

Grisette: Symbolic Compilation as a Functional Programming Library

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Sirui Lu (University of Washington)

Rastislav Bodík (Google Brain)



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Symbolic compilation enables new tools

Verification

find a failing
input

```
P(x) {  
  ...  
}  
assert(safe(P(x)))
```

Synthesis

find code that
meets the spec

```
P(x) {  
  v = h // hole  
  ...  
}  
assert(safe(P(x)))
```

Symbolic
compiler

$\exists x. \neg \text{safe}(P(x))$

$\exists h. \forall x. \text{safe}(P_h(x))$

SMT solver

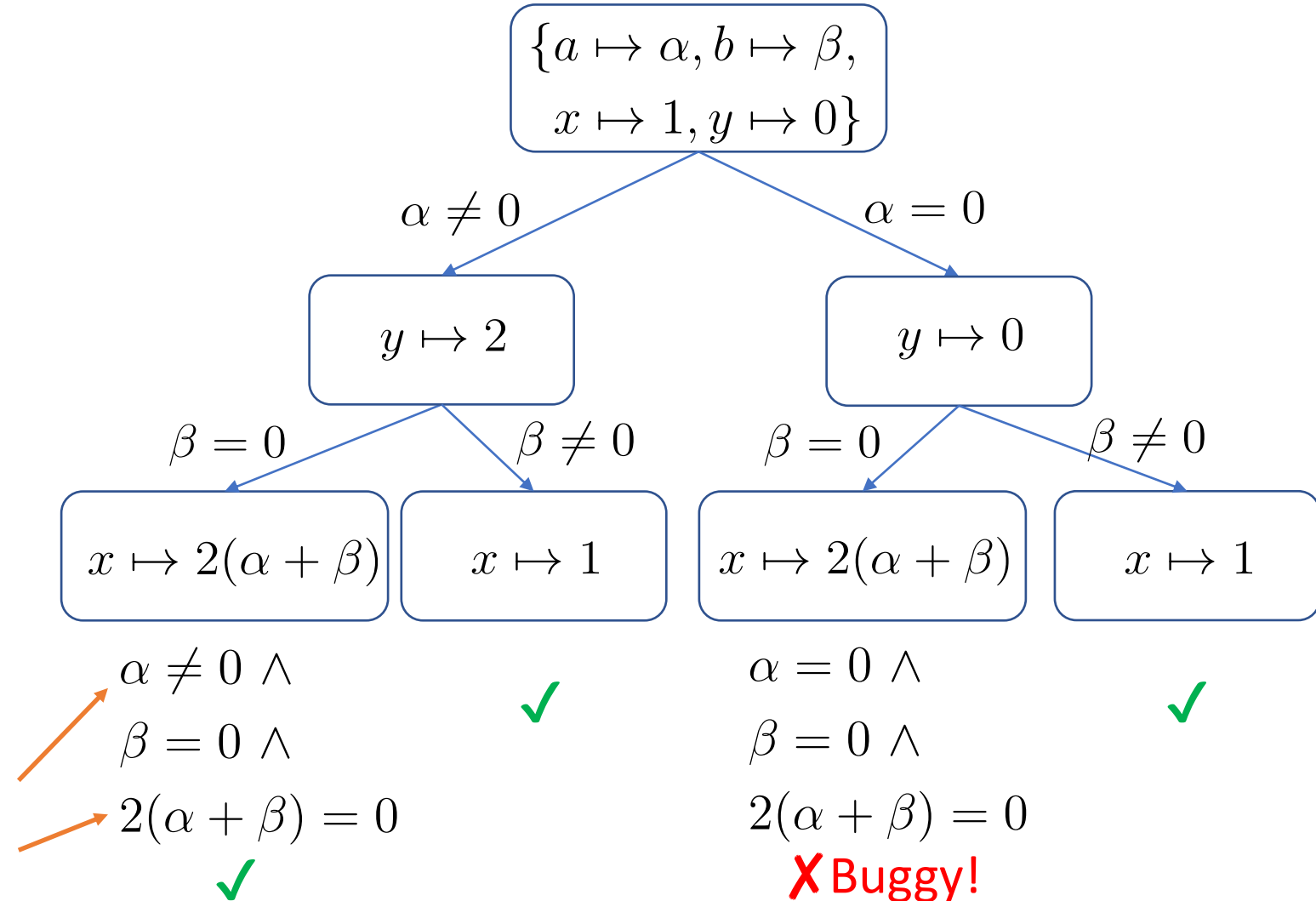
Ideally, we translate **all** program
paths to a single formula

Symbolic execution: path explosion but easy to solve

```

void f(int a, int b) {
  int x = 1, y = 0;
  if (a != 0) {
    y = x + 1;
  }
  if (b == 0) {
    x = 2 * (a + b);
  }
  assert (x != y);
}
    
```

