

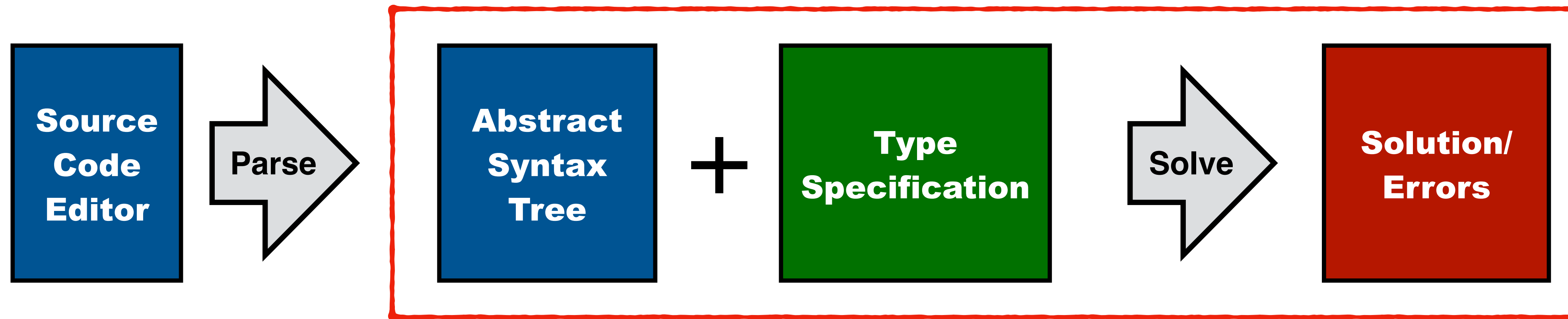
Constraint Semantics and Constraint Solving

Hendrik van Antwerpen
Eelco Visser



CS4200 | Compiler Construction | October 1, 2020

This lecture



- Type checking with type specifications
- Semantics of a type specification
- Type checking algorithms
- Constraint solving for type specifications
- Term equality and unification

Reading Material

The following papers add background, conceptual exposition, and examples to the material from the slides. Some notation and technical details have been changed; check the documentation.

This paper describes the next generation of the approach.

Addresses (previously) open issues in expressiveness of scope graphs for type systems:

- Structural types
- Generic types

Addresses open issue with staging of information in type systems.

Introduces Statix DSL for definition of type systems.

OOPSLA 2018

<https://doi.org/10.1145/3276484>

Scopes as Types

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CASPER BACH POULSEN, Delft University of Technology, Netherlands

ARJEN ROUVOET, Delft University of Technology, Netherlands

EELCO VISSER, Delft University of Technology, Netherlands

Scope graphs are a promising generic framework to model the binding structures of programming languages, bridging formalization and implementation, supporting the definition of type checkers and the automation of type safety proofs. However, previous work on scope graphs has been limited to simple, nominal type systems. In this paper, we show that viewing *scopes as types* enables us to model the internal structure of types in a range of non-simple type systems (including structural records and generic classes) using the generic representation of scopes. Further, we show that relations between such types can be expressed in terms of generalized scope graph queries. We extend scope graphs with scoped relations and queries. We introduce Statix, a new domain-specific meta-language for the specification of static semantics, based on scope graphs and constraints. We evaluate the scopes as types approach and the Statix design in case studies of the simply-typed lambda calculus with records, System F, and Featherweight Generic Java.

CCS Concepts: • **Software and its engineering** → **Semantics; Domain specific languages**;

Additional Key Words and Phrases: static semantics, type system, type checker, name resolution, scope graphs, domain-specific language

ACM Reference Format:

Hendrik van Antwerpen, Casper Bach Poulsen, Arjen Rouvoet, and Eelco Visser. 2018. Scopes as Types. *Proc. ACM Program. Lang.* 2, OOPSLA, Article 114 (November 2018), 30 pages. <https://doi.org/10.1145/3276484>

1 INTRODUCTION

The goal of our work is to support high-level specification of type systems that can be used for multiple purposes, including reasoning (about type safety among other things) and the implementation of type checkers [Visser et al. 2014]. Traditional approaches to type system specification do not reflect the commonality underlying the name binding mechanisms for different languages. Furthermore, operationalizing name binding in a type checker requires carefully staging the traversals of the abstract syntax tree in order to collect information before it is needed. In this paper, we introduce an approach to the declarative specification of type systems that is close in abstraction to traditional type system specifications, but can be directly interpreted as type checking rules. The approach is based on scope graphs for name resolution, and constraints to separate traversal order from solving order.

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2475-1421/2018/11-ART114

<https://doi.org/10.1145/3276484>

Good introduction to unification, which is the basis of many type inference approaches, constraint languages, and logic programming languages. Read sections 1, and 2.

Unification theory

Franz Baader

Wayne Snyder

SECOND READERS: Paliath Narendran, Manfred Schmidt-Schauss, and Klaus Schulz.

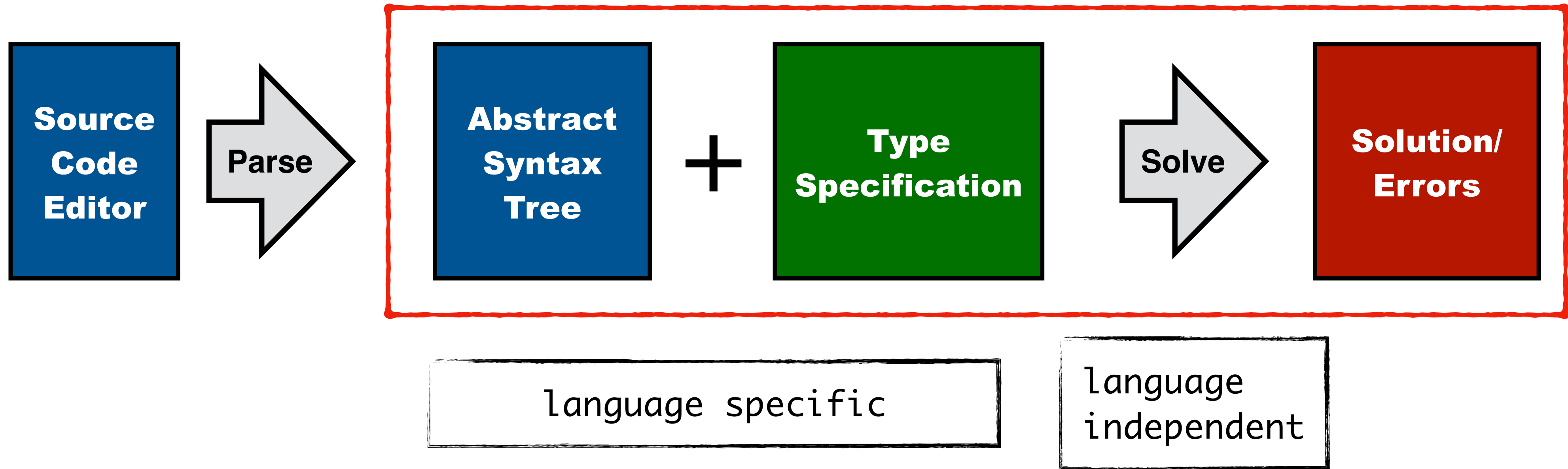
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Baader et al. “Chapter 8 - Unification Theory.” In Handbook of Automated Reasoning, 445–533. Amsterdam: North-Holland, 2001.

<https://www.cs.bu.edu/~snyder/publications/UnifChapter.pdf>

Type Checking with Specifications



Typing Rules

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What are typing rules?

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- Predicates that specify constraints (rule premises) on their arguments (the program)

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Solving

- Given an initial predicate that must hold, ...
- find an assignment for all logical variables, such that the predicate is satisfied

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Challenges for type checker implementations?

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Approach: reusable solver for the specification language

- Support logical variables for unknowns and infer their values
- Automatically determine correct resolution order

Constraint Semantics

What gives constraints meaning?

What is the meaning of constraints?

```
ty == FUN(ty1,ty2)
Var{x} in s l-> d
ty1 == INT()
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- Written as $G, \phi \models C$
- Satisfied in a model
 - ▶ Substitution ϕ (read: phi)
 - ▶ Scope graph G
- Describes for every type of constraint when it is satisfied

Semantics of (a Subset of) Statix Constraints

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Syntax

```
C = t == t           // equality
  | r in s l-> d     // name resolution (short for query var ... in s l-> [d])
  | C ^ C           // conjunction
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G, φ ⊨ C1 ∧ C2   if G, φ ⊨ C1 and G, φ ⊨ C2
```

Using the Semantics

Program

```
let
  function f1(i2 : int) : int =
    i3 + 1
in
  f4(14)
end
```

Program constraints

```
ty1 == INT()
INT() == INT()
"i" in #s1 |-> d1
ty2 == INT()
"f" in #s0 |-> d2
ty3 == FUN(ty4, ty5)
ty4 == INT()
...
```

Unifier ϕ (model)

```
 $\phi = \{$  ty1 -> INT(),  
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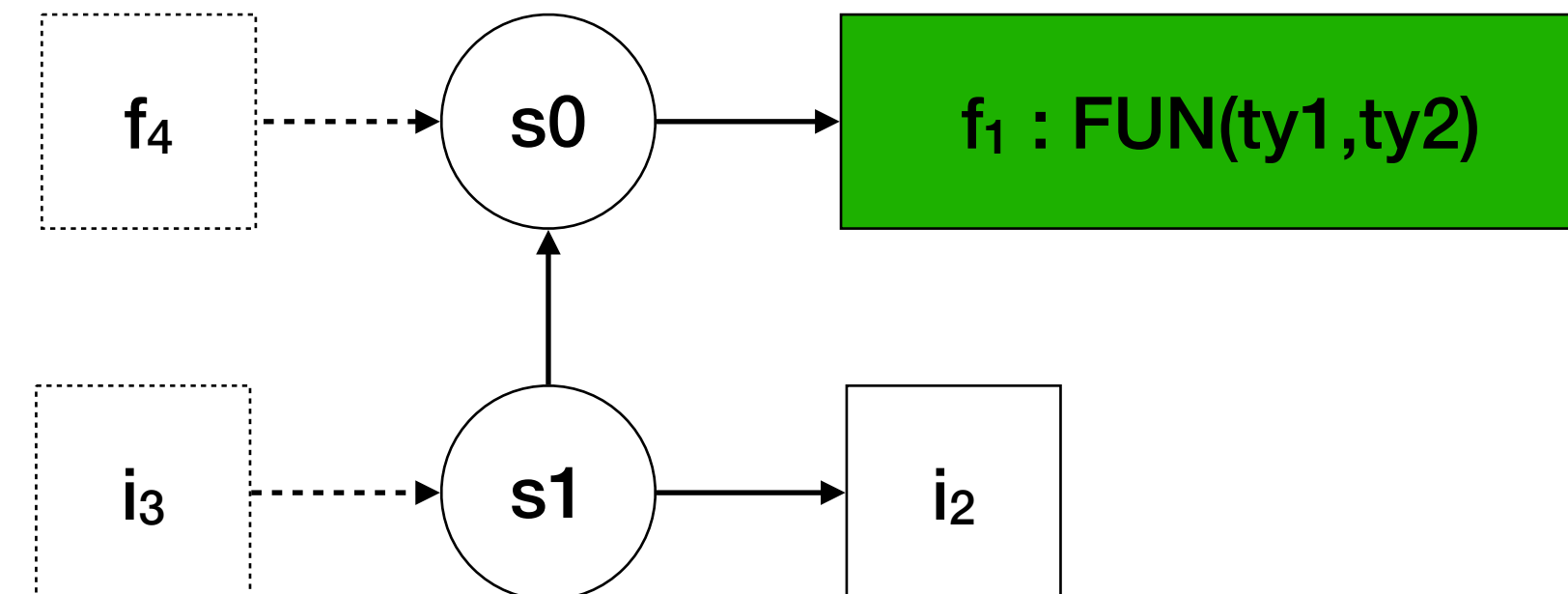
and x resolves to x from $\#i$ in G

$G, \phi \models C_1 \wedge C_2$

if $G, \phi \models C_1$

and $G, \phi \models C_2$

Scope graph G (model)



Different Kinds of Variables

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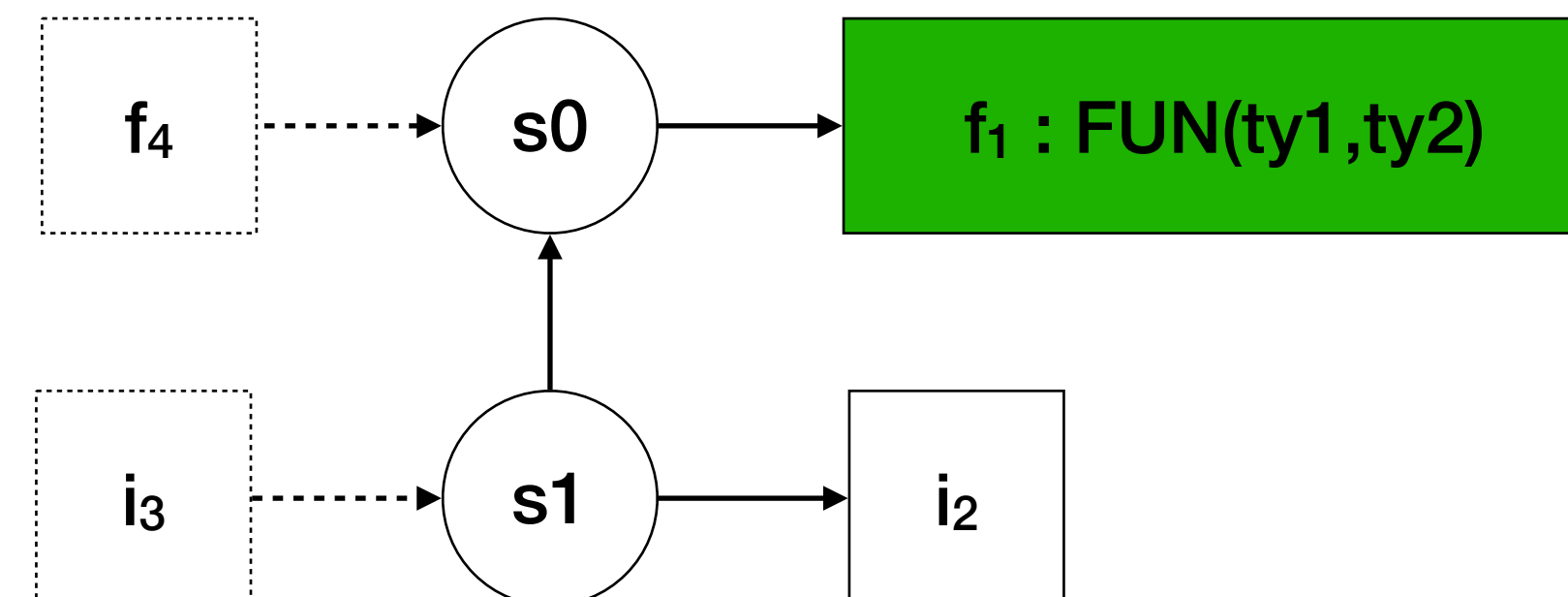
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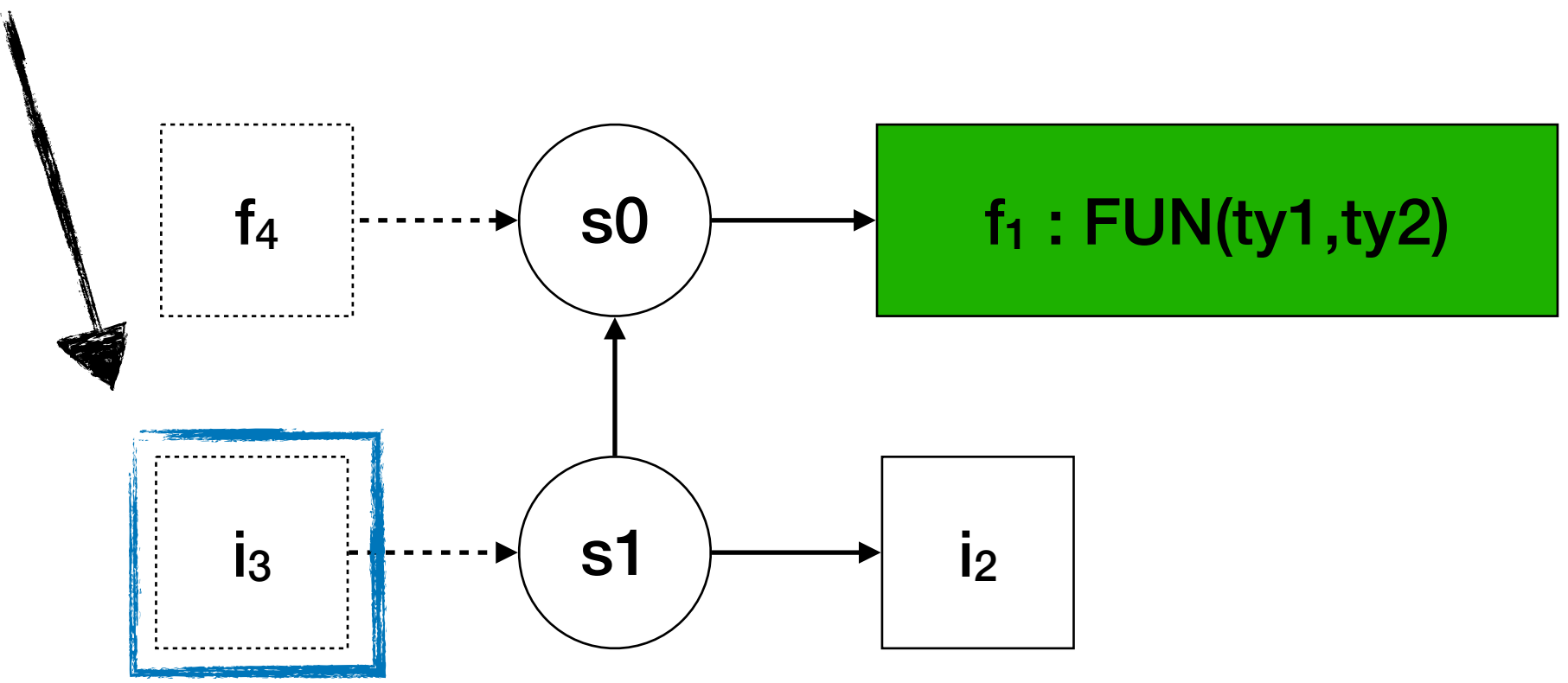
Object language variables

Constraint semantics

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G,  $\phi \models r \text{ in } s \text{ l-> } d$ 
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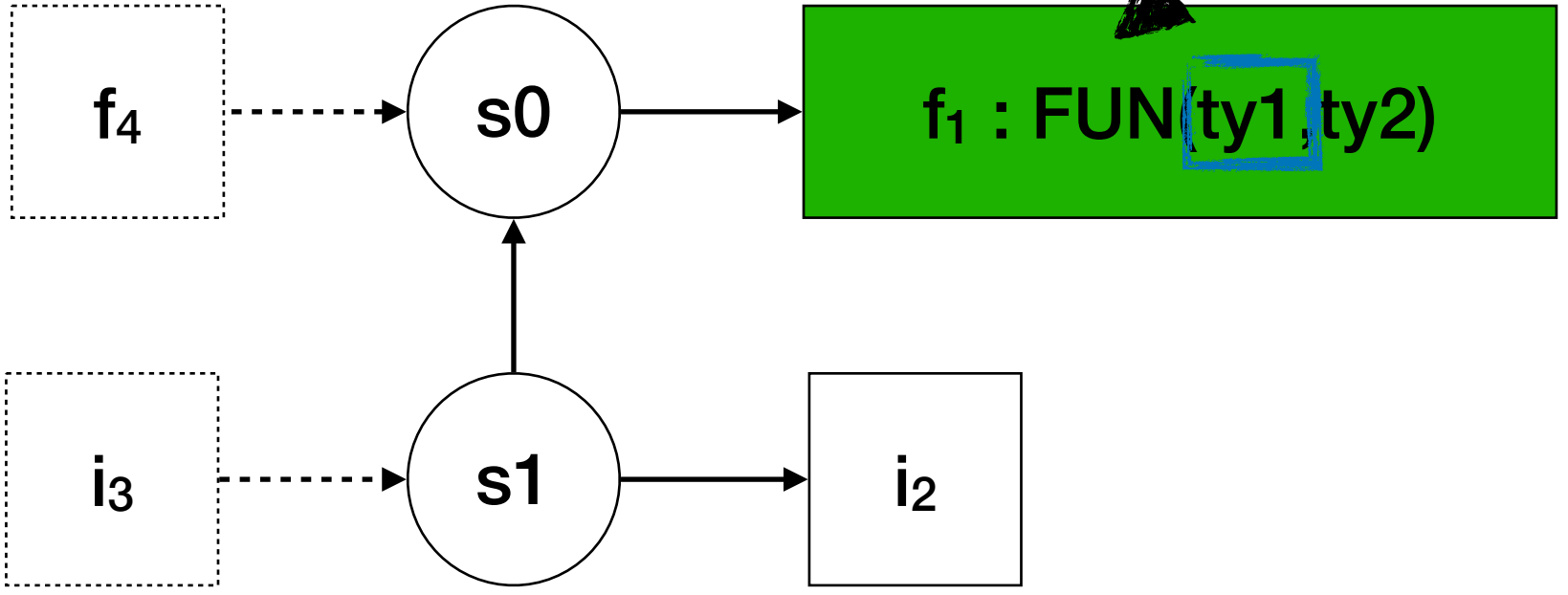
Constraint / logic variables

Constraint semantics

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G,  $\phi \models r$  in s l-> d
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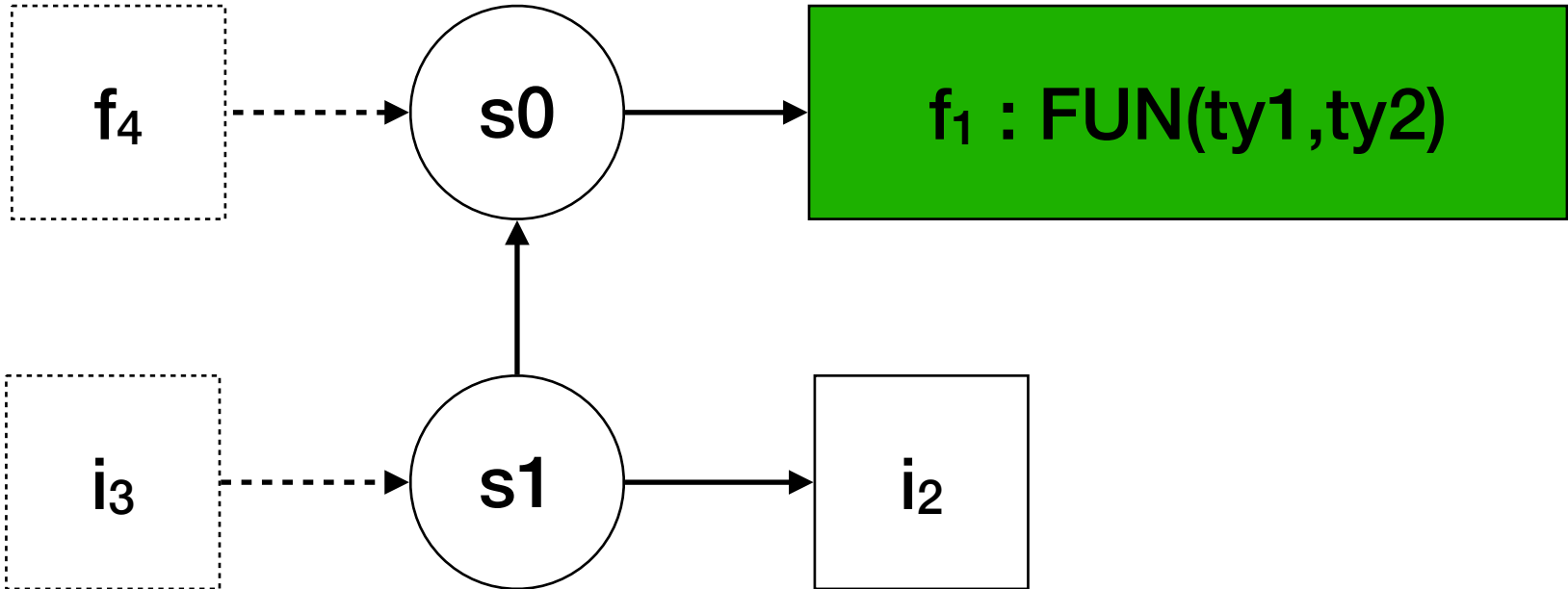
Semantics meta-variables

Constraint semantics

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$G, \phi \models r \text{ in } s \text{ l-> } d$
 if $\phi(r) = x$
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 if $G, \phi \models C_1$
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- Check that a program is well-typed!

How to check types?

What should a type checker do?

- Check that a program is well-typed!
- Resolve names, and check or compute types

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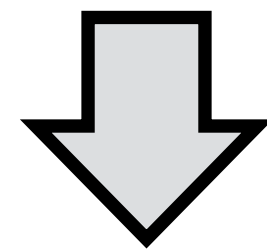
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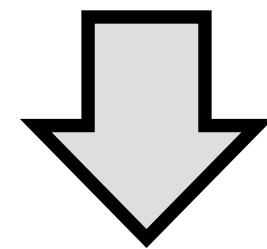
How are type checkers implemented?

Computing Type of Expression (recap)

```
function (a : int) = a + 1
```



```
Fun("a", INT(),  
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```



```
FUN(INT(), INT())
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```
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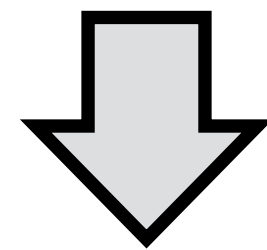
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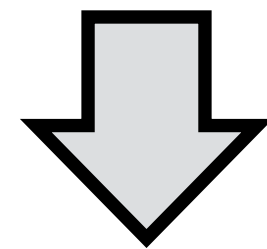
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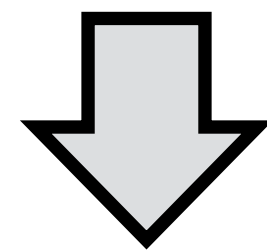
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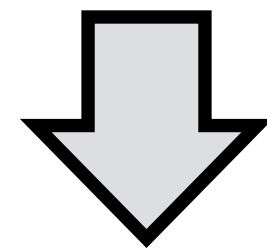
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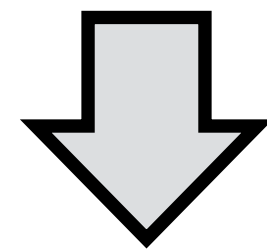
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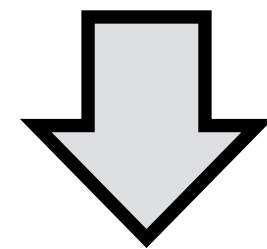
- Can be executed top down, in premise order
- Could be written almost like this in a functional language

Inferring the Type of a Parameter

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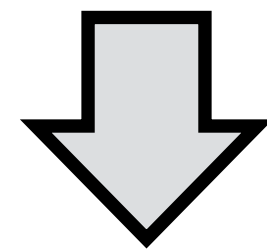
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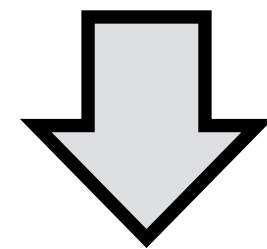
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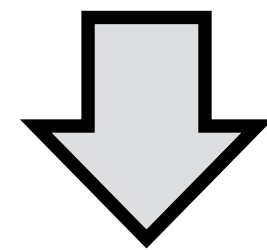
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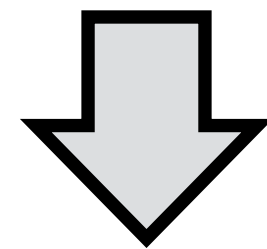
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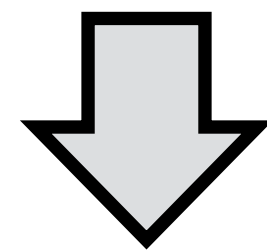
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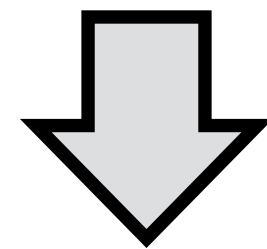
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- What are the consequences for our typing rules?

Checking classes

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class A {  
    B m() {  
        return new C();  
    }  
}  
  
class B {  
    int i;  
}  
  
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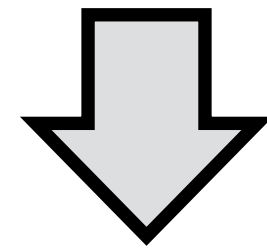
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Question

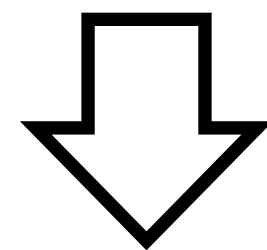
- Does this still work if we introduce nested classes?

Variables and Constraints

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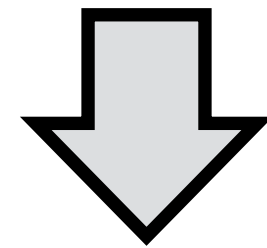
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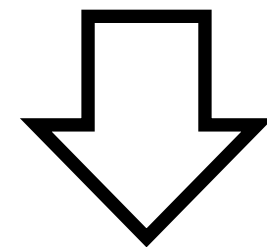
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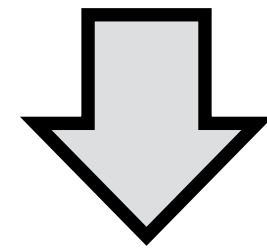
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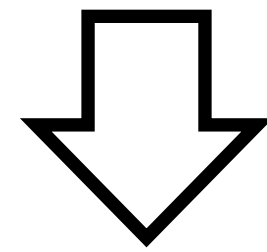
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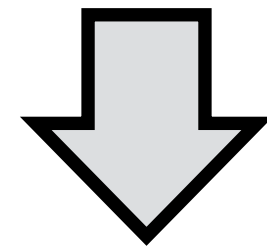
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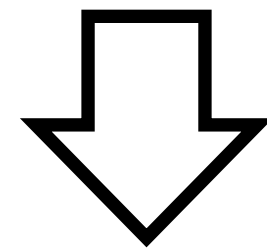
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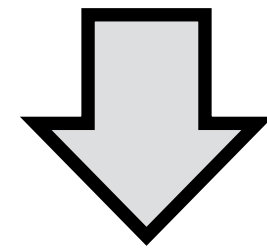
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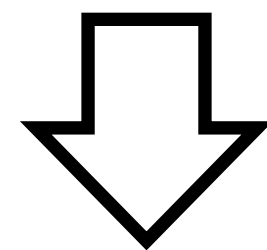
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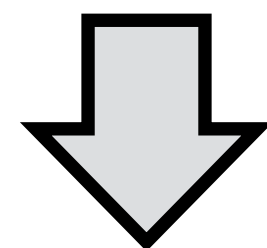
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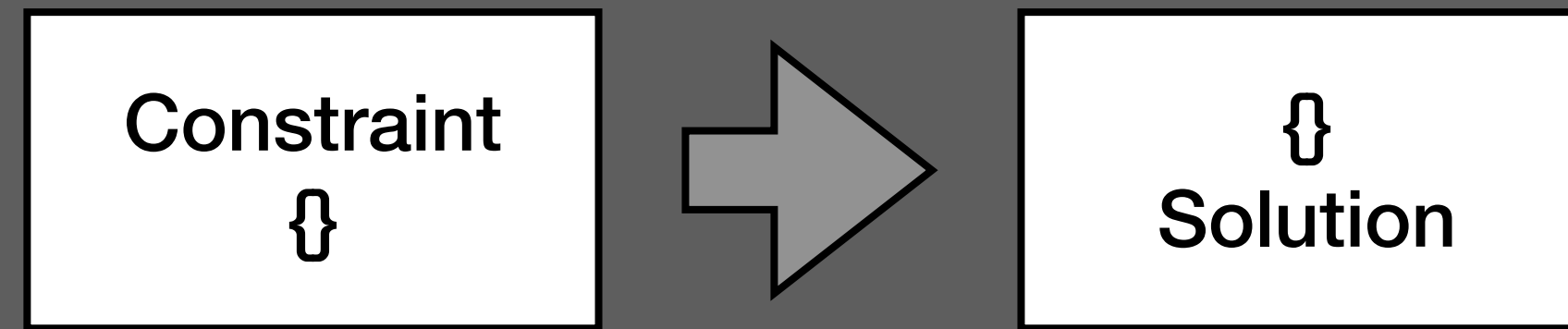
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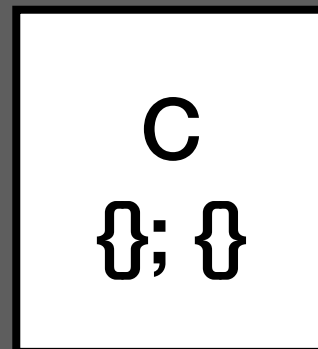
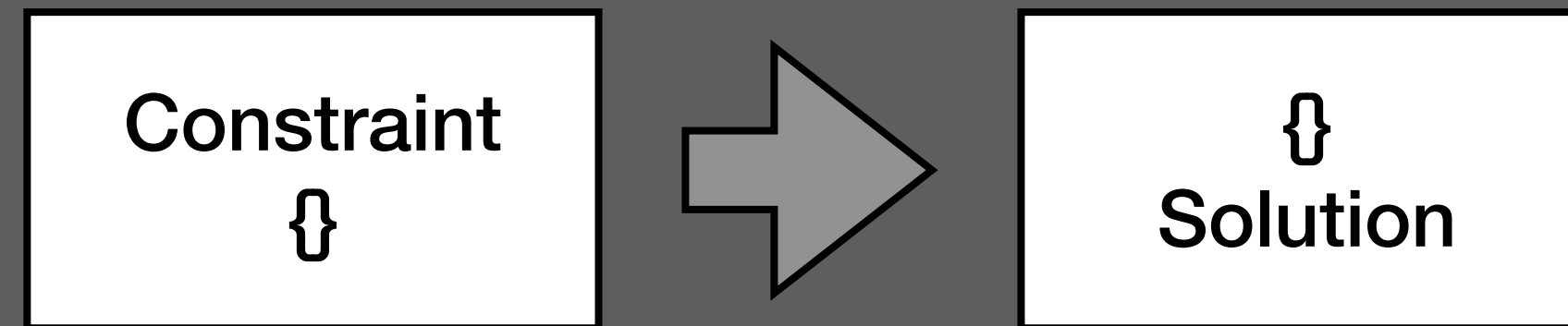
- The order of computation needs to be more flexible than the AST traversal
- Support explicit logical variables during solving

Solving Constraints

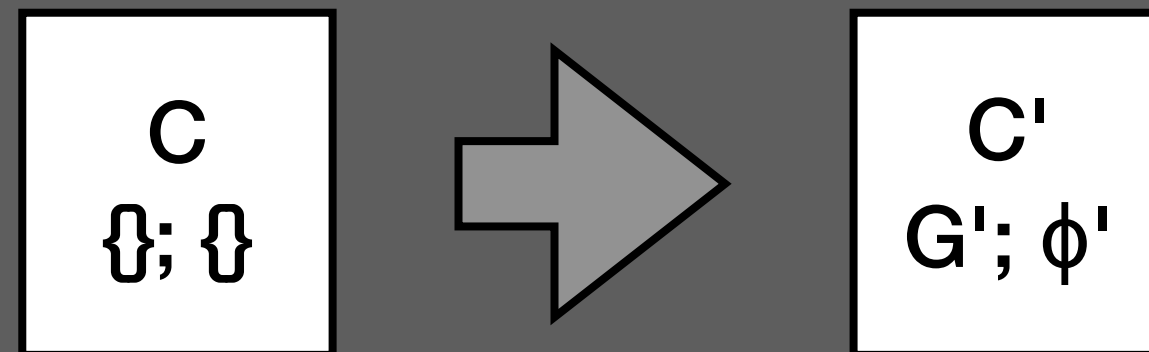
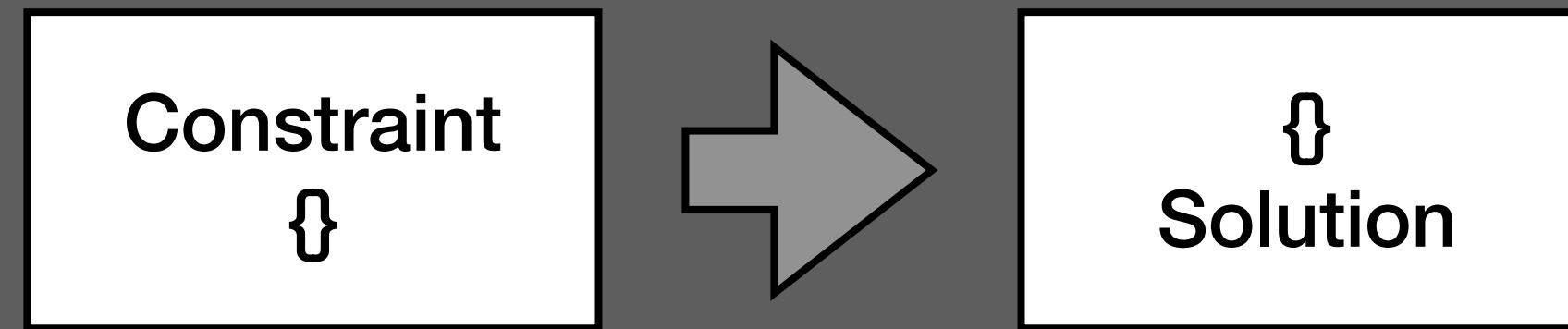
Solving by Rewriting



