

Will software developers soon be replaced by AI? The sense and nonsense of Artificial Programming

Tom Van Cutsem



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Artificial Programming

- **Key idea: given a specification, generate a program that satisfies it**

Artificial Programming

- Key idea: given a specification, generate a program that satisfies it
- Example: sorting a list of numbers

```
alist = [54, 26, 44, 17, 77, 31, 91, 56, 20]
sort(alist)

print(alist)
# prints [17, 20, 26, 31, 44, 54, 56, 77, 91]
```


Artificial Programming

- Key idea: given a specification, generate a program that satisfies it
- Example: sorting a list of numbers

```
def sort(alist):  
    for index in range(1, len(alist)):  
        val = alist[index]  
        position = index  
        while position > 0 and alist[position-1] > val:  
            alist[position] = alist[position-1]  
            position -= 1  
  
        alist[position] = val
```


What is a specification?

- Example: sorting a list of numbers

Logic

$\forall 1 \leq i < n: B[i] \leq B[i+1] \wedge$
 $\exists \sigma, \text{ a permutation of } [1::n], \text{ such that}$
 $\forall 1 \leq i < n: B[i] = A[\sigma(i)]$

(source: S. Gulwani, Programming By Examples, 2016)

Examples

Input	Output
[1, 3, 2]	[1, 2, 3]
[3, 2]	[2, 3]
[1, 2, 3]	[1, 2, 3]
[]	[]

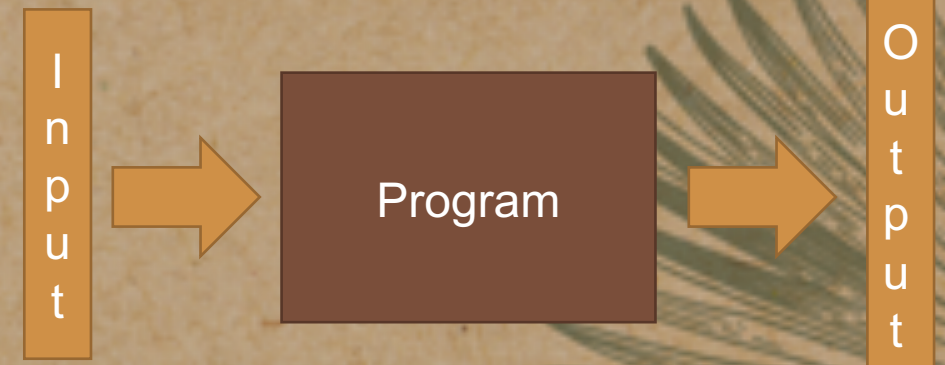
Programming by Example: Flash Fill (Gulwani, 2011)

	A	B
1	Email	Column 2
2	Nancy.FreeHafer@fourthcoffee.com	nancy freehafer
3	Andrew.Cencici@northwindtraders.com	andrew cencici
4	Jan.Kotas@litwareinc.com	jan kotas
5	Mariya.Sergienko@gradicdesigninstitute.com	mariya sergienko
6	Steven.Thorpe@northwindtraders.com	steven thorpe
7	Michael.Neipper@northwindtraders.com	michael neipper
8	Robert.Zare@northwindtraders.com	robert zare
9	Laura.Giussani@adventure-works.com	laura giussani
10	Anne.HL@northwindtraders.com	anne hl
11	Alexander.David@contoso.com	alexander david
12	Kim.Shane@northwindtraders.com	kim shane
13	Manish.Chopra@northwindtraders.com	manish chopra
14	Gerwald.Oberleitner@northwindtraders.com	gerwald oberleitner
15	Amr.Zaki@northwindtraders.com	amr zaki
16	Yvonne.McKay@northwindtraders.com	yvonne mckay
17	Amanda.Pinto@northwindtraders.com	amanda pinto

(source: Gulwani et al, "Inductive programming meets the real world", *Commun. ACM*, 2015)

Programming by Example: Flash Fill (Gulwani, 2011)

