

# Storable types: free, absorbing, custom

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Union-find without Store:

```
1  type 'a node = 'a data ref
2  type 'a data =
3  | Link of 'a node
4  | Root of { rank: int; v: 'a }
5
6  val make : 'a -> 'a node
7  val union :
8      ('a -> 'a -> 'a) ->
9      'a node -> 'a node -> unit
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ocaml

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ocaml

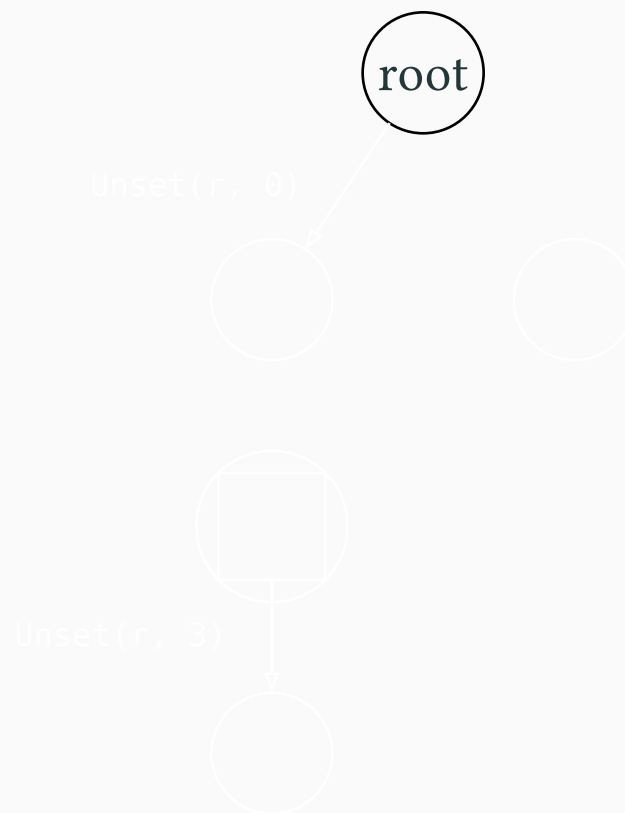
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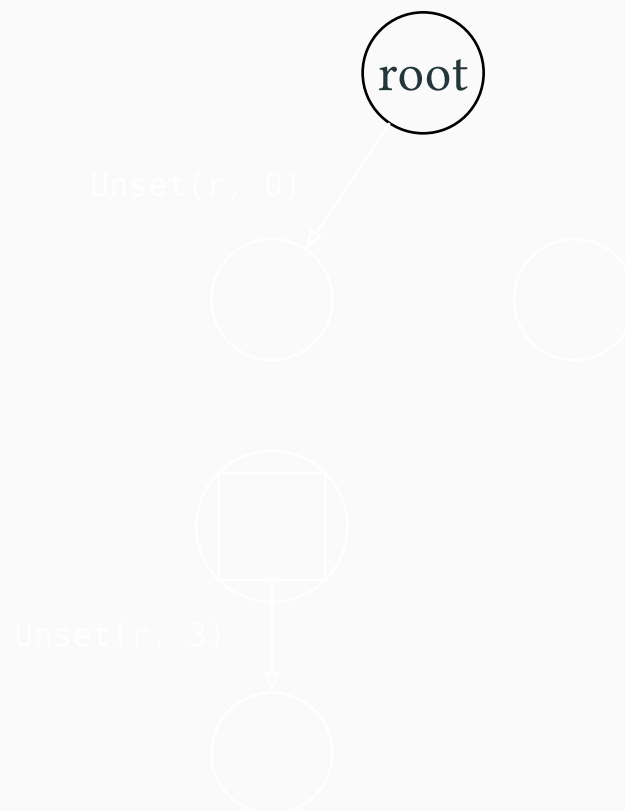
Our use-cases: (1) union-find for GADT equations. (2) Alt-Ergo ?

