#### Inductive Synthesis

Neil Immerman

www.cs.umass.edu

joint work with Shachar Itzhaky, Sumit Gulwani, and Mooly Sagiv

伺 と く ヨ と く ヨ と

▲圖▶ ▲ 臣▶ ▲ 臣▶

3

Synthesize efficient implementation,  $\alpha \equiv \varphi$ , in target language, T.

個 と く ヨ と く ヨ と

Synthesize efficient implementation,  $\alpha \equiv \varphi$ , in target language, T.

Analogy: given query,  $\varphi \in SQL$ , derive equivalent query,  $\alpha \in SQL$ , with better runtime.

個 と くき とくき と

Synthesize efficient implementation,  $\alpha \equiv \varphi$ , in target language, T.

Analogy: given query,  $\varphi \in SQL$ , derive equivalent query,  $\alpha \in SQL$ , with better runtime.

Example 1: Given FO equations C = f(x, y) to be maintained given small changes to variables, x, y. Derive finite differencing code in  $T_0$ , performing updates to C in constant time.

(4回) (日) (日)

Synthesize efficient implementation,  $\alpha \equiv \varphi$ , in target language, T.

Analogy: given query,  $\varphi \in SQL$ , derive equivalent query,  $\alpha \in SQL$ , with better runtime.

Example 1: Given FO equations C = f(x, y) to be maintained given small changes to variables, x, y. Derive finite differencing code in  $T_0$ , performing updates to C in constant time.

Example 2: Given graph properties, e.g., "is connected", "is a tree", in FO(TC), derive implementations in  $T_1$  with guaranteed linear runtime.

< □ > < @ > < 注 > < 注 > ... 注

Query  
$$q_1 q_2 \cdots q_n$$
 $\mapsto$ Answer  
 $a_1 a_2 \cdots a_i \cdots a_{n^k}$ 

Neil Immerman Inductive Synthesis

æ

Query
$$\mapsto$$
Computation $\mapsto$ Answer $q_1 \ q_2 \ \cdots \ q_n$  $\mapsto$  $a_1 \ a_2 \ \cdots \ a_i \ \cdots \ a_{n^k}$ 

$$\begin{array}{ccc} \mathbf{Query} & & & \mathbf{Answer} \\ q_1 \ q_2 \ \cdots \ q_n & & \mapsto & \mathbf{Computation} & \mapsto & & \mathbf{a}_1 \ a_2 \ \cdots \ a_i \ \cdots \ a_{n^k} \\ & & & \cdots \ a \ \cdots \end{array}$$

How hard is it to **check** if query has property a ?

$$\begin{array}{ccc} \mathbf{Query} & & & \mathbf{Answer} \\ q_1 \ q_2 \ \cdots \ q_n & & \mapsto & \mathbf{Computation} & \mapsto & & \mathbf{a}_1 \ a_2 \ \cdots \ a_i \ \cdots \ a_{n^k} \\ & & & \cdots \ a \ \cdots \end{array}$$

How hard is it to **check** if query has property *a* ?

How rich a language do we need to express property a?

$$\begin{array}{ccc} \mathbf{Query} & & & \mathbf{Answer} \\ q_1 \ q_2 \ \cdots \ q_n & & \mapsto & \mathbf{Computation} & \mapsto & & \mathbf{a}_1 \ a_2 \ \cdots \ a_i \ \cdots \ a_{n^k} \\ & & & \cdots \ a \ \cdots \end{array}$$

How hard is it to **check** if query has property *a* ?

How rich a language do we need to express property a?

There is a constructive isomorphism between these two approaches.

#### Encode Input via Relations



#### First-Order Logic

input symbols:from  $\tau$ variables: $x, y, z, \dots$ boolean connectives: $\wedge, \lor, \neg$ quantifiers: $\forall, \exists$ numeric symbols: $=, \leq, +, \times, \min, max$ 

- $\alpha \equiv \forall x \exists y (E(x, y)) \in \mathcal{L}(\tau_g)$
- $\beta \equiv \exists x \forall y (x \leq y \land S(x)) \in \mathcal{L}(\tau_s)$
- $\beta \equiv S(\min) \in \mathcal{L}(\tau_s)$

(本部) ( 문) ( 문) ( 문

# $\Phi_{3-\text{color}} \equiv \exists R^1 Y^1 B^1 \forall x y ((R(x) \lor Y(x) \lor B(x)) \land (E(x,y) \to (\neg(R(x) \land R(y)) \land \neg(Y(x) \land Y(y)) \land \neg(B(x) \land B(y)))))$



