

# Languages for Bidirectional Transformations



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## Objective



## Goals:

- Present the key **semantic issues** in a clean setting
- Study **similarities** and **differences** between languages
- Provide a **common vocabulary** for the meeting

# Plan

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## Part I: Semantics

*"The use of [QVT-style] bidirectional transformations has not spread fast, despite the early availability of a few tools, partly (we think) because of uncertainty among users over fundamental semantic issues."*

*[Stevens '09]*

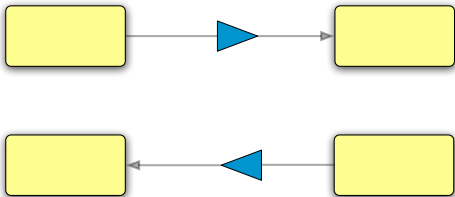
## Part II: Mechanisms

- Survey approaches used in several different languages
- Identify open questions

**Goal:** accessible to everyone  $\implies$  ask questions!

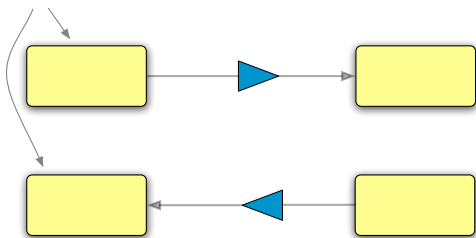
# Terminology

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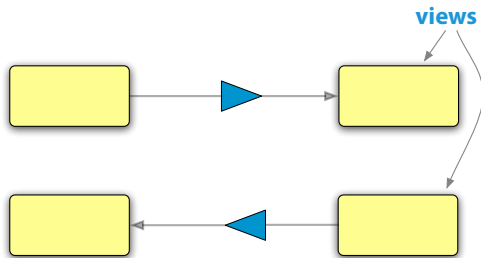


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sources

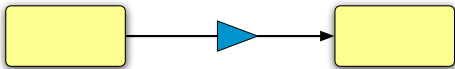


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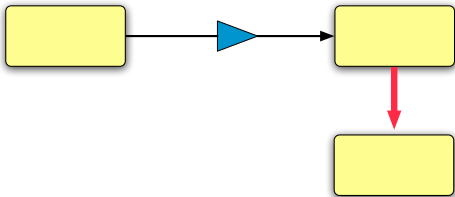
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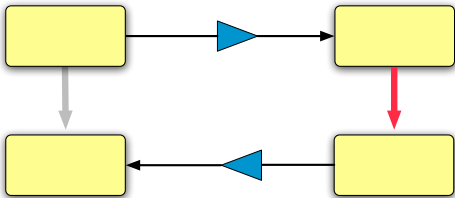


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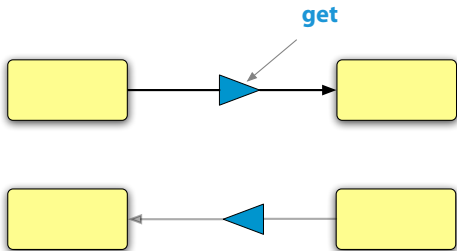
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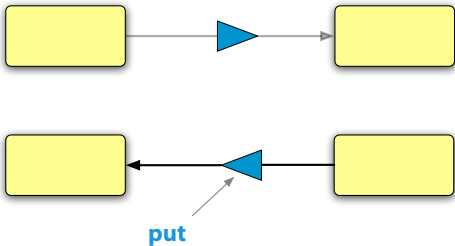
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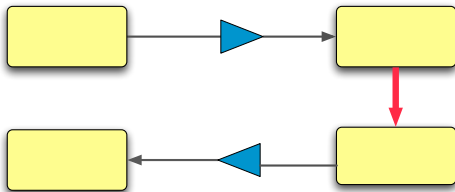
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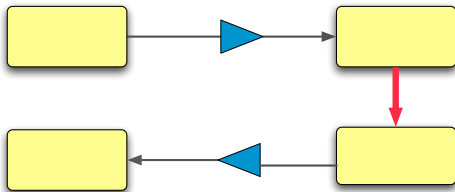
## Question #1:

*What do we provide to the **put** function?*

# State-based vs. operation-based

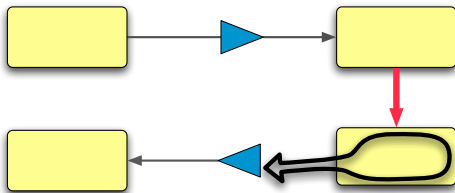


# State-based vs. operation-based



Do we give it...

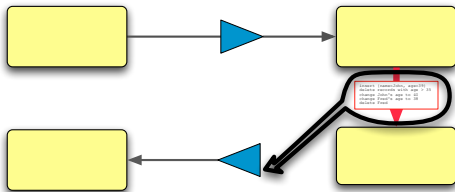
# State-based vs. operation-based



Do we give it...

