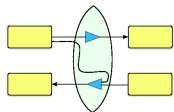


Bidirectional Programming Languages



Nate Foster
Cornell University

CS 2110
24 November 2015





Most programming languages, like C...



Java,



Python,



and C++ are general purpose.



I'm interested in designing languages that are *specifically designed* for particular tasks

Domain-specific languages

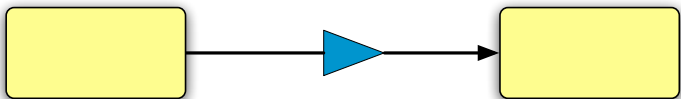
- Clean semantics
- Natural syntax
- Better tools

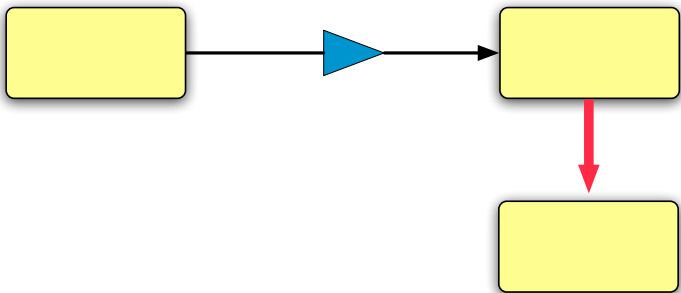
A word cloud featuring various terms related to data management and processing. The words are arranged in a roughly circular pattern, with 'data' being the largest and most central. Other prominent words include 'update', 'query', 'transform', 'maintain', 'integrate', 'replicate', 'mashup', 'convert', 'exchange', 'redact', 'analyze', 'clean', 'curate', 'reconcile', 'hide', 'evolve', 'synchronize', 'modify', 'summarize', and 'extract'. The colors of the words vary, including shades of green, blue, orange, red, and pink.

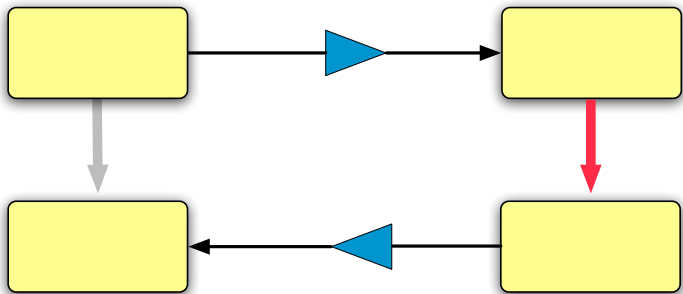
convert
exchange
redact
analyze
update
clean
integrate
query
mashup
transform
curate
reconcile
data
modify
hide
maintain
evolve
synchronize
summarize
extract

A word cloud featuring various terms related to data management and processing. The words are arranged in a roughly circular pattern, with 'data' being the largest and most central. Other prominent words include 'update', 'query', 'transform', 'integrate', 'replicate', 'mashup', 'hide', and 'maintain'. Smaller words include 'convert', 'exchange', 'redact', 'analyze', 'clean', 'curate', 'reconcile', 'modify', 'synchronize', 'evolve', 'summarize', and 'extract'. The colors of the words vary, including shades of green, blue, orange, and pink.

update
data
query
transform
integrate
replicate
mashup
hide
maintain
convert
exchange
redact
analyze
clean
curate
reconcile
modify
synchronize
evolve
summarize
extract

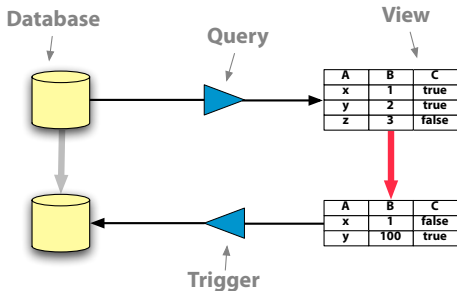






The View Update Problem

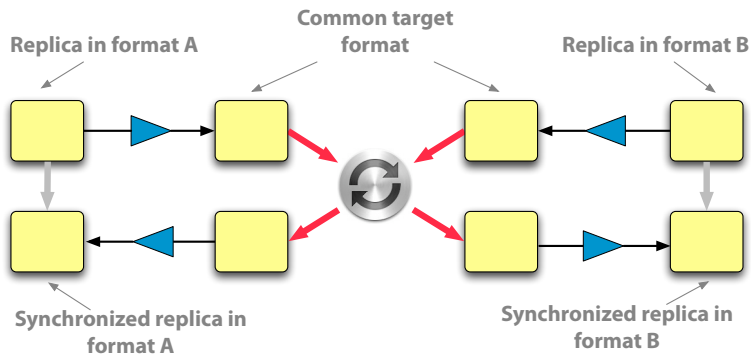
In databases, this is known as the **view update problem**.



[Bancilhon, Spryatos '81]

The View Update Problem In Practice

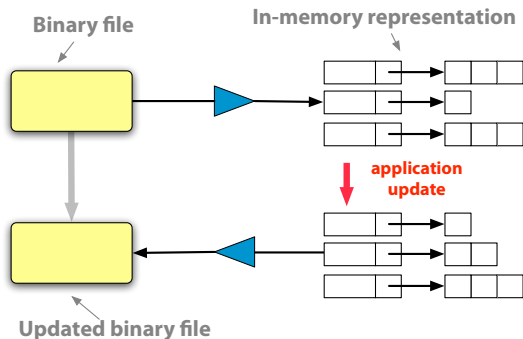
It also arises in **data converters** and **synchronizers**...



[Foster, Greenwald, Pierce, Schmitt JCSS '07]— Harmony

The View Update Problem In Practice

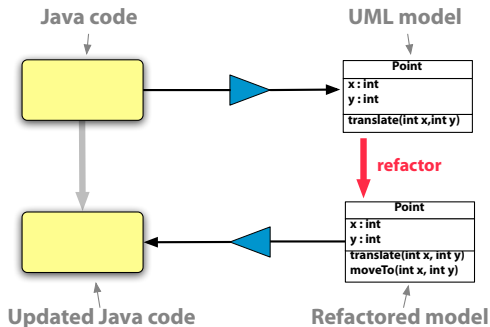
...in **picklers** and **unpicklers**...



