

Abstraction-Based Interaction Model for Synthesis



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Programming by Example

Task: find the most frequent bigram in a string.

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"bd"



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"abbba"



"bb"



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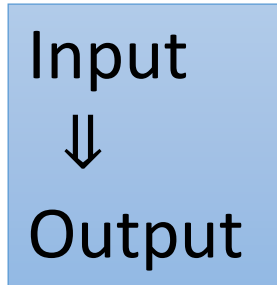
"bb"



```
input.substring(1, 3)
```



Programming Not Only by Example



Programming Not Only by Example

$$\{m \in M \mid \llbracket m \rrbracket(input) = output\}$$

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Exclude programs with `takeRight`



Programming Not Only by Example

$$\{m \in M \mid \textcolor{red}{p}(m)\}$$

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```



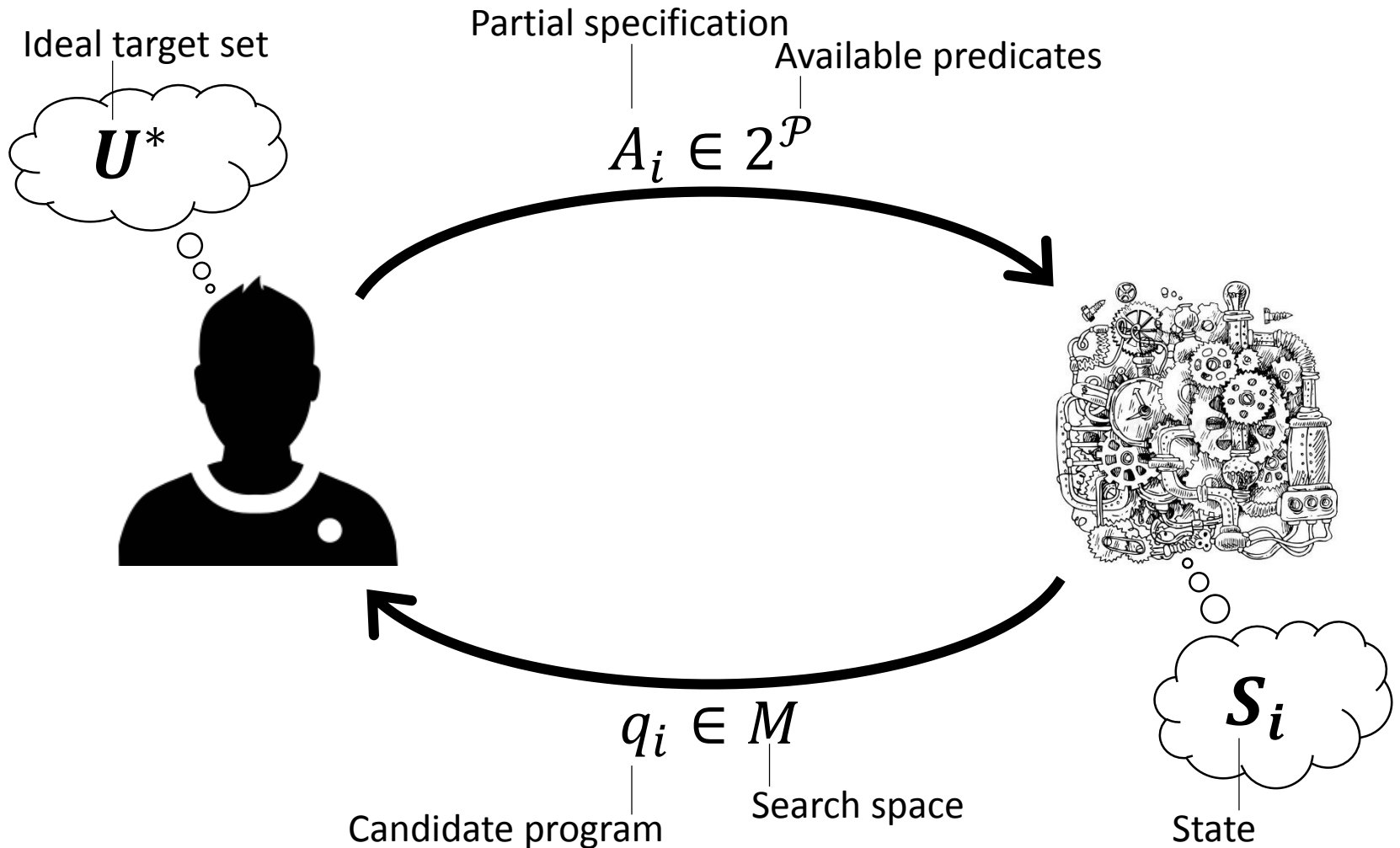
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Our Goal

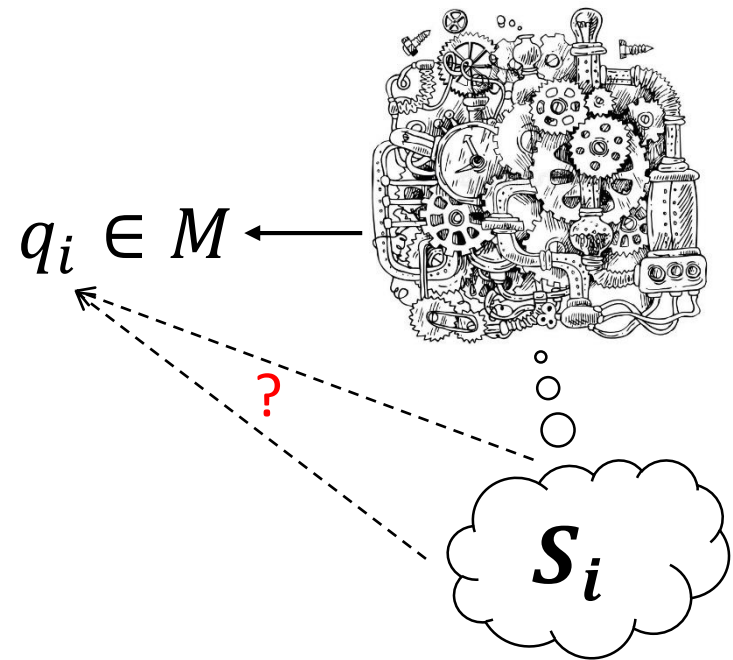
- To model user-driven synthesis
 - Works in practice but we do not understand its limitations
- Properties
 - Of the synthesizer
 - Of the user
- Guarantees
 - Termination (in paper)
 - Are “bad sessions” recoverable

