

Prompting Is Programming: A Query Language for Large Language Models

Author: Luca et al.

Presenter: Dongjae Lee

20240514

Luca Beurer-Kellner, Marc Fischer, & Martin T. Vechev (2023). Prompting Is Programming: A Query Language for Large Language Models. Proc. ACM Program. Lang., 7(PLDI), 1946–1969.

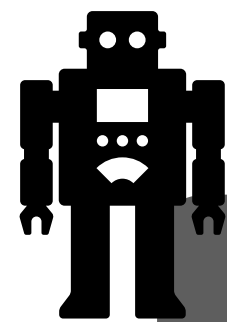


Problem of interaction with language model

- Human in the loop!
 - Grunt work

Problem of interaction with language model

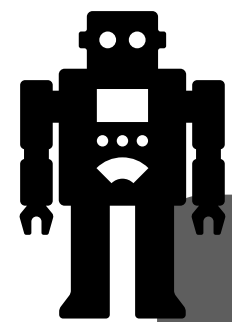
- Human in the loop!
 - Grunt work



$1 + 1 = 3$

Problem of interaction with language model

- Human in the loop!
 - Grunt work

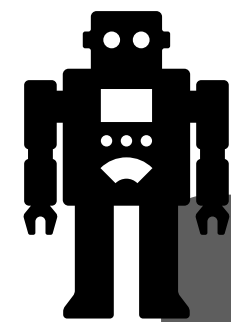


$1 + 1 = 3$

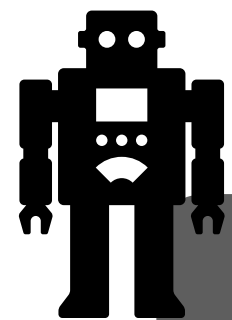


Problem of interaction with language model

- Human in the loop!
 - Grunt work



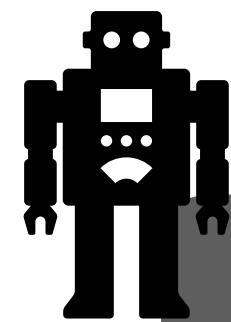
$1 + 1 = 3$



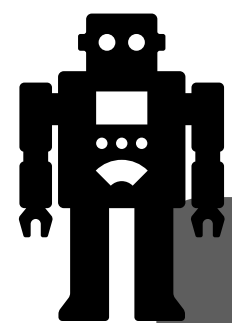
$1 + 1 = 2$

Problem of interaction with language model

- Human in the loop!
 - Grunt work



$1 + 1 = 3$

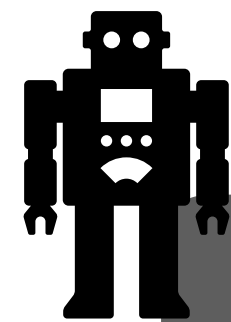


$1 + 1 = 2$



Problem of interaction with language model

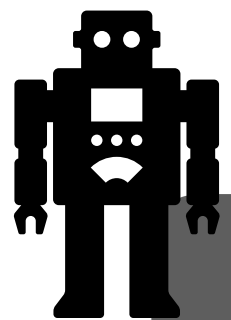
- Human in the loop!
 - Grunt work



$1 + 1 = 3$



Require too much labor



$1 + 1 = 2$

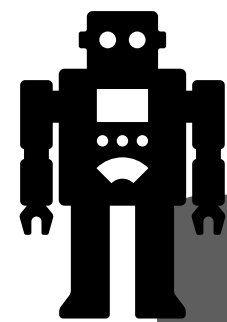


Problem of interaction with language model

- Algorithmic way
 - Require lots of reimplementation!

Problem of interaction with language model

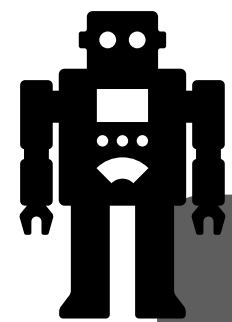
- Algorithmic way
 - Require lots of reimplementation!



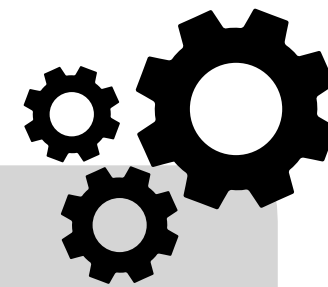
$1 + 1 = 3$

Problem of interaction with language model

- Algorithmic way
 - Require lots of reimplementation!

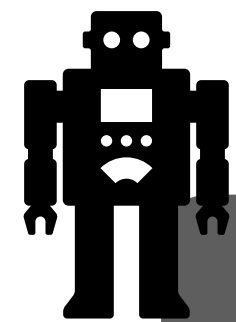


$1 + 1 = 3$

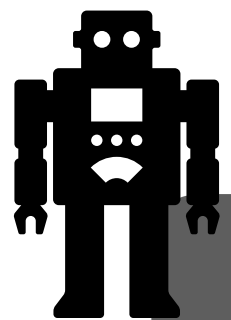
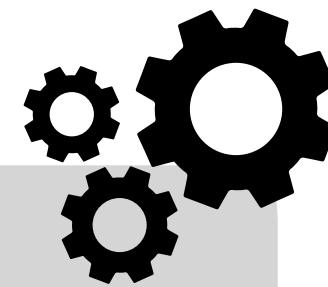


Problem of interaction with language model

- Algorithmic way
 - Require lots of reimplementation!



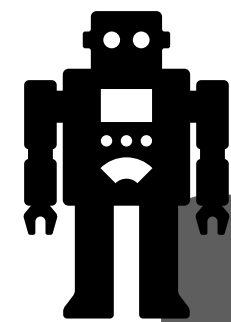
$1 + 1 = 3$



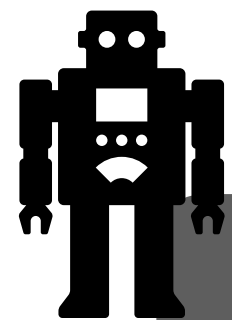
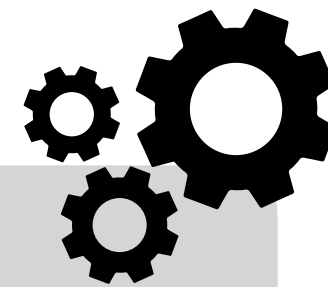
$1 + 1 = 2$

Problem of interaction with language model

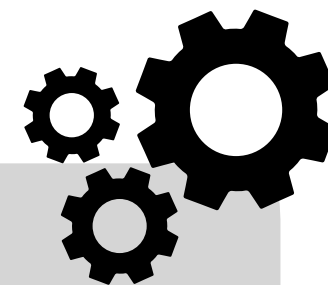
- Algorithmic way
 - Require lots of reimplementation!



$1 + 1 = 3$

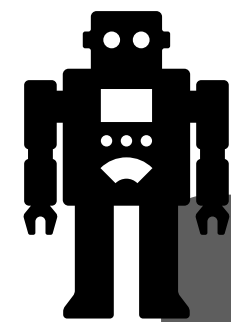


$1 + 1 = 2$

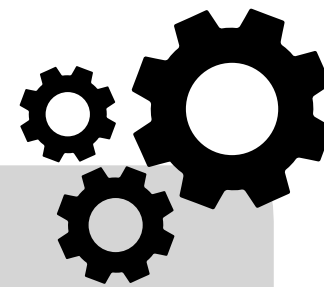


Problem of interaction with language model

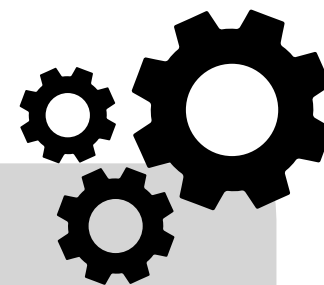
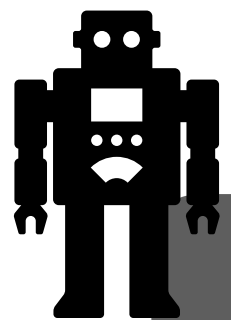
- Algorithmic way
 - Require lots of reimplementation!



```
def fibonacci(n): ~~~
```

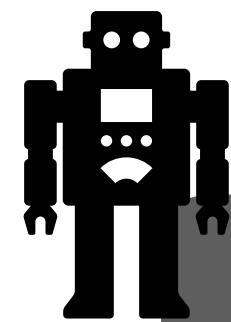


???

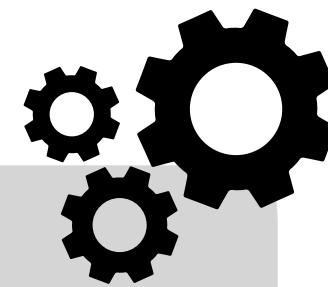


Problem of interaction with language model

- Algorithmic way
 - Require lots of reimplementation!

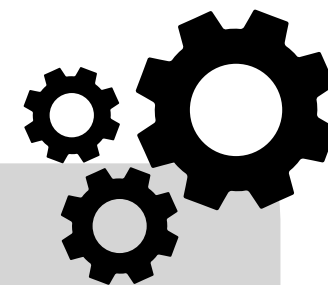
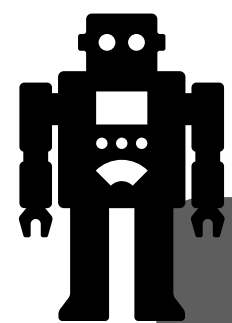


def fibonacci(n): ~~~



???

Constraint checker must be reimplemented from the scratch



What is the cause of the problem?

- No abstraction and interface!

What is the cause of the problem?

- No abstraction and interface!
- Computer Science has very well-designed abstraction layers

What is the cause of the problem?

- No abstraction and interface!
- Computer Science has very well-designed abstraction layers
 - Hardware (Architecture) / Software

What is the cause of the problem?

- No abstraction and interface!
- Computer Science has very well-designed abstraction layers
 - Hardware (Architecture) / Software
 - Assembly / Programming Language

What is the cause of the problem?

- No abstraction and interface!
- Computer Science has very well-designed abstraction layers
 - Hardware (Architecture) / Software
 - Assembly / Programming Language
 - ...

What is the cause of the problem?

- No abstraction and interface!
- Computer Science has very well-designed abstraction layers
 - Hardware (Architecture) / Software
 - Assembly / Programming Language
 - ...
- Language Models

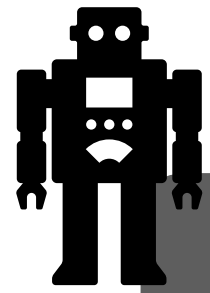
What is the cause of the problem?

- No abstraction and interface!
- Computer Science has very well-designed abstraction layers
 - Hardware (Architecture) / Software
 - Assembly / Programming Language
 - ...
- Language Models
 - No **interface** between language models and applications

What is the cause of the problem?

- No abstraction and interface!
- Computer Science has very well-designed abstraction layers
 - Hardware (Architecture) / Software
 - Assembly / Programming Language
 - ...
- Language Models
 - No **interface** between language models and applications
 - **Then... Let's make it!**

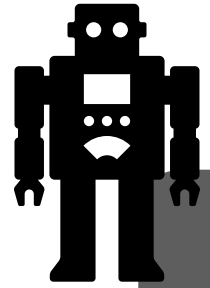
LMQL



What is your question?



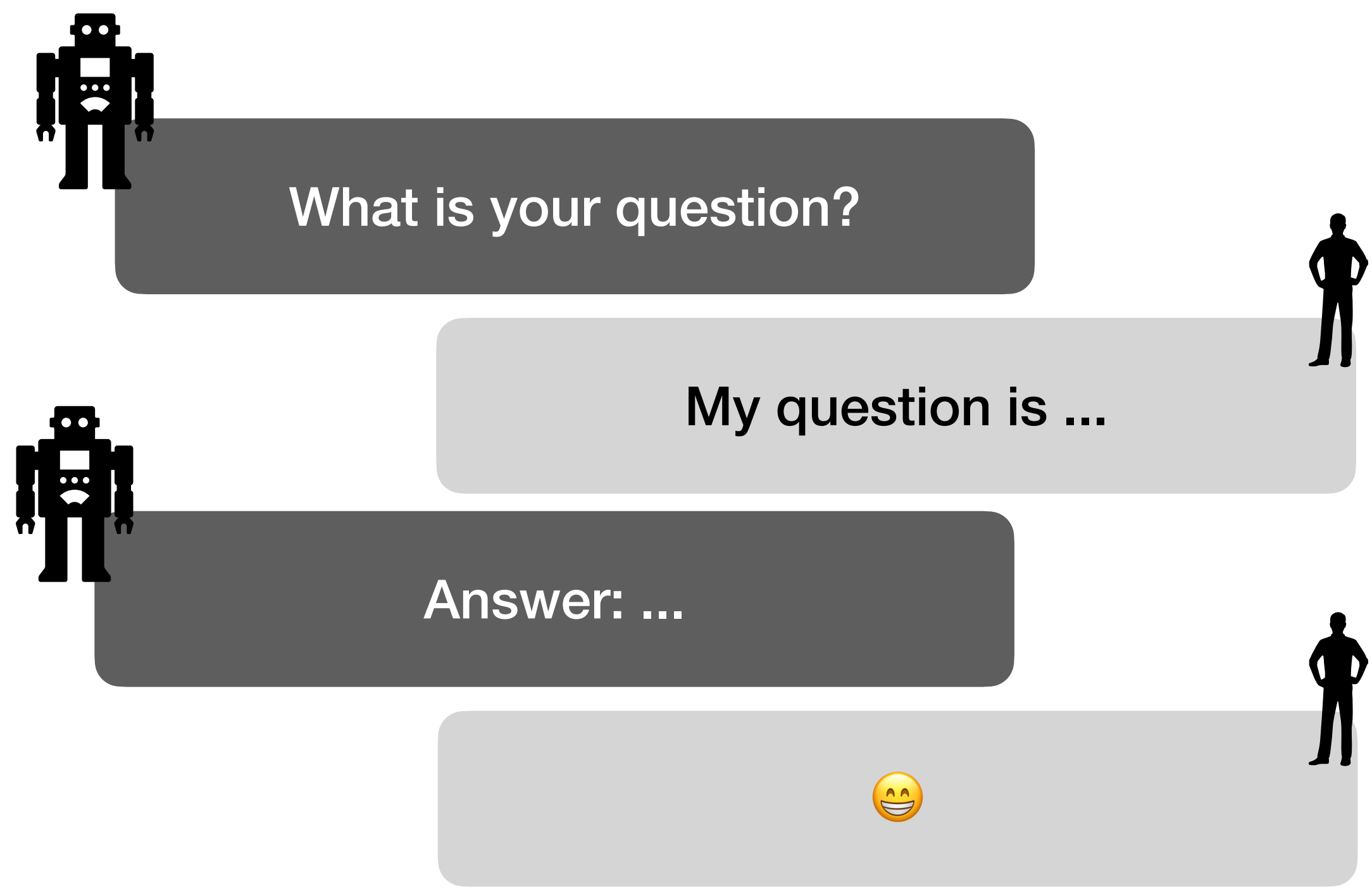
My question is ...



