

# ABSYNTH: Abstract Interpretation-Guided Synthesis

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Synthesis tools have seen significant success in recent times. However, past approaches often require a complete and accurate embedding of the source language in the logic of the underlying solver, an approach difficult for industrial-grade languages. Other approaches couple the semantics of the source language with purpose-built synthesizers, necessarily tying the synthesis engine to a particular language model. In this paper, we propose ABSYNTH, an alternative approach based on user-defined abstract semantics that aims to be both lightweight and language agnostic, yet effective in guiding the search for programs. A synthesis goal in ABSYNTH is specified as an abstract specification in a lightweight user-defined abstract domain and concrete test cases. The synthesis engine is parameterized by the abstract semantics and independent of the source language. ABSYNTH validates candidate programs against test cases using the actual concrete language implementation to ensure correctness. We formalize the synthesis rules for ABSYNTH and describe how the key ideas are scaled-up in our implementation in Ruby. We evaluated ABSYNTH on SyGuS strings benchmark and found it competitive with other enumerative search solvers. Moreover, ABSYNTH's ability to combine abstract domains allows the user to move along a cost spectrum, *i.e.*, expressive domains prune more programs but require more time. Finally, to verify ABSYNTH can act as a general purpose synthesis tool, we use ABSYNTH to synthesize Pandas data frame manipulating programs in Python using simple abstractions like types and column labels of a data frame. ABSYNTH reaches parity with AUTOPANDAS, a deep learning based tool for the same benchmark suite. In summary, our results demonstrate ABSYNTH is a promising step forward towards a general-purpose approach to synthesis that may broaden the applicability of synthesis to more full-featured languages.

## 1 INTRODUCTION

In recent years, there has been a significant interest in automatically synthesizing programs from high-level specifications, which often take the form of logical formulas [Feng et al. 2018], type signatures [Polikarpova et al. 2016], or even input-output examples [Frankle et al. 2016]. Program synthesis has seen significant success in domains such as spreadsheets [Gulwani 2011], compilers [Phothilimthana et al. 2019] or even database access programs [Guria et al. 2021]. Much of the prior work, however, requires a complete and accurate embedding of the source language in the logic of the underlying solver the synthesis tool uses [Kim et al. 2021; Torlak and Bodik 2014]. This is infeasible for many industrial-grade languages. Other approaches are strongly coupled with the semantics of the source language with purpose-built solvers [Reynolds et al. 2015], but this necessarily ties the synthesis engine to the particular language model used.

In this paper, we propose ABSYNTH, an alternative approach based on user-defined abstract semantics that aims to be both lightweight and language agnostic. The abstract semantics are lightweight to design, simplifying away inconsequential language details, yet effective in guiding the search for programs. The synthesis engine is parameterized by the abstract semantics [Cousot and Cousot 1977] and independent of the source language. In ABSYNTH, users define a synthesis problem via concrete test cases and an abstract specification in some user-defined abstract domain. These abstract domains, and the semantics of the target language in terms of the abstract domains,

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are written by the user in a DSL. Moreover, the user can define multiple simple domains, each defining a partial semantics of the language, which they can combine together as a product domain automatically. ABSYNTE uses these abstract specifications to automatically guide the search for the program using the abstract semantics. The key novelty of ABSYNTE is that it separates the search procedure from the definition of abstract domains, allowing the search to be guided by any user-defined domain that fits the synthesis task. More specifically, the program search in ABSYNTE begins with a hole tagged with an abstract value representing the method's expected return value. At each step, ABSYNTE substitutes this hole with expressions, potentially containing more holes, until it builds a concrete expression without any holes. Each concrete expression generated is finally tested in the reference interpreter to check if it passes all test cases. A program that passes all test cases is considered the solution. (§ 2 gives a complete example of ABSYNTE's synthesis strategies).

We formalize ABSYNTE for a core language  $\mathcal{L}_f$  and define an abstract interpreter for  $\mathcal{L}_f$  in terms of abstract transformer functions. Next, we describe a DSL  $\mathcal{L}_{meta}$  used to define these abstract transformers. Notably, as ABSYNTE synthesizes terms at each step, it creates holes tagged as abstract variables  $\tilde{x}$ , *i.e.*, holes which will be assigned a fixed abstract values later. We give evaluation rules for these transformers written in  $\mathcal{L}_{meta}$ , that additionally narrows these abstract variables to sound range of abstract values. For example, given a specification that requests Pandas programs that should evaluate to a data frame, a term  $(\Box : \tilde{x}_1).query(\Box : \tilde{x}_2)$  is a viable candidate that queries a data frame. However, semantics of  $\mathcal{L}_{meta}$  help with constraining the bounds on  $\tilde{x}_1$  and  $\tilde{x}_2$  such that these holes are substituted by values of a DataFrame and String respectively. Finally, we present the synthesis rules used by ABSYNTE to generate such terms. Specifically, we discuss how ABSYNTE specializes term generation based on the properties of the domain, such as a finite domain enables enumeration through domain, or a domain that can be lifted to solvers can use solver-backed operations, or domains expressed as computations not supported by dedicated SMT solvers. (§ 3 discusses our formalism).

We implemented ABSYNTE as a core library in Ruby, that provides the necessary supporting classes to implement user-specific abstract domains and abstract interpretation semantics. It further integrates automatic support for  $\top$  and  $\perp$  values and abstract variables, as well as ProductDomain to combine the individual domains point-wise. The ABSYNTE implementation has interfaces to call a concrete interpreter with a generated program to check if a program satisfies the input/output examples. Finally, we also discuss some optimizations to scale ABSYNTE for practical problems, such as caching small terms and guessing partial programs based on testing predicates on the input/output examples, and some limitations of the tool. (§ 4 discusses our implementation).

We evaluate ABSYNTE on several benchmarks. To draw a baseline performance comparison with existing tools we evaluate ABSYNTE on the SyGuS strings benchmarks [Alur et al. 2017a] using simple domains such as string prefix, string suffix, and string length to guide the search. Though ABSYNTE operates with minimal semantic information about SyGuS programs, it still performs similar to enumerative search solvers such as EUPHONY [Alur et al. 2017b], solving most benchmarks in less than 7 seconds. SMT solvers such as CVC4, or BLAZE that rely on precise abstractions perform much faster than ABSYNTE, but require large specification effort. We further evaluate the impact of our performance optimizations and verify that ABSYNTE's synthesis cost adjusts with the expressiveness of the domain. More specifically, the string prefix and suffix domains written in Ruby generate a concrete candidate 0.41ms average, whereas string length domain being a solver-aided domain takes around 16.93ms per concrete candidate on average due to calls to Z3. Next, as a test of generality of the ABSYNTE approach we applied it to Pandas, a data frame manipulation library, programs in Python for which it is harder to write a precise formal semantics. We evaluate ABSYNTE on the AUTOPANDAS benchmarks [Bavishi et al. 2019], a suite of Pandas data frame manipulating programs in Python. The AUTOPANDAS tool trains deep neural network models

	id	valueA
0	255	1141
1	91	1130
2	347	830
⋮	⋮	⋮
8	225	638
9	257	616

(a) First data frame (arg0)

	id	valueB
0	255	1231
1	91	1170
2	5247	954
⋮	⋮	⋮
12	211	575
13	25	530

(b) Second data frame (arg1)

	id	valueA	valueB
0	255	1141	1231
1	91	1130	1170
2	347	830	870
5	159	715	734
8	225	638	644

(d) Output data frame

```

1 def goal(arg0, arg1, arg2):
2   return arg0.merge(arg1, on=['id']).query(arg2)

```

(c) Synthesized program

```

1 'valueA ≠ valueB'

```

(e) Query string (arg2)

Fig. 1. Data Frame Manipulation Example [Bavishi et al. 2019]. The synthesis goal is to produce (d) given inputs (a), (b), and a query string (e). ABSYNTE synthesizes the solution (c).

to synthesize Pandas programs. ABSYNTE is at par with AUTOPANDAS, including a significant overlap in the benchmarks both tools can solve, despite using simple semantics such types and column labels of a data frame. (§ 5 discusses our evaluation).

In summary, we think ABSYNTE represents an important step forward in the design of practical synthesis tools that provide lightweight formal guarantees while ensuring correctness from tests.

## 2 OVERVIEW

In this section, we demonstrate ABSYNTE by using it to synthesize data frame manipulation programs in Python using the Pandas library [Reback et al. 2022]. In this example, we abstract data frames as sets of column names, and use a lightweight type system for Pandas API methods to effectively guide synthesis.

A *data frame* is a collection of data organized into rows and columns, similarly to a database table. Data frame manipulation is a key task in data wrangling, a preliminary step for data science or scientific computing tasks. For example, Figure 1 shows a data frame manipulation synthesis task taken from the AUTOPANDAS benchmark suite [Bavishi et al. 2019]. The goal is to use the Python Pandas library [Reback et al. 2022] to produce the data frame in Figure 1d, given the two input data frames in Figure 1a and 1b and a query string (Figure 1e). In this case, the output joins the input rows with the same id but with different values in valueA and valueB columns. The Pandas library provides a wide range of methods that perform complex data frame manipulation. For example, calling `left.merge(right, on=['col'])` joins the data frames `left` and `right` on column `col`. As another example, calling `df.query(str)` returns a new data frame with the rows of `df` that satisfy query string predicate `str` (as in Figure 1e).

