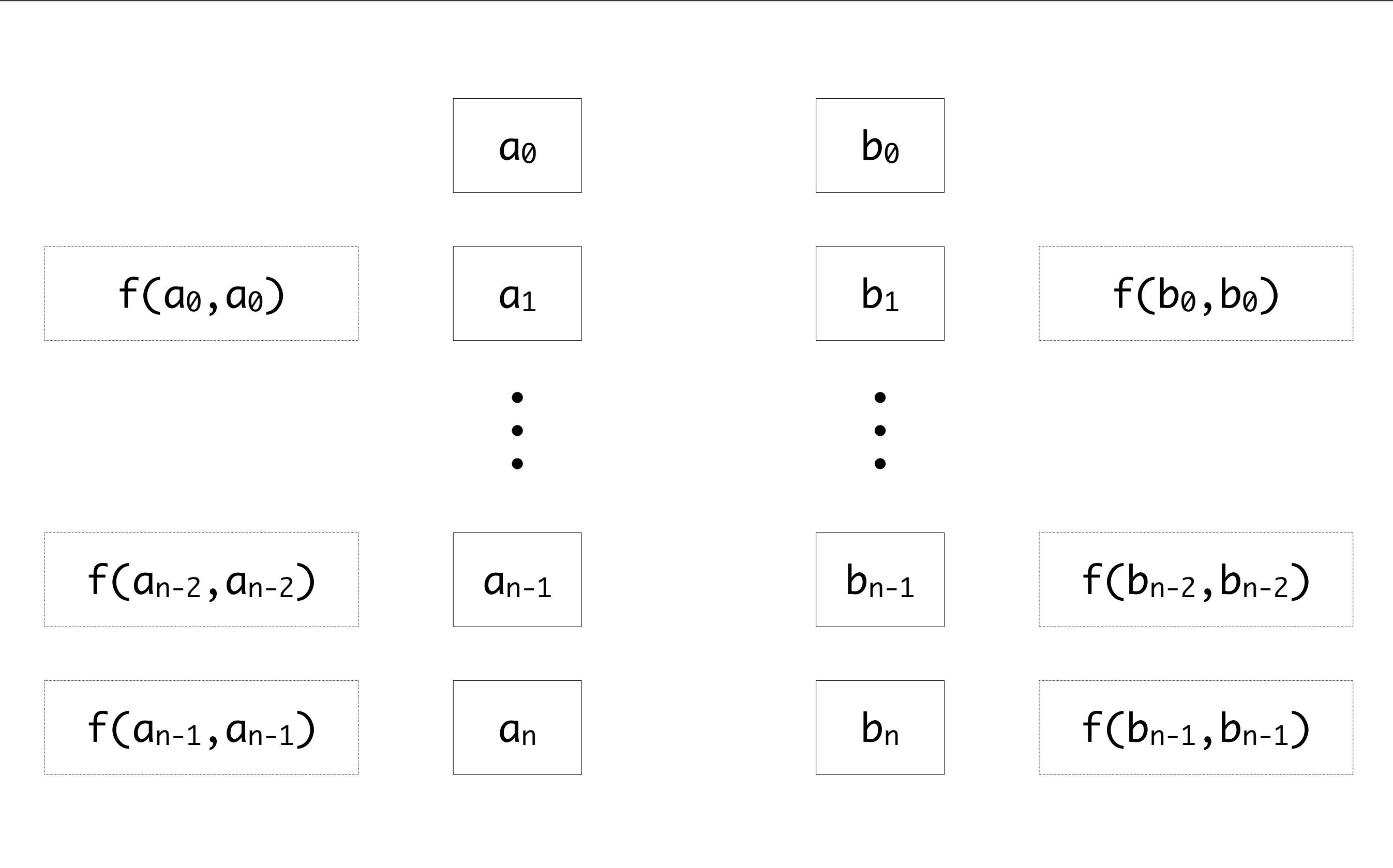


The Complex Case

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

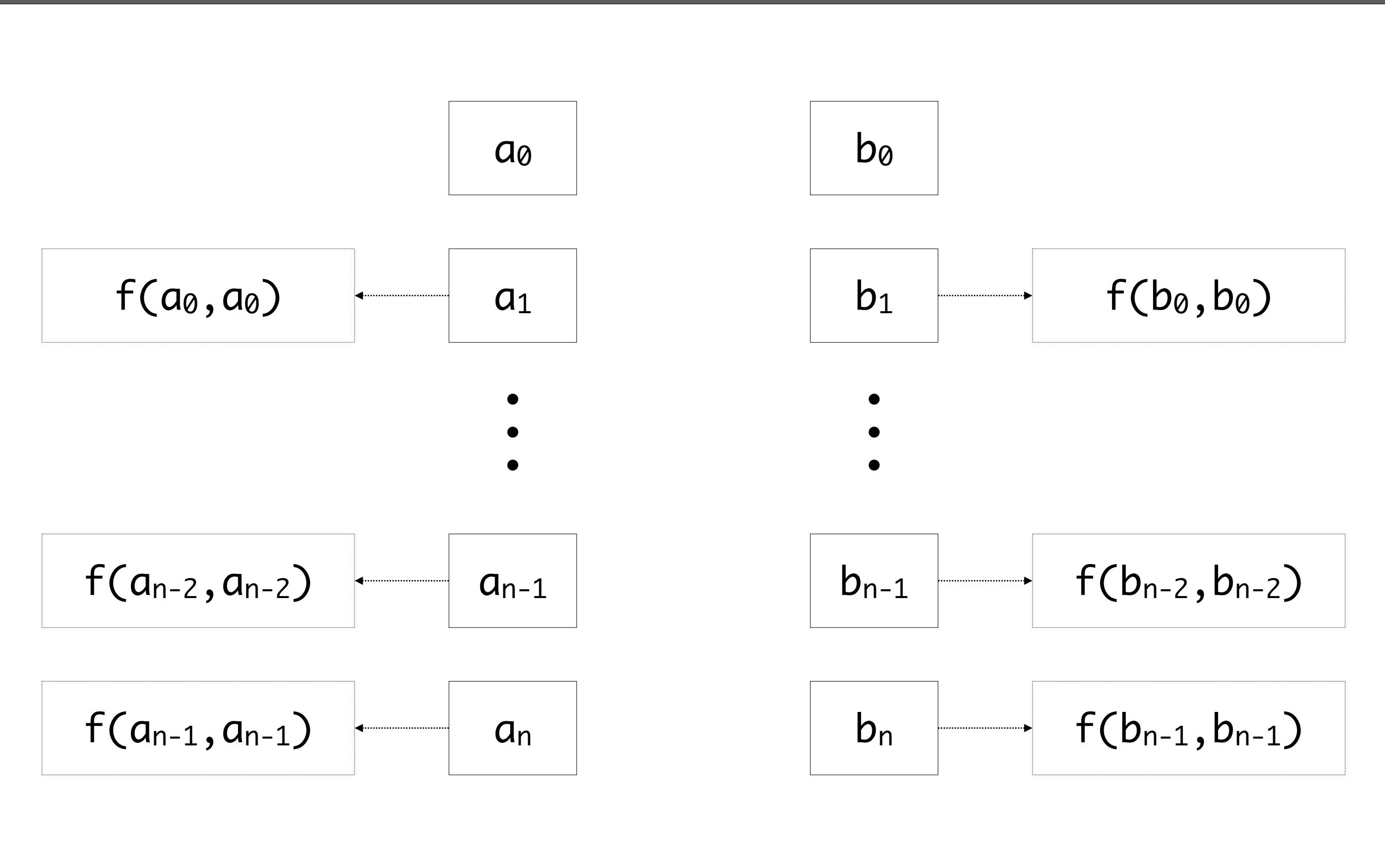
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