

Одна голова хорошо, а две лучше: Symbolic Reasoning Meets AI

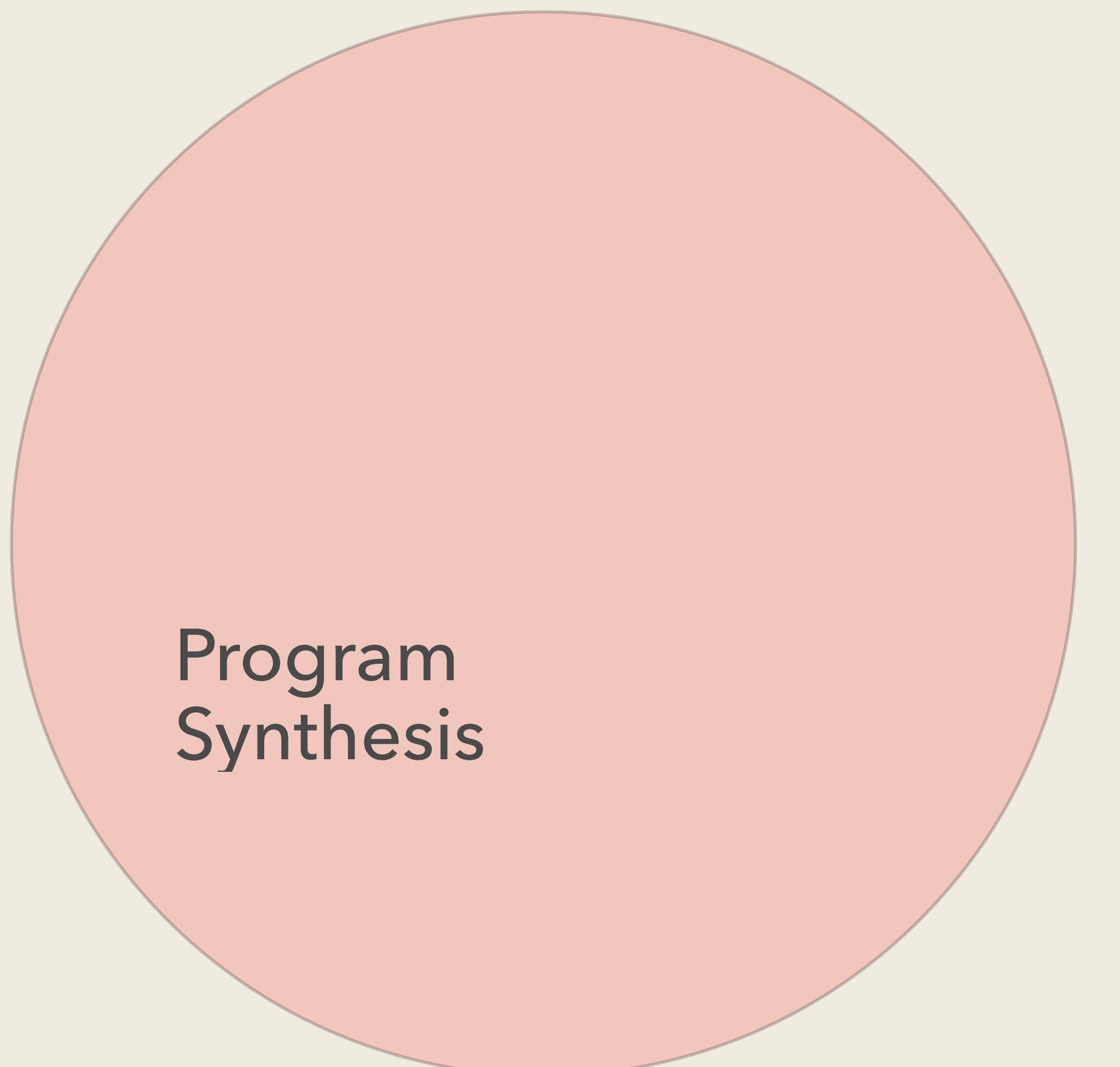
Aalok Thakkar

Automated
Reasoning

Program
Verification

Program
Synthesis

Theoretical
Guarantees



Program
Synthesis

Synthesis: Dreams \Rightarrow Programs

ZOHAR MANNA AND RICHARD WALDINGER

Abstract—Deductive techniques are presented for deriving programs systematically from given specifications. The specifications express the purpose of the desired program without giving any hint of the algorithm to be employed. The basic approach is to transform the specifications repeatedly according to certain rules, until a satisfactory program is produced. The rules are guided by a number of strategic controls. These techniques have been incorporated in a running program-synthesis system, called DEDALUS.

Many of the transformation rules represent knowledge about the program's subject domain (e.g., numbers, lists, sets); some represent the meaning of the constructs of the specification language and the target programming language; and a few rules represent basic programming principles. Two of these principles, the *conditional-formation rule* and the *recursion-formation rule*, account for the introduction of conditional expressions and of recursive calls into the synthesized program. The termination of the program is ensured as new recursive calls are formed.

Two extensions of the recursion-formation rule are discussed: a *procedure-formation rule*, which admits the introduction of auxiliary subroutines in the course of the synthesis process, and a *generalization rule*, which causes the specifications to be altered to represent a more general problem that is nevertheless easier to solve. Special techniques are introduced for the formation of programs with side effects.

The techniques of this paper are illustrated with a sequence of examples of increasing complexity; programs are constructed for list processing, numerical calculation, and array computation.

The methods of program synthesis can be applied to various aspects of programming methodology—program transformation, data abstraction, and specification refinement. In addition, they can be used to

INTRODUCTION

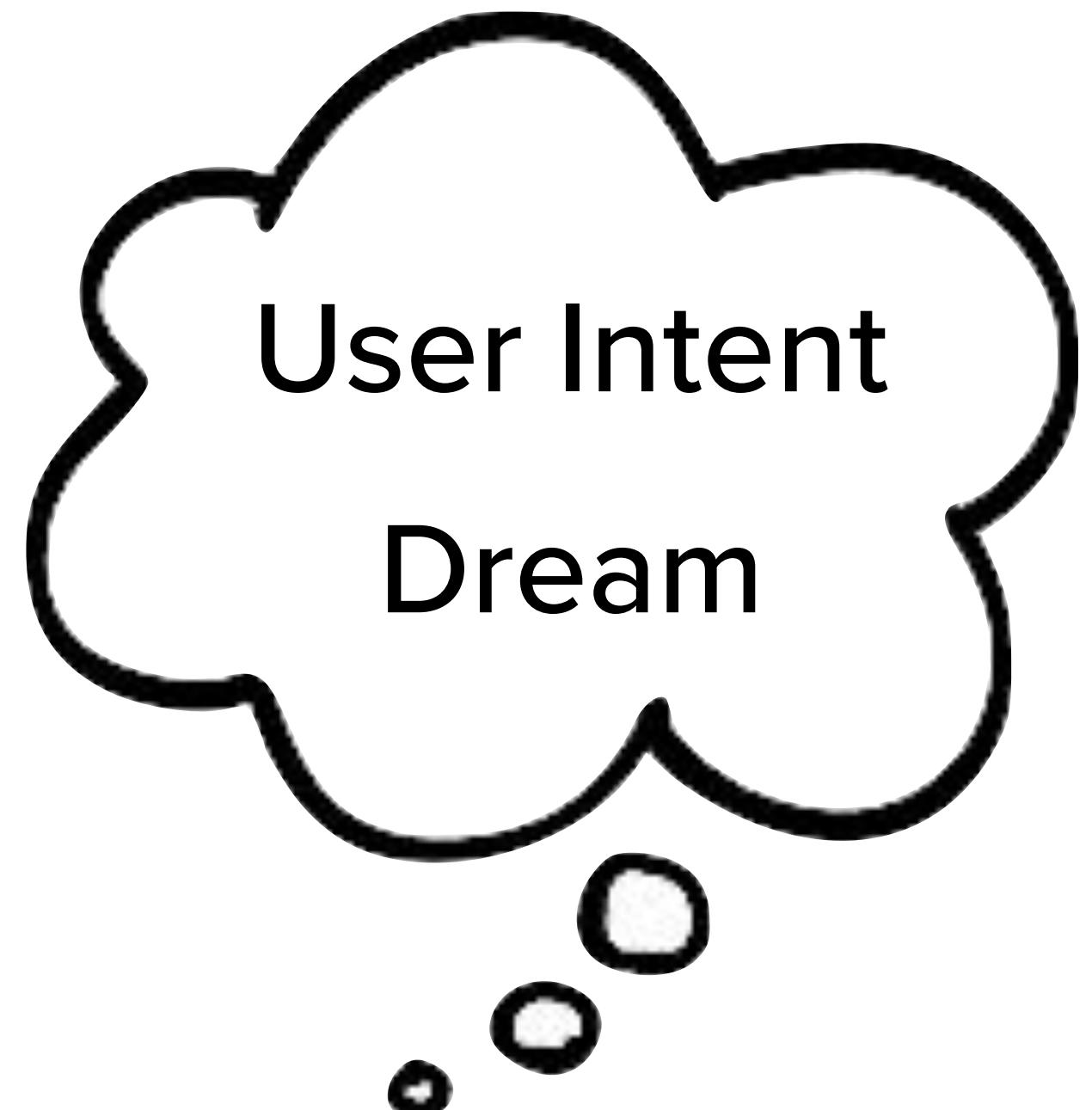
IN RECENT years there has been increasing activity in the field of program verification. The goal of these efforts is to construct computer systems for determining whether a given program is correct, in the sense of satisfying given specifications. These attempts have met with increasing success; while automatic proofs of the correctness of large programs may be a long way off, it seems evident that the techniques being developed will be useful in practice, to find the bugs in faulty programs and to give us confidence in correct ones.

