

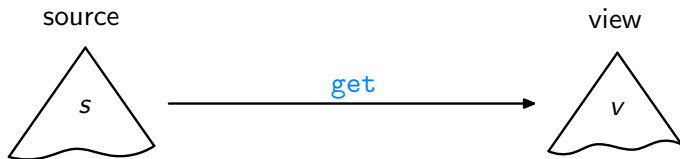
Inductive Program Synthesis for Bidirectional Transformations

Tobias Gödderz, Helmut Grohne, Janis Voigtländer

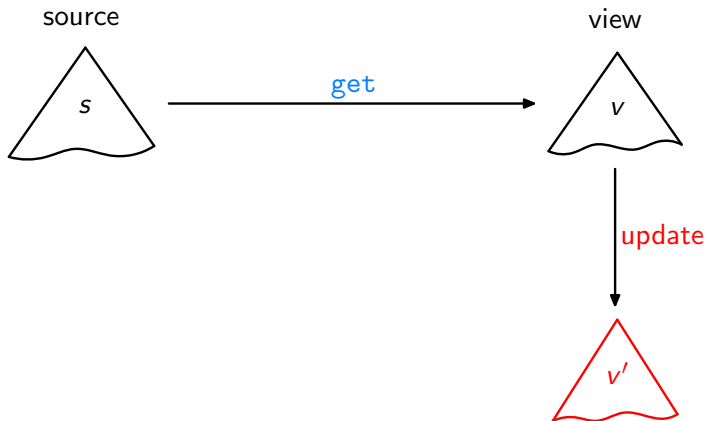
University of Bonn

Dagstuhl Seminar 15442

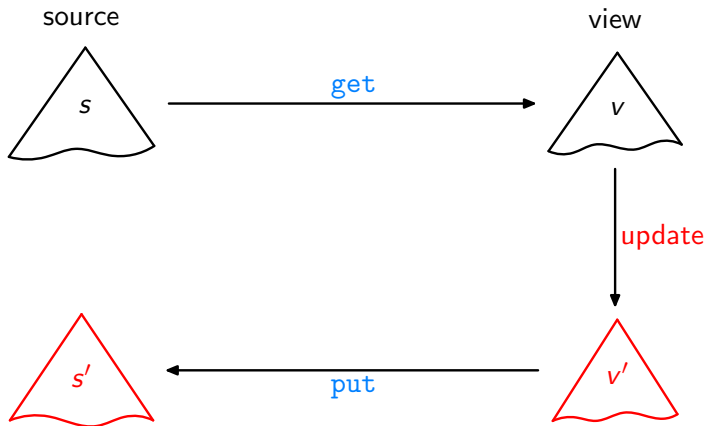
Bidirectional Transformation



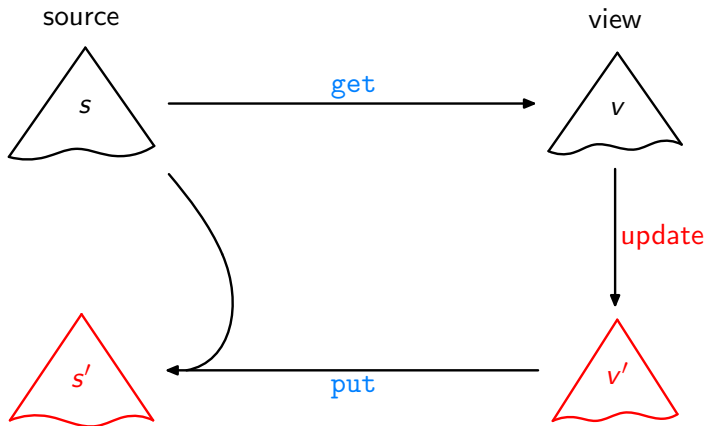
Bidirectional Transformation



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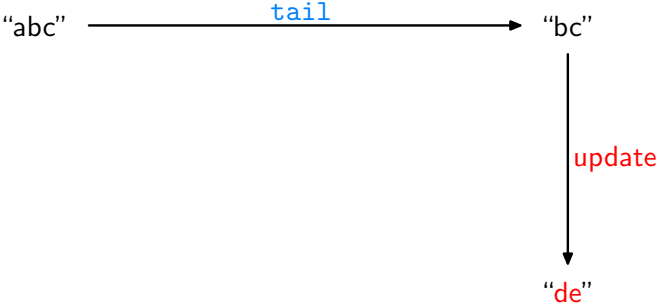
Bidirectional Transformation

