

Manipulating Trees with Hidden Labels

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Tree Manipulation

- Well-typed Tree Manipulation
 - **ML**: pattern matching
 - **XDuce**: regular patterns + run-time type matching
 - **CDuce**: ... + negative types, higher order types
 - **FreshML**: pattern matching with user defined binders
 - **This talk**: pattern matching with scope extrusion + run-time type matching
- We study two basic techniques:
 - Pattern Matching for hidden labels
 - Transpositions

Data Model: Trees with Hidden Labels

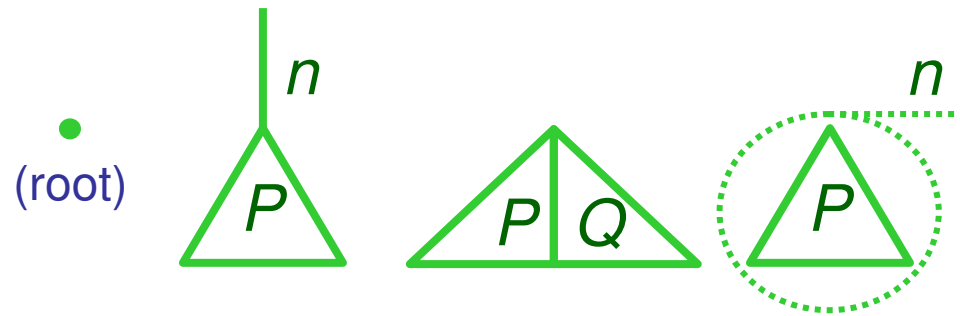
$P, Q ::=$

0

$n[P]$

$P \mid Q$

$(\forall n)P$



$P \equiv Q$

P and Q represent the same (unordered) tree (up to renaming)

$P \bullet (n \leftrightarrow m)$ (actual) transposition

$$n \bullet (n \leftrightarrow m) = m$$

$$m \bullet (n \leftrightarrow m) = n$$

$$p \bullet (n \leftrightarrow m) = p \quad (p \neq n, m)$$

$$0 \bullet \tau = 0 \quad (\text{for } \tau = (m \leftrightarrow p))$$

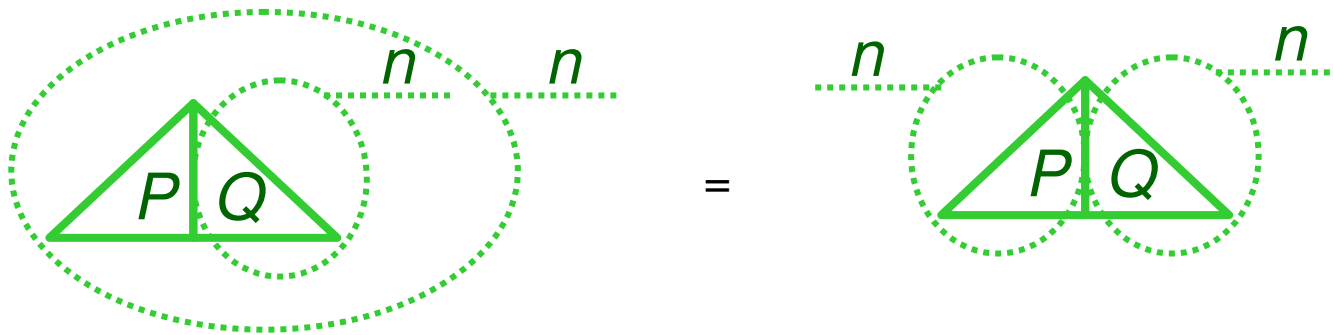
$$n[P] \bullet \tau = n \bullet \tau [P \bullet \tau]$$

