

Adjustable References

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- Reasoning about imperative programs
- How to represent mutable state?
- Two standard approaches
 - Deep embedding
 - Monadic
- What if state is only used as an optimisation?

```
let memo f =  
  let h = Hashtbl.create() in  
   $\lambda a.$  match Hashtbl.get h a with  
    | Some b  $\rightarrow$  b  
    | None  $\rightarrow$   
      let b = f a in  
      Hashtbl.add h a b; b
```

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Intuitively, $\text{memo } f = f$.

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```

But with monads, $f : A \rightarrow B$ and
 $\text{memo } f : A \rightarrow \text{State } B$.

- Like mutable references,
but mutation is not observable.
- Internal representation type, R .
- Observation type, T .
- Observation function, $f : R \rightarrow T$.

Parameter $\text{aref} : \forall R T, (R \rightarrow T) \rightarrow \text{Type}$.

Parameter `aval` : $\forall R T (f : R \rightarrow T), R \rightarrow \text{aref } f$.

Parameter `aget` : $\forall R T (f : R \rightarrow T), \text{aref } f \rightarrow T$.

Axiom `aref_inhabited` :

$\forall R T (f : R \rightarrow T) (r : \text{aref } f), \exists v, r = \text{aval } f \ v$.

Axiom `agetval` :

$\forall R T (f : R \rightarrow T) v, \text{aget}(\text{aval } f \ v) = f \ v$.

Naively,

$$\text{adjupd} : \forall R T (f : R \rightarrow T) (r : \text{aref } f) (v : R), \\ f v = \text{aget } r \rightarrow \text{unit}.$$

Problems:

- 1 Evaluation order unknown & Coq can discard unused results
- 2 The new internal value cannot depend on the old internal value.
- 3 Not useful unless T is a function type.

Parameter agetu :

$$\begin{aligned} \forall R A B (f : R \rightarrow A \rightarrow B) (upd : R \rightarrow A \rightarrow R \times B) \\ (PF : \forall x a, f (\text{fst } (upd \ x \ a)) = f \ x) \\ (PF' : \forall x a, \text{snd } (upd \ x \ a) = f \ x \ a), \\ \text{aref } f \rightarrow A \rightarrow B. \end{aligned}$$

Axiom agetuE :

$$\begin{aligned} \forall R A B (f : R \rightarrow A \rightarrow B) \text{ upd } PF \ PF', \\ \text{agetu } \text{upd } PF \ PF' = \text{aget} (f := f). \end{aligned}$$

Parameter anew :

$$\begin{aligned} &\forall R_1 T_1 (f_1 : R_1 \rightarrow T_1) (r : \text{aref } f_1) \\ &\quad R_2 T_2 (f_2 : R_2 \rightarrow T_2) \\ &\quad (g : \forall v, \text{aget } r = f_1 v \rightarrow R_2) \\ &\quad (PF : \forall x p_x y p_y, f_2 (g x p_x) = f_2 (g y p_y)), \\ &\text{aref } f_2. \end{aligned}$$

Axiom anewval :

$$\begin{aligned} &\forall R_1 T_1 (f_1 : R_1 \rightarrow T_1) \vee R_2 T_2 (f_2 : R_2 \rightarrow T_2) g PF, \\ &\quad \text{anew (aval } f_1 v) g PF \\ &\quad = \text{aval } f_2 (g v (\text{agetval } f_1 v)). \end{aligned}$$

Trivial; just ignore the adjustments.

Definition $\text{aref } R \ T \ f := R.$

Definition $\text{aval } R \ T \ f \ v := v.$

Definition $\text{aget } R \ T \ f \ r := f \ r.$

Definition $\text{agetu } R \ A \ B \ f \ \text{upd } p \ p' \ r := f \ r.$

Definition $\text{anew } R_1 \ T_1 \ f_1 \ r \ R_2 \ T_2 \ f_2 \ g \ p :=$
 $g \ r \ \text{eq_refl}.$

```
type ('r, 't) aref = 'r ref
let aval x = ref x
let aget f r = f !r
let agetu u r a =
  let (v, b) = u !r a in
    r := v;
    b
let anew r g = ref (g !r ())
```

Section *Memo*.

Variables ($AB : \text{Type}$) ($f : A \rightarrow B$).

Variable $eqA : \forall x y : A, \{x = y\} + \{x \neq y\}$.

Variable $hash : A \rightarrow \text{int}$.

Definition $cache :=$

$\{c : \text{Parray.t (option(A} \times B)) \mid$
 $\forall x a b, \text{Parray.get } c x = \text{Some}(a, b) \rightarrow b = f a\}$.

Program Definition $mupd(c : cache)(a : A) :=$
let $h := hash\ a$ **in**
match $Parray.get\ c\ h$ **with**
| $None \Rightarrow$
 let $b := f\ a$ **in** $(Parray.set\ c\ h\ (Some(a, b)), b)$
| $Some(a', b) \Rightarrow$
 if $eqA\ a\ a'$ **then** (c, b) **else**
 let $b := f\ a$ **in** $(Parray.set\ c\ h\ (Some(a, b)), b)$
end. $\langle \dots \rangle$

Program Definition $memo :=$
let $r := aval\ (\lambda c, f)\ (Parray.create\ 100\ None)$ **in**
 $agetu\ mupd\ _ _ r.$ $\langle \dots \rangle$

Lemma *memo_eq* : *memo* = *f*.

Proof.

by **unfold** *memo*; **rewrite** arefgetuE, agetval.

Qed.

End *Memo*.

Data structures that optimize their shape even when performing read-only operations.

- Union-find path compression (in the paper)
- Splay trees

- Cannot have any observable updates.
- But observable updates are fine...
...provided that nobody observes them.
- In a sequential setting, you can do a sequence of updates, whose total effect is unobservable.
- cf. Conchon and Filliâtre persistent arrays.

- Overcome the limitation!

$\text{runST} : \forall c : \text{AdjStateMonad } A.$

$c \text{ is logically pure} \rightarrow A.$

- Formally justify the imperative implementation
- Develop applications of adjustable references