Examples:

“abc” $\xrightarrow{\text{tail}}$ “bc”

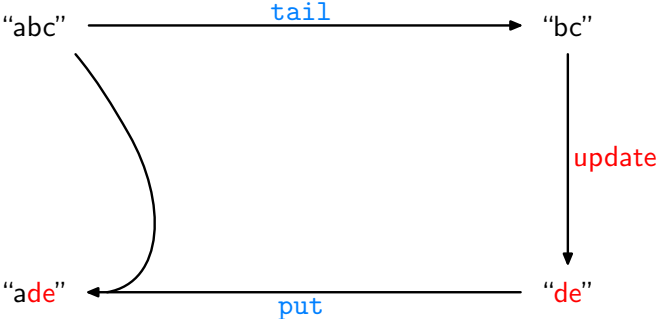
Bidirectional Transformation

Examples:



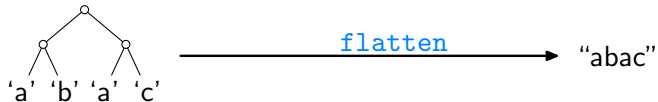
Bidirectional Transformation

Examples:



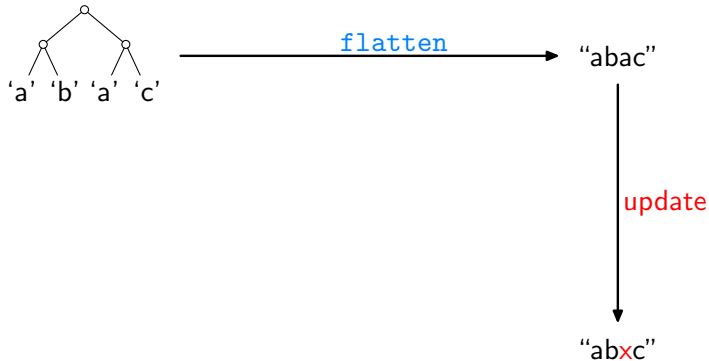
Bidirectional Transformation

Examples:



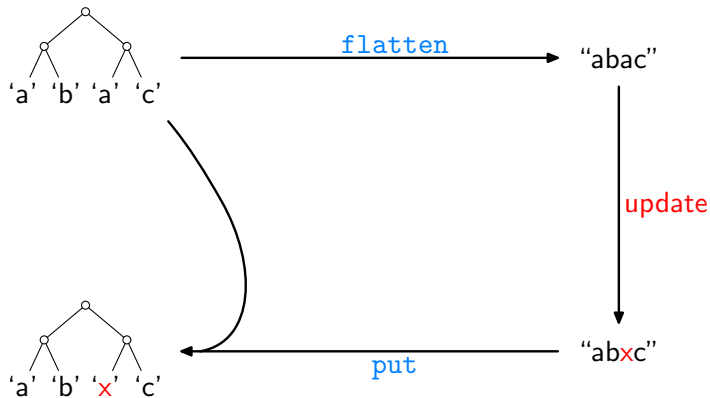
Bidirectional Transformation

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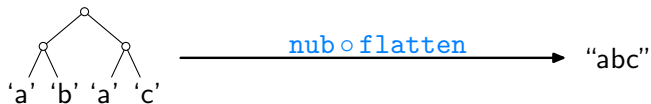
Bidirectional Transformation

Examples:



