

Computer-Aided Reasoning for Software

Program Synthesis

CSE507

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Today

Last lecture

- Solvers as angelic runtime oracle

Today

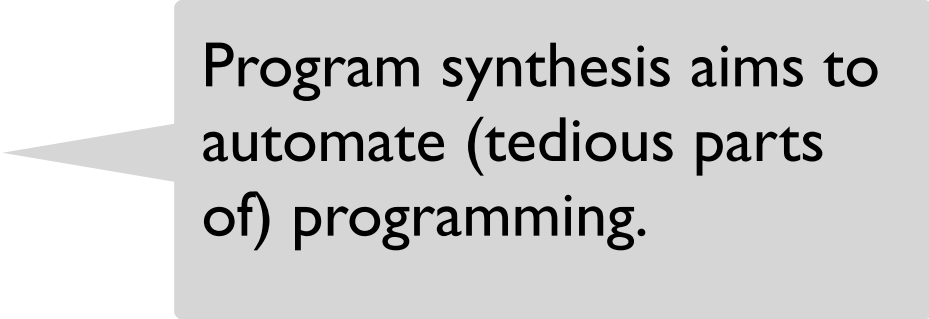
- Program synthesis: computers programming computers

Reminders

- HW3 is due tonight.

Computers programming computers?

“Information technology has been praised as a labor saver and cursed as a destroyer of obsolete jobs. But the entire edifice of modern computing rests on a fundamental irony: **the software that makes it all possible is, in a very real sense, handmade.** Every miraculous thing computers can accomplish begins with a human programmer entering lines of code by hand, character by character.”



Program synthesis aims to automate (tedious parts of) programming.

Interview with Moshe Vardi

The program synthesis problem

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

Find a program P that satisfies the specification φ on all inputs.

The program synthesis problem

φ may be a formula, a reference implementation, input/output pairs, traces, demonstrations, etc.

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

Find a program P that satisfies the specification φ on all inputs.

The program synthesis problem

φ may be a formula, a reference implementation, input/output pairs, traces, demonstrations, etc.

Synthesis improves

- Productivity (when writing φ is easier than writing P).
- Correctness (when verifying φ is easier than verifying P).

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

Find a program P that satisfies the specification φ on all inputs.

Two kinds of program synthesis

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

Deductive (classic) synthesis

Inductive (syntax-guided) synthesis

Two kinds of program synthesis

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

Deductive (classic) synthesis

Derive the program P from the constructive proof of the theorem $\forall x. \exists y. \varphi(y, x)$.

Inductive (syntax-guided) synthesis

Two kinds of program synthesis

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Deductive (classic) synthesis

Derive the program P from the constructive proof of the theorem $\forall x. \exists y. \varphi(y, x)$.

Inductive (syntax-guided) synthesis

Discover the program P by searching a restricted space of candidate programs for one that satisfies φ on all inputs.

Two kinds of program synthesis

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

SPIRAL

Synthesis as a problem in deductive theorem proving.

FlashFill

Synthesis as a search problem.

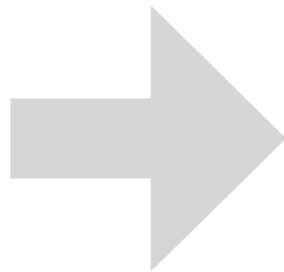
Deductive synthesis with axioms and E-graphs

Denali Superoptimizer
[Joshi, Nelson,
Randall, PLDI'02]

Deductive synthesis with axioms and E-graphs

Specification φ , given as a reference implementation.

reg6 * 4 + 1

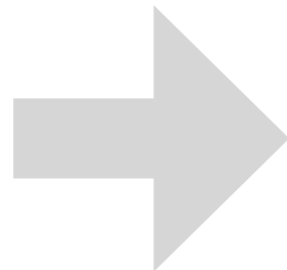


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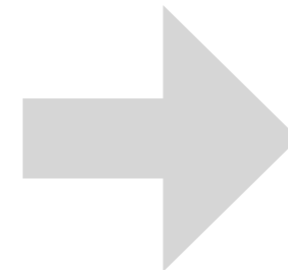
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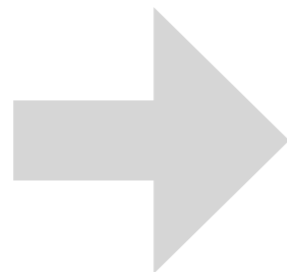
`s4addl(reg6, 1)`

Optimal (lowest cost) program P that is equivalent to φ on all inputs (values of `reg6`).

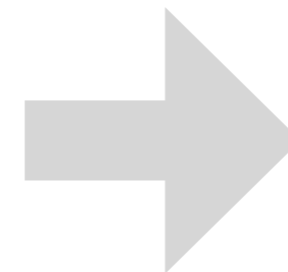
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$$\forall k, n. 2^n = 2^{**}n$$

$$\forall k, n. k * 2^n = k \ll n$$

$$\forall k, n. k * 4 + n = \text{s4addl}(k, n)$$

...

Two kinds of axioms:

- Instruction semantics.
- Algebraic properties of functions and relations used for specifying instruction semantics.

Deductive synthesis with axioms and E-graphs

Specification φ , given as a reference implementation.

`reg6 * 4 + 1`

1. Construct an E-graph.
2. Use a SAT solver to search the E-graph for a K-cycle program.

Denali Superoptimizer
[Joshi, Nelson,
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- Instruction semantics.
- Algebraic properties of functions and relations used for specifying instruction semantics.

Denali by example

reg6 * 4 + 1

$\forall k, n. 2^n = 2^{**}n$

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E-graph matching

SAT

$\mathbf{s4add1}(\text{reg6}, 1)$

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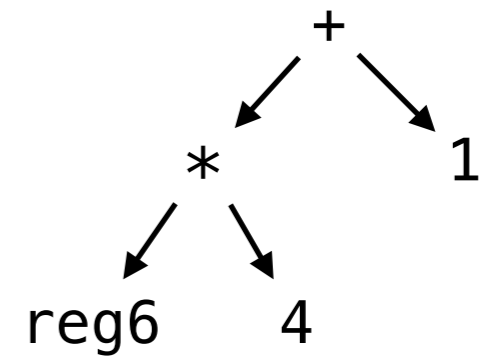
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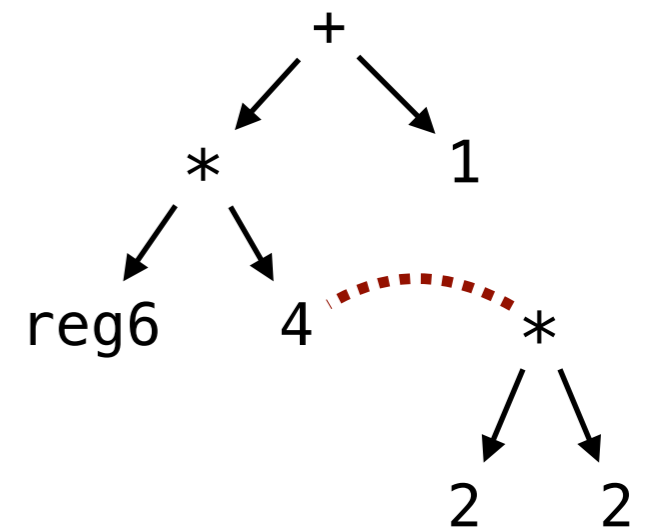
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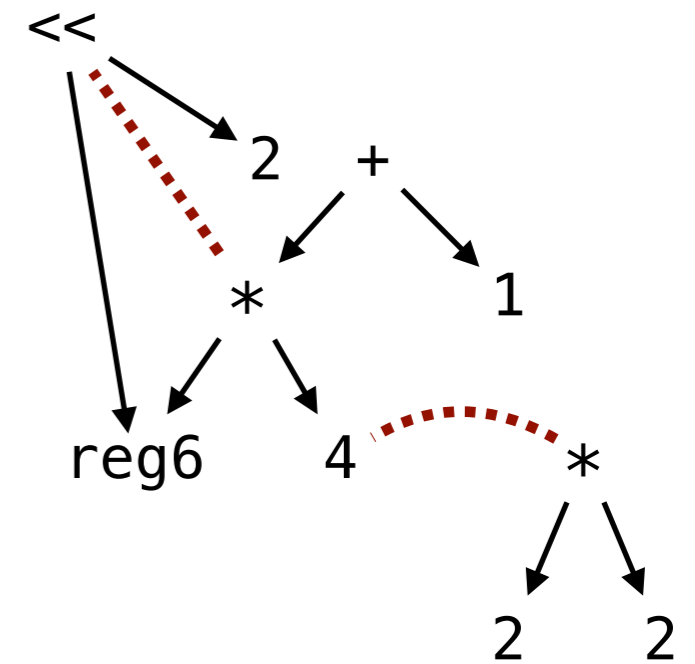
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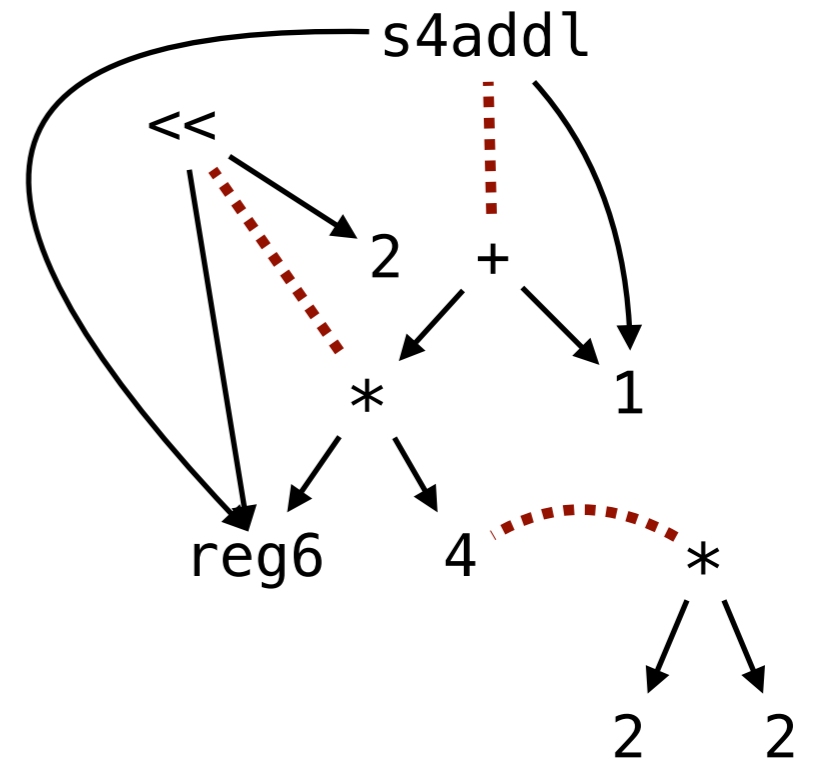
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E-graph matching



