

Lecture 3

Search Space Pruning

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Logistics

Reviews

- due tomorrow
- please accept PC invitation by the end of today

Project

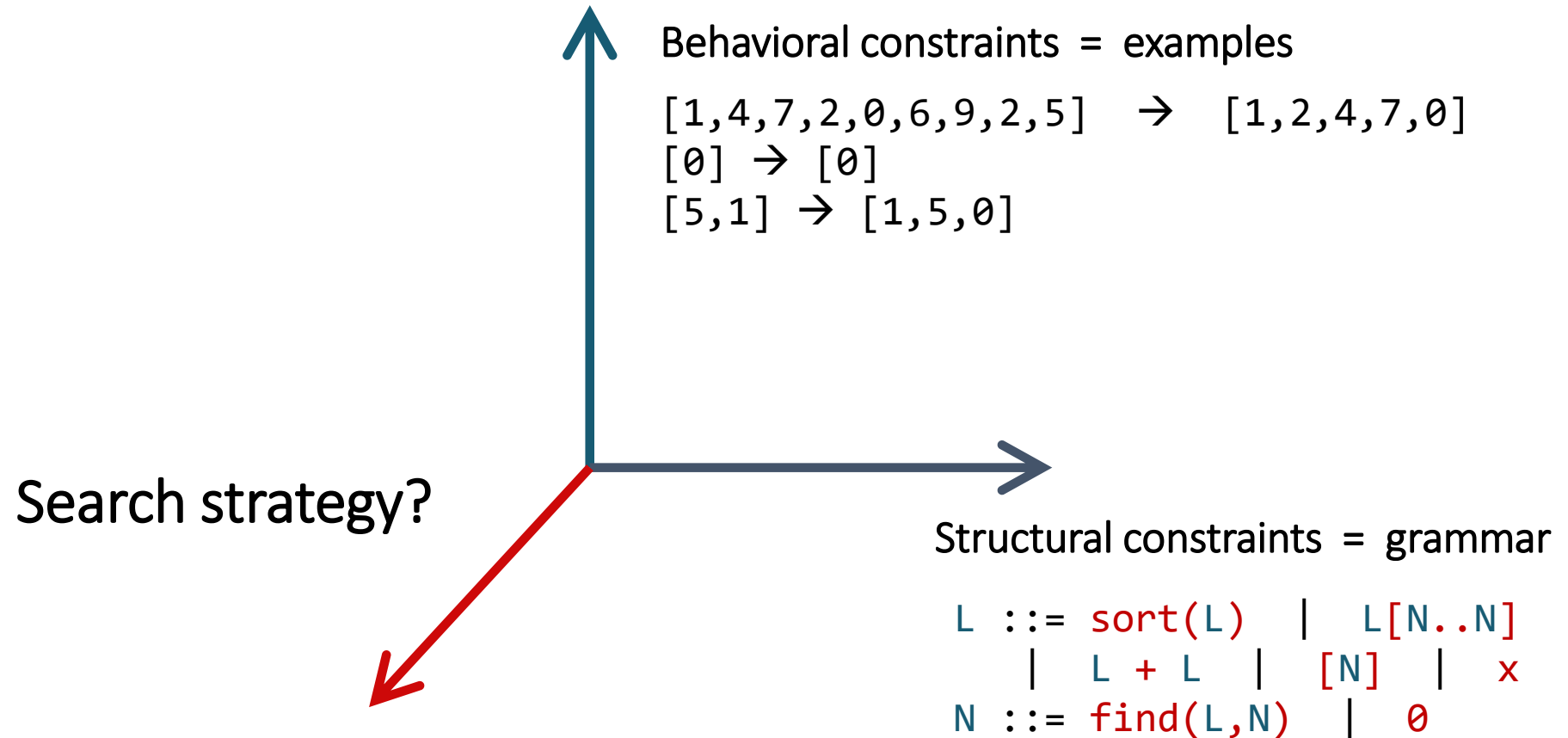
- teams due Friday
- who hasn't found a team yet?

Today

Pruning techniques for enumerative search

- Equivalence reduction
- Top-down specification propagation

The problem statement



Enumerative search

=

Explicit / Exhaustive Search

Idea: Sample programs from the grammar one by one and test them on the examples

```

L ::= sort(L)
    L[N..N]
    L + L
    [N]
    x
N ::= find(L,N)
    0

```

bottom-up



```

x  0
sort(x)  x[0..0]  x + x  [0]
find(x,0)
sort(sort(x))  sort(x[0..0])
sort(x + x)  sort([0])
x[0..find(x,0)]  ...

```

top-down



```

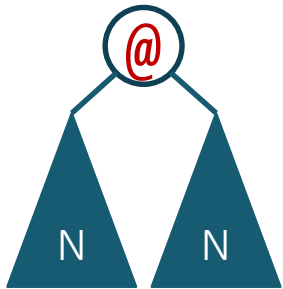
L
x  sort(L)  L[N..N]  L + L  [N]
sort(x)  sort(sort(L))  sort([N])
sort(L[N..N])  sort(L + L)
x[N..N]  (sort L)[N..N]  ...

```

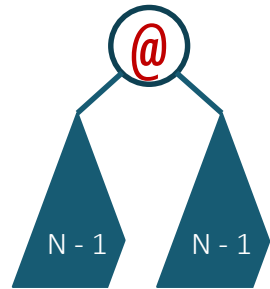
How to make it scale

Prune

Discard useless subprograms



$$m * N^2$$



$$m * (N - 1)^2$$

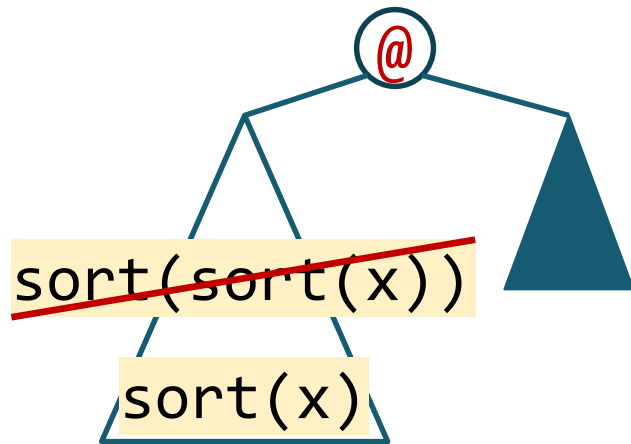
Prioritize

Explore more promising candidates first

$$P = \{ \begin{array}{l} [0][N..N] \\ x[N..N] \\ \dots \end{array} , \quad \leftarrow \begin{array}{l} \text{dequeue} \\ \text{this first} \end{array}$$