[Fisher, Gruber '05]— PADS

The View Update Problem In Practice

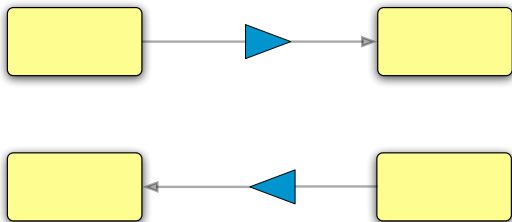
...in **model-driven software development**...



[Stevens '07]— bidirectional model transformations

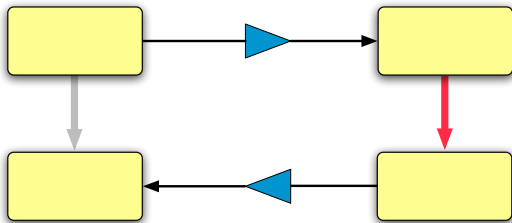
Problem

How do we write these **bidirectional transformations**?



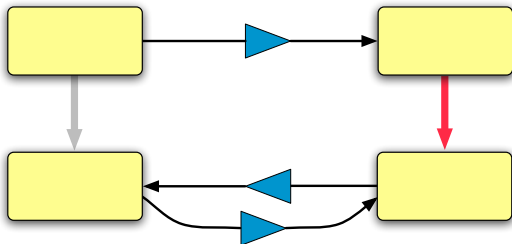
Problem: Why is it hard?

We want updates to the view to be translated "exactly" ...



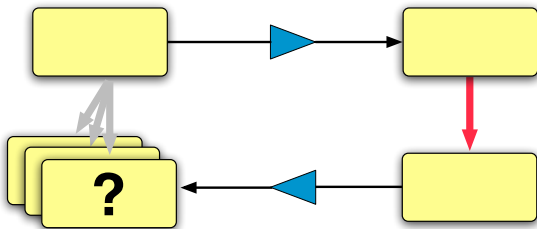
Problem: Why is it hard?

We want updates to the view to be translated "exactly" ...



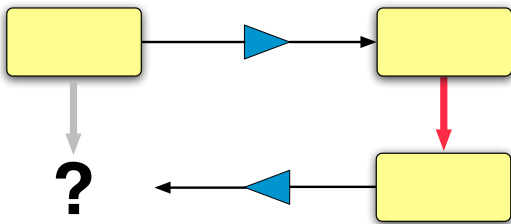
Problem: Why is it hard?

...but some updates have *many* corresponding source updates...

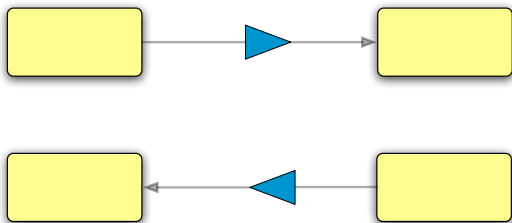


Problem: Why is it hard?

...while others have *none*!



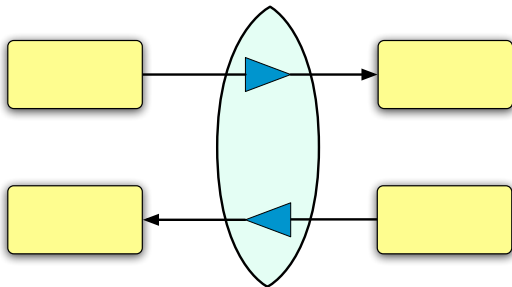
Possible Approaches



Bad: write the two transformations as **separate functions**.

- tedious to program
- difficult to get right
- a nightmare to maintain

Possible Approaches



Good: derive both transformations from the **same program**.

- **Clean semantics:** behavioral laws guide language design
- **Natural syntax:** parsimonious and compositional
- **Better tools:** type system guarantees well-behavedness

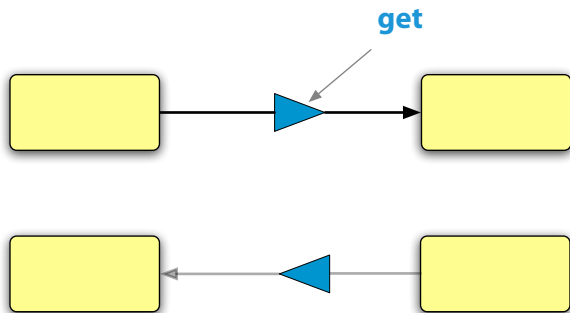
“Bidirectional languages are an effective and elegant means of describing updatable views”

Lenses

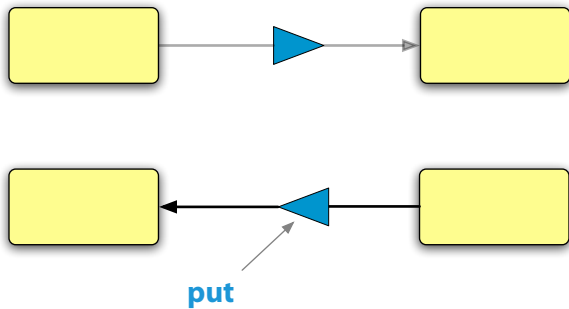


“Never look back unless
you are planning to go that way”
—H D Thoreau

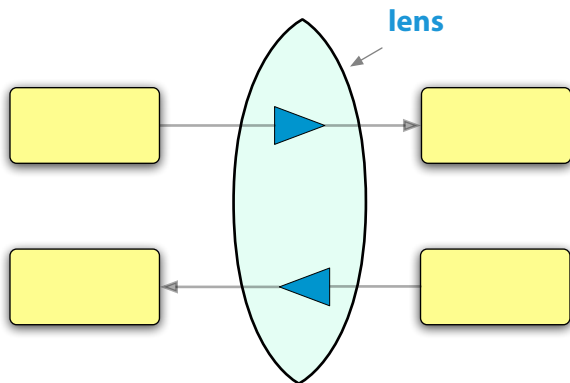
Terminology



Terminology

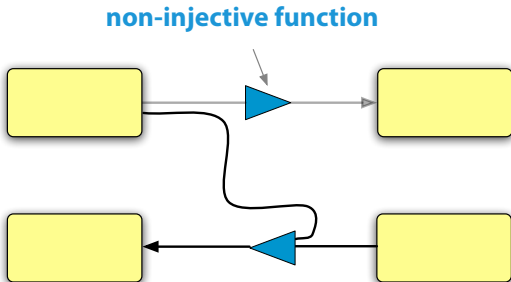


Terminology



Bidirectional vs. Bijective

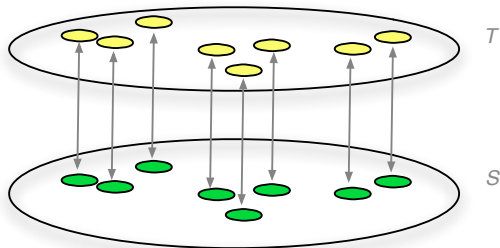
If **get** is non-injective, **put** needs access to the original source.