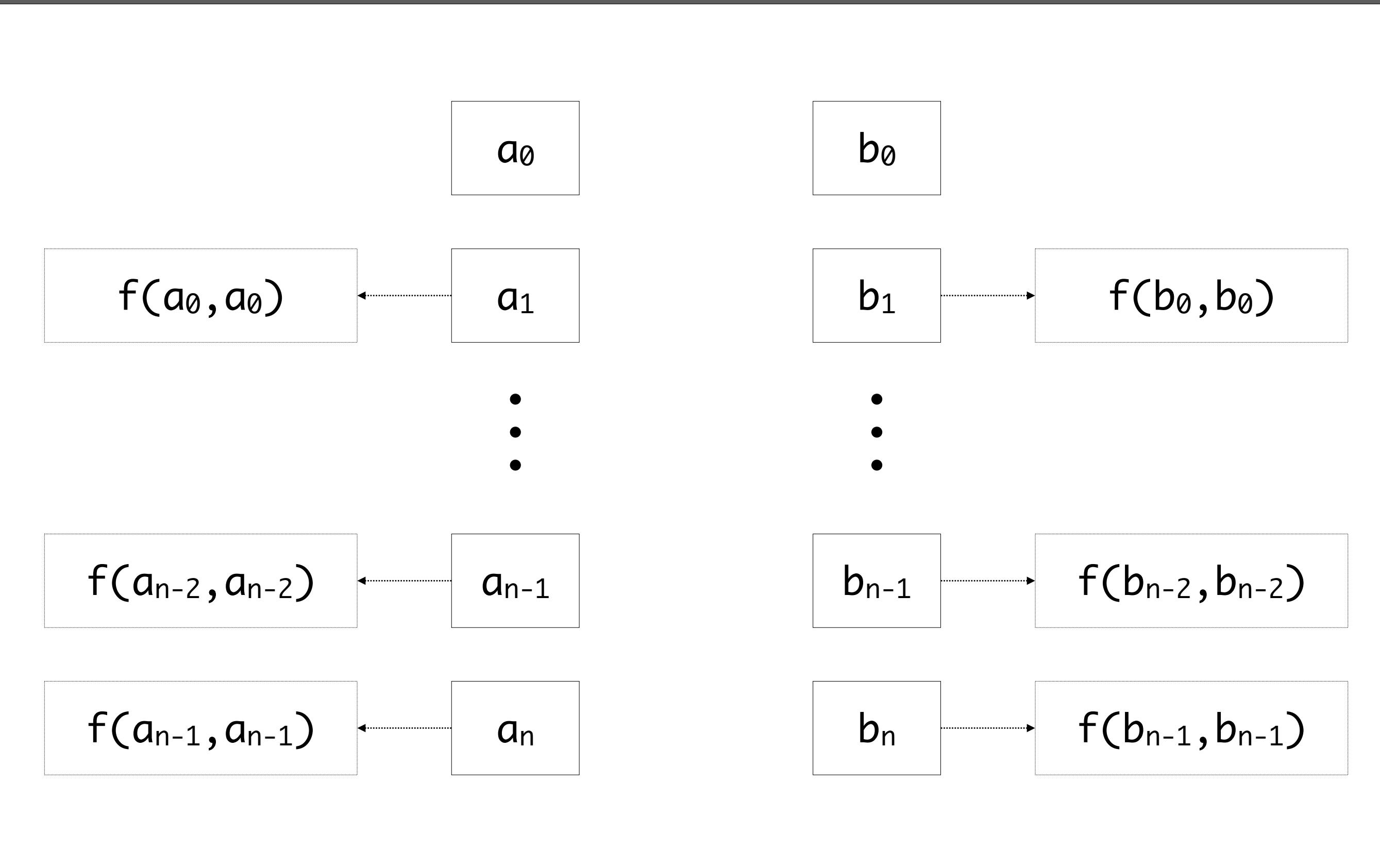
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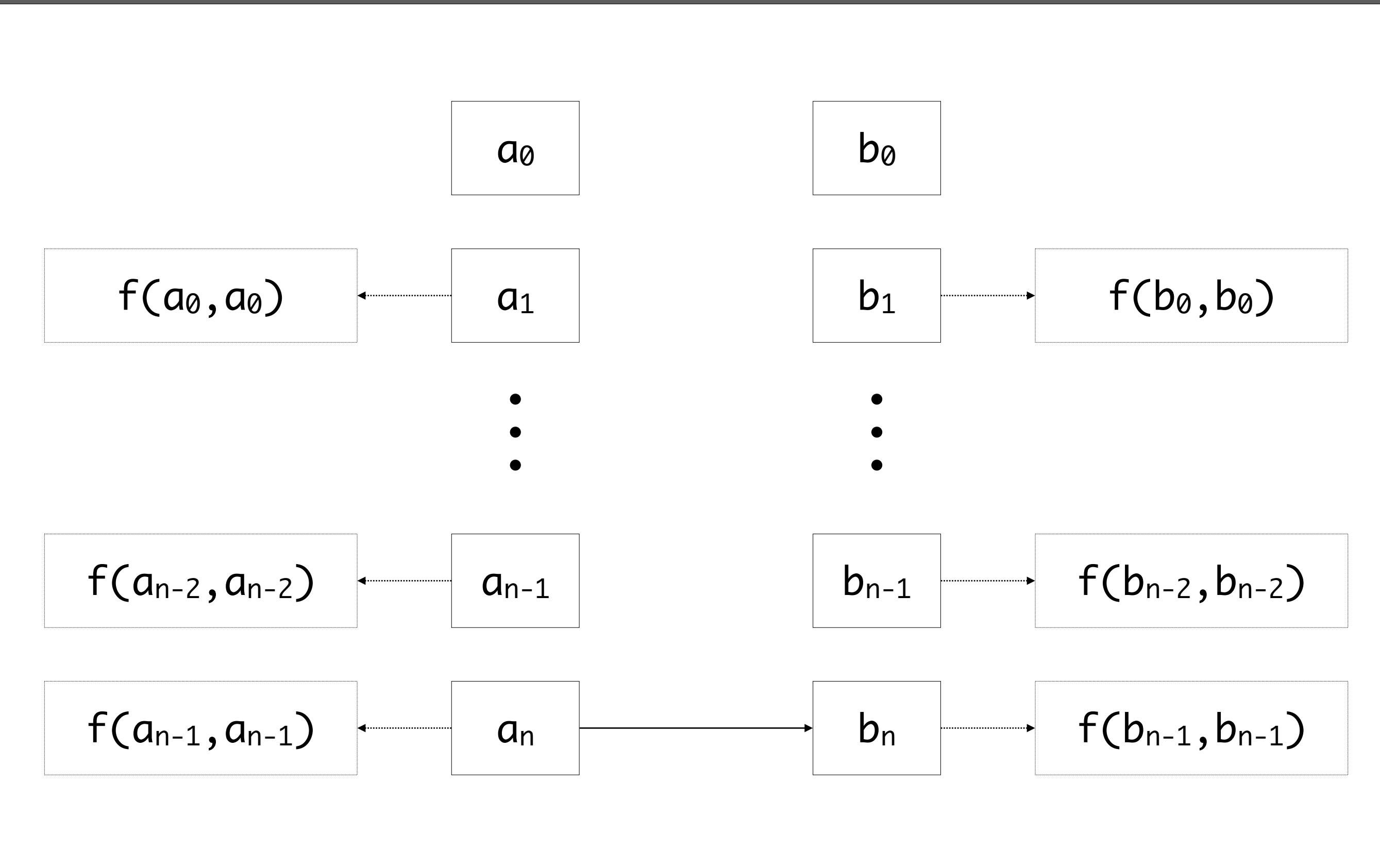
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