

# On the translation of Maude programs to modern imperative languages

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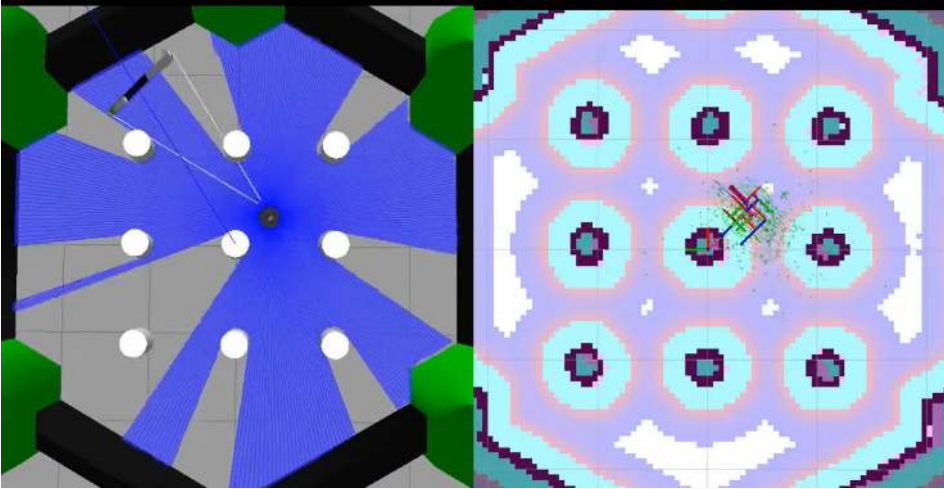
Universidad Complutense de Madrid

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# Motivation

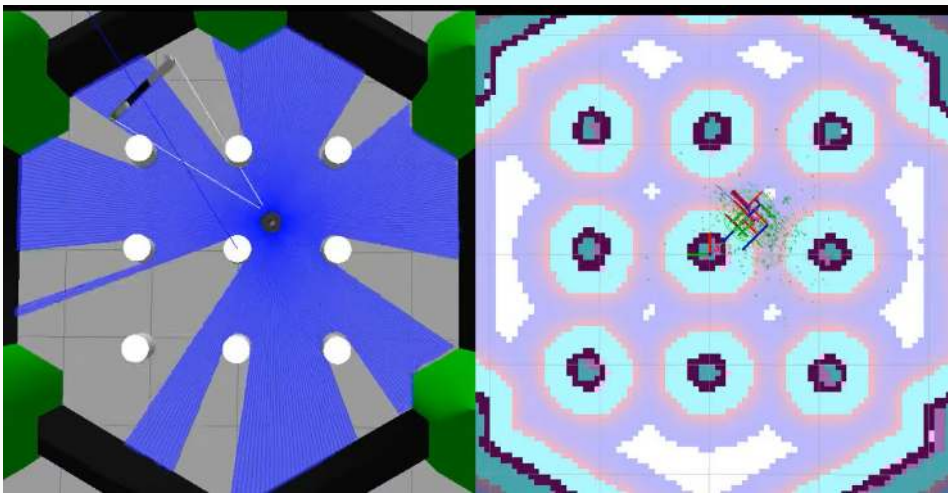
## Integration



External objects · (Python) bindings

# Motivation

Integration



External objects · (Python) bindings

Performance

Statistical model checking

many executions + numeric

## Related work

- **Abstract machines** (1994-2001): Reduce ELAN Machine, Rewrite Rule Machine, Term Rewriting Abstract Machine (CafeOBJ)
- Compilation of Maude to SIMD and MIMD machines
- Semicompilation in Maude (pattern automata, discrimination nets)