Of course, the purely bijective case is also interesting.

The Bijective Case

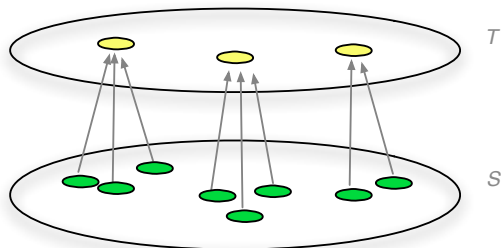
For bijective transformations...



...the desired behavior is obvious.

The General Case

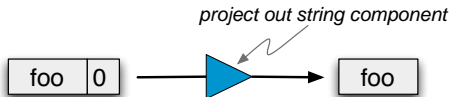
But for bidirectional transformations...



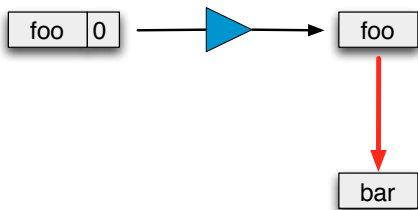
... we need to identify conditions that allow us to

- recognize and reject bad (unreasonable) programs
- understand and predict behavior

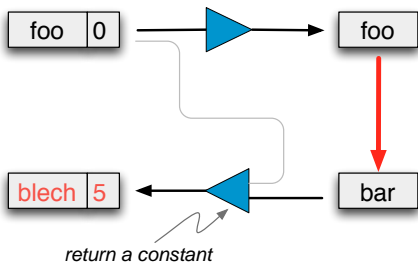
An Unreasonable Example



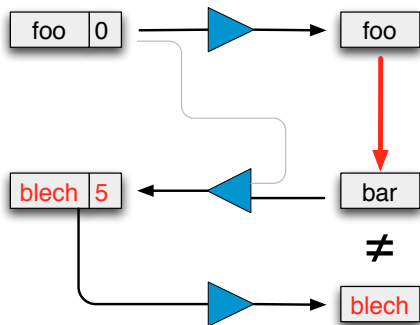
An Unreasonable Example



An Unreasonable Example



An Unreasonable Example



The PutGet law

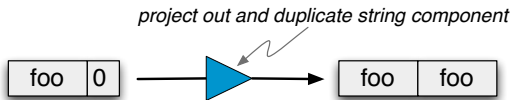
Principle:

*Updates should be “translated exactly” — i.e., to a source for which **get** yields exactly the updated target.*

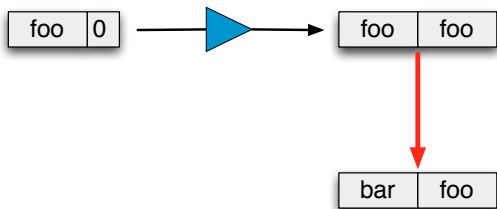
Formally:

$$\mathbf{get} (\mathbf{put} \ v \ s) = v$$

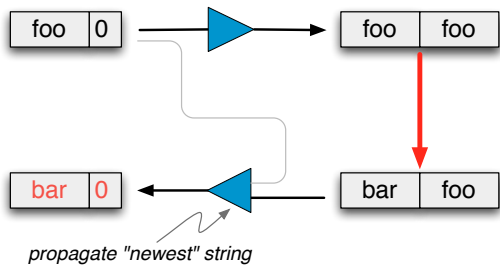
A Debatable Example



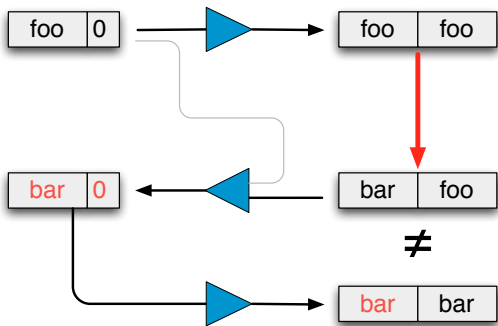
A Debatable Example



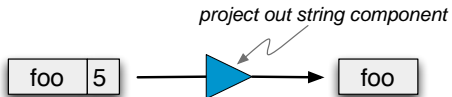
A Debatable Example



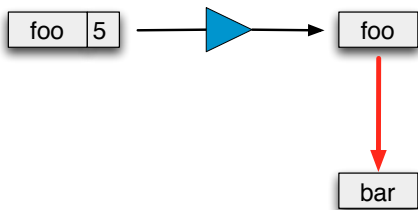
A Debatable Example



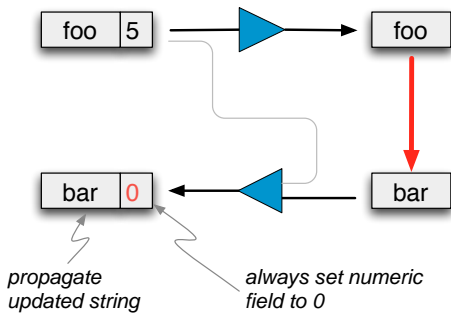
Another Unreasonable Example



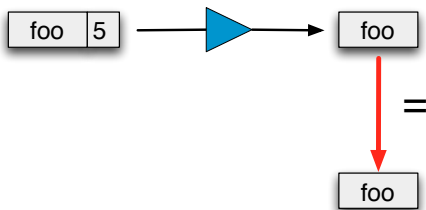
Another Unreasonable Example



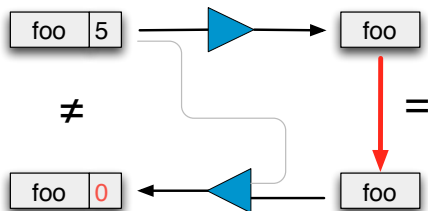
Another Unreasonable Example



Another Unreasonable Example



Another Unreasonable Example



The GetPut law

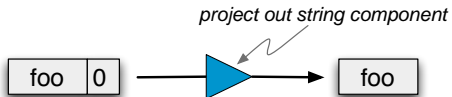
Principle:

If the view does not change, neither should the source.