$$(P \mid Q) \bullet \tau = (P \bullet \tau) \mid (Q \bullet \tau)$$

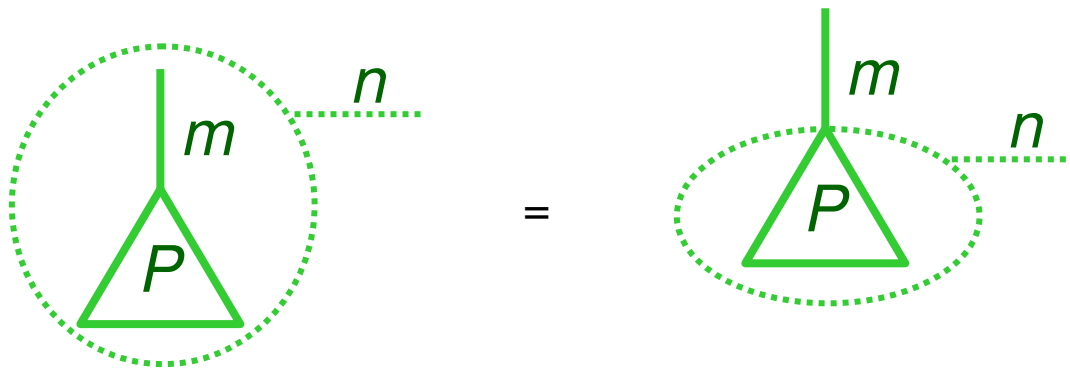
$$((\forall n)P) \bullet \tau = (\forall n \bullet \tau)(P \bullet \tau)$$

Tree Equivalence (Structural Congruence)

- $(\nu n)(P \mid (\nu n)Q) \equiv ((\nu n)P) \mid ((\nu n)Q)$

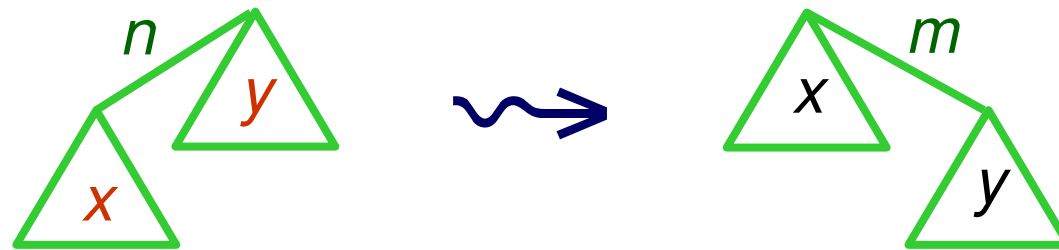


- $(\nu n)m[P] \equiv m[(\nu n)P]$ if $n \neq m$



Ex: Matching Public Labels

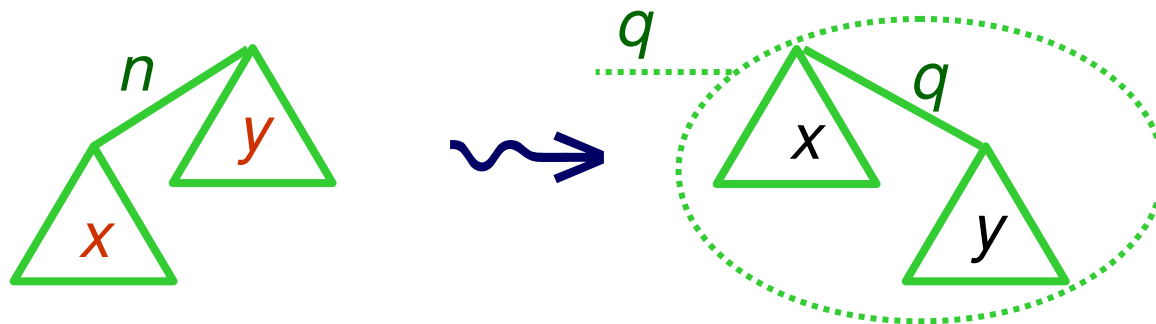
- **match** t as $(n[x:T] \mid y:T)$ then $(x \mid m[y])$ *red = binding occurrences*