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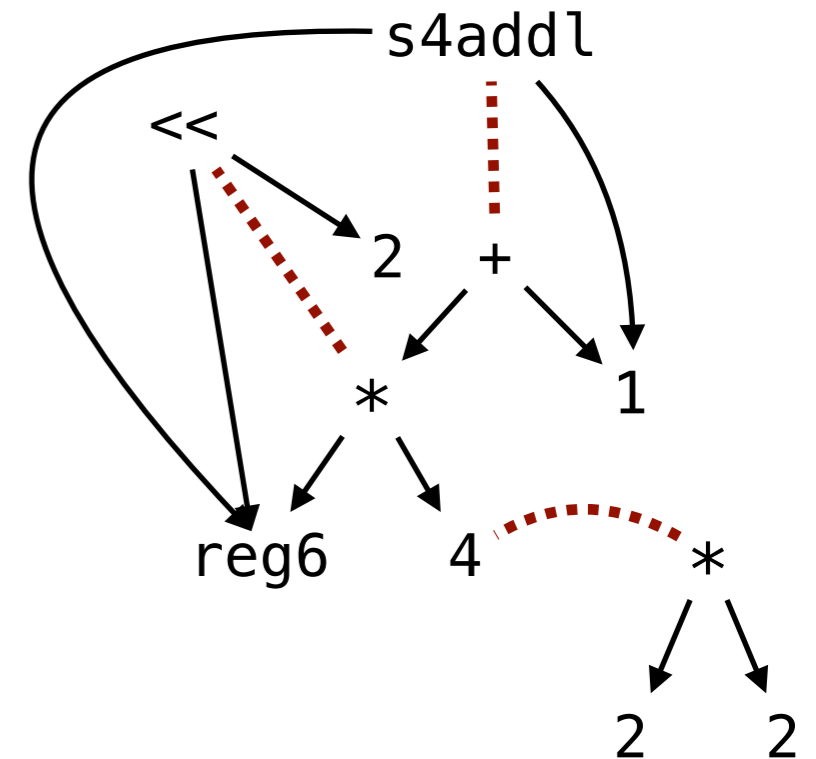
Deductive synthesis versus compilation

Deductive synthesizer

- Non-deterministic.
- Searches *all correct rewrites* for one that is optimal.

Compiler

- Deterministic.
- Lowers a source program into a target program using a *fixed sequence of rewrite steps*.



reg6 * 4 + 1
↓
reg6 << 2 + 1

Deductive synthesis versus inductive synthesis

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

Deductive synthesis

- Efficient and provably correct: thanks to the semantics-preserving rules, only correct programs are explored.
- Requires *sufficient axiomatization* of the domain.
- Requires *complete* specifications to seed the derivation.

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Inductive synthesis

- Works with *multi-modal and partial* specifications.
- Requires *no axioms*.
- But often at the cost of *lower efficiency* and *weaker (bounded) guarantees* on the correctness/optimalty of synthesized code.

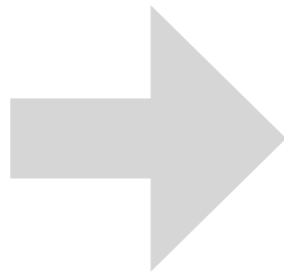
Inductive syntax-guided synthesis

CEGIS:
Counterexample-Guided
Inductive Synthesis
[[Solar-Lezama et al,](#)
[ASPLOS'06](#)]

Inductive syntax-guided synthesis

A partial or multimodal specification φ of the desired program (e.g., assertions, i/o pairs).

reg6 * 4 + 1

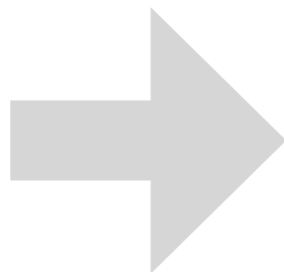


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```
expr ::=  
  const | reg6 |  
  s4addl(expr, expr) |  
  ...
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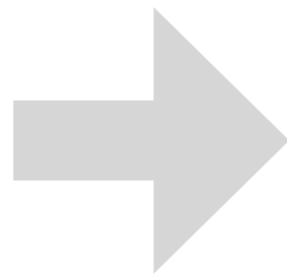
A syntactic *sketch* (e.g., a grammar) describing the shape of the desired program P.

This defines the space of candidate programs to search. Can be fine-tuned for better performance.

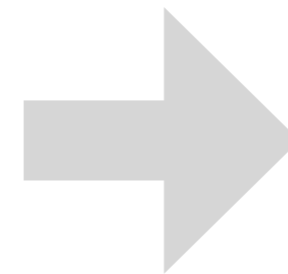
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A program P from the given space of candidates that satisfies φ on all (usually bounded) inputs.

`s4addl(reg6, 1)`

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expr :=  
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  ...
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Inductive syntax-guided synthesis

A partial or multimodal specification φ of the desired program (e.g., assertions, i/o pairs).

`reg6 * 4 + 1`

Guess a program that works on a finite set of inputs, verify it, and learn from bad guesses.

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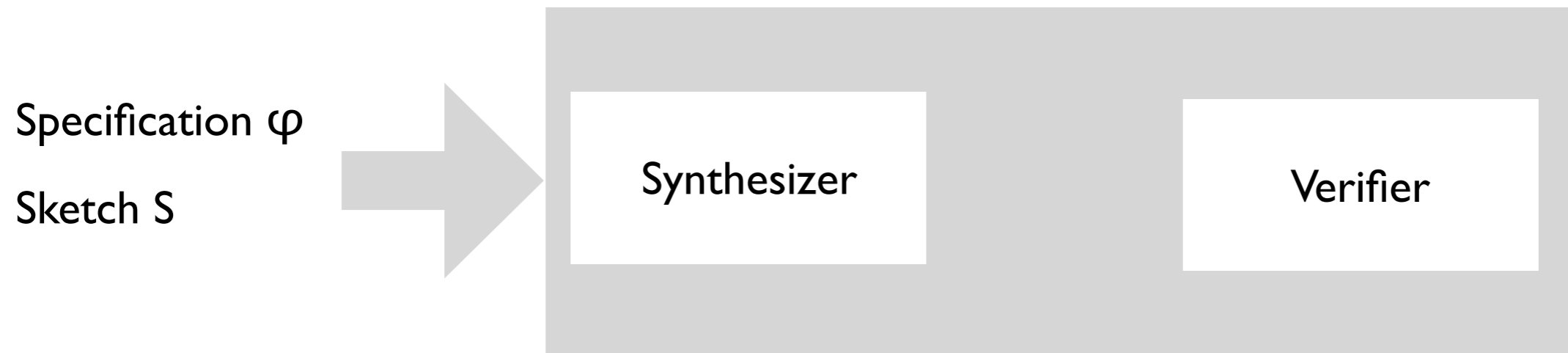
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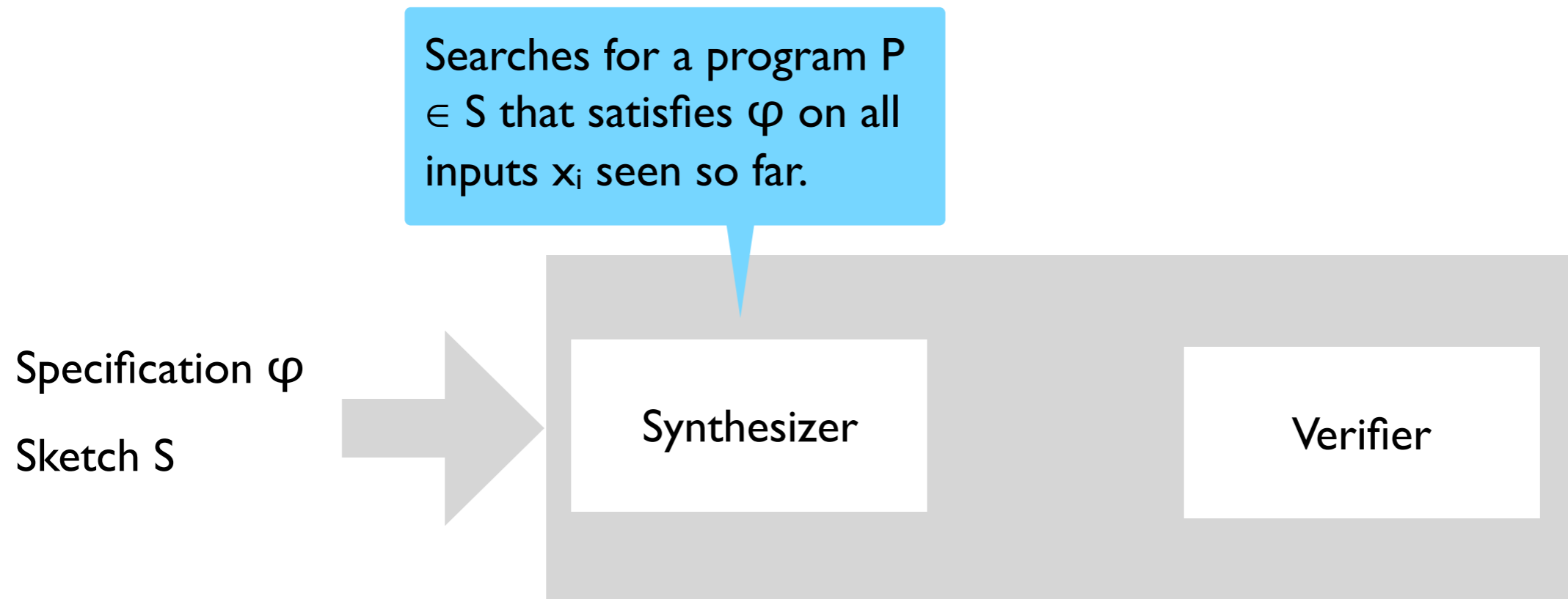
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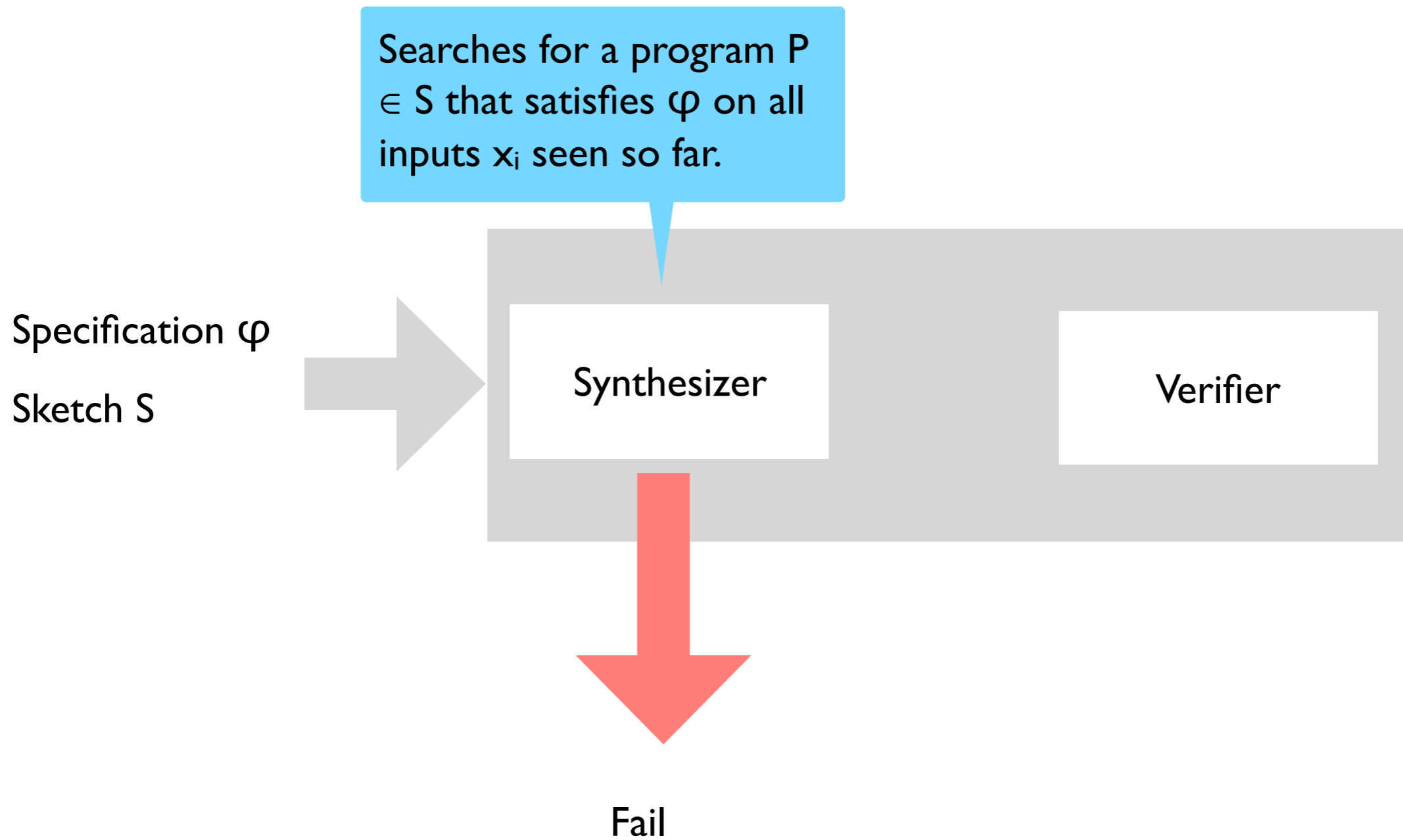
Overview of CEGIS