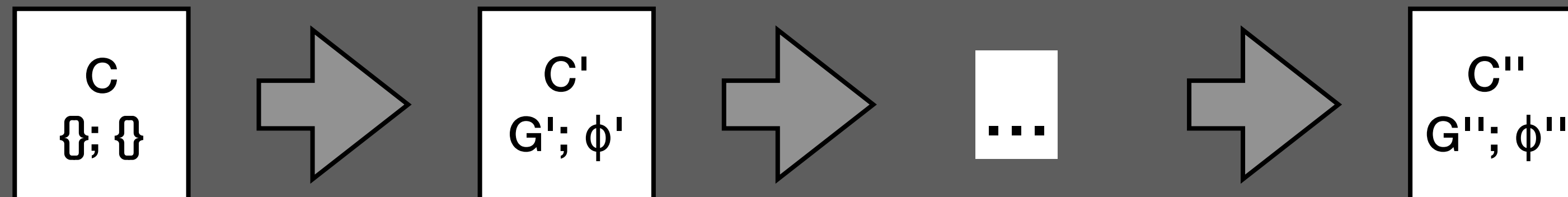
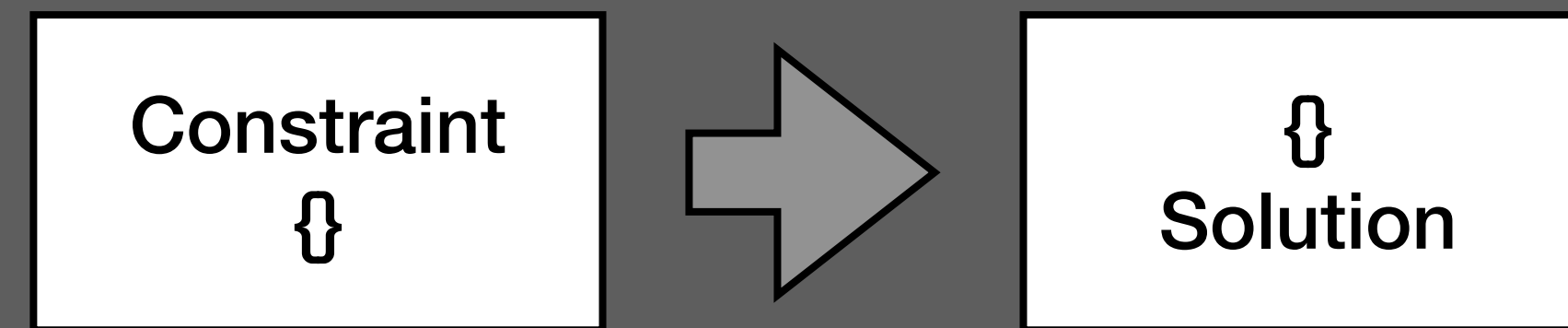
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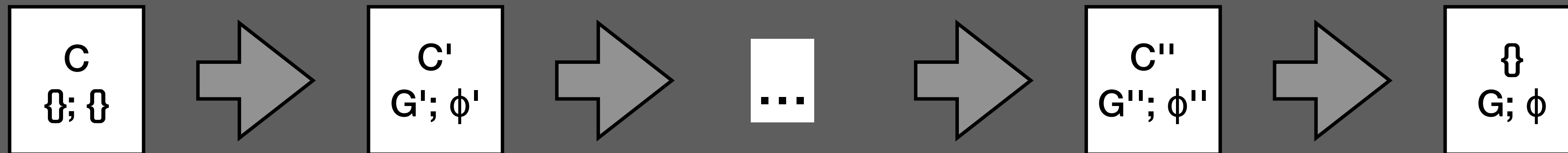
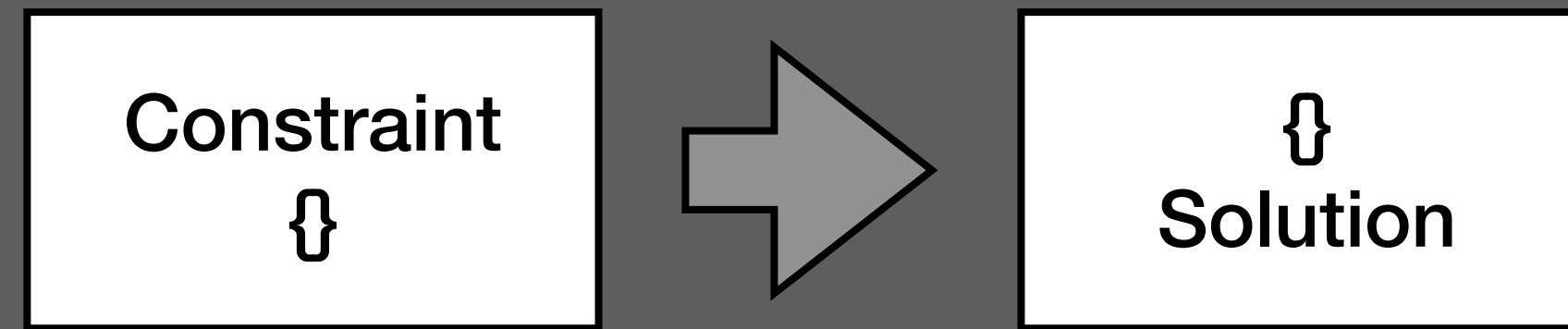
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Solving by Rewriting

$$\langle C; G, \phi \rangle \longrightarrow \langle C; G, \phi \rangle$$

Solving by Rewriting

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$$\langle t = u, C; G, \phi \rangle \longrightarrow \langle C; G, \phi' \rangle \text{ where } \text{unify}(\phi, t, u) = \phi'$$

Solving by Rewriting

Non-deterministic
constraint selection



$\langle C; G, \phi \rangle \longrightarrow \langle C; G, \phi \rangle$

$\langle t = u, C; G, \phi \rangle \longrightarrow \langle C; G, \phi' \rangle$ where $\text{unify}(\phi, t, u) = \phi'$

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$$\langle r \text{ in } s \text{ } \vdash \rightarrow t, C; G, \phi \rangle \longrightarrow \langle t = d; G, \phi \rangle \text{ where } \phi(r) = \text{Ns}\{x\}, \phi(s) = \#i, \\ \text{resolve}(G, \#i, \text{Ns}\{x\}) = d$$

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Scope graph and
name resolution
algorithm don't have
to know about logical
variables

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```
def solve(C):  
  if  $\langle C; \{\}, \{\} \rangle \longrightarrow^* \langle \{\}; G, \phi \rangle$ :  
    return  $\langle G, \phi \rangle$   
  else:  
    fail
```

Solving by Rewriting

Solver = rewrite system

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- Rewrite a constraints set + solution

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 - ▶ Up to variable and scope names
 - ▶ Only if all constraints are reduced

Semantics vs Algorithm

What is the difference?

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- Algorithm computes a solution (= model)

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- Principality
 - ▶ The solver finds the most general ϕ

Term Equality & Unification

Syntactic Terms

Generic Terms

terms	t, u
functions	f, g, h

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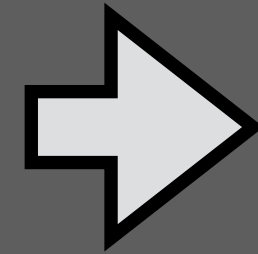
INT()
FUN(INT(), INT())

Syntactic Terms

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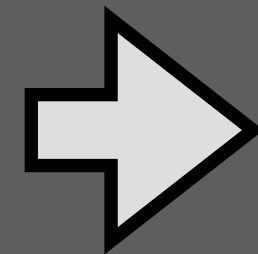


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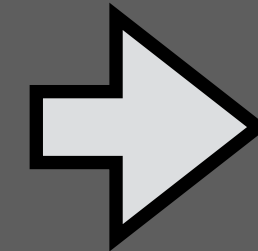
$f(t_0, \dots, t_n)$

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function symbol

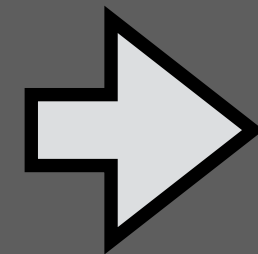
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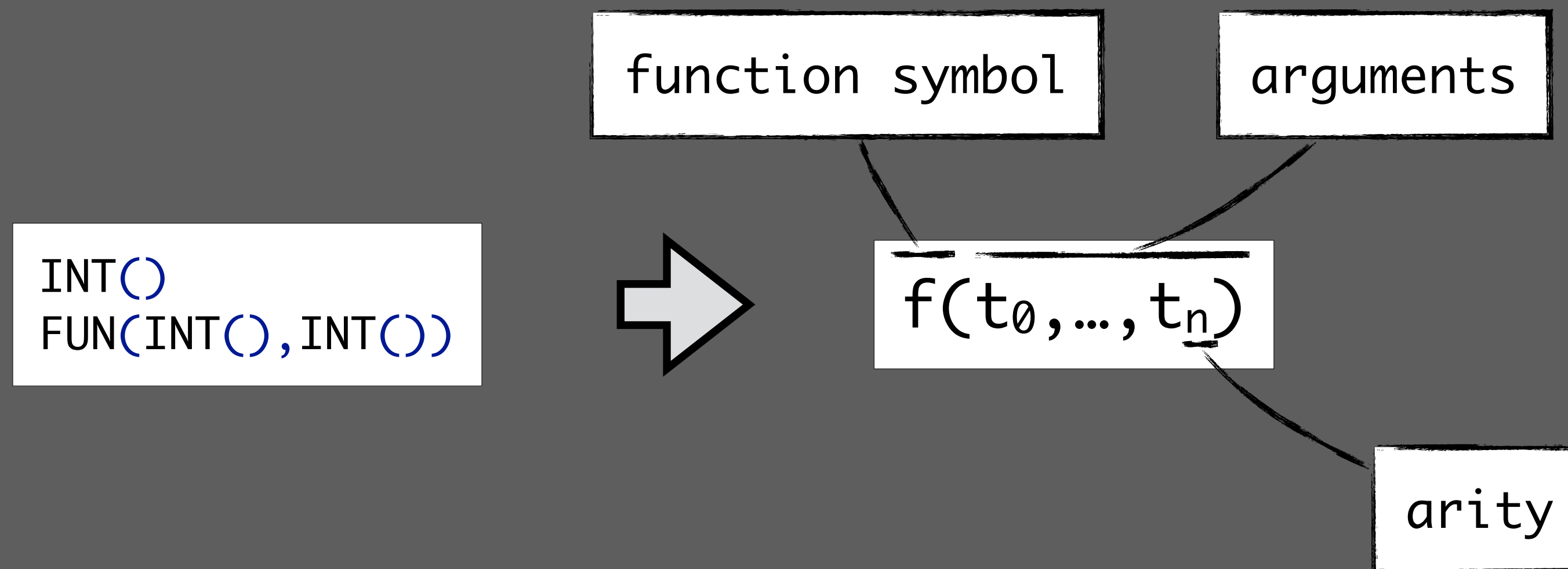
arguments

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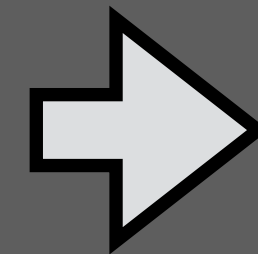


Syntactic Terms

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function symbol

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$f(t_0, \dots, t_n)$

arity

Syntactic Equality

$f(t_0, \dots, t_n) == g(u_0, \dots, u_m)$ if

- $f = g$, and $n = m$
- $t_i == u_i$ for every i

Variables and Substitution

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

$f(g(), a)$

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$\phi = \{ a \rightarrow f(g(), b), b \rightarrow h() \}$

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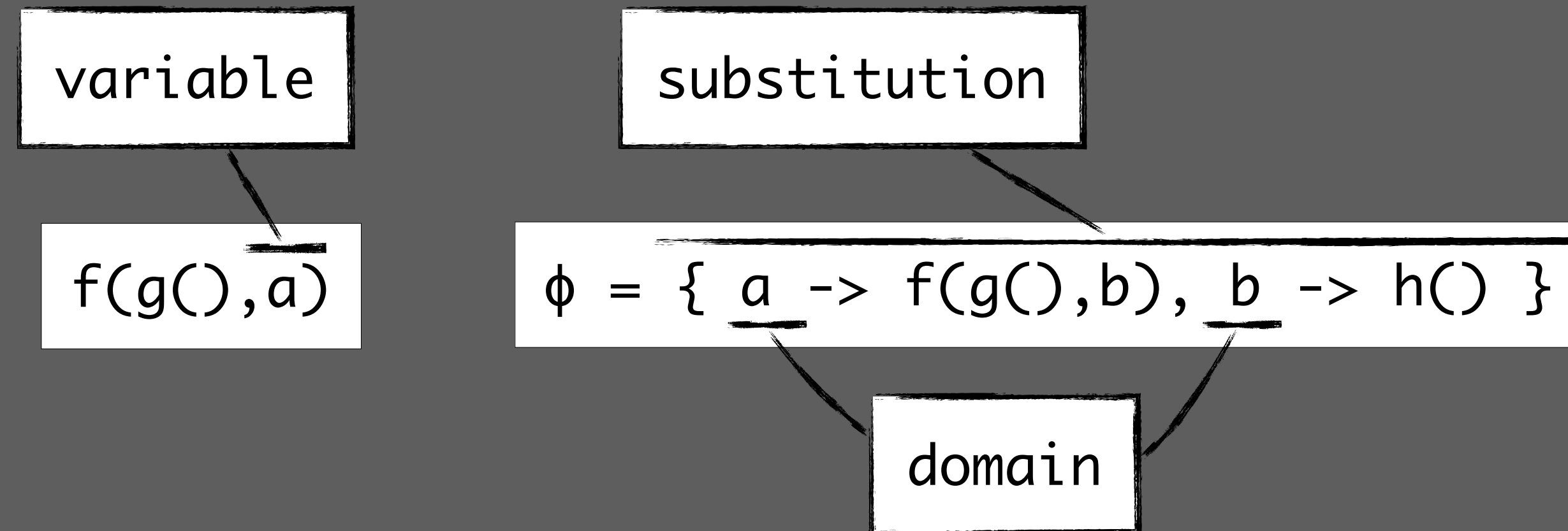
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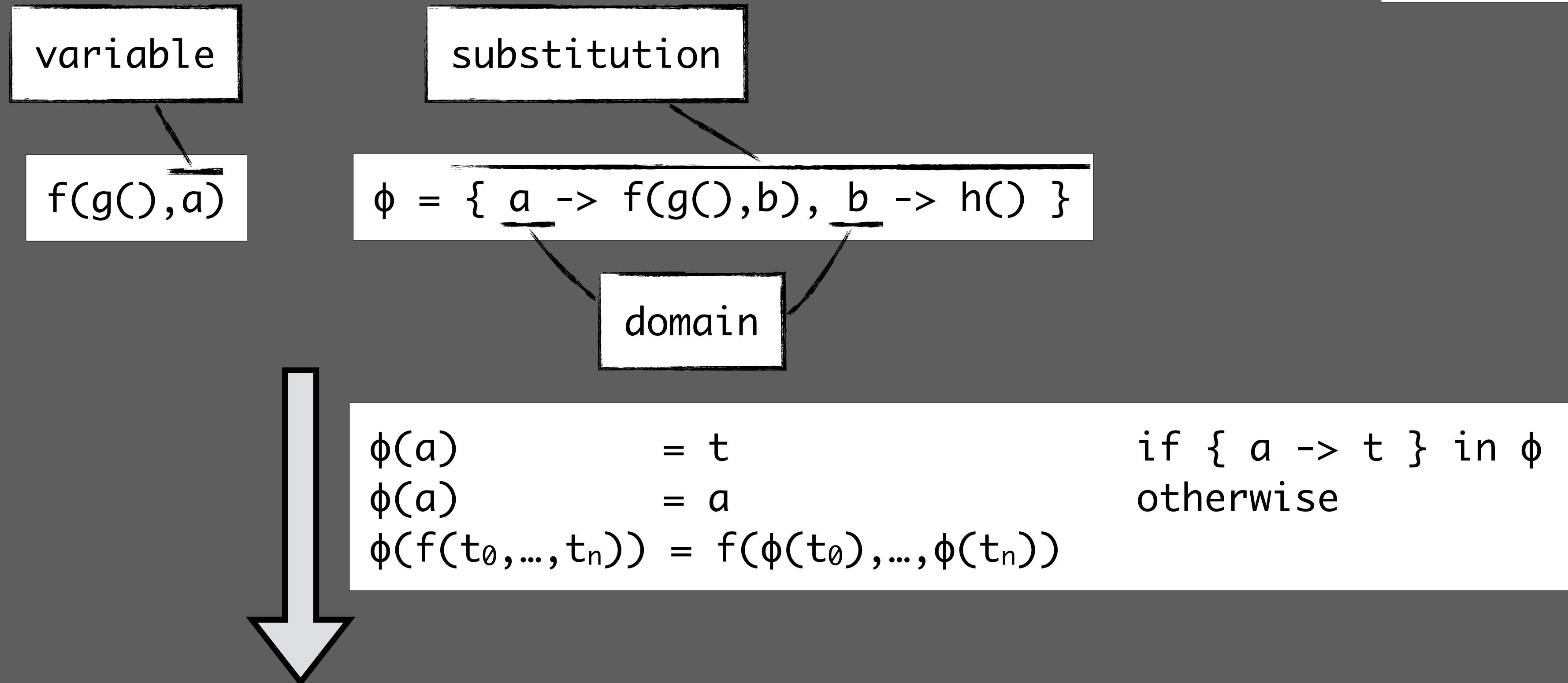
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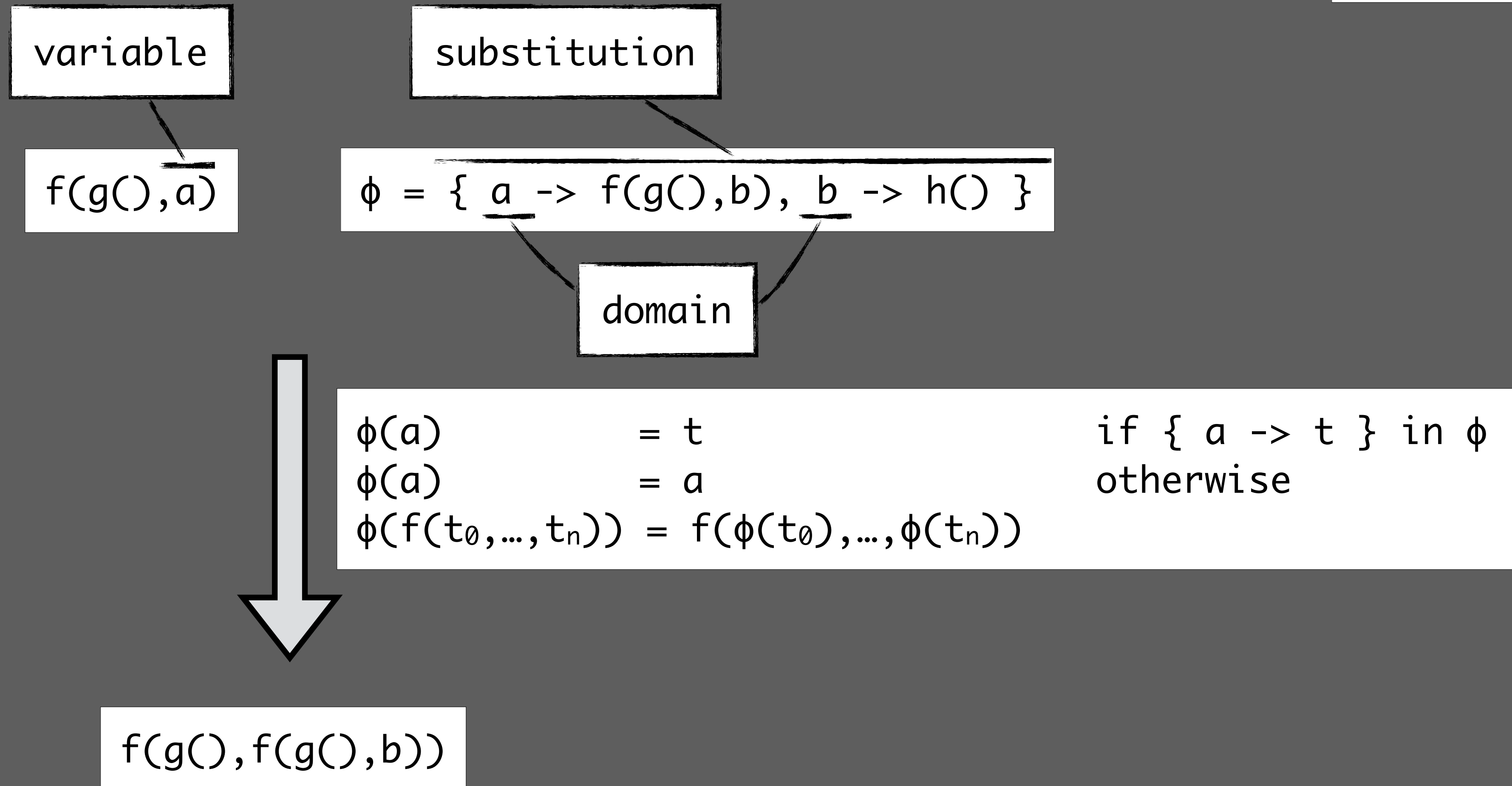
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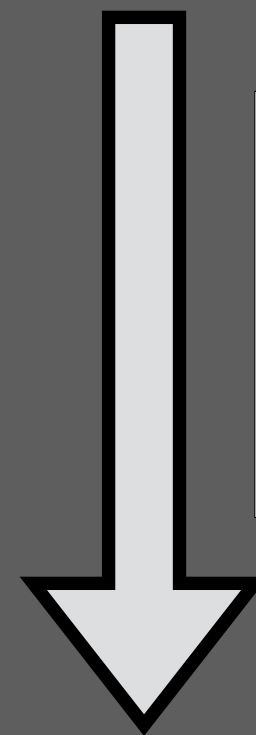
variable

$f(g(), \underline{a})$

substitution

$\phi = \{ \underline{a} \rightarrow f(g(), b), \underline{b} \rightarrow h() \}$

domain



$\phi(a) = t$ if $\{ a \rightarrow t \}$ in ϕ
 $\phi(a) = a$ otherwise
 $\phi(f(t_0, \dots, t_n)) = f(\phi(t_0), \dots, \phi(t_n))$

$f(g(), f(g(), b))$

ground term: a term without variables

Unifiers

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unifier: a substitution that makes terms equal

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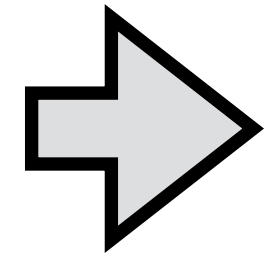
$$f(a, g()) == f(h(), b)$$

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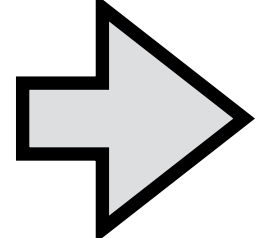
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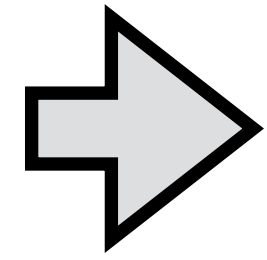
$f(a, g()) == f(h(), b)$  $a \rightarrow h()$
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Unifiers

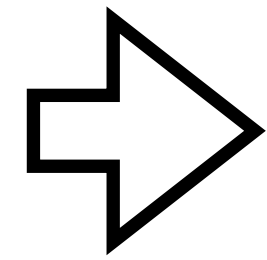
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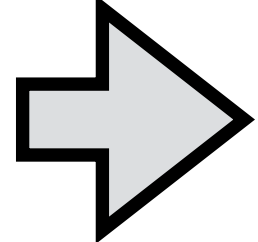
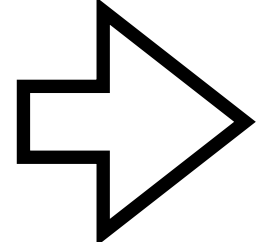
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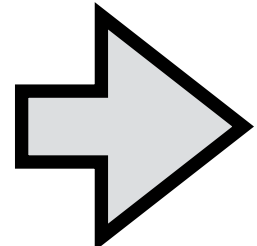
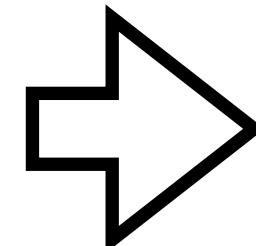
unifier: a substitution that makes terms equal

$f(a, g()) == f(h(), b)$  $\begin{matrix} a \rightarrow h() \\ b \rightarrow g() \end{matrix}$  $f(h(), g()) == f(h(), g())$

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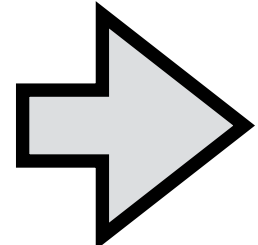
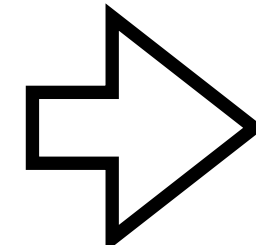
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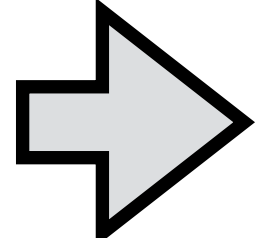
$g(a, f(b)) == g(f(h()), a)$

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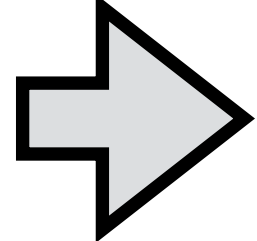
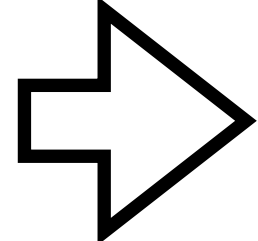
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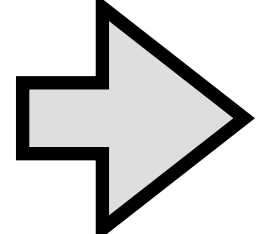
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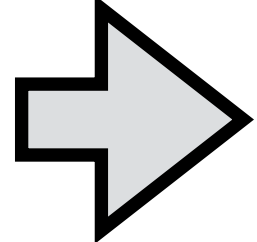
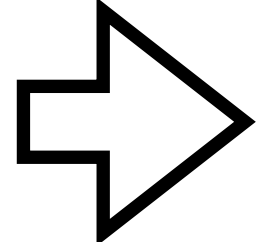
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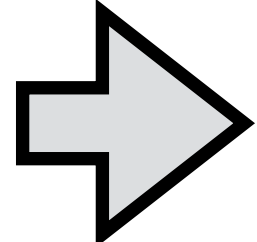
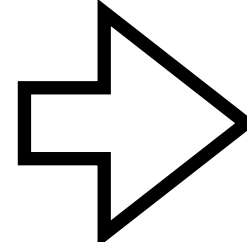
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substitution	ϕ

unifier: a substitution that makes terms equal

$$f(a, g()) == f(h(), b) \quad \Rightarrow \quad \begin{array}{l} a \rightarrow h() \\ b \rightarrow g() \end{array} \quad \Rightarrow \quad f(h(), g()) == f(h(), g())$$

$$g(a, f(b)) == g(f(h()), a) \quad \Rightarrow \quad \begin{array}{l} a \rightarrow f(h()) \\ b \rightarrow h() \end{array} \quad \Rightarrow \quad g(f(h()), f(h())) == g(f(h()), f(h()))$$

$$f(a, h()) == g(h(), b) \quad \Rightarrow$$

Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

unifier: a substitution that makes terms equal

$f(a, g()) == f(h(), b)$ \Rightarrow $\begin{matrix} a \rightarrow h() \\ b \rightarrow g() \end{matrix}$ \Rightarrow $f(h(), g()) == f(h(), g())$

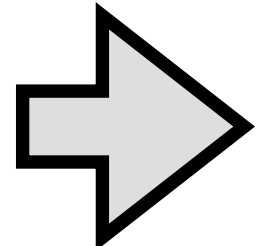
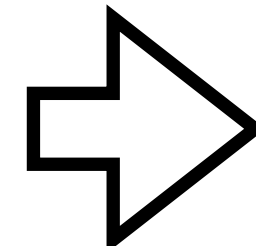
$g(a, f(b)) == g(f(h()), a)$ \Rightarrow $\begin{matrix} a \rightarrow f(h()) \\ b \rightarrow h() \end{matrix}$ \Rightarrow $g(f(h()), f(h())) == g(f(h()), f(h()))$

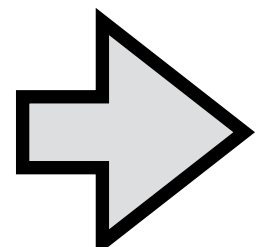
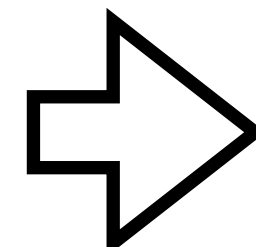
$f(a, h()) == g(h(), b)$ \Rightarrow no unifier, $f \neq g$

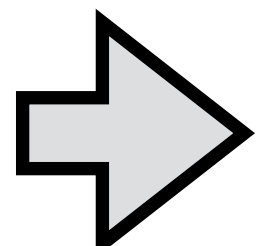
Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

unifier: a substitution that makes terms equal

$f(a, g()) == f(h(), b)$  $\begin{matrix} a \rightarrow h() \\ b \rightarrow g() \end{matrix}$  $f(h(), g()) == f(h(), g())$

$g(a, f(b)) == g(f(h()), a)$  $\begin{matrix} a \rightarrow f(h()) \\ b \rightarrow h() \end{matrix}$  $g(f(h()), f(h())) == g(f(h()), f(h()))$

$f(a, h()) == g(h(), b)$  no unifier, $f \neq g$

$f(b, b) == b$

Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

unifier: a substitution that makes terms equal

$f(a, g()) == f(h(), b)$ \Rightarrow $\begin{matrix} a \rightarrow h() \\ b \rightarrow g() \end{matrix}$ \Rightarrow $f(h(), g()) == f(h(), g())$

$g(a, f(b)) == g(f(h()), a)$ \Rightarrow $\begin{matrix} a \rightarrow f(h()) \\ b \rightarrow h() \end{matrix}$ \Rightarrow $g(f(h()), f(h())) == g(f(h()), f(h()))$

$f(a, h()) == g(h(), b)$ \Rightarrow no unifier, $f \neq g$

$f(b, b) == b$ \Rightarrow

Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

unifier: a substitution that makes terms equal

$f(a, g()) == f(h(), b)$ \Rightarrow $\begin{matrix} a \rightarrow h() \\ b \rightarrow g() \end{matrix}$ \Rightarrow $f(h(), g()) == f(h(), g())$

$g(a, f(b)) == g(f(h()), a)$ \Rightarrow $\begin{matrix} a \rightarrow f(h()) \\ b \rightarrow h() \end{matrix}$ \Rightarrow $g(f(h()), f(h())) == g(f(h()), f(h()))$

$f(a, h()) == g(h(), b)$ \Rightarrow no unifier, $f \neq g$

$f(b, b) == b$ \Rightarrow $b \rightarrow f(b, b)$

Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

unifier: a substitution that makes terms equal

$f(a, g()) == f(h(), b)$ \Rightarrow $\begin{matrix} a \rightarrow h() \\ b \rightarrow g() \end{matrix}$ \Rightarrow $f(h(), g()) == f(h(), g())$

$g(a, f(b)) == g(f(h()), a)$ \Rightarrow $\begin{matrix} a \rightarrow f(h()) \\ b \rightarrow h() \end{matrix}$ \Rightarrow $g(f(h()), f(h())) == g(f(h()), f(h()))$

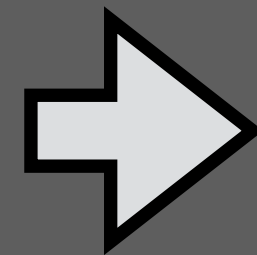
$f(a, h()) == g(h(), b)$ \Rightarrow no unifier, $f \neq g$

$f(b, b) == b$ \Rightarrow $b \rightarrow f(b, b)$ \leftarrow not idempotent

Most General Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

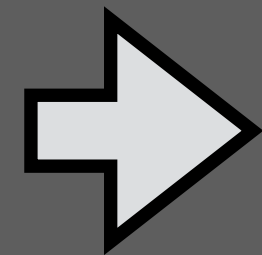
$f(a,b) == f(b,c)$



Most General Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

$f(a,b) == f(b,c)$

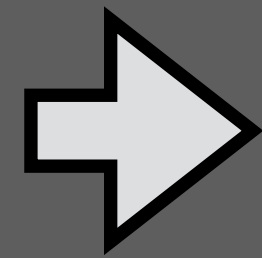


$a \rightarrow b$
 $c \rightarrow b$

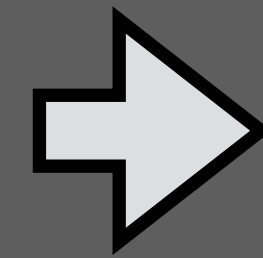
Most General Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

$f(a,b) == f(b,c)$



$a \rightarrow b$
 $c \rightarrow b$

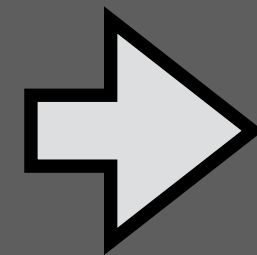


$f(b,b) == f(b,b)$

Most General Unifiers

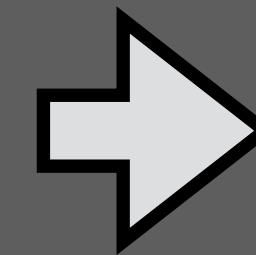
terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

$f(a,b) == f(b,c)$



$a \rightarrow g()$
 $b \rightarrow g()$
 $c \rightarrow g()$

$a \rightarrow b$
 $c \rightarrow b$

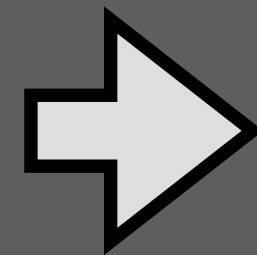


$f(b,b) == f(b,b)$

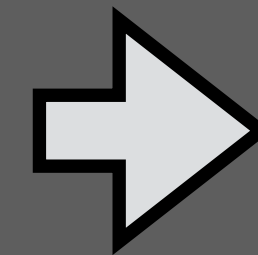
Most General Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

$$f(a,b) == f(b,c)$$

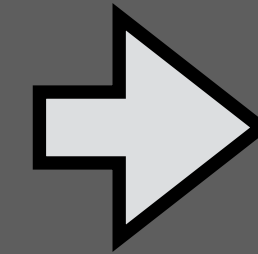


$$\begin{array}{l} a \rightarrow b \\ c \rightarrow b \end{array}$$



$$f(b,b) == f(b,b)$$

$$\begin{array}{l} a \rightarrow g() \\ b \rightarrow g() \\ c \rightarrow g() \end{array}$$

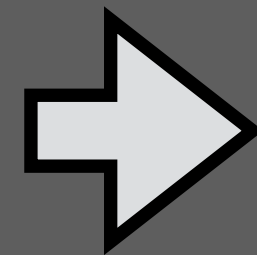


$$f(g(),g()) == f(g(),g())$$

Most General Unifiers

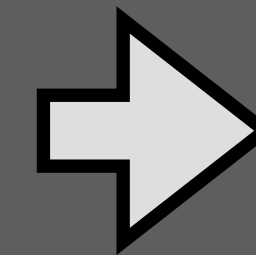
terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

$$f(a,b) == f(b,c)$$



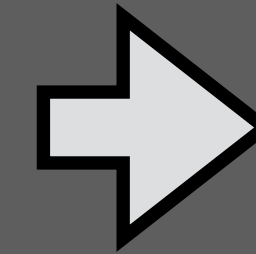
$$\begin{array}{l} a \rightarrow b \\ c \rightarrow b \end{array}$$

$$\begin{array}{l} b \rightarrow a \\ c \rightarrow a \end{array}$$



$$f(b,b) == f(b,b)$$

$$\begin{array}{l} a \rightarrow g() \\ b \rightarrow g() \\ c \rightarrow g() \end{array}$$

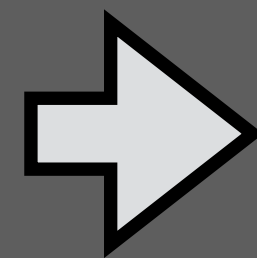


$$f(g(),g()) == f(g(),g())$$

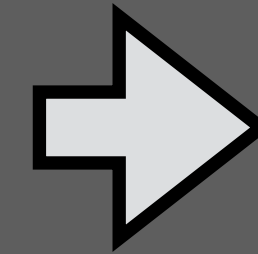
Most General Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

$$f(a,b) == f(b,c)$$

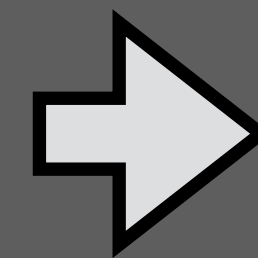


$$\begin{aligned} a &\rightarrow g() \\ b &\rightarrow g() \\ c &\rightarrow g() \end{aligned}$$



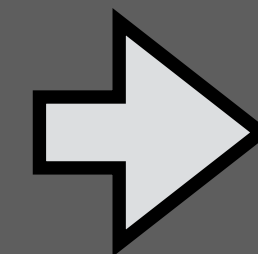
$$f(g(),g()) == f(g(),g())$$

$$\begin{aligned} a &\rightarrow b \\ c &\rightarrow b \end{aligned}$$



$$f(b,b) == f(b,b)$$

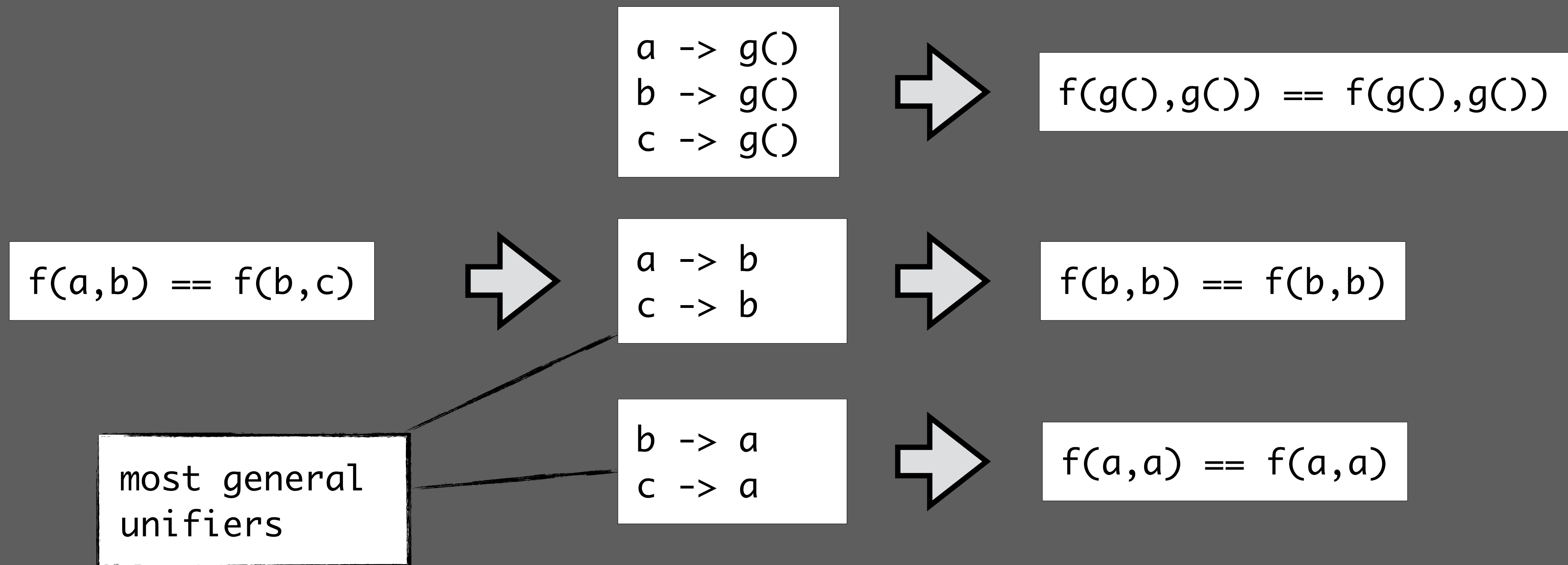
$$\begin{aligned} b &\rightarrow a \\ c &\rightarrow a \end{aligned}$$



$$f(a,a) == f(a,a)$$

Most General Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ



Most General Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

every unifier is an instance of a most general unifier

a	->	b
b	->	b
c	->	b



a	->	g()
b	->	g()
c	->	g()

Most General Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

every unifier is an instance of a most general unifier

(implicit) identity case

a \rightarrow b
b \rightarrow b
c \rightarrow b



a \rightarrow g()
b \rightarrow g()
c \rightarrow g()

Most General Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

every unifier is an instance of a most general unifier

(implicit) identity case

a \rightarrow b
b \rightarrow b
c \rightarrow b

b \rightarrow g()



a \rightarrow g()
b \rightarrow g()
c \rightarrow g()

Most General Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

every unifier is an instance of a most general unifier

(implicit) identity case

a -> b
b -> b
c -> b

b -> g()

a -> g()
b -> g()
c -> g()

most general unifiers are related by renaming substitutions

a -> b
b -> b
c -> b

a -> a
b -> a
c -> a

Most General Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

every unifier is an instance of a most general unifier

(implicit) identity case

a \rightarrow b
b \rightarrow b
c \rightarrow b

b \rightarrow g()

a \rightarrow g()
b \rightarrow g()
c \rightarrow g()

most general unifiers are related by renaming substitutions

a \rightarrow b
b \rightarrow b
c \rightarrow b

b \rightarrow a

a \rightarrow a
b \rightarrow a
c \rightarrow a

Most General Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

every unifier is an instance of a most general unifier

(implicit) identity case

a \rightarrow b
b \rightarrow b
c \rightarrow b

b \rightarrow g()

a \rightarrow g()
b \rightarrow g()
c \rightarrow g()

most general unifiers are related by renaming substitutions

a \rightarrow b
b \rightarrow b
c \rightarrow b

b \rightarrow a

a \rightarrow a
b \rightarrow a
c \rightarrow a

a \rightarrow a
b \rightarrow a
c \rightarrow a

a \rightarrow b
b \rightarrow b
c \rightarrow b

Most General Unifiers

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

every unifier is an instance of a most general unifier

(implicit) identity case

$a \rightarrow b$
 $b \rightarrow b$
 $c \rightarrow b$

$b \rightarrow g()$

$a \rightarrow g()$
 $b \rightarrow g()$
 $c \rightarrow g()$

most general unifiers are related by renaming substitutions

$a \rightarrow b$
 $b \rightarrow b$
 $c \rightarrow b$

$b \rightarrow a$

$a \rightarrow a$
 $b \rightarrow a$
 $c \rightarrow a$

$a \rightarrow a$
 $b \rightarrow a$
 $c \rightarrow a$

$a \rightarrow b$

$a \rightarrow b$
 $b \rightarrow b$
 $c \rightarrow b$

Unification