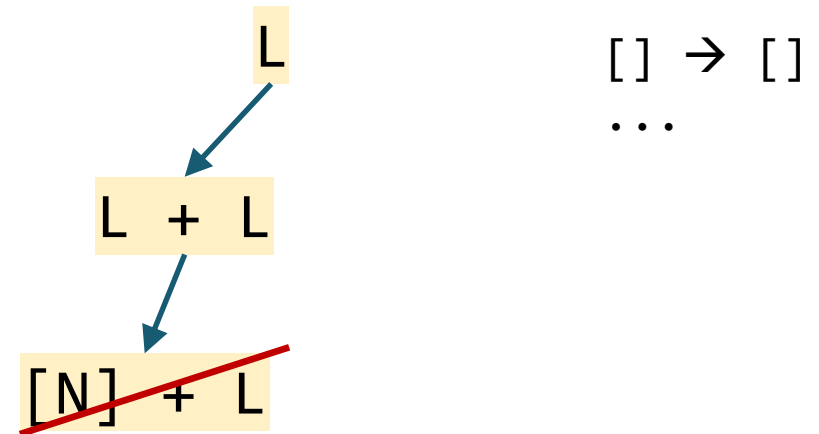
When can we discard a subprogram?

It's equivalent to something we have already explored



Equivalence reduction
(also: symmetry breaking)

No matter what we combine it with, it cannot satisfy the spec



Top-down propagation

Equivalent programs

```

L ::= sort(L)
    L[N..N]
    L + L
    [N]
x
N ::= find(L,N)
    0
  
```

bottom_up
→

```

x  0
sort(x)  x[0..0]  x + x  [0]  find(x,0)

sort(sort(x))  sort(x + x)  sort(x[0..0])
sort([0])  x[0..find(x,0)]  x[find(x,0)..0]
x[find(x,0)..find(x,0)]  sort(x)[0..0]
x[0..0][0..0]  (x + x)[0..0]  [0][0..0]
x + (x + x)  x + [0]  sort(x) + x  x[0..0] + x
(x + x) + x  [0] + x  x + x[0..0]  x + sort(x)
...
  
```

Equivalent programs

```
L ::= sort(L)
      L[N..N]
      L + L
      [N]
      x
N ::= find(L,N)
      0
```

bottom_up
→

```
x  0
sort(x)  x[0..0]  x + x  [0]  find(x,0)

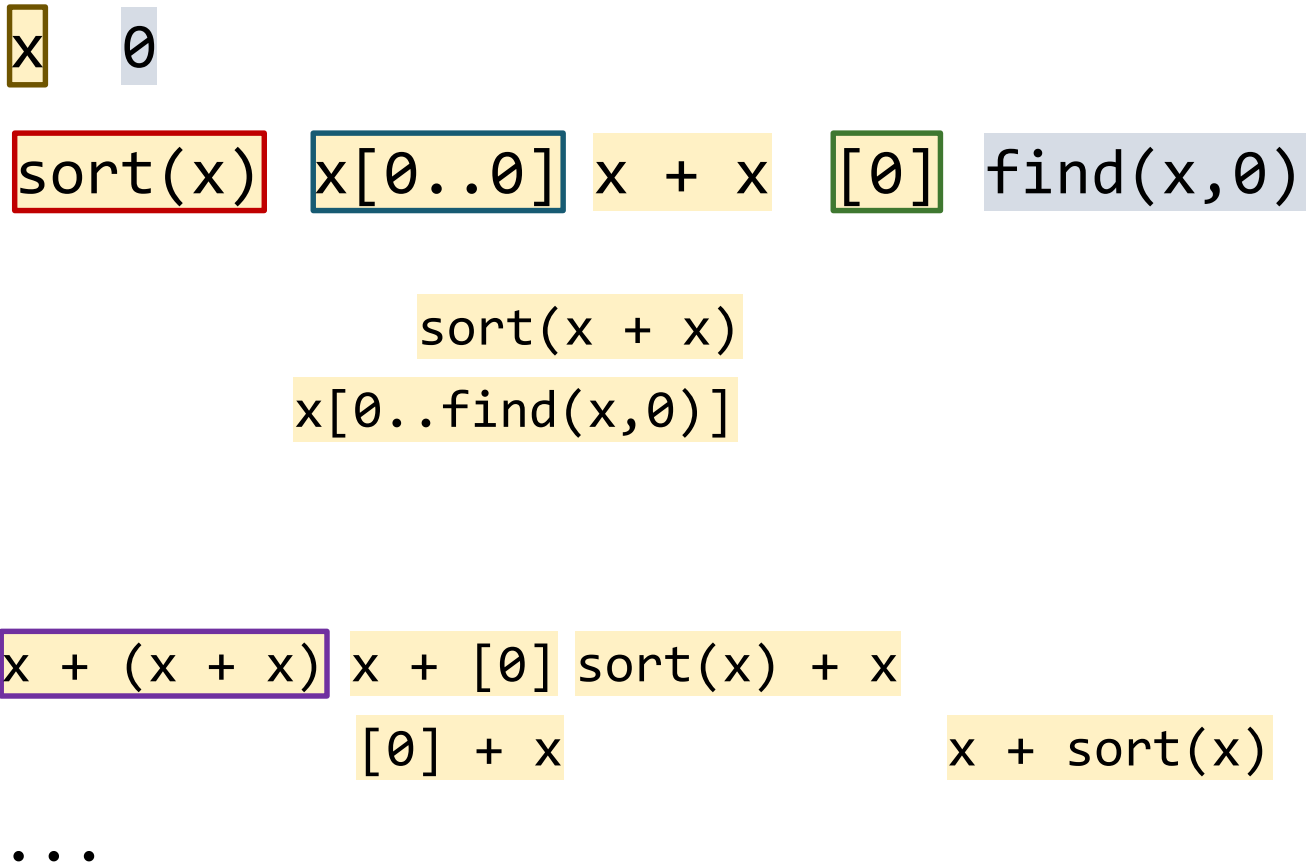
sort(sort(x))  sort(x + x)  sort(x[0..0])
sort([0])  x[0..find(x,0)]  x[find(x,0)..0]
x[find(x,0)..find(x,0)]  sort(x)[0..0]
x[0..0][0..0]  (x + x)[0..0]  [0][0..0]
x + (x + x)  x + [0]  sort(x) + x  x[0..0] + x
(x + x) + x  [0] + x  x + x[0..0]  x + sort(x)

...
```

Equivalent programs

```
L ::= sort(L)
      L[N..N]
      L + L
      [N]
      x
N ::= find(L,N)
      0
```

bottom_up
→



Bottom-up + equivalence reduction

```
bottom-up (<T, N, R, S>, [i → o]) {  
  P := [t | t in T && t is nullary]  
  while (true)  
    forall (p in P)  
      if (whole(p) && p([i]) = [o])  
        return p;  
  P += grow(P);  
}
```

```
grow (P) {  
  P' := []  
  forall (A ::= rhs in R)  
    P' += [rhs[B -> p] | p in P, B →* p]  
  return [p' in P' | forall p in P: !equiv(p, p')];  
}
```

How do we implement equiv?

