

# Komponenten- und Service-orientierte Softwarekonstruktion

## Vorlesung 9: Staged Composition Synthesis

Boris Döder  
LS XIV – Software Engineering



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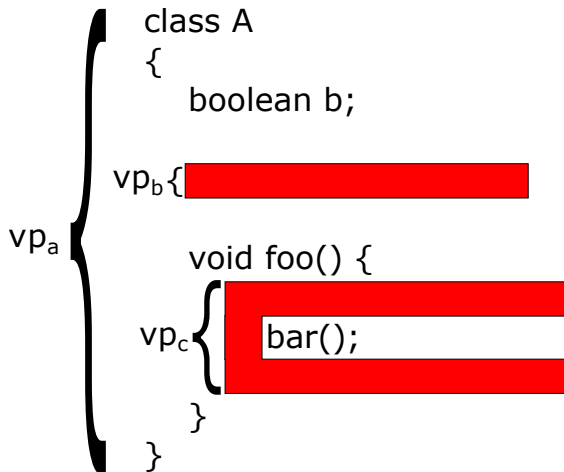
# Outline

- 1 Structured Document Algebra
- 2 Staged Composition Synthesis
- 3 Quicksort example
- 4 Conclusion and Future Work



# Variation Points

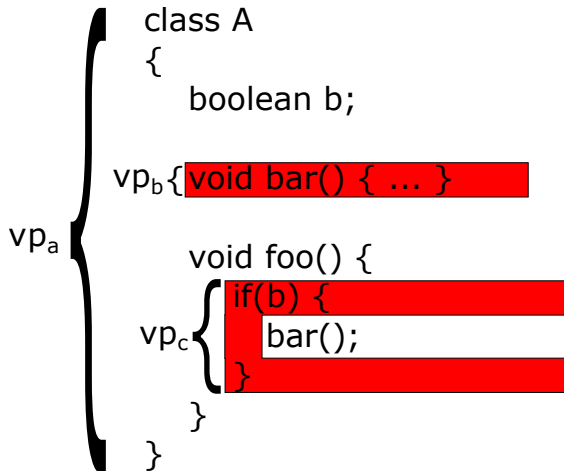
Variation points  $vp_a$ ,  $vp_b$ , and  $vp_c$ .





# Variation Points

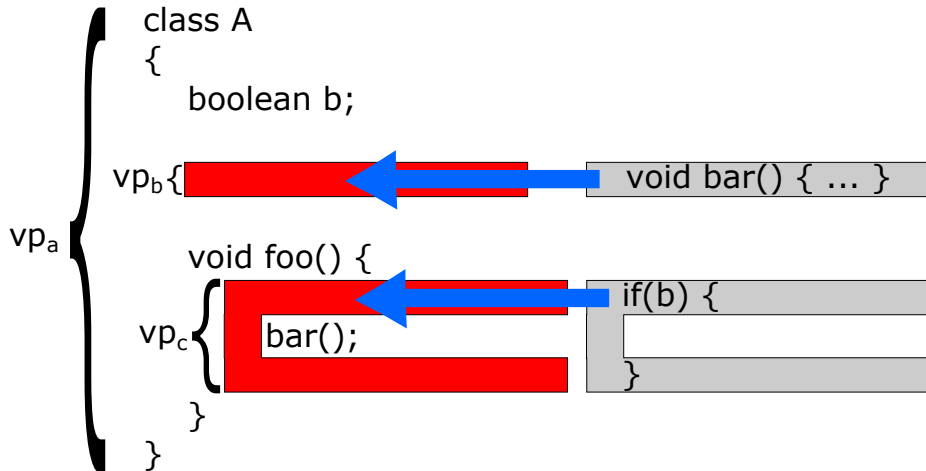
Variation points  $vp_a$ ,  $vp_b$ , and  $vp_c$ .





# Variation Points

Variation points  $vp_a$ ,  $vp_b$ , and  $vp_c$ .





# Structured Document Algebra

But wait..., we already know a formalism that uses substitutions.

## $\lambda$ -Calculus (notion of $\beta$ -reduction)

The notion of  $\beta$ -reduction is (reflexive, transitive closure) the relation  $\rightarrow_{\beta} \subseteq \Lambda \times \Lambda$  defined by

$$(\lambda x.M)N \rightarrow_{\beta} M[x := N]$$

for all  $M, N \in \Lambda$ .