```
global  $\phi$ 
def unify(t, u):
    if t is a variable:
        t :=  $\phi(t)$ 
    if u is a variable:
        u :=  $\phi(u)$ 
    if t is a variable and t == u:
        pass
    else if t == f(t0, ..., tn) and u == g(u0, ..., um):
        if f == g and n == m:
            for i := 1 to n:
                unify(ti, ui)
        else:
            fail "different function symbols"
    else if t is not a variable:
        unify(u, t)
    else if t occurs in u:
        fail "recursive term"
    else:
         $\phi$  += { t -> u }
```

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

Unification

```
global  $\phi$ 
def unify(t, u):
    if t is a variable:
        t :=  $\phi(t)$ 
    if u is a variable:
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    if t is a variable and t == u:
        pass
    else if t == f(t0, ..., tn) and u == g(u0, ..., um):
        if f == g and n == m:
            for i := 1 to n:
                unify(ti, ui)
        else:
            fail "different function symbols"
    else if t is not a variable:
        unify(u, t)
    else if t occurs in u:
        fail "recursive term"
    else:
         $\phi$  += { t -> u }
```

\perp t == a
instantiate variable

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

Unification

```
global  $\phi$ 
def unify(t, u):
    if t is a variable:
        t :=  $\phi(t)$ 
    if u is a variable:
        u :=  $\phi(u)$ 
    if t is a variable and t == u:
        pass
    else if t == f(t0, ..., tn) and u == g(u0, ..., um):
        if f == g and n == m:
            for i := 1 to n:
                unify(ti, ui)
        else:
            fail "different function symbols"
    else if t is not a variable:
        unify(u, t)
    else if t occurs in u:
        fail "recursive term"
    else:
         $\phi$  += { t -> u }
```

$t == a$
I instantiate variable

$u == b$
I instantiate variable

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

Unification

```
global  $\phi$ 
def unify(t, u):
    if t is a variable:
        t :=  $\phi(t)$ 
    if u is a variable:
        u :=  $\phi(u)$ 
    if t is a variable and t == u:
        pass
    else if t == f(t0, ..., tn) and u == g(u0, ..., um):
        if f == g and n == m:
            for i := 1 to n:
                unify(ti, ui)
        else:
            fail "different function symbols"
    else if t is not a variable:
        unify(u, t)
    else if t occurs in u:
        fail "recursive term"
    else:
         $\phi$  += { t -> u }
```

$t == a$
I instantiate variable

$u == b$
I instantiate variable

$b == b$
I equal variables

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

Unification

```
global  $\phi$ 
def unify(t, u):
  if t is a variable:
    t :=  $\phi(t)$ 
  if u is a variable:
    u :=  $\phi(u)$ 
  if t is a variable and t == u:
    pass
  else if t == f(t0, ..., tn) and u == g(u0, ..., um):
    if f == g and n == m:
      for i := 1 to n:
        unify(ti, ui)
    else:
      fail "different function symbols"
  else if t is not a variable:
    unify(u, t)
  else if t occurs in u:
    fail "recursive term"
  else:
     $\phi$  += { t -> u }
```

$t == a$
instantiate variable

$u == b$
instantiate variable

$b == b$
equal variables

$t == f(t_0, \dots, t_5), u == f(u_0, \dots, u_5)$
matching terms

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

Unification

```
global  $\phi$ 
def unify(t, u):
    if t is a variable:
        t :=  $\phi(t)$ 
    if u is a variable:
        u :=  $\phi(u)$ 
    if t is a variable and t == u:
        pass
    else if t == f(t0, ..., tn) and u == g(u0, ..., um):
        if f == g and n == m:
            for i := 1 to n:
                unify(ti, ui)
        else:
            fail "different function symbols"
    else if t is not a variable:
        unify(u, t)
    else if t occurs in u:
        fail "recursive term"
    else:
         $\phi$  += { t -> u }
```

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

$t == a$
I
instantiate variable

$u == b$
I
instantiate variable

$b == b$
I
equal variables

$t == f(t_0, \dots, t_5), u == f(u_0, \dots, u_5)$
I
matching terms

$t == f(t_0, \dots, t_5), u == g(u_0, \dots, u_3)$
I
mismatching terms

Unification

```
global  $\phi$ 
def unify(t, u):
  if t is a variable:
    t :=  $\phi(t)$ 
  if u is a variable:
    u :=  $\phi(u)$ 
  if t is a variable and t == u:
    pass
  else if t == f(t0, ..., tn) and u == g(u0, ..., um):
    if f == g and n == m:
      for i := 1 to n:
        unify(ti, ui)
    else:
      fail "different function symbols"
  else if t is not a variable:
    unify(u, t)
  else if t occurs in u:
    fail "recursive term"
  else:
     $\phi$  += { t -> u }
```

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

$t == a$
instantiate variable

$u == b$
instantiate variable

$b == b$
equal variables

$t == f(t_0, \dots, t_5), u == f(u_0, \dots, u_5)$
matching terms

$t == f(t_0, \dots, t_5), u == g(u_0, \dots, u_3)$
mismatching terms

$t == f(t_0, \dots, t_5), u == b$
swap terms

Unification

```
global  $\phi$ 
def unify(t, u):
  if t is a variable:
    t :=  $\phi(t)$ 
  if u is a variable:
    u :=  $\phi(u)$ 
  if t is a variable and t == u:
    pass
  else if t == f(t0, ..., tn) and u == g(u0, ..., um):
    if f == g and n == m:
      for i := 1 to n:
        unify(ti, ui)
    else:
      fail "different function symbols"
  else if t is not a variable:
    unify(u, t)
  else if t occurs in u:
    fail "recursive term"
  else:
     $\phi$  += { t -> u }
```

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

$t == a$
instantiate variable

$u == b$
instantiate variable

$b == b$
equal variables

$t == f(t_0, \dots, t_5), u == f(u_0, \dots, u_5)$
matching terms

$t == f(t_0, \dots, t_5), u == g(u_0, \dots, u_3)$
mismatching terms

$t == f(t_0, \dots, t_5), u == b$
swap terms

$t == a, u == k(g(a, f()))$
recursive terms

Unification

```
global  $\phi$ 
def unify(t, u):
  if t is a variable:
    t :=  $\phi(t)$ 
  if u is a variable:
    u :=  $\phi(u)$ 
  if t is a variable and t == u:
    pass
  else if t == f(t0, ..., tn) and u == g(u0, ..., um):
    if f == g and n == m:
      for i := 1 to n:
        unify(ti, ui)
    else:
      fail "different function symbols"
  else if t is not a variable:
    unify(u, t)
  else if t occurs in u:
    fail "recursive term"
  else:
     $\phi$  += { t -> u }
```

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

$t == a$
instantiate variable

$u == b$
instantiate variable

$b == b$
equal variables

$t == f(t_0, \dots, t_5), u == f(u_0, \dots, u_5)$
matching terms

$t == f(t_0, \dots, t_5), u == g(u_0, \dots, u_3)$
mismatching terms

$t == f(t_0, \dots, t_5), u == b$
swap terms

$t == a, u == k(g(a, f()))$
recursive terms

$t == a, u == k(u_0, \dots, u_5)$
extend unifier

Properties of Unification

Soundness

Soundness

- If the algorithm returns a unifier, it makes the terms equal

Properties of Unification

Soundness

- If the algorithm returns a unifier, it makes the terms equal

Completeness

Properties of Unification

Soundness

- If the algorithm returns a unifier, it makes the terms equal

Completeness

- If a unifier exists, the algorithm will return it

Properties of Unification

Soundness

- If the algorithm returns a unifier, it makes the terms equal

Completeness

- If a unifier exists, the algorithm will return it

Principality

Properties of Unification

Soundness

- If the algorithm returns a unifier, it makes the terms equal

Completeness

- If a unifier exists, the algorithm will return it

Principality

- If the algorithm returns a unifier, it is a most general unifier

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Termination

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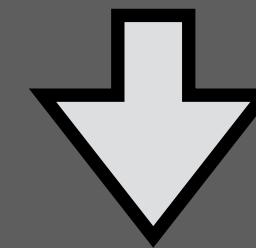
Termination

- The algorithm always returns a unifier or fails

Efficient Unification with Union-Find

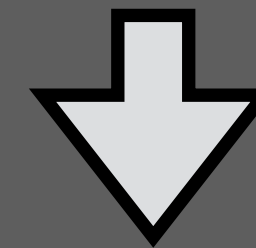
Complexity of Unification

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

$$h(a_1, \dots, a_n, f(b_0, b_0), \dots, f(b_{n-1}, b_{n-1}), a_n) ==$$
$$h(f(a_0, a_0), \dots, f(a_{n-1}, a_{n-1}), b_1, \dots, b_{n-1}, b_n)$$


Complexity of Unification

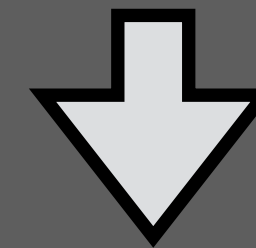
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Complexity of Unification

Space complexity

terms	t, u
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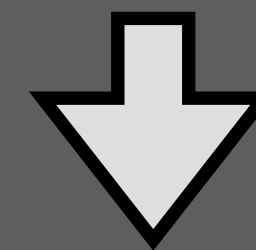
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Complexity of Unification

Space complexity

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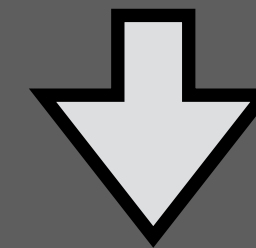
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Complexity of Unification

Space complexity

- Exponential
- Representation of unifier

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

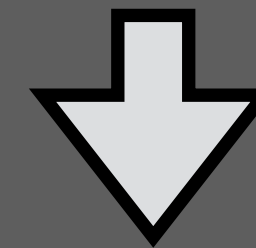
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Complexity of Unification

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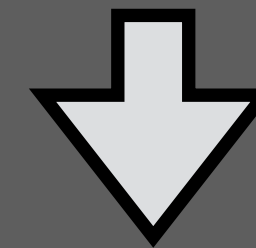
fully applied

Complexity of Unification

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fully applied

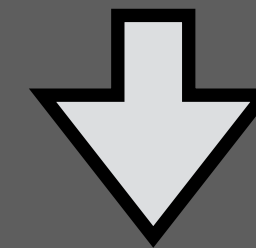
triangular

Complexity of Unification

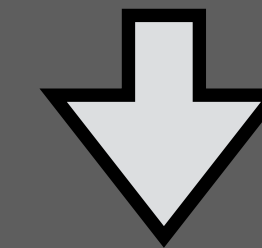
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fully applied


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triangular

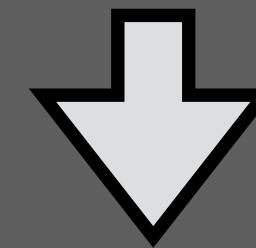
Complexity of Unification

Space complexity

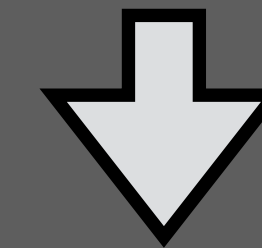
- Exponential
- Representation of unifier

Time complexity

terms	t, u
functions	f, g, h
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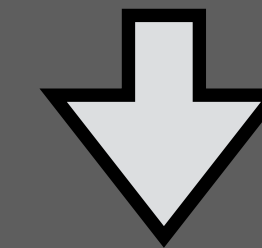
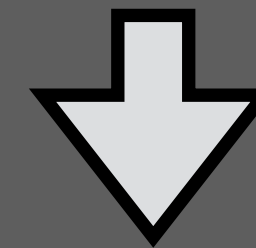
Space complexity

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Time complexity

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triangular

Complexity of Unification

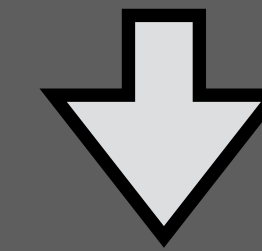
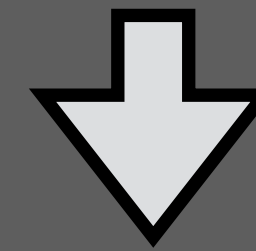
Space complexity

- Exponential
- Representation of unifier

Time complexity

- Exponential
- Recursive calls on terms

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

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fully applied

triangular

Complexity of Unification

Space complexity

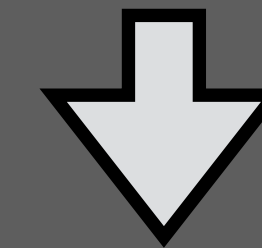
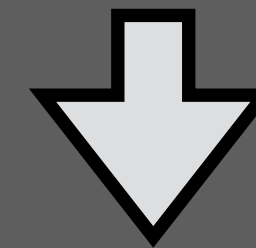
- Exponential
- Representation of unifier

Time complexity

- Exponential
- Recursive calls on terms

Solution

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

$$h(a_1, \dots, a_n, f(b_0, b_0), \dots, f(b_{n-1}, b_{n-1}), a_n) == h(f(a_0, a_0), \dots, f(a_{n-1}, a_{n-1}), b_1, \dots, b_{n-1}, b_n)$$


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 $a_2 \rightarrow f(a_1, a_1)$
 $a_i \rightarrow \dots 3$ subterms ...
 $b_1 \rightarrow f(a_0, a_0)$
 $b_2 \rightarrow f(a_1, a_1)$
 $b_i \rightarrow \dots 3$ subterms ...

fully applied

triangular

Complexity of Unification

Space complexity

- Exponential
- Representation of unifier

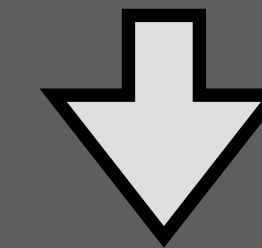
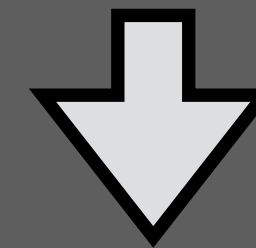
Time complexity

- Exponential
- Recursive calls on terms

Solution

- Union-Find algorithm

terms	t, u
functions	f, g, h
variables	a, b, c
substitution	ϕ

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fully applied

triangular

Complexity of Unification

Space complexity

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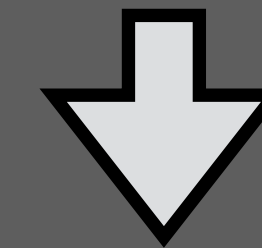
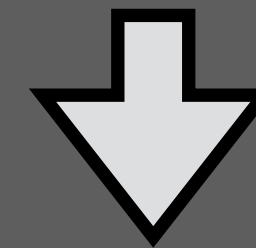
Time complexity

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- Recursive calls on terms

Solution

- Union-Find algorithm
- Complexity growth can be considered constant

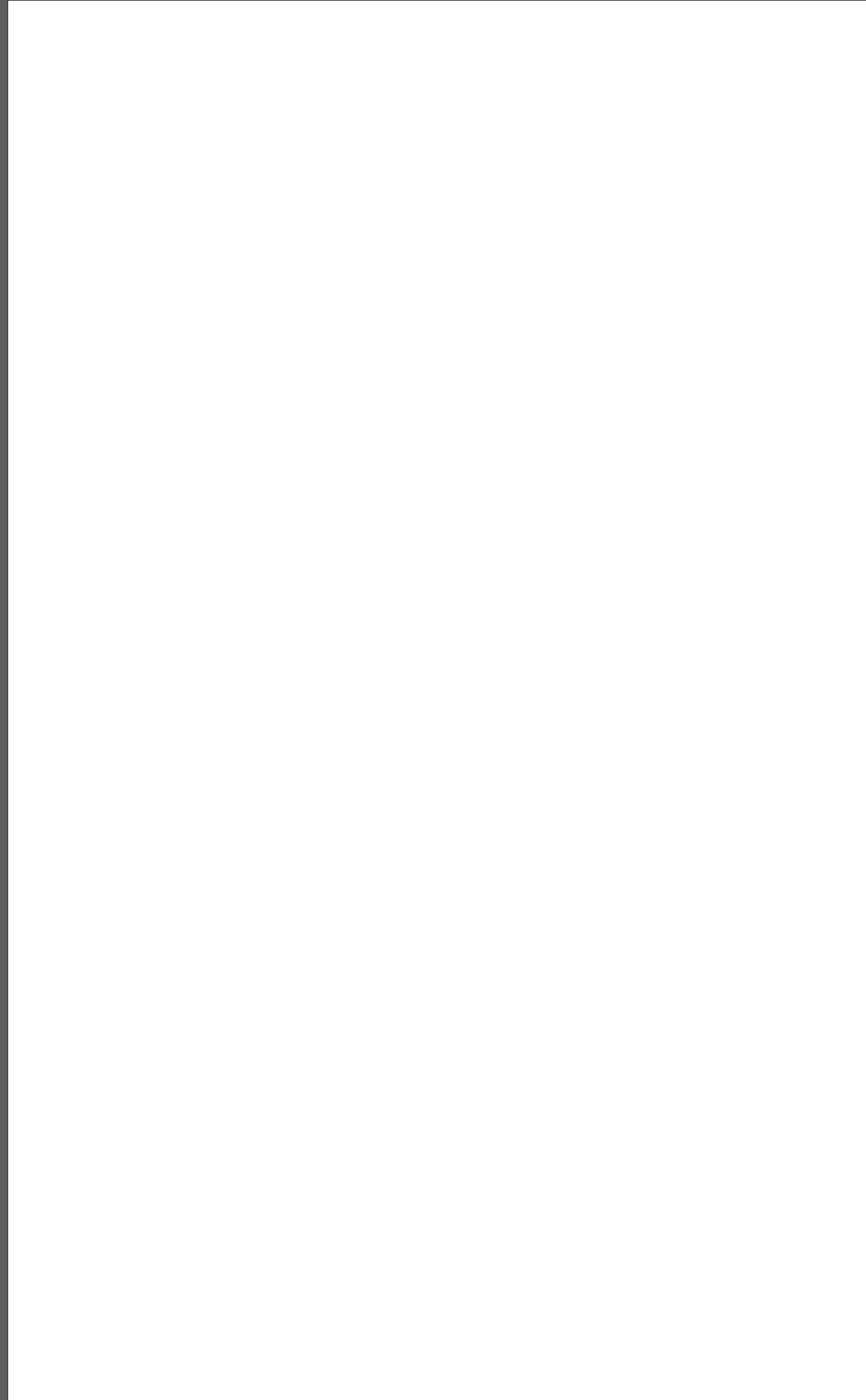
terms	t, u
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fully applied

triangular

Set Representatives

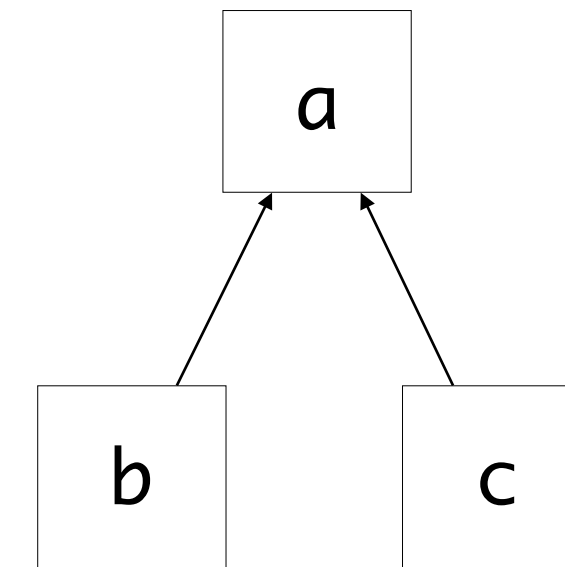


Set Representatives

$a == b$
 $c == a$

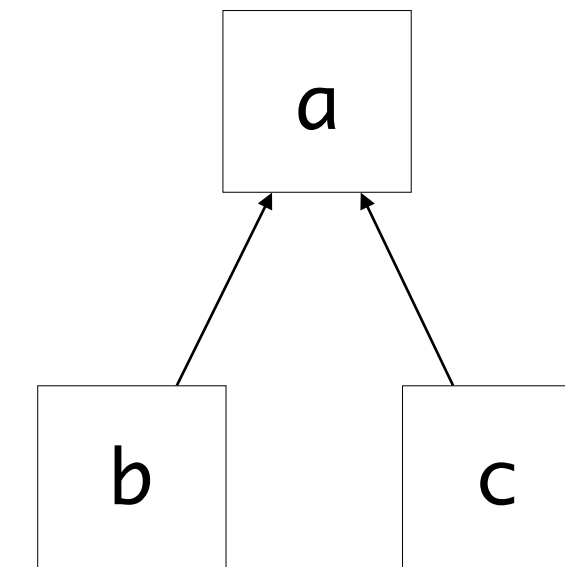
Set Representatives

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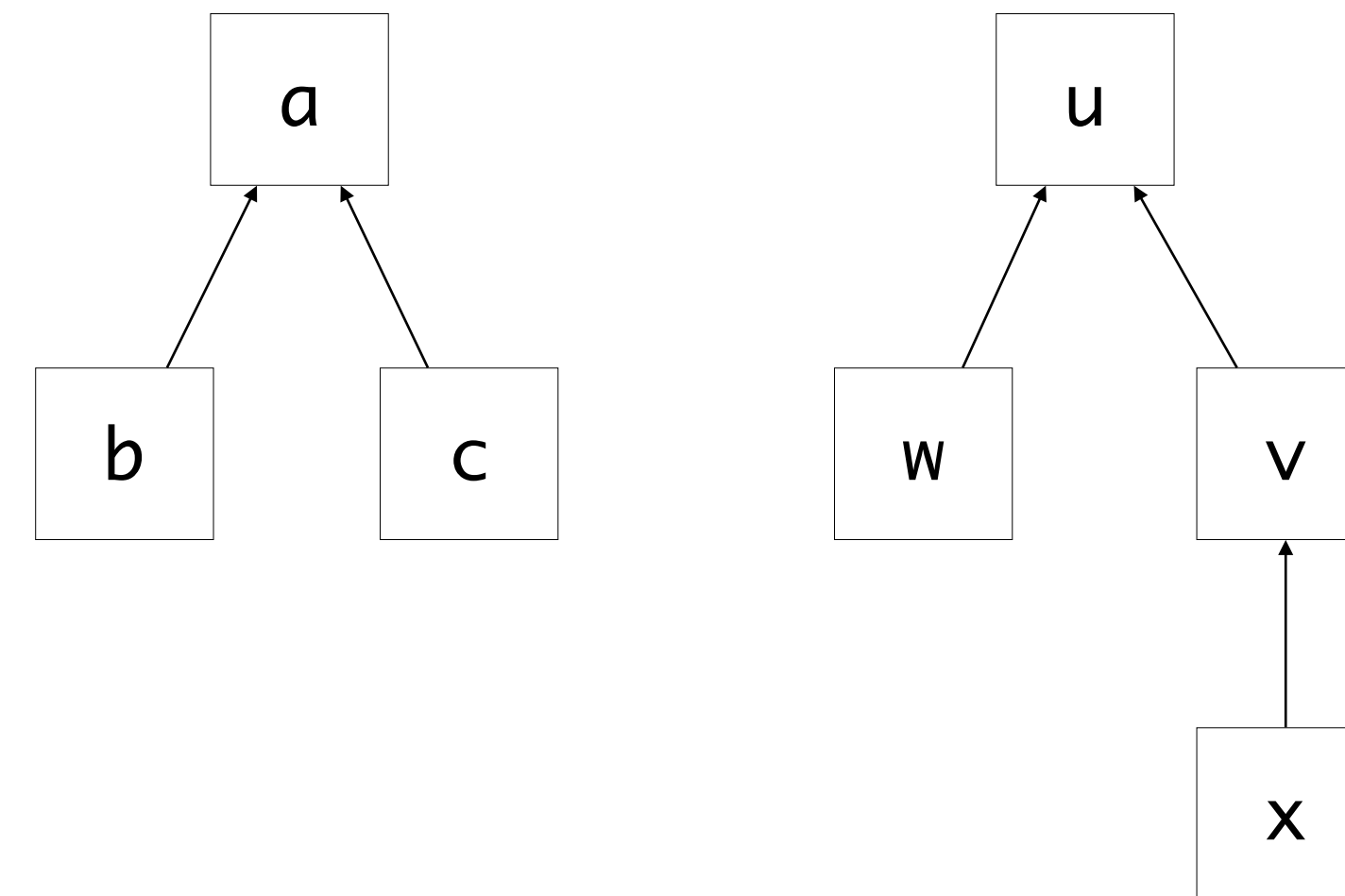
Set Representatives

a == b
c == a
u == w
v == u
x == v



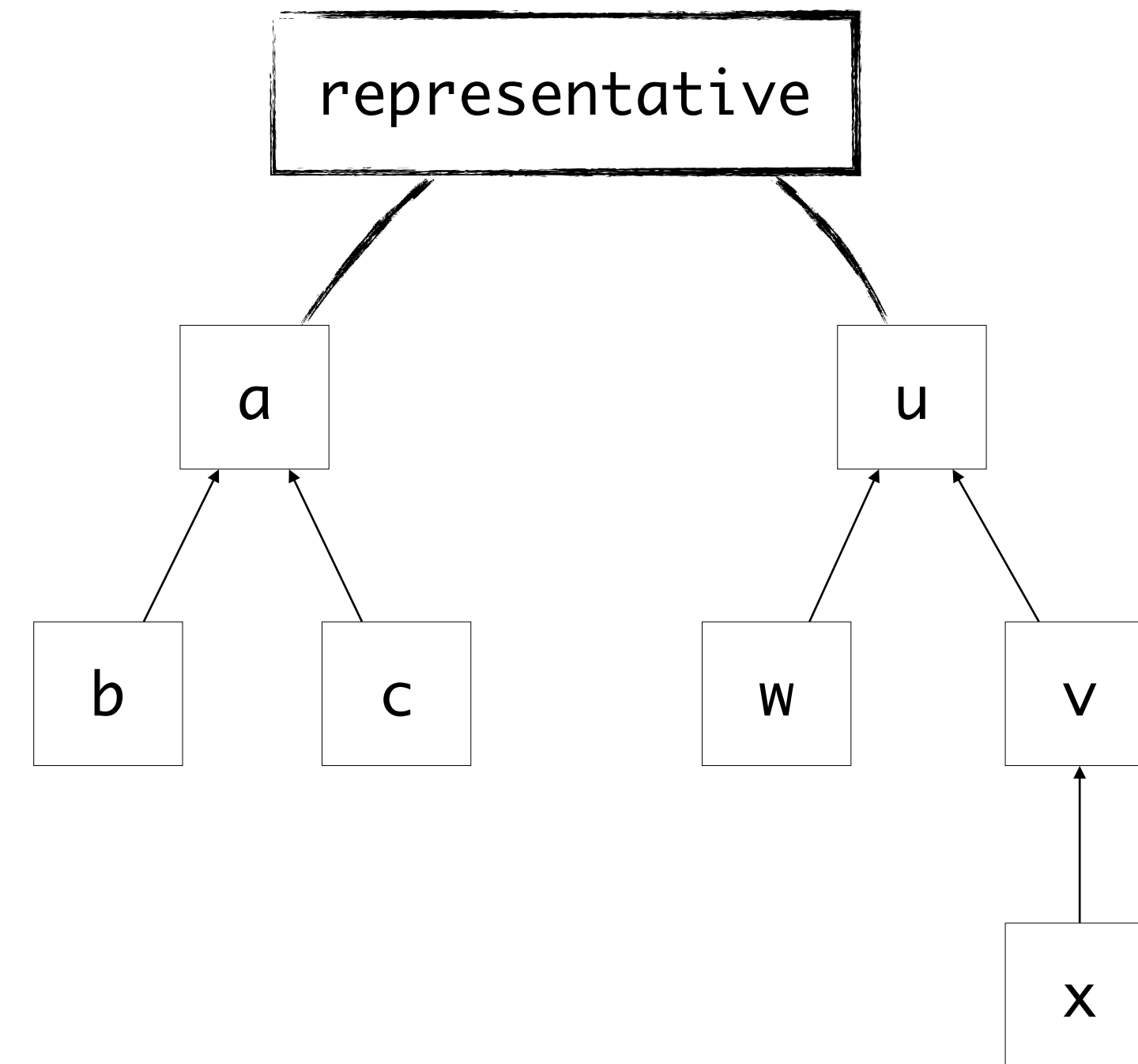
Set Representatives

a == b
c == a
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v == u
x == v



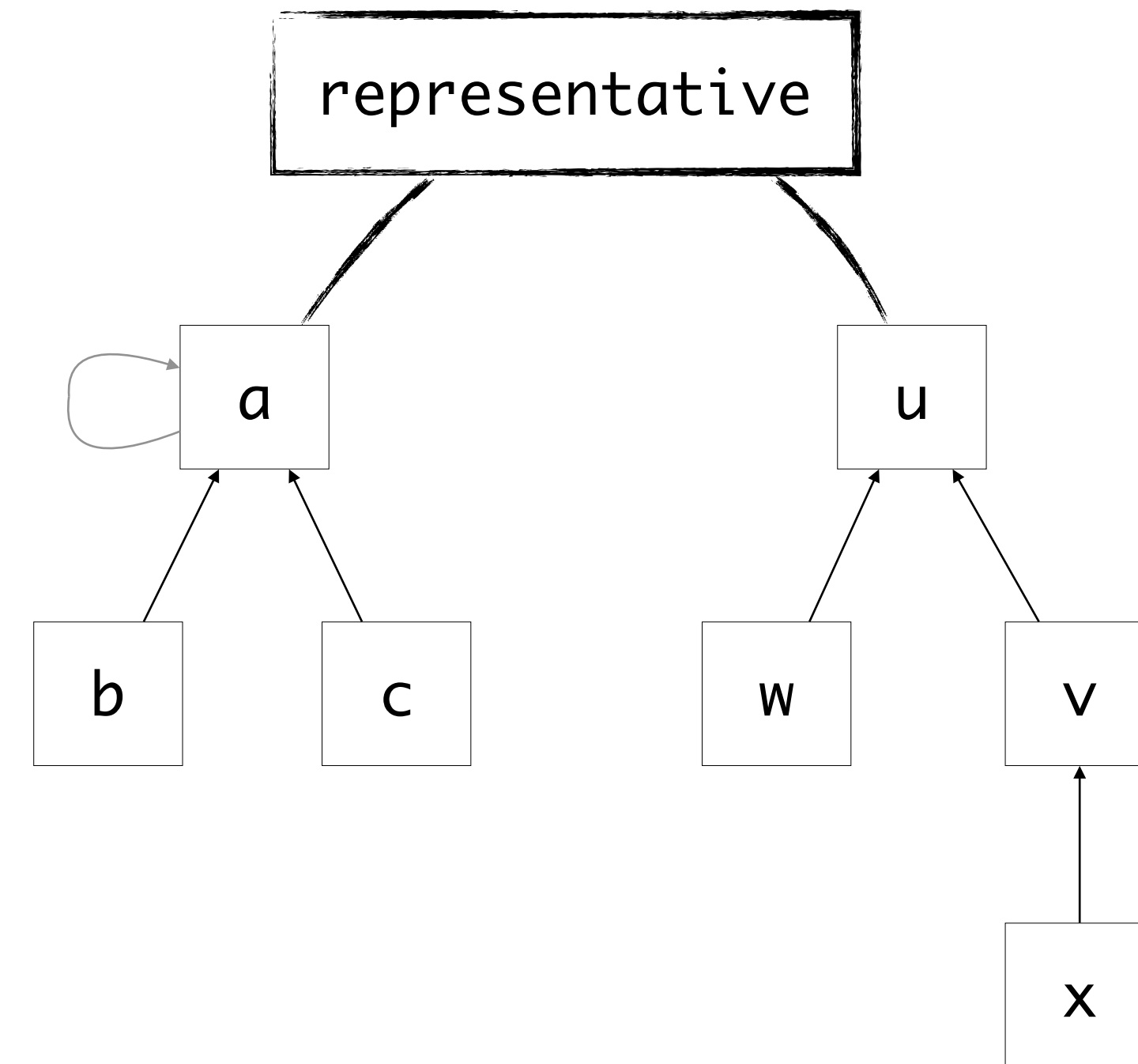
Set Representatives

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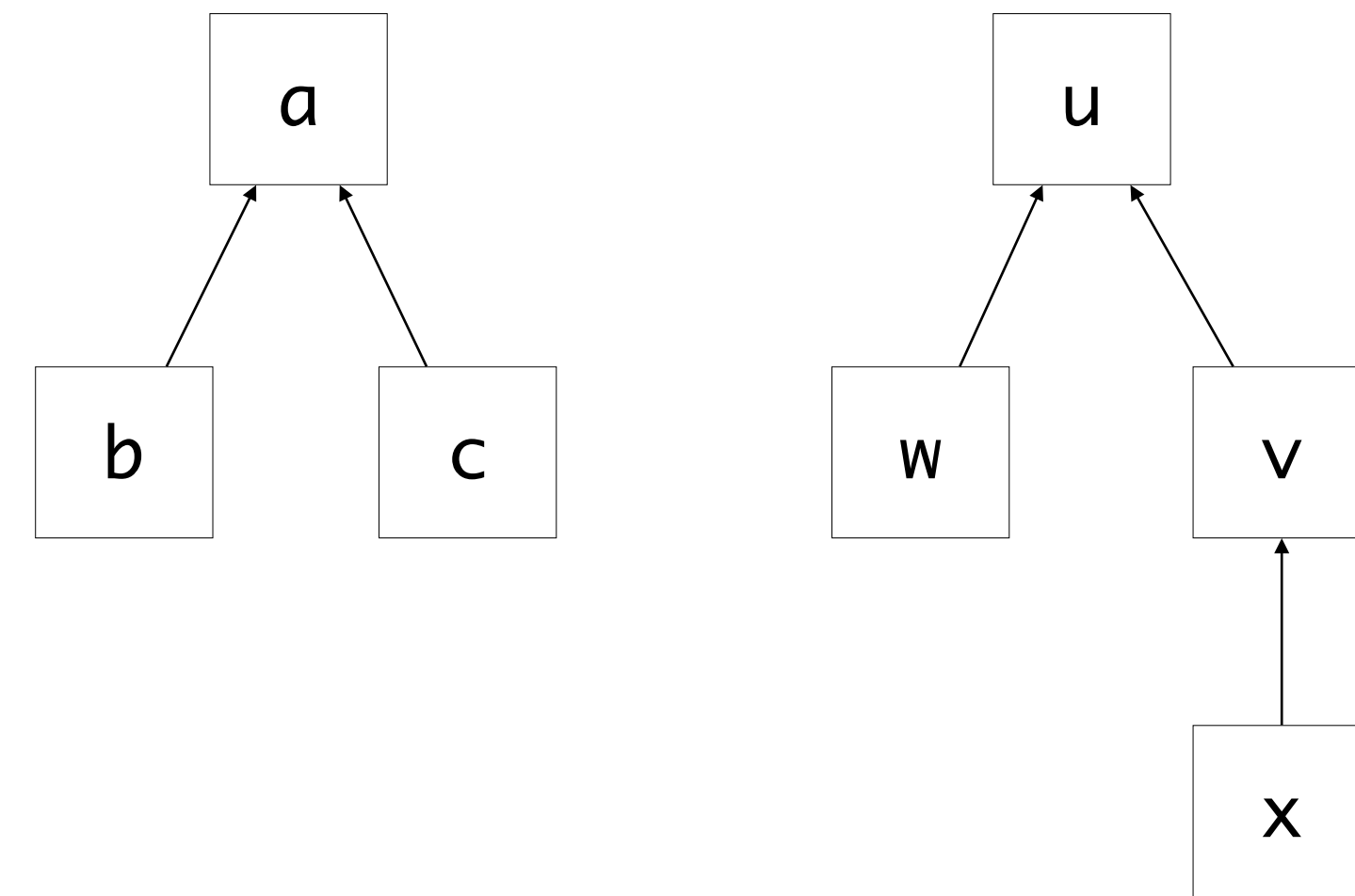
Set Representatives

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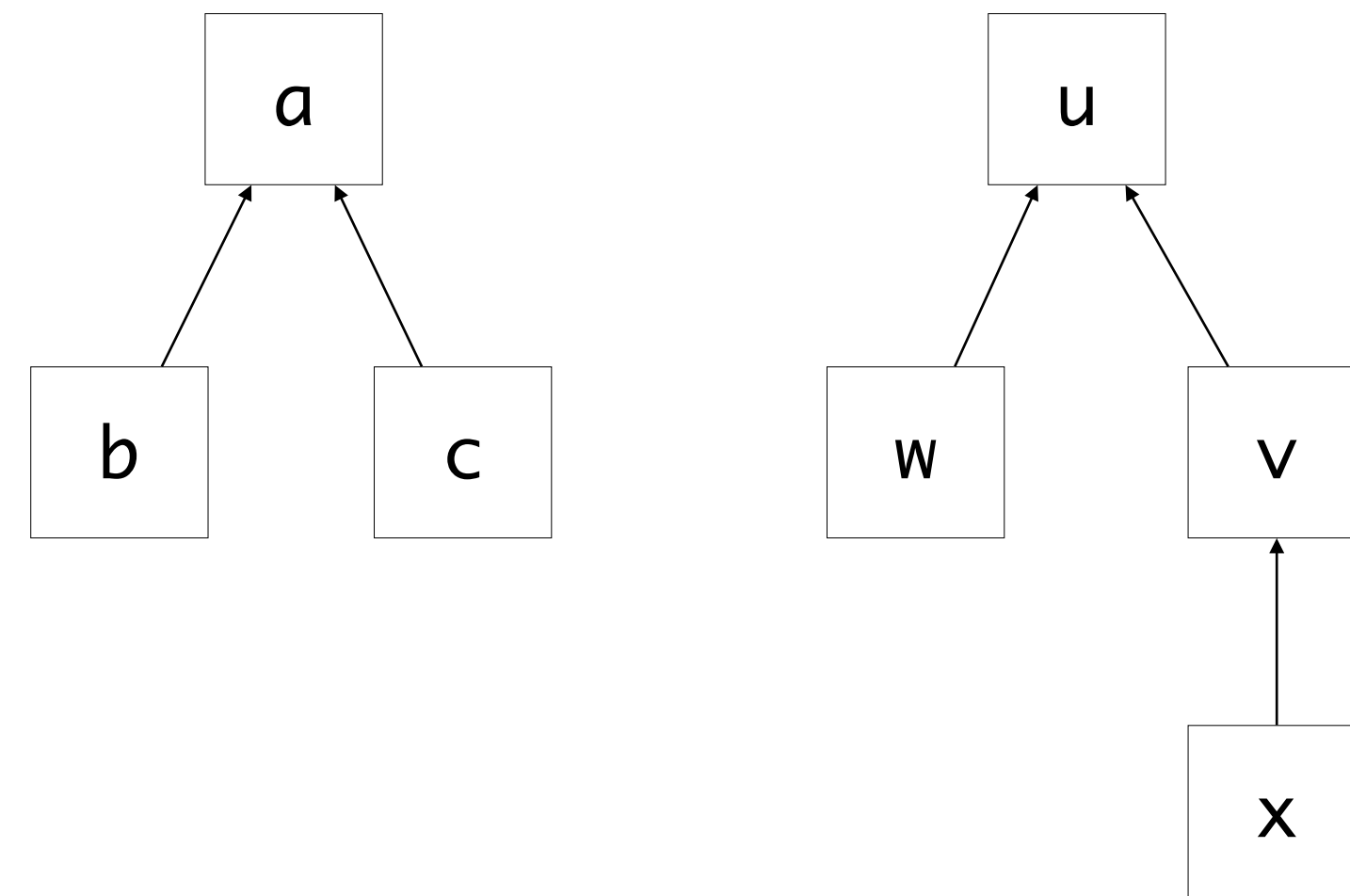
Set Representatives

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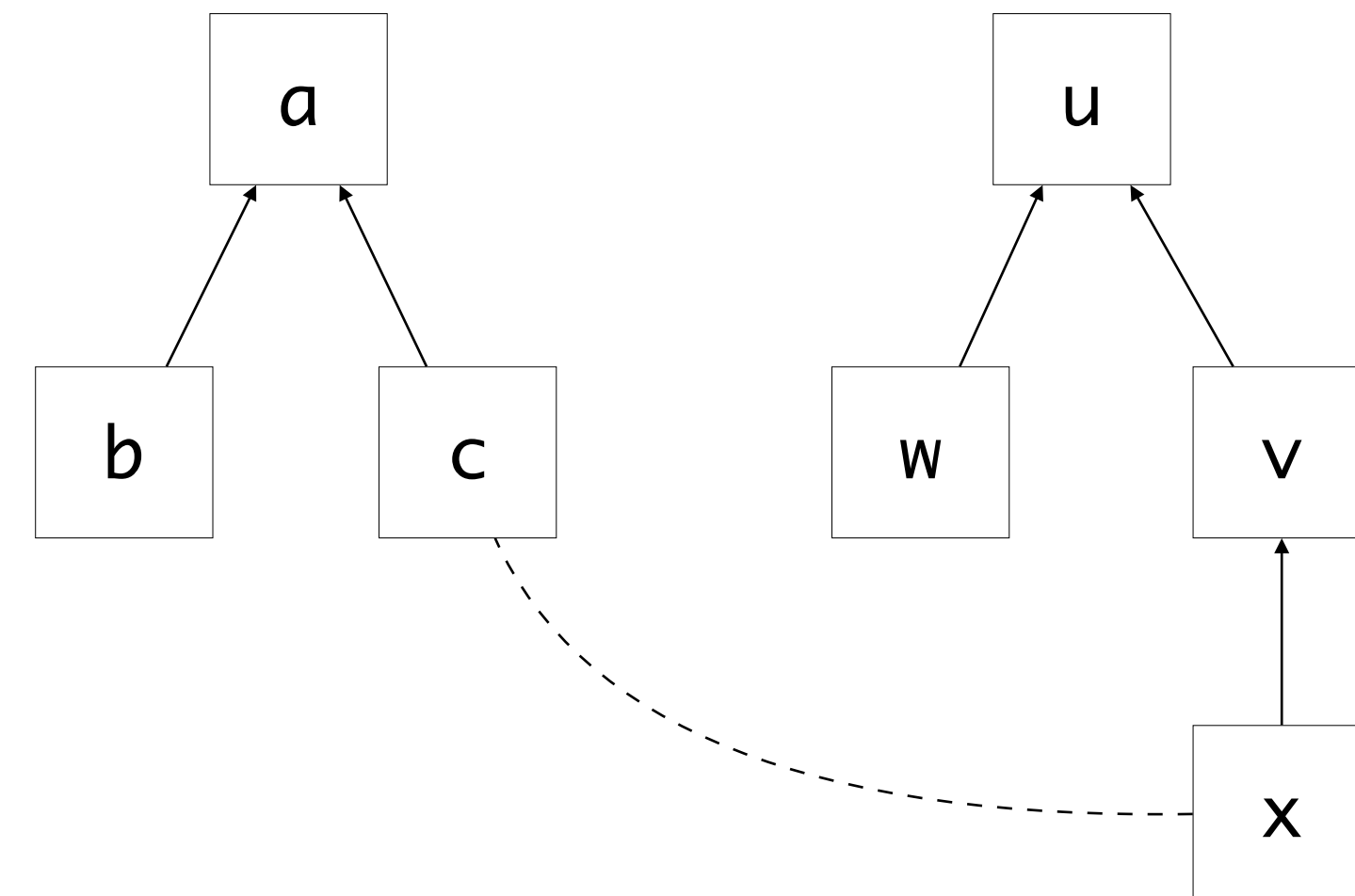
Set Representatives

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c == a
u == w
v == u
x == v
x == c



Set Representatives

a == b
c == a
u == w
v == u
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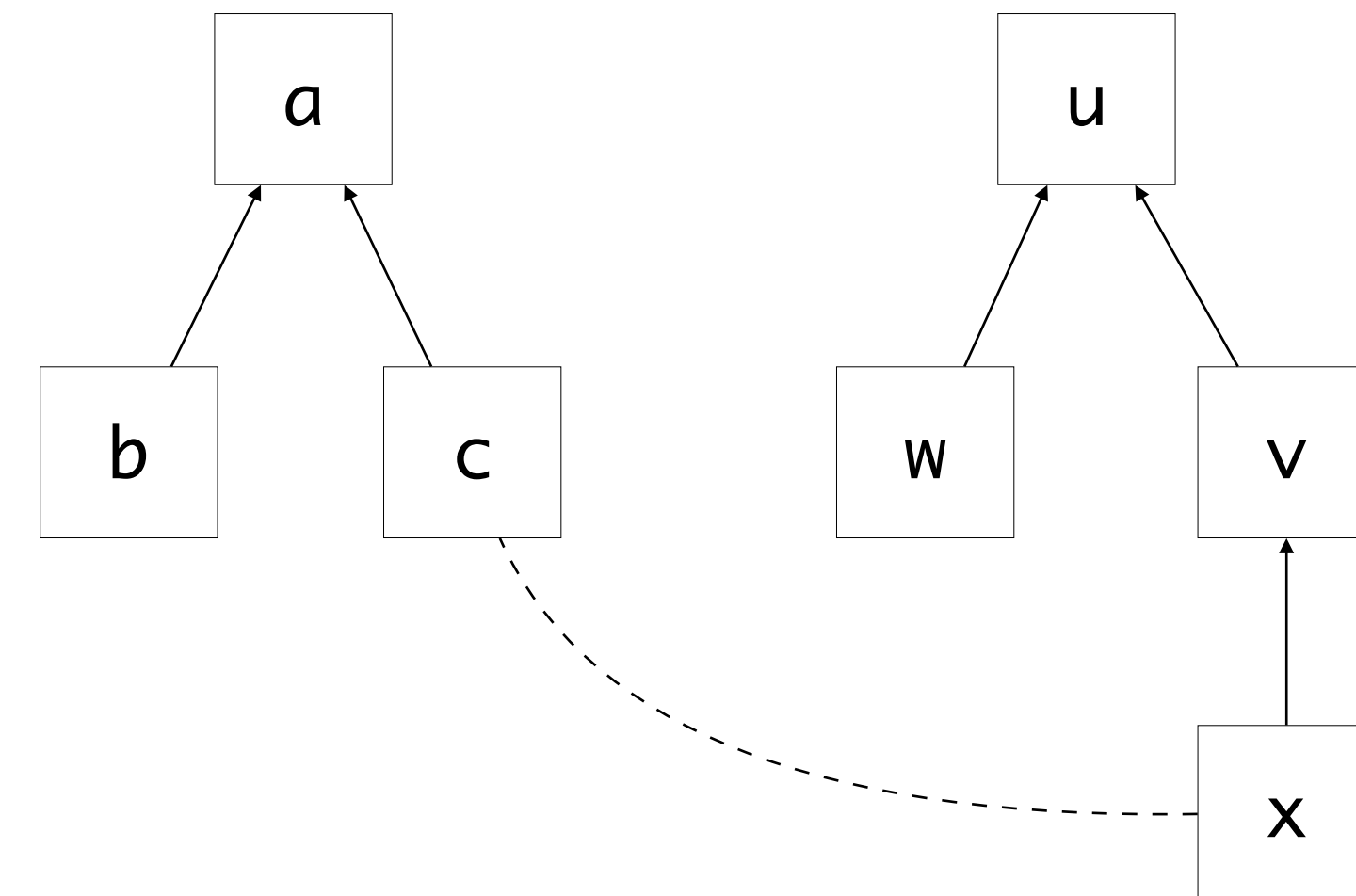
Set Representatives