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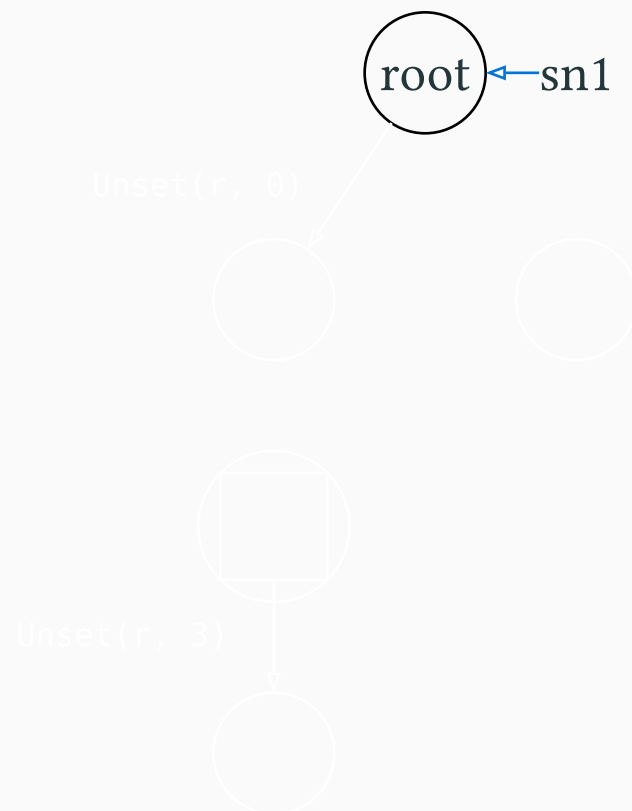
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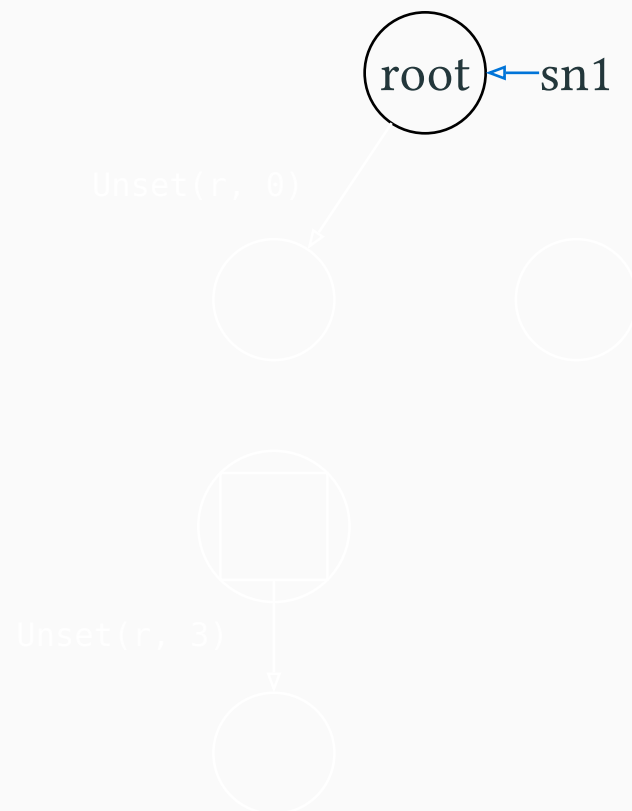
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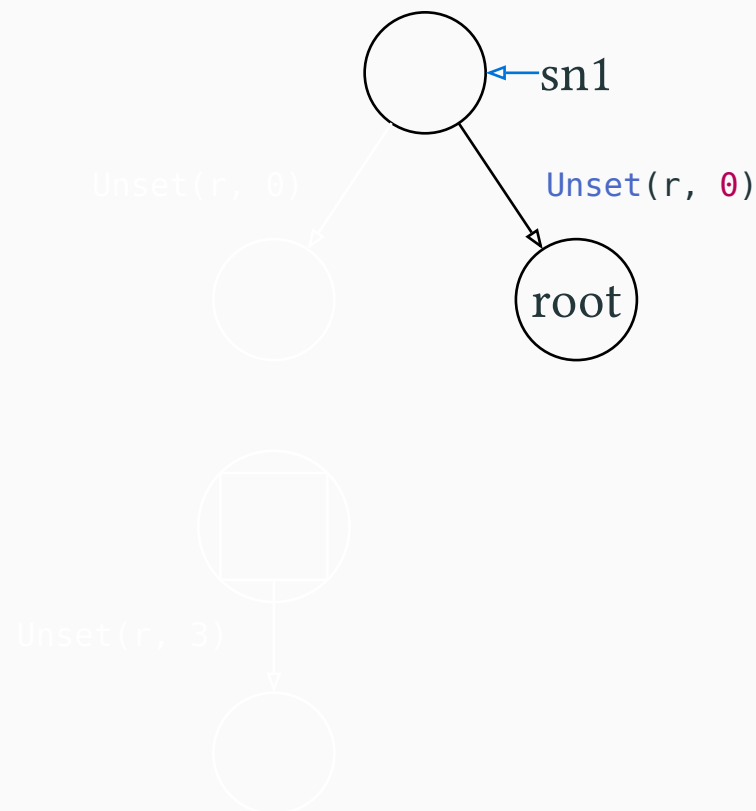
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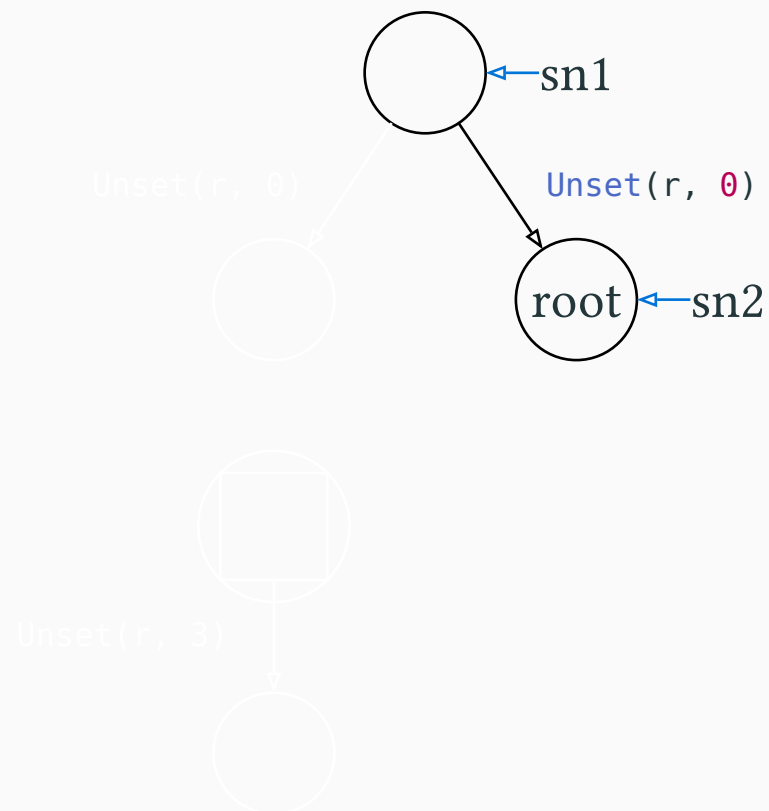
