

Quantitative Relational Synthesis With Semantic Preference Objectives

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M.Tech Defense

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Relational Property as a Hoare Triple.

$$\{\text{Pre}(\vec{x}_1, \vec{x}_2)\} \mathcal{P}_1, \mathcal{P}_2 \{\text{Post}(y_1, y_2)\}$$

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When both programs \mathcal{P}_1 and \mathcal{P}_2 are the same programs, i.e \mathcal{P} , *relational properties* become **hyper-properties**.

What is program sketching?

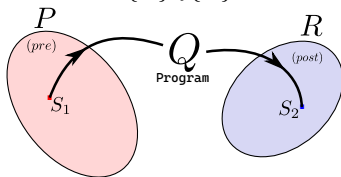
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Specification as a **Hoare Triple**,

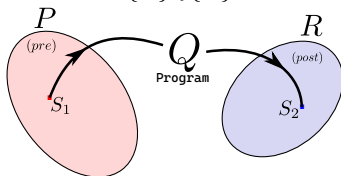
$$\{P\}Q\{R\}$$



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A partial program (referred to as a *sketch*), which leaves out certain holes for the synthesizer to fill such that the completed program satisfies the required specification.

Specification as a **Hoare Triple**,
 $\{P\}Q\{R\}$



```
1  int P(int n){
2      // PRE : assume(n > 1);
3      int i = 0, x = 0;
4      while(i < n){
5          i = i + 1;
6          x = .
7      }
8      // POST : assert(x > 2 * n);
9      return x;
10 }
```


Given partial programs $\mathcal{P}_1^{[\cdot]}$ and $\mathcal{P}_2^{[\cdot]}$, find completion \mathcal{E} , where $\mathcal{E}.H$ and $\mathcal{E}.G$ respective completions of $\mathcal{P}_1^{[\cdot]}$ and $\mathcal{P}_2^{[\cdot]}$ that satisfy a specification.

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Relational Synthesis

$$\exists \mathcal{E}. \{ \text{Pre}(\vec{x}_1, \vec{x}_2) \} \mathcal{P}_1^{[\mathcal{E}.H]}, \mathcal{P}_2^{[\mathcal{E}.G]} \{ \text{Post}(y_1, y_2) \}$$

Program equivalence requires that, any two executions of a pair of programs, \mathcal{P}_1 and \mathcal{P}_2 on same the same input \vec{x} , must yield the same outputs.

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A Verification Problem

$$\forall \vec{x}. \mathcal{P}_1(\vec{x}) = \mathcal{P}_2(\vec{x})$$

Given a reference program \mathcal{P}_1 and a *partial* program \mathcal{P}_2 that has a hole \square , we are interested in *completing* the partial program by synthesizing an expression to fill the hole such that the two programs are rendered semantically equivalent.

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Formal Definition

$$\exists \mathcal{E} \in \mathcal{L}(\mathcal{G}). \forall \vec{x}. \mathcal{P}_1(\vec{x}) = \mathcal{P}_2^{[\mathcal{E}]}(\vec{x})$$

Sketching for Program Equivalence

```
1 int  $\mathcal{P}_1$ (int n){  
2     assume(n > 1);  
3     int i = 0, ans = 0;  
4     while(i < (n - 1)){  
5         i = i + 1;  
6         ans = ans + (5 * i) + 1;  
7     }  
8     return ans + 1;  
9 }
```

(a) Program 1

```
1 int  $\mathcal{P}_2^{[\cdot]}$ (int n){  
2     assume(n > 1);  
3     int x = 0, y = 0, z = n;  
4     while(z  $\neq$  0){  
5         z = z - 1;  
6         x =  $\boxed{\cdot}$ ;  
7         y = y + 1;  
8     }  
9     return x + y;  
10 }
```

(b) Program 2 (with hole $\boxed{\cdot}$)

Sketching for Program Equivalence

```
1 int P1(int n){
2     assume(n > 1);
3     int i = 0, ans = 0;
4     while(i < (n - 1)){
5         i = i + 1;
6         ans = ans + (5 * i) + 1;
7     }
8     return ans + 1;
9 }
```

(a) Program 1

```
1 int P2[·](int n){
2     assume(n > 1);
3     int x = 0, y = 0, z = n;
4     while(z ≠ 0){
5         z = z - 1;
6         x = [·];
7         y = y + 1;
8     }
9     return x + y;
10 }
```

(b) Program 2 (with hole [·])

Post condition for sketching.

$$\exists \mathcal{E} \in \mathcal{L}(\mathcal{G}). \forall \vec{x}. P_1(\vec{x}) = P_2^{[\mathcal{E}]}(\vec{x})$$

