

FunLog

# Example problems

- Combinatorial auction
  - sell all the items
- Towers of Hanoi
- Rectangle packing
- Shortest route.
- 8 queens
- Soduko
- Maximizing (minimizing) costs

# Finding a solution with given property

- The property relates known entities with parts of the solution.
- The property ensures that the solution is useable
- The property can be expressed as a small higher order function.
- The problem combines computation and search.

# Computational Modality

- Evaluate (reduction)
  - Modality of languages like: C, Haskell, Datalog
- Find (Existential search)
  - Modality of languages like: Prolog, Alloy, IDP
- Combined
  - Curry: both reduction and search via Narrowing.

# Modality v.s. Expressivity via Language

	Evaluate	Find
Tuple	Haskell, C, ...	Prolog
FiniteSet	Datalog	IDP, Alloy
Algebraic	Haskell, ML, Curry	Curry
Array	C, Fortran,	

# Language via Algorithm

Language	Computational Algorithms
Prolog	Backtracking, unification
Haskell, C, ML	Reduction
Datalog	SemiNaive fixpoint evaluation
Curry	Narrowing
Alloy	SAT, symmetry
IDP	SAT, grounding

# FunLog

- FunLog is a language designed for a mixed modal language
- Data
  - Int, Bool (eval & find)
  - Pressburger Arithmetic (eval & find)
  - Tuples (eval & find)
  - FiniteSets (eval & find)
  - Algebraic Data (eval only)
- Succinctness -  $\lambda$ -calculus expressions and datalog formula (denotes SPJ operations on sets)
- Abstraction – lexically scoped lambda calculus can abstract over anything.
- Computation modality is overloaded and determined by context.

## Evaluate

dim i4 = [0,1,2,3]

input = set (i4,i4,i4) [(0,3,3),(1,1,1),(1,2,0),(2,1,0),(2,2,3),(3,3,0)]

quadrantL =

[(0,0,0),(0,0,1),(0,1,0),(0,1,1),(1,0,2),(1,0,3),(1,1,2),(1,1,3),  
,(2,2,0),(2,2,1),(2,3,0),(2,3,1),(3,2,2),(3,2,3),(3,3,2),(3,3,3)]

quadrant = set (i4,i4,i4) quadrantL

**Find:** grid(i,j,n).

**Where:** input(i,j,n) <= grid(i,j,n).

**Such That:**

full grid(0,j,k) & full grid(1,j,k) & full grid(2,j,k) & full grid(3,j,k)  
& full grid(i,0,k) & full grid(i,1,k) & full grid(i,2,k) & full grid(i,3,k)  
& full quadrant(0,i,j),grid(i,j,k) & full quadrant(1,i,j),grid(i,j,k)  
& full quadrant(2,i,j),grid(i,j,k) & full quadrant(3,i,j),grid(i,j,k)  
& grid(i,j,n) | (i,j) -> k .

		3
1	0	
0	3	
		0



# Syntax

- FunLog is a declarative language
- Declarations introduce new named objects
  - `name(x,y) <- formula`
    - Rules introduce Finite Sets (Relations)
  - `name = expression`
    - Equations introduce values
  - `Exists name Where: _ SuchThat: _`
    - Introduces Search, name is a lazy list
- Functions (lambda abstractions) can abstract over any named object.

# Notation

- Funlog uses two different notations
  - Functions (like Haskell) Expressions
  - Relations (like Prolog and Datalog) Formulas
- The two notations use different conventions to determine the scope of a variable.
- One switches from one notation to the other by the use of the escape (\$) operator,

# Functional - Expressions

- Expressions denote a value
- A value can be many things
  - A primitive Int, Float, Char, String, Boolean,
  - A tuple of values (4,True,even)
  - A function
  - An algebraic data type.
  - A finite set

# Example expressions

- Literals - 5, 2.3, "abc"
- Variable – x, date, tail
- Function calls – (f x 5)
- Lambda abstraction ( $\lambda x \rightarrow x + 3$ )
- Tuples – (2,3)
- Sets – set #(dim,width) [(2,"a")]
- Comprehensions [ x + 4 | x <- [2..6] ]