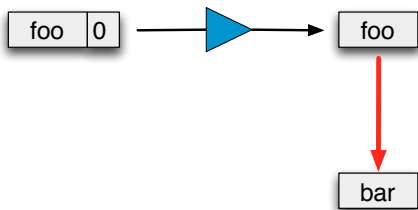
Formally:

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

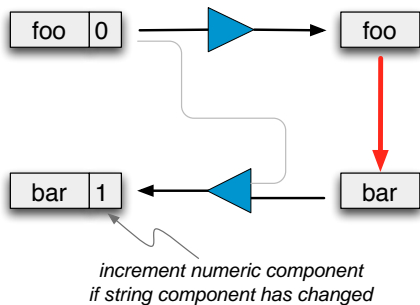
Another Debatable Example



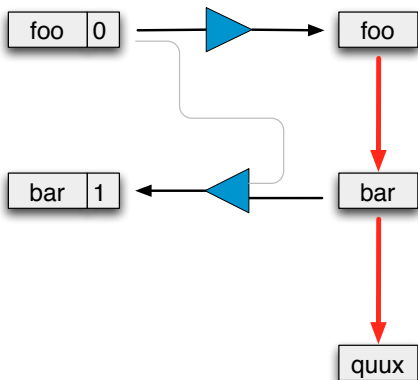
Another Debatable Example



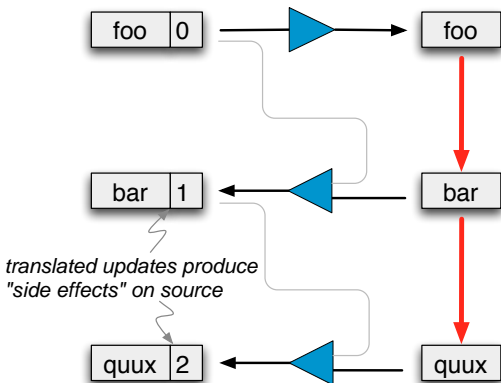
Another Debatable Example



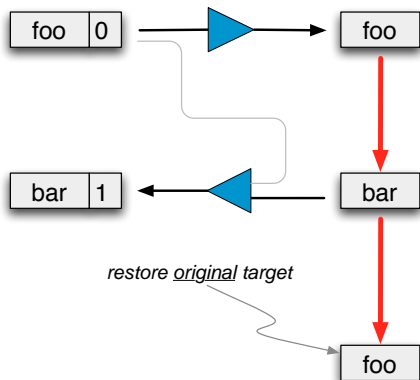
Another Debatable Example



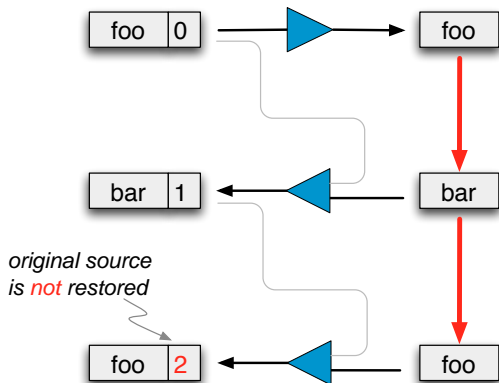
Another Debatable Example



Another Debatable Example



Another Debatable Example



The PutPut law

Principle:

*Each update should completely overwrite the effect of the previous one. In particular, the effect of two **puts** in a row should be the same as just the second.*

Formally:

$$\mathbf{put} \ v_2 \ (\mathbf{put} \ v_1 \ s) \ = \ \mathbf{put} \ v_2 \ s$$

The PutPut law

Principle:

*Each update should completely overwrite the effect of the previous one. In particular, the effect of two **puts** in a row should be the same as just the second.*

Formally:

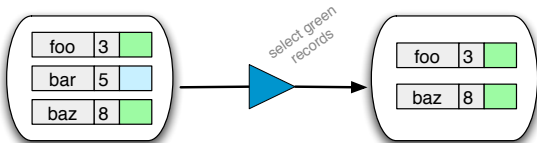
$$\mathbf{put} v_2 (\mathbf{put} v_1 s) = \mathbf{put} v_2 s$$

Nice properties:

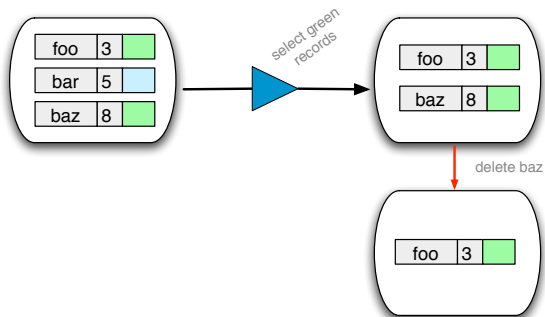
- Ensures that every update can be “rolled back”
- Implies that S is isomorphic to $V \times C$, for some C

Seems sensible. But do we want to always require it?

