

CS 4110

Programming Languages & Logics

Lecture 35

Lenses



A word cloud featuring various terms related to data management and processing. The words are arranged in a non-uniform, overlapping manner. The largest word is 'data' in blue. Other prominent words include 'update' in green, 'query' in orange, 'replicate' in blue, 'transform' in blue, 'mashup' in orange, 'hide' in blue, 'maintain' in blue, 'integrate' in red, 'redact' in pink, 'convert' in orange, 'exchange' in orange, 'clean' in blue, 'analyze' in green, 'curate' in green, 'reconcile' in blue, 'modify' in blue, 'synchronize' in red, 'evolve' in orange, 'summarize' in red, and 'extract' in green.

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



We *can* write complicated data transformations in C...



or Java...



or C++...



...or a tool specifically designed for the task!

Domain-specific languages

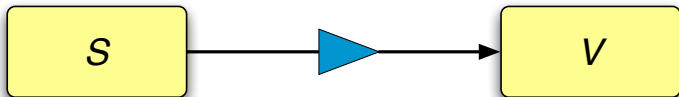
- Clean semantics
- Natural syntax
- Better tools

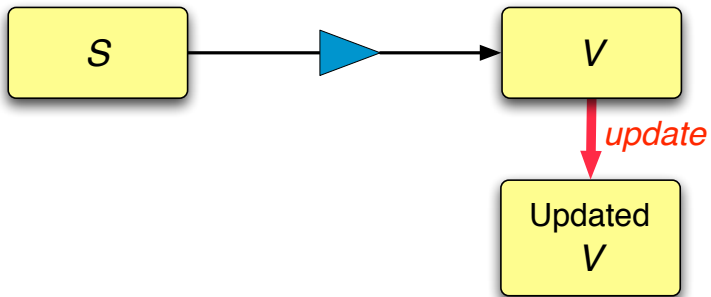
A word cloud featuring various terms related to data management and processing. The words are arranged in a circular pattern, with 'data' being the largest and most central. Other prominent words include 'update', 'query', 'transform', 'maintain', 'integrate', 'redact', 'convert', 'exchange', 'replicate',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

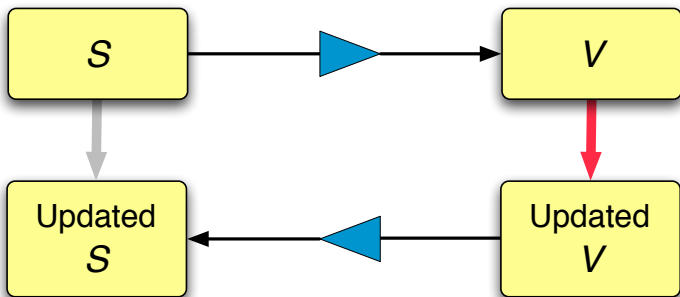
convert
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A word cloud featuring various terms related to data management and processing. The words are arranged in a horizontal, somewhat circular pattern. The largest words are 'update' (green), 'data' (blue), 'query' (orange), and 'transform' (blue). Other prominent words include 'convert' (orange), 'exchange' (orange), 'replicate' (blue), 'redact' (pink), 'integrate' (pink), 'analyze' (green), 'mashup' (orange), 'clean' (blue), 'curate' (green), 'reconcile' (blue), 'hide' (blue), 'maintain' (blue), 'evolve' (orange), 'synchronize' (pink), 'modify' (blue), 'summarize' (pink), and 'extract' (green). The words are in various colors and orientations, creating a dynamic visual effect.

update
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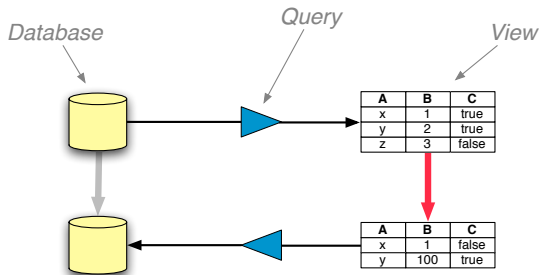






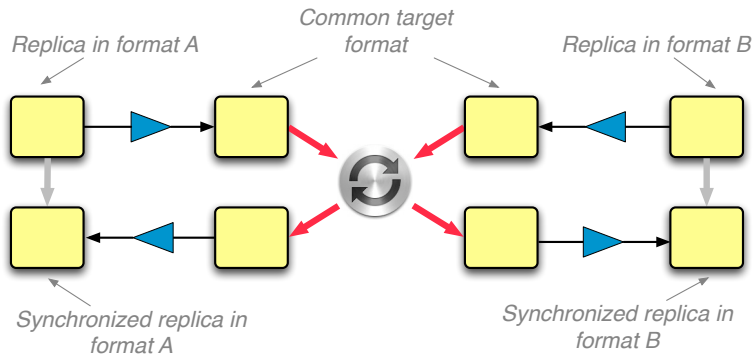
The View Update Problem

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



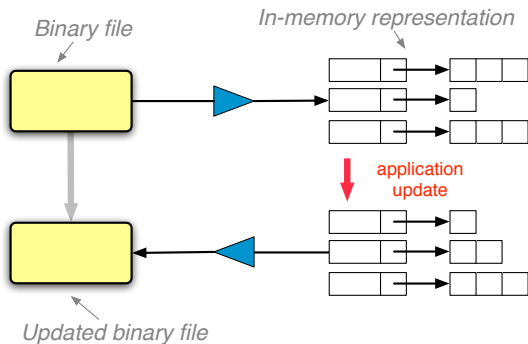
The View Update Problem In Practice

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



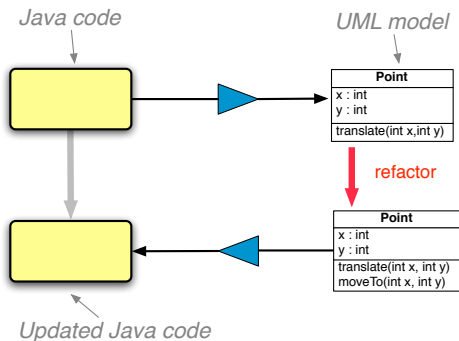
The View Update Problem In Practice

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



The View Update Problem In Practice

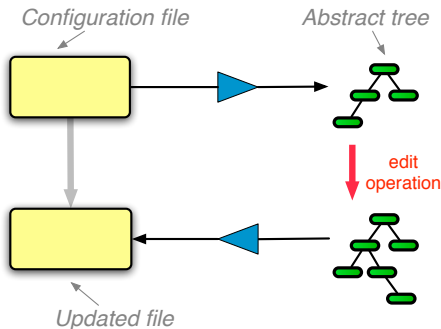
...in model-driven software development...



