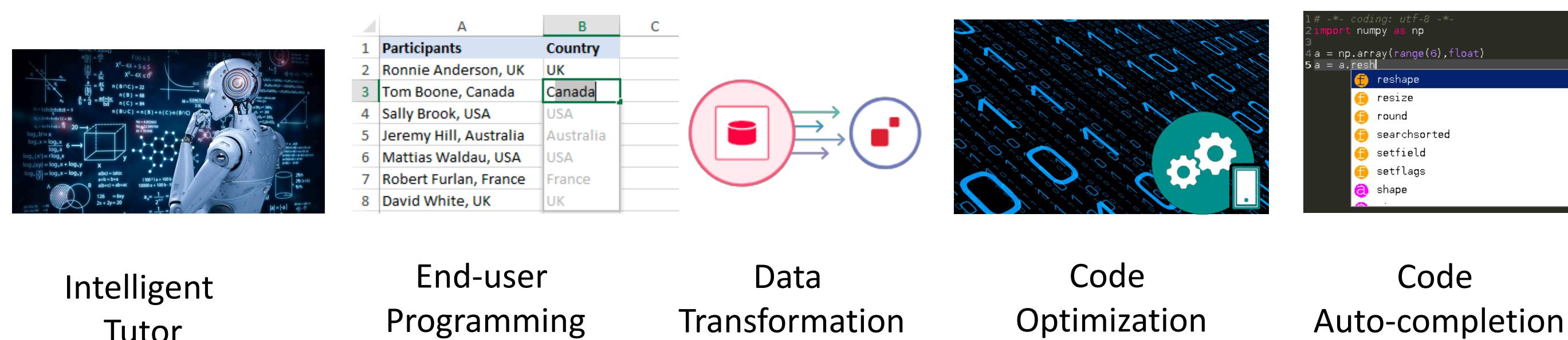


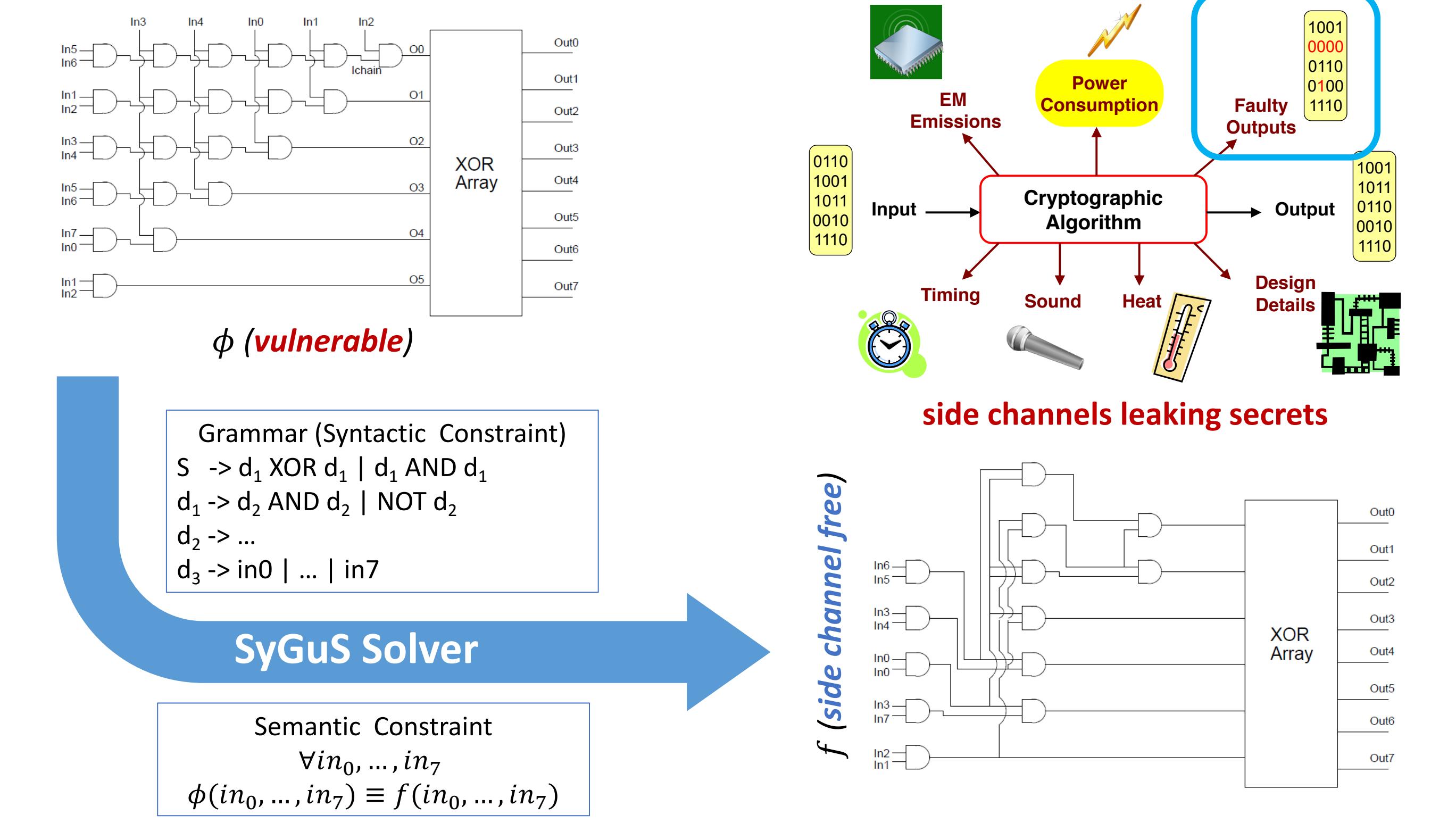
Syntax-Guided Program Synthesis

The syntax-guided program synthesis (SyGuS) problem aims to find a function f that meets both syntactic and semantic constraints:

- **syntactic constraint**: a context-free grammar G describing the syntax that captures the candidate implementations of f .
- **semantic constraint**: a logical formula ϕ that captures the desired functionality of f .



Cryptographic circuits synthesis



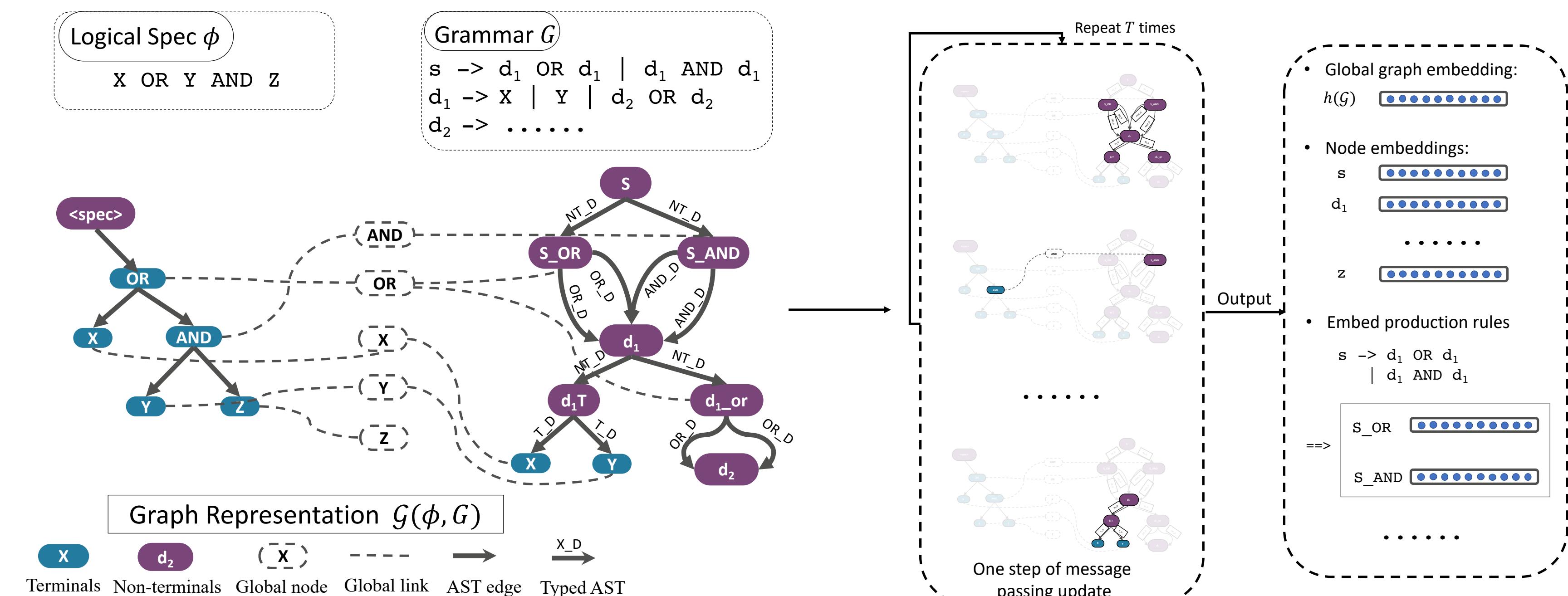
Challenges

Representation learning and transfer learning of **structured data** with **rich semantics** remain open problems. Our work addresses two fundamental challenges in this area:

- How to learn a **neural** representation of both syntax and semantic constraints?