public to
public

$$: (n[T] \mid T) \rightarrow (T \mid m[T])$$

- **match** t as $(n[x:T] \mid y:T)$ then $(\nu z)(x \mid z[y])$

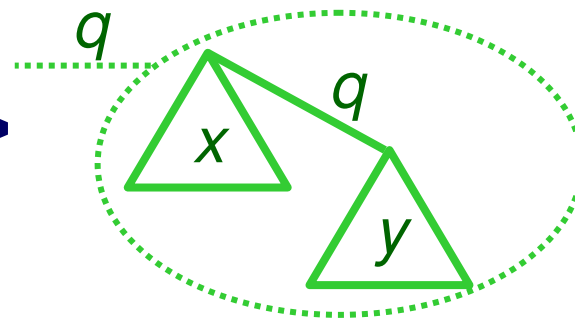
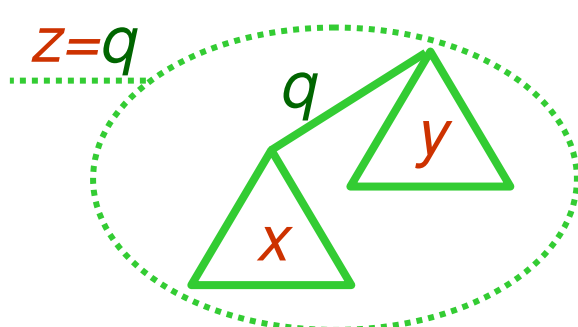


public to
private

$$: (n[T] \mid T) \rightarrow H\nu z.(T \mid z[T])$$

Ex: Matching Private Labels

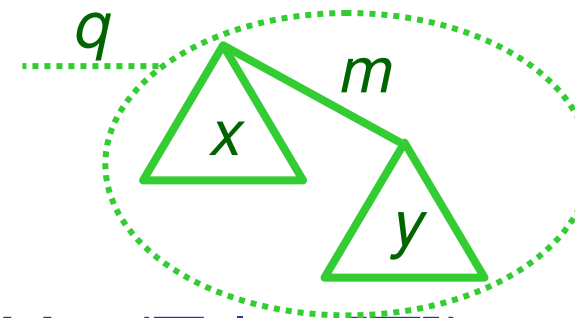
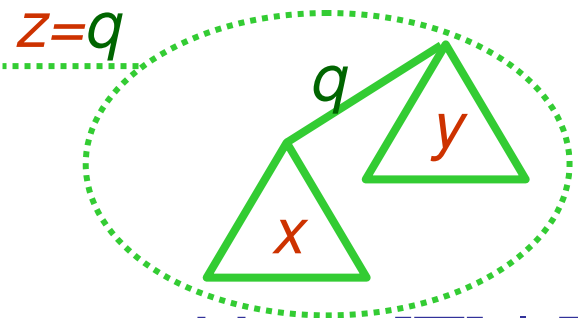
- match t as $(\nu z)(z[x:T] \mid y:T)$ then $(x \mid z[y])$ ^(νz)



private to
private

$$: Hz.(z[T] \mid T) \rightarrow Hz.(T \mid z[T])$$

- match t as $(\nu z)(z[x:T] \mid y:T)$ then $(x \mid m[y])$ ^(νz)