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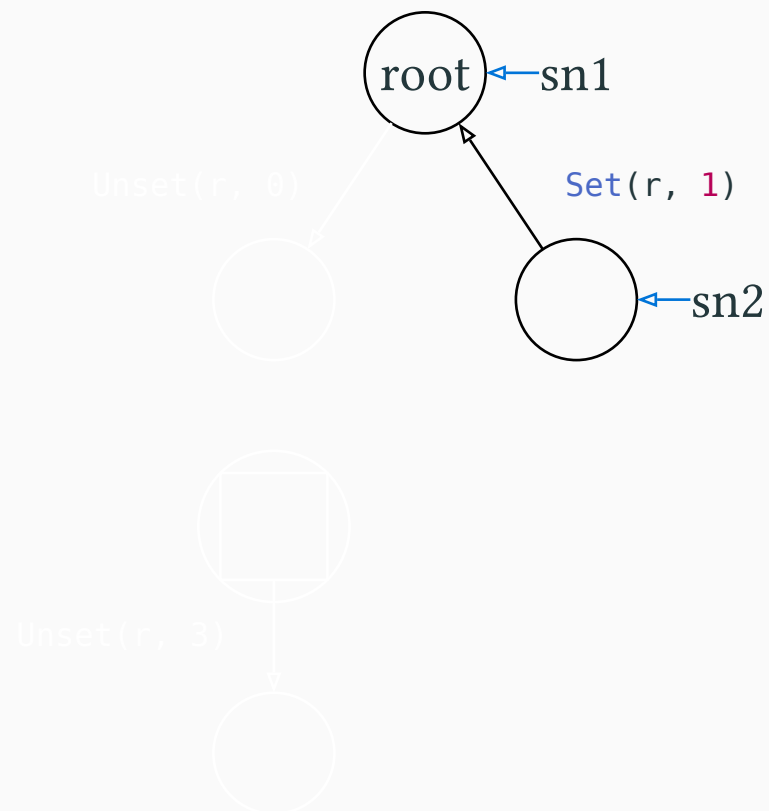
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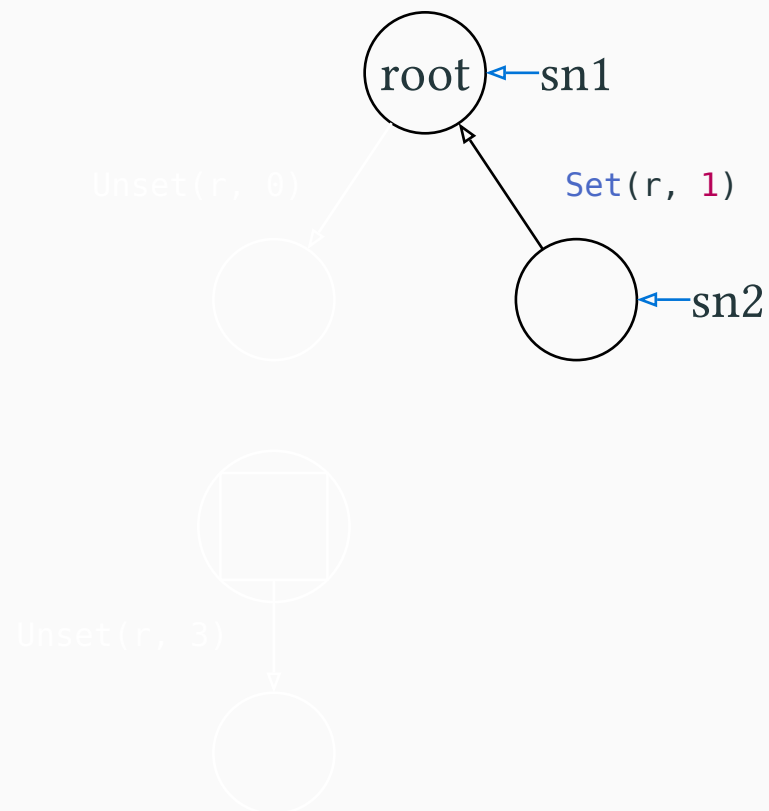
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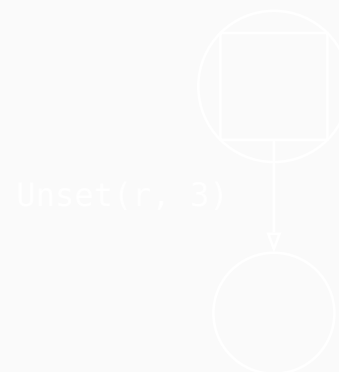
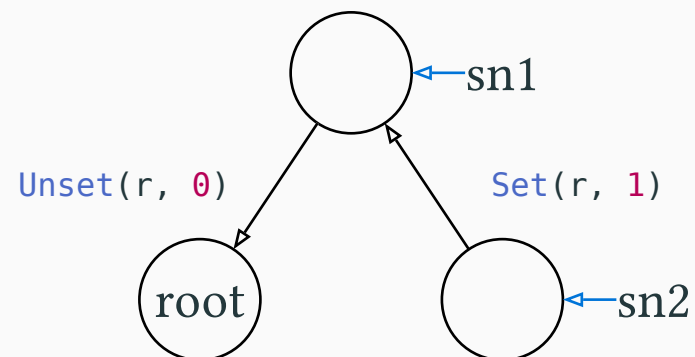