```
FIND(a):  
  b := rep(a)  
  if b == a:  
    return a  
  else  
    return FIND(b)
```

```
UNION(a1,a2):  
  b1 := FIND(a1)  
  b2 := FIND(a2)  
  LINK(b1,b2)
```

```
LINK(a1,a2):  
  rep(a1) := a2
```

```
a == b  
c == a  
u == w  
v == u  
x == v  
x == c
```



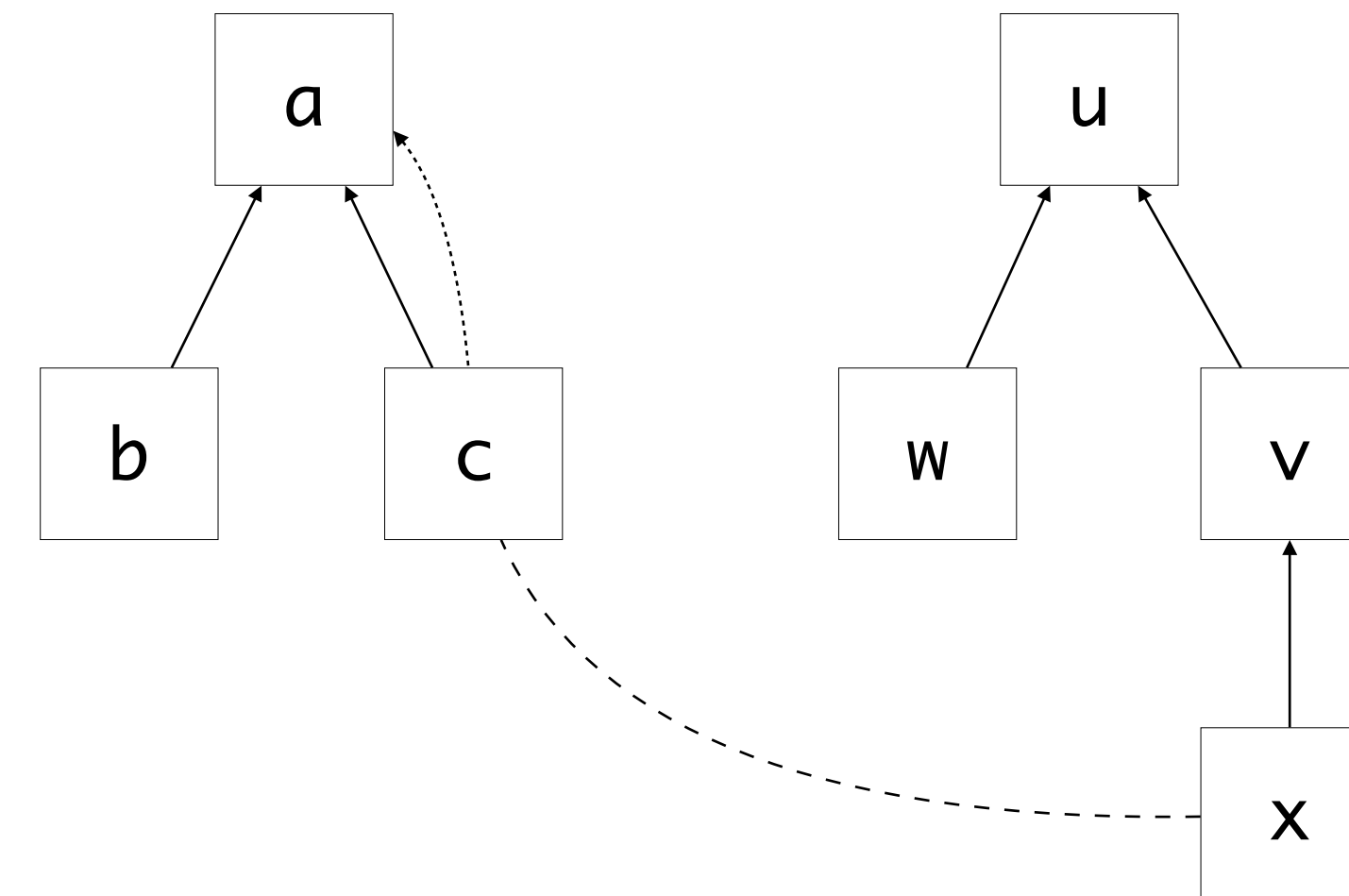
Set Representatives

```
FIND(a):  
  b := rep(a)  
  if b == a:  
    return a  
  else  
    return FIND(b)
```

```
UNION(a1,a2):  
  b1 := FIND(a1)  
  b2 := FIND(a2)  
  LINK(b1,b2)
```

```
LINK(a1,a2):  
  rep(a1) := a2
```

```
a == b  
c == a  
u == w  
v == u  
x == v  
x == c
```



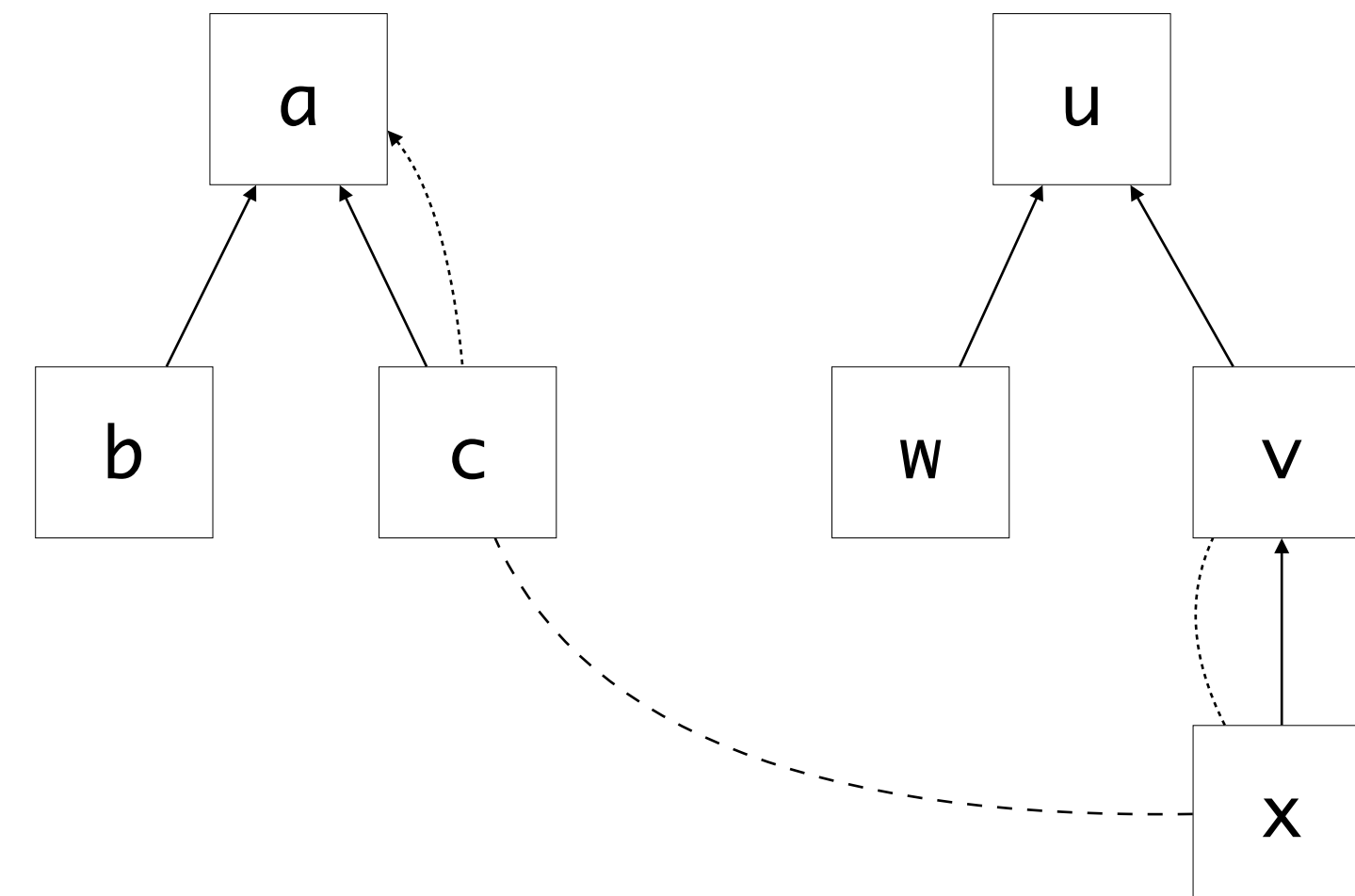
Set Representatives

```
FIND(a):  
  b := rep(a)  
  if b == a:  
    return a  
  else  
    return FIND(b)
```

```
UNION(a1,a2):  
  b1 := FIND(a1)  
  b2 := FIND(a2)  
  LINK(b1,b2)
```

```
LINK(a1,a2):  
  rep(a1) := a2
```

```
a == b  
c == a  
u == w  
v == u  
x == v  
x == c
```



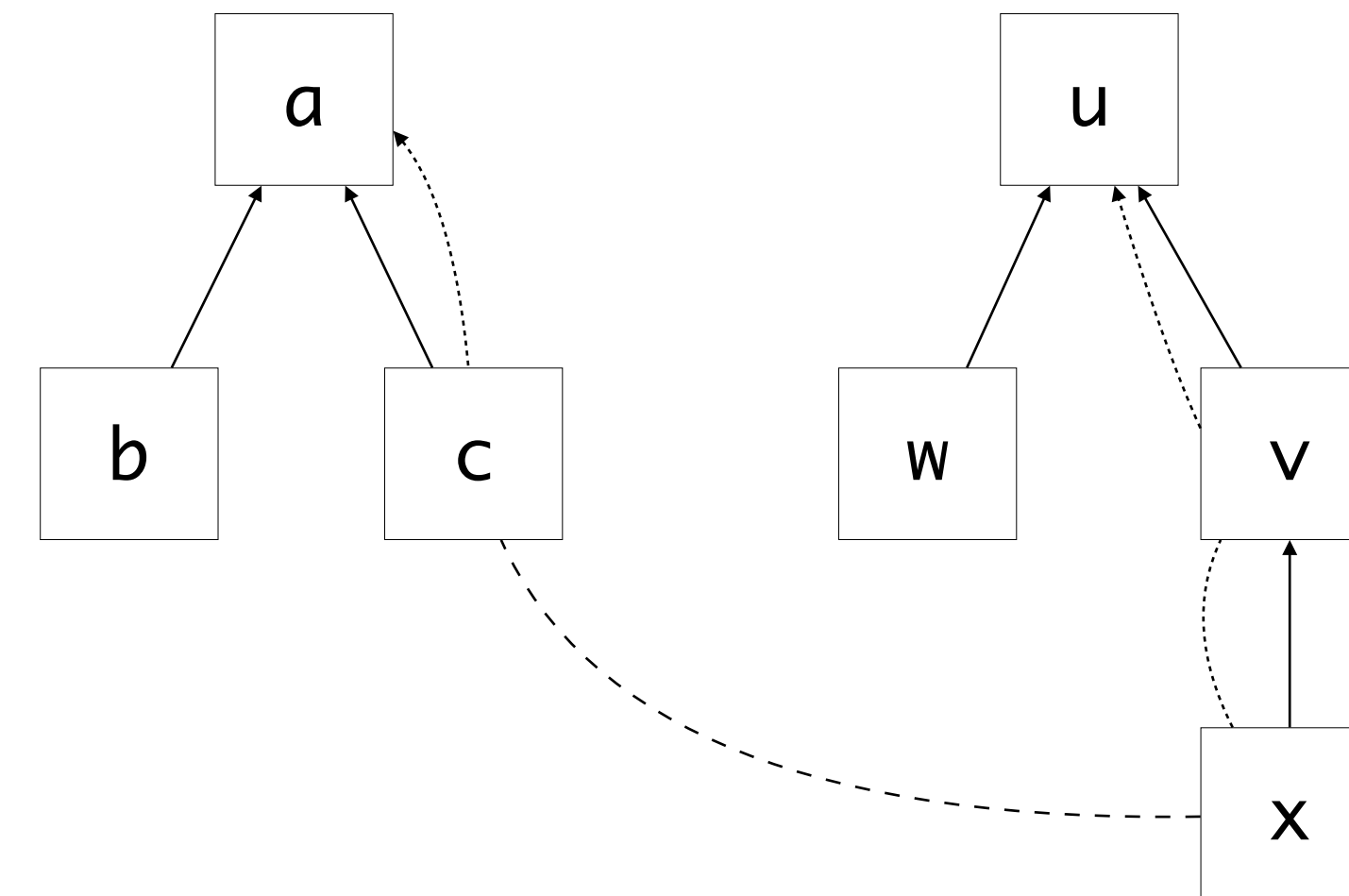
Set Representatives

```
FIND(a):  
  b := rep(a)  
  if b == a:  
    return a  
  else  
    return FIND(b)
```

```
UNION(a1,a2):  
  b1 := FIND(a1)  
  b2 := FIND(a2)  
  LINK(b1,b2)
```

```
LINK(a1,a2):  
  rep(a1) := a2
```

```
a == b  
c == a  
u == w  
v == u  
x == v  
x == c
```



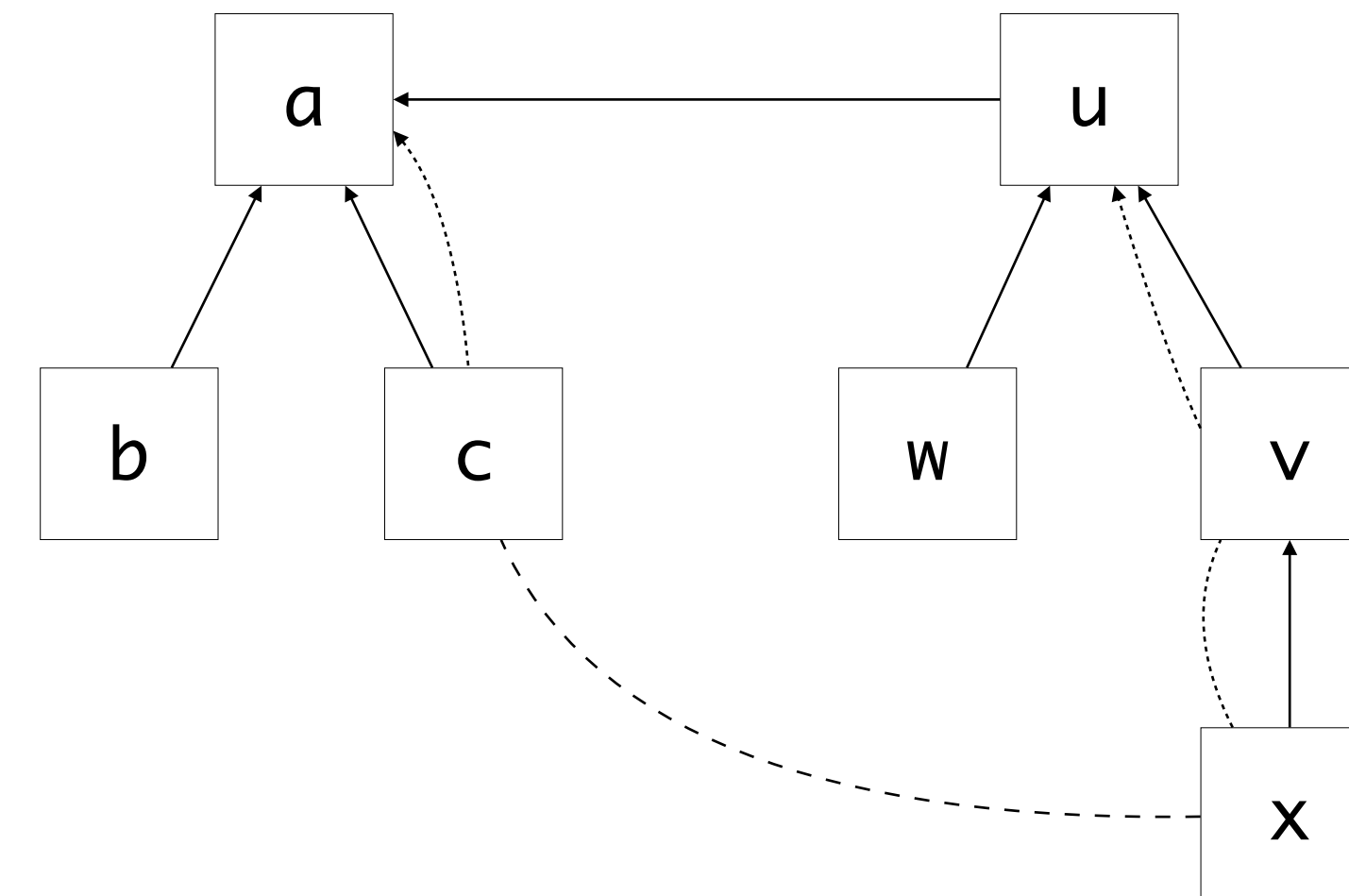
Set Representatives

```
FIND(a):  
  b := rep(a)  
  if b == a:  
    return a  
  else  
    return FIND(b)
```

```
UNION(a1,a2):  
  b1 := FIND(a1)  
  b2 := FIND(a2)  
  LINK(b1,b2)
```

```
LINK(a1,a2):  
  rep(a1) := a2
```

```
a == b  
c == a  
u == w  
v == u  
x == v  
x == c
```



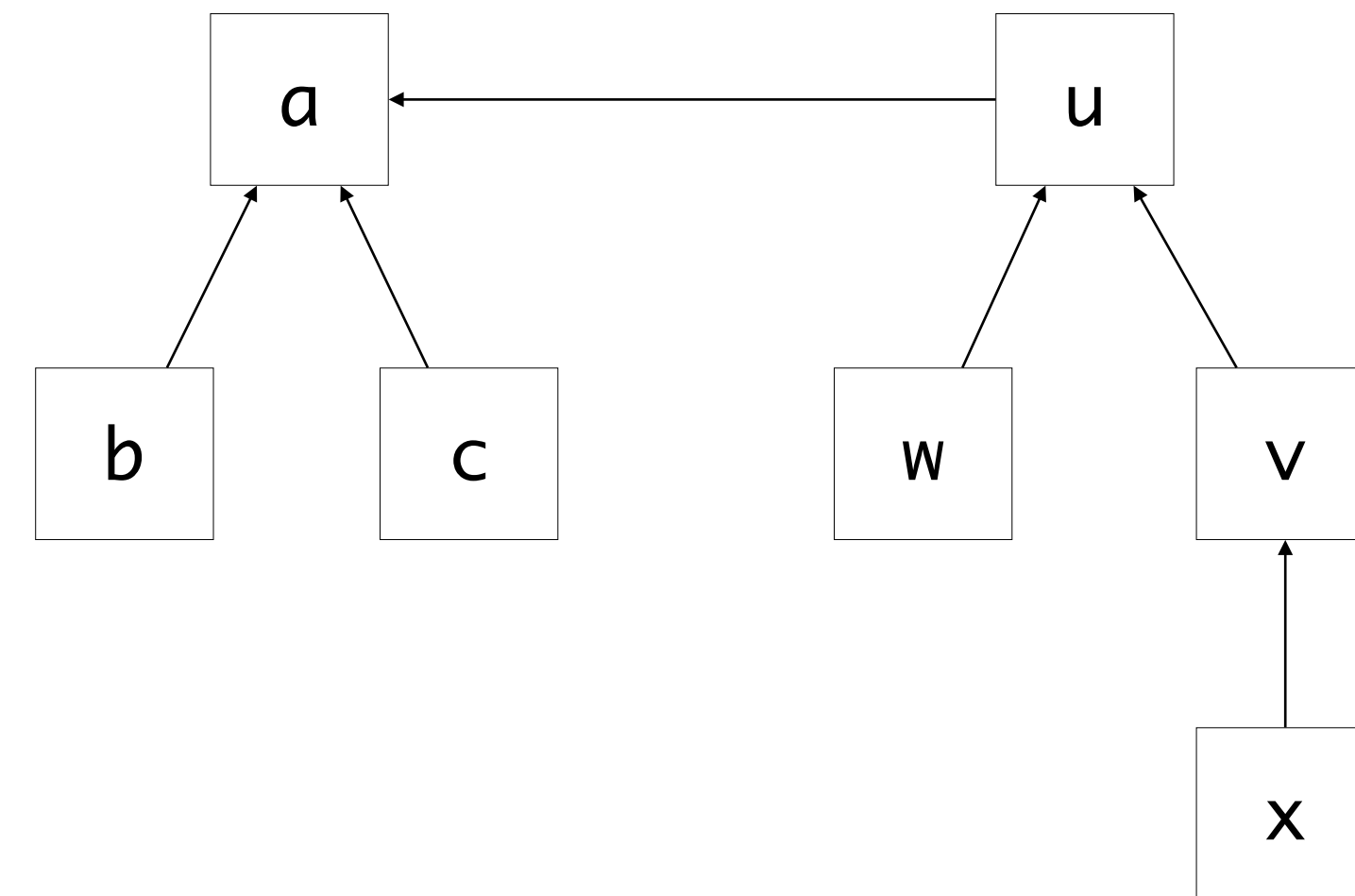
Path Compression

```
FIND(a):  
  b := rep(a)  
  if b == a:  
    return a  
  else  
    return FIND(b)
```

