## Programming by Example

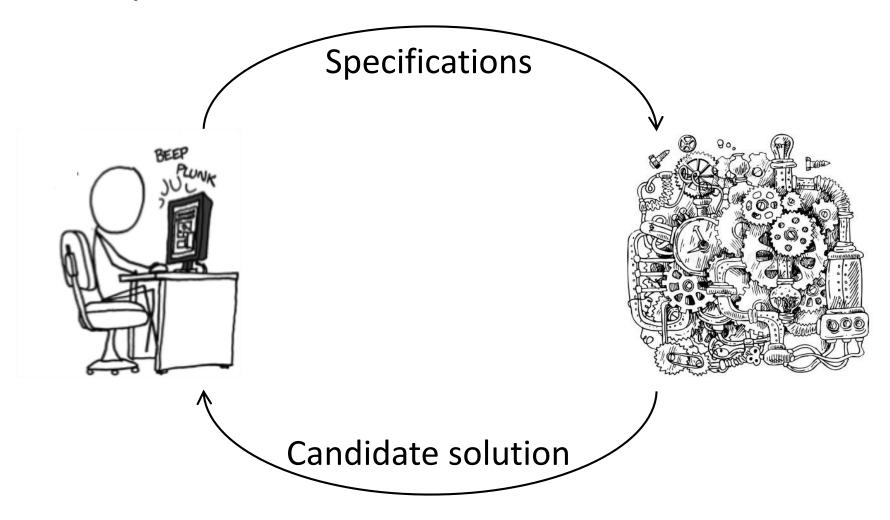
Hila Peleg

**Sharon Shoham** 

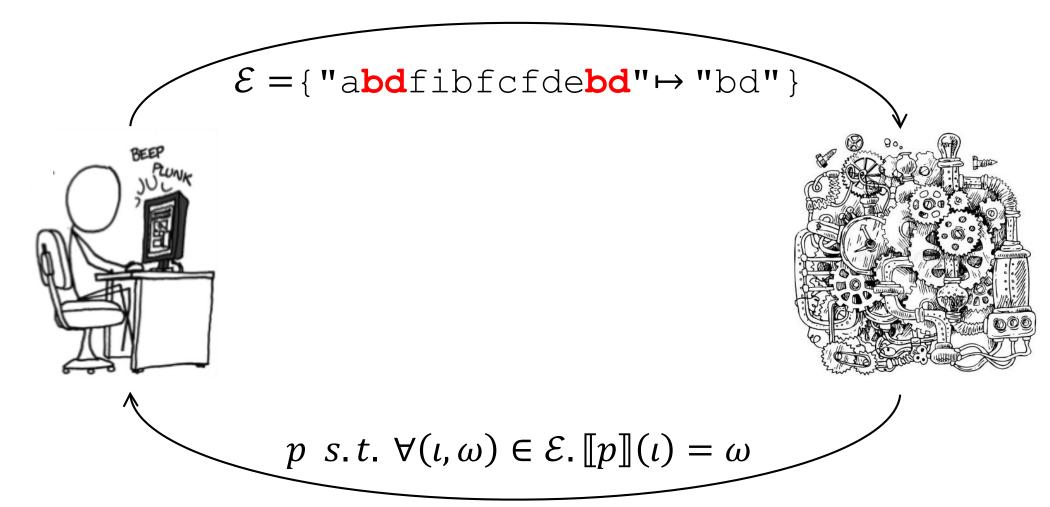
Eran Yahav

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## Program Synthesis



## Programming by Example





#### Input:

"abdfibfcfdebdfdebdihgfkjfdebd"

Output: "bd"

bd - 4 de - 3 eb - 3 df - 2 hg - 1



#### Input:

"abdfibfcfdebdfdebdihgfkjfdebd"
Output: "bd"

input.takeRight(2)

bd - 4 de - 3 eb - 3 df - 2 ha - 1



#### Input:

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Output: "bd"

```
bd - 4
de - 3
eb - 3
df - 2
hg - 1
```

input.takeRight(2)

- PBE aims for consistency with examples
- Examples don't convey intent uniquely



#### Input:

"abdfibfcfdebdfdebdihgfkjfdebd"
Output: "bd"