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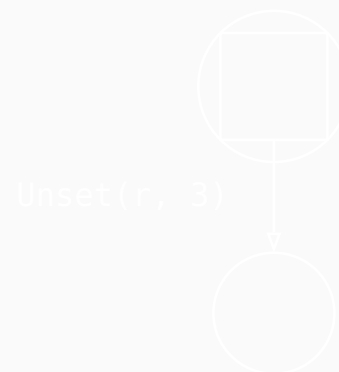
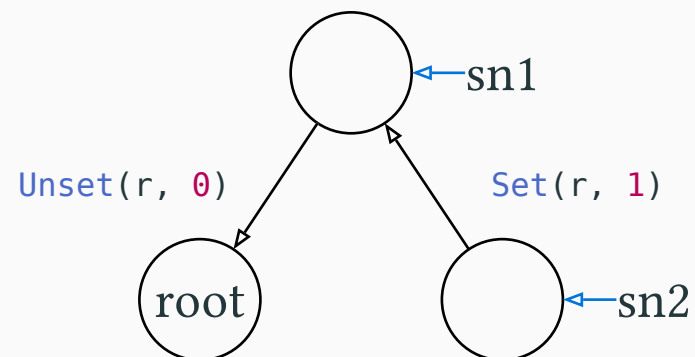
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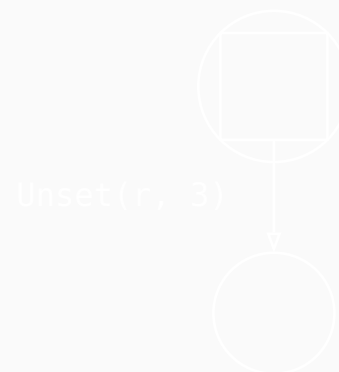
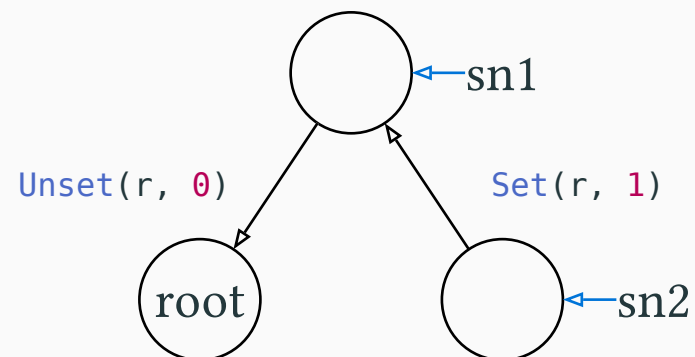
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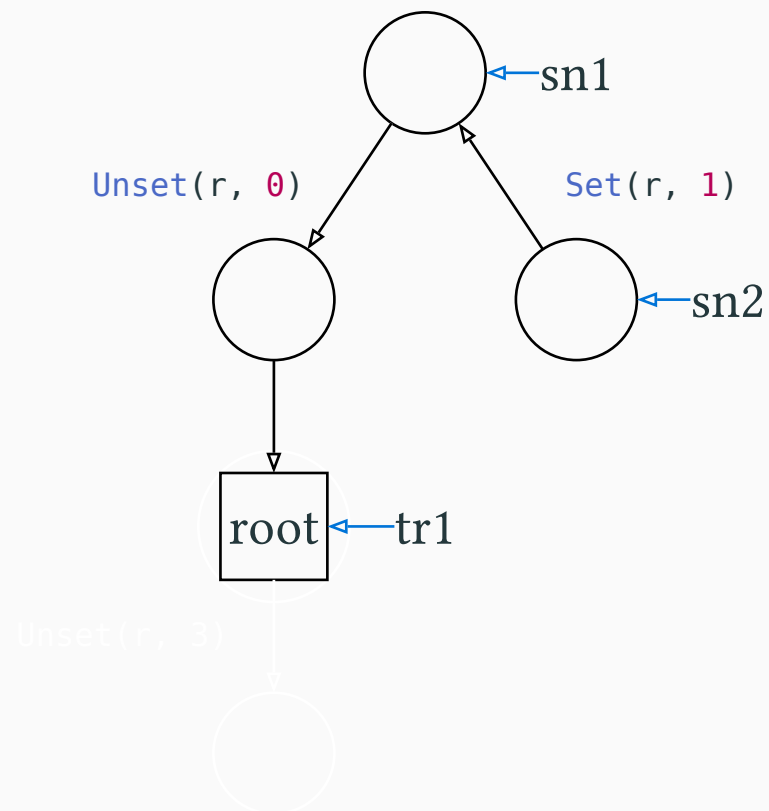