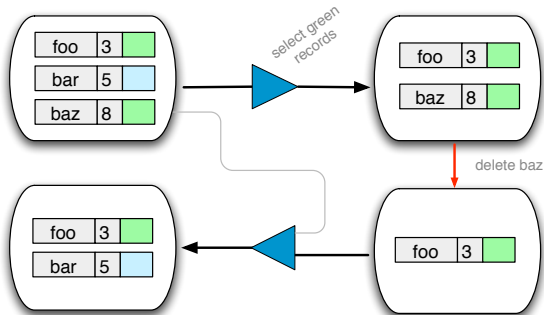
Another Example



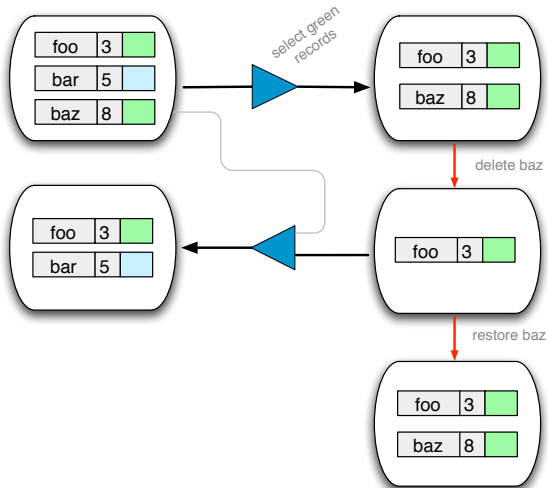
Another Example



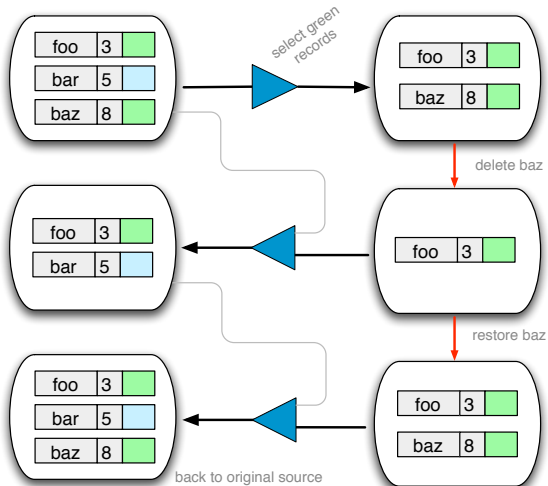
Another Example



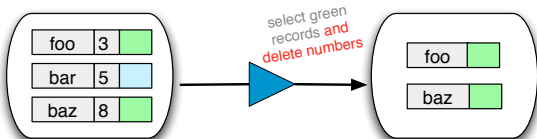
Another Example



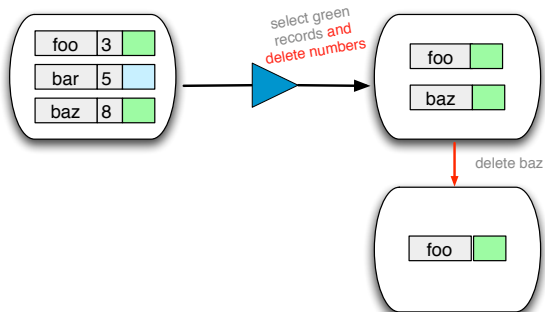
Another Example



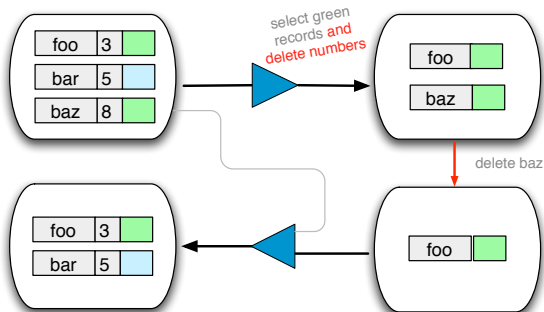
Yet Another Example



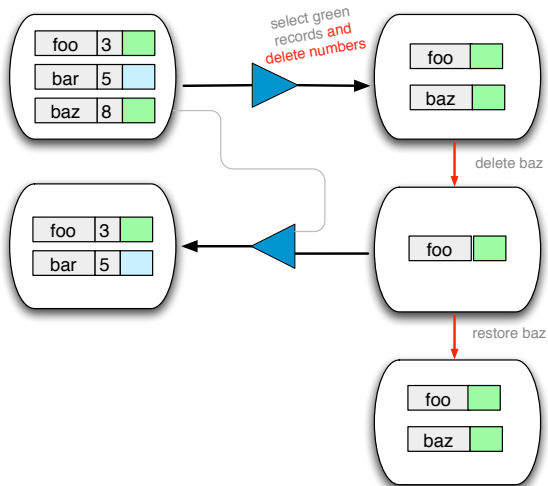
Yet Another Example



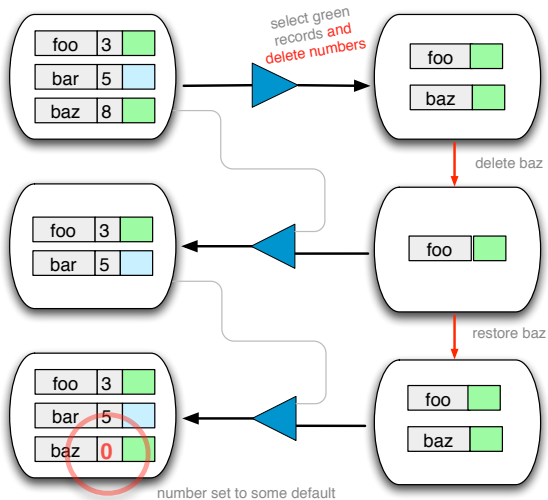
Yet Another Example



Yet Another Example



Yet Another Example



Well-Behaved Lenses

A **well-behaved lens** l mapping between a set S of sources and V of view is a pair of total functions

$$l.\mathbf{get} \in S \rightarrow V$$

$$l.\mathbf{put} \in V \rightarrow S \rightarrow S$$

obeying “round-tripping” laws

$$l.\mathbf{get} (l.\mathbf{put} v s) = v \quad (\text{PutGet})$$

$$l.\mathbf{put} (l.\mathbf{get} s) s = s \quad (\text{GetPut})$$

Well-Behaved Lenses

A **well-behaved lens** l mapping between a set S of sources and V of view is a pair of total functions

$$l.\text{get} \in S \rightarrow V$$

$$l.\text{put} \in V \rightarrow S \rightarrow S$$

obeying “round-tripping” laws

$$l.\text{get} (l.\text{put } v s) = v \quad (\text{PutGet})$$

$$l.\text{put} (l.\text{get } s) s = s \quad (\text{GetPut})$$

A **very well-behaved lens** l also obeys

$$\text{put } v_2 (\text{put } v_1 s) = \text{put } v_2 s \quad (\text{PutPut})$$

Related Frameworks

Databases: *many* related ideas

- [Dayal, Bernstein '82] "exact translation"
- [Bancilhon, Spryatos '81] "constant complement"
- [Gottlob, Paolini, Zicari '88] "dynamic views"

User Interfaces:

- [Meertens '98] "constraint maintainers"
- [Greenberg '07] DOM trees

Category Theory:

- [O'Connor '10] "co-algebras to monads"
- [Johnson '11] "algebras to co-monads"

See [Foster *et. al* TOPLAS '07] for a survey...