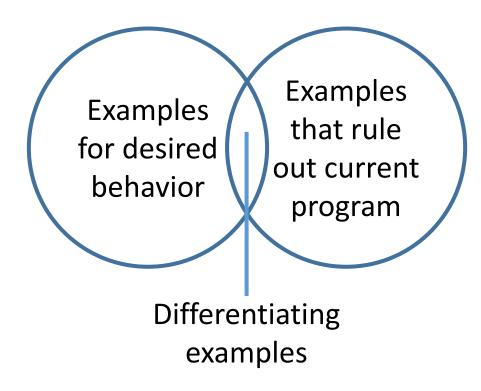
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bd - 4
de - 3
eb - 3
df - 2
hg - 1
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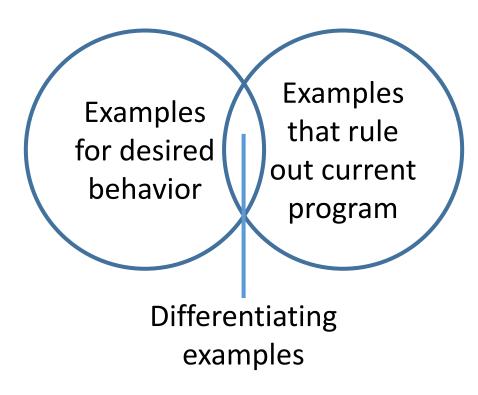
input.takeRight(2)

- PBE aims for consistency with examples
- Examples don't convey intent uniquely
- In other words: overfitting

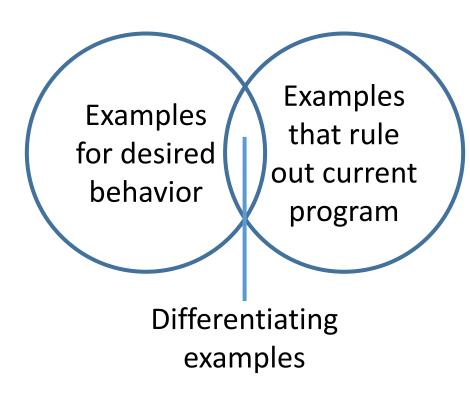
Examples for desired behavior

Examples that rule out current program

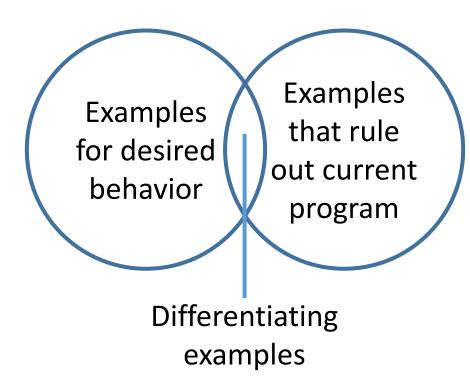




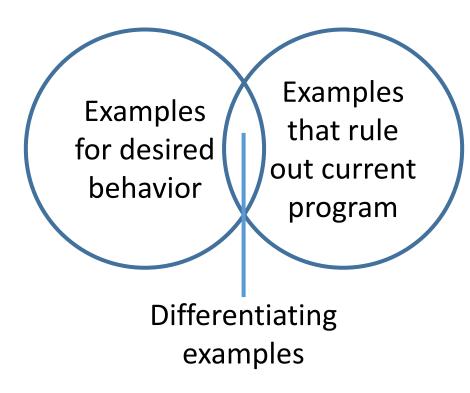
- Example: find the median
- Input: [1,2,3] Output: 2



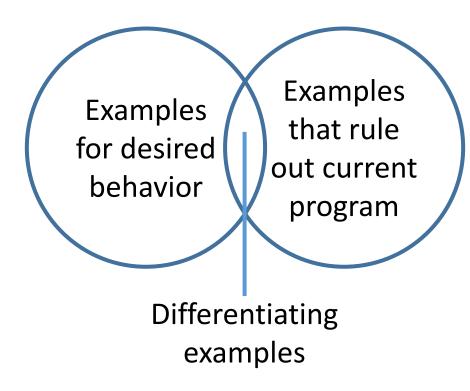
- Example: find the median
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- Candidate program:input[input.length / 2]



