

# SYNTAX-GUIDED SYNTHESIS WITH GUARANTEES

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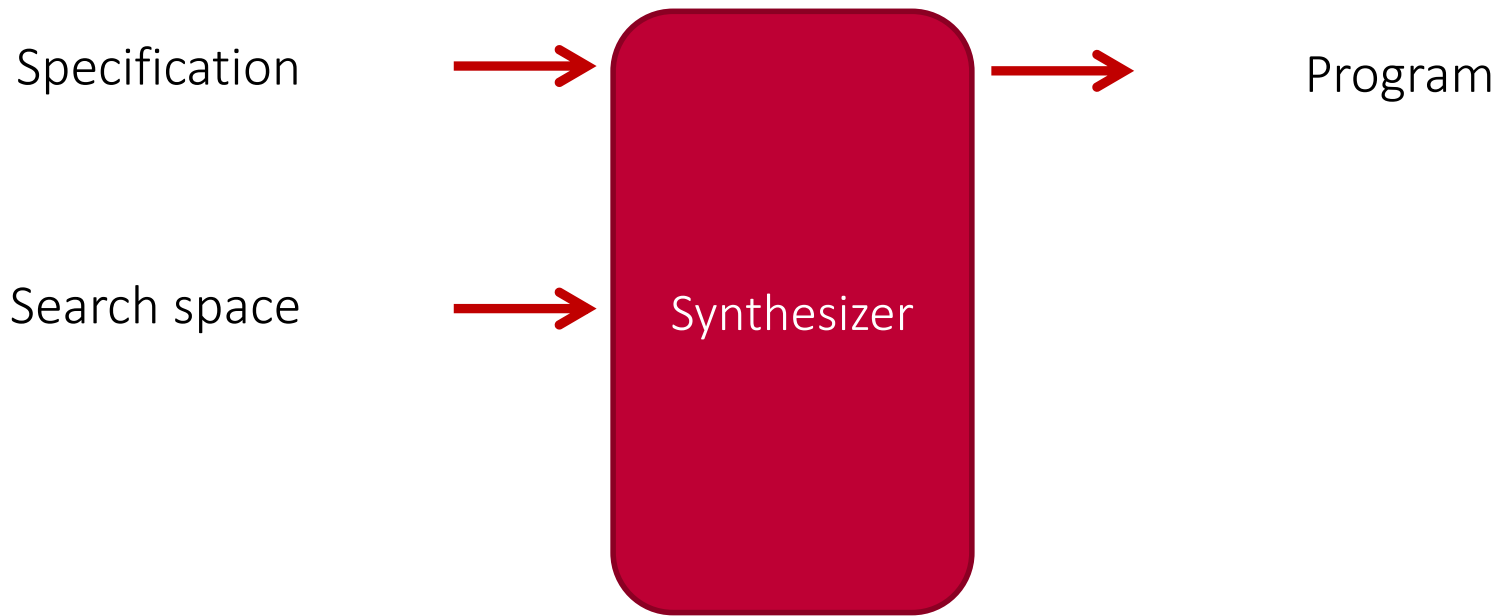
Loris D'Antoni

*University of Wisconsin Madison*



**madPL**

# Program synthesis with guarantees



# Syntax Guided Synthesis

[Alur et al. 13]

Specification

$$\Phi(P) : \forall x, y. P \geq x \wedge P \geq y \\ \wedge (P = x \vee P = y)$$

Search space

Start := Start+Start  
| ITE(BExpr,Start,Start)  
| x | y | 0 | 1  
BExpr := NOT(BExpr)  
| Start > Start  
| Start AND Start

SyGuS  
Synthesizer

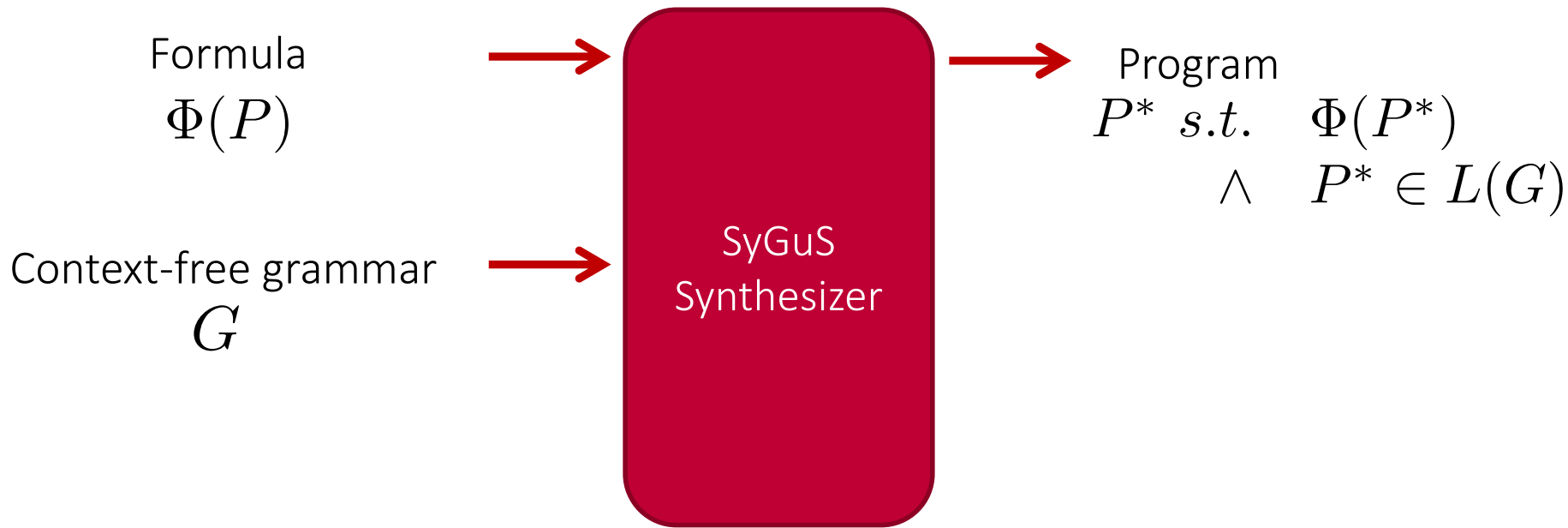
Program

ITE( x>y, x, y)

ITE( x>y, ITE(x>0, x, x), y )

# Syntax Guided Synthesis

[Alur et al. 13]



# Applications of SyGuS

**Automatic Program Inversion using Symbolic Transducers**

Univer

**Quantified Invariants via  
Syntax-Guided Synthesis**

**Synthesis of Fault-Attack Countermeasures  
for Cryptographic Circuits**

<sup>1</sup> Princ  
<sup>2</sup> TC

**Accelerating Syntax-Guided Invariant Synthesis**

Grigory Fedyukovich<sup>1</sup> and Rastislav Bodík<sup>2</sup>

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<sup>2</sup> University of Washington, USA, [bodik@cs.washington.edu](mailto:bodik@cs.washington.edu)

DOES IT REALLY WORK

---

```

1 // Auxiliary functions
2 fun E (x: x <= #x40) :=
3   (ite (x <= #x19) (x + #x41)
4     (ite (x <= #x33) (x + #x47)
5       (ite (x <= #x3d) (x - #x04)
6         (ite (x == #x3e) #x2b #x2f))))
7 fun B h l x := (x << (7 - h)) >> (7 - h + 1)
8 // List transformations
9 trans B64E (l: (BitVec 8) list) : (BitVec 8) :=
10  match l with
11  | x::y::z::tail when true ->
12    E (B 7 2 x) ::
13    E ((B 1 0 x) << #x04) | (B 7 4 y)) ::
14    E ((B 4 0 y) << 2) | (B 7 6 z)) ::
15    E (B 5 0 z) :: B64E(tail)
16  | x::y::[] when true ->
17    E (B 7 2 x) ::
18    E ((B 1 0 x) << 4) | (B 7 4 y)) ::
19    E ((B 4 0 y) << 2) :: #x3d :: []
20  | x::[] when true ->
21    E (B 7 2 x) ::
22    E ((B 1 0 x) << 4) :: #x3d :: []
23  | [] when true -> []