Related Languages

Harmony Group @ Penn

- [Hoffman *et al.* POPL '10] — symmetric version
- [Foster *et al.* TOPLAS '07] — trees
- [Bohannon *et al.* PODS '06] — relations
- [Foster *et al.* JCSS '07] — data synchronization

Bidirectional languages

- [PSD @ Tokyo] — “bidirectionalization”, structure editors
- [Gibbons, Wang @ Oxford] — Wadler’s views
- [Voigtlaender '09] — bidirectionalization “for free”
- [Stevens '07] — lenses for model transformations
- [GSD @ Waterloo] — synchronizing software models
- [PADS Project @ AT&T] — picklers and unpicklers
- [Braband, Møller, Schwartzbach '05] — XSugar

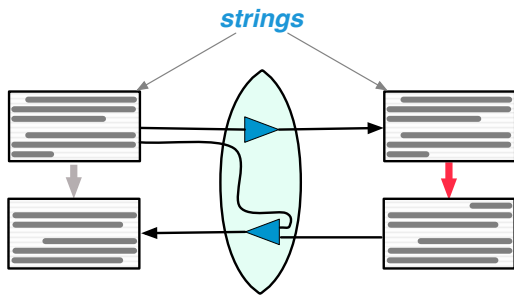


String Lenses

“The art of progress is
to preserve order amid change
and to preserve change amid order.”

—A N Whitehead

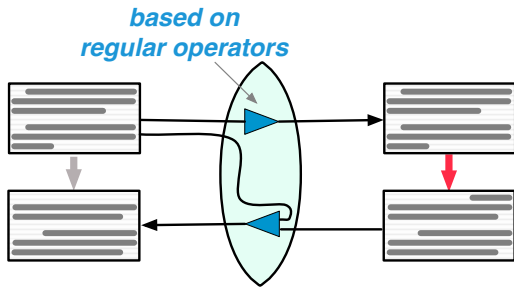
Data Model



Why strings?

1. Simple setting → exposes fundamental issues
2. There's a **lot** of string data in the world
3. Programmers are already comfortable with regular operators (union, concatenation, and Kleene star)

Computation Model

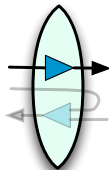


Why strings?

1. Simple setting → exposes fundamental issues
2. There's a **lot** of string data in the world
3. Programmers are already comfortable with regular operators (union, concatenation, and Kleene star)

Example: Redacting Lens (Get)

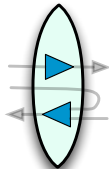
*08:30 Coffee with Sara (Gimme!)
15:30 PLD (Upson 5126)
*19:00 Workout (Noyes)



08:30 BUSY
15:30 PLD
19:00 BUSY

Example: Redacting Lens (Update)

*08:30 Coffee with Sara (Gimme!)
15:30 PLD (Upson 5126)
*19:00 Workout (Noyes)



08:30 BUSY
15:30 PLCLu
19:00 BUSY



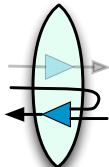
08:30 BUSY
15:30 **PLDG**
19:00 BUSY
21:00 Dinner

Example: Redacting Lens (Put)

*08:30 Coffee with Sara (Gimme!)
15:30 PLD (Upson 5126)
*19:00 Workout (Noyes)



*08:30 Coffee with Sara (Gimme!)
12:15 **PLDG** (Upson 5126)
*19:00 Workout (Noyes)
21:00 Dinner (Unknown)



08:30 BUSY
15:30 PLD
19:00 BUSY



08:30 BUSY
15:30 **PLDG**
19:00 BUSY
21:00 Dinner

Example: Redacting Lens (Definition)

```
(* regular expressions *)
```

```
let TEXT : regexp = ([^\\n\\() ] | "\\(" | "\\)" | "\\\\"")*
```

```
let TIME : regexp = DIGIT{2} . COLON . DIGIT{2} . SPACE
```

```
let LOCATION : regexp = SPACE . LPAREN . TEXT . RPAREN
```

```
(* helper lenses *)
```

```
let public : lens =
```

```
  del SPACE .
```

```
  copy TIME .
```

```
  copy TEXT .
```

```
  default (del LOCATION) " (Unknown)"
```

```
let private : lens =
```

```
  del ASTERISK .
```

```
  copy TIME .
```

```
  default (TEXT . LOCATION <-> "BUSY") "Unknown (Unknown)"
```

```
let event : lens =
```

```
  (public | private) .
```

```
  copy NL
```

```
(* main lens *)
```

```
let redact : lens = event*
```

Example: Redacting Lens (Definition)

(* regular expressions *)

```
let TEXT : regexp = ([^\\n\\() ] | "\\(" | "\\)" | "\\\\"")*
let TIME : regexp = DIGIT{2} . COLON . DIGIT{2} . SPACE
let LOCATION : regexp = SPACE . LPAREN . TEXT . RPAREN
```

(* helper lenses *)

```
let public : lens =
  del SPACE .
  copy TIME .
  copy TEXT .
  default (del LOCATION) " (Unknown)"

let private : lens =
  del ASTERISK .
  copy TIME .
  default (TEXT . LOCATION <-> "BUSY") "Unknown (Unknown)"

let event : lens =
  (public | private) .
  copy NL

(* main lens *)
let redact : lens = event*
```

Example: Redacting Lens (Definition)

```
(* regular expressions *)
```

```
let TEXT : regexp = ([^\\n\\() ] | "\\(" | "\\)" | "\\\"")*
```

```
let TIME : regexp = DIGIT{2} . COLON . DIGIT{2} . SPACE
```

```
let LOCATION : regexp = SPACE . LPAREN . TEXT . RPAREN
```

```
(* helper lenses *)
```

```
let public : lens =
```

```
  del SPACE .
```

```
  copy TIME .
```

```
  copy TEXT .
```

```
  default (del LOCATION) " (Unknown)"
```

```
let private : lens =
```

```
  del ASTERISK .
```

```
  copy TIME .
```

```
  default (TEXT . LOCATION <-> "BUSY") "Unknown (Unknown)"
```

```
let event : lens =
```

```
  (public | private) .
```

```
  copy NL
```

```
(* main lens *)
```

```
let redact : lens = event*
```

Example: Redacting Lens (Definition)

```
(* regular expressions *)
```

```
let TEXT : regexp = ([^\\n\\() ] | "\\(" | "\\)" | "\\\"")*
```

```
let TIME : regexp = DIGIT{2} . COLON . DIGIT{2} . SPACE
```

```
let LOCATION : regexp = SPACE . LPAREN . TEXT . RPAREN
```

```
(* helper lenses *)
```

```
let public : lens =
```

```
  del SPACE .
```

```
  copy TIME .
```

```
  copy TEXT .
```

```
  default (del LOCATION) " (Unknown)"
```

```
let private : lens =
```

```
  del ASTERISK .
```

```
  copy TIME .
```

```
  default (TEXT . LOCATION <-> "BUSY") "Unknown (Unknown)"
```

```
let event : lens =
```

```
  (public | private) .
```

```
  copy NL
```

```
(* main lens *)
```

```
let redact : lens = event*
```