Iterative, interactive synthesis

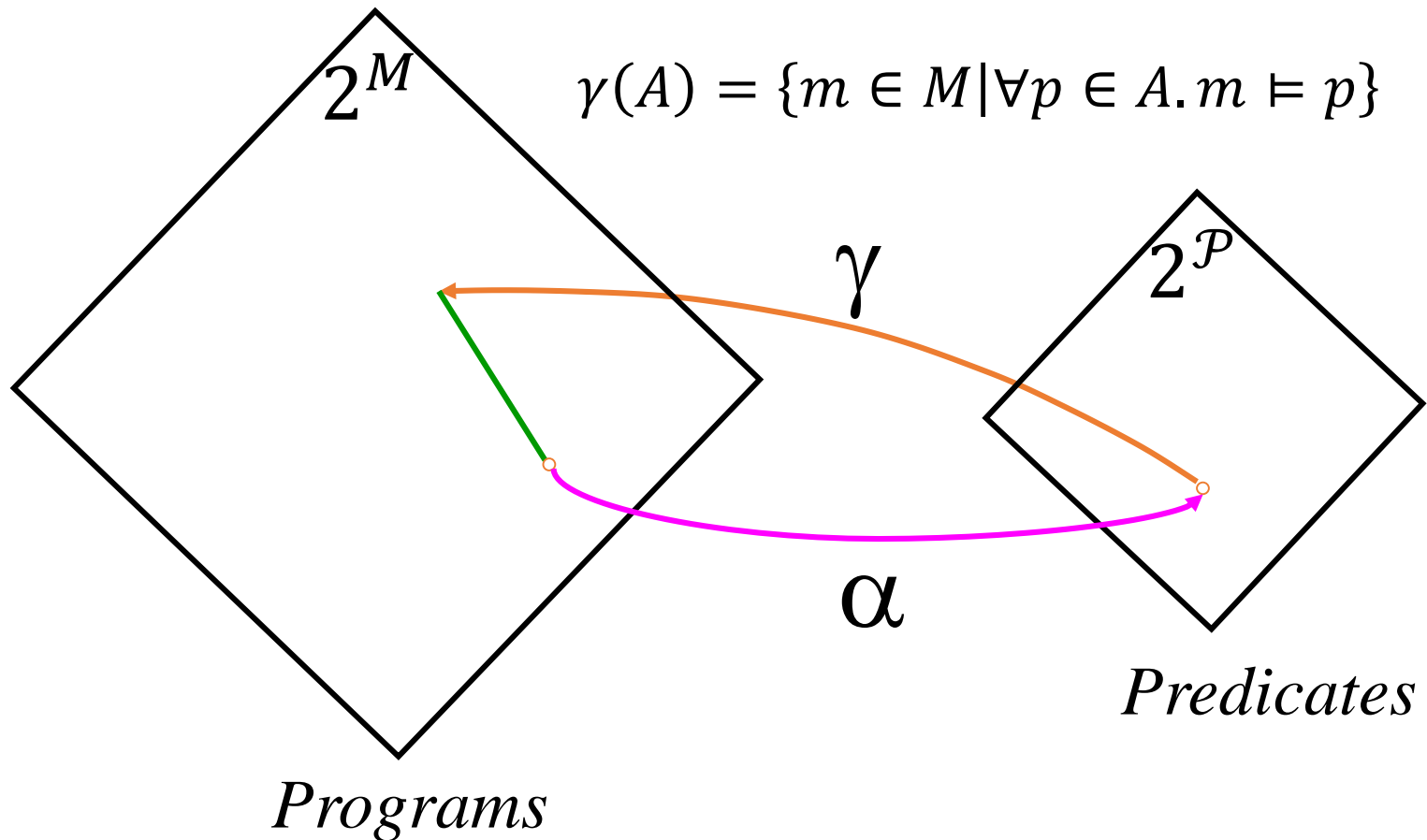


Select

- Candidate program is selected via *some* selection criterion:
Select
- *Select* usually designed to return a program from U^* ASAP (in 1-2 iterations)
- There is little theoretical work about *the long run*