- How to learn a **transferable** policy for program synthesis tasks with **different** syntax G and semantic ϕ ?

METAL: Meta-Learning Framework

Jointly learn the representation of syntax and semantics



Graph construction objective:

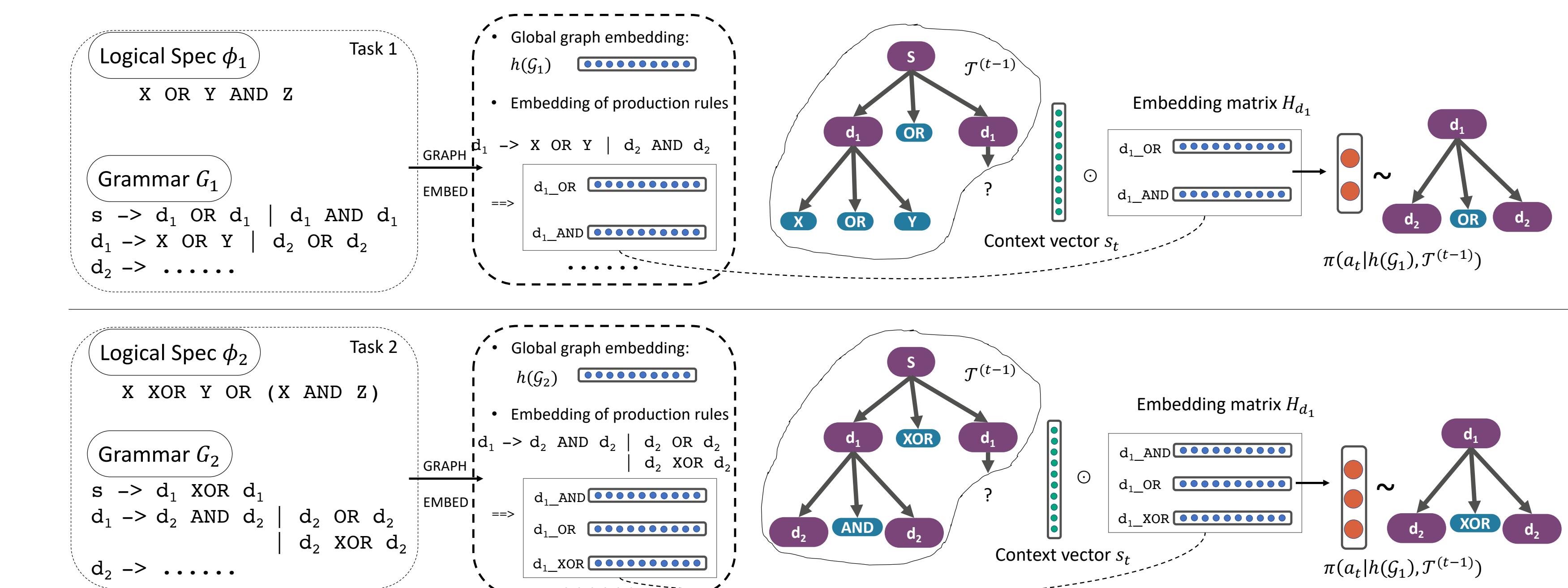
- Capture the syntax structure and property (e.g. rule order invariance, symmetry)
- Capture the semantic constraint by its AST
- Enable information exchange by shared tokens