Example: Redacting Lens (Definition)

```
(* regular expressions *)
```

```
let TEXT : regexp = ([^\\n\\() ] | "\\(" | "\\)" | "\\\"")*
```

```
let TIME : regexp = DIGIT{2} . COLON . DIGIT{2} . SPACE
```

```
let LOCATION : regexp = SPACE . LPAREN . TEXT . RPAREN
```

```
(* helper lenses *)
```

```
let public : lens =
```

```
  del SPACE .
```

```
  copy TIME .
```

```
  copy TEXT .
```

```
  default (del LOCATION) " (Unknown)"
```

```
let private : lens =
```

```
  del ASTERISK .
```

```
  copy TIME .
```

```
  default (TEXT . LOCATION <-> "BUSY") "Unknown (Unknown)"
```

```
let event : lens =
```

```
  (public | private) .
```

```
  copy NL
```

```
(* main lens *)
```

```
let redact : lens = event*
```


String Lens Type System

Based on **regular expression** types...

$$\overline{\text{copy } E : \llbracket E \rrbracket \iff \llbracket E \rrbracket}$$

$$\overline{E \leftrightarrow d : \llbracket E \rrbracket \iff \{d\}}$$

$$\frac{l : S \iff V \quad d \in \llbracket S \rrbracket}{\text{default } l d : S \iff V}$$

$$\frac{l_1 : S_1 \iff V_1 \quad S_1 \cdot^! S_2 \quad l_2 : S_2 \iff V_2 \quad V_1 \cdot^! V_2}{(l_1 \cdot l_2) : S_1 \cdot S_2 \iff V_1 \cdot V_2}$$

$$\frac{l_1 : S_1 \iff V_1 \quad S_1 \cap S_2 = \emptyset \quad l_2 : S_2 \iff V_2}{(l_1 \mid l_2) : S_1 \cup S_2 \iff V_1 \cup V_2}$$

$$\frac{l : S \iff V \quad S^{!*} \quad V^{!*}}{l^* : S^* \iff V^*}$$

$S_1 \cdot^! S_2$ (or $S^{!*}$) means that the concatenation (or iteration) is unambiguous.

String Lens Type System

Based on **regular expression** types...

$$\overline{\text{copy } E : \llbracket E \rrbracket \iff \llbracket E \rrbracket}$$

$$\overline{E \leftrightarrow d : \llbracket E \rrbracket \iff \{d\}}$$

$$\frac{l : S \iff V \quad d \in \llbracket S \rrbracket}{\text{default } l \ d : S \iff V}$$

$$\frac{l_1 : S_1 \iff V_1 \quad S_1 \cdot^! S_2 \quad l_2 : S_2 \iff V_2 \quad V_1 \cdot^! V_2}{(l_1 \cdot l_2) : S_1 \cdot S_2 \iff V_1 \cdot V_2}$$

$$\frac{l_1 : S_1 \iff V_1 \quad S_1 \cap S_2 = \emptyset \quad l_2 : S_2 \iff V_2}{(l_1 \mid l_2) : S_1 \cup S_2 \iff V_1 \cup V_2}$$

$$\frac{l : S \iff V \quad S^{!*} \quad V^{!*}}{l^* : S^* \iff V^*}$$

$S_1 \cdot^! S_2$ (or $S^{!*}$) means that the concatenation (or iteration) is unambiguous.

Theorem

If $l : S \iff V$ then l is a well-behaved lens.

Comparison: String Lens

```
module Lens where
import Control.Lens
import Control.Monad
import Control.Monad.State
import Control.Monad.State.Strict
import Control.Monad.State.Strict.Lens
import Control.Monad.State.Strict.Lens hiding (set, modify, over, view)
import Control.Monad.State.Strict.Lens hiding (set, modify, over, view)
import Control.Monad.State.Strict.Lens hiding (set, modify, over, view)
```

```
set :: Lens s t a b -> (a -> b) -> s -> t
set f (Lens _ _ _) = Lens (f . view) (f . view)

modify :: Lens s t a b -> (a -> a) -> s -> t
modify f (Lens _ _ _) = Lens (f . view) (f . view)

over :: Lens s t a b -> (a -> b) -> s -> t
over f (Lens _ _ _) = Lens (f . view) (f . view)
```

```
set :: Lens s t a b -> (a -> b) -> s -> t
set f (Lens _ _ _) = Lens (f . view) (f . view)

modify :: Lens s t a b -> (a -> a) -> s -> t
modify f (Lens _ _ _) = Lens (f . view) (f . view)

over :: Lens s t a b -> (a -> b) -> s -> t
over f (Lens _ _ _) = Lens (f . view) (f . view)
```

```
set :: Lens s t a b -> (a -> b) -> s -> t
set f (Lens _ _ _) = Lens (f . view) (f . view)

modify :: Lens s t a b -> (a -> a) -> s -> t
modify f (Lens _ _ _) = Lens (f . view) (f . view)

over :: Lens s t a b -> (a -> b) -> s -> t
over f (Lens _ _ _) = Lens (f . view) (f . view)
```

```
set :: Lens s t a b -> (a -> b) -> s -> t
set f (Lens _ _ _) = Lens (f . view) (f . view)

modify :: Lens s t a b -> (a -> a) -> s -> t
modify f (Lens _ _ _) = Lens (f . view) (f . view)

over :: Lens s t a b -> (a -> b) -> s -> t
over f (Lens _ _ _) = Lens (f . view) (f . view)
```

```
set :: Lens s t a b -> (a -> b) -> s -> t
set f (Lens _ _ _) = Lens (f . view) (f . view)

modify :: Lens s t a b -> (a -> a) -> s -> t
modify f (Lens _ _ _) = Lens (f . view) (f . view)

over :: Lens s t a b -> (a -> b) -> s -> t
over f (Lens _ _ _) = Lens (f . view) (f . view)
```

```
set :: Lens s t a b -> (a -> b) -> s -> t
set f (Lens _ _ _) = Lens (f . view) (f . view)

modify :: Lens s t a b -> (a -> a) -> s -> t
modify f (Lens _ _ _) = Lens (f . view) (f . view)

over :: Lens s t a b -> (a -> b) -> s -> t
over f (Lens _ _ _) = Lens (f . view) (f . view)
```

