

Contents

List of Figures	xi
List of Tables	xiii
List of Algorithms	xv
1 Introduction	1
1.1 Program Synthesis	1
1.2 Contributions	7
1.3 Outline	10
2 Approximating Bit Dependencies	13
2.1 Fundamentals	13
2.2 Underapproximating the Bit Dependencies	20
2.3 Dual Underapproximations	35
2.4 Overapproximating the Bit Dependencies	38
2.5 Summary	40
3 Detecting Unrealizability with Shapes	43
3.1 Approximations and Unrealizability	44
3.2 Fundamentals	47
3.3 Shapes of Bit Dependencies	53
3.4 Tree Upper Bounds	61
3.5 Bipartite Matching of Variables to Usage Locations	72
3.5.1 Matching for Unrealizability Detection	72
3.5.2 A Matching Algorithm	80
3.6 Optimality-Preserving Transformations	92
3.7 Leaves Program Enumeration	104
3.8 Runtime and Complexity	117
3.9 Summary	125
4 Detecting Unrealizability from Specific Inputs	129
4.1 Relation to Bit Dependencies	129
4.2 Reachability of Output Bits	132
4.3 Extension to Arbitrary Inputs	137

Contents

4.4 Runtime and Complexity 141

4.5 Summary 143

5 Beyond the Standard Detectors 145

5.1 Equivalence Specifications with Root Operations 145

5.2 Conditional Synthesis Problems 158

5.3 Limitations 174

5.4 Summary 177

6 Evaluation 179

6.1 Setup of the Evaluation 179

6.2 Quality of the Approximations 182

6.3 Impact of the Unrealizability Detectors 190

6.3.1 Evaluation of SHAPECHECK 193

6.3.2 Evaluation of ONECHECK 197

6.3.3 Combined Evaluation 201

6.3.4 Influence of the Approximations 202

6.4 Threats to Validity 204

6.5 Summary 206

7 Previous and Related Work 209

7.1 Unrealizable Program Synthesis Problems 209

7.2 Unrealizable Reactive Synthesis Problems 215

7.3 Unrealizability in Software Engineering 216

7.4 Complexity-theoretic Bounds 217

7.5 Related Program Synthesis Works 219

7.6 Summary 220

8 Conclusion and Future Work 223

Appendix 229

A Proofs of Inequalities 229

B Implemented Bit Vector Circuits 241

Bibliography 245

Index 259