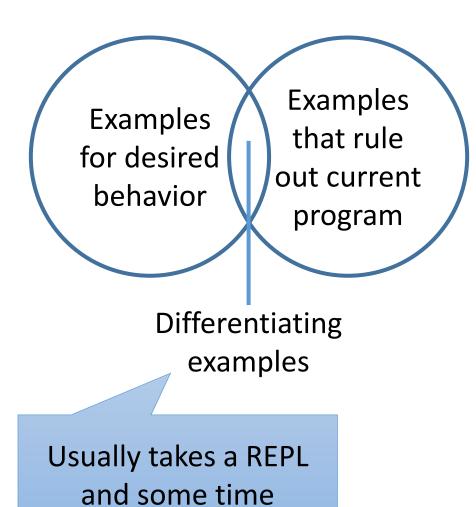
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Problem II: Examples are terrible when you (kind of) know what you want

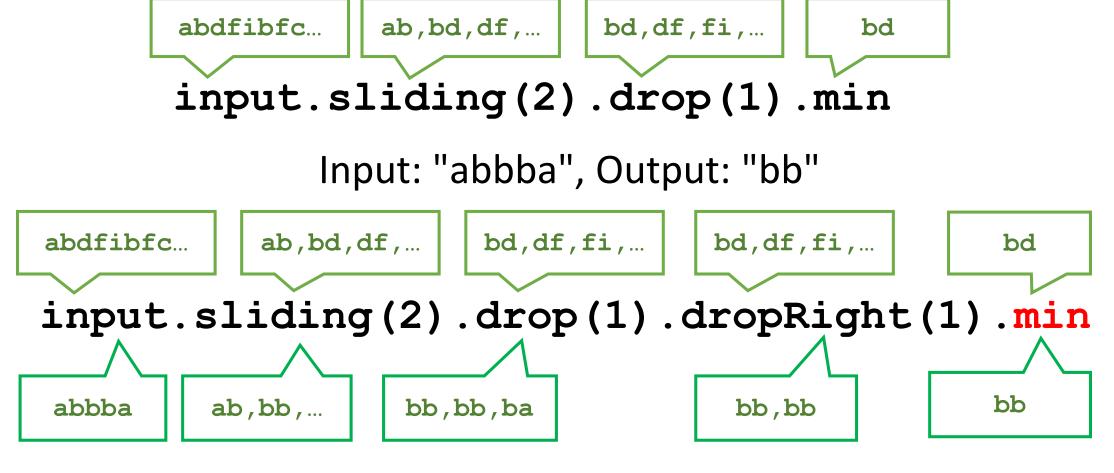
```
abdfibfc... ab,bd,df,... bd,df,fi,... bd
input.sliding(2).drop(1).min
```

Problem II: Examples are terrible when you (kind of) know what you want



Input: "abbba", Output: "bb"

# Problem II: Examples are terrible when you (kind of) know what you want



## A narrower scope: synthesis for programmers

Programmers can interact on a lower level



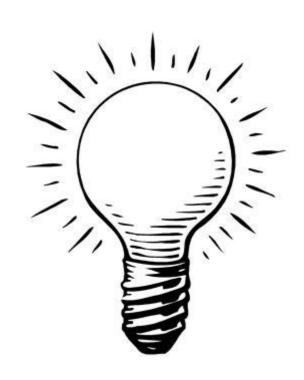
## A narrower scope: synthesis for programmers

- Programmers can interact on a lower level
- They understand sub-problems
- They understand the code
- (They can be helped to understand)



## A narrower scope: synthesis for programmers

- Programmers can interact on a lower level
- They understand sub-problems
- They understand the code
- (They can be helped to understand)
- They should be given the power



## The Granular Interaction Model (GIM)

```
input
//ab,bd,df,...
.sliding(2)
//bd, df, fi, ...
.drop(1)
//bd
.min
```

- A programmer can talk at the level of the program
- Read debug info
- Reason about subtrees or sequences of methods
- Or intermediate states
- But also examples, if those happen to be easier

## The Granular Interaction Model (GIM)

```
input
//ab,bd,df,...
                    That looks right
.sliding(2)
//bd, df, fi, ...
.drop(1)
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.min
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```
input
//ab,bd,df,...
                     That looks right
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//bd, df, fi, ...
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                     Those are wrong
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```

- A programmer can talk at the level of the program
- Read debug info
- Reason about subtrees or sequences of methods
- Or intermediate states
- But also examples, if those happen to be easier

#### **Exclude**

```
exclude(f.g.h):
never show programs
of the form
input....f.g.h...
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Essentially, creates a procedure

#### **Exclude**

exclude(f.g.h):
never show programs
of the form
input....f.q.h...

