

# Program synthesis

Tallinn University of  
Technology

***The thesis of Armando Solar Lezama is used -***

***<http://www.eecs.berkeley.edu/Pubs/TechRpts/2008/EECS-2008-177.html>***

# Program synthesis

Program Synthesis is the task of discovering an executable program from user intent expressed in the form of some constraints

# Challenge of synthesis

Establishing a proper synergy between the human and the synthesizer is fundamental to the success of synthesis

# Domain specific synthesis

Domain specific systems take the human insight and build it directly into the synthesizer

- AutoBayes - *data analysis programs from statistical models*
- FFTW - *produces fast Fourier transforms optimized for specific architectures*

# Domain specific synthesis

- Generate implementations that often outperform hand-written code
- Very specific to a field and rely on domain specific knowledge

# Deductive approach

- Synthesis systems which allow the user to provide insight directly into the synthesizer
- Program can be extracted from a constructive proof of the satisfiability of a specification
  - KIDS, NuPRL

# Deductive approach

- In the hands of experts, these systems are extremely powerful (correct implementation)
- Demands a high level of expertise.

# Sketching

*A form of synthesis that uses partial programs as a communication device between the programmer and the synthesizer*

- focus the synthesizer on low-level details, leaving control of the high-level strategy in the hands of the programmer



# Program synthesis

Find a program  $P$  that meets a spec  
 $\phi(\text{input}, \text{output})$ :

$$\exists P \forall x. \phi(x, P(x))$$

# List example

```
list reverse(list l){  
    if( isEmpty(l) ){  
        return l;  
    }else{  
        node n = popHead(l);  
        return append( reverse(l) , n );  
    }  
}
```

# List example

```
list reverseEfficient(list l){  
    list nl = new list();  
    while(□) {□}  
}
```

# List example

The condition for the loop must be a pointer comparison involving some of the memory locations reachable from `l` and `nl`

These conditions are stated as expressions called generators

```
#define LOC { | (l | nl).(head | tail)(.next)?  
| null | }
```

```
#define COMP { | LOC ( == | != ) LOC | }
```

# List example

```
list reverseEfficient(list l){
```

```
#define LOC { | (l | nl).(head | tail)(.next)? | null | }
```

```
#define COMP { | LOC ( == | != ) LOC | }
```

```
    list nl = new list();
```

```
    while( COMP ){ □ }
```

```
}
```

# List example

- A sequence of assignments to some of the available pointers
- Guard assignments with some condition
- Temporary variable is required
- Use a different iteration condition for the first iteration

# List example

```
#define LOC2 { | LOC | tmp | }
#define LHS { | ( | nl).(head)(.next)? | nl.tail | tmp | }

list reverseEfficient(list l){
    list nl = new list();
    node tmp = null;
    bit c = COMP;
    while(c){
        if( COMP ){ LHS = LOC2; }
        if( COMP ){ LHS = LOC2; }
        if( COMP ){ LHS = LOC2; }
        if( COMP ){ LHS = LOC2; }
        if( COMP ){ LHS = LOC2; }
        c = COMP;
    }
}
```

# Program synthesis

Find a program  $P$  that meets a spec  
 $\phi(\text{input}, \text{output})$ :

$$\exists P \forall x. \phi(x, P(x))$$



# List example

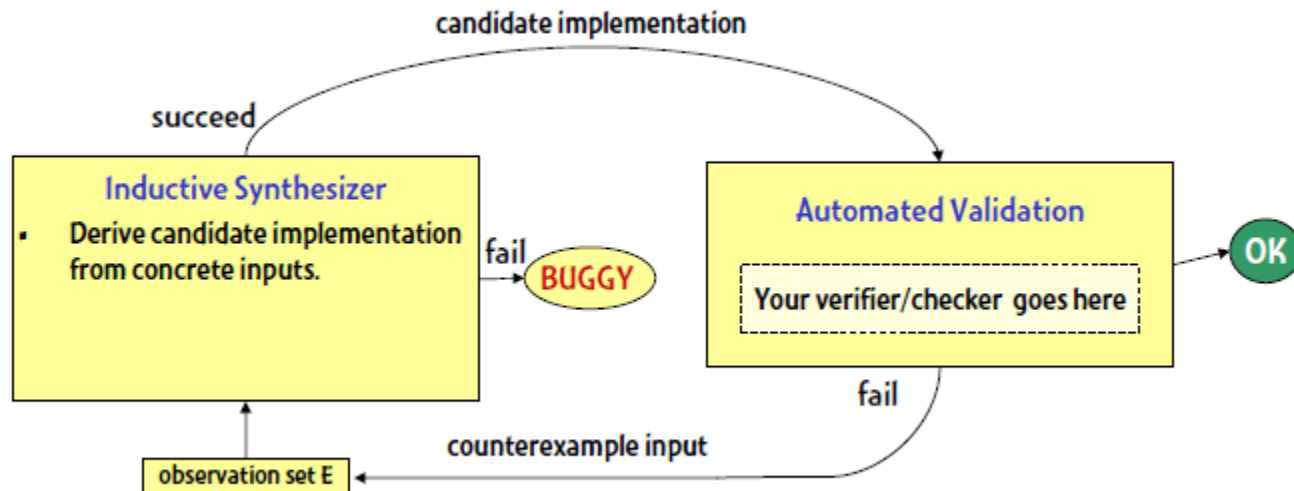
```
main(bit[N] elems, int n){  
    if( n < N){  
        list l1 = populate(elems, n);  
        list l2 = populate(elems, n);  
        l1 = reverse(l1);  
        l2 = reverseEfficient(l2);  
        assert compare( l1, l2) ;  
    }  
}
```

# Counterexample Guided Inductive Synthesis (CEGIS)

In sketching, user insight is provided in the form of a partial program that needs to be completed

Synthesis problem is reduced to a search for constant values to assign to each hole in the sketch

# Counterexample Guided Inductive Synthesis



# Counterexample Guided Inductive Synthesis

The inductive synthesizer uses each new observation to refine its hypothesis about what the correct program should be until it converges to a solution.

# Counterexample Guided Inductive Synthesis

Validation procedure checks the candidate implementation produced by the inductive synthesizer

Validation procedure is expected to produce a concrete input which exhibits the bug in the candidate program