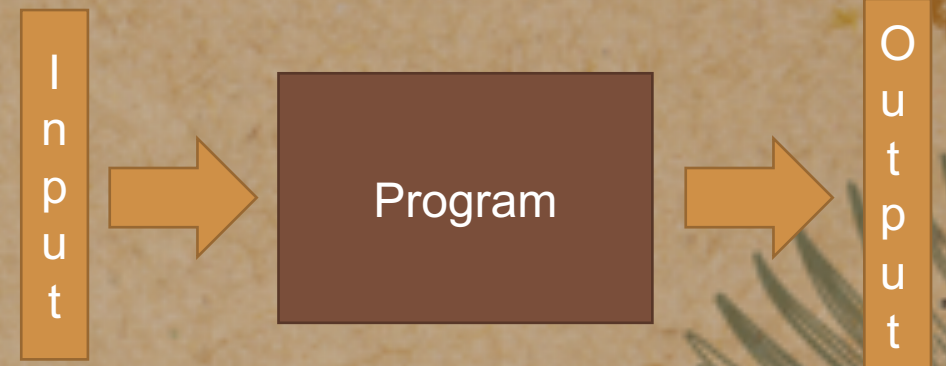
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6	Steven.Thorpe@northwindtraders.com	steven thorpe
7	Michael.Neipper@northwindtraders.com	michael neipper
8	Robert.Zare@northwindtraders.com	robert zare
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10	Anne.HL@northwindtraders.com	anne hl
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Programming by Example: Flash Fill (Gulwani, 2011)

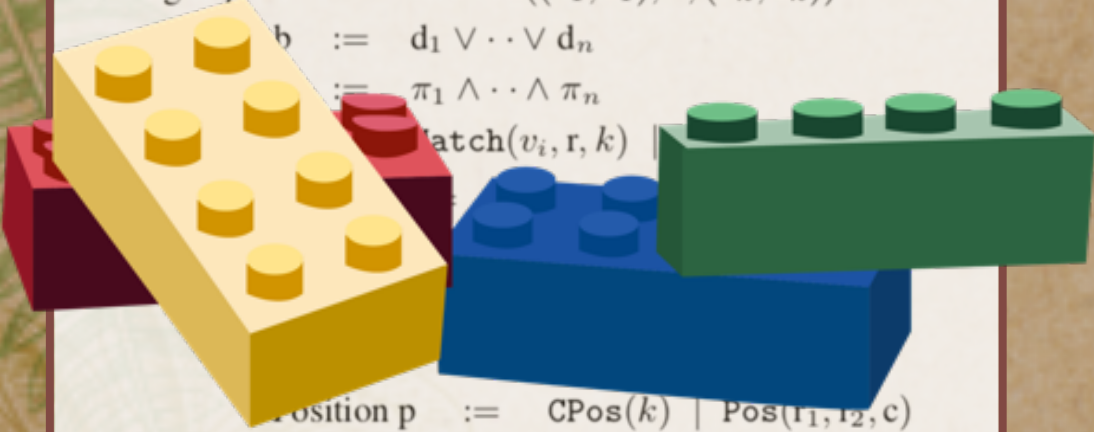
The Flash Fill Domain-specific Language

```
String expr  $P$   := Switch(( $b_1, e_1$ ), .., ( $b_n, e_n$ ))
Bool  $b$       :=  $d_1 \vee \dots \vee d_n$ 
Conjunct  $d$    :=  $\pi_1 \wedge \dots \wedge \pi_n$ 
Predicate  $\pi$  := Match( $v_i, r, k$ ) |  $\neg$  Match( $v_i, r, k$ )
Trace expr  $e$  := Concatenate( $f_1, \dots, f_n$ )
Atomic expr  $f$  := SubStr( $v_i, p_1, p_2$ )
               | ConstStr( $s$ )
               | Loop( $\lambda w : e$ )
Position  $p$    := CPos( $k$ ) | Pos( $r_1, r_2, c$ )
Integer expr  $c$  :=  $k$  |  $k_1 w + k_2$ 
Regular Expression  $r$  := TokenSeq( $T_1, \dots, T_m$ )
Token  $T$       :=  $C +$  |  $[\neg C] +$ 
               | SpecialToken
```

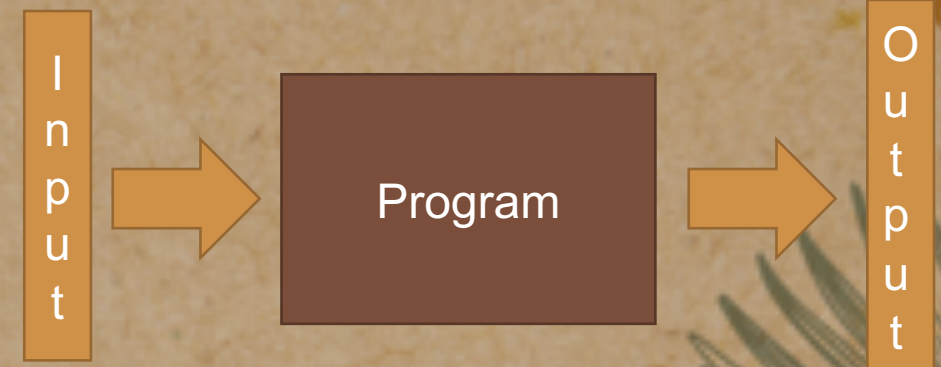


Programming by Example: Flash Fill (Gulwani, 2011)