#### Retain

retain(f.g.h):
only show programs
of the form
input....f.g.h...

Essentially, creates a procedure

#### **Affix**

affix(f.g.h):
only show programs
of the form
input.f.g.h...

## Back to our example: most frequent bigram

Input: "abdfibfcfdebdfdebdihgfkjfdebd"

Output: "bd"

input.takeRight(2)

## Back to our example: most frequent bigram

Input: "abdfibfcfdebdfdebdihgfkjfdebd"

Output: "bd"

input.takeRight(2)

The user can answer locally:

## Back to our example: most frequent bigram

Input: "abdfibfcfdebdfdebdihgfkjfdebd"

Output: "bd"

input.takeRight(2)

The user can answer locally: exclude takeRight(2)

## Another step

The synthesizer produces another candidate program

```
input //"abdfibfcfdebdfdebdihgfkjfdebd"
.drop(1) //"bdfibfcfdebdfdebdihgfkjfdebd"
.take(2) //"bd"
```

## Another step

The synthesizer produces another candidate program

```
input //"abdfibfcfdebdfdebdihgfkjfdebd"
.drop(1) //"bdfibfcfdebdfdebdihgfkjfdebd"
.take(2) //"bd"
```

Answer: exclude drop (1) · take (2)

#### And another

#### The synthesizer answers

```
input//"abdfibfcfdebdfdebdihgfkjfdebd"
.zip(input.drop(1))//List((a,b),(b,d),(d,f),(f,i),...)
.take(2)//List((a,b),(b,d))
.map(p => p._1.toString + p._2)//List("ab","bd")
.max//"bd"
```

#### User provides a compound answer:

#### And another

#### The synthesizer answers

```
input//"abdfibfcfdebdfdebdihgfkjfdebd"
.zip(input.drop(1))//List((a,b),(b,d),(d,f),(f,i),...)
.take(2)//List((a,b),(b,d))
.map(p => p._1.toString + p._2)//List("ab","bd")
.max//"bd"
```

User provides a compound answer:

```
affix zip (input.drop(1))
```

#### And another

#### The synthesizer answers

```
input//"abdfibfcfdebdfdebdihgfkjfdebd"
.zip(input.drop(1))//List((a,b),(b,d),(d,f),(f,i),...)
.take(2)//List((a,b),(b,d))
.map(p => p._1.toString + p._2)//List("ab","bd")
.max//"bd"
```

User provides a compound answer:

```
affix zip(input.drop(1))
exclude take(2)
```

#### And another

#### The synthesizer answers

```
input//"abdfibfcfdebdfdebdihgfkjfdebd"
.zip(input.drop(1))//List((a,b),(b,d),(d,f),(f,i),...)
.take(2)//List((a,b),(b,d))
.map(p => p._1.toString + p._2)//List("ab","bd")
.max//"bd"
```

User provides a compound answer:

```
affix zip(input.drop(1))
exclude take(2)
And possibly even retain map(p => p._1.toString + p._2)
```

### Until finally

```
input//"abdfibfcfdebdfdebdihgfkjfdebd"
.zip(input.drop(1))//List((a,b),(b,d),(d,f),(f,i),...
.map(p => p. 1.toString + p. 2) //List("ab","bd",...
.groupBy(x => x)//Map("bf"->List("bf"),"ib"->List(...
.map(kv => kv._1 -> kv. 2.length) //Map("bf"->1,...
.maxBy( . 2)//("bd",4)
. 1//"bd"
```

### Evaluating GIM

#### **Synthesizer:**

- Scala functional programs
- Precomputed program space
- We record only user time

#### Three groups:

- 1. PBE: examples only (11)
- 2. Syntax: only syntactic operations (10)
- 3. GIM: both examples and syntactic (11)