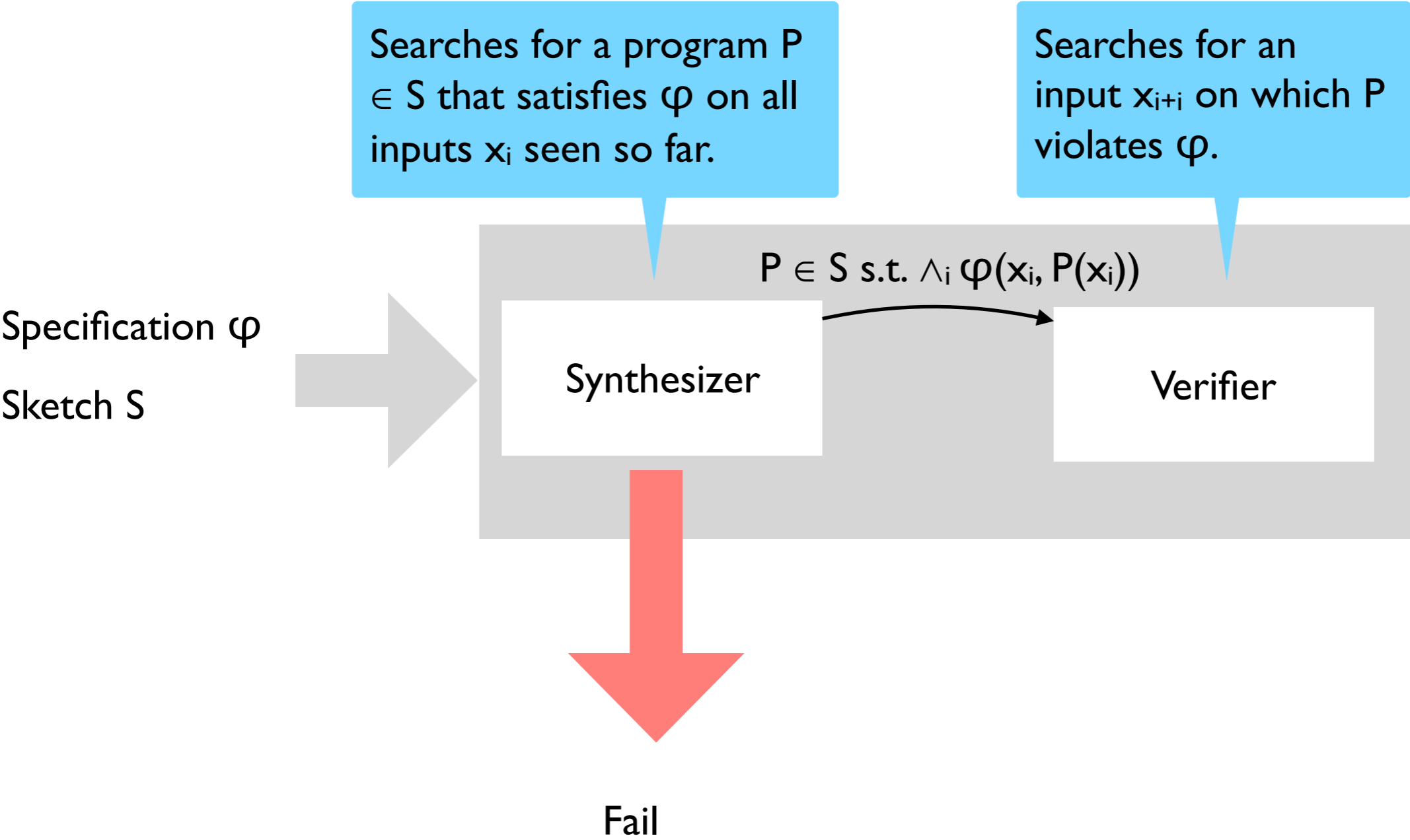
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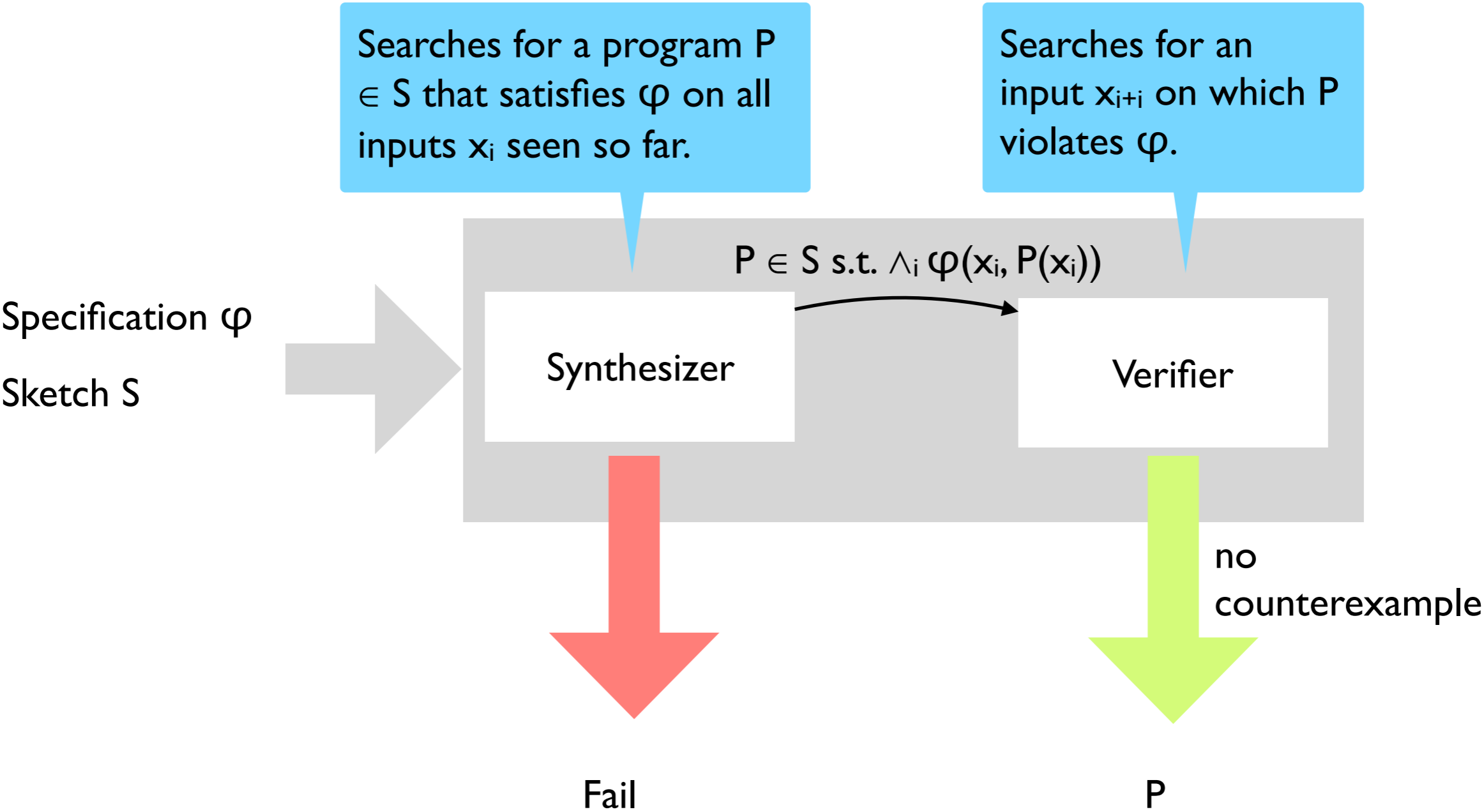
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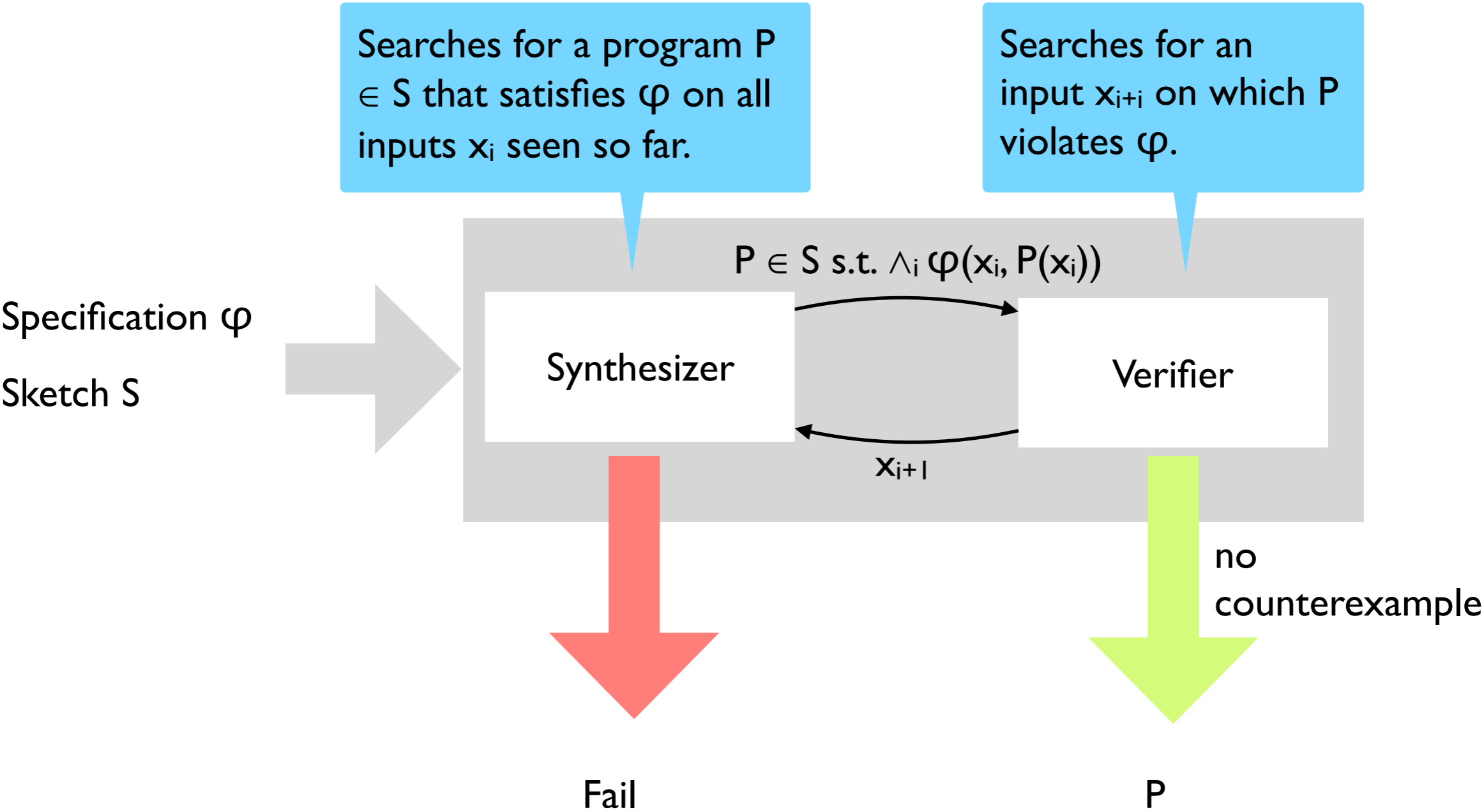