Path condition
(negated) assertion

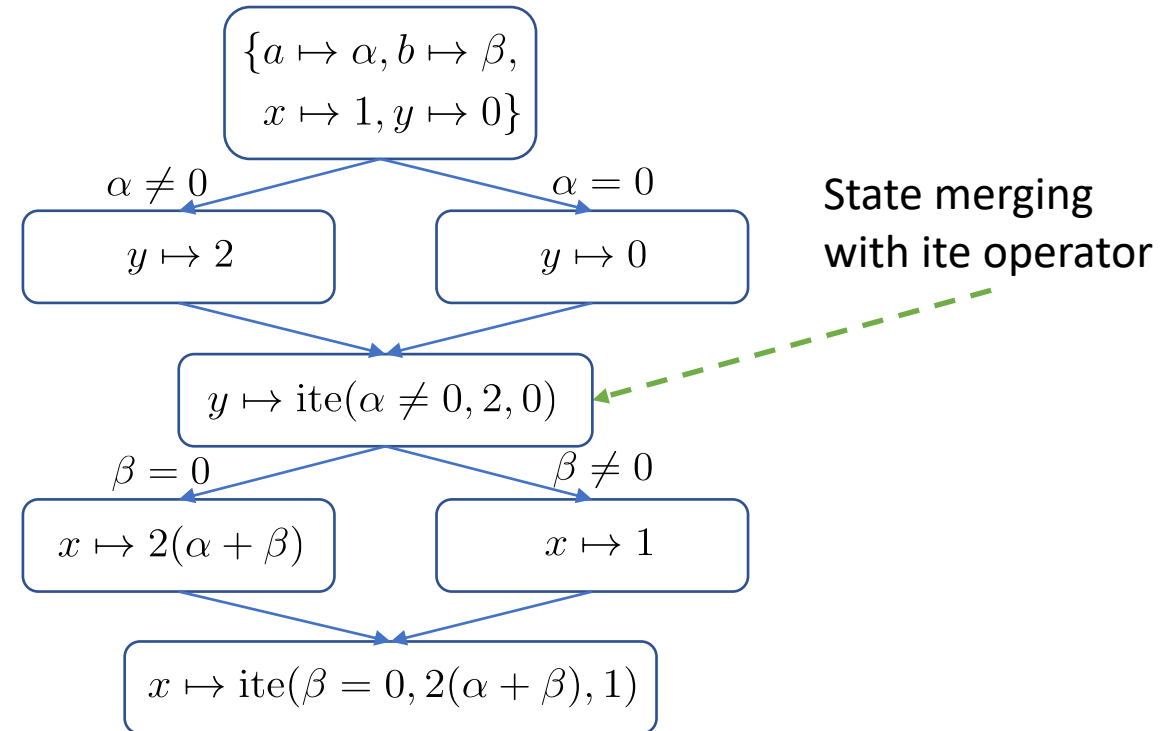


King-style symbolic execution
(CACM 1976), Klee (OSDI'08), etc

Unsat means no bug

Bounded model checking: compact but harder to solve

```
void f(int a, int b) {  
  int x = 1, y = 0;  
  if (a != 0) {  
    y = x + 1;  
  }  
  if (b == 0) {  
    x = 2 * (a + b);  
  }  
  assert (x != y);  
}
```



$$\text{ite}(\alpha \neq 0, 2, 0) = \text{ite}(\beta = 0, 2(\alpha + \beta), 1)$$

Satisfiable with $\{\alpha = 0, \beta = 0\}$

No path explosion, but results can be harder to solve (Kuznetsov et al., PLDI'12)