To keep the synthesis task tractable, ABSYNTE restricts its search to Python code consisting of input variables `arg0` through `arg2`; constants such as column names `'id'`, `'valueA'`, and `'valueB'` or row labels 0, 1, ..., 13 from the data frames; array literals and indexing; and dictionaries (for keyword arguments). Additionally, for this discussion we will limit ABSYNTE to the merge and query methods just mentioned, even though our evaluation (§ 5.2) supports many more methods. Nonetheless, even with this restricted search space, naïve enumeration of possible solutions times out after 20 minutes. In contrast, using ABSYNTE, we can guide the search using abstract interpretation to find a solution in 0.47 seconds.

```

148 1 class ColNames < AbstractDomain
149 2   attr_reader :cols
150 3   def initialize(cols)
151 4     @cols = cols.to_set
152 5   end
153 6
154 7   def  $\subseteq$ (rhs)
155 8     rhs.cols.subset?(@cols)
156 9   end
157 10
158 11   def  $\cup$ (rhs)
159 12     ColNames.new(@cols  $\cup$  rhs.cols)
160 13 end end

```

(a) ColNames Domain

```

1 class ColNameInterp < AbsInterp
2   def self.interpret(env, prog)
3     # details omitted for brevity
4   end
5
6   def self.pd_merge(left, right, opt)
7     left  $\cup$  right
8   end
9
10  def self.pd_query(df, pred)
11    df
12  end
13 end

```

(b) ColNames Abstract Semantics

```

163 1 class PyType < AbstractDomain
164 2   attr_reader :ty
165 3
166 4   def initialize(ty)
167 5     @ty = ty
168 6   end
169 7
170 8   def  $\subseteq$ (rhs)
171 9     @ty  $\leq$  rhs.ty
172 10  end
173 11 end

```

(c) PyType Domain

```

1 class PyTypeInterp < AbsInterp
2   def self.pd_merge(left, right, opt)
3     DataFrame if left  $\subseteq$  DataFrame  $\wedge$ 
4       right  $\subseteq$  DataFrame  $\wedge$ 
5       opt  $\subseteq$  {on: Array<String>}
6   end
7
8   def self.pd_query(df, pred)
9     DataFrame if df  $\subseteq$  DataFrame  $\wedge$ 
10       pred  $\subseteq$  String
11 end end

```

(d) PyType Abstract Semantics

Fig. 2. Abstract domain definition for column names domain (a) and types domain definition (c). Abstract semantics for the required methods are defined in (b) using ColNames domain and (d) using PyType domain.

*Abstract Domains and Semantics.* The first step in using ABSYNTE is to identify appropriate abstract domains for the abstract interpretation and implement the abstract semantics. Typically, we develop the domain by looking at the input/output examples and thinking about the problem domain. In our running example, we observe that the data frames use columns `id`, `valueA`, and `valueB`, but each frame has a slightly different set of columns. This gives us the idea of introducing a domain `ColNames` that abstracts data frames to a set of column labels.

Abstract values, drawn from an abstract domain, represent a set of concrete values in the program. The abstract semantics define the evaluation rules of the program under values from this abstract domain. This approach has seen considerable success in practical static analysis tools such as ASTREÉ [Cousot et al. 2005] and Sparrow [Oh et al. 2012]. Figure 2a shows, similar to these tools, the definition of the `ColNames` domain, which is a class whose instances are domain values. ABSYNTE is implemented in Ruby, and ABSYNTE domains subclass `AbstractDomain`, which provides foundational definitions such as  $\top$  and  $\perp$  (see § 4). A value in the `ColNames` domain stores the set of columns it represents in the instance variable `@cols`, which by line 2 can be read with an accessor method `cols`. All abstract domains *require* a partial ordering relation  $\subseteq$  on the domain that

returns true if and only if the left-hand side (`rhs.cols`) is a subset of the right hand side (`@cols`). Finally, the `∪` method returns a new abstract value containing the union of the column names of the two arguments. The `∪` method is optional, however we define this as it will be used in the abstract semantics.

After defining the abstract domain, next we need to define the abstract interpreter to give semantics to the target language in our abstract domain. Figure 2b defines the abstract interpreter for ColNames domain as ColNameInterp class. All abstract interpreters are defined as a subclass of AbsInterp class, provided by ABSYNTH. It needs a definition of the `interpret` class method (the preceding `self.` denotes it is a class method), that given an environment `env`, and a term `prog` reduces it to a value of type ColNames. The `interpret` is a standard recursive interpreter, so we omit the definition of `interpret` for brevity. Then we define the `pd_merge` and `pd_query` class methods that define the operations for the Pandas merge and query methods on values from ColNames domain. A call to `left.merge(right, opt)` in the source term under abstract interpretation is computed via a call `pd_merge(abs(left), abs(right), abs(opt))`, where `abs()` indicates the abstract values of the arguments. In the column name abstraction, we only need to compute the column names of the resulting data frame, which is just the union of the column names of the input data frame (line 7). Notice the `opt` argument can be ignored, as it impacts how the data frames are merged in the concrete domain, but the set column names of the final data frame is unaffected. Similarly, a call to `df.query(pred)` is abstractly evaluated via a call to `pd_query(abs(df), abs(pred))`. Since the data frame returned by query has the same columns as its input data frame, `pd_query` simply returns the abstract data frame `df` (line 11).

ABSYNTH can also combine multiple domains together pointwise. We observe that the Pandas API methods expect values of a specific type. Hence, we also introduce a PyType abstract domain as a lightweight type system for Python. Figure 2c defines the abstract domain, which stores a type in the `@ty` field as a type from RDL [Foster et al. 2020], a Ruby type system. We build on RDL for representing Python types because it comes with built-in representations for nominal types, generic types, etc. and a subtyping relation between them. The `⊆` method for PyType simply calls the subtyping method `≤` of RDL types.

Figure 2d defines gives the abstract semantics for merge and query in the PyType domain. The method `pd_merge` checks that the types of `left` and `right` are subtypes of `DataFrame`, i.e., the type that represents Pandas data frames as shown in Figure 1, and that `opt` is a dictionary with a key on that admits an array of strings. If this check is satisfied, the return type is `DataFrame`. Otherwise, `pd_merge` returns `nil`, which ABSYNTH interprets as  $\top$ , i.e., any value is possible. Note, in a type checker, if the arguments do not match the expected types a type error occurs. Here, in contrast, we are computing what would be a valid abstraction, and since we don't have a specific type we can assume  $\top$ , i.e., anything can happen. Later, during synthesis the search procedure will appropriately do the pruning by *type-checking* when it is provided a user specification. `pd_query` also checks if the receiver is a subtype of `DataFrame` and the query string is a `String`. If so, it returns `DataFrame`, otherwise it returns `nil`.

These domains are combined together using a `ProductDomain` class, provided by ABSYNTH. Here we write  $\times$  to pair elements from the ColNames domain and the PyType domain. For example,  $\{\text{'id'}, \text{'valueA'}\} \times \text{DataFrame}$  denotes all data frames that have the columns `'id'` and `'valueA'`. The `ProductDomain` also comes with a `ProductInterp` that evaluates product domain values with respective individual semantics and combines these into a final product abstract value.

*Synthesizing Solutions.* An ABSYNTH synthesis problem is specified by giving input/output examples for the synthesized function. Synthesis begins by abstractly interpreting the input/output examples to compute an *abstract signature* for the function. We have automated this for the

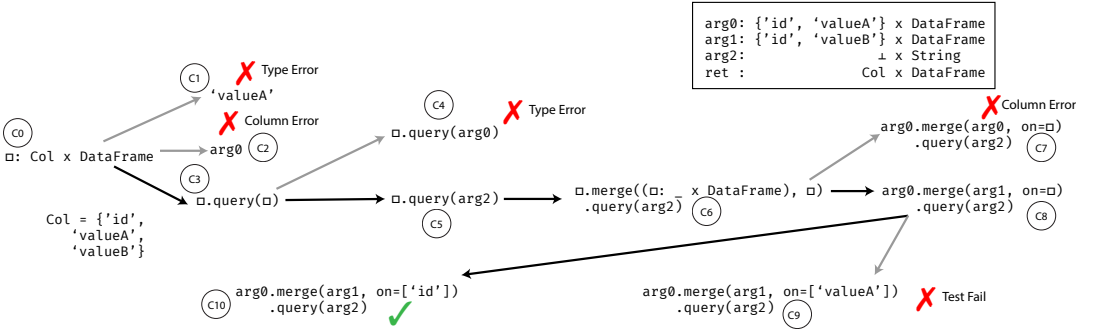


Fig. 3. Steps in the synthesis of solution to the problem in Figure 1. Some choices available to the synthesis algorithm has been omitted for simplicity.

AUTOPANDAS benchmark suite. The upper-right corner of Figure 3 gives the abstract signature for our example. In particular, the first argument is a DataFrame with columns 'id' and 'valueA'; the second argument is a DataFrame with columns 'id' and 'valueB'; and the third argument is a String and has no columns. The synthesized function should return a DataFrame that has columns 'id', 'valueA', and 'valueB'. Additionally, ABSYNTE also uses a set of constants that can be used during the synthesis process. It constructs this from the rows and columns of the dataframes in the input/output example: {'id', 'valueA', 'valueB', 0, 1, ..., 13}.