Bidirectional Transformation

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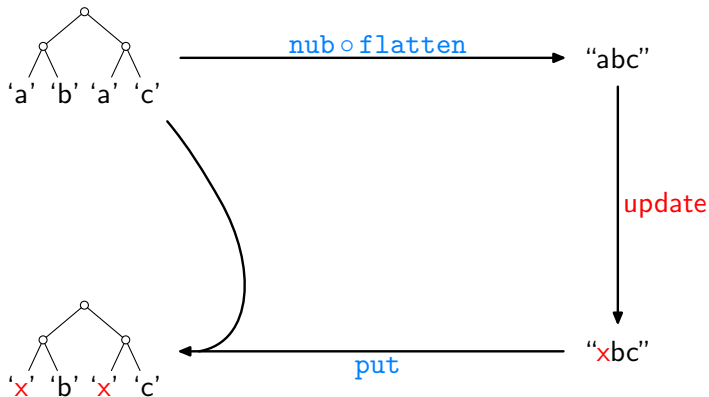
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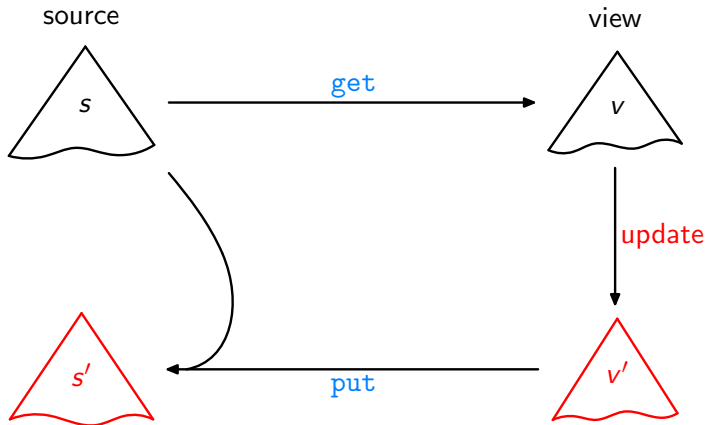


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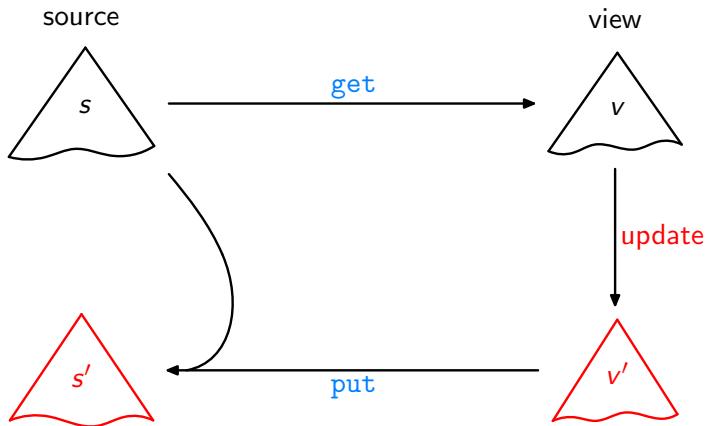
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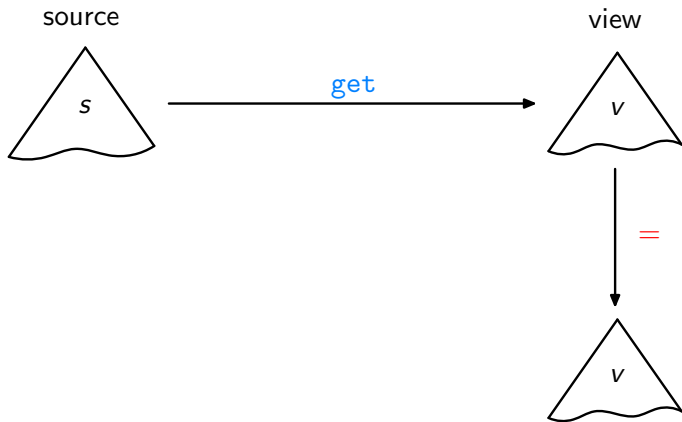
Bidirectional Transformation



