PRE - Programming by Example

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**Job description:** Designing programs such as embedded system controllers is a difficult task, as these programs involve complex input-output interactions, timing, and concurrency. To aid the design of such programs, the idea of "programming by example" has been proposed, where the programmer rather than writing the complete program, only specifies a set of representative examples, and a synthesis tool must "fill in the details" to complete the program. This project studies this idea in the context of controller synthesis for embedded systems.