ABSYNTE iteratively produces candidate function bodies that may contain *holes*  $\square : a$ , where each hole is labeled with the abstract value  $a$  its solution must abstractly evaluate to. Synthesis begins (left side of figure) with candidate C0, which is a hole labeled with the abstract return value of the function. At each step, ABSYNTE replaces a hole with an expression that satisfies its labels. For example, candidate C1 is not actually generated because its concrete value 'valueA' is not of type DataFrame. The process continues until the program has been full concretized, at which point it is tested in the Python interpreter against the input/output examples. Synthesis terminates when it finds a candidate that matches the input/output examples. For our running example, Figure 1c shows the solution synthesized by ABSYNTE.

The rest of the figure illustrates the search process. The candidate C2 does not satisfy the abstract specification on columns, so it is also never generated. The candidate C3 instead expands the hole to a call to query, which itself has holes for the receiver and argument. Note we omit the abstraction labels here because ABSYNTE has not fixed the abstract value for that hole yet. ABSYNTE treats these as abstract variables that can be used during abstract interpretation, but will be eventually substituted with a fixed abstract value as the search proceeds (discussed in § 3).

After a single set of expansion of holes, ABSYNTE runs the abstract interpreter on all candidates (including the partial programs). Running C3 through the abstract interpreter calls the `pd_query` function from `PyTypeInterp` (Figure 2d). From the evaluation of the `pd_query` ABSYNTE can infer the first hole has to be a subtype of DataFrame and the second hole should be a subtype of String. Thus candidates like C4 will not be generated as it is ill-typed (`arg0` is a DataFrame).

We use filling the remaining hole in C5 to illustrate another feature of ABSYNTE, enumerating finite abstract domains. ABSYNTE has the upper bound of this hole at DataFrame, it will substitute all possible values from `PyType` that are subtypes of DataFrame. Since there is only one type *i.e.*, DataFrame, it synthesizes expressions of that type at the hole. For the next candidate C6, again by running abstract interpreter bounds for  $\square$  are determined. The  $\_$  in the  $\square$  signifies that `ColNames` domain still is an abstract variable, while the types have been concretized. ABSYNTE can determine



bounds for variables only if the abstract transformers have conditionals (discussed in § 3.1), not present in `pd_merge` of `ColNameInterp`. ABSYNTE next generates candidates C8 and C9. C8, however, is eliminated because the `ColNames` domain interpreter computes the final data frame will have columns `{'id', 'valueA'}`. Eventually, the keyword argument to the merge method is filled with an array. Some ways of filling that argument fail the test cases (C10), but C11 passes all tests and is accepted as the solution (after being wrapped in a Python method definition), also shown in Figure 1c.

### 3 FORMALISM

In this section we formalize ABSYNTE in a core language  $\mathcal{L}_f$ . Figure 4a shows the  $\mathcal{L}_f$  syntax. Expressions in  $\mathcal{L}_f$  have values  $v$ , drawn from a set of *concrete values*  $\mathbb{V}$ ; variables  $x$ ; holes  $\square : a$  tagged with an abstraction  $a$ ; and function application  $f(e, \dots, e)$ . Note that these are external functions  $f$ , e.g., to call out to libraries. Programs in  $\mathcal{L}_f$  consist of a single function definition **def**  $m(x) = e$  of a function  $m$  that takes an argument  $x$  and returns the result of evaluating  $e$ .

Abstractions  $a$  include abstract values  $\tilde{v}$  drawn from an abstract domain  $\mathbb{A}$ . We assume this domain forms a complete lattice with greatest element  $\top$ , least element  $\perp$ , and partial ordering  $a_1 \subseteq a_2$ . Abstractions also include *abstract variables*  $\tilde{x}$ , which ABSYNTE uses to label holes whose abstractions cannot immediately be determined. For example, if ABSYNTE synthesizes an application of a function  $f$ , it labels  $f$ 's arguments with abstract variables. During synthesis, ABSYNTE maintains bounds on such variables to narrow down the search space (see below). We refer to abstract values from § 2 as *abstractions* in this section to avoid the ambiguity between abstract variables and values. Concrete values are lifted to abstract values using the abstraction function  $\alpha$ , mapping concrete values to abstract values, i.e.,  $\alpha$  maps  $\mathbb{V}$  to  $\mathbb{A}$ . Likewise, abstract values map to a set of concrete values using the concretization function  $\gamma$ , i.e.,  $\gamma$  maps  $\mathbb{A}$  to the  $\mathcal{P}(\mathbb{V})$ . We write  $v \in \tilde{v}$  as a shorthand for checking that  $v$  is in the concretization of  $\tilde{v}$ . We assume that for each function  $f$ , we have a corresponding abstract transfer function  $f^\#$  that soundly captures its semantics. Finally, during synthesis, ABSYNTE maintains two variable environments:  $\Gamma$ , binding variables  $x$  to their abstractions, and  $\Delta$ , binding abstract variables  $\tilde{x}$  to their bounds. Abstract variable bounds are written as a tuple of the lower and upper bound respectively (details in § 3.1).

*Abstract Semantics.* Next, we define semantics to abstractly interpret candidate programs in our domain. Figure 4b presents the relation  $\Gamma \vdash e \Downarrow a$  that, given an abstract environment  $\Gamma$ , evaluates an expression  $e$  to an abstract value  $a$ . E-VAL lifts a concrete value to the abstract domain by applying the abstraction function. E-VAR lifts a variable to an abstract value by substituting the value from the environment  $\Gamma$ . E-HOLE abstractly evaluates a hole to its label. Finally, E-FUN recursively evaluates a function application's arguments and then applies the abstract transfer function  $f^\#$ .

*Synthesis Problem.* We can now formally specify the synthesis problem: Given an abstract domain  $\mathbb{A}$ , a set of abstract transformers  $f^\#$ , and an abstract specification of the function's input and output  $a_1 \rightarrow a_2$ , synthesize a set of programs  $P$  such that  $\text{NoHole}(P)$ , i.e.,  $P$  has no holes in it, and  $x : a_1, \emptyset \vdash P \Downarrow a_2$ , i.e.,  $P$  abstractly evaluates to  $a_2$  given that  $x$  has abstract value  $a_1$ . Then, the final solution is chosen as a synthesized candidate  $P$  that passes all input/output examples.

#### 3.1 Abstract Transformer Function DSL

Figure 5a shows  $\mathcal{L}_{meta}$ , the DSL to define abstract transformer functions  $f^\#$  for ABSYNTE. The primary purpose of the DSL is to let users define  $f^\#$  that can handle both abstract values  $a$  and variables  $\tilde{x}$  correctly. It is expressive enough to write the abstract transformer function for domains in § 2. Expressions  $\hat{e}$  in  $\mathcal{L}_{meta}$  can be either such abstractions  $a$ , variables  $y$ , function application  $g(\hat{e})$  and if-then-else statements. We consider  $g$  as uninterpreted abstract functions. The conditionals  $b$  for if statements include **top?** that tests if an expression is  $\top$ , **bot?** that tests if an expression is  $\perp$ , **var?**

<i>Expressions</i>	$e ::= v \mid x \mid \square : a \mid f(e, \dots, e)$
<i>Programs</i>	$P ::= \mathbf{def} \ m(x) = e$
<i>Concrete Values</i>	$v \in \mathbb{V}$
<i>Abstractions</i>	$a ::= \tilde{v} \mid \tilde{x}$
<i>Abstract Values</i>	$\tilde{v} \in \mathbb{A}$
<i>Abstraction Function</i>	$\alpha : \mathbb{V} \rightarrow \mathbb{A}$
<i>Concretization Function</i>	$\gamma : \mathbb{A} \rightarrow \wp(\mathbb{V})$
<i>Inclusion</i>	$v \in \tilde{v} \quad \text{if} \quad v \in \gamma(\tilde{v})$
<i>Abstract Transfer Function</i>	$f^\# : (\mathbb{A}, \dots, \mathbb{A}) \rightarrow \mathbb{A}$
<i>Abstract Environment</i>	$\Gamma ::= \emptyset \mid x : a, \Gamma$
<i>Bounds Environment</i>	$\Delta ::= \emptyset \mid \tilde{x} : (a, a), \Delta$

(a) Syntax and relations of  $\mathcal{L}_f$ .

$$\begin{array}{c}
 \boxed{\Gamma \vdash e \Downarrow a} \\
 \frac{\eta(v) = a}{\Gamma \vdash v \Downarrow a} \text{ E-VAL} \quad \frac{}{\Gamma \vdash x \Downarrow \Gamma[x]} \text{ E-VAR} \quad \frac{}{\Gamma \vdash \square : a \Downarrow a} \text{ E-HOLE} \\
 \frac{\Gamma \vdash e_1 \Downarrow a_1 \quad \dots \quad \Gamma \vdash e_n \Downarrow a_n}{\Gamma \vdash f(e_1, \dots, e_n) \Downarrow f^\#(a_1, \dots, a_n)} \text{ E-FUN}
 \end{array}$$

(b) Abstract semantics for  $\mathcal{L}_f$ .Fig. 4. Syntax, relations, and abstract semantics of  $\mathcal{L}_f$ .

that tests if an expression is an abstract variable  $\tilde{x}$ , and **val?** that tests if an expression is a abstract value  $a$ . Additionally, expressions  $\hat{e}$  can test for ordering using  $\subseteq$  or can call an abstract function  $g(\hat{e})$ . The else branch of these conditionals evaluate to  $\top$ , *i.e.*, it evaluates to the largest possible abstraction  $\top$  if a test of ordering fails. This is done to soundly over-approximate program behavior, while sacrificing precision. The abstract transformer is defined as a function  $f^\#$  that takes the input abstract value as argument  $y$  and computes the output abstraction by evaluating the expression  $\hat{e}$ .

