

Programming
Research
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An axiomatic basis for bidirectional programming

Josh H-S Ko¹ and Zhenjiang Hu¹⁻³

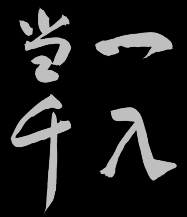
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International Workshop on Bidirectional Transformations (BX)

10 April 2018, Nice, France



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Towards a general-purpose bidirectional language

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BiGUL

Bidirectional Generic Update Language



lens combinators

```
rearrV v -> (v, ())  
  replace * skip const ()
```

atomic lenses

replace.put s v = v

Hoare-style logic

$\{ s \ v \mid \text{True} \}$ **replace** $\{ s' \ s \ v \mid s' = v \}$

An Axiomatic Basis for Bidirectional Programming

41:7

$$\frac{}{\{ \emptyset \} \text{fail} \{ \emptyset \}} \quad \frac{}{\{ _ _ \} \text{replace} \{ s' _ v \mid s' = v \}} \quad \frac{}{\{ s \ v \mid f \ s = v \} \text{skip} \ f \{ s' \ s _ \mid s' = s \}}$$

$$\frac{\{ L \} \ l \ \{ L' \} \quad \{ R \} \ r \ \{ R' \}}{\{ L * R \} \ l * r \ \{ L' * R' \}} \quad \frac{T \subseteq R \quad \{ R \} \ b \ \{ R' \} \quad R' \cap \langle _ \ s \ v \mid T \ s \ v \rangle \subseteq T'}{\{ T \} \ b \ \{ T' \}}$$

$$\frac{\{ s \ wpat \mid R \ \overline{s \ wpat} \} \ b \ \{ s' \ s \ wpat \mid R' \ s' \ s \ \overline{wpat} \}}{\{ s \ vpat \mid R \ \overline{s \ vpat} \} \ \text{rearrV} \ vpat \rightarrow wpat \ \downarrow \ b \ \{ s' \ s \ vpat \mid R' \ s' \ s \ \overline{vpat} \}}$$

$$\frac{\{ tpat \ v \mid R \ \overline{tpat \ v} \} \ b \ \{ tpat' \ tpat \ v \mid R' \ \overline{tpat' \ tpat \ v} \}}{\{ spat \ v \mid R \ \overline{spat \ v} \} \ \text{rearrS} \ spat \rightarrow tpat \ \downarrow \ b \ \{ spat' \ spat \ v \mid R' \ \overline{spat' \ spat \ v} \}}$$

$\forall (\text{normal } M \ \text{exit } E \ \downarrow \ b) \in bs.$

$$\{ R \cap \widehat{M} \} \ b \ \{ R' \cap \langle s' _ v \mid \widehat{M} \ s' \ v \wedge \widehat{E} \ s' \rangle \}$$

$\forall (\text{adaptive } M \ \downarrow \ f) \in bs.$

Reasoning

{ _ _ }

rearrV $v \rightarrow (v, ())$

{ _ (_ , ()) }

{ _ _ }

replace

{ $w' _ v \mid w' = v$ }

* { _ () }

{ _ () $\mid \text{const } () \ s = ()$ }

skip const ()

{ $h' \ h \ () \mid h' = h$ }

{ $(w', h') \ (_, h) \ (v, ()) \mid w' = v \wedge h' = h$ }

{ $(w', h') \ (_, h) \ v \mid w' = v \wedge h' = h$ }

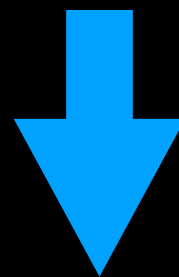
Putback triples

precondition: a binary relation on the original source and view

$$\{ s \ v \mid R \ s \ v \} \ b \ \{ s' \ s \ v \mid R' \ s' \ s \ v \}$$

postcondition: a ternary relation on the updated source, original source, and view

soundness



$$\forall s, v. \ R \ s \ v \Rightarrow \exists s'. \ b.\text{put } s \ v = s' \wedge R' \ s' \ s \ v$$

Get behaviour

If $\{ s \ v \mid R \ s \ v \}$ b $\{ s' \ _ \ v \mid C \ s' \ v \}$
then $b.\text{get } n \ R \subseteq C$

Proof $b.\text{get } s = v$ *soundness* *GetPut*
 $R \ s \ v$ $b.\text{put } s \ v = s'$ $s' = s$
 $C \ s' \ v$ $C \ s \ v$