The general scenario of the verification system is that a programmer will present his completed computer program, along with its specifications and associated documentation, to a system which will then prove or disprove its correctness. It has been pointed out, most notably by the advocates of structured programming, that this is "putting the cart before the horse." Once we have techniques for proving program correctness, why should we wait to apply them until after the program is complete? Instead, why not ensure the correctness of the program while it is being constructed, thereby developing the program and its correctness proof "hand in hand"?

The point is particularly well-taken when we consider that

SPECIFICATION

How to describe?



SYNTHESIS

How to design?



VERIFICATION

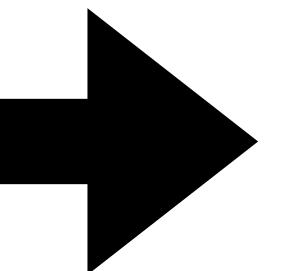
How to ensure?

```
def max(a, b, c):  
    m = a  
    if b > a: m = b  
    if c > m: m = c  
    return m
```

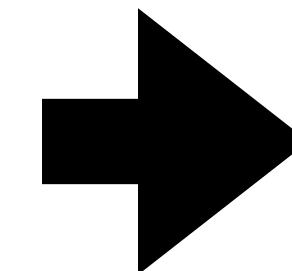




Complete
Mathematical
Specification



Program
Synthesis



```
def max(a, b, c):  
    m = a  
    if b > a: m = b  
    if c > m: m = c  
    return m
```

Verification

```
1  def max(a, b, c):  
2      m = a  
3      if b > a: m = b  
4      if c > m: m = c  
5      return m
```

$$\begin{aligned} \forall x, y, z . & \left(max(x, y, z) \geq x \right) \wedge \left(max(x, y, z) \geq y \right) \wedge \left(max(x, y, z) \geq z \right) \\ & \wedge \left(\left(max(x, y, z) = x \right) \vee \left(max(x, y, z) = y \right) \vee \left(max(x, y, z) = z \right) \right) \end{aligned}$$

Verification

```
1  def max(a, b, c):  
2      m = a  
3      if b > a: m = b  
4      if c > m: m = c  
5      return m
```

Function of three numbers that returns their max.

Write python code for a function of three numbers that returns their max.



Here's the Python code for a function that returns the maximum of three numbers using comparisons:

python

Copy code

```
def max_of_three(a, b, c):
    if a >= b and a >= c:
        return a
    elif b >= a and b >= c:
        return b
    else:
        return c

# Example usage
result = max_of_three(5, 10, 3)
print(f"The maximum value is: {result}")
```

Mathematical Specification

Input-Output Examples

Natural Language

Input-Output Examples

```
1  def max(a, b, c):  
2      m = a  
3      if b > a: m = b  
4      if c > m: m = c  
5      return m
```

$$\max(1,2,4) = 4$$

$$\max(8,3, -4) = 8$$

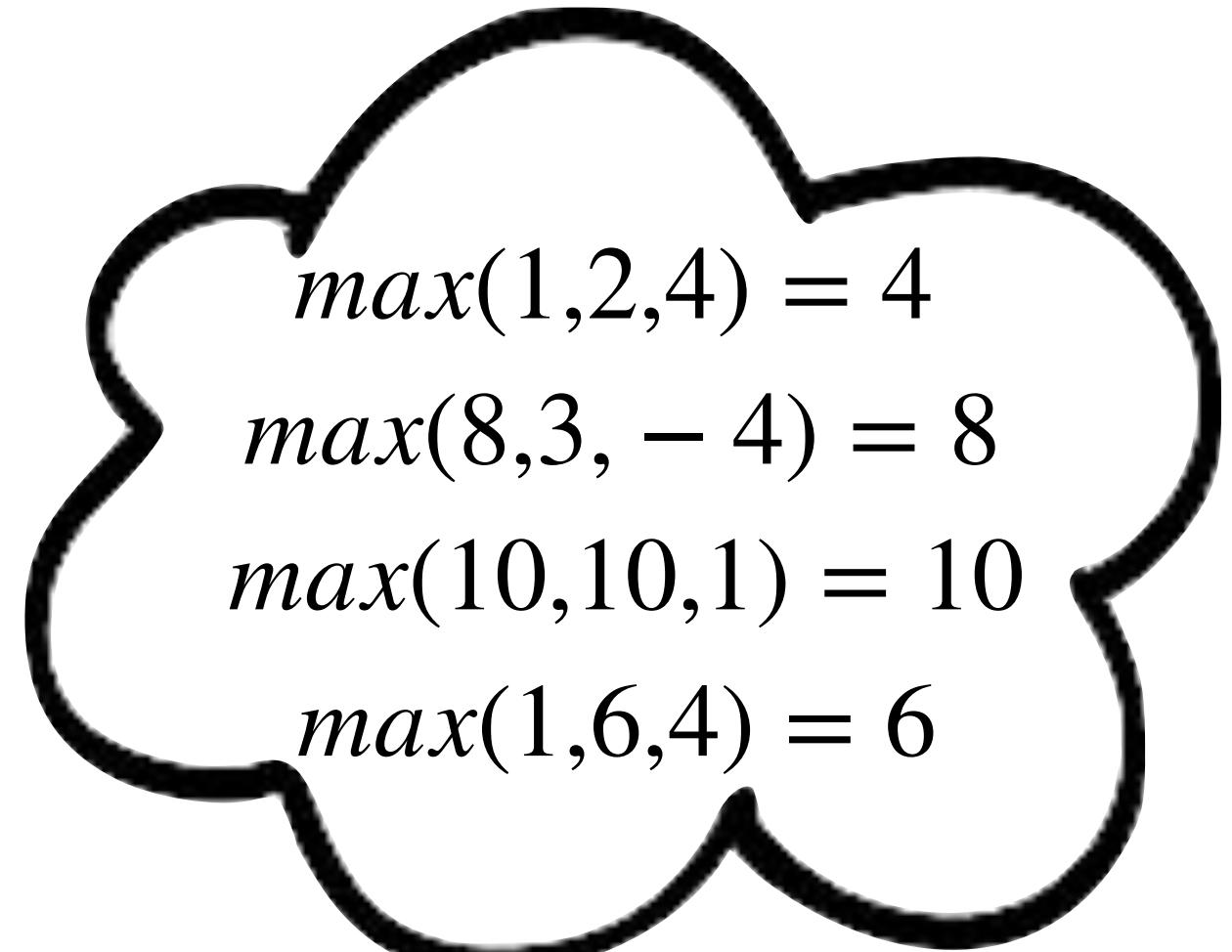
$$\max(10,10,1) = 10$$

$$\max(1,6,4) = 6$$

Easy to describe

Search Problem
Easy to automate

Easy to ensure!



$\max(1,2,4) = 4$
 $\max(8,3, -4) = 8$
 $\max(10,10,1) = 10$
 $\max(1,6,4) = 6$

Program Synthesis

```
def max(a, b, c):  
    m = a  
    if b > a: m = b  
    if c > m: m = c  
    return m
```



Correctness?