private to
public

$$: Hz.(z[T] \mid T) \rightarrow Hz.(T \mid m[T])$$

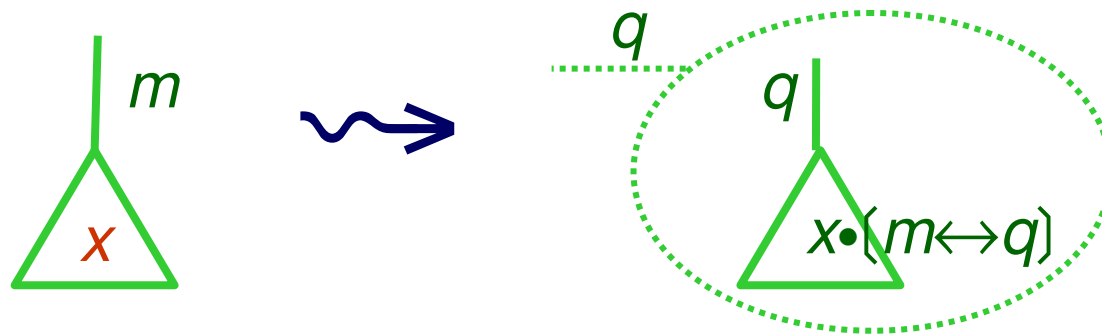
Formal Transpositions

- Suppose we want to swap n with m in t . We can do it by recursion and pattern matching, but the type would be just $\mathbf{T} \rightarrow \mathbf{T}$.
- We want a more informative typing:
$$\lambda x:m[\mathbf{T}]. x(m \leftrightarrow n)$$
$$: m[\mathbf{T}] \rightarrow m[\mathbf{T}](m \leftrightarrow n)$$
$$= m[\mathbf{T}] \rightarrow n[\mathbf{T}]$$
- For this, we need *transposition types*, $A(m \leftrightarrow n)$, and a notion of *transposition equivalence* over types.

Ex: Transposition and Constant Types

- $\lambda x:m[\mathbf{T}]. (vz) x(m \leftrightarrow z)$

replace public m with private $[[z]]$ in input $[[x]]$ of shape $m[P]$



: $m[\mathbf{T}] \rightarrow \text{Hz}. m[\mathbf{T}](m \leftrightarrow z)$

the “obvious” syntax-driven type

= ... $\text{Hz}. z[\mathbf{T}(m \leftrightarrow z)]$

distributing, and swapping m with $[[z]]$

= ... $\text{Hz}. z[\mathbf{T}]$

permuting two names in the set of all data, \mathbf{T} , gives \mathbf{T} .

= $m[\mathbf{T}] \rightarrow \text{Hz}. z[\mathbf{T}]$

Ex: Transposition and Dependent Types

- $\lambda w:\mathbf{N}. \lambda x:w[\mathbf{T}]. (\nu z) x(m \leftrightarrow z)$

replace public $\llbracket w \rrbracket$ with private $\llbracket z \rrbracket$ in $\llbracket x \rrbracket$ of shape $\llbracket w \rrbracket[P]$

$:\Pi w. w[\mathbf{T}] \rightarrow \text{Hz}. w[\mathbf{T}](m \leftrightarrow z)$

the “obvious” syntax-driven type

$= \dots \text{Hz}. w(m \leftrightarrow z)[\mathbf{T}(m \leftrightarrow z)]$

distributing; swapping $\llbracket w \rrbracket$ with $\llbracket z \rrbracket$ cannot be eliminated

$= \dots \text{Hz}. w(m \leftrightarrow z)[\mathbf{T}]$

permuting two names in the set of all data, \mathbf{T} , gives \mathbf{T} .

$= \Pi w. w[\mathbf{T}] \rightarrow \text{Hz}. w(m \leftrightarrow z)[\mathbf{T}]$

no further simplification because the $\llbracket w \rrbracket$ passed as a parameter can in fact be m .

Turned into
a parameter,
which might be m

New typing technology

- Semistructured types
 - From tree automata theory
 - From spatial logic
- Freshness
 - Fresh quantifier
 - Specialized Hiding quantifier
 - Fresh quantifier + name restriction operator
 - Typing contexts carrying names and freshness info
- Transpositions
- Name-dependent types
 - Name expressions (name constants or name variables, or name transpositions).