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*Goal: Introduce metalanguage L2 into composition synthesis*





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- L1 may be limited, e.g.:
  - ▶ L1 might be very low-level
  - ▶ L1 might not have a notion of function application



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- L1 may be limited, e.g.:
  - ▶ L1 might be very low-level
  - ▶ L1 might not have a notion of function application
- L2 should contain  $\lambda$ -calculus
  - ▶ Special-purpose composition operators
  - ▶ Meta-level computation over L1-code
  - ▶ Higher-order abstraction



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- L1 may be limited, e.g.:
  - ▶ L1 might be very low-level
  - ▶ L1 might not have a notion of function application
- L2 should contain  $\lambda$ -calculus
  - ▶ Special-purpose composition operators
  - ▶ Meta-level computation over L1-code
  - ▶ Higher-order abstraction
- Challenges
  - ▶ How to expose language distinction in types?
  - ▶ How to ensure *implementation type correctness*?
  - ▶ How to ensure *staged* composition?



# Main Ideas in SCS

*Use modal types  $\Box\phi$  (“code of type  $\phi$ ”) to expose language distinction to composition synthesis.*



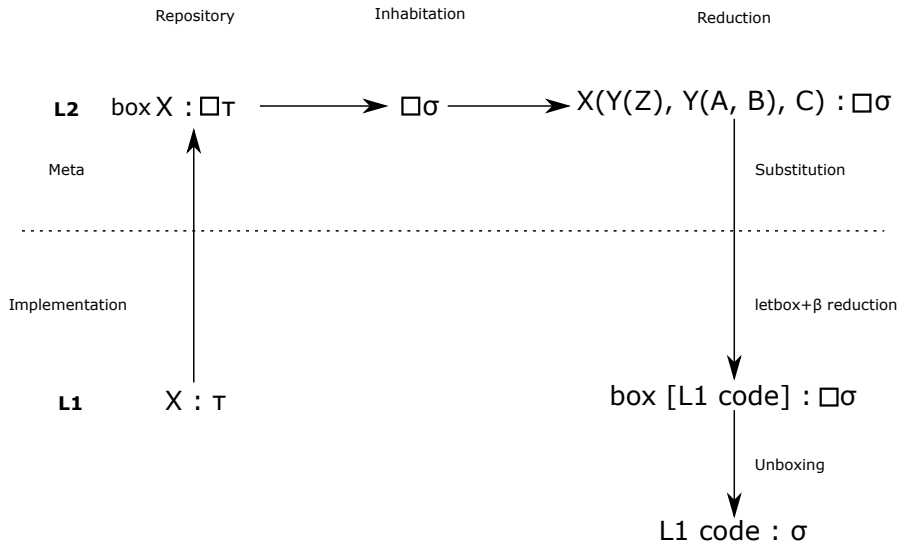
# Main Ideas in SCS

*Use modal types  $\Box\phi$  (“code of type  $\phi$ ”) to expose language distinction to composition synthesis.*

- Introduction of modal intersection types
- Davies and Pfenning’s calculus [Davies and Pfenning, 2001]  $\lambda_e^{\Box, \rightarrow}$  as L2 implementation language
- Challenges of staging solved by theory of  $\lambda_e^{\Box, \rightarrow}$
- Challenge of implementation type correctness solved by conservative extension theorem
- Extension of inhabitation (semi-)algorithm for modal intersection types
- Extension of **(CL)S**-framework and experiments



# Overview of SCS





# Metalinguage L2

Modal types  $\sigma ::= \Box\tau \mid \sigma \rightarrow \sigma'$ , where  $\tau$  ranges over L1-types

Metalinguage L2 (adapted from  $\lambda_e^{\Box, \rightarrow}$ ) over L1:

$$\frac{}{\Delta; (\Gamma, x : \sigma) \vdash_{L2} x : \sigma} \text{(var)}$$

$$\frac{\Delta; (\Gamma, x : \sigma) \vdash_{L2} M : \sigma'}{\Delta; \Gamma \vdash_{L2} \lambda x : \sigma. M : \sigma \rightarrow \sigma'} (\rightarrow I) \quad \frac{\Delta; \Gamma \vdash_{L2} M_1 : \sigma \rightarrow \sigma' \quad \Delta; \Gamma \vdash_{L2} M_2 : \sigma}{\Delta; \Gamma \vdash_{L2} (M_1 M_2) : \sigma'} (\rightarrow E)$$

$$\frac{\Delta; \emptyset \vdash_{L1} T : \tau}{\Delta; \Gamma \vdash_{L2} \text{box } T : \Box\tau} (\Box I) \quad \frac{\Delta; \Gamma \vdash_{L2} M_1 : \Box\tau \quad (\Delta, u : \tau); \Gamma \vdash_{L2} M_2 : \sigma}{\Delta; \Gamma \vdash_{L2} \text{letbox } u : \tau = M_1 \text{ in } M_2 : \sigma} (\Box E)$$