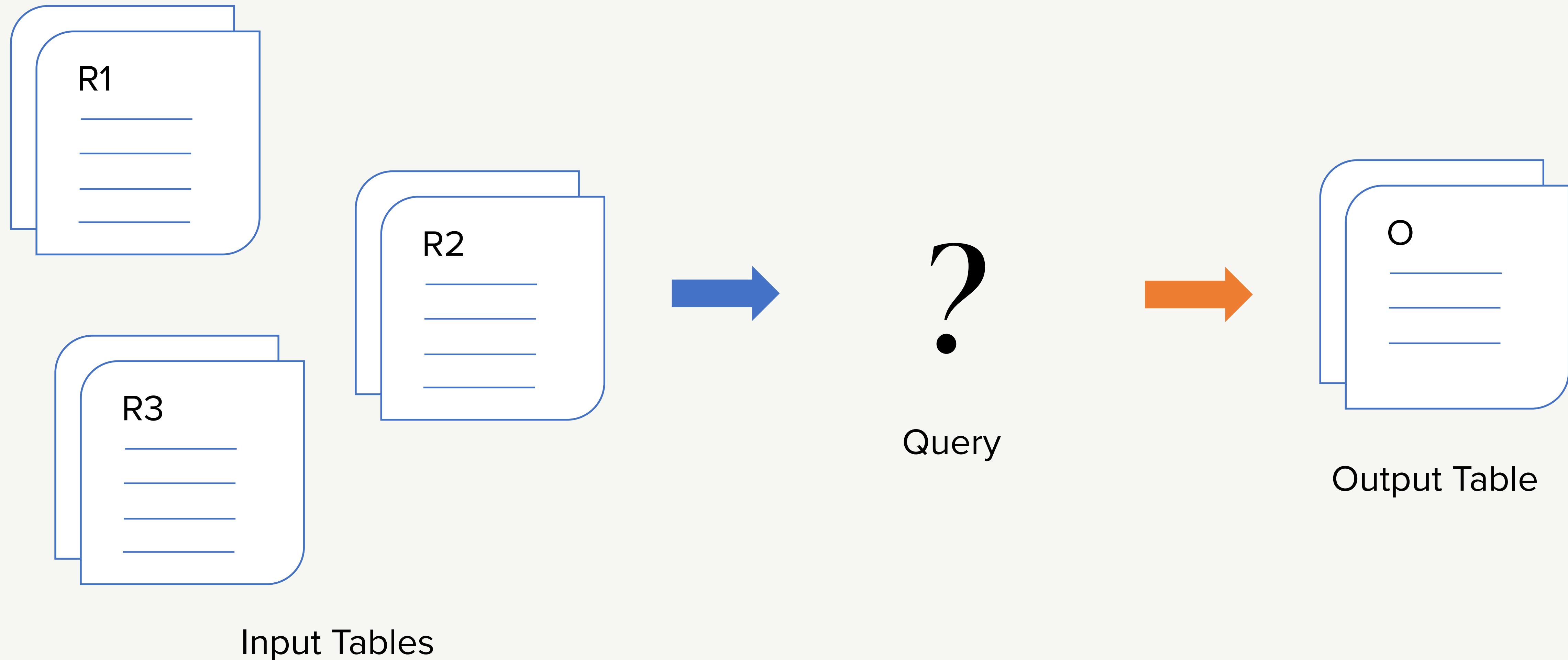
Ambiguity?

Overfitting?

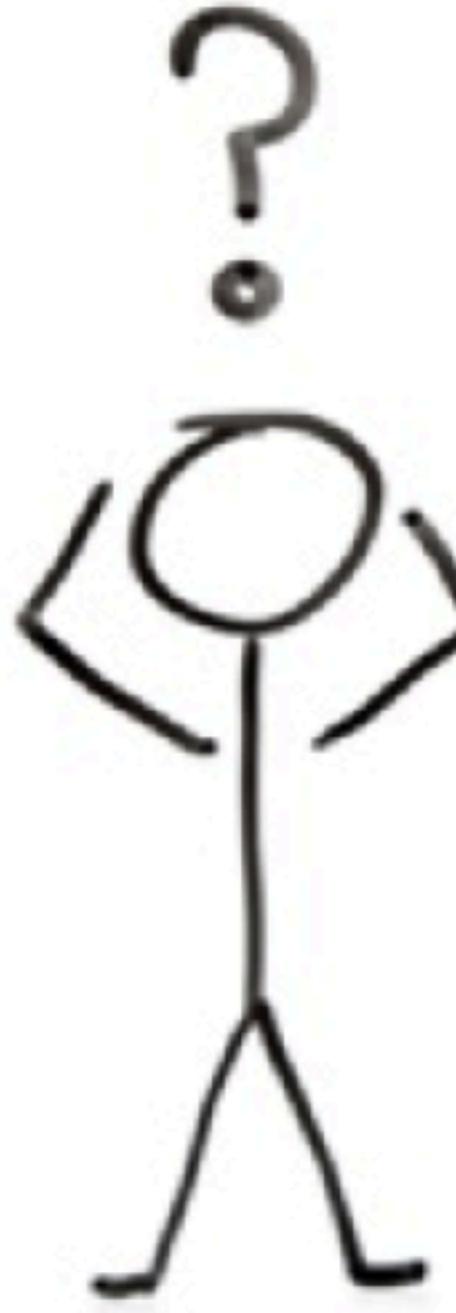
Scalability?

Example-guided Synthesis of Relational Queries

Query Synthesis



End User



Select rows with maximum value for each user.

Find rows with duplicate values.

Calculate running average.



Select first row in each GROUP BY group?

At the top suggests, I'd like to select the first row of each set of rows grouped with a GROUP BY.

Specifically, if I've got a purchases table that looks like this:

```
SELECT * FROM purchases;
```

ID	customer	total
1	Joe	3
2	Sally	3
3	Joe	2
4	Sally	1

I'd like to query for the ID of the largest purchase (total) made by each customer. Something like this:

```
SELECT FIRST(id), customer, FIRST(total)
FROM purchases
GROUP BY customer
ORDER BY total DESC;
```

ID	customer	total
1	Joe	3

Finding duplicate values in a SQL table

It's easy to find duplicates with one field:

```
SELECT name, COUNT(email)
GROUP BY email
HAVING COUNT(email) > 1;
```

So if we have a table

ID	NAME	EMAIL
1	John	JOHN@GMAIL.COM
2	Sam	SAM@GMAIL.COM
3	Tom	TOM@GMAIL.COM
4	Tom	TOOM@GMAIL.COM
5	Tom	TOOM@GMAIL.COM

This query will give us John, Sam, Tom, Tom because they all have the same email. However, what I want is to get duplicates with the same name and email. That is, I want to get "Tom", "Tom". The reason I need this: I made a mistake, and allowed to reuse name and email values. Now I need to remove/change the duplicates, so I need to find them first.

Calculate a Running Total in SQL Server

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Imagine the following table called TestTable

ID	datestamp	somevalue
45	45/2/99	3
23	48/2/99	5
77	42/2/99	7
36	34/2/99	9
98	28/2/99	14
33	42/2/99	1

I would like a query that returns a running total in date order, like:

ID	datestamp	somevalue	runningtotal
45	45/2/99	3	3
23	48/2/99	5	8
77	42/2/99	7	15
36	34/2/99	9	24
98	28/2/99	14	38
33	42/2/99	1	39

Know there are various ways of doing this in SQL Server 2000 / 2005 / 2008.
I am particularly interested in this sort of method that uses the aggregating-set-statement trick.