Figure 5b shows selected big-step evaluation rules for the abstract transformer functions written in  $\mathcal{L}_{meta}$ . Under an abstract environment  $\Gamma$  and a bounds environment  $\Delta$ , expression  $\hat{e}$  evaluates to a new bounds environment and a value  $v$ . In general these rules reflect standard big step semantics, except for the  $\subseteq$  operation, where the bounds get constrained because of the comparison. The rule A-IfT evaluates the branch condition  $b$  and evaluates  $\hat{e}_1$  if it is true. A similar rule (omitted here) can be written if the conditional evaluates to false. A-TopT checks if the expression  $\hat{e}$  evaluates to  $\top$ . We omit evaluation rules for the false case and other branching predicates such as **bot?**, **var?**, and **val?** which are similar to **top?**.

The rules for evaluating  $e \subseteq e$  are most interesting, as these test for the  $\subseteq$  relation while constraining abstract variables  $\tilde{x}$  to the range under which the relation  $e \subseteq e$  holds. In general, the abstract variable narrowing reduces the range of  $\tilde{x}$  to a sound range for that evaluation through  $f^\#$ . In effect it is finding satisfiable range for  $\tilde{x}$  for that branch. A-VARCONST tests for the  $\subseteq$  relation when  $\hat{e}_1$  evaluates to a variable  $\tilde{x}$  and  $\hat{e}_2$  evaluates to a values  $\tilde{v}$ . In such a case, if  $\tilde{v}$  is within the range of the variable  $\tilde{x}$  the term evaluates to true, while updating the upper bound of  $\tilde{x}$  to  $\tilde{v}$ . This



Expressions  $\hat{e} ::= a \mid y \mid g(\hat{e}) \mid \text{if } b \text{ then } \hat{e} \text{ else } \hat{e}$   
 $\mid \text{if } \hat{e} \subseteq \hat{e} \text{ then } \hat{e} \text{ else } \top \mid \text{if } g(\hat{e}) \text{ then } \hat{e} \text{ else } \top$   
 Conditionals  $b ::= \text{top? } \hat{e} \mid \text{bot? } \hat{e} \mid \text{var? } \hat{e} \mid \text{val? } \hat{e}$   
 Transfer Functions  $\hat{P} ::= \text{def } f^\#(y) = \hat{e}$

(a) Syntax of  $\mathcal{L}_{meta}$ .

$$\begin{array}{c}
 \boxed{\Gamma \vdash \langle \Delta, \hat{e} \rangle \Downarrow \langle \Delta, a \rangle} \\
 \\
 \frac{\Gamma[y] = a}{\Gamma \vdash \langle \Delta, y \rangle \Downarrow \langle \Delta, a \rangle} \text{A-VAR} \qquad \frac{\Gamma \vdash \langle \Delta_1, \hat{e} \rangle \Downarrow \langle \Delta_2, a \rangle}{\Gamma \vdash \langle \Delta_1, g(\hat{e}) \rangle \Downarrow \langle \Delta_2, g(a) \rangle} \text{A-FUNC} \\
 \\
 \frac{\Gamma \vdash \langle \Delta_1, b \rangle \Downarrow \langle \Delta_2, \text{true} \rangle \quad \Gamma \vdash \langle \Delta_2, \hat{e}_1 \rangle \Downarrow \langle \Delta_3, v \rangle}{\Gamma \vdash \langle \Delta_1, \text{if } b \text{ then } \hat{e}_1 \text{ else } \hat{e}_2 \rangle \Downarrow \langle \Delta_3, v \rangle} \text{A-IFT} \qquad \frac{\Gamma \vdash \langle \Delta, \hat{e} \rangle \Downarrow \langle \Delta, \top \rangle}{\Gamma \vdash \langle \Delta, \text{top?} \rangle \Downarrow \langle \Delta, \text{true} \rangle} \text{A-TopT} \\
 \\
 \frac{\Gamma \vdash \langle \Delta_1, \hat{e}_1 \rangle \Downarrow \langle \Delta_2, \tilde{x} \rangle \quad \Gamma \vdash \langle \Delta_2, \hat{e}_2 \rangle \Downarrow \langle \Delta_3, \tilde{v} \rangle \quad \Delta_3[\tilde{x}] = (a_2, a_3) \quad a_2 \subseteq \tilde{v} \subseteq a_3 \quad \Delta_4 = \Delta_3[\tilde{x} \mapsto (a_2, \tilde{v})]}{\Gamma \vdash \langle \Delta_1, \hat{e}_1 \subseteq \hat{e}_2 \rangle \Downarrow \langle \Delta_4, \text{true} \rangle} \text{A-VC} \qquad \frac{\Gamma \vdash \langle \Delta_1, \hat{e}_1 \rangle \Downarrow \langle \Delta_2, \tilde{x}_1 \rangle \quad \Gamma \vdash \langle \Delta_2, \hat{e}_2 \rangle \Downarrow \langle \Delta_3, \tilde{x}_2 \rangle}{\Gamma \vdash \langle \Delta_1, \hat{e}_1 \subseteq \hat{e}_2 \rangle \Downarrow \langle T(\Delta_3, \tilde{x}_1, \tilde{x}_2), \text{true} \rangle} \text{A-VS} \\
 \\
 T(\Delta, \tilde{x}_1, \tilde{x}_2) = \begin{cases} \Delta[\tilde{x}_1 \mapsto (a_3, a_4)] & \text{if } a_1 \subseteq a_3, a_4 \subseteq a_2 \\ \Delta[\tilde{x}_1 \mapsto (a_3, a_2), \tilde{x}_2 \mapsto (a_3, a_2)] & \text{if } a_3 \subseteq a_2 \subseteq a_4 \\ \Delta & \text{if } a_1 \not\subseteq a_4 \\ \text{where } \Delta[\tilde{x}_1] = (a_1, a_2), \Delta[\tilde{x}_2] = (a_3, a_4) \end{cases}
 \end{array}$$

(b) Selected  $\mathcal{L}_{meta}$  evaluation rules.

Fig. 5. Syntax and evaluation rules of  $\mathcal{L}_{meta}$ .

narrows the abstract variables, while still being sound under which the partial order relation  $\subseteq$  holds true. A similar symmetrical rule exists (omitted here) where the left hand evaluates to  $\tilde{v}$  and right hand evaluates to  $\tilde{x}$ . Finally, A-VARSUB gives the rules for comparing two abstract variables  $\tilde{x}_1$  and  $\tilde{x}_2$ . It uses a metafunction  $T$  to describe the cases where  $\tilde{x}_1$  is contained in  $\tilde{x}_2$ , or has some overlap, or  $\tilde{x}_1$  is less than  $\tilde{x}_2$ .

### 3.2 Abstraction-Guided Synthesis

To perform abstraction-guided synthesis, ABSYNTE recursively replaces holes by suitable expressions and then tests fully concretized candidates. Figure 6 shows the rules for hole replacement. These rules prove judgments of the form  $\Delta, \Gamma \vdash e_1 \rightsquigarrow e_2 : a$ , meaning in bounds environment  $\Delta$  and abstract environment  $\Gamma$ , expression  $e_1$  takes a step by replacing a hole in  $e_1$  to yield a new expression  $e_2$ . In particular, S-VAL replaces  $\square : a$  with a value  $v$  from the concrete set that  $a$  abstracts. Similarly, S-VAR replaces a hole with a variable that is compatible with the hole's label.

The next few rules are used to generate function applications, or more generally, any term that may have more holes. First, S-FINITE generates function application when the domain from which  $a$  is drawn is finite, e.g., a simple type system that without polymorphic types or first class lambdas, or an effect system as used in Guria et al. [2021]. This rule can produce multiple candidates with each

$$\begin{array}{c}
\boxed{\Delta, \Gamma \vdash e \rightsquigarrow e : a} \\
\\
\frac{v \in \gamma(a') \quad a' \subseteq a}{\Delta, \Gamma \vdash \square : a \rightsquigarrow v : \alpha(v)} \text{ S-VAL} \qquad \frac{\Gamma[x] = a' \quad a' \subseteq a}{\Delta, \Gamma \vdash \square : a \rightsquigarrow x : a'} \text{ S-VAR} \\
\\
\frac{f^\#(\tilde{x}_1, \dots, \tilde{x}_n) = a' \quad \Delta[\tilde{x}_i] = (a_{i,1}, a_{i,2}) \quad a_{i,1} \subseteq a_i \quad a_i \subseteq a_{i,2} \quad a' \subseteq a}{\Delta, \Gamma \vdash \square : a \rightsquigarrow f(\square : a_1, \dots, \square : a_n) : a'} \text{ S-FINITE} \\
\\
\frac{\begin{array}{c} \Delta, \Gamma \vdash \square : \tilde{x}_1 \rightsquigarrow e_1 : \tilde{x}_1 \quad \dots \quad \Delta, \Gamma \vdash \square : \tilde{x}_{n-1} \rightsquigarrow e_{n-1} : \tilde{x}_{n-1} \\ \Gamma \vdash e_1 \Downarrow a_1 \quad \dots \quad \Gamma \vdash e_{n-1} \Downarrow a_{n-1} \\ f^\#(a_1, \dots, a_n) = a' \quad a' \subseteq a \end{array}}{\Delta, \Gamma \vdash \square : a \rightsquigarrow f(e_1 : a_1, \dots, \square : a_n) : a'} \text{ S-SOLVE} \\
\\
\frac{\tilde{x}_i \text{ and } \tilde{x}' \text{ is fresh}}{\Delta, \Gamma \vdash \square : a \rightsquigarrow f(\square : \tilde{x}_1, \dots, \square : \tilde{x}_n) : \tilde{x}'} \text{ S-ENUMER}
\end{array}$$

