



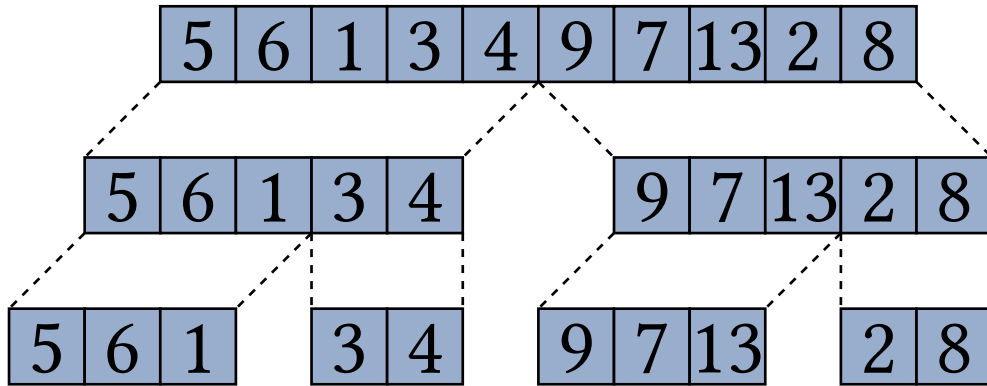
Synthesis of Sorting Kernels

03.03.2025, CGO 2025

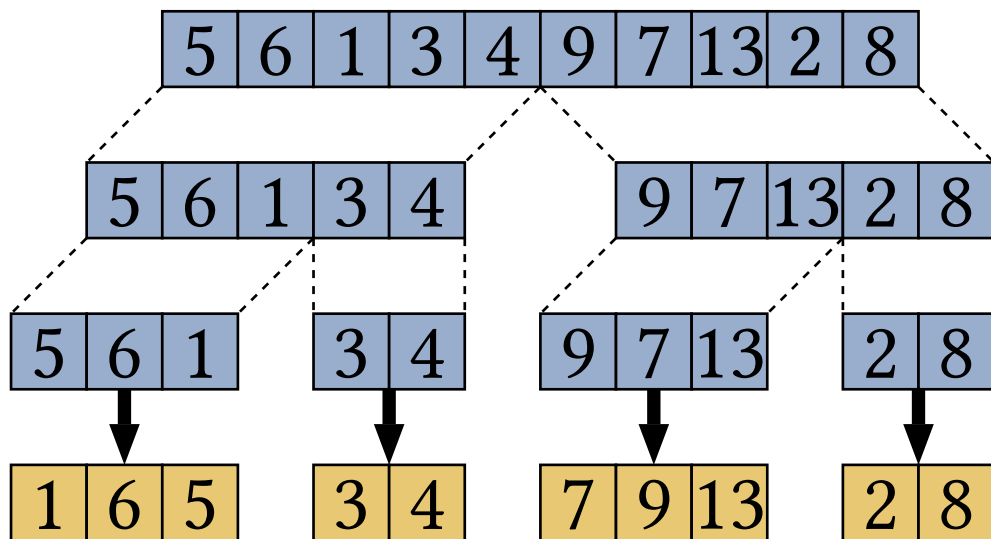
Marcel Ullrich, Sebastian Hack