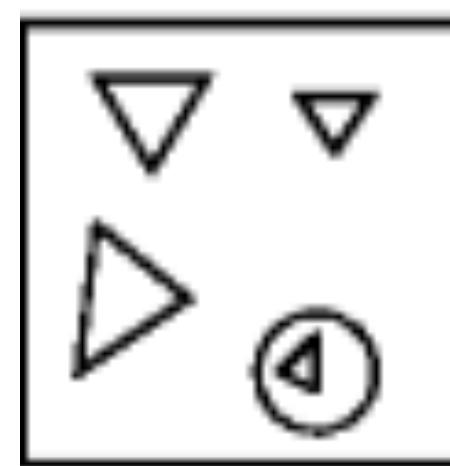
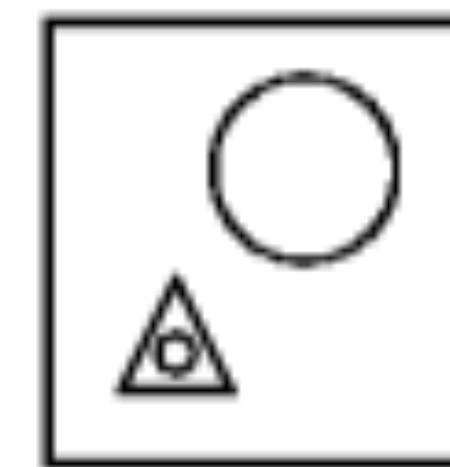
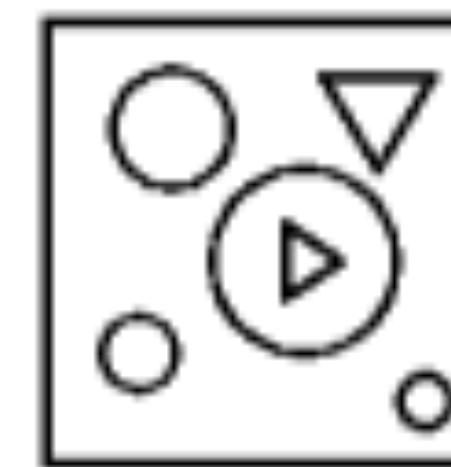
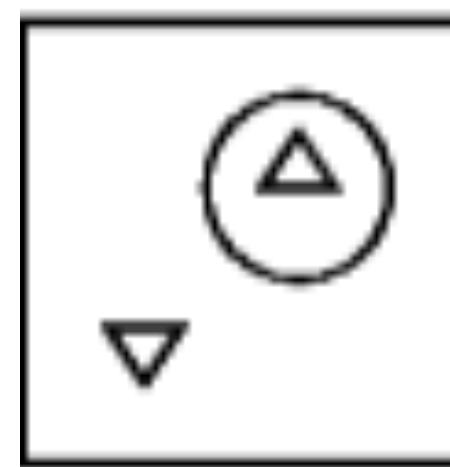
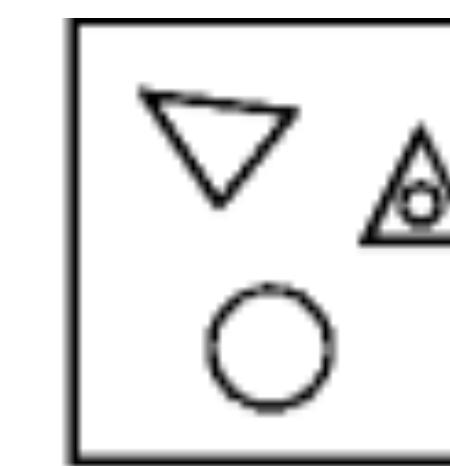
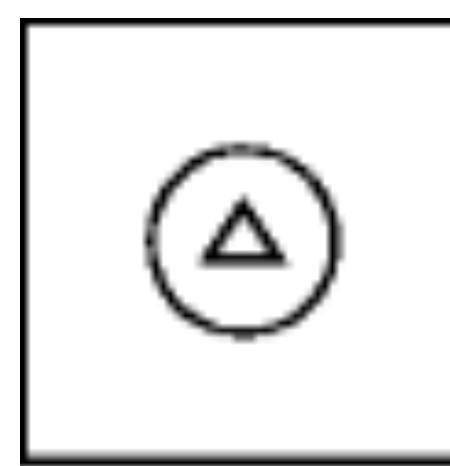
SQL

```
Select x.id, x.customer, x.total
From PURCHASES x
Join (Select p.customer,
    Max(total)
     From PURCHASES p
     Group By p.customer) y
On y.customer = x.customer
And y.max_total = x.total
```

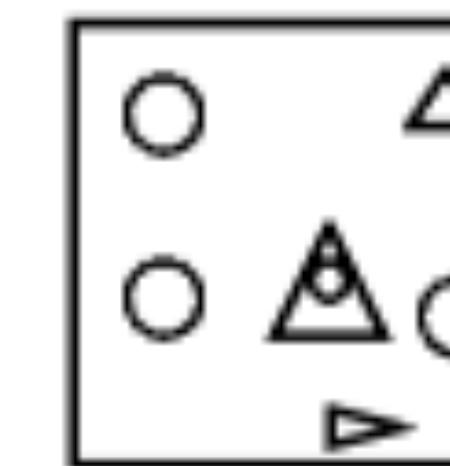
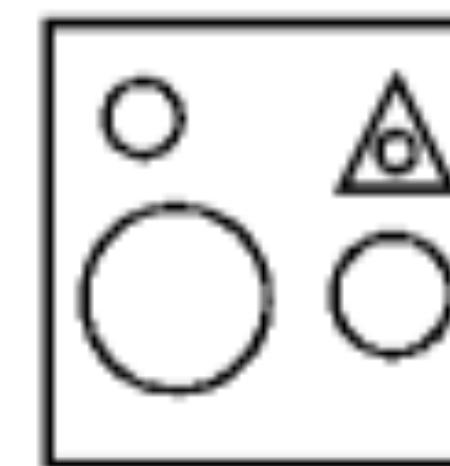
```
Select *
  From Users a
Where Exists
(Select *
   From Users b
  Where (a.name = b.name
        Or a.email = b.email)
        And a.ID <> b.id)
```

```
Select a.ord, a.val, Avg(b.val)
  From t As a Join t As b
 Where b.ord <= a.ord
 Group By a.ord,a.val
 Order By a.ord
```

Bongard problem 47



⊕



⊖

Supervised Learning

1. Small, human interpretable explanations
2. Sound inference:
The learned hypothesis correctly *explains* the given data
3. Robust and Generalizable:
Maintained performance against noise and outliers
4. Completeness:
Tool returns an impossibility proof when there is no solution
5. Scalability:
With respect to dimensionality (features) and sample size