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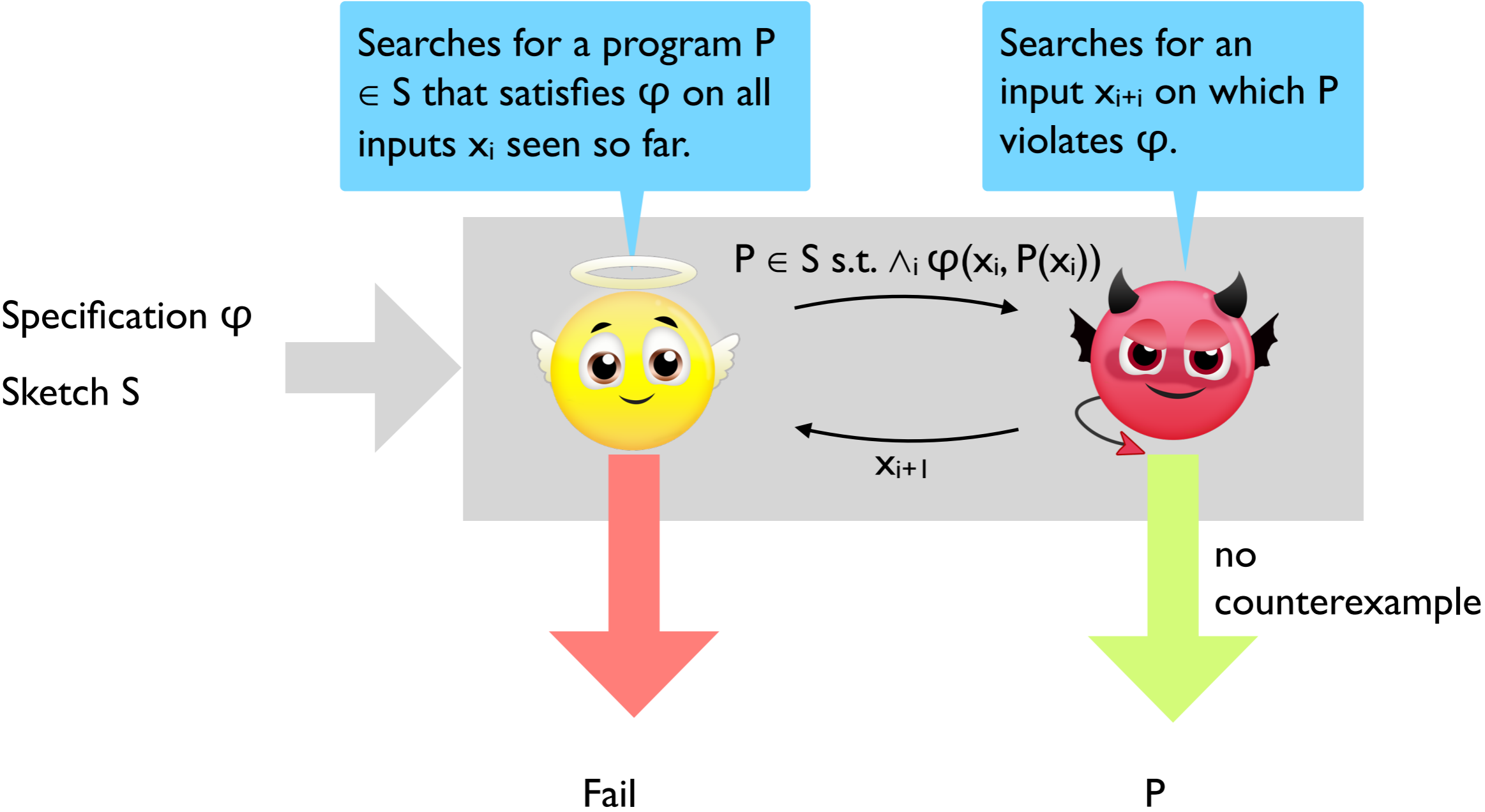
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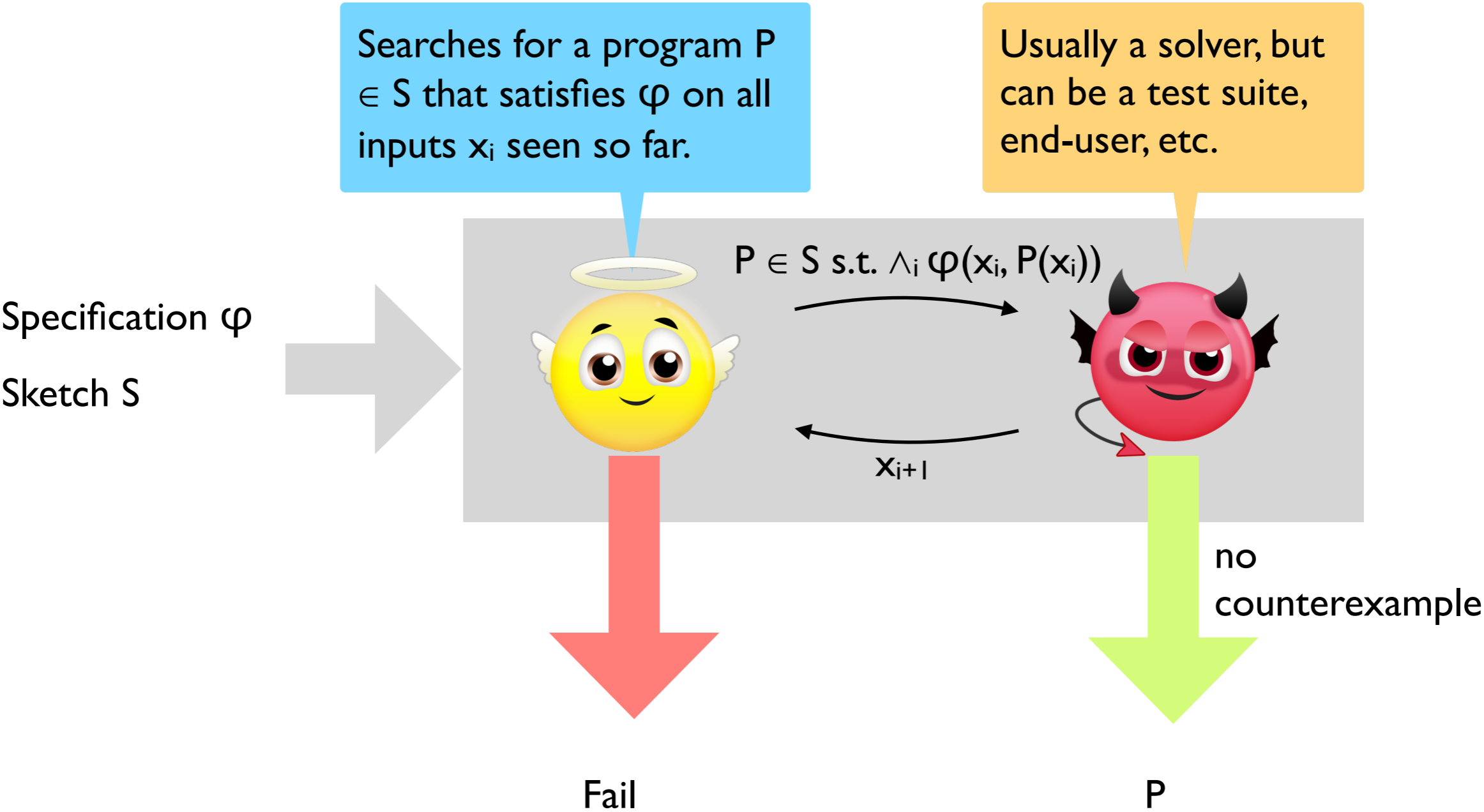
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