Saarland University, Saarland Informatics Campus

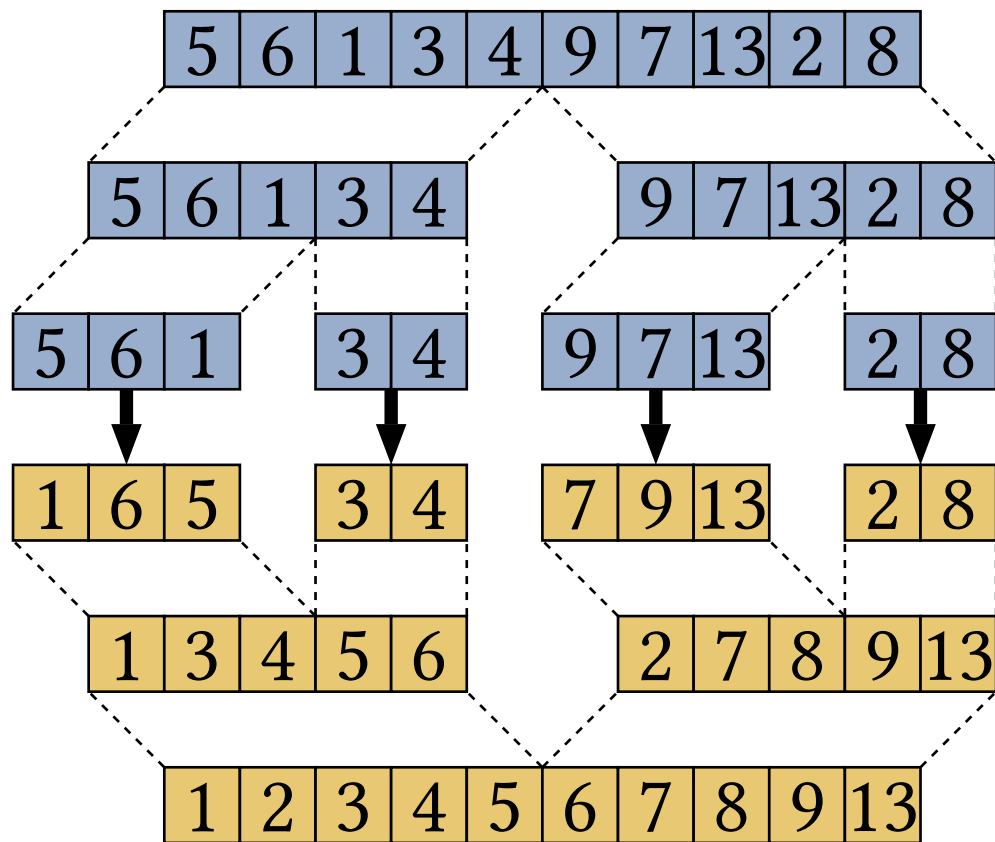
Sorting Kernels



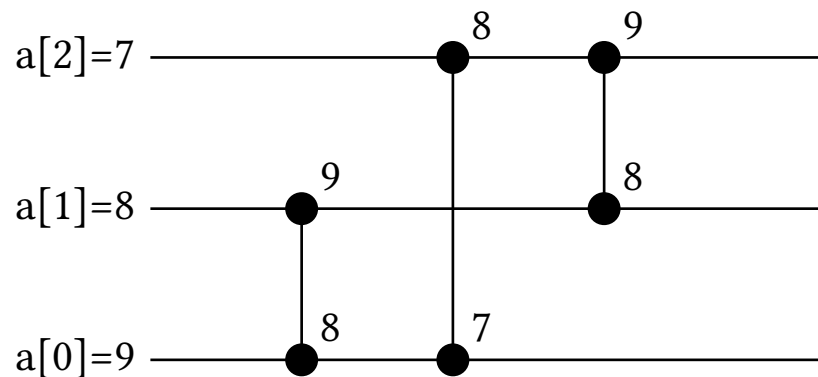
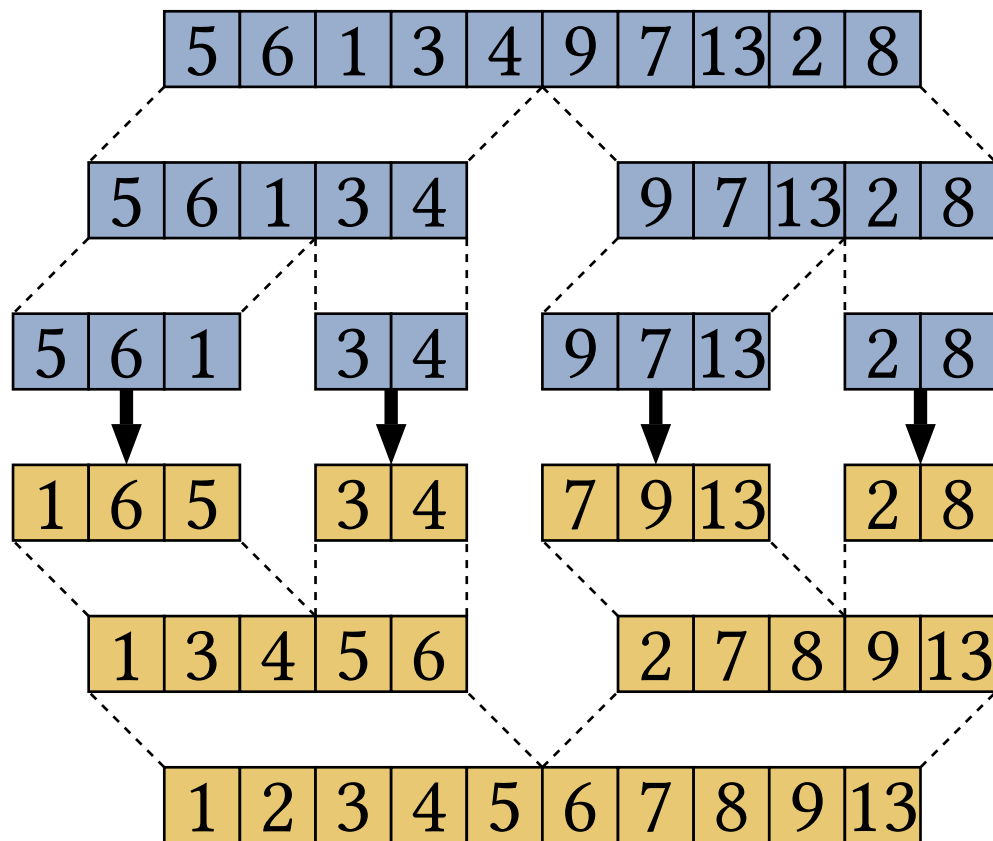
Sorting Kernels