- the **new state** of the view?

# State-based vs. operation-based



Do we give it...

- the **new state** of the view?
- (a description of) the **update** applied to the view?

Both of these are reasonable answers.

# State-based vs. operation-based

Tradeoffs:

- **State-based** approach:
  - + mathematically **simpler**
  - + easier to build “**loosely coupled**” systems: **put** does not need to know what update was applied, just the result
- **Operation-based** approach:
  - + provides **put** with **more information**
  - + captures intuition of “manipulating (small) **deltas** to (huge) structures”

We'll focus on the simpler **state-based** approach.

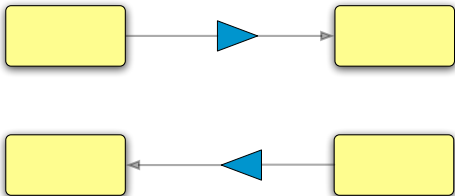
See [Diskin, Xiong, and Czarnecki '10] for more...

## Question #2:

*Can the **get** function be used to **hide** part of the source?*

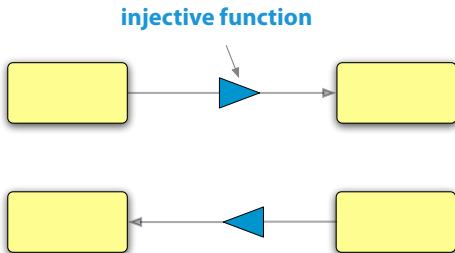
# Bijjective vs. Bidirectional

- Formally, can the **get** function be non-injective?



# Bijjective vs. Bidirectional

- Formally, can the **get** function be **non-injective**?
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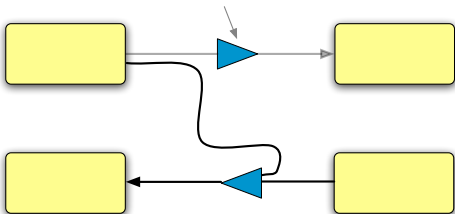


$$\begin{aligned}\mathbf{get} &\in S \rightarrow V \\ \mathbf{put} &\in V \rightarrow S\end{aligned}$$

# Bijjective vs. Bidirectional

- Formally, can the **get** function be **non-injective**?
- No  $\implies$  **put** can map the view **directly** to a source.
- Yes  $\implies$  **put** needs to take the **source** as an input.

**non-injective function**

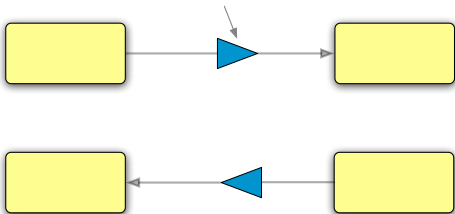


$$\begin{aligned}\mathbf{get} &\in S \rightarrow V \\ \mathbf{put} &\in V \times S \rightarrow S\end{aligned}$$

# Complements

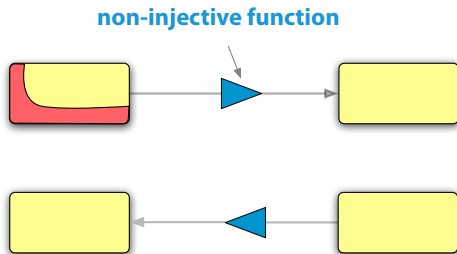
We can refine this architecture by representing the **complement** to the view explicitly.

**non-injective function**



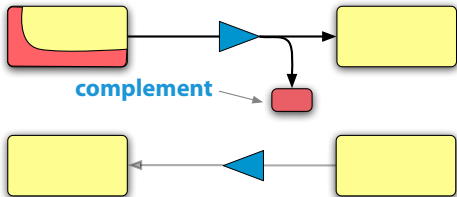
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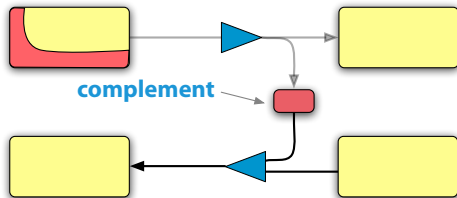
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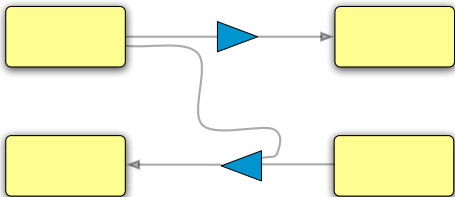


$$\begin{array}{ll} \text{get} & \in S \rightarrow V \times C \\ \text{put} & \in V \times C \rightarrow S \end{array}$$

# A Digression on Symmetry...

What about the other direction? Can the **put** function be used to hide information in the view?