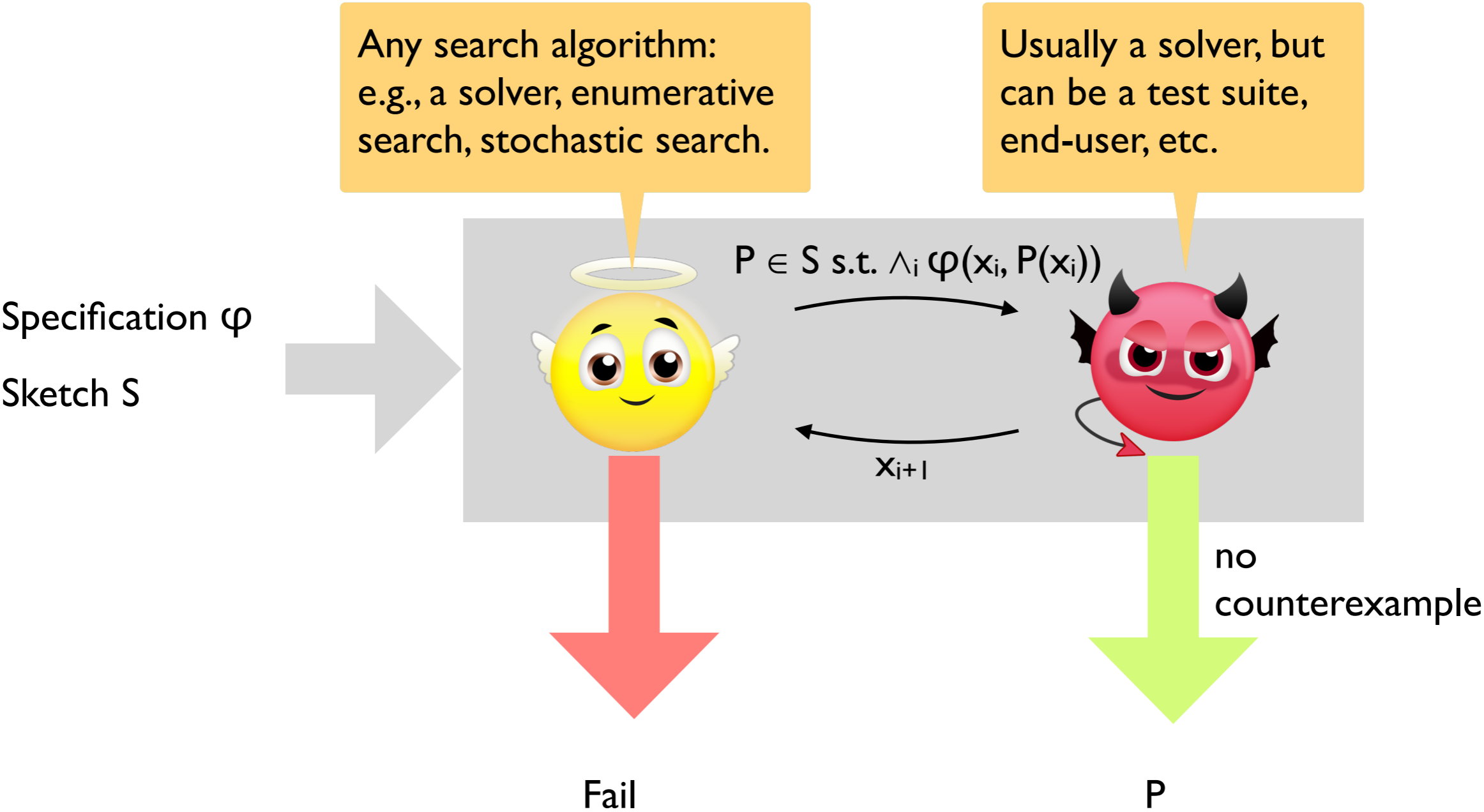
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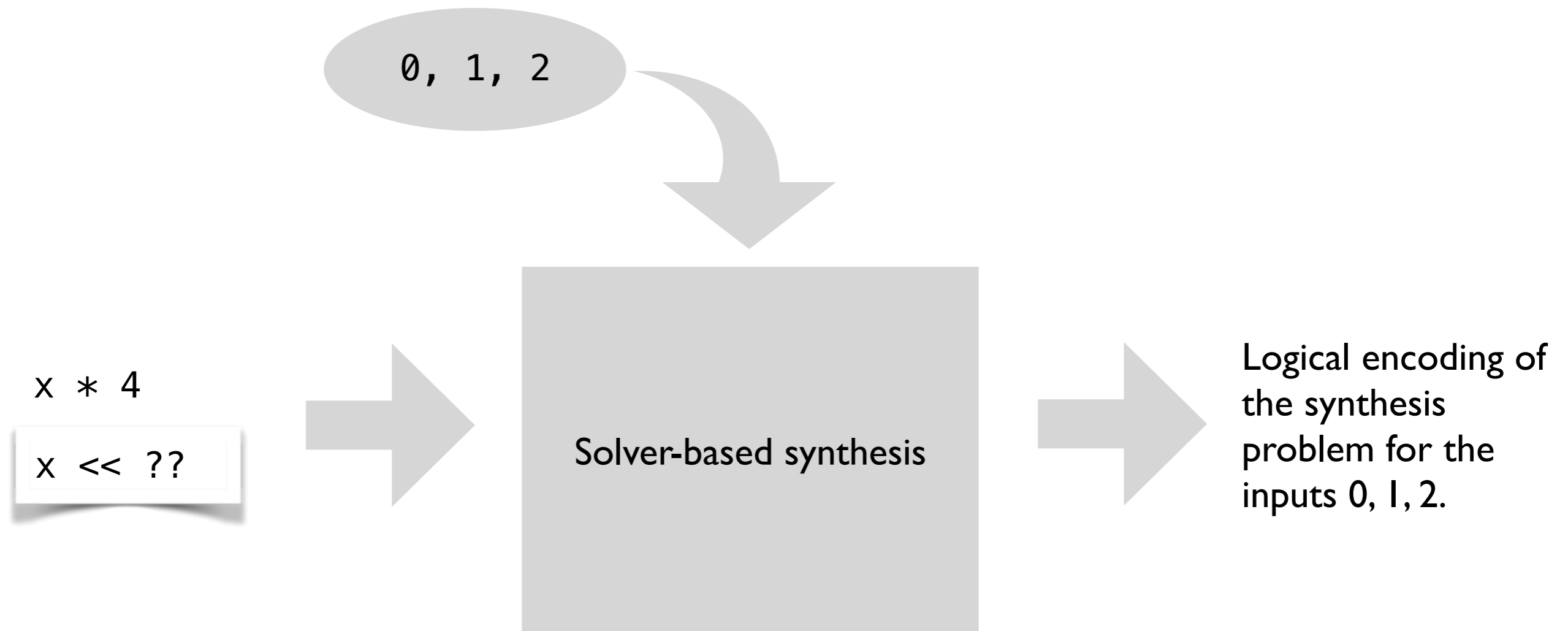
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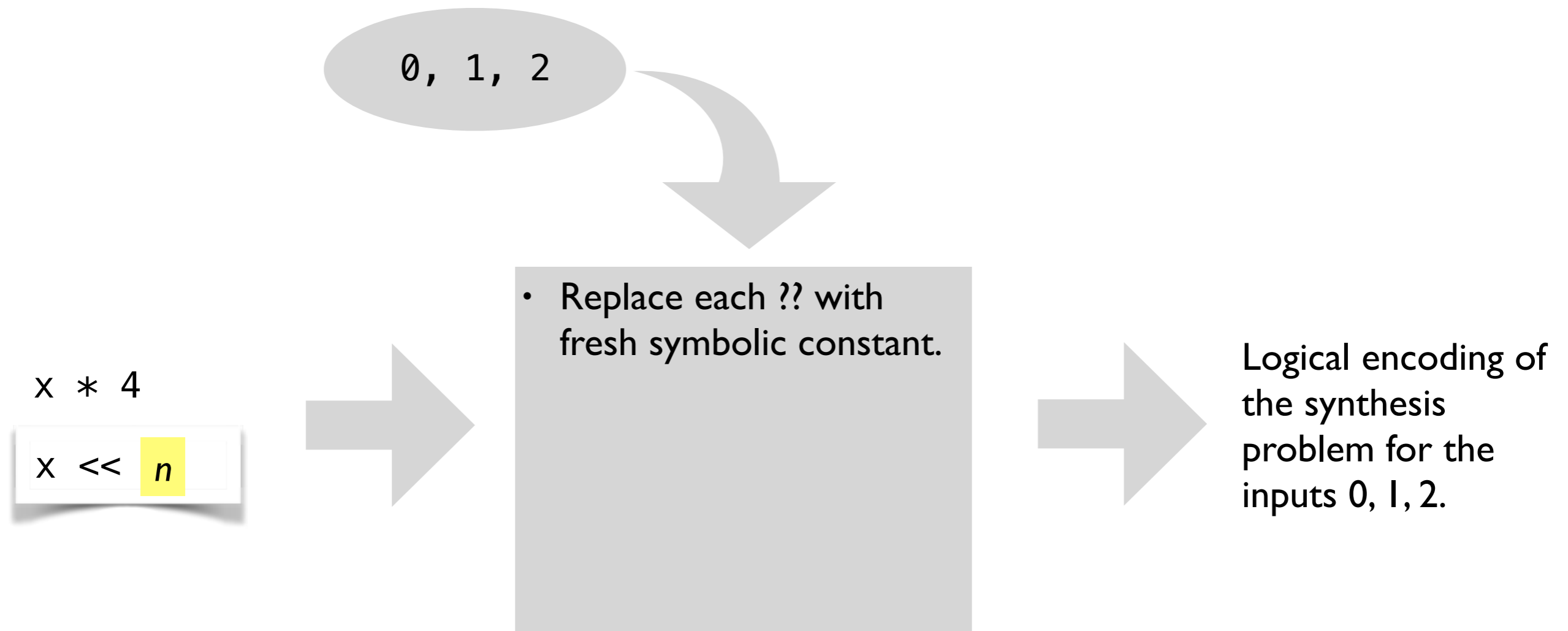