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**Translation to C**

ELAN, ASF+SDF (Rascal), Soufflé

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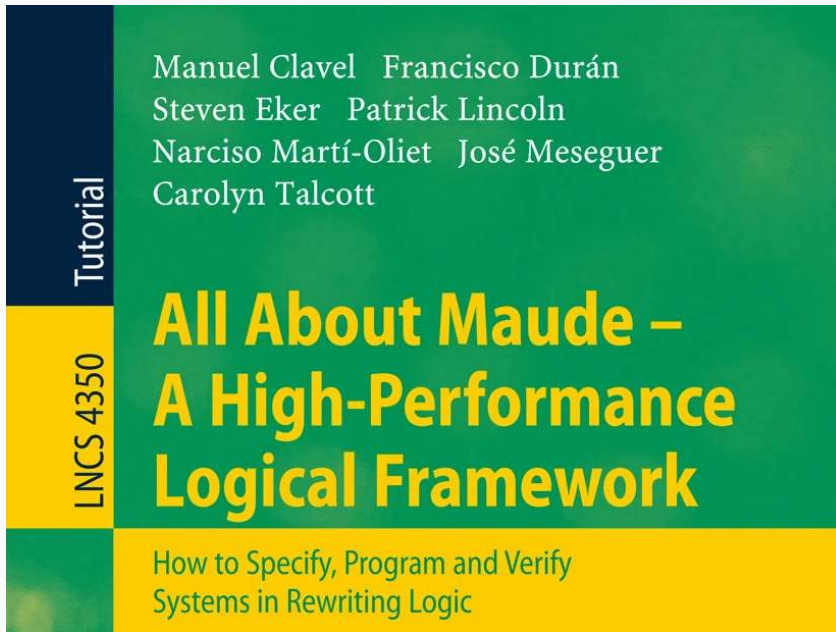
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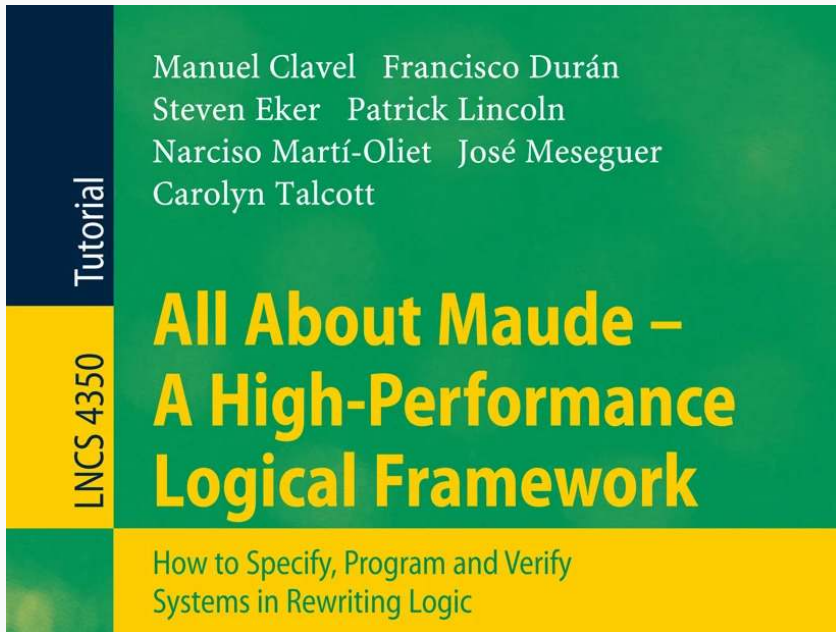
**Translation between formalisms**


Hets, Maude2Lean, MTT, etc.

# From Maude ...



 Garavel, Tabikh, Arrada. *Benchmarking implementations of term rewriting and pattern matching...* WRLA 2018



 Garavel, Tabikh, Arrada. *Benchmarking implementations of term rewriting and pattern matching...* WRLA 2018

## Highly expressive

- User-defined syntax
- Sorts and memberships
- Structural axioms (A, C, AC, ...)
- Conditionals involving searches
- Non-deterministic rewriting
- Hash-consing

# ... to modern imperative languages



C++

1985-



Python

1991-2021-



Java

1995-2023-



Dafny

2009-



Rust

2010-



Swift

2014-



“Algebraic datatypes”

Pattern matching

# ... to modern imperative languages

	
C++	Python
1985-	1991-2021-


Java
1995-2023-

	
Dafny	Rust
2009-	2010-



Swift
2014-

“Algebraic datatypes”

