

# The Extended Theory of Trees and Algebraic (Co)datatypes

**Fabian Zaiser**   Luke Ong

Department of Computer Science



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# Outline

## Background

- Trees

- Algebraic (Co)Datatypes

## Contributions

- Relationship between trees and (co)datatypes

- Deciding first-order theory of trees

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Relationship between trees and (co)datatypes

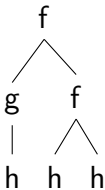
Deciding first-order theory of trees

# Trees

- ▶ nodes have labels
- ▶ children are ordered

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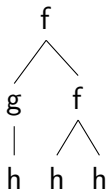
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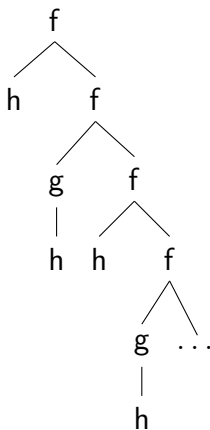
$f(g(h), f(h, h))$

# Trees

- ▶ nodes have labels
- ▶ children are ordered



$f(g(h), f(h, h))$



$x = f(h, f(g(h), x))$

# First-order theory of trees

## Classic Equational Theory of Trees:

- ▶ Function symbols/labels:  $F = \{f : 2, g : 1, h : 0, \dots\}$  with arities
- ▶ Predicate symbols:  $P = \emptyset$
- ▶ Theory of Finite Trees & Theory of Infinite Trees
- ▶ Example formula:  $\exists x. x = f(h, f(g(h), x))?$
- ▶ **Decision procedures**: MAHER 1988 and COMON & LESCANNE 1989 (independently)



# First-order theory of trees

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## Extended Theory of Trees (DJELLOUL, DAO, FRÜHWIRTH 2008):

- ▶ Predicate symbols  $P = \{\text{fin}\}$ : **fin( $t$ )** means  $t$  is a finite tree
- ▶ subsumes Theory of *Finite* and *Infinite* Trees
- ▶ Decision procedure with a **restriction**:  $F$  must be infinite

# Applications

- ▶ matching and unification
- ▶ semantics of logic, functional programs
- ▶ recursion schemes
- ▶ verification of programs
- ▶ term rewriting systems
- ▶ **in this talk:** algebraic (co)datatypes

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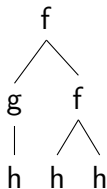
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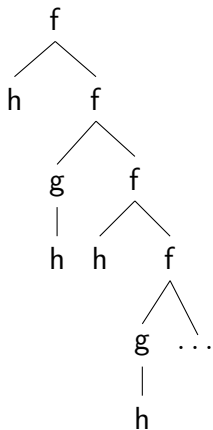
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# Algebraic (Co)Datatypes

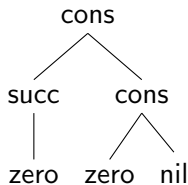


$$x = f(g(h), f(h, h))$$

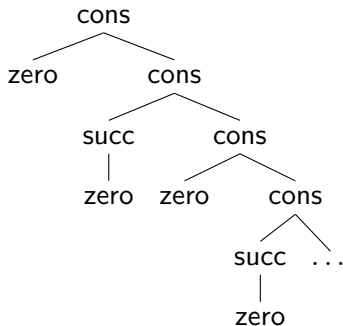


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# Algebraic (Co)Datatypes



```
x = cons(succ(zero),  
         cons(zero, nil))
```

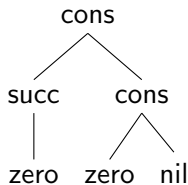


**Algebraic Datatypes** (inductive, least fixed point):

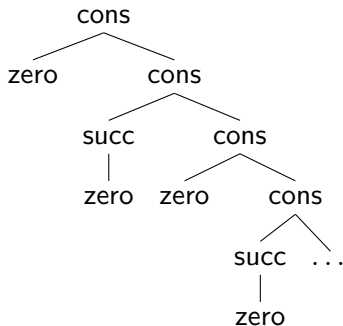
```
data nat = zero | succ(pred: nat)
```

```
data list = nil | cons(head: nat, tail: list)
```

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x = cons(succ(zero),  
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**Algebraic Datatypes** (inductive, least fixed point):

```
data   nat     = zero   | succ(pred: nat)
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```
data   list    = nil    | cons(head: nat, tail: list)
```

**Algebraic Codatatype** (coinductive, greatest fixed point):

```
codata colist = nil    | cons(head: nat, tail: colist)
```

