

# Efficient Pattern Matching in Python

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# Introduction

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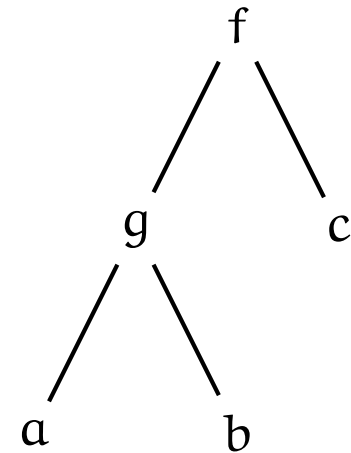
## Terms

Function Symbols:  $f, g$

Constants:  $a, b, c$

Variables:  $x, y$

Examples:  $a, f(x, b),$   
 $f(g(a, b), c)$



# Introduction

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## Pattern Matching

**Definition:** Find substitution  $\sigma$  such that  $\sigma(\text{pattern}) = \text{subject}$

**Example:** Pattern:  $f(\mathbf{x}, \mathbf{y})$

↓

$\mathbf{x} \mapsto ?$   
 $\mathbf{y} \mapsto ?$

↓

Subject:  $f(a, g(b))$

# Introduction

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## Pattern Matching

**Definition:** Find substitution  $\sigma$  such that  $\sigma(\text{pattern}) = \text{subject}$

**Example:** Pattern:  $f(\mathbf{x}, \mathbf{y})$

$\downarrow$

$\mathbf{x} \mapsto \mathbf{a}$   
 $\mathbf{y} \mapsto g(\mathbf{b})$

$\downarrow$

Subject:  $f(\mathbf{a}, g(\mathbf{b}))$

## Applications

- Functional programming languages
- Computer algebra systems (Mathematica, SymPy)
- Term rewriting systems
- Theorem proving
- Abstract syntax trees

# Types of Matching

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## Types of Matching

- Syntactic
- Associativity
- Sequence variables
- Commutativity
- Many-to-one vs. one-to-one

# Types of Matching

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## Associativity I

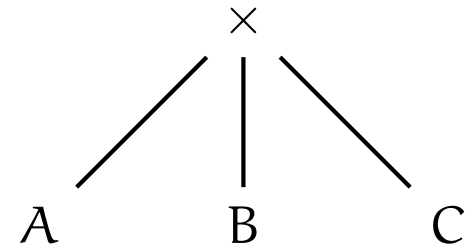
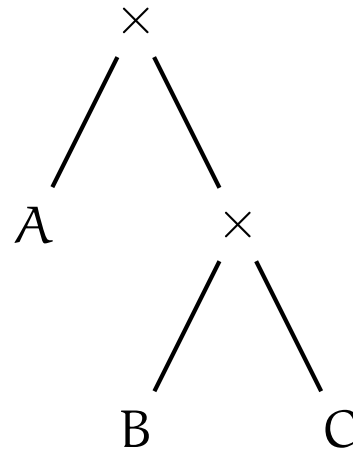
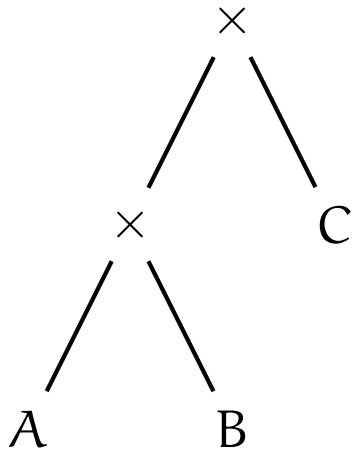
$(A \times B) \times C$

=

$A \times (B \times C)$

=

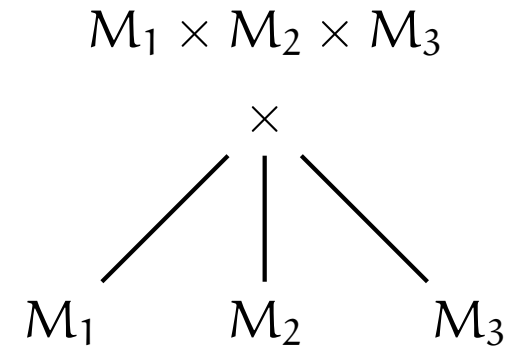
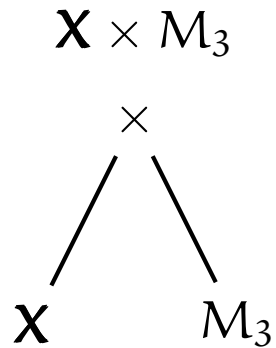
$A \times B \times C$



