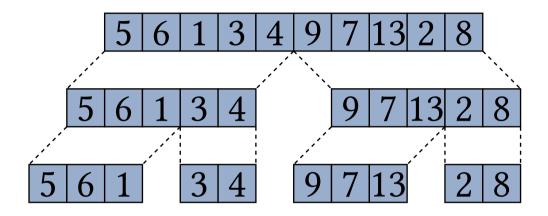


Synthesis of Sorting Kernels

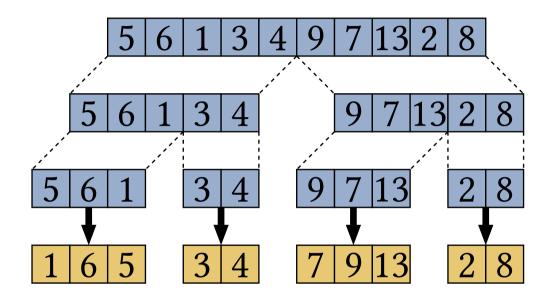
03.03.2025, CGO 2025

Marcel Ullrich, Sebastian Hack

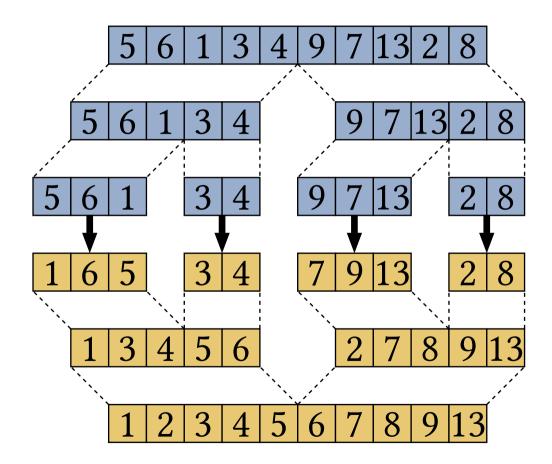
Saarland University, Saarland Informatics Campus