The Flash Fill Domain-specific Language

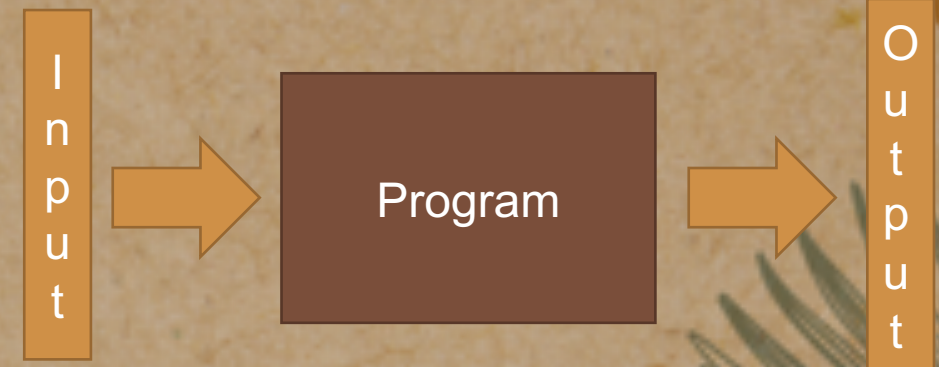
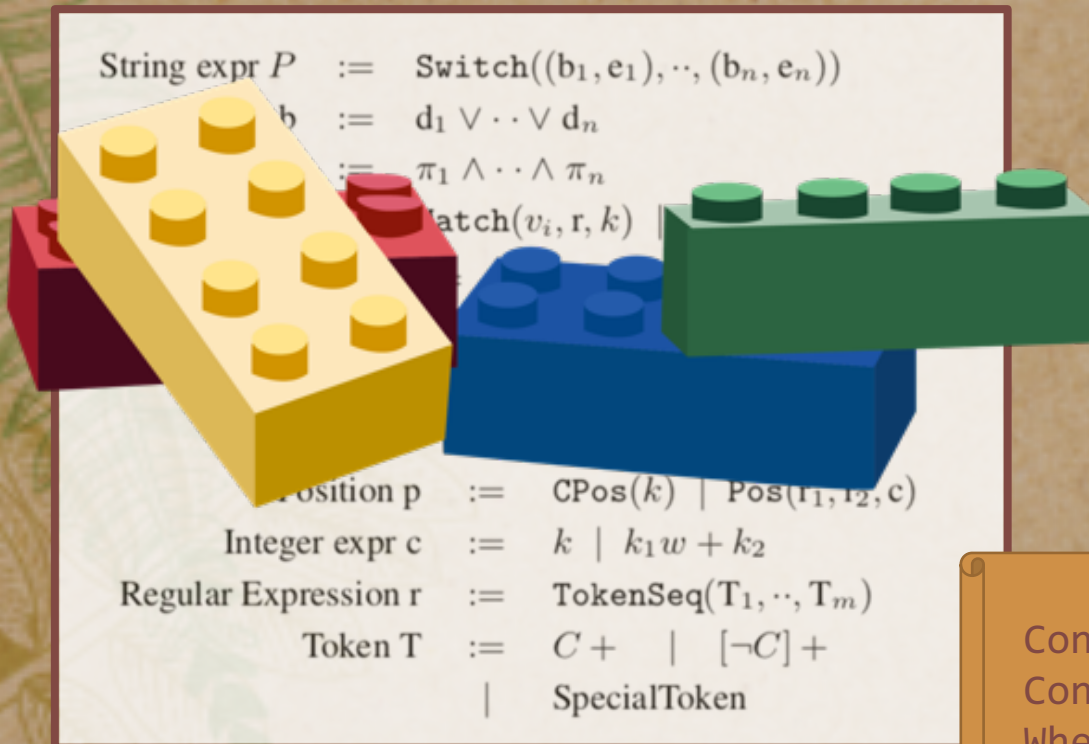


```
String expr  $P$   := Switch(( $b_1, e_1$ ), .., ( $b_n, e_n$ ))
 $b$              :=  $d_1 \vee \dots \vee d_n$ 
 $\pi$              :=  $\pi_1 \wedge \dots \wedge \pi_n$ 
 $\text{match}(v_i, r, k)$ 
Position  $p$     := CPos( $k$ ) | Pos( $r_1, r_2, c$ )
Integer expr  $c$  :=  $k$  |  $k_1 w + k_2$ 
Regular Expression  $r$  := TokenSeq( $T_1, \dots, T_m$ )
Token  $T$        :=  $C +$  |  $[\neg C] +$ 
                  | SpecialToken
```