Fig. 6. Hole replacement rules for  $\mathcal{L}_f$ .

hole tagged with distinct abstract values from the domain. Second, for abstract domains with infinite values that can be represented in a background theory solver, ABSYNTH applies the S-SOLVE. If the function application requires  $n$  arguments, only  $n - 1$  arguments are concretized to a term. This gives the constraint  $f^\#(a_1, \dots, a_n) = a'$  with only one unknown,  $a_n$ , that can be solved for and assigned to the hole. For  $f^\#$  to be lifted to a SMT solver  $f^\#$  should also have an interpretation a background theory supported by the solver. This is useful for representing predicate abstractions or numeric domains such as intervals or string lengths (used in SyGuS evaluation in § 5.1). Finally, S-ENUMER replaces a hole with a function application with fresh abstract variables  $\tilde{x}_i$  for the arguments and return. Notice there is no guarantee  $f$  will produce a value of the appropriate abstraction. This is because, while we assume we have an abstract transfer function  $f^\#$ , we do not know what abstraction it will compute without concretizing the arguments. However, unsound partial programs will be eliminated by the abstract interpreter as discussed below. Given only forward evaluation semantics and no other information about the domains, this is the best way to construct partial program candidates. While these rules are non-deterministic, the ABSYNTH implementation (§ 4) chooses and applies these rules for the correct domain in a fixed order to yield solutions.

*Synthesis Algorithm.* Algorithm 1 performs abstraction-guided synthesis. The algorithm uses a work list and combines synthesis rules for candidate generation with search space pruning based on abstract interpretation, in addition to testing in a concrete interpreter. It starts off with an empty candidate  $e_0$  as a base expression in the work list. At every iteration it pops one item from the work list and applies synthesis rules (Figure 6) in a non-deterministic order to produce multiple candidates  $\omega_{enumer}$ . Each candidate is abstractly interpreted, and then checked to see if the computed abstraction satisfies the goal abstraction. If it is satisfied it is added to the set of valid candidates  $\omega_{valid}$  (line 8). As partial programs with holes represent a class of programs, abstractly interpreting these eliminates a class of programs if they are not included in the goal  $a_2$ . Thus, the algorithm iterates through partial programs which are *sound* with respect to the abstract specification. Any unsound programs generated by S-ENUMER are pruned here.

Finally, all concrete programs  $\omega_{eval}$  are tested in the interpreter to check if a program satisfies all test cases, in which case it is returned as the solution. The remaining programs  $\omega_{rem}$  contain

**Algorithm 1** Synthesis of programs that passes a spec  $s$ 


---

```

1: procedure GENERATE( $a_1 \rightarrow a_2$ , maxSize)
2:    $\Gamma \leftarrow [x \mapsto a_1]$ 
3:    $e_0 \leftarrow \Box : a_2$ 
4:   workList  $\leftarrow [e_0]$ 
5:   while workList is not empty do
6:      $e_{curr} \leftarrow \text{pop}(\text{workList})$ 
7:      $\omega_{enumer} \leftarrow \{e_t \mid \Gamma \vdash e_{curr} \rightsquigarrow e_t : a\}$ 
8:      $\omega_{valid} \leftarrow \{e_t \in \omega_{enumer} \mid \Gamma \vdash e_t \Downarrow a \wedge a \subseteq a_2\}$ 
9:      $\omega_{eval} \leftarrow \{e_t \in \omega_{valid} \mid \text{NoHOLE}(e_t)\}$ 
10:     $\omega_{rem} \leftarrow \omega_{valid} - \omega_{eval}$ 
11:    for all  $e_t \in \omega_{eval}$  do
12:      return  $e_t$  if TESTPROGRAM( $e_t$ )
13:    end for
14:     $\omega_{rem} \leftarrow \{e_t \in \omega_{rem} \mid \text{size}(e_t) \leq \text{maxSize}\}$ 
15:    workList  $\leftarrow \text{reorder}(\text{workList} + \omega_r)$ 
16:  end while
17:  return Error: No solution found
18: end procedure

```

---

holes, so these can be expanded further by the application of synthesis rules. Only programs below the maximum size of the search space are put back into the work list, and the work list is always based on some domain-specific heuristics (§ 4 discusses our program ordering).

## 4 IMPLEMENTATION

ABSNTHE is implemented in approximately 3000 lines of Ruby excluding dependencies. It is architected as a core library whose interfaces are used to build a synthesis tool for a problem domain. Additionally, to support solver-backed domains, we developed a library (~460 lines) to lazily convert symbolic expressions to Z3 constraints and solve those in an external process. ABSNTHE uses a term enumerator that, at each step, visits holes in a term and substitutes it with values or subterms containing more holes applying the rules shown in § 3.2. ABSNTHE requires users to define a translation from the ASTs to the source program and a method that tests a candidate to return if the test passed or not. Users may provide a set of constants for the language which are used as values to be used in the concretization function. In practice, this is useful when the language has infinite set of terminals (like Python), and selecting values from the set of constants makes the term generation tractable. For AUTOPANDAS benchmarks, we infer such constants from the data frame row and column labels (§ 2).

ABSNTHE explores program candidates in order of their size, preferring smaller programs first (line 15 of Algorithm 1). We plan to explore other program exploration order in future work. The synthesis rules presented in § 3.2 are non-deterministic, however, our implementation fixes an order of application such rules. It prefers to synthesize constants and variables followed by function applications, hashes, arrays, etc. Moreover, based on the definition of abstract domains (discussed below), it can automatically choose to apply the S-FINITE or S-SOLVER rules. If none of these specialized rules apply, it uses S-ENUMER rule to synthesize subterms.

*Abstract Domains.* To guide the search, users need to implement an abstract domain. ABSNTHE provides a base class—AbstractDomain from which a programmer can inherit their own abstract

domains implementation, like § 2. The base classes come with machinery that gives built-in implementation of  $\top$ ,  $\perp$ , abstract variables  $\tilde{x}$ , and supporting code for partial ordering between these abstract values. The user has to define how to construct abstract values for that domain (the `initialize` method in § 2), the partial ordering relation  $\subseteq$  between two abstract *values*. The abstract variable narrowing (§ 3.1) is implemented as the  $\subseteq$  method in the `AbstractDomain` base class. Solver-aided domains (such as string length in § 5.1) construct solver terms when initializing an abstract value, or apply functions that compute abstract values (including  $\cup$  and  $\cap$ ). These terms are checked for satisfiability of  $a_1 \subseteq a_2$  in the solver when the  $\subseteq$  method is invoked, and any solved abstract variables are assigned to its holes. If the solver proves the solver term unsatisfiable, the candidate is eliminated. The choice of which synthesis rule to apply (S-FINITE, S-SOLVE, and S-ENUMER) depends on the kind of abstract domain. We plan to explore a more ergonomic API for this in future work.

ABSYNTH also provides a `ProductDomain` class to automatically derive product domains by combining any user-defined domains as needed. The  $\subseteq$  method on `ProductDomain` returns the conjunction of respective  $\subseteq$  on the individual domains it is composed of.

*Abstract Interpreters.* Each abstract domain needs a definition of abstract semantics, inherited from the `AbstractInterp` class provided by ABSYNTH (as shown in § 2). All subclasses override the `interpret` method that takes as argument the abstract environment and the AST of the term that is being evaluated. In practice, it is implemented as evaluating subterms recursively, and then applying the abstract transformer function written in a subset of Ruby (similar to  $\mathcal{L}_{meta}$  in § 3.1) to evaluate the program in the abstract domain. A sound interpreter for `ProductDomain` is derived automatically, by composing the interpreters of its base domains. More specifically, it evaluates the term under individual base domains and then combines the results pointwise into a product.

*Concrete Tests.* Any synthesized term without holes that satisfies the abstract specification is tested by ABSYNTH in a reference interpreter against concrete test cases. ABSYNTH expects the programmer to define a `test_prog` method that calls the reference interpreter with the synthesized source program (as a string in the source language), and returns a boolean to indicate if the tests passed. The reference interpreter runs the test case, which in many cases boils down to checking the program against the provided input/output examples. If the program passes all test cases, it is considered the correct solution. If the program fails a test, it is discarded.

*Optimizations.* In practice, ABSYNTH uses a min-heap to store a work list of candidates ordered by their size. This eliminates the reorder step (Algorithm 1 line 15), saving an average cost of  $O(n \log n)$  at each synthesis loop iteration. Additionally, we found certain common subterms occur frequently in the same program, e.g., computing the index of the first space in a string in a SyGuS program. ABSYNTH caches small terms (containing up to one function application) that do not have any holes to save the cost of synthesizing these small fragments. Whenever, a hole with compatible abstract value is found, these fragments are substituted directly without doing the repetitive work of synthesizing the function application from scratch again (similar to subterm reuse in DRYADSYNTH [Huang et al. 2020]). Finally, ABSYNTH tests a set of predicates against given input/output examples, to guess a partial program instead of starting from just a  $\square$  term. For example, ABSYNTH has a predicate that checks if the output is contained in the input, then the output is a substring of the input. For the SyGuS language, if the predicate `(str.contains output input)` tests true, then the partial program is inferred to be `(str.substr input  $\square$   $\square$ )`. This reduces the problem complexity by cutting down the search space. Another predicate `(str.suffixof output input)` tests if the input ends with output, then it infers the partial program `(str.substr input  $\square$  (str.len input))`, i.e., the program is possibly a substring of the input from some index to the end. We evaluate the performance impact of the latter two optimizations in § 5.