Synthesizing programs with a solver



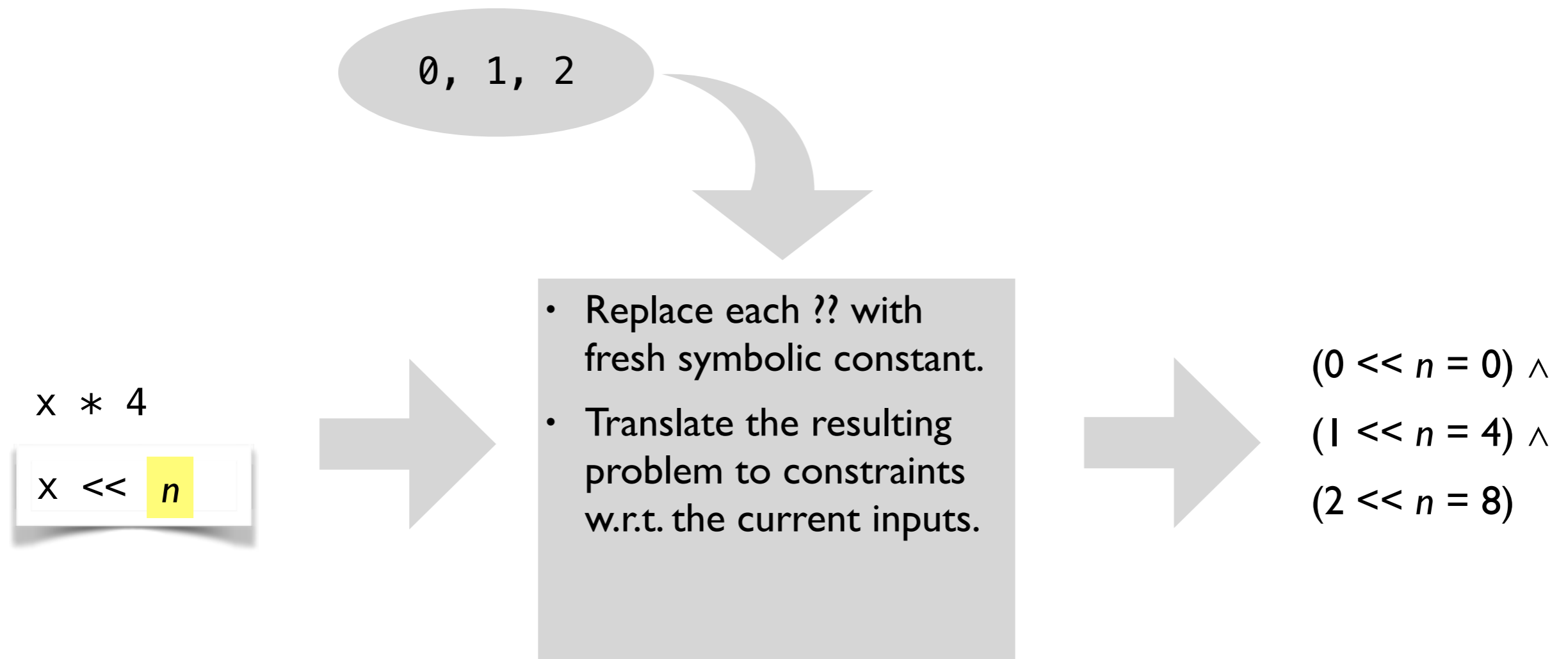
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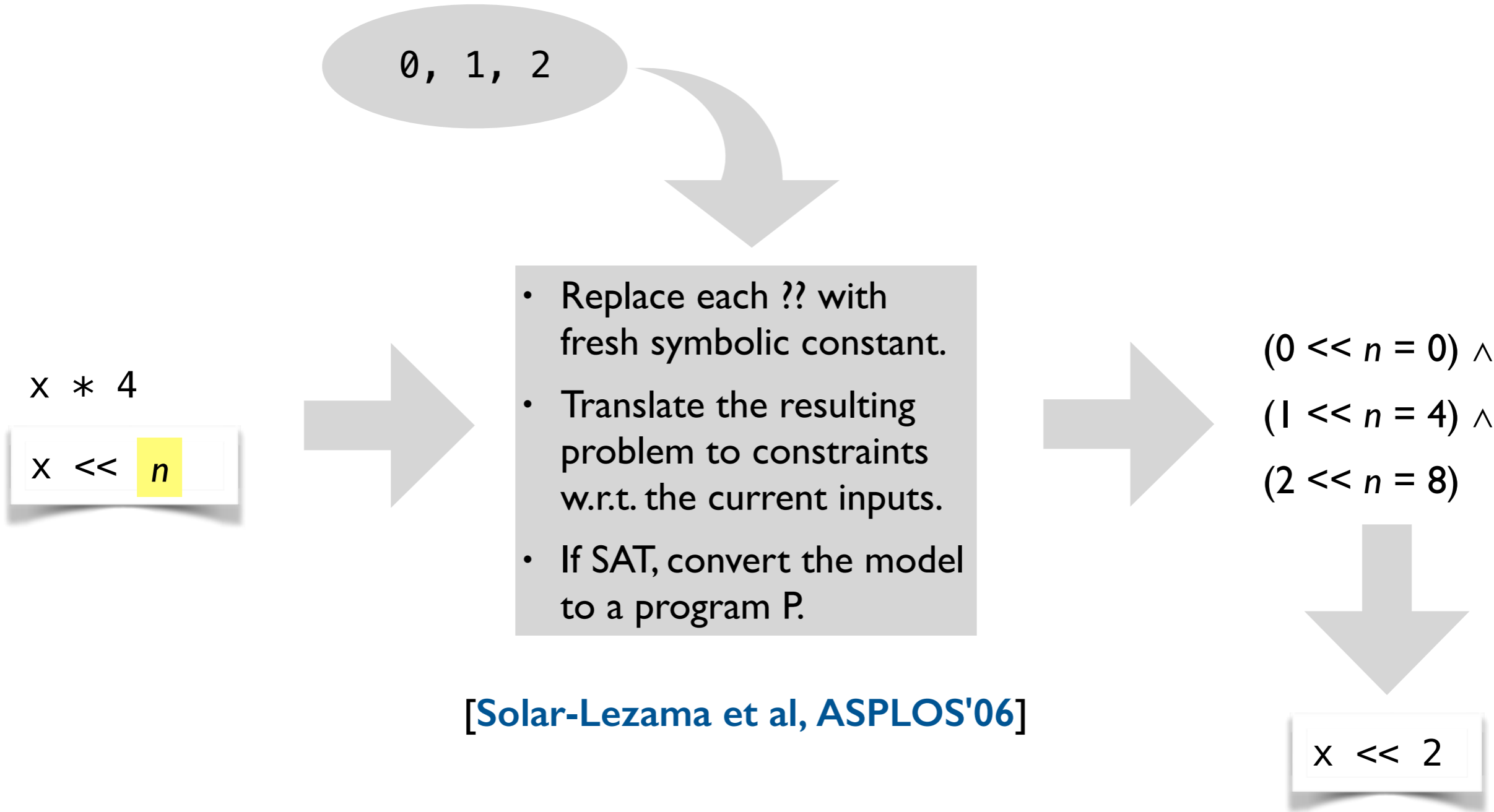
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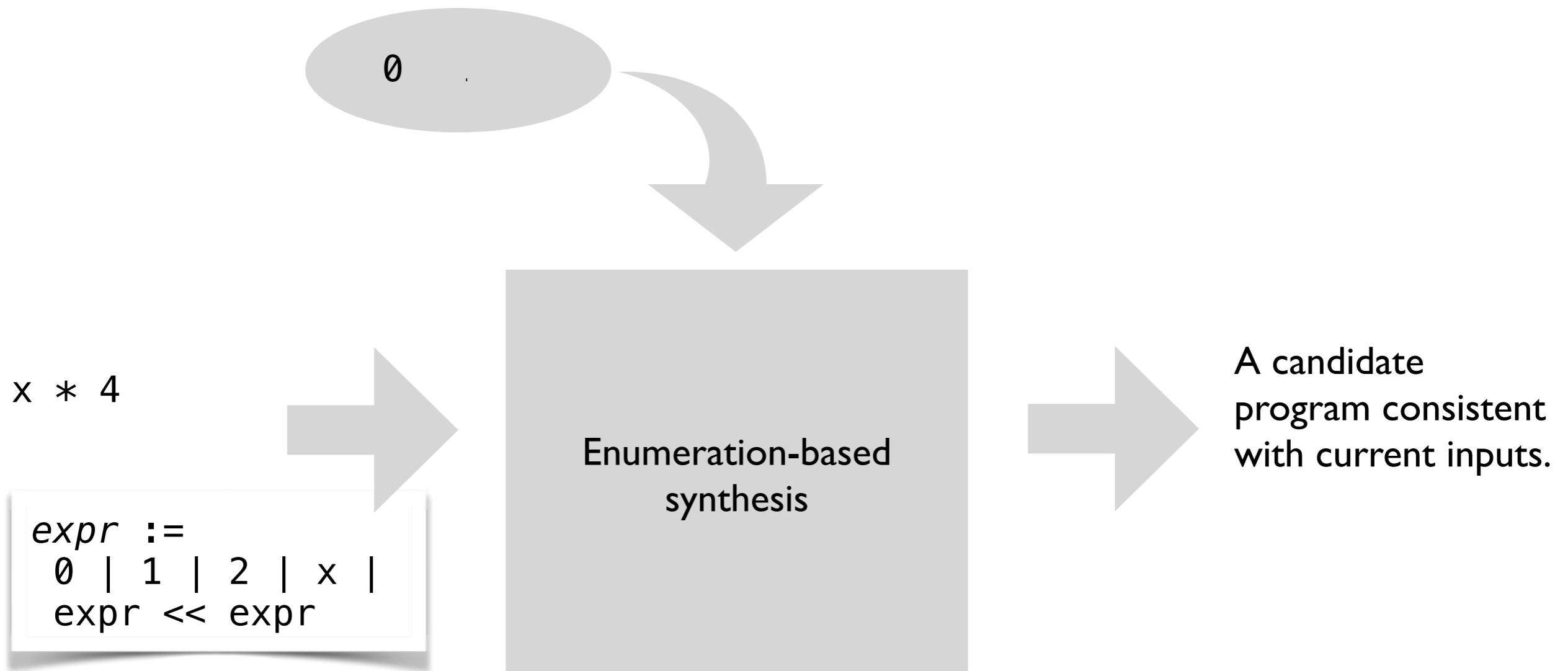
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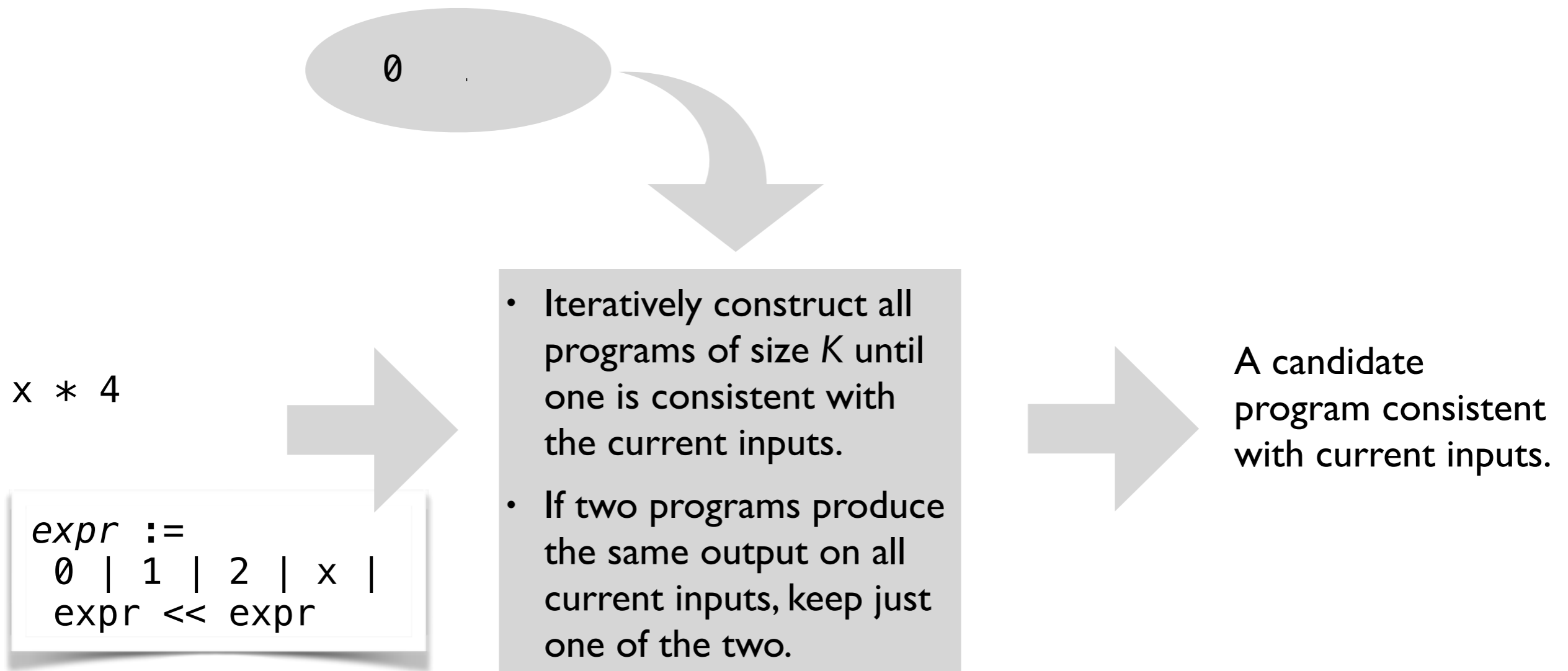
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Synthesizing programs with enumerative search



