

# Introduction to Sketching

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# Experience with homework

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# Step 1: Turn holes into special inputs

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- o The ?? Operator is modeled as a special input
  - we call them control inputs

```
bit[W] isolSk(bit[W] x) → bit[W] isolSk(bit[W] x, bit[W] c1, c2)
{
    return ~ (x + ??) & (x + ??);
}
```

- o Bounded candidate spaces are important
  - bounded unrolling of repeat is important
  - bounded inlining of generators is important

## Step 2: Constraining the set of controls

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- o Correct control
  - causes the spec & sketch to match for all inputs
  - causes all assertions to be satisfied for all inputs
- o Constraints are collected into a predicate  
$$Q(\text{in}, c)$$
- o -showDAG will show you the constraints!

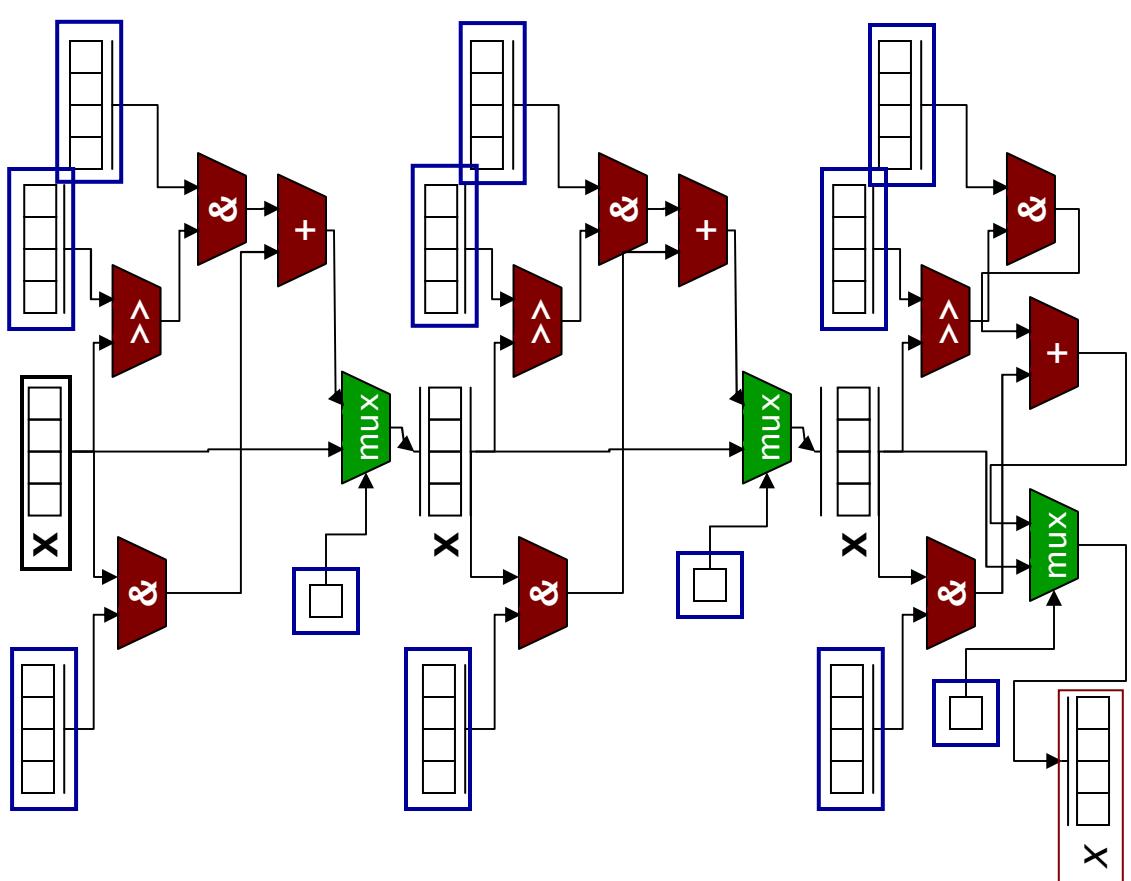
```

int popSketched (bit[W] x)
implements pop {
    loop (??) {
        x = (x & ??)
        + ((x >> ??) & ??);
    }
    return x;
}

