Logic and Mechanized Reasoning

Satisfiability Modulo Theories

Marijn J.H. Heule

Carnegie Mellon University

Based on tutorials by Barrett, Griggio, Jovanović, de Moura, Oliveras, and Tinelli

SMT Overview

SMT Solving

SMT Theories

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Overview: Satisfiability Modulo Theories

Problem

Check if a quantifier-free first-order formula can be satisfied with respect to some background theories.

Example (QF_UFLRA)

$$(z = 1 \vee z = 0) \wedge (x - y + z = 1) \wedge (f(x) > f(y))$$

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3. Satisfiable with $z \mapsto 0, x \mapsto 1, y \mapsto 0, f(1) \mapsto 1, f(0) \mapsto 0$

Overview: Many SMT Applications I

Schedule n jobs, each composed of m consecutive tasks, on m machines using at most t timeslots.

Schedule in 8 time slots.

$d_{i,j}$	Machine 1	Machine 2
Job 1	2	1
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Example from [DMB11]

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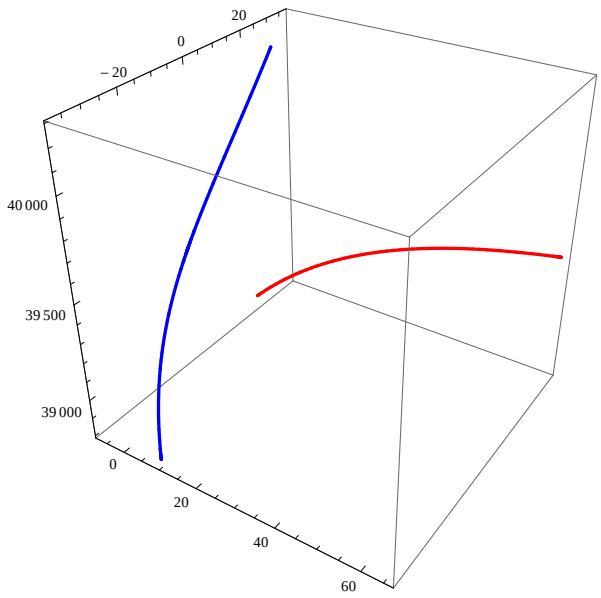
Run SMT solver (QF_IDL)

$$t_{1,1} \mapsto 5, \quad t_{1,2} \mapsto 7, \quad t_{2,1} \mapsto 2, \quad t_{2,2} \mapsto 6, \quad t_{3,1} \mapsto 0, \quad t_{3,2} \mapsto 3$$

Overview: Many SMT Applications II



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$$D = 5 \qquad H = 1000 \qquad 0 \leq t \leq \frac{1}{20}$$

$$|T_1^z(t) - T_2^z(t)| \leq H \qquad (T_1^x(t) - T_2^x(t))^2 + (T_1^y(t) - T_2^y(t))^2 \leq D^2$$

Example from [NM12]

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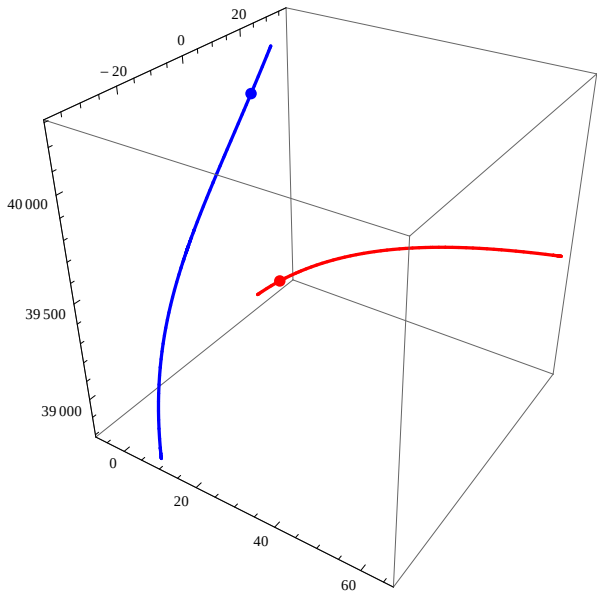

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Example from [NM12]

Run SