

Lecture 12

From verification to synthesis (II)

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Verification \rightarrow inference \rightarrow synthesis

Verification

Program logic



$$\forall x . Q(x)$$

verification
condition

$$\equiv \exists x . \neg Q(x)$$

SMT



UNSAT



SAT

Inference

Program logic



$$\exists I . \forall x . Q(I, x)$$

unknown formulas for
invariants



Synthesis

Program logic



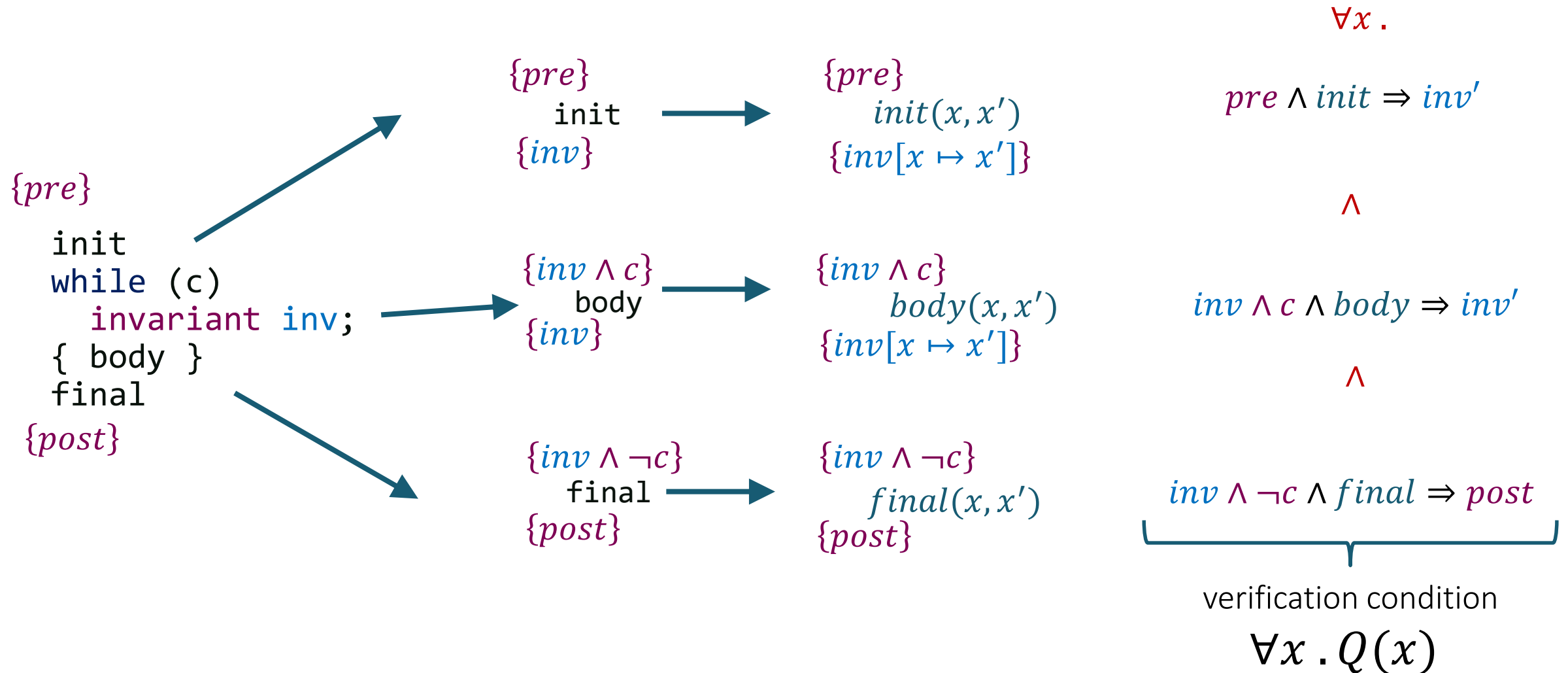
$$\exists I P . \forall x . Q(I, P, x)$$

unknown formulas for
invariants and commands

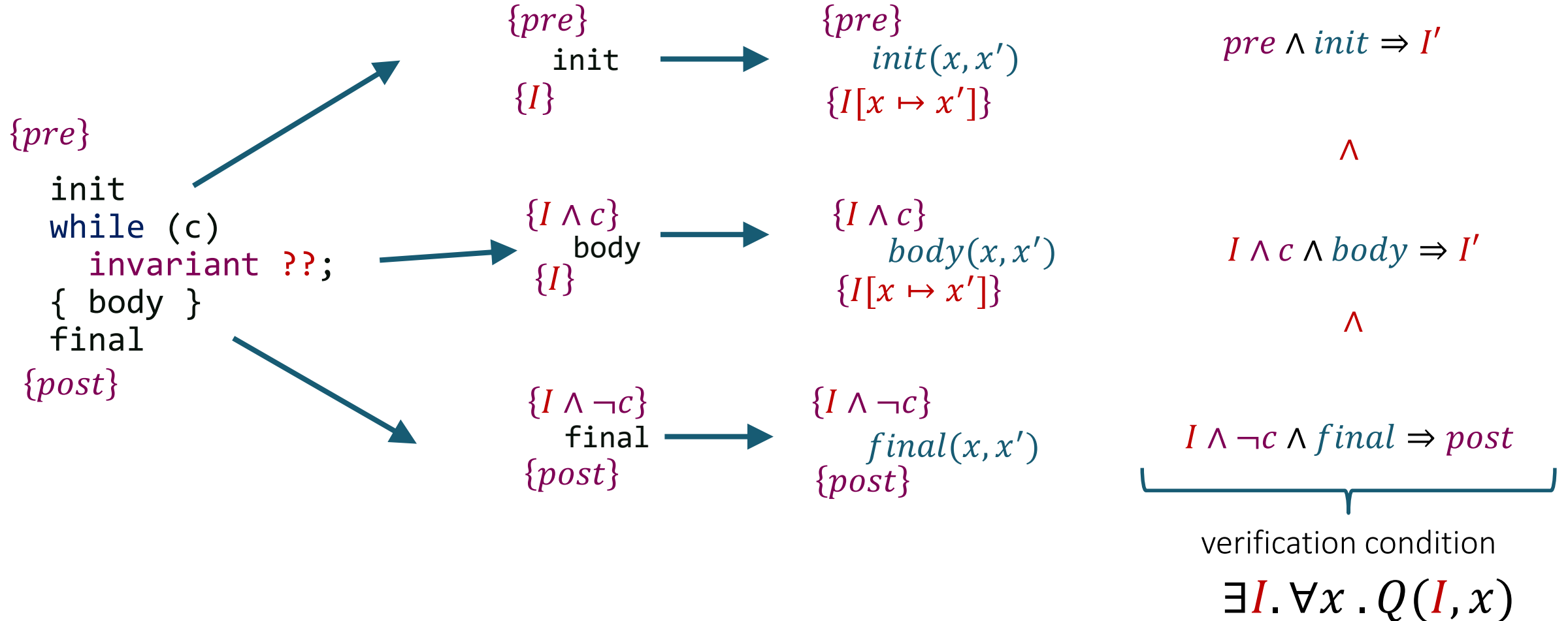


on the bright side: not much
harder than inference!

Verification with transition systems



Invariant inference



Horn constraints

Constraints of this form are called Horn constraints (clauses)

$$\phi \Rightarrow I'$$

$$I \wedge \psi \Rightarrow I'$$

$$I \Rightarrow \omega$$

Can be solved using lattice search

From verification to inference

Verification



$$\forall x . Q(x)$$

$$\equiv \exists x . \neg Q(x)$$

SMT



UNSAT / SAT

Inference



$$\exists I . \forall x . Q(I, x)$$

Fix the domain
lattice \rightarrow lattice search
otherwise \rightarrow
combinatorial search



From inference to synthesis

Verification



$$\forall x . Q(x)$$

$$\equiv \exists x . \neg Q(x)$$

SMT



UNSAT / SAT

Inference



$$\exists I . \forall x . Q(I, x)$$

Fix the domain
lattice \rightarrow lattice search
otherwise \rightarrow
combinatorial search

Synthesis



$$\exists I \textcolor{red}{P} . \forall x . Q(\textcolor{red}{I}, \textcolor{red}{P}, x)$$

Program synthesis

```

{pre}
??
while (??)
  invariant ??;
  { ?? }
  ??
{post}
  
```

```

{pre}
  Si(x, x')
  {I[x ↦ x']}

  {I ∧ G0}
    G1 → S1(x, x')
    G2 → S2(x, x')
  {I[x ↦ x']}
  
```

```

  {I ∧ ¬c}
    Sf(x, x')
  {post}
  
```

$\exists S \ G \ I. \forall x .$

$pre \wedge S_i \Rightarrow I'$

\wedge
 $I \wedge G_0 \wedge G_1 \wedge S_1 \Rightarrow I'$

$I \wedge G_0 \wedge G_2 \wedge S_2 \Rightarrow I'$

\wedge

$I \wedge \neg G_0 \wedge S_f \Rightarrow post$

synthesis condition

$\exists I \ P. \forall x . Q(I, P, x)$

Synthesis constraints

Similar to Horn constraints but not quite

$$I \wedge G_i \wedge S_i \wedge \psi \Rightarrow I'$$

$$I \wedge G_i \wedge S_i \Rightarrow \omega$$

$$\top \Rightarrow G_i \vee G_j$$

Domain for I, G_i : like in inference

Domain for $S_i = \{x' = e_x \wedge y' = e_y \wedge \dots \mid e_x, e_y, \dots \in Expr\}$

- conjunction of equalities, one per variables

Solving synthesis constraints

$$I \wedge G_i \wedge S_i \wedge \psi \Rightarrow I'$$

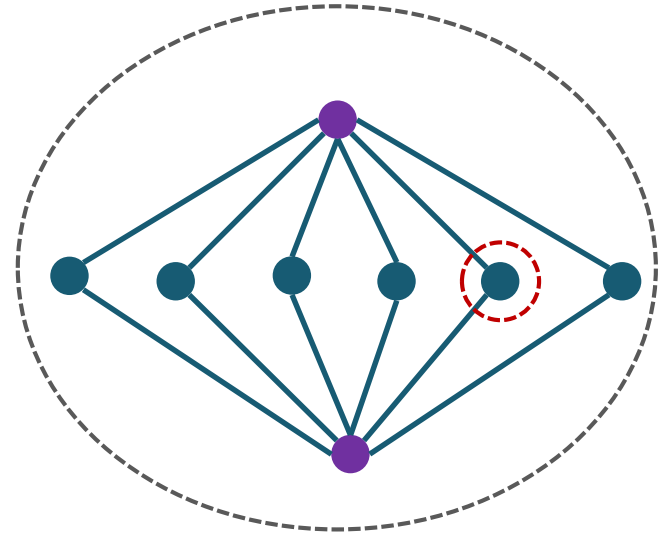
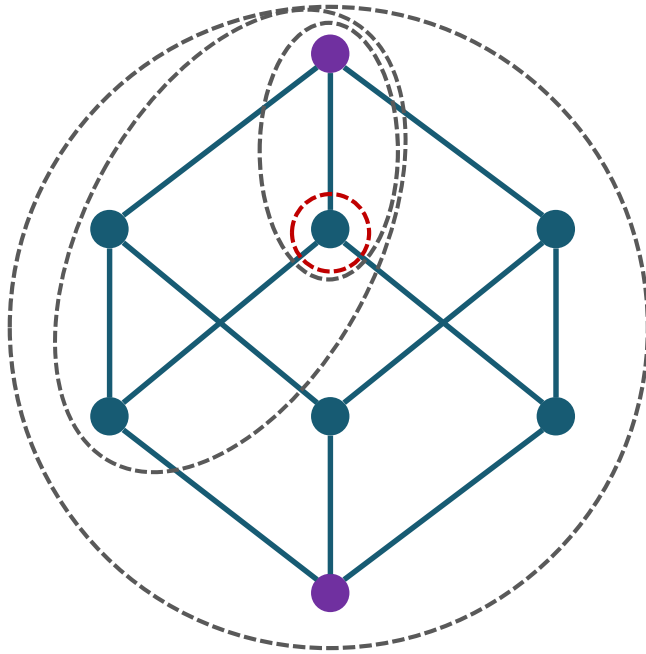
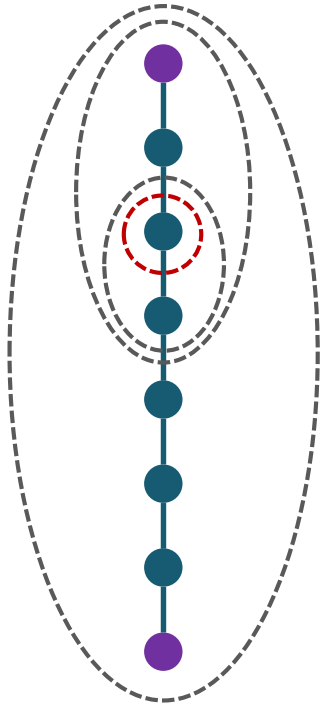
$$I \wedge G_i \wedge S_i \Rightarrow \omega$$