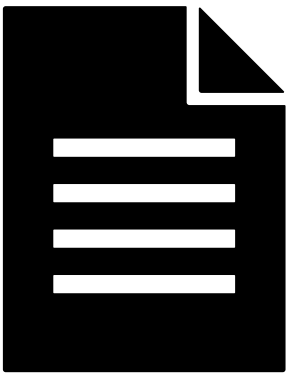
Answer: ...



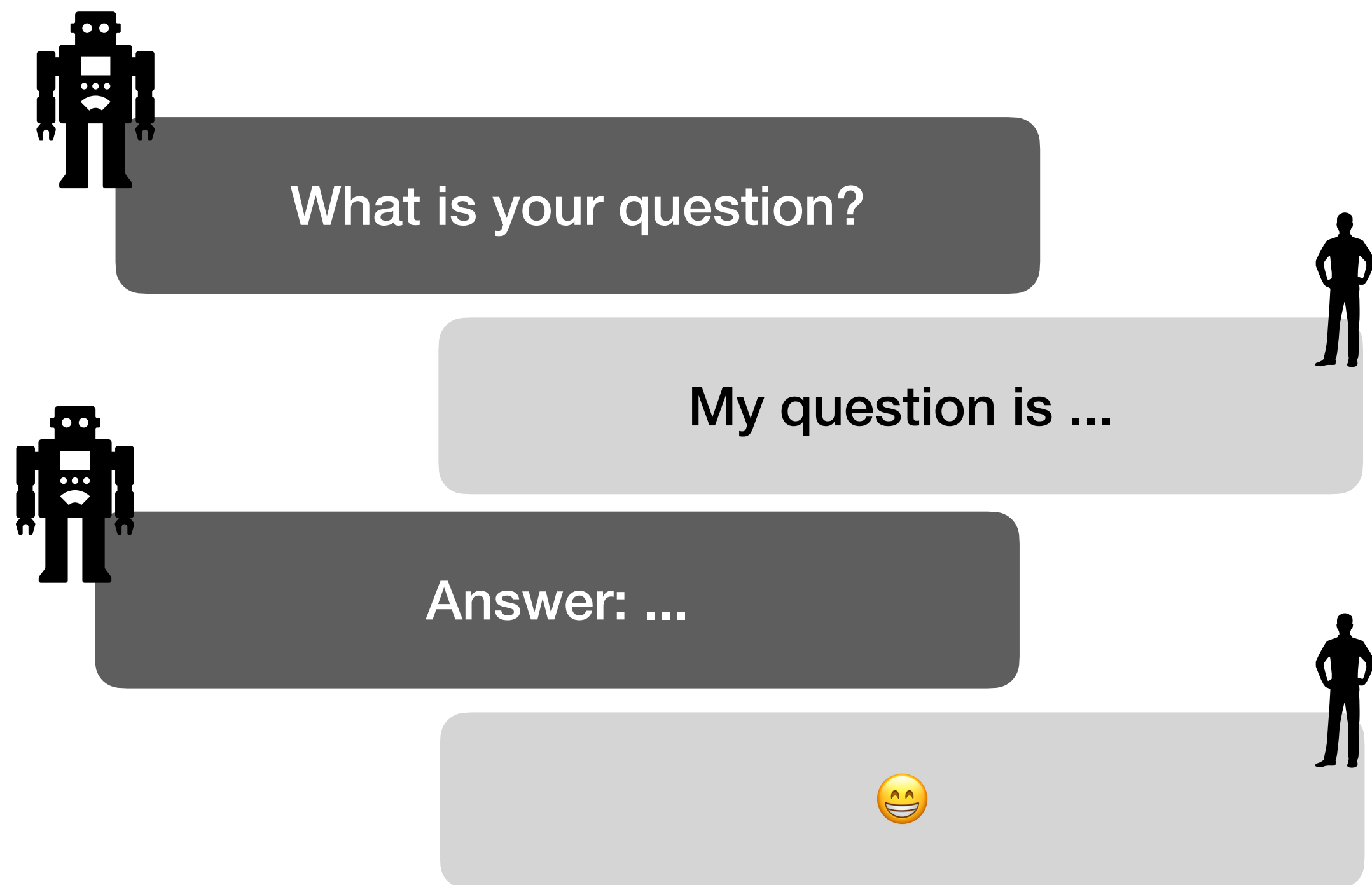
LMQL



LMQL Script



LMQL

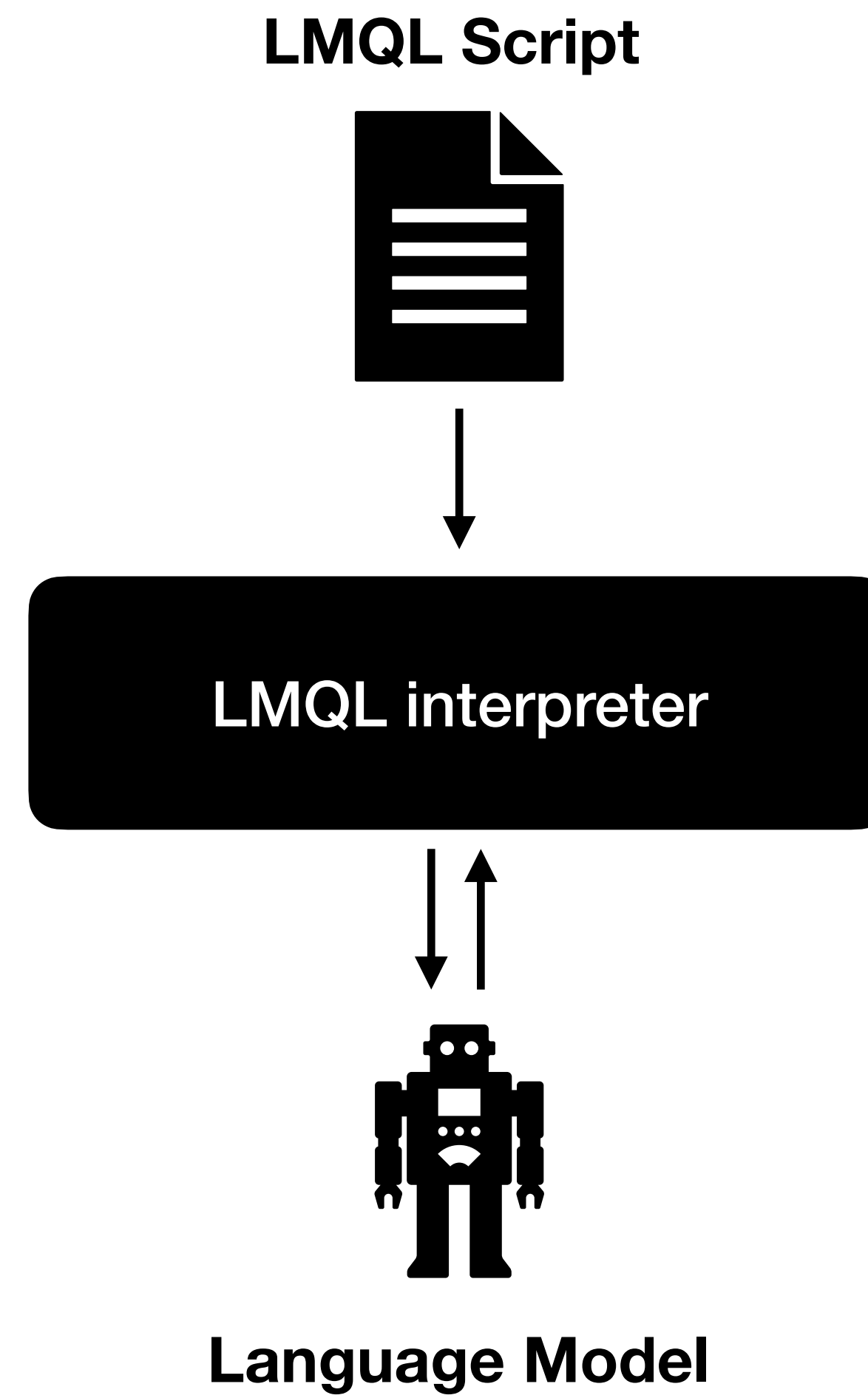
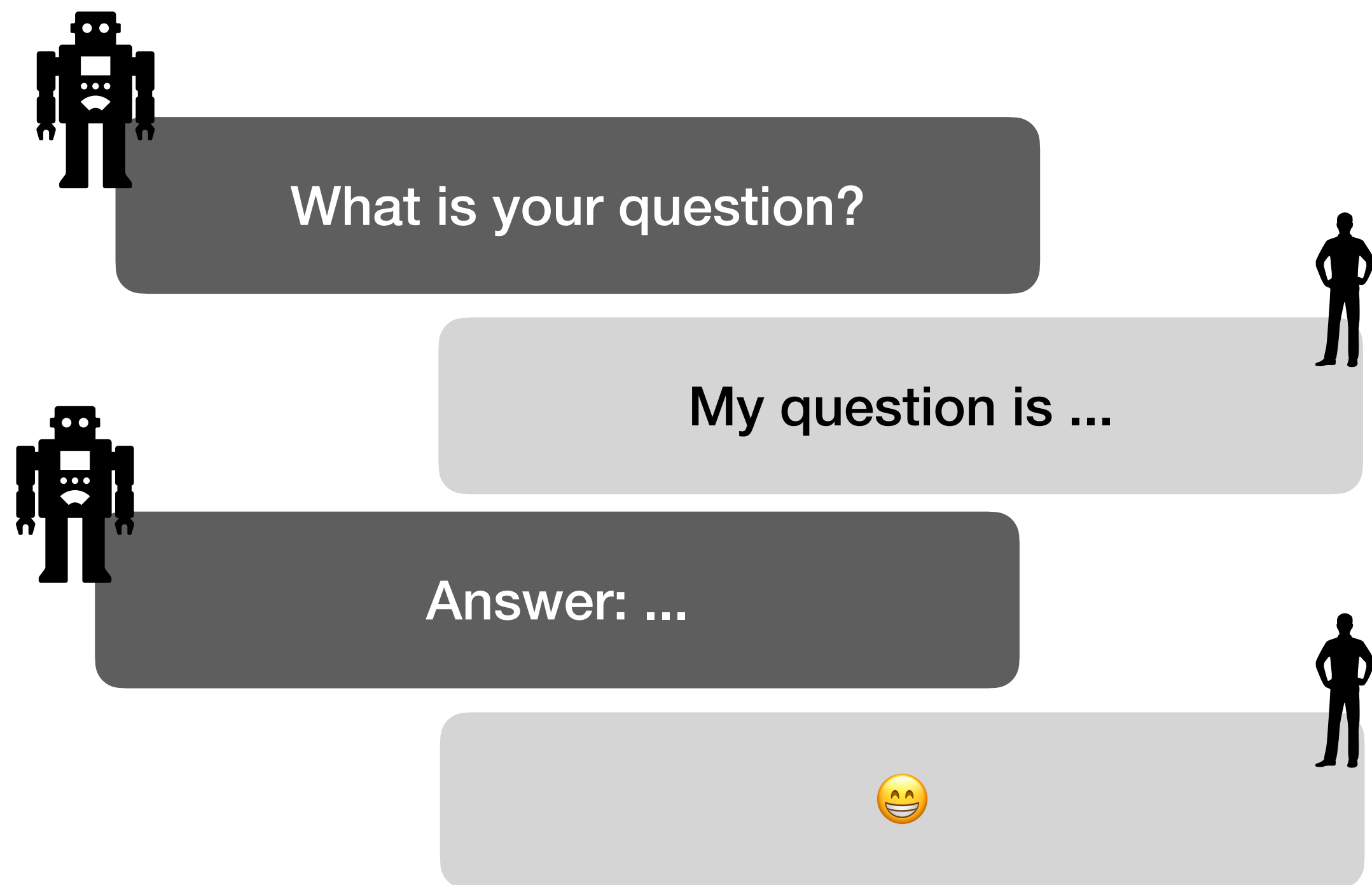


LMQL Script



LMQL interpreter

LMQL



Interface for language model

- Language model programming (LMP)

Interface for language model

- **Language model programming (LMP)**
 - Abstract language model prompting and interaction

Interface for language model

- **Language model programming (LMP)**
 - Abstract language model prompting and interaction
 - Combining text prompting and scripting (some algorithm)

Interface for language model

- **Language model programming (LMP)**
 - Abstract language model prompting and interaction
 - Combining text prompting and scripting (some algorithm)
- **Language Model Query Language (LMQL)**

Interface for language model

- **Language model programming (LMP)**
 - Abstract language model prompting and interaction
 - Combining text prompting and scripting (some algorithm)
- **Language Model Query Language (LMQL)**
 - **Abstraction of language model**

Interface for language model

- **Language model programming (LMP)**
 - Abstract language model prompting and interaction
 - Combining text prompting and scripting (some algorithm)
- **Language Model Query Language (LMQL)**
 - **Abstraction of language model**
 - We can write down **scripts for interacting** with a language model

Interface for language model

- **Language model programming (LMP)**
 - Abstract language model prompting and interaction
 - Combining text prompting and scripting (some algorithm)
- **Language Model Query Language (LMQL)**
 - **Abstraction of language model**
 - We can write down **scripts for interacting** with a language model
 - We can give **some constraints** at the high level (word, number, ...)