```

ESolver

CVC4

```

(define-fun wD ((x (BitVec 8)) (y (BitVec 8))) (bvand (bvlshl (DD x) #x02) (bv
x60 #x01) x)) (not (bvule x (bvadd #x70
nd (not (= y (bvadd #x40 #x01))) (and (n
)) (bvadd #x60 #x03) (ite (and (= (bvadd
0a) x) (= y (bvadd #x70 #x07))) (bvadd #
add #x40 #x07) (ite (and (= (bvadd #x50
(= y (bvadd #x70 #x07))) (bvadd #x10 #x
(and (= (bvadd #x50 #x04) x) (= y (bvadd
(bvadd #x70 #x07))) (bvadd #x10 #x03)
3) (ite (and (= (bvadd #x40 #x06) x) (=
) (= y (bvadd #x70 #x07))) #x03 (ite (an
e (and (= (bvadd #x40 #x09) x) (= y (bva
(bvadd #x60 #x07))) (bvadd #x10 #x02) (
0e) (ite (and (= (bvadd #x40 #x04) x) (=
d #x60 #x07))) (bvadd #x10 #x0e) (ite (a
vadd #x50 #x02) x) (= y (bvadd #x60 #x07
#x07))) (bvadd #x0 #x0a) (ite (and (=
d (= x (bvadd #x30 #x03)) (= y (bvadd #x
dd #x50 #x01))) (bvadd #xf0 #x05) (ite (
bvadd #x30 #x08) x) (= y (bvadd #x50 #x0
0 #x01))) (bvadd #xd0 #x09) (ite (and (=
nd (= x (bvadd #x30 #x03)) (= y (bvadd #
add #x60 #x07))) (bvadd #x60 #x06) (ite
x08) x) (= y (bvadd #x40 #x01))) #xf0 (i
(= (bvadd #x30 #x06) x) (= y (bvadd #x40
#x40 #x01))) (bvadd #xd0 #x0c) (ite (an
add #x40 #x0b) x) (= y (bvadd #x70 #x07)
#x07))) (bvadd #x50 #x0b) (ite (and (=
(= (bvadd #x40 #x08) x) (= y (bvadd #x4
d #x50 #x01))) (bvadd #x10 #x09) (ite (a
vadd #x50 #x03) x) (= y (bvadd #x50 #x01
(ite (and (= (bvadd #x50 #x09) x) (= y
x30 (ite (and (= (bvadd #x40 #x05) x) (=
) (bvadd #x40 #x0c) (ite (and (= (bvadd
f) x) (= y (bvadd #x50 #x01))) (bvadd #x
(ite (and (= (bvadd #x50 #x02) x) (= y
(= y (bvadd #x40 #x01))) (bvadd #x20 #x0
(and (= (bvadd #x40 #x06) x) (= y (bvadd
bvadd #x40 #x01))) (bvadd #x30 #x08) (it
) (ite (and (= (bvadd #x40 #x0b) x) (= y
#x40 #x01))) (bvadd #x40 #x08) (ite (and
(and (= (bvadd #x40 #x02) x) (= y (bvadd
x07))) (bvadd #x10 #x06) (ite (and (= (b
(= (bvadd #x50 #x07) x) (= y (bvadd #x60
#x60 #x07))) (bvadd #x20 #x0a) (ite (an
bvadd #x40 #x01)) (= y (bvadd #x60 #x07)
d #x60 #x01) (ite (and (= (bvadd #x40 #x
40 #x05) x) (= y (bvadd #x50 #x01))) (bv
) (bvadd #x40 #x0d) (ite (and (= (bvadd
8) x) (= y (bvadd #x50 #x01))) (bvadd #x
(ite (and (= (bvadd #x50 #x02) x) (= y
(= y (bvadd #x50 #x01))) (bvadd #x20 #x0
(and (= (bvadd #x40 #x06) x) (= y (bvadd
bvadd #x60 #x07))) (bvadd #xb0 #x0e) (it
) (ite (and (= (bvadd #x60 #x0d) x) (= y

```

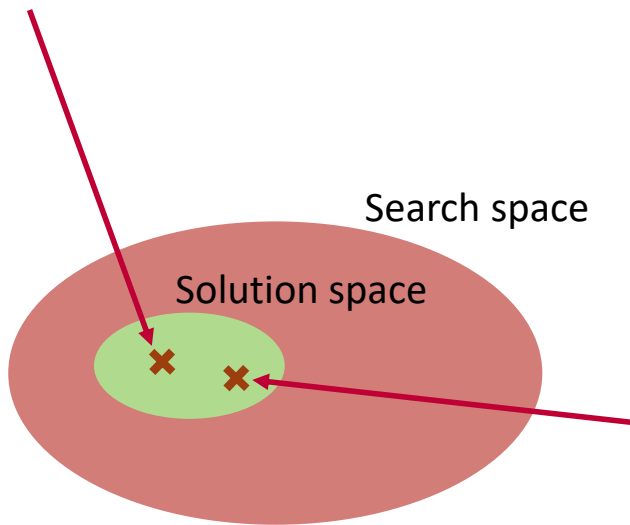
```

(define-fun ((x (BitVec 8)) (y (BitVec 8))) (bvand (bvlshl (DD x) #x02) (bv

```

# Program synthesis is unpredictable – part 1

```
(define-fun ((x (BitVec 8)) (y (BitVec 8))) (bvand (bvlshl (DD x) #x02) (bvlshr (DD y) #x06)))
```



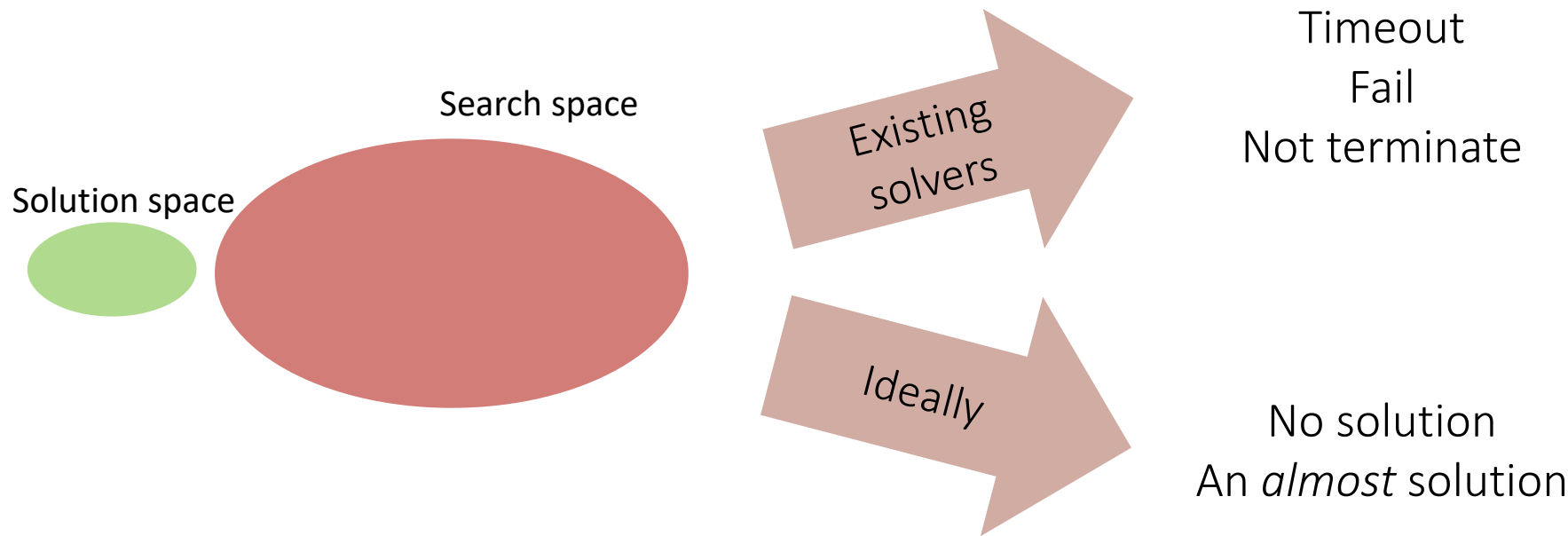
Need a way to specify which solutions are better and synthesize the best solution



“Synthesis is like a box of chocolate,  
You never know what you’re gonna get”



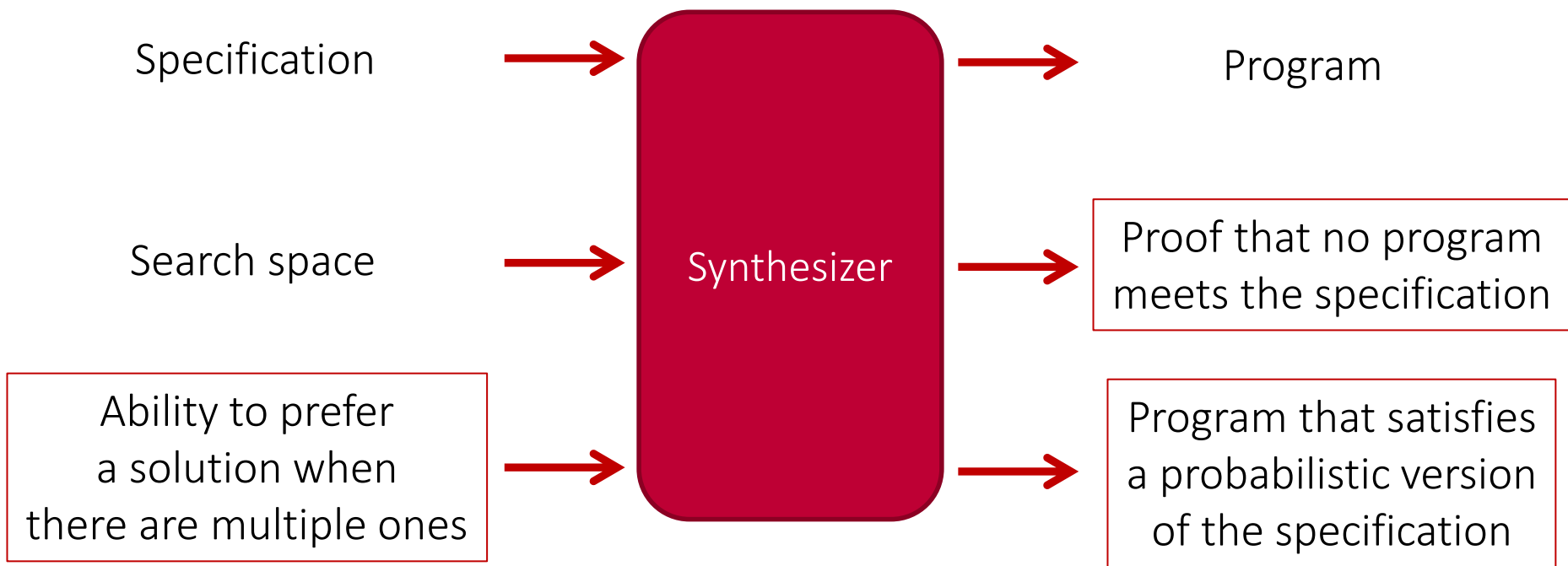
# Program synthesis is unpredictable – part 2