Syntax

- Name Expressions:

$\mathcal{N}, \mathcal{M} ::= x, n, \mathcal{N}(\mathcal{M} \leftrightarrow \mathcal{M})$

- Terms:

$t, u, v ::= 0, \mathcal{N}[t], t|t, (\nu x)t, t(\mathcal{M} \leftrightarrow \mathcal{M}), t?(x:\mathcal{A}).u, v,$
 $t\div(\mathcal{N}[y:\mathcal{A}]).u, t\div(x:\mathcal{A}|y:\mathcal{B}).u, t\div((\nu x)y:\mathcal{A}).u,$
 $x, \mathcal{N}, \lambda x:\mathcal{F}.t, t(u)$

Trees

Run-time type test

Lambda

Pattern matching

- Low Types:

$\mathcal{A}, \mathcal{B} ::= 0, \mathcal{N}[\mathcal{A}], \mathcal{A}|\mathcal{B}, \mathsf{H}x.\mathcal{A}, \mathsf{C}\mathcal{N},$

$\mathsf{F}, \mathcal{A} \wedge \mathcal{B}, \mathcal{A} \Rightarrow \mathcal{B}, \mathcal{A}(\mathcal{M} \leftrightarrow \mathcal{M})$

Tree types

Transposition types

Propositional types

- High types:

$\mathcal{F}, \mathcal{G}, \mathcal{H} ::= \mathcal{A}, \mathbf{N}, \mathcal{F} \rightarrow \mathcal{G}, \Pi x.\mathcal{G}$

Satisfaction (Tree Types)

$P \models_{\mathcal{T}} \mathcal{A}$ for trees P and tree types \mathcal{A}

$P \models \mathbf{F}$	<i>never</i>	$(\mathbf{T} \triangleq \mathbf{F} \Rightarrow \mathbf{F})$
$P \models \mathcal{A} \wedge \mathcal{B}$	$\triangleq P \models \mathcal{A} \wedge P \models \mathcal{B}$	
$P \models \mathcal{A} \Rightarrow \mathcal{B}$	$\triangleq P \models \mathcal{A} \Rightarrow P \models \mathcal{B}$	
$P \models \mathbf{0}$	$\triangleq P \equiv \mathbf{0}$	
$P \models \mathcal{N}[\mathcal{A}]$	$\triangleq \exists n, P'. n \models \mathcal{N} \wedge P \equiv n[P'] \wedge P' \models \mathcal{A}$	
$P \models \mathcal{A} \mid \mathcal{B}$	$\triangleq \exists P', P''. P \equiv P' \mid P'' \wedge P' \models \mathcal{A} \wedge P'' \models \mathcal{B}$	
$P \models \text{Hx}.\mathcal{A}$	$\triangleq \exists n, P'. n \notin \text{na}(\mathcal{A}) \wedge P \equiv (\forall n)P' \wedge P' \models \mathcal{A}\{x \leftarrow n\}$	
$P \models \odot \mathcal{N}$	$\triangleq \exists n. n \models \mathcal{N} \wedge n \in \text{fn}(P)$	
$P \models \mathcal{A}(\mathcal{M}_1 \leftrightarrow \mathcal{M}_2)$	$\triangleq \exists m_1, m_2. m_1 \models \mathcal{M}_1 \wedge m_2 \models \mathcal{M}_2 \wedge P \bullet (m_1 \leftrightarrow m_2) \models \mathcal{A}$	

$n \models_{\mathcal{N}} \mathcal{N}$ for names n and name expressions \mathcal{N}

$n \models m$	$\triangleq n = m$
$n \models \mathcal{N}(\mathcal{M}_1 \leftrightarrow \mathcal{M}_2)$	$\triangleq \exists m_1, m_2. m_1 \models \mathcal{M}_1 \wedge m_2 \models \mathcal{M}_2 \wedge n \bullet (m_1 \leftrightarrow m_2) \models \mathcal{N}$

Satisfaction (High Types)