- In general undecidable
- For SyGuS problems: expensive
- Doing expensive checks on every candidate defeats the purpose of pruning the space!

Observational equivalence

```
bottom-up (<T, N, R, S>, [i → o])  
{ ... }
```

```
equiv(p, p') {  
  return p([i]) = p'([i])  
}
```

In PBE, all we care about is
equivalence on the given inputs!

- easy to check efficiently
- even more programs are equivalent

`[[0] → [0]]`

`x 0`

`sort(x) x[0..0] x + x [0] find(x,0)`

`sort(x + x)`

`x[0..find(x,0)]`

`x + (x + x) x + [0] sort(x) + x`

`[0] + x`

`x + sort(x)`

Observational equivalence

```
bottom-up (<T, N, R, S>, [i → o])  
{ ... }
```

```
equiv(p, p') {  
  return p([i]) = p'([i])  
}
```

`[[0] → [0]]`

`x`

`0`

`sort(x)`

`x[0..0]`

`x + x`

`[0]`

`find(x,0)`

`sort(x + x)`

`x[0..find(x,0)]`

`x + (x + x)`

`x + [0]`

`sort(x) + x`

`[0] + x`

`x + sort(x)`

Observational equivalence

```
bottom-up (<T, N, R, S>, [i → o])  
{ ... }
```

```
equiv(p, p') {  
  return p([i]) = p'([i])  
}
```

$[[\theta] \rightarrow [\theta]]$

$x \quad \theta$

$x[\theta..0]$

$x + x$

$x + (x + x)$

Observational equivalence

Proposed simultaneously in two papers:

- Udupa, Raghavan, Deshmukh, Mador-Haim, Martin, Alur: [TRANSIT: specifying protocols with concolic snippets](#). PLDI'13
- Albarghouthi, Gulwani, Kincaid: [Recursive Program Synthesis](#). CAV'13

Variations used in most bottom-up PBE tools:

- **ESolver** (baseline SyGuS enumerative solver)
- **Lens** [Phothilimthana et al. ASLPOS'16]
- **EUSolver** [Alur et al. TACAS'17]

User-specifies equations

[Smith, Albarghouthi: VMCAI'19]

Equations

$\text{sort}(\text{sort}(1)) = \text{sort}(1)$

$(11 + 12) + 13 = 11 + (12 + 13)$

$n = n + 0$

$n + m = m + n$

derived
automatically

Term-rewriting system (TRS)

1. $\text{sort}(\text{sort}(1)) \rightarrow \text{sort}(1)$

2. $(11 + 12) + 13 \rightarrow 11 + (12 + 13)$

3. $n + 0 \rightarrow n$

4. $n + m \rightarrow_{(n > m)} m + n$

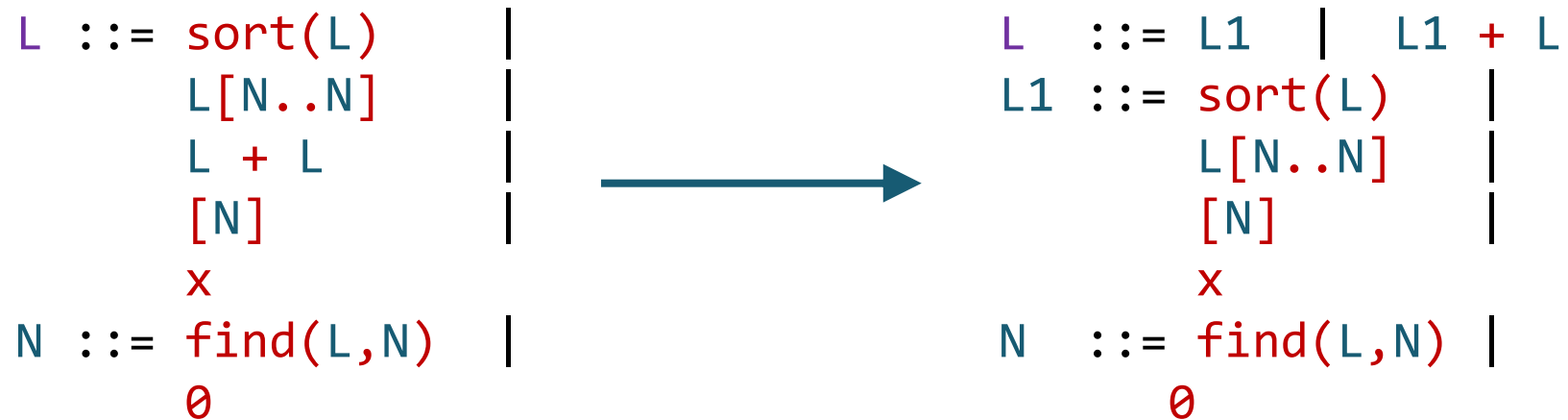
x 0

$\text{sort}(x)$ $x[0..0]$ $x + x$ $[0]$ $\text{find}(x, 0)$

~~$\text{sort}(\text{sort}(x))$~~ rule 1 applies, not in *normal form*

Built-in equivalences

For a predefined set of operations, equivalence reduction can be hard-coded in the tool or built into the grammar



Built-in equivalences

Used by:

- λ^2 [Feser et al.'15]
- **Leon** [Kneuss et al.'13]

Leon's implementation using *attribute grammars* described in:

- Koukoutos, Kneuss, Kuncak: An Update on Deductive Synthesis and Repair in the LeonTool [SYNT'16]

Equivalence reduction: comparison

Observational

- Very general, no user input required
- Finds more equivalences
- Can be costly (with many examples, large outputs)
- If new examples are added, has to restart the search

User-specified

- Fast
- Requires equations

Built-in

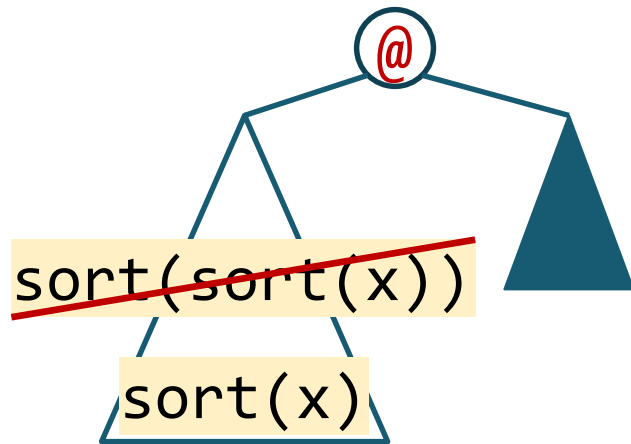
- Even faster
- Restricted to built-in operators
- Only certain symmetries can be eliminated by modifying the grammar

Q1: Can any of them apply to top-down?