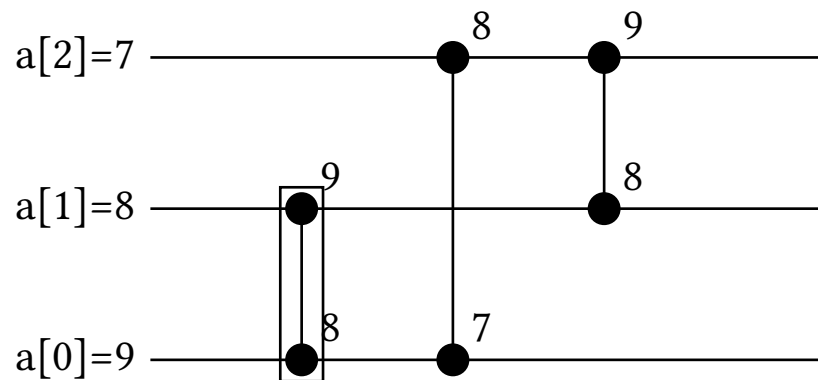
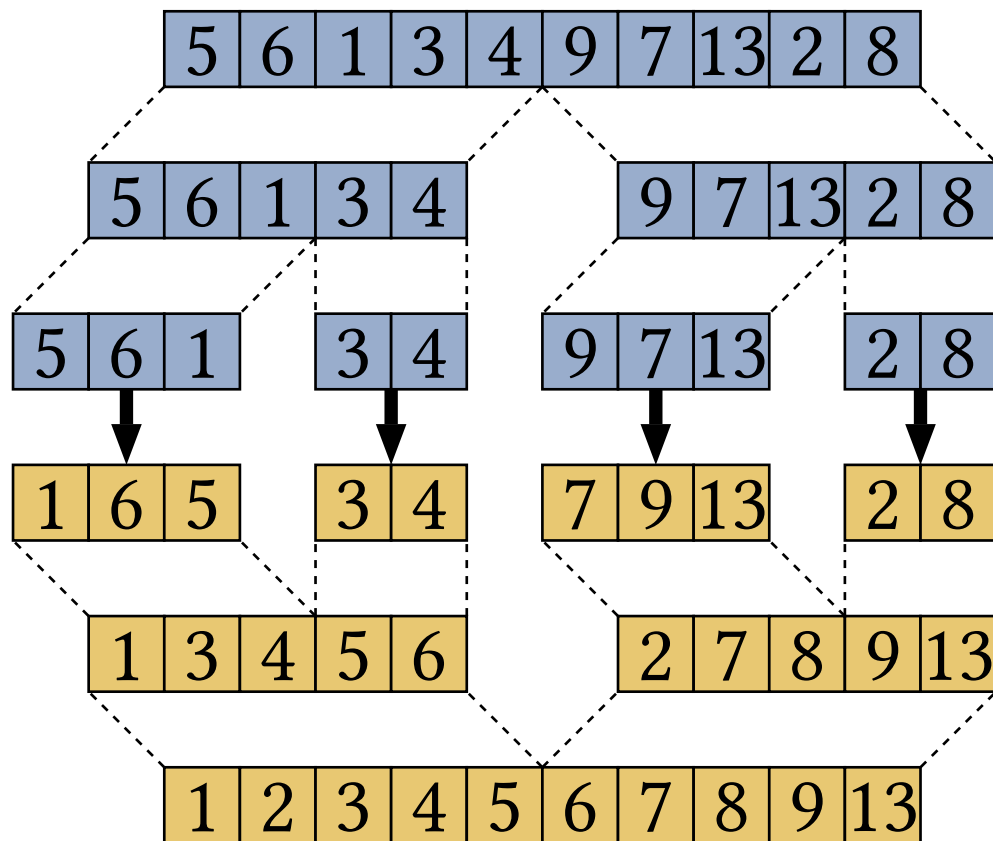
Sorting Kernels