How to use LMQL

- LMQL is Python + SQL!
- Outline of LMQL Program

How to use LMQL

- LMQL is Python + SQL!
- Outline of LMQL Program

`<decoder> <query>`

`from <model>`

`[where <cond>]`

`[distribute <dist>]`

How to use LMQL

- LMQL is Python + SQL!
- Outline of LMQL Program

```
<decoder> <query>  
from <model>  
[where <cond>]  
[distribute <dist>]
```

Python code

Example

LMQL Program

argmax

a = 2

b = 3

"What is {a} + {b}? [c]"

"The answer is {c}"

from "gpt2-large"

where INT(c)

Example

LMQL Program

argmax  We are going to use greedy decoding

a = 2

b = 3

"What is {a} + {b}? [c]"

"The answer is {c}"

from "gpt2-large"

where INT(c)

Example

LMQL Program


argmax

a = 2

b = 3

"What is {a} + {b}? [c]"

"The answer is {c}"

from "gpt2-large"  Use language model gpt2-large

where INT(c)

Example

LMQL Program

argmax

a = 2

b = 3

"What is {a} + {b}? [c]"

"The answer is {c}"

from "gpt2-large"

where INT(c) → Variable c must be integer

Example

LMQL Program

`argmax`

`a = 2`

`b = 3`

`"What is {a} + {b}? [c]"`

`"The answer is {c}"`

`from "gpt2-large"`

`where INT(c)`

Environment



Prompt

`" "`

Example

LMQL Program

Environment

Prompt

`argmax`

`a = 2` \longrightarrow Add variable `a` to environment

`b = 3`

`"What is {a} + {b}? [c]"`

`"The answer is {c}"`

`from "gpt2-large"`

`where INT(c)`



""

Example

LMQL Program

`argmax`

`a = 2`

`b = 3`

`"What is {a} + {b}? [c]"`

`"The answer is {c}"`

`from "gpt2-large"`

`where INT(c)`

Environment

`a = 2`

Prompt

`""`

Example

LMQL Program

argmax

`a = 2`

`b = 3` \longrightarrow Add variable `b` to environment

`"What is {a} + {b}? [c]"`

`"The answer is {c}"`

from `"gpt2-large"`

where `INT(c)`

Environment

`a = 2`

Prompt

`" "`

Example

LMQL Program

argmax

`a = 2`

`b = 3`

`"What is {a} + {b}? [c]"`

`"The answer is {c}"`

from `"gpt2-large"`

where `INT(c)`

Environment

`a = 2`
`b = 3`

Prompt

`""`

Example

LMQL Program

argmax

a = 2

b = 3

"What is {a} + {b}? [c]" →

"The answer is {c}"

from "gpt2-large"

where INT(c)

Environment

a = 2
b = 3

Prompt

""

{?}: Get ? from environment

[c]: Get response from LM.
Then, save it in environment

Example

LMQL Program

`argmax`

`a = 2`

`b = 3`

`"What is {a} + {b}? [c]"`

`"The answer is {c}"`

`from "gpt2-large"`

`where INT(c)`

Environment

`a = 2`
`b = 3`

Prompt

`"What is 2 + 3?"`

Example

LMQL Program

argmax

`a = 2`

`b = 3`

`"What is {a} + {b}? [c]"`

`"The answer is {c}"`

from `"gpt2-large"`

where `INT(c)`

Environment

`a = 2`
`b = 3`

Prompt

`"What is 2 + 3?"`

Prompt: `"What is 2 + 3?"`

gpt2-large: `"5"`

Example

LMQL Program

`argmax`

`a = 2`

`b = 3`

`"What is {a} + {b}? [c]"`

`"The answer is {c}"`

`from "gpt2-large"`

`where INT(c)`

Environment

```
a = 2
b = 3
c = 5
```

Prompt

`"What is 2 + 3? 5"`

Example

LMQL Program

argmax

`a = 2`

`b = 3`

`"What is {a} + {b}? [c]"`

`"The answer is {c}"` \longrightarrow `{?}: Get ? from environment`

from `"gpt2-large"`

where `INT(c)`

Environment

```
a = 2
b = 3
c = 5
```

Prompt

`"What is 2 + 3? 5"`

Example

LMQL Program

`argmax`

`a = 2`

`b = 3`

`"What is {a} + {b}? [c]"`

`"The answer is {c}"`

`from "gpt2-large"`

`where INT(c)`

Environment

```
a = 2
b = 3
c = 5
```

Prompt

"What is 2 + 3? 5
The answer is 5"

Key features

- Interaction with **control flow and environment**

Key features

- Interaction with **control flow and environment**
 - We can use **branch, loop, and function calls** like programming language

Key features

- Interaction with **control flow and environment**
 - We can use **branch, loop, and function calls** like programming language
 - We can use **variable**

Key features

- Interaction with **control flow and environment**
 - We can use **branch, loop, and function calls** like programming language
 - We can use **variable**
- Constraint decoding

Key features

- Interaction with **control flow and environment**
 - We can use **branch, loop, and function calls** like programming language
 - We can use **variable**
- Constraint decoding
 - We can give some constraints through **where** statement

Key features

- Interaction with **control flow and environment**
 - We can use **branch, loop, and function calls** like programming language
 - We can use **variable**
- Constraint decoding
 - We can give some constraints through **where** statement
 - You can **specify all constraints** that can be expressed with Python Expr

Key features

- Interaction with **control flow and environment**
 - We can use **branch, loop, and function calls** like programming language
 - We can use **variable**
- Constraint decoding
 - We can give some constraints through **where** statement
 - You can **specify all constraints** that can be expressed with Python Expr

What is constraint decoding?

- Generate output to satisfy the given constraints

What is constraint decoding?

- Generate output to satisfy the given constraints
- Constraints can be

What is constraint decoding?

- Generate output to satisfy the given constraints
- Constraints can be
 - Format (Syntax)

What is constraint decoding?

- Generate output to satisfy the given constraints
- Constraints can be
 - Format (Syntax)
 - Type

What is constraint decoding?

- Generate output to satisfy the given constraints
- Constraints can be
 - Format (Syntax)
 - Type
 - Length of output

What is constraint decoding?

- Generate output to satisfy the given constraints
- Constraints can be
 - Format (Syntax)
 - Type
 - Length of output
 - Termination Condition

What is constraint decoding?

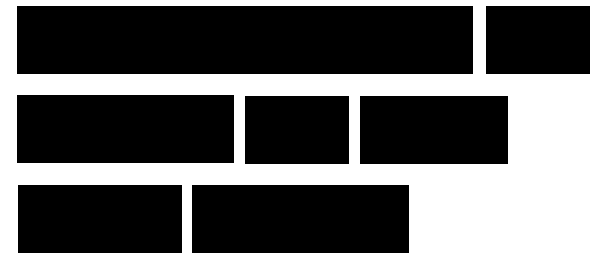
- Generate output to satisfy the given constraints
- Constraints can be
 - Format (Syntax)
 - Type
 - Length of output
 - Termination Condition
 - ...