3

< ≣ ►

#### Second-Order Logic

**Fagin's Theorem:** NP =  $SO\exists$ 

 $\Phi_{3-\text{color}} \equiv \exists R^1 Y^1 B^1 \forall x y ((R(x) \lor Y(x) \lor B(x)) \land (E(x,y) \to (\neg(R(x) \land R(y)) \land \neg(Y(x) \land Y(y)) \land \neg(B(x) \land B(y)))))$ 



æ



Logic as **Specification** Language

Model Checking rather than Satisfiabliity

æ

Synthesize efficient implementation,  $\alpha \equiv \varphi$ , in target language, T.

Could have a range of target languages:  $T_0$ , guaranteed constant runtime,  $T_1$ , guaranteed linear runtime,  $T_2$ , guaranteed  $O(n^2)$  runtime, etc.

Example 1: Given FO equations C = f(x, y) to be maintained given small changes to variables, x, y. Derive finite differencing code in  $T_0$ , performing updates to C in constant time.

Example 2: Given graph properties, e.g., "is connected", "is a tree", in FO(TC), derive implementations in  $T_1$  with guaranteed linear runtime.

< ロ > < 同 > < 巨 > < 巨 > -

#### Sketch of Method

- 1. Input:  $\varphi \in SO$ ; vocabularies:  $\sigma \subseteq \sigma'$ ; target language: L
- 2. Generate instances  $\mathcal{M} = \{\mathcal{A}_1, \dots, \mathcal{A}_k\} \models \varphi$
- 3. Find minimum size formula  $\alpha \in L$  s.t.  $\alpha$  covers\*  $\mathcal{M}$
- 4. If (exists small instance  $\mathcal{A} \models \varphi$  not covered by  $\alpha$ )

Then  $\mathcal{M}+=\{\mathcal{A}\}$ ; Goto 3.

- 5. Return  $\alpha$
- \*  $\alpha$  covers  $\mathcal{M}$  iff  $\mathcal{M} \models \alpha$  and  $\alpha$  determines the correct output bits on each  $\mathcal{A} \in \mathcal{M}$ ,

$$\alpha \land \Delta_{\sigma}(\mathcal{A}) \vdash \Delta_{\sigma'}(\mathcal{A})$$

(4月) (王) (王) (王)

Maintain 
$$C == f(x_1, \ldots, x_k)$$
 where  $x_i + = \delta$ 

#### Example:

Expression:	C = T + S
Change:	$T += \{a\}$
Derived Code:	$C += \{a\}$

◆□ > ◆□ > ◆臣 > ◆臣 > ○

æ

Maintain 
$$C == f(x_1, \ldots, x_k)$$
 where  $x_i + = \delta$ 

#### Example:

Expression:	C = T + S
Change:	$T += \{a\}$
Derived Code:	$C += \{a\}$

Synthesized  $v = a \rightarrow c'(v) = 1$ Formula:  $v \neq a \rightarrow c'(v) = c(v)$ 

3

Expression	Change	Synthesized Derivative	Code
C = T + S	$T += \{a\}$	$v = a \rightarrow c'(v) = 1$ $v \neq a \rightarrow c'(v) = c(v)$	$C += \{a\}$

$$\sigma = (s, t, c, a; \operatorname{suc}, 0, 1, =)$$
  

$$\sigma' = \sigma \cup (t', c')$$

$$\begin{array}{lll} B_0(\sigma) &=& \left\{ \forall v(\ell_1), \forall v(\ell_1 \to \ell_2) \ \middle| \ \ell_1, \ell_2 \ \mathsf{literals} \right\} \\ B_0(\sigma) &=& s(a) = 0, \ s(a) = 1 \to c'(a) = 1, \dots \end{array}$$

$$T_0(\sigma) =$$
 conjunctions of base formulas from  $B_0(\sigma)$ 

Expression	Change	Synthesized Derivative	Code
C = T + S	$T += \{a\}$	$v = a \rightarrow c'(v) = 1$ $v \neq a \rightarrow c'(v) = c(v)$	$C += \{a\}$

