# Programming Language Approaches to <br> Bidirectional Transformation 

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LDTA'12

## Bidirectional Transformations (BX)



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concrete syntax
$\Leftrightarrow$
abstract syntax

## Bidirectional Transformations (BX)


database source
$\Leftrightarrow$
materialized view

## Bidirectional Transformations (BX)


document representation $\Leftrightarrow$ screen visualization

## Bidirectional Transformations (BX)


software model
$\Leftrightarrow$
code

## Bidirectional Transformations (BX)


abstract datatype
$\Leftrightarrow$ actual implementation

## Bidirectional Transformations (BX)


program input
$\Leftrightarrow$ program output

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A closer look at representing $\cdot a_{i} \ldots . . . b_{i}$ connections.
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Why is it not enough to look just at the data?

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| $z$ |
| $u$ |
| $v$ |


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Because of:

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| :---: |
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| $X$ |
| $X$ |
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| $X$ |
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Some further relevant aspects:

- What artefacts need to be specified?
- both to and from
- only one of them, the other derived
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- What influence does a user, modeller, programmer have?
answers/approaches vary with field


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## Bidirectionalization "by Hand"

A simple example:

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One possible backwards transformation:

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## Programming Language Approaches

There has been, and is ongoing, great work in the "lenses" PL/DSLs tradition [Foster et al., ACM TOPLAS'07, ...]. Not covered today.

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We will mention/look at:

- syntactic program transformation
- semantic/type-based transformation
- benefits of higher-order types and abstraction
- search-based program synthesis (if time permits, otherwise see PEPM'12 short paper)


## A Principled Approach: Constant-Complement [Bancilhon \& Spyratos, ACM TODS'81]

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Guarantees "very-well-behavedness":

- put (get $s$ ) $s=s$
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## Automatic Bidirectionalization by Example

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A syntactically derived complement function:

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Syntactic pairing:

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Syntactic inversion:

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corresponds to (the earlier seen):

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## Automatic Bidirectionalization



Syntactic Bidirectionalization
[Matsuda et al., ICFP'07]

## Automatic Bidirectionalization



Semantic Bidirectionalization
[V., POPL'09]

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Examples:

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\text { "abc" } \xrightarrow{\text { tail }} \text { "bc" }
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Idea: How about applying get to some input?
Like:

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\text { get }[1 . . n]= \begin{cases}{[2 . . n]} & \text { if get }=\text { tail } \\ {[n . .1]} & \text { if get }=\text { reverse } \\ {[1 . .(\min 5 n)]} & \text { if get }=\text { take } 5 \\ \vdots & \end{cases}
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| tail |  |
| :---: | :---: |
| 1 | $\xrightarrow[2]{2}$ |
| 2 | 3 |
| 3 | 4 |
| 4 | 5 |
| 5 |  |

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Indeed, this gives us traceability for free:


Then transfer the gained insights to arbitrary lists!

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- essential role: polymorphic function types
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- essential role: polymorphic function types
- major problem: rejects shape-changing updates
[V. et al., ICFP'10]:
- synthesis of the two techniques
- inherits limitations in program coverage from both
- strictly better in terms of updatability than either


## References I

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