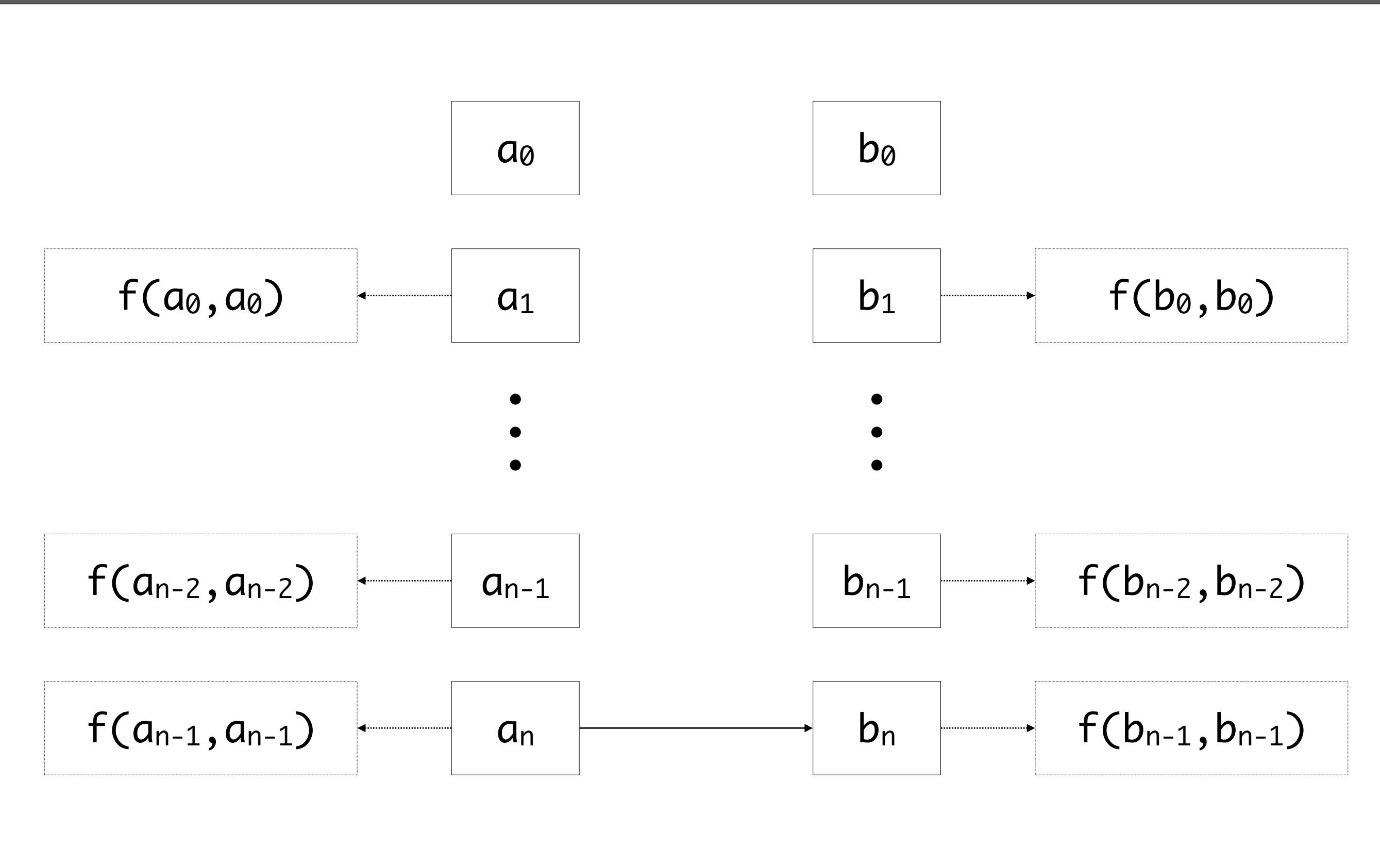
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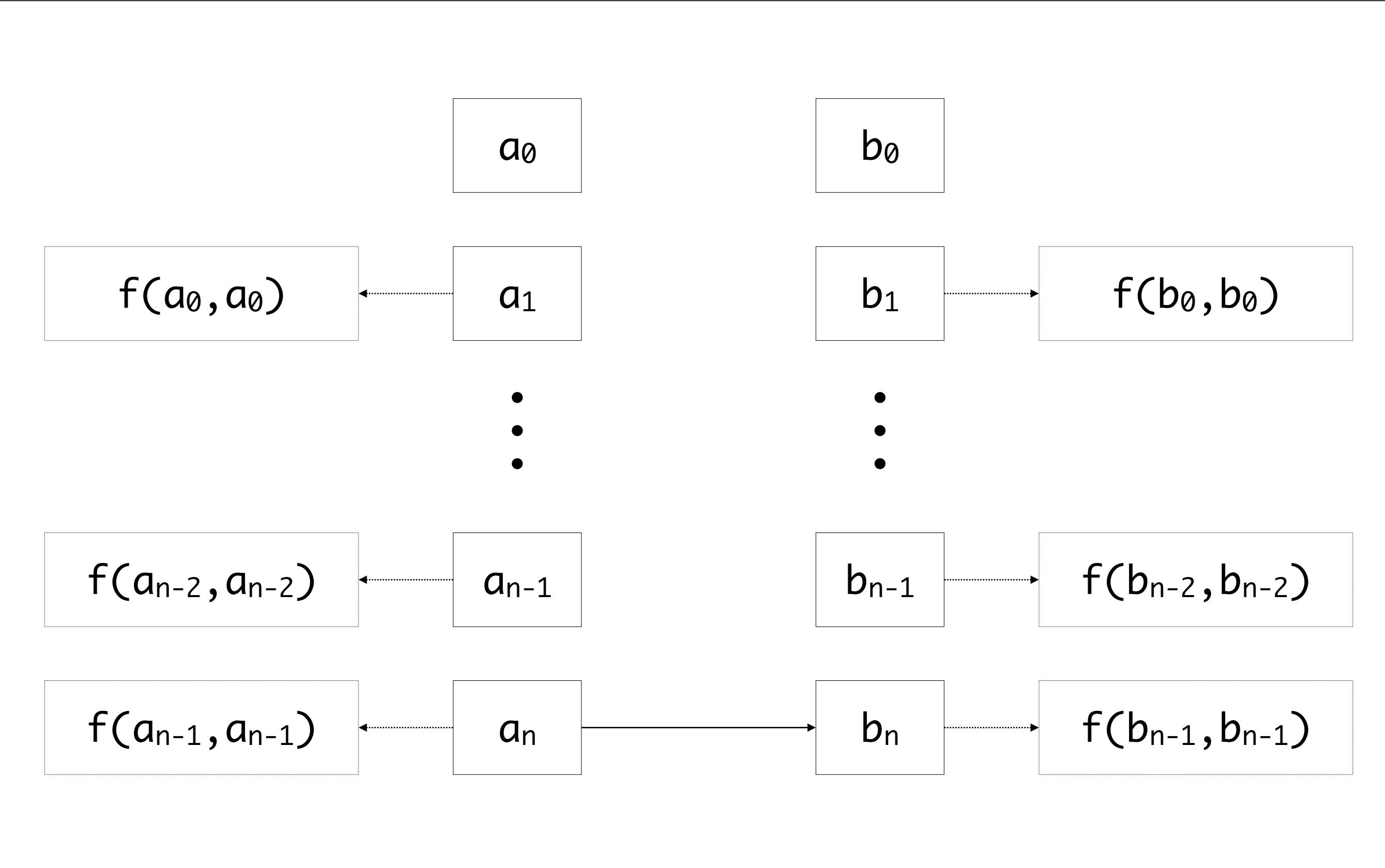
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The Complex Case