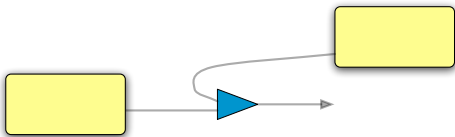
That is, can we make everything symmetric? [Stevens '09]



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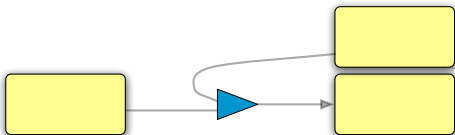
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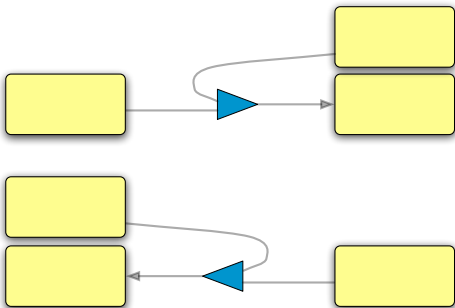
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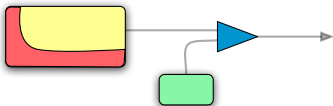
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$$\begin{aligned} \text{get} &\in S \times V \rightarrow V \\ \text{put} &\in V \times S \rightarrow S \end{aligned}$$

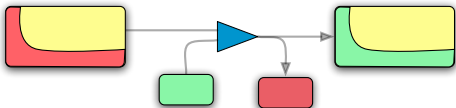
# Symmetry + Complements

...and we can refine the framework again by introducing  
complements [Hofmann, Pierce, Wagner '11]



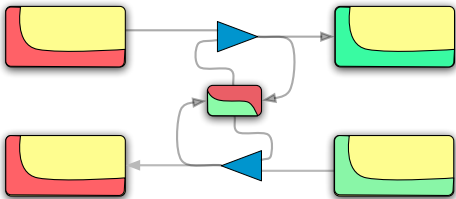
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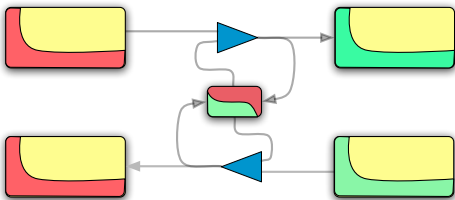
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# Symmetry + Complements

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$$\begin{aligned} \text{get} &\in S \times C \rightarrow V \times C \\ \text{put} &\in V \times C \rightarrow S \times C \end{aligned}$$

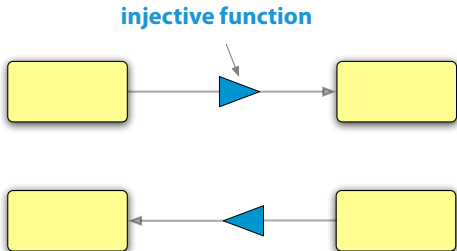
(...and these **symmetric lenses** compose!)

### Question #3:

*What constraints do we need place on **get** and **put** to ensure that they work well together?*

# An Easy Case

With bijective transformations...

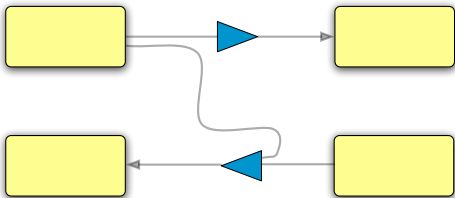


...the desired behavior is obvious

$$\begin{aligned}\text{put}(\text{get } s) &= s \\ \text{get}(\text{put } v) &= v\end{aligned}$$

# The General Case

But for bidirectional transformations...



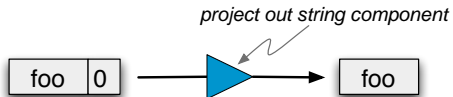
We need to identify conditions that allow us to

- **recognize** and **reject** bad (unreasonable) primitives
- understand and **predict** behavior

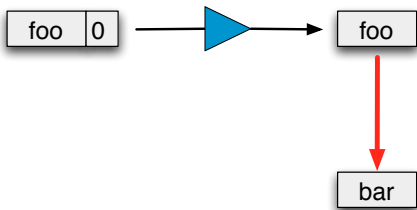
# An Unreasonable Example

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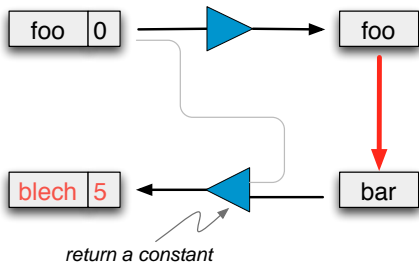
# An Unreasonable Example



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# An Unreasonable Example





# The PutGet law

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## Principle:

*Updates should be “translated exactly” — i.e., to a source structure for which **get** yields exactly the updated target structure.*