Our contributions

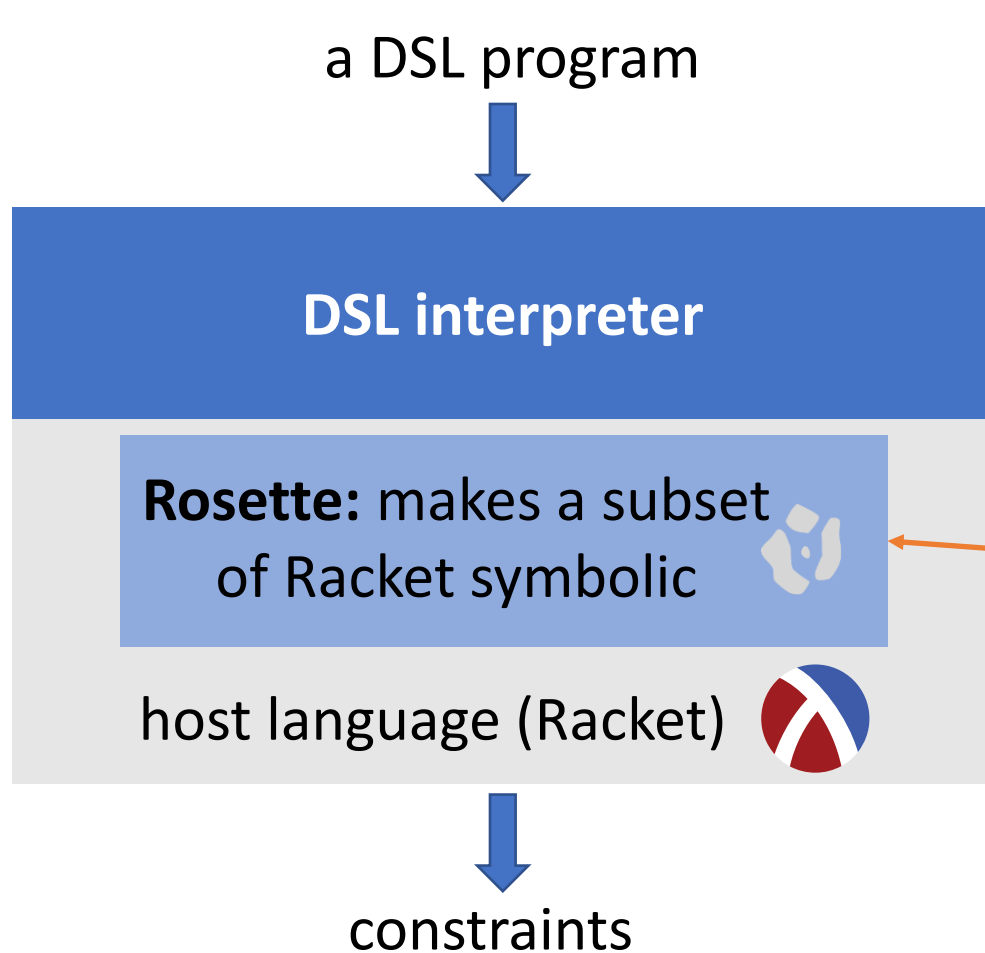
A new representation of symbolic values:

- Smaller formula.
- **3.7x** average speedup over the state of the art.
- Verified in Coq.

Symbolic compilation as a typed, purely functional library:

- A **reusable** symbolic compiler named Grisetette.
- Open-source Haskell implementation.

Reusable symbolic compilers



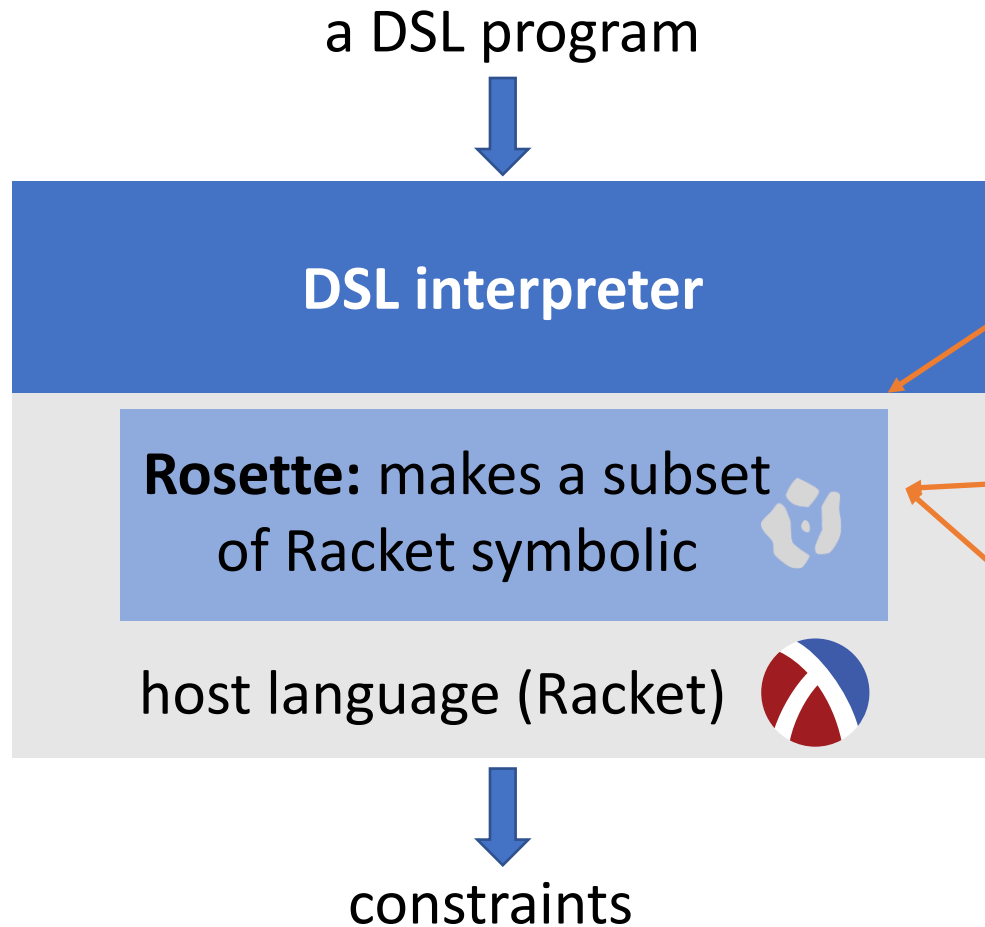
Reusable: verification/synthesis tools for free with an interpreter, with Rosette's symbolic compiler reused