Pattern matching

# Algebraic data types

Haskell

```
data Maybe a = Nothing | Just a
```

Rust

```
enum Option<T> { None, Some(T) }
```

# Recursive algebraic data types

Haskell

```
data Stack = Empty | Push Int Stack
```

Rust

```
enum Stack { Empty, Push(i64, Stack) }
```

# Recursive algebraic data types

Haskell

```
data Stack = Empty | Push Int Stack
```

Rust

```
enum Stack { Empty, Push(i64, Box<Stack>) }
```

explicit memory management

# Pattern matching constructs

Haskell

```
case value of
  Just(x) -> Just(2 * x)
  Nothing -> Nothing
```

Rust

```
match value {
  Some(x) => Some(2 * x),
  None    => None,
}
```

# Pattern matching constructs — Common features

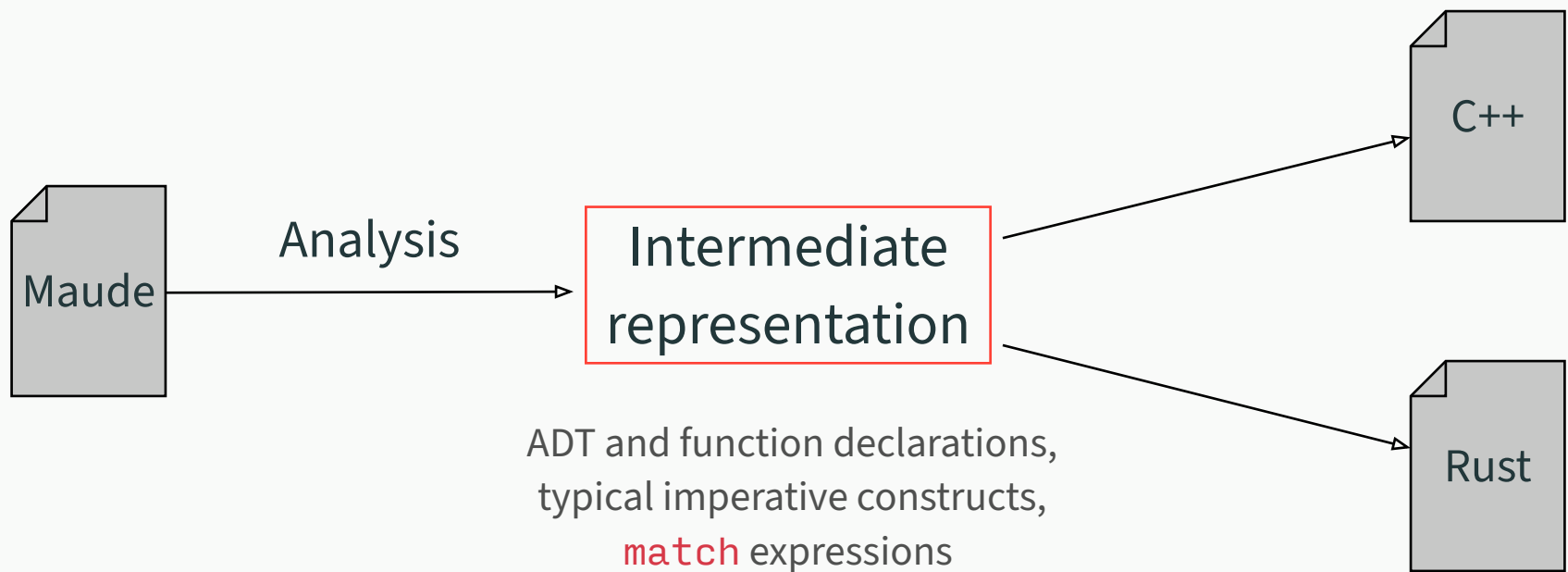
```
match expression {  
  ...  
  case pattern if guard => body  
  ...  
}
```

- Nesting
- Linearity (no repeated variables)
- Guards (conditions for each case)
- Disjunctions of patterns ( $p_1 \mid \dots \mid p_n$ )
- Matching of predefined data structures (lists, tuples, etc.)

# Principles of the translation

- ① Exploit target language features
  - Pattern matching and ADTs
  - Predefined data structures
- ② Multiple languages through an intermediate representation
- ③ Derivation rather than dull code generation
- ④ Pragmatical goals

# Translation



# Translation of functional modules

fmod `module` `is`  $\longrightarrow$  program in the target language

`sorts` `sorts` . `kind`  $\longrightarrow$  algebraic datatype  
`subsorts` `subsorts` .

`mb` `membership axioms` .  $\longrightarrow$  sort predicate

`op` `constructor` [`ctor`] .  $\longrightarrow$  case in ADT definition  
`op` `defined operator` .

`eq` `equation` .