Sorting Kernels



Sorting Kernels



```
mov rdi, rax  
cmp rbx, rax  
cmovl rax, rbx  
cmovl rbx, rdi
```



Model

	register		swap	lt	gt
mov s1 r2	13	9	-	-	-
cmp r1 r2	13	9	9	-	-
cmovg r2 r1	13	9	9	-	>
cmovg r1 s1	13	13	9	-	>
sample from {mov, cmovl, cmovg, cmp}	9	13	9	-	>



Search Space

	register		swap	lt	gt
mov s1 r2	13	9	-	-	-
cmp r1 r2	13	9	9	-	-
cmovg r2 r1	13	9	9	-	>
cmovg r1 s1	13	13	9	-	>
sample from {mov, cmovl, cmovg, cmp}	9	13	9	-	>

$\min(a, \min(b, c)) =$
 $\min(\min(\max(c, b), a), \min(b, c))$



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sample from
{mov, cmovl, cmovg, cmp}

n	Program Length	Search Space
3	11	$10^{19.9}$
4	20	10^{40}
5	≈ 33	$10^{71.2}$
6	≈ 45	$10^{108.4}$

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5602 solutions for $n = 3$



Search Space

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sample from
{mov, cmovl, cmovg, cmp}



TSNE-embedding of solutions

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5602 solutions for $n = 3$



State of the Art

- sorting network 🐌
-
-



State of the Art

- sorting network 🐌
- handoptimized 🐛
-





State of the Art

- sorting network 🐌
- handoptimized 🐛
- 2024 AlphaDev¹
 - ▶ $n = 3$: 6min
 - ▶ $n = 4$: 30min
 - ▶ $n = 5$: 17.5h

¹ Mankowitz, Daniel J., et al. “Faster sorting algorithms discovered using deep reinforcement learning.” Nature 618. (2023): 257-263.





State of the Art

- sorting network 
- handoptimized 
- 2024 AlphaDev
 - $n = 3$: ~~6min~~ 97ms
 - $n = 4$: ~~30min~~ 2.4s
 - $n = 5$: ~~17.5h~~ 11min