[Stevens '07]— bidirectional model transformations

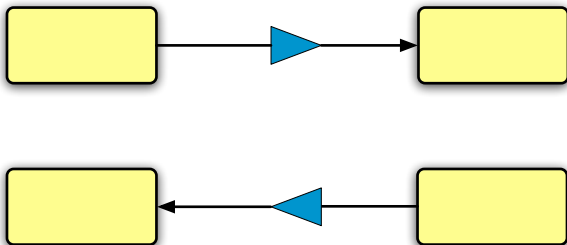
The View Update Problem In Practice

...in tools for managing **operating system configurations**...



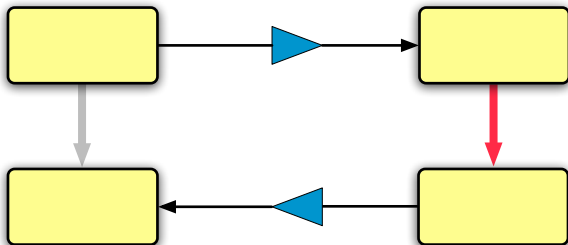
Problem

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



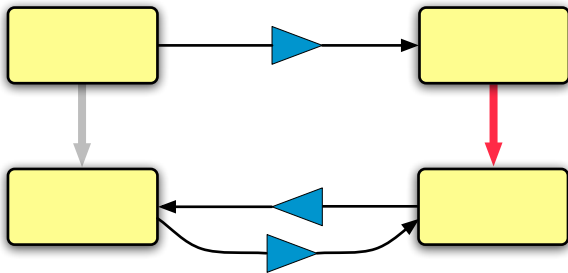
Problem: Why is it hard?

We want updates to the view to be translated “exactly”...



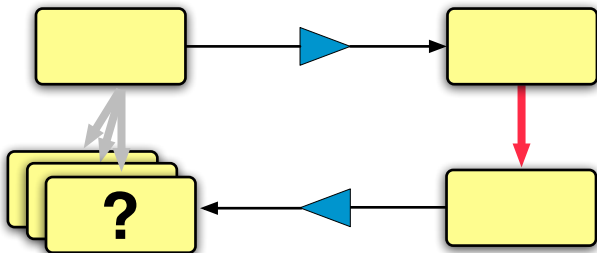
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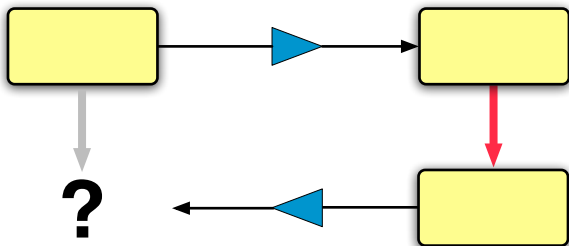
Problem: Why is it hard?

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

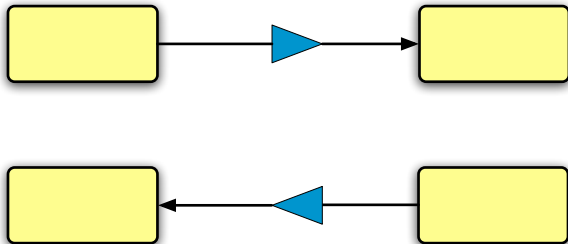


Problem: Why is it hard?

...while others have *none*!



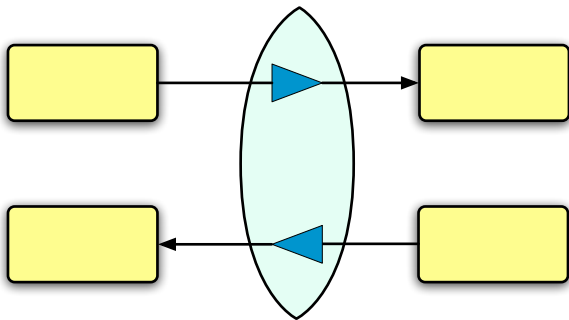
Possible Approaches



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

This talk: Goal

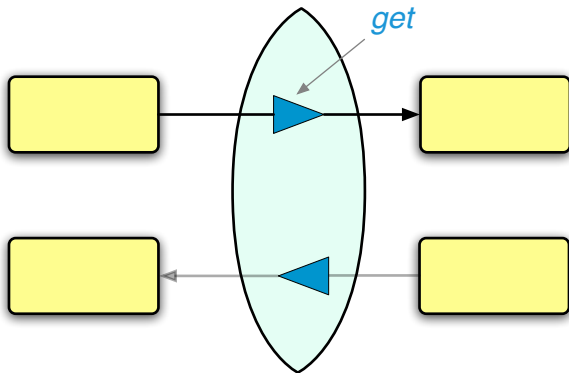
“Bidirectional programming languages are an effective and elegant means of describing updatable views”

Lenses

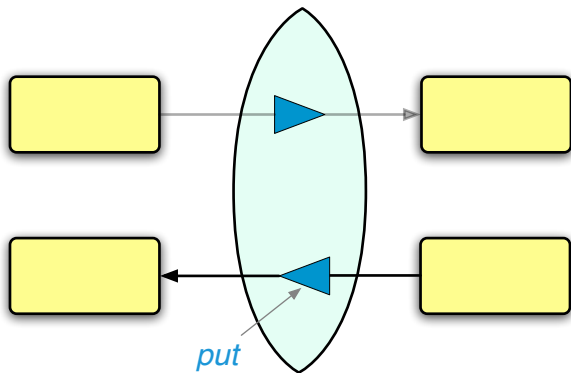
"Never look back unless
you are planning to go that way"

—H D Thoreau

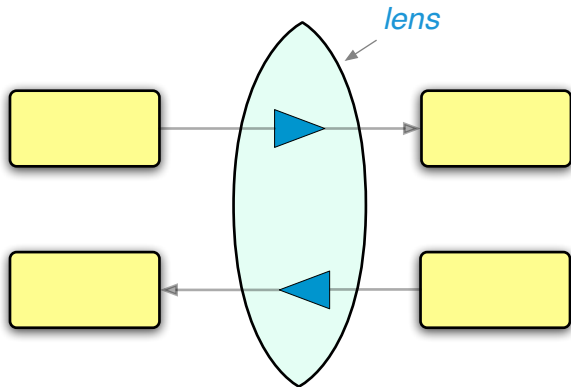
Terminology



Terminology



Terminology



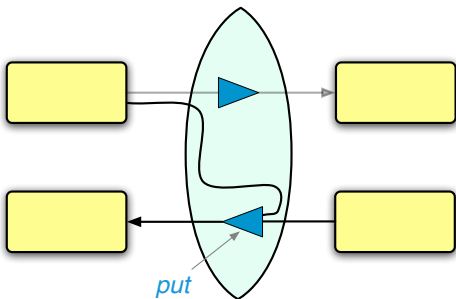
Bidirectional vs. Bijective

Goal #1: lenses should be capable of **hiding** source data.