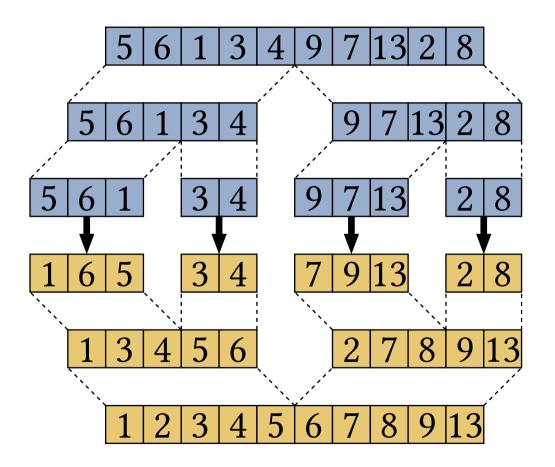


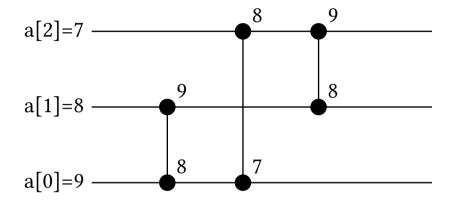




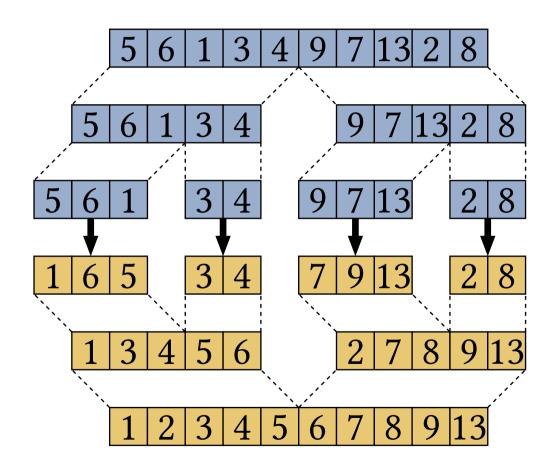


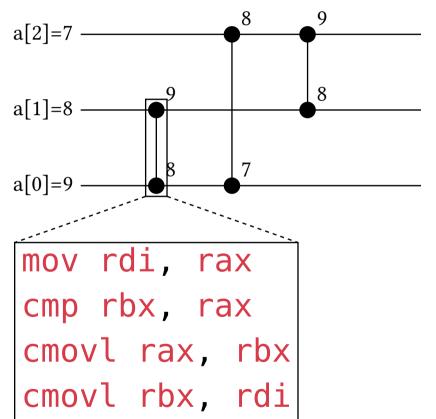














Model

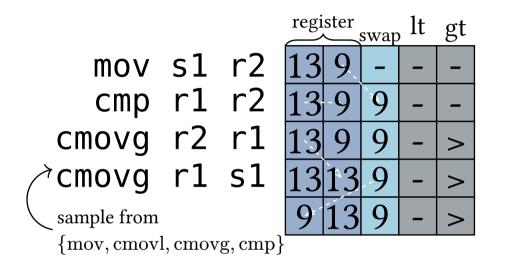


Search Space

```
min(a,min(b,c) =
min(min(max(c,b),a),min(b,c))
```



Search Space



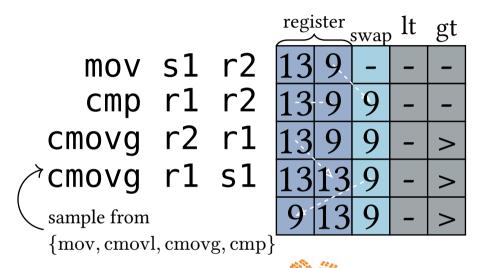
n	Program	Search Space
	Length	
3	11	$ 10^{19.9}$
4	20	$ 10^{40}$
5	≈ 33	$ 10^{71.2}$
6	≈ 45	$10^{108.4}$

$$\min(a,\min(b,c) = 5602 \text{ solutions for } n = 3$$

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



Search Space



TSNE-embedding of solutions

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



5602 solutions for n=3



sorting network





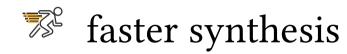
- sorting network
- handoptimized 🦂



- sorting network
- handoptimized 🦂
- 2024 AlphaDev¹
 - n = 3: 6min
 - n = 4:30 min
 - n = 5: 17.5h

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

- sorting network
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 - n = 3: 6min 97ms
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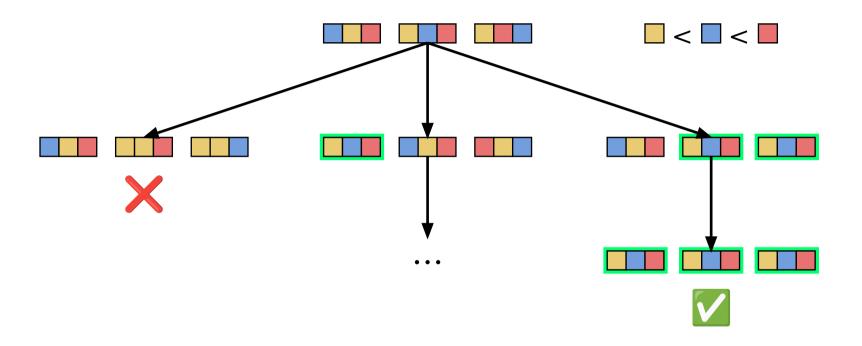
- faster synthesis
- faster sorting kernels



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

- faster synthesis
- faster sorting kernels
- minimality proof







- 1. Select open state
- 2. Apply Instruction
- 3. Q 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)



- 1. Select open state
- 2. Apply Instruction
- 3. Q 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 \rightarrow cmp r1 r2



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

Cut programs:

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



- 1. Select open state
- 2. Apply Instruction
- 3. Q Check for viability
- 4.

 Check for solution
- 5. Cut non-promising
- 6. Deduplicate states

All permutations already sorted



- 1. Select open state
- 2. Apply Instruction
- 3. Q Check for viability
- 4.

 Check for solution
- 5. Cut non-promising
- 6. Deduplicate states

Cut if

permutation count > k × best

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



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

Hashset-based deduplication of states



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



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

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



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



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

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



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



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

CP	Approach
	ILP, MIP
_	CP (MiniZinc other)
232s	chuffed, no heuristic
70s	chuffed, $h, = 1n$
30s	chuffed, $h, \leq, 13$



SMT	Approach
	CEGIS, arbitrary inputs
25min	CEGIS, 1n
	all permutations
_	SyGuS (CVC5, Metalift)

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

CP	Approach
	ILP, MIP
_	CP (MiniZinc other)
232s	CP (MiniZinc other) chuffed, no heuristic chuffed, h , = 1 n
70s	chuffed, h , = $1n$
30s	chuffed, h, \leq ,13



SMT	Approach
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CP	Approach
	ILP, MIP
	CP (MiniZinc other)
	chuffed, no heuristic
70s	chuffed, $h, = 1n$
30s	chuffed, h, \leq ,13

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	nocut cut_2 cut_1.5
Dijkstra	56s	cut_1
Dijkstra parallel	17s	
Dedup, viable	8.6s	
Dedup, A⋆	1.7s	
+viable, instr	0.7s	
+cut $k=1$	0.1s	

Evaluation Enumeration $n \geq 3$

Approach

$$l = 11$$
 $l = 20$
 $l = 33$

 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
Enumeration	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		
Enumeration	5.8ms	9.4ms	14.8ms		
Mimicry ³	8.0ms	8.8ms	_	movdqa %xmm1,	
AlphaDev	6.7ms	10.4ms	16.2ms	pminud %xmm2,	
Sorting Network (Cmp)				<pre>pmaxud %xmm3, movdqa %xmm0,</pre>	
<u>MinMax</u>		7.0ms		pminud %xmm2,	
Sorting Network		8.1ms		pmaxud %xmm0,	
3 3 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7		0.11110	12.21110	pminud %xmm1,	%xmm0
				pmaxud %xmm3,	xmm1

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