 faster synthesis



State of the Art

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faster synthesis






faster sorting kernels



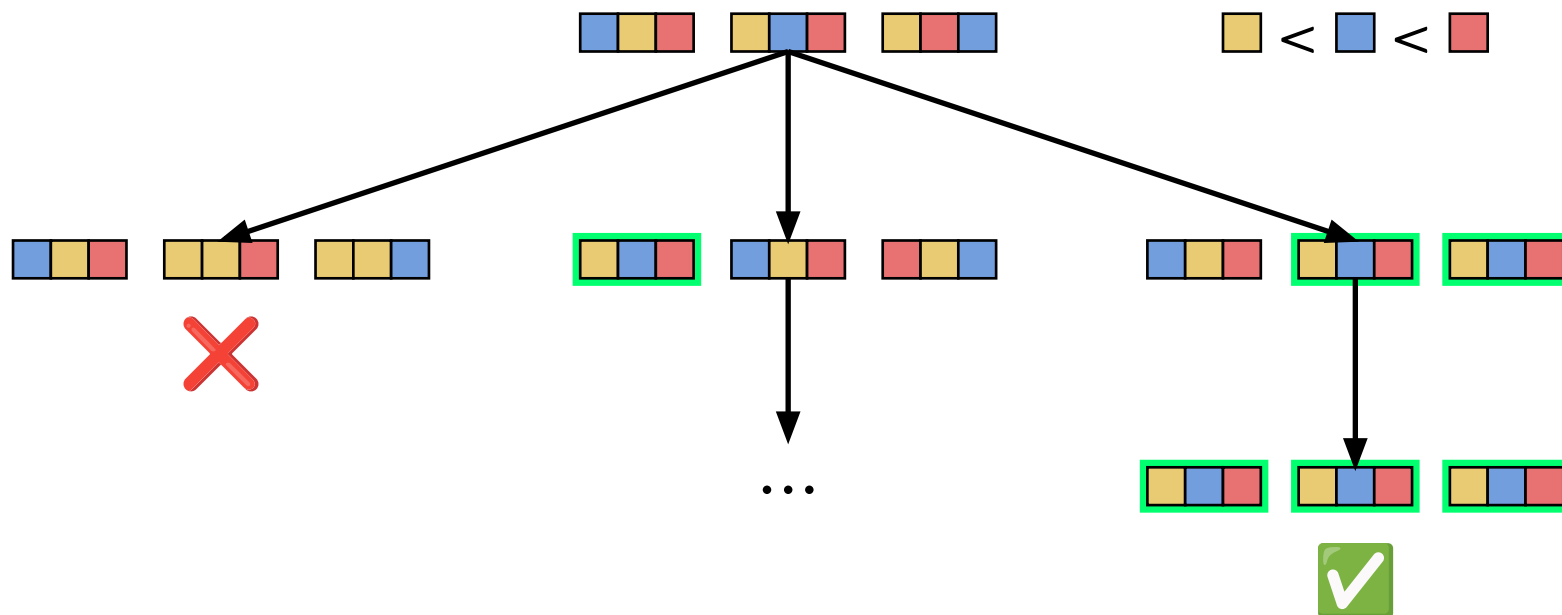
State of the Art

- sorting network 
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




-  faster synthesis
-  faster sorting kernels
-  minimality proof



Enumerative Synthesis



Enumerative Synthesis







1.  Select open state
2.  Apply Instruction
3.  Check for viability
4.  Check for solution
5.  Cut non-promising
6.  Deduplicate states

A★ with heuristics:

- permutations
- permutations + scratch register
- delete-relaxed
(maximum per permutation)



Enumerative Synthesis

1.  Select open state
2.  Apply Instruction
3.  Check for viability
4.  Check for solution
5.  Cut non-promising
6.  Deduplicate states

Remove redundant/non-sensical:







- `cmp r1 r2; cmp r1 r3`
- `cmp r1 r1`

Restrict to beneficial:

- `delete-relaxed`
- `cmp r2 r1 → cmp r1 r2`



Enumerative Synthesis







1.  Select open state
2.  Apply Instruction
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Cut programs:

- number eliminated
- longer than bound/solution
- can not be completed in time









Enumerative Synthesis

1.  Select open state
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All permutations already sorted



Enumerative Synthesis

1.  Select open state
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




Cut if

permutation count $> k \times \text{best}$

Cut	Solutions
$k = 1$	222
$k = 1.5$	838
$k = 2$	5602
$k = \infty$	5602



Enumerative Synthesis

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Hashset-based deduplication
of states



Solver-Based Techniques

$$\begin{aligned} & \forall r : P(r) = o \rightarrow \\ & \underbrace{(\forall 1 \leq i \leq |r| : o_i \leq o_{i+1})}_{\text{ascending}} \wedge \\ & \underbrace{(\forall x : |\{i : r_i = x\}| = |\{i : o_i = x\}|)}_{\text{same elements}} \end{aligned}$$