# Types of Matching

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## Associativity II

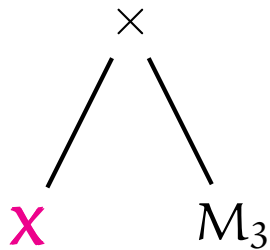




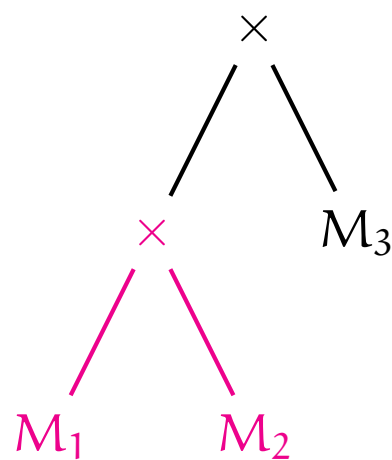
# Types of Matching

## Associativity II

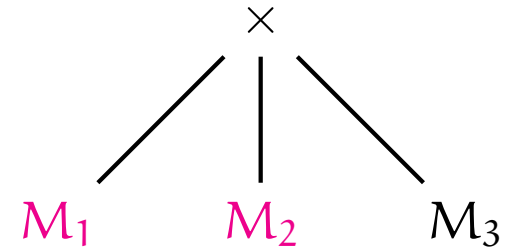
$\mathbf{X} \times M_3$



$(M_1 \times M_2) \times M_3$



$M_1 \times M_2 \times M_3$



$$\sigma = \{\mathbf{X} \mapsto (M_1 \times M_2)\}$$

# Types of Matching

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## Sequence Variables

Can match a sequence of terms

Notation:  $\mathbf{x}^*$ ,  $\mathbf{x}^+$

Example:  $\sigma(f(a, \mathbf{x}^+, d)) = f(a, \mathbf{b}, \mathbf{c}, d)$

$\sigma = \{\mathbf{x}^+ \mapsto (\mathbf{b}, \mathbf{c})\}$

Associativity:  $\sigma(f_a(a, \mathbf{x}, d)) = f_a(a, \mathbf{b}, \mathbf{c}, d)$

$\sigma = \{\mathbf{x} \mapsto f_a(\mathbf{b}, \mathbf{c})\}$

# Types of Matching

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## Example I

```
a_lt_b = CustomConstraint(lambda a, b: a < b)
pattern = Pattern([h___, b_, a_, t___], a_lt_b)
rule = ReplacementRule(pattern,
                        lambda a, b, h, t: [*h, a, b, *t])
replace_all([1, 4, 3, 2], [rule])
>>> [1, 2, 3, 4]
```

# Types of Matching

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## Example II

```
x_sums_to_5 = CustomConstraint(lambda x: sum(x) == 5)
pattern = Pattern([___, x__, ___], x_sums_to_5)
list(match([1, 2, 3, 1, 1, 2], pattern))
>>> [{'x': (2, 3)}, {'x': (3, 1, 1)}]
```

# Types of Matching

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## Commutativity

- $a + b = b + a$
- Pattern:  $x_1 + x_2 + x_3$
- Subject:  $a + b + c$
- Every permutation is a match.