```

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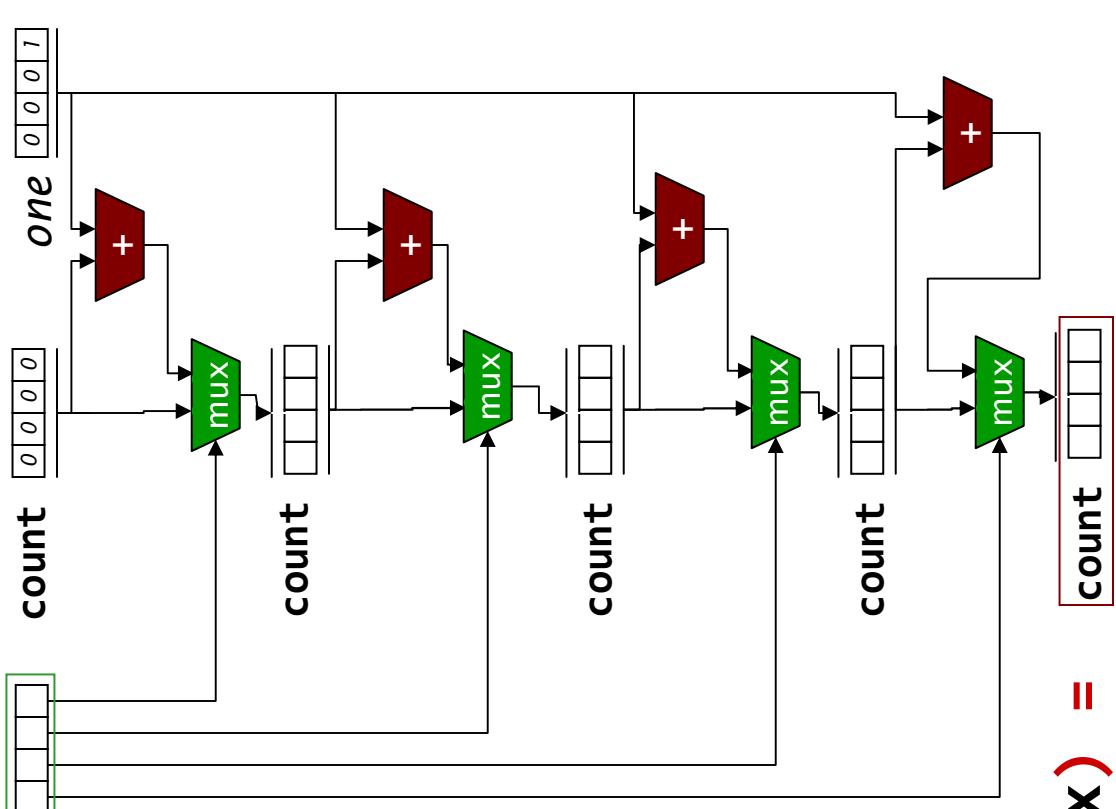
{ }



$$S(x, c) = x$$

# Ex : Population count.

```
int pop (bit[W] x)
{
    int count = 0;
    for (int i = 0; i < W;
i++) {
        if (x[i]) count++;
    }
    return count;
}
```



$$Q(\text{in}, c) = S(x, c) == F(x)$$

$$F(x) = \boxed{\text{count}}$$

# A Sketch as a constraint system

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Synthesis reduces to constraint satisfaction

$$\exists \text{ } c. \forall x. Q(x, c)$$

Constraints are too hard for standard techniques

- Universal quantification over inputs
- Too many inputs
- Too many constraints
- Too many holes

# Insight

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Sketches are not arbitrary constraint systems

- They express the high level structure of a program

A small set of inputs can fully constrain the soln

- focus on corner cases

$$\exists \mathbf{c} . \forall \mathbf{x} \text{ in } E . \ Q(\mathbf{x}, \mathbf{c})$$

where  $E = \{x_1, x_2, \dots, x_k\}$

This is an **inductive synthesis problem** !