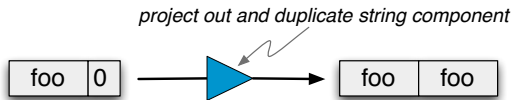
## Formally:

$$\mathbf{get} (\mathbf{put} \ v \ s) \quad = \quad v$$

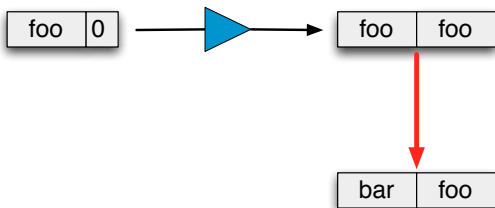
# A Debatable Example

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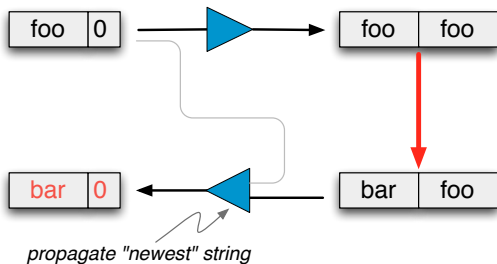
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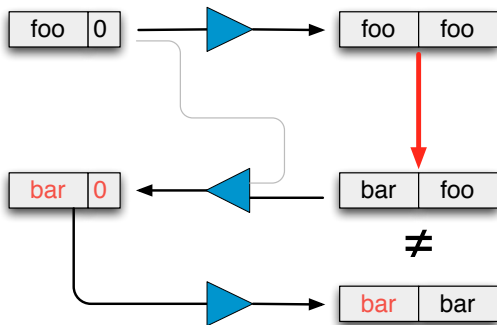
# A Debatable Example



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# A Debatable Example



# Weakening the PutGet law

If we want to allow such behavior, we need to weaken PutGet. Here is one possibility:

$$\frac{\text{put } v \ s = s' \quad \text{get } s' = v'}{\text{put } v' \ s = s'}$$

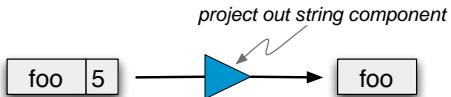
## Intuition:

*Propagating an update may have “side-effects”, but only on the initial round-trip.*

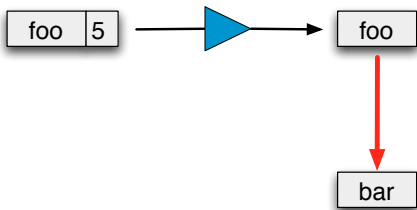
## Similar idea in databases:

*Propagating an update must have “minimal side-effects” on the view.*

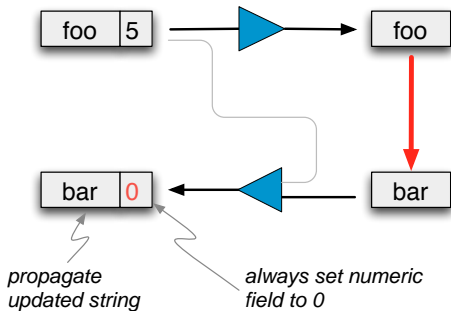
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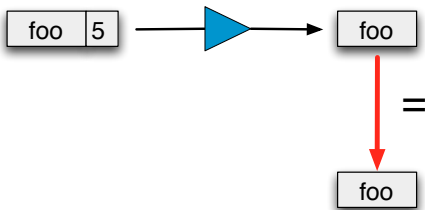
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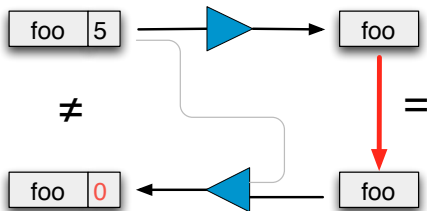
# Another Unreasonable Example



# Another Unreasonable Example



# Another Unreasonable Example



# The GetPut law

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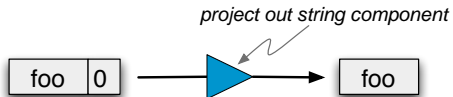
## Principle:

*If the view does not change, neither should the source.*

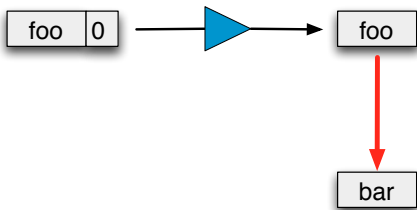
## Formally:

$$\mathbf{put} \ (\mathbf{get} \ s) \ s \quad = \quad s$$

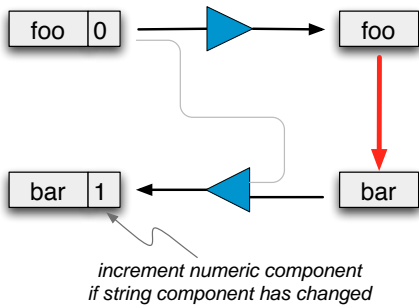
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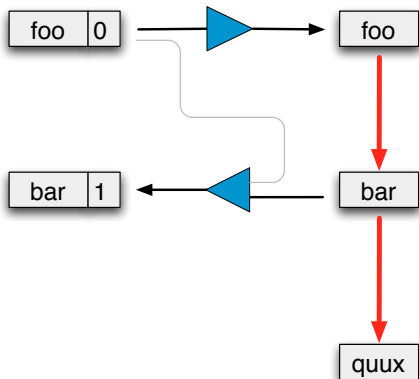
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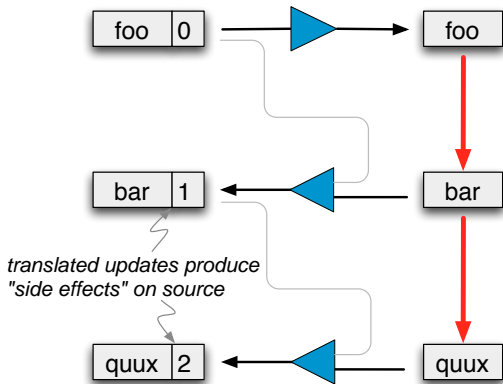
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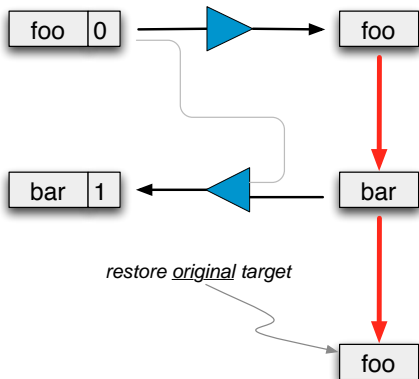
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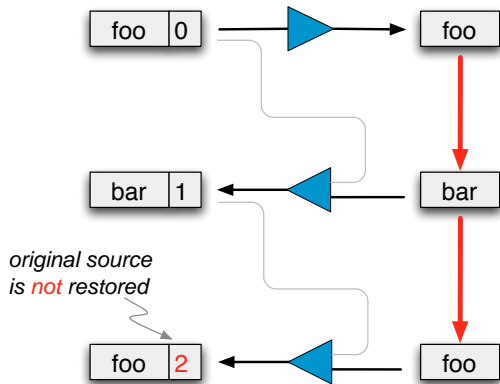
# Another Debatable Example



## Another Debatable Example



# Another Debatable Example



# The PutPut law

## Principle:

*Each update should completely overwrite the effect of the previous one. In particular, the effect of two **puts** in a row should be the same as just the second.*

## Formally:

$$\mathbf{put} \ v_2 \ (\mathbf{put} \ v_1 \ s) \quad = \quad \mathbf{put} \ v_2 \ s$$

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## Nice properties:

- Ensures that every update can be “rolled back”
- Implies that  $S$  is isomorphic to  $V \times C$ , for some  $C$
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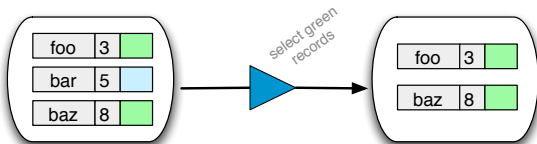
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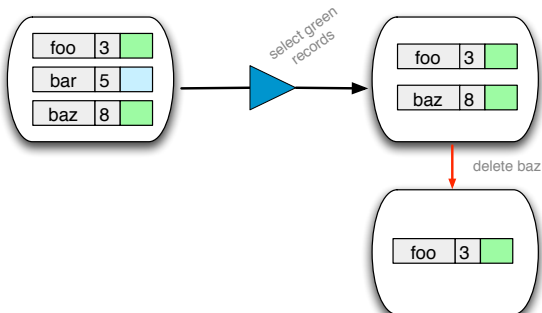
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Seems sensible. But do we want to always require it?