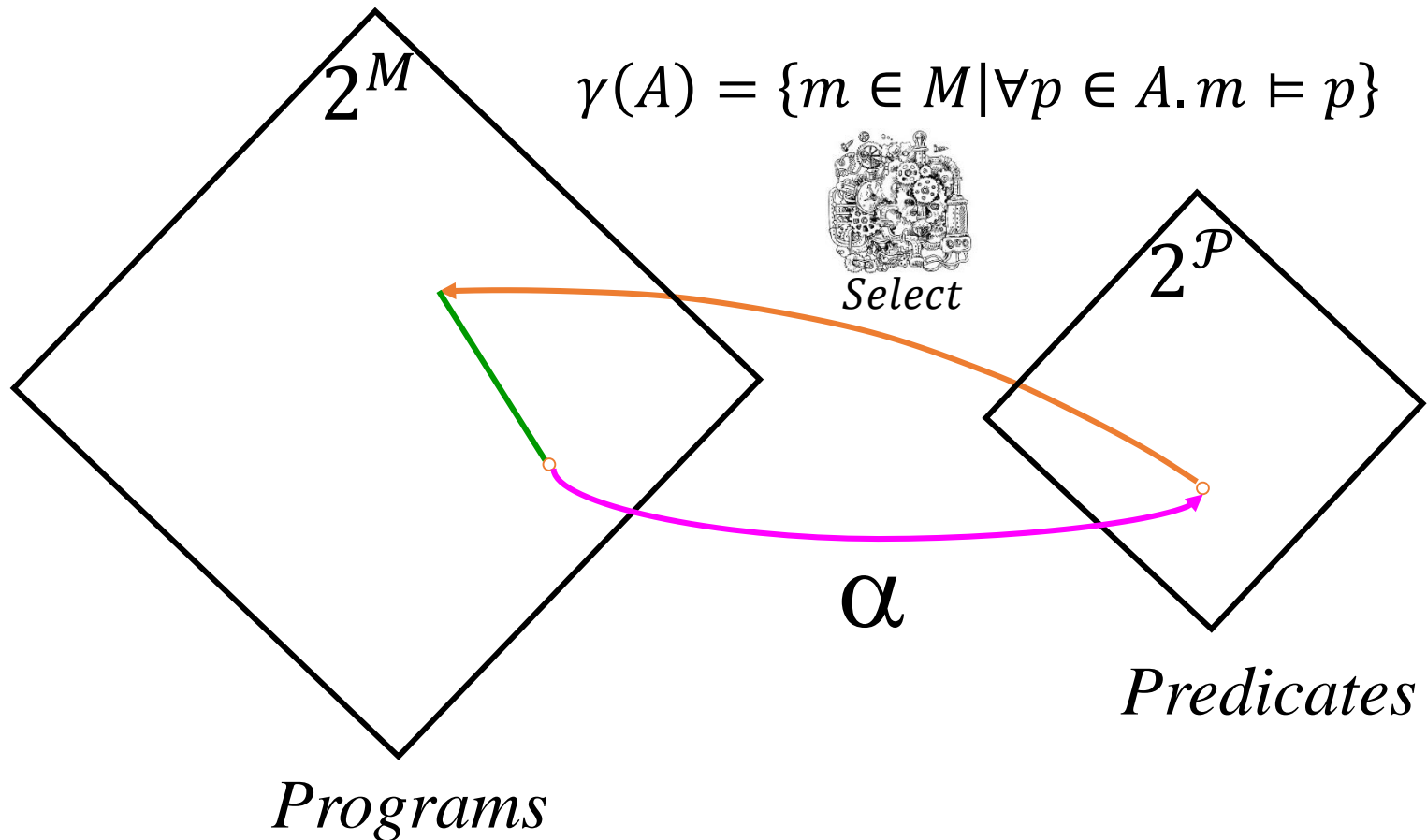


An abstract domain



$$\alpha(C) = \{p \in \mathcal{P} \mid \forall m \in C. m \models p\}$$

An abstract domain



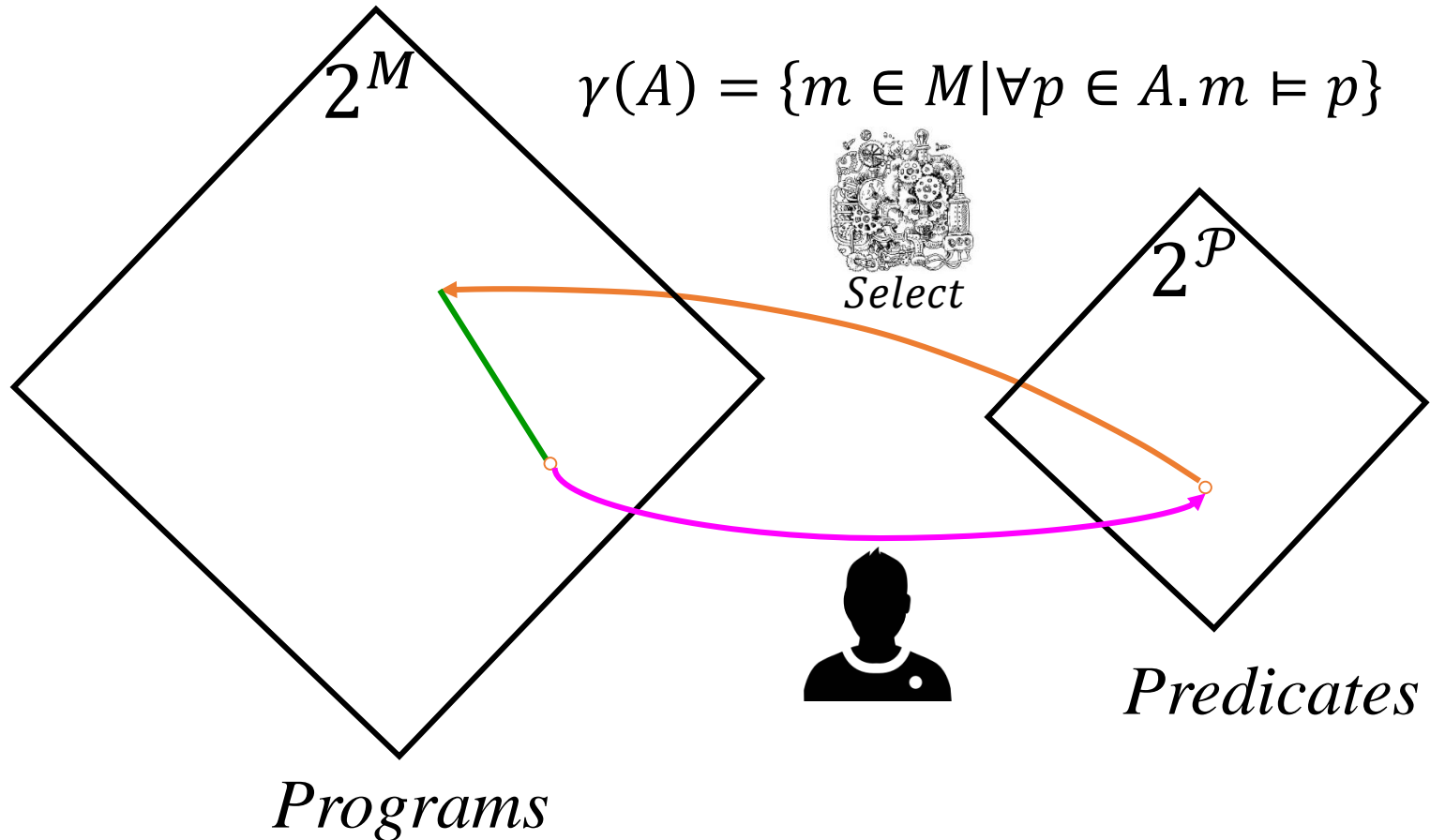
$$\gamma(A) = \{m \in M \mid \forall p \in A. m \models p\}$$



α

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An abstract domain



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Synthesis Session

- A synthesis session:

$$\mathcal{S} = (A_0, q_1)(A_1, q_2) \dots$$

Initial specifications Candidate program User answer

- Synthesizer state: $S_i = S_{i-1} \sqcap A_i$
- $q_i = \text{Select}(S_{i-1})$, or $q_i \in \gamma(S_{i-1}) \cup \{\perp\}$
- If $q_i \in U^* \cup \{\perp\}$, the session terminates

Synthesis user

- The user is aiming for some *ideal* set of programs $U^* \subseteq U$ (where U is the universe of all programs)
- The realizable target set is $M^* = M \cap U^*$
- **Correctness:** A user step is correct when
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U^*

```
(1 until n).fold((x,z)=>x+z)
```

```
sum(range(1,n+1))
```

```
var sum=0  
for(int i = 1; i <=n; ++i) sum += i  
return sum
```

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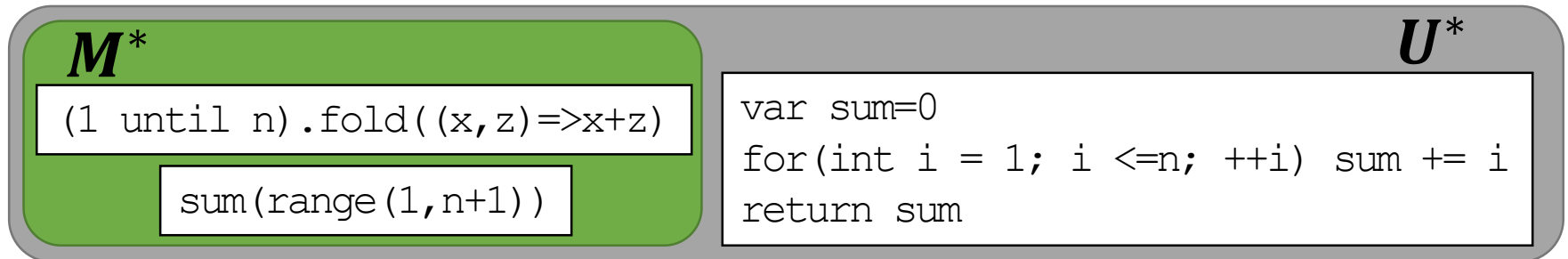
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Neither is
known to the
synthesizer