Programming by Example: Flash Fill (Gulwani, 2011)

The Flash Fill Domain-specific Language



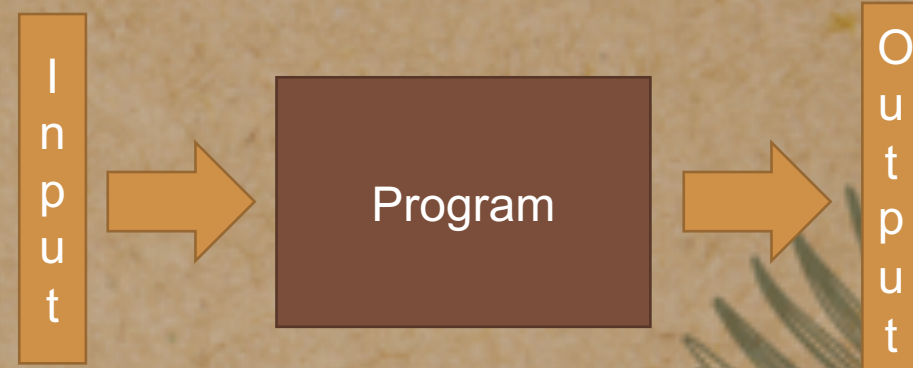
An example generated program

Concatenate(Loop(λw : Concatenate(SubStr(v_1, p_1, p_2)),
ConstStr(" ")), SubStr2(v_1 , NonSpaceTok, -1))
Where $p_1 \equiv$ Pos(ϵ , NonSpaceTok, w), and
 $p_2 \equiv$ Pos(NonSpaceTok, TokenSeq(SpaceTok, NonSpaceTok), w)

(source: Gulwani "Automating string processing in spreadsheets using input-output examples", POPL 2011)

Programming by Example: Flash Fill (Gulwani, 2011)

The Flash Fill Domain-specific Language

$$\text{String expr } P \quad := \quad \text{Switch}((b_1, e_1), \dots, (b_n, e_n))$$
$$\mathbf{b} := \mathbf{d}_1 \vee \cdots \vee \mathbf{d}_n$$
$$:= \pi_1 \wedge \cdots \wedge \pi_n$$
 $\text{match}(v_i, r, k)$
$$\text{Position } p := \text{CPos}(k) \mid \text{Pos}(r_1, r_2, c)$$
$$\text{Integer expr } c \quad := \quad k \mid k_1 w + k_2$$
$$\text{Regular Expression } r \quad := \quad \text{TokenSeq}(T_1, \dots, T_m)$$
$$\text{Token } T \quad := \quad C + \quad | \quad [\neg C] + \\ | \quad \text{SpecialToken}$$


An example program

```
Concatenate(Concatenate(SubStr( $v_1$ ,  $p_1$ ,  $p_2$ ),
ConstStr(" "), NonSpaceTok, -1))
Where  $p_1 \equiv$  Pos(NonSpaceTok,  $v_1$ ) and
 $p_2 \equiv$  Pos(NonSpaceTok,  $v_1$ , NonSpaceTok),  $w$ )
```

(source: Gulwani “Automating string processing with string rewriting”, *POPL* 2011)

The background is a textured, light brown paper with various botanical illustrations. On the left, there are green fern fronds and a cluster of small, pointed leaves. On the right, there is a large, detailed illustration of a palm frond. At the bottom, there are more green fern fronds and a small, dark, textured object that looks like a seed or a small plant part.

How does Artificial Programming work?