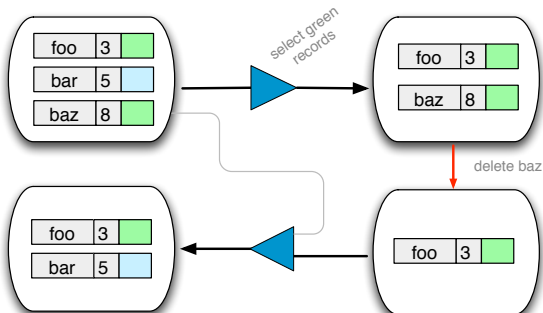
# Another Example



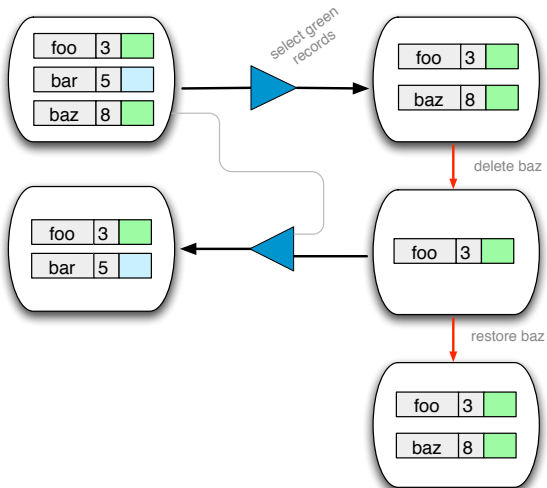
# Another Example



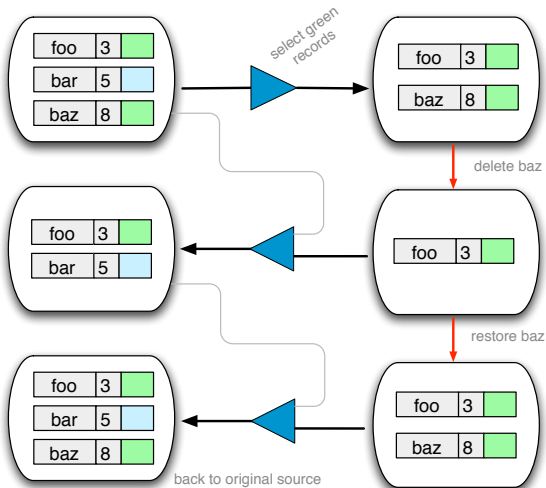
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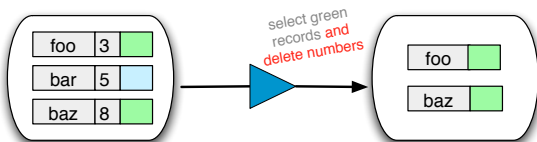
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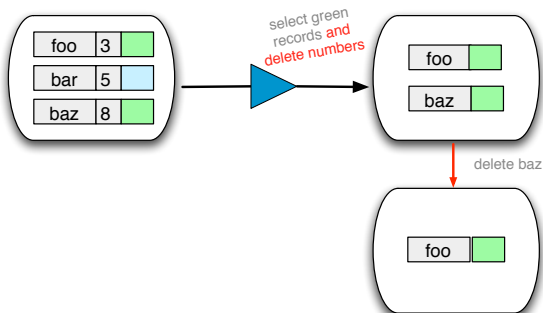
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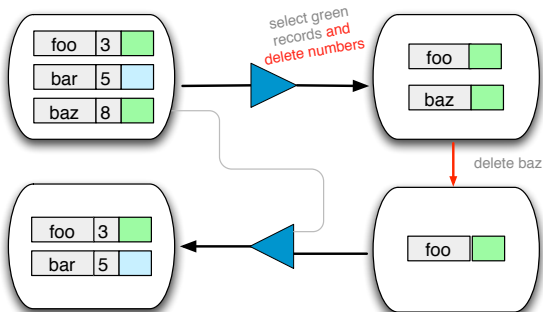
# Yet Another Example



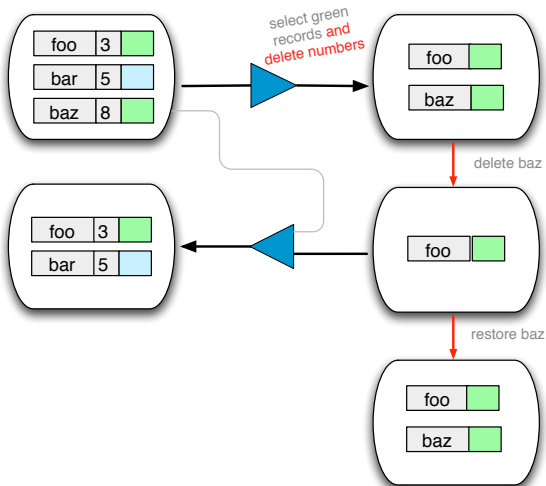
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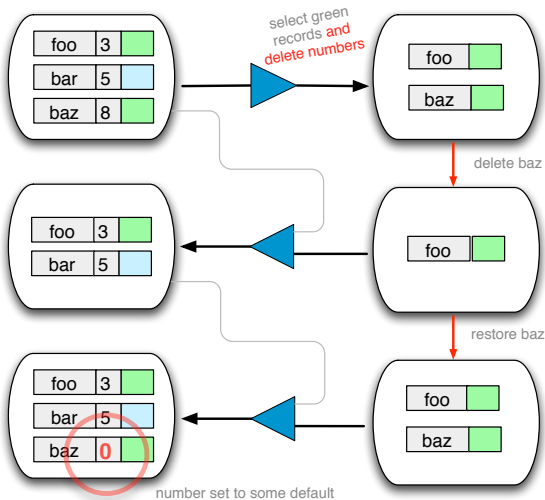
# Yet Another Example