Supervised Learning

Scalable

Sound

Generalizable

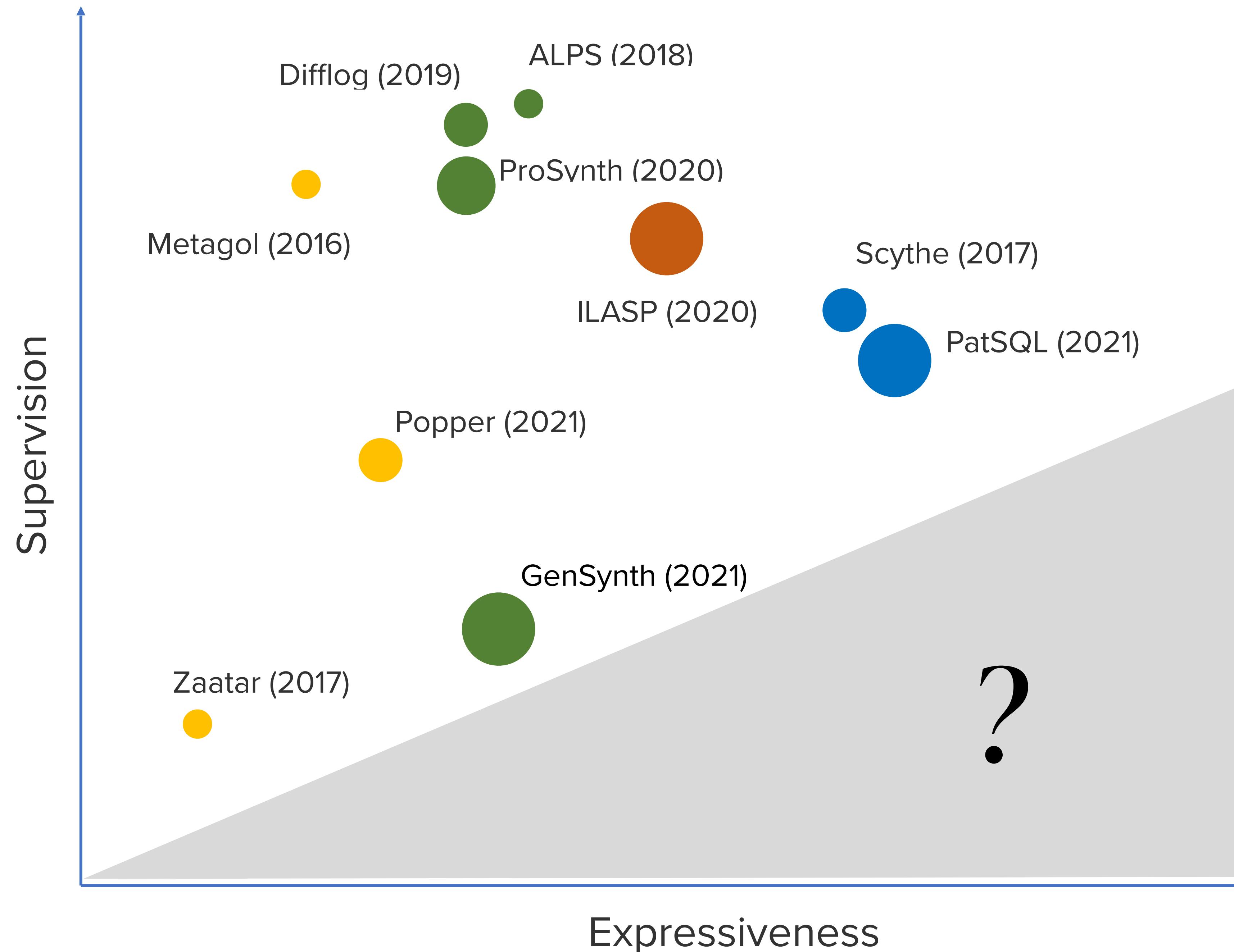
Inference + Guarantees

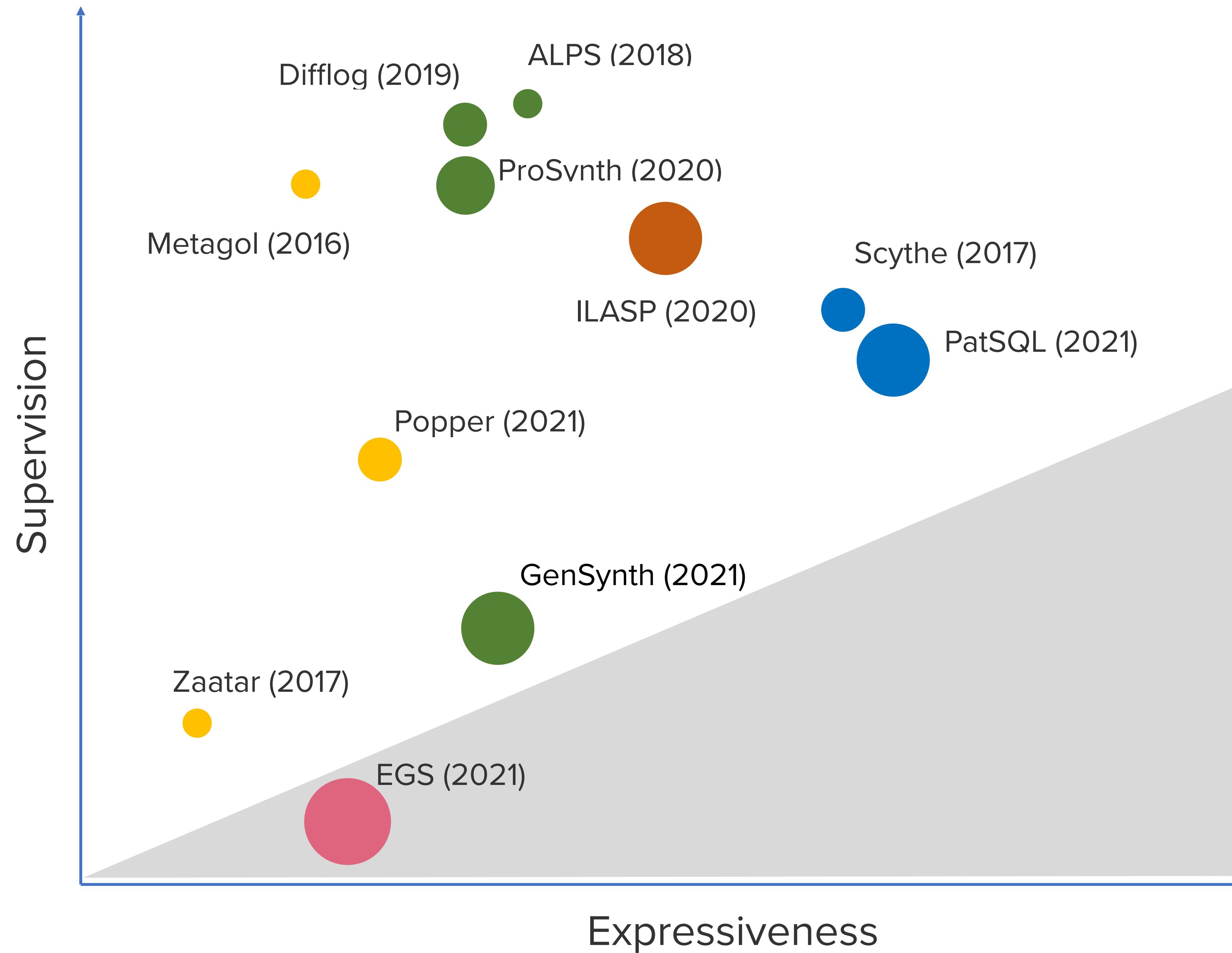