*Limitations.* While ABSYNTH is a versatile tool to define custom abstract domains and combine it with testing in a reference interpreter, the approach does have some limitations. First, ABSYNTH only works with forward evaluation rules over the abstract domain, in contrast to FlashMeta [Polo-zov and Gulwani 2015] that requires “inverse semantics”, *i.e.*, rules that given a target abstraction computes the arguments to the abstract transformer. While specifying only the forward semantics eases the specification burden for users, it requires more compute time to synthesize subterms such as arguments to functions. Second, while we found product domains useful to combine separate domains, these domains remain independent through synthesis, unlike predicates where all defined semantics can be considered at the same time. We plan to explore methods to make product domains more expressive in future work. Third, problems where one can define full formal semantics are a better fit for solver-aided synthesis tools such as Rosette [Torlak and Bodik 2014] or SEMGUS [Kim et al. 2021]. We share performance benchmarks on SyGuS strings (which have good solver-aided tools) to give some evidence for this in our evaluation (§ 5.1). Notably, solver-aided tools can jointly reason about subterms. In contrast, when using solver-aided domains, ABSYNTH concretizes some of the subterms which requires enumeration through larger number of terms. Finally, ABSYNTH falls back on term enumeration when abstract domains do not provide any more guidance, often leading to combinatorial explosion for larger terms.

## 5 EVALUATION

We evaluate ABSYNTH by targeting it in variety of domains, to verify it can synthesize different workloads. The questions we aim to answer in our evaluation are:

- How well does ABSYNTH work for problems traditionally targeted using solver-based strategies using the SyGuS strings benchmark [Alur et al. 2017a] (§ 5.1)?
- Can ABSYNTH be adapted to a language where it is difficult to write precise formal semantics? We test this by using ABSYNTH to synthesize Python programs that use the Pandas library from the AUTOPANDAS [Bavishi et al. 2019] benchmark suite (§ 5.2).

### 5.1 SyGuS Strings

*Benchmarks.* To test that ABSYNTH is a viable approach to synthesize programs that has been well explored in prior work, we target it on the SyGuS strings benchmark suite [Alur et al. 2017a]. We believe strings form a good baseline to compare ABSYNTH with other synthesis approaches that rely on enumerative search [Alur et al. 2017b], SMT solvers [Reynolds and Tinelli 2017], and abstract methods directed by solvers [Wang et al. 2017b] (discussed in details in § 6). In contrast, ABSYNTH uses only abstract domains with their forward transformers to guide the search. We *do not expect* ABSYNTH to out-perform the past tools, rather to evaluate if it can solve most of the benchmarks at a lower cost of defining lightweight abstract domains and partial semantics upfront.

As it is not feasible to give statistics for all 108 SyGuS strings benchmarks, we show the detailed results for one benchmark from each of the 22 categories. There are 4 benchmarks in each category, which are very similar differing only in the number of examples. As our approach is dependent only on the abstract specification and testing, not on the number of examples, these numbers generalize to all benchmarks of that category. We also exclude any programs containing branches from the evaluation which aims to see how abstraction guided search performs. We do not believe this causes any threats to validity of the experiments as past work, such as RBSYN [Guria et al. 2021] and EUSOLVER [Alur et al. 2017b] has shown just testing can be used to synthesize conditionals.

ABSYNTH parses the SyGuS specification files directly to prepare the synthesis goal and load the target language. As SyGuS does not come with an official concrete interpreter for programs, we provide one written in Ruby that is compliant with the SyGuS specifications [Raghothaman and

Udupa 2014]. ABSYNTH uses this interpreter as a black-box and does not receive any additional feedback other than the generated SyGuS programs satisfied the input-output examples or not.

*Abstract Domains.* We defined the following abstract domains and their semantics to run the benchmark suite:

- (1) **String Length.** A solver-aided domain to lift strings to their lengths, while lifting integers and booleans without transformation. This means the concretization of the abstract value 5 can be the number 5 and the set of all strings of length 5, whereas the boolean abstract value true or false represents identical concrete values.
- (2) **String Prefix.** A domain to represent the set of strings that begin with a common prefix. For example, an abstract value with string “fo” is wider than an abstract value with string “foo”, as the former denotes all strings starting with “fo” and the latter includes a subset of that, *i.e.*, strings starting with “foo”. The  $\subseteq$  operation checks if the prefix of one string starts with the prefix of the other.
- (3) **String Suffix.** A domain to represent the set of strings that end with a common suffix, similar to string prefix domain. The  $\subseteq$  operation checks if the suffix of one string ends with the suffix of the other.

These domains were created by looking at the input/output examples in the synthesis specs, and encoding the simplest partial semantics that guides the reasoning. For example, a few problems have programs that start with or end with a string constant. This is how we designed the string prefix and suffix domains respectively. On the other hand, many problems produce strings of fixed lengths or the length of the output string is a function of the length of the input string. The string length domain expresses semantics constraints of this kind. As the string length domain is solver-aided, it can handle symbolic constraints from abstract variables like the string length of a substring `str.substr` operation is  $j - i$  where  $i$  and  $j$  are the start and end index respectively. As SyGuS is a typed language, *i.e.*, all programs in the language are type-correct by construction, we did not write a type system as an abstract domain.

Finally, we give abstract specifications in the selected abstract domains where required. Specifically, we run each benchmark without an abstract annotation, *i.e.*, equivalent to  $\top \rightarrow \top$  specification which results in naive enumeration combined with abstract interpretation. If a benchmark times out, then we add an abstract annotation, such as  $\top \rightarrow \text{“Dr.”}$  for the `dr-name` example (Table 1). This specification means, ABSYNTH should find a function that given any input string ( $\top$ ), it computes strings starting with “Dr.” only.

*Results.* Table 1 shows the results of running the SyGuS strings benchmarks through ABSYNTH with the discussed domains. The numbers are reported as a median of 11 runs on a 2016 Macbook Pro with a 2.7GHz Intel Core i7 processor and 16 GB RAM. All experiments had a timeout of 600 seconds. In Table 1, *Benchmark* column is the name of the problem, *# Ex* shows the number of input/output examples. *Time* shows the median running time of the benchmark along with the semi-interquartile range over 11 runs. The *Size* column gives the size of the synthesized program as the count of the AST nodes in the SyGuS language. The *# Tested* column lists the number of programs that were tested in the concrete interpreter before a solution was found. An abstraction that works well reduces this number compared to a worse abstraction or naïve enumeration. *Domains* column lists the domains used for synthesizing the program. These domains were provided as a specification in the abstract domain.  $\top$  denotes that an abstract specification was provided as a product of  $\top$  values in all individual domains for input and output. The rows which mention the domain was provided abstract specs only from that domain. Any row with – denotes time out of the benchmark under these abstract specifications.



Table 1. Results of running ABSYNTH on SyGuS strings benchmarks. # *Ex* lists the number of I/O examples; *Time* lists the median and semi-interquartile range for 11 runs; *Size* reports the number of AST nodes in the program; # *Tested* is the number of programs run in the concrete interpreter before a solution was found; and *Domains* lists the domains used to specify the abstract spec. *No cache* and *No Template* measure the performance of ABSYNTH when small expression cache and template inference (§ 4) are disabled respectively.

Benchmark	# Ex	Time (sec)	Size	# Tested	Domains	No cache	No Template
bikes	6	1.70 ± 0.02	7	4066	T	2.55	35.05
dr-name	4	1.54 ± 0.02	11	2949	Prefix	139.53	2.92
firstname	4	0.03 ± 0.00	7	3	T	0.63	0.18
initials	-	-	-	-	-	-	-
lastname	4	0.02 ± 0.00	10	34	T	0.81	18.72
name-combine	6	0.21 ± 0.00	5	519	T	0.24	0.22
name-combine-2	4	6.01 ± 0.06	9	14323	Suffix	6.65	8.28
name-combine-3	6	47.86 ± 0.23	9	117370	Suffix	68.29	43.63
name-combine-4	-	-	-	-	-	-	-
phone	6	0.03 ± 0.00	4	3	T	0.03	0.12
phone-1	6	0.16 ± 0.00	6	725	T	0.20	7.32
phone-2	6	0.05 ± 0.01	7	113	T	0.04	63.82
phone-3	-	-	-	-	-	-	-
phone-4	6	0.05 ± 0.01	4	139	T	0.05	0.14
phone-5	7	0.03 ± 0.00	7	14	T	2.16	0.20
phone-6	7	100.54 ± 0.51	14	5937	Length	-	27.79
phone-7	7	103.92 ± 0.37	14	6201	Length	-	-
phone-8	7	0.72 ± 0.00	10	52	Length	1.37	-
phone-9	-	-	-	-	-	-	-
phone-10	-	-	-	-	-	-	-
reverse-name	6	0.35 ± 0.00	5	936	T	0.41	0.42
univ-1	6	6.69 ± 0.07	7	17303	T	8.08	7.73

Most benchmarks are solved within ~7 seconds, with exceptions being *name-combine-3*, *phone-6*, and *phone-7* which take longer. In general a larger program takes much longer to synthesize, due to combinatorial increase in the number of terms being searched through as the AST depth increases. The number of examples do not impact the time for synthesis as most time is spent in abstract interpretation and term generation. Testing a candidate on the examples take minimal time. ABSYNTH performs reasonably well, solving around the same number of benchmarks as EuSOLVER [Alur et al. 2017a]. ABSYNTH solves around 77% of the benchmarks despite being a tool written a Ruby, one of the more slower languages. We suspect additional performance gains can be had by writing the tool in performant language that compiles to native code. We plan to explore this in future work.