```
UNION(a1,a2):  
  b1 := FIND(a1)  
  b2 := FIND(a2)  
  LINK(b1,b2)
```

```
LINK(a1,a2):  
  rep(a1) := a2
```

```
...  
x == b  
x == c  
x == w  
x == v
```



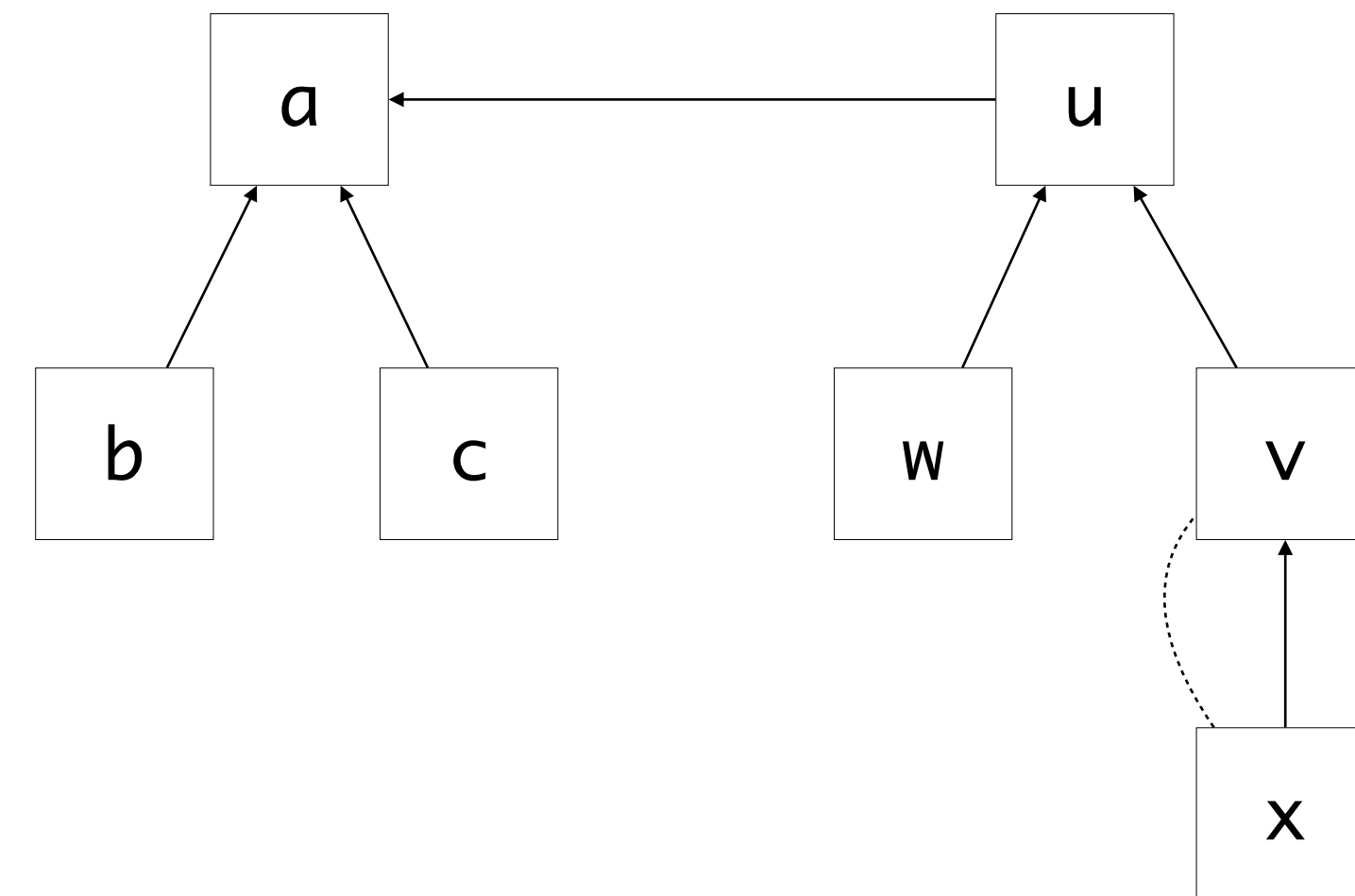
Path Compression

```
FIND(a):  
  b := rep(a)  
  if b == a:  
    return a  
  else  
    return FIND(b)
```

```
UNION(a1,a2):  
  b1 := FIND(a1)  
  b2 := FIND(a2)  
  LINK(b1,b2)
```

```
LINK(a1,a2):  
  rep(a1) := a2
```

```
...  
x == b  
x == c  
x == w  
x == v
```



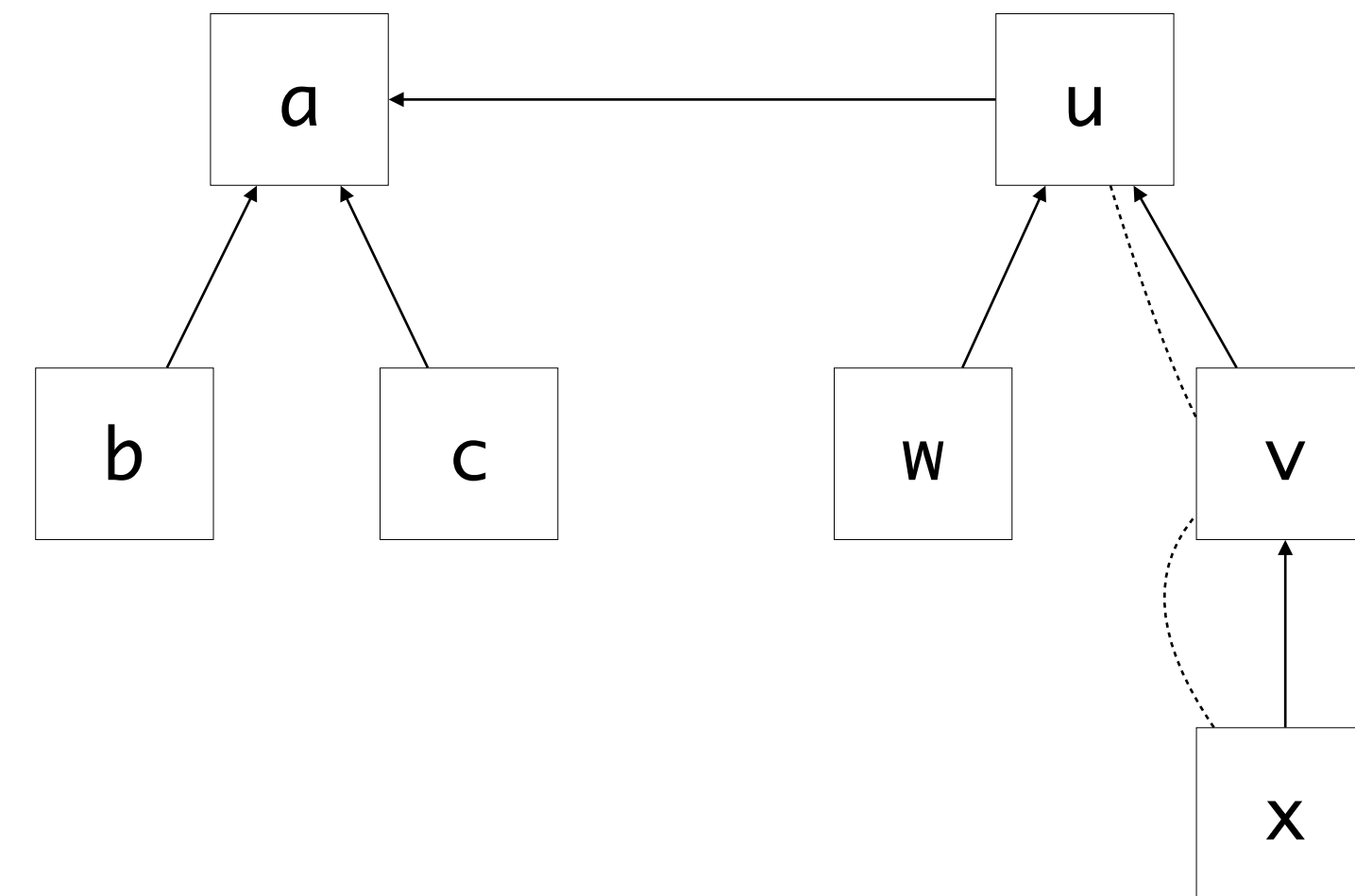
Path Compression

```
FIND(a):  
  b := rep(a)  
  if b == a:  
    return a  
  else  
    return FIND(b)
```

```
UNION(a1,a2):  
  b1 := FIND(a1)  
  b2 := FIND(a2)  
  LINK(b1,b2)
```

```
LINK(a1,a2):  
  rep(a1) := a2
```

```
...  
x == b  
x == c  
x == w  
x == v
```



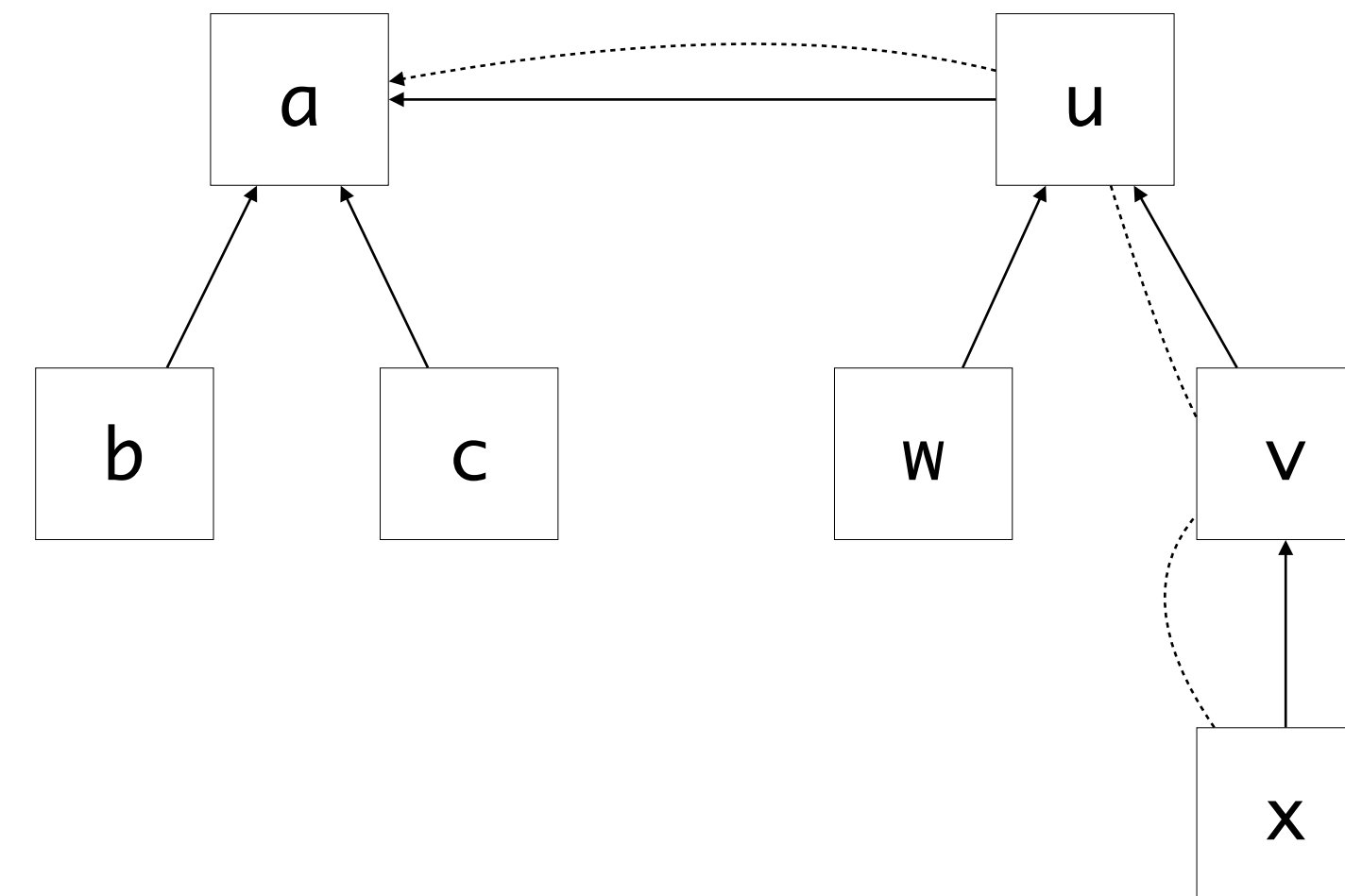
Path Compression

```
FIND(a):  
  b := rep(a)  
  if b == a:  
    return a  
  else  
    return FIND(b)
```

```
UNION(a1,a2):  
  b1 := FIND(a1)  
  b2 := FIND(a2)  
  LINK(b1,b2)
```

```
LINK(a1,a2):  
  rep(a1) := a2
```

```
...  
x == b  
x == c  
x == w  
x == v
```



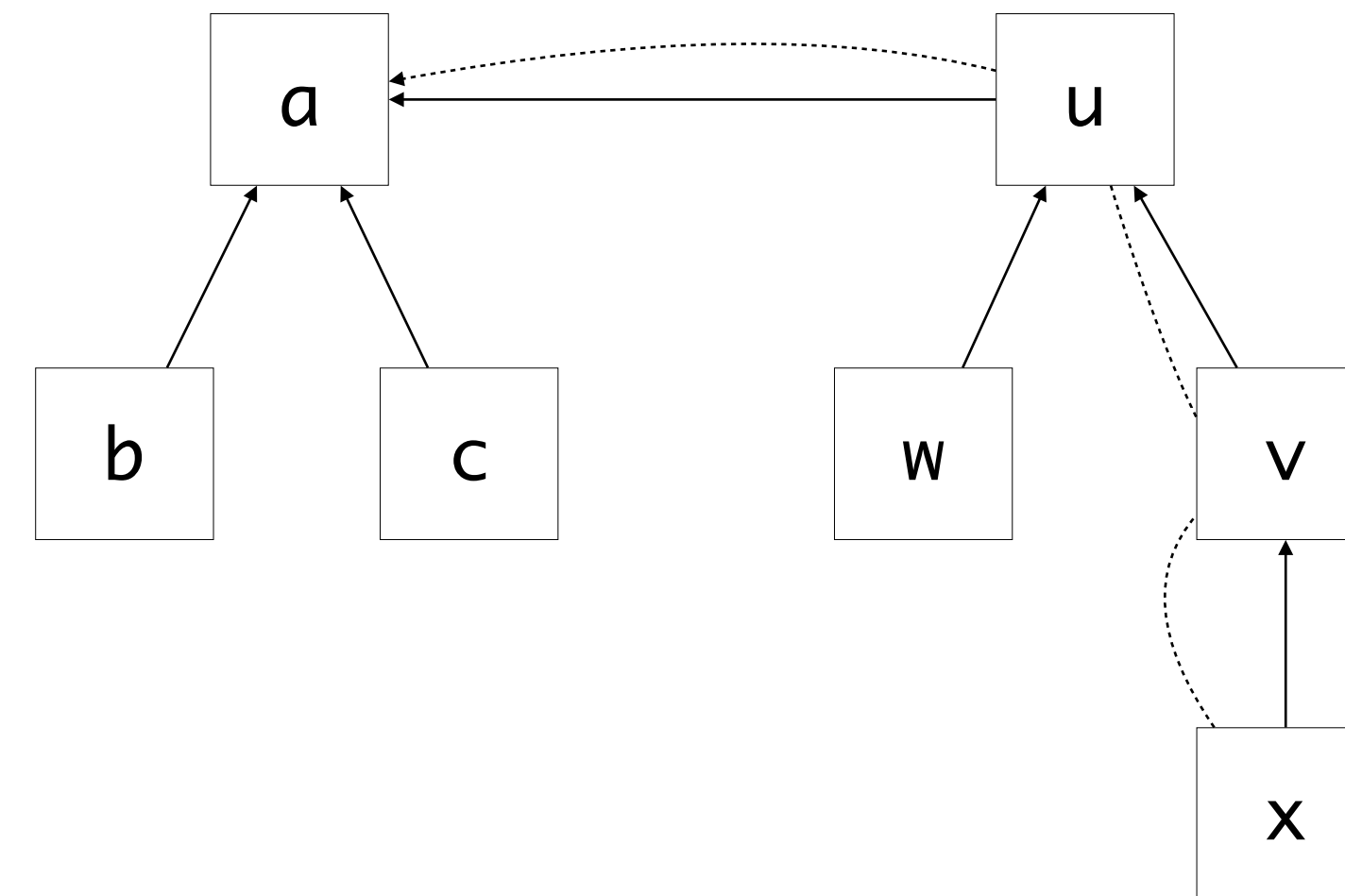
Path Compression

```
FIND(a):  
  b := rep(a)  
  if b == a:  
    return a  
  else  
    b := FIND(b)  
    rep(a) := b  
    return b
```

```
UNION(a1,a2):  
  b1 := FIND(a1)  
  b2 := FIND(a2)  
  LINK(b1,b2)
```

```
LINK(a1,a2):  
  rep(a1) := a2
```

```
...  
x == b  
x == c  
x == w  
x == v
```



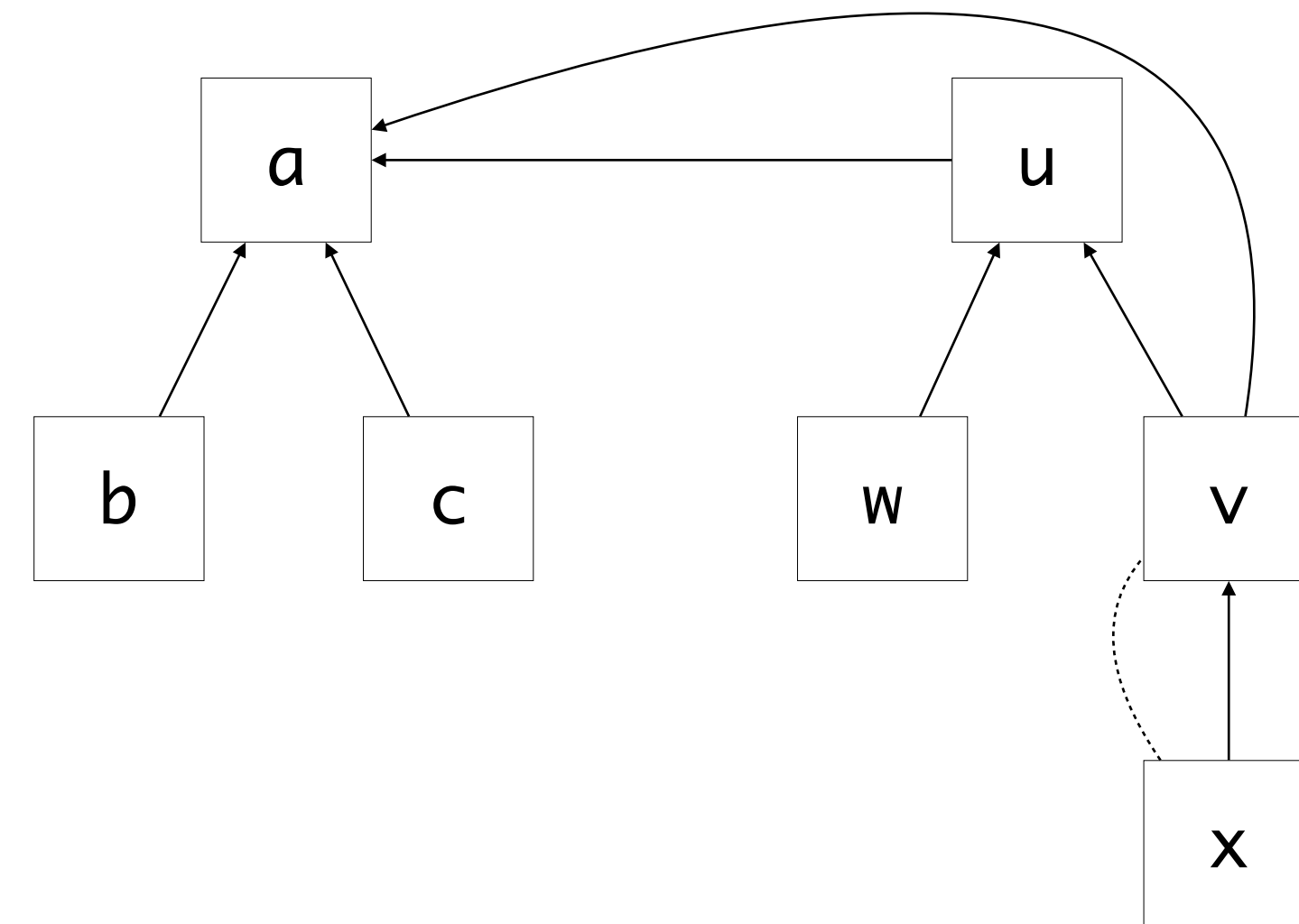
Path Compression

```
FIND(a):  
  b := rep(a)  
  if b == a:  
    return a  
  else  
    b := FIND(b)  
    rep(a) := b  
    return b
```

```
UNION(a1,a2):  
  b1 := FIND(a1)  
  b2 := FIND(a2)  
  LINK(b1,b2)
```

```
LINK(a1,a2):  
  rep(a1) := a2
```

```
...  
x == b  
x == c  
x == w  
x == v
```



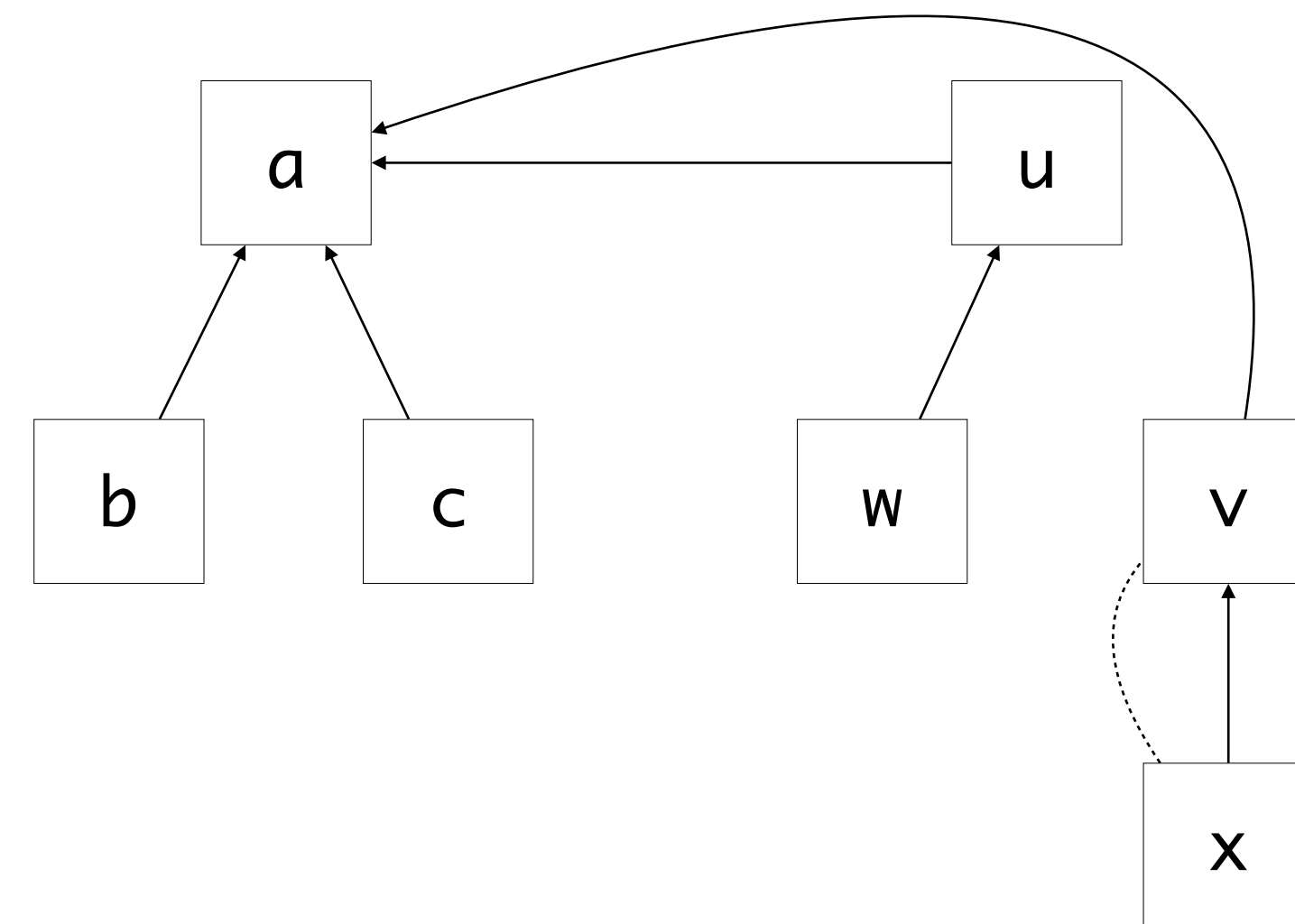
Path Compression

```
FIND(a):  
  b := rep(a)  
  if b == a:  
    return a  
  else  
    b := FIND(b)  
    rep(a) := b  
  return b
```

```
UNION(a1,a2):  
  b1 := FIND(a1)  
  b2 := FIND(a2)  
  LINK(b1,b2)
```

```
LINK(a1,a2):  
  rep(a1) := a2
```

```
...  
x == b  
x == c  
x == w  
x == v
```



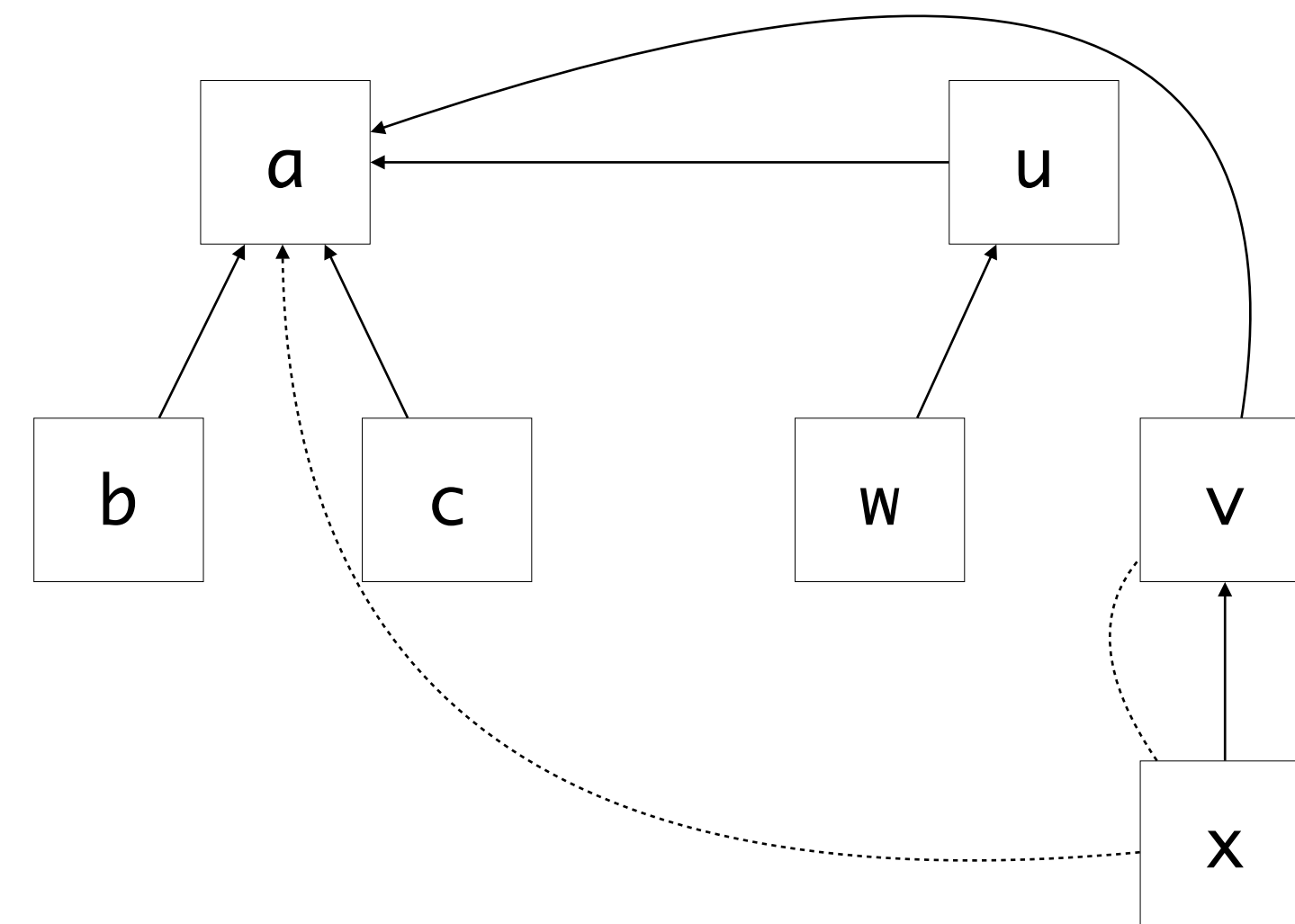
Path Compression

```
FIND(a):  
  b := rep(a)  
  if b == a:  
    return a  
  else  
    b := FIND(b)  
    rep(a) := b  
  return b
```

```
UNION(a1,a2):  
  b1 := FIND(a1)  
  b2 := FIND(a2)  
  LINK(b1,b2)
```

```
LINK(a1,a2):  
  rep(a1) := a2
```

```
...  
x == b  
x == c  
x == w  
x == v
```



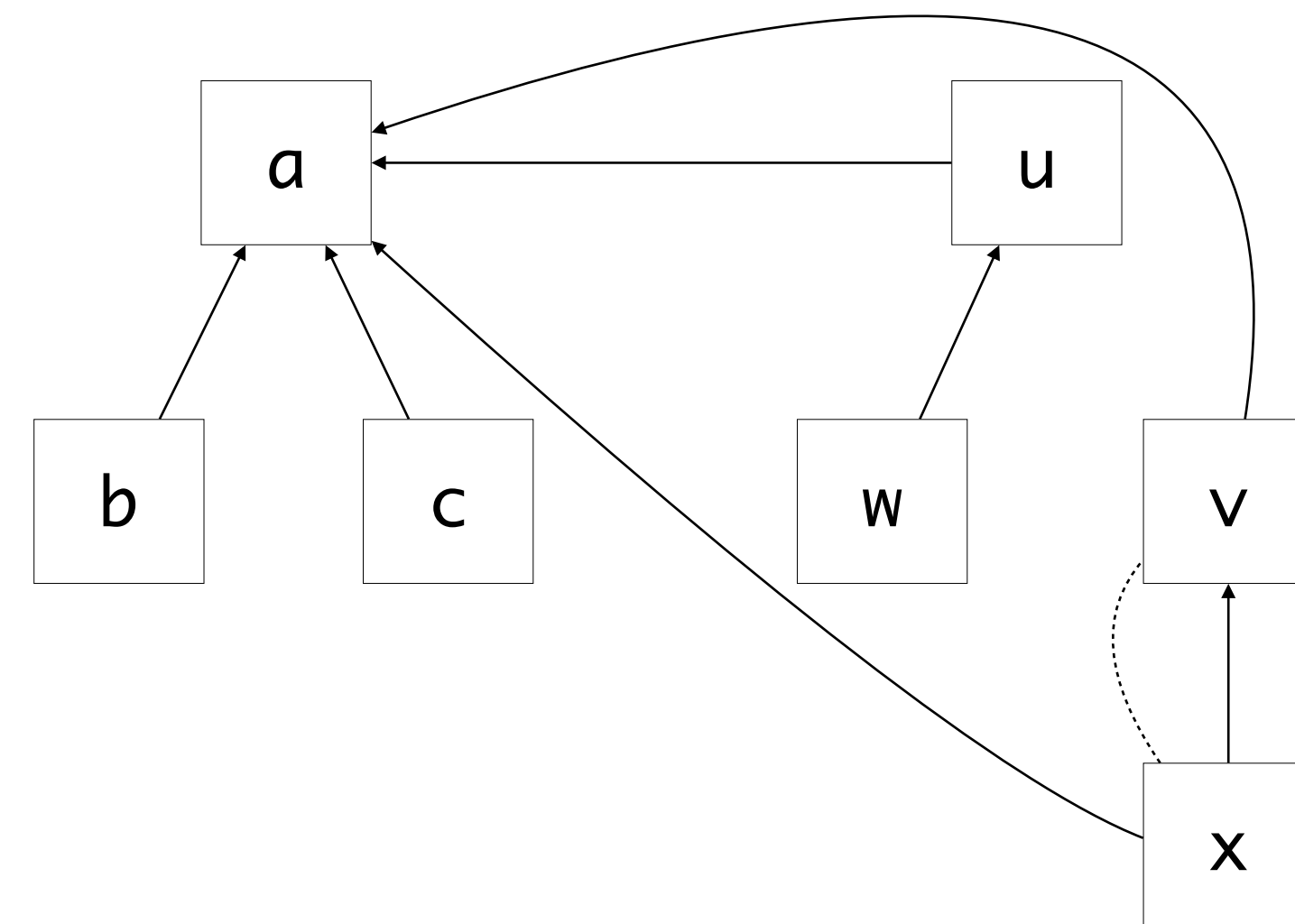
Path Compression

```
FIND(a):  
  b := rep(a)  
  if b == a:  
    return a  
  else  
    b := FIND(b)  
    rep(a) := b  
  return b
```

```
UNION(a1,a2):  
  b1 := FIND(a1)  
  b2 := FIND(a2)  
  LINK(b1,b2)
```

```
LINK(a1,a2):  
  rep(a1) := a2
```

```
...  
x == b  
x == c  
x == w  
x == v
```



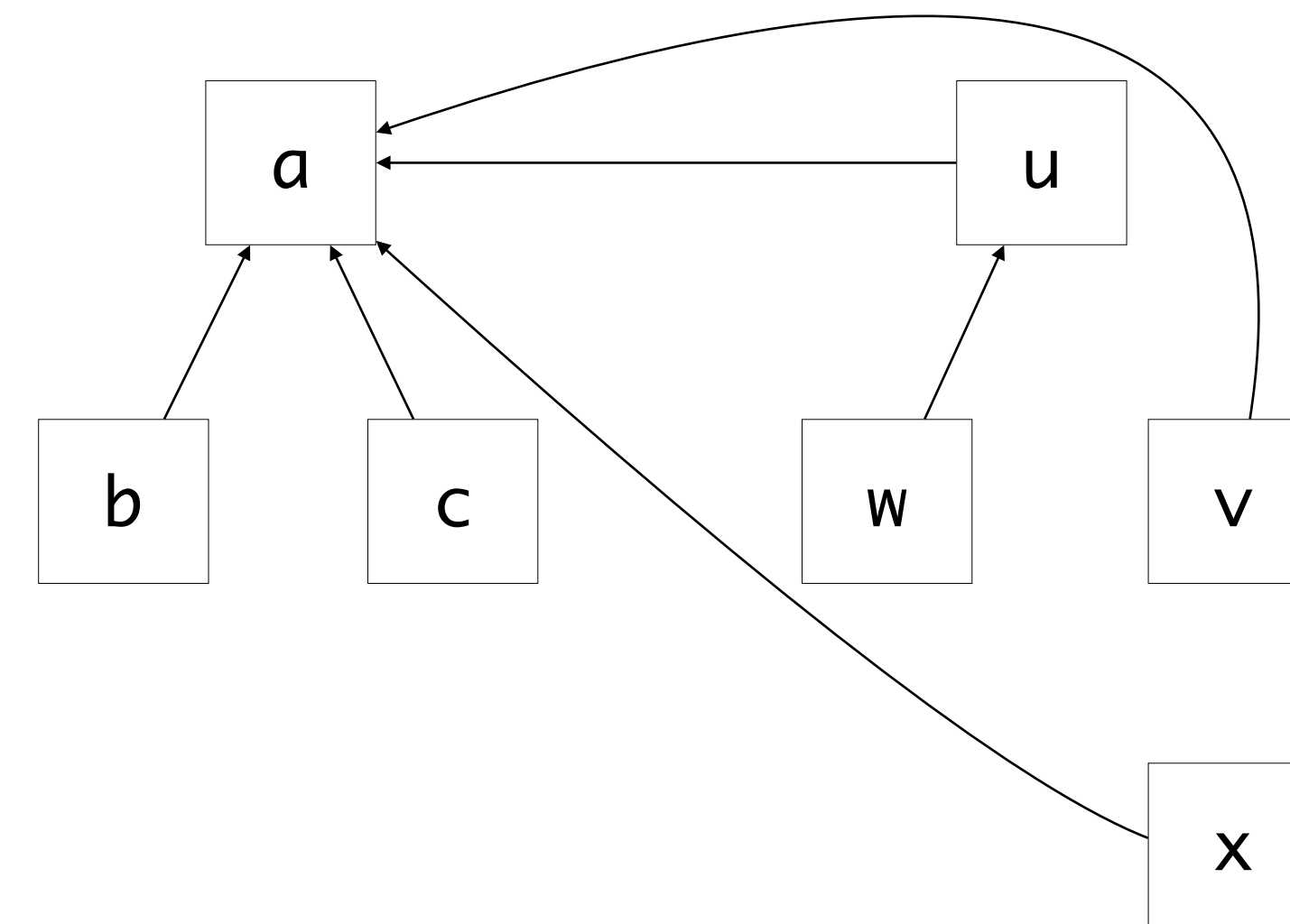
Path Compression

```
FIND(a):  
  b := rep(a)  
  if b == a:  
    return a  
  else  
    b := FIND(b)  
    rep(a) := b  
  return b
```

