

Seamless
Correct
Generic } Programming over Serialised Data

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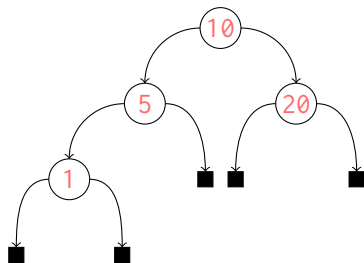
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Motivation

What's Next?

Trees and Pattern Matching



```
data Tree
```

```
= Leaf
```

```
| Node Tree Bits8 Tree
```

```
sum : Tree -> Nat
```

```
sum t = case t of
```

```
Leaf => 0
```

```
Node l b r =>
```

```
let m = sum l
```

```
    n = sum r
```

```
in (m + cast b + n)
```

Serialised Data and Pointer Manipulations

01 01 01 00 01 00 05 00 0a 01 00 14 00

Serialised Data and Pointer Manipulations

01 01 01 00 01 00 05 00 0a 01 00 14 00

```
1 int sumAt (int buf[], int *ptr, int *res) {
2     int tag = buf[*ptr]; (*ptr)++;
3     switch (tag) {
4         case 0: return 0;
5         case 1:
6             sumAt(buf, ptr, res);
7             int val = buf[*ptr]; (*ptr)++;
8             *res += val;
9             sumAt(buf, ptr, res);
10            return 0;
11            default: exit(-1); }}
```

Seamless

```
sum : Data.Mu Tree -> Nat
sum t = case t of
  "Leaf" # _ => Z
  "Node" # l # b # r =>
    let m = sum l
        n = sum r
    in (m + cast b + n)
```

```
sum : Pointer.Mu Tree _ -> IO Nat
sum ptr = case !(view ptr) of
  "Leaf" # _ => pure Z
  "Node" # l # b # r =>
    do m <- sum l
       n <- sum r
       pure (m + cast b + n)
```

Correct

```
data Singleton : (x : a) -> Type where
  MkSingleton : (x : a) -> Singleton x
```

```
sum : Pointer.Mu Tree t ->
      IO (Singleton (Data.sum t))
sum ptr = case !(view ptr) of
  "Leaf" # _ => pure [| Z |]
  "Node" # l # b # r =>
    do m <- sum l
       n <- sum r
       pure [| [| m + [| cast b |] |] + n |]
```

Generic

```
record Data (nm : Type) where
  constructor MkData
  {consNumber : Nat}
  constructors : Vect consNumber (Constructor nm)

view : {cs : Data nm} ->
  forall t. Pointer.Mu cs t ->
  IO (View cs t)
```


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Motivation

What's Next?

What's Next?

Already here:

- ▶ A monad to *build* serialised value
- ▶ More realistic universe (more base types)

To Do:

- ▶ Expressivity
 - ▶ Polymorphic data types
 - ▶ Indexed families
- ▶ Performance
 - ▶ Benchmarking
 - ▶ Partial evaluation / Macro-based code generation
 - ▶ More tightly packed representations
- ▶ Robustness
 - ▶ Proper error handling

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The Universe

Programming with Buffers

Descriptions

```
data Desc : (rightmost : Bool) ->  
            (size : Nat) -> (offsets : Nat) ->  
            Type
```

Descriptions

```
data Desc : (rightmost : Bool) ->  
            (size : Nat) -> (offsets : Nat) ->  
            Type
```

```
data Desc where
```

```
None : Desc r 0 0
```

```
Byte : Desc r 1 0
```

```
Prod : {sl, sr, m, n : Nat} ->  
       Desc False sl m -> Desc r sr n ->  
       Desc r (sl + sr) (m + n)
```

```
Rec : Desc r 0 (ifThenElse r 0 1)
```

Meaning as Strictly Positive Functors

```
record Tuple (a, b : Type) where
  constructor (#)
  fst : a
  snd : b
```

```
Meaning : Desc r s n -> Type -> Type
```

```
Meaning None x = ()
```

```
Meaning Byte x = Bits8
```

```
Meaning (Prod d e) x = Tuple (Meaning d x) (Meaning e x)
```

```
Meaning Rec x = x
```