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(b) Program 2 (with hole ·)

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$$\exists \mathcal{E} \in \mathcal{L}(\mathcal{G}). \forall \vec{x}. P_1(\vec{x}) = P_2^{[\mathcal{E}]}(\vec{x})$$

assert(ans + 1 = x + y)

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(a) Program 1

```
1 int  $\mathcal{P}_2^{[,]}$ (int n){
2     assume(n > 1);
3     int x = 0, y = 0, z = n;
4     while(z  $\neq$  0){
5         z = z - 1;
6         x =  $x + 6 \cdot y - n$ ;
7         y = y + 1;
8     }
9     return x + y;
10 }
```

(b) Program 2 (with completion)

Program equivalence posed as a **relational** property.

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Relational Synthesis for Program Equivalence

$$\exists \mathcal{E}. \{x_1 = x_2\} \quad \mathcal{P}_1^{[\mathcal{E}.H]}, \mathcal{P}_2^{[\mathcal{E}.G]} \quad \{\mathcal{P}_1^{[\mathcal{E}.H]}(x_1) = \mathcal{P}_2^{[\mathcal{E}.G]}(x_2)\}$$

Given public inputs, (\vec{x}_1, \vec{x}_2) and secret inputs (s_1, s_2) , program (\mathcal{P}) does not reveal any information about the secret inputs.

$$\exists \mathcal{E}. \{x_1 = x_2\} \mathcal{P}^{[\mathcal{E}]} \{ \mathcal{P}^{[\mathcal{E}]}(s_1, x_1) = \mathcal{P}^{[\mathcal{E}]}(s_2, x_2) \}$$

Weak Equivalence

$$\exists \mathcal{E}. \{x_1 = x_2\} \mathcal{P}_1^{[\mathcal{E}.H]}, \mathcal{P}_2^{[\mathcal{E}.G]} \{||\mathcal{P}_1^{[\mathcal{E}.H]}(x_1) - \mathcal{P}_2^{[\mathcal{E}.G]}(x_2)|| \leq c\}$$

Weak Non-Interference

$$\exists \mathcal{E}. \{x_1 = x_2\} \mathcal{P}^{[\mathcal{E}]} \{||\mathcal{P}^{[\mathcal{E}]}(s_1, x_1) - \mathcal{P}^{[\mathcal{E}]}(s_2, x_2)|| \leq c\}$$

Small changes in the inputs must not lead to large difference in the responses of the program, \mathcal{P} .

$$\exists \mathcal{E}. \{ \|\vec{x}_1 - \vec{x}_2\| \leq d_1 \} \mathcal{P}^{[\mathcal{E}]} \{ \|\mathcal{P}^{[\mathcal{E}]}(\vec{x}_1) - \mathcal{P}^{[\mathcal{E}]}(\vec{x}_2)\| \leq f(\vec{x}_1, \vec{x}_2) \}$$

Program, \mathcal{P} must not use the *sensitive attribute* (s) to be unfair to the minority population.

$$\exists \mathcal{E}. \{s_1 \leq s_2 \wedge \vec{x}_2 \sqsubseteq \vec{x}_1\} \mathcal{P}^{[\mathcal{E}]} \{ \mathcal{P}^{[\mathcal{E}]}(\vec{x}_2, s_2) \leq \mathcal{P}^{[\mathcal{E}]}(\vec{x}_1, s_1) \}$$

For any two executions of the program, \mathcal{P} , if the inputs are ordered, so must be the outputs.

$$\exists \mathcal{E}. \{ \vec{x}_1 \sqsubseteq \vec{x}_2 \} \mathcal{P}^{[\mathcal{E}]} \{ \mathcal{P}^{[\mathcal{E}]}(\vec{x}_1) \sqsubseteq \mathcal{P}^{[\mathcal{E}]}(\vec{x}_2) \}$$

Quantitative objectives on the synthesis problem that defines the *preference* among the feasible completions, \mathcal{E} .

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Quantitative Objective, Γ

$$\Gamma(\mathcal{P}_1^{[\mathcal{E}.H]}(\vec{x}_1), \mathcal{P}_2^{[\mathcal{E}.H]}(\vec{x}_2))$$

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Quantitative Objective, Γ

$$\Gamma(\mathcal{P}_1^{[\mathcal{E}.H]}(\vec{x}_1), \mathcal{P}_2^{[\mathcal{E}.H]}(\vec{x}_2))$$

The most preferred completion can be found by **minimizing** the quantitative objective.