$F \models_H \mathcal{G}$ for (high) values F and (high) types \mathcal{G}

$F \models \mathbf{N}$

$\triangleq \exists \mathcal{N}. F \models_{\mathbf{N}} \mathcal{N}$

$F \models \mathcal{A}$

$\triangleq F \models_{\mathbf{T}} \mathcal{A}$

$F \models \mathcal{G} \rightarrow \mathcal{H}$

$\triangleq \mathcal{G} \neq \mathbf{N} \wedge F = \langle \rho, z, t \rangle \wedge$

$\forall G, H. (G \models \mathcal{G} \wedge t \Downarrow_{\rho[z \leftarrow G]} H) \Rightarrow H \models \mathcal{H}$

$F \models \Pi x. \mathcal{H}$

$\triangleq F = \langle \rho, z, t \rangle \wedge$

$\forall n, H. t \Downarrow_{\rho[z \leftarrow n]} H \Rightarrow H \models \mathcal{H}\{x \leftarrow n\}$

Closure

Operational
Reduction

- Values F are either names, trees, or closures.
- Closures are triples stack-parameter-body.
- Stacks ρ map variables to high values.
- Closures have function type $\mathcal{G} \rightarrow \mathcal{H}$ if the input type \mathcal{G} is *not* the type of names \mathbf{N} ; otherwise they have name-dependent function type $\Pi x. \mathcal{H}$, where $x:\mathbf{N}$.

Typing Environments

- They cover free variables *and* free names:
 - $E \vdash t : \mathcal{A}$ e.g.: $n, \text{H}x:\mathbf{N}, \forall y:\mathbf{N} \vdash n[x[0] \mid y[0]] : \mathbf{T}$
- Environment satisfaction $\rho \vDash E$, requires freshness satisfaction:
 - $x \mapsto n, y \mapsto m \not\vDash n, \text{H}x:\mathbf{N}, \forall y:\mathbf{N}$ (x not fresh for n)
 - $x \mapsto m, y \mapsto m \vDash n, \text{H}x:\mathbf{N}, \forall y:\mathbf{N}$ (x fresh for n , y arbitrary)
 - $x \mapsto m, y \mapsto m \not\vDash n, \forall y:\mathbf{N}, \text{H}x:\mathbf{N}$ (x not fresh for y)
- Freshness Signatures of Environments
 - $fs(E)$, e.g. $n, \text{H}x, \forall y$
 - Used in type equivalence and apartness

Semantics and Typing

- Restriction

$$\begin{array}{c}
 \text{(Red } \nu) \\
 n \notin na(t, \rho) \quad t \Downarrow_{\rho[x \leftarrow n]} P \\
 \hline
 (\nu x)t \Downarrow_{\rho} (\nu n)P
 \end{array}$$

$$\begin{array}{c}
 \text{(Term } \nu) \\
 E, Hx:\mathbf{N} \vdash t : \mathcal{A} \\
 \hline
 E \vdash (\nu x)t : Hx.\mathcal{A}
 \end{array}$$

Freshness signature, $H(\text{fresh})$ or \forall , for vars of type \mathbf{N}

- Restriction Match

$$\begin{array}{c}
 \text{(Red } \div \nu) \\
 n \notin na(t, \mathcal{A}, u, \rho) \quad x \neq y \quad t \Downarrow_{\rho \equiv} (\nu n)P \\
 P \models \rho[x \leftarrow n](\mathcal{A}) \quad u \Downarrow_{\rho[x \leftarrow n][y \leftarrow P]} Q \\
 \hline
 t \div ((\nu x)y:\mathcal{A}).u \Downarrow_{\rho} (\nu n)Q
 \end{array}$$

$$\begin{array}{c}
 \text{(Term } \div \nu) \\
 E \vdash t : Hx.\mathcal{A} \\
 E, Hx:\mathbf{N}, y:\mathcal{A} \vdash u : \mathcal{B} \\
 \hline
 E \vdash t \div ((\nu x)y:\mathcal{A}).u : Hx.\mathcal{B}
 \end{array}$$

"pull" a restriction

Run-time type match = satisfaction

Rebind result

Subtyping and Equivalence

- All the term typing rules are nice and syntax-driven. Where is the catch?