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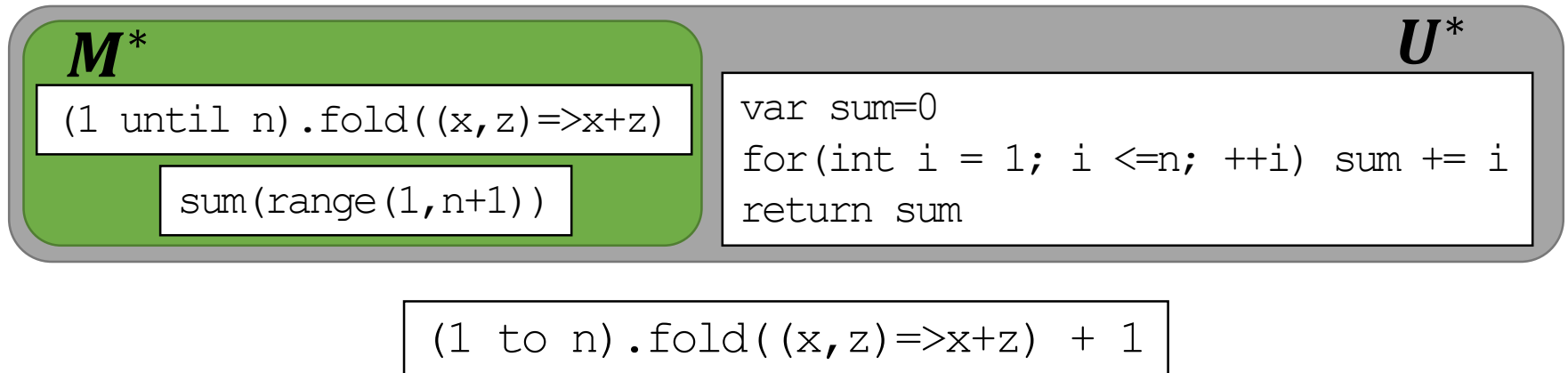
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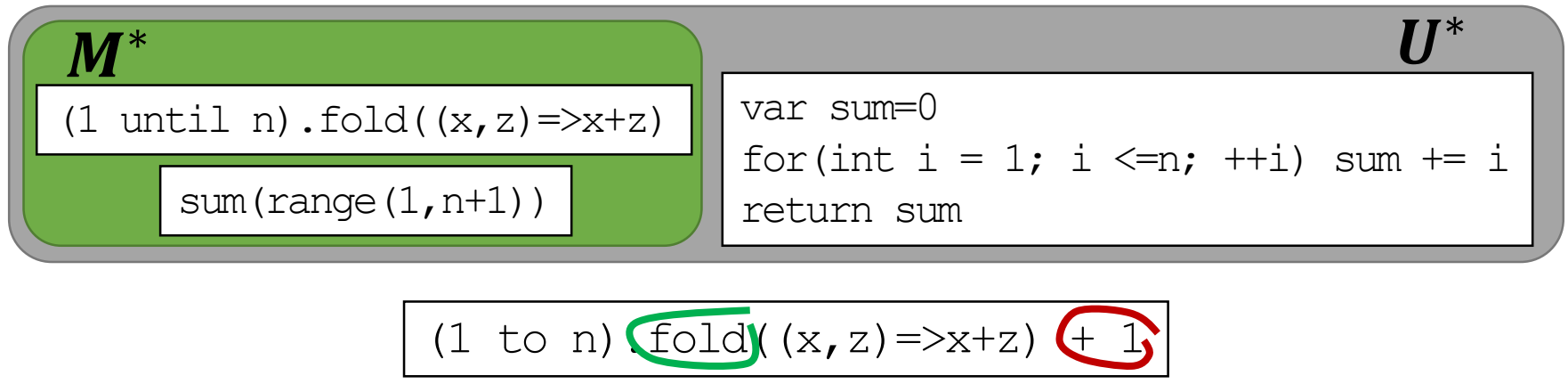

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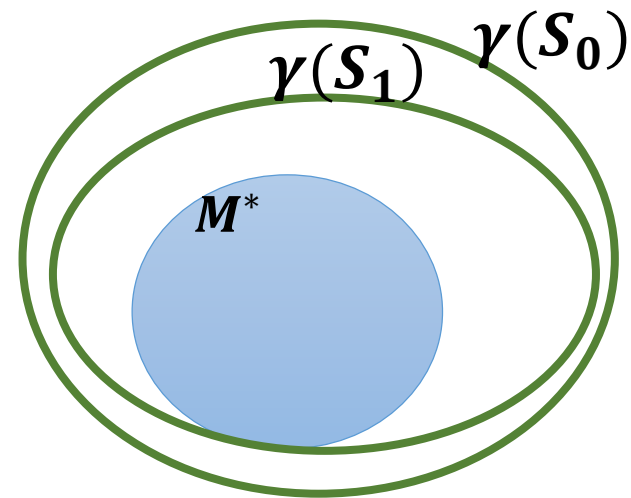
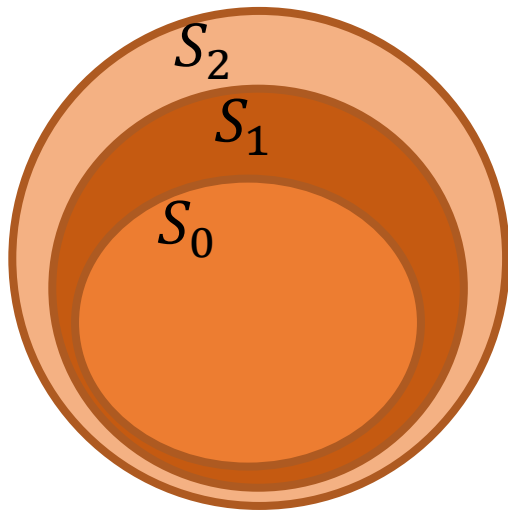


User guarantees

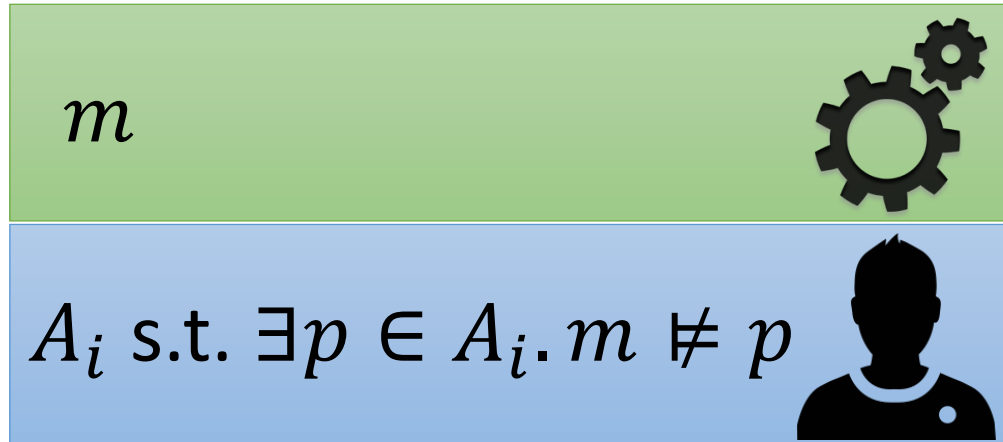
- In a synthesis session:
 1. The user is correct for as long as possible.
When not possible, $A_i = \perp$
 2. The user will always accept a program from M^*

Progress

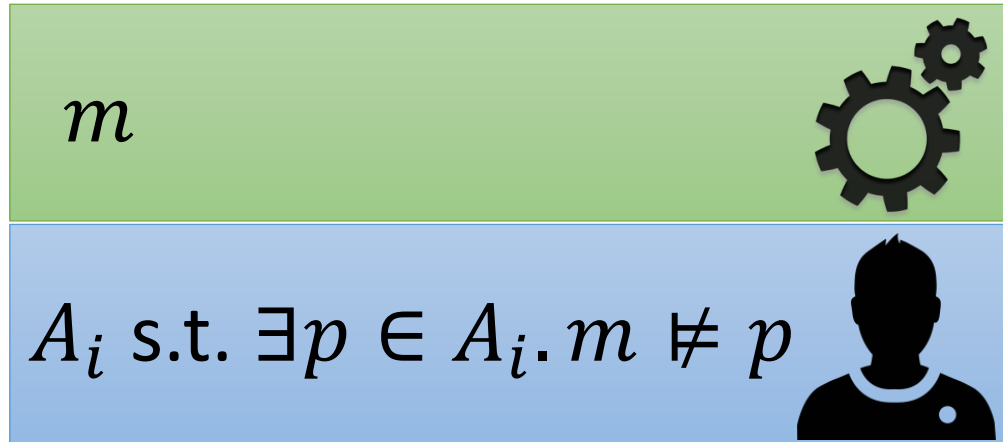
- Adding new predicate doesn't guarantee that the session is progressing
- $S_{n-1} \sqsubset S_n$ could still mean that $\gamma(S_n) = \gamma(S_{n-1})$
- Synthesizers usually don't check



Easiest way to make progress

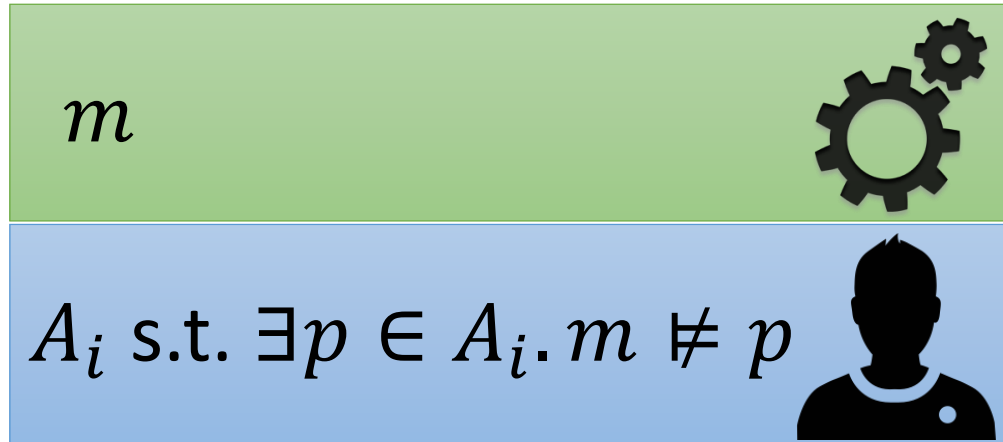


Easiest way to make progress



- In other words: something that's wrong with the current program
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Easiest way to make progress



- In other words: something that's wrong with the current program
- Rule out *at least* the current program
- Important when $q_i \in \gamma(S_{i+1}) \Rightarrow \text{Select}(S_{i+1}) = q_i$
- Easy to check, but too strong

A Different Model of Progress

- A_i makes *weak progress* if
$$\gamma(S_{n-1} \sqcap A_i) = \gamma(S_n) \subsetneq \gamma(S_{n-1})$$
- We can provide positive reinforcement

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`(1 to n).fold((x,z)=>x+z) + 1`

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$(1 \text{ to } n) \cdot \text{fold}((x, z) \Rightarrow x+z) + 1$



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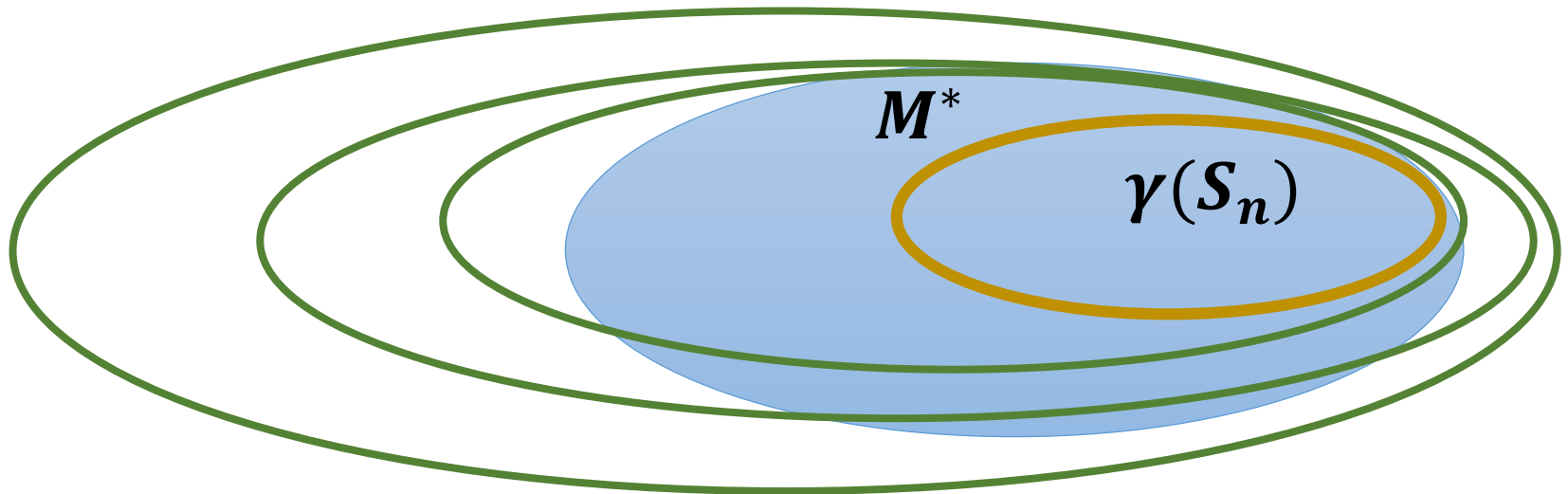
$$(1 \text{ to } n) \text{ fold } ((x, z) \Rightarrow x+z) + 1$$



- Harder to check: $S_i \not\Rightarrow A_i$
- Once we know there is progress, we know some things about **termination** (see paper)

Convergence

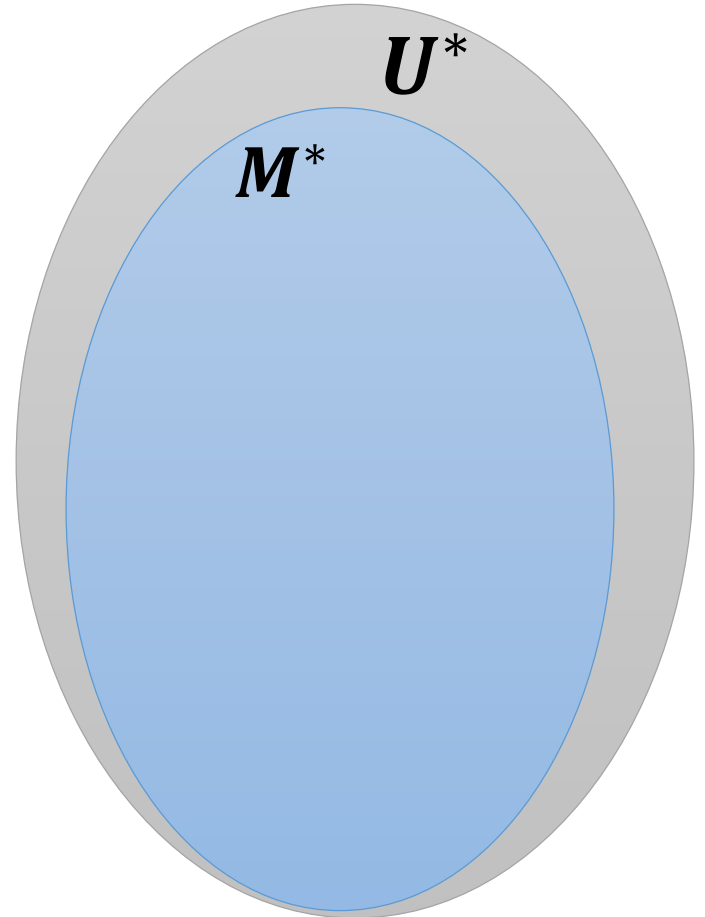
- A session **converges** if $\gamma(S_n) \subseteq M^*$
 - User correctness means the session ends at state n
- **Converges successfully:** $\emptyset \neq \gamma(S_n) \subseteq M^*$