Naïve approach

- Check **after** decode

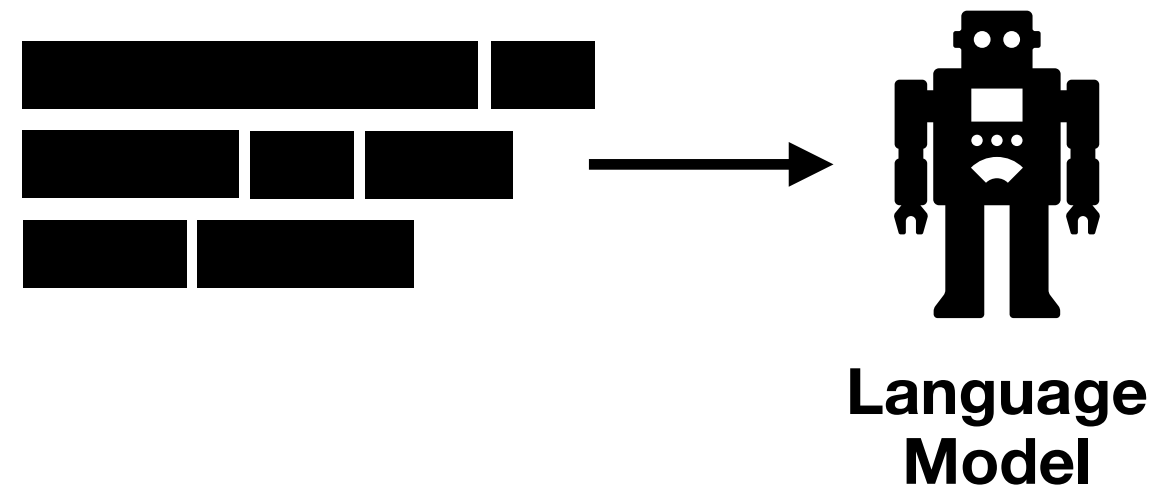
Naïve approach

- Check **after** decode



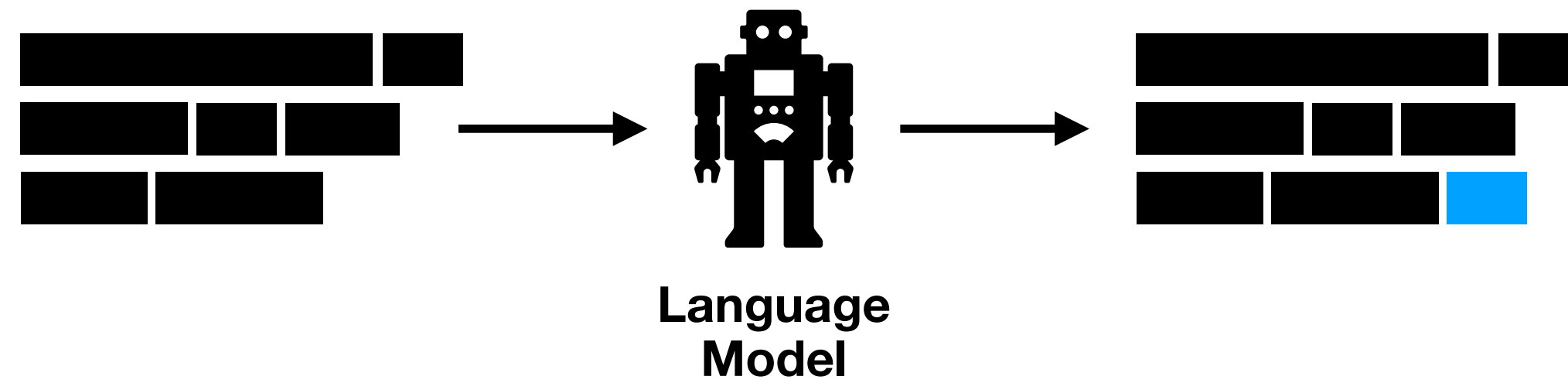
Naïve approach

- Check **after** decode



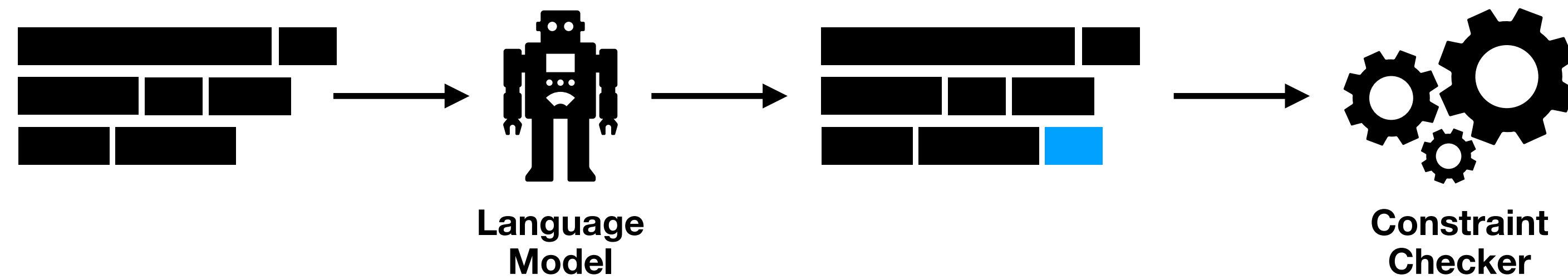
Naïve approach

- Check **after** decode



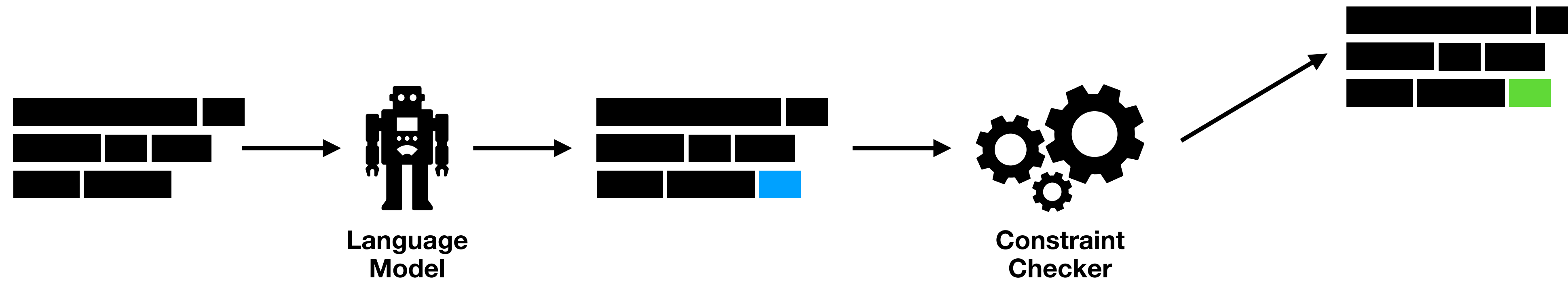
Naïve approach

- Check **after** decode



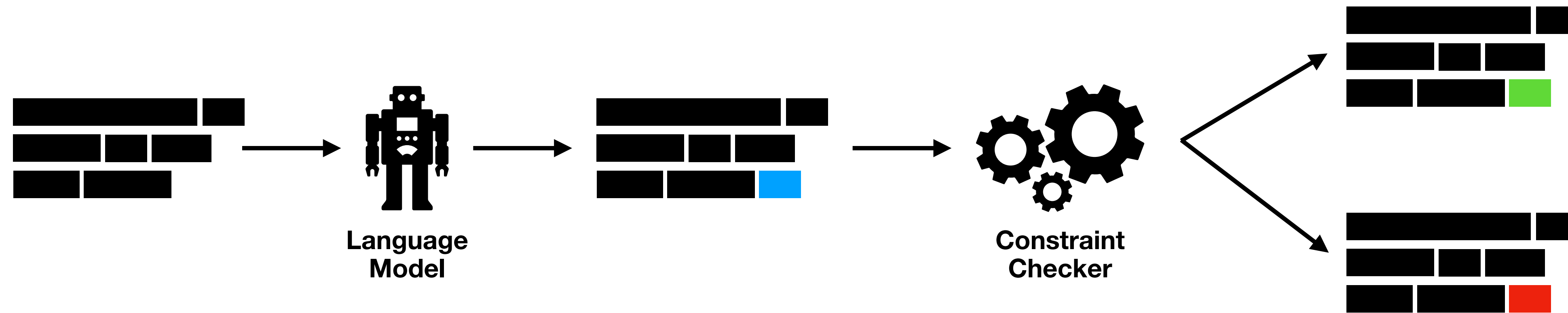
Naïve approach

- Check **after** decode



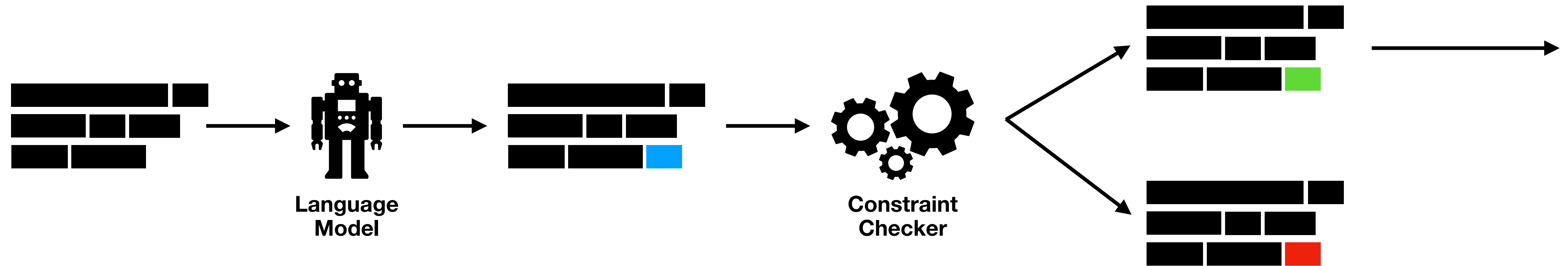
Naïve approach

- Check **after** decode



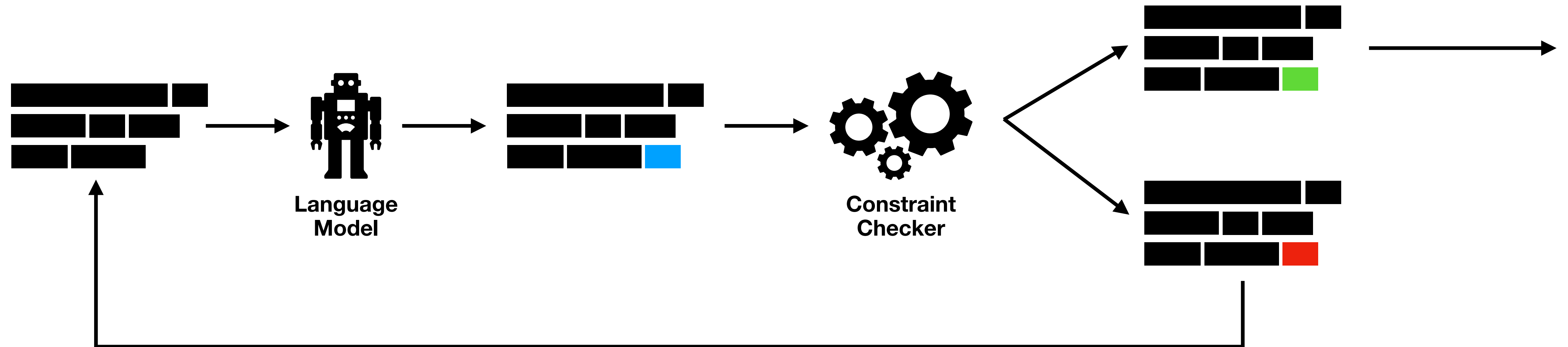
Naïve approach

- Check **after** decode



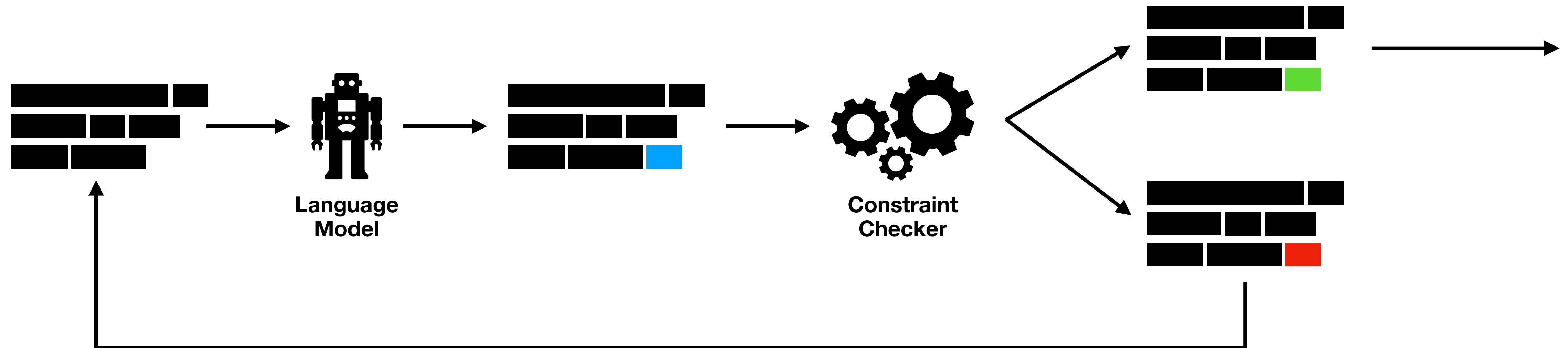
Naïve approach

- Check **after** decode



Naïve approach

- Check **after** decode



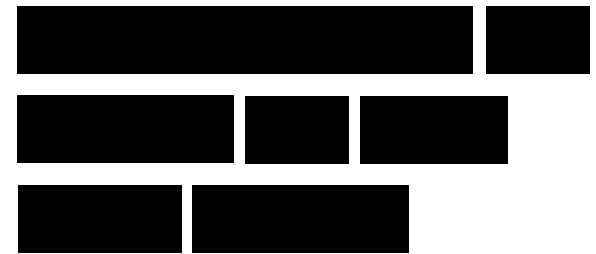
- Problem: **Decoding time >>> Checking time**

