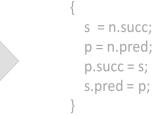
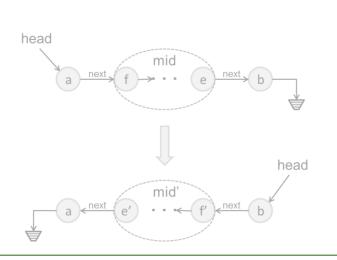
# $\exists c \forall in \ Q(c, in)$

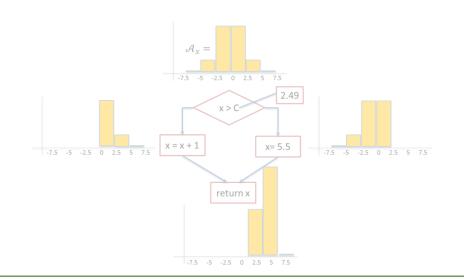
```
/* Average of x and y without using x+y (avoid overflow)*/
int avg(int x, int y) {
  int t = expr({x/2, y/2, x%2, y%2, 2 }, {PLUS, DIV});
  assert t == (x+y)/2;
  return t;
}
```

```
f_1
f_2
f_3
f_3
f_4
f_5
f_7
```



# Program Synthesis







Sk[c](in)

# Lecture 1 Course Overview and Introduction to Synthesis

Nadia Polikarpova

# Instructor



## Nadia Polikarpova

- Assistant Professor
- New member of the ProgSys group
- Most recently: postdoc at MIT with Armando Solar-Lezama
- Research areas: program verification and program synthesis

# Logistics

#### Lecture

• When: Tue/Thu 3:30-4:50

• Where: CSE 2154

#### Office Hours

• When: Mon 4:00-5:00?

• Where: my office (CSE 3102)

#### Course Website

- <a href="https://github.com/nadia-polikarpova/cse291-program-synthesis">https://github.com/nadia-polikarpova/cse291-program-synthesis</a>
- To ask questions: use the issue tracker (you'll need a github account)

# Goals and activities

1. Understand what program synthesis can do and how

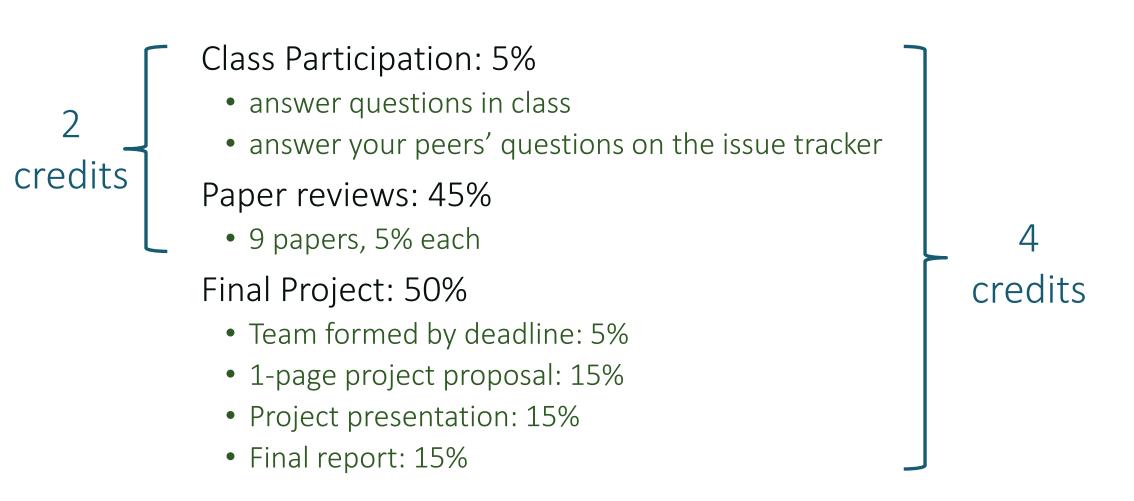
2. Use existing synthesis tools

3. Contribute to synthesis techniques and tools towards a publication in an academic conference

lectures read and discuss research papers

project

# Evaluation



# Papers reviews

Due on Wed of weeks 1-9, by the end of the day

First review due next week

Posted on the syllabus page at least a week before due date

Reviews submitted through EasyChair

- You will get an email invitation to join the "Program Committee" for CSE291-2017
- You will be able to see reviews by others once you submit your own

Review content: see wiki

# **Project**

## Kinds of projects:

- apply existing synthesis tool/framework to a new domain
- extend/improve existing synthesis algorithm or tool
- develop a new synthesis algorithm or tool
- •

## Judged in terms of

- quality of execution
- originality
- scope

# **Project**

Team forming

Proposal

Presentation

Report

Teams of two (or one if you dare ⊕)

Pick a project:

- List of suggested projects on the wiki (but feel free to propose your own)
- Can be joint with Automated Reasoning in Al
- Talk to me!