Explainable

Adaptable

Robust

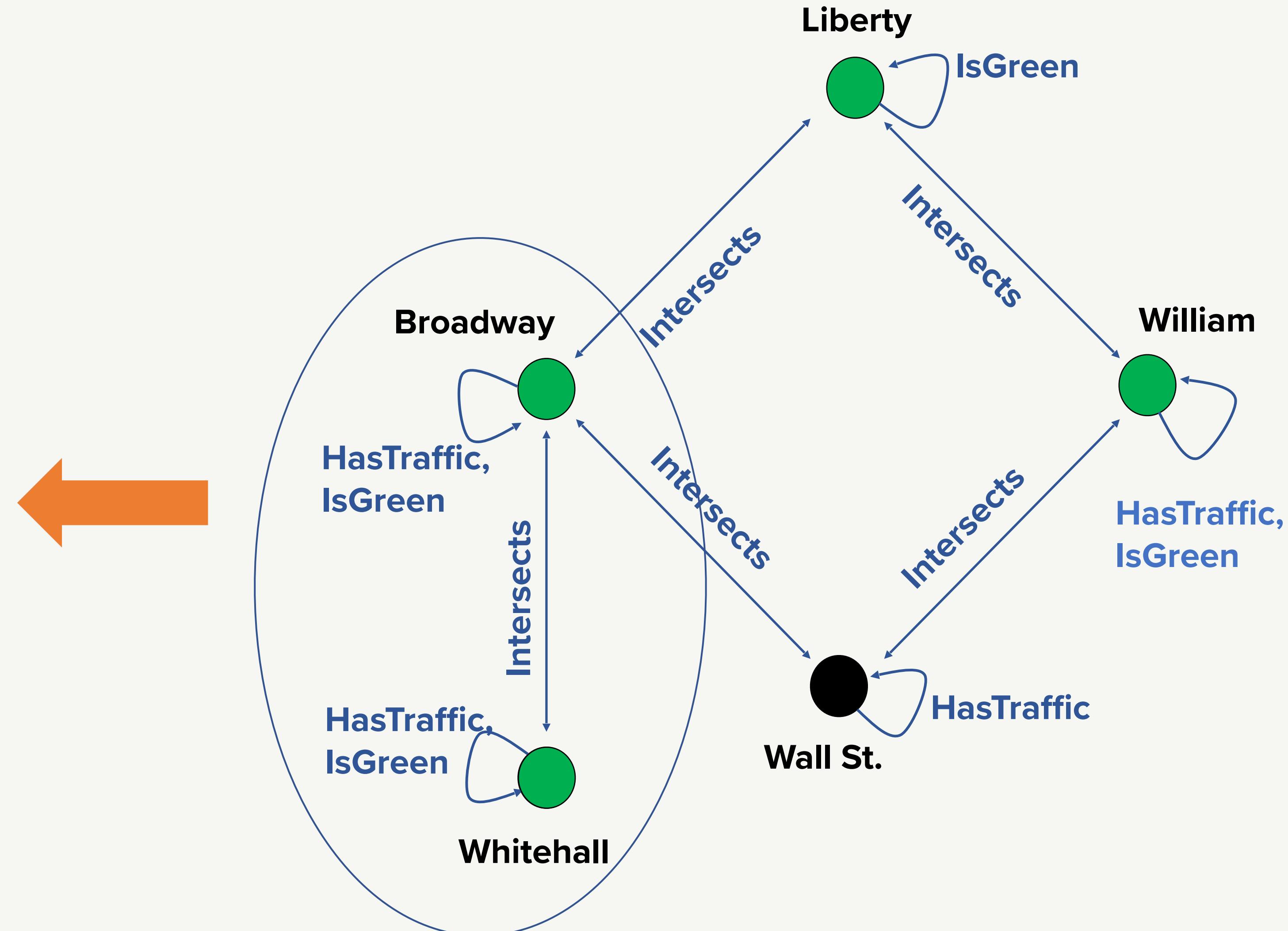
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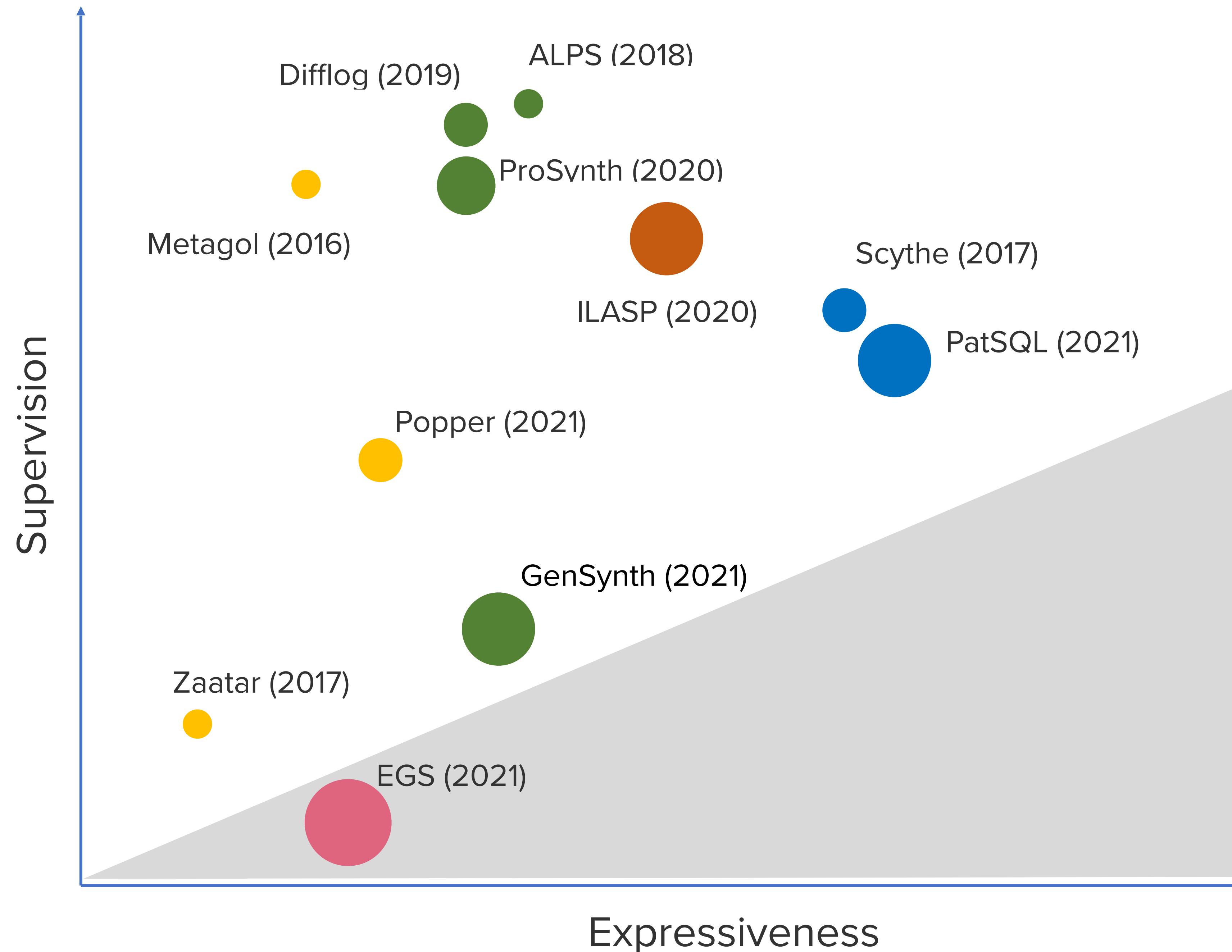