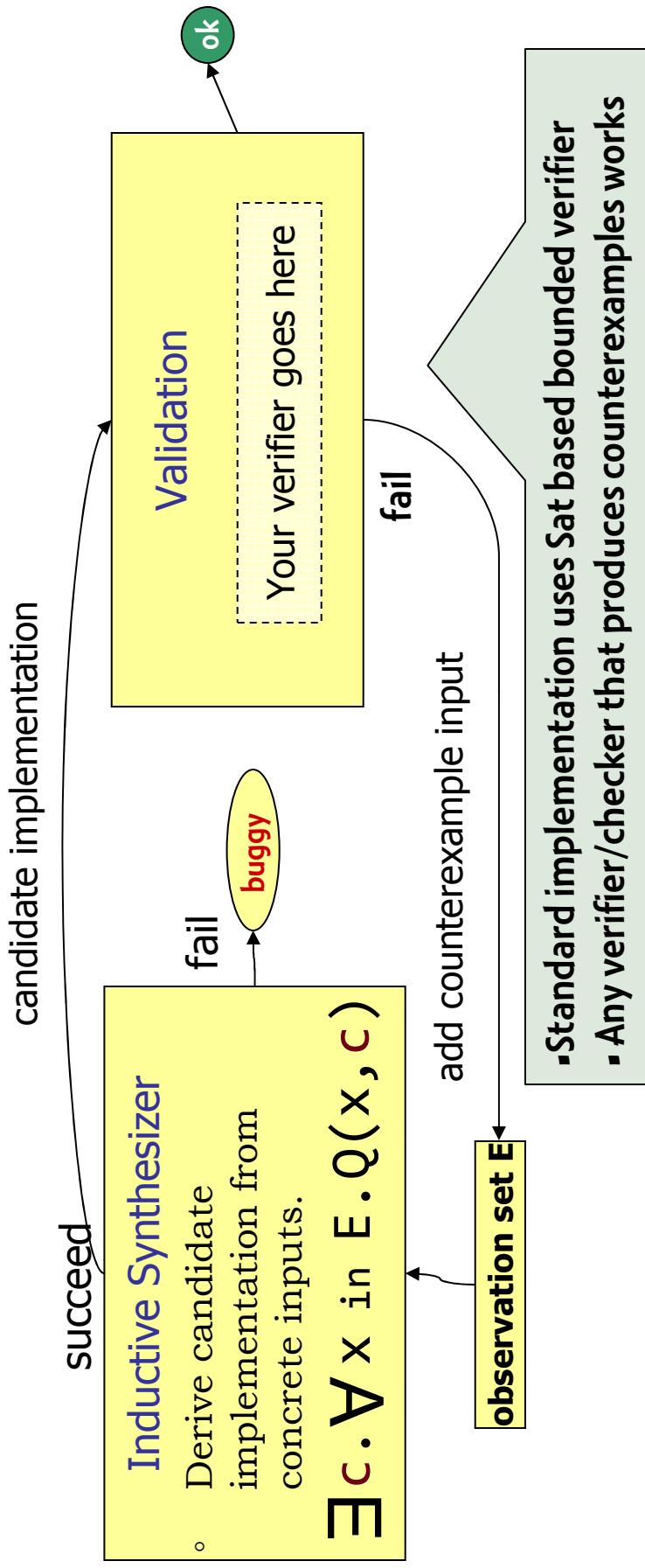
- but how do we find the set  $E$ ?
- and how do we solve the inductive synthesis problem?

## Step 3:

### Counterexample Guided Inductive Synthesis

Idea: Couple Inductive synthesizer with a verifier

- Verifier is charged with detecting convergence



# Inductive Synthesis

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Deriving a candidate from a set of observations

$$\exists \mathbf{c}. \quad \forall \mathbf{x} \text{ in } E. \quad Q(\mathbf{x}, \mathbf{c}) \\ \text{where } E = \{\mathbf{x}_1, \mathbf{x}_2, \dots, \mathbf{x}_k\}$$

Encode  $\mathbf{C}$  as a bit-vector

- natural encoding given the integer holes

Encode  $Q(\mathbf{x}_i, \mathbf{c})$  as boolean constraints on the bit-vector

Solve constraints using SAT solver

- with lots of preprocessing in between

# Controlling the SAT Solver

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- o Several options for the SAT Solver
  - **--synth** and **--verif**
    - ABC vs MINI (MiniSat)
  - **--cubits** and **--inbits**
  - **--incremental**

# Using synthesizer feedback

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- o Results of different phases useful for debugging
  - counterexample inputs
  - number of iterations
- o Some useful flags
  - --keepmpfiles
  - --showInputs
  - --fakesolver
  - -checkpoint and -restore