Efficient approach

- Check **before** decode

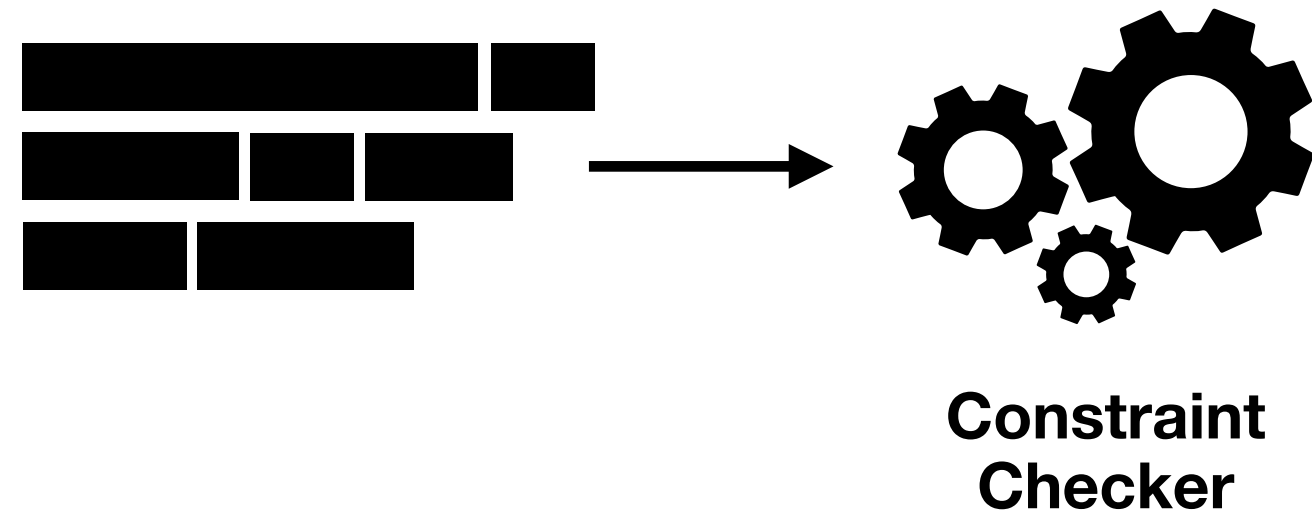
Efficient approach

- Check **before** decode



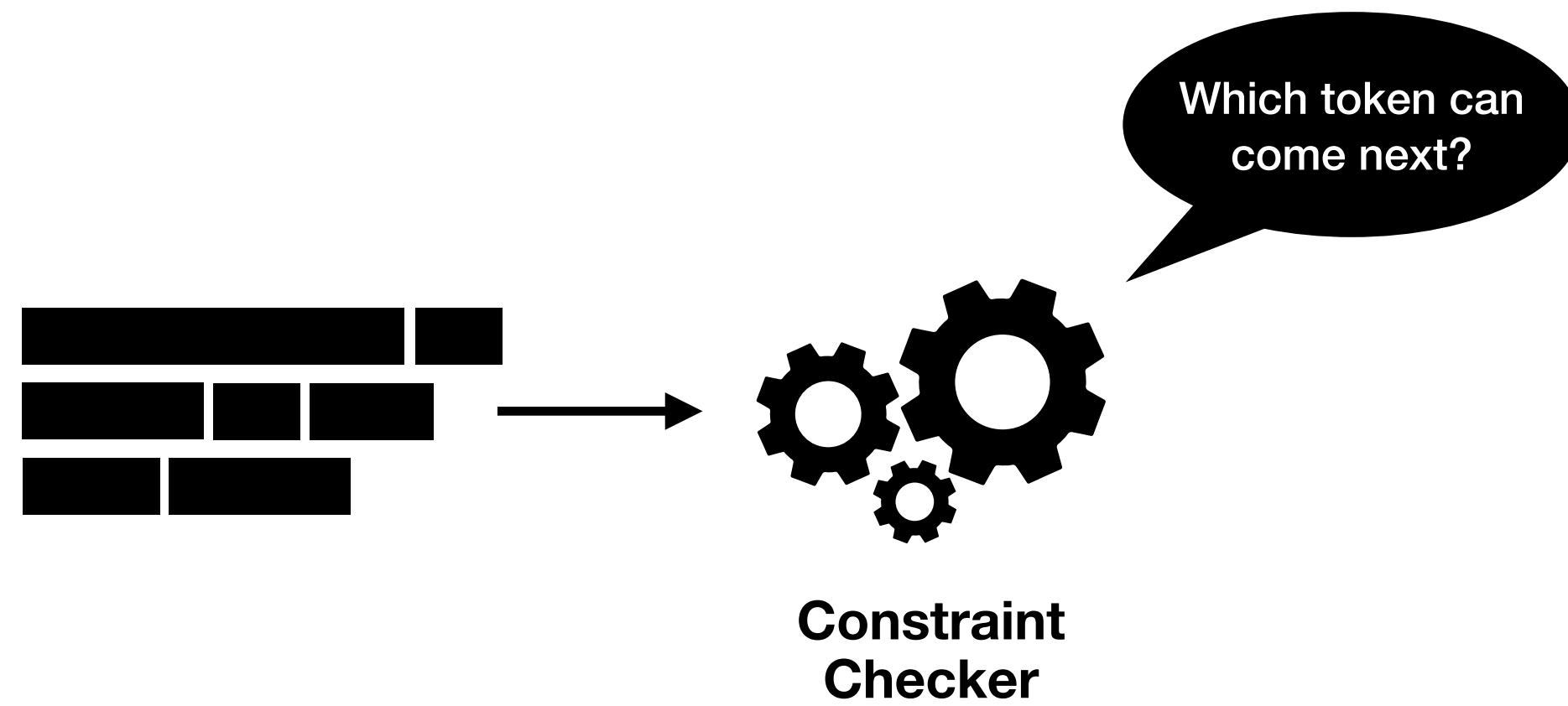
Efficient approach

- Check **before** decode



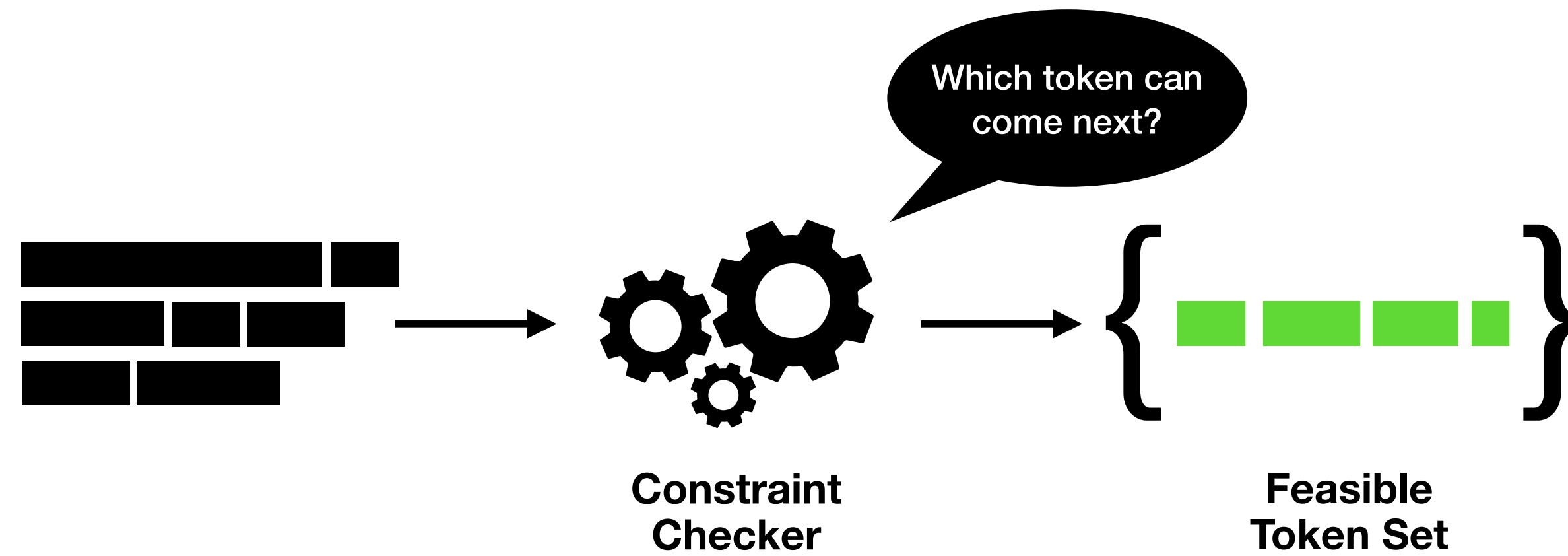
Efficient approach

- Check **before** decode



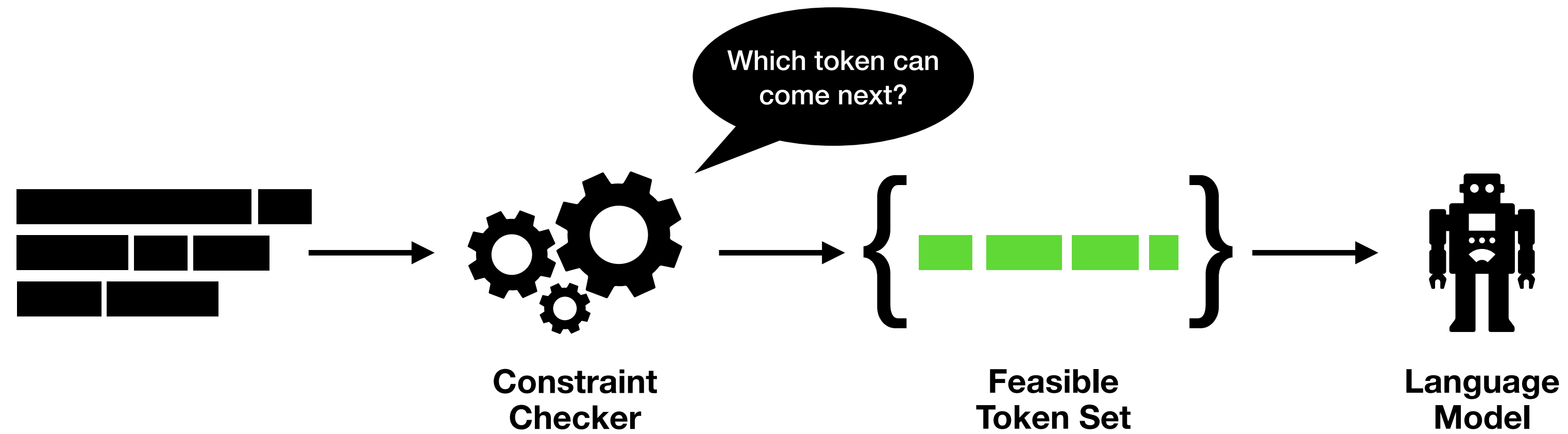
Efficient approach

- Check **before** decode



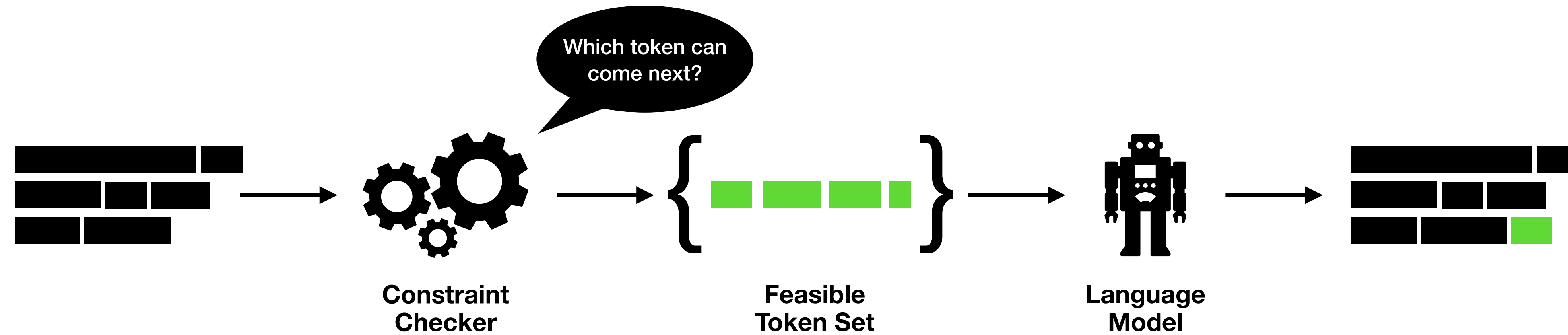
Efficient approach

- Check **before** decode



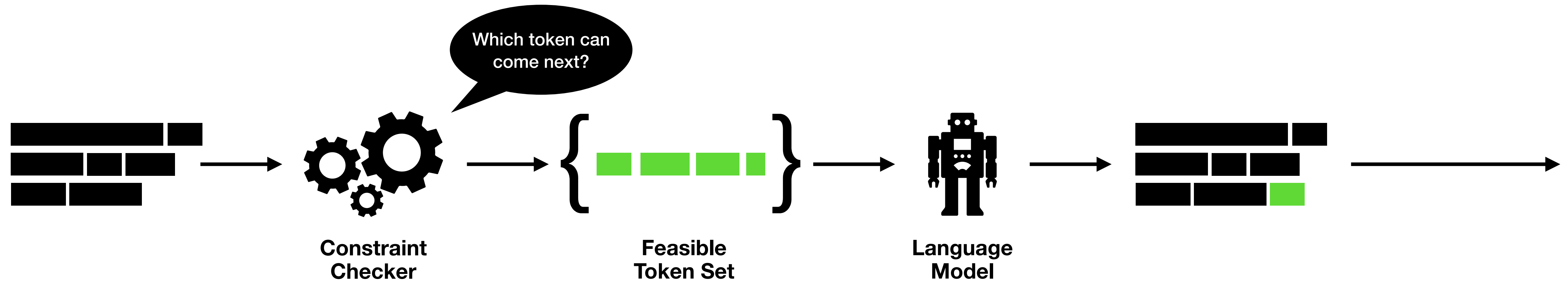
Efficient approach

- Check **before** decode



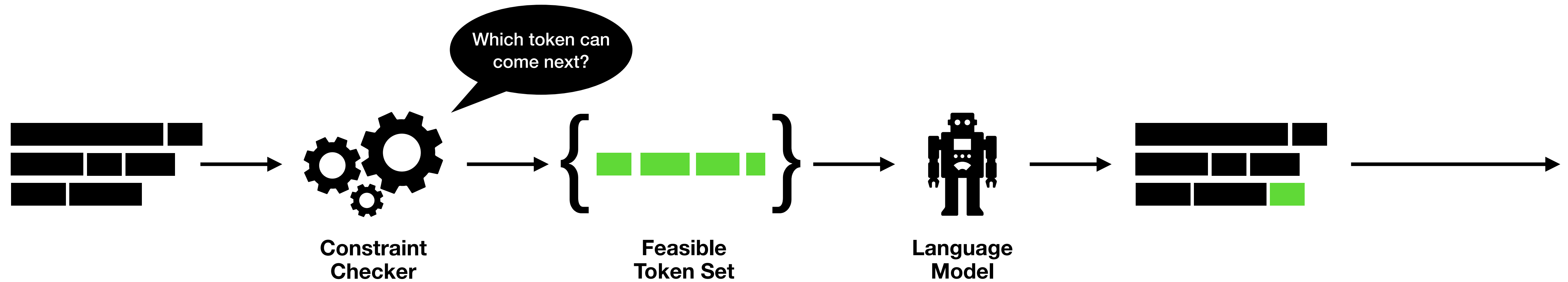
Efficient approach

- Check **before** decode



Efficient approach

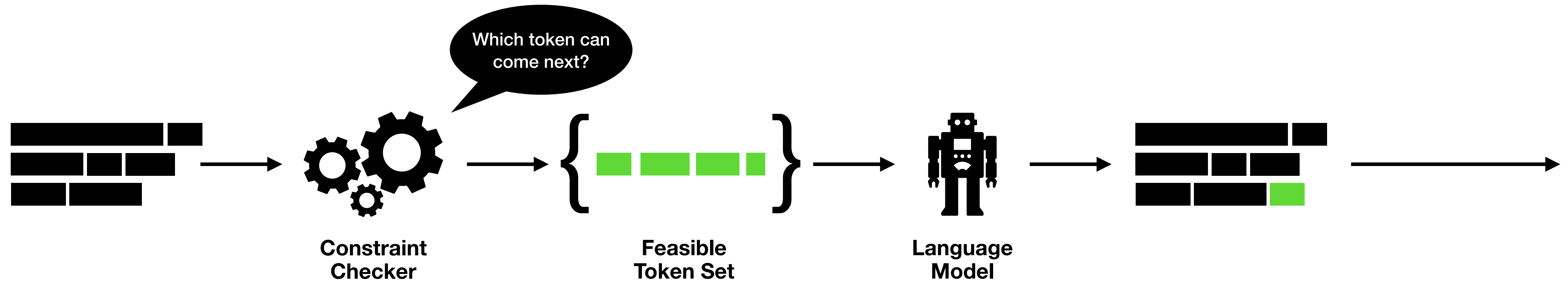
- Check **before** decode



- Feasible Token Set is always finite?

Efficient approach

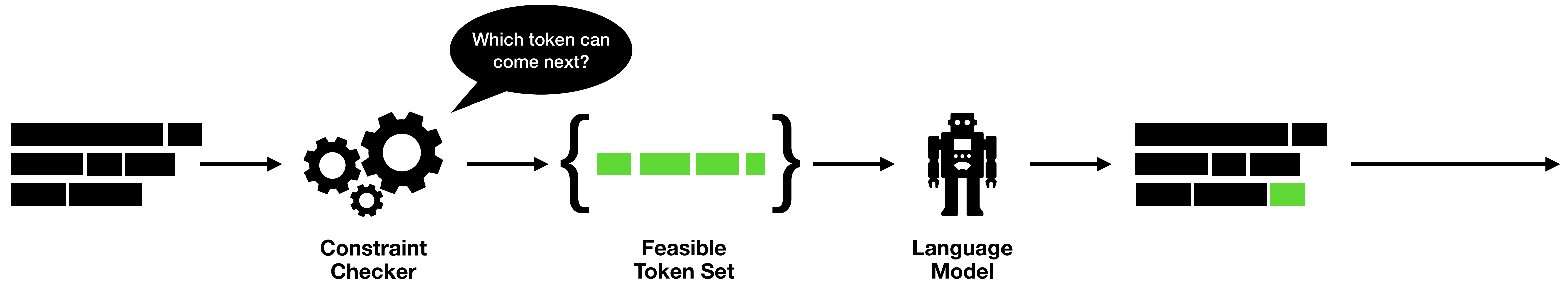
- Check **before** decode



- Feasible Token Set is always finite?
 - Yes

Efficient approach

- Check **before** decode



- Feasible Token Set is always finite?
 - Yes
 - Language Models have a finite token set

How to make a feasible token set?

- 2 Types of token

How to make a feasible token set?

- 2 Types of token
 - **Maybe** satisfying the constraint

How to make a feasible token set?

- 2 Types of token
 - **Maybe** satisfying the constraint
 - **Never** satisfying the constraint

How to make a feasible token set?

- 2 Types of token
 - **Maybe** satisfying the constraint
 - **Never** satisfying the constraint
- We cannot 100% guarantee that some tokens satisfy the given constraint

How to make a feasible token set?

- 2 Types of token
 - **Maybe** satisfying the constraint
 - **Never** satisfying the constraint
- We cannot 100% guarantee that some tokens satisfy the given constraint
- But we can guarantee that some tokens **never satisfy** the constraint

2 Types of token

2 Types of token

Constraint: `eval(Var) < 10 and match(Var, "[0-9+]*")`

2 Types of token

Constraint: `eval(Var) < 10 and match(Var, "[0-9+]*")`

Current Output: 2+0+1+4+??

2 Types of token

Constraint: `eval(Var) < 10 and match(Var, "[0-9+]*")`

Current Output: `2+0+1+4+??`

Maybe satisfying: `0, 1, 2`

2 Types of token

Constraint: `eval(Var) < 10 and match(Var, "[0-9+]*")`

Current Output: `2+0+1+4+??`

Maybe satisfying: `0, 1, 2` \longrightarrow Depending on the trailing tokens

2 Types of token

Constraint: `eval(Var) < 10 and match(Var, "[0-9+]*")`

Current Output: 2+0+1+4+??

Maybe satisfying: 0, 1, 2 \longrightarrow Depending on the trailing tokens

Never satisfying: 3, 4, ...