Reduction

$$\text{letbox } u = \text{box } T \text{ in } M \quad \mapsto \quad M[u := T]$$

Davies and Pfenning: *A Modal Analysis of Staged Computation*, JACM, 2001



# Combinatory Logic C2

Semantic types  $s ::= b \mid s \rightarrow s' \mid s \cap s' \mid \Box t$   
 Interface types  $\psi ::= \sigma \mid \psi \cap s \mid \Box \phi \mid \psi \rightarrow \psi' \mid \psi \cap \psi'$

## Combinatory Logic C2 over C1

$$\mathcal{C} = \{\text{box } X_i : \Box \phi\} \cup \{Y_j : \psi\} \quad (\Box \phi \text{ by rule of necessitation})$$





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## Logically, contains modal logic **S4**

$\textcircled{\Delta} \triangleq \lambda F : \Box(\alpha \rightarrow \beta). \lambda X : \Box \alpha.$   
     letbox  $f : \alpha \rightarrow \beta = F$  in  
     letbox  $x : \alpha = X$  in  
     box  $f(x)$

$\textcircled{\Box} : \Box(\alpha \rightarrow \beta) \rightarrow \Box \alpha \rightarrow \Box \beta$



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$\textcircled{\Delta} \triangleq \lambda F : \Box(\alpha \rightarrow \beta). \lambda X : \Box \alpha.$   
 $\quad \text{letbox } f : \alpha \rightarrow \beta = F \text{ in}$   
 $\quad \quad \text{letbox } x : \alpha = X \text{ in}$   
 $\quad \quad \quad \text{box } f(x)$

$\text{eval} \triangleq \lambda X : \Box \alpha. \text{letbox } x : \alpha = X \text{ in } x$

$\text{eval} : \Box \alpha \rightarrow \alpha$

$\textcircled{\Delta} : \Box(\alpha \rightarrow \beta) \rightarrow \Box \alpha \rightarrow \Box \beta$



# Stratified logics and languages

$$\text{Mmap} \triangleq \lambda F : \Box(\alpha \rightarrow \beta). \lambda A : \Box \text{Array}(\alpha). \\ \text{letbox } f : \alpha \rightarrow \beta = F \text{ in} \\ \text{letbox } a : \text{Array}(\alpha) = A \text{ in} \\ \text{box}(\text{for } (i := 0) \text{ to } \text{sizeof}(a) - 1 \{ a[i] := f(a[i]); \})$$

$$\text{Mmap} : \Box(\alpha \rightarrow \beta) \rightarrow \Box \text{Array}(\alpha) \rightarrow \Box \text{Array}(\beta)$$



# Stratified logics and languages

$$\text{Ppar} \triangleq \lambda P_1 : \Box \text{Proc}. \lambda P_2 : \Box \text{Proc}. \\ \text{letbox } p_1 : \text{Proc} = P_1 \text{ in} \\ \text{letbox } p_2 : \text{Proc} = P_2 \text{ in} \\ \text{box}(p_1 \parallel p_2)$$

$$\text{Ppar} : \Box \text{Proc} \rightarrow \Box \text{Proc} \rightarrow \Box \text{Proc}$$

$$\text{Ppar} : \Box(\text{Proc} \cap \mathcal{A}_1) \rightarrow \Box(\text{Proc} \cap \mathcal{A}_2) \rightarrow \Box(\text{Proc} \cap \mathcal{A}_1 \times \mathcal{A}_2)$$

$$\text{Ppar} : (\Box(\text{Proc} \cap \mathcal{A}_1) \rightarrow \Box(\text{Proc} \cap \mathcal{A}_2) \rightarrow \Box(\text{Proc} \cap \mathcal{A}_1 \times \mathcal{A}_2)) \cap \text{ParComp}$$