# Theory of Algebraic (Co)Datatypes

▶ **Sorts:**  $S = \underbrace{\{nat, list\}}_{S_{data}} \cup \underbrace{\{colist\}}_{S_{codata}}$

▶ **Constructor** symbols:

$$F_{ctr} = \{\text{zero} : list, \text{succ} : nat \rightarrow nat, \text{nil} : list, \dots\}$$

→ interpreted as tree constructors

▶ **Selector** symbols:

$$F_{sel} = \{\text{pred} : nat \rightarrow nat, \text{head} : list \rightarrow list, \dots\}$$

→ interpreted as selector functions:  $\text{pred}(\text{succ}(x)) = x$

▶ Function symbols  $F = F_{ctr} \cup F_{sel}$ ; predicate symbols:  $P = \emptyset$

▶ interpretations of **datatype** terms must be **finite**

▶ datatypes can **only contain** datatypes, codatatypes only codatatypes

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→ interpreted as selector functions:  $\text{pred}(\text{succ}(x)) = x$
- ▶ Function symbols  $F = F_{ctr} \cup F_{sel}$ ; predicate symbols:  $P = \emptyset$
- ▶ interpretations of **datatype** terms must be **finite**
- ▶ datatypes can **only contain** datatypes, codatatypes only codatatypes
- ▶ first-order theory **undecidable**; quantifier-free: **decidable**
- ▶ part of **SMT-LIB** (and SMT solvers Z3, CVC4, ...)



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# Contributions

- ▶ we extend Theory of Trees to **many-sorted** logic
- ▶ we formalize its **relationship with (co)datatypes**
- ▶ we design a **simplification procedure**/constraint solver for the Extended Theory of Trees
  - ▶ quantifiers allowed
  - ▶ based on DJELLOUL, DAO, FRÜHWIRTH (2008)
  - ▶ but: finitely many function symbols allowed!
- ▶ **proved** correctness
- ▶ **implementation**: evaluated on  $QF\_DT$  suite of the SMT-LIB

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  - ▶ **proved** correctness
  - ▶ **implementation**: evaluated on  $QF\_DT$  suite of the SMT-LIB
- ⇒ Extended Theory of Trees is **useful and decidable**

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# (Co)Datatypes $\rightsquigarrow$ Trees

```
data   nat      = zero   | succ (pred: nat)
data   list     = nil    | cons (head: nat, tail: list)
codata colist  = conil  | cocons (cohead: nat, cotail: colist)
```

## (Co)datatypes

- ▶ **Sorts:**  $\{nat, list, colist\}$
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 $x = pred(t)$   
 $\rightsquigarrow \forall y. t = succ(y) \rightarrow x = y$
- ▶ **add  $fin(t)$  for all datatypes**

# (Co)Datatypes $\rightsquigarrow$ Trees

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## Example:

In:  $x = cons(zero, tail(w)) \rightsquigarrow$

Out:  $fin(x) \wedge fin(w) \wedge \forall y : nat, z : list. w = cons(y, z) \rightarrow x = cons(zero, z)$

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*A **quantifier-free** formula in the theory of (co)datatypes can be effectively transformed into an equisatisfiable formula in the extended theory of trees (possibly including quantifiers).*

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*A **quantifier-free** formula in the theory of (co)datatypes can be effectively transformed into an equisatisfiable formula in the extended theory of trees (possibly including quantifiers).*

Why quantifier-free?  $\rightarrow$  problem with **unspecified selectors**:  
*pred*(zero) could be anything.

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A *quantifier-free* formula in the theory of (co)datatypes can be effectively transformed into an equisatisfiable formula in the extended theory of trees (possibly including quantifiers).

Why quantifier-free?  $\rightarrow$  problem with **unspecified selectors**:  $pred(\text{zero})$  could be anything.

## Theorem

If selectors return a specific *default value* when called on the wrong constructor then *any* formula in the theory of (co)datatypes can be effectively transformed into an equisatisfiable one in the extended theory of trees.

# Trees $\rightsquigarrow$ (Co)Datatypes?

- ▶ non-finite:  $\neg \text{fin}(x) \rightsquigarrow ???$
- ▶ if finite then ... else ...:  $(\text{fin}(t) \rightarrow \phi) \vee (\neg \text{fin}(t) \rightarrow \psi) \rightsquigarrow ???$
- ▶ impossible!

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- ▶ impossible!

$\implies$  Trees are **more expressive** than (Co)Datatypes!

