

Approaches to platform-based system synthesis with answer set programming

based on works by

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$P, Q, \dots \quad \perp \quad \neg, \wedge, \vee, \rightarrow, \equiv$

$v: \{\perp, P, Q, \dots\} \rightarrow \{\mathbb{T}, \mathbb{F}\} \quad v(\perp) = \mathbb{F}$

F satisfiable if there exists v such that $v(F) = \mathbb{T}$

satisfiability modulo theories (SMT)

x, y, \dots f, g, \dots p, q, \dots = $\perp, \neg, \wedge, \vee, \rightarrow, \equiv, \forall, \exists$

interpretation I : D^I, f^I, p^I (p of arity ≥ 1), $=^I$ ($\rightsquigarrow t^I$)

state s : $\begin{cases} s(x) \in D^I \\ s(p) \in \{\mathbb{T}, \mathbb{F}\} \quad (p \text{ of arity } 0) \end{cases}$ ($\rightsquigarrow s(t)$)

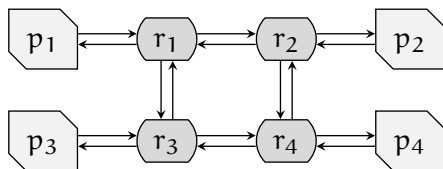
$v_{I,s}: \{\text{formulas}\} \rightarrow \{\mathbb{T}, \mathbb{F}\}$ $v_{I,s}(\perp) = \mathbb{F}$

F satisfiable if there exist I and s such that $v_{I,s}(F) = \mathbb{T}$

F satisfiable modulo T if $T \cup \{F\}$ satisfiable

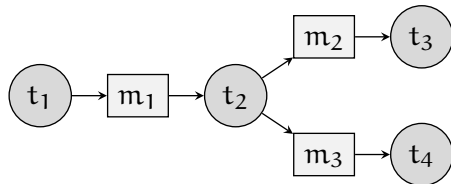
platform-based symbolic system synthesis

platform $g_P = (R, E_R)$



applications

$\mathbb{A} \ni A_i = (g_{A_i}, P_i, D_i)$
 $g_{A_i} = (T_i \cup M_i, E_{A_i})$



implementation $I = (B, (R_m)_m, S)$

B binding: total function from tasks to processors

R_m routing for each message m

S schedule: start times for tasks and message transfers

SMT-based system synthesis (3S)

functional constraints $\rightsquigarrow \Psi_F \rightsquigarrow \text{SAT}$

nonfunctional constraints $\rightsquigarrow \Psi_N \rightsquigarrow \text{SMT (QF_IDL)}$

$$\Psi_f = \Psi_F \wedge \Psi_N = \Psi_F \wedge \neg \Psi_{\overline{N}}$$

$$\Psi_{\mathbb{N}}^0 = \mathbb{F}, \quad \Psi_f^0 = \Psi_F \wedge \neg\Psi_{\mathbb{N}}^0 = \Psi_F$$

- i-th step:
1. find implementation I satisfying Ψ_f^i (SAT solver)
 2. check nonfunctional constraints (theory solver)
 3. if feasible \rightsquigarrow problem solved
- else \rightsquigarrow $\begin{cases} \Psi_{\mathbb{N}}^{i+1} = \Psi_{\mathbb{N}}^i \vee \Theta \\ \Psi_f^{i+1} = \Psi_f^i \wedge \neg\Psi_{\mathbb{N}}^{i+1} \end{cases}$ Θ encoding of I

3S: early learning

$$\tilde{\Theta} \sqsubseteq \Theta \quad \text{if} \quad \tilde{\Theta} \vee \Theta \equiv \tilde{\Theta}$$