# Relational - Formulas

- A formula denotes a finite set of tuples that range over primitive data.
- An Atomic formula (atom) is a relation symbol followed by a parenthesized list of patterns.
  - $R(p_1, p_2, p_3)$  the largest subset of  $R$  where each element of a tuple  $(a, b, c)$  matches the patterns.
  - i.e.  $a$  matches  $p_1$ ,  $b$  matches  $p_2$ , and  $c$  matches  $p_3$ .
- Compound formulas

# Compound formulas

- Conjunction
  - $\text{son}(y) \leftarrow \text{father}(x,y), \text{male}(y)$
- Disjunction
  - $\text{parent}(x) \leftarrow \text{father}(x,y); \text{mother}(x,z)$
- Negation
  - $\neg \text{father}(x,y)$
- Projection
  - $\{(y,x) \leftarrow r(x), z(x,y,z)\}$

# Lexical Scoping

- The normal rules of lexical scoping apply to the expression part of the language.
- Rules and formula use implicit conventions to determine scoping.
- $f(x_i \dots) \leftarrow \text{rhs}$ 
  - $f$  is introduced by the rule, and is in scope in  $\text{rhs}$
  - Free variables in the  $x_i$  are universally quantified and are bound in  $\text{rhs}$
  - Free variables in  $\text{rhs}$  are existentially scoped and are bound in  $\text{rhs}$ .
  - So how do we “import” variables bound in an outer scope?

# The Escape (\$) annotation

```
transClosure f =  
  let anc(x,y)  
      <- $f(x,y);  
      $f(x,z), anc(x,y). in anc
```

```
row n x = let f(k) <- $x($n,j,k). in f  
col n x = let f(k) <- $x(i,$n,k). in f
```



# Dimensions

- Dimensions a finite sets over scalar data
  - Int, float, char, string, Bool, and enumerations
  - `dim small#Int [0,1,2,3]`
  - `data week = Sun | Mon | Tue | Wed | Thu | Fri | Sat`
- Dimensions can be multidimensional
  - `#(small,week)`
- Dimensions are used to limit the elements in finite sets
  - `Set #(small,week) [(0,Mon), (1,Tue)]`

# Materializing functions in small domains

```
dim i6 = [0,1,2,3,4,5]
```

```
lift1 d f =
```

```
  set (d,d) [ (x, f x) | x <- d ]
```

```
lift2 d f =
```

```
  set (d,d,d)
```

```
    [ (x,y,f x y) | x <- d, y <- d ]
```

```
plus = lift2 i4 (+)
```

```
minus = lift2 i6 (-)
```

```
f(x,y) <- g(x,i),h(y,j),plus(i,j,7).
```

# Language Adjectives

- Expressive
  - What can the language compute
- Succinct
  - How many key-strikes does it take to write it
- Abstract
  - Finding patterns, naming them and re-using them
  - Functional abstraction is one example
  - Modality abstraction is another

# Datalog v.s. Relational Algebra

- Datalog and Relational Algebra are equally expressive.
- Datalog is more succinct.