# Types of Matching

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## Complexity

	Synt	Assoc	SeqVar	Comm	All
Max. # matches	1	$\binom{n-1}{m-1}$	$\binom{n+m-1}{m-1}$	$n!$	$n^m$
NP complete	no	yes	yes	yes	yes

$$n = |\text{subject}|, m = |\text{pattern}|$$

# Types of Matching

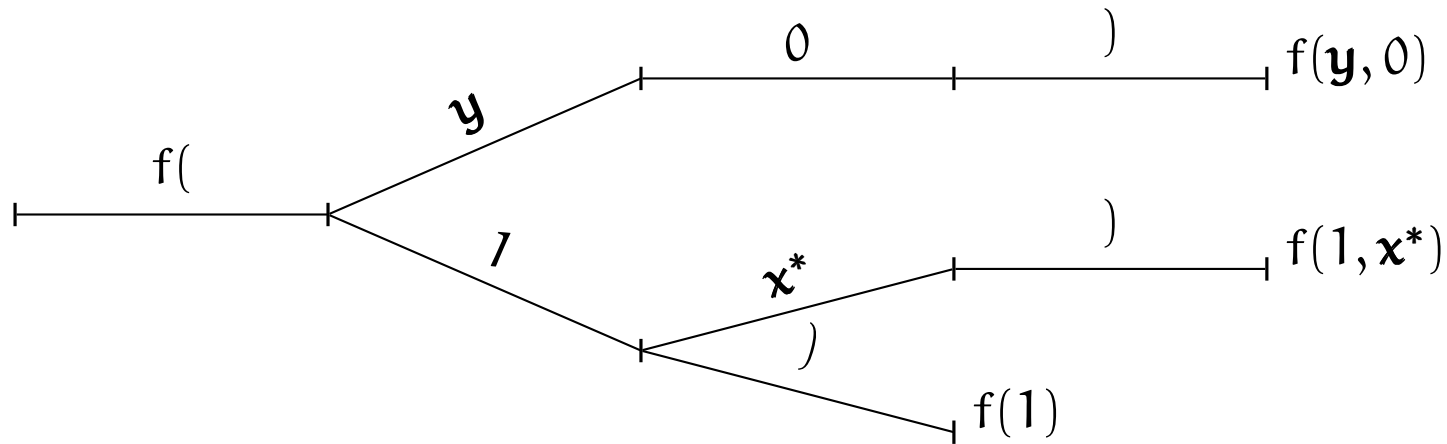
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## Many-to-one Matching

- Many patterns, one subject
- Speedup by simultaneous matching
- Use similarity between patterns