# Example Repository

 $\Gamma = \{$ 

```

0      : TrObj
Tr    : TrObj  $\rightarrow$  D((R, R), R, R)
pos   : D((R, R), R, R)  $\rightarrow$  ((R, R), R)
cdn   : ((R, R), R)  $\rightarrow$  (R, R)
fst   : (R, R)  $\rightarrow$  R
snd   : (R, R)  $\rightarrow$  R
tmp   : D((R, R), R, R)  $\rightarrow$  R
cc2pl : ((R, R), R)  $\rightarrow$  ((R, R), R)
cl2fh : R  $\rightarrow$  R
  
```

 $\}$ 

JR: *Towards Combinatory Logic Synthesis*, BEAT'13 [Rehof, 2013]



# Example

$$\mathcal{C} = \{$$

$\mathbf{O} \triangleq \text{box } \mathbf{0}$	:	$\Box \text{TrObj}$
$\mathbf{Tr} \triangleq \text{box } \mathbf{Tr}$	:	$\Box(\text{TrObj} \rightarrow \text{D}((\mathbf{R}, \mathbf{R}) \cap \text{Cart}, \mathbf{R} \cap \text{Gpst}, \mathbf{R} \cap \text{Cel}))$
$\mathbf{tmp} \triangleq \text{box } \mathbf{tmp}$	:	$\Box(\text{D}((\mathbf{R}, \mathbf{R}), \mathbf{R}, \mathbf{R} \cap \mathbf{a}) \rightarrow \mathbf{R} \cap \mathbf{a} \cap \mathbf{ms})$

$$\}$$

$$\mathcal{D} = \{$$

$\textcircled{\bullet}$	:	$\Box(\alpha \rightarrow \beta) \rightarrow \Box\alpha \rightarrow \Box\beta$
$\bullet$	:	$\Box(\beta \rightarrow \gamma) \rightarrow \Box(\alpha \rightarrow \beta) \rightarrow \Box(\alpha \rightarrow \gamma)$
$\text{cl2fh}$	:	$(\Box(\mathbf{R} \cap \text{Cel}) \rightarrow \Box(\mathbf{R} \cap \text{Fh})) \cap \text{Conv}$
$\diamond$	:	$\Box(\alpha \cap \mathbf{ms}) \rightarrow (\Box\alpha \rightarrow \Box\beta) \cap \text{Conv} \rightarrow \Box(\beta \cap \mathbf{ms})$

$$\}$$



# Example

## Combinator bindings for $\mathcal{D}$ :

- $\triangleq \lambda G : \square(\beta \rightarrow \gamma). \lambda F : \square(\alpha \rightarrow \beta). \\ \text{letbox } f : \alpha \rightarrow \beta = F \text{ in} \\ \text{letbox } g : \beta \rightarrow \gamma = G \text{ in box}(\text{fn } y : \alpha \Rightarrow (g (f y)))$
  
- c12fh  $\triangleq \lambda z : \square R. \\ \text{letbox } u : R = z \text{ in} \\ \text{box}(\text{let } x : R = u \text{ in } x * (9 \text{ div } 5) + 32)$
  
- ◇  $\triangleq \lambda z : \square \alpha. \lambda F : \square \alpha \rightarrow \square \beta. (F z)$



# Example

- Query:  $\mathcal{C} \cup \mathcal{D} \vdash_{C2} ? : \Box(\text{TrObj} \rightarrow (\mathbb{R} \cap \text{Cel} \cap \text{ms}))$





# Example

- Query:  $\mathcal{C} \cup \mathcal{D} \vdash_{C2} ? : \Box(\text{TrObj} \rightarrow (\mathbb{R} \cap \text{Cel} \cap \text{ms}))$
- Solution: **tmp** • **Tr** :  $\Box(\text{TrObj} \rightarrow (\mathbb{R} \cap \text{Cel} \cap \text{ms}))$



# Example

- Query:  $\mathcal{C} \cup \mathcal{D} \vdash_{C2} ? : \Box(\text{TrObj} \rightarrow (\mathbf{R} \cap \text{Cel} \cap \text{ms}))$
- Solution:  $\mathbf{tmp} \bullet \mathbf{Tr} : \Box(\text{TrObj} \rightarrow (\mathbf{R} \cap \text{Cel} \cap \text{ms}))$
- L2-reduction:

$$\mathbf{tmp} \bullet \mathbf{Tr} \longmapsto^*$$

$$\text{box}(\text{fn } y : \text{TrObj} \Rightarrow (\mathbf{tmp} (\mathbf{Tr} y)))$$