Bidirectional vs. Bijective

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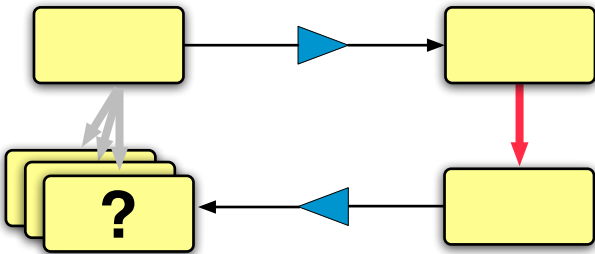
- In general, **get** may be **non-injective**
- and so **put** needs to take the **original source** as an argument



(Of course, the purely bijective case is also very interesting.)

Choice of Put Function

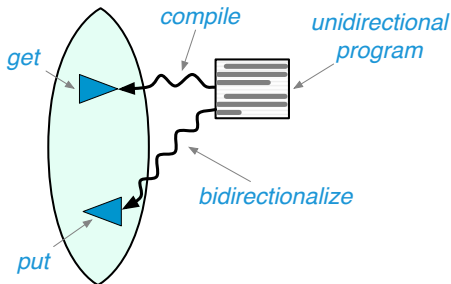
Recall that for some view updates there are *many* corresponding source updates.



Choice of Put Function

Goal #2: programmers should be able to choose a **put** function that embodies an appropriate policy for propagating updates back to sources.

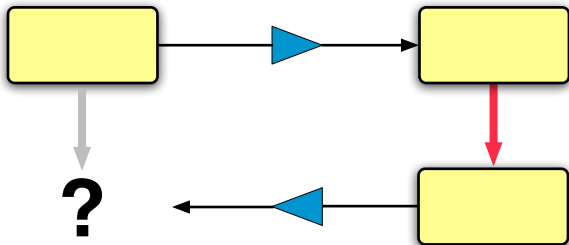
“Bidirectionalization” appears attractive...



...but does not provide a way to make this choice.

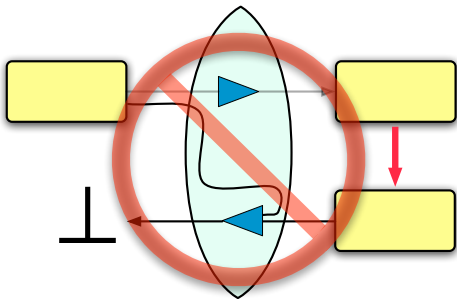
Totality

Recall that some view updates do not have *any* corresponding source updates.



Totality

Goal #3: the **put** function should be a **total** function, capable of doing *something* reasonable with every view and source.



Totality ensures that the view is a **robust abstraction**, but forces us to use an **extremely precise** type system.

Well-Behaved Lenses

A lens / 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

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

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

for every $s \in S$ and $v \in V$.

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”

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

Related Languages

Harmony Group @ Penn

- [Foster *et al.* TOPLAS '07] — trees
- [Bohannon, Pierce, Vaughan PODS '06] — relations
- [Foster *et al.* JCSS '07] — data synchronizer

Bijjective languages

- [PADS Project @ AT&T] — picklers and unpicklers
- [Hosoya, Kawanaka '06] — biXid
- [Braband, Møller, Schwartzbach '05] — XSugar

Bidirectional languages

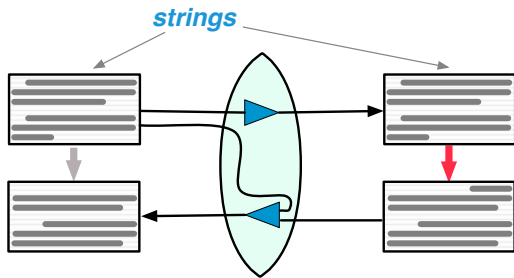
- [PSD @ Tokyo] — “bidirectionalization”, structure editors
- [Gibbons, Wang @ Oxford] — Wadler’s views
- [Voigtlaender '09] — bidirectionalization “for free”
- [Stevens '07] — lenses for model transformations

String Lenses

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

—A N Whitehead

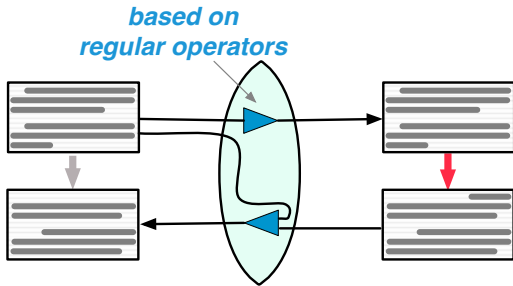
Data Model



Why strings?

1. Simple setting \rightarrow 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

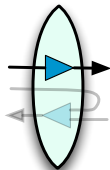


Why strings?

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Example: Redacting Lens (Get)

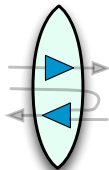
*08:30 Coffee with Sara (Gimme!)
12:15 PLDg (Upson 5126)
*15:00 Workout (Noyes)



08:30 BUSY
12:15 PLDg
15:00 BUSY

Example: Redacting Lens (Update)

*08:30 Coffee with Sara (Gimme!)
12:15 PLDg (Upson 5126)
*15:00 Workout (Noyes)



08:30 BUSY
12:15 PLDg
15:00 BUSY



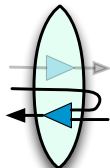
08:30 BUSY
12:15 **PLDG**
15:00 BUSY
16:00 Meeting

Example: Redacting Lens (Put)

*08:30 Coffee with Sara (Gimme!)
12:15 PLDg (Upson 5126)
*15:00 Workout (Noyes)



*08:30 Coffee with Sara (Gimme!)
12:15 **PLDG** (Upson 5126)
*15:00 Workout (Noyes)
16:00 Meeting (Unknown)