Q2: Can any of them apply beyond PBE?

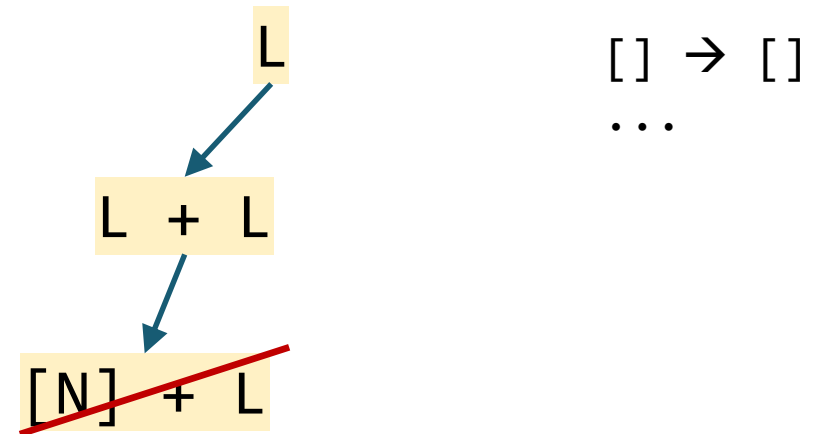
When can we discard a subprogram?

It's equivalent to something we have already explored



Equivalence reduction

No matter what we combine it with, it cannot fit the spec




Top-down propagation

Top-down search: reminder

generates a lot of non-ground terms
only discards ground terms


iter 0: L

iter 1:  x L[N..N]

iter 2: L[N..N]


iter 3: x[N..N] L[N..N][N..N]

iter 4: x[0..N] x[find(L,N)..N] L[N..N][N..N]

iter 5: x[0..0]  x[0.. find(L,N)] x[find(L,N)..N] ...

iter 6: x[0.. find(L,N)] x[find(L,N)..N]

iter 7: x[0.. find(x,N)] x[0.. find(L[N..N],N)]

iter 8: x[0.. find(x,0)]  x[0.. find(x,find(L,N))]

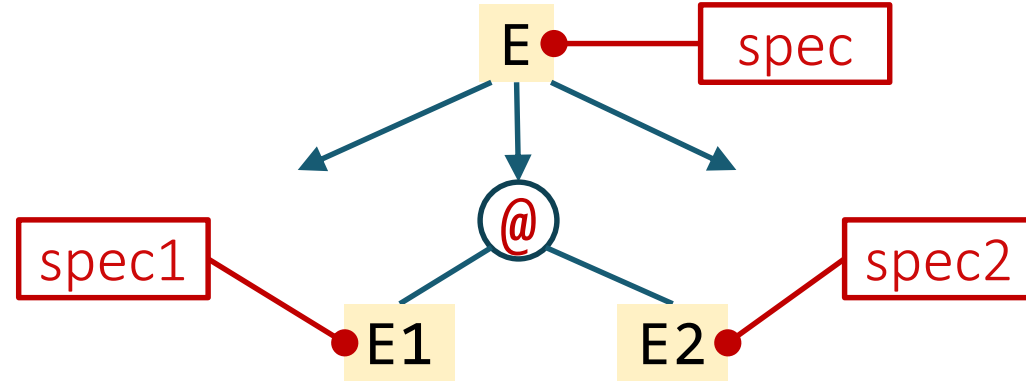
iter 9:

L ::= L[N..N] |
x
N ::= find(L,N) |
0

$[[1,4,0,6] \rightarrow [1,4]]$

Top-down propagation

Idea: once we pick the production, infer specs for subprograms

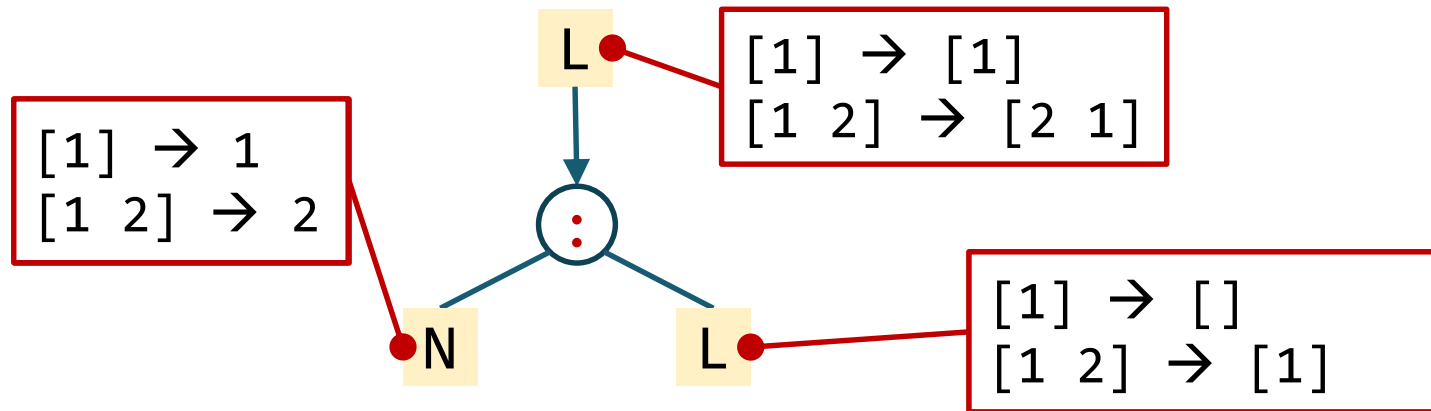


If $\text{spec1} = \perp$, discard **E1 @ E2** altogether!

For now: **spec** = examples

When is TDP possible?

Depends on @!

