

Probabilistic Array Programming on Galois Fields

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Main Idea

- Boolean matrices are useful structures for simulating finite state machines
- The operators $\{\text{XOR}, \wedge, \top\}$ are *functionally complete* logical connectives
- We implement sketch-based probabilistic context-free program synthesis

Algebraic Parsing

Given a CFG $\mathcal{G} := \langle V, \Sigma, P, S \rangle$ in Chomsky Normal Form (CNF), we may construct a recognizer $R_{\mathcal{G}} : \Sigma^n \rightarrow \mathbb{B}$ for strings $\sigma : \Sigma^n$ as follows. Let $\mathcal{P}(V)$ be our domain, where 0 is \emptyset , \oplus is \cup , and \otimes be defined as:

$$s_1 \otimes s_2 := \{C \mid \langle A, B \rangle \in s_1 \times s_2, (C \rightarrow AB) \in P\}$$

Initializing $M_0[i, j](\mathcal{G}, \sigma) := \{A \mid i+1 = j, (A \rightarrow \sigma_i) \in P\}$ and searching for the least solution to $M = M + M^2$, will produce a fixedpoint M^* :

$$M^* = \begin{pmatrix} \emptyset \{V\}_{\sigma_1} & \dots & \dots & \mathcal{T} \\ \emptyset & \emptyset & \{V\}_{\sigma_2} & \dots & \dots \\ \emptyset & \emptyset & \emptyset & \{V\}_{\sigma_3} & \dots \\ \emptyset & \emptyset & \emptyset & \emptyset & \{V\}_{\sigma_4} \\ \emptyset & \emptyset & \emptyset & \emptyset & \emptyset \end{pmatrix}$$

Valiant (1975) shows that $\sigma \in \mathcal{L}(\mathcal{G})$ iff $S \in \mathcal{T}$, i.e., $1_{\mathcal{T}}(S) \iff 1_{\mathcal{L}(\mathcal{G})}(\sigma)$.

Parsing Dynamics

- The matrix M_0 is strictly upper triangular, i.e., nilpotent of degree n
- The recognizer can be translated into a parser by storing *backpointers*

$M_1 = M_0 + M_0^2$	$M_2 = M_1 + M_1^2$	$M_3 = M_2 + M_2^2 = M_4$

- If we had a way to solve for $M = M + M^2$ directly, power iteration would be unnecessary and we could solve for $M = M^2$ above the superdiagonal...

Binarized CFL Sketching

- CYK parser can be lowered onto a Boolean tensor $\mathbb{B}^{n \times n \times |V|}$ (Valiant, 1975)
- Binarized CYK parser can be compiled to SAT to solve for M^* directly
- Enables sketch-based synthesis in either σ or \mathcal{G} : just use variables for holes!
- We simply encode the characteristic function, i.e. $1_{\subseteq V} : V \rightarrow \mathbb{B}^{|V|}$
- \oplus, \otimes are defined as \boxplus, \boxtimes , so that the following diagram commutes:

$$\begin{array}{ccc} V \times V & \xrightarrow{\oplus/\otimes} & V \\ \uparrow 1^{-2} \downarrow 1^2 & & \uparrow 1^{-1} \downarrow 1 \\ \mathbb{B}^{|V|} \times \mathbb{B}^{|V|} & \xrightarrow{\boxplus/\boxtimes} & \mathbb{B}^{|V|} \end{array}$$

- These operators can be lifted into matrices and tensors in the usual way
- In most cases, only a few nonterminals will be active at any given time
- More sophisticated representations are known for $\binom{n}{0 \leq k}$ subsets

Feedback Shift Registers

Let $M : \text{GF}(2^{n \times n})$ be a square matrix $M_{r,c}^0 = P_c$ if $r = 0$ else $1[c = r - 1]$, where P is a feedback polynomial with coefficients $P_{1 \dots n}$ and $\oplus := \vee, \otimes := \wedge$:

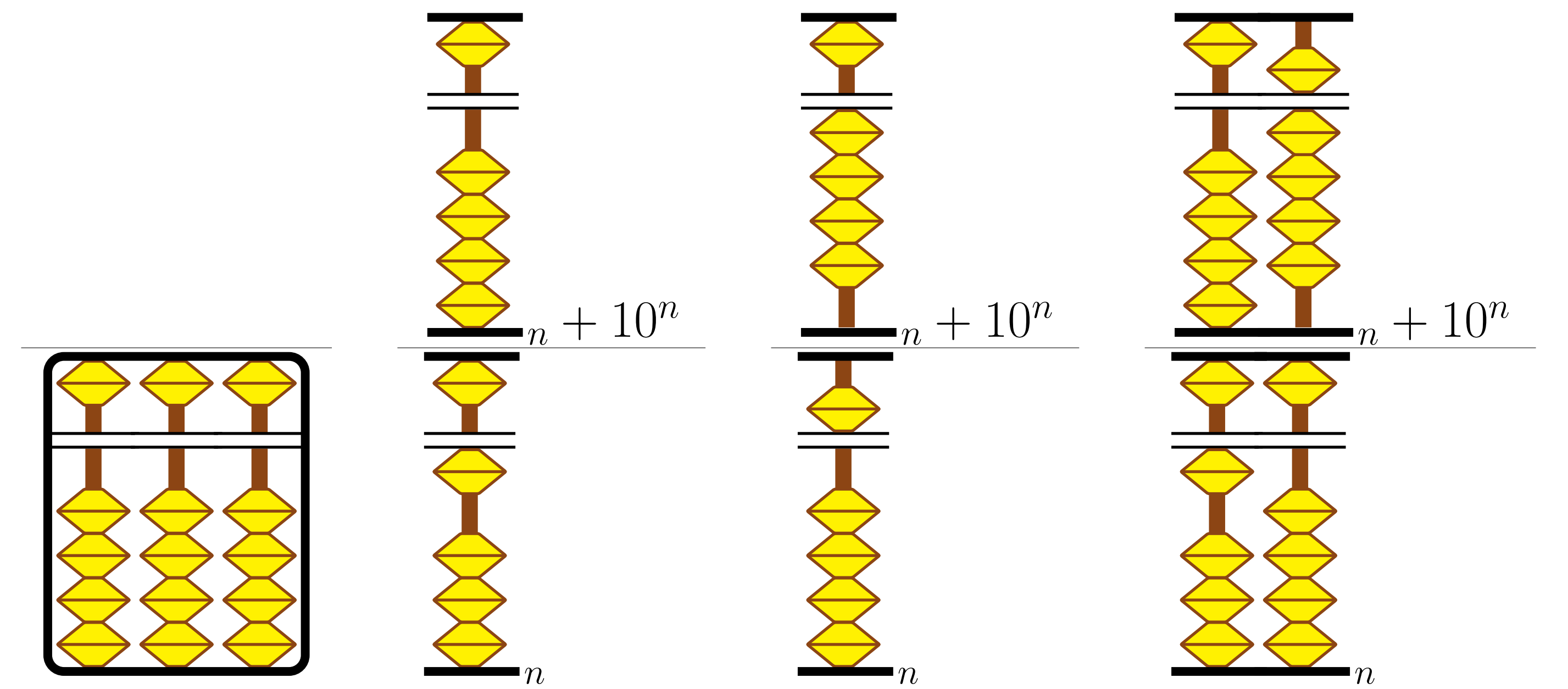
$$M^t V = \begin{pmatrix} P_1 & P_2 & P_3 & P_4 & P_5 \\ \top & \circ & \circ & \circ & \circ \\ \circ & \top & \circ & \circ & \circ \\ \circ & \circ & \top & \circ & \circ \\ \circ & \circ & \circ & \top & \circ \end{pmatrix}^t \begin{pmatrix} V_1 \\ V_2 \\ V_3 \\ V_4 \\ V_5 \end{pmatrix}$$

Selecting any $V \neq 0$ and coefficients P_j from a known *primitive polynomial*, then powering the matrix M generates an ergodic sequence over $\text{GF}(2^n)$:

$$S = (V \ MV \ M^2V \ M^3V \ \dots \ M^{2^n-1}V)$$

This sequence has *full periodicity*, i.e., for all $i, j \in [0, 2^n)$, $S_i = S_j \Rightarrow i = j$.

Typelevel Modular Arithmetic



```
// Typelevel Church encoding of dependently typed binary arithmetic
val t: T<T<T<T<F<T<0>>>>>> = T.F.T * T.F.F.T + T.F.T - T.T.F / T.F

// Typelevel implementation of Fibonacci linear finite state register
val lfsr5 = BVec(T, F, F, T, T)
.lfsr().lfsr().lfsr().lfsr().lfsr() // BVec5<_, _, T, T, T>
.lfsr().lfsr().lfsr().lfsr().lfsr() // BVec5<T, T, _, T, T>
.lfsr().lfsr().lfsr().lfsr().lfsr() // BVec5<_, T, _, T, _>

// Typelevel implementation of Rule 110 elementary cellular automaton
val eca10 = BVec(T, T, F, F, F, T, F, F, F, F)
.eca(:r110, :r110, ...) // BVec10<T, T, _, _, T, T, _, _, T>
.eca(:r110, :r110, ...) // BVec10<T, T, _, T, T, T, _, _, T>
.eca(:r110, :r110, ...) // BVec10<T, T, T, T, _, T, _, T, T>
.eca(:r110, :r110, ...) // BVec10<_, _, _, T, T, T, T, T, _>
```

Tidyparse IDE Plugin

```
let rec a = _ _ _ _ _ |
let rec filter p l = if p x then x :: _ _ _ _ _ else
let curry f = (fun x -> f x)
let rec a = ( [ ] , filter )

S -> X
X -> A | V | ( X , X ) | X X | ( X )
A -> FUN | F | LI | M | L
FUN -> fun V `->` X
F -> if X then X else X
M -> match V with Branch
Branch -> `|` X `->` X | Branch Branch
L -> let V = X
L -> let rec V = X
LI -> L in X

V -> Vexp | ( Vexp ) | List | Vexp Vexp
Vexp -> Vname | FunName | Vexp V0 Vexp | B
Vexp -> ( Vname , Vname ) | Vexp Vexp | I
List -> [ ] | V :: V
Vname -> a | b | c | d | e | f | g | h | i
Vname -> j | k | l | m | n | o | p | q | r
Vname -> s | t | u | v | w | x | y | z
FunName -> foldright | map | filter
FunName -> curry | uncurry | ( V0 )
V0 -> + | - | * | / | >
V0 -> = | < | > | <`| | >`| | &&`
I -> 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9
B -> true | false
```