AlphaGo vs Lee Sedol



Google DeepMind
Challenge Match
8 - 15 March 2016

nature

THE INTERNATIONAL WEEKLY JOURNAL OF SCIENCE



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can beat a champion Go player **PAGE 484**

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TRANSPARENCY**
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on individuals
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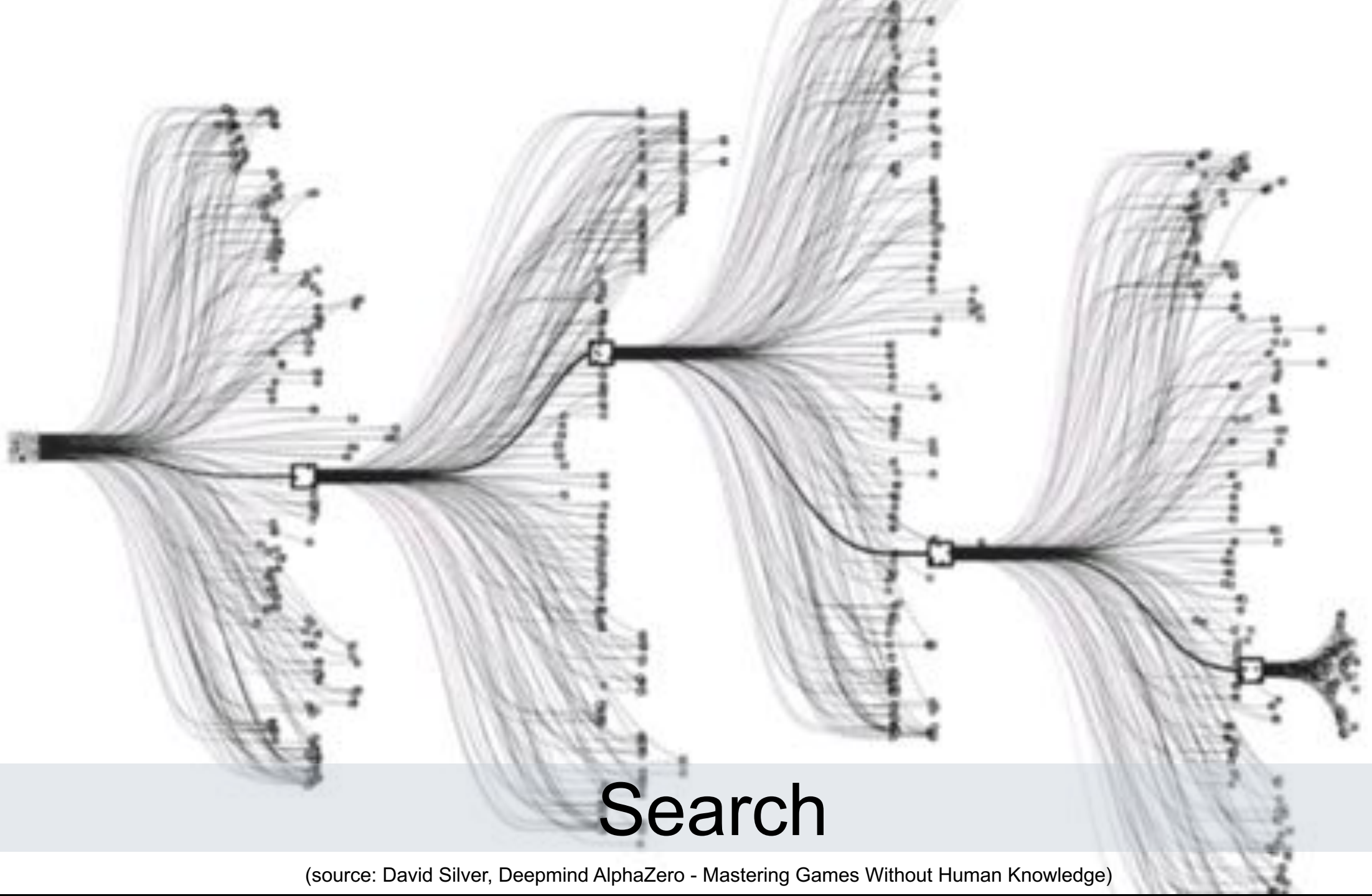
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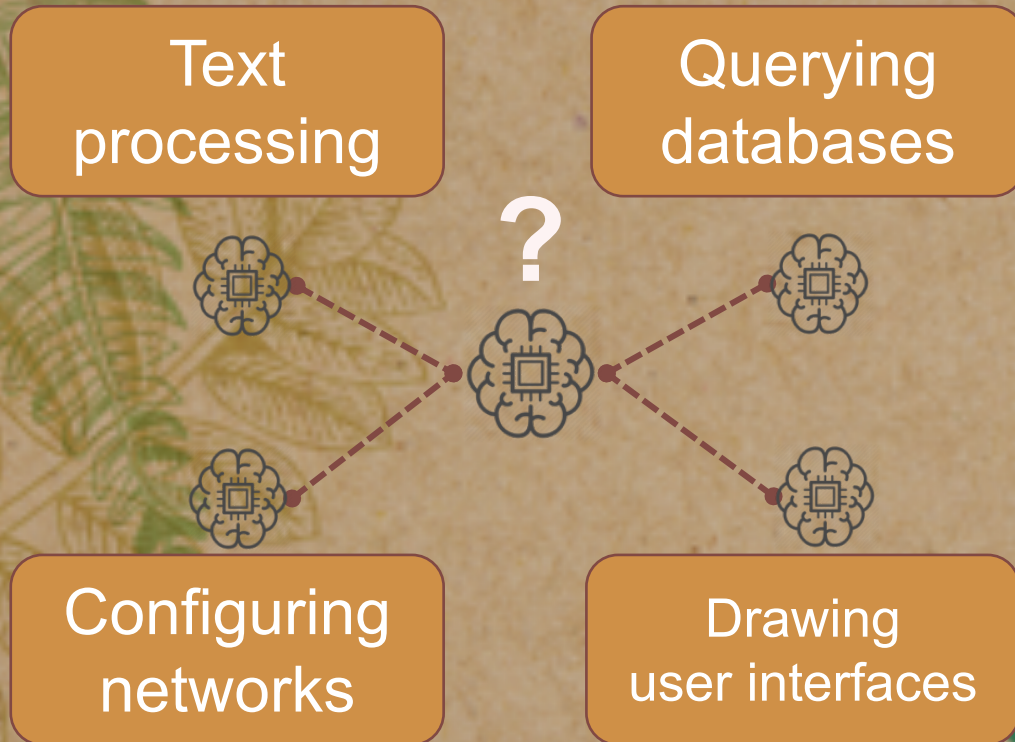