Bidirectional Transformation – Laws

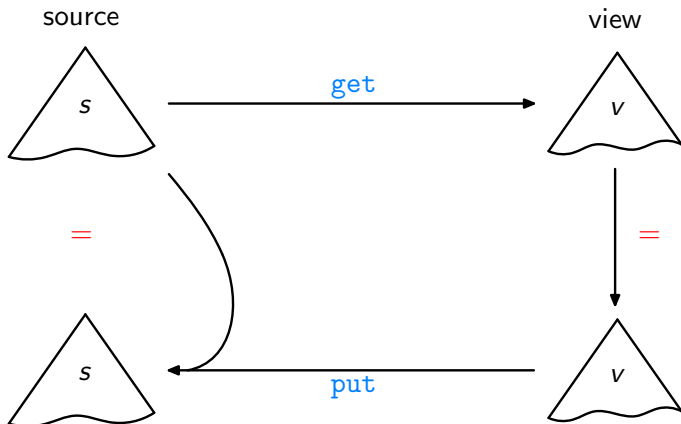


Bidirectional Transformation – Laws



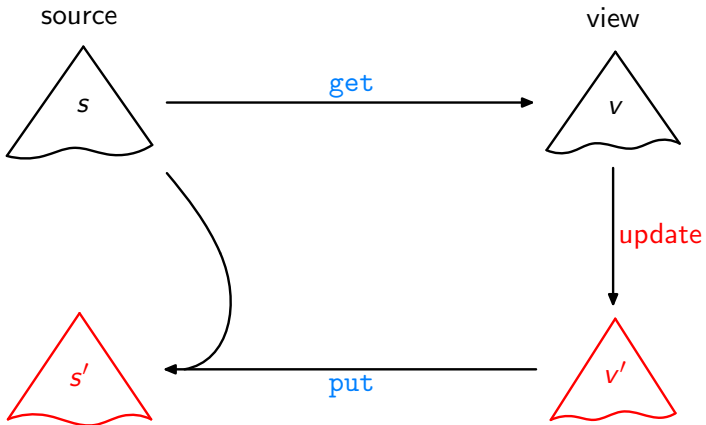
Acceptability / GetPut

Bidirectional Transformation – Laws



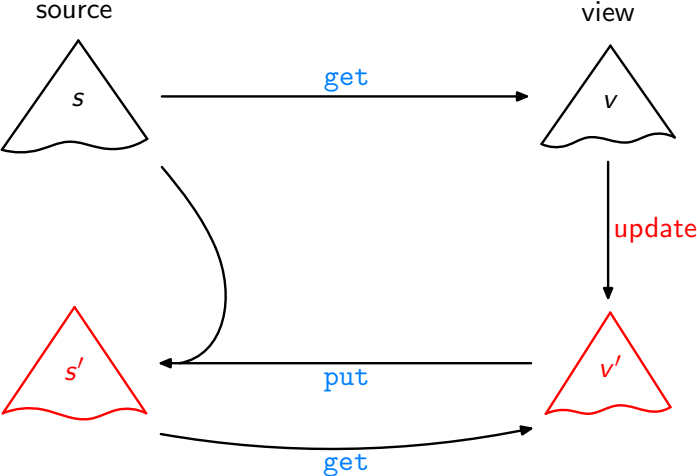
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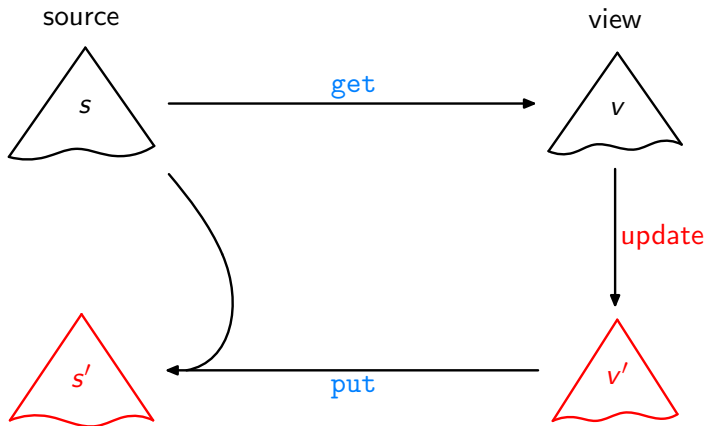
Consistency / PutGet