```
UNION(a1,a2):  
  b1 := FIND(a1)  
  b2 := FIND(a2)  
  LINK(b1,b2)
```

```
LINK(a1,a2):  
  rep(a1) := a2
```

```
...  
x == b  
x == c  
x == w  
x == v
```



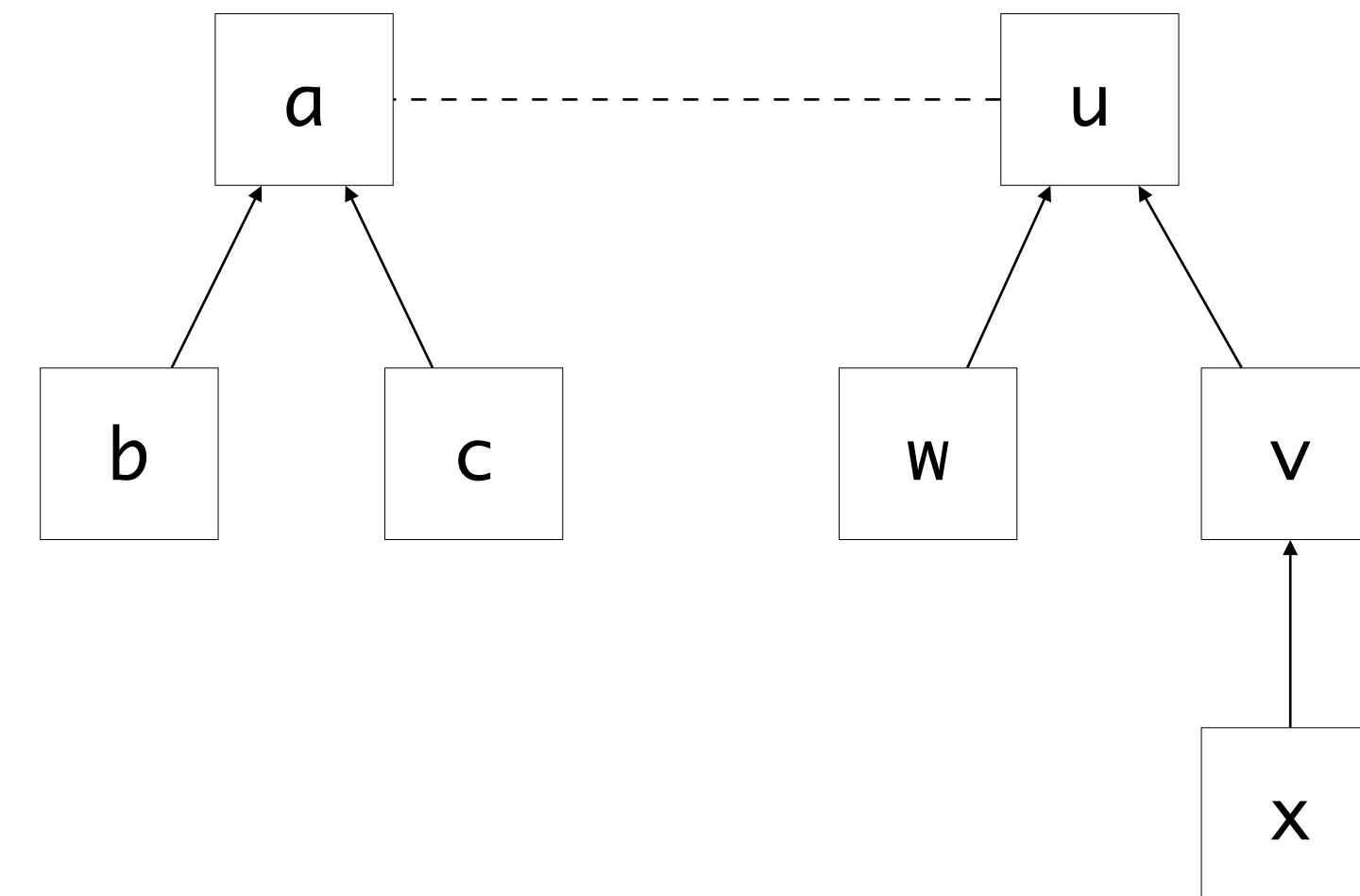
Tree Balancing

```
FIND(a):  
  b := rep(a)  
  if b == a:  
    return a  
  else  
    b := FIND(b)  
    rep(a) := b  
    return b
```

```
UNION(a1,a2):  
  b1 := FIND(a1)  
  b2 := FIND(a2)  
  LINK(b1,b2)
```

```
LINK(a1,a2):  
  rep(a1) := a2
```

...
x == c



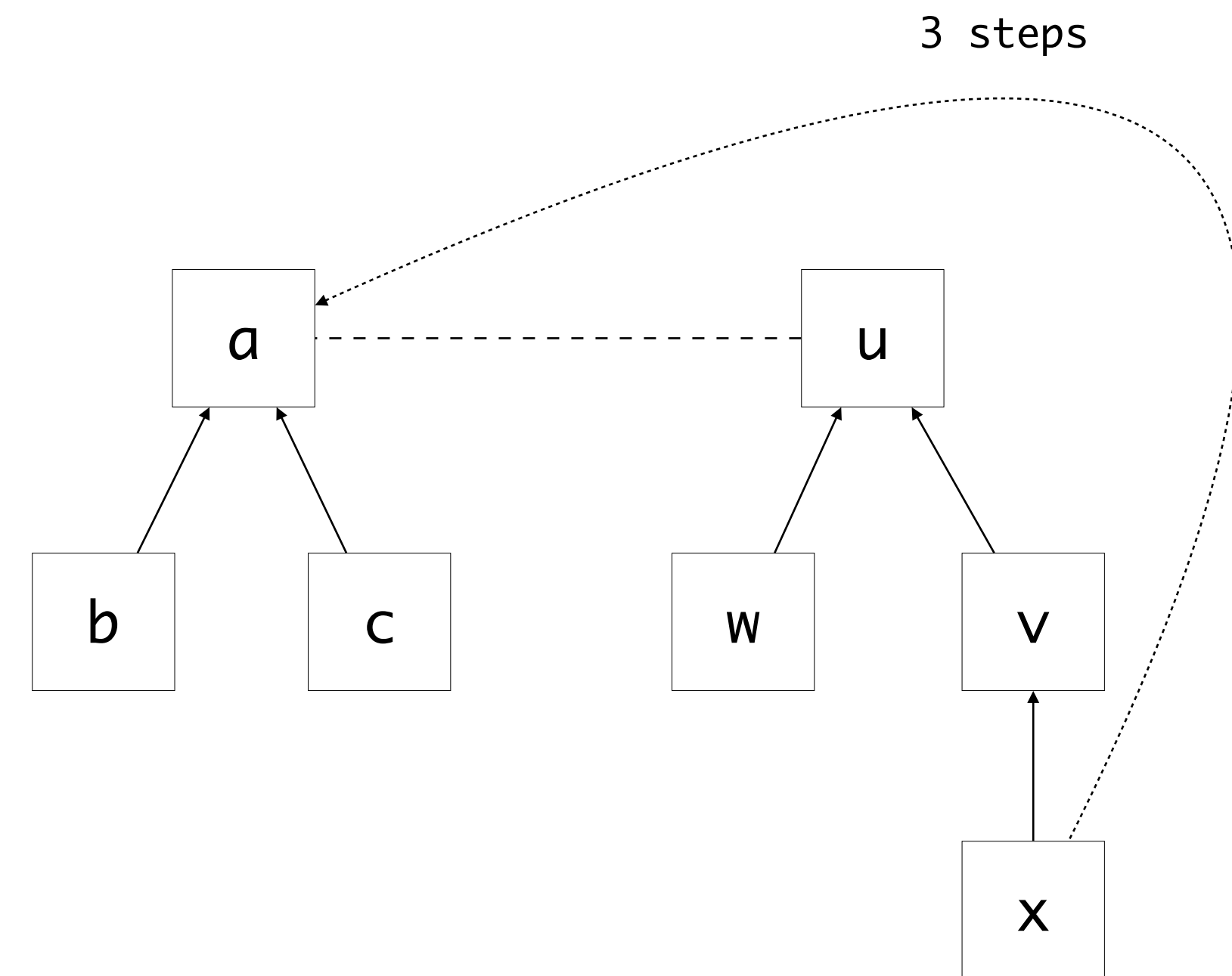
Tree Balancing

```
FIND(a):  
  b := rep(a)  
  if b == a:  
    return a  
  else  
    b := FIND(b)  
    rep(a) := b  
    return b
```

```
UNION(a1,a2):  
  b1 := FIND(a1)  
  b2 := FIND(a2)  
  LINK(b1,b2)
```

```
LINK(a1,a2):  
  rep(a1) := a2
```

...
x == c



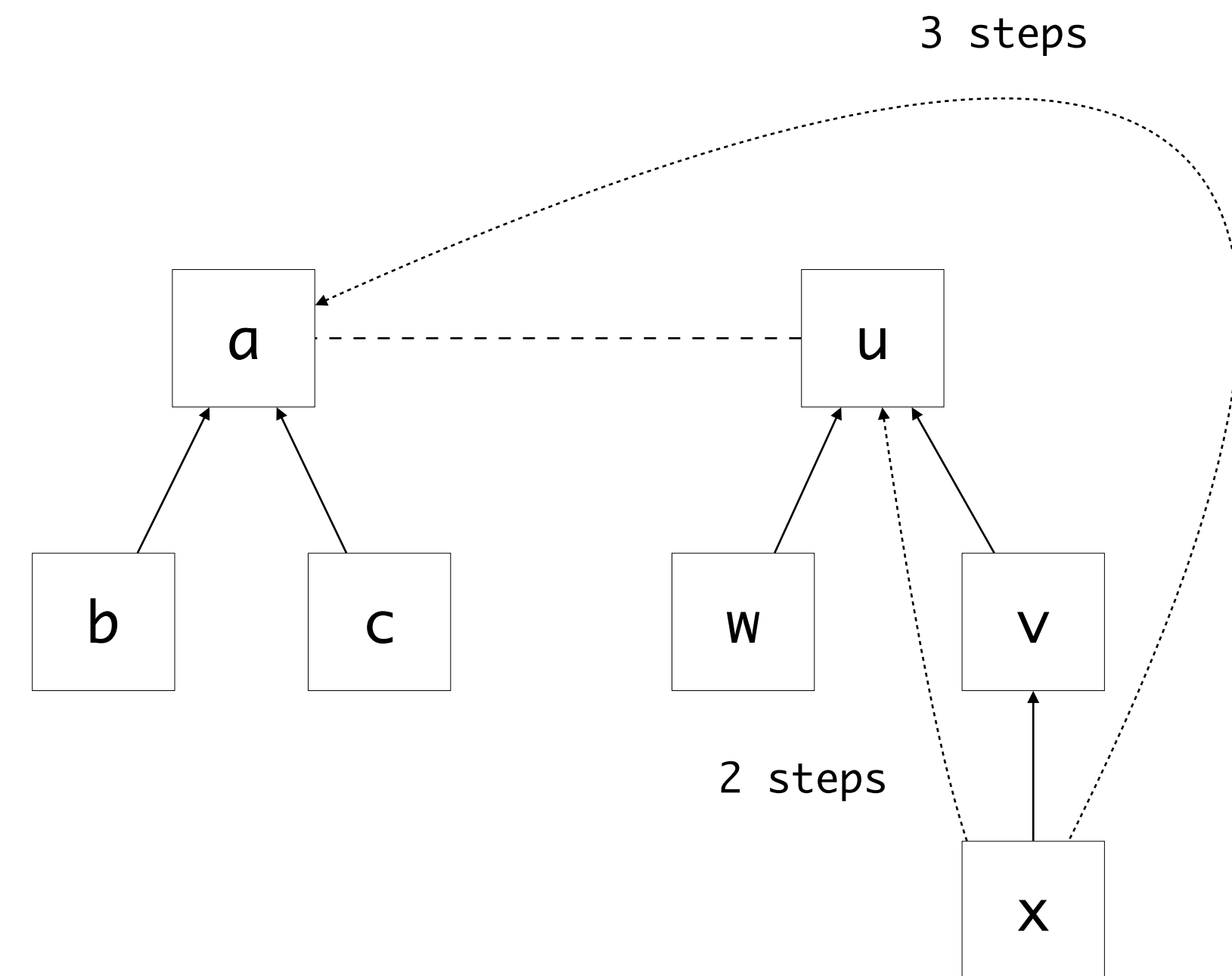
Tree Balancing

```
FIND(a):  
  b := rep(a)  
  if b == a:  
    return a  
  else  
    b := FIND(b)  
    rep(a) := b  
    return b
```

```
UNION(a1,a2):  
  b1 := FIND(a1)  
  b2 := FIND(a2)  
  LINK(b1,b2)
```

```
LINK(a1,a2):  
  rep(a1) := a2
```

...
x == c



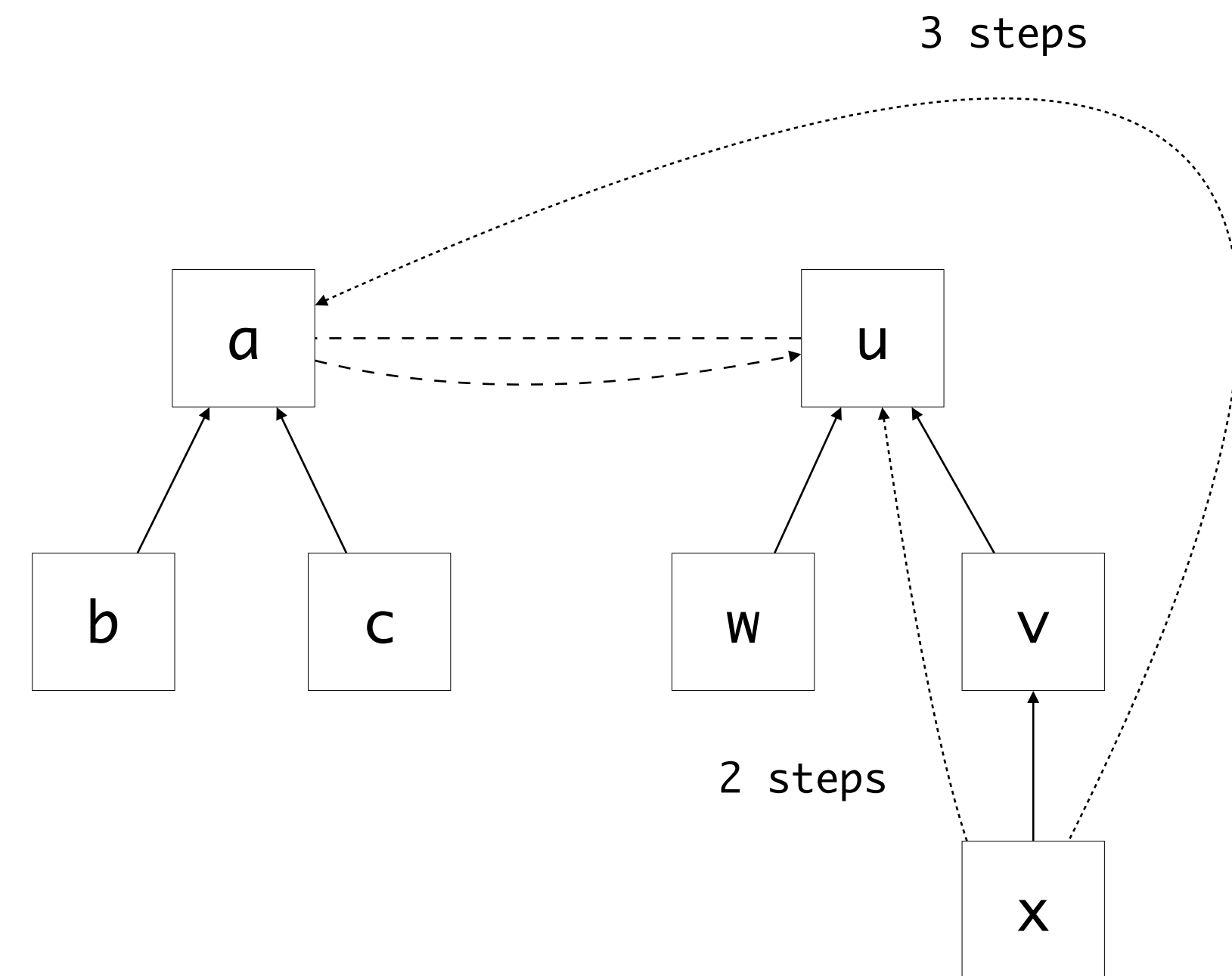
Tree Balancing

```
FIND(a):  
  b := rep(a)  
  if b == a:  
    return a  
  else  
    b := FIND(b)  
    rep(a) := b  
    return b
```

```
UNION(a1,a2):  
  b1 := FIND(a1)  
  b2 := FIND(a2)  
  LINK(b1,b2)
```

```
LINK(a1,a2):  
  rep(a1) := a2
```

...
x == c



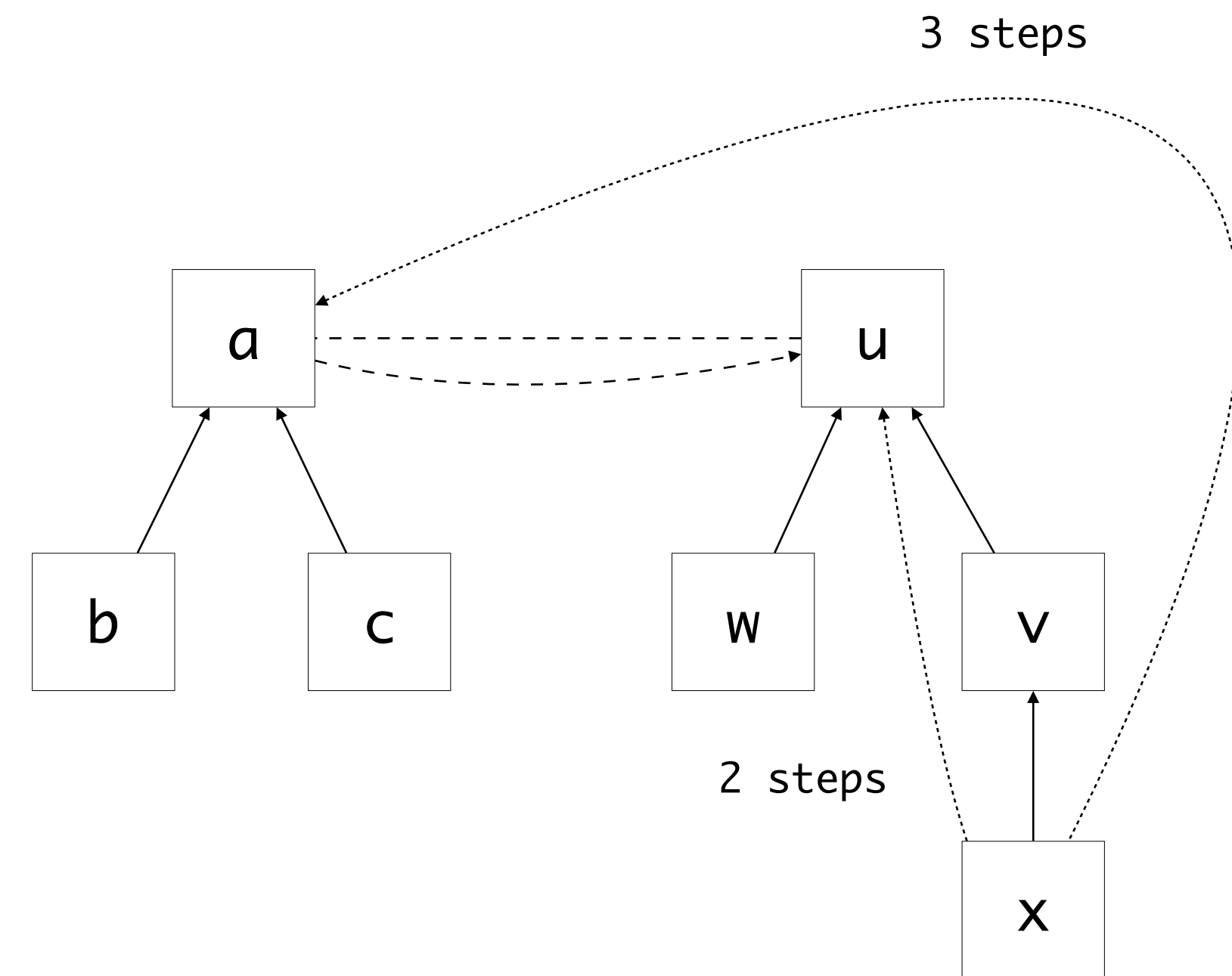
Tree Balancing

```
FIND(a):  
  b := rep(a)  
  if b == a:  
    return a  
  else  
    b := FIND(b)  
    rep(a) := b  
    return b
```

```
UNION(a1,a2):  
  b1 := FIND(a1)  
  b2 := FIND(a2)  
  LINK(b1,b2)
```

```
LINK(a1,a2):  
  rep(a1) := a2
```

...
x == c



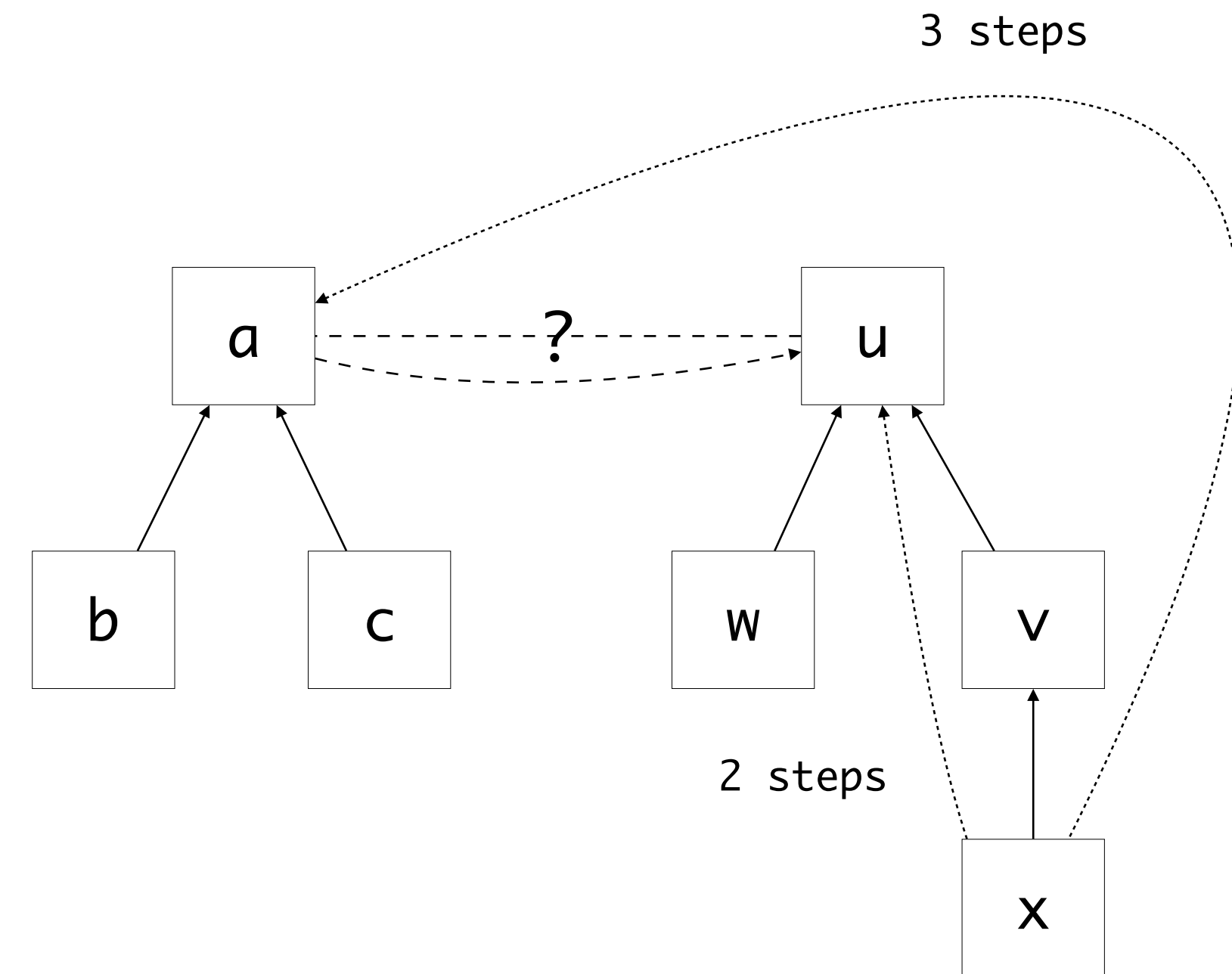
Tree Balancing

```
FIND(a):  
  b := rep(a)  
  if b == a:  
    return a  
  else  
    b := FIND(b)  
    rep(a) := b  
    return b
```

```
UNION(a1,a2):  
  b1 := FIND(a1)  
  b2 := FIND(a2)  
  LINK(b1,b2)
```

```
LINK(a1,a2):  
  rep(a1) := a2
```

...
x == c



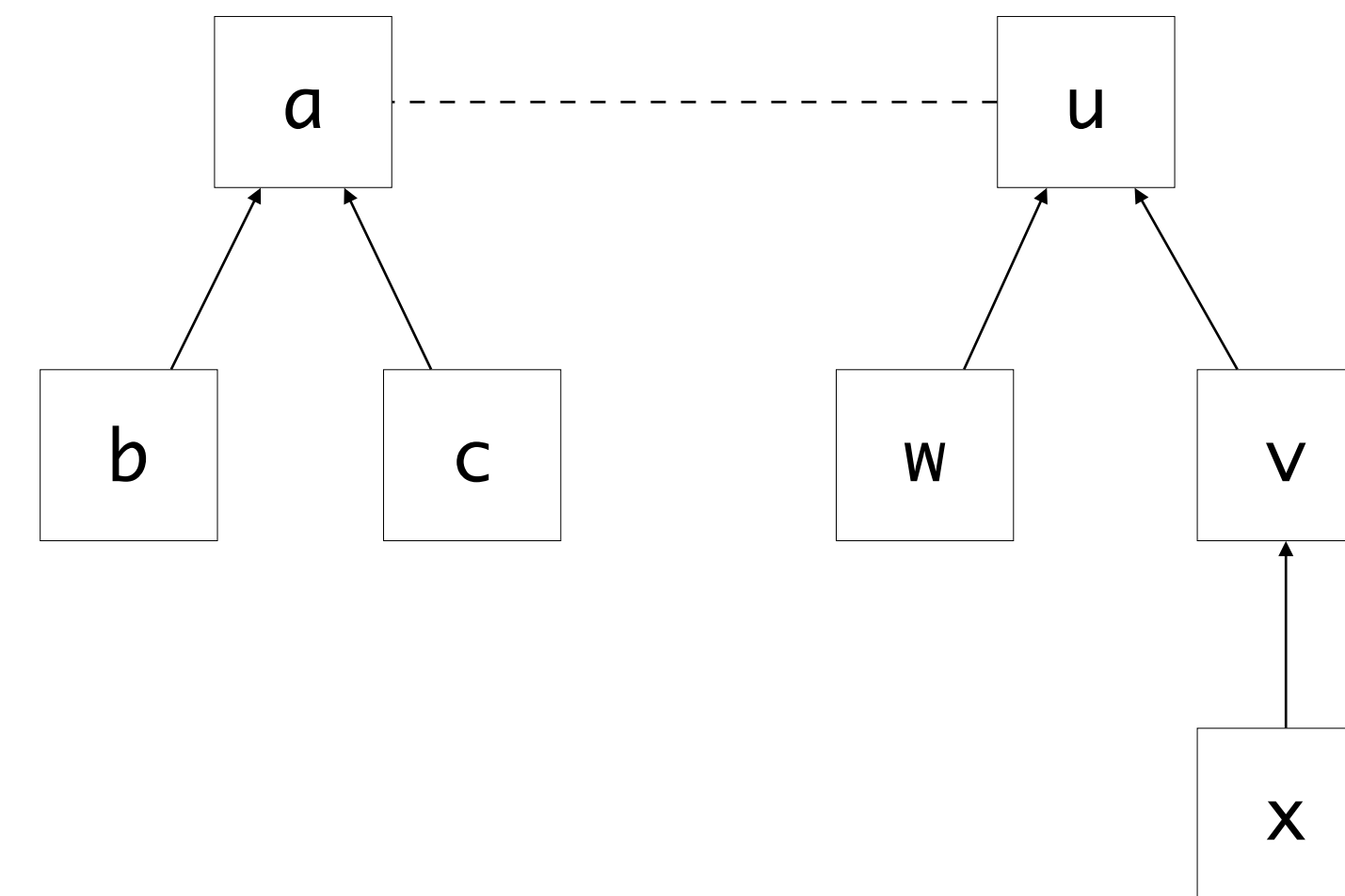
Tree Balancing

```
FIND(a):  
  b := rep(a)  
  if b == a:  
    return a  
  else  
    b := FIND(b)  
    rep(a) := b  
    return b
```

```
UNION(a1,a2):  
  b1 := FIND(a1)  
  b2 := FIND(a2)  
  LINK(b1,b2)
```

```
LINK(a1,a2):  
  rep(a1) := a2
```

...
x == c



Tree Balancing

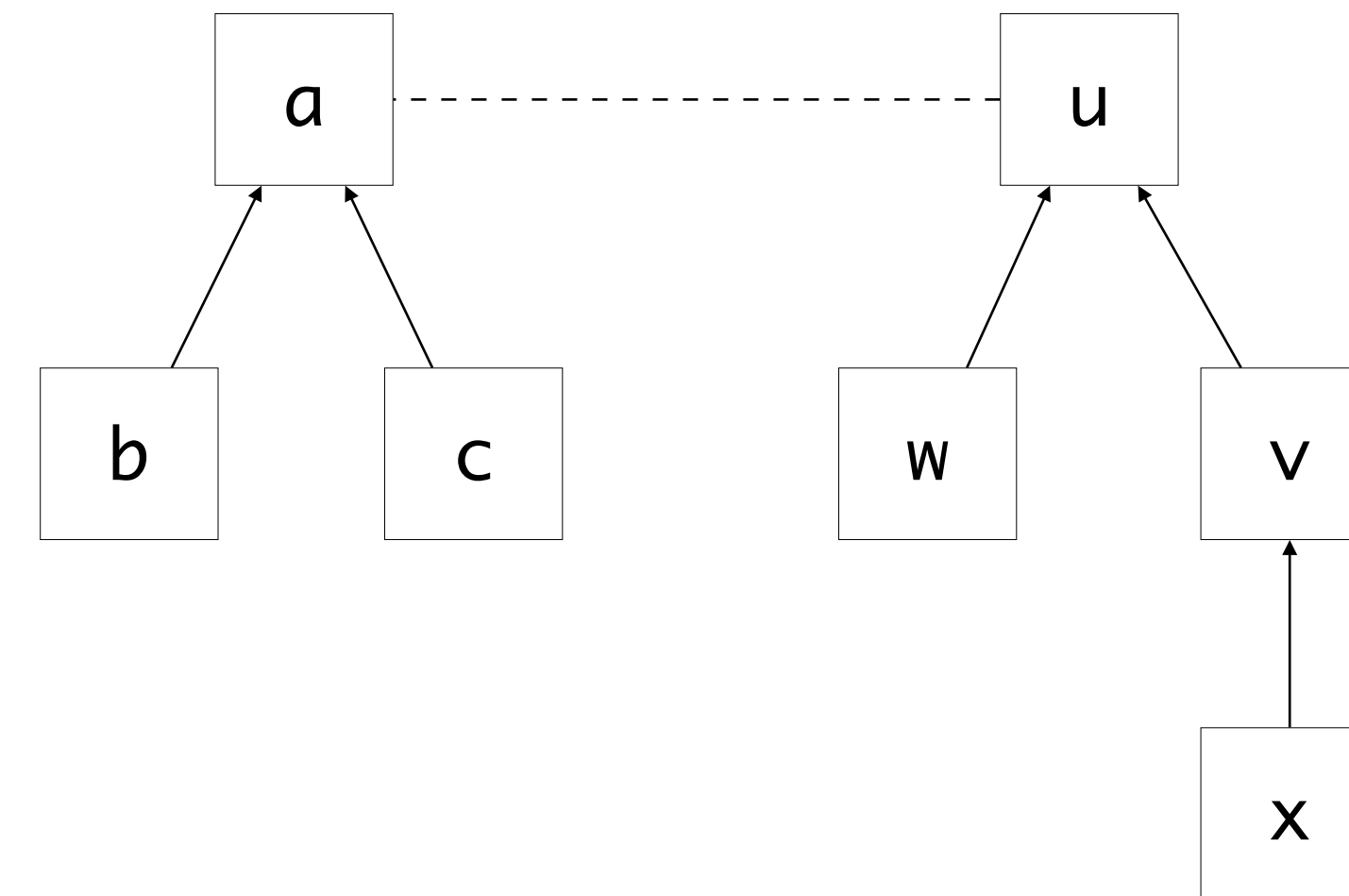
```
FIND(a):  
  b := rep(a)  
  if b == a:  
    return a  
  else  
    b := FIND(b)  
    rep(a) := b  
    return b
```

```
UNION(a1,a2):  
  b1 := FIND(a1)  
  b2 := FIND(a2)  
  LINK(b1,b2)
```

```
LINK(a1,a2):  
  if size(a2) > size(a1):  
    rep(a1) := a2  
    size(a2) += size(a1)  
  else:  
    rep(a2) := a1  
    size(a1) += size(a2)
```

...

x == c



Tree Balancing

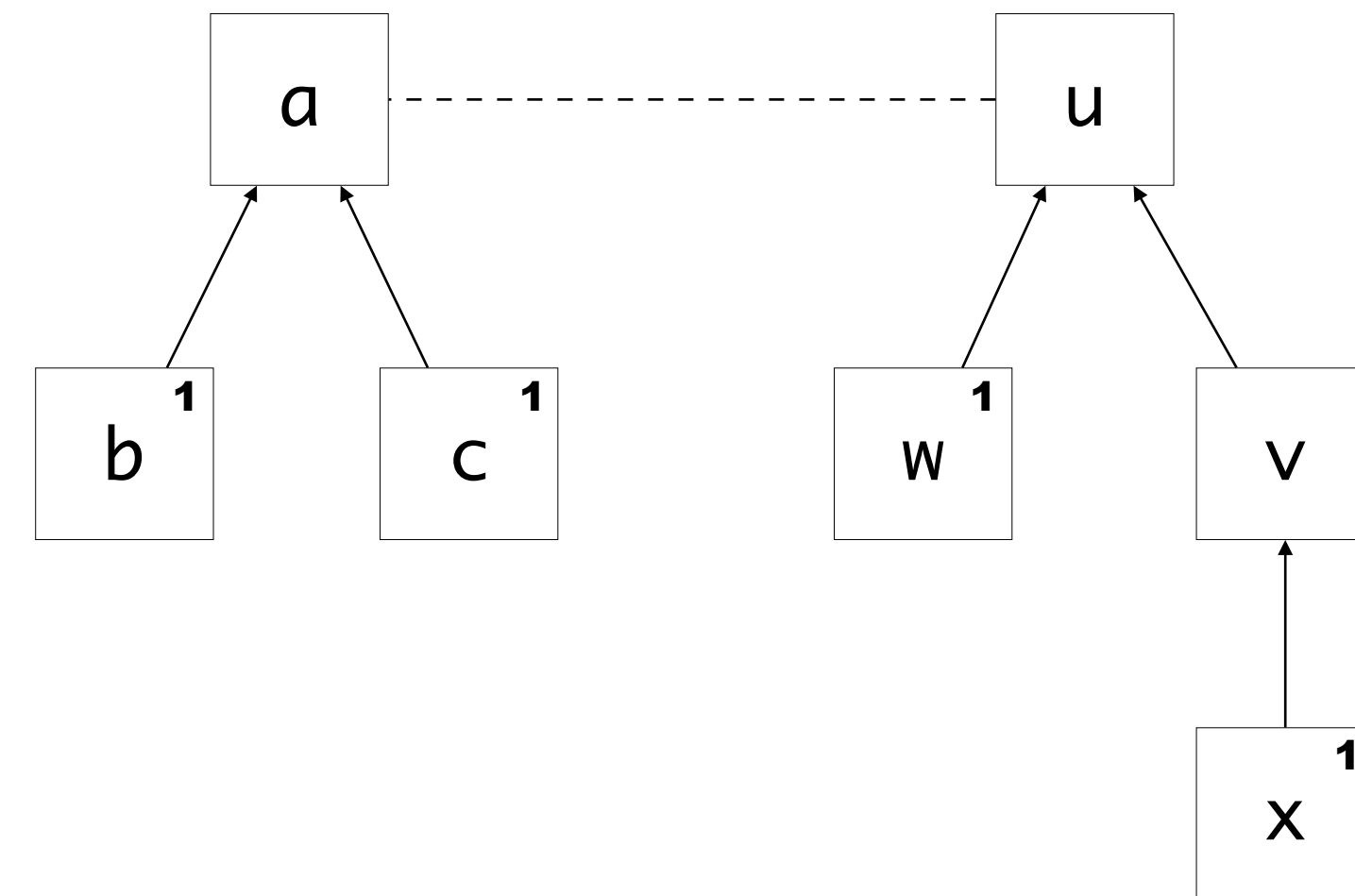
```
FIND(a):  
  b := rep(a)  
  if b == a:  
    return a  
  else  
    b := FIND(b)  
    rep(a) := b  
    return b
```

```
UNION(a1,a2):  
  b1 := FIND(a1)  
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  LINK(b1,b2)
```

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LINK(a1,a2):  
  if size(a2) > size(a1):  
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    size(a2) += size(a1)  
  else:  
    rep(a2) := a1  
    size(a1) += size(a2)
```

...