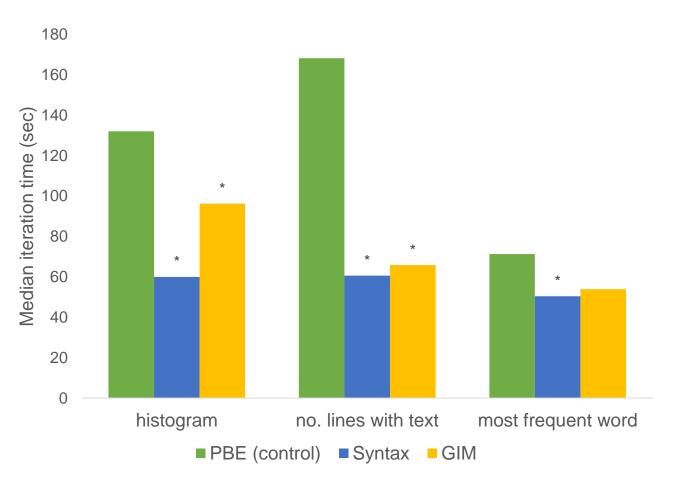
#### Three problem sets:

- 1. Most frequent word
- 2. No. lines with text
- 3. Histogram

#### **Research questions:**

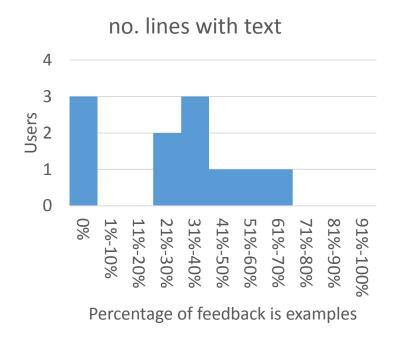
- 1. Are answers consisting of syntactic predicates easier (faster) to generate than example predicates?
- 2. Is the total time to solution faster?
- 3. Do users prefer examples?
- 4. Are users' answers correct?

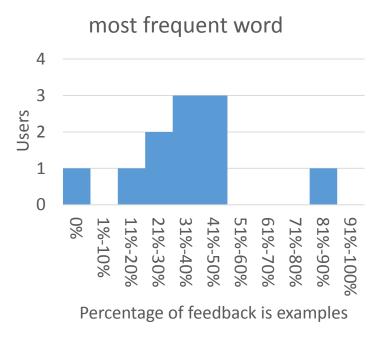
#### RQ1+2: Iteration times and total times

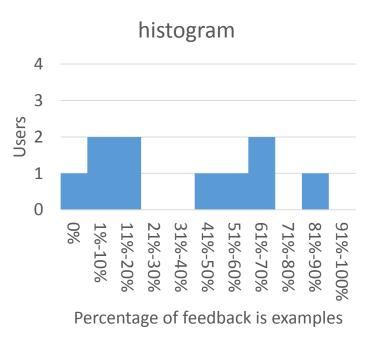


- Syntax-only iterations are fastest
- GIM iterations are almost as fast
- There's no statistically significant difference in total time (RQ2)

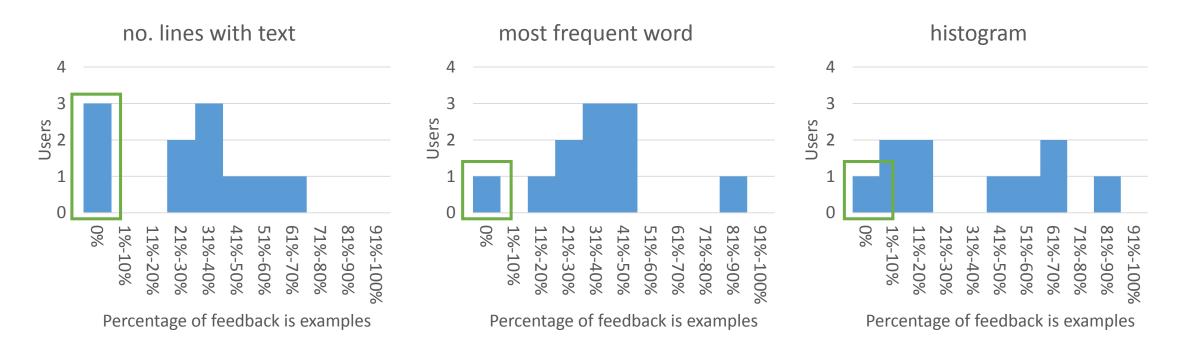
### RQ3: Users like examples (but not that much)