Solver-Based Techniques

$$r \in \text{Perm}(1..n)$$

$$\forall r : P(r) = o \rightarrow \forall 1 \leq i \leq r : o_i = i$$



Solver-Based Techniques

$$\bigwedge_{r \in \text{Perm}(1..n)} \bigwedge_{1 \leq i \leq n} P(r)_i = i$$



Solver-Based Techniques

$$\bigwedge_{r \in \text{Perm}(1..n)} \bigwedge_{1 \leq i \leq n} P(r)_i = i$$

Heuristics:

- `cmp r1 r2; cmp r2 r3` \rightarrow `cmp r2 r3`
- `cmp r1 r1` \rightarrow `noop`
- `cmp r3 r2` \rightarrow `cmp r2 r3`
- only read initialized
- do not make uncompleteable



Solver-Based Synthesis $n = 3$

SMT	Approach
97min	CEGIS, arbitrary inputs
25min	CEGIS, 1..n
44min	all permutations
—	SyGuS (CVC5, Metalift)



Solver-Based Synthesis $n = 3$

SMT	Approach	CP	Approach
97min	CEGIS, arbitrary inputs	—	ILP, MIP
25min	CEGIS, 1.. n	—	CP (MiniZinc other)
44min	all permutations	232s	chuffed, no heuristic
—	SyGuS (CVC5, Metalift)	70s	chuffed, $h, = 1..n$
		30s	chuffed, $h, \leq, 1..3$



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Planning	Approach		
679s	Scorpion planner		
216s	Lama planner grounded		
3.54s	Lama Planner		