Efficiency: Novel symbolic representation balancing evaluation efficiency and formula quality.

Rosette system (Onward!'13, PLDI'14, POPL'22)

Tools with Rosette: Cosette (CIDR'17), Ferrite (PLDI'17), Bonsai (POPL'18), Jitterbug (OSDI'20), ...

Reusable symbolic compilers

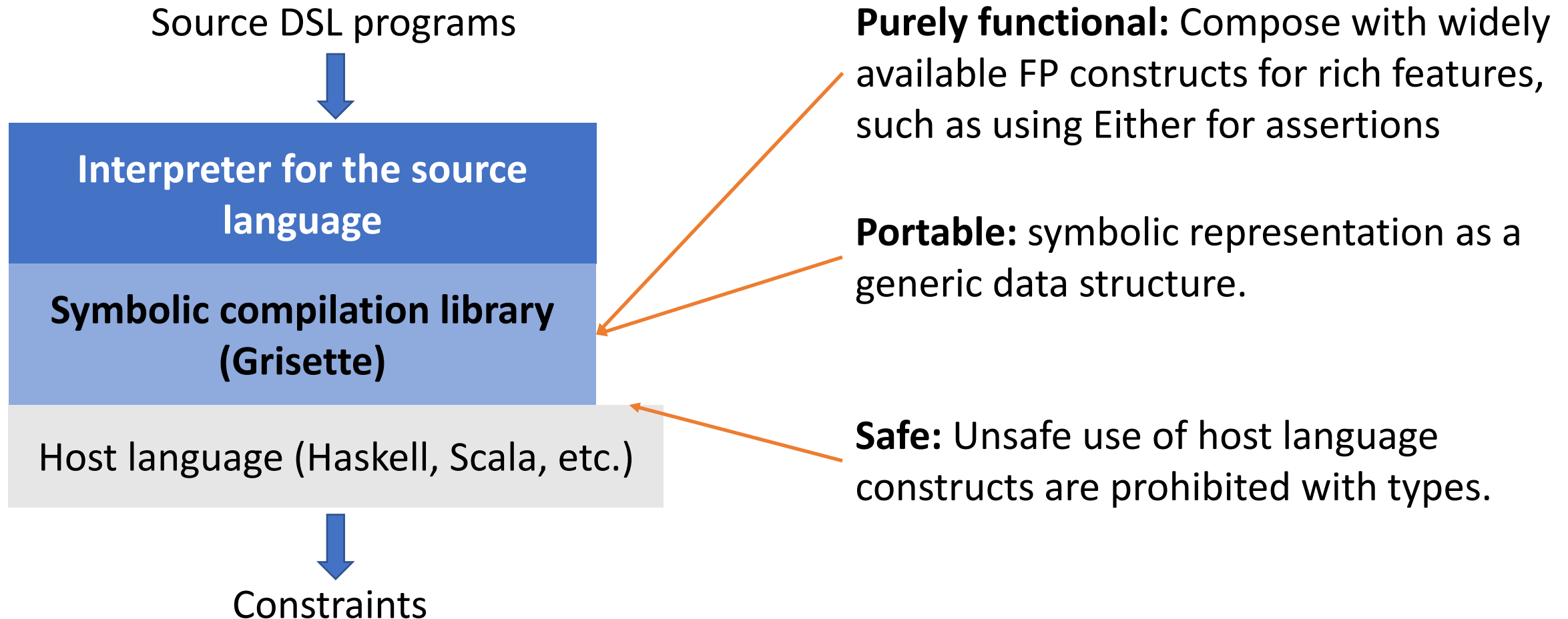


Confusion: What constructs accept symbolic values? Hard to debug. (previous attempt: typed rosette, POPL'18)

Not easily portable: Rosette is a Racket-specific implementation.

