



# Efficient Structural Differencing

... and the lessons learned from it

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Victor Cacciari Miraldo   Wouter Swierstra

Utrecht University

## Intro

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- Efficient Algorithm for structured diffing (and merging)
  - Think of UNIX diff, over AST's.

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- Wrote it in Haskell, generically

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  - Think of UNIX diff, over AST's.
- Wrote it in Haskell, generically
- Tested against dataset from GitHub
  - mined Lua repositories

## Line-by-Line Differencing

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## The UNIX diff

Compares files line-by-line, outputs an *edit script*.

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type checker: "You fool!  
What you request makes no sense,  
rethink your bad code."
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## The UNIX diff: In a Nutshell

Encodes changes as an *edit script*

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Computes changes by enumeration.

```
diff :: [String] -> [String] -> Patch
```

```
diff x y = head $ sortBy mostCopies $ enumerate_all x y
```

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UNIX `diff` works for `[String]`.

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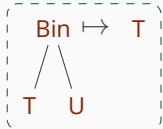
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**data** ES = Ins Tree | Del | Cpy

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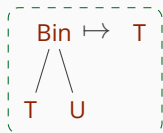
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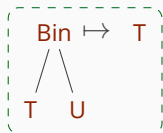
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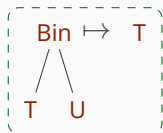
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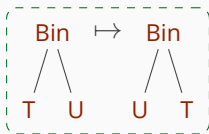
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Not ideal

## Edit Scripts: The Problem

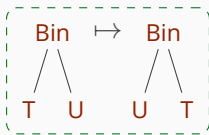
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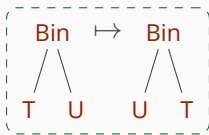
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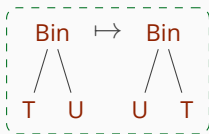


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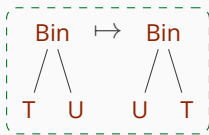
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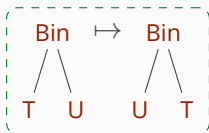
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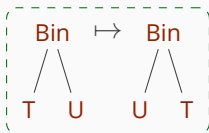
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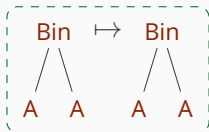
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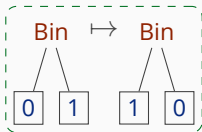
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**Solution:** Detach from *edit-scripts*

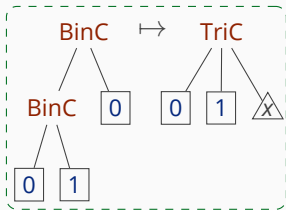


## **New Structure for Changes**

---

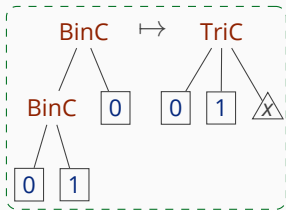
# Changes

diff (Bin (Bin t u) t) (Tri t u x) =



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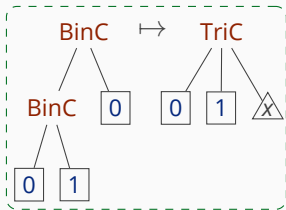
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`diff (Bin (Bin t u) t) (Tri t u x) =`



- Arbitrary duplications, contractions, permutations
  - Can explore all copy opportunities
- Faster to compute
  - Our `diff x y` runs in  $\mathcal{O}(\text{size } x + \text{size } y)$

# Changes

## **Two *contexts***

- deletion: matching
- insertion: instantiation



# Changes

- Two contexts**
- deletion: matching
  - insertion: instantiation

```
data Tree = Leaf
          | Bin Tree Tree
          | Tri Tree Tree Tree
```

Context are datatypes annotated with holes.