The ordering relation \mathcal{E} is a partial order over the completions, defined by the relation, \sqsubseteq , and the *strict* ordering \sqsubset

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Dominance

A completion \mathcal{E}' dominates a completion \mathcal{E} if the value of Γ score with \mathcal{E}' is smaller or equals to \mathcal{E} across all input pairs $\langle \vec{x}_1, \vec{x}_2 \rangle$

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Strict Dominance

Additionally requires the existence of at least one input-pair where the Γ score of \mathcal{E}' is strictly smaller than that of \mathcal{E}

Monotonicity, Robustness, Weak Non-Interference, Weak Equivalence

Completions that minimize the distance between any two responses of the program.

$$\Gamma(\mathcal{P}^{[\mathcal{E}]}(\vec{x}_1), \mathcal{P}^{[\mathcal{E}]}(\vec{x}_2)) \triangleq ||\mathcal{P}^{[\mathcal{E}]}(\vec{x}_1) - \mathcal{P}^{[\mathcal{E}]}(\vec{x}_2)||$$

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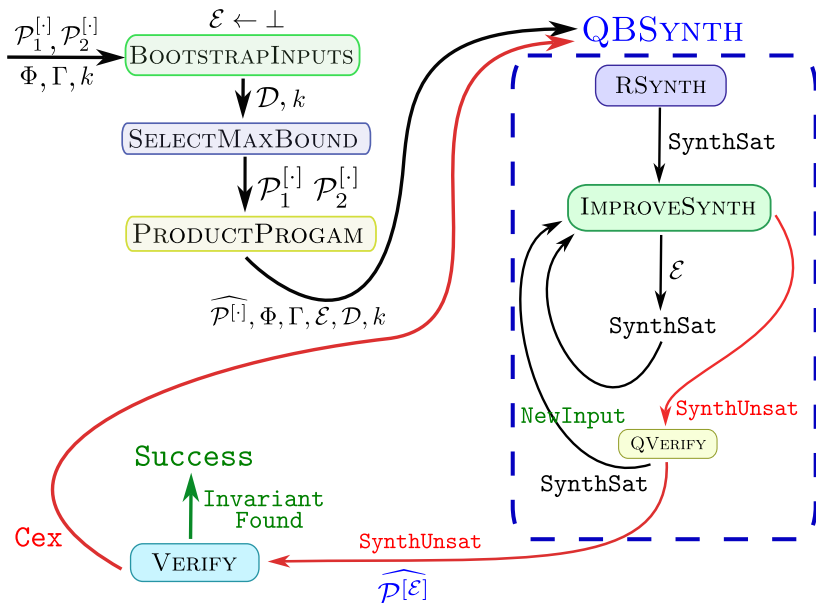
Group Fairness

Prefer completions where the deviation in responses between candidates of two populations is small for similar candidates.

$$\Gamma(\mathcal{P}^{[\mathcal{E}]}(\vec{x}_1, s_1), \mathcal{P}^{[\mathcal{E}]}(\vec{x}_2, s_2)) \triangleq \begin{cases} \text{if } (s_1 < s_2 \wedge \vec{x}_1 \sim \vec{x}_2) \\ \text{then } ||\mathcal{P}^{[\mathcal{E}]}(\vec{x}_1, y_1) - \mathcal{P}^{[\mathcal{E}]}(\vec{x}_2, y_2)|| \\ \text{else } 0 \end{cases}$$

Monotonicity Example

```
1 // PRE:  $(a_2 < a_1 \wedge b_2 > b_1)$ 
2 int  $\mathcal{P}^{[\cdot]}$  (int a, int b){
3     assume((0 < a) && (a < b));
4     while (a < b) {
5         c = c +  $\boxed{\cdot}$ ;
6         a = a + 1;
7     }
8     return c;
9 }
10 // POST:  $(c_2 > c_1)$ 
```

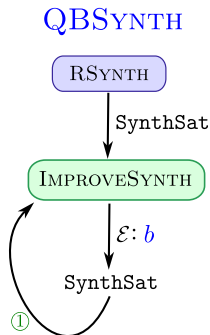


Monotonicity Example: Product Program

```
1  int  $\widehat{\mathcal{P}}[\cdot]$ (int  $a_1$ , int  $b_1$ , int  $a_2$ , int  $b_2$ ){
2
3      assume((0 <  $a_1$ ) && ( $a_1$  <  $b_1$ ));
4      assume((0 <  $a_2$ ) && ( $a_2$  <  $b_2$ ));
5      assume(( $a_2$  <  $a_1$ ) && ( $b_2$  >  $b_1$ ));
6
7      int  $c_1$  = 0,  $c_2$  = 0;
8      while ( ( $a_1$  <  $b_1$ ) || ( $a_2$  <  $b_2$ ) ) {
9          if ( ( $a_1$  <  $b_1$ ) ) {
10              $c_1$  =  $c_1$  +  $\boxed{\cdot}$ ;
11              $a_1$  =  $a_1$  + 1;
12         }
13         if ( ( $a_2$  <  $b_2$ ) ) {
14              $c_2$  =  $c_2$  +  $\boxed{\cdot}$ ;
15              $a_1$  =  $a_1$  + 1;
16         }
17     }
18     return  $c_1$ ,  $c_2$ ;
19 }
```