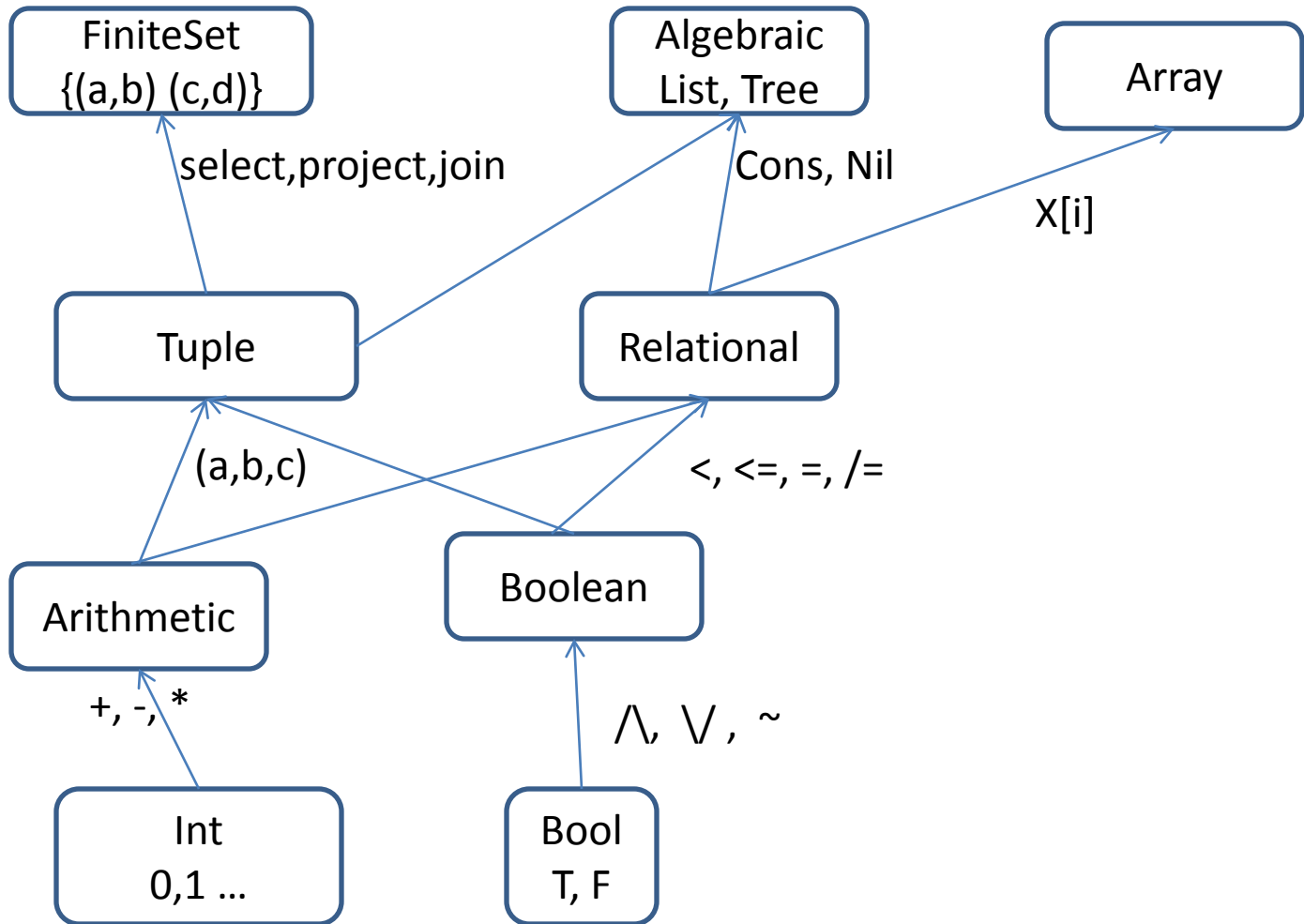
```
parent(x,y),parent(y, ``Tom" )
```

vs

```
select ((x,y)->y==``Tom" )  
      (Join (project ((y,z)->(z,y)) parent)  
           parent)
```

- Neither is abstract over transitive closure

# An Expressivity Hierarchy



# Points to note

- It is a real hierarchy
- Any point lower in the hierarchy can be lifted to a point higher in the hierarchy
- Computations lower in the hierarchy always have translations into richer computations higher in the hierarchy

# Functional Abstraction & the $\lambda$ -calculus

- Find a pattern, name it, and reuse it

```
inRange x lo hi = lo <= x && x <= hi
```

```
inRange 5 2 6 → T
```

```
inRange 7 2 6 → F
```

- Not all languages have this kind of abstraction

```
anc(x,y) <- parent(x,y); parent(x,z),anc(z,y).
```

```
reach(x,y) <- path(x,y); path(x,z),reach(z,y).
```

# Modality abstraction

- A term of type Bool can be interpreted as
  - A set of reduction steps to get T or F
  - A specification for a search based tool like minisat
- By using constrained types, its is possible to overload a term to do both things.
- The context of the term determines its modality.
- A value in the Evaluate modality is a value in the Find modality (the search is trivial)