One page: explain what you plan to do and give some evidence that you've started to work on it

During the last week of class

- duration depends on the number of projects
- 5-10 pages, structured like a research paper

# And now the good stuff

# What is program synthesis?



## The FORTRAN Automatic Coding System

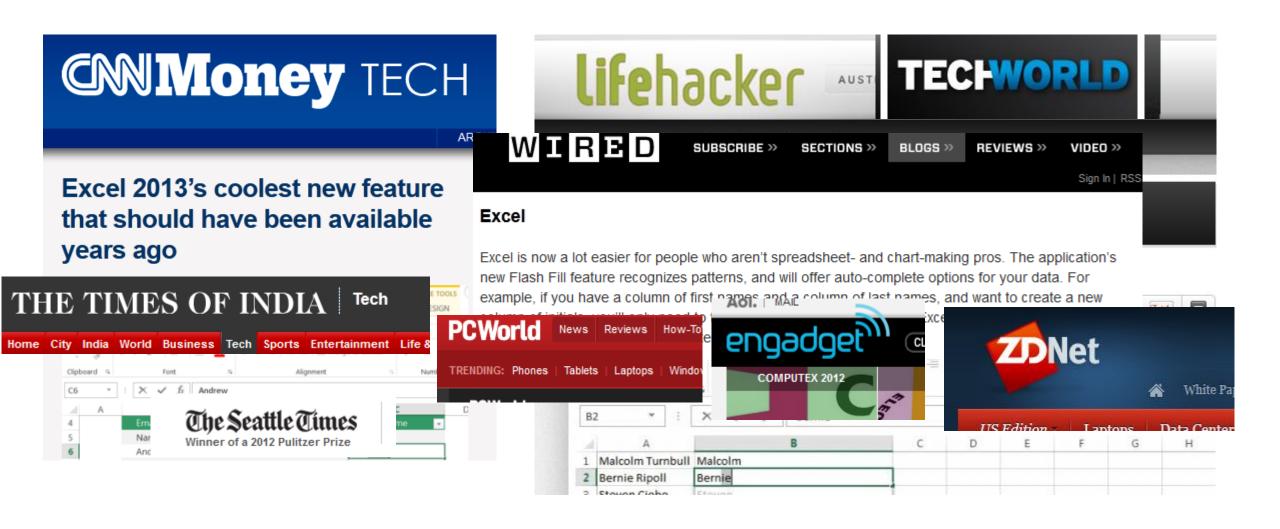
J. W. BACKUS†, R. J. BEEBER†, S. BEST‡, R. GOLDBERG†, L. M. HAIBT†, H. L. HERRICK†, R. A. NELSON†, D. SAYRE†, P. B. SHERIDAN†, H. STERN†, I. ZILLER†, R. A. HUGHES§, AND R. NUTT||

#### Introduction

HE FORTRAN project was begun in the summer of 1954. Its purpose was to reduce by a large factor the task of preparing scientific problems for IBM's next large computer, the 704. If it were possible for the 704 to code problems for itself and produce as