2 Types of token

Constraint: `eval(Var) < 10 and match(Var, "[0-9+]*")`

Current Output: `2+0+1+4+??`

Maybe satisfying: `0, 1, 2` \longrightarrow Depending on the trailing tokens

Never satisfying: `3, 4, ...`

Focus on removing “**never satisfying**” tokens

Partial evaluation

- To check the constraint, we should evaluate the current **unfinished output**

Partial evaluation

- To check the constraint, we should evaluate the current **unfinished output**
- **2 Semantics** for partial evaluation

Partial evaluation

- To check the constraint, we should evaluate the current **unfinished output**
- **2 Semantics** for partial evaluation
 - Final Semantics

Partial evaluation

- To check the constraint, we should evaluate the current **unfinished output**
- **2 Semantics** for partial evaluation
 - Final Semantics
 - Denote current expression can be changed or not

Partial evaluation

- To check the constraint, we should evaluate the current **unfinished output**
- **2 Semantics** for partial evaluation
 - Final Semantics
 - Denote current expression can be changed or not
 - 4 States: FIN, VAR, INC, DEC

Partial evaluation

- To check the constraint, we should evaluate the current **unfinished output**
- **2 Semantics** for partial evaluation
 - Final Semantics
 - Denote current expression can be changed or not
 - 4 States: FIN, VAR, INC, DEC
 - Follow Map

Partial evaluation

- To check the constraint, we should evaluate the current **unfinished output**
- **2 Semantics** for partial evaluation
 - Final Semantics
 - Denote current expression can be changed or not
 - 4 States: FIN, VAR, INC, DEC
 - Follow Map
 - Denote how the current state change according to the trailing token

Final Semantics

- Evaluate expression as 4 states

Final Semantics

- Evaluate expression as 4 states
 - FIN: The evaluation result of expression never changing

Final Semantics

- Evaluate expression as 4 states
 - FIN: The evaluation result of expression never changing
 - VAR: The evaluation result of expression changing

Final Semantics

- Evaluate expression as 4 states
 - FIN: The evaluation result of expression never changing
 - VAR: The evaluation result of expression changing
 - INC: The evaluation result of expression keeps increasing

Final Semantics

- Evaluate expression as 4 states
 - FIN: The evaluation result of expression never changing
 - VAR: The evaluation result of expression changing
 - INC: The evaluation result of expression keeps increasing
 - `len(output)`

Final Semantics

- Evaluate expression as 4 states
 - FIN: The evaluation result of expression never changing
 - VAR: The evaluation result of expression changing
 - INC: The evaluation result of expression keeps increasing
 - len(output)
 - DEC: The evaluation result of expression keeps decreasing

Final Semantics

| expression | $\text{FINAL}[\cdot; \sigma]$ |
|--|--|
| $\langle \text{const} \rangle$ | FIN |
| python variable $\langle \text{pyvar} \rangle$ | VAR |
| previous hole $\langle \text{var} \rangle$ | FIN |
| current var $\langle \text{var} \rangle$ | INC |
| future hole $\langle \text{var} \rangle$ | INC |
| $\text{words}(v)$ | $\text{FINAL}[v]$ |
| $\text{sentences}(v)$ | $\text{FINAL}[v]$ |
| $\text{len}(v)$ | $\text{FINAL}[v]$ |
| number equality $n == m$ | $\begin{cases} \text{FIN} & \text{if } \text{FINAL}[n] = \text{FIN} \\ & \wedge \text{FINAL}[m] = \text{FIN} \\ \text{VAR} & \text{else} \end{cases}$ |
| string equality $x == y$ | $\begin{cases} \text{FIN} & \text{if } \text{FINAL}[x] = \text{FIN} \\ & \wedge \text{FINAL}[y] = \text{FIN} \\ \text{FIN} & \exists i \bullet x[i] \neq y[i] \\ & \wedge \text{FINAL}[x] \neq \text{VAR} \\ & \wedge \text{FINAL}[y] \neq \text{VAR} \\ \text{VAR} & \text{else} \end{cases}$ |
| function $\text{fn}(\tau_1, \dots, \tau_k)$ | $\begin{cases} \text{FIN} & \text{if } \bigwedge_{i=1}^k a(\tau_i) = \text{FIN} \\ \text{VAR} & \text{else} \end{cases}$ |

| expression | $\text{FINAL}[\cdot; \sigma]$ |
|---|---|
| $\text{stop_at}(\text{var}, s)$ | $\begin{cases} \text{FIN} & \text{if } \llbracket \text{var} \rrbracket_{\sigma}.\text{endswith}(s) \\ & \wedge \text{FINAL}[\text{var}] = \text{INC} \\ \text{VAR} & \text{else} \end{cases}$ |
| $x \text{ in } s$ for strings x, s | $\begin{cases} \text{FIN} & \text{if } x \text{ in } s \wedge \text{FINAL}[x] = \text{FIN} \\ & \wedge \text{FINAL}[s] = \text{INC} \\ \text{VAR} & \text{else} \end{cases}$ |
| $e \text{ in } l$ for string e , set l | $\begin{cases} \text{FIN} & \text{if } \nexists i \in l \bullet i.\text{startswith}(e) \\ & \wedge \text{FINAL}[x] \in \{\text{INC}, \text{FIN}\} \\ & \wedge \text{FINAL}[l] = \text{FIN} \\ \text{VAR} & \text{else} \end{cases}$ |
| $x < y$ | $\begin{cases} \text{FIN} & \text{if } x < y \wedge \text{FINAL}[x] \in \{\text{DEC}, \text{FIN}\} \\ & \wedge \text{FINAL}[y] \in \{\text{INC}, \text{FIN}\} \\ \text{VAR} & \text{else} \end{cases}$ |
| $a \text{ and } b$ | $\begin{cases} \text{FIN} & \text{if } \exists v \in \{a, b\} \bullet \llbracket v \rrbracket_{\sigma}^F = \text{FIN}(\perp) \\ \text{FIN} & \text{if } \forall v \in \{a, b\} \bullet \llbracket v \rrbracket_{\sigma}^F = \text{FIN}(\top) \\ \text{VAR} & \text{else} \end{cases}$ |
| $a \text{ or } b$ | $\begin{cases} \text{FIN} & \text{if } \exists v \in \{a, b\} \bullet \llbracket v \rrbracket_{\sigma}^F = \text{FIN}(\top) \\ \text{FIN} & \text{if } \forall v \in \{a, b\} \bullet \llbracket v \rrbracket_{\sigma}^F = \text{FIN}(\perp) \\ \text{VAR} & \text{else} \end{cases}$ |
| not a | $\text{FINAL}[a]$ |

Follow Map

- Follow Map denotes **state transition** according to the trailing token

Follow Map

- Follow Map denotes **state transition** according to the trailing token
 - State: Final semantics's state + Possible values

Follow Map

- Follow Map denotes **state transition** according to the trailing token
- State: Final semantics's state + Possible values

$$\text{FOLLOW}[\text{TEXT in ["Stephen Hawking"]}]("Steph", t) = \begin{cases} \text{FIN}(\top) & \text{if } t = \text{"en Hawking"} \\ \text{FIN}(\perp) & \text{else} \end{cases}$$

Follow Map

- Follow Map denotes **state transition** according to the trailing token
- State: Final semantics's state + Possible values

$$\text{FOLLOW}[\text{TEXT in ["Stephen Hawking"]}]("Steph", t) = \begin{cases} \text{FIN}(\top) & \text{if } t = \text{"en Hawking"} \\ \text{FIN}(\perp) & \text{else} \end{cases}$$

↓
Constraint

Follow Map

- Follow Map denotes **state transition** according to the trailing token
- State: Final semantics's state + Possible values

$$\text{FOLLOW}[\text{TEXT in ["Stephen Hawking"]}](\text{"Steph"}, t) = \begin{cases} \text{FIN}(\top) & \text{if } t = \text{"en Hawking"} \\ \text{FIN}(\perp) & \text{else} \end{cases}$$

The diagram illustrates the components of the Follow Map function. Two vertical arrows point downwards from the text in the function definition to labels below. The first arrow originates from the text `["Stephen Hawking"]` and points to the label `Constraint`. The second arrow originates from the text `"Steph"` and points to the label `Current Output`.

Follow Map

- Follow Map denotes **state transition** according to the trailing token
- State: Final semantics's state + Possible values

$$\text{FOLLOW}[\text{TEXT in ["Stephen Hawking"]}]("Steph", t) = \begin{cases} \text{FIN}(\top) & \text{if } t = \text{"en Hawking"} \\ \text{FIN}(\perp) & \text{else} \end{cases}$$

Diagram illustrating the components of the Follow Map function:

- TEXT in ["Stephen Hawking"]** maps to **Constraint**
- "Steph"** maps to **Current Output**
- t** maps to **Transitions**

Follow Map

- Follow Map denotes **state transition** according to the trailing token
- State: Final semantics's state + Possible values

$$\text{FOLLOW}[\text{TEXT in ["Stephen Hawking"]}]("Steph", t) = \begin{cases} \text{FIN}(\top) & \text{if } t = \text{"en Hawking"} \\ \text{FIN}(\perp) & \text{else} \end{cases}$$

Constraint Current Output Transitions

- If the trailing token is “en Hawking”, the evaluation result is **True (Top)** and **never changes (FIN)**

Follow Map

- Follow Map denotes **state transition** according to the trailing token
- State: Final semantics's state + Possible values

$$\text{FOLLOW}[\text{TEXT in ["Stephen Hawking"]}](\text{"Steph"}, t) = \begin{cases} \text{FIN}(\top) & \text{if } t = \text{"en Hawking"} \\ \text{FIN}(\perp) & \text{else} \end{cases}$$

Diagram illustrating the components of the FOLLOW function:

- TEXT in → Constraint
- Steph → Current Output
- t → Transitions

- If the trailing token is “en Hawking”, the evaluation result is **True (Top)** and **never changes (FIN)**
- Else, the evaluation result is **False (Bottom)** and **never changes (FIN)**

Follow Map

| expression | $\text{FOLLOW}[\cdot](u, t)$ | expression | $\text{FOLLOW}[\cdot](u, t)$ |
|--|---|------------------------------------|--|
| $\langle \text{const} \rangle$ | $\llbracket \langle \text{const} \rangle \rrbracket_{\sigma}$ | $\text{fn}(\tau_1, \dots, \tau_k)$ | $\text{fn}(\llbracket \tau_1 \rrbracket_{\sigma[v \leftarrow vt]}, \dots, \llbracket \tau_k \rrbracket_{\sigma[v \leftarrow vt]})$ |
| python variable $\langle \text{pyvar} \rangle$ | $\llbracket \text{pyvar} \rrbracket_{\sigma[v \leftarrow vt]}$ | $\text{stop_at}(var, s)$ | $\begin{cases} \text{FIN}(b) & \text{if } b \wedge \text{FINAL}[var] = \text{INC} \\ \text{VAR}(l) & \text{else} \end{cases}$ where $b = \llbracket var \rrbracket_{\sigma}.\text{endswith}(s)$ |
| previous hole $\langle \text{var} \rangle$ | $\llbracket \langle \text{var} \rangle \rrbracket_{\sigma}$ | $x \text{ in } s$ | $\begin{cases} \top & \text{if } x \text{ in } s \vee x \text{ in } t \\ \perp & \text{else} \end{cases}$ |
| current var v | $\begin{cases} \text{FIN}(v) & \text{if } t = \text{EOS} \\ \text{INC}(vt) & \text{else} \end{cases}$ | for string s | |
| future hole $\langle \text{var} \rangle$ | None | and constant x | |
| $\text{words}(v)$ | $\begin{cases} \text{FIN}(w_1, \dots, w_k) & \text{if } t = \text{EOS} \\ \text{INC}(w_1, \dots, w_k) & \text{if } t = _ \\ \text{INC}(w_1, \dots, w_k t) & \text{else} \end{cases}$ where $w_1, \dots, w_k \leftarrow \llbracket \text{words}(v) \rrbracket_{\sigma}$ | $x \text{ in } l$ | $\begin{cases} \text{FIN}(\top) & \text{if } t \text{ in } l \\ \text{VAR}(\perp) & \text{if } \exists e \in l \bullet \\ & e.\text{startswith}(vt) \\ \perp & \text{else} \end{cases}$ |
| $\text{sentences}(v)$ | $\begin{cases} \text{FIN}(s_1, \dots, s_k) & \text{if } t = \text{EOS} \\ \text{INC}(s_1, \dots, s_k, t) & \text{if } s_k.\text{endswith}(".") \\ \text{INC}(s_1, \dots, s_k t) & \text{else} \end{cases}$ where $s_1, \dots, s_k \leftarrow \llbracket \text{sentences}(v) \rrbracket_{\sigma}$ | for constant list/set l | |
| $\text{len}(v)$ | $\begin{cases} \text{len}(v) & \text{if } t = \text{EOS} \\ \text{len}(v) + 1 & \text{else} \end{cases}$ | $x < y$ | $\llbracket x \rrbracket_{\sigma[v \leftarrow vt]} < \llbracket y \rrbracket_{\sigma[v \leftarrow vt]}$ |
| $\text{len}(l)$ | | string comp. $a == v$ | $\begin{cases} \text{FIN}(\top) & \text{if } vt = a \\ \text{VAR}(\perp) & \text{if } a.\text{startswith}(vt) \\ \perp & \text{else} \end{cases}$ |
| over list l | $\text{len}(\llbracket l \rrbracket_{\sigma[v \leftarrow vt]})$ | number comp. $x == y$ | $\llbracket x \rrbracket_{\sigma[v \leftarrow vt]} = \llbracket y \rrbracket_{\sigma[v \leftarrow vt]}$ |
| | | $a \text{ and } b$ | $\llbracket x \rrbracket_{\sigma[v \leftarrow vt]} \text{ and } \llbracket y \rrbracket_{\sigma[v \leftarrow vt]}$ |
| | | $a \text{ or } b$ | $\llbracket x \rrbracket_{\sigma[v \leftarrow vt]} \text{ or } \llbracket y \rrbracket_{\sigma[v \leftarrow vt]}$ |
| | | not a | not $\llbracket x \rrbracket_{\sigma[v \leftarrow vt]}$ |

Soundness

- How to define soundness?

Soundness

- How to define soundness?
- Soundness: **Removed tokens are must unsafe**

Soundness

- How to define soundness?
- Soundness: **Removed tokens are must unsafe**

$$\forall t \in \mathcal{V} \bullet (\text{FOLLOW}[e])(u, t) = \text{FIN}(\perp) \Rightarrow \llbracket e \rrbracket_{\sigma[v \leftarrow ut]} = \text{FIN}(\perp)$$

Soundness

- How to define soundness?
- Soundness: **Removed tokens are must unsafe**

$$\forall t \in \mathcal{V} \bullet (\text{FOLLOW}[e])(u, t) = \text{FIN}(\perp) \Rightarrow \llbracket e \rrbracket_{\sigma[v \leftarrow ut]} = \text{FIN}(\perp)$$



If the result of the state according to the follow map semantics is **false for all tokens**

Soundness

- How to define soundness?
- Soundness: **Removed tokens are must unsafe**

$$\forall t \in \mathcal{V} \bullet (\text{FOLLOW}[e])(u, t) = \text{FIN}(\perp) \Rightarrow \llbracket e \rrbracket_{\sigma[v \leftarrow ut]} = \text{FIN}(\perp)$$



Concrete evaluation result must be false

Soundness

- How to define soundness?
- Soundness: **Removed tokens are must unsafe**

$$\forall t \in \mathcal{V} \bullet (\text{FOLLOW}[e])(u, t) = \text{FIN}(\perp) \Rightarrow \llbracket e \rrbracket_{\sigma[v \leftarrow ut]} = \text{FIN}(\perp)$$



Concrete evaluation result must be false

- It means the left tokens are still unsafe

Soundness

- How to define soundness?
- Soundness: **Removed tokens are must unsafe**

$$\forall t \in \mathcal{V} \bullet (\text{FOLLOW}[e])(u, t) = \text{FIN}(\perp) \Rightarrow \llbracket e \rrbracket_{\sigma[v \leftarrow ut]} = \text{FIN}(\perp)$$



Concrete evaluation result must be false

- It means the left tokens are still unsafe
 - Backtracking!