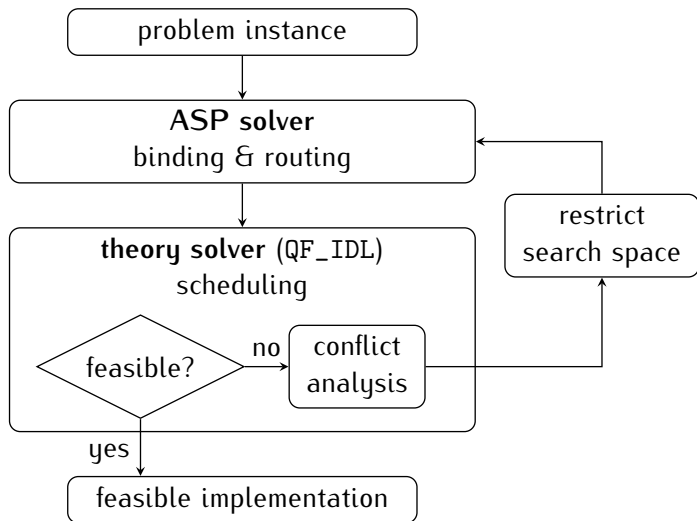
\tilde{I} partial implementation of I if $\tilde{\Theta} \sqsubseteq \Theta$ ($\Theta, \tilde{\Theta}$ encodings)

$g: \{\text{implementations}\} \rightarrow \{\mathbb{F}, \mathbb{T}\}$ theory evaluation

$$\Psi_{\mathbb{N}}^{i+1} = \Psi_{\mathbb{N}}^i \vee (\neg g(\tilde{I}) \wedge \tilde{\Theta})$$

SAT encoding of “ R_m is routing” scales with $|E_R| \cdot |R|$
inductive strategy scales with $|E_R| \rightsquigarrow$ ASP

3S: overview



problem instance

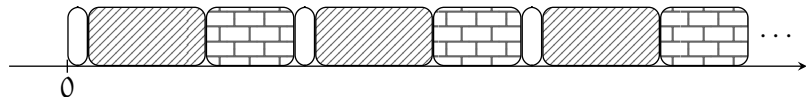
```
1 {bind(T,R):tile(R)} 1 :- task(T,_).  
:- tile(R), 1001 #sum{U,T:bind(T,R),task(T,U)}.  
  
root(C,R) :- send(T,C), bind(T,R).  
sink(C,R) :- receive(T,C), bind(T,R).  
1 {reached(C,R,S):edge(R,S)} 1 :- sink(C,S), not root(C,S).  
sink(C,R) :- sink(C,S), reached(C,R,S).  
:- root(C,R), not sink(C,R).
```

