# **#23: Brahma and Type-directed** synthesis

#### Sankha Narayan Guria

EECS 700: Introduction to Program Synthesis

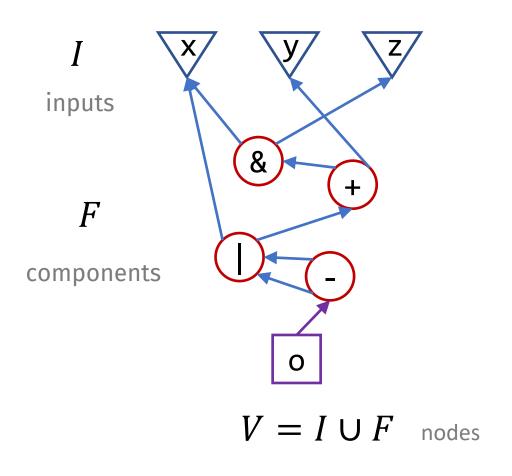


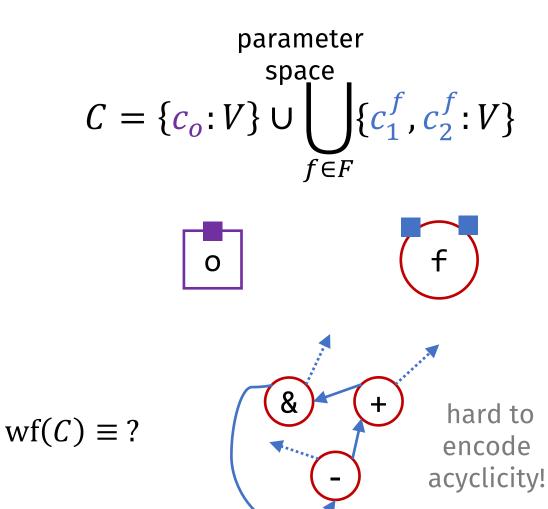
#### **Brahma**

• Idea: encode the space of loop-free (bit-vector) programs as an SMT constraint

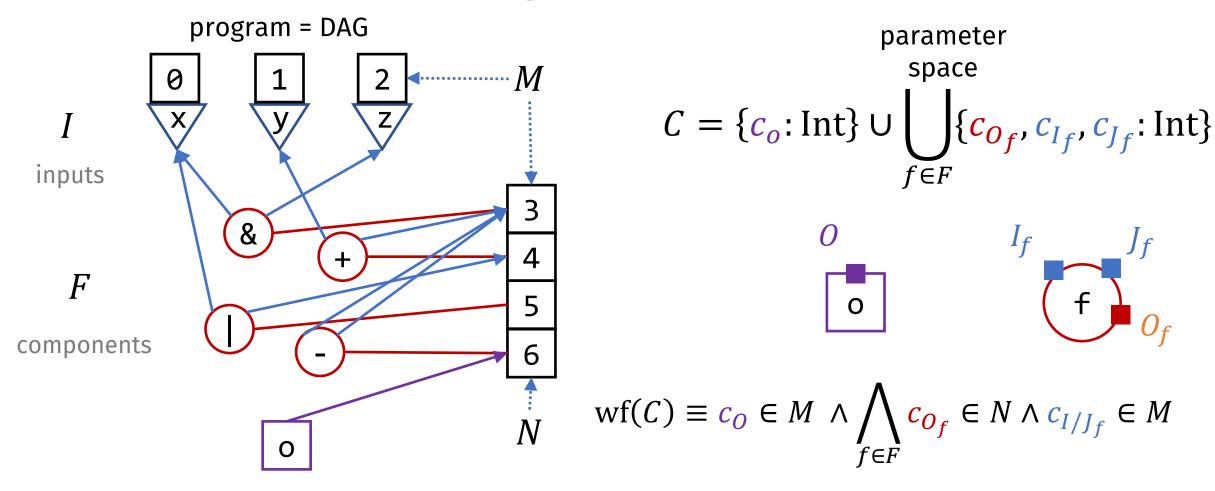
## Brahma encoding: take 1

program = DAG

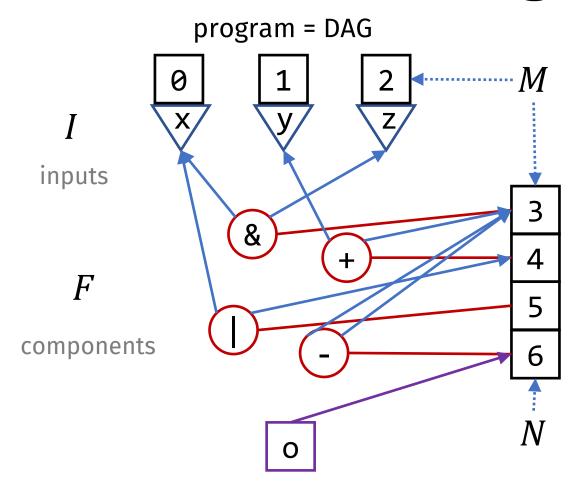




## Brahma encoding: take 2



#### Brahma encoding: take 2



$$C = \{c_o : \text{Int}\} \cup \bigcup_{f \in F} \{c_{O_f}, c_{I_f}, c_{J_f} : \text{Int}\}$$