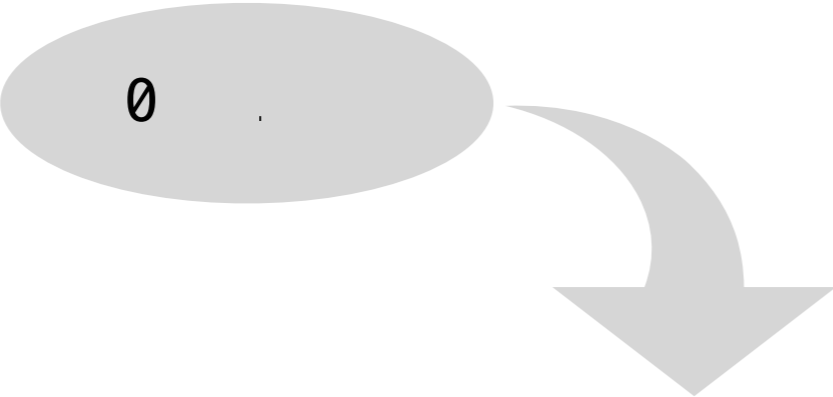
[Udupa et al, PLDI'13]

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Synthesizing programs with enumerative search

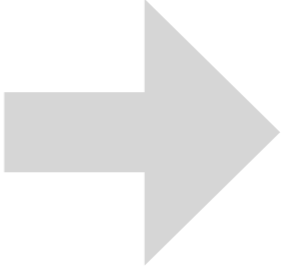


$x * 4$



```
expr ::=  
0 | 1 | 2 | x |  
expr << expr
```

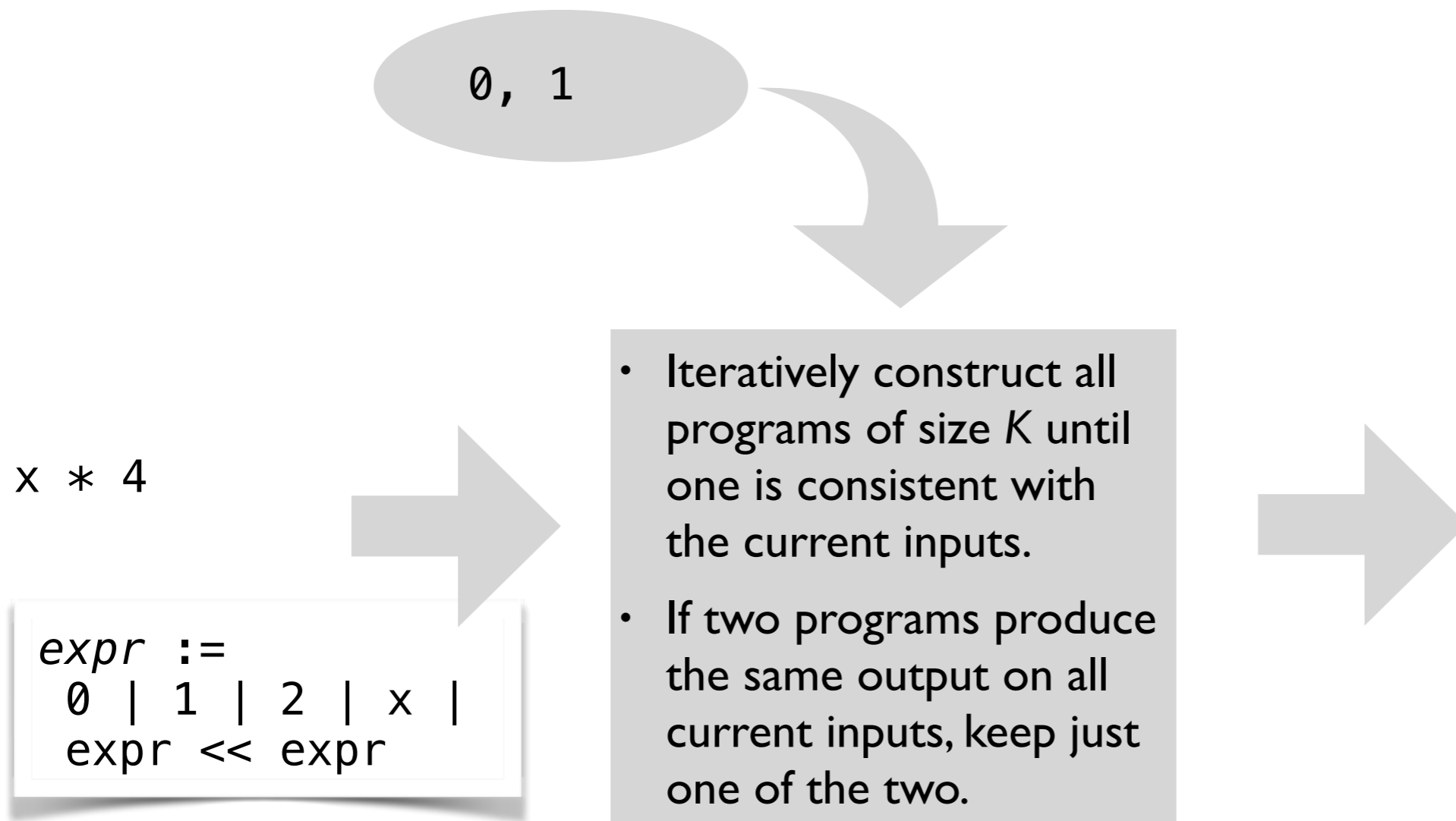
- Iteratively construct all programs of size K until one is consistent with the current inputs.
- If two programs produce the same output on all current inputs, keep just one of the two.



