Inductive Programming

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The Problem

- Explore inductive programming
 - Machine Learning
 - Given examples and background knowledge
 - Generate a program or hypothesis satisfying all initial conditions
- Focus on learning functions
 - Given a set of data
 - Determine a functional model of the data

Linear Regression

- Exact solution for m known via linalg OLS old news

 - For input learns a multiplicative "weight".
 - o b can be found via adding a "dummy" variable

X =	1	Y =	3	=>	X =	1	1	Y =	3
	2		5			2	1		5
	3		7			3	1		7
	4		9			4	1		9
	5		11			5	1		11

Generalizing

- $[a,b] = [X^TX]^{-1}X^Ty$
 - The ones allow us to learn a constant offset in a multiplicative framework.
 - Equivalent to
 - f(x) = a*x + b*1
- Modify input x via some function and OLS will learn the multiplicative "contribution" of that function to the overall function.

Insight

- We can now learn parameters using this tool.
 - O But how can we learn the functions themselves?
- A weight of 0 corresponds to a term not being present!
- Given inputs x and outputs y
 - Expand x into a vector of functional transformations of x

$$f(x) = (x > 0) + (x < 0)$$

 $x \rightarrow [x, x^2, x^3, x > 0, x < 0, exp(x)]$
 $model \rightarrow [0, 0, 0, 1, 1, 0]$

A New Approach

- Stochastic Superoptimization
 - Took assembly for basic programs compiled via gcc and tried to make it faster via MCMC.
 - The idea is take the current program and evaluate proposed new programs which are slight modifications of the current program.
 - Then probabilistically decide whether to make the proposal program the current program based on relative improvement (or lack thereof).

Learning Python Functions

- Internal representation of a function:
 - (inputs:[a,b...],vars:[a,b...],vinits:[a,b...],code:[[line 1],[line 2], [...]]
 - Code
 - [a,+,b,c]
 - [d,sqrt,e]
 - [NOP]
- Render internal representation to a string
- Exec it
- Initialize variables at beginning of function
- Followed by n lines
- Return all variables

Learning Python Functions

- All variables are then passed to an evaluator
 - Evaluator checks mean error between each variable and desired output
 - The "goodness" of a program is that of the current best variable
- MCMC didn't work well (because of evaluator)
 - Mean error is a poor metric (want functional distance)

Quadratic Function Output

```
def f(a,b,c,d):
    e, f, g, h, i, j, k, l, m, n, o, p, q = d, b, a, d, d, b, a, c, b, d, c, c, c
    o = q * p
    p = np.square(k)
    k = np.square(f)
    h = o + i
    1 = p * j
    q = 1 + h
    return q
```

Distance Function Output

```
def f(a,b,c,d):
    e, f, g, h, i, j, k, l, m, n, o, p, q = d, b, a, d, d, b, a, c, b, d, c, c, c
    o = e - b
    o = np.square(o)
    j = e * m
    p = a - q
    f = np.square(b)
    j = np.square(p)
    e = 0 - 0
    q = 1 - j
    q = j + o
    q = np.sqrt(q)
    h = np.square(c)
    return q
```

Euclidean Distance

```
def f(a,b,c,d):
    o = d - b
    p = a - c
    o = np.square(o)
    j = np.square(p)
    q = np.sqrt(j + o)
    return q
```

- Odds of randomly generating from combinations of variables and operators is at best 1/1,400,000,000
 - o If you were to generate random strings, it would be on the order of $1/10^{131}$
- Took 162,000 evaluations to generate.

Functional Distance

- The "edit" distance between two functions.
 - $\circ f(X) = X$
 - $\circ f(X) = X \cdot (-1)$
 - Functional Distance = 1
 - $\circ \quad \textit{f(X)} = \exp(X)$
 - o $f'(X) = \log(X+10) \cdot 20$
 - Functional Distance = 4

Functional Distance

- Given input X, Y, and function f' what is the distance between f' and f(X)=Y?
 - Not aware of any solutions that don't involve learning f which is exactly the problem we're trying to solve...
- May be possible to approximate with an ML model trained on known examples and relevant features
 - What features are relevant?

QUESTIONS?