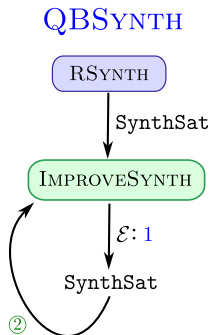
Monotonicity Example: First Completion

```
1 // PRE:  $(a_2 < a_1 \wedge b_2 > b_1)$ 
2 int  $\mathcal{P}[\cdot]$  (int a, int b){
3     assume((0 < a) && (a < b));
4     while (a < b) {
5         c = c +  $\boxed{b}$ ;
6         a = a + 1;
7     }
8     return c;
9 }
10 // POST:  $(c_2 > c_1)$ 
```



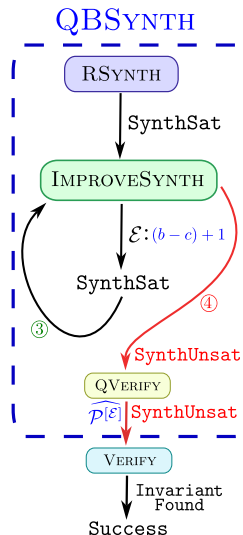
Monotonicity Example: Second Completion

```
1 // PRE:  $(a_2 < a_1 \wedge b_2 > b_1)$ 
2 int  $\mathcal{P}^{[.]}$  (int a, int b){
3     assume((0 < a) && (a < b));
4     while (a < b) {
5         c = c + 1;
6         a = a + 1;
7     }
8     return c;
9 }
10 // POST:  $(c_2 > c_1)$ 
```



Monotonicity Example: Third Completion

```
1 // PRE:  $(a_2 < a_1 \wedge b_2 > b_1)$ 
2 int  $\mathcal{P}[\cdot]$  (int a, int b){
3     assume((0 < a) && (a < b));
4     while (a < b) {
5         c = c +  $(b - c) + 1$ ;
6         a = a + 1;
7     }
8     return c;
9 }
10 // POST:  $(c_2 > c_1)$ 
```



RQ1. Relational synthesis **without** quantitative objectives

RQ2. Relational synthesis **with** quantitative objectives

Grammar to describe the expressions to be instantiated for the holes in the program sketches; $\langle \text{var} \rangle$ and $\langle \text{num} \rangle$ refer to program variables and numbers respectively.

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Domain Specific Language

$$E ::= E + E \mid E - E \mid E * E \mid \langle \text{var} \rangle \mid \langle \text{num} \rangle$$

Instances without quantitative objectives.

Bench	Property	Time(s)
b26	Strict Equivalence	4
b10	Strict Equivalence	3
b18	Strict Equivalence	2
b16	Strict Equivalence	1
b21	Strict Equivalence	3
b27	Strict Equivalence	4
b04	Strict Equivalence	3
b34	Strict Equivalence	10
b05	Strict Equivalence	7
nonintf01	Strict Non-Interference	7
nonintf02	Strict Non-Interference	8
nonintf05	Strict Non-Interference	6

Bench	Property	Time(s)	Best?
mono01	Monotonicity	329	✓
mono02	Monotonicity	311	✓
mono02	Monotonicity	310	✓
weak01	Weak Equivalence	210	✓
weak02	Weak Equivalence	198	✓
weak03	Weak Equivalence	128	✓
weak04	Weak Equivalence	168	✓
robust01	Robustness	95	✓
robust02	Robustness	102	✓
fair01	Group Fairness	82	✓
nonintf03	Weak Non-Interference	70	✓
nonintf04	Weak Non-Interference	75	✓

New Synthesis Problem!

Relational synthesis with semantic quantitative objectives—and designed an algorithm to solve the same.

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Conclusion

- QRS instantiates this algorithm and solves non-trivial problems in a reasonable time.
- Our solutions are optimal only for a k -bounded setting, however, we do achieve the globally optimal completions (empirically) for all benchmarks in our suite.

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- QRS instantiates this algorithm and solves non-trivial problems in a reasonable time.
- Our solutions are optimal only for a k -bounded setting, however, we do achieve the globally optimal completions (empirically) for all benchmarks in our suite.

Future Directions

- Synthesis for global optimality.
- Synthesis problems for those beyond 2-safety.

Questions?