Core set

- Core set: the set of **finite** underapproximations of M^*

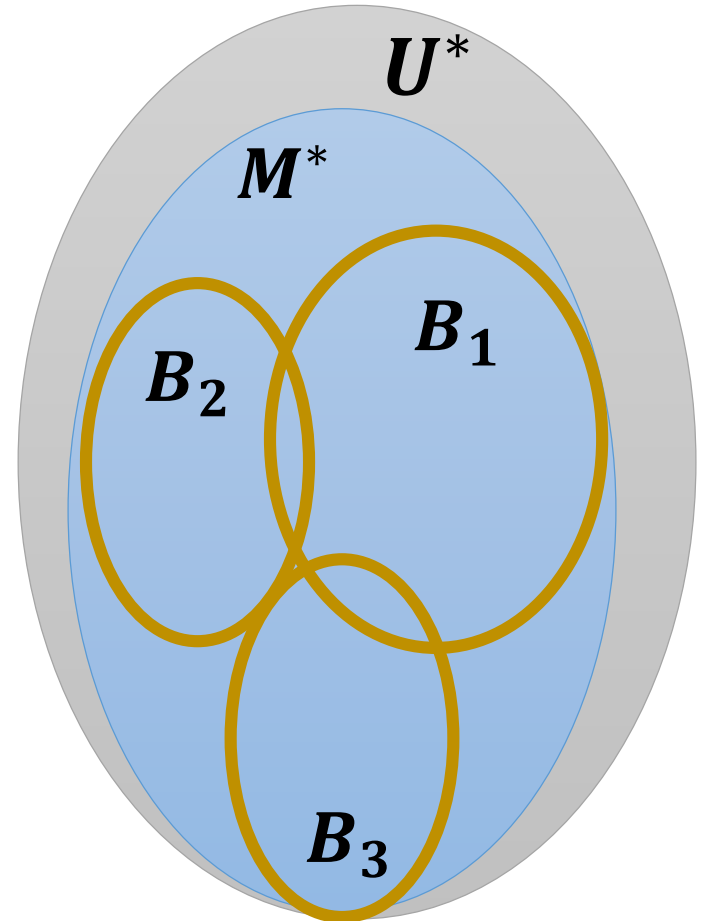
$$\mathcal{B} = \left\{ B \subseteq \mathcal{P} \left| \begin{array}{l} 0 \neq \gamma(B) \subseteq M^* \\ \wedge |B| \in \mathbb{N} \end{array} \right. \right\}$$



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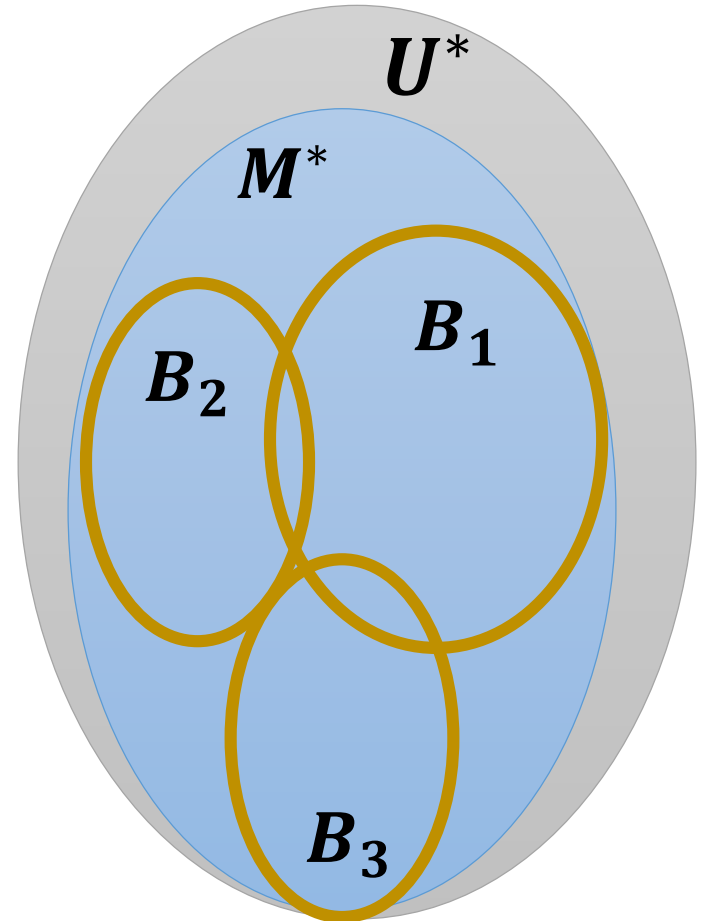


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- User intention is realizable if $M^* \neq \emptyset$
- \mathcal{P} -realizability**: can converge under \mathcal{P}