Functional but not pure: assertions are compiled using a global state. Want a small, purely functional core

Reusable symbolic compiler as a library



Challenges: to merge multiple paths functionally, we need a new symbolic representation. (A pure version of Rosette's representation runs 14x slower than Rosette on one benchmark⁸)

Design goals

We want a system that has good

- Efficiency (speed of compilation)
- Effectiveness (solvability of formulas)
- Usability (programming experience)

Outline

- The representation of symbolic values
 - How good are the formulas created with a purely functional symbolic value?*
- Empirical evaluation
- The programming interface
 - What is the programming experience with a purely functional symbolic value?*

Outline

- The representation of symbolic values
- Empirical evaluation
- The programming interface

An example program

```
a = if c1 then [x1] else [x2, x3]
b = if c2 then [x4] else [x5, x6]
d = a ++ b
e = head d
```

Operations on lists



Symbolic values are in orange

Complex values, e.g., lists



MEG (Mutually Exclusive Guards)

```
a = if c1 then [x1] else [x2, x3]
```

```
b = if c2 then [x4] else [x5, x6]
```

```
d = a ++ b
```

```
e = head d
```

7 new nodes created

$$d_{\text{MEG}} = \begin{cases} [x1, x4] \\ [\text{ite}(\text{cond1}, x1, x2), \dots] \\ [x2, x3, x5, x6] \end{cases}$$

```
if c1 ∧ c2
if (c1 ∧ ¬c2) ∨ (c2 ∧ ¬c1)
if ¬c1 ∧ ¬c2
```

Problem 1:
mutual exclusiveness
duplicates conditions

head can be applied to the branches

MEG is the key design for Rosette and MultiSE (FSE'15) to support advanced features easily

ORG (ORdered Guards)

```
a = if c1 then [x1] else [x2, x3]
b = if c2 then [x4] else [x5, x6]
d = a ++ b
e = head d
```

7 new nodes created

$$d_{\text{MEG}} = \begin{cases} [x1, x4] \\ [\text{ite}(\text{cond1}, x1, x2), \dots] \\ [x2, x3, x5, x6] \end{cases}$$

```
if c1 ∧ c2
if (c1 ∧ ¬c2) ∨ (c2 ∧ ¬c1)
if ¬c1 ∧ ¬c2
```

Problem 1:
mutual exclusiveness
duplicates conditions

$$d_{\text{ORG}} = \begin{cases} [x1, x4] \\ [\text{ite}(\text{cond1}, x1, x2), \dots] \\ [x2, x3, x5, x6] \end{cases}$$

```
if c1 ∧ c2
else if c1 ∨ c2
otherwise
```

If/else if/otherwise

Insight 1: guards can be ordered and implicitly mutually exclusive with smaller terms

Sources of duplications in MEG vs. ORG

if c4 then 4 else if c3 then 3 else if c2 then 2 else 1

	MEG	ORG	
Original	$\left\{ \begin{array}{l} 4 \text{ if } c4 \\ 3 \text{ if } c3 \wedge \neg c4 \\ 2 \text{ if } c2 \wedge \neg c3 \wedge \neg c4 \\ 1 \text{ if } \neg c2 \wedge \neg c3 \wedge \neg c4 \end{array} \right.$	$\left\{ \begin{array}{l} 4 \text{ if } c4 \\ 3 \text{ else if } c3 \\ 2 \text{ else if } c2 \\ 1 \text{ otherwise} \end{array} \right.$	MEG: duplication when making guards disjoint
Reordered	$\left\{ \begin{array}{l} 1 \text{ if } \neg c2 \wedge \neg c3 \wedge \neg c4 \\ 2 \text{ if } c2 \wedge \neg c3 \wedge \neg c4 \\ 3 \text{ if } c3 \wedge \neg c4 \\ 4 \text{ if } c4 \end{array} \right.$	$\left\{ \begin{array}{l} 1 \text{ if } \neg c2 \wedge \neg c3 \wedge \neg c4 \\ 2 \text{ else if } \neg c3 \wedge \neg c4 \\ 3 \text{ else if } \neg c4 \\ 4 \text{ otherwise} \end{array} \right.$	ORG: duplication caused by reordering

Merging two ORG containers

if cond then a else b

How to merge?

$\left\{ \begin{array}{l} 1 \text{ if} \\ 3 \text{ else if} \\ 2 \text{ otherwise} \end{array} \right.$

$\left\{ \begin{array}{l} 2 \text{ if} \\ 1 \text{ else if} \\ 3 \text{ otherwise} \end{array} \right.$

reorder to align values

$\left\{ \begin{array}{l} 1 \text{ if} \\ 3 \text{ else if} \\ 2 \text{ otherwise} \end{array} \right.$

$\left\{ \begin{array}{l} 1 \text{ if} \\ 3 \text{ else if} \\ 2 \text{ otherwise} \end{array} \right.$

merged result =

$\left\{ \begin{array}{l} 1 \text{ if} \\ 3 \text{ else if} \\ 2 \text{ otherwise} \end{array} \right.$