`endfm`

# Translation of functional modules

fmod module is → program in the target language

sorts sorts . kind → algebraic datatype  
subsorts subsorts .

mb membership axioms . → sort predicate

op constructor [ctor] . → case in ADT definition

op defined operator . → function with a match

eq equation . → case in its function

endfm



```
fmod STACK is  
  protecting INT .
```

```
sorts Stack NeStack .  
subsort NeStack < Stack .
```

```
op empty : -> Stack [ctor] .  
op push  : Int Stack  
          -> NeStack [ctor] .
```

```
eq length : Stack -> Nat .
```

```
var N : Int . var S : Stack .
```

```
eq length(empty) = 0 .  
eq length(push(N, S)) =  
  s length(S) .
```

```
endfm
```



```
enum Stack {  
  Empty,  
  Push(i64, Box<Stack>),  
}  
  
fn is_NeStack(stack: &Stack) -> bool  
{  
  matches!(stack,  
    Stack::Push(_, _))  
}
```

```
fmod STACK is
  protecting INT .

  sorts Stack NeStack .
  subsort NeStack < Stack .

  op empty : -> Stack [ctor] .
  op push : Int Stack
           -> NeStack [ctor] .
```

```
eq length : Stack -> Nat .
```

```
var N : Int . var S : Stack .
```

```
eq length(empty) = 0 .
eq length(push(N, S)) =
  S length(S) .
```

```
endfm
```



```
fn length(stack: &Stack) -> i64
{
  match stack {
    Stack::Empty => 0,
    Stack::Push(_, s) =>
      length(*s) + 1,
  }
}
```

```
fmod STACK is  
  protecting INT .
```

```
sorts Stack NeStack .  
subsort NeStack < Stack .
```

```
op empty : -> Stack [ctor] .  
op push  : Int Stack  
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```
eq length : Stack -> Nat .
```

```
var N : Int . var S : Stack .
```

```
eq length(empty) = 0 .  
eq length(push(N, S)) =  
  s length(S) .
```

```
endfm
```



```
struct Stack :  
  public std::variant<  
    std::monospace,  
    std::tuple<int, smart_ptr<Stack>>  
  >  
{  
  enum Variant { EMPTY, PUSH };  
};
```



```
fmod STACK is  
protecting INT .
```

```
sorts Stack NeStack .  
subsort NeStack < Stack .
```

```
op empty : -> Stack [ctor] .  
op push : Int Stack  
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eq length : Stack -> Nat .
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var N : Int . var S : Stack .
```

```
eq length(empty) = 0 .  
eq length(push(N, S)) =  
  s length(S) .
```

```
endfm
```

```
int length(const Stack& stack)  
{  
    if (stack.index() == Stack::EMPTY)  
        return 0;  
  
    if (stack.index() == Stack::PUSH)  
        return 1 + length(*std::get<1>(std::get<Stack::PUSH>(stack)));  
}
```

# Translation of structural axioms

Relies on

- Special constructor in the ADT of its kind
- Normalizing constructor
- Pattern matching specialization

Iterated	$f : S \rightarrow S$ [iter]	$F(S, i64)$
Commutative	$f : S S \rightarrow T$ [comm]	$f(p_1, p_2) \mid f(p_2, p_1)$
Associativity	$f : S S \rightarrow S$ [assoc]	Lists
AC(U)	$f : S S \rightarrow S$ [assoc comm]	<b>Multisets</b>

```
op minimum : Nat Nat -> Nat [comm] .  
vars M N : Nat .  
ceq minimum (M, N) = M if M <= N .
```

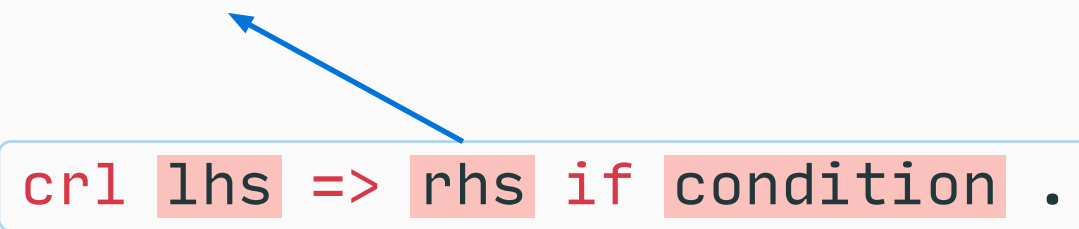
```
fn minimum(n: i64 , m: i64) -> i64 {  
  match (n, m) {  
    (n, m) | (m, n) if m <= n => m,  
  }  
}
```

```
fn palindrome(s: &[Symbol]) -> bool {  
  match s {  
    [] => true , // palindrome(nil) = true  
    [_] => true , // palindrome(S) = true  
  
    // palindrome(S L S) = palindrome(L)  
    [s1 , l @ .., s2] if s1 == s2 => palindrome(l),  
  
    // palindrome(S1 L S2) = false  
    [_, .., _] => false ,  
  }  
}
```