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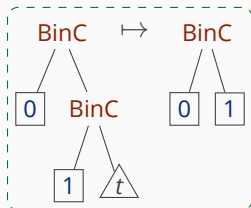
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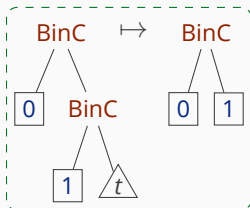
```
data TreeC h = LeafC
              | BinC TreeC TreeC
              | TriC TreeC TreeC TreeC
              | Hole h
```

```
type Change = (TreeC MetaVar , TreeC MetaVar)
```

## Applying Changes

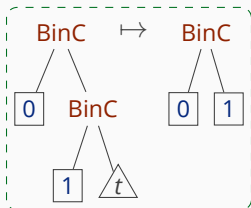


## Applying Changes



Call it  $c$ ,

## Applying Changes



Call it  $c$ , application function sketch:

```
apply c = \x -> case x of
```

```
  Bin a (Bin b c) -> if c == t then Just (Bin a b) else Nothing
```

```
  _                -> Nothing
```

Change represents families of ES:

## Relation to Edit Scripts

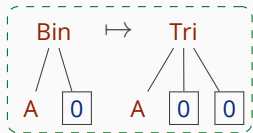
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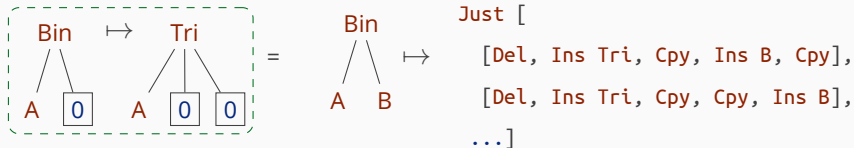




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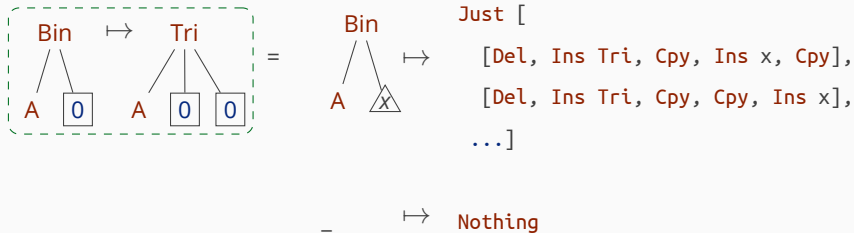
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Consequence of definition of **Change**

Postpone the *hard* part for now

- Oracle: `wcs :: Tree -> Tree -> (Tree -> Maybe MetaVar)`
  - stands for *which common subtree*



## Computing Changes: The Easy Part

Extracting the context:

```
extract :: (Tree -> Maybe MetaVar) -> Tree -> TreeC
```

```
extract f x = maybe (extract' x) Hole $ f x
```