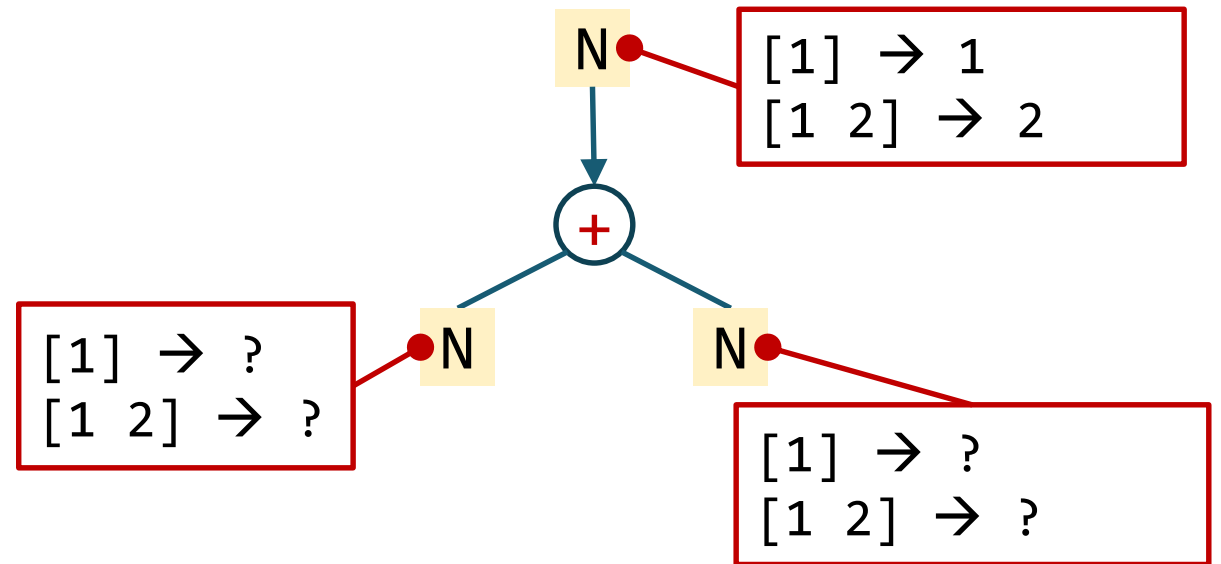
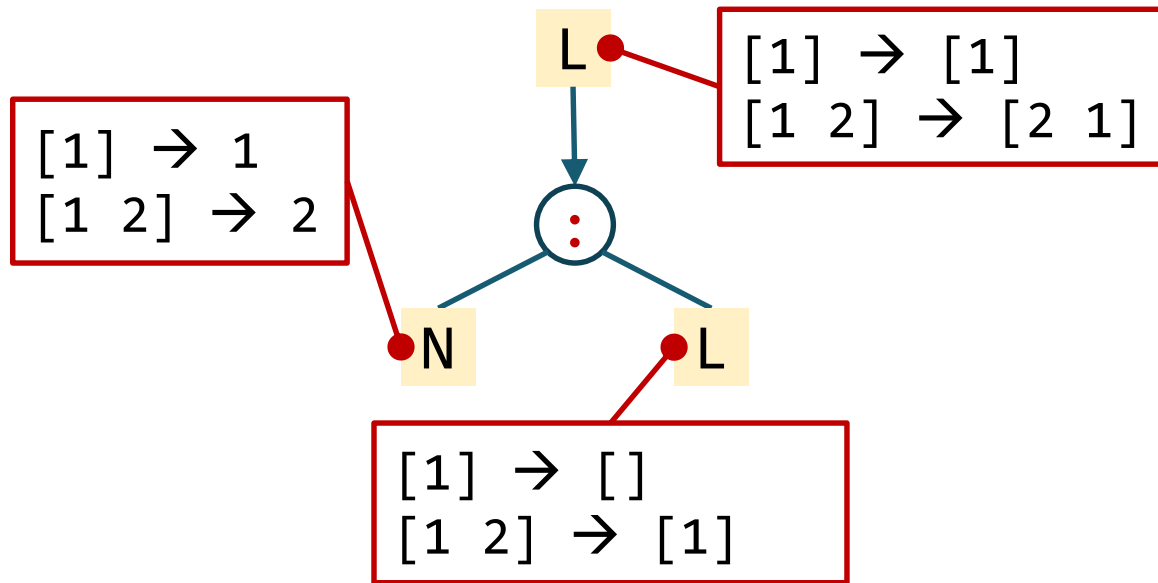


Works when the function is injective!

Q: when would we infer \perp ? **A:** If at least one of the outputs is $[]$!