Learn embedding via message passing

$$h_v^{t+1} = \text{aggregate}(\{F(h_u^t, e_{u,v})\}_{u \in N(v)})$$

$$F(h^t, e) = \sigma(W_t^e h^t)$$

Synthesize programs using a grammar adaptive policy network



Policy network is built in an auto-regressive way

$$\pi(f|\phi, G) = \prod_{t=1}^{|f|} \pi(a_t|h(G), T^{(t-1)})$$

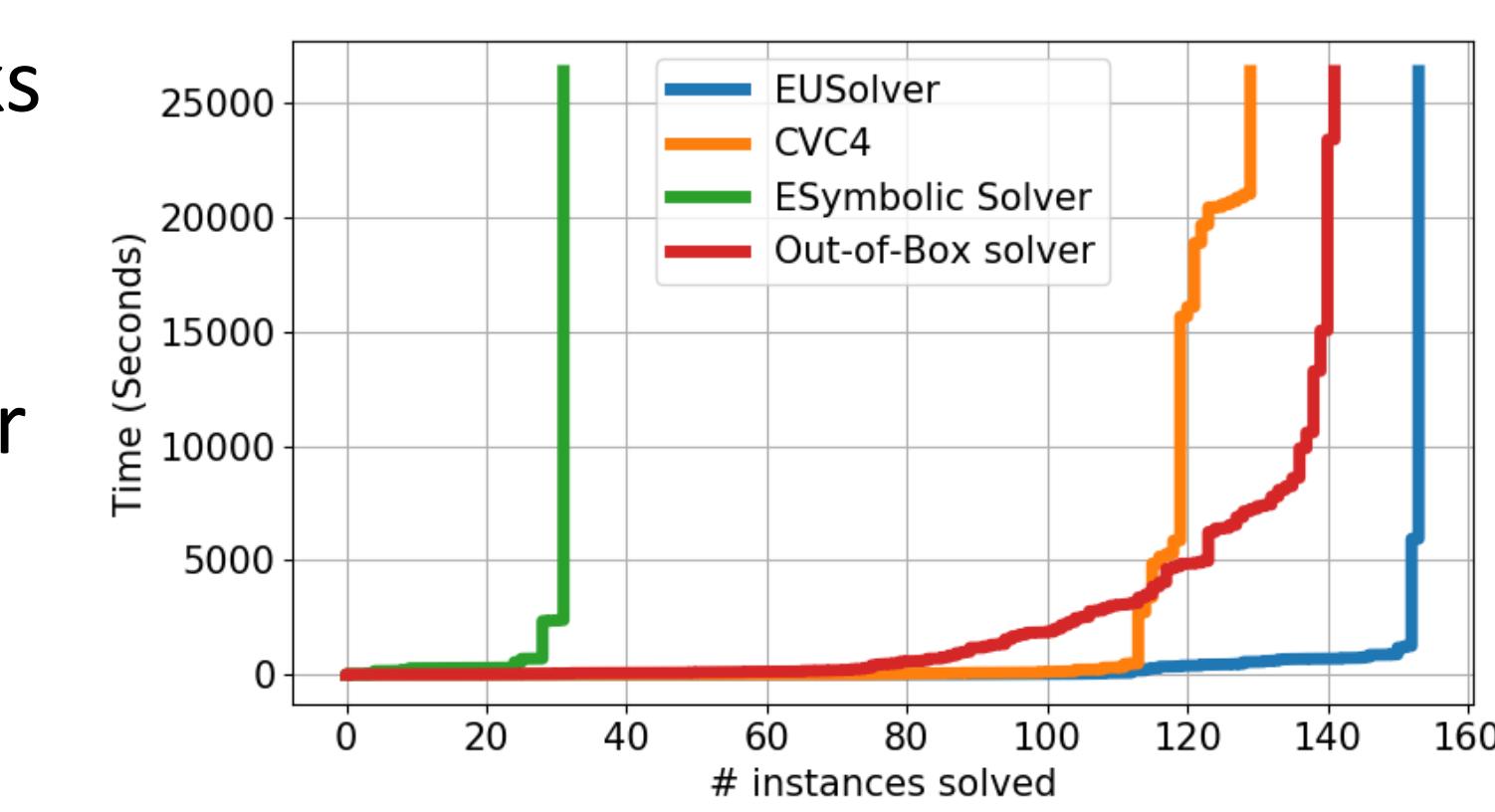
A2C is used for model training, reward is the passing ratio of accumulated examples.