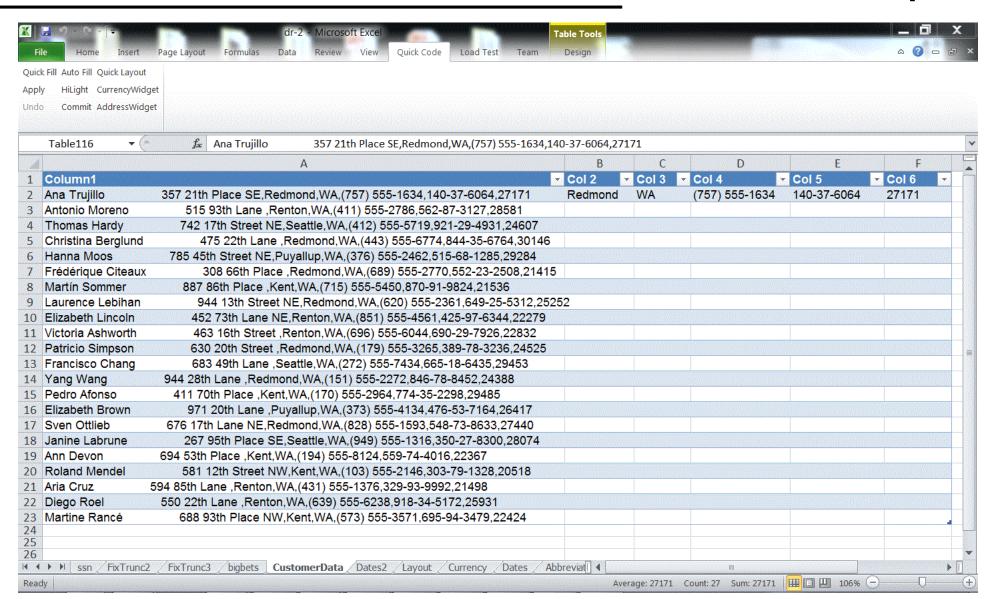
system is now complete. It has two components: the FORTRAN language, in which programs are written, and the translator or executive routine for the 704 which effects the translation of FORTRAN language programs into 704 programs. Descriptions of the FORTRAN language and the translator form the principal

# Modern program synthesis: FlashFill

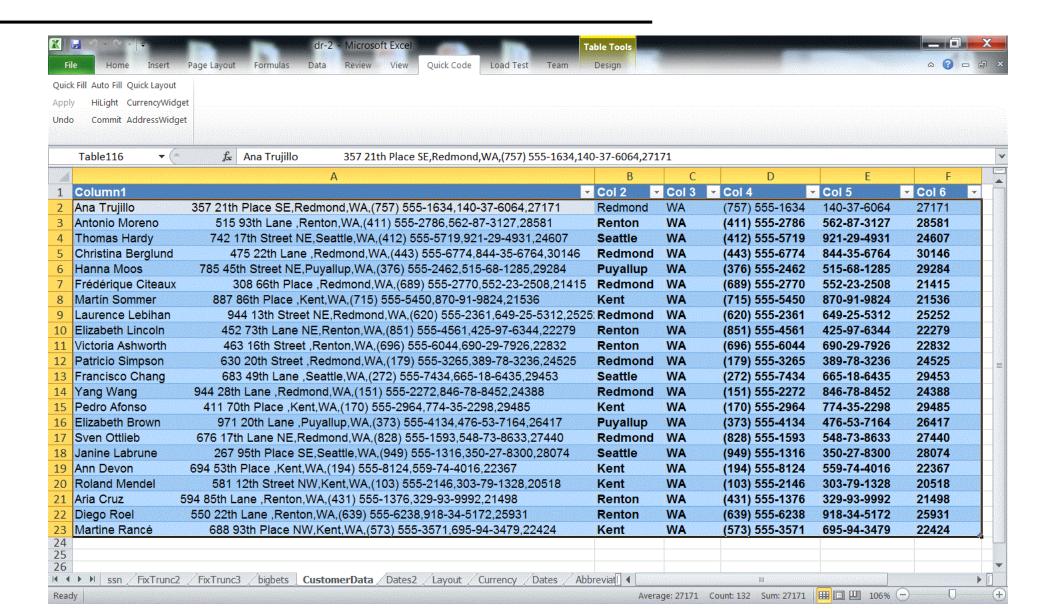


# FlashFill: a feature of Excel 2013

[Gulwani 2011]



# FlashFill: a feature of Excel 2013



# Modern program synthesis: Sketch

Problem: isolate the least significant zero bit in a word

• example: 0010 0101 → 0000 0010

Easy to implement with a loop

Can this be done more efficiently with bit manipulation?