# Example

- Query:  $\mathcal{C} \cup \mathcal{D} \vdash_{C2} ? : \square(\mathbb{R} \cap Fh \cap ms)$



# Example

- Query:  $\mathcal{C} \cup \mathcal{D} \vdash_{C2} ? : \square(R \cap Fh \cap ms)$
- Solution:  $(\mathbf{tmp} @ (\mathbf{Tr} @ \mathbf{O})) \diamond c12fh$



# Example

- Query:  $\mathcal{C} \cup \mathcal{D} \vdash_{c_2} ? : \square(R \cap Fh \cap ms)$
- Solution:  $(\mathbf{tmp} @ (\mathbf{Tr} @ \mathbf{O})) \diamond c12fh$
- L2-reduction:

$$(\mathbf{tmp} @ (\mathbf{Tr} @ \mathbf{O})) \diamond c12fh \mapsto^*$$

$$\text{box}(\text{let } x : R = \mathbf{tmp} (\mathbf{Tr} \ 0) \text{ in } x * (9 \text{ div } 5) + 32)$$



# Example

Let us add to  $\mathcal{C}$

$$\mathbf{c2f} : \Box((\mathbf{R} \cap \mathbf{Cel} \cap \mathbf{ms}) \rightarrow (\mathbf{R} \cap \mathbf{Fh} \cap \mathbf{ms}))$$

- Query:  $\mathcal{C}; \mathcal{D} \vdash_{\mathbf{C2}} ? : \Box(\mathbf{R} \cap \mathbf{Fh} \cap \mathbf{ms})$



# Example

Let us add to  $\mathcal{C}$

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- Query:  $\mathcal{C}; \mathcal{D} \vdash_{\mathcal{C}_2} ? : \Box(\mathbf{R} \cap \mathbf{Fh} \cap \mathbf{ms})$
- Solution:  $\mathbf{c2f} @ ((\mathbf{tmp} \bullet \mathbf{Tr}) @ \mathbf{O})$



# Example

Let us add to  $\mathcal{C}$

$$\mathbf{c2f} : \Box((\mathbf{R} \cap \mathbf{Cel} \cap \mathbf{ms}) \rightarrow (\mathbf{R} \cap \mathbf{Fh} \cap \mathbf{ms}))$$

- Query:  $\mathcal{C}; \mathcal{D} \vdash_{\mathcal{C}2} ? : \Box(\mathbf{R} \cap \mathbf{Fh} \cap \mathbf{ms})$
- Solution:  $\mathbf{c2f} @ ((\mathbf{tmp} \bullet \mathbf{Tr}) @ \mathbf{O})$
- After L2-reduction:

$$\mathbf{box}((\mathbf{c2f} ((\mathbf{fn} \ y : \mathbf{TrObj} \Rightarrow (\mathbf{tmp} (\mathbf{Tr} \ y)))) \mathbf{O}))$$





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Consider the L1-implementation of Quicksort written in a first-order monomorphic Java-like language shown on the following slides. We use the form

$$\text{def } B \text{ foo}(A_1 \ x_1, \dots, A_n \ x_n) \{ \dots \}$$

for locally scoped definitions, as in  $\text{def } \dots \{ \dots \} \text{ in } e$ . Such a definition is given the type

$$(A_1, \dots, A_n) \rightarrow B$$

For function definitions  $D$  we assume a metasyntactic L2-operation of the form

$$D.FUN$$

which extracts the function name defined in expression  $D$ ,

$$(\text{def } B \text{ foo}(A1 \ x1, \dots, A_n \ x_n) \{ \dots \}).FUN \mapsto \text{foo}$$

and with type  $(A1, \dots, A_n) \rightarrow B$  identical to that of  $D$ . We also assume a metalevel operation

$$D.NID$$

which assigns a globally unique identifier to the definition  $D$  and applies the renaming in the scope of  $D$ .