08:30 BUSY
12:15 PLDg
15:00 BUSY



08:30 BUSY
12:15 **PLDG**
15:00 BUSY
16:00 Meeting

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*
```

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```
let redact : lens = event*
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let LOCATION : regexp = SPACE . LPAREN . TEXT . RPAREN

(* helper lenses *)
let public : lens =
  del SPACE .
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  copy TEXT .
  default (del LOCATION) " (Unknown)"

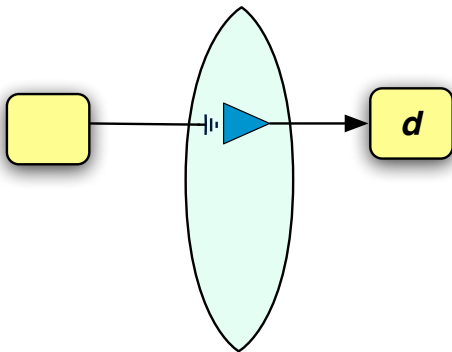
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(* main lens *)
let redact : lens = event*
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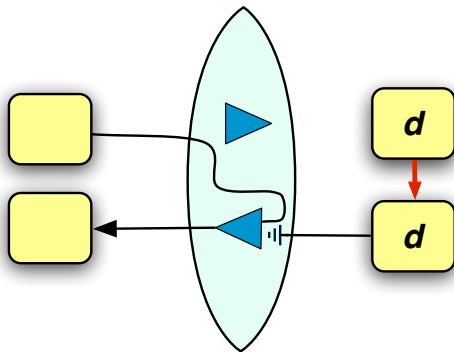
$$E \leftrightarrow d$$

(Get)



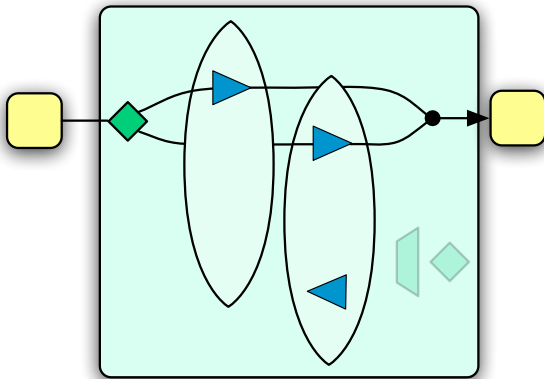
$$E \leftrightarrow d$$

(Put)



$(l_1 \mid l_2)$

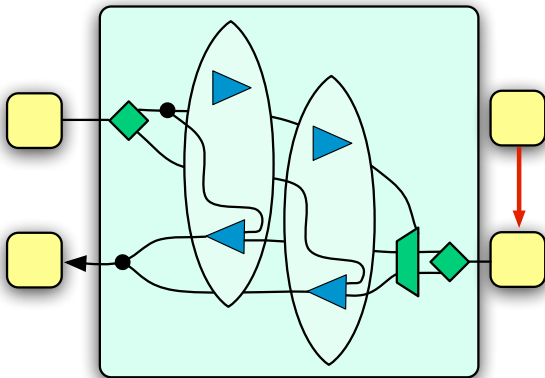
(Get)



Type system ensures that choice is deterministic.

$(l_1 \mid l_2)$

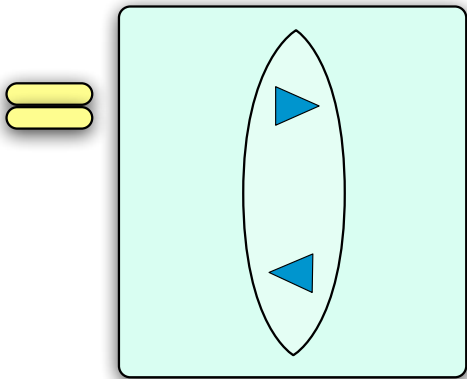
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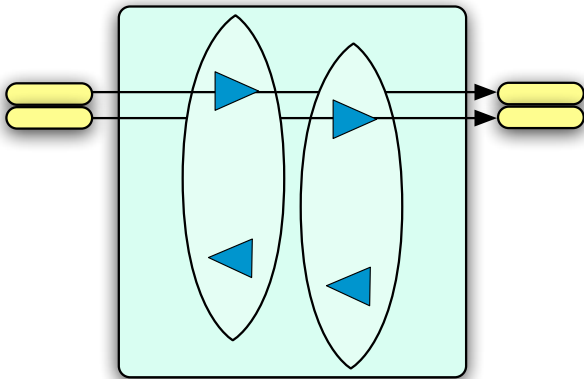
/*

(Get)



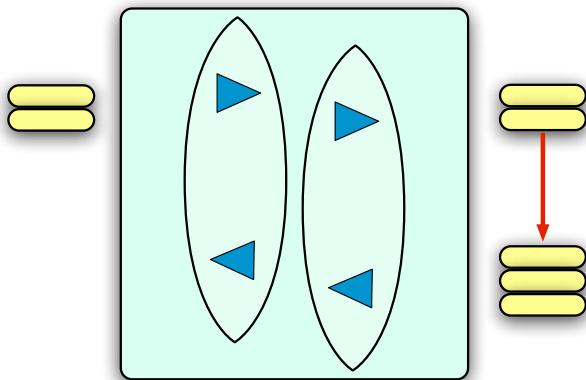
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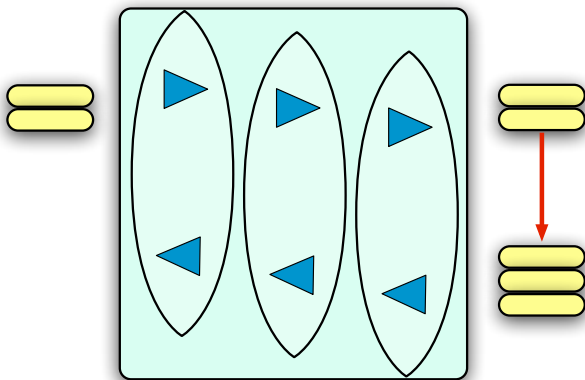
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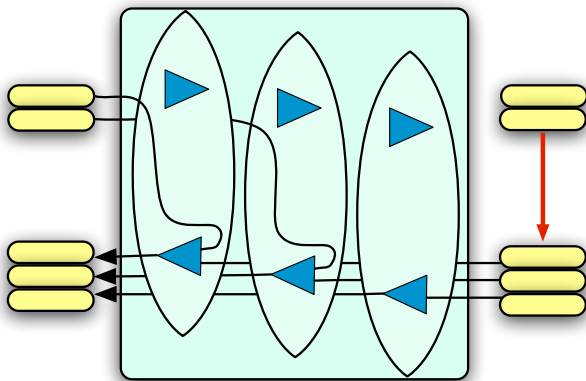
/*

(Put)



/*

(Put)



Type system ensures that strings are split the same way.

String Lens Type System

Based on [regular expression](#) types...

String Lens Type System

Based on [regular expression](#) types...

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

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

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

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

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

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

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

String Lens Type System

Based on [regular expression](#) types...

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

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

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String Lens Type System

Based on [regular expression](#) types...

$\overline{\text{copy } E \in \llbracket E \rrbracket \iff \llbracket E \rrbracket}$	$\overline{E \leftrightarrow d \in \llbracket E \rrbracket \iff \{d\}}$
$\frac{I \in S \iff V \quad d \in \llbracket S \rrbracket}{\text{default } I d \in S \iff V}$	$\frac{I_1 \in S_1 \iff V_1 \quad I_2 \in S_2 \iff V_2 \quad \begin{matrix} S_1 \cdot^! S_2 \\ V_1 \cdot^! V_2 \end{matrix}}{(I_1 \cdot I_2) \in S_1 \cdot S_2 \iff V_1 \cdot V_2}$
$\frac{I_1 \in S_1 \iff V_1 \quad I_2 \in S_2 \iff V_2 \quad S_1 \cap S_2 = \emptyset}{(I_1 \mid I_2) \in S_1 \cup S_2 \iff V_1 \cup V_2}$	$\frac{I \in S \iff V \quad \begin{matrix} S^{!*} & V^{!*} \end{matrix}}{I^* \in S^* \iff V^*}$

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

Theorem

If $I \in S \iff V$ then I is a well-behaved lens.

Comparison: Separate Functions

[illegible]