Evaluation

- 3 Research Question

Evaluation

- 3 Research Question
 - Expressiveness: Can we implement advanced prompting techniques?

Evaluation

- 3 Research Question
 - Expressiveness: Can we implement advanced prompting techniques?
 - Performance: Can LMQL lower the number of model queries?

Evaluation

- 3 Research Question
 - Expressiveness: Can we implement advanced prompting techniques?
 - Performance: Can LMQL lower the number of model queries?
 - Accuracy: Does LMQL's constraint decoding affect task accuracy?

Evaluation

- 3 Research Question
 - Expressiveness: Can we implement advanced prompting techniques?
 - Performance: Can LMQL lower the number of model queries?
 - Accuracy: Does LMQL's constraint decoding affect task accuracy?
- Baseline

Evaluation

- 3 Research Question
 - Expressiveness: Can we implement advanced prompting techniques?
 - Performance: Can LMQL lower the number of model queries?
 - Accuracy: Does LMQL's constraint decoding affect task accuracy?
- Baseline
 - Huggingface's generate() API

Expressiveness

- Chain-of-Thought Prompting

```
argmax
```

```
"Pick the odd word out: skirt, dress, pen, jacket."
```

```
"skirt is clothing, dress is clothing, pen is an object, jacket is clothing."
```

```
"So the odd one is pen."
```

```
"Pick the odd word out: Spain, France, German, England, Singapore."
```

```
"Spain is a country, France is a country, German is a language, ..."
```

```
"So the odd one is German."
```

```
"Pick the odd word out: {OPTIONS}"
```

```
"[REASONING]"
```

```
"[RESULT]"
```

```
from "EleutherAI/gpt-j-6B"
```

```
where
```

```
not "Än" in REASONING and not "Pick" in REASONING and
```

```
stops_at(REASONING, "Pick the odd word") and stops_at(REASONING, "Än") and
```

```
stops_at(REASONING, "So the odd one") and stops_at(REASONING, ".") and len(WORDS(REASONING)) < 40
```

```
distribute
```

```
RESULT over OPTIONS.split(", ")
```

Expressiveness

- Interactive Prompting

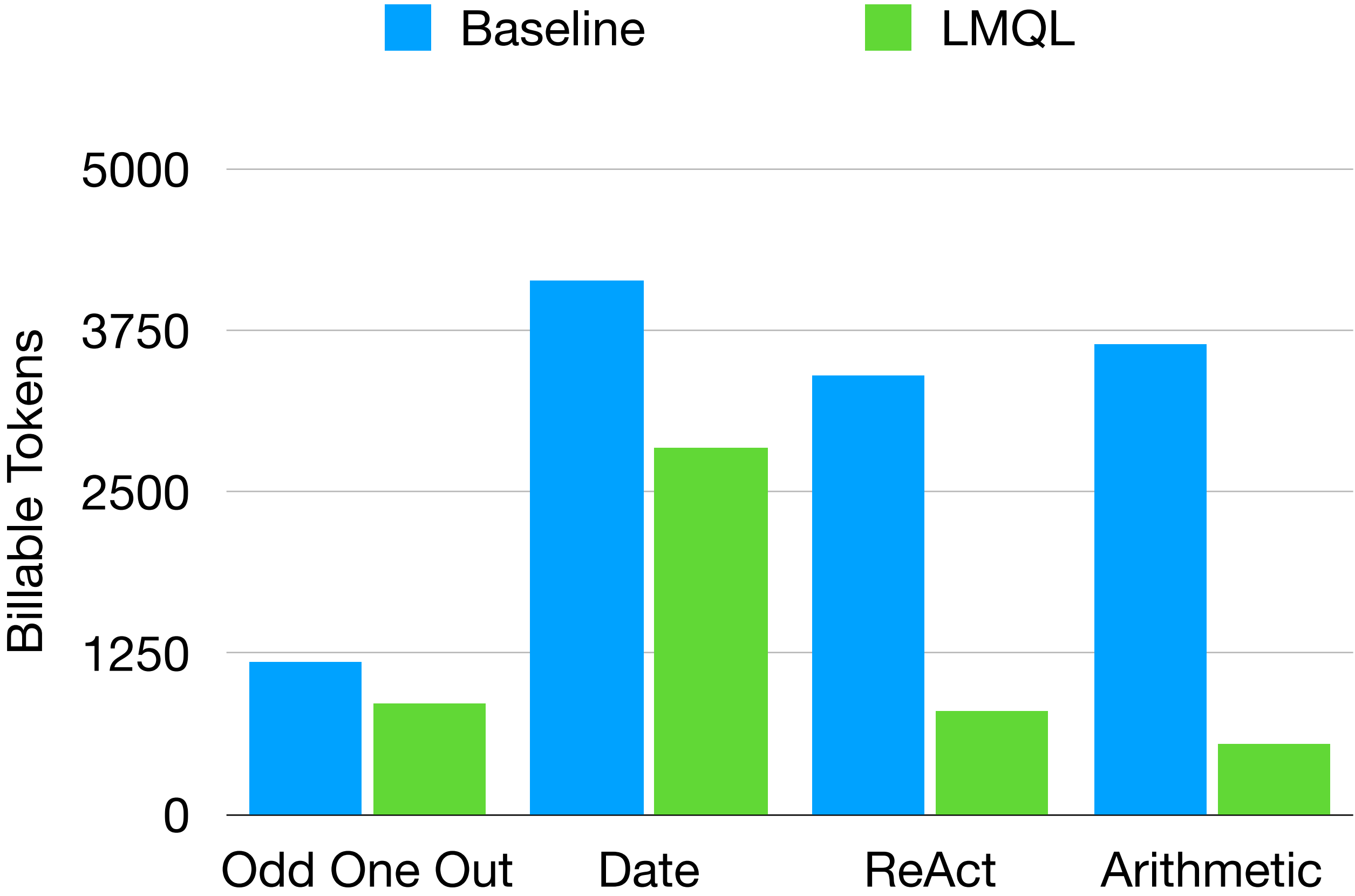
```
import wikipedia_utils
sample(no_repeat_ngram_size=3)
    "What is the elevation range for the area that the eastern sector of the Colorado orogeny extends into?"
    "Tho 1: I need to search Colorado orogeny, find the area that the eastern sector of the Colorado ..."
    "Act 2: Search 'Colorado orogeny'"
    "Obs 2: The Colorado orogeny was an episode of mountain building (an orogeny) ..."
    "Tho 3: It does not mention the eastern sector. So I need to look up eastern sector."
    ...
    "Tho 4: High Plains rise in elevation from around 1,800 to 7,000 ft, so the answer is 1,800 to 7,000 ft."
    "Act 5: Finish '1,800 to 7,000 ft'"
    "Where is Apple Computers headquartered?"
for i in range(1024):
    "[MODE] {i}:"
    if MODE == "Tho":
        "[THOUGHT] "
    elif MODE == "Act":
        " [ACTION] '[SUBJECT]Än"
        if ACTION == "Search":
            result = wikipedia_utils.search(SUBJECT[:-1]) # cutting of the consumed '
            "Obs {i}: {result}Än"
        else:
            break # action must be FINISH
from "gpt2-xl"
where
    MODE in ["Tho", "Act"] and stops_at(THOUGHT, "Än") and
    ACTION in ["Search", "Finish"] and len(words(THOUGHT)) > 2 and
    stops_at(SUBJECT, "'") and not "Tho" in THOUGHT
```


Expressiveness

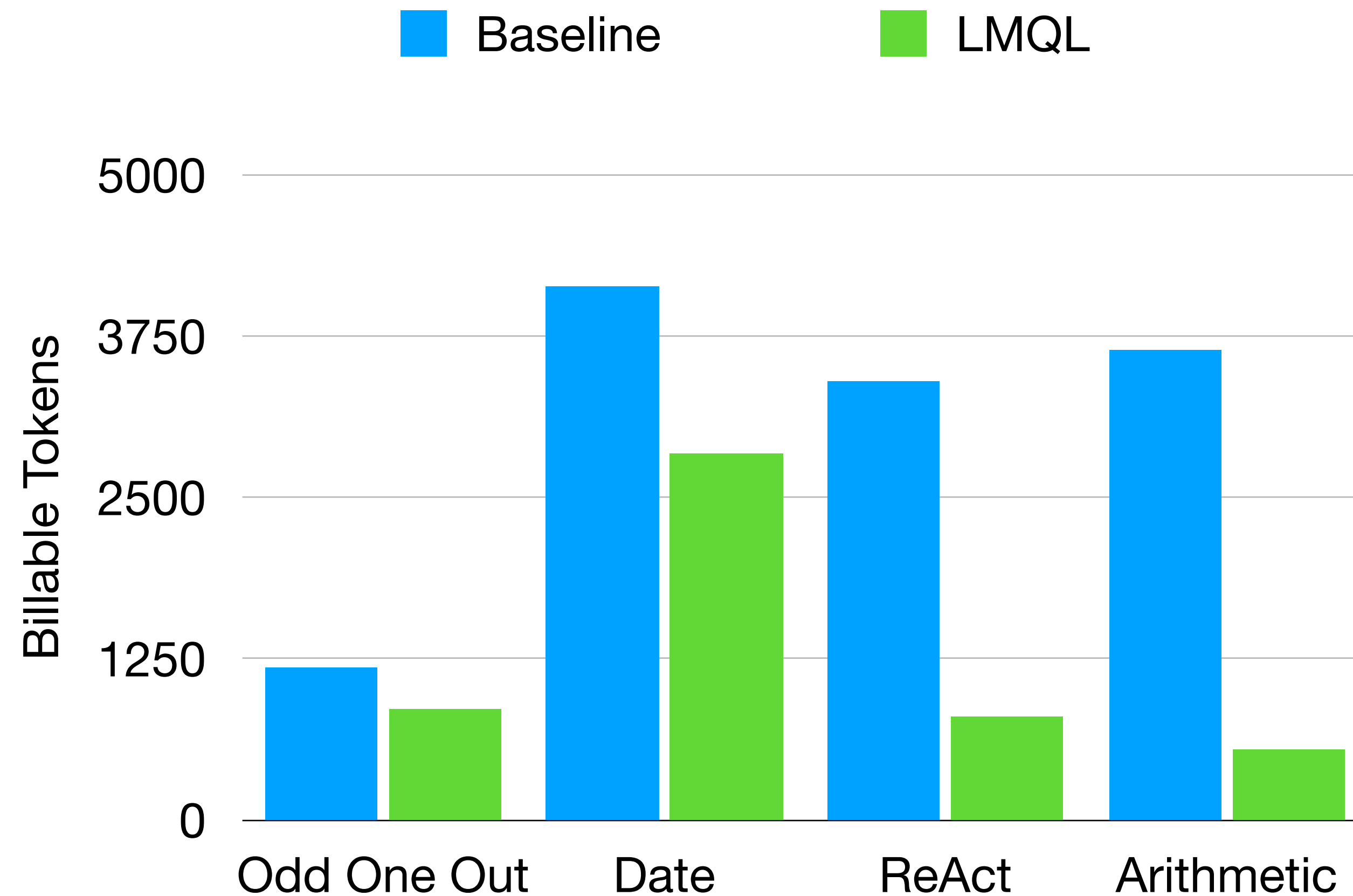
- Arithmetic Reasoning

```
argmax(distribution_batch_size=1, max_length=2048)
    "{few-shot examples}"
    "Q: {QUESTION}Än"
    "A: Let's think step by step.Än"
    for i in range(1024):
        "[REASON_OR_CALC]"
        if REASON_OR_CALC.endswith("<<"):
            "[EXPR]"
            result = calculator.run(EXPR)
            "{result} >> "
        elif REASON_OR_CALC.endswith("So the answer"):
            break
        " is [RESULT]"
    from "EleutherAI/gpt-j-6B"
    where
        int(RESULT) and
        stops_at(REASON_OR_CALC, "<<") and
        stops_at(EXPR, "=") and
        stops_at(REASON_OR_CALC, "So the answer")
```