yes

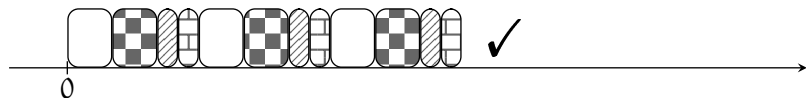
feasible implementation

coordinated 3S

classical 3S



coordinated 3S



binding & routing



refinement

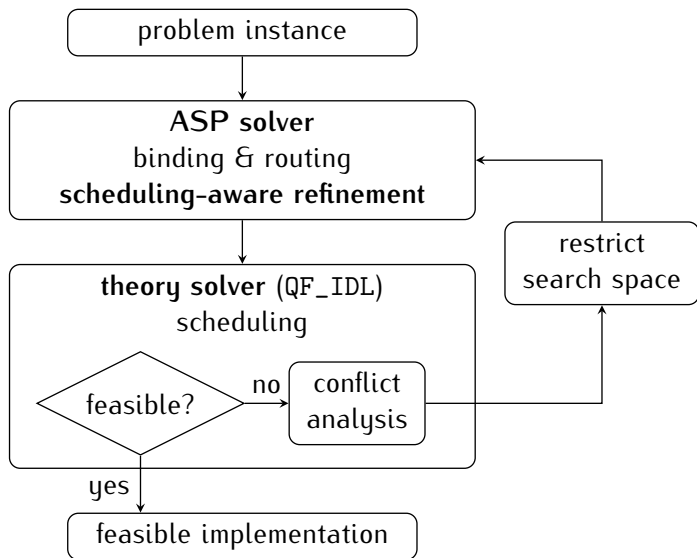


scheduling

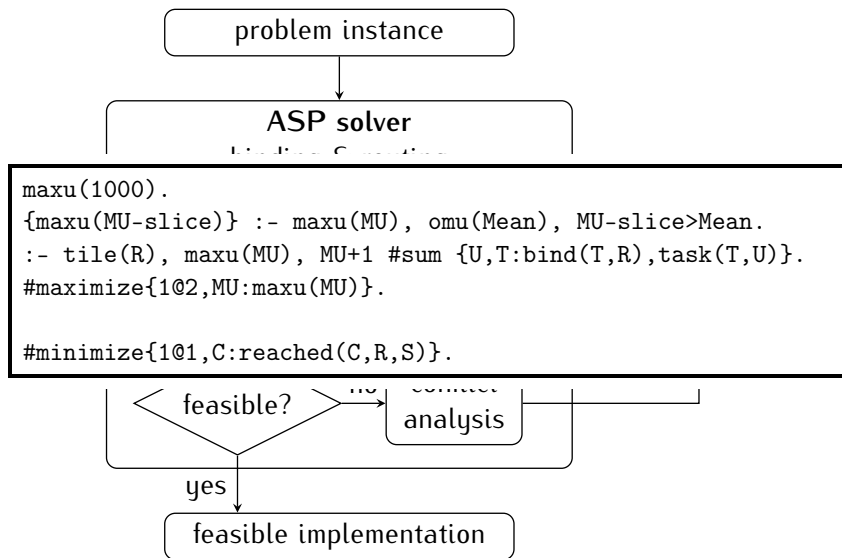


conflict analysis

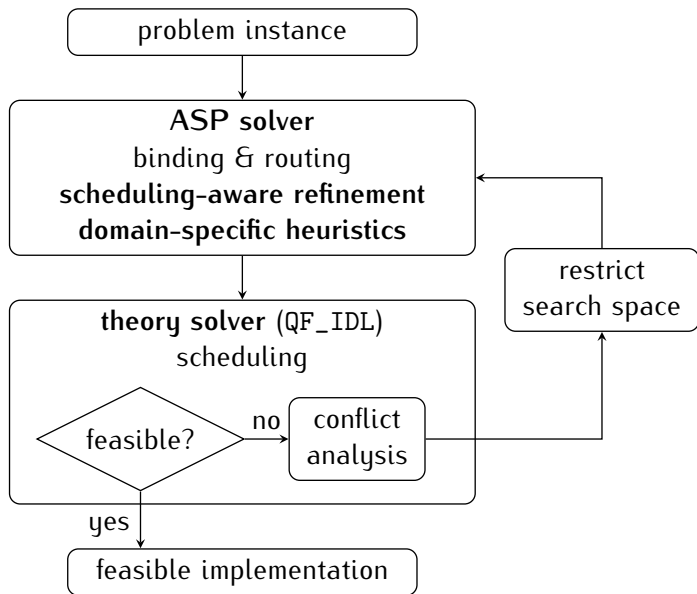
coordinated 3S: overview



coordinated 3S: overview



coordinated 3S with domain-specific heuristics



coordinated 3S with domain-specific heuristics

problem instance

H1: bindings first, then routing

```
_h(bind(T,R),level,2) :- task(T,_), tile(R).  
_h(reached(C,R,S),level,1) :- edge(R,S), send(_,C).
```

H2: discourage routing

```
_h(reached(C,R,S),sign,-1) :- edge(R,S), send(_,C).
```

H3: bind sender and receiver together

```
_h(bind(T',R),sign,1) :- bind(T,R), send(T,C), receive(T',C).
```

H4: clustering computational tasks

```
_h(bind(T,R),true,A+2) :- bind(T',R), send(T',M), receive(T,M),  
                           belongs(A,T).  
_h(bind(T,R),true,A+1) :- bind(T',R'), send(T',M), receive(T,M),  
                           neighbor(R',R), belongs(A,T).  
_h(bind(T,R),level,A) :- belongs(A,T), task(T,_), tile(R).
```

feasible implementation

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