*Domain-specific synthesis costs.* Another key advantage of the ABSYNTH approach is only pay for what you use. The time of synthesis is dependent on the semantics of the abstract domain. String prefix and suffix are implemented in pure Ruby and does not incur much cost for invoking the solver, so these still guide the search without much cost. However, the string length domain being a solver-backed domain, requires a call to Z3 for every  $\subseteq$  check. So it give more precise pruning, while taking a longer time for synthesis. Comparing the average time to generate all the concrete programs explored gives evidence for this. For example, consider *phone-6* which explores 5937 candidates in 100.54 seconds (16.93ms average) with the string length domain, whereas *name-combine-3* explores 117370 candidates in 47.86 seconds (0.41ms average) with the string suffix

domain. Depending on how expensive a domain is, one can combine the domains to fit in a variety of synthesis time budgets.

*Impact of performance optimizations.* We explore the impact of performance optimizations discussed in § 4. First, the performance of ABSYNTH on these benchmarks when the small expressions cache is disabled is reported in the *No cache* column. It is slower than the baseline across all benchmarks. Notably, *phone-6* and *phone-7* reuse function application subterms. So without caching small expressions, these two benchmarks do repetitive work synthesizing the same expressions in different call sites, resulting in a timeout. Second, the *No Template* column reports the performance numbers of ABSYNTH when it is run on these benchmarks with the template inference by testing predicates is disabled. It is slower on most benchmarks than the baseline, and even causing timeouts on some (*phone-7* and *phone-8*). The exceptions are *phone-6* and *name-combine-3*, where the no templates version is faster than the baseline. Recall, that the inferred templates have holes, that have are tagged with a fresh abstract variable  $\tilde{x}$  resulting in enumeration of more terms. In contrast, the candidate generation rules (S-) applied during the program search that may potentially synthesize holes with more precise abstractions resulting in less terms being enumerated. We plan to explore mechanisms to infer template holes with more precise abstractions in future work.

## 5.2 AutoPandas

*Benchmarks.* We want to test if the approach used by ABSYNTH, of guiding the search with lightweight abstract semantics combined with testing to ensure correctness, is general enough to be useful for another domain. For this purpose we use the AUTOPANDAS [Bavishi et al. 2019] benchmark suite from its artifact<sup>1</sup> as a case study. The benchmarks are sourced from StackOverflow questions containing the dataframe tag. Each benchmark contain the input data frames, additional arguments, the expected data frame output, the list of Pandas API methods to be used in the program, and the number of method calls in the final program.

Bavishi et al. [2019] define *smart operators* to generate candidates and train neural models from a graph-based encoding on synthetic data to rank generated candidates. For a baseline, they consider an enumerative search synthesis engine that naively enumerates all possible programs using the methods specified in the benchmark. This narrows down the search space to a permutation of 1, 2, or 3 method calls specified upfront, instead of search over all supported Pandas API. In contrast, ABSYNTH works like enumerative search, but large classes of programs are eliminated by abstract interpretation of partial programs, or terms are constructed guided by the abstract semantics. Unlike SyGuS, all benchmarks in AUTOPANDAS have only one input and output example. The synthesis goal is a multi-argument Python method that given the specified input produces the desired output.

The evaluation of AUTOPANDAS benchmarks uses the same ABSYNTH core as the SyGuS evaluation. We wrote a test harness in Python that loads the AUTOPANDAS benchmarks written in Python and communicates with ABSYNTH core running as a child process. The ABSYNTH core is responsible for doing the enumerative search, while eliminating programs using abstract interpretation. Any concrete program generated by ABSYNTH is tested in the host Python interpreter. These operations are performed as inter-process communication over Unix pipes between the host Python harness process and the child ABSYNTH Ruby process. This allows the testing of generated programs in the host Python process, saving the overhead of launching a new Python process and importing Pandas packages (about 1-3 seconds) for every candidate. If the input/output examples are satisfied the synthesis problem is solved, else control is returned back to ABSYNTH which searches and sends the next candidate for testing.

<sup>1</sup>GitHub: <https://github.com/rbavishi/autopandas>

*Abstract Domains.* The abstract domains used for AUTO-PANDAS benchmarks are:

- (1) **Types.** A domain to represent the data type of the computed values (Figure 2c).
- (2) **Columns.** A domain to represent dataframes as a set of their column labels (Figure 2a).

Our Python harness infers the data types and the column labels from the input/output examples and the ABSYNTH core constructs the abstract domain values from PyType and ColNames domains respectively. These individual domains are combined pointwise using the product domain  $\text{PyType} \times \text{ColNames}$ , and ABSYNTH soundly applies the individual abstract semantics to compute values in the same product domain. The types domain in ABSYNTH is a wrapper around types from RDL [Foster et al. 2020], a type system for Ruby. ABSYNTH uses RDL as a library to build the PyType class (the `ty` field holds an RDL type as shown in Figure 2c). This allows us to reuse prior work that defines nominal types, generic types, finite hash types, singleton types, and their subtyping relations. We define the concretization function  $\mu$  over these types, for example, nominal types can be concretized by all constants of the correct type from the set of constants or the singleton types are concretized to the singleton value itself. The semantics of the type domains are defined in terms of the PyType wrapper that calls into the relevant RDL methods. The example implementation of these domains in § 2 is a simplified version of these domains.

In practice, the AUTO-PANDAS benchmarks have input/output examples that are not just data frames, but also integers, Python lambdas, and method references (such as `nunique` from the Pandas library). ABSYNTH is soundly able to abstract these into the relevant domains. For types, integers become `Integer` and lambdas are inferred as a type `Lambda`. When these values are lifted to the columns domain, they are represented as  $\perp$  as these are not data frames, thus there is no way to soundly represent their column labels. Additionally, ABSYNTH infers a set of constants from the input/output examples as well. It adds any string or numeric row and column labels of the data frames, in addition to any string or numeric standalone values passed as arguments. This set is used to synthesize the constants during the application of the S-VAL rules.

*Results.* Table 2 shows the results of running the AUTO-PANDAS benchmarks through ABSYNTH. The numbers are collected on a 2016 Macbook Pro with a 2.7GHz Intel Core i7 processor and 16 GB RAM, with a timeout of 20 minutes (consistent with the timeout of Bavishi et al. [2019]). The *Name* column shows the name of the benchmark, i.e., the StackOverflow question ID from which the problem is taken. The *Depth* column shows the length of sequence of method call chain in the final solution. The AUTO-PANDAS benchmarks are tuned to synthesize programs with a chain of method calls, where the bulk of the time spend is in synthesizing arguments to these method calls. This is characteristic of the Pandas API which accepts many arguments, often optional keyword arguments. The *Time* column shows the median of 11 runs along with the semi-interquartile range, where – denotes that a benchmark timed out. The *Size* lists the synthesized program size as number of AST nodes. Note that, this number is affected by both the depth of the synthesized program (the number of method calls) and the number of arguments to those methods. *# Tested* lists the number of concrete programs generated by ABSYNTH that were tested in the Python interpreter. Finally, *AP Neural* and *AP Baseline* shares the benchmarks solved by the AUTO-PANDAS neural model and naïve enumeration to aid in comparison with ABSYNTH. Two benchmarks, *SO\_12860421* and *SO\_49567723*, are marked with a \* as these were found in the AUTO-PANDAS artifact were not reported in the paper.

ABSYNTH solves 17 programs, the same number of programs as AUTO-PANDAS neural model. However, the set of synthesized programs by both tools are different with a significant overlap. Benchmarks listed in Table 2 without any highlight shows the benchmarks that were synthesized by both tools. Benchmarks highlighted in green were synthesized only by ABSYNTH but not by AUTO-PANDAS. Likewise, benchmarks highlighted in red shows the benchmarks synthesized only by AUTO-PANDAS but not by ABSYNTH. The time taken to synthesize the programs is largely dictated by

Table 2. Results of running AUTO-PANDAS benchmarks through ABSYNTH. The *Depth* column shares the longest chain of method calls in the synthesized solution; *Time* lists the median and semi-interquartile range of 11 runs for time taken to synthesize a program; *Size* lists the number of AST nodes in the synthesized solution; *# Tested* reports the number of concrete Python programs tested; *AP Neural* and *AP Baseline* shares the benchmarks that AUTO-PANDAS neural model and naïve enumeration could synthesize. The benchmarks denoted with a \* were a part of the artifact, but not reported in the paper [Bavishi et al. 2019]. Benchmarks highlighted in green and red shows the benchmarks only synthesized by ABSYNTH and AUTO-PANDAS respectively.