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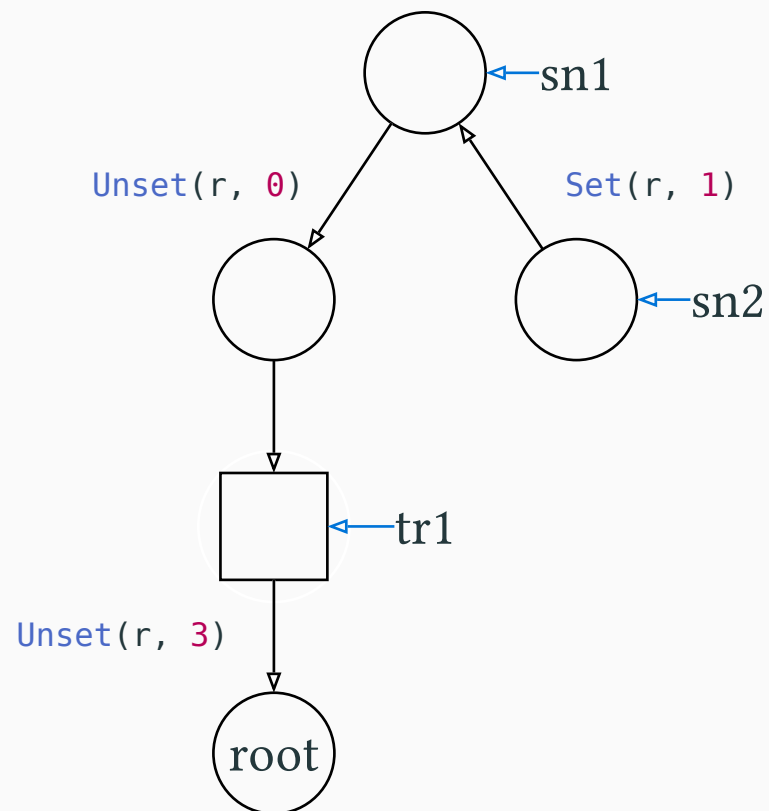
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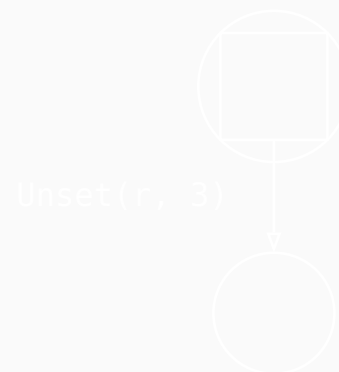
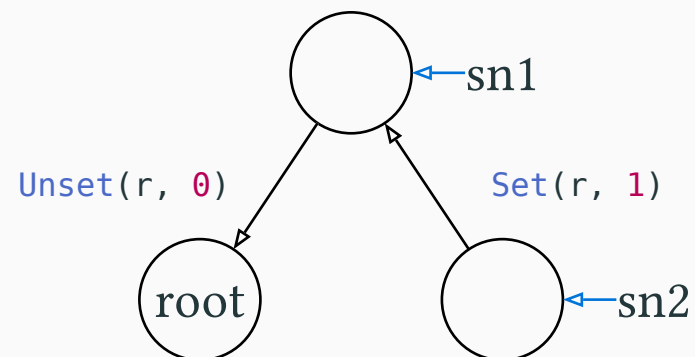
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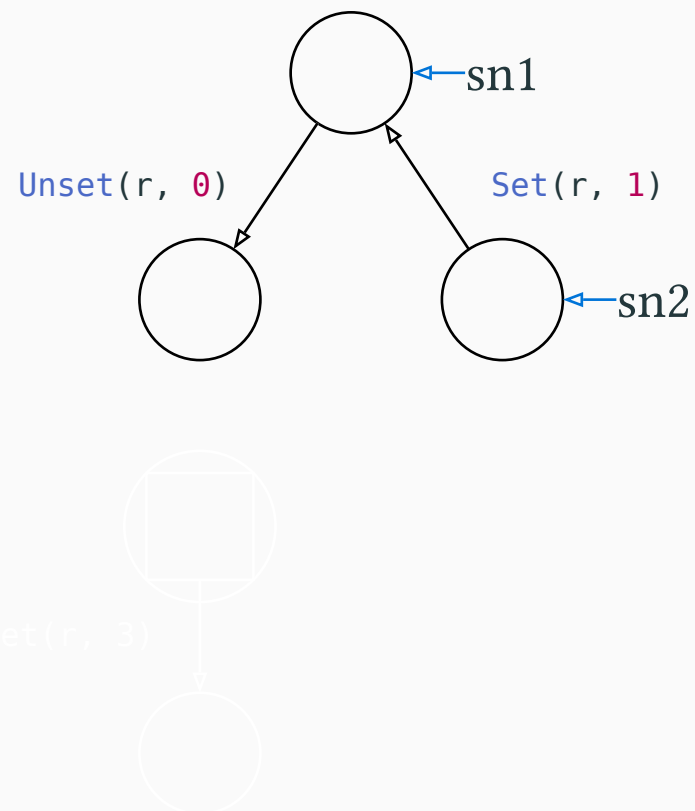
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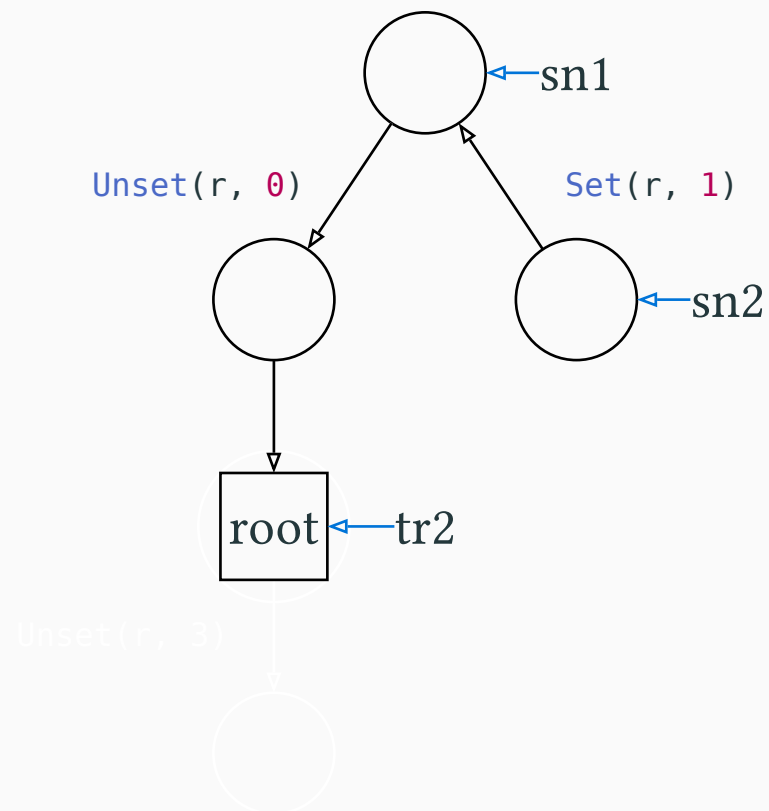