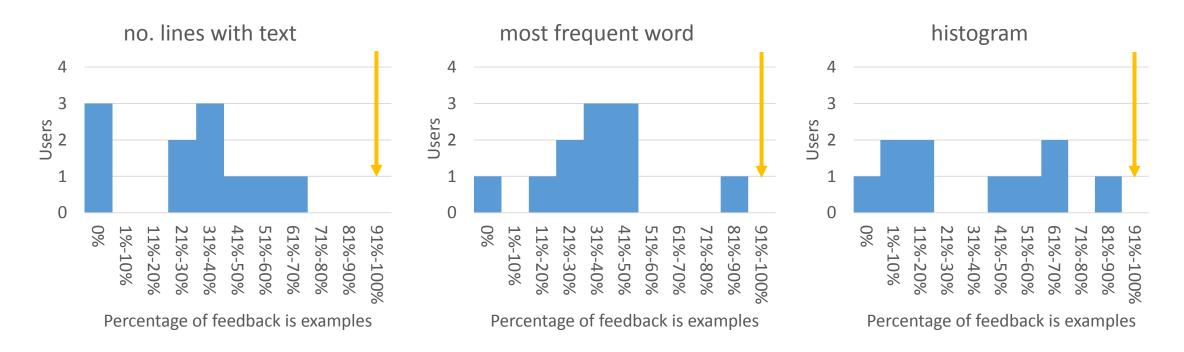


# RQ3: Users like examples (but not that much)



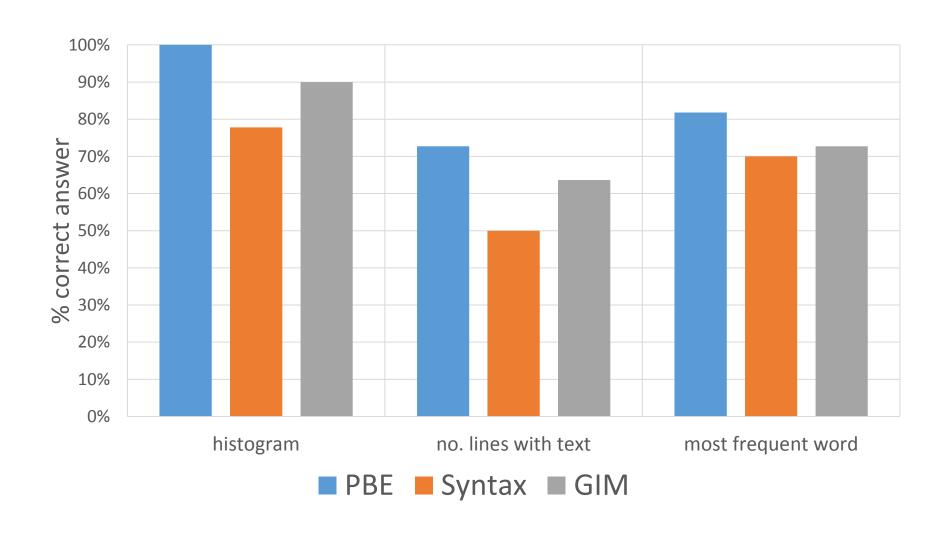
Users who used no examples < 30%

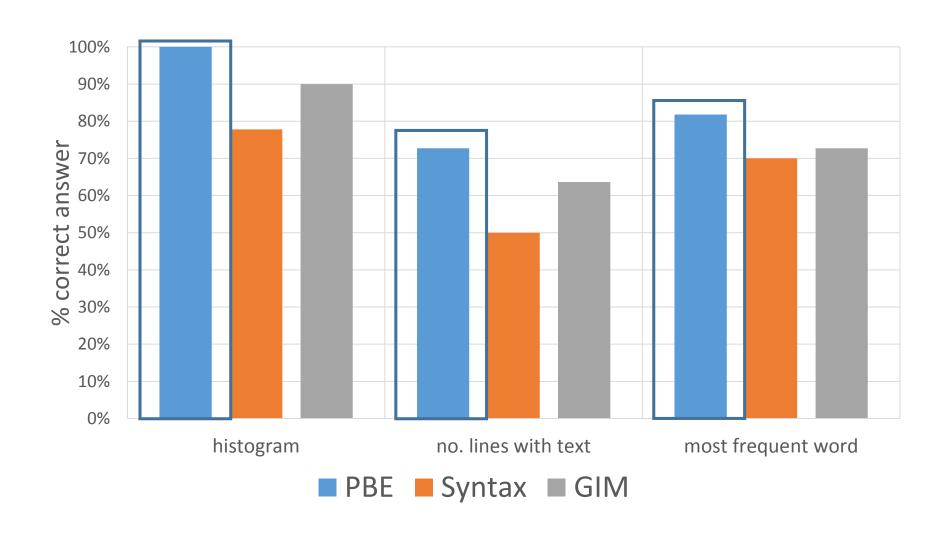
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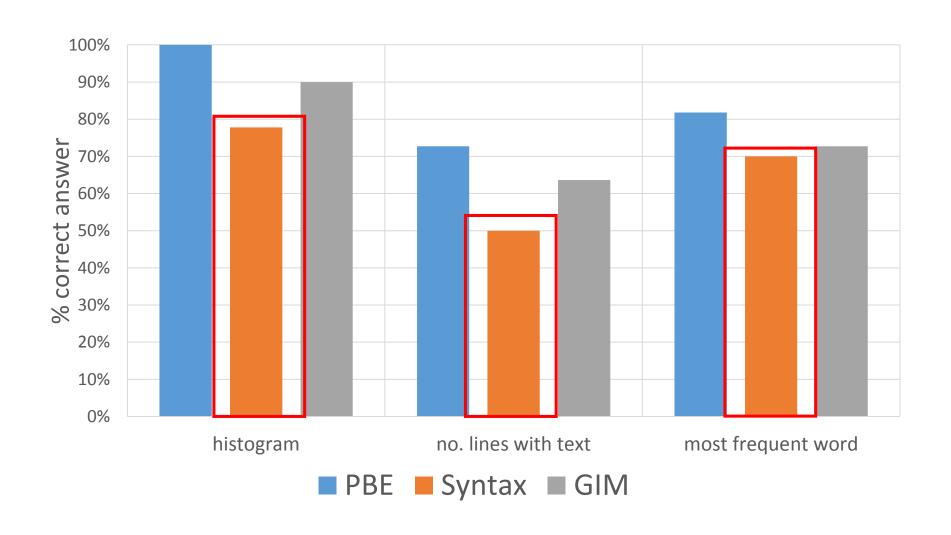


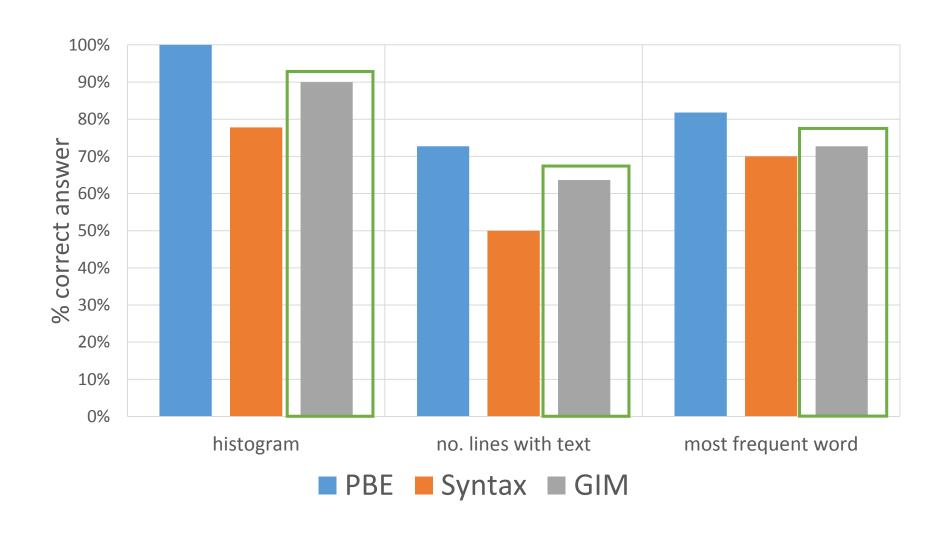
Users who used no examples < 30%

Max examples used < 90%









### Summary

- Programmers want power and options
- Syntax operations are easier than examples
- And better at getting rid of ambiguity and distracting elements
- Users like examples, but like having other tools
- Let's make synthesizers that cater to programmers!