Merging two sorted ORG container

Problem 2: we need to reorder and create complex conditions every time we merge

Insight 2: we can keep ORG containers sorted, and reduce the need for reordering

Sortedness is a representation invariant => Further merging avoids reordering

Merging complex types in ORG

Problem 3: merging is inefficient when ORG containers are big

Insight 3: use hierarchical encoding to allow sub-containers to be treated atomically when the values are complex

Direct generalization

$$\left\{ \begin{array}{ll} (1, 1, u) & \text{if } c1 \\ (1, 2, v) & \text{else if } c2 \\ (2, 3, w) & \text{else if } c3 \\ (2, 4, x) & \text{else if } c4 \\ (9, 2, y) & \text{otherwise} \end{array} \right.$$

Hierarchical encoding

$$\left\{ \begin{array}{ll} t_1 & \text{if } c1 \\ t_2 & \text{else if } c2 \\ (9, 2, y) & \text{otherwise} \end{array} \right.$$
$$t_1 = \left\{ \begin{array}{ll} (1, 1, u) & \text{if } c11' \\ (1, 2, v) & \text{otherwise} \end{array} \right.$$
$$t_2 = \left\{ \begin{array}{ll} (2, 3, w) & \text{if } c21' \\ (2, 4, x) & \text{otherwise} \end{array} \right.$$

Preserves worst-case linear-time in # of symbolic values in ORG (proven with Coq)

Outline

- The representation of symbolic values
- Empirical evaluation
- The programming interface

Empirical evaluation

RQ1: is Grisette more efficient than the state-of-the-art?

- evaluation time (symbolic compilation)
- solving time

RQ2: why do Grisette's constraints solve faster?

Evaluation settings

Four symbolic compilation systems:

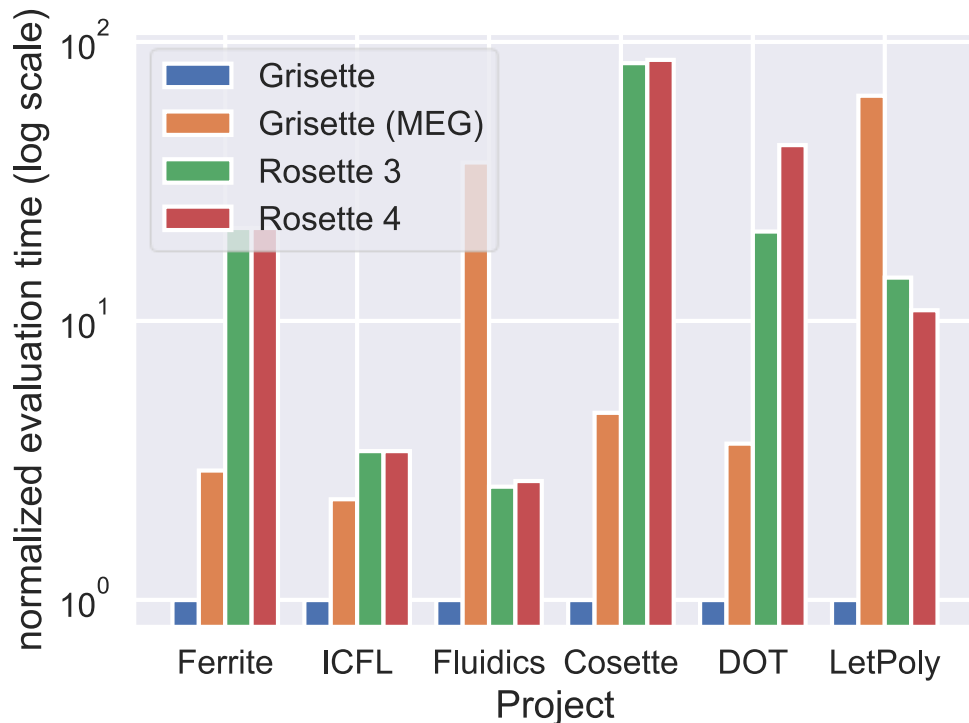
- Grisette with **ORG**
- Grisette with functional **MEG** (i.e., assertions propagated, not in global state)
- Rosette 3 (pre-POPL'22)
- Rosette 4 (post-POPL'22)

Five Rosette-based tools (six benchmarks) ported to Grisette:

- **Ferrite (ASPLOS'16)**: file system crash model verifier and sync call synthesizer
- **IFCL (PLDI'14)**: information flow control verification and synthesizer
- **Fluidics (ASPLOS'19)**: microfluidics manipulation program synthesizer
- **Cosette (CIDR'17)**: SQL equivalence checker
- **Bonsai (POPL'17) for DOT (scala) & LetPoly**: type system soundness checker