Performance

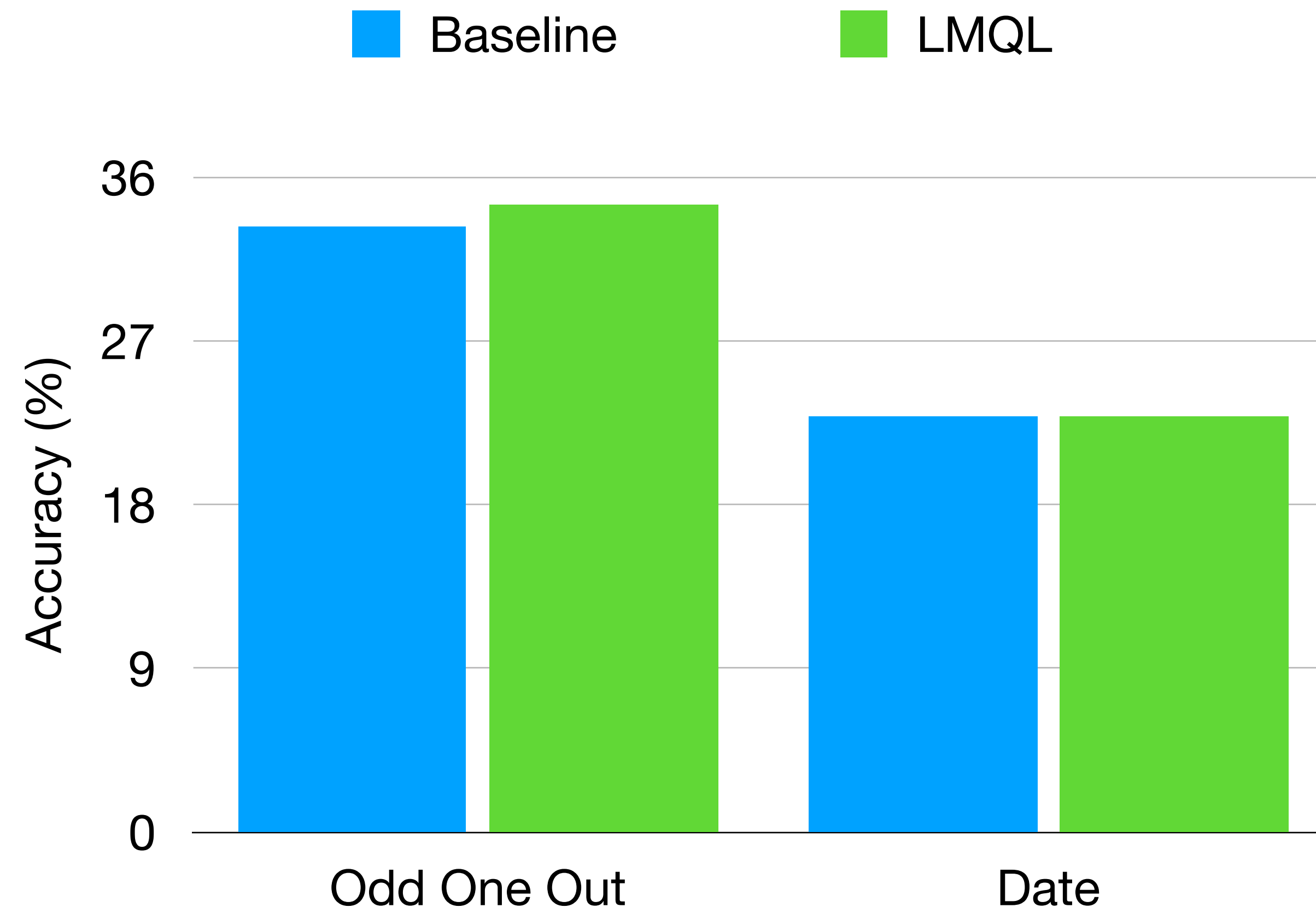


Performance

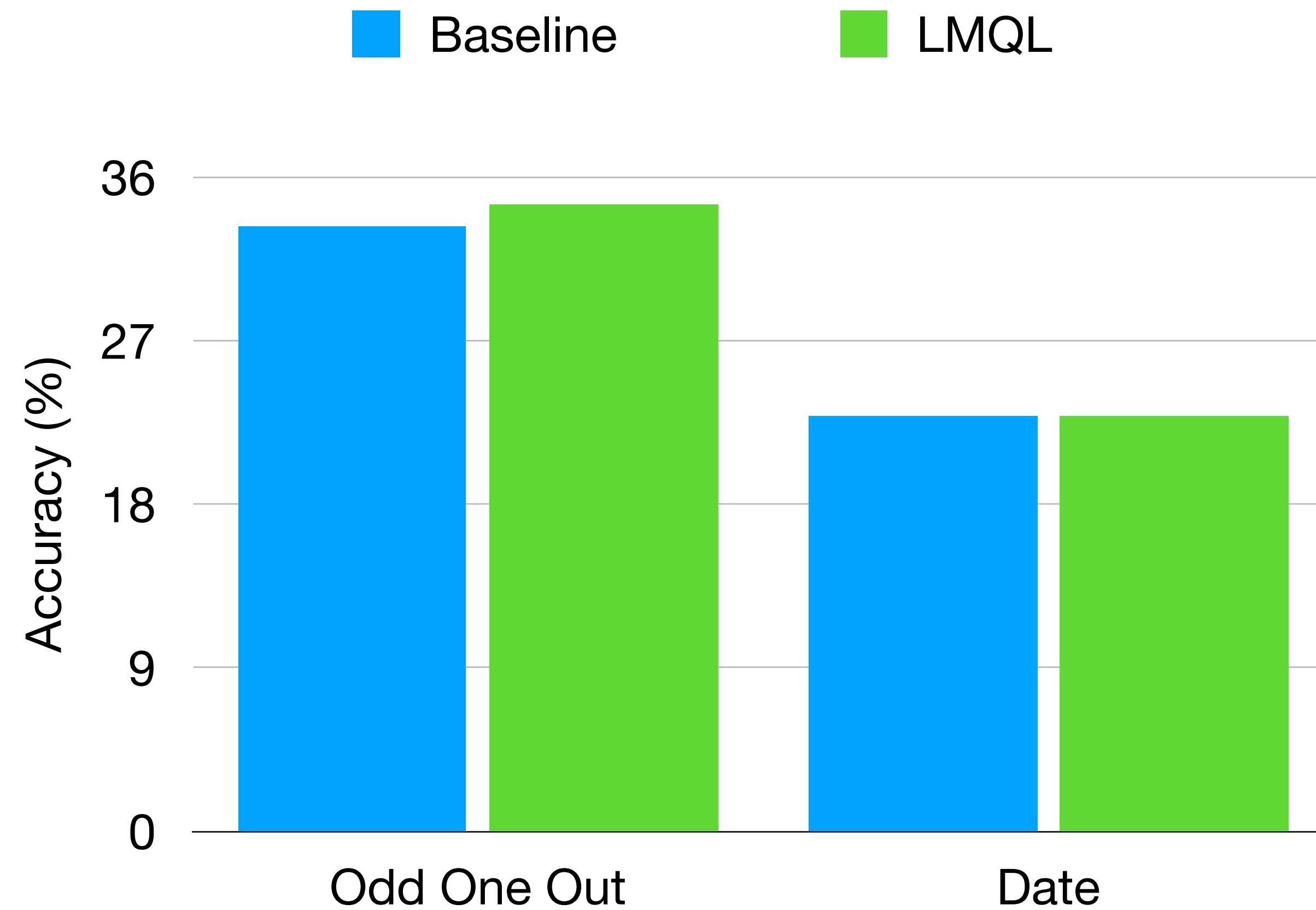


Using much fewer tokens through control flow and variables

Accuracy



Accuracy



Accuracy isn't affected by LMQL

Review

- Strong points
 - Formally defined constraint decoding method and soundness
 - Tools that can be useful in the wild
 - Serving nice visualization
- Weak points
 - Evaluated constraints are too easy
 - Not compositional (Nested Query)

Query

```
beam(n=4)
"""English to French Translation:
English: I am going to the store
French: [TRANSLATION]
"""

from
"openai/text-davinci-001"

where
STOPS_AT(TRANSLATION, "\n")
```

Run

Ready

Tokens: 1257, Req.: 16, Avb: 2.44
Time: 19.6s, 139.67 tok/step Est. Cost \$0.0251

Model Response

Color By Variable

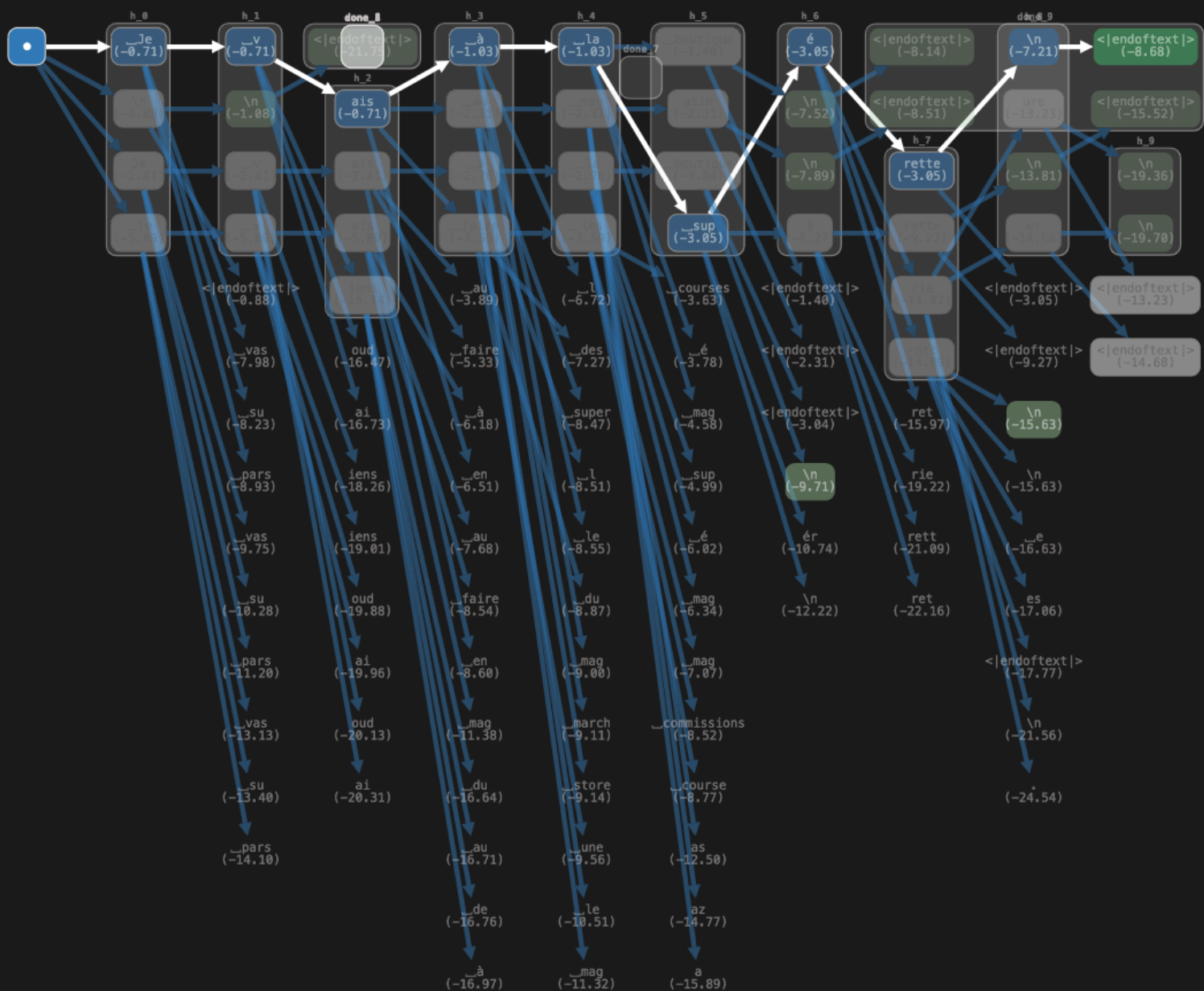
Show Latest

English to French Translation: ↵
English: I am going to the store ↵
French: TRANSLATION Je vais à la supérette <eos>

Decoder Graph

Fit

Eager Layouting



Inspector

DECODER

LOGPROB

-1.4701520204544067

SEQLOGPROB

-8.682374383195718

POOL

"done_9"

INTERPRETER

VARIABLE

"__done__"

VALID

fin(true) ⊕

MASK

"<not available yet>"

VARIABLES

TRANSLATION

fin(" Je vais à la supérette")

MISC

DETERMINISTIC

true

DETERMINISTIC_5

[false,false,false,true,true]

DONE

true

NEXT_IDS

[]

NEXT_LOGPROBS

[]

PROMPT

"English to French Translation:\nEnglish: I am going to the store\nFrench: Je vais à la supérette\n"

QUERY_HEAD

"<InterpretationHead query, (), {'STOPS_AT': None, 'TRANSLATION': None, 'beam': None}>"

Summary

- The paper suggests **a new paradigm** of interacting with the language model and its **implementation**
 - **LMP**: Language Model + Programming
 - **LMQL**: Add abstraction of language model to programming language
- Provide **control flow + variable + constraint decoding**
- We can use LMQL for **most of the existing prompting strategies**
- Lowering cost and slightly increasing accuracy

Example2

argmax

```
"A list of things not to forget  
when travelling:\n"
```

```
things = []
```

```
for _ in range(2):
```

```
    "- [THING]\n"
```

```
    things.append(THING)
```

from "gpt-3"

where

```
len(words(THING)) <= 2
```

Example2

argmax \longrightarrow We are going to use greedy decoding

```
"A list of things not to forget  
when travelling:\n"
```

```
things = []
```

```
for _ in range(2):
```

```
    "- [THING]\n"
```

```
    things.append(THING)
```

```
from "gpt-3"
```

```
where
```

```
len(words(THING)) <= 2
```

Example2

argmax

```
"A list of things not to forget  
when travelling:\n"
```

```
things = []
```

```
for _ in range(2):
```

```
    "- [THING]\n"
```

```
    things.append(THING)
```

from "gpt-3"  Use language model gpt2-large

where

```
len(words(THING)) <= 2
```

Example2

argmax

```
"A list of things not to forget  
when travelling:\n"
```

```
things = []
```

```
for _ in range(2):
```

```
    "- [THING]\n"
```

```
    things.append(THING)
```

from "gpt-3"

where

```
len(words(THING)) <= 2  —————→ THING is 2 words or less
```

Example2

argmax

Environment

Prompt

"A list of things not to forget
when travelling:\n"



"A list of ..."

things = [] —————> Add variable things to environment

for _ in range(2):

"- [THING]\n"

things.append(THING)

from "gpt-3"

where

len(words(THING)) <= 2

Example2

argmax

```
"A list of things not to forget  
when travelling:\n"
```

```
things = []
```

```
for _ in range(2):
```

```
"- [THING]\n" → Call LM and Assign response to THING
```

```
things.append(THING)
```

from "gpt-3"

where

```
len(words(THING)) <= 2
```

Environment

```
things = []
```

Prompt

```
"A list of ...  
- "
```

Example2

argmax

"A list of things not to forget
when travelling:\n"

things = []

for _ in range(2):

"- [THING]\n"

things.append(THING) → Append THING to things

from "gpt-3"

where

len(words(THING)) <= 2

Environment

```
things = []  
THING = "money"
```

Prompt

"A list of ...
- money"

Example2

argmax

```
"A list of things not to forget  
when travelling:\n"
```

```
things = []
```

```
for _ in range(2):
```

```
"- [THING]\n" → Append THING to things
```

```
things.append(THING)
```

from "gpt-3"

where

```
len(words(THING)) <= 2
```

Environment

```
things =  
["money"]  
THING = "money"
```

Prompt

```
"A list of ...  
- money  
- "
```