# Translation of rules (on top)

Share much with equation translation.

```
fn r1app_kind(term: &kind) -> Option<kind> {  
  match term {  
    ...  
    case lhs if condition => Some(rhs)  
    ...  
    _ => None,  
  }  
}
```



```
cr1 lhs => rhs if condition .
```

# Example of rule translation

```
mod REWRITE is
  sorts Foo Bar .

  op f : Bar Foo -> Foo [ctor] .
  ops a b c : -> Bar [ctor] .

  rl [ab] : a => b .
  rl [bc] : b => c .
endm
```

```
fn rlapp_Bar(term: &Bar)
  -> Option<Bar>
{
  match term {
    Bar::A => Some(Bar::B),
    Bar::B => Some(Bar::C),
    _ => None,
  }
}
```

# Translation of rules (everywhere)

```
fn arlapp_kind(term: &kind) -> Option<kind> {  
  match term {  
    ...  
    kind::F(.., x, ..) => {  
      ...  
      if let Some(rx) = arlapp_kindx(x)  
        { return F(.., rx, ..) }  
      ...  
    }  
    ...  
  }  
  rlapp_kind(term)  
}
```

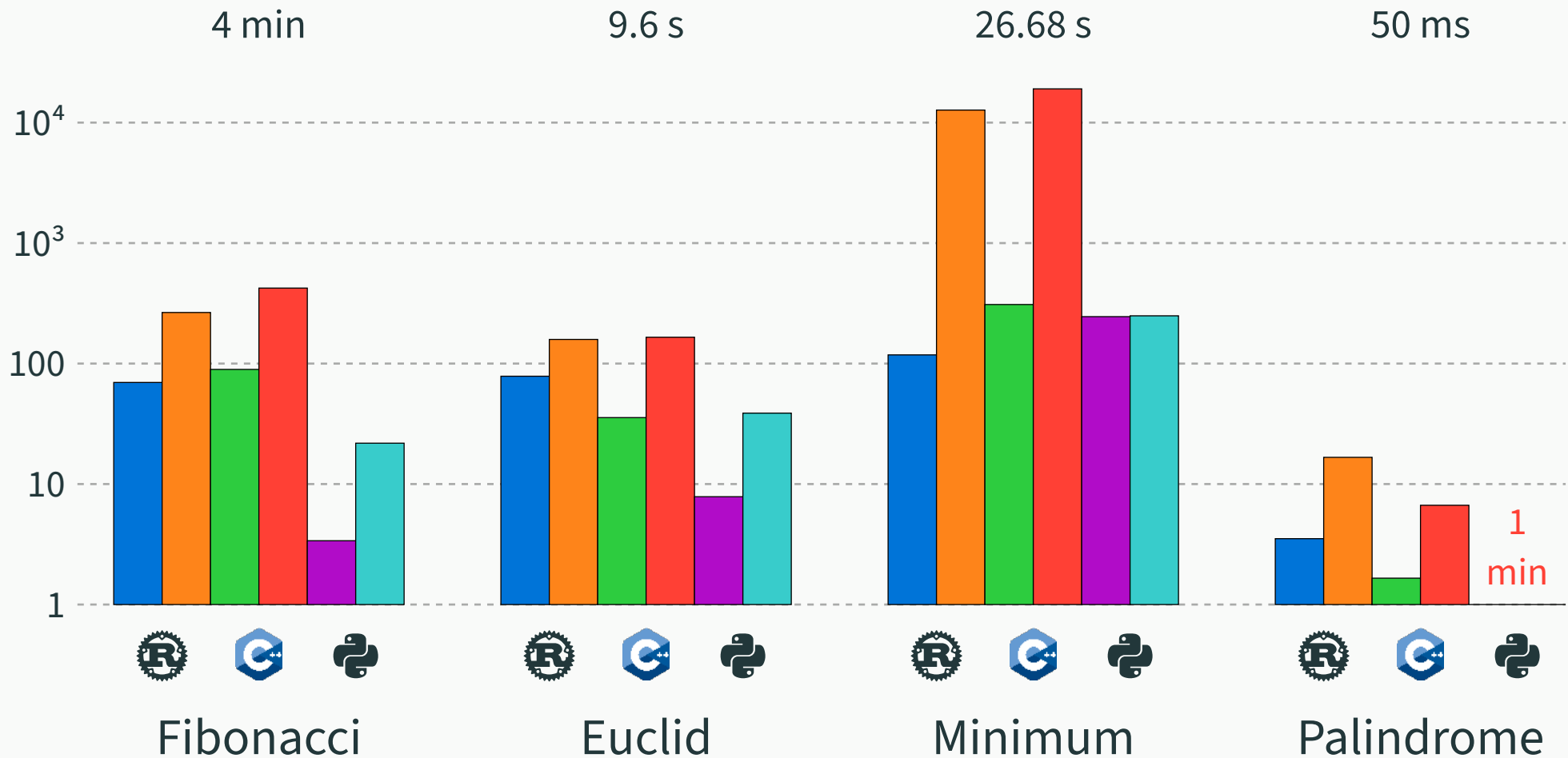
# Limitations

Not yet supported:

- AC and general A patterns
- Non-deterministic rewriting
- Search in rewriting conditions
- Strategies
- Specialization for object-oriented rewriting

```
[elem, .. @ list, elem]
```

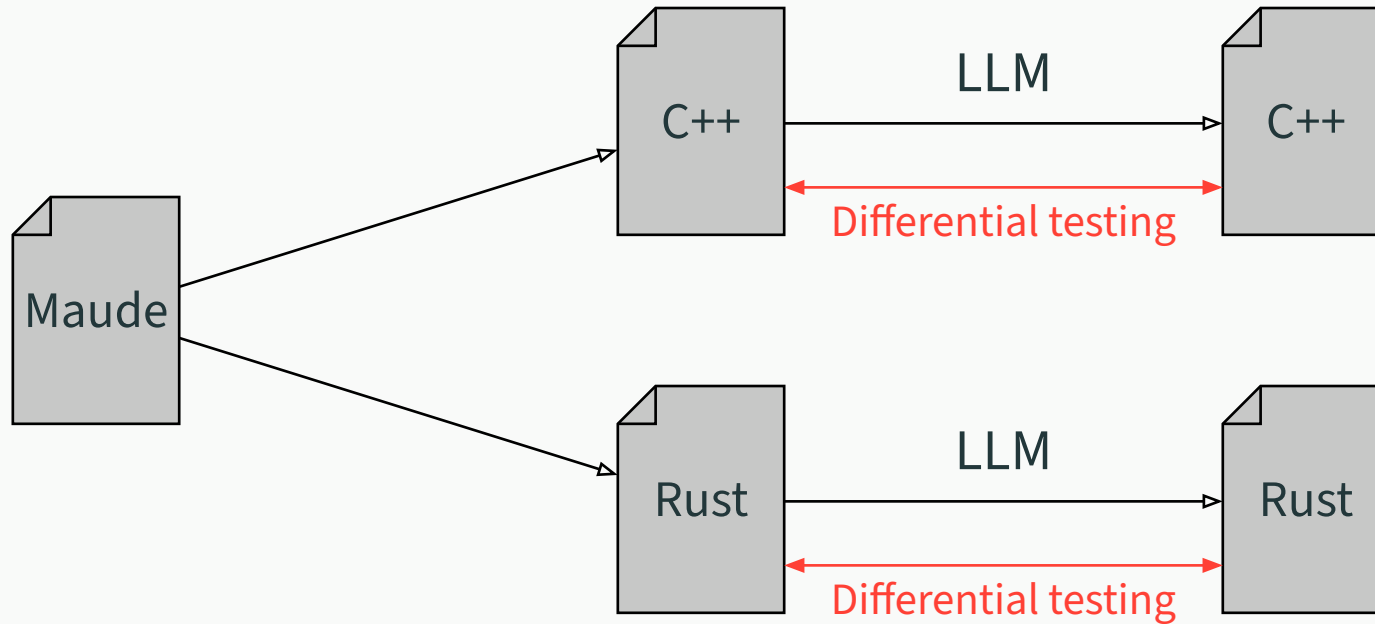
# Benchmarks



# Conclusions and future work

- Compiler from (a subset of) Maude to imperative programming language
- Exploiting ADT and pattern matching support
- Likely performance improvement, but needs more experiments
  
- Implement the missing features
- Optimization and more derivation-like features

# Improvement of code with LLM



 R. Rubio, B. Alcaide-García, R. Riesco.

*Improving generated programs using large language models. PROLE 2026*

# Thank you

`github.com/fadoss/maudec`