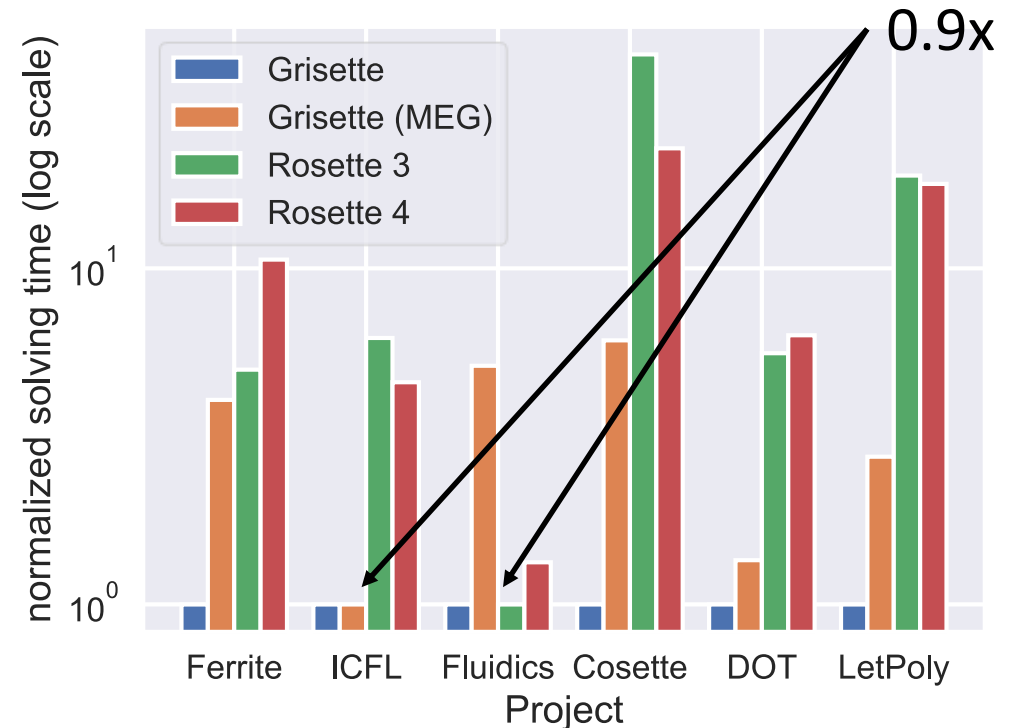
RQ1: Grisette is more efficient than SOTA, in both compilation and solving time

Compilation



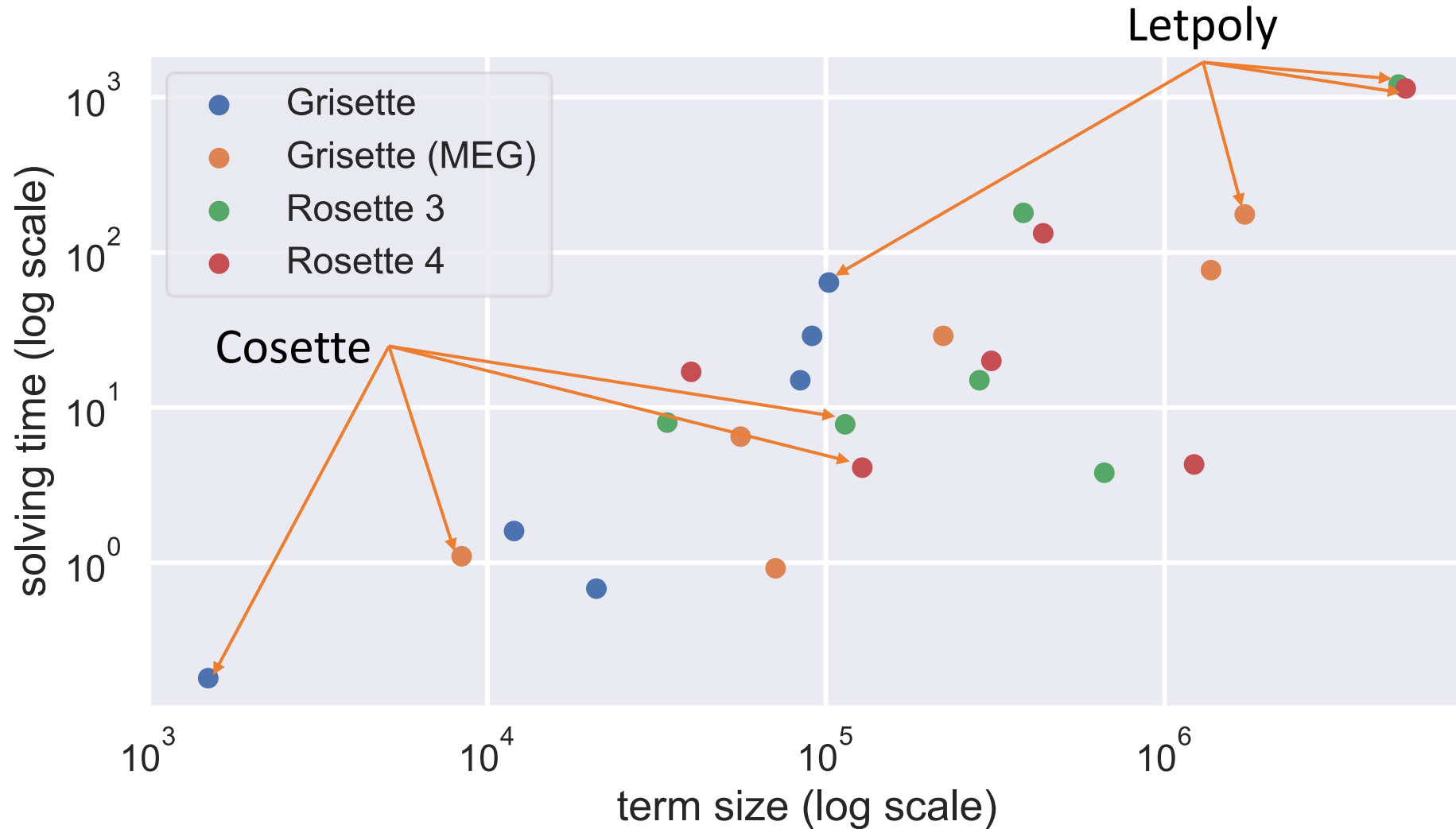
6.1x over Grisette (MEG)
13.0x over Rosette 3
14.1x over Rosette 4