Bidirectional Transformation – Laws

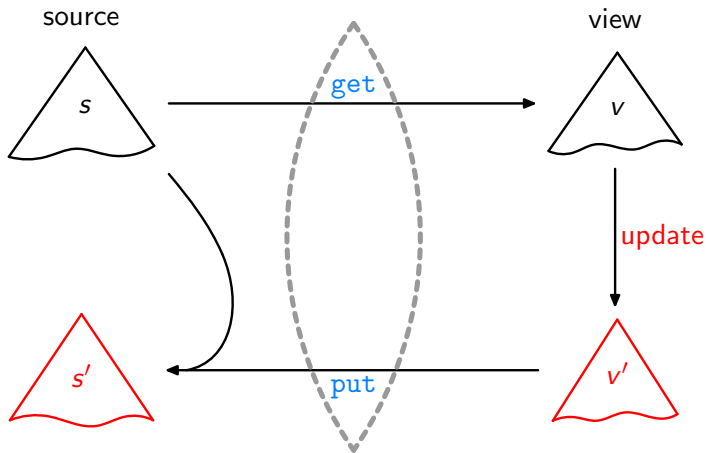


Consistency / PutGet

Bidirectional Transformation



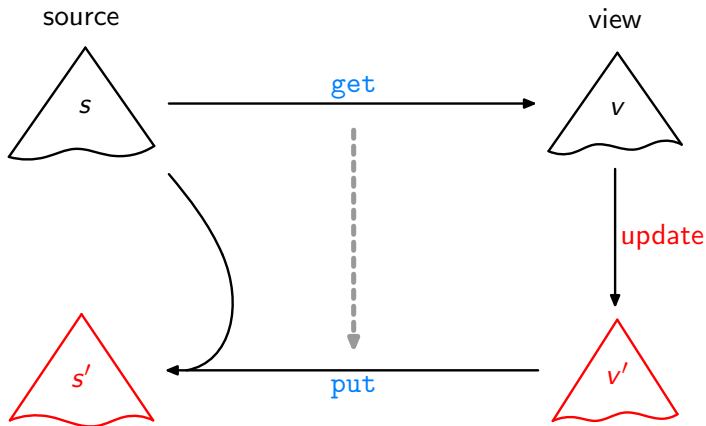
Bidirectional Transformation – PL Approaches



Lenses, DSLs

[Foster et al., ACM TOPLAS'07, ...]

Bidirectional Transformation – PL Approaches



Bidirectionalization

[Matsuda et al., ICFP'07], [V., POPL'09], ...

Nondeterminism / Choices to make

Let `get = sieve` with:

<code>s</code>	<code>""</code>	<code>"a"</code>	<code>"ab"</code>	<code>"abc"</code>	<code>"abcd"</code>	<code>"abcde"</code>
<code>sieve s</code>	<code>""</code>	<code>""</code>	<code>"b"</code>	<code>"b"</code>	<code>"bd"</code>	<code>"bd"</code>

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Then, for example:

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put "abcd" "xy" = "axcy"
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```
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```
put "abcd" "x" = "axc"           or "ax" ? , or "cx" ?
```

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But “really intended”:

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Let `get = init` with:

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Problem: How to produce the “intuitive” solution?

Entry: Inductive Program Synthesis

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Problem: Of the well-behavedness laws

$$\text{put } s \text{ (get } s) = s$$

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Like, for `get = init`:

$$\text{put } [a] \quad [] = [a]$$

$$\text{put } [a, b] \quad [a] = [a, b]$$

$$\text{put } [a, b, c] \quad [a, b] = [a, b, c]$$

$$\text{put } [a, b, c, d] \quad [a, b, c] = [a, b, c, d]$$

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But then one would synthesize:

$$\text{put } xs \ ys = xs$$

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Instead of:

```
put [a]      []      = [a]
put [a, b]   [a]     = [a, b]
...
```

use:

```
put [a]      []      = [a]
put [_, b]   [a]     = [a, b]
put [_, -, c] [a, b] = [a, b, c]
put [_, -, -, d] [a, b, c] = [a, b, c, d]
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One possible approach

“Encourage” use of both arguments!

Instead of:

$$\begin{aligned} \text{put } [a] \quad [] &= [a] \\ \text{put } [a, b] \quad [a] &= [a, b] \\ \dots \end{aligned}$$

use:

$$\begin{aligned} \text{put } [a] \quad [] &= [a] \\ \text{put } [-, b] \quad [a] &= [a, b] \\ \text{put } [-, -, c] \quad [a, b] &= [a, b, c] \\ \text{put } [-, -, -, d] \quad [a, b, c] &= [a, b, c, d] \end{aligned}$$

Then, Igor II synthesizes:

$$\begin{aligned} \text{put } [a] \quad [] &= [a] \\ \text{put } (- : (x : ys)) (a : bs) &= (a : (\text{put } (x : ys) bs)) \end{aligned}$$

One possible approach

Also works for `get = sieve`. Gives:

```
put xs [] = xs
put (a : (_ : xs)) (b : ys) = (a : (b : (put xs ys)))
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But this `put` is not defined when $(\text{length } s) / 2 < \text{length } v'$.

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Idea: Introduce extra examples covering such cases:

$$\text{put } [] [b] = [-, b]$$

(as a “mutation” of `put [a, -] [b] = [a, b]`).

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Idea: Introduce extra examples covering such cases:

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(as a “mutation” of `put [a, -] [b] = [a, b]`).

But actually then, in general, also need to express inequality constraints ...

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 - ▶ IP as a “helper”, detecting/exploiting regularities
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...
- ▶ Extensions to Igor II:
 - ▶ dealing with wildcards on rhs of I/O pairs
 - ▶ a new operator for introducing accumulating parameters
 - ▶ some reduction of search space

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