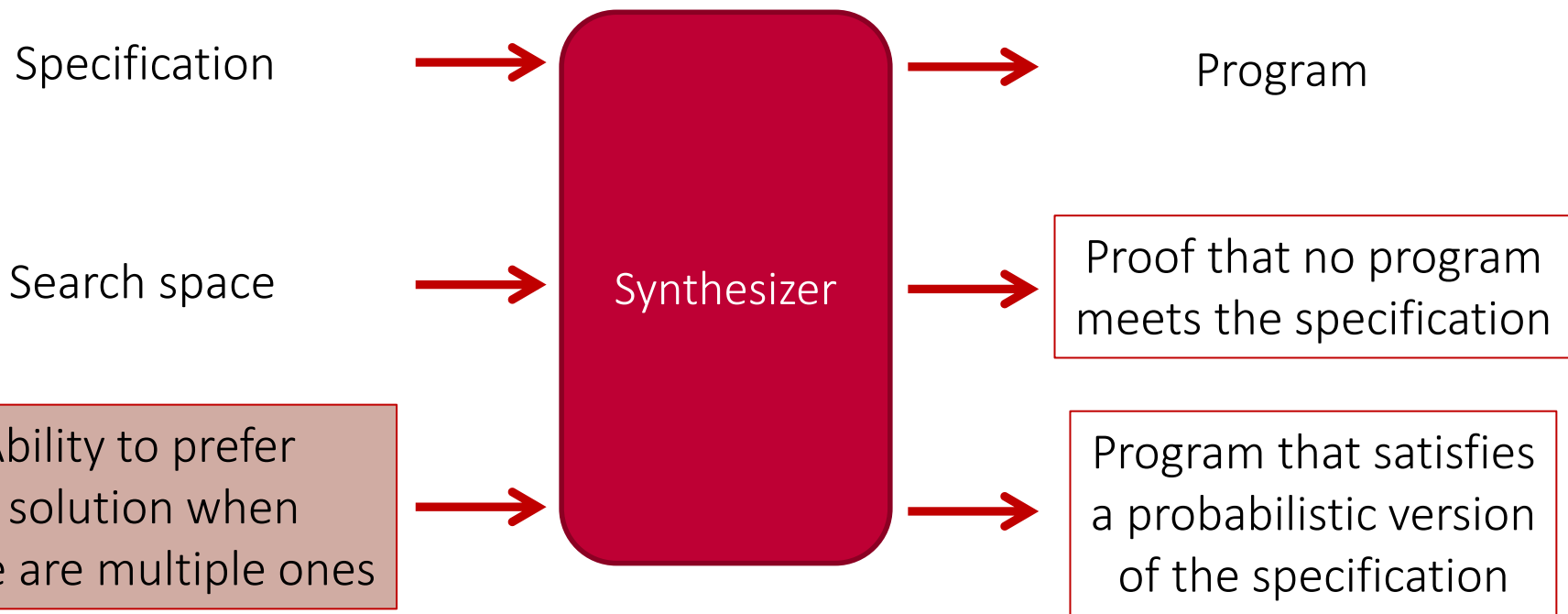
# PROGRAM SYNTHESIS WITH GUARANTEES

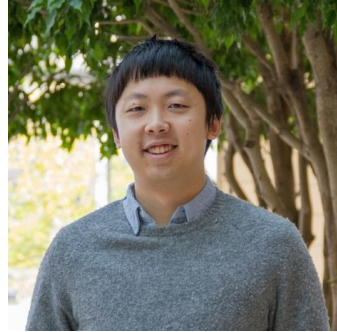
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# Program synthesis with guarantees



# Program synthesis with guarantees





# SYNTAX-GUIDED SYNTHESIS WITH QUANTITATIVE OBJECTIVES

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*Q. HU, L. D'ANTONI [CAV18]*

```
(define-fun wD ((x (BitVec 8)) (y (BitVec 8)) (z (BitVec 8)) (ite (or (and
x60 #x01) x)) (not (bvule x (bvadd #x70 #x0a)))) (and (or (not (bvule #x30 x)) (not (bv
nd (not (= y (bvadd #x40 #x01))) (and (not (= y (bvadd #x50 #x01))) (and (not (= y (bva
)) (bvadd #x60 #x03) (ite (and (= (bvadd #x50 #x06) x) (= y (bvadd #x70 #x07))) (bvadd #
0a) x) (= y (bvadd #x70 #x07))) (bvadd #x20 #x07) (ite (and (= x (bvadd #x50 #x0a)) (=
add #x40 #x07) (ite (and (= (bvadd #x50 #x08) x) (= y (bvadd #x70 #x07))) (bvadd #x50 #x
(= y (bvadd #x70 #x07))) (bvadd #x10 #x0f) (ite (and (= (bvadd #x40 #x0c) x) (= y (bva
(= (bvadd #x50 #x04) x) (= y (bvadd #x70 #x07))) (bvadd #x40 #x0f) (ite (and (= (b
(bvadd #x70 #x07))) (bvadd #x10 #x03) (ite (and (= (bvadd #x40 #x0d) x) (= y (bvadd #x70
3) (ite (and (= (bvadd #x40 #x06) x) (= y (bvadd #x70 #x07))) (bvadd #x10 #x07) (ite (a
) (= y (bvadd #x70 #x07))) #x03 (ite (and (= x (bvadd #x50 #x01)) (= y (bvadd #x60 #x07
e (and (= (bvadd #x40 #x09) x) (= y (bvadd #x60 #x07))) (bvadd #x20 #x02) (ite (and (=
(bvadd #x60 #x07))) (bvadd #x10 #x02) (ite (and (= (bvadd #x50 #x05) x) (= y (bvadd #x
0e) (ite (and (= (bvadd #x40 #x04) x) (= y (bvadd #x60 #x07))) #x0e (ite (and (= (bvadd
d #x60 #x07))) (bvadd #x10 #x0e) (ite (and (= #x50 x) (= y (bvadd #x60 #x07))) (bvadd #x
bvadd #x50 #x02) x) (= y (bvadd #x60 #x07))) (bvadd #x40 #x06) (ite (and (= x (bvadd #x30
#x07))) (bvadd #xd0 #x0a) (ite (and (= (bvadd #x30 #x06) x) (= y (bvadd #x60 #x07))) (b
d (= x (bvadd #x30 #x03)) (= y (bvadd #x60 #x07))) (bvadd #xd0 #x0e) (ite (and (= (bvadd
dd #x50 #x01))) (bvadd #xf0 #x05) (ite (and (= (bvadd #x30 #x01) x) (= y (bvadd #x50 #x
bvadd #x30 #x08) x) (= y (bvadd #x50 #x01))) (bvadd #xf0 #x01) (ite (and (= (bvadd #x30
0 #x01))) (bvadd #xd0 #x09) (ite (and (= (bvadd #x30 #x06) x) (= y (bvadd #x50 #x01)))
nd (= x (bvadd #x30 #x03)) (= y (bvadd #x50 #x01))) (bvadd #xd0 #x0d) (ite (and (= (bva
add #x60 #x07))) (bvadd #x60 #x06) (ite (and (= (bvadd #x30 #x01) x) (= y (bvadd #x40 #x
x08) x) (= y (bvadd #x40 #x01))) #xf0 (ite (and (= (bvadd #x30 #x04) x) (= y (bvadd #x40
(= (bvadd #x30 #x06) x) (= y (bvadd #x40 #x01))) (bvadd #xe0 #x08) (ite (and (= (bvadd
#x40 #x01))) (bvadd #xd0 #x0c) (ite (and (= (bvadd #x50 #x03) x) (= y (bvadd #x70 #x07
add #x40 #x0b) x) (= y (bvadd #x70 #x07))) (bvadd #x20 #x0b) (ite (and (= x (bvadd #x40
#x07))) (bvadd #x50 #x0b) (ite (and (= (bvadd #x40 #x06) x) (= y (bvadd #x70 #x07))) (b
```

# Adding quantitative objectives

Specification

$$\Phi(P) : \forall x, y. P \geq x \wedge P \geq y \\ \wedge (P = x \vee P = y)$$

Search space

Start := Start+Start  
| ITE(BExpr,Start,Start)  
| x | y | 0 | 1  
BExpr := NOT(BExpr)  
| Start > Start  
| Start AND Start

SyGuS  
Synthesizer

Program

ITE( x>y, x, y)

ITE( x>y, ITE(x>0, x, x), y )

Need a way to  
prefer the first  
solution



# Adding quantitative objectives

Specification

$$\Phi(P) : \forall x, y. P \geq x \wedge P \geq y \\ \wedge (P = x \vee P = y)$$

Search space

Start := Start+Start  
| ITE(BExpr,Start,Start)  
| x | y | 0 | 1  
BExpr := NOT(BExpr)  
| Start > Start  
| Start AND Start

**1**  
↑  
weight

SyGuS  
Synthesizer

Program

ITE( x>y, x, y)

ITE( x>y, ITE(x>0, x, x), y )

Need a way to  
prefer the first  
solution

# What is the weight of a program?

ITE( x>y, ITE(x>0, x, x), y )

weight=2

Start := Start+Start

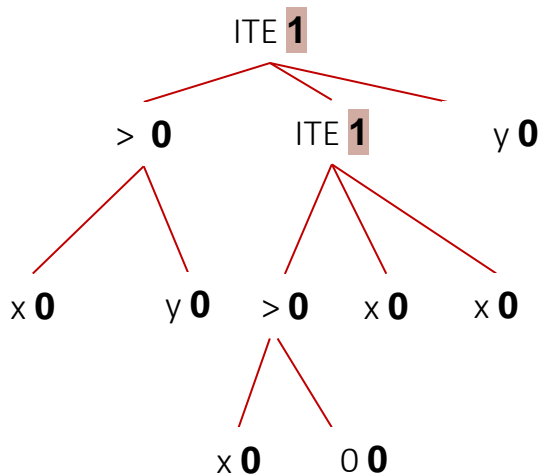
| ITE(BExpr,Start,Start) **1**

| x | y | 0 | 1

BExpr := NOT(BExpr)

| Start > Start

| Start AND Start



# Adding quantitative objectives

Specification

$$\Phi(P) : \forall x, y. P \geq x \wedge P \geq y \\ \wedge (P = x \vee P = y)$$