Solving



2.4x over Grisette (MEG)
5.5x over Rosette 3
5.7x over Rosette 4

RQ2: faster solving can be a result of smaller terms



Outline

- The representation of symbolic values
- Empirical evaluation
- **The programming interface**

A minimal synthesizer

Program space: synthesize a function $\backslash x \rightarrow x + c$

Some example programs in the space: $\backslash x \rightarrow x + 1,$
 $\backslash x \rightarrow x + 2$

Specification: I/O pair (2, 5)

Expect result: $\backslash x \rightarrow x + 3$

A minimal synthesizer

UnionM is an ORG container representing a symbolic set of expressions

```
data SymExpr -- Symbolic candidate program space
  = SIntValue SymInteger
  | SAdd (UnionM SymExpr) (UnionM SymExpr)
  | SMul (UnionM SymExpr) (UnionM SymExpr)
  deriving ...
```

Define DSL syntax

```
interpret :: SProgram -> SymInteger
interpret (SIntValue c) = c
interpret (SAdd x y) = interpretU x + interpretU y
interpret (SMul x y) = interpretU x * interpretU y
```

DSL interpreter.

Interprets simultaneously all ASTs in the space.

```
interpretU :: UnionM SProgram -> SymInteger
interpretU = onUnion interpret
```

onUnion lifts 'interpret' to ORGs of ASTs

A minimal synthesizer

A symbolic integer variable to be solved



```
programSpace :: SymInteger -> SymExpr
programSpace x = SAdd (return x) (return "c")
```

Define the program space
 $\backslash x \rightarrow x + c$

```
executableProgramSpace :: Integer -> SymInteger
executableProgramSpace = interpret . programSpace . toSym
```

Make the program space
executable

```
quickExample :: IO ()
quickExample = do
  let constraint = executableProgramSpace 2 ==~ 5
      Right model <- solve solverConfig constraint
```

Call the solver with I/O
pair (2,5)

```
print $ evaluateSym False model (programSpace "x")
-- SMul {SIntValue x} {SIntValue 3}
```

Print the *synthesized*
program $\backslash x \rightarrow x + 3$

```
let synthesizedProgram :: Integer -> Integer =
    evaluateSymToCon model . executableProgramSpace
print $ synthesizedProgram 20 -- 60
```

Get *concrete* synthesized
program

Discussion 1: Stateful programming with Grisetete

UnionM operations are generalized with type classes.

Monadic ORG container



Example:

StateT requires **~30** lines of code.

Want an imperative DSL? Write a StateT-based interpreter.

Free monad + combinators and functors for trampolines (~250 lines of code)

mtl transformers (mostly <30 lines of code each)

Want coroutines? Use trampolines or delimited continuations.

Discussion 2: Additional benefits

Static types:

- constrain the symbolic representation for performance tuning
- ex: improved Cosette performance for an additional 8.7x speedup

Purely functional:

- memoization (1.2 – 7.5x compilation speed up on 4 projects)
- parallelization seems also possible

See the paper for more details

Grisette: Symbolic Compilation as a Functional Programming Library

<https://github.com/lsrcz/grisette>

Thanks!

<https://hackage.haskell.org/package/grisette>

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Rastislav Bodík



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The Google Research logo, with 'Google' in its multi-colored font and 'Research' in a grey sans-serif font.