

Reinventing Haskell Backtracking

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nondeterministic search

$anyof :: [a] \rightarrow Search\ a$

$anyof [] = \emptyset$

$anyof (x : xs) = anyof\ xs \oplus return\ x$

interface

Failure

$\emptyset :: \text{Search } a$

Success

$\text{return} :: a \rightarrow \text{Search } a$

Choice

$(\oplus) :: \text{Search } a \rightarrow \text{Search } a \rightarrow \text{Search } a$

lazy lists backtrack

$\emptyset :: [a]$

$\emptyset = []$

return $:: a \rightarrow [a]$

return $x = [x]$

$(\oplus) :: [a] \rightarrow [a] \rightarrow [a]$

$[] \oplus ys = ys$

$(x : xs) \oplus ys = x : (xs \oplus ys)$ – lazy

example

> *anyof* [1..10] :: [Int]

example

```
> anyof [1..10] :: [Int]
[10, 9, 8, 7, 6, 5, 4, 3, 2, 1]
```

example

```
> anyof [1..10] :: [Int]
[10, 9, 8, 7, 6, 5, 4, 3, 2, 1]
```

```
> anyof [1..1000000] :: [Int]
takes very long
```

quadratic run time

$anyof :: [a] \rightarrow Search\ a$

$anyof [] = \emptyset$

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quadratic run time

$anyof :: [a] \rightarrow Search\ a$

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$reverse :: [a] \rightarrow [a]$

$reverse [] = []$

$reverse (x : xs) = reverse\ xs ++ [x]$

accumulator

$reverse :: [a] \rightarrow [a]$
 $reverse\ xs = rev\ xs\ []$

$rev :: [a] \rightarrow [a] \rightarrow [a]$
 $rev\ []\ ys = ys$
 $rev\ (x : xs)\ ys = rev\ xs\ (x : ys)$

accumulator

$reverse :: [a] \rightarrow [a]$
 $reverse\ xs = rev\ xs\ []$

$rev :: [a] \rightarrow [a] \rightarrow [a]$
 $rev\ []\ ys = ys$
 $rev\ (x : xs)\ ys = rev\ xs\ (x : ys)$

$rev :: [a] \rightarrow [a] \rightarrow [a]$
 $rev\ [] = \lambda ys \rightarrow ys$
 $rev\ (x : xs) = \lambda ys \rightarrow rev\ xs\ ((\lambda zs \rightarrow x : zs)\ ys)$

difference lists

```
type DiffList a = [a] → [a]
```

```
toList :: DiffList a → [a]
```

```
toList a = a []
```

interface

empty :: *DiffList* a
empty = $\lambda xs \rightarrow xs$

singleton :: a \rightarrow *DiffList* a
singleton x = $\lambda xs \rightarrow x : xs$

append :: *DiffList* a \rightarrow *DiffList* a \rightarrow *DiffList* a
append a b = $\lambda xs \rightarrow a (b xs)$

an old friend

$\emptyset :: \text{Search } a$

$\emptyset = \text{empty}$

$\text{return} :: a \rightarrow \text{Search } a$

$\text{return} = \text{singleton}$

$(\oplus) :: \text{Search } a \rightarrow \text{Search } a \rightarrow \text{Search } a$

$(\oplus) = \text{append}$

an old friend

$\emptyset :: \text{Search } a$

$\emptyset = \text{empty}$

$\text{return} :: a \rightarrow \text{Search } a$

$\text{return} = \text{singleton}$

$(\oplus) :: \text{Search } a \rightarrow \text{Search } a \rightarrow \text{Search } a$

$(\oplus) = \text{append}$

Nondeterministic application

$\text{flatMap} :: (a \rightarrow \text{Search } b) \rightarrow \text{Search } a \rightarrow \text{Search } b$