Search space

Start := Start+Start

| ITE(BExpr, Start, Start)

| x | y | 0 | 1

BExpr := NOT(BExpr)

| Start > Start

| Start AND Start



**1**

SyGuS  
Synthesizer



Program

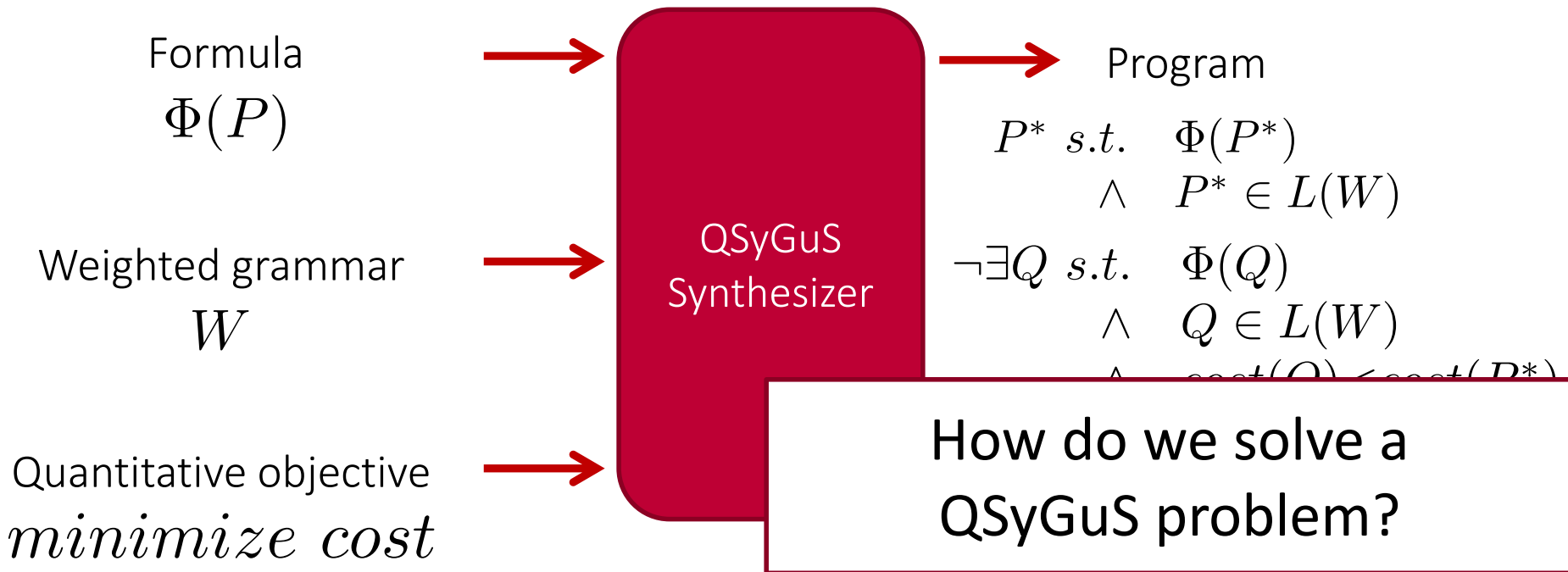
ITE( x>y, x, y) **1**

ITE( x>y, ITE(x>0, x, x), y ) **2**

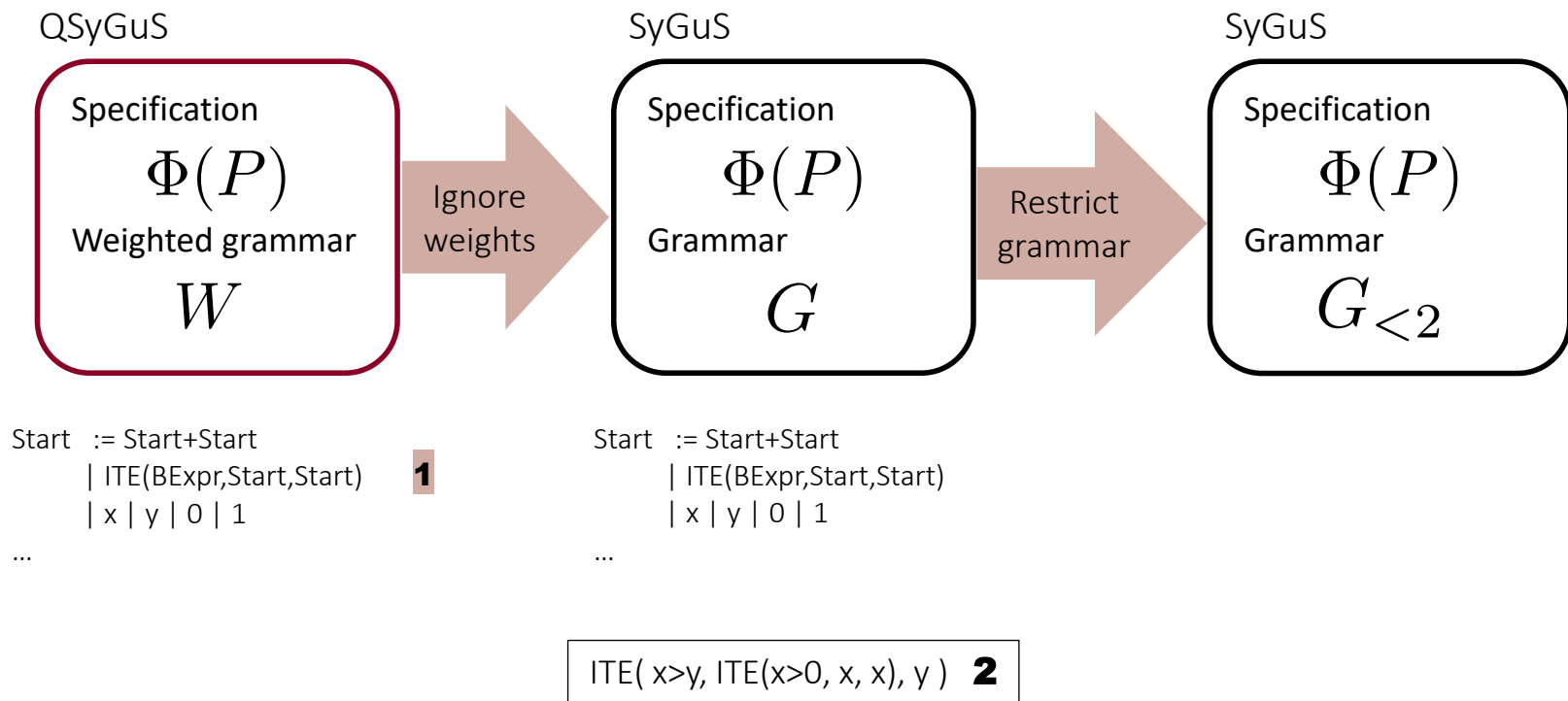


Programs now have  
weights/costs

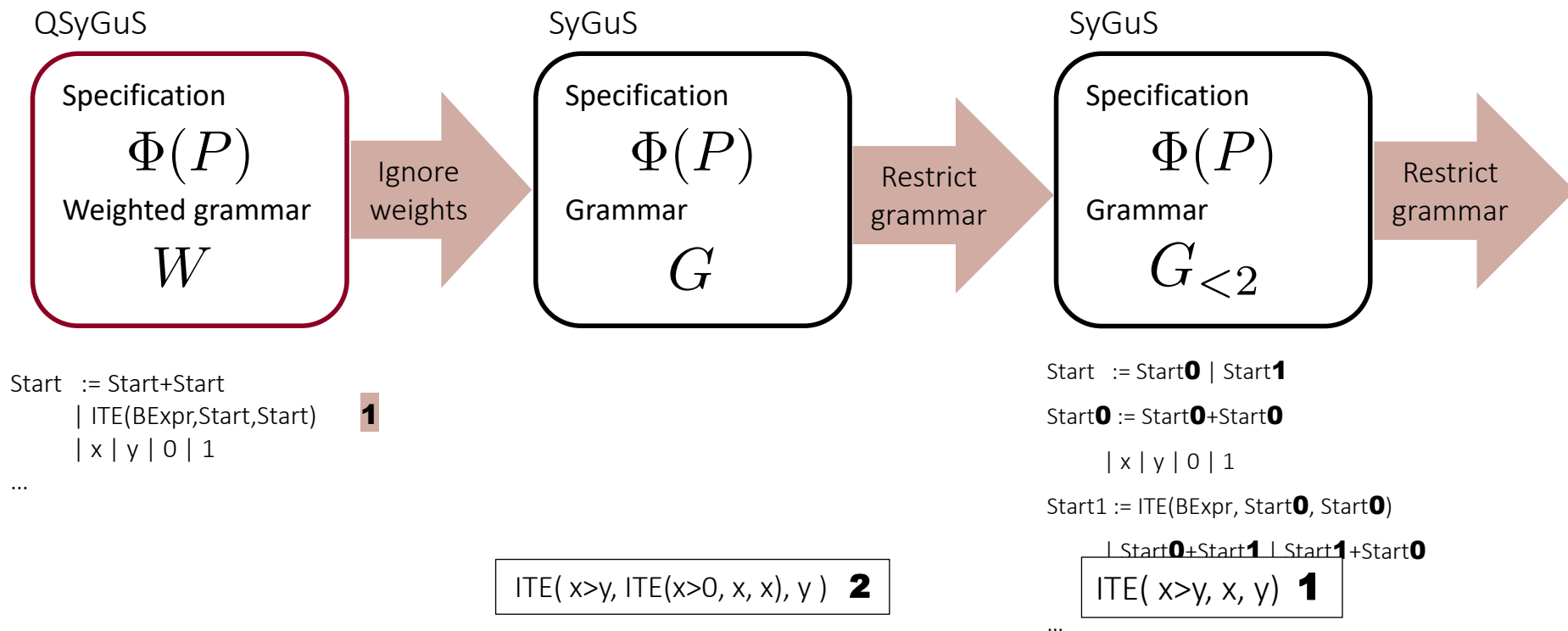
# Syntax Guided Synthesis with Quantitative Objectives



# Solving QSyGuS problems



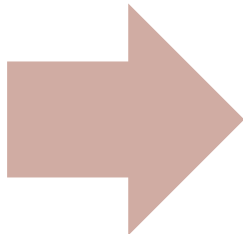
# Solving QSyGuS problems



# Soundness of grammar restriction

Weighted grammar  
does not contain  
negative weights

$W$



Reduced grammar accepts  
all and only the terms  
of weight  $< c$

$G_{<c}$

Results also generalizes to multiplicative weights

# Beyond minimization constraints

*minimize cost*

Linear search

$cost > 3$

$complement(G_{<4})$

$2 < cost < 5$

$G_{>2} \cap G_{<5}$

$3 < cost_1 \wedge cost_2 < 0.5$

$G_{cost_1 > 3} \cap G_{cost_2 < 0.5}$

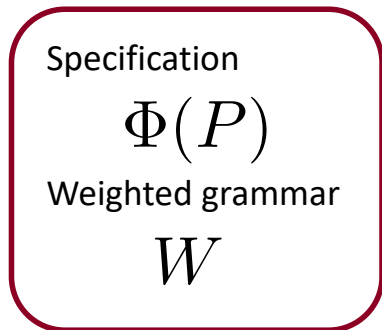


DOES IT WORK?