$$\text{reward} = \frac{\sum_{b \in B_\phi \cup \widehat{B}_b} [f(b) \equiv \phi(b)]}{|B_\phi \cup \widehat{B}_b|}$$

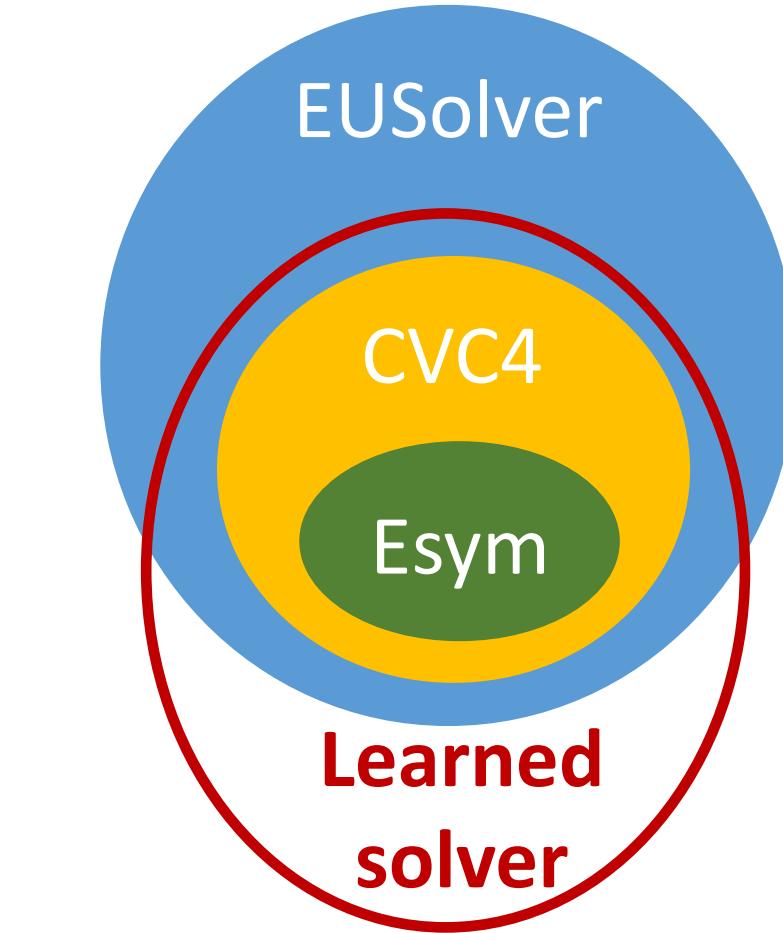
b : counter example \widehat{B}_b : samples near b