- Trick: adding 1 to a string of ones turns the next zero to a 1
- i.e. 000111 + 1 = 001000

# Sketch: space of possible implementations

```
/**
 * Generate the set of all bit-vector expressions
 * involving +, &, xor and bitwise negation (~).
 * the bnd param limits the size of the generated expression.
 */
generator bit[W] gen(bit[W] x, int bnd){
    assert bnd > 0;
    if(??) return x;
    if(??) return ??;
    if(??) return ~gen(x, bnd-1);
    if(??){
        return {| gen(x, bnd-1) (+ | & | ^) gen(x, bnd-1) |};
```

# Sketch: synthesis goal

```
generator bit[W] gen(bit[W] x, int bnd){
    assert bnd > 0;
    if(??) return x;
    if(??) return ??;
    if(??) return ~gen(x, bnd-1);
    if(??){
        return {| gen(x, bnd-1) (+ | & | ^) gen(x, bnd-1) |};
bit[W] isolate0sk (bit[W] x) implements isolate0 {
     return gen(x, 3);
```

[Polikarpova et al. 2016]

**Problem:** intersection of strictly sorted lists

• example: intersect [4, 8, 15, 16, 23, 42] [8, 16, 32, 64]  $\rightarrow$  [8, 16]

Also: we want a guarantee that it's correct on all inputs!

Step 1: define a data type for sorted lists

```
data SList e where

Nil :: SList e

Cons :: h:e →

t:SList {v:e | v > h}

SList e

h t
```

# Synquid: components and synthesis goal

## Step 2: define a set of components

- Which primitive operations is our function likely to use?
- Here: {Nil, Cons, <}</li>

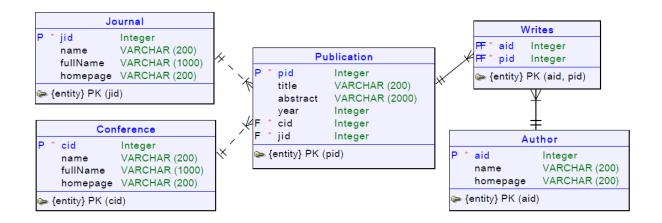
## Step 3: define synthesis goal as a type

```
intersect :: xs:SList e → ys:SList e →
{v:SList e | elems v = elems xs n elems ys}
```

# Modern program synthesis: SQLizer

[Yaghmazadeh et al. 2017]

Problem: "Find the number of papers in OOPSLA 2010"



## **Output:**

```
SELECT count(Publication.pid)
FROM Publication JOIN Conference ON Publication.cid = Conference.cid
WHERE Conference.name = "OOPSLA" AND Publication.year = 2010
```

# What is program synthesis?

## Automatic programming?

• but I have to tell the computer what I want...

level of abstraction ????

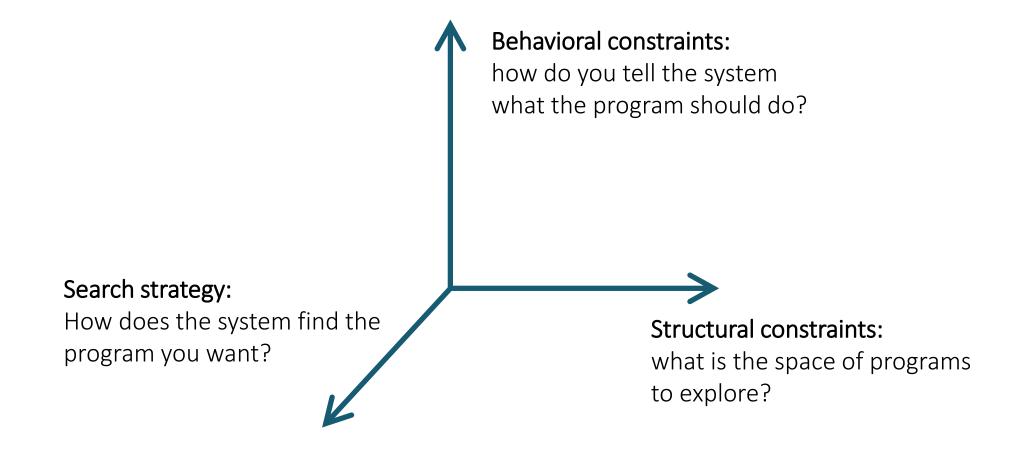
Python, Haskell, ...