Т	S	а	Τ'	С	<i>C'</i>	c'(1)	<i>c</i> ′(2)	<i>c</i> ′(3)
{1}	{2}	1	{1}	$\{1, 2\}$	$\{1, 2\}$	1	1	0
{1}	{2}	2	$\{1, 2\}$	$\{1, 2\}$	$\{1, 2\}$	1	1	0
{1}	{2}	3	$\{1, 3\}$	$\{1, 2\}$	$\{1, 2, 3\}$	1	1	1

$$v = a \rightarrow c'(v) = 1$$
  
 $v \neq a \rightarrow c'(v) = c(v)$ 

Expression	Change	Synthesized Derivative	Code
C = T + S	$T += \{a\}$	$v = a \rightarrow c'(v) = 1$ $v \neq a \rightarrow c'(v) = c(v)$	$C += \{a\}$
C = T + S	$T = \{a\}$	$v \neq a \rightarrow c'(v) = c(v)$ $\neg T(a) \rightarrow c'(a) = 0$ $T(a) \rightarrow c'(a) = c(a)$	if $a \notin S : C = \{a\}$
C = T - S	$T += \{a\}$	$egin{array}{ll} v eq a & ightarrow c'(v)=c(v) \  eg S(a) & ightarrow c'(a)=1 \ S(a) & ightarrow c'(a)=0 \end{array}$	$if a \notin S : C + = \{a\}$
C = T - S	$T = \{a\}$	$c(v) = 0 \rightarrow c'(v) = 0$ $v \neq a \rightarrow c'(v) = c(v)$ $v = a \rightarrow c'(a) = 0$	$C = \{a\}$

Expression	Change	Synthesized Derivative	Code
C = f(S)	$S += \{a\}$	$egin{array}{ll} v eq f(a) & ightarrow c'(v) = c(v) \ v = a & ightarrow c'(f(a)) = 1 \end{array}$	$C += \{f(a)\}$
$C=f^{-1}(S)$	f(a) = b	$egin{array}{rl} v eq a \  ightarrow \ c'(v) = c(v) \ S(b) \  ightarrow \ c'(a) = 1 \  eg S(b) \  ightarrow \ c'(a) = 0 \end{array}$	f $b \notin S : C = \{a\}$ else $C += \{a\}$
$c_S = \#S$	$S += \{a\}$	$egin{array}{lll} S(a) & ightarrow \ c_S' = c_S \  eg S(a) & ightarrow \ c_S + 1 = c_S' \end{array}$	$\mathbf{if} \ \mathbf{a} \notin S : \mathbf{c}_S + = 1$
$c_S = \#S$	$S = \{a\}$	$ egned S(a)  ightarrow c'_S = c_S \ S(a)  ightarrow c'_S + 1 = c_S$	$if a \in S : c_S -= 1$
c = (#S == 0)	$S += \{a\}$	$v=a \rightarrow c'=0$	c = false
c = (#S == 0)	$S = \{a\}$	$egin{array}{rcl} c_S eq 1 & ightarrow c'=c\ c'_S=c_S & ightarrow c=c'\ c'_S=0 & ightarrow c'=1 \end{array}$	<b>if</b> $a \in S : c_S = 1$ $c = (c_S = 0)$

## Deriving Graph Classifiers

Name	Example	Input Spec.	Synthesized
мате слатр		(+Integrity Const.)	Formula
SLL		$ \begin{array}{c} 1:1 \ N \land \\ \forall u (\neg N^+(u, u)) \\ \left( \begin{array}{c} \text{root } r \text{ via } N \\ \text{functional } N \end{array} \right) \end{array} $	$egin{aligned} &\# p_N(r) = 0 \ \wedge \ &orall v(\# p_N(v) \leq 1) \end{aligned}$

Abbreviation	Meaning	
self-loop-free N	$\forall u(\neg N(u,u))$	
root <i>r</i> via N	$\forall u(N^{\star}(r,u))$	
functional N	$\forall u, v, x \big( N(x, u) \land N(x, v) \to u = v \big)$	
1:1 N	$\forall u, v, x (N(u, x) \land N(v, x) \rightarrow u = v)$	