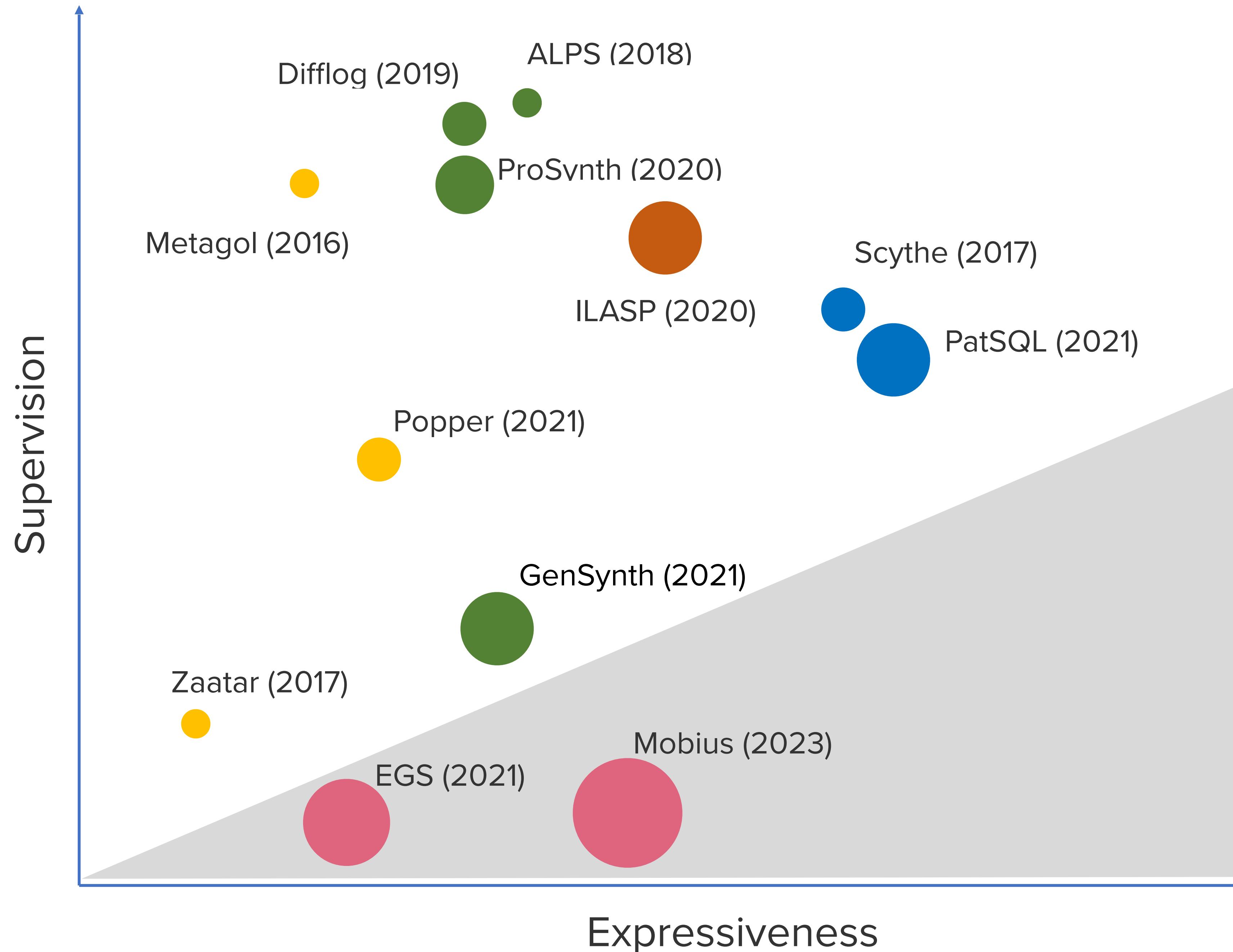


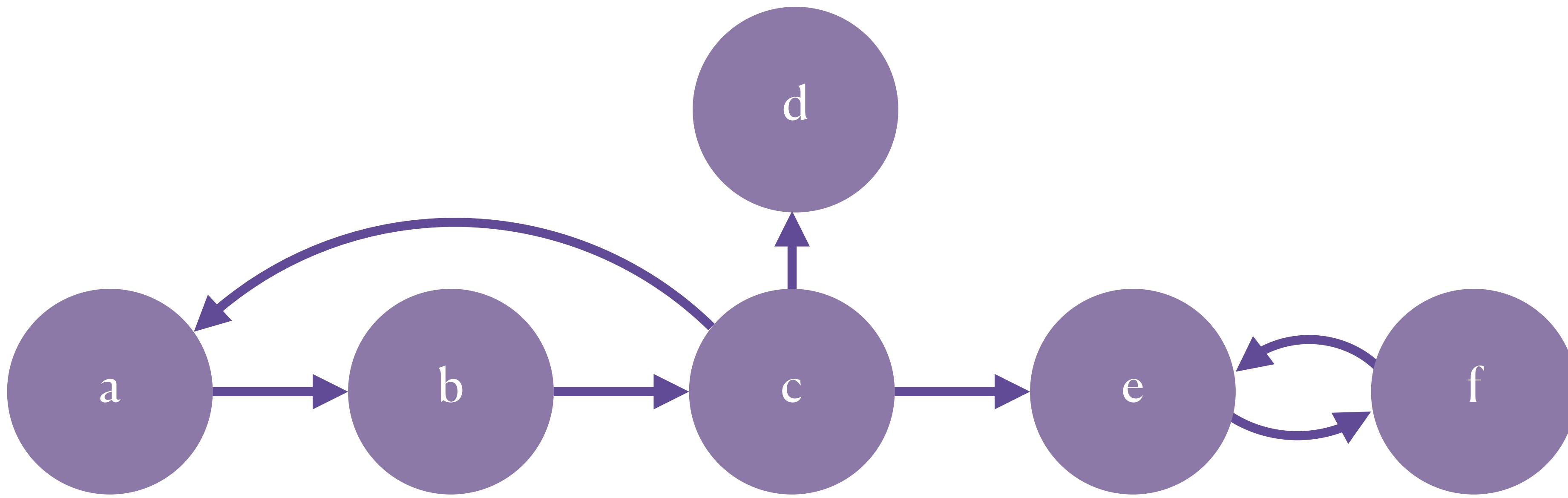
Example-guided Synthesis

```
Crashes(x) :- HasTraffic(x), isGreen(x),  
             Intersects(x, y),  
             HasTraffic(y), isGreen(y).
```