$$T = \bigcup_{f \in F} \{I_f, J_f, O_f\}$$

$$\varphi(C, I, O) \equiv \exists T. \bigwedge_{f \in F} O_f = F(I_f, J_f)$$

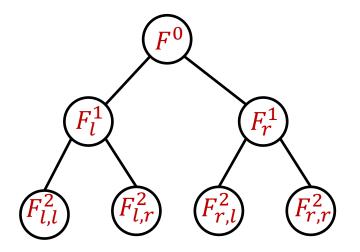
$$\wedge \bigwedge_{x, y \in T \cup I \cup \{O\}} c_x = c_y \Rightarrow x = y$$

#### **Brahma: contributions**

- SMT encoding of program space
  - sound? complete? solver-friendly?
  - more compact than alternatives\*
- SMT solver can guess constants
  - e.g. 0x5555555 in P23

# Alternative encodings

#### **Tree encoding**



#### **Linear encoding**

$$t_0 = F_0(t_{I0}, t_{J0})$$
 $t_1 = F_1(t_{I1}, t_{J1})$ 
...
 $t_N = F_N(t_{IN}, t_{JN})$ 

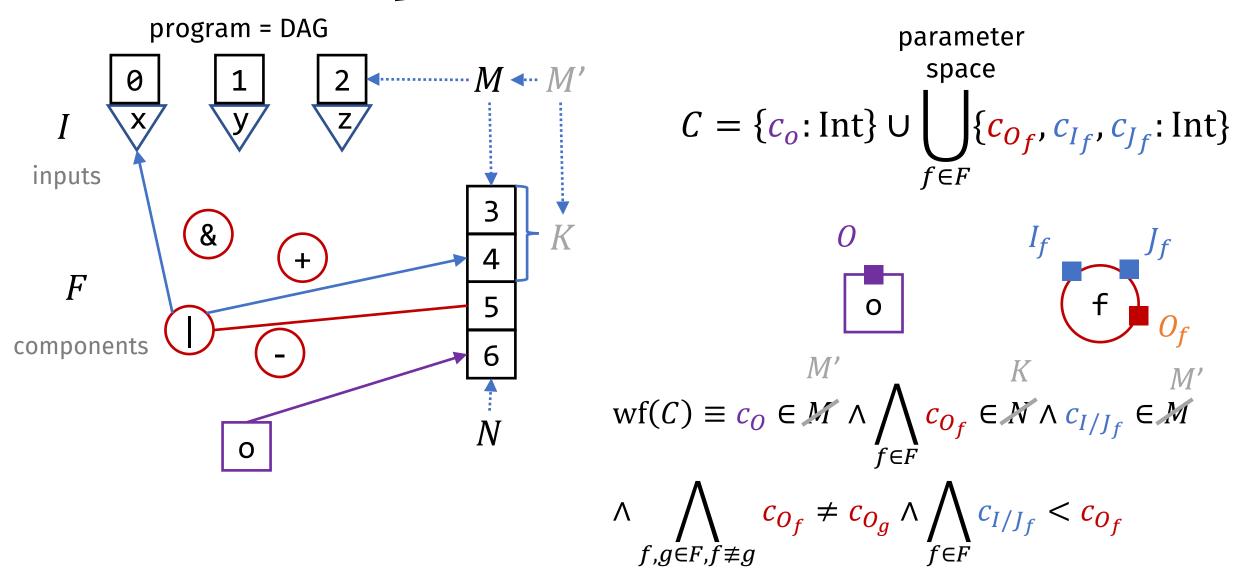
#### **Brahma: limitations**

- Requires component multiplicities
  - If we didn't have multiplicities, where would their encoding break? How could we fix it?
  - What happens if user provides too many? too few?
  - What's the alternative to including dead code?
- Requires precise SMT specs for components
  - What happens if we give an over-approximate spec?
- No loops, no types, no ranking

# **Brahma: questions**

- Behavioral Constraints? Structural Constraints? Search Strategy?
  - First-order formula
  - A multiset of components + straight-line program
  - Constraint based + CEGIS
- Can we represent these structural constraints as a grammar?
  - Yes and no
  - No because grammars cannot encode multiplicities
    - also: you can have let-bindings in SyGuS but CFG cannot encode well-formedness
  - Yes, because the set is finite, so we can simply enumerate all possible programs
    - but this is not useful for synthesis

# Limit #components to K?



## Limit #components to K?