$$s_e(i) = \{j \mid i \stackrel{e}{\rightarrow} j\}$$

$$p_e(i) = \{j \mid j \xrightarrow{e} i\}$$

## Target Language $T_1$

I

R(	$[\sigma) = \big\{ e \big  $	e a re	eg exp over $\sigma$ };	$S(\sigma) = \{A \mid A \in \sigma\}$
	$s_e(i) =$	= {j	$i \xrightarrow{e} j$ ; $p_e(i)$	$) = \{j \mid j \xrightarrow{e} i\}$
	$\langle base \rangle$	::=	$\langle \text{clause} \rangle \rightarrow d \mid \langle \text{clause} \rangle$	$ ause\rangle \rightarrow \neg d $
			$\neg \langle \text{clause} \rangle \rightarrow d$	$ \neg \langle \text{clause} \rangle \rightarrow \neg d$
	$\langle clause \rangle$	::=	$\langle \mathrm{atom} \rangle \mid \forall \mathbf{v} \langle \mathrm{ator} \rangle$	$m\rangle \mid$
			$\forall v \ (v \neq r \rightarrow \langle$	$\operatorname{atom}\rangle$ )
	$\langle \mathrm{atom} \rangle$	::=	$\langle \text{int} \rangle = \langle \text{const} \rangle \mid$	
			$\langle \text{int} \rangle \leq \langle \text{const} \rangle$	$\langle \operatorname{set} \rangle = \langle \operatorname{set} \rangle$
	$\langle \text{int} \rangle$	::=	$\langle \text{const} \rangle \mid \# \langle \text{set} \rangle$	
	$\langle \text{const} \rangle$	::=	0   1	
	$\langle \text{set} \rangle$	::=	$\{r\} \mid s_e(r) \mid p_e(r)$	)   $e \in R(\sigma)$
			$s_\ell(v) \mid p_\ell(v)$	$\ell\in {\mathcal S}(\sigma)$

**Thm:** Every element of the language  $T_1$  runs in expected linear time in the worst case.

NamoExample		Input Spec.	Synthesized
Name	Lxample	(+Integrity Const.)	Formula
SLI		$1:1 \ N \land \\ orall u(\neg N^+(u,u))$	$\#p_N(r) = 0 \land$
JLL		$\left(\begin{array}{c} \operatorname{root} r \text{ via } N \\ \operatorname{functional } N \end{array}\right)$	$\forall v (\# p_N(v) \leq 1)$
CYCLE		$ \forall u, v(N^{\star}(u, v)) \\ \left( \begin{array}{c} \text{root } r \text{ via } N \\ \text{functional } N \end{array} \right) $	$\#p_N(r)=1$
DLL		$ \begin{array}{c} 1:1 \ F \ \land \ 1:1 \ B \ \land \\ \forall u, v \left( \left( F(u, v) \leftrightarrow B(v, u) \right) \\ \land \neg F^+(u, u) \right) \\ \left( \begin{array}{c} \text{root } r \text{ via } F \\ \text{functional } F, B \end{array} \right) \end{array} $	$\# p_F(r) = 0 \land$ $\forall v(s_F(v) = p_B(v))$

Name	Example	Input Spec. (+Integrity Const.)	Synthesized Formula
TREE		$1:1 C \land \\ \forall u(\neg C(u, r)) \\ ( \text{ root } r \text{ via } C )$	$\#p_C(r) = 0 \land$ $\forall v (\#p_C(v) \le 1)$
TREEPP		$ \begin{array}{c} 1:1 \ C \land \\ \forall u, v ((C(u, v) \leftrightarrow P(v, u)) \\ \land \neg C(u, r)) \\ \begin{pmatrix} \text{root } r \text{ via } C \\ \text{functional } P \end{array} $	$\# s_P(r) = 0 \land$ $\forall v(s_P(v) = p_C(v))$
TREERP		$1:1 C \land \\ \forall u, v (\neg C(u, s) \land \neg R(r, u) \\ \land (u \neq s \rightarrow R(u, r))) \\ \begin{pmatrix} \text{root } r \text{ via } C \\ \text{functional } R \end{pmatrix}$	$\#p_C(r) = 0 \land$ $p_R(r) = s_{C^+}(r) \land$ $\forall v(\#p_C(v) \le 1)$

$$\Phi_{bp} \equiv \exists S^1 \forall xy (E(x,y) \to (S(x) \leftrightarrow \neg S(y)))$$

→ 圖 → → 注 → → 注 →

æ

$$\Phi_{bp} \equiv \exists S^1 \forall xy (E(x,y) \rightarrow (S(x) \leftrightarrow \neg S(y)))$$

Maintain Invariant:  $\beta \equiv \forall xy(E(x, y) \rightarrow (S(x) \leftrightarrow \neg S(y)))$ incrementally as we add edges to an initially empty graph.

向 と く ヨ と く ヨ と

$$\Phi_{bp} \equiv \exists S^1 \forall xy (E(x,y) \rightarrow (S(x) \leftrightarrow \neg S(y)))$$

Maintain Invariant:  $\beta \equiv \forall xy(E(x, y) \rightarrow (S(x) \leftrightarrow \neg S(y)))$ incrementally as we add edges to an initially empty graph.