C

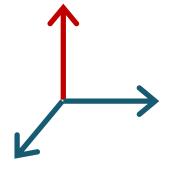
assembly machine code

Synthesis
=
an unusually concise / intuitive
programming language
+
a compiler that sometimes doesn't work ©

# Dimensions in program synthesis



# Behavioral constraints

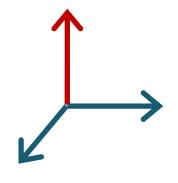


How do you tell the system what the program should do?

- What is the input language / format?
- What is the interaction model?
- What happens when the intent is ambiguous?

Q: What did behavioral constraints look like in FlashFill / Sketch / Synquid / SQLizer?

# Behavioral constraints: examples



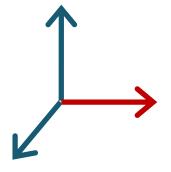
Input/output examples

Equivalent program

Formal specifications (pre/post conditions, types, ...)

Natural language

# Structural constraints

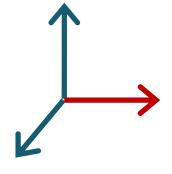


What is the space of programs to explore?

- Large enough to contain interesting programs, yet small enough to exclude garbage and enable efficient search
- Built-in or user defined?
- Can we extract domain knowledge from existing code?

Q: What did structural constraints look like in FlashFill / Sketch / Synquid / SQLizer?

# Structural constraints: examples



#### Built-in DSL

User-defined DSL (grammar)

• + statistical models

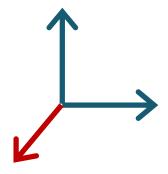
## User-provided components

- within straight-line code
- within recursive functional programs

## Languages with synthesis constructs

• e.g. generators in Sketch

# Search strategies



## Synthesis is search:

• Find a program in the space defined by *structural constraints* that satisfies *behavioral constraints* 

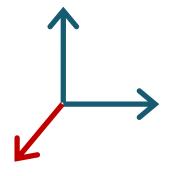
## Challenge: the space is astronomically large

• The search algorithm is the heart of a synthesis technique

## How does the system find the program you want?

- How does it know it's the program you want?
- How can it leverage structural constraints to guide the search?
- How can it leverage behavioral constraints to guide the search?

# Search strategies: examples



## Enumerative (explicit) search

 exhaustively enumerate all programs in the language in the order of increasing size

#### Stochastic search

random exploration of the search space guided by a fitness function

## Representation-based search

• use a data structure to represent a large set of programs

### Constraint-based search

translate to constraints and use a solver

# Structure of the Course

Unit 1: Synthesis from Examples

Unit 2: Synthesis from Specifications

Unit 3: Applications of Synthesis

# Unit 1: Synthesis from examples

## Synthesize a program whose behavior satisfies a set of examples

Doesn't machine learning do that?

## Traditional Machine Learning

- Learn a function from a set of examples
- Millions of data points
  - Scalability is a challenge
- Data is noisy
  - Need to avoid overfitting, but also approximate solutions are good enough
- Search space is parametrized

Optimization-based search (fast)

## **Inductive Synthesis**

- Learn a function from a set of examples
- Small numbers of examples
  - Ambiguity is a challenge
- Data is clean
  - It's annoying when user says f(x)=5 and the system assumes the user is wrong and decides that f(x)=6
- Search space has complex structure

Combinatorial search (slow)

# Unit 2: Synthesis from specifications

## Sometimes examples are not enough

- inputs and outputs might be large / complex
- a complex problem might need many examples
- providing the output might require knowing the details of the algorithm (think Red-Black Tree insertion)
- we might want correctness guarantees on all inputs

What kinds of other specifications are there?

How do we validate solutions against these specifications?

How do we use automated reasoning to guide the search?

# Unit 3: Applications of synthesis

#### Data science

Data wrangling by example

## Security

Synthesis of cryptographic schemes, synthesis of access control checks

#### Databases

Query synthesis, schema matching

## Graphics

• "Prodirect" manipulation of vector graphics, lifting kernels

## Machine learning

Concept learning from few examples

#### Education

Automatic feedback generation for programming assignments

# Next week

**Topic:** Enumerative synthesis form examples

Paper: Alur, Radhakrishna, Udupa. <u>Scaling Enumerative Program</u> <u>Synthesis via Divide and Conquer</u>

- Review due Wednesday
- Link to PDF on the course wiki
- Submit through EasyChair (check email for invite)

## Project:

- Teams due Friday
- Submit through a Google Sheet (check email for invite and instructions)