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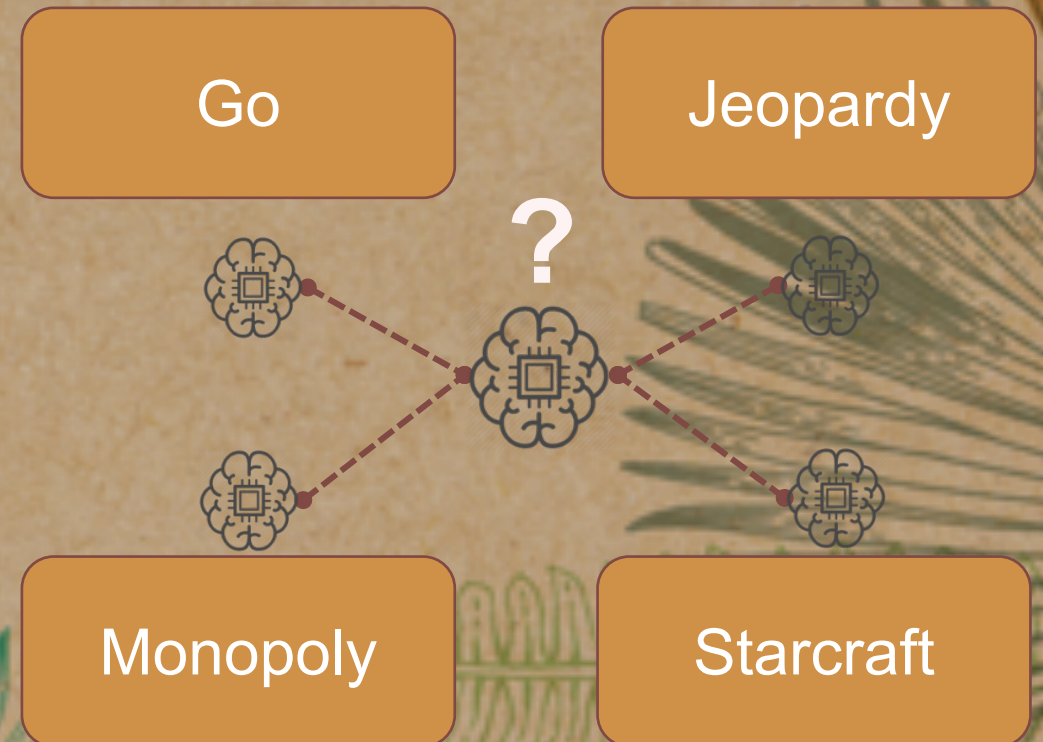
(source: David Silver, Deepmind AlphaZero - Mastering Games Without Human Knowledge)