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# Deciding the Extended Theory of Trees

DJELLOUL, DAO, AND FRÜHWIRTH (2008) designed a **simplification procedure**:

- ▶ more than just a decision procedure
- ▶ outputs **simplified formula** (not just true or false)
- ▶ easy to read off **all satisfying assignments** to free variables

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Their **assumptions**:

- ▶ just **one sort**
- ▶ **infinitely many constructors/function symbols**  $F$



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We lift those restrictions:

- ▶ **many-sorted** logic
  - ▶ **finitely** many constructors allowed
- can be used for **(co)datatypes**

# Complications

With finitely many function symbols . . .

▶ case analysis on constructors:

▶  $\forall x : nat. x = \text{zero} \vee \exists y : nat. x = \text{succ}(y) \rightsquigarrow \checkmark$

▶  $\forall y : nat. x \neq \text{succ}(y) \rightsquigarrow x = \text{zero}$

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▶ sorts with only (in)finite inhabitants

▶  $bool = false \mid true$

$inftree = c1(inftree) \mid c2(inftree)$

▶  $\forall x : bool. fin(x) \rightsquigarrow \checkmark$

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▶ unique infinite inhabitants

▶  $\neg \text{fin}(x : nat) \rightsquigarrow x = \text{succ}(x)$

# The basic idea

Extension of DJELLOUL, DAO, FRÜHWIRTH (2008).

Perform **case splitting**:

▶ for sorts with **finitely many constructors**:

▶ if  $x : nat$  then  $x = zero \vee \exists y. x = succ(y)$

▶ Example: input  $\exists x : nat. \alpha$  is transformed into  
 $(\exists x. x = zero \wedge \alpha) \vee (\exists x, y. x = succ(y) \wedge \alpha)$

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▶ for sorts with **finitely many (in)finite inhabitants**:

▶ if  $x : nat$  then  $fin(x) \vee x = succ(x)$

▶ but be clever about **when to case split**

▶ avoid **unnecessary work**

▶ avoid **infinite loops**

# Results

## Theorem

- ▶ *Our simplification procedure returns a simplified formula that is equivalent in the Extended Theory of Trees.*
- ▶ *Simplified formula allows reading off all satisfying assignments of free variables.*
- ▶ *If input formula is closed, the result is true or false.*

→ proof in the paper



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## Demo!

Try it! → [tinyurl.com/trees-codata](http://tinyurl.com/trees-codata)

- ▶  $x = \text{succ}(x) \vee \text{fin}(x) \rightsquigarrow \text{true}$
- ▶  $x \neq \text{nil} \wedge \text{fin}(x) \rightsquigarrow \exists y, z. x = \text{cons}(y, z) \wedge \text{fin}(y) \wedge \text{fin}(z)$

# Evaluation

## Theory:

- ▶ worst-case: **non-elementary** time complexity
- ▶ but can't do better (VOROBYOV 1996)

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## Practice:

- ▶ prototype **implementation** in Scala
- ▶ evaluated on 4000 tests of  $QF\_DT$  (Quantifier-Free DataTypes) suite of the **SMT-LIB**
  - ▶ translate from Datatypes to Trees; then solve translated formula
  - ▶ 90% took  $< 1$  second; 5% timed out after 10 seconds
  - ▶ standard SMT solvers have an advantage by solving the original quantifier-free formula directly
  - ▶ lots of “low-hanging fruit” for improvements

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# Summary

The **Extended Theory of Trees** is ...

- ▶ **useful**: for (co)datatypes, logic programming, term rewriting, verification, ...
- ▶ **powerful**: more expressive than (co)datatypes
- ▶ **decidable**: even admits a **simplification procedure**

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**Future** research:

- ▶ heuristics for simplification procedure
- ▶ Craig interpolation

# Backup slides

# The basic idea

Manipulate **normal forms**  $\phi$  (DJELLOUL, ET AL 2008):

$$\phi \equiv \exists \bar{x}. \alpha \wedge \bigwedge_{i=1}^n \neg \phi_i$$

“simple conjunction”      nested normal form



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Perform **case analysis**:

▶ for sorts with **finitely many constructors**:

▶ if  $x : nat$  then  $x = zero \vee \exists y. x = succ(y)$

▶  $\exists x : nat. \alpha \wedge \dots$

$\rightsquigarrow (\exists x. x = zero \wedge \alpha \wedge \dots) \vee (\exists x, y. x = succ(y) \wedge \alpha \wedge \dots)$

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▶ for sorts with **finitely many (in)finite inhabitants**:

▶ if  $x : nat$  then  $fin(x) \vee x = succ(x)$

▶ but avoid **infinite loops**:

$x = succ(x) \rightsquigarrow \exists y. x = succ(y) \wedge y = succ(y) \rightsquigarrow \dots$