# A language with modality abstraction

## Evaluate

```
dim i10 = [0,1,2,3,4,5,6,7,8,9]
dim colors = ["Red","Blue","Green","Yellow"]
```

This section evaluated

```
graph = [(1,2),(2,3),(3,4),(4,5),
         (5,1),(1,6),(2,7),(3,8),
         (4,9),(5,0),(6,8),(7,9),
         (8,0),(9,6),(0,7)]
```

```
edges = set (i10,i10) graph
color = toSet colors
twoHop(x,y) <- edges(x,z),edges(z,y).
```

This section uses search

**Find** coloring(n,c)

**Where** same(x,y,c) <- color(c)coloring(x,c),  
edges(x,y),coloring(y,c).

Mixed modal expressions

**Such That:** none same(x,y,c) & full ( w(n) <- coloring(n,c) ).

# Mixed Modality

- Operators for each point in the Expressivity hierarchy are given over loaded types.
- Mode of use determines how they are interpreted.
- Automatic conversion from Evaluate -> Find
- Conversion from Find to Evaluate is non deterministic. I.e. a search may find many results. Answers are encapsulated in a lazy list. New answers are computed only on demand.

# Overloaded Boolean

```
class Boolean b where
  true  :: b
  false :: b
  isTrue  :: b -> Bool
  isFalse :: b -> Bool
  conj :: b -> b -> b      -- conjunction
  disj :: b -> b -> b      -- disjunction
  neg  :: b -> b          -- negation
  imply :: b -> b -> b    -- implication
```

# Pressburger Arithmetic

```
class (Num n) => Arithmetic n where
  lit :: Int -> n
  (+) :: n -> n -> n
  (-) :: n -> n -> n
  (*) :: Int -> n -> n
```

```
class (Arithmetic n, Boolean b) =>
  (Relational f n b) where
  (<) :: f n -> f n -> f b
  (<=) :: f n -> f n -> f b
  (=) :: f n -> f n -> f b
  (/=) :: f n -> f n -> f b
```

# FiniteSet Examples

`select::`

`(Boolean b) =>`

`([Int] -> Bool) -> FiniteSet b -> FiniteSet b`

`project ::`

`(Boolean b) =>`

`[Int] -> FiniteSet b -> FiniteSet b`

`join::`

`(Boolean b) =>`

`Int -> FiniteSet b -> FiniteSet b -> FiniteSet b`

`none:: (Boolean b) => FiniteSet b -> b`

`some:: (Boolean b) => FiniteSet b -> b`

`funDep::`

`(Boolean b) =>`

`[Int] -> [Int] -> FiniteSet b -> b`

# Using the hierarchy

- Every term has an overloaded type.
- Every instance of the overloaded type determines a computation strategy.

```
range e lo hi =  
  conj (lo <= e) (e <= hi)
```

```
range ::  
  (Relational f n b, Boolean (f b)) =>  
  f n -> f n -> f n -> f b
```

```
instance Boolean(Value Bool)
instance Relational Value Int Bool
```

Given the overloaded type

```
range ::
  (Relational f n b, Boolean (f b)) =>
  f n -> f n -> f n -> f b
```

Used at the instances above

```
range 6 4 10 -> True
```

```
instance Boolean(SMT Bool)
instance Relational SMT Int Bool
```

Given the overloaded type

```
range ::
  (Relational f n b, Boolean (f b)) => f
  n -> f n -> f n -> f b
```