## Discrimination Net

Patterns:  $f(1, \mathbf{x}^*)$ ,  $f(1)$ ,  $f(\mathbf{y}, 0)$

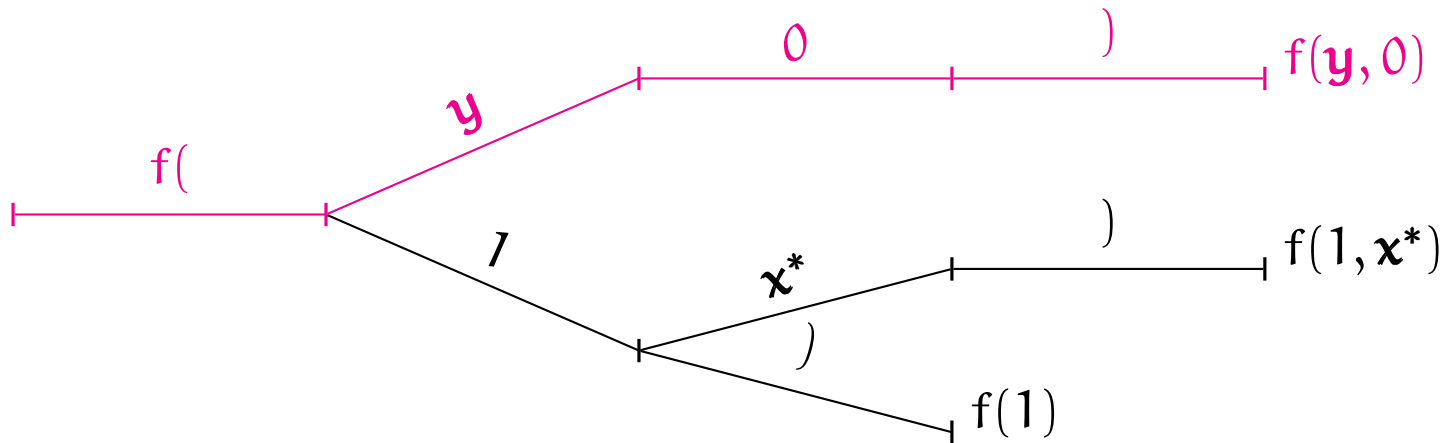




# Algorithms

## Discrimination Net

Patterns:  $f(1, \mathbf{x}^*)$ ,  $f(1)$ ,  $f(\mathbf{y}, 0)$



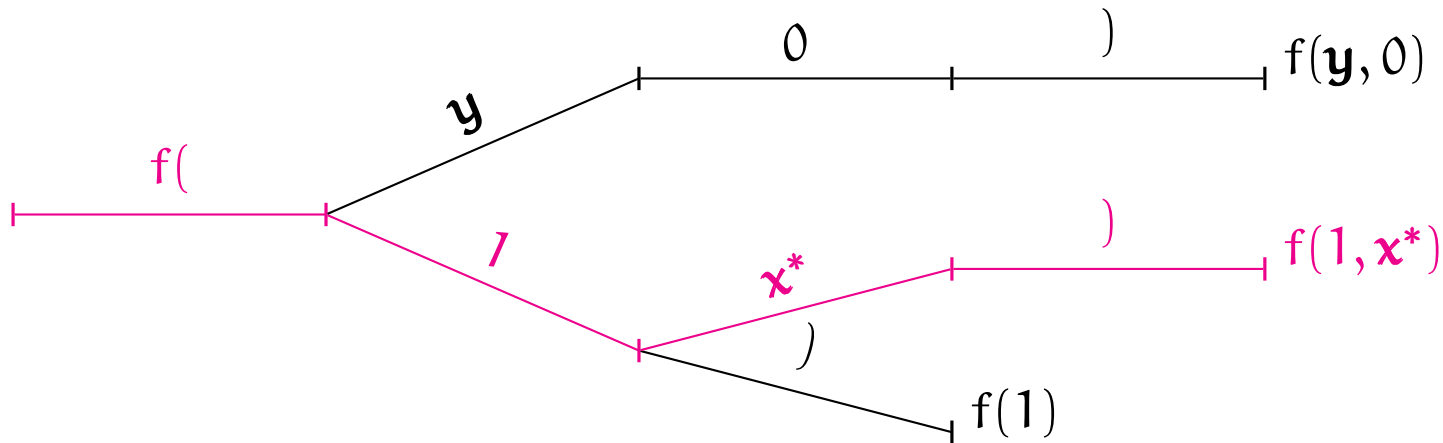
Subject:  $f(1, 0)$

Match:  $f(\mathbf{y}, 0)$  with  $\{\mathbf{y} \mapsto 1\}$

# Algorithms

## Discrimination Net

Patterns:  $f(1, \mathbf{x}^*)$ ,  $f(1)$ ,  $f(\mathbf{y}, 0)$



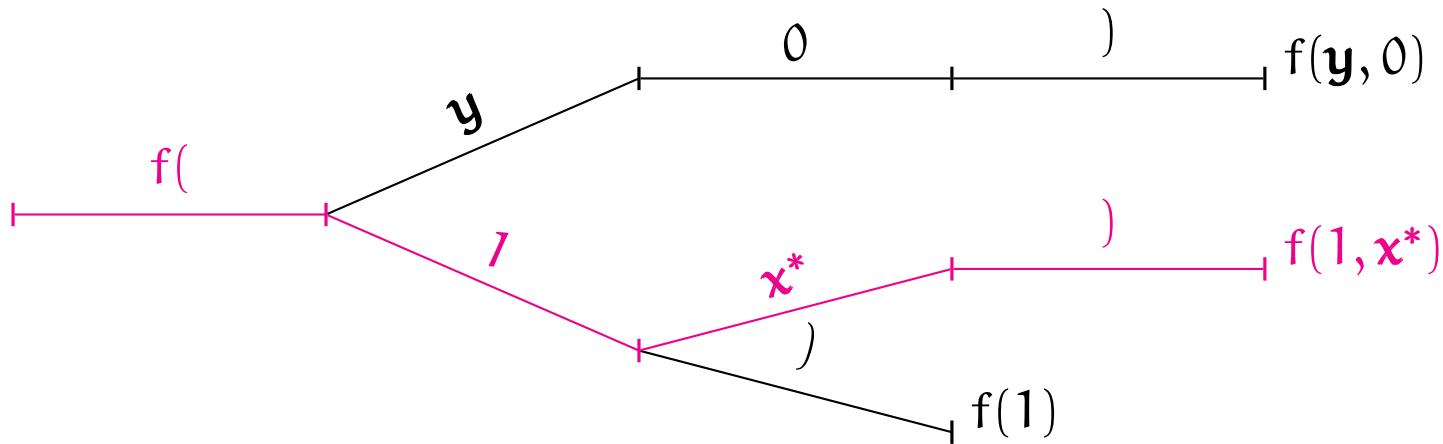
Subject:  $f(1, 0)$

Match:  $f(1, \mathbf{x}^*)$  with  $\{\mathbf{x}^* \mapsto (0)\}$

# Algorithms

## Discrimination Net

Patterns:  $f(1, \mathbf{x}^*)$ ,  $f(1)$ ,  $f(\mathbf{y}, 0)$



Subject:  $f(1, 0)$

Match:  $f(1, \mathbf{x}^*)$  with  $\{\mathbf{x}^* \mapsto (0)\}$

Tradeoff: Construction time.

## Code Generation

- Inspired by parser generators.
- Performance.
- Portability.

# Experiments

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- MatchPy: <https://github.com/hpac/matchpy> [Kre17]
- Hardware: 2 Intel Xeon E5-2670 v2 2.5GHz CPUs
  - 10 cores
  - 64GB RAM
- multiprocessing

## Implementations

- One-to-one.
- Many-to-one.
- Code generation.
- Parallel one-to-one.

# Experiments

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## Linear Algebra

- Patterns: ~ 200
- BLAS/LAPACK kernels, e.g.  $\alpha \mathbf{A}^T \mathbf{B} + \beta \mathbf{C}$ ,  $\mathbf{A}^{-1} \mathbf{B}$
- Subjects: ~ 140 test problems
- Taken from the linear algebra compiler *Linnea*.