(Subsumption)

$$E \vdash t : \mathcal{F} \quad E \vdash \mathcal{F} <: \mathcal{G}$$

$$E \vdash t : \mathcal{G}$$

(Sub Equiv)

$$E \vdash \mathcal{F} \quad \mathcal{F} \sim_{fs(E)} \mathcal{G}$$

$$E \vdash \mathcal{F} <: \mathcal{G}$$

(Sub Tree)

$$E \vdash \mathcal{A} \quad E \vdash \mathcal{B} \quad \text{valid}_{fs(E)}(\mathcal{A} \Rightarrow \mathcal{B})$$

$$E \vdash \mathcal{A} <: \mathcal{B}$$

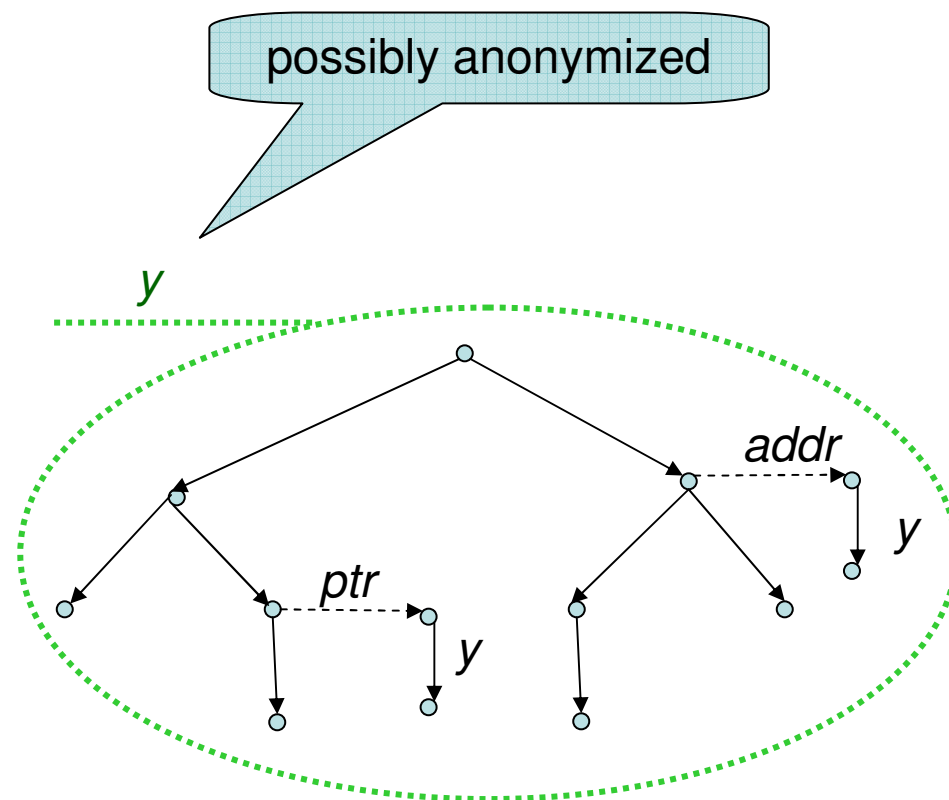
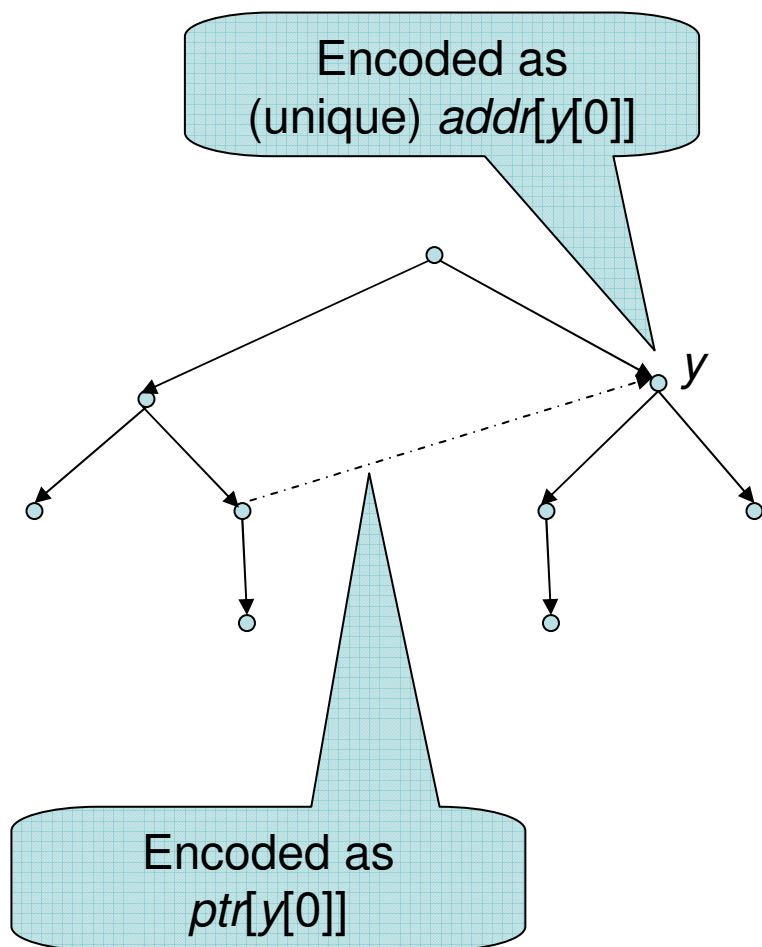
Detailed in the paper,
involves *apartness* relation