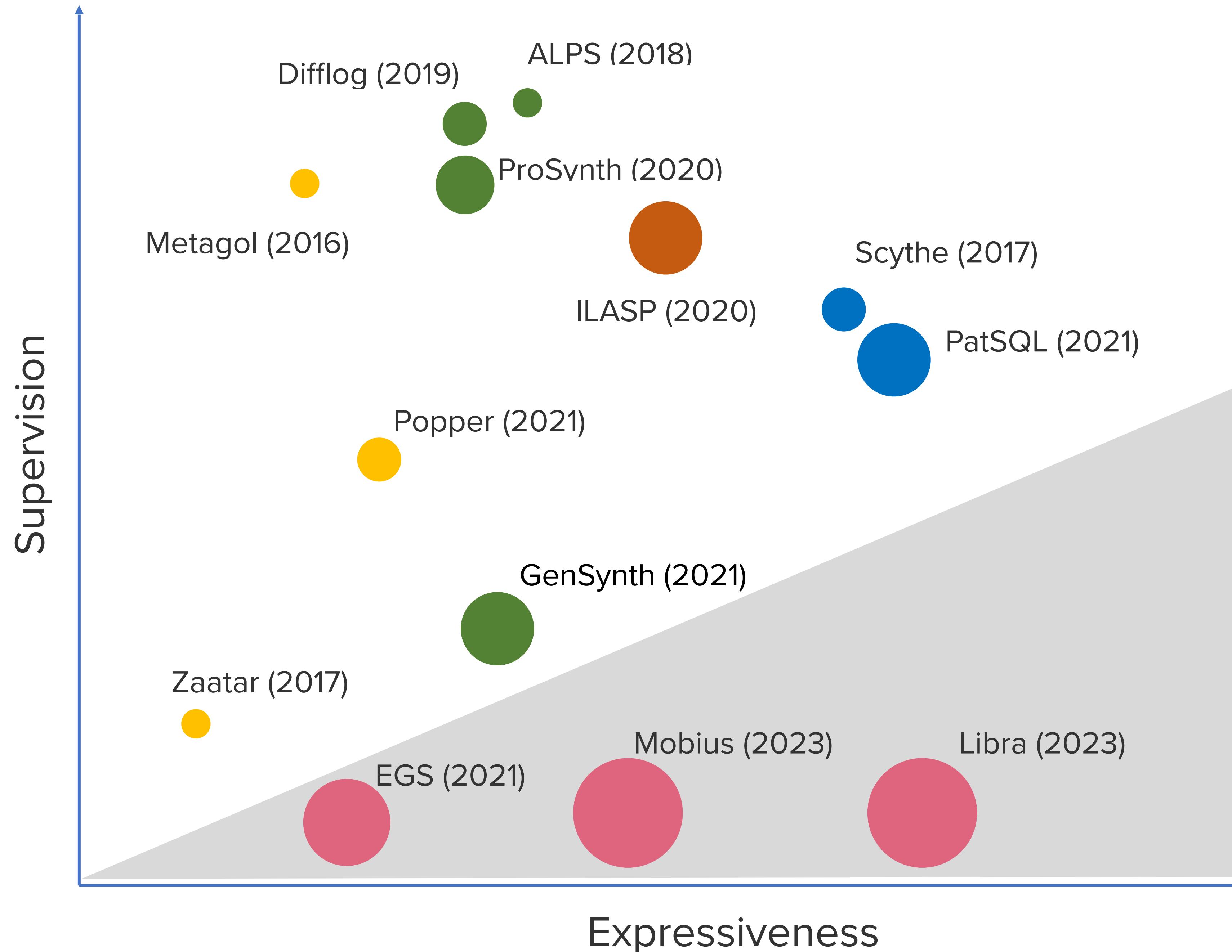




$scc(x, y) :- \text{path}(x, y), \text{path}(y, x).$

$\text{path}(x, y) :- \text{edge}(x, y).$

$\text{path}(x, y) :- \text{path}(x, z), \text{path}(z, y).$

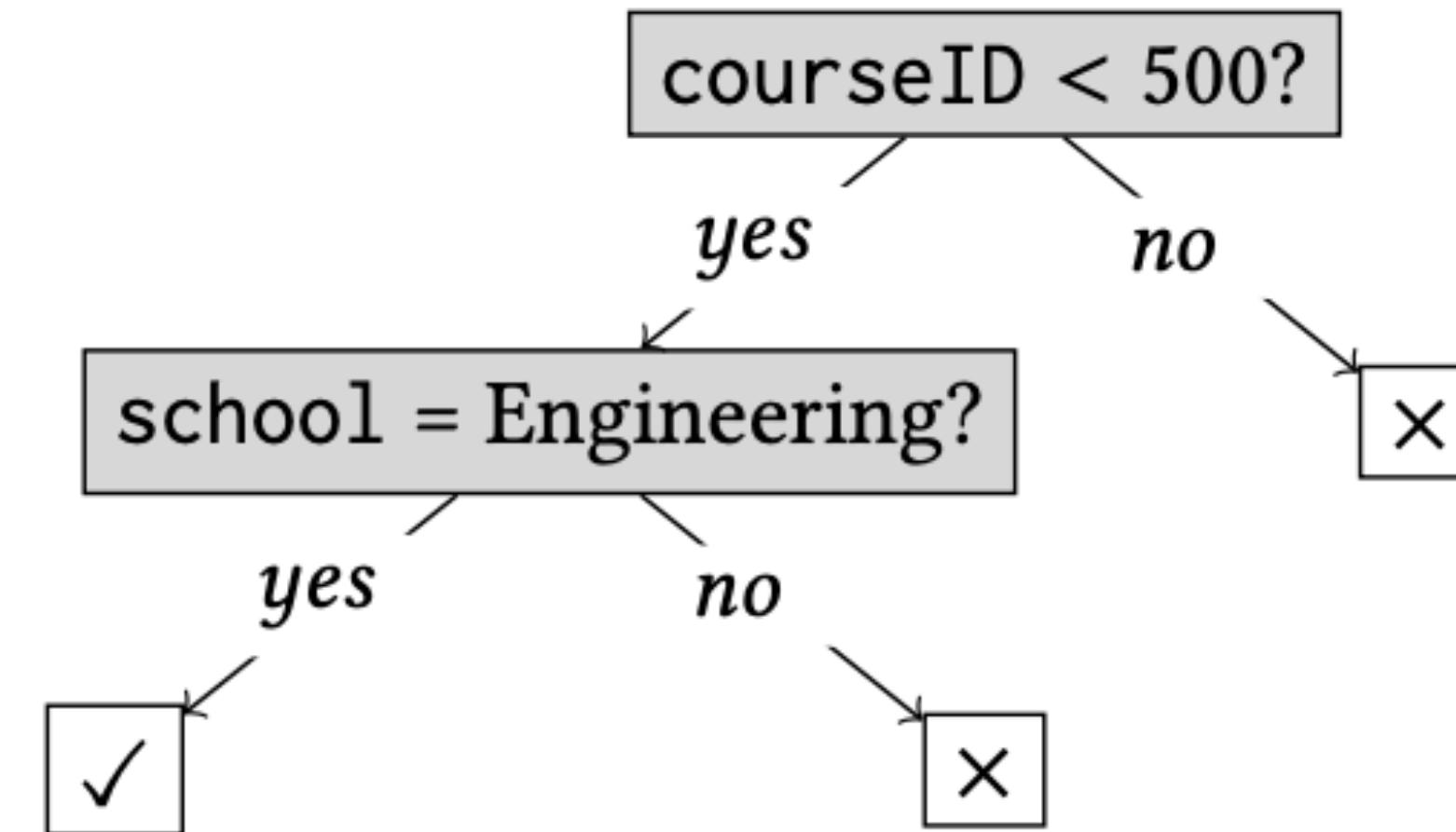


```

SELECT registration.studentID
      FROM registration JOIN department
          ON registration.deptCode = department.deptCode
     WHERE registration.courseID < 500
           AND department.school = "Engineering"

```

studentID	deptCode	courseID	school
Alice	Comp.	201	Engineering
Alice	Chem.	310	Arts and Science
Alice	Mech.	550	Engineering
Bob	Mech.	320	Engineering
Bob	Mech.	550	Engineering
Charlie	Chem.	310	Arts and Science
David	Comp.	500	Engineering
David	Mech.	502	Engineering
Erin	Chem.	310	Arts and Science





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Society

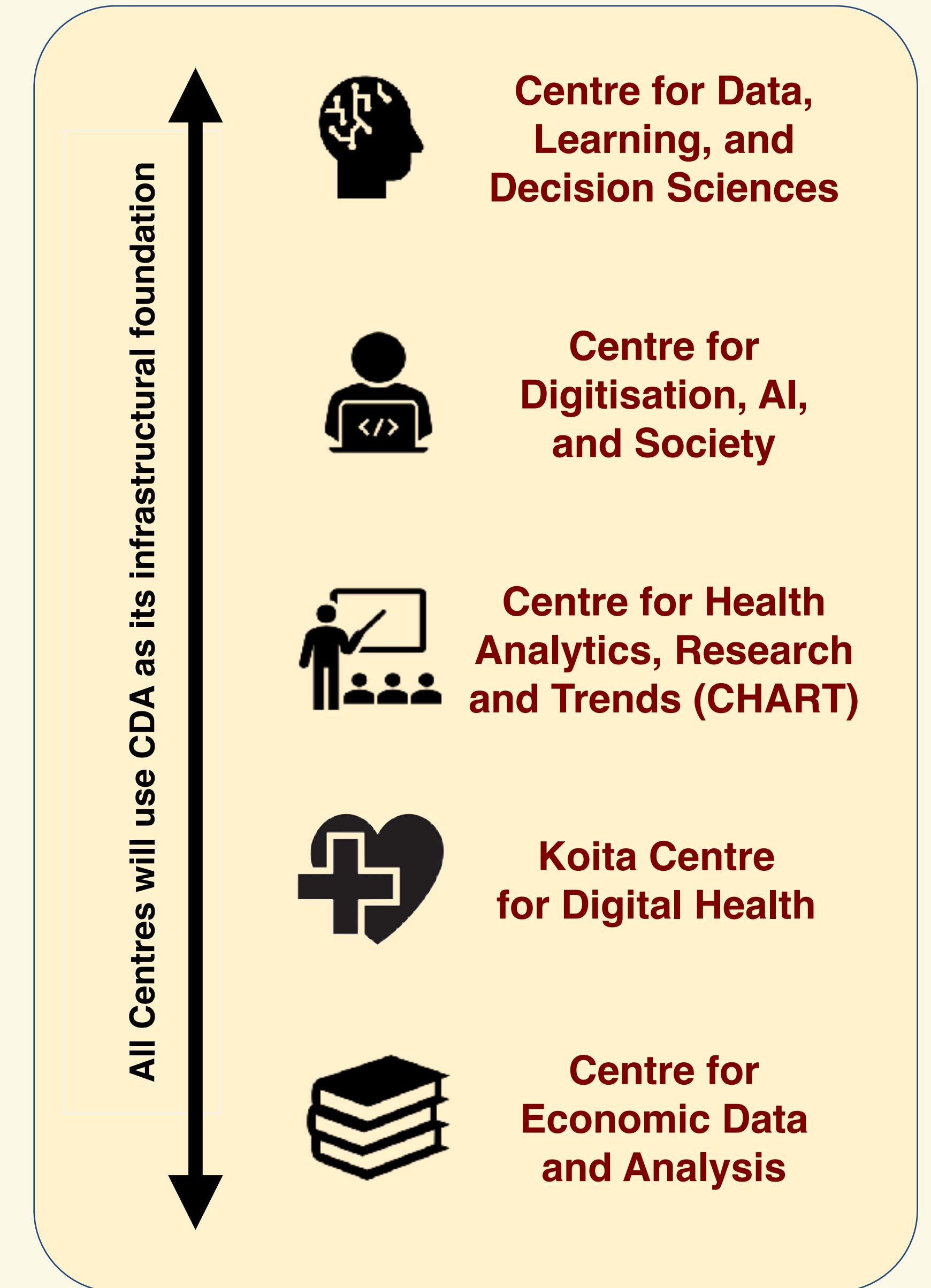
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CENTRE FOR Data Sciences and Analytics

Comprehensive Data Lake Framework:

1. Repository of multimodal across interdisciplinary fields
2. Metadata of open source/public data
3. Unified access and integration
4. Inference, versioning, and provenance



Climate
Ecology
Languages
History
Astronomy
Nutrition and Food
Health
Epidemiology
Traffic and Pollution
Agriculture
GIS



Building AI (with guarantees) as a tool

SAFEXPRESS CENTRE FOR Data, Learning, and Decision Sciences

- Data-driven quantitative modelling
(weather, epidemiology, cultural behaviour)
- Financial Mathematics (risk, pricing, optimisation)
- Reinforcement Learning
- Automated Reasoning



AI as an agent, and its interaction with society

Brazilian Artificial Intelligence Strategy (EBIA)

Russia: National AI Strategy

IndiaAI Mission, Responsible AI (2021)

China: New Generation AI Development Plan

South Africa: National AI Plan

Voting Protocols and Their Properties

Privacy and Integrity of Electoral Rolls

Electronic Voting

Applications of Blockchains

Digitalisation in Healthcare

Cryptocurrency Regulation

Computational Techniques for Census

AI for Social Good

Robust, Fair, and Explainable AI

Ethics of Computing

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120 crore
biometric records



25 crore
linked health records



36 crore
daily transactions



Personal Health & Wellness

- Generation and use of personalised health data to identify risks, promote wellness, and reinforce healthy behaviour
- Genetic disease screening
- Use of wearables & healthcare apps

Precision Public Health

- Integrating multi-modal information for multi-scale precision health
- Population cohorts, convenience cohorts, biobanks
- Precision Medicine and Precision Public Health

Intersections

- Assessing impact of food choices on health
- Promoting appropriate choices in foods
- Learning from history of medicine for digital health/AI policy

AI + Health Data

- Developing a health data & analytics ecosystem for preventive and personalised medicine
- Ethical, purpose based, privacy preserving health data architectures that promote appropriate uses, while minimising risks to individuals
- Use of LLMs to empower citizens & public institutions with fit-for-purpose information

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