# Experiments

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## Side Note: Linnea

- How to compute the following expressions?

$$b := (X^T X)^{-1} X^T y$$

$$x := (A^{-T} B^T B A^{-1} + R^T [\Lambda(Rz)] R)^{-1} A^{-T} B^T B A^{-1} y$$

$$x_{ij} := A_i B c_j$$

- Tradeoff: Ease of use vs. performance.

$$w = A * (B \setminus c)$$

```
m10 = A; m11 = B; m12 = c;
potrf!('L', m11)
trsv!('L', 'N', 'N', m11, m12)
trsv!('L', 'T', 'N', m11, m12)
m13 = Array{Float64}(n)
gemv!('N', 1.0, m10, m12, 0.0, m13)
w = m13
```

## Speedup over One-to-one Matching

Matching	Average time [ms]	Speedup
One-to-one	15.75	1
Many-to-one	0.46	47
Code gen	0.28	119
Parallel	16.13	0.98





# Experiments

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## Speedup over One-to-one Matching

Matching	Speedup
Many-to-one	165
Code gen	215
Parallel	0.28

## Speedup over lib2to3 Matching

Matching	Speedup
Many-to-one	3.8
Code gen	4.9

# Experiments

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## Logic

- Convert boolean formulas to algebraic normal form (ANF) [KM01].
- Patterns: 10 rules
- Example:  $\neg x \rightarrow x \oplus \top$
- Subjects: Randomly generated.

# Experiments

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## Speedup over One-to-one Matching

Matching	Speedup
Many-to-one	1.08
Code gen	1.45

# Experiments

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## Replacement Rules

*# and(x, ⊤) → x*

...

*# and(x, ⊥) → ⊥*

...

*# and(x, x) → x*

...