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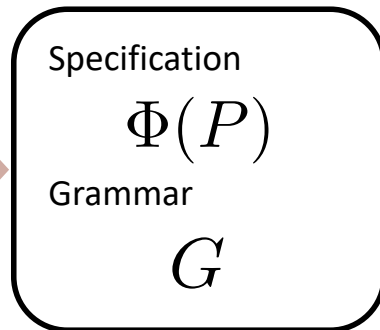
# Implementation

QSyGuS



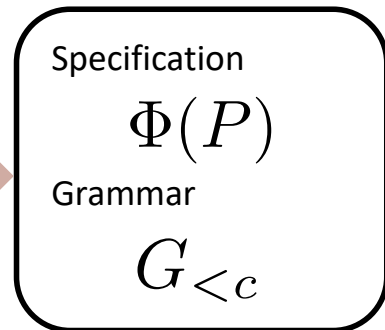
Ignore  
weights

SyGuS



Restrict  
grammar

SyGuS



Restrict  
grammar

ESolver, CVC4

# Benchmarks

26 SyGuS benchmarks

$(\mathbb{R}, +)$ : minimize number of specified operator  
minimize solution size

$([0,1],*)$ : maximize solution probability

$(\mathbb{R}, +) \times (\mathbb{R}, +)$ : find sorted optimal for (# of specified operators, size)  
find Pareto optimal for (# of specified operators, size)

## Problem

	max_ite(2,3)
	max_ite(2,15)
	max_ite(3,15)
	max_ite(10,15)
	parity_not
	max3_ite
Trop	array_search_3
	array_search_5
	hackers_5
	hackers_7
	hackers_17
	hackers_19
	icfp_7
	LinExpr_eq1ex
Prob	hackers_2_prob
	hackers_5_prob
	hackers_7_prob
	hackers_17_prob

## Problem

Trop $\times$ Trop	array_search_sorted
	hackers_5_sorted
	hackers_7_sorted
	hackers_17_sorted
	array_search_pareto
	hackers_5_pareto
	hackers_7_pareto
	hackers_17_pareto

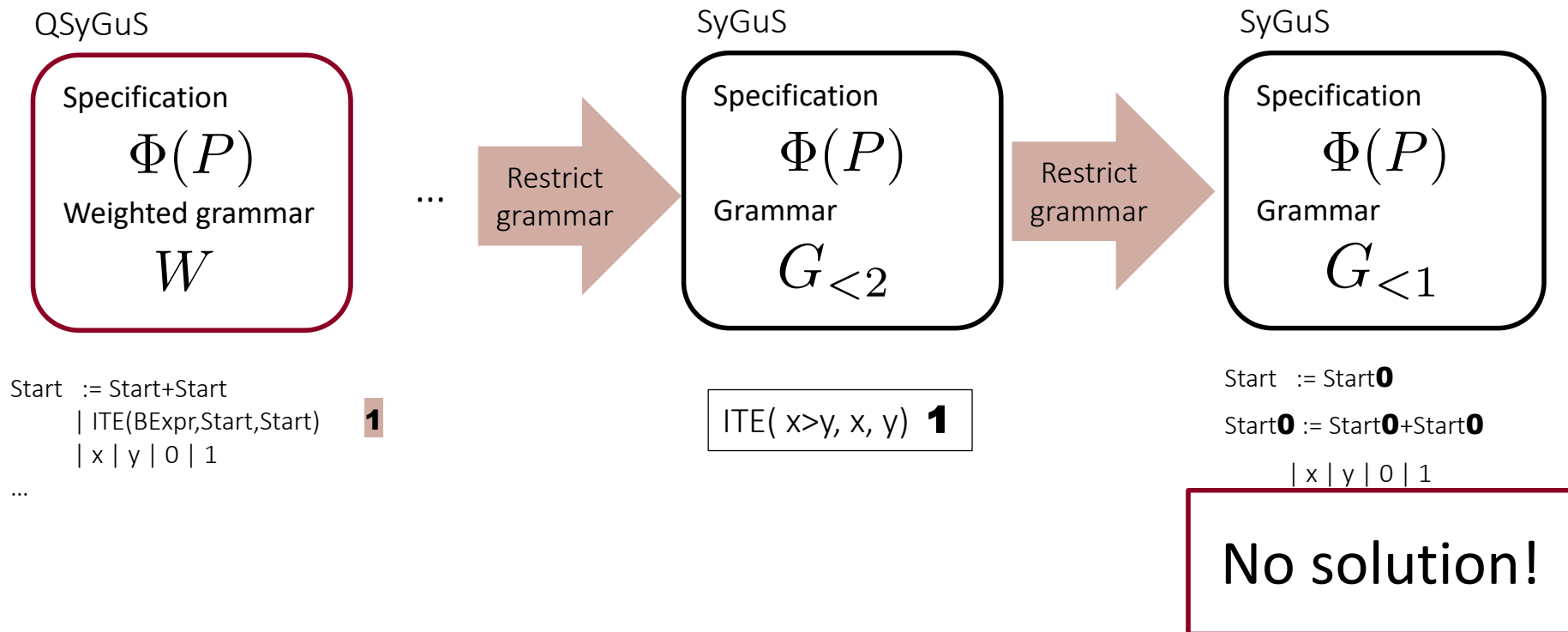
# Summary of results

Solution with **better cost** than one without QSyGuS for **16/26** benchmarks

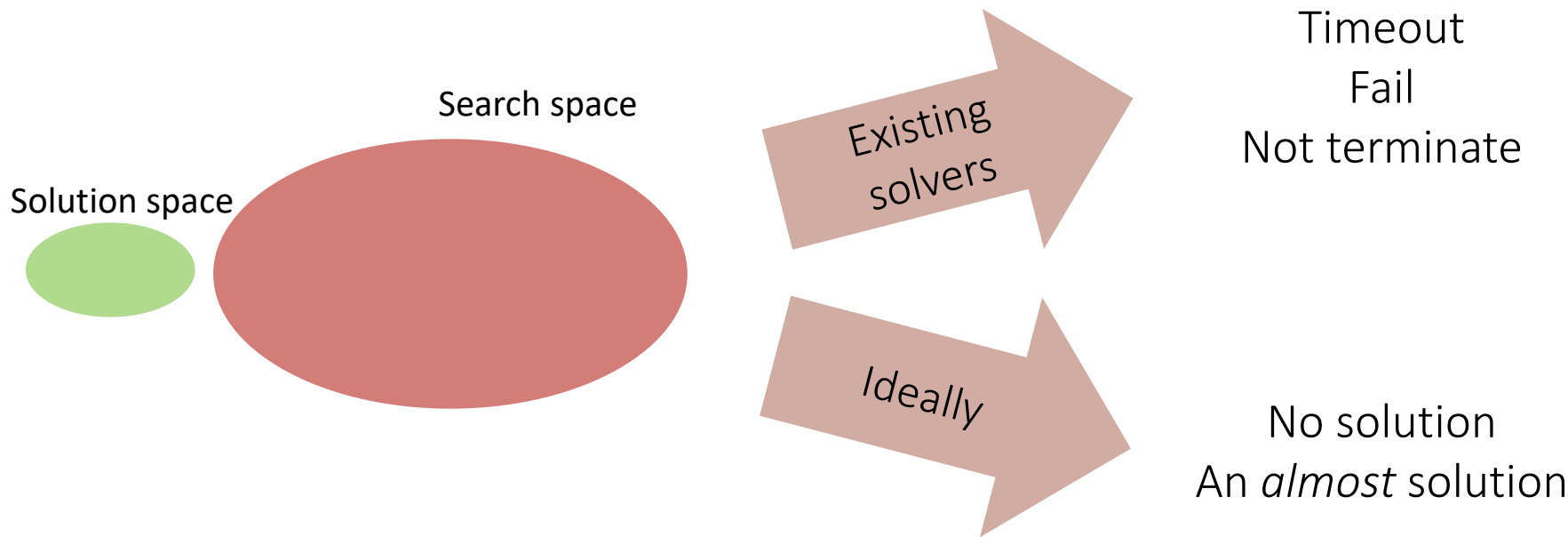
Found **optimal** solution for **14/26** benchmarks