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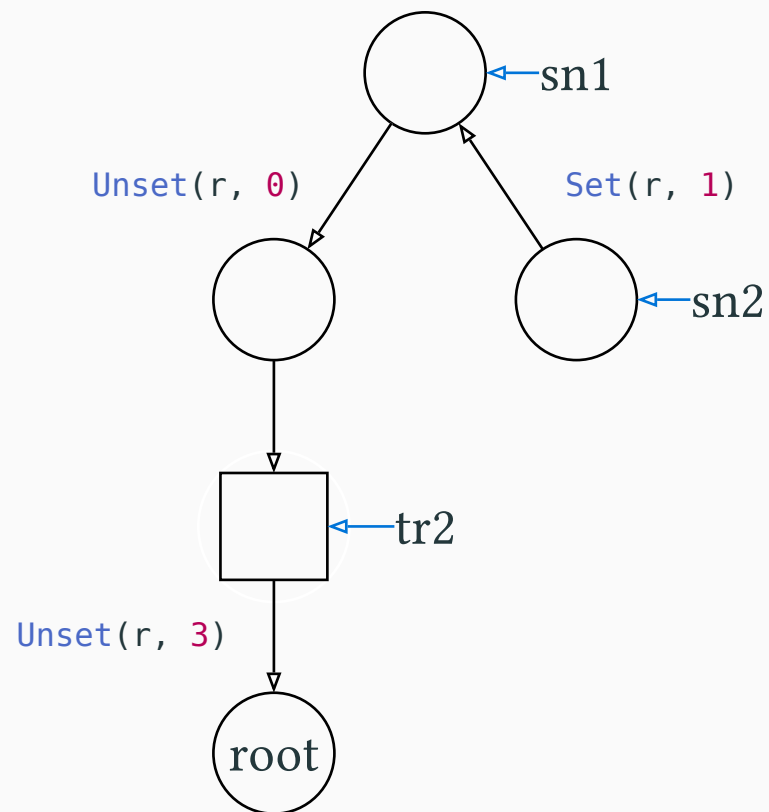
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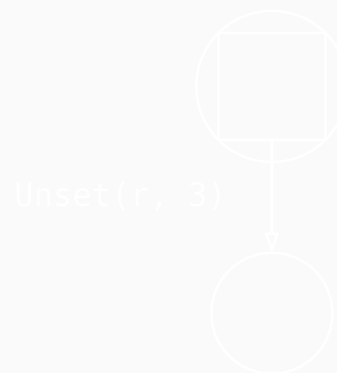
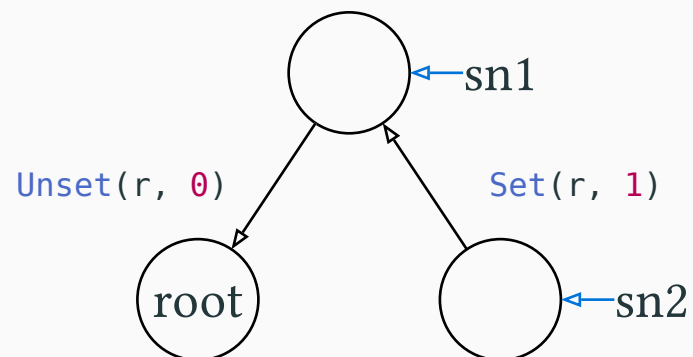
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Fine for simple data structures whose implementation you own.

What if the implementation is very complex or outside your control?

The present work: *storable types* in Store:

- pick an existing data structure
- write some glue code to let Store backtrack over it
- voilà: integrated into your Store-using application

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We have **three** interfaces.

Bonus question: what about record elision?