Name	Depth	Time (sec)	Size	# Tested	AP Neural	AP Baseline
SO_11881165	1	0.20 ± 0.00	6	40	✓	✓
SO_11941492	1	13.84 ± 0.04	5	2507	✓	✓
SO_13647222	1	-			✓	✓
SO_18172851	1	0.42 ± 0.00	6	70		
SO_49583055	1	3.77 ± 0.01	6	272		
SO_49592930	1	0.22 ± 0.00	3	21	✓	✓
SO_49572546	1	1.50 ± 0.01	3	548	✓	✓
SO_12860421*	1	686.50 ± 1.68	11	1537521		
SO_13261175	1	283.12 ± 0.39	11	237755	✓	
SO_13793321	1	5.70 ± 0.04	6	413	✓	✓
SO_14085517	1	216.14 ± 0.38	6	12844	✓	✓
SO_11418192	2	0.10 ± 0.00	3	11	✓	✓
SO_49567723	2	-			✓	
SO_49987108*	2	-				
SO_13261691	2	65.17 ± 0.17	3	22322	✓	✓
SO_13659881	2	0.21 ± 0.00	6	45	✓	✓
SO_13807758	2	54.92 ± 0.26	6	3144	✓	✓
SO_34365578	2	-				
SO_10982266	3	-				
SO_11811392	3	6.88 ± 0.03	4	921		
SO_49581206	3	-				
SO_12065885	3	0.24 ± 0.00	6	286	✓	✓
SO_13576164	3	-			✓	
SO_14023037	3	-				
SO_53762029	3	545.62 ± 0.91	9	229233	✓	✓
SO_21982987	3	-			✓	✓
SO_39656670	3	-				
SO_23321300	3	-				

how the abstract semantics prunes the space of programs, hence it is proportional to the number of concrete programs generated and tested. The fact that, for the same program size, the number of AST nodes in the method arguments (the difference between size and depth) is indicative of solving time shows that synthesizing arguments is indeed the bottleneck of this benchmark suite. For example, like SO\_11811392 and SO\_12065885 the type system quickly narrows down the search space, and the solution uses API methods that have 0 or 1 arguments only, making the arguments synthesis quick.

*Discussion.* ABSYNTH solves a harder synthesis problem because it does not use the list of methods to be used as provided in the specification. Instead, ABSYNTH uses the complete set of 30 supported Pandas API for every benchmark. Approximately, this gives us a choice of permutations of size 1, 2, or 3 (depending on the depth of the final solution) from 30 methods, without considering arguments from those methods. In contrast, the baseline enumerative search AP Baseline comparison

limits the search to only the Pandas API methods that will be used in the final solution. Typically this limits the search space to 1, 2, or 3 methods as given in the specification. In other words, under naïve enumeration, ABSYNTH explores a strictly larger set of programs than AUTO-PANDAS baseline.

In the benchmarks where ABSYNTH failed to synthesize a solution, it falls back to term enumeration as the abstract domain was not precise. More specifically in the benchmarks with depth 3, ABSYNTH could do better by jointly reasoning about values in relational abstractions between multiple arguments of the same method. We plan to explore support for relational abstractions in future work. The neural model trained by [Bavishi et al. \[2019\]](#) is good at guessing the sequences that are potentially likely to solve the synthesis task. It, however, does not take into account semantics of the program, thus eliminating impossible programs from being considered. This shows up in `SO_18172851` and `SO_49583055` where both enumerative search and neural models failed, but ABSYNTH succeeds. Moreover, any updates to the neural model would need to be addressed with a new encoding or a retraining of the model on new data, a potentially resource consuming process. However, exploring the synergy of guidance from abstract interpretation combined with neural models to rank *sound* program candidate choices is an interesting future work.

## 6 RELATED WORK

*General Purpose Synthesis Tools.* SEMGUS [\[Kim et al. 2021\]](#) has the same motivation as ABSYNTH to develop a general-purpose abstraction guided synthesis framework. However, SEMGUS requires the programmer to provide semantics in a relational format as constrained horn clauses (CHCs). While CHCs are expressive and have dedicated solvers [\[Komuravelli et al. 2016\]](#), correctly defining semantics as a relations is prohibitively time-consuming and error-prone. Moreover, SEMGUS performs well in proving unrealizability of synthesis problems, but it has limited success in synthesizing solutions. In contrast, ABSYNTH is a dedicated synthesizer that is geared towards synthesizing programs based on executable abstract semantics. ABSYNTH can be thought of as an unrealizability prover if coarse-grained semantics, the focus of ABSYNTH, is sufficient to prove unrealizable. SEMGUS also supports under-approximate semantics, which is an interesting future work in the context of ABSYNTH. Rosette [\[Torlak and Bodík 2014\]](#) and Sketch [\[Solar-Lezama 2013\]](#) are solver-aided languages that use bounded verification using a SMT solver to synthesize programs written in a DSL. In contrast, ABSYNTH relies on abstract interpretation to guide search, so it can reason about properties from unbounded program properties.

*Domain-specific synthesis.* SyGuS being a standard synthesis problem specification format, has seen a variety of solver approaches. CVC4 [\[Reynolds and Tinelli 2017\]](#) is a general-purpose SMT solver that has support for synthesizing programs in the SyGuS format. CVC4 has complete support for theory of strings and linear integer arithmetic, so it performs better than ABSYNTH (which is guided by simple abstract domains) for SyGuS. However, ABSYNTH's strength is generalizability to other kinds of synthesis problems as demonstrated in synthesis of AUTO-PANDAS benchmarks (§ 5.2). DryadSynth [\[Huang et al. 2020\]](#) explores a reconciling deductive and enumerative synthesis in SyGuS problems limited to the conditional linear integer arithmetic background theory. Some of their findings has been adopted by ABSYNTH (§ 4). EuSOLVER [\[Alur et al. 2017b\]](#) is an enumerative solver that takes a divide-and-conquer approach. It synthesizes individual programs that are correct on a subset of examples, and predicates that distinguishes the program and combines these into a single final solution. ABSYNTH is close to EuSOLVER, as it is also based on enumerative search, but it is also guided by abstract semantics as well. We plan to support synthesizing conditionals in future work.

Past work solves synthesis problems using domain specific abstractions such as types and examples [\[Frankle et al. 2016; Osera and Zdancewic 2015\]](#), over-approximate semantics on table operations [\[Feng et al. 2017\]](#), refinement types [\[Polikarpova et al. 2016\]](#), secure declassification [\[Guria](#)



et al. 2022], and SQL equivalence relations [Wang et al. 2017a]. These abstraction can be designed as a domain and an abstract evaluation semantics can be provided to ABSYNTE for synthesizing such programs. However, ABSYNTE being a general purpose synthesis tool, will not have domain specific optimizations. We plan to explore adapting ABSYNTE as platform deploying domain specific synthesis in future work.

*Abstraction-guided Synthesis.* SIMPL [So and Oh 2017] combines enumerative search with static analysis based pruning, which is similar to ABSYNTE. Additionally, ABSYNTE supports calling target language interpreters, in-built support for user defined abstractions, and adapting the search based on properties of the domain (§ 3.1). BLAZE [Wang et al. 2017b] is very similar to ABSYNTE as it uses abstract semantics to guide the search. It adapts *counterexample guided abstraction refinement* to synthesis problems by refining the abstraction when a test fails, and constructing a proof of incorrectness in the process. However, it starts with a universe of predicates that is used for abstraction refinement, which is a requirement ABSYNTE doesn't place on users. FlashMeta [Polozov and Gulwani 2015] is similar, but requires the definition of "inverse" semantics for operators using *witness functions*. ABSYNTE, however, requires only the definition of forward abstract semantics and attempts to derive the inverse semantics automatically where possible.

*Learning-based approaches.* There has been a recent rise of learning based approaches to make program synthesis more tractable. AUTOPANDAS [Bavishi et al. 2019] is an example of applying neural models to rank candidate choices constructed by other program generation methods (*smart operators* in AUTOPANDAS' case). DEEPCODER [Balog et al. 2017] trains a deep neural network to predict properties of programs based on input/output examples. These properties are used to augment the search by by an enumerative search or SMT solvers. ABSYNTE is complementary to these approaches and does not use machine learning. In future, we plan to explore extensions to ABSYNTE that reorders the program search order using a model learned on program text and abstract semantics. EUAPHONY [Lee et al. 2018], on the other hand, uses an approach inspired by transfer learning to learn a *probabilistic higher order grammar*, and uses that in enumerative search to synthesize solutions. PROBE [Barke et al. 2020] learn a probabilistic grammar *just-in-time* during synthesis. Their key insight is that many SyGuS programs that pass a few examples have parts of the syntax that has higher likelihood to be present in the final solution. In contrast, ABSYNTE is complementary to the approach of learning probabilistic grammars; abstract domains can prune the space of programs, while the grammar can assign higher weights to the terms that should be enumerated earlier. We leave exploring the synergy between these approaches to future work.

## 7 CONCLUSION

We presented ABSYNTE, a tool that combines abstract interpretation and testing to synthesize programs. It accepts user-defined lightweight abstract domains and partial semantics for the language as an input, and enables guided search over the space of programs in the language. We evaluated ABSYNTE on SyGuS strings benchmarks and found ABSYNTE can solve 77% of the benchmarks, most within 7 seconds. Moreover, ABSYNTE supports a pay-as-you-go model, where the user only pays for the abstract domain they are using for synthesis. Finally, to evaluate the generality of ABSYNTE to other domains, we use it to synthesize Pandas data frame manipulation programs in Python from the AUTOPANDAS benchmark suite. ABSYNTE performs at par with AUTOPANDAS and synthesizes programs with low specification burden, but no neural network training costs. We believe ABSYNTE demonstrates a promising design choice for design of synthesis tools that leverage testing for correctness along with lightweight abstractions with partial semantics for search guidance.



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