x == c



Tree Balancing

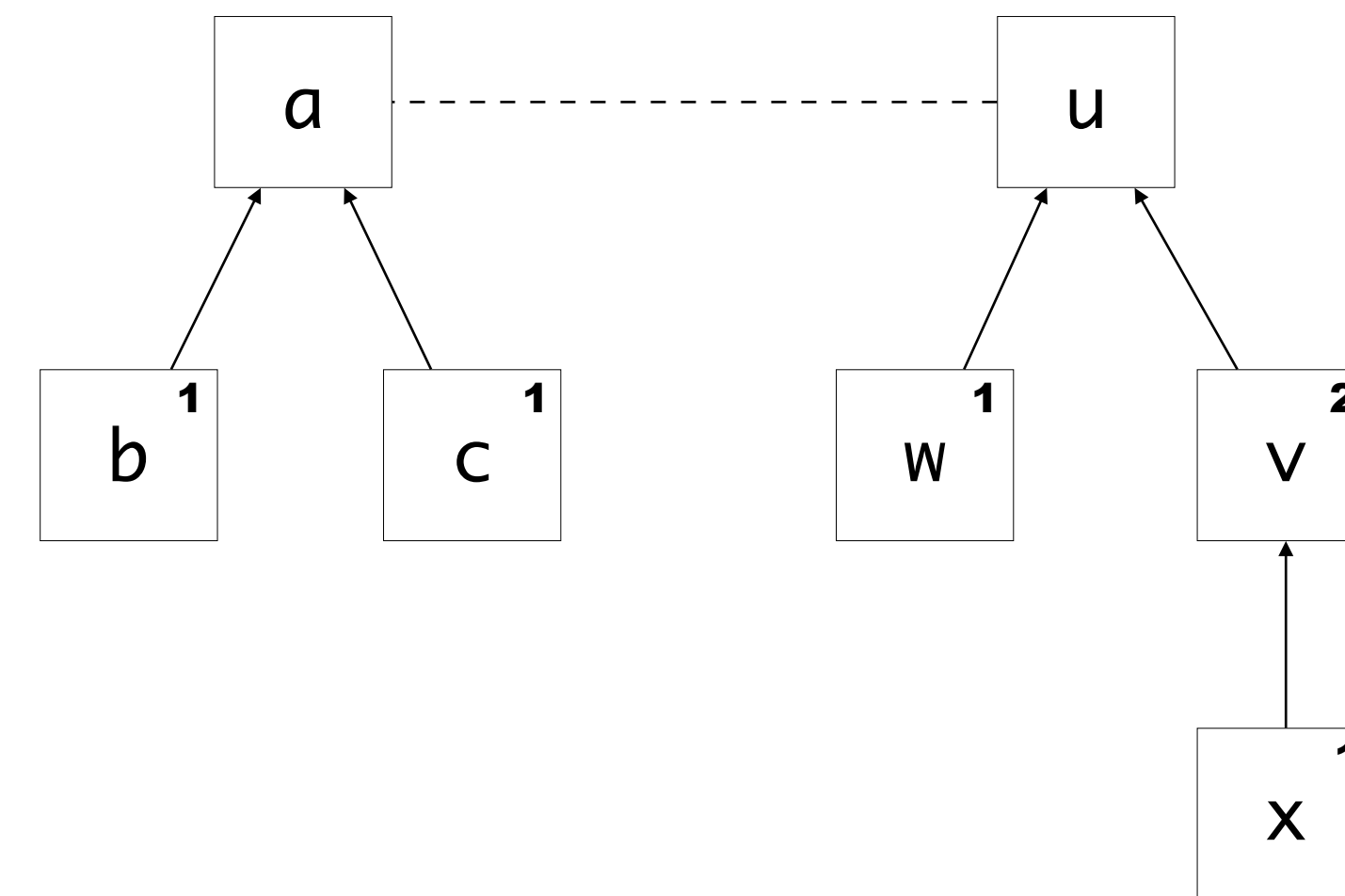
```
FIND(a):  
  b := rep(a)  
  if b == a:  
    return a  
  else  
    b := FIND(b)  
    rep(a) := b  
    return b
```

```
UNION(a1,a2):  
  b1 := FIND(a1)  
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  LINK(b1,b2)
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```
LINK(a1,a2):  
  if size(a2) > size(a1):  
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    size(a2) += size(a1)  
  else:  
    rep(a2) := a1  
    size(a1) += size(a2)
```

...

x == c



Tree Balancing

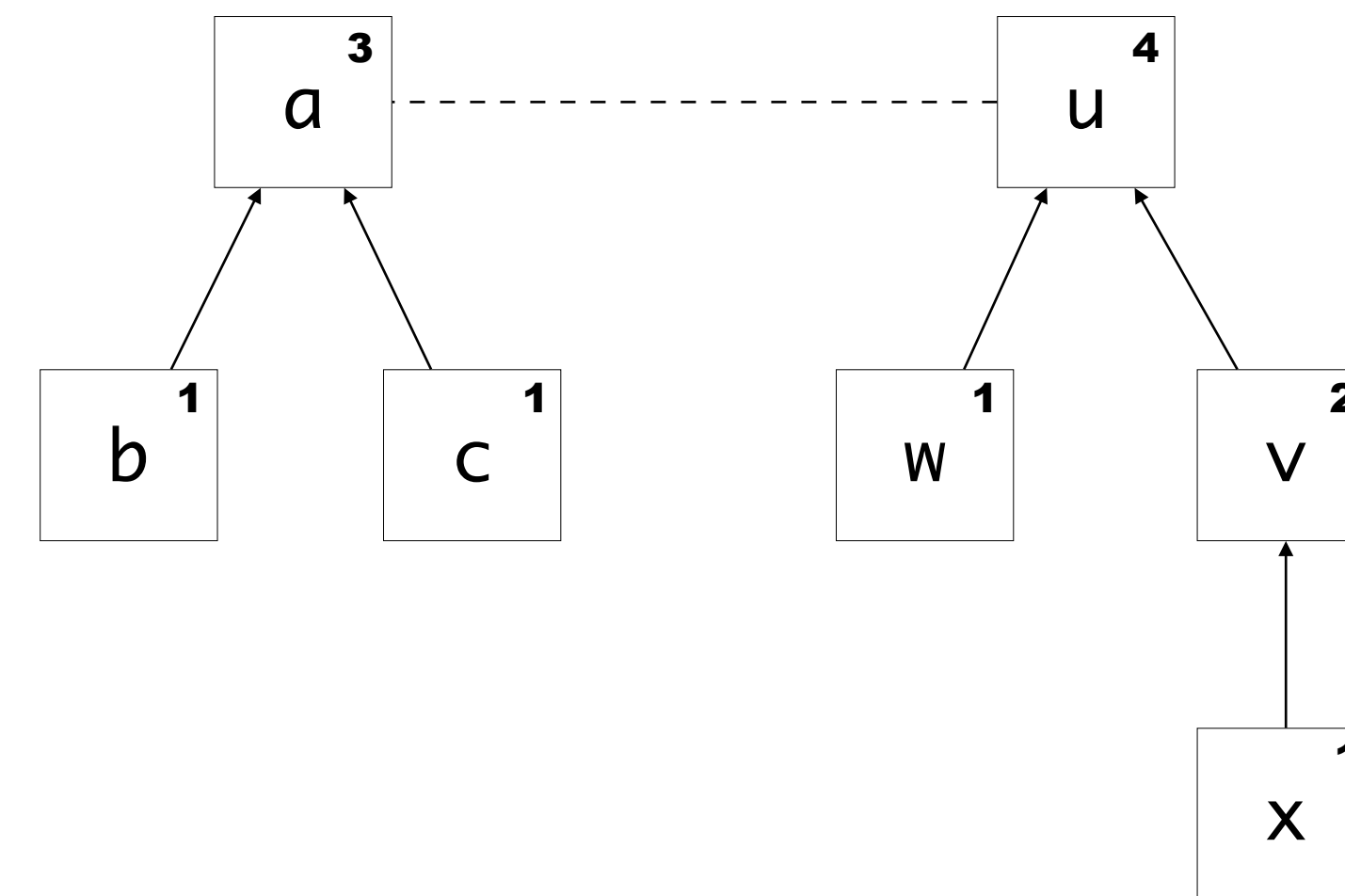
```
FIND(a):  
  b := rep(a)  
  if b == a:  
    return a  
  else  
    b := FIND(b)  
    rep(a) := b  
  return b
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UNION(a1,a2):  
  b1 := FIND(a1)  
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    size(a2) += size(a1)  
  else:  
    rep(a2) := a1  
    size(a1) += size(a2)
```

...

x == c



Tree Balancing

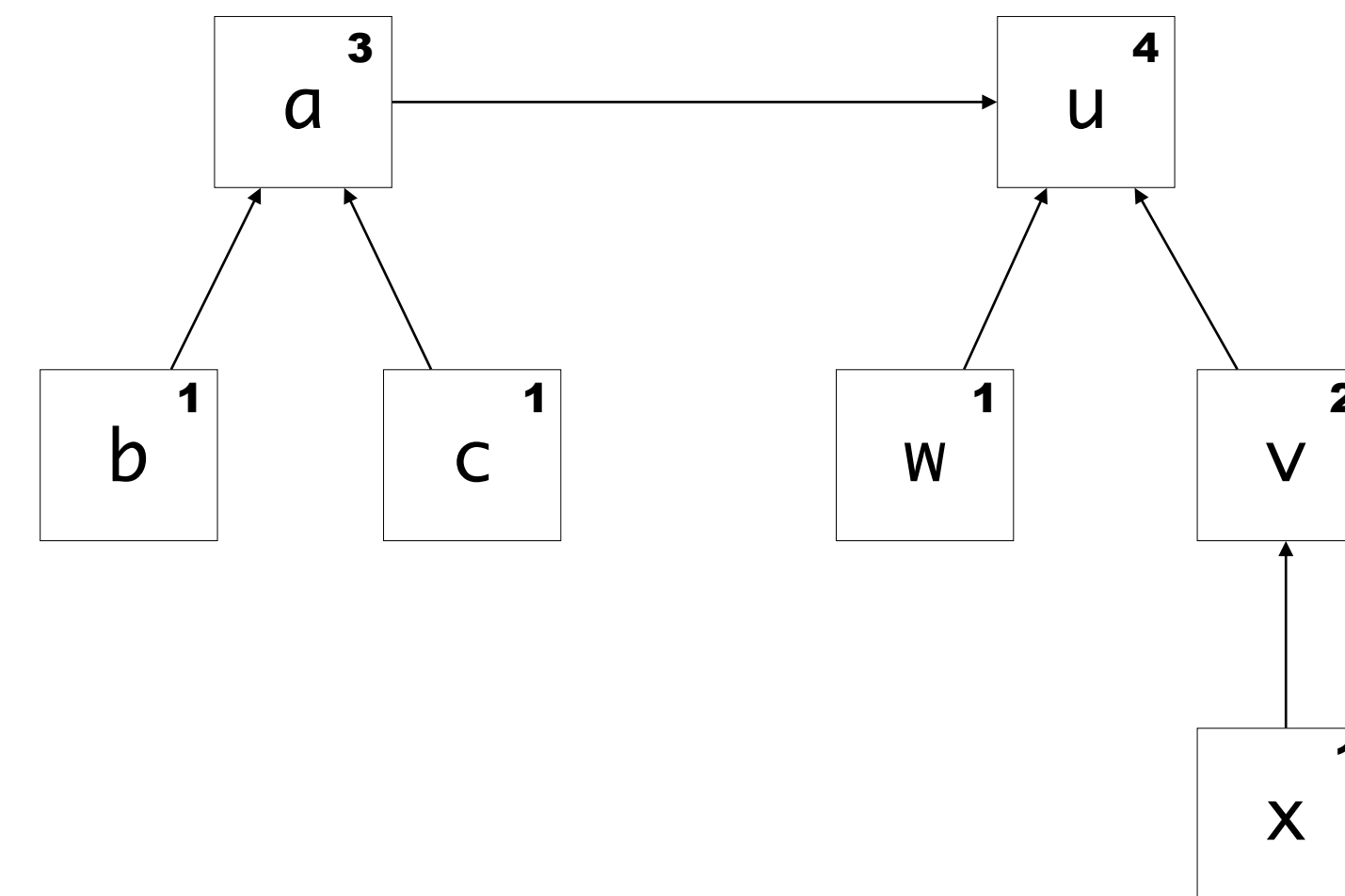
```
FIND(a):  
  b := rep(a)  
  if b == a:  
    return a  
  else  
    b := FIND(b)  
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    return b
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UNION(a1,a2):  
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  LINK(b1,b2)
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```
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  if size(a2) > size(a1):  
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    size(a2) += size(a1)  
  else:  
    rep(a2) := a1  
    size(a1) += size(a2)
```

...

x == c

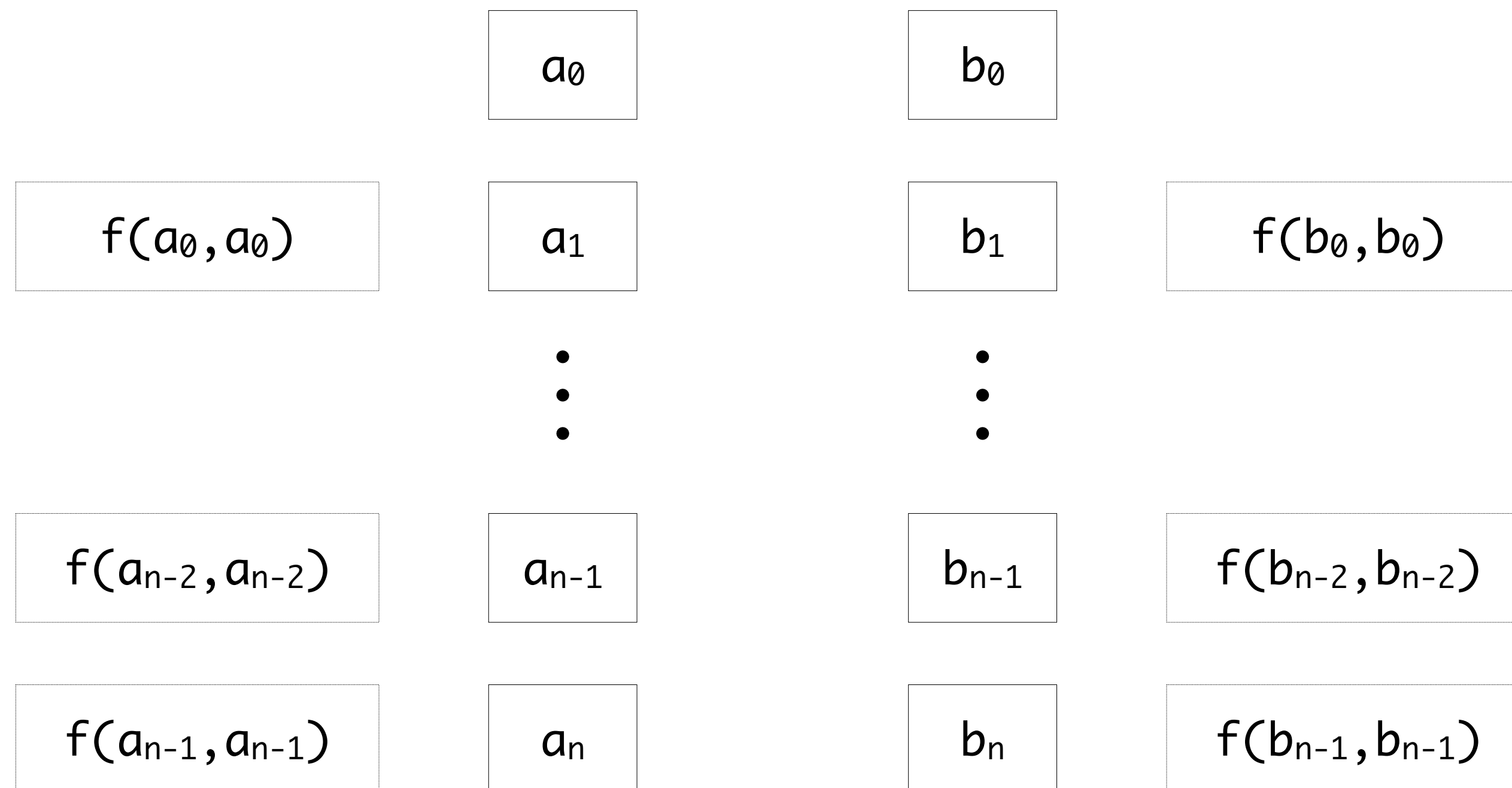


The Complex Case

$$h(a_1, \dots, a_n, f(b_0, b_0), \dots, f(b_{n-1}, b_{n-1}), a_n) == \\ h(f(a_0, a_0), \dots, f(a_{n-1}, a_{n-1}), b_1, \dots, b_{n-1}, b_n)$$

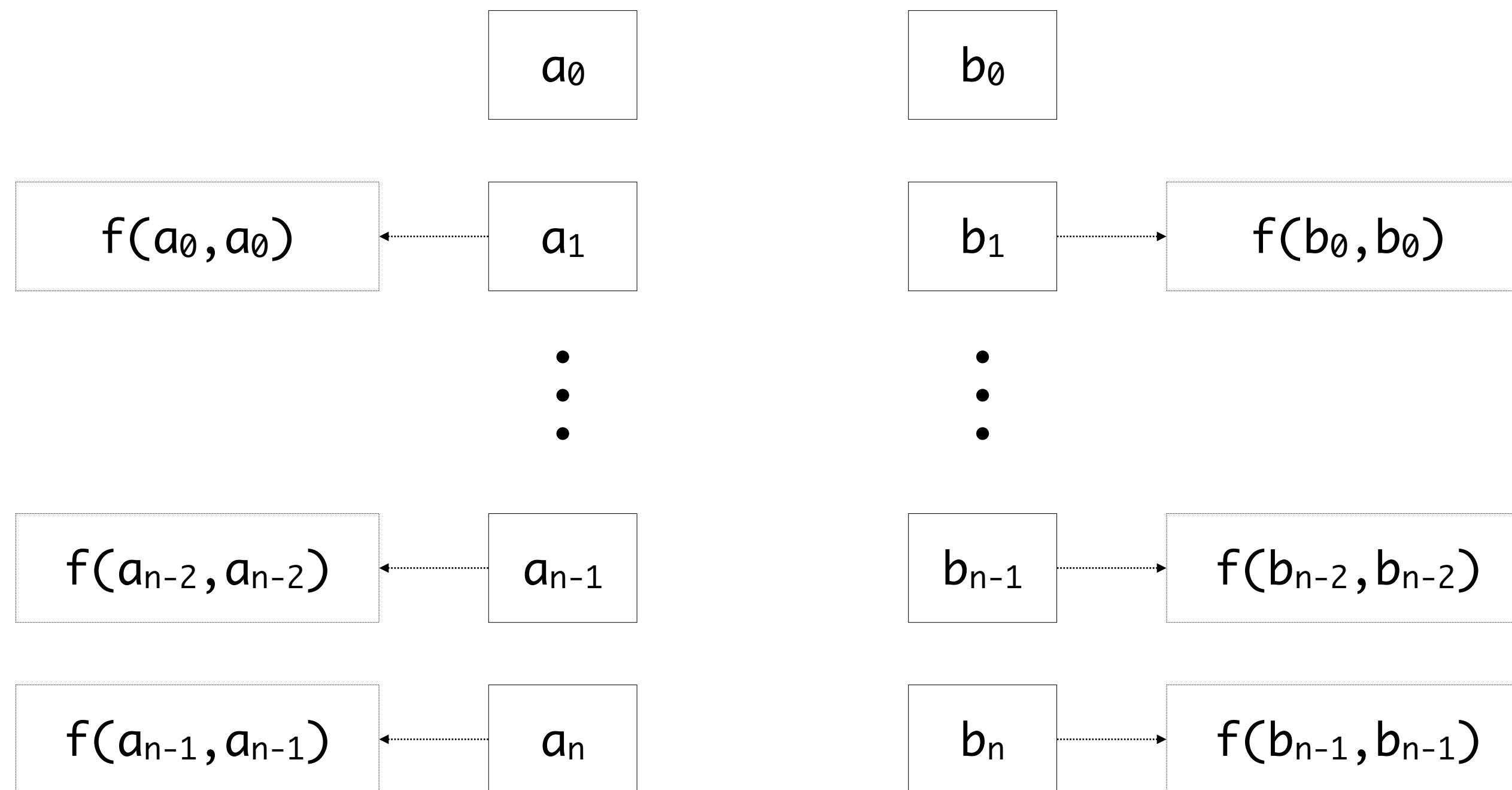
The Complex Case

$$h(a_1, \dots, a_n, f(b_0, b_0), \dots, f(b_{n-1}, b_{n-1}), a_n) == h(f(a_0, a_0), \dots, f(a_{n-1}, a_{n-1}), b_1, \dots, b_{n-1}, b_n)$$



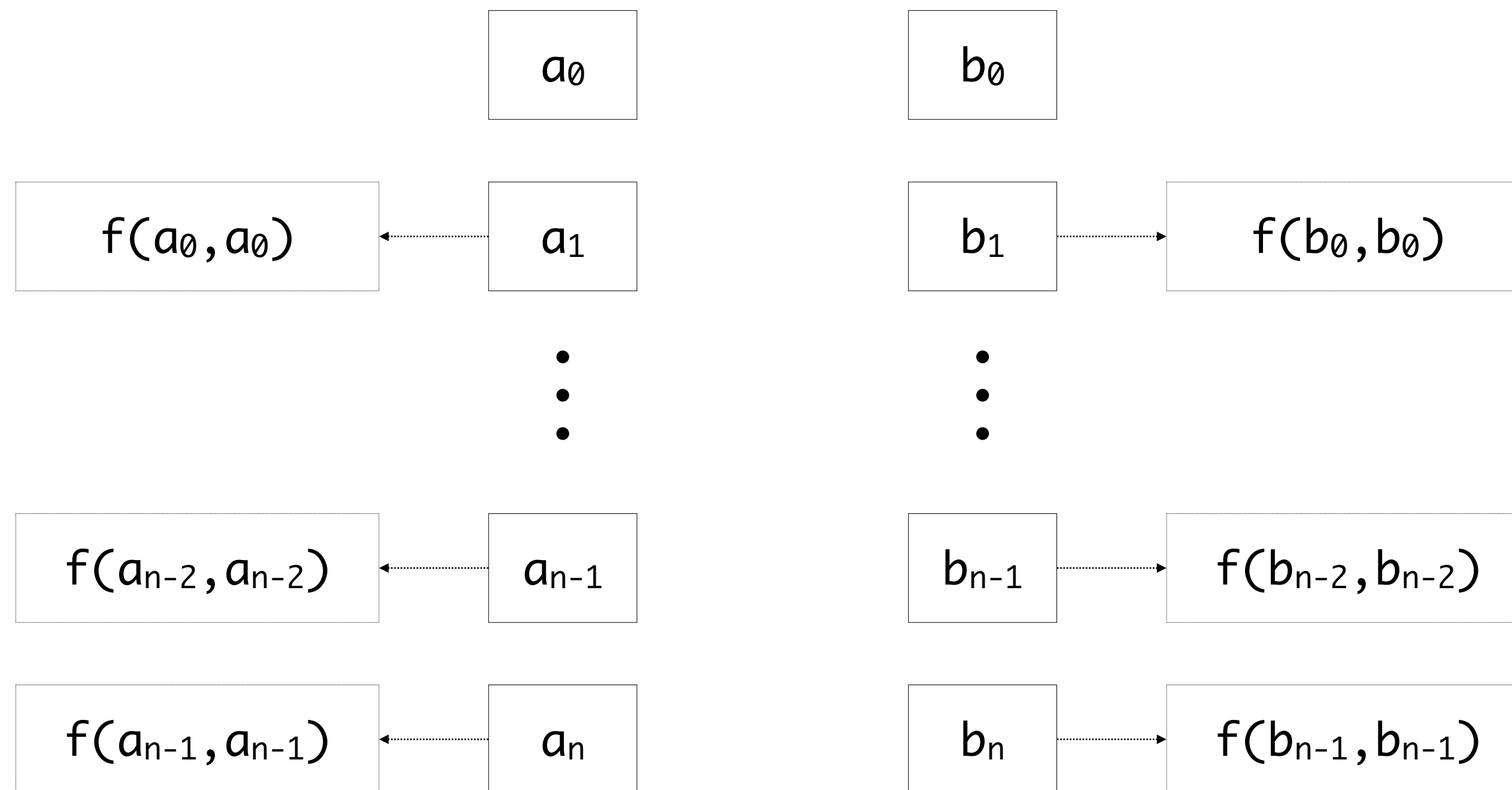
The Complex Case

$$h(a_1, \dots, a_n, f(b_0, b_0), \dots, f(b_{n-1}, b_{n-1}), a_n) == h(f(a_0, a_0), \dots, f(a_{n-1}, a_{n-1}), b_1, \dots, b_{n-1}, b_n)$$



The Complex Case

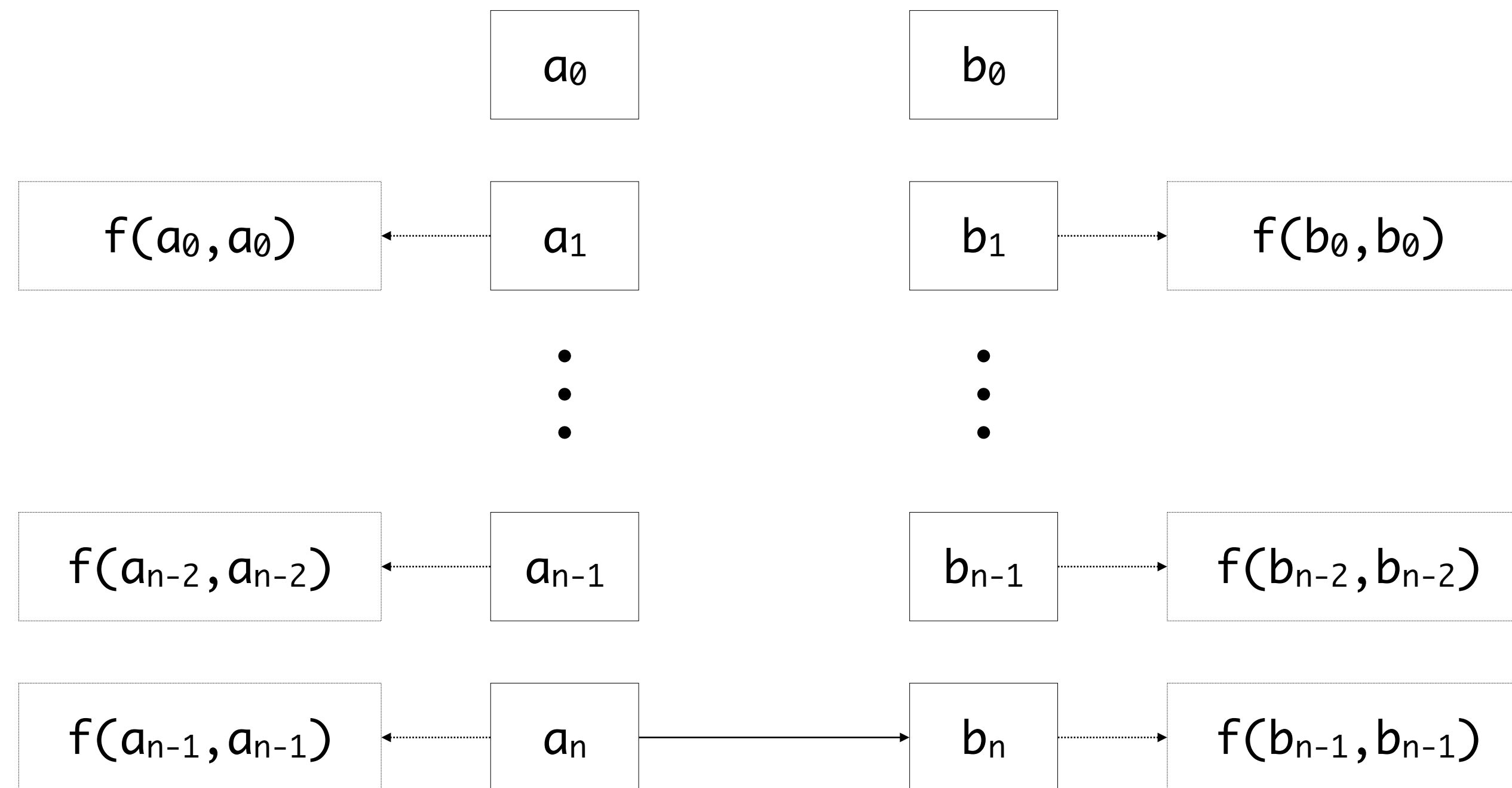
$$h(a_1, \dots, a_n, f(b_0, b_0), \dots, f(b_{n-1}, b_{n-1}), a_n) == \\ h(f(a_0, a_0), \dots, f(a_{n-1}, a_{n-1}), b_1, \dots, b_{n-1}, b_n)$$



$$a_n == b_n$$

The Complex Case

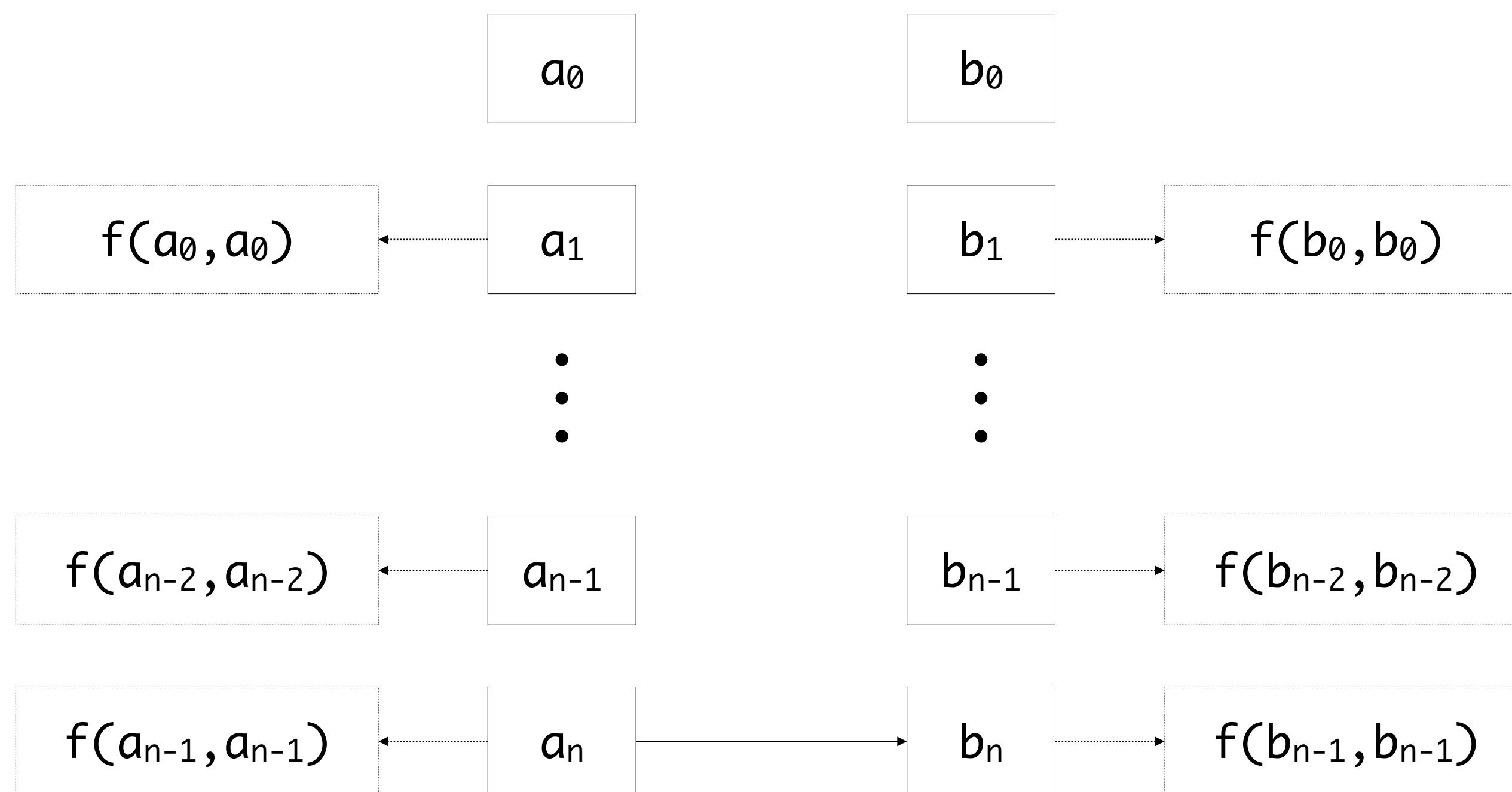
$$h(a_1, \dots, a_n, f(b_0, b_0), \dots, f(b_{n-1}, b_{n-1}), a_n) == \\ h(f(a_0, a_0), \dots, f(a_{n-1}, a_{n-1}), b_1, \dots, b_{n-1}, b_n)$$