$K=1: 0$

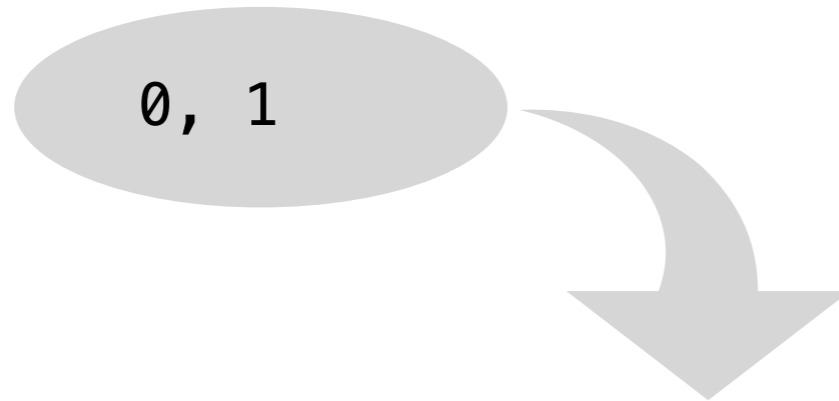
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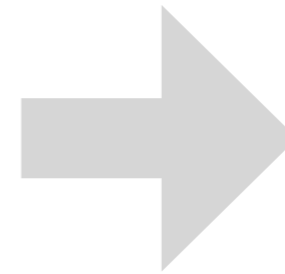


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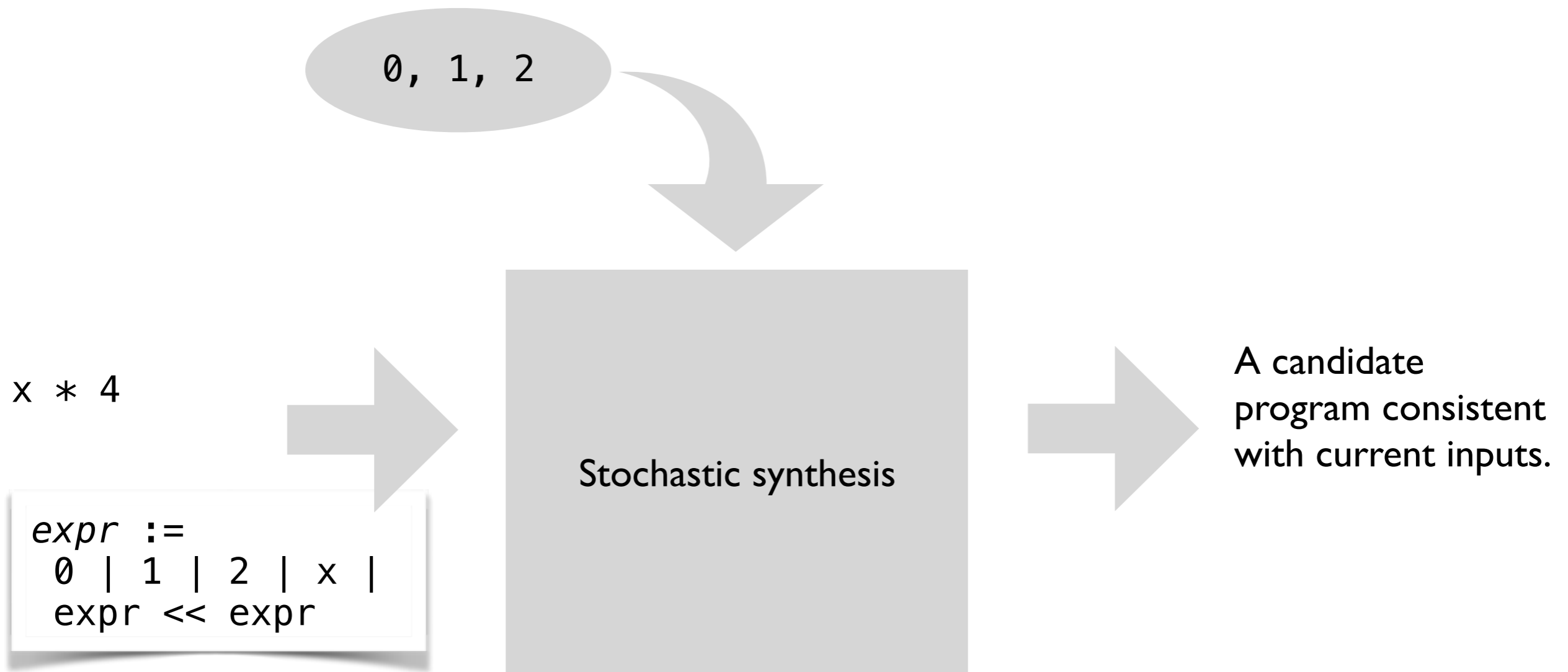
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 $K=2: 1 \ll 2, 2 \ll 2,$
 $x \ll 1, x \ll 2$

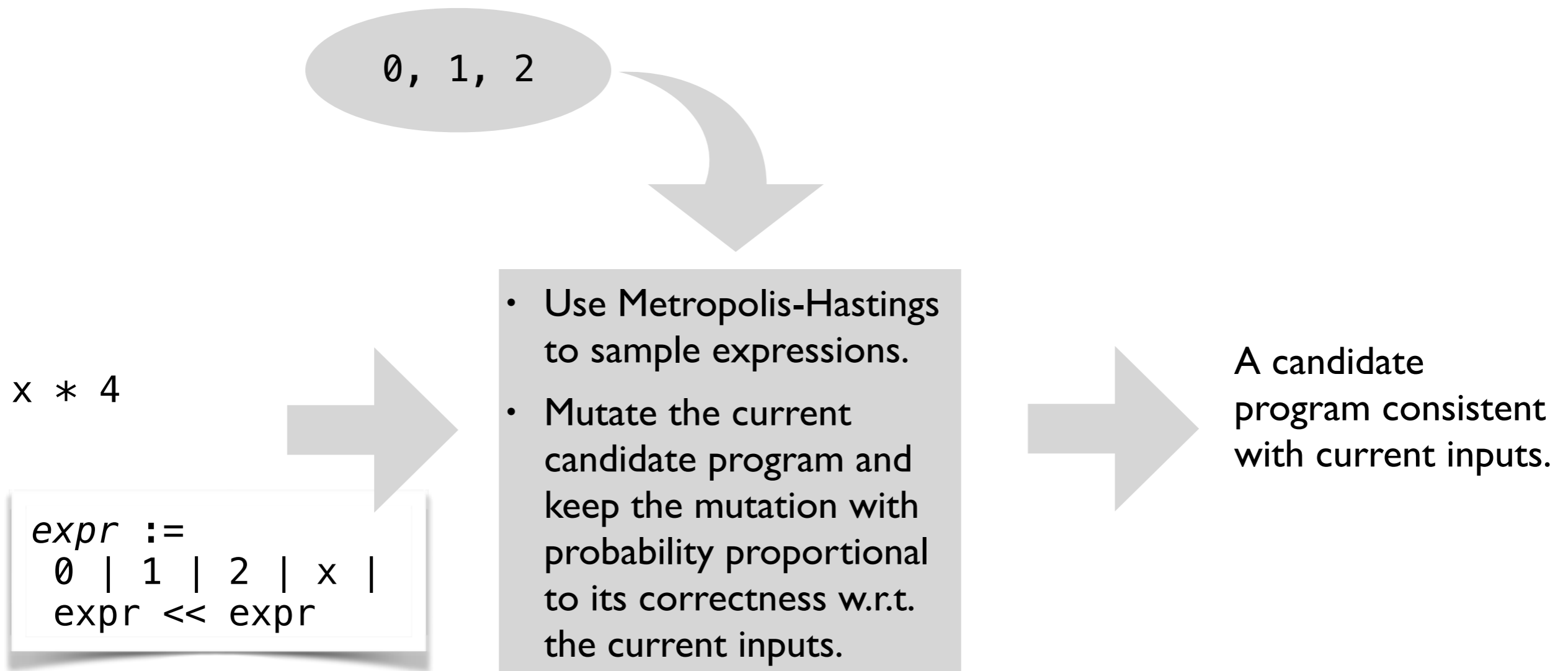
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Synthesizing programs with stochastic search



[Schkufza et al, ASPLOS'13]

Synthesizing programs with stochastic search



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Summary

Today

- Deductive synthesis with axioms and E-graphs
- Inductive synthesis with solvers, enumeration, and stochastic search

Next lecture

- Solver-aided languages