Left as a “parameter”
to the system

(Sub \rightarrow), (Sub Π): the usual

Ex: Encoding Local Pointers

- E.g., XML



Ex: Remove Dangling Pointers

- Remove all $ptr[y[0]]$ that do not have a corresponding $addr[y[0]]$ in the same tree, whether y is public or not.

let rec deDangle($x:T$): $T =$

match x *as* $((\nu y)w:\textcircled{y})$

match and strip only “real” restrictions

then $(\nu y)deDangle(w)$ *else* $r(x,x)$

and $r(x:T, root:T): T =$

restrictions preserved in result

test x *as* 0 *then* 0 *else*

match x *as* $(y:\neg 0 | w:\neg 0)$ *then* $r(y,root) | r(w,root)$ *else*

match x *as* $(ptr[y[0]])$ *then*

test $root$ *as* $Somewhere(addr[y[0]])$

then $ptr[y[0]]$ *else* 0 *else*

match x *as* $(z[w:T])$ *then* $z[r(w,root)]$ *else* 0

(Some expected sugar and extensions assumed.)

remove dangles

search $addr[y[0]]$ in restriction-stripped root

Conclusions

- New typing technology (freshness, transpositions), possibly of general applicability.
- A different language design than FreshML, but based on the same principles and semantic models.
- A reworking of spatial-logic properties as types. By necessity, these are types of “spatial-like” entities, i.e. data, not computation.
- A pretty nice language for manipulating XML-like data with private labels, and possibly more.
- Decidable subtyping relations (a.k.a. valid entailments in spatial logic) sought.
 - See Calcagno-Cardelli-Gordon.
 - See recent work by Dal Zilio, Lugiez, et. al.
- <http://www.luca.demon.co.uk/>
 - Fossacs version *with good fonts (!!)*
 - Long version with proofs.