# Inductive Synthesis of Recursive Functional Programs A Comparison of Three Systems 

Martin Hofmann, Andreas Hirschberger, Emanuel Kitzelmannn, and Ute Schmid

Faculty of Information Systems and Applied Computer Science University of Bamberg

\{martin.hofmann, andreas.hirschberger\}@stud.uni-bamberg.de, \{emanuel.kitzelmann, ute.schmid\}@wiai.uni-bamberg.de

## Introduction

- Inductive Synthesis of Recursive Programs[1, 4, 5]
- challenging subfield of machine learning
- still little researched niche
- Automated Program Construction
- from incomplete specifications (I/O examples)

$$
\begin{array}{ll}
{[\mathrm{A}]} & \rightarrow \mathrm{A} \\
{[\mathrm{~A}, \mathrm{~B}]} & \rightarrow \mathrm{B} \\
{[\mathrm{~A}, \mathrm{~B}, \mathrm{C}]} & \rightarrow \mathrm{C}
\end{array}>\quad \begin{aligned}
& \operatorname{Last}([\mathrm{X}]) \\
& \operatorname{Last}([\mathrm{X} \mid \mathrm{X}]]) \rightarrow \mathrm{X} \\
& \operatorname{Last}([\mathrm{Xs}])
\end{aligned}
$$

## - Potential Applications

- end-user programming
- assist professional programmers (Systems Engineering)
- automatically invent new and efficient algorithms


## The Systems

- Adate [6]
(Automatic Design of Algorithms Through Evolution)
- utilising evolutionary computation
- induces functional programs in a subset of ML
- user provided initial program is evolved
- Atre [2]
(Apprendimento di Teorie Ricorsive da Esempi)
- search space are definite clauses
- general-to-specific parallel beam search
- specialized to learning multiple recursive concepts
- Dialogs-II [3]
(Dialogue-based Inductive and Abductive LOGic program Synthesiser)
- inductive and abductive
- schema-guided
- queries interactively for evidence


## Problem Classes


I. Single recursive call, no predicate invention: solvable with a single recursive call in the body of the predicate definition; no predicate or variable invention is required.
II. Single recursive call with predicate invention at least the invention of an auxiliary predicate is required
III. + IV. Multiple recursive call:
at least a second recursive call is necessary (either of another recursive predicate or of the target predicate itself)
V. + III. Miscellaneous:
emphasises the individual strengths of a certain system.
Classes III. and VI. were combined, since Dialogs-II
an extensive enumeration of input/output pairs

## Conclusion

- combine DiAlogs-II's search bias with AdAtE's unrestricted search space
- exploit expressional power of functional languages
- adopt ATRE's $k$-beam search strategy
$\rightarrow$ learn mutually dependent recursive target functions
- our system Igor [5] formalises functional program synthesis in the term-rewriting framework
$\rightarrow$ functional programs as constructor term rewriting systems


## Description of Problems

(1.) Single Recursive Call without Predicate Invention
evenpos $(\boldsymbol{X}, \boldsymbol{Y})$ holds iff list $Y$ contains all elements of list $X$ at an even position in unchanged order.
$\boldsymbol{\operatorname { i n s e r t }}(\boldsymbol{X}, \boldsymbol{Y}, \boldsymbol{Z})$ holds iff $X$ is a list with its elements in a not decreasing order, and $Z$ is $X$ with $Y$ inserted on the right place.
$\boldsymbol{\operatorname { i n s l a s t }}(\boldsymbol{X}, \boldsymbol{Y}, \boldsymbol{Z})$ holds iff $Z$ is the list $X$ with $Y$ inserted at the end.
$\boldsymbol{\operatorname { l a s t }}(\boldsymbol{X}, \boldsymbol{Y})$ holds iff $Y$ is the last element of the list $X$
length $(\boldsymbol{X}, \boldsymbol{Y})$ holds iff $Y$ is the length of the list $X$.
$\operatorname{member}(\boldsymbol{X}, \boldsymbol{Y})$ holds iff $X$ is a list containing the element $Y$
$\boldsymbol{\operatorname { s w i t c h }}(\boldsymbol{X}, \boldsymbol{Y})$ holds iff list $Y$ can be obtained from list $X$ were all elements on an odd position changed place with their right neighbour.
$\boldsymbol{u n p a c k}(\boldsymbol{X}, \boldsymbol{Y})$ holds iff $Y$ is a list of lists, each containing one element of $X$ in unchanged order.
(2.) Single Recursive Call with Predicate Invention
$\boldsymbol{i}$-sort $(\boldsymbol{X}, \boldsymbol{Y})$ holds iff the list $Y$ is a permutation of list $X$ with elements in a non decreasing order.
multlast $(\boldsymbol{X}, \boldsymbol{Y})$ holds iff the list $Y$ contains nothing but the last element of list $X$ as many times as the number of elements in $X$.
$\operatorname{reverse}(\boldsymbol{X}, \boldsymbol{Y})$ holds iff the list $Y$ is the reverse of list $X$.
$\operatorname{shift}(\boldsymbol{X}, \boldsymbol{Y})$ holds iff list $Y$ could be derived from list $X$ by shifting the first element to the end.
$\boldsymbol{\operatorname { s w a p }}(\boldsymbol{X}, \boldsymbol{Y})$ holds iff list $Y$ could be derived from list $X$ by swapping the first and the last element.
(3.) Multiple Recursive Call with(out) Predicate Invention
$\boldsymbol{\operatorname { l a s t s }}(\boldsymbol{X}, \boldsymbol{Y})$ holds iff $X$ is a list of lists, and $Y$ contains the last elements of each list in $X$ in the correct order.
flatten( $\boldsymbol{X}, \boldsymbol{Y}$ ) holds iff $Y$ is the flattened version of the list of lists $X$
(4.) Miscellaneous Problems
mergelists $(\boldsymbol{X}, \boldsymbol{Y}, \boldsymbol{Z})$ holds iff the list Z could be derived from the lists $X$ and $Y$ such that $Z=\left[x_{1}, y_{1}, x_{2}, y_{2}, \ldots\right]$ where each $x_{n}$ and $y_{n}$ is the $\mathrm{n}^{\text {th }}$ of the list $X$ and $Y$, respectively. $\boldsymbol{o d d}(\boldsymbol{X}) / \boldsymbol{\operatorname { e v e n }}(\boldsymbol{X})$ holds iff $X$ is an odd, respectively even number, and each predicate is defined in terms of $z \operatorname{ero}(X)$ and the other.

## Results of the Test Setting



## References

[1] A. W. Biermann, G. Guiho, and Y. Kodratoff, editors. Automatic Program Construction Techniques. Macmillan, New York, 1984.
[2] M. Berardi D. Malerba, A. Varalro. Learning recursive theories with the separate-andparallel conquer strategy. In Proceedings of the Workshop on Advances in Inductive Rule Learning in conjunction with ECML/PKDD, pages 179-193, 2004
[3] P. Flener. Inductive logic program synthesis with Dialogs. In S. Muggleton, editor, Proceedings of the 6th International Workshop on Inductive Logic Programming, pages 28-51. Stockholm University, Royal Institute of Technology, 1996
[4] Pierre Flener and Serap Yilmaz. Inductive synthesis of recursive logic programs: Achievements and prospects. J. Log. Program., 41(2-3):141-195, 1999
[5] E. Kitzelmann and U. Schmid. Inductive synthesis of functional programs: An explanation based generalization approach. Journal of Machine Learning Research, 7(Feb):429-454, 2006.
[6] J. R. Olsson. Inductive functional programming using incremental program transformation. Artificial Intelligence, 74(1):55-83, 1995.