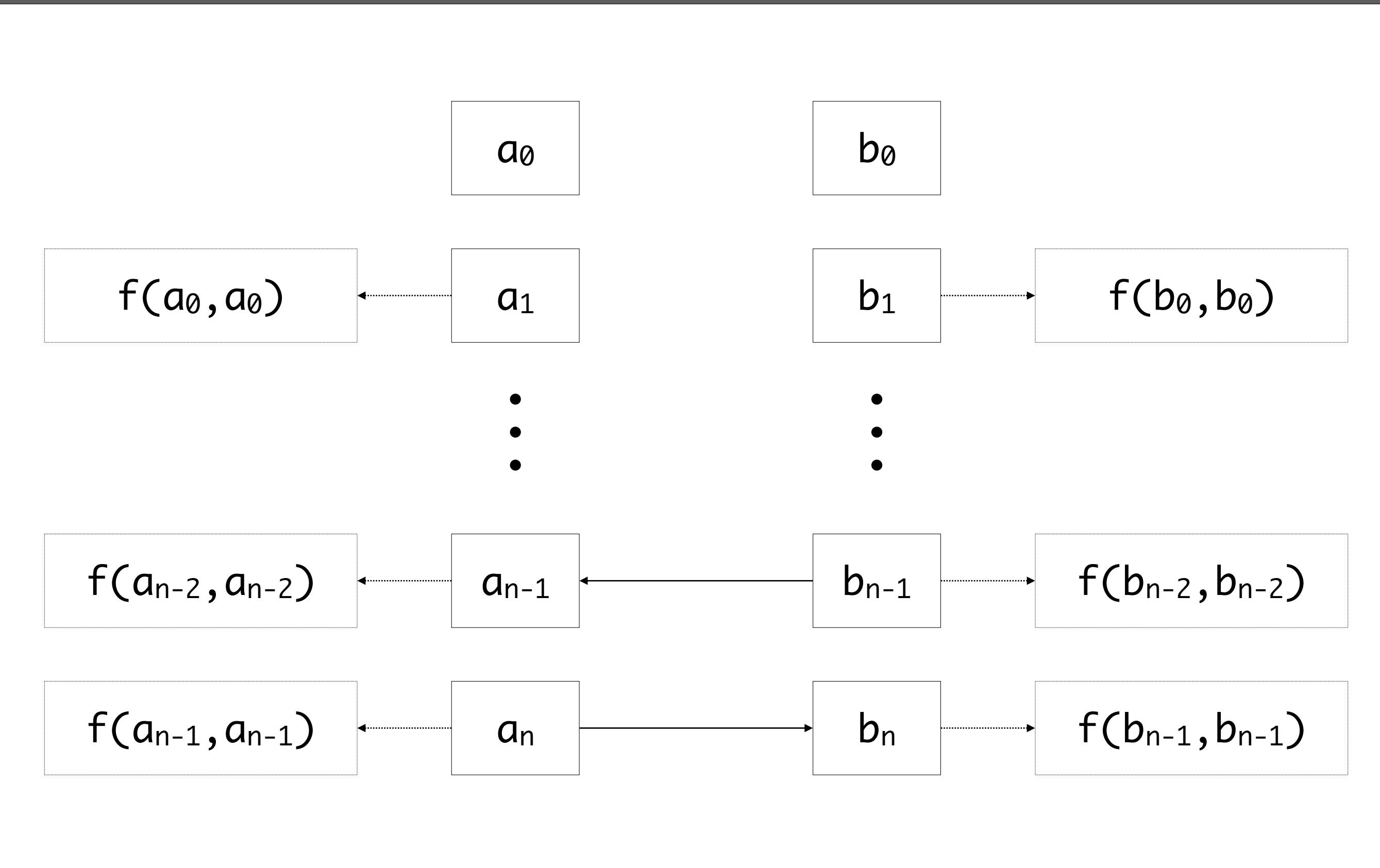
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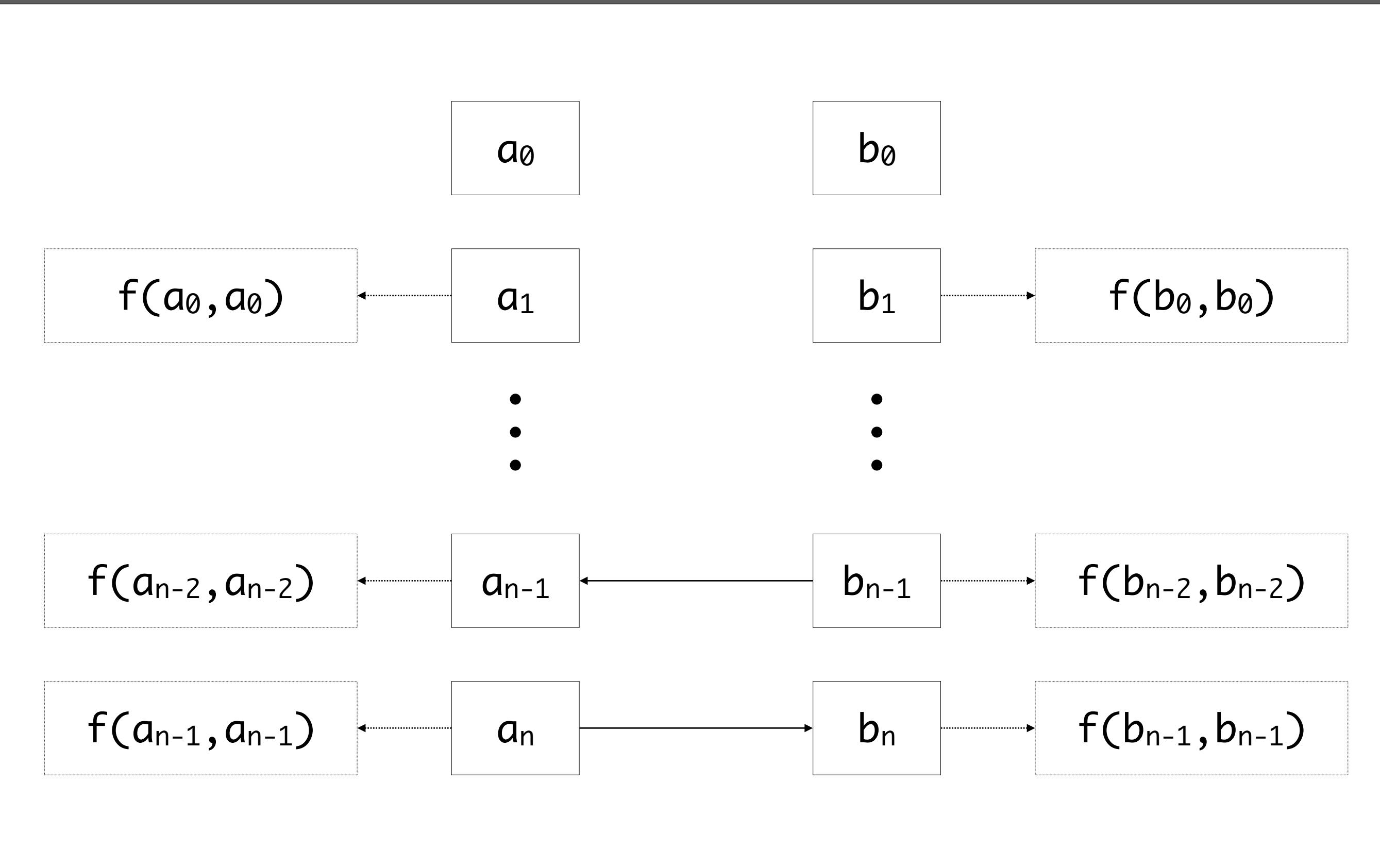
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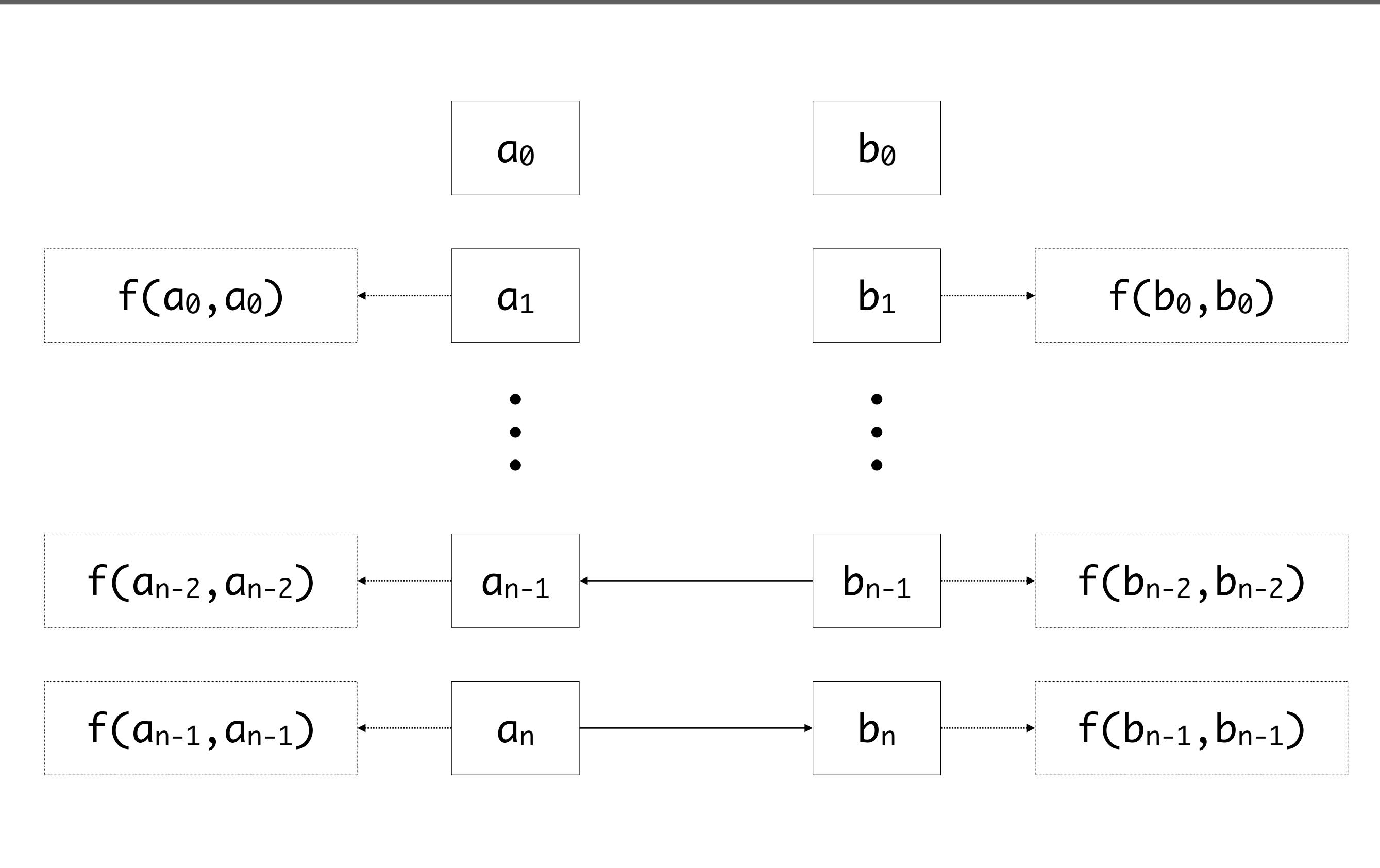
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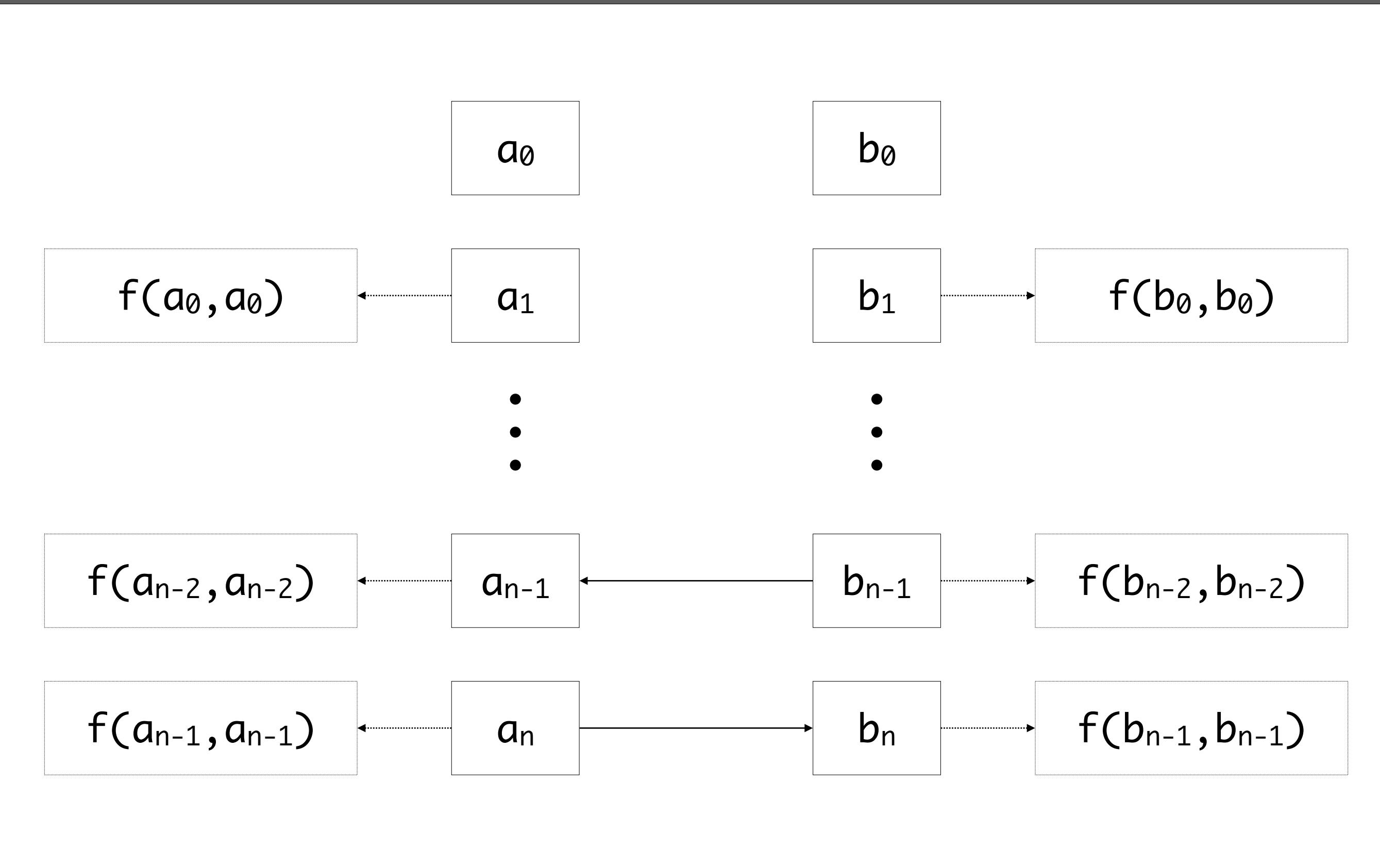
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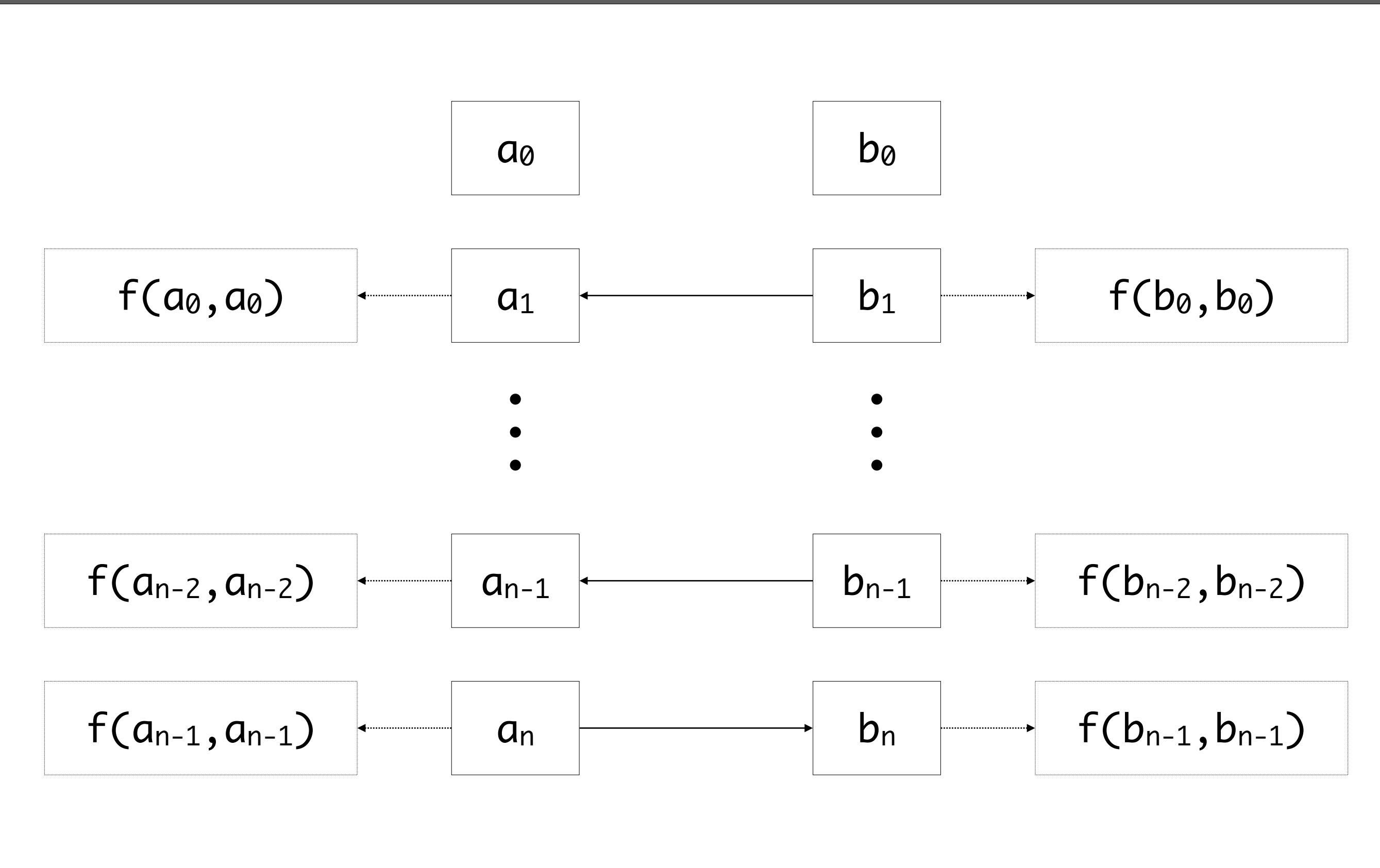