Used at the instances above

```
range x1 x2 x3 ->
(x2 <= x1) /\ (x1 <= x3)
```



# Mixed Computation

Overloaded `xs`, `conj`, `true`, `/=`

Not overloaded `less`

```
distinct xs =
```

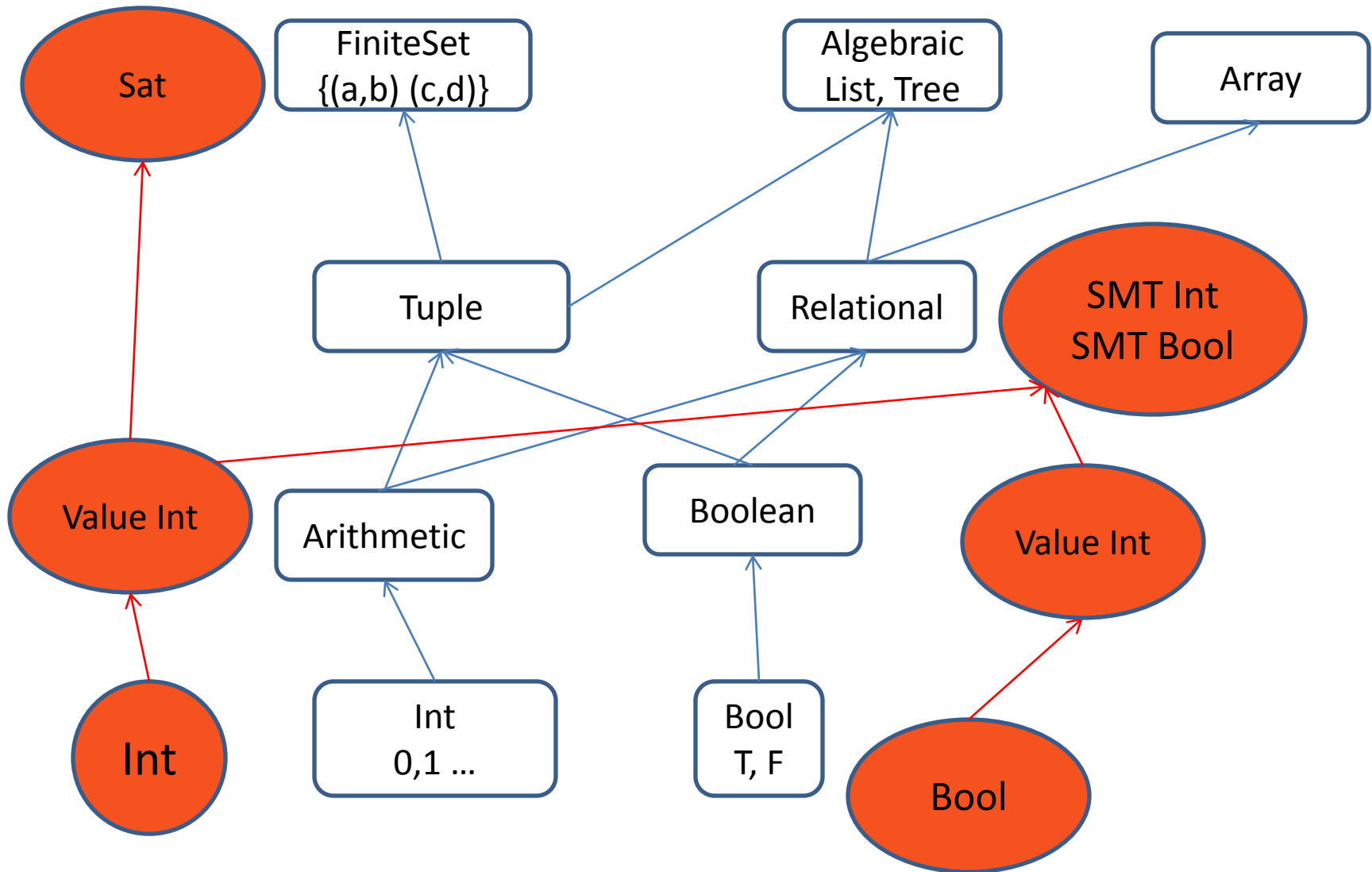
```
  foldr conj true
```

```
  [i /= j | i<-xs, j<-xs, less i j]
```

```
distinct [x1,x2,x3] :: SMT Bool
```

```
(x1 /= x2) /\ (x1 /= x3) /\ (x2 /= x3)
```

# Current points in the hierarchy



# Conclusions

- Abstracting over computational modality is a good thing
- Eval modality can always be lifted to Find
- Find can be lifted to Eval using lazy lists
- Constrained types isolate exactly the expressivity needed to state the problem
- Use the lowest tool (known instance of the constrained type) to solve the problem
- Functional abstraction is a great glue to tie together many different approaches.
- Materializing functions in small domain lets us add arithmetic to the FiniteSet expressivity point for free.