

# Learning Program Synthesis for Integer Sequences

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**MSR**  
**AI4Code**

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          (Haskell)
a000142 = (Enum a, Num a, Integral t) => t -> a
a000142 n = product [1 .. fromIntegral n]
a000142_list = 1 : zipWith (*) [1..] a000142_list
-- Reinhard Zumkeller, Mar 02 2014, Nov 02 2011, Apr 21 2011
          (Python)
for i in range(1, 1000):
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    for j in range(1, i):
        y *= i - j
    print(y, "\n")
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import math
for i in range(1, 1000):
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# Ruskin Harding, Feb 22 2013
          (PARI) a(n)=prod(i=1, n, i) \\ Felix Fröhlich, Aug 17 2014
          (PARI) {a(n) = if(n<0, 0, n!)}; /* Michael Somos, Mar 04 2004 */
          (Sage) [factorial(n) for n in (1..22)] # Giuseppe Coppoletta, Dec 05 2014
          (GAP) List([0..22], Factorial); # Muniru A Asiru, Dec 05 2018
          (Scala) (1: BigInt).to(24: BigInt).scanLeft(1: BigInt)(_ * _) // Alonso del Arte,
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- ▶ What language is  $p$  written in?
- ▶ What is our training data set of  $(s, p)$  pairs?
- ▶ What is our architecture for generating a program  $p_t$  for a novel sequence  $t$  during test time?



# Programming Language

$P := 0 \mid 1 \mid x \mid y \mid P + P \mid P - P \mid P * P \mid P \text{ div } P \mid P \text{ mod } P$

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## Dataset Generation: A Program for an OEIS sequence $s$

- ▶ Idea: generate a program in reverse polish notation!
- ▶  $1 + (2 * 3) \mapsto "1 \ 2 \ 3 \ * \ +"$
- ▶  $[] \mapsto_1 [1] \mapsto_2 [1; 2] \mapsto_3 [1; 2; 3] \mapsto_* [1; (2 * 3)] \mapsto_+ [1 + (2 * 3)]$
- ▶  $(1 + 2) * 3 \mapsto "1 \ 2 \ + \ 3 \ *"$
- ▶  $[] \mapsto_1 [1] \mapsto_2 [1; 2] \mapsto_+ [(1 + 2)] \mapsto_3 [(1 + 2); 3] \mapsto_* [(1 + 2) * 3]$
- ▶ For OEIS example, let sequence be  $s_n \equiv n!$ .
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| $[x * y; x]$                        | $[1, 2, 6, 24, \dots]$ | $\mapsto_1$            |
| $[x * y; x; 1]$                     | $[1, 2, 6, 24, \dots]$ | $\mapsto_{loop}$       |
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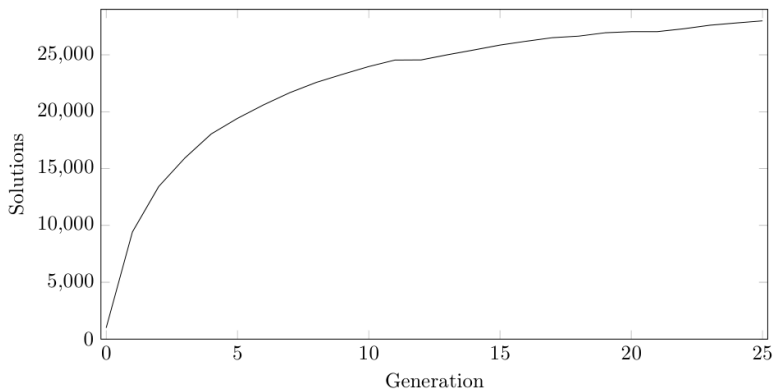
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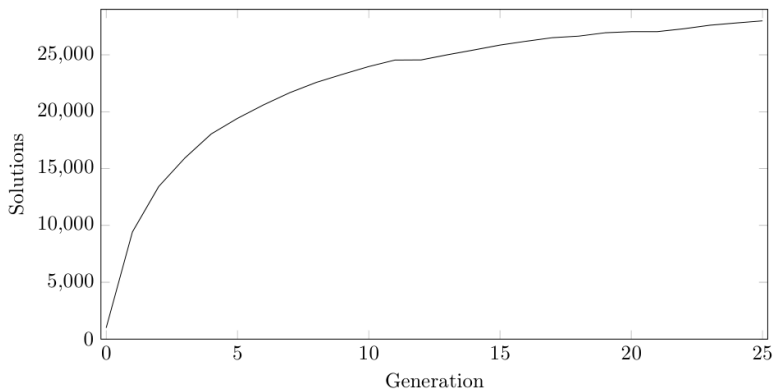
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*Thus, we can say that selecting the smallest solutions instead of the random ones for training helps finding new solutions in later generations.*

## 10 Conclusion

Our system has created from scratch programs that generate sequences in the OEIS for 27987 sequences. Based on *Occam's razor*, shorter programs are more likely to generate better explanations. We have also shown that the solutions discovered are correct for all sequences. We have observed that preferring shorter programs during the execution of the system.

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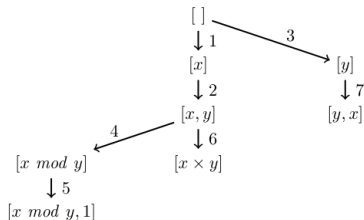


Figure 3: 7 iterations of the search loop gradually extending the search tree. The iteration number leading to the creation of a given node/stack is indicated on the arrow/action leading to it. The set of the synthesized programs after the 7th iteration is  $\{1, x, y, x \times y, x \bmod y\}$ .

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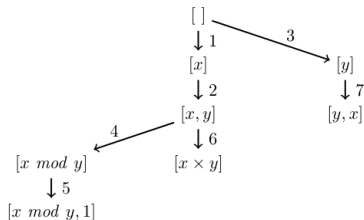


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compr

```
compr(f, a) :=  
| failure if a < 0  
| min{ m | m >= 0 and f(m, 0) <= 0 } if a = 0  
| min{ m | m > compr(f, a-1) and f(m, 0) <= 0 } otherwise
```