```

if i != b then then do i := "aux_buf"; do i := "aux_buf"
else
  (if b[i] = " " then do i := "aux_buf"
  else R.add_char aux_buf b[i]);
  loop (aux_c - i) in
  loop 0;
  R.concat aux_buf

let unmap c = R.global_replace (rx "(a)") (String.make 1 ' ' ) c

let field tag s =
  try
    ignore (rx (tag ~> " " ~> "(" ~> " " ~> "\\(a)")) s 0;
    R.substr s (find s " " ~> "(") (find s " " ~> "a")
  with Not_found -> error ("Couldn't find " ^ tag ^ " in " ^ "a")

let lines s = String.sub s 2 5. String.sub s 11 2

```

Source to View

```

fun main() {
    let p = a.b.c.d[0] * 2
    let q = a.b.c.d[1] * 2
    let r = a.b.c.d[2] * 2
    let s = a.b.c.d[3] * 2
    let t = a.b.c.d[4] * 2
    let u = a.b.c.d[5] * 2
    let v = a.b.c.d[6] * 2
    let w = a.b.c.d[7] * 2
    let x = a.b.c.d[8] * 2
    let y = a.b.c.d[9] * 2
    let z = a.b.c.d[10] * 2
    let aa = a.b.c.d[11] * 2
    let bb = a.b.c.d[12] * 2
    let cc = a.b.c.d[13] * 2
    let dd = a.b.c.d[14] * 2
    let ee = a.b.c.d[15] * 2
    let ff = a.b.c.d[16] * 2
    let gg = a.b.c.d[17] * 2
    let hh = a.b.c.d[18] * 2
    let ii = a.b.c.d[19] * 2
    let jj = a.b.c.d[20] * 2
    let kk = a.b.c.d[21] * 2
    let ll = a.b.c.d[22] * 2
    let mm = a.b.c.d[23] * 2
    let nn = a.b.c.d[24] * 2
    let oo = a.b.c.d[25] * 2
    let pp = a.b.c.d[26] * 2
    let qq = a.b.c.d[27] * 2
    let rr = a.b.c.d[28] * 2
    let ss = a.b.c.d[29] * 2
    let tt = a.b.c.d[30] * 2
    let uu = a.b.c.d[31] * 2
    let vv = a.b.c.d[32] * 2
    let ww = a.b.c.d[33] * 2
    let xx = a.b.c.d[34] * 2
    let yy = a.b.c.d[35] * 2
    let zz = a.b.c.d[36] * 2
    let aa = a.b.c.d[37] * 2
    let bb = a.b.c.d[38] * 2
    let cc = a.b.c.d[39] * 2
    let dd = a.b.c.d[40] * 2
    let ee = a.b.c.d[41] * 2
    let ff = a.b.c.d[42] * 2
    let gg = a.b.c.d[43] * 2
    let hh = a.b.c.d[44] * 2
    let ii = a.b.c.d[45] * 2
    let jj = a.b.c.d[46] * 2
    let kk = a.b.c.d[47] * 2
    let ll = a.b.c.d[48] * 2
    let mm = a.b.c.d[49] * 2
    let nn = a.b.c.d[50] * 2
    let oo = a.b.c.d[51] * 2
    let pp = a.b.c.d[52] * 2
    let qq = a.b.c.d[53] * 2
    let rr = a.b.c.d[54] * 2
    let ss = a.b.c.d[55] * 2
    let tt = a.b.c.d[56] * 2
    let uu = a.b.c.d[57] * 2
    let vv = a.b.c.d[58] * 2
    let ww = a.b.c.d[59] * 2
    let xx = a.b.c.d[60] * 2
    let yy = a.b.c.d[61] * 2
    let zz = a.b.c.d[62] * 2
    let aa = a.b.c.d[63] * 2
    let bb = a.b.c.d[64] * 2
    let cc = a.b.c.d[65] * 2
    let dd = a.b.c.d[66] * 2
    let ee = a.b.c.d[67] * 2
    let ff = a.b.c.d[68] * 2
    let gg = a.b.c.d[69] * 2
    let hh = a.b.c.d[70] * 2
    let ii = a.b.c.d[71] * 2
    let jj = a.b.c.d[72] * 2
    let kk = a.b.c.d[73] * 2
    let ll = a.b.c.d[74] * 2
    let mm = a.b.c.d[75] * 2
    let nn = a.b.c.d[76] * 2
    let oo = a.b.c.d[77] * 2
    let pp = a.b.c.d[78] * 2
    let qq = a.b.c.d[79] * 2
    let rr = a.b.c.d[80] * 2
    let ss = a.b.c.d[81] * 2
    let tt = a.b.c.d[82] * 2
    let uu = a.b.c.d[83] * 2
    let vv = a.b.c.d[84] * 2
    let ww = a.b.c.d[85] * 2
    let xx = a.b.c.d[86] * 2
    let yy = a.b.c.d[87] * 2
    let zz = a.b.c.d[88] * 2
    let aa = a.b.c.d[89] * 2
    let bb = a.b.c.d[90] * 2
    let cc = a.b.c.d[91] * 2
    let dd = a.b.c.d[92] * 2
    let ee = a.b.c.d[93] * 2
    let ff = a.b.c.d[94] * 2
    let gg = a.b.c.d[95] * 2
    let hh = a.b.c.d[96] * 2
    let ii = a.b.c.d[97] * 2
    let jj = a.b.c.d[98] * 2
    let kk = a.b.c.d[99] * 2
    let ll = a.b.c.d[100] * 2
    let mm = a.b.c.d[101] * 2
    let nn = a.b.c.d[102] * 2
    let oo = a.b.c.d[103] * 2
    let pp = a.b.c.d[104] * 2
    let qq = a.b.c.d[105] * 2
    let rr = a.b.c.d[106] * 2
    let ss = a.b.c.d[107] * 2
    let tt = a.b.c.d[108] * 2
    let uu = a.b.c.d[109] * 2
    let vv = a.b.c.d[110] * 2
    let ww = a.b.c.d[111] * 2
    let xx = a.b.c.d[112] * 2
    let yy = a.b.c.d[113] * 2
    let zz = a.b.c.d[114] * 2
    let aa = a.b.c.d[115] * 2
    let bb = a.b.c.d[116] * 2
    let cc = a.b.c.d[117] * 2
    let dd = a.b.c.d[118] * 2
    let ee = a.b.c.d[119] * 2
    let ff = a.b.c.d[120] * 2
    let gg = a.b.c.d[121] * 2
    let hh = a.b.c.d[122] * 2
    let ii = a.b.c.d[123] * 2
    let jj = a.b.c.d[124] * 2
    let kk = a.b.c.d[125] * 2
    let ll = a.b.c.d[126] * 2
    let mm = a.b.c.d[127] * 2
    let nn = a.b.c.d[128] * 2
    let oo = a.b.c.d[129] * 2
    let pp = a.b.c.d[130] * 2
    let qq = a.b.c.d[131] * 2
    let rr = a.b.c.d[132] * 2
    let ss = a.b.c.d[133] * 2
    let tt = a.b.c.d[134] * 2
    let uu = a.b.c.d[135] * 2
    let vv = a.b.c.d[136] * 2
    let ww = a.b.c.d[137] * 2
    let xx = a.b.c.d[138] * 2
    let yy = a.b.c.d[139] * 2
    let zz = a.b.c.d[140] * 2