Average time **3.1x** compared to SyGuS

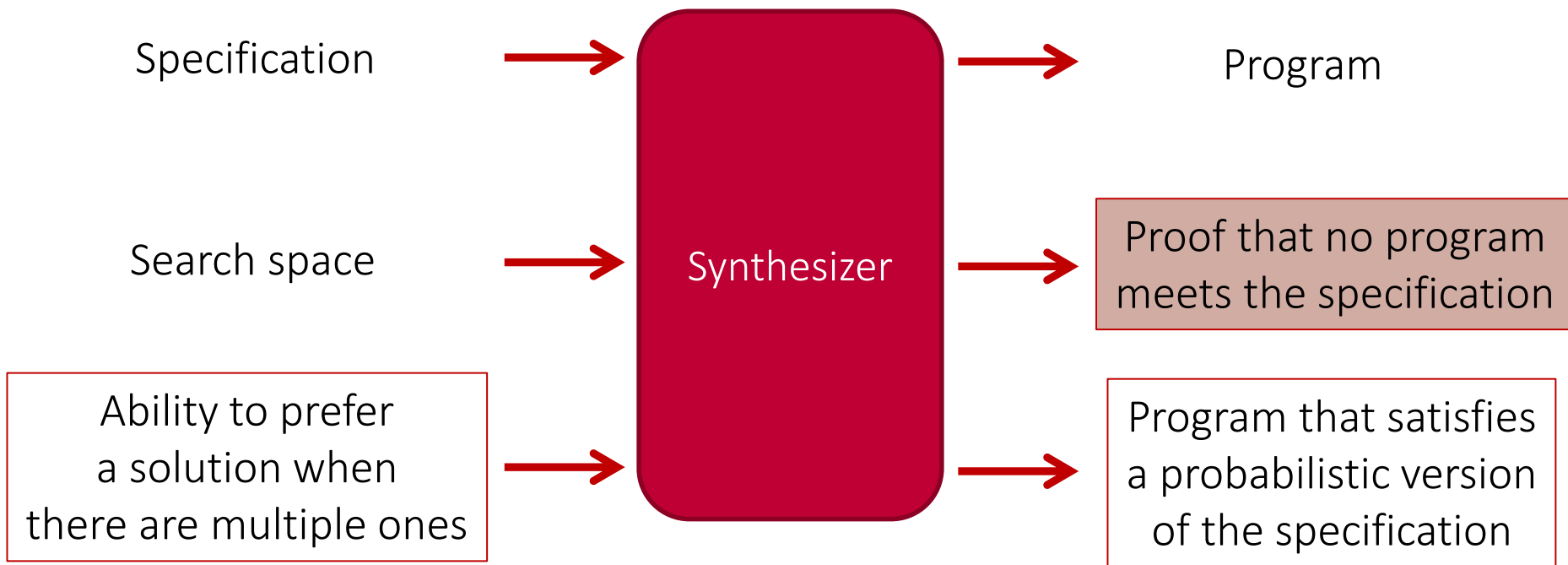
# Why couldn't we prove optimality?



# Program synthesis is unpredictable – part 2



# Program synthesis with guarantees





# PROVING UNREALIZABILITY IN SYNTAX-GUIDED SYNTHESIS

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*Q. HU, J. BRECK, J. CYPHERT, L. D'ANTONI, T. REPS [CAV19]*



# Why is this hard?

Specification

$$\Phi(P) : \forall x, y. P \geq x \wedge P \geq y \\ \wedge (P = x \vee P = y)$$

Search space

Start := Start+Start

| x | y | 0 | 1



SyGuS  
solver



Unrealizable

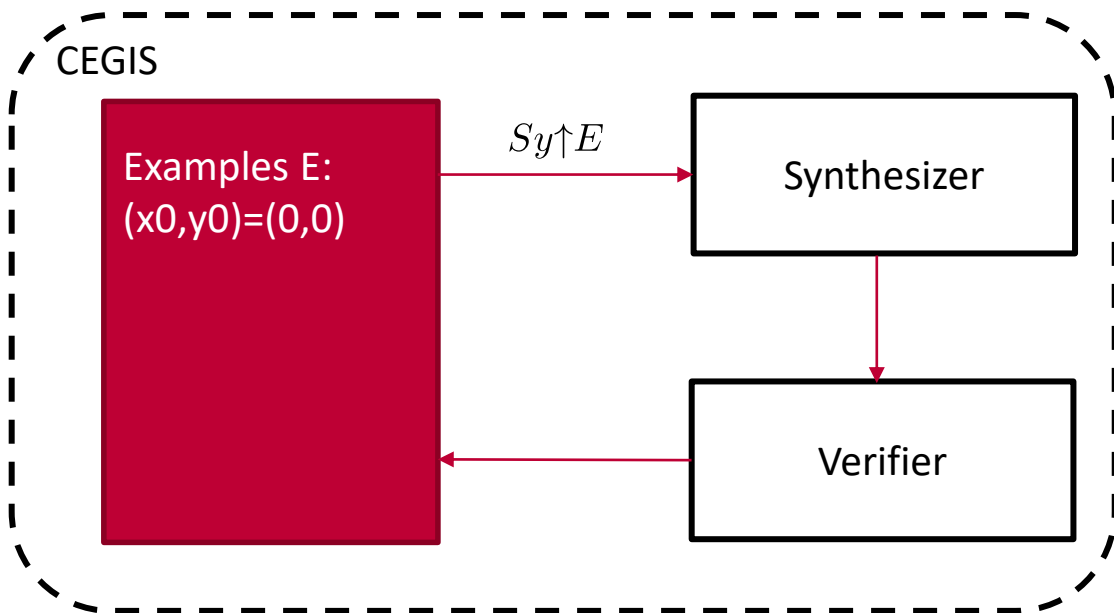
Proof that

$$\neg \exists Q \text{ s.t. } \Phi(Q) \\ \wedge Q \in L(G)$$

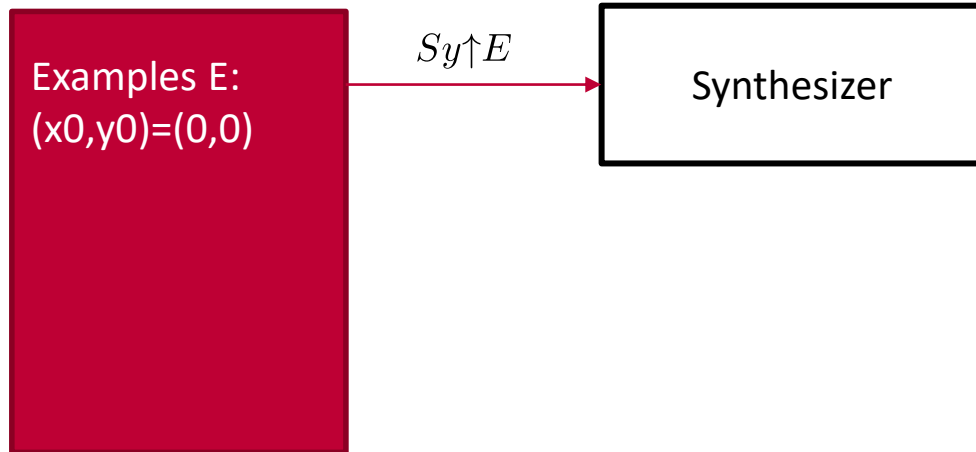
Infinite grammar makes  
the problem undecidable

Sy:  $\Phi(f) : \forall x, y. f(x, y) \geq x \wedge f(x, y) \geq y \wedge (f(x, y) = x \vee f(x, y) = y)$

G: Start := Start+Start | x | y | 0 | 1

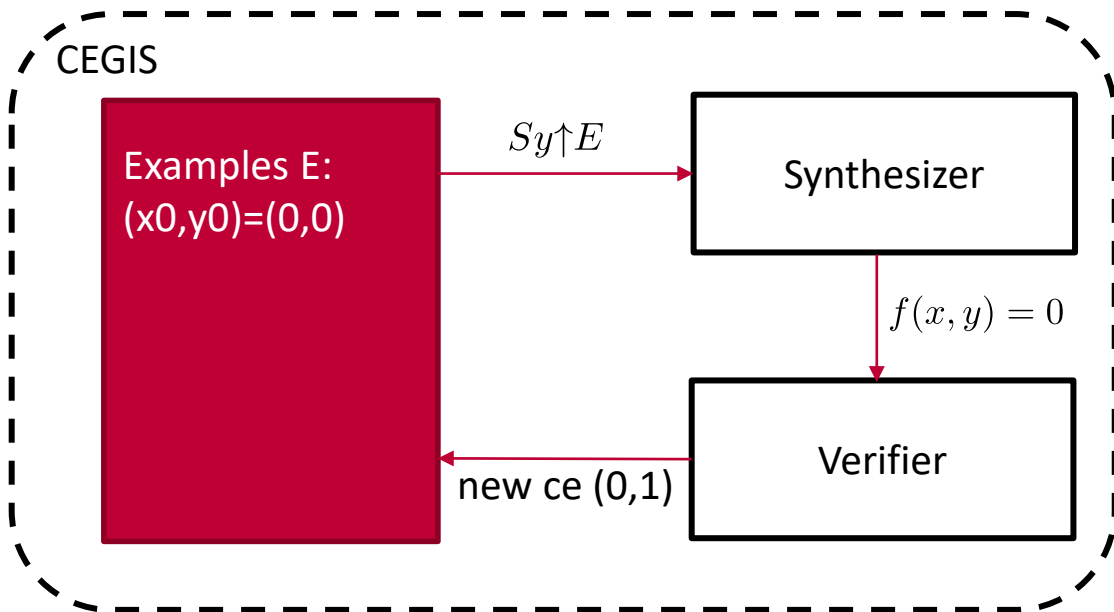


$$Sy \upharpoonright E = \bigwedge_{(x,y) \in E} \Phi(f, x, y)$$



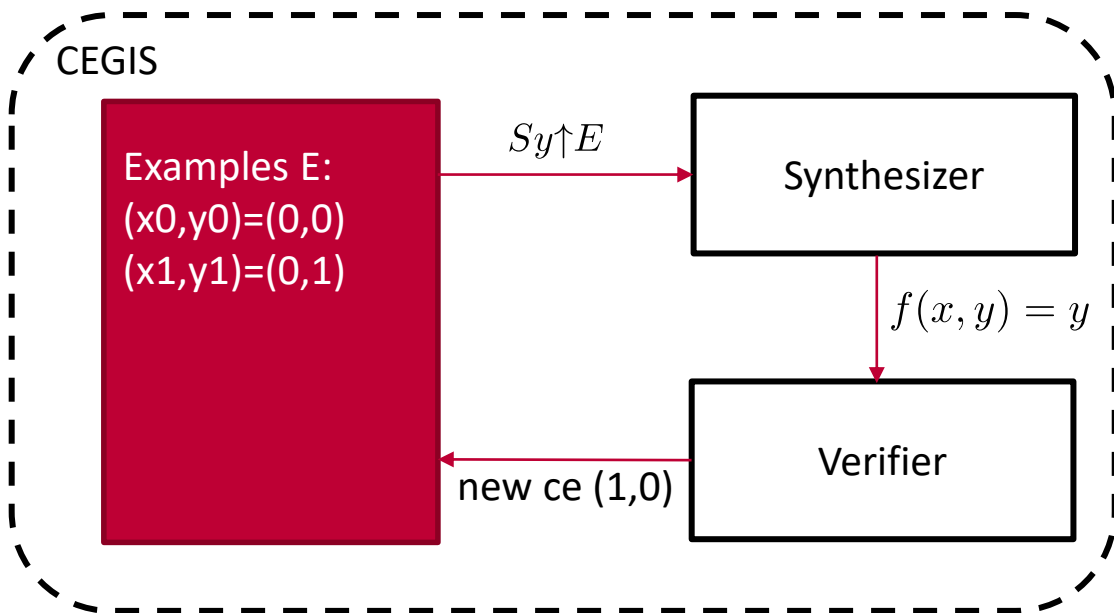
Sy:  $\Phi(f) : \forall x, y. f(x, y) \geq x \wedge f(x, y) \geq y \wedge (f(x, y) = x \vee f(x, y) = y)$