# Yet Another Example



# Yet Another Example



# GetPut vs. PutPut

The GetPut law implies a weaker variant of PutPut:

$$\mathbf{put} \ v \ (\mathbf{put} \ v \ s) \quad = \quad \mathbf{put} \ v \ s$$

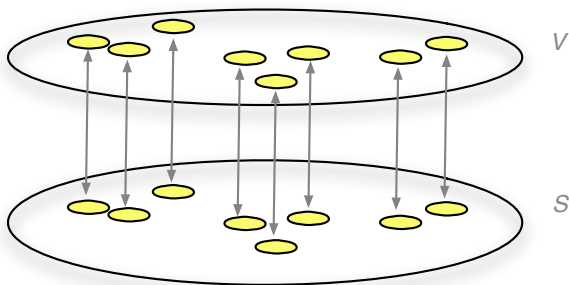
Proof is a straightforward calculation:

$$\begin{aligned} & \mathbf{put} \ v \ (\mathbf{put} \ v \ s) \\ = & \mathbf{put} \ (\mathbf{get} \ (\mathbf{put} \ v \ s)) \ (\mathbf{put} \ v \ s) && \text{by PutGet} \\ = & \mathbf{put} \ v \ s && \text{by GetPut} \end{aligned}$$

## Question #4:

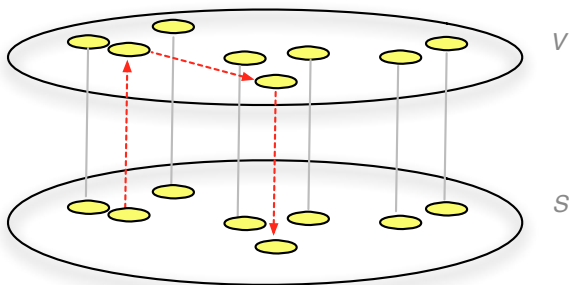
*Given a **get** function, can  
programmers choose an appropriate  
**put** function?*

# How many **puts**? (Bijective Case)



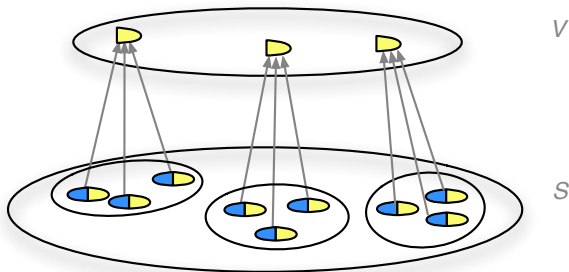
A **bijective** lens defines a one-to-one correspondence between  $S$  and  $V$ .

# How many **puts**? (Bijective Case)



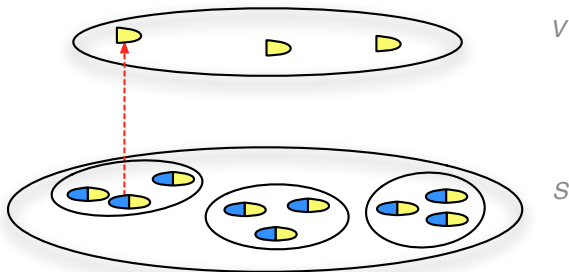
The behavior of **put** is completely fixed by **get**.

# How many **puts**? (Bidirectional Case)



If we are defining a bidirectional transformation, then many structures from  $S$  can map onto the same structure from  $V$ .

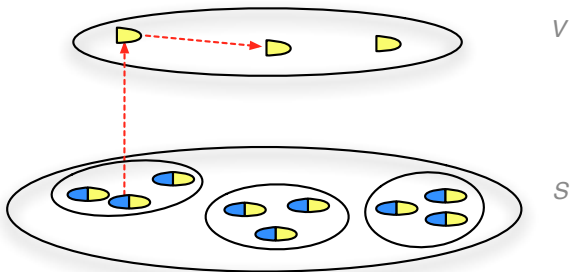
# How many **puts**? (Bidirectional Case)



The **get** function projects out part of the information in the source structure...