    let aa = a.b.c.d[141] * 2
    let bb = a.b.c.d[142] * 2
    let cc = a.b.c.d[143] * 2
    let dd = a.b.c.d[144] * 2
    let ee = a.b.c.d[145] * 2
    let ff = a.b.c.d[146] * 2
    let gg = a.b.c.d[147] * 2
    let hh = a.b.c.d[148] * 2
    let ii = a.b.c.d[149] * 2
    let jj = a.b.c.d[150] * 2
    let kk = a.b.c.d[151] * 2
    let ll = a.b.c.d[152] * 2
    let mm = a.b.c.d[153] * 2
    let nn = a.b.c.d[154] * 2
    let oo = a.b.c.d[155] * 2
    let pp = a.b.c.d[156] * 2
    let qq = a.b.c.d[157] * 2
    let rr = a.b.c.d[158] * 2
    let ss = a.b.c.d[159] * 2
    let tt = a.b.c.d[160] * 2
    let uu = a.b.c.d[161] * 2
    let vv = a.b.c.d[162] * 2
    let ww = a.b.c.d[163] * 2
    let xx = a.b.c.d[164] * 2
    let yy = a.b.c.d[165] * 2
    let zz = a.b.c.d[166] * 2
    let aa = a.b.c.d[167] * 2
    let bb = a.b.c.d[168] * 2
    let cc = a.b.c.d[169] * 2
    let dd = a.b.c.d[170] * 2
    let ee = a.b.c.d[171] * 2
    let ff = a.b.c.d[172] * 2
    let gg = a.b.c.d[173] * 2
    let hh = a.b.c.d[174] * 2
    let ii = a.b.c.d[175] * 2
    let jj = a.b.c.d[176] * 2
    let kk = a.b.c.d[177] * 2
    let ll = a.b.c.d[178] * 2
    let mm = a.b.c.d[179] * 2
    let nn = a.b.c.d[180] * 2
    let oo = a.b.c.d[181] * 2
    let pp = a.b.c.d[182] * 2
    let qq = a.b.c.d[183] * 2
    let rr = a.b.c.d[184] * 2
    let ss = a.b.c.d[185] * 2
    let tt = a.b.c.d[186] * 2
    let uu = a.b.c.d[187] * 2
    let vv = a.b.c.d[188] * 2
    let ww = a.b.c.d[189] * 2
    let xx = a.b.c.d[190] * 2
    let yy = a.b.c.d[191] * 2
    let zz = a.b.c.d[192] * 2
    let aa = a.b.c.d[193] * 2
    let bb = a.b.c.d[194] * 2
    let cc = a.b.c.d[195] * 2
    let dd = a.b.c.d[196] * 2
    let ee = a.b.c.d[197] * 2
    let ff = a.b.c.d[198] * 2
    let gg = a.b.c.d[199] * 2
    let hh = a.b.c.d[200] * 2
    let ii = a.b.c.d[201] * 2
    let jj = a.b.c.d[202] * 2
    let kk = a.b.c.d[203] * 2
    let ll = a.b.c.d[204] * 2
    let mm = a.b.c.d[205] * 2
    let nn = a.b.c.d[206] * 2
    let oo = a.b.c.d[207] * 2
    let pp = a.b.c.d[208] * 2
    let qq = a.b.c.d[209] * 2
    let rr = a.b.c.d[210] * 2
    let ss = a.b.c.d[211] * 2
    let tt = a.b.c.d[212] * 2
    let uu = a.b.c.d[213] * 2
    let vv = a.b.c.d[214] * 2
    let ww = a.b.c.d[215] * 2
    let xx = a.b.c.d[216] * 2
    let yy = a.b.c.d[217] * 2
    let zz = a.b.c.d[218] * 2
    let aa = a.b.c.d[219] * 2
    let bb = a.b.c.d[220] * 2
    let cc = a.b.c.d[221] * 2
    let dd = a.b.c.d[222] * 2
    let ee = a.b.c.d[223] * 2
    let ff = a.b.c.d[224] * 2
    let gg = a.b.c.d[225] * 2
    let hh = a.b.c.d[226] * 2
    let ii = a.b.c.d[227] * 2
    let jj = a.b.c.d[228] * 2
    let kk = a.b.c.d[229] * 2
    let ll = a.b.c.d[230] * 2
    let mm = a.b.c.d[231] * 2
    let nn = a.b.c.d[232] * 2
    let oo = a.b.c.d[233] * 2
    let pp = a.b.c.d[234] * 2
    let qq = a.b.c.d[235] * 2
    let rr = a.b.c.d[236] * 2
    let ss = a.b.c.d[237] * 2
    let tt = a.b.c.d[238] * 2
    let uu = a.b.c.d[239] * 2
    let vv = a.b.c.d[240] * 2
    let ww = a.b.c.d[241] * 2
    let xx = a.b.c.d[242] * 2
    let yy = a.b.c.d[243] * 2
    let zz = a.b.c.d[244] * 2
    let aa = a.b.c.d[245] * 2
    let bb = a.b.c.d[246] * 2
```

Source to View

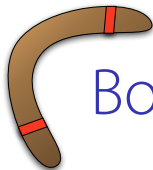
View to Source

Comparison: String Lens

[illegible][illegible]

[Bohannon, Foster, Pierce, Pilkiewicz, Schmitt POPL '08]

[Foster, Pierce, Pilkiewicz ICFP '08]



Boomerang

“Good men must not obey
the laws too well”

—R W Emerson

Challenge: Ignorable Data

Many real-world data formats contain **inessential** data.

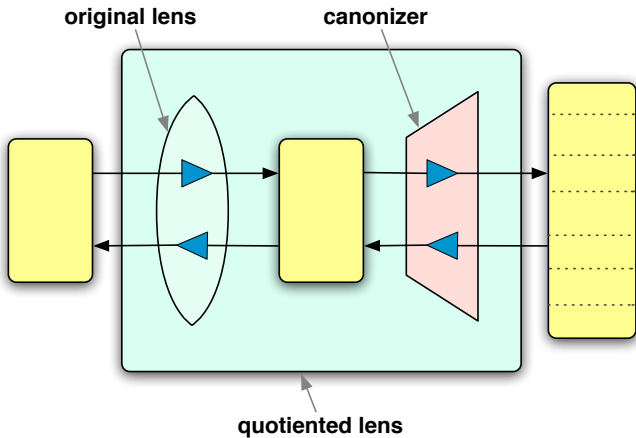
- whitespace, wrapping of long lines of text
- order of fields in record-structured data
- escaping of special characters
- aggregate values, timestamps, etc.

In practice, to handle these details, we need lenses that are well behaved modulo equivalence relations on the source and view.

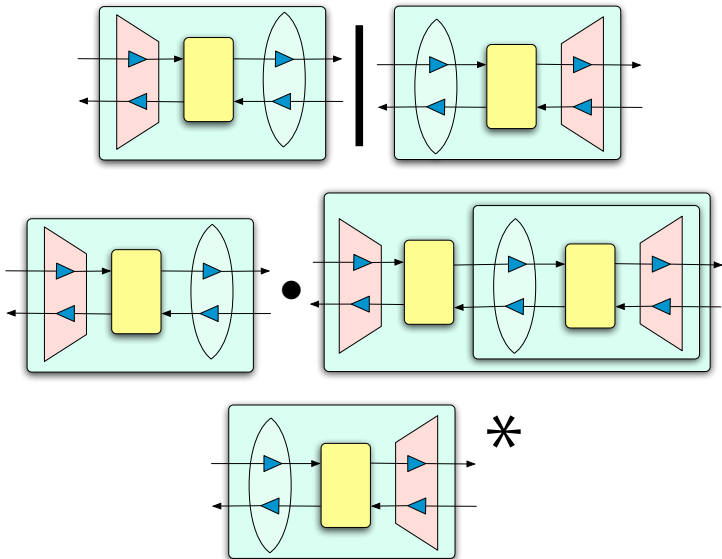
$$l.\mathbf{get} \ (l.\mathbf{put} \ v \ s) \sim_V v \quad (\text{PutGet})$$

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

Quotient Lenses



Quotient Lenses



Challenge: Ordered Data

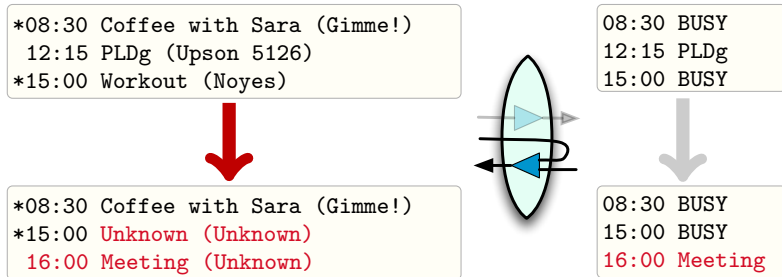
The lenses we have seen so far align data by [position](#).

But, in practice, we often need to align data according to different criteria—e.g., by [key](#).

Challenge: Ordered Data

The lenses we have seen so far align data by [position](#).

But, in practice, we often need to align data according to different criteria—e.g., by [key](#).



A Better Redact Lens

Similar to previous version but with a @key@ annotations and a combinator (@<l>@) that identifies “chunks”