**where**

```
extract' (Bin a b) = BinC (extract f a) (extract f b)
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Finally, with `wcs s d` as an *oracle*

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diff :: Tree -> Tree -> Change MetaVar
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if `wcs s d` is efficient, then so is `diff s d`



## Computing Changes: Defining the Oracle

Defining an *inefficient* `wcs s d` is easy:

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wcs :: Tree -> Tree -> Tree -> Maybe MetaVar
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wcs s d x = elemIndex x (subtrees s `intersect` subtrees d)
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Runs in amortized  $\mathcal{O}(1)$

# Experiments

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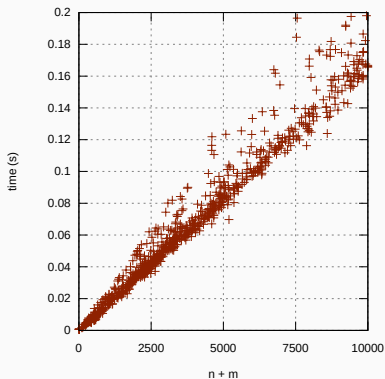


## Computing Changes: But how fast?

Diffed files from  $\approx 1200$  commits from top Lua repos

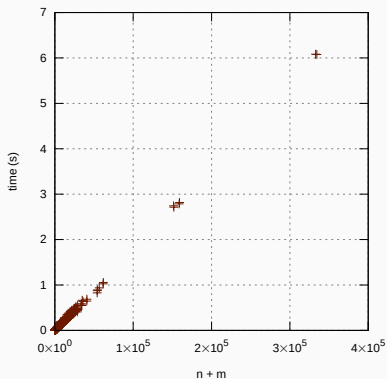
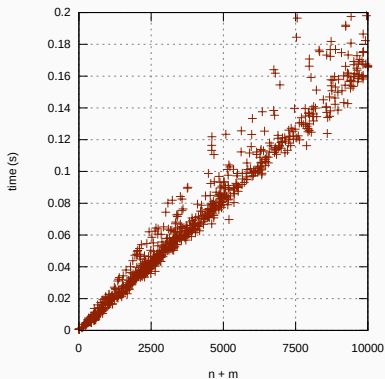
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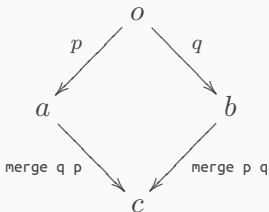
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We defined a (very!) simple merging algorithm:

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merge :: Change -> Change -> Either Conflict Change
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merge p q = if p `disjoint` q then p else Conflict
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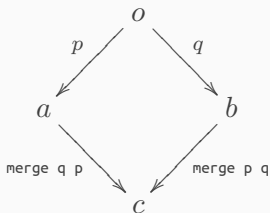
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11% of mined merge commits could be *merged*

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We have learned:

1. Generalizations can break specs
2. More expressiveness does not mean higher complexity
3. Thinking extensionally is very helpful

## **In Greater Depth**

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Recall,

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wcs :: Tree -> Tree -> Tree -> Maybe MetaVar
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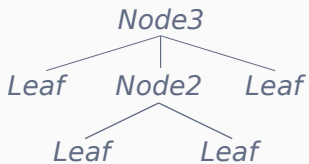
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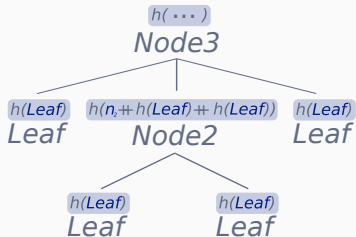
Two inefficiency points:

- Comparing trees for equality
- Searching for a subtree in all enumerated subtrees

## In Depth: The Efficient Oracle (Inefficiency #1)



decorate  
~~~~~>



## In Depth: The Efficient Oracle (Merkle Trees)

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Annotate Trees with Digests:

```
decorate :: Tree -> TreeH
```

```
data TreeH = LeafH
```

```
    | BinH (TreeH, Digest) (TreeH, Digest)
```

```
    | TriH (TreeH, Digest) (TreeH, Digest) (TreeH, Digest)
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```
root :: TreeH -> Digest
```

```
root LeafH = hash "leaf"
```

```
root (BinH (_ , dx) (_ , dy)) = hash ("node2" ++ dx ++ dy)
```

```
...
```

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Compare roots:

```
instance Eq TreeH where
```

```
    t == u = root t == root u
```

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wcs s d = lookup (tr empty s `intersect` tr empty d) . root
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Good structure to lookup hashes: **Tries!**

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wcs :: TreeH -> TreeH -> (TreeH -> Maybe MetaVar)
```

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```

```
tr :: Trie -> TreeH -> Trie
```

```
tr db t = insert (root t)
```

```
  $ case t of
```

```
    LeafH                -> db
```

```
    BinH (x , _) (y , _) -> tr (tr db x) y
```

```
    ...
```

## In Depth: The Efficient Oracle: The diff function

One could write:

```
diff :: Tree -> Tree -> Change
```

```
diff s d = let s' = decorate s; d' = decorate d
```

```
        in (extract (wcs s' d') s' , extract (wcs s' d') d')
```

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```
        in (extract (wcs s' d') s' , extract (wcs s' d') d')
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Subtle issue: `a = Bin (Bin t k) u; b = Bin (Bin t k) t`

## In Depth: The Efficient Oracle: The diff function

One could write:

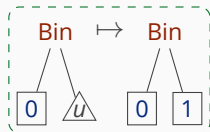
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diff :: Tree -> Tree -> Change
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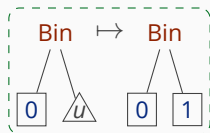
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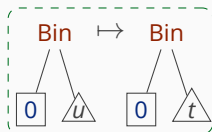
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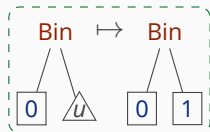
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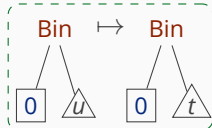
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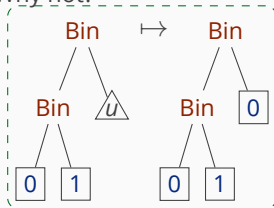
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Why not?





## In Depth: The “best” change

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This makes a preorder (reflexive; transitive)

Hard to reason with **Change**

## In Depth: Merging

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- Metavariable Scope



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un-*distribute* the redundant constructors.

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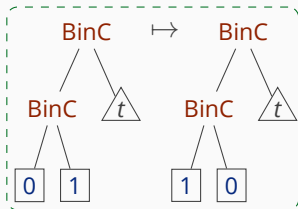
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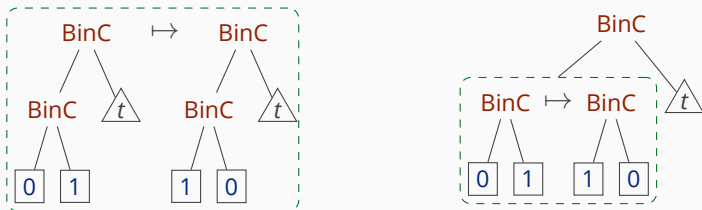
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## In Depth: Merging and Anti-unification

Extract the *greatest common prefix* from two `TreeC`:

```
gcp :: TreeC a -> TreeC b -> TreeC (TreeC a , TreeC b)
```

```
gcp LeafC      LeafC      = LeafC
```

```
gcp (BinC x y) (BinC u v) = BinC (gcp x u) (gcp y v)
```

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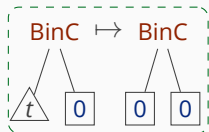
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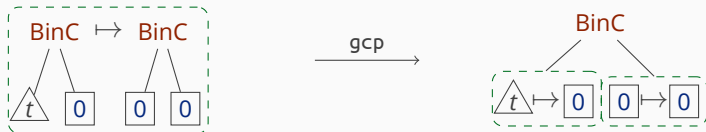
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**gcp** (**TriC** x y z) (**TriC** u v w) = **TriC** (**gcp** x u) (**gcp** y v) (**gcp** z w)

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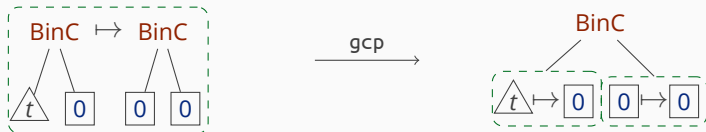
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Define `closure :: Patch -> Patch` to fix scopes.

## Discussion

---

Performance of structural diffing:

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Now what?

- Metatheory

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- Sharing Control

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- Merge Strategies

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# Efficient Structural Differencing

... and the lessons learned from it

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Victor Cacciari Miraldo   Wouter Swierstra

Utrecht University