Range triples

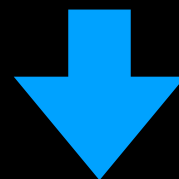
input range: a binary relation
on the original source and view

$$\{ \{ s \ v \mid R \ s \ v \} \} \quad b \quad \{ \{ s' \mid P' \ s' \} \}$$

output range: a unary relation/predicate
on the updated source

soundness 

$$\forall s'. \ P' \ s' \Rightarrow \exists v. \ b.get \ s = v \wedge R \ s \ v$$



$$\forall s'. \ P' \ s' \Rightarrow \exists s, v. \ b.put \ s \ v = s' \wedge R \ s \ v$$

Main theorem MK II

If $\{ s \ v \mid R \ s \ v \}$ b $\{ s' \ _ \ v \mid C \ s' \ v \}$
and $\{\{ s \ v \mid R \ s \ v \}\}$ b $\{\{ s' \ _ \mid P' \ s' \}\}$
then $b.get$ is defined on P'
and $b.get \mid P' \subseteq C$

Key-based list alignment

```
keyAlign ks kv b c =
  case
    normal [] [] exit []
      rearrV [] -> ()
      skip const ()
    normal (s::_) (v::_) | ks s == kv v exit (_::_)
      rearrS (s::ss) -> (s, ss)
      rearrV (v::vs) -> (v, vs)
      b * keyAlign ks kv b c
    adaptive (_::_) []
      \_ _ -> []
    adaptive ss (v::_) | kv v `elem` map ks ss
      \ss (v::_) -> extract ks kv v ss
    adaptive _ (_::_)
      \ss (v::_) -> c v :: ss
```

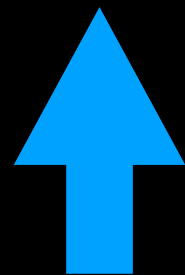
Verifying keyAlign

$\{ ss \ vs \mid \text{True} \}$

keyAlign ...

$\{ ss' \ ss \ vs \mid \exists ss^*. \textit{ss}^* \textit{ retains elements in } ss \textit{ and}$
 $\textit{ss}' \textit{ is an updated version of } ss^* \textit{ and}$
 $\textit{element-wise consistent with } vs \}$

$\{\{ ss \ vs \mid \text{True} \}\}$ **keyAlign** ... $\{\{ ss' \mid \text{True} \}\}$



$\{\dots\} \dots \{\dots\}$
 $\{\{\dots\}\} \dots \{\{\dots\}\}$

Evolution of session types

program/process

```
x := read ch
```

```
write ch ...
```

```
write ch ...
```

•
•

type/protocol

```
ch: ?int;  
!int;  
!int; end
```

```
ch: ?int;  
!(int × int); end
```

Process-protocol synchroniser

- The get direction is type inference.
- For the put direction:
 - Retain the original process behaviour (assuming that the protocol is only being refactored or optimised)
 - Reject an update if a new protocol deviates too much from the original one
 - Verification desirable

**Towards a general-purpose
bidirectional language**

General-purpose bidir. lang.

- Synchronisation problems are ubiquitous and diverse.
 - Inventing a DSL for every problem?
- Reuse (and unification) of general BX concepts
 - “BenchmarkX reloaded” at BX '17
 - Tony at SSBX '16: Implementing TGG in BiGUL?
- Tool support — IDE, verifier, debugger, etc

What does a general-
purpose bidirectional
language look like?

For state-based asymmetric lenses...

“Get-based” approach

First: write a consistency relation (get)

- map f *<alignment strategy>*
- filter p *<management of ignored elements>*

Second: annotate the consistency relation
with restoration (put) behaviour

“Put-based” approach

```
align p match b create conceal =  
  case  
    normal [] [] exit []  
      rearrV [] -> ()  
      skip const ()  
    normal (s::_) (v::_) | p s && match s v exit (s::_) | p s  
      rearrS (s::ss) -> (s, ss)  
      rearrV (v::vs) -> (v, vs)  
      b * align p match b create conceal  
    adaptive (s::_) [] | p s  
      \ss -> let (prefix, remaining) = span p ss
```

First: write a (put) program to restore
a consistency relation in mind

Second: the consistency relation (get)
becomes executable for free

Conclusion

- Declarative approaches (DSLs) and investigation into various forms of well-behavedness laws/principles are definitely useful.
- But general-purpose bidirectional languages should be given some thoughts too.
 - In addition to well-behavedness guarantees...
 - Max freedom to program and reason about the consistency restoration behaviour