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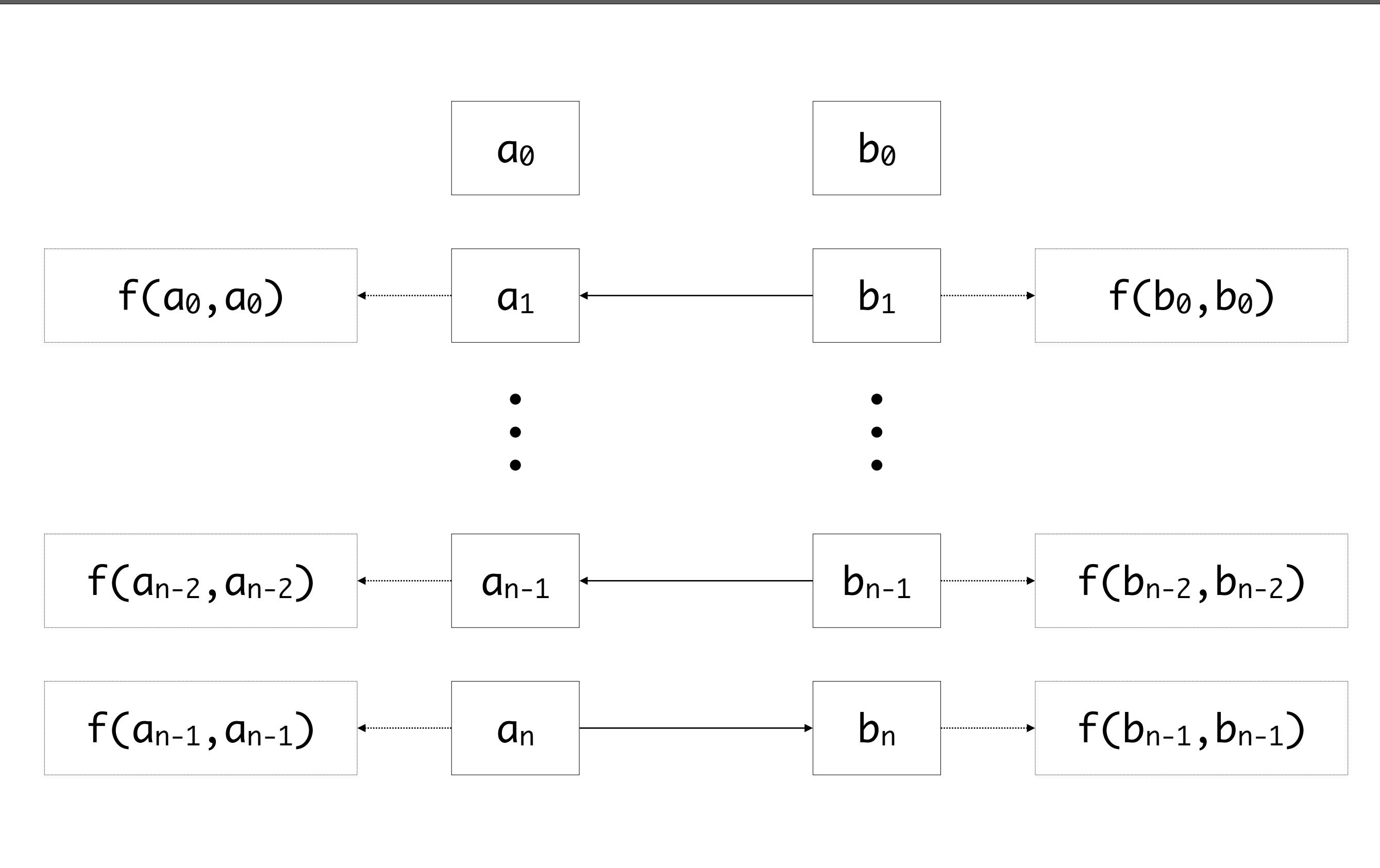
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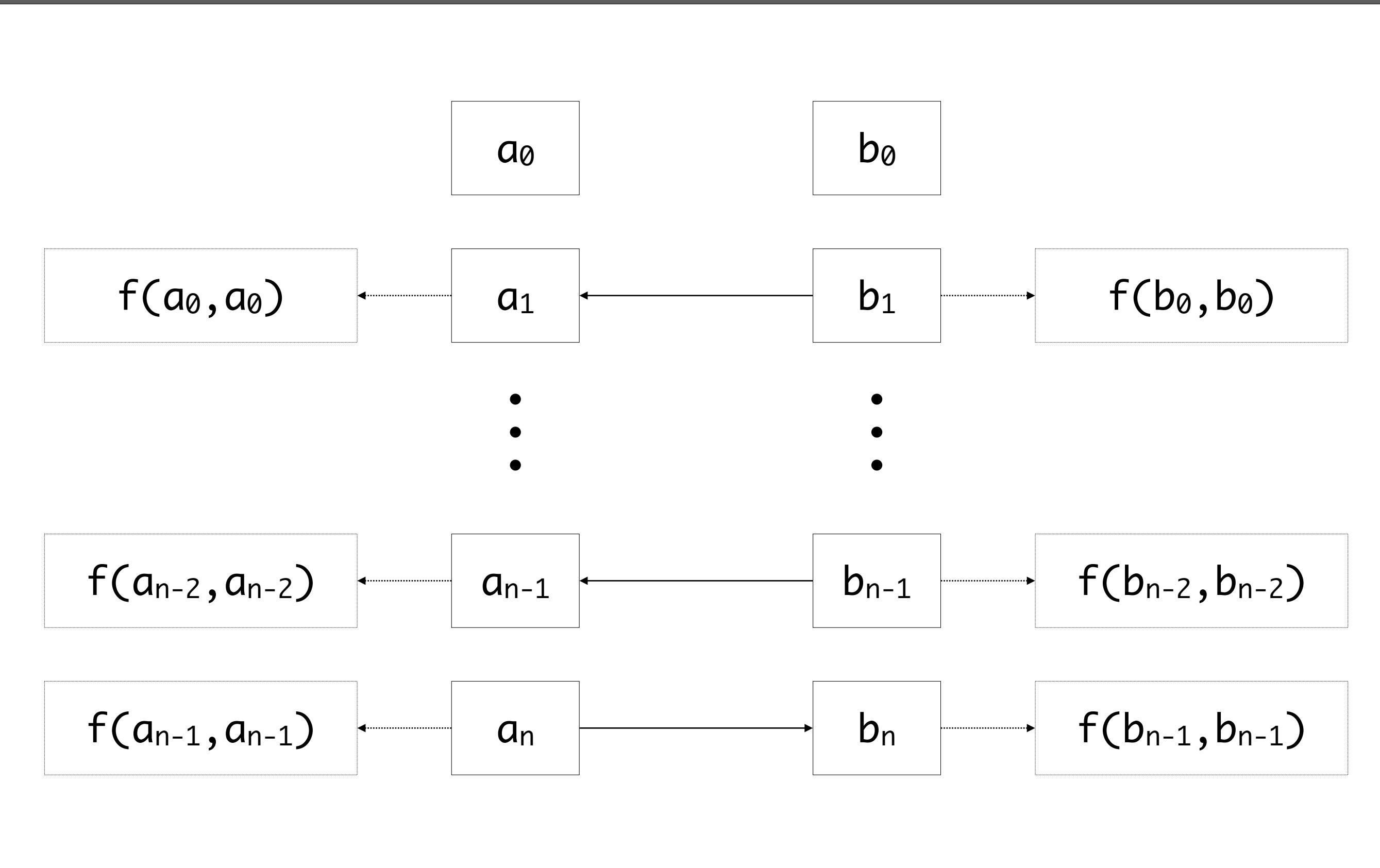
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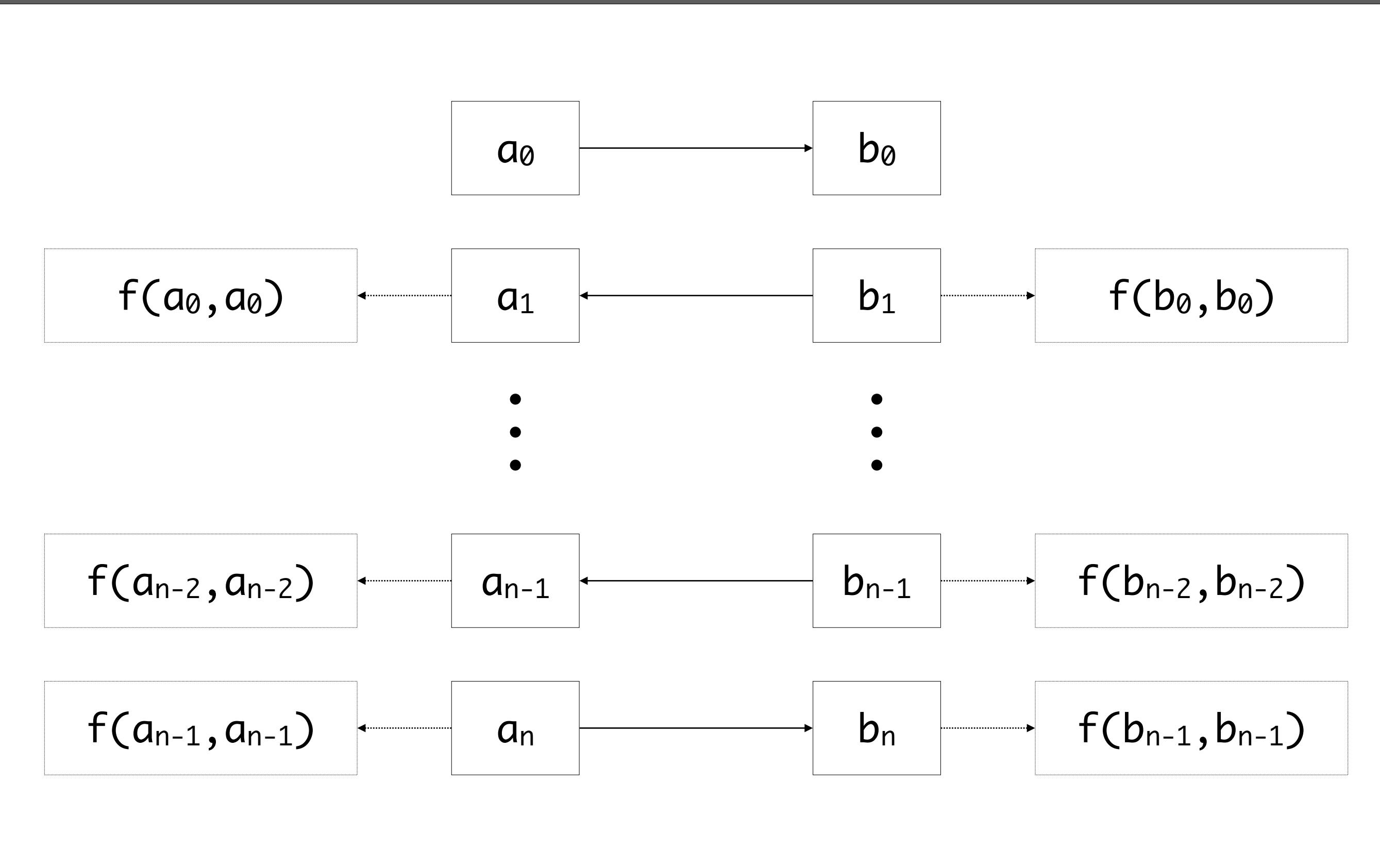
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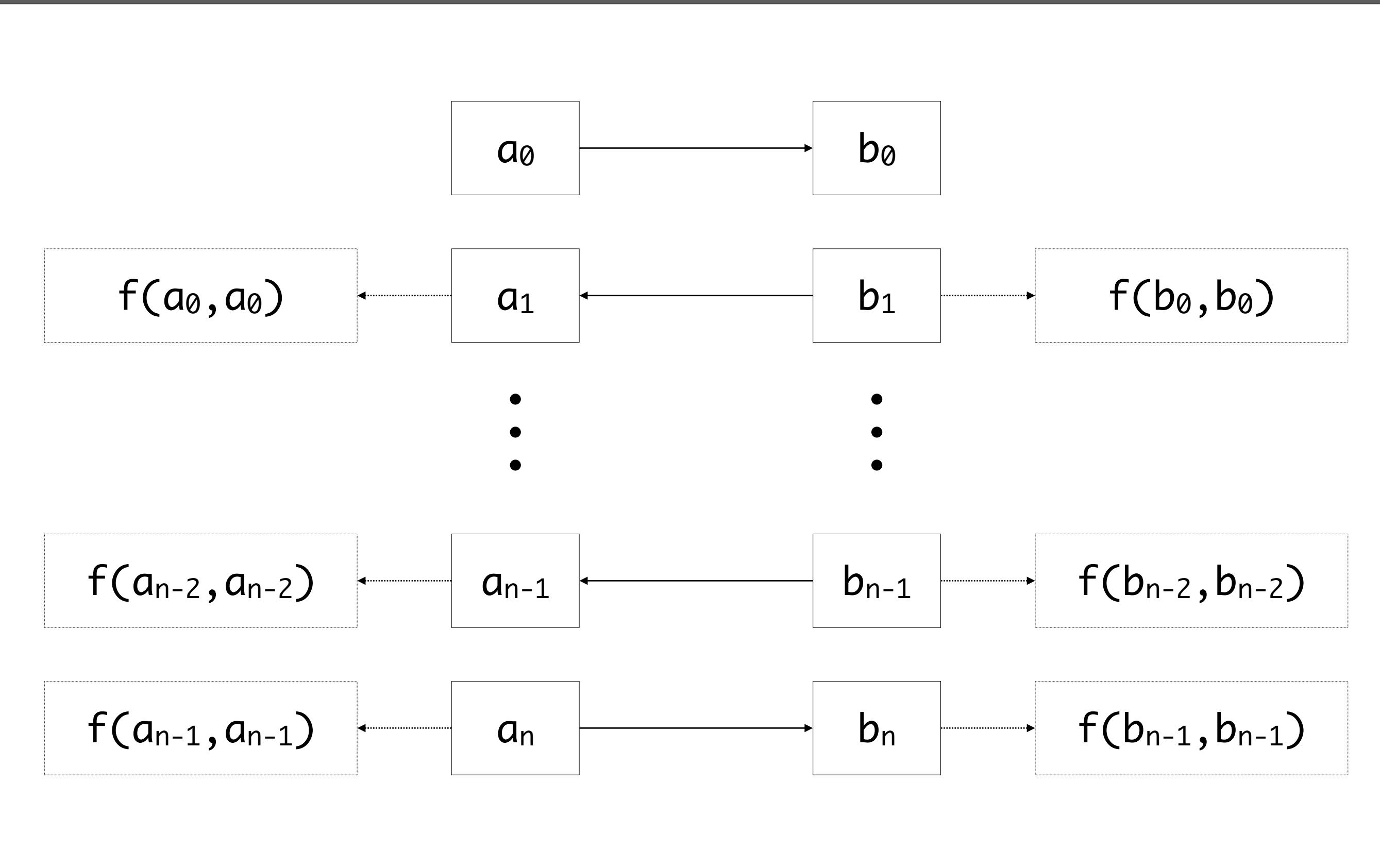
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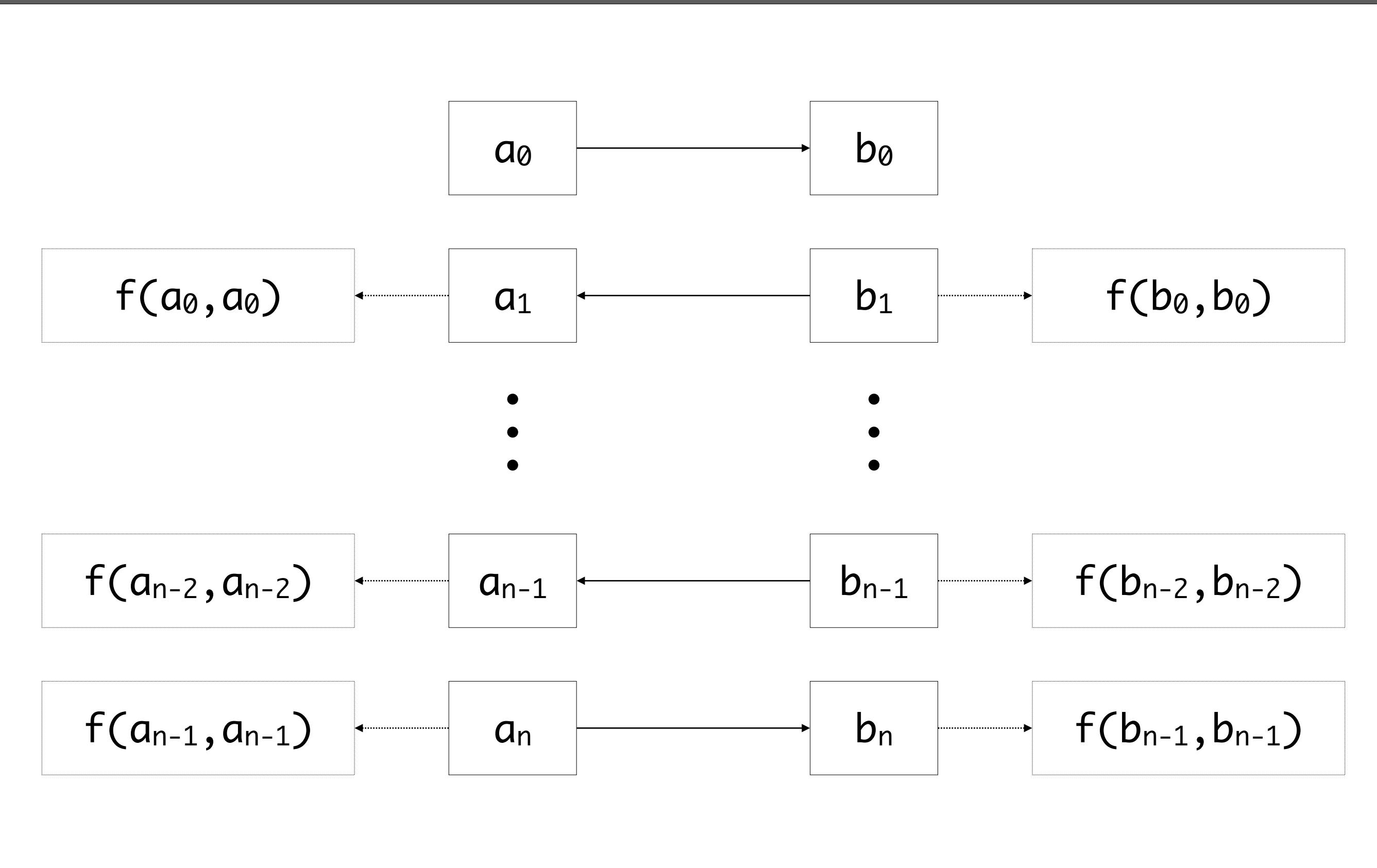
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How about occurrence checks?

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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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- Represent unifier as graph

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- Linear in space and almost linear (inverse Ackermann) in time

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- Linear in space and almost linear (inverse Ackermann) in time
- Easy to extract triangular unifier from graph
- Postpone occurrence checks to prevent traversing (potentially) large terms

Conclusion

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 - ▶ Unification computes most general unifiers

What is the relation between solver and semantics?

- Soundness: any solution satisfies the semantics
- Completeness: if a solution exists, the solver finds it

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 - ▶ Depends on built-in procedures to unify or resolve names
- Unification
 - ▶ Unifiers make terms with variables equal
 - ▶ Unification computes most general unifiers

What is the relation between solver and semantics?

- Soundness: any solution satisfies the semantics
- Completeness: if a solution exists, the solver finds it
- Principality: the solver computes most general solutions

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