```
(* helper lenses *)
let location : lens = default (del LOCATION) " (Unknown)"

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

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

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

(* main lens *)
let redact : lens = <~ event>*
```

A Better Redact Lens

Similar to previous version but with a @key@ annotations and a combinator (@<|>@) that identifies “chunks”

```
(* helper lenses *)
let location : lens = default (del LOCATION) " (Unknown)"

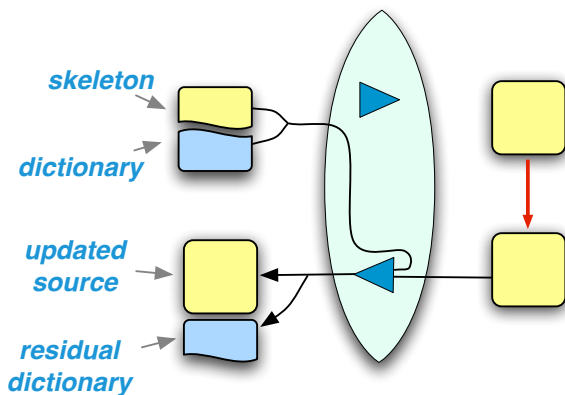
let public : lens =
  del SPACE .
  key TIME
  copy TEXT .
  default (del LOCATION) " (Unknown)"