Experimental Results

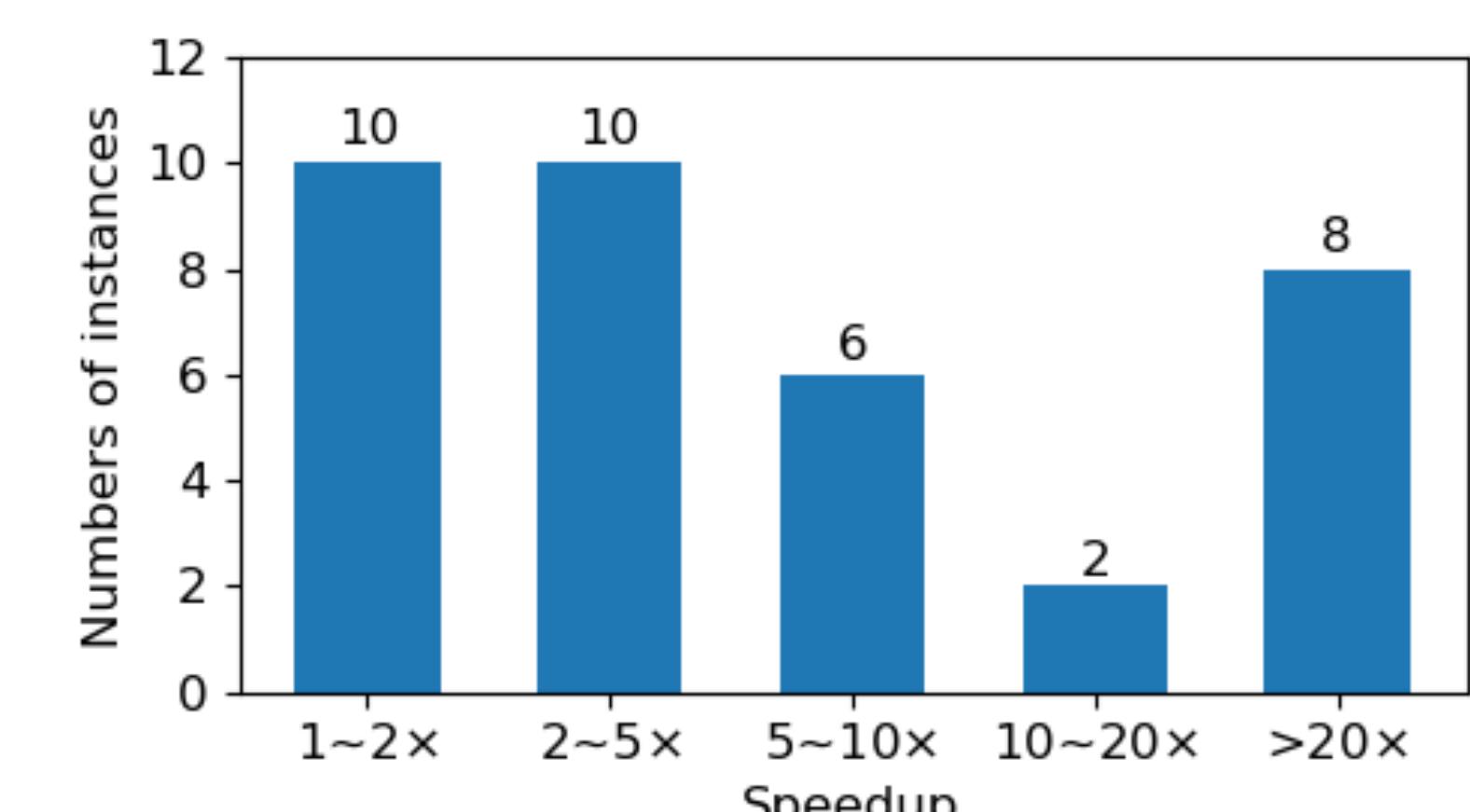
- Collected 214 circuit synthesis tasks from the 2017 SyGuS Competition
- Compared with one baseline solver and two state-of-the-art solvers
- Code and data are available at: <https://github.com/PL-ML/metal>



Learning to solve from scratch
(overall: 214)



Visualization of solved tasks



Meta-learning enables faster solving
(train/test: 150/64)