G: Start := Start+Start | x | y | 0 | 1



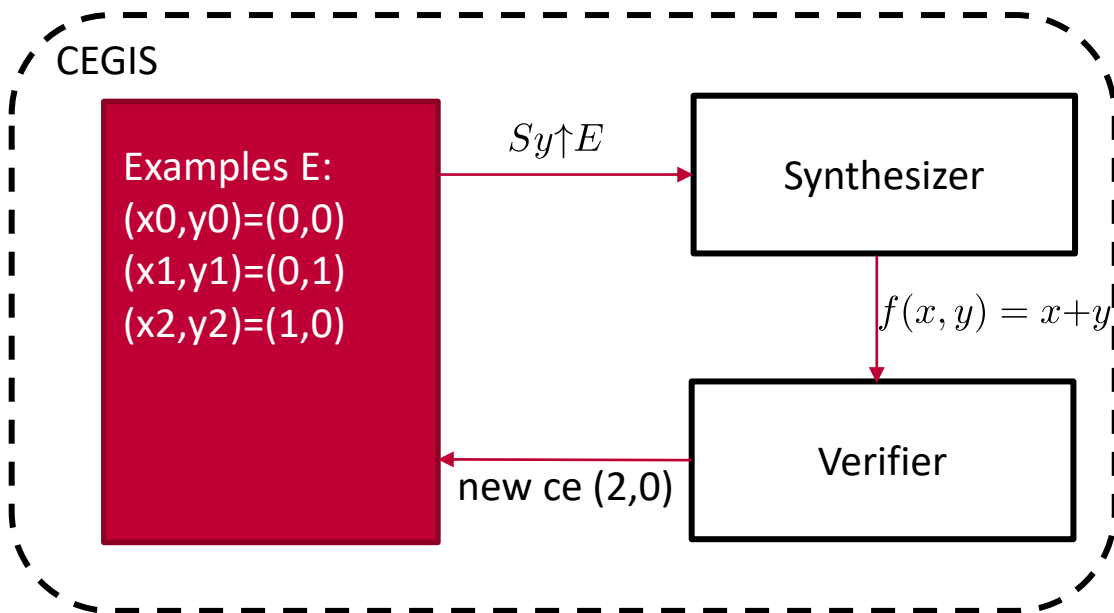
Sy:  $\Phi(f) : \forall x, y. f(x, y) \geq x \wedge f(x, y) \geq y \wedge (f(x, y) = x \vee f(x, y) = y)$

G: Start := Start+Start | x | y | 0 | 1



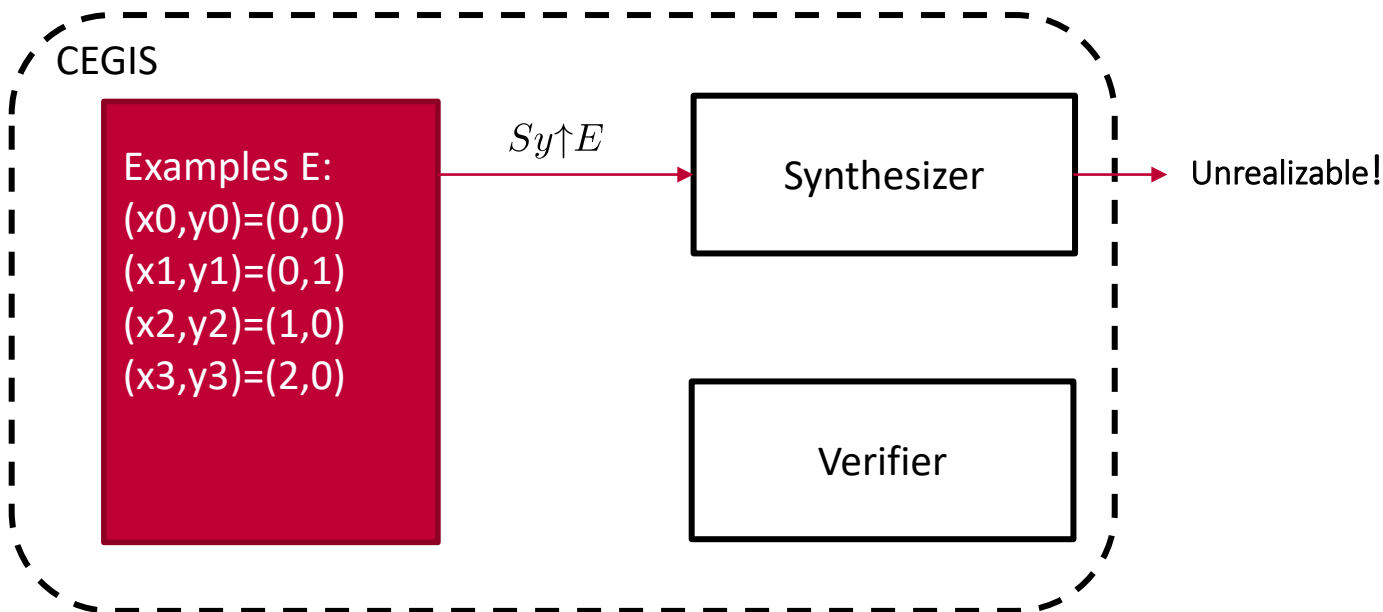
Sy:  $\Phi(f) : \forall x, y. f(x, y) \geq x \wedge f(x, y) \geq y \wedge (f(x, y) = x \vee f(x, y) = y)$

G: Start := Start+Start | x | y | 0 | 1



Sy:  $\Phi(f) : \forall x, y. f(x, y) \geq x \wedge f(x, y) \geq y \wedge (f(x, y) = x \vee f(x, y) = y)$

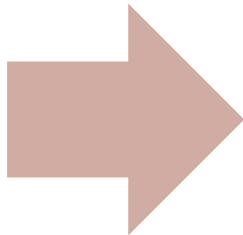
G: Start := Start+Start | x | y | 0 | 1



# Soundness of CEGIS for unrealizability

$Sy \upharpoonright E$  unrealizable

No solution over  $E$



$Sy$  unrealizable

No solution



# PROVING UNREALIZABILITY FOR SYGUS OVER EXAMPLES

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# Outline of the algorithm

$Sy \uparrow E := (\Phi, G, E)$

construct

```
int[4] Start(x_0,y_0,x_1,y_1,x_2,y_2,x_3,y_3){
  if(??){return (0,0,0,0);}           // Start -> 0
  if(??){return (1,1,1,1);}           // Start -> 1
  if(??){return (x_0,x_1,x_2,x_3);}    // Start -> x
  if(??){return (y_0,y_1,y_2,y_3);}    // Start -> y
  else{                                // Start -> Start + Start
    int[4] L = Start(x_0,y_0,x_1,y_1);
    int[4] R = Start(x_0,y_0,x_1,y_1);
    return (L[0]+R[0],L[1]+R[1],L[2]+R[2],L[3]+R[3]);}
}
int[4] P = Start(0,0,0,1,1,0,2,0);
assert (P[0]!=0 || P[1]!=1 || P[2]!=1 || P[3]!=2);
```


$Sy \uparrow E$  unrealizable

**assert** always holds

# Reachability Problem

```
void main(){  
    int x = 0;  
    while(nd()){  
        x++;  
    }  
    assert(x<0)  
}
```

Nondeterministic  
choice



## Reachability solvers:

CPA-checker  
Uautomizer  
Seahorn

**Goal:** can the `assert` be falsified?

$Sy^E$  to  $Re^E$

Set input to  $E$

$$\vec{x} \leftarrow E$$



$f_G$  is non-deterministically drawn from  $L(G)$

$$\vec{o} \leftarrow f_G(\vec{x})$$

Check if  $\vec{o}$  doesn't satisfy  $\varphi$   $\longleftrightarrow$   $f_G(\vec{x})$  satisfy  $\varphi$  on  $E$

**assert**(  $\neg \varphi(o, \vec{x})$  ,  $x_i$  )



$Sy \upharpoonright E$  unrealizable

Set input to  $E$

$$\vec{x} \leftarrow E$$

Examples  $E$ :

$(x_0, y_0) = (0, 0)$

$(x_1, y_1) = (0, 1)$

$x_0 = 0;$

$y_0 = 0;$

$x_1 = 0;$

$y_1 = 1;$

$Sy^E$  to  $Re^E$

Set input to  $E$

$$\vec{x} \leftarrow E$$

$f_G$  is non-deterministically drawn from  $L(G)$

$$\vec{o} \leftarrow f_G(\vec{x})$$

Check if  $\vec{o}$  doesn't satisfy  $\varphi$

**assert**(  $\neg \varphi(o, \vec{x})$  ,  $x_i$ ))



Check if  $\vec{o}$  doesn't satisfy  $\varphi$

**assert**( $\neg \wedge x_i \in E. \varphi(o_i, x_i)$ )

```
void main(){  
    ...  
    assert(!(spec(x0,y0,o0)&&spec(x1,y1,o1)));  
}  
bool spec(x,y,o){  
    return (o>=x)&&(o>=y)&&(o==x || o==y);  
}
```

$\Phi(f) : \forall x, y. f(x, y) \geq x \wedge f(x, y) \geq y \wedge (f(x, y) = x \vee f(x, y) = y)$

$Sy^E$  to  $Re^E$

Set input to  $E$

$$\vec{x} \leftarrow E$$

$f_G$  is non-deterministically drawn from  $L(G)$

$$\vec{o} \leftarrow f_G(\vec{x})$$



Check if  $\vec{o}$  doesn't satisfy  $\varphi$

**assert**(  $\neg \varphi(o, \vec{x})$  ,  $x_i$ ))



$f_G$  is non-deterministically drawn from  $L(G)$

$$\vec{o} \leftarrow f_G(\vec{x})$$

`o0 = fStart(x0,y0);`

```
int fStart(x0,y0){  
    if(nd()){ return 0;}    \\ Start -> 0  
    if(nd()){ return 1;}    \\ Start -> 1  
    if(nd()){ return x0;}    \\ Start -> x  
    if(nd()){ return y0;}    \\ Start -> y  
    if(nd()){                \\ Start -> +(Start,Start)  
        left = fStart(x0,y0);  
        right = fStart(x0,y0);  
        return left + right;}  
}
```

Example 0

$o_0 = \text{fStart}(x_0, y_0);$

$o_0$  is  $f_G(x_0, y_0)$  for some  $f_G$  in  $L(G)$

Example 1

$o_1 = \text{fStart}(x_1, y_1);$

$o_1$  is  $f_G(x_1, y_1)$  for some  $f_G$  in  $L(G)$



The two  $f_G$  can be different!