$$\top \Rightarrow G_i \vee G_j$$

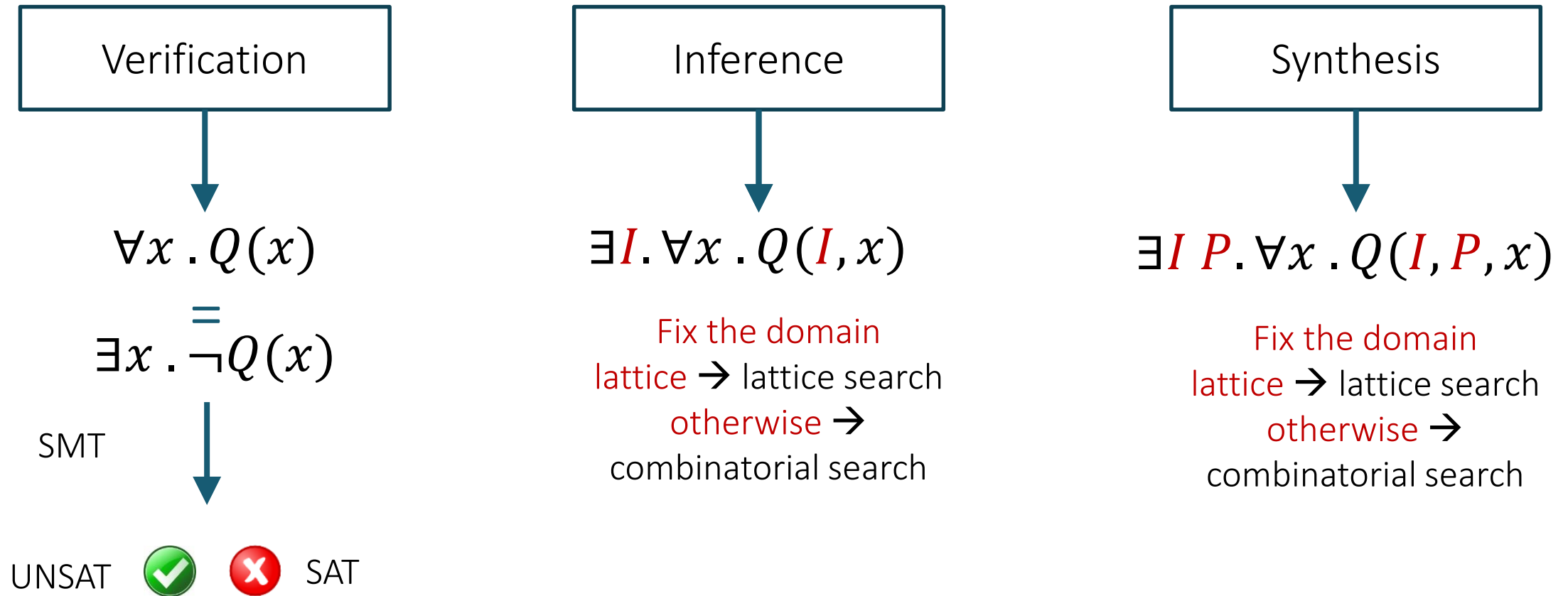
Can we solve this with...

- Enumerative search?
 - Sure (slow)
- Sketch?
 - Yep!
 - Look we made an unbounded synthesizer out of Sketch!
- Lattice search?
 - That's what VS3 does
 - Great for I, G , not so great for S (why?)

Lattice search



Verification \rightarrow inference \rightarrow synthesis



VS3: contributions

Proof-theoretic synthesis

- = we can make constraint-based synthesis unbounded by synthesizing loop invariants alongside programs
- this idea was later used e.g. in Natural Synthesis [Qi, Solar-Lezama, OOPSLA'17]

Reusing existing invariant inference tools

- encoding as a guarded transition system (makes synthesis constraints look like Horn clauses)
- using lattice search for synthesis
- as Horn solver get better, this approach should too

VS3: limitations

Requires a lot of user input

- Pre/postcondition, domain constraints, resource constraints
- How does this compare to other synthesizers we have seen?

Incomplete

- inherits incompleteness from the verifier
- even if a program exists in the domain, it might not be verifiable

Slow / unpredictable performance

- unavoidable with general verification

VS3: questions

Behavioral constraints? structural constraints? search strategy?

- pre-/postconditions in logic
- domain and resource constraints
- constraint-based (Horn clause solving)

Trivial solution to Bresenham's algorithm

- Set all unknowns to False

This week

We can reason about unbounded loops using *loop invariants*

- Hoare logic soundly translates a program with a loop (and invariant) into three straight-line programs

We can synthesize a program with a loop by synthesizing *those three straight-line programs* (and the invariant)!

- Can use existing synthesis techniques

Powerful idea: to synthesize a provably correct program, look for the program *and its proof* together