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Enum: 97ms



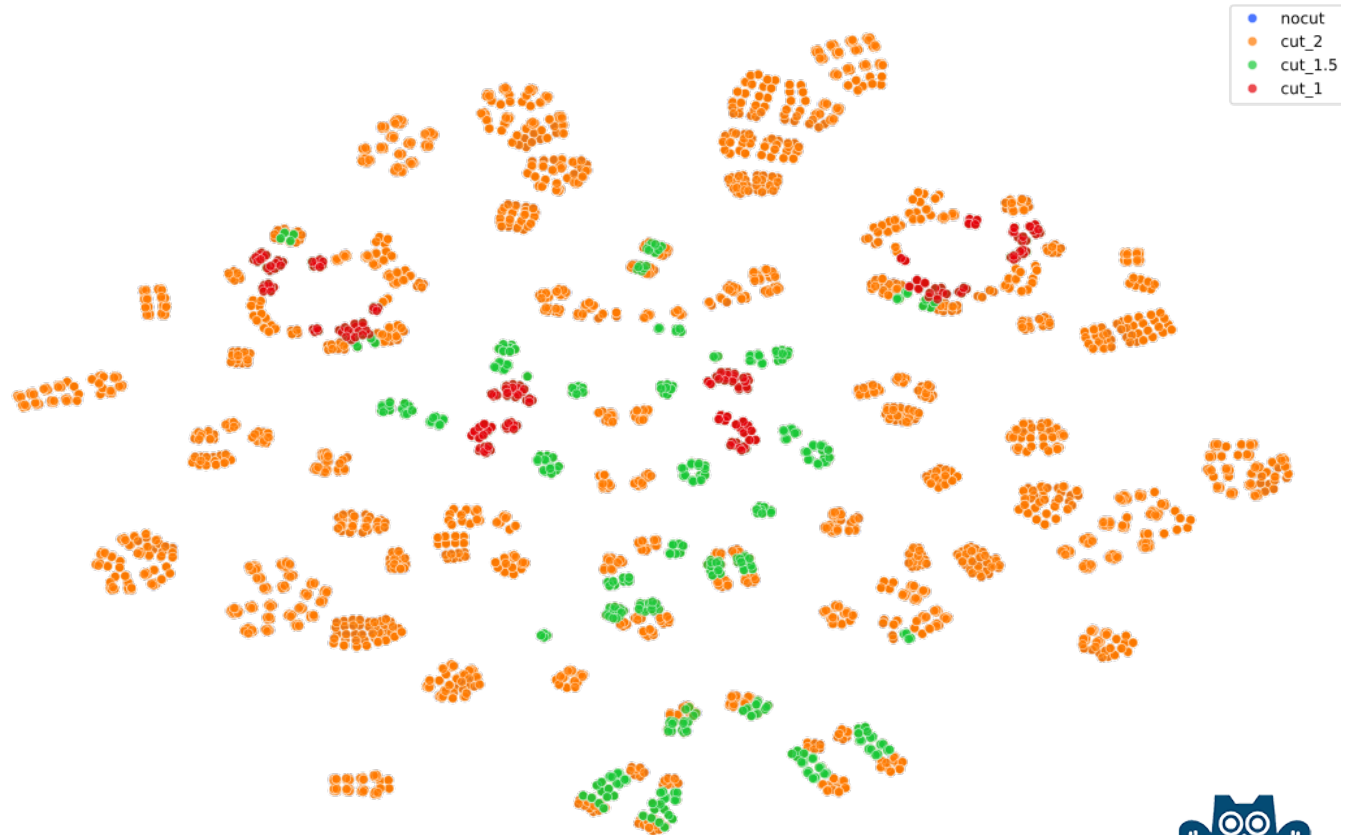
Evaluation Enumeration $n = 3$

Approach	Time
Dijkstra	56s
Dijkstra parallel	17s
Dedup, viable	8.6s
Dedup, A★	1.7s
+viable, instr	0.7s
+cut $k = 1$	0.1s



Evaluation Enumeration $n = 3$

Approach	Time
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Evaluation Enumeration $n \geq 3$

	$l = 11$	$l = 20$	$l = 33$
Approach	$n = 3$	$n = 4$	$n = 5$
Enumeration	97ms	2.4s	11min
AlphaDev-RL	6min	30min	17.5h
AlphaDev-S	0.4s	0.6s	5.75h

- All solutions for $n = 3$: 10min
- Optimality for $n = 4$: 2weeks



Evaluation Kernels

Kernel	$n = 3$	$n = 4$	$n = 5$
<u>Enumeration</u>	5.8ms	9.4ms	14.8ms
Mimicry ²	8.0ms	8.8ms	—
AlphaDev	6.7ms	10.4ms	16.2ms
Sorting Network (Cmp)	7.1ms	14.8ms	19.4ms

²Mimicry. 2023. Faster Sorting Beyond DeepMind's AlphaDev. <https://www.mimicry.ai/faster-sorting-beyond-deepminds-alphadev> Accessed: 2023-09-20



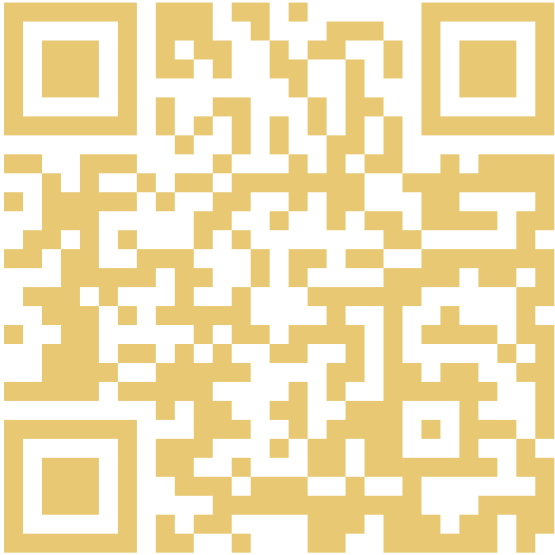
Evaluation Kernels MinMax

Kernel	$n = 3$	$n = 4$	$n = 5$
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AlphaDev	6.7ms	10.4ms	16.2ms
Sorting Network (Cmp)	7.1ms	14.8ms	19.4ms
<u>MinMax</u>	4.6ms	7.0ms	10.7ms
Sorting Network	5.3ms	8.1ms	12.2ms

³Mimicry. 2023. Faster Sorting Beyond DeepMind's AlphaDev. <https://www.mimicry.ai/faster-sorting-beyond-deepminds-alphadev> Accessed: 2023-09-20



Conclusion



faster synthesis



faster sorting kernels



minimality proof

↑ Project on GitHub