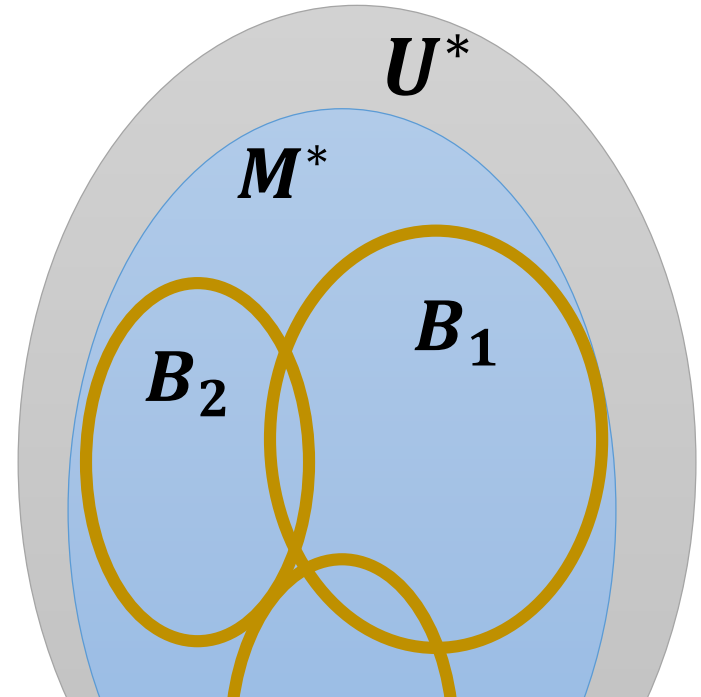


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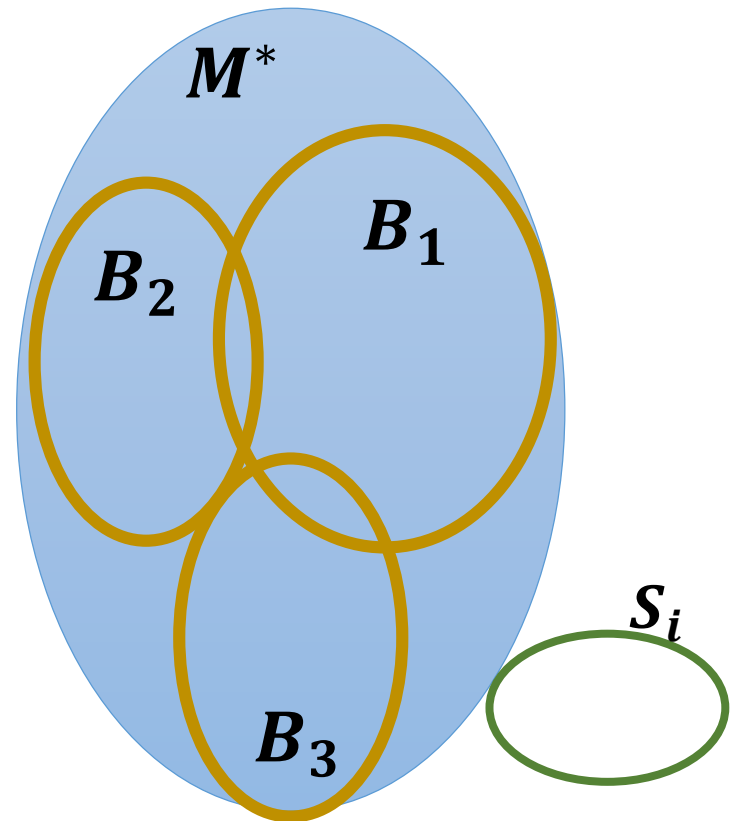
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M^* is \mathcal{P} -realizable if $\mathcal{B} \neq \emptyset$

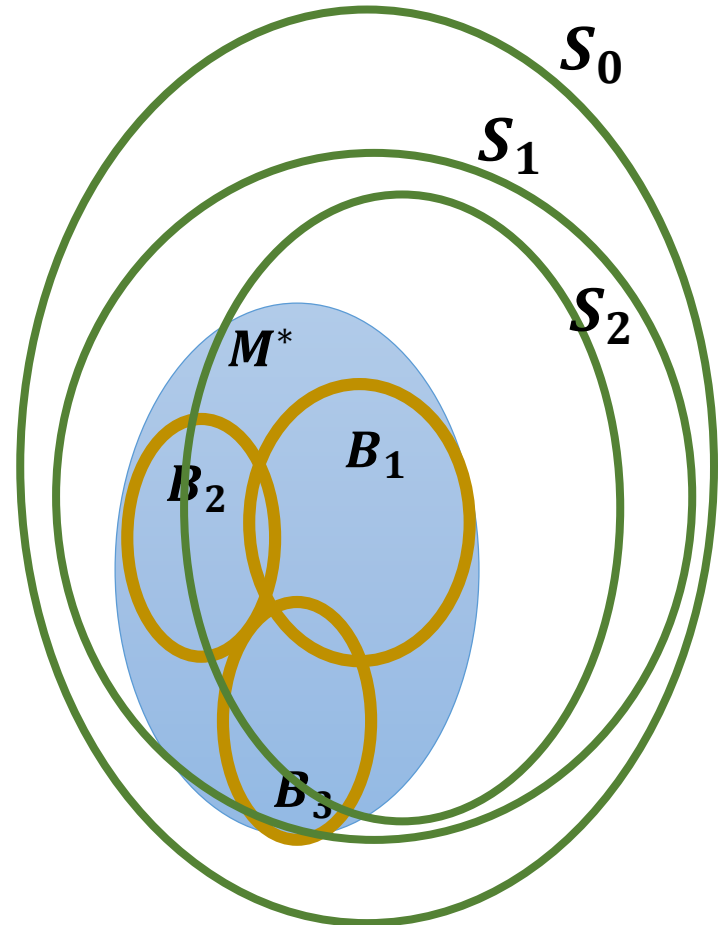
Infeasible point

- A state where
$$\gamma(S_i) \cap M^* = \emptyset$$
- *Select* can't succeed, even in best case
- The **First Infeasible Point** is the first point of **failure**
- Can we **backtrack** before an infeasible point?