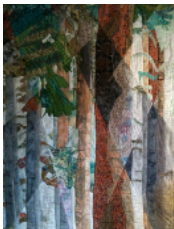
```
set :: Lens s t a b -> (a -> b) -> s -> t
set f (Lens _ _ _) = Lens (f . view) (f . view)

modify :: Lens s t a b -> (a -> a) -> s -> t
modify f (Lens _ _ _) = Lens (f . view) (f . view)

over :: Lens s t a b -> (a -> b) -> s -> t
over f (Lens _ _ _) = Lens (f . view) (f . view)
```

Helpers
Source to View and
View to Source

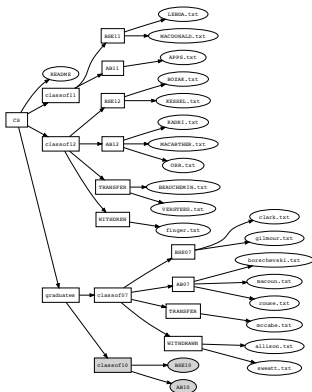
[Fisher, Foster, Walker, Zhu ICFP '11]



Forest

Lenses for Filestores

A **filestore** is a collection of directories, files, and symbolic links organized into a coherent data set.



Filestores are Pervasive

Monitoring:

- CoralCDN
- *Many* applications at AT&T

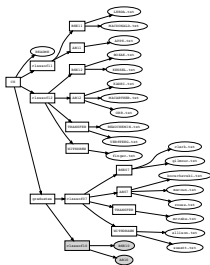


Science:

- Physics simulations
- Environmental data

Ad hoc data:

- Princeton student records
- Linux standard base
- Websites, repositories, etc



Filestores vs. Databases

Database Challenges

- Up-front costs
- Loading overhead
- Loss of control



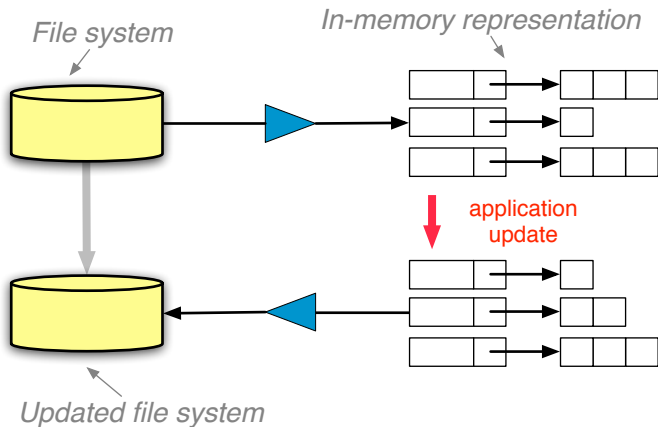
Filestore Challenges

- No documentation
- Must "roll own" tools
- No way to check for errors
- Difficult to maintain
- Large scale



Forest Solution

Idea: lenses for filestores!

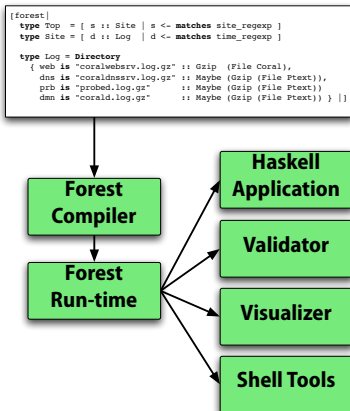


Forest Solution

Idea: lenses for filestores!

Generated Artifacts

- Representation type
- Metadata type
- Load function
- Store function
- Class instances for generic programming



Example: Universal Description

```
[forest|
  type Universal_d = Directory
  { ascii_files is [ f :: Text
                    f <- matches (GL "*"),
                    <| get_kind f_att == AsciiK      |> ],
    binary_files is [ b :: Binary
                    b <- matches (GL "*"),
                    <| get_kind b_att == Binary      |> ]
    directories is [ d :: Universal_d
                    d <- matches (GL "*"),
                    <| get_kind d_att == DirectoryK |> ]
    symLinks      is [ s :: SymLink
                    s <- matches (GL "*"),
                    <| get_isSym s_att == True      |> ] }
|]
```

Forest Properties

Theorem 1 (LoadStore)

$$\left[\begin{array}{l} \mathcal{E}; r; s \vdash \text{load } F \triangleright (v, d) \\ \wedge \mathcal{E}; r; s \vdash \text{store } (F, v, d) \triangleright (F', \phi) \end{array} \right] \Rightarrow (F = F') \wedge \phi(F')$$

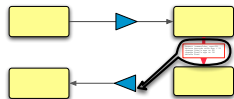
Theorem 2 (StoreLoad)

$$\left[\begin{array}{l} \mathcal{E}; r; s \vdash \text{store } (F, v, d) \triangleright (F', \phi') \\ \wedge \phi'(F') \\ \wedge \mathcal{E}; r; s \vdash \text{load } F' \triangleright (v', d') \end{array} \right] \Rightarrow (v', d') = (v, d).$$

Ongoing Work

Lenses: state-based \rightarrow operation-based

- More efficient
- Increased precision
- Applications to audit
- Support for concurrent viewers



Frenetic: network programming language

- Automatic code partitioning
- Consistency abstractions
- Isolation/virtualization
- End-host integration

frenetic >>

Thank You!

Collaborators: Aaron Bohannon, Kathleen Fisher, Michael Greenberg, Benjamin Pierce, Alexandre Pilkiewicz, Raghu Rajkumar, Alan Schmitt, David Walker, Norris Xu, and Kenny Zhu.

Want to play? Boomerang and Forest are available:

- Source code (under an open source license)
- Examples
- Research papers

<http://www.cs.cornell.edu/~jnfoster/>

Weakening the PutGet law

If we want to allow such behavior, we need to weaken PutGet. Here is one possibility:

$$\frac{\text{put } v \ s = s' \quad \text{get } s' = v'}{\text{put } v' \ s = s'}$$

Intuition:

Propagating an update may have “side-effects”, but only on the initial round-trip.

Similar idea in databases:

Propagating an update must have “minimal side-effects”.