$f_G$  is non-deterministically drawn from  $L(G)$

$$\vec{o} \leftarrow f_G(\vec{x})$$

```
(o0,o1) = fStart(x0,y0,x1,y1);
```

```
<int,int> fStart(x0,y0,x1,y1){  
    if(nd()){ return (0,0);}    \\ Start -> 0  
    if(nd()){ return (1,1);}    \\ Start -> 1  
    if(nd()){ return (x0,x1);}  \\ Start -> x  
    if(nd()){ return (y0,y1);}  \\ Start -> y  
    if(nd()){                   \\ Start -> +(Start,Start)  
        (a0,a1) = fStart(x0,y0,x1,y1);  
        (b0,b1) = fStart(x0,y0,x1,y1);  
        return (a0+b0,a1+b1);}  
}
```

# Outline of the algorithm

$Sy \uparrow E := (\Phi, G, E)$

construct

```
int[4] Start(x_0,y_0,x_1,y_1,x_2,y_2,x_3,y_3){
  if(??){return (0,0,0,0);}           // Start -> 0
  if(??){return (1,1,1,1);}           // Start -> 1
  if(??){return (x_0,x_1,x_2,x_3);}    // Start -> x
  if(??){return (y_0,y_1,y_2,y_3);}    // Start -> y
  else{                                // Start -> Start + Start
    int[4] L = Start(x_0,y_0,x_1,y_1);
    int[4] R = Start(x_0,y_0,x_1,y_1);
    return (L[0]+R[0],L[1]+R[1],L[2]+R[2],L[3]+R[3]);}
}
int[4] P = Start(0,0,0,1,1,0,2,0);
assert (P[0]!=0 || P[1]!=1 || P[2]!=1 || P[3]!=2);
```

$Sy \uparrow E$  unrealizable

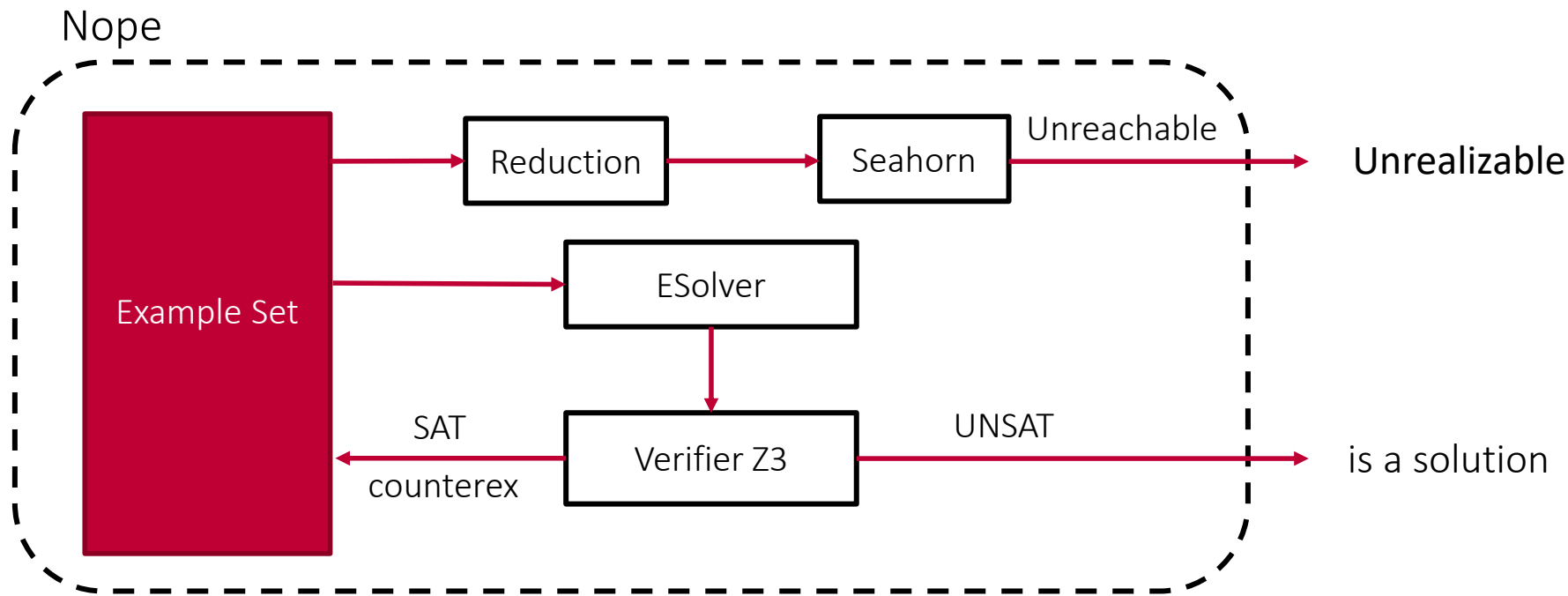
Sy unrealizable

**assert** always holds

DOES IT WORK?

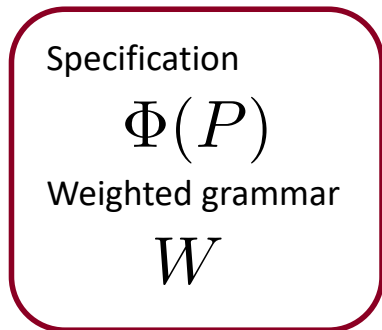
---

# The tool NOPE



# Benchmarks

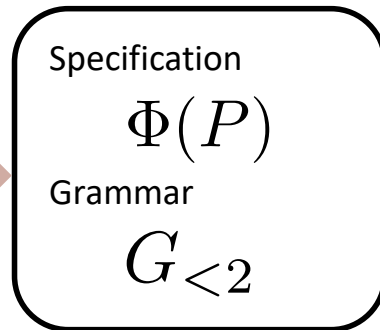
QSyGuS



...

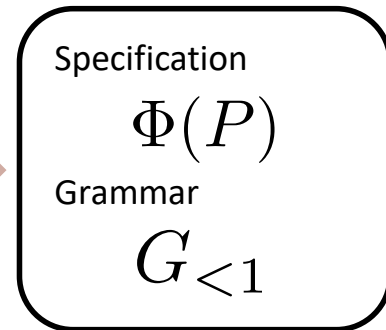
Restrict  
grammar

SyGuS



Restrict  
grammar

SyGuS



No solution!

60 SyGuS benchmarks  
over LIA

QSyGuS

132 benchmarks that  
should be unrealizable

# Summary of evaluation

132 variants of benchmarks taken from SyGuS	Solved
---------------------------------------------	--------

1. bounded number of if-operators	13/57
-----------------------------------	-------

2. bounded number of plus-operators	1/30
-------------------------------------	------

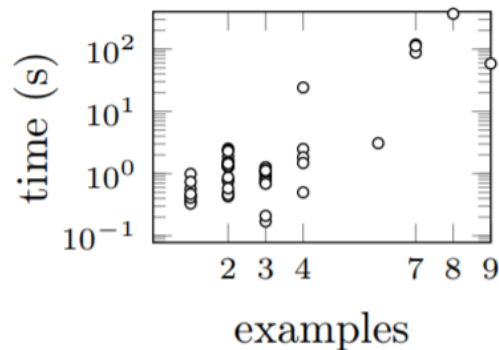
3. restricted range of constants	45/45
----------------------------------	-------

	59/132
--	--------



# Limitation 1 of NOPE: number of examples

	number of nonterminals	number of productions	number of examples	total SEAHORN time (s)	total SEAHORN time (s)
array_sum_4_5	5	34	14	X	X
array_sum_4_15	5	34	16	X	X



## Limitation 2 of NOPE: size of grammars

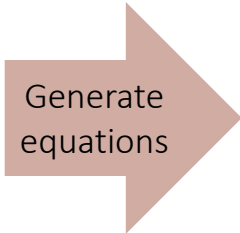
	number of nonterminals	number of productions	number of examples	total SEAHORN time (s)	total SEAHORN time (s)
mpg_example1	59	815	1	X	X
mpg_example2	21	178	1	X	X
mpg_example3	143	4186	1	X	X
mpg_example4	443	36745	1	X	X
...	...	...	...	..	..

Large sized reachability problem

# Exact and Approximate Methods for Proving Unrealizability of Syntax Guided Synthesis [PLDI20]

Start := Start + Start | x

$x_0 = 0, x_1 = 1$



Generate  
equations

$S = S + S \cup (0,1)$

Solution

$S = \{ a^*(0,1) \mid a > 0 \}$

## Ingredients:

Equations over semirings

Newton's method for solving equations

Special techniques for SyGuS operations

# Program synthesis with guarantees