*# and(x, xor(y, z)) → xor(and(x, y), and(x, z))*

ReplacementRule(  
 Pattern(LAnd(x\_, LXor(y\_, z\_))),

lambda x, y, z: LXor(LAnd(x, y), LAnd(x, z))

),

# Experiments

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## Handwritten Code

```
if isinstance(expr, LAnd):
    if LBot in args:
        return LBot
    args = set(args)
    args.discard(LTop)
    args = list(args)
    for i, o in enumerate(args):
        if isinstance(o, LXor):
            and_args = args[:i] + args[i+1:]
            xor_args = [LAnd(*and_args, arg) for arg in o]
            return hand_coded_simplify(LXor(*xor_args))
    if not args:
        return LTop
    return LXor(*args)
```

# Experiments

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## Speedup over Generated Code

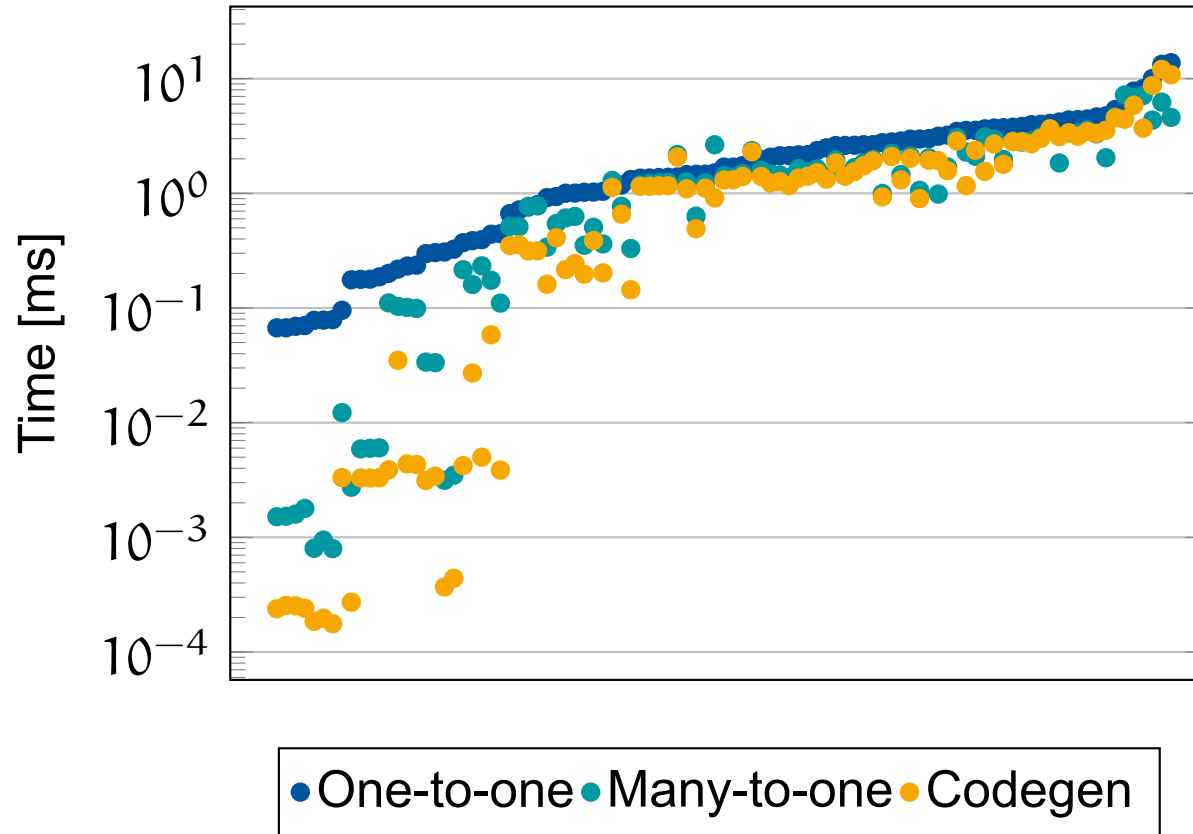
Matching	Speedup
Hand-coded	1510

## Symbolic Integration

- Rule-based symbolic integrator [RJ09].
- 6000 replacement rules.
- Example:  $x^m \rightarrow \frac{1}{m+1}x^{m+1}$  with  $x$  not in  $m$ , and  $m + 1 \neq 0$ .
- We use 151 patterns.
- 100 subjects from test problems.



## Speedup over One-to-one Matching



# Conclusions

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## Contributions

- Many-to-one matching, i.e. generalized discrimination nets for
  - sequence variables
  - associativity/commutativity
- Open source implementation

# Thank you for your attention

Questions?

## References

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