Base Case:  $G_0 = (V, \emptyset, \emptyset) \models \beta$ 

・同・ ・ヨ・ ・ヨ・

$$\Phi_{bp} \equiv \exists S^1 \forall xy (E(x, y) \rightarrow (S(x) \leftrightarrow \neg S(y)))$$

Maintain Invariant:  $\beta \equiv \forall xy(E(x, y) \rightarrow (S(x) \leftrightarrow \neg S(y)))$ incrementally as we add edges to an initially empty graph.

Base Case: 
$$G_0 = (V, \emptyset, \emptyset) \models \beta$$

Inductively Assume:  $G = (V, E, S) \models \beta$  and add and add an edge (a, b):  $E' := E \cup \{(a, b)\}$ 

▲□ ▶ ▲ □ ▶ ▲ □ ▶

$$\Phi_{bp} \equiv \exists S^1 \forall xy (E(x,y) \rightarrow (S(x) \leftrightarrow \neg S(y)))$$

Maintain Invariant:  $\beta \equiv \forall xy(E(x, y) \rightarrow (S(x) \leftrightarrow \neg S(y)))$ incrementally as we add edges to an initially empty graph.

Base Case: 
$$G_0 = (V, \emptyset, \emptyset) \models \beta$$

Inductively Assume:  $G = (V, E, S) \models \beta$  and add and add an edge (a, b):  $E' := E \cup \{(a, b)\}$ 

Case 1:  $(V, E', S) \models \beta$  so we're fine.



#### $(G,a/x,b/y)\models(S(x)\leftrightarrow S(y))$

Neil Immerman Inductive Synthesis

◆□> ◆□> ◆目> ◆目> ◆目 ● のへで

#### $(G,a/x,b/y)\models(S(x)\leftrightarrow S(y))$

WLOG to reestablish  $\beta$  we must change the value of S(a).

▲圖▶ ▲屋▶ ▲屋▶

2

#### $(G,a/x,b/y)\models(S(x)\leftrightarrow S(y))$

WLOG to reestablish  $\beta$  we must change the value of S(a).

Naive Incremental Algorithm: If b is in this connected component, report failure Else: change the value of S(c) for all c in the connected component of a.

Naive Algorithm takes time O(nm).

$$S(a) = C(a) \cap S$$
  $\overline{S}(a) = C(a) \cap \overline{S}$ 

→ < 문→

$$S(a) = C(a) \cap S$$
  $\overline{S}(a) = C(a) \cap \overline{S}$ 

1. if (S(a) = S(b)): return("not bipartite") 2.  $S(b) := S(b) \cup \overline{S}(a)$ ;  $\overline{S}(b) := \overline{S}(b) \cup S(a)$ 

$$S(a) = C(a) \cap S$$
  $\overline{S}(a) = C(a) \cap \overline{S}$ 

1. if (S(a) = S(b)): return("not bipartite") 2.  $S(b) := S(b) \cup \overline{S}(a)$ ;  $\overline{S}(b) := \overline{S}(b) \cup S(a)$ 

Finally, revisit case 1 and maintain the data structure:  $S(b) := S(b) \cup S(a); \quad \overline{S}(b) := \overline{S}(b) \cup \overline{S}(a)$ 

$$S(a) = C(a) \cap S$$
  $\overline{S}(a) = C(a) \cap \overline{S}$ 

1. if (S(a) = S(b)): return("not bipartite") 2.  $S(b) := S(b) \cup \overline{S}(a)$ ;  $\overline{S}(b) := \overline{S}(b) \cup S(a)$ 

Finally, revisit case 1 and maintain the data structure:  $S(b) := S(b) \cup S(a); \quad \overline{S}(b) := \overline{S}(b) \cup \overline{S}(a)$ 

With the sets  $S, \overline{S}$  instantiated using Union/Find, the complexity of this incremental algorithm is then essentially linear, i.e, O(m).

#### Future Directions

## $\mathcal{M} = \{\mathcal{A}_1, \dots, \mathcal{A}_k\}$

- Apply this simple methodology to many more settings.
- Use to program by example.
- Use to automatically take care of the tedious part of programming and maintaining software.
- Use to translate back and forth between different formalisms and levels.
- Use to generate distributed algorithms, reactive systems, incremental algorithms.
- Build in composition to make this approach scale.
- Increase the sophistication of our learning/synthesis approach.

★御≯ ★注≯ ★注≯