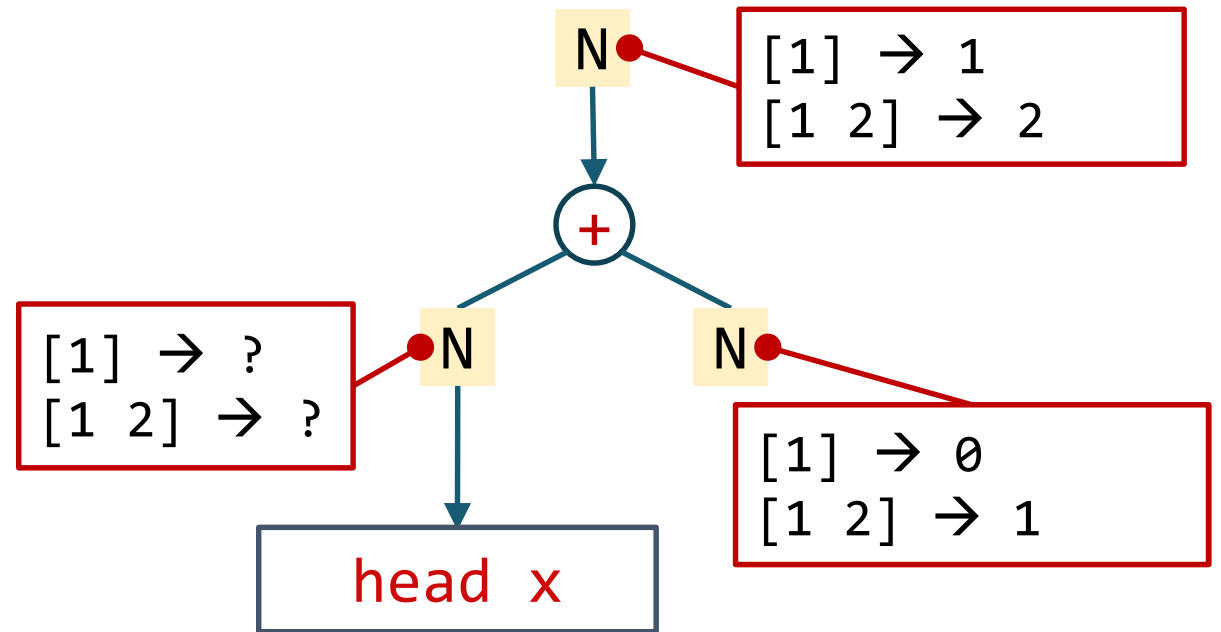
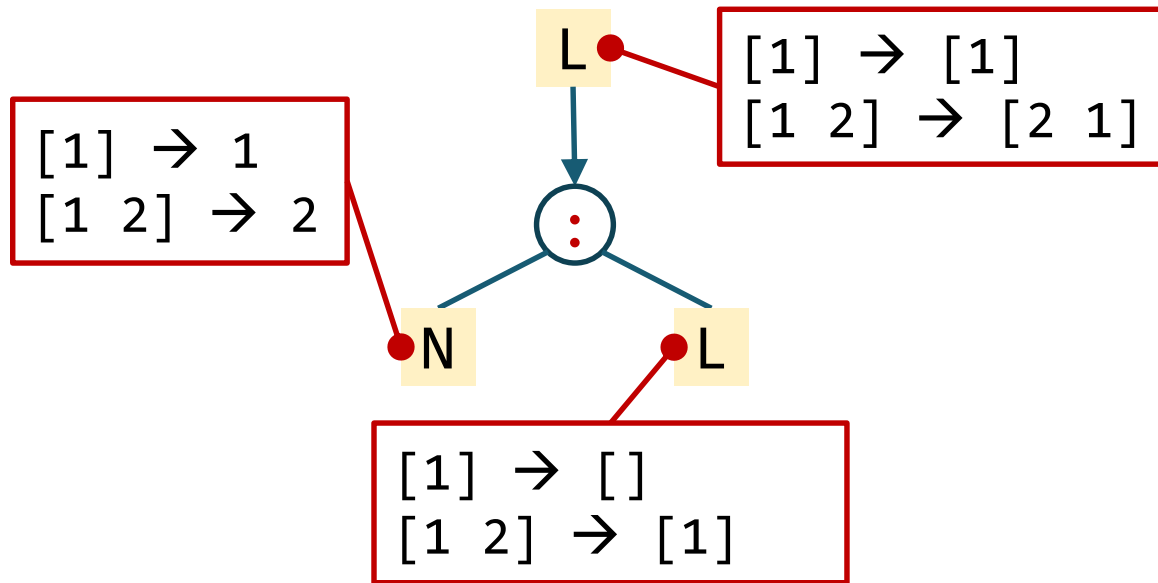
When is TDP possible?

Depends on @!

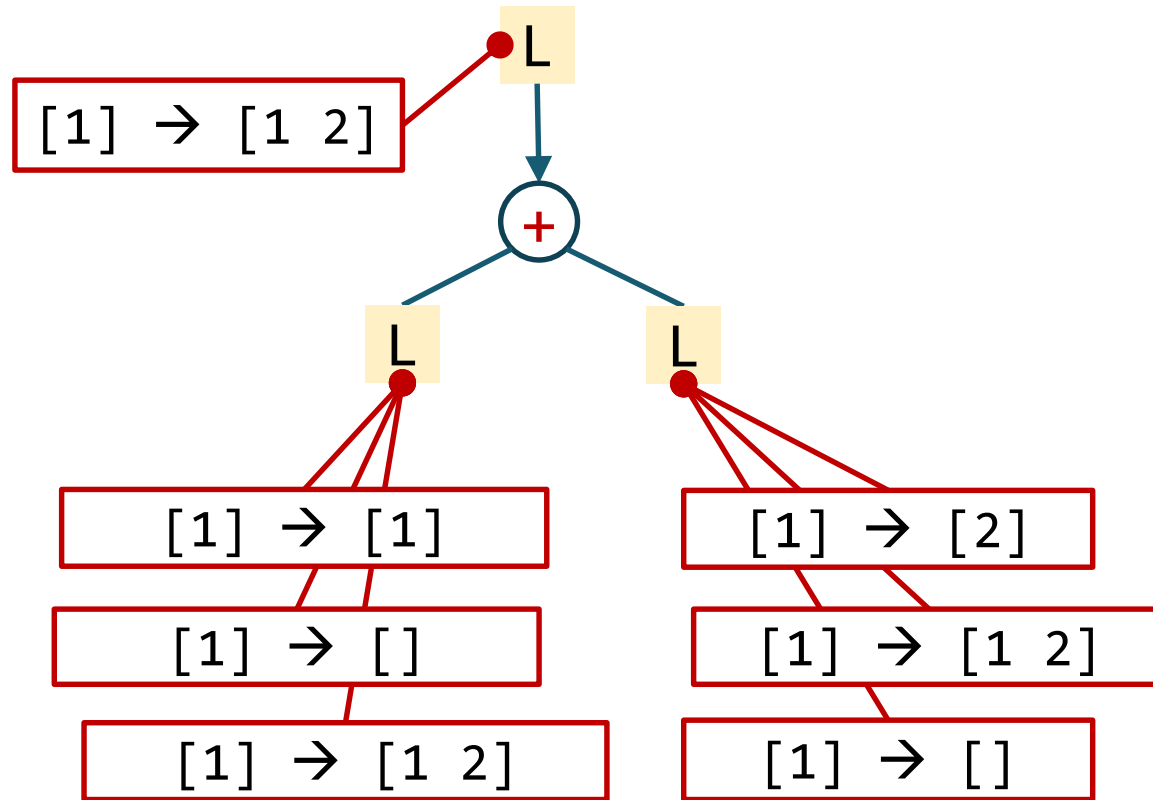


When is TDP possible?

Depends on @!



Something in between?