# Operations, anti-operations

**Operations** update the state.

**Anti-operations** revert a state update.

For references:

```
1 type 'a op = Set of 'a      (* new value *)
2 type 'a antiop = Unset of 'a (* previous value *)
```

For an append-only stack (first attempt):

```
1 type 'a op = Push of 'a
2 type 'a antiop = Pop
```

No record elision: we must store several `Pop` nodes.

# Composition of anti-operations (example)

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Composition of anti-operations:  $(\text{Pop } m) \cdot (\text{Pop } n)$  is  $\text{Pop } (m + n)$ .  
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Composition of anti-operations:  $(\text{Pop } m) \cdot (\text{Pop } n)$  is `Pop (m + n)`.  
We can update the last recorded anti-operation by composition.  
A different presentation of anti-operations allows record elision:

```
1 type 'a op = Push of 'a
2 type 'a antiop = Truncate of {length:int}
```

# Composition of anti-operations (general)

Users come with their data-structure and a set of update operations.

We ask them to design a monoid  $(A, \cdot)$   
of **antioperations**  $A$  with a **composition** operation  $(\cdot)$ .

We identify three important classes of anti-operations:

1. **free**:  $(A, \cdot)$  is a free monoid: record individual nodes
2. **absorbing**:  $\forall ab, a.b = a$   
reference-like, benefit from record elision
3. **custom**: neither free nor absorbing

Composition properties  $\implies$  performance tradeoffs.

We offer three APIs, in increasing order of complexity.

```
1 module Free : sig
2   val modify :
3     store -> 'a -> op:(('a -> unit) -> anti:(('a -> unit) -> unit)
4 end
```

Example:

```
1 module RareRef = struct
2   type 'a t = 'a ref
3   [...]
4   let set store r v =
5     let setter v = fun r -> r := v in
6     Free.modify store r (setter v) (setter !r)
7 end
```

```
1 module Absorbing : sig
2   type ('a, 'op, 'anti) descr = {
3     capture : 'a -> 'anti;
4     rollback : 'a -> 'anti -> unit;
5     undo : 'a -> 'anti -> 'op;
6     redo : 'a -> 'op -> 'anti;
7   }
8
9   type ('a, 'op, 'anti) t
10  val make : ('a, 'op, 'anti) descr -> 'a -> ('a, 'op, 'anti) t
11  val get : ('a, 'op, 'anti) t -> 'a
12  val modify : store -> 'a t -> unit
13 end
```

```
1 (* internally *) type _ t = Absorbing : { value : 'a;
2     mutable generation : Generation.t;
3     descr : ('a, 'op, 'anti) descr; } -> 'a t
```

```
1  module PushQueue = struct
2    type 'a t = ('a Dynarray.t, 'a array, int) Absorbing.t
3    let capture = Dynarray.length
4    let rollback = Dynarray.truncate
5    let undo arr n = [..]
6    let redo arr suff = [..]
7    let descr = { capture; rollback; undo; redo; }
8
9    let create _s =
10     Absorbing.make descr (Dynarray.create ())
11    let push s d v =
12     Absorbing.modify s d;
13     Dynarray.add_last (Absorbing.get d) v
14    let length _s d =
15     Dynarray.length (Absorbing.get d)
16  end
```



```
1  module Custom : sig
2    type ('a, 'op, 'trail) descr = {
3      record : 'a -> 'trail;
4      append : 'trail -> 'trail -> unit;
5      rollback : 'a -> 'trail -> unit;
6      undo : 'a -> 'trail -> 'op;
7      redo : 'a -> 'op -> 'trail -> unit;
8    }
9
10   type ('a, 'op, 'trail) t
11   val make : ('a, 'op, 'trail) descr -> 'a -> ('a, 'op, 'trail) t
12   val get : ('a, 'op, 'trail) t -> 'a
13   val modify : store -> ('a, 'op, 'trail) t -> 'trail
14 end
```

```
1 module Queue = struct
2   type 'a op = { truncate: int; suffix : 'a Dynarray.t }
3   type 'a trail = { mutable truncate: int; mutable suffix : 'a list }
4   type 'a t = ('a, 'a op, 'a trail) Custom.t
5   [...] (* you don't want to see the rest... *)
6 end
```

# Conclusion

What's better than a new API? **Three** new APIs for storable types in Store.

Also: a solid basis for us to add built-in data structures to Store: queues, hashtables, etc.

SMT authors want this. (Basile Clément works on Alt-Ergo at OCamlPro)

Take-away: the performance of recording operations depends on the algebraic structure of anti-operations.

Full code: <https://gitlab.com/basile.clement/store/-/tree/jfla2025+existentials>

... soon in a new Store release.