$$a_n == b_n$$

The Complex Case

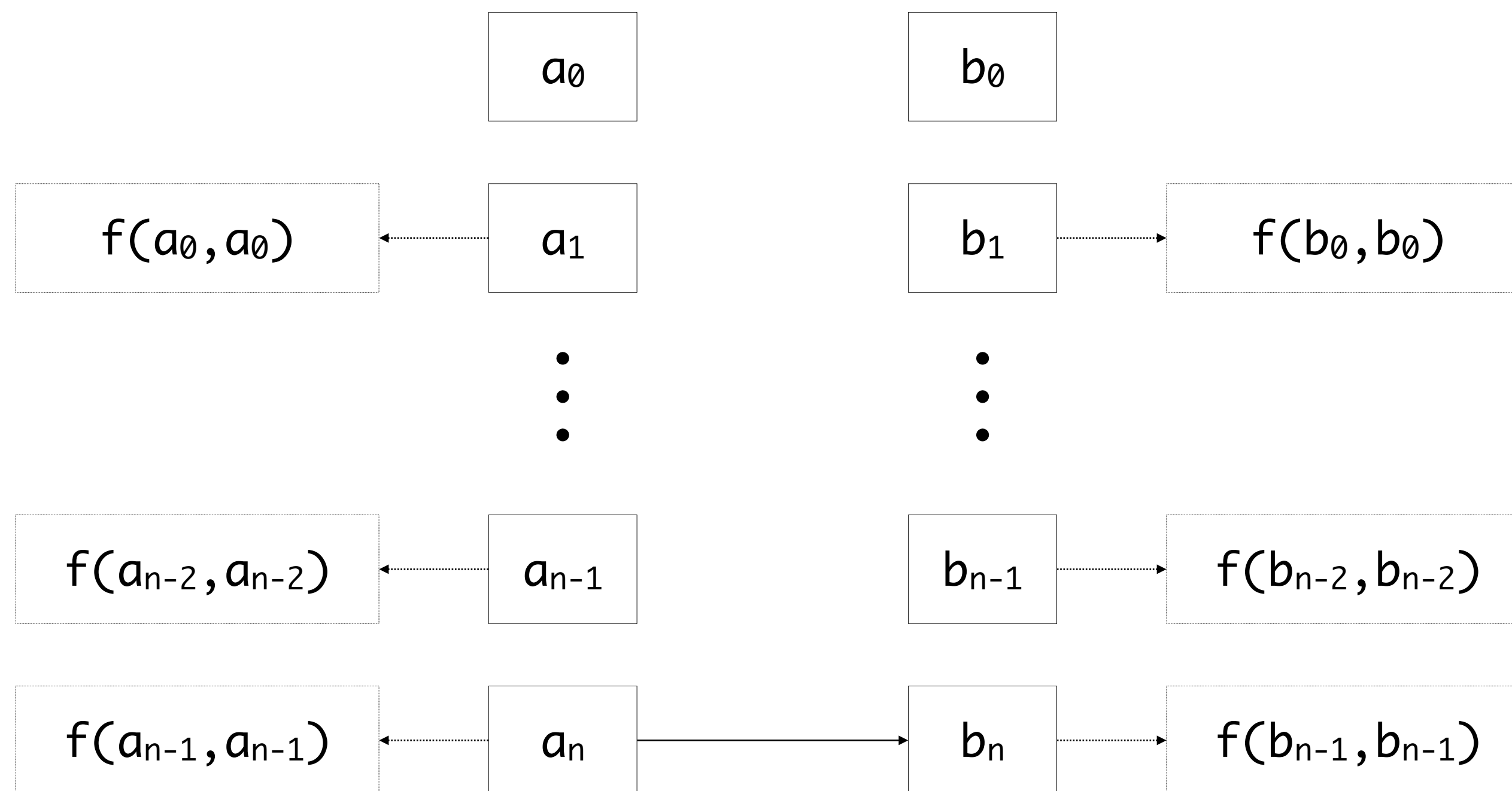
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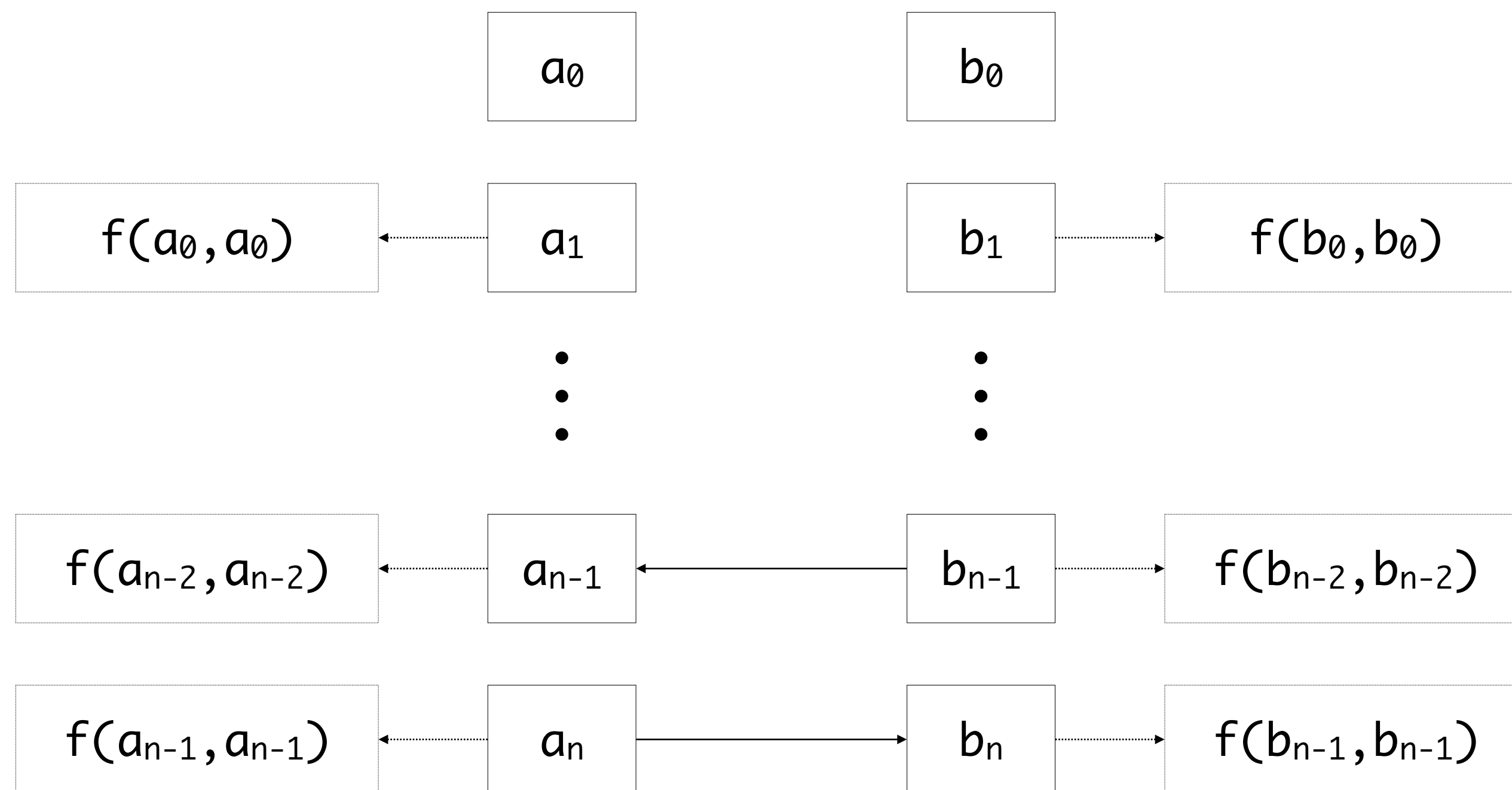
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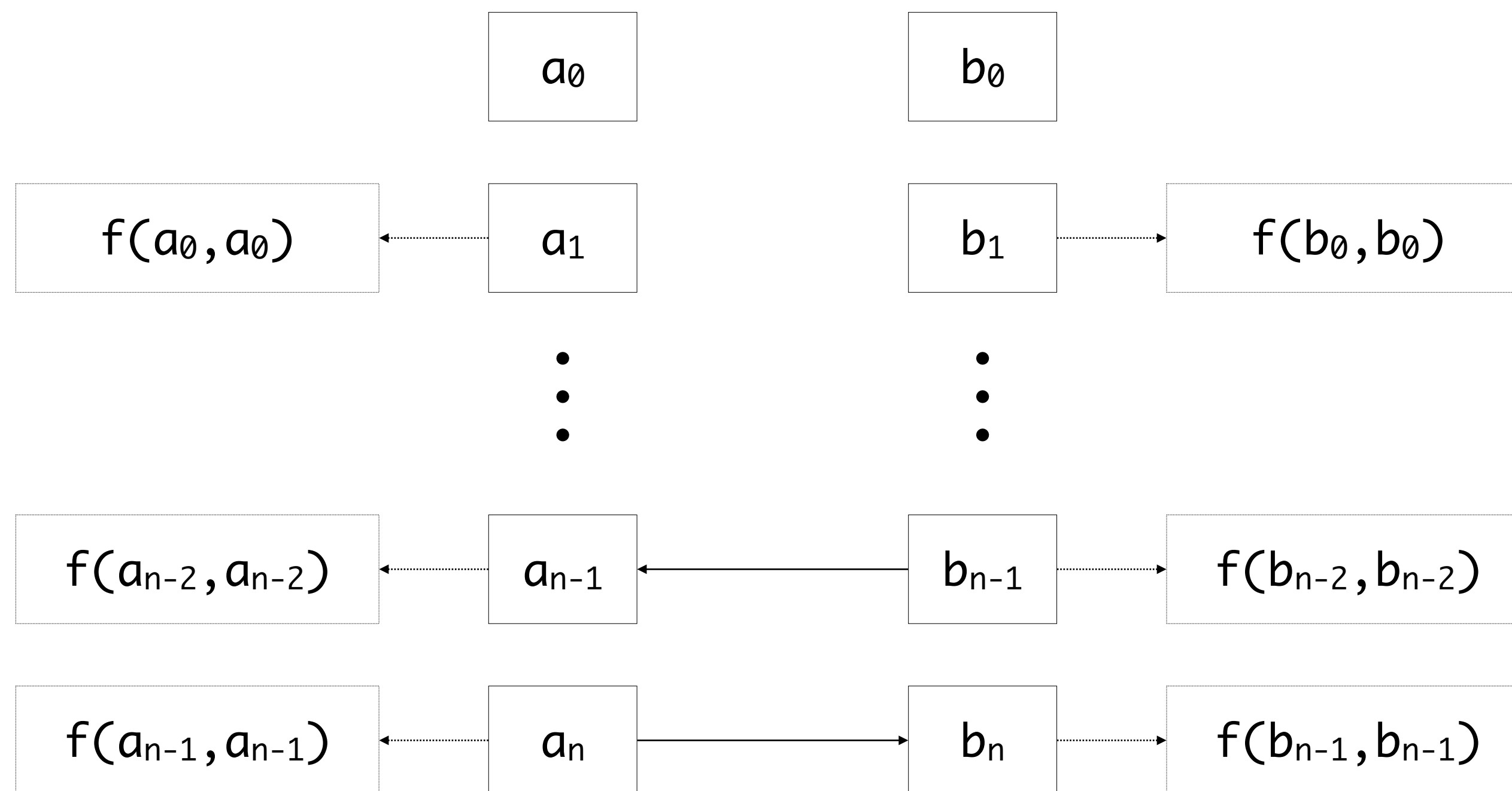
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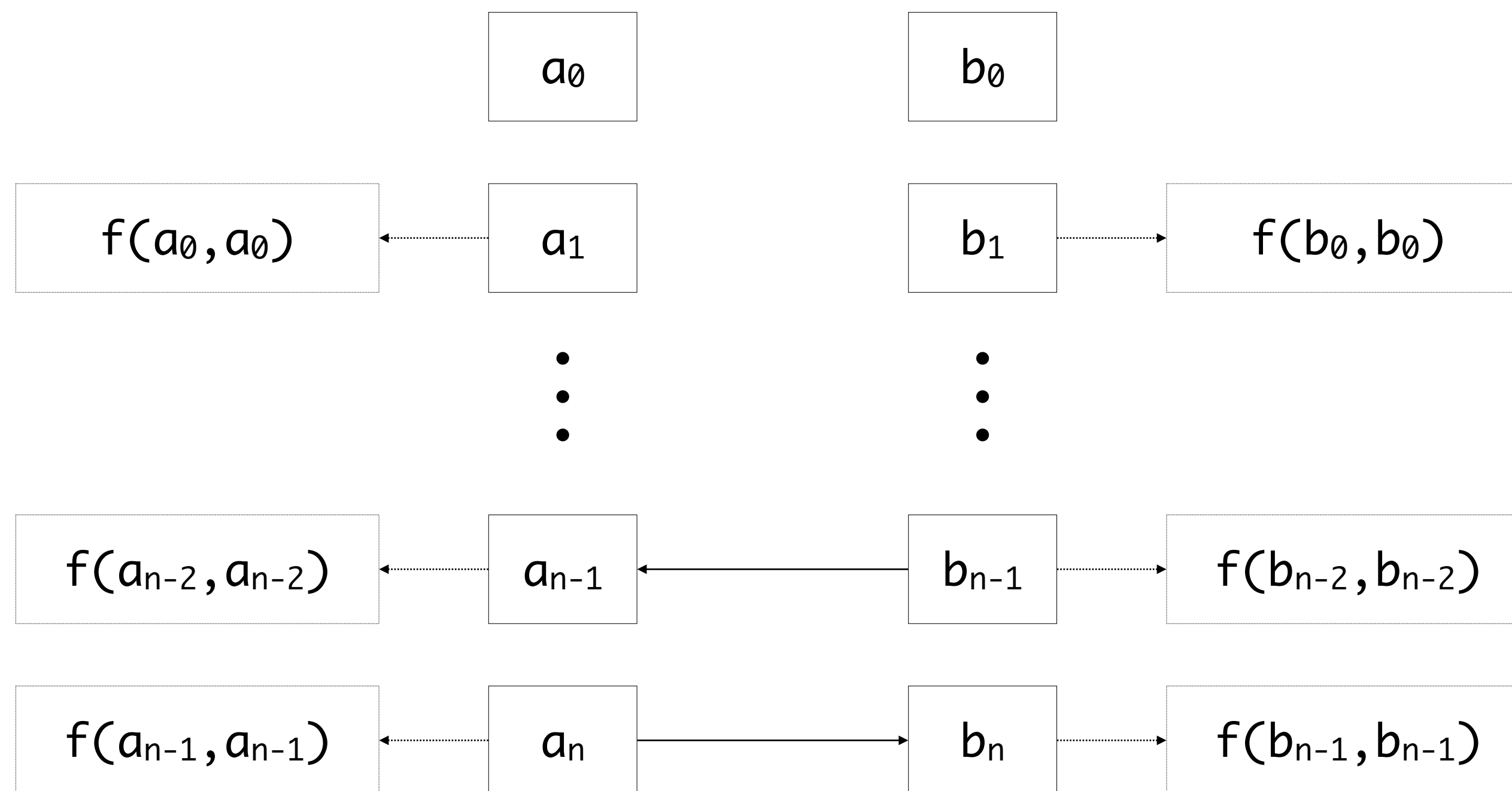
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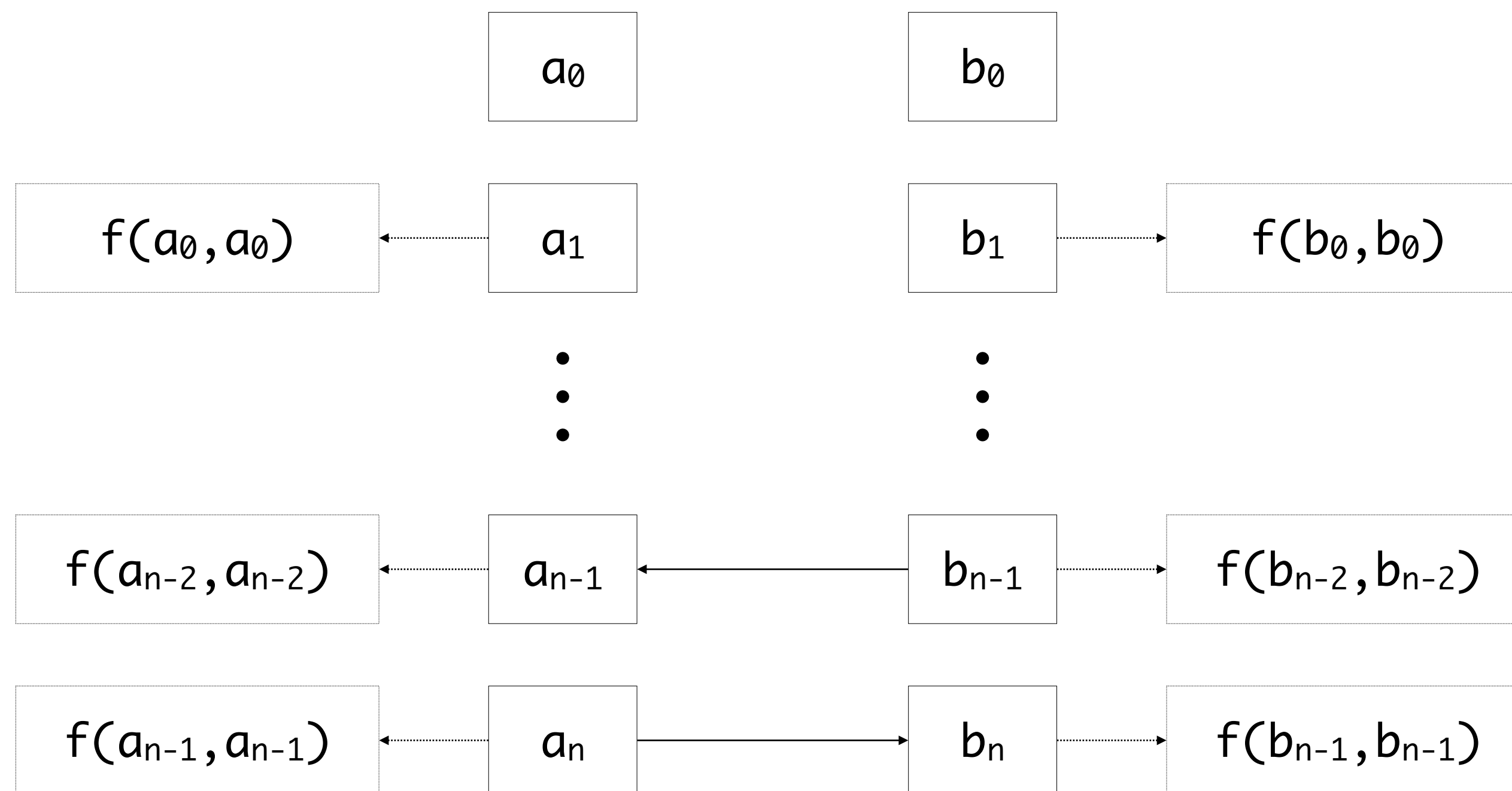
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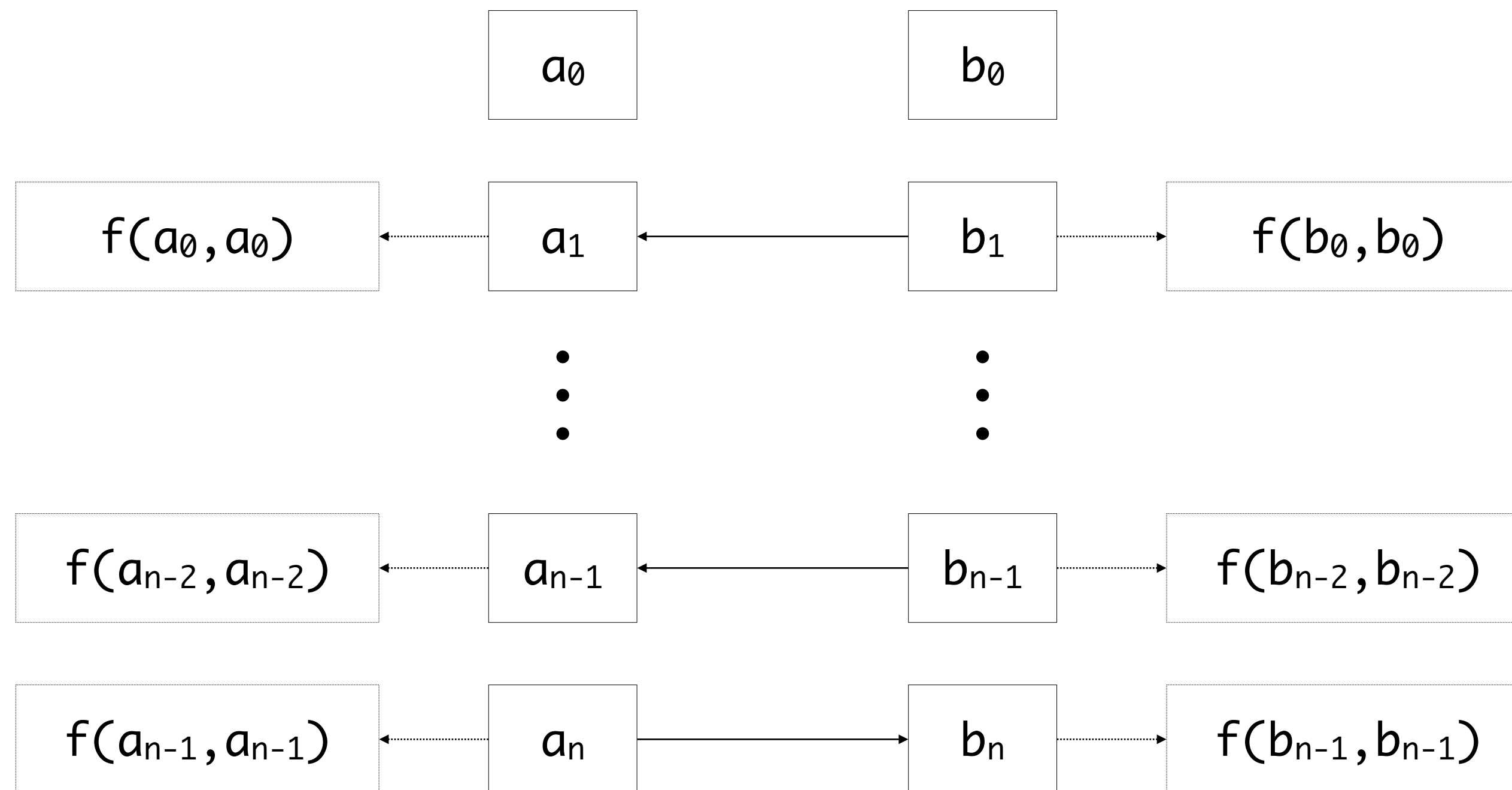
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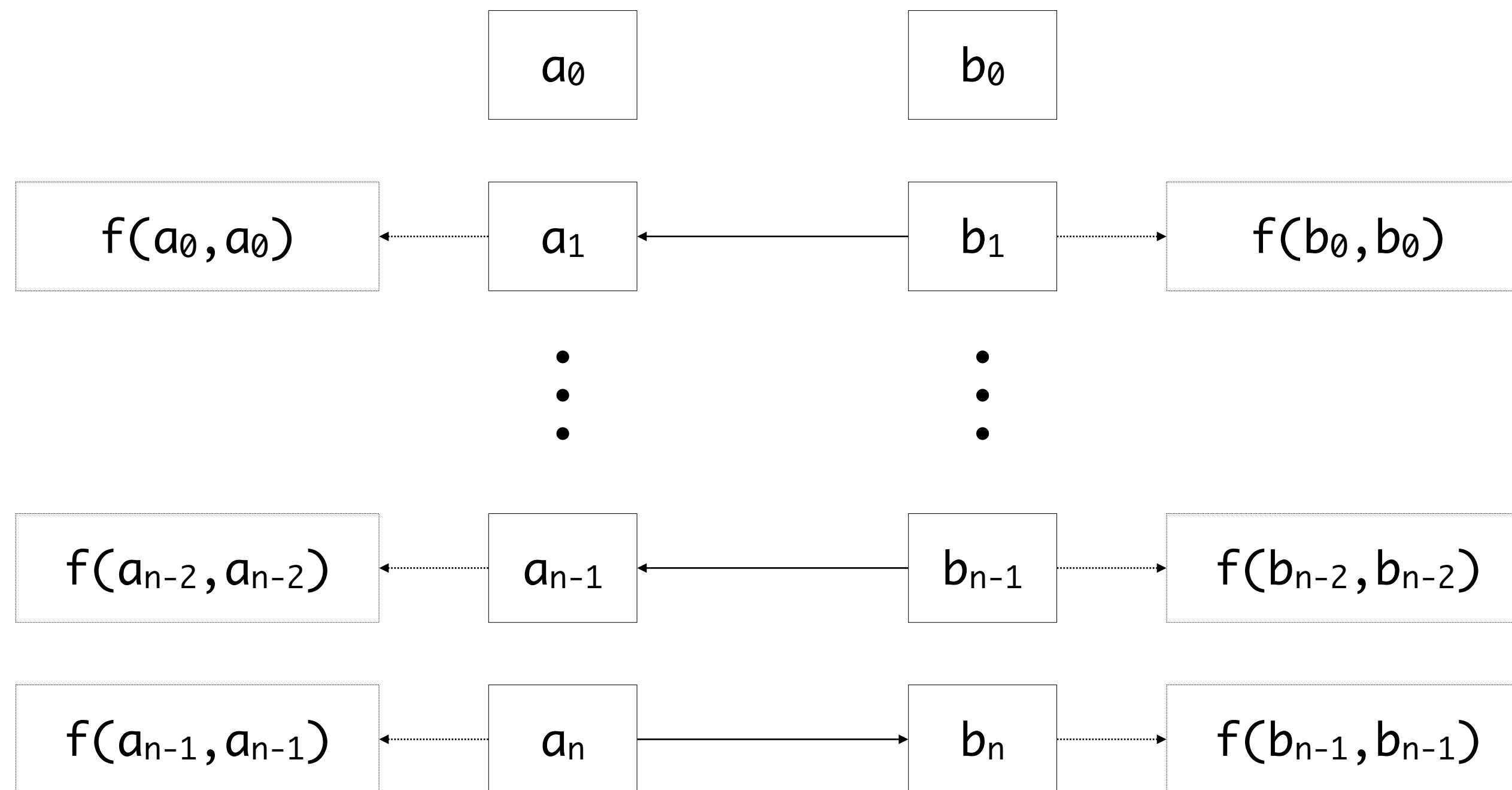
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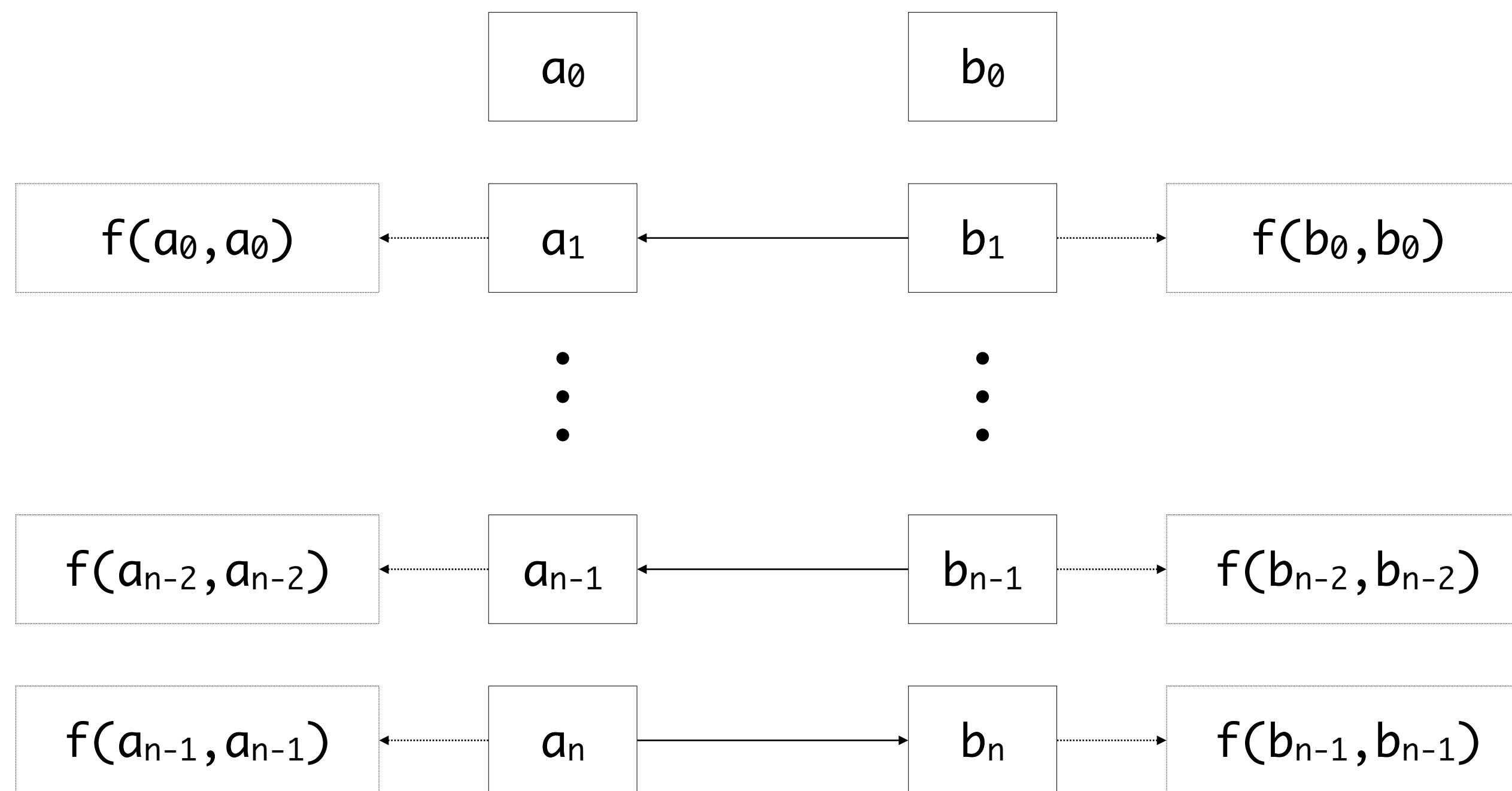
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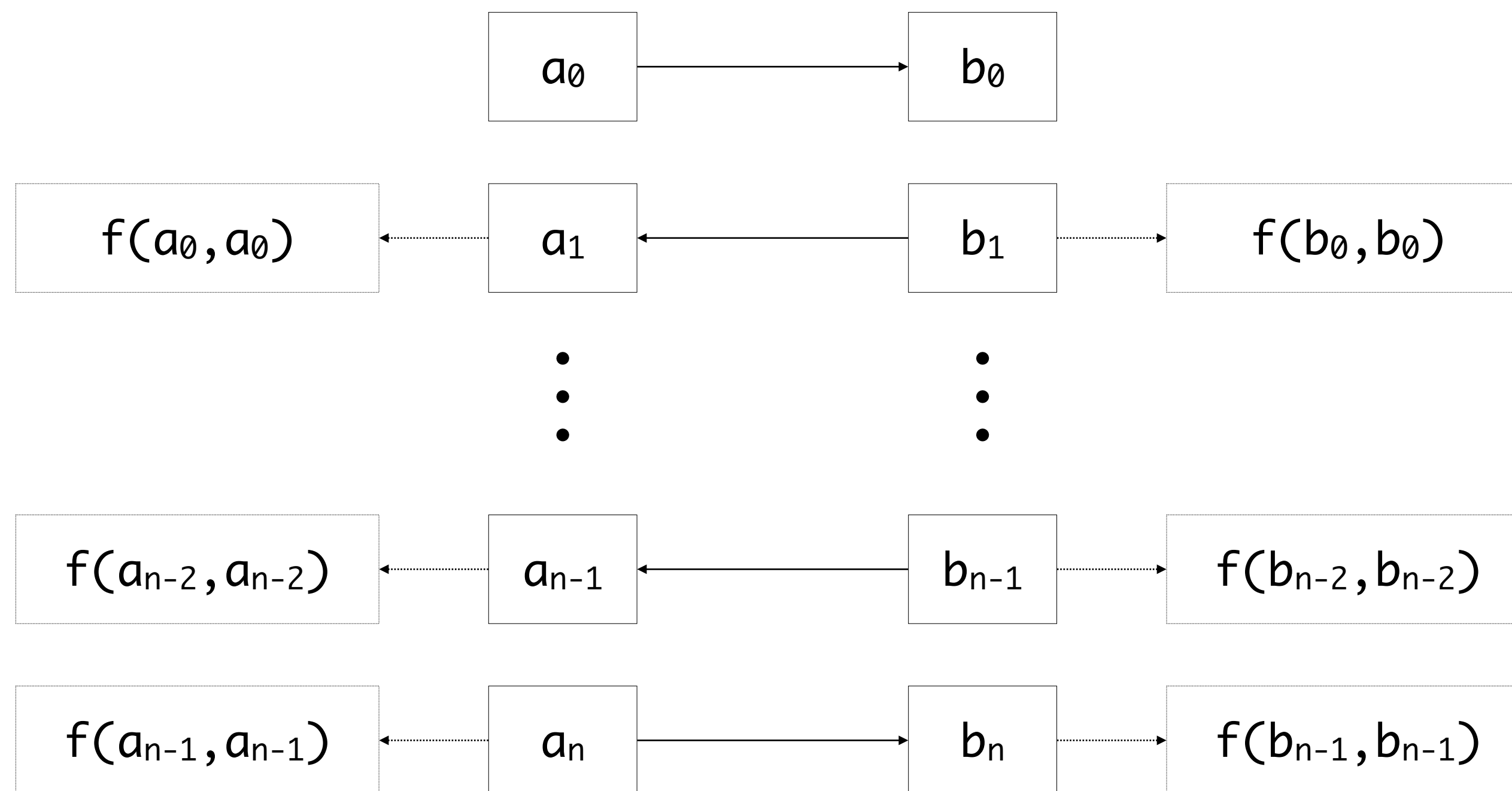
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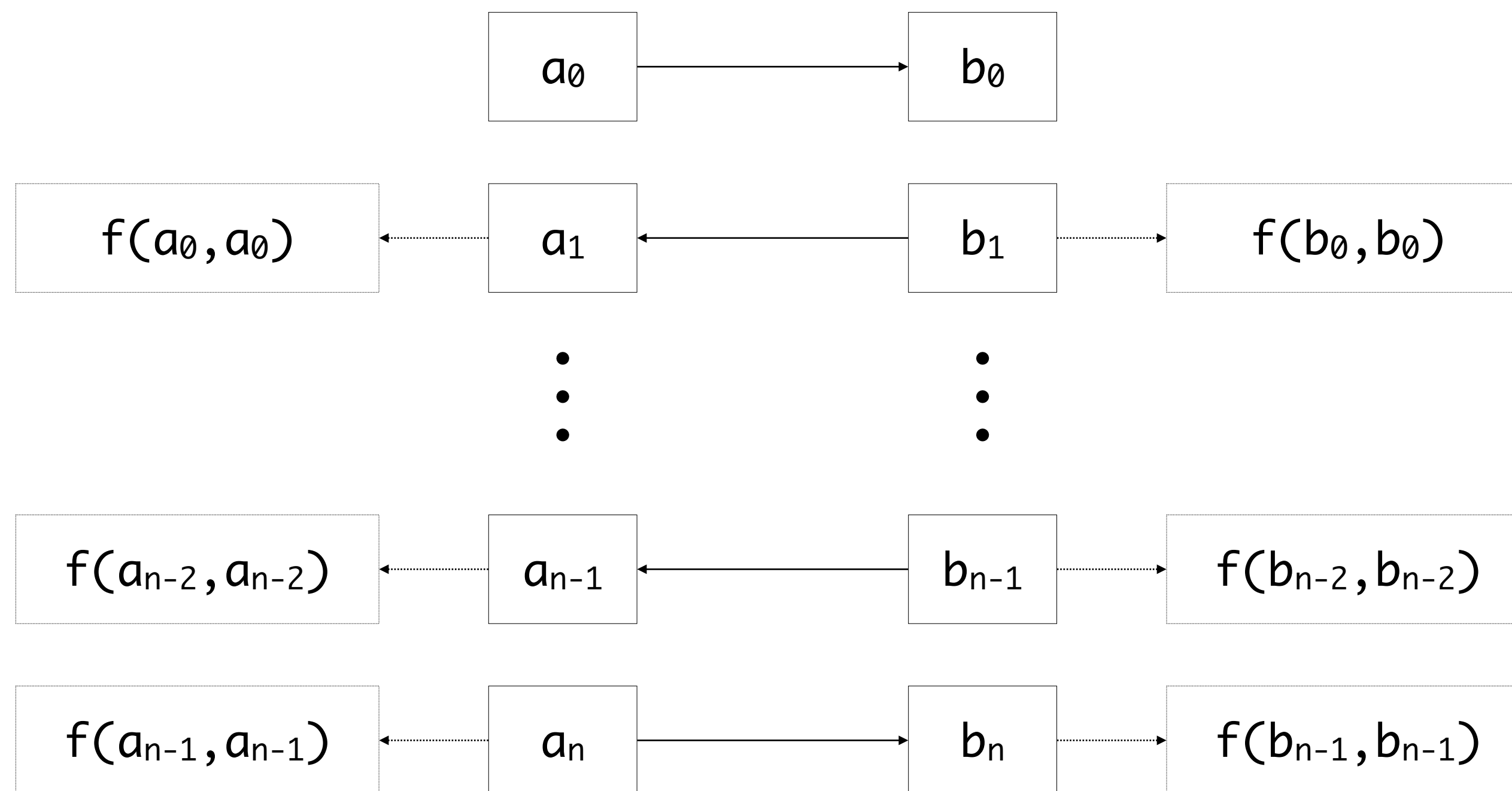
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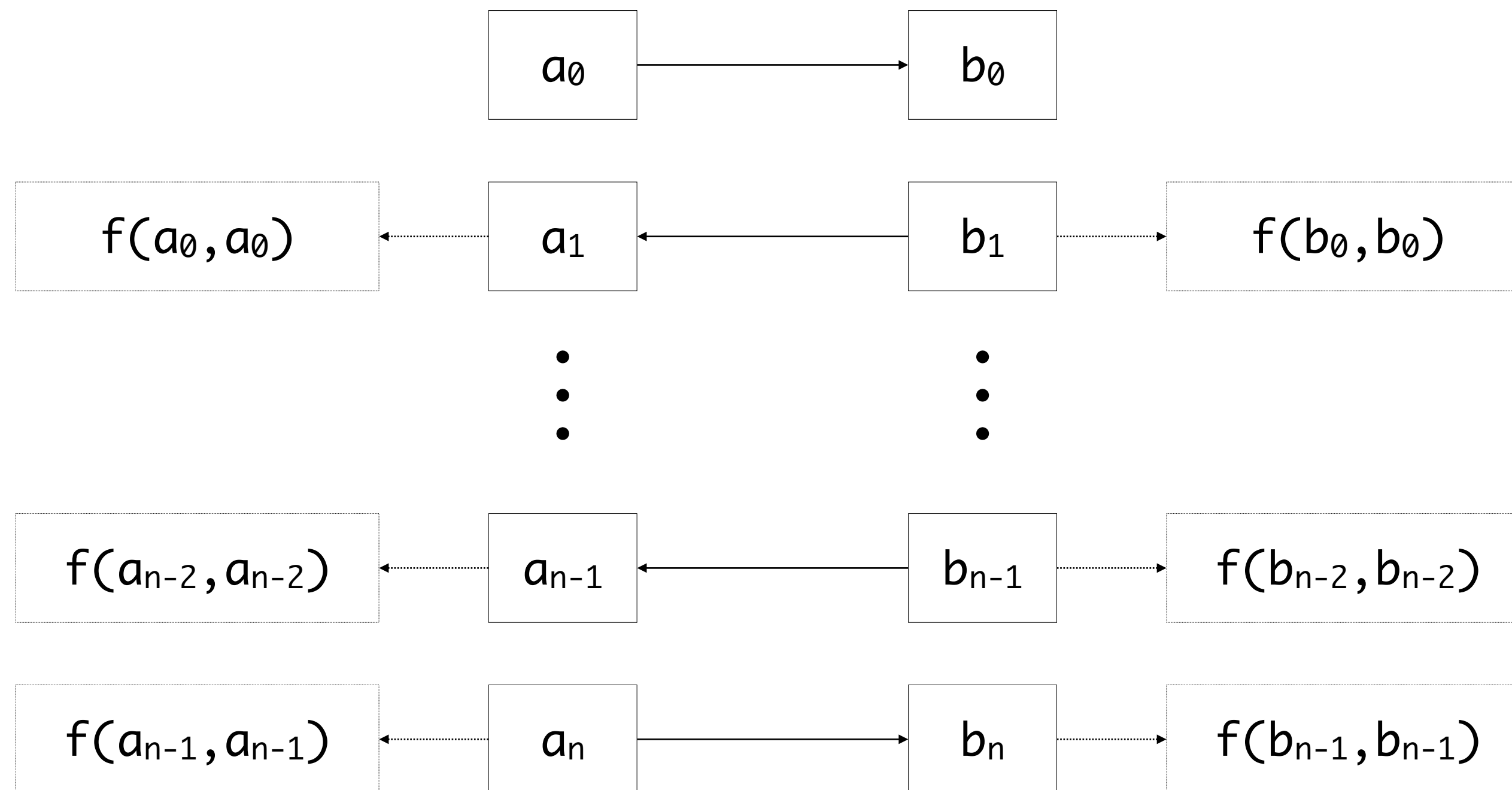


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How about occurrence checks?

The Complex Case

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How about occurrence checks? Postpone!

Union-Find

Main idea

Martelli, Montanari. An Efficient Unification Algorithm. TOPLAS, 1982

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- Linear in space and almost linear (inverse Ackermann) in time
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- Postpone occurrence checks to prevent traversing (potentially) large terms

Conclusion

Summary

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- Principality: the solver computes most general solutions

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