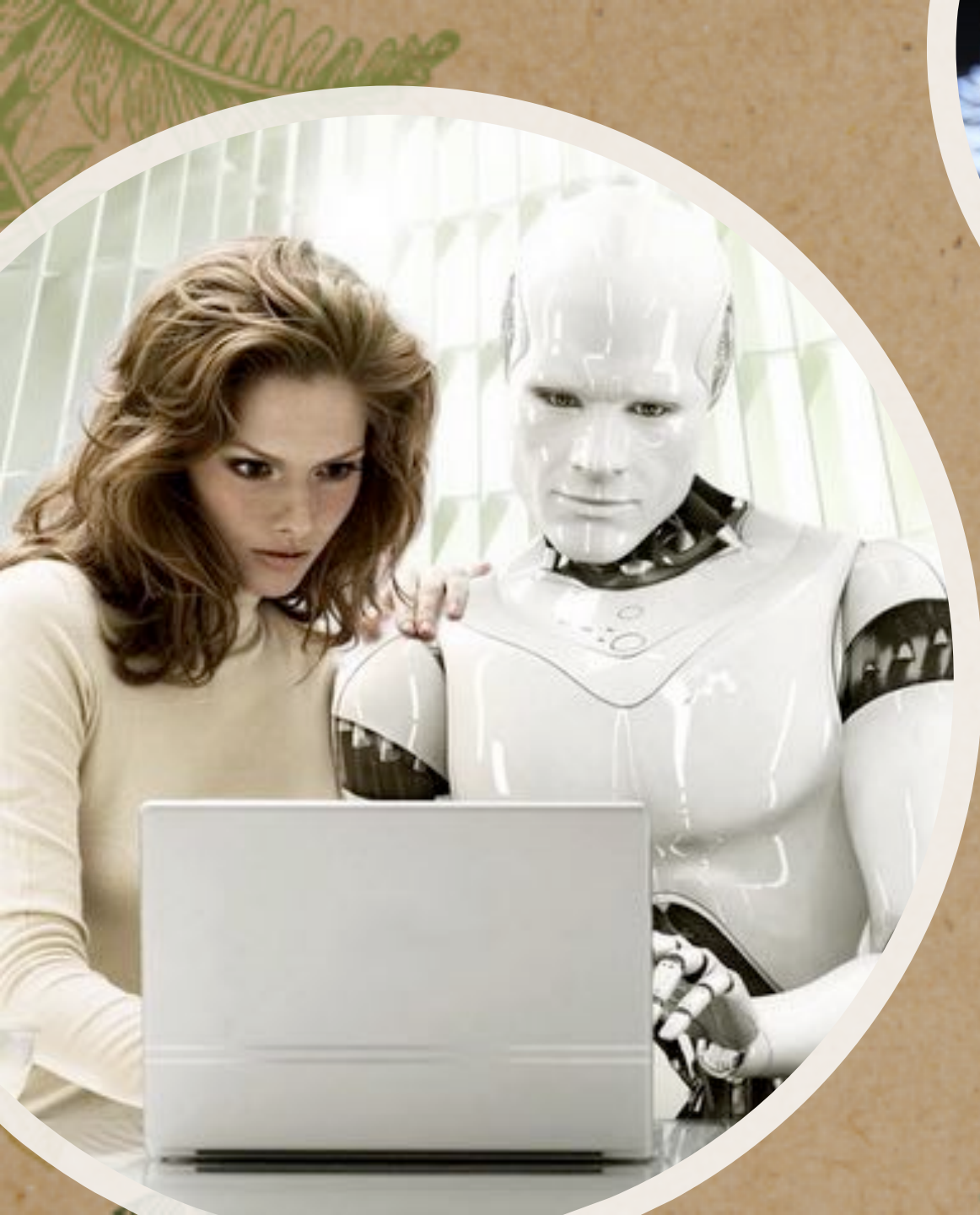
Artificial Programming works for specific domains

Artificial Programming



Artificial Gameplay





**Will software
developers soon
be replaced by AI?**

Don't fall for the hype

NEURAL SKETCH LEARNING FOR CONDITIONAL PROGRAM GENERATION

Vijayaraghavan Murali, Letao Qi, Swarat Chaudhuri, and Chris Jermaine
Department of Computer Science
Rice University
Houston, TX 77005, USA.
{vijay, letao.qi, swarat, cmj4}@rice.edu

ABSTRACT

We study the problem of generating source code in a strongly typed, Java-like

DEEPCODER: LEARNING TO WRITE PROGRAMS

Matej Balog*
Department of Engineering
University of Cambridge

Alexander L. Gaunt, Marc Brockschmidt,
Sebastian Nowozin, Daniel Tarlow
Microsoft Research

ABSTRACT

We develop a first line of attack for solving programming competition-style problems from input-output examples using deep learning. The approach is to train a