Constructor descriptions

```
record Constructor (nm : Type) where
  constructor (::)
  name : nm
  {size : Nat}
  {offsets : Nat}
  description : Desc True size offsets
```

```
Leaf : Constructor String
```

```
Leaf = "Leaf" :: None
```

```
Node : Constructor String
```

```
Node = "Node" :: Prod Rec (Prod Byte Rec)
```

Data descriptions

```
record Data (nm : Type) where
  constructor MkData
  {consNumber : Nat}
  constructors : Vect consNumber (Constructor nm)
```

```
Tree : Data String
Tree = MkData [Leaf, Node]
```


Meaning as Trees

```
record Index (cs : Data nm) where
  constructor MkIndex
  getIndex : Fin (consNumber cs)
```

```
Alg : Data nm -> Type -> Type
```

```
Alg cs x = (k : Index cs) -> Meaning (description k) x -> x
```

```
data Mu : Data nm -> Type where
```

```
  (#) : Alg cs (assert_total (Mu cs))
```

Example

```
leaf : Mu Tree
```

```
leaf = "Leaf" # ()
```

```
node : Mu Tree -> Bits8 -> Mu Tree -> Mu Tree
```

```
node l b r = "Node" # l # b # r
```

```
example : Mu Tree
```

```
example = node (node (node leaf 1 leaf) 5 leaf)
```

```
10
```

```
(node leaf 20 leaf)
```

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The Universe

Programming with Buffers

Serialisation Format

example : Mu Tree

```
example = node (node (node leaf 1 leaf) 5 leaf)
          10
          (node leaf 20 leaf)
```

87654321	00	11	22	33	44	55	66	77	88	99	AA	BB	CC	DD	EE	FF
00000000:	07	00	00	00	00	00	00	00	02	00	02	03	02	01	03	01
00000010:	17	00	00	00	00	00	00	00	01	0c	00	00	00	00	00	00
00000020:	00	01	01	00	00	00	00	00	00	00	00	01	00	05	00	0a
00000030:	01	01	00	00	00	00	00	00	00	00	14	00				

Meaning as Pointers

```
record Meaning (d : Desc r s n) (cs : Data nm)
    (t : Data.Meaning d (Data.Mu cs)) where
  constructor MkMeaning
  subterms : Vect n Int
  elemBuffer : Buffer
  elemPosition : Int

record Mu (cs : Data nm) (t : Data.Mu cs) where
  constructor MkMu
  muBuffer : Buffer
  muPosition : Int
```

Inspecting Buffers: Head Constructor

```
data Out : (cs : Data nm) -> (t : Data.Mu cs) -> Type where  
  (#) : (k : Index cs) ->  
    forall t. Pointer.Meaning (description k) cs t ->  
    Out cs (k # t)  
  
out : {cs : Data nm} -> forall t. Pointer.Mu cs t ->  
  IO (Out cs t)
```

Inspecting Buffers: Extracting Head Data

```
Poke : (d : Desc r s n) -> (cs : Data nm) ->  
      Data.Meaning d (Data.Mu cs) -> Type
```

```
Poke None _ t = ()
```

```
Poke Byte cs t = Singleton t
```

```
Poke d@(Prod _ _) cs t = Poke' d cs t
```

```
Poke Rec cs t = Pointer.Mu cs t
```

```
data Poke' : (d : Desc r s n) -> (cs : Data nm) ->  
          Data.Meaning d (Data.Mu cs) -> Type where
```

```
(#) : Pointer.Meaning d cs t ->  
      Pointer.Meaning e cs u ->  
      Poke' (Prod d e) cs (t # u)
```

Inspecting Buffers: Extracting Head Data (ct'd)

```
poke : {0 cs : Data nm} -> {d : Desc r s n} ->  
forall t. Pointer.Meaning d cs t ->  
IO (Poke d cs t)
```


A More Convenient View

```
data View : (cs : Data nm) -> (t : Data.Mu cs) -> Type where
  (#) : (k : Index cs) ->
        forall t. Layer (description k) cs t ->
        View cs (k # t)

view : {cs : Data nm} ->
      forall t. Pointer.Mu cs t ->
      IO (View cs t)
```