Works when the function is “sufficiently injective”

- output examples have a small pre-image

λ^2 : TDP for list combinators

[Feser, Chaudhuri, Dillig '15]

map f x

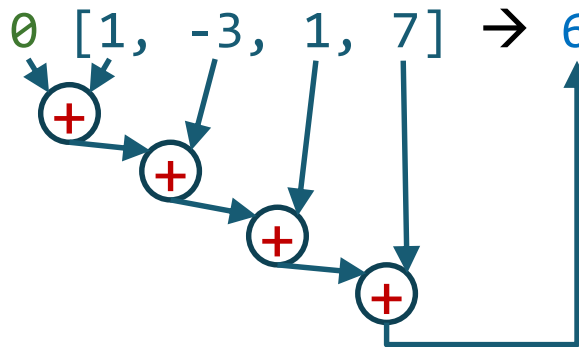
map $(\backslash y . y + 1)$ $[1, -3, 1, 7] \rightarrow [2, -2, 2, 8]$

filter f x

filter $(\backslash y . y > 0)$ $[1, -3, 1, 7] \rightarrow [1, 1, 7]$

fold f acc x

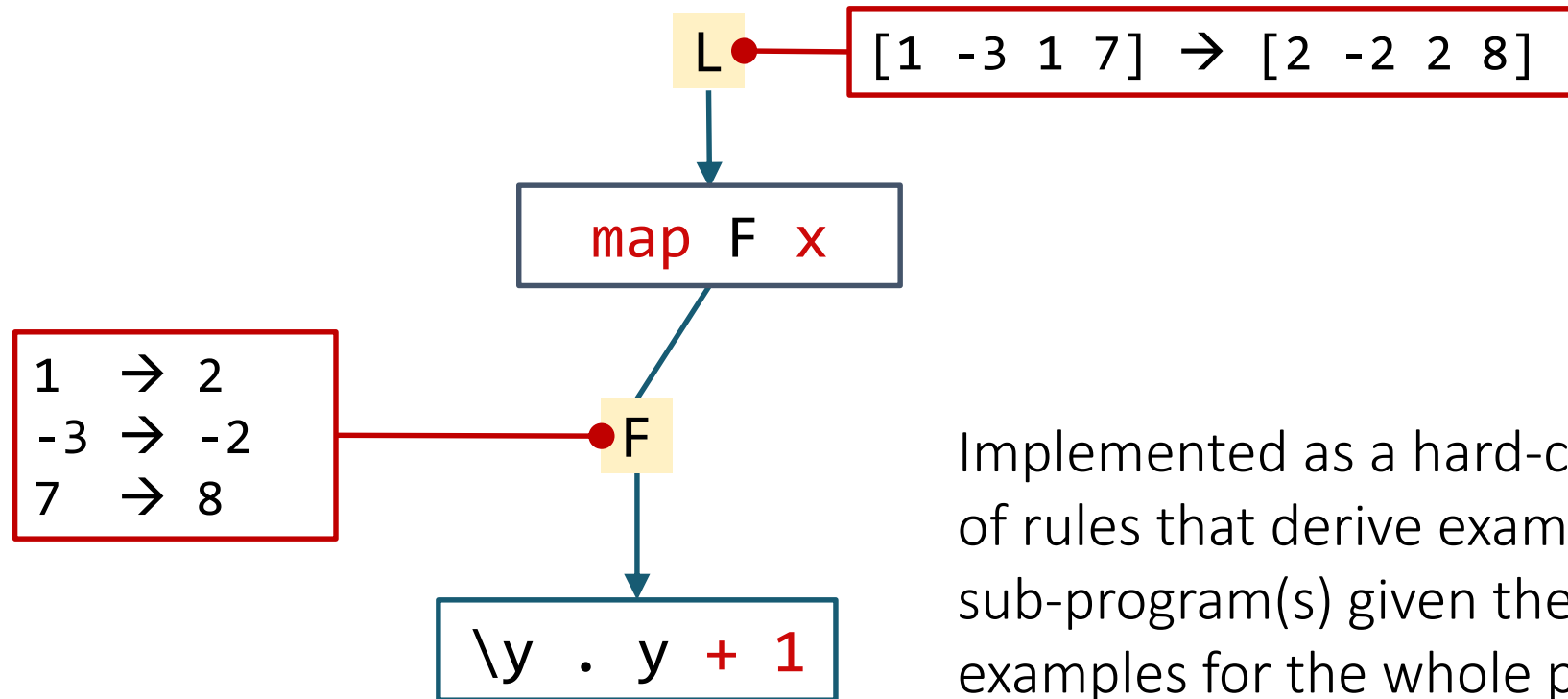
fold $(\backslash y z . y + z)$ 0 $[1, -3, 1, 7] \rightarrow 6$