ARTIFICIAL INTELLIGENCE

The Military Just Created An AI That Learned How To Program Software

New Scientist

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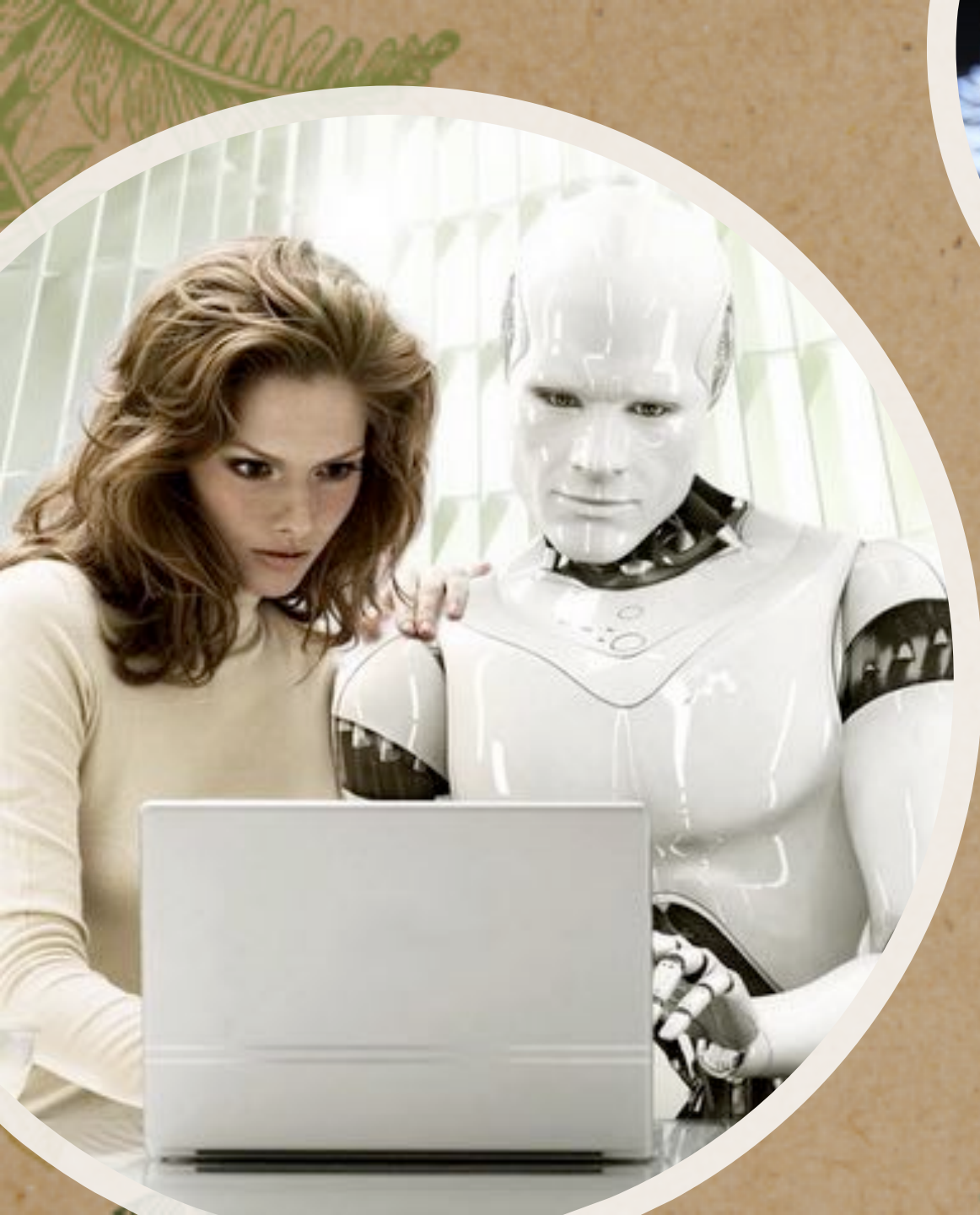
NEWS & TECHNOLOGY 22 February 2017

AI learns to write its own code by stealing from other programs

Futurism.com, April 26, 2018

New Scientist, February 22, 2017

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The logo features the letters 'FWO' in a bold, brown, sans-serif font, centered within a thin brown circle. The background is a textured, light brown paper. Surrounding the central circle are botanical illustrations in two shades of green: a fern frond on the left and a branch with pinnate leaves on the right and bottom. A small horizontal brown line is positioned below the text inside the circle.

FWO

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VOOR KENNISMAKERS