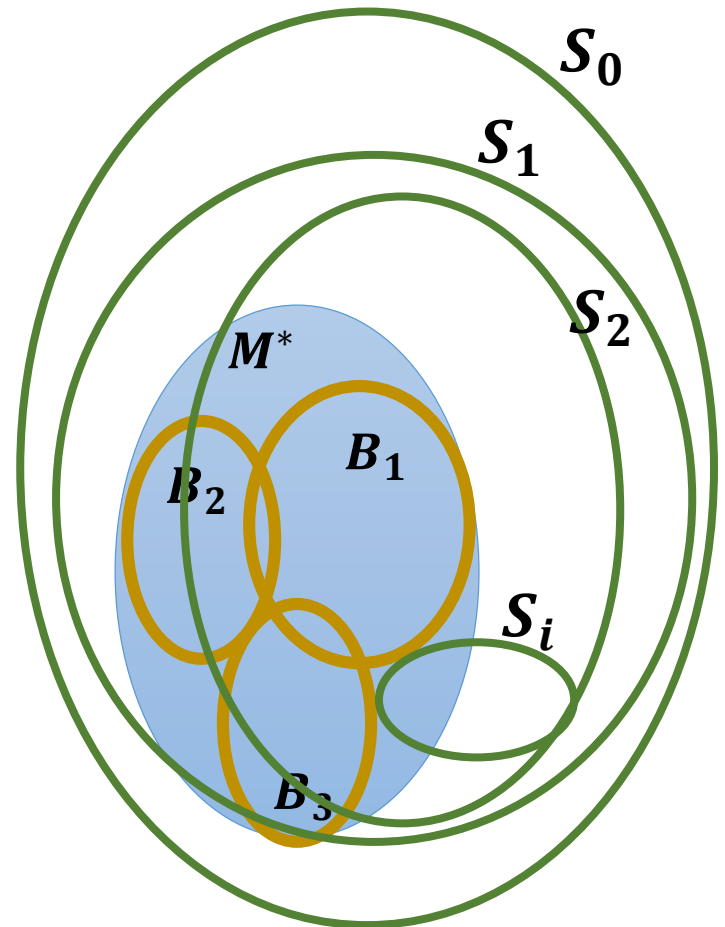
Point of inevitable failure

- State S_i is an POIF if
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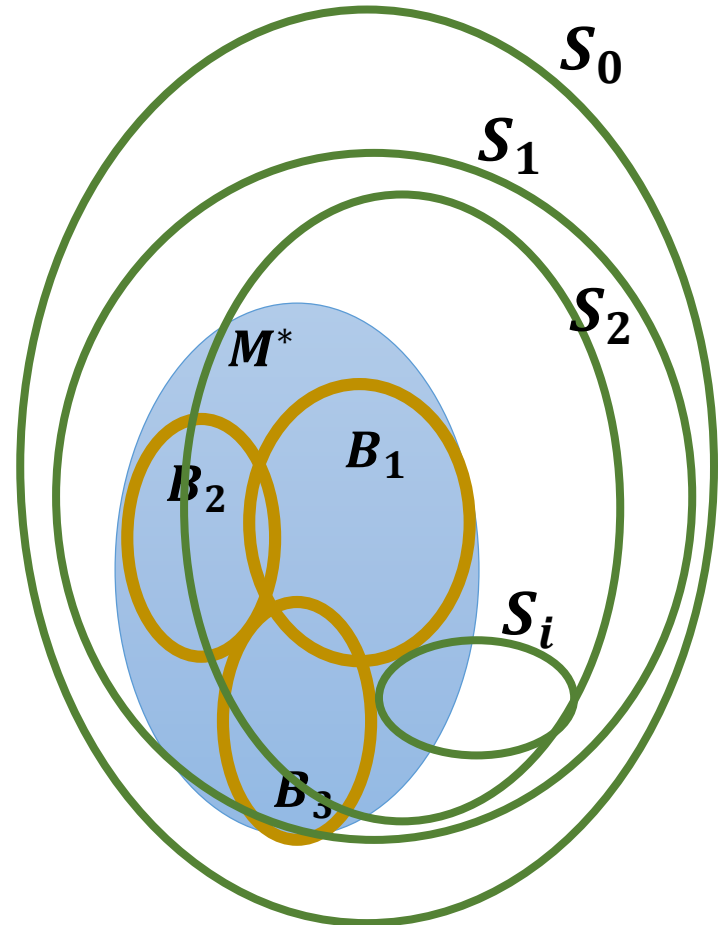
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- Specifically, S_i is an POIF if
$$\gamma(S_i) \cap M^* = \emptyset$$
- But not necessarily
- As long as S_i is not an POIF we can still converge
- Can we **backtrack** before an inevitable point of failure?



Backtracking from failure

Theorem: for any $k \in \mathbb{N}$ there exists a session \mathcal{S} where state S_i is an point of inevitable failure and only state S_{k+i} is the first infeasible point.

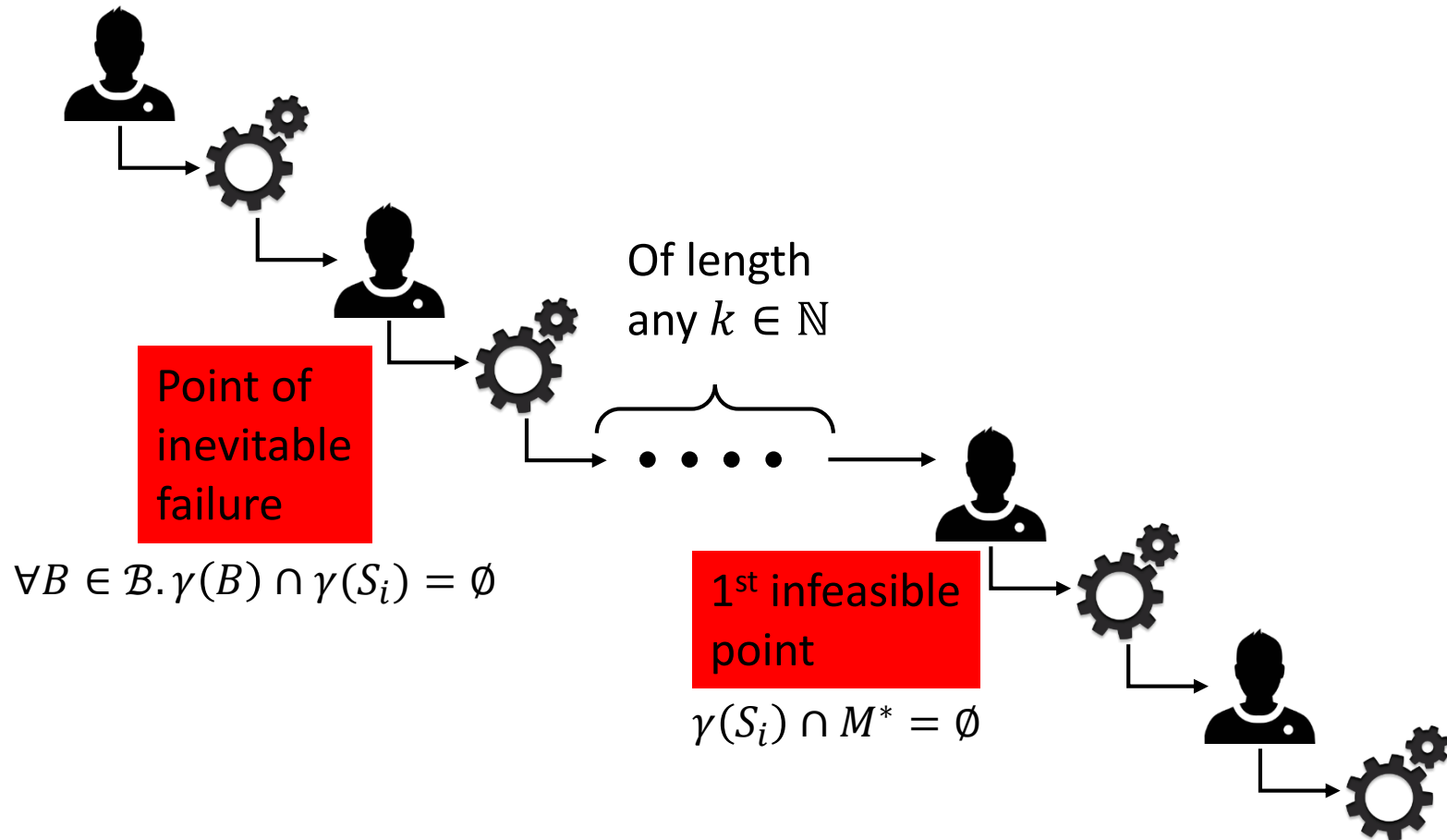
Backtracking from failure

Theorem: for any $k \in \mathbb{N}$ there exists a session \mathcal{S} where state S_i is an point of inevitable failure and only state S_{k+i} is the first infeasible point.

Essentially: there is no bound on the number of steps to backtrack once failure is apparent.

Proof: by construction

An unbounded session



Construction

- Candidate program space M is spanned by:
 - if-else
 - ==
 - lists of ints ([],[1,2], etc.)
 - recursive call \mathcal{f}
 - the input variable i
 - cons
 - max
 - remove
 - sort
 - reverse

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Example candidate:

```
if (i==[]) []  
else cons(max(i),  
          f(remove(i,max(i)) )
```

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 - ==
 - lists of ints ([],[1,2], etc.)
 - recursive call f
 - the input variable i
 - cons
 - max
 - remove
 - sort
 - reverse
- Available predicates in \mathcal{P} :
 - Input-output examples
 - $exclude(e)$, for any program element e

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Task: sort a list in descending order.

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Input: [1, 2], Output: [2, 1]



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`reverse(i)`



`exclude(reverse)`



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Point of Inevitable Failure



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Point of Inevitable Failure



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if (i==[1,2]) [2,1]  
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Construction

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if (i==[1,2]) [2,1]  
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Construction

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if (i==[1,2]) [2,1]  
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Input: [1, 3], Output: [3, 1]



Construction

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if (i==[1,2]) [2,1]  
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Input: [1,3], **Output:** [3,1]



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⋮

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⊥



Conclusion

- An iterative, interactive model of synthesis
- An abstract domain of predicates
- Progress
- Convergence
- The unboundedness of backtracking
- We hope these results help future synthesizer designers