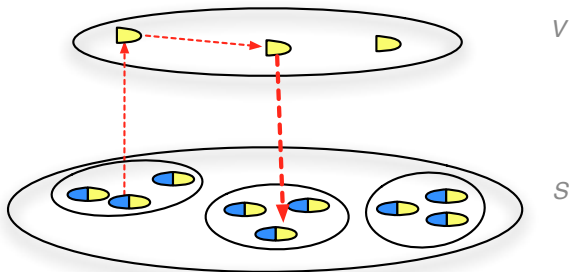


# How many **puts**? (Bidirectional Case)



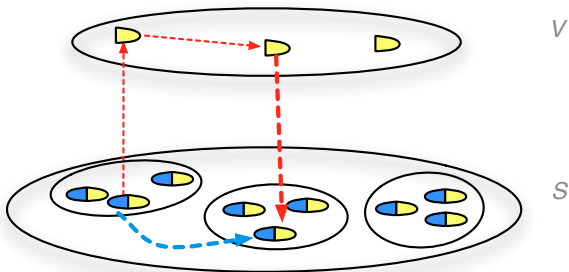
If the lens obeys PutPut...

# How many **puts**? (Bidirectional Case)



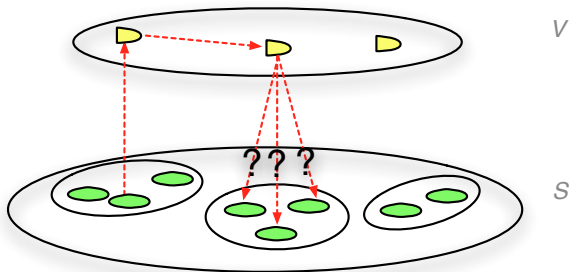
If the lens obeys PutPut... then the “view part” of the new source structure is fixed by **PutGet**...

## How many **puts**? (Bidirectional Case)



If the lens obeys PutPut... then the “view part” of the new source structure is fixed by PutGet... and the “projected away part” is fixed by PutPut to be exactly the one from the original source.

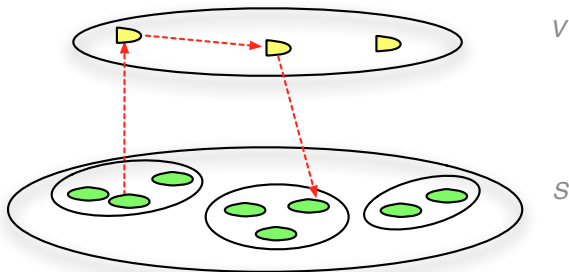
# How many **puts**? (Bidirectional Case)



However, if the lens only obeys PutGet, then the behavior of **put** is less constrained...

...and there are many **puts** to choose from!

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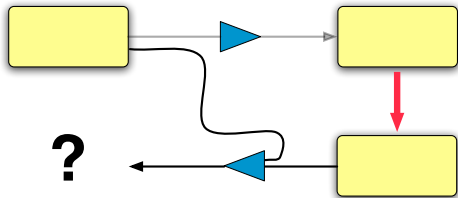
Need extra information to select one.

Question #5:

Does **put** handle *every* update?

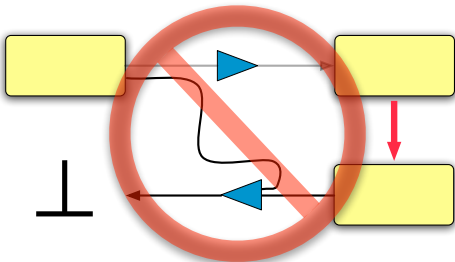
# Totality

Does the **put** function handle every view and every source or does it reject some combinations (by failing)?



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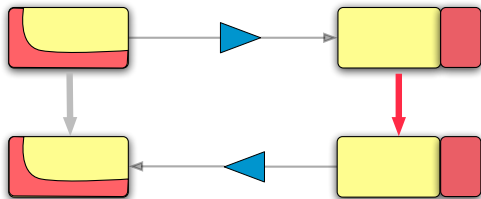


Totality ensures that the view is a **robust abstraction** of the source  
[Hegner '90]

# Totality and Injective Embeddings

Can simulate a bidirectional transformation with an injective **get** function by storing a complement along with the view

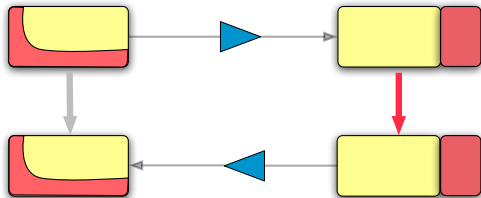
[Hu, Mu, Takeichi '04]



# Totality and Injective Embeddings

Can simulate a bidirectional transformation with an injective **get** function by storing a complement along with the view

[Hu, Mu, Takeichi '04]



However, in general, the **put** function will only be defined on  $\{(v, c) \in V \times C \mid \exists s. \mathbf{get} \ s = (v, c)\}$  and *not*  $V \times C$ .

# Summary

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1. What is an update?
2. Bijective or bidirectional? Symmetric?
3. Reasonable?
4. Choice of **put**?
5. Total?