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

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

(* main lens *)
let redact : lens = <~ event>
```


Dictionary Lenses

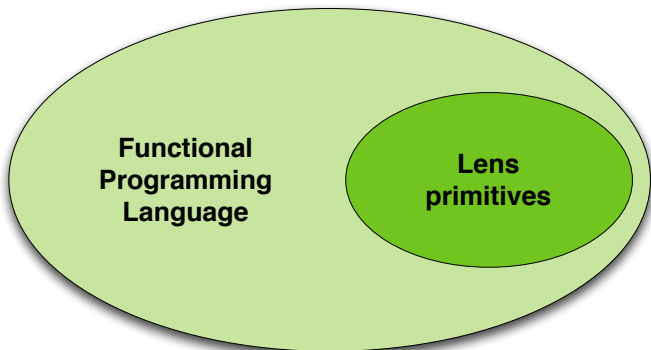


The **put** function works on a **dictionary** structure where chunks are organized by **key**.

Challenge: Language Design

Writing big programs only using combinators would not be fun!

Boomerang is a full-blown functional language over the base types `string`, `regexp`, `lens`, ...



Additional Features

Boomerang has *many* other lens primitives

- partition
- filter
- permute
- sort
- duplicate
- merge
- sequentially compose
- columnize
- normalize
- clobber
- probe
- etc.

and an extremely rich type system

- regular expression types
- dependent types
- refinement types
- polymorphism
- user-defined datatypes
- modules

implemented in hybrid style [Flanagan '06][Findler, Wadler '09]

Challenge: Typechecker Engineering

Typechecking uses *many* automata-theoretic operations.

- “Expensive” operations like intersection, difference, and interleaving are used often in practice
- Algorithms for checking ambiguity are computationally expensive rarely implemented

Implementation strategy:

- Compile compact automata [Brzozowski '64]
- Aggressive memoization [Foster *et al.* PLAN-X '07]

The Boomerang System

Lenses

- Bibliographies (BibTeX, RIS)
- Address Books (vCard, XML, ASCII)
- Calendars (iCal, XML, ASCII)
- Scientific Data (SwissProt, UniProtKB)
- Documents (MediaWiki, literate source code)
- Apple Preference Lists (e.g., iTunes)
- CSV

Libraries

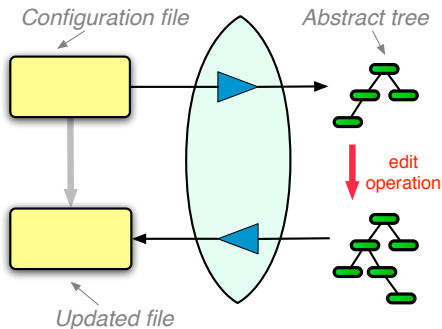
- Escaping
- Sorting
- Lists
- XML

System

- Stable prototype complete
- Available under LGPL

Unison Integration

- On the way...





Augeas "a configuration API."

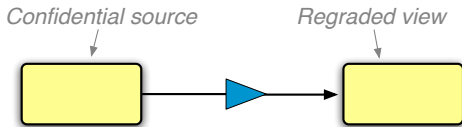
<code>aliases.aug</code>	<code>exports.aug</code>	<code>logrotate.aug</code>	<code>puppet.aug</code>	<code>sudoers.aug</code>
<code>aptpreferences.aug</code>	<code>fstab.aug</code>	<code>monit.aug</code>	<code>rsyncd.aug</code>	<code>sysctl.aug</code>
<code>aptsources.aug</code>	<code>gdm.aug</code>	<code>ntp.aug</code>	<code>samba.aug</code>	<code>util.aug</code>
<code>bbhosts.aug</code>	<code>group.aug</code>	<code>openvpn.aug</code>	<code>services.aug</code>	<code>vsftpd.aug</code>
<code>crontab.aug</code>	<code>grub.aug</code>	<code>pam.aug</code>	<code>shellvars.aug</code>	<code>webmin.aug</code>
<code>darkice.aug</code>	<code>hosts.aug</code>	<code>passwd.aug</code>	<code>slapd.aug</code>	<code>xinetd.aug</code>
<code>dhclient.aug</code>	<code>inifile.aug</code>	<code>php.aug</code>	<code>soma.aug</code>	<code>xorg.aug</code>
<code>dnsmasq.aug</code>	<code>inittab.aug</code>	<code>phpvars.aug</code>	<code>spacevars.aug</code>	<code>yum.aug</code>
<code>dpkg.aug</code>	<code>interfaces.aug</code>	<code>postfix_main.aug</code>	<code>squid.aug</code>	
<code>dput.aug</code>	<code>limits.aug</code>	<code>postfix_master.aug</code>	<code>sshd.aug</code>	

Also used in

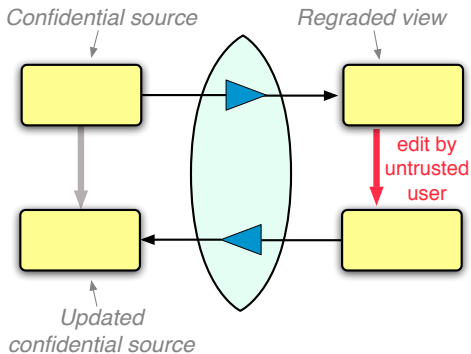
- Puppet – declarative configuration management tool
- Show – SQL-like queries on the filesystem
- Netcf – a network configuration library

An Extension

Security Views



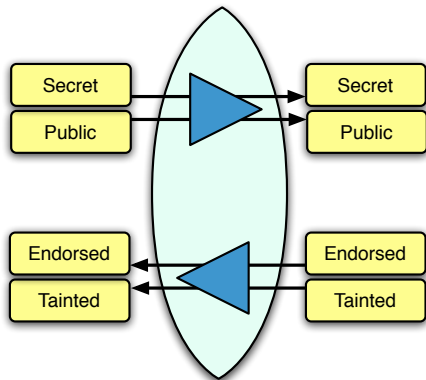
Updatable Security Views



[Foster, Pierce, Zdancewic CSF '09]

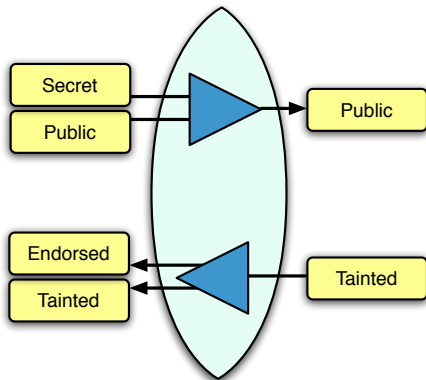
Non-interference

Requirements can be formulated as **non-interference** properties.



Non-interference

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Secure Lenses

To distinguish high and low-security data we use equivalences

- \sim_k — “agree on k -public data”
- \approx_k — “agree on k -endorsed data”

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described using [annotated regular expressions](#).

$$\mathcal{R} ::= \emptyset \mid u \mid \mathcal{R} \cdot \mathcal{R} \mid \mathcal{R} | \mathcal{R} \mid \mathcal{R}^* \mid \mathcal{R} : k$$

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$$\mathcal{R} ::= \emptyset \mid u \mid \mathcal{R} \cdot \mathcal{R} \mid \mathcal{R} | \mathcal{R} \mid \mathcal{R}^* \mid \mathcal{R} : k$$

A [secure lens](#) obeys refined laws:

$$\frac{s \sim_k s'}{l.\mathbf{get} \ s \sim_k l.\mathbf{get} \ s'} \quad (\text{GetNoLeak})$$

$$\frac{v \approx_k (l.\mathbf{get} \ s)}{l.\mathbf{put} \ v \ s \approx_k s} \quad (\text{GetPut})$$

(See CCS '09 paper for a [dynamic](#) approach to integrity tracking.)