fold $(\backslash y z . y + z)$ 0 $[] \rightarrow 0$

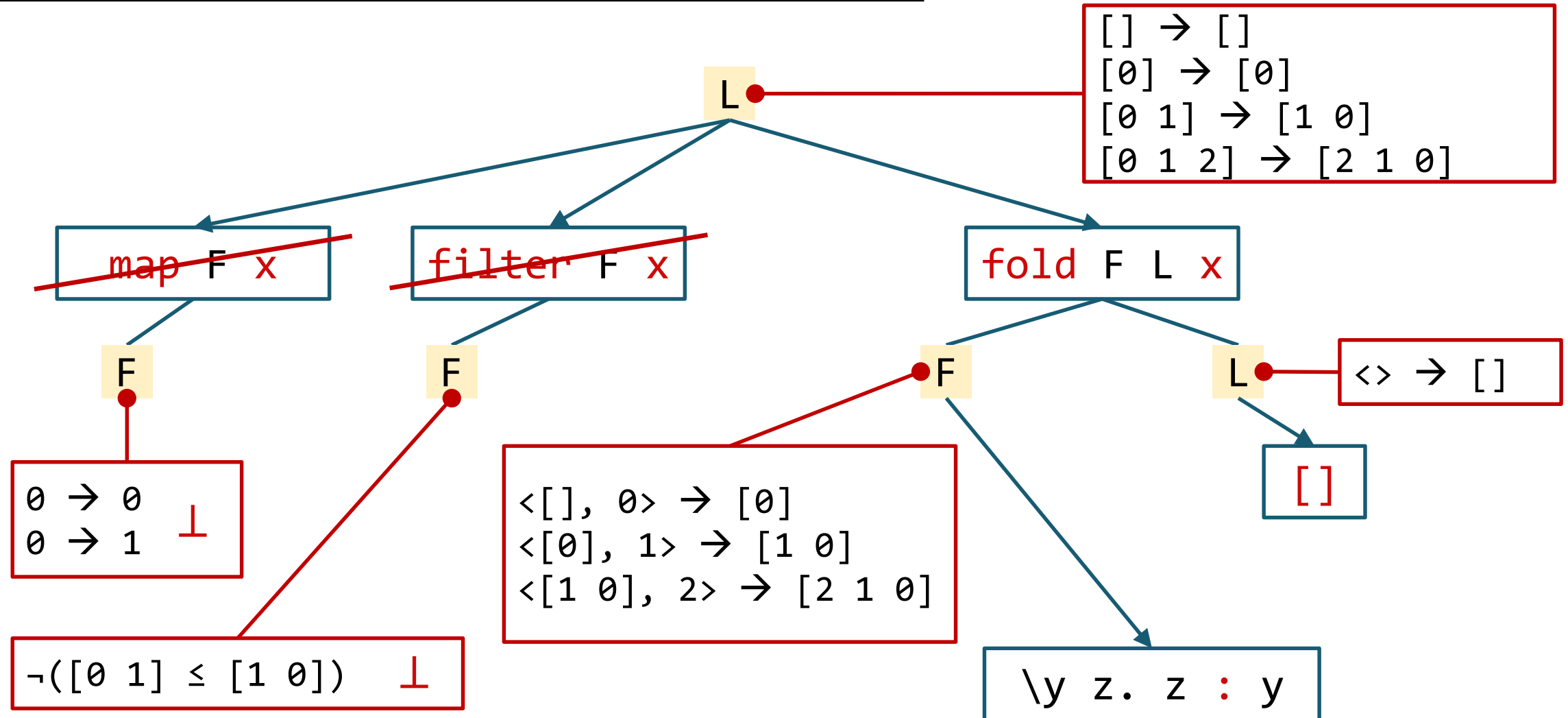


λ^2 : TDP for list combinators



Implemented as a hard-coded set of rules that derive examples for sub-program(s) given the examples for the whole program and the combinator

λ^2 : TDP for list combinators



Condition abduction

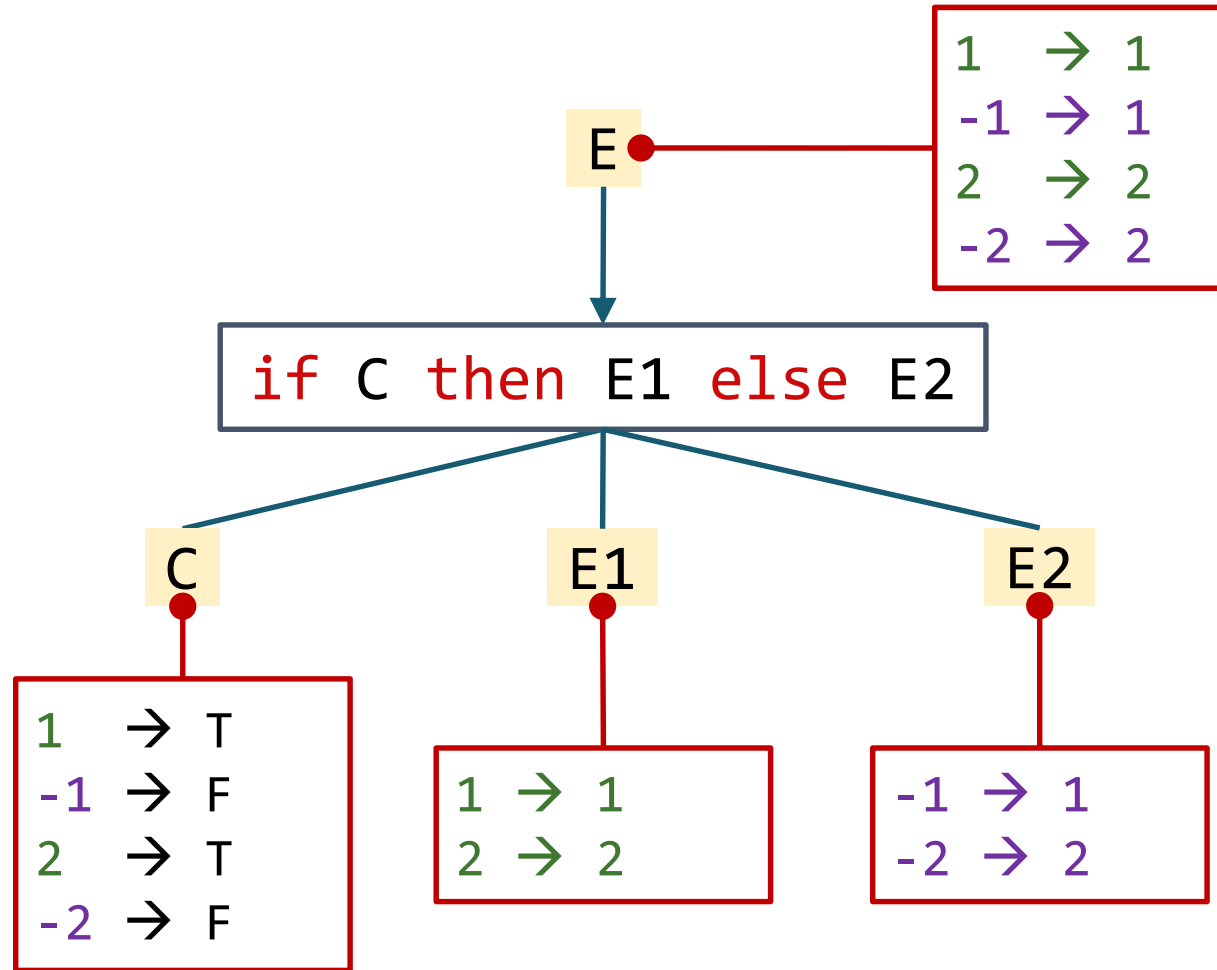
Smart way to synthesize conditionals

Used in many tools (under different names):

- **FlashFill** [Gulwani '11]
- **Escher** [Albarghouthi et al. '13]
- **Leon** [Kneuss et al. '13]
- **Synquid** [Polikarpova et al. '13]
- **EUSolver** [Alur et al. '17]

In fact, an instance of TDP!

Condition abduction



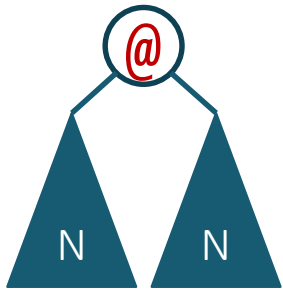
Q: How does EUSolver decide how to split the inputs?

Q: How does EUSolver generate C?

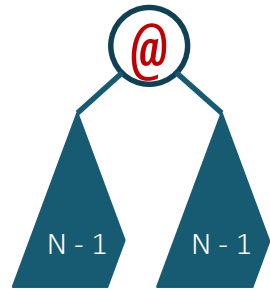
How to make it scale

Prune

Discard useless subprograms



$$m * N^2$$



$$m * (N - 1)^2$$

Prioritize

Explore more promising candidates first

$$P = \{ \begin{array}{l} [0][N..N] \\ x[N..N] \\ \dots \end{array} , \quad \leftarrow \begin{array}{l} \text{dequeue} \\ \text{this first} \end{array}$$