$\text{flatMap} = ???$

continuation-based search

type $CSearch\ a = \forall b.(a \rightarrow Search\ b) \rightarrow Search\ b$

$search :: CSearch\ a \rightarrow Search\ a$

$search\ a = a\ (\mathit{return} :: a \rightarrow Search\ a)$

the missing piece

$\emptyset :: CSearch\ a$

$\emptyset = \lambda_ \rightarrow (\emptyset :: Search\ a)$

return $:: a \rightarrow CSearch\ a$

return $x = \lambda c \rightarrow c\ x$

$(\oplus) :: CSearch\ a \rightarrow CSearch\ a \rightarrow CSearch\ a$

$a \oplus b = \lambda c \rightarrow (a\ c \oplus b\ c :: Search\ a)$

flatMap $:: (a \rightarrow CSearch\ b) \rightarrow CSearch\ a \rightarrow CSearch\ b$

flatMap $f\ a = \lambda c \rightarrow a\ (\lambda x \rightarrow f\ x\ c)$

example

```
> toList (search (anyof [1..10]))  
[10, 9, 8, 7, 6, 5, 4, 3, 2, 1]
```

example

```
> toList (search (anyof [1..10]))  
[10, 9, 8, 7, 6, 5, 4, 3, 2, 1]
```

```
> toList (search (anyof [1..1000000]))  
[1000000, 999999, 999998, 999997, ...]
```

difference lists + continuations

\emptyset = $\lambda succ\ fail \rightarrow fail$

return x = $\lambda succ\ fail \rightarrow succ\ x\ fail$

$a \oplus b$ = $\lambda succ\ fail \rightarrow a\ succ\ (b\ succ\ fail)$

flatMap $f\ a$ = $\lambda succ\ fail \rightarrow a\ (\lambda x\ fail' \rightarrow f\ x\ succ\ fail')$ *fail*

nondeterminism monad

```
pytriple≤ :: Int → CSearch (Int, Int, Int)
pytriple≤ n = do a ← anyof [1..n]
                b ← anyof [a..n]
                c ← anyof [b..n]
                guard (a * a + b * b ≡ c * c)
                return (a, b, c)
```

```
> toList (search (pytriple≤ 10))
[(6, 8, 10), (3, 4, 5)]
```

summary

efficient backtracking can be factored into two parts

- difference lists
- continuation passing

continuations provide *flatMap* for free

continuation passing can be reused for other strategies

<http://hackage.haskell.org/package/level-monad>

question menu

- 1 What other search strategies can be implemented like this?
- 2 How efficient are they?
- 3 Why do I need different strategies at all?
- 4 How can I decide *which* strategy to use *when*?
- 5 Why are nondeterminism monads useful?
- 6 Does *CSearch* satisfy the monad laws?
- 7 What are monad laws, anyway?

no upper bound

```
pytriple :: CSearch (Int, Int, Int)
pytriple = do a ← anyof [1..]
           b ← anyof [a..]
           c ← anyof [b..]
           guard (a * a + b * b ≡ c * c)
           return (a, b, c)
```

> take 5 (toList (search pytriple))
diverges

level-wise search

type *Levels a* = $[[a]]$

\emptyset :: *Levels a*

$\emptyset = []$

return :: $a \rightarrow$ *Levels a*

return $x = [[x]]$

(\oplus) :: *Levels a* \rightarrow *Levels a* \rightarrow *Levels a*

$a \oplus b = []$: *merge a b*

merge $[] \quad ys \quad = ys$

merge $xs \quad [] \quad = xs$

merge $(x : xs) (y : ys) = (x ++ y) :$ *merge xs ys*

limited-depth search

type *Limited* a = Int \rightarrow [a]

\emptyset :: *Limited* a

$\emptyset = \lambda_ \rightarrow []$

return :: a \rightarrow *Limited* a

return x = $\lambda d \rightarrow$ **if** d \equiv 0 **then** [x] **else** []

(\oplus) :: *Limited* a \rightarrow *Limited* a \rightarrow *Limited* a

a \oplus b = $\lambda d \rightarrow$ **if** d \equiv 0 **then** [] **else** a (d - 1) ++ b (d - 1)

fair search

> *take 5 (concat (search pytriple))*
[(3, 4, 5), (6, 8, 10), (5, 12, 13), (9, 12, 15), (8, 15, 17)]

500 triples \approx 20 seconds, 1 GB

> *take 5 (iterDepth pytriple)* – iteratively increasing limit
[(3, 4, 5), (6, 8, 10), (5, 12, 13), (9, 12, 15), (8, 15, 17)]

500 triples \approx 40 seconds, 2 MB