# L1-implementation of Quicksort (1/2)

```
def int partition(int arr[], int left, int right)
{
    int i = left, j = right; int tmp;
    int pivot = arr[(left + right) / 2];
    while (i <= j) {
        while (arr[i] < pivot) i++;
        while (arr[j] > pivot) j--;
        if (i <= j) {
            tmp = arr[i]; arr[i] = arr[j];
            arr[j] = tmp; i++; j--;
        }
    };
    return i;
}
```



# L1-implementation of Quicksort (2/2)

```
in
def void QuickSort(int arr[], int left, int right) {
    int index = partition(arr, left, right);
    if (left < index - 1)
        QuickSort(arr, left, index - 1);
    if (index < right)
        QuickSort(arr, index, right);
}
in
def void Sort(int arr[]) {
    Quicksort(arr, 0, sizeof(arr)-1);
}
```



# Combinator for Quicksort implemented in L2/L1 (1/3)

$$\begin{aligned}
 \mathbf{Q} & : \quad \square(((\alpha, \alpha) \rightarrow \text{bool}) \cap \text{TotalOrder} \cap \text{id}(\epsilon)) \rightarrow \\
 & \quad \square(((\alpha, \alpha) \rightarrow \text{bool}) \cap \text{TotalOrder} \cap \text{id}(\text{rev}(\epsilon))) \rightarrow \\
 & \quad \square((\alpha \square \rightarrow ()) \cap \text{SortingFunction})
 \end{aligned}$$

$$\mathbf{Q} \triangleq$$

$$\begin{aligned}
 \lambda P & : \square(((\alpha, \alpha) \rightarrow \text{bool}) \cap \text{TotalOrder} \cap \text{id}(\epsilon)). \\
 \lambda Q & : \square(((\alpha, \alpha) \rightarrow \text{bool}) \cap \text{TotalOrder} \cap \text{id}(\text{rev}(\epsilon))). \\
 & \text{letbox } p : (\alpha, \alpha) \rightarrow \text{bool} = P \text{ in} \\
 & \text{letbox } q : (\alpha, \alpha) \rightarrow \text{bool} = Q \text{ in} \\
 & \text{box(} \\
 & \quad p.\text{NID} \\
 & \quad \text{in} \\
 & \quad q.\text{NID} \\
 & \quad \text{in}
 \end{aligned}$$



## Combinator for Quicksort implemented in L2/L1 (2/3)

```
def int partition( $\alpha$  arr[], int left, int right)
{
  int i = left, j = right;  $\alpha$  tmp;
   $\alpha$  pivot = arr[(left + right) / 2];
  while (i <= j) {
    while p.FUN(arr[i], pivot) i++;
    while q.FUN(arr[j], pivot) j--;
    if (i <= j) {
      tmp = arr[i]; arr[i] = arr[j];
      arr[j] = tmp; i++; j--;
    }
  };
  return i;
}
in
```



## Combinator for Quicksort implemented in L2/L1 (3/3)

```
def void QuickSort( $\alpha$  arr[], int left, int right) {
    int index = partition(arr, left, right);
    if (left < index - 1)
        QuickSort(arr, left, index - 1);
    if (index < right)
        QuickSort(arr, index, right);
}
in
def void Sort( $\alpha$  arr[]) {
    Quicksort(arr, 0, sizeof(arr)-1);
}
)
```



The combinator **R** implements reversal of a total order. Its semantic type

$$\begin{aligned} &\Box(((\alpha, \alpha) \rightarrow \text{bool}) \cap \text{TotalOrder} \cap \text{id}(\epsilon)) \rightarrow \\ &\quad \Box(((\alpha, \alpha) \rightarrow \text{bool}) \cap \text{TotalOrder} \cap \text{id}(\text{rev}(\epsilon))) \end{aligned}$$

expresses this functionality: it maps a total order to a total order, and the result of reversing a relation  $\epsilon$  satisfies the descriptor  $\text{rev}(\epsilon)$ .



# Other L2 combinators in the repository (1/2)

$O_{\text{int}}$  :  $\square(((\text{int}, \text{int}) \rightarrow \text{bool}) \cap \text{TotalOrder} \cap \text{id}(\text{intord}))$

$O_{\text{int}} \stackrel{\Delta}{=} \text{box}(\text{def bool intord(int x, int y) \{ return (x < y); \}}$   
 $)$

$O_{\text{str}}$  :  $\square(((\text{string}, \text{string}) \rightarrow \text{bool}) \cap \text{TotalOrder} \cap \text{id}(\text{strord}))$

$O_{\text{str}} \stackrel{\Delta}{=} \text{box}(\text{def bool strord(string x, string y) \{ return (strlen(x) < strlen(y)); \}}$   
 $)$



## Other L2 combinators in the repository (2/2)

$$\mathbf{R} : \square(((\alpha, \alpha) \rightarrow \text{bool}) \cap \text{TotalOrder} \cap \text{id}(\epsilon)) \rightarrow \\ \square(((\alpha, \alpha) \rightarrow \text{bool}) \cap \text{TotalOrder} \cap \text{id}(\text{rev}(\epsilon)))$$

$$\mathbf{R} \stackrel{\Delta}{\equiv}$$

$$\lambda P : \square((\alpha, \alpha) \rightarrow \text{bool}). \\ \text{letbox } p : (\alpha, \alpha) \rightarrow \text{bool} = P \text{ in} \\ \text{box}( \\ \quad p.\text{NID} \\ \quad \text{in} \\ \quad \text{def bool revord}(\alpha \text{ x}, \alpha \text{ y}) \{ \text{return } p.\text{FUN}(\text{y}, \text{x}); \} \\ )$$

We can now synthesize from the combined repository by collecting the type declarations of the combinator symbols shown on the previous slides into a combinatory type environment  $\mathcal{C}$ , that is

$$\mathcal{C} = \{\mathbf{Q} : \tau_{\mathbf{Q}}, \mathbf{O}_{\text{int}} : \tau_{\mathbf{O}_{\text{int}}}, \mathbf{O}_{\text{str}} : \tau_{\mathbf{O}_{\text{str}}}, \mathbf{R} : \tau_{\mathbf{R}}\}$$

To synthesize a sorting program on arrays of strings we execute the combinatory logic synthesizer on the input inhabitation goal:

$$\mathcal{C} \vdash? : \square((\text{string}[] \rightarrow ()) \cap \text{SortingFunction})$$

$$\mathcal{C} \vdash \mathbf{Q} \mathbf{O}_{\text{str}}(\mathbf{R} \mathbf{O}_{\text{str}}) : \square((\text{string}[] \rightarrow ()) \cap \text{SortingFunction})$$

Normalizing the inhabitant we get

$$\mathbf{Q} \mathbf{O}_{\text{str}}(\mathbf{R} \mathbf{O}_{\text{str}}) \mapsto^* \text{box } N$$

for a well-typed L1-expression  $N$ , in accordance with the property of Eliminability. Next slide shows the term  $\text{box } N$  resulting from the reduction.

# Quicksort implementation synthesized from repository (1/3)



```
box(  
  def bool strord1(string x, string y) {  
    return (strlen(x) < strlen(y));  
  }  
  in  
  def bool strord2(string x, string y) {  
    return (strlen(x) < strlen(y));  
  }  
  in
```

# Quicksort implementation synthesized from repository (2/3)



```

def bool revord1(string x, string y) { return strord2(y,x)
in
def int partition(string arr[], int left, int right)
{
    int i = left, j = right; string tmp;
    string pivot = arr[(left + right) / 2];
    while (i <= j) {
        while strord1(arr[i], pivot) i++;
        while revord1(arr[j], pivot) j--;
        if (i <= j) {
            tmp = arr[i]; arr[i] = arr[j];
            arr[j] = tmp; i++; j--;
        }
    }
}

```

# Quicksort implementation synthesized from repository (3/3)



```
in
def void QuickSort(string arr[], int left, int right) {
    int index = partition(arr, left, right);
    if (left < index - 1)
        QuickSort(arr, left, index - 1);
    if (index < right)
        QuickSort(arr, index, right);
}
in
def void Sort(string arr[]) {
    Quicksort(arr, 0, sizeof(arr)-1);
}
)
```

# Demonstration





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# Some Main Points

- A new approach to component-oriented synthesis
- An “Aristotelian” rather than “Fregean” approach
- Types as logic programs that compute compositions
- Easily applicable to native API’s
- Very large set of application scenarios
- Robust foundations in proof theory
- Implemented in **(CL)S**-framework
- Applied in several experiments



# Ongoing & Future Work

- Application to connector synthesis
- Application to OO-synthesis (traits, dependency injection)
- Combinatory process synthesis
- Algorithm engineering
- Constrained types  $Q(\vec{\alpha}) \Rightarrow \phi$
- Automatic software configuration
- Stratified logics (multimodal logic)
- Component-oriented synthesis in theorem-proving?
- ...

-  Davies, R. and Pfenning, F. (2001).  
A Modal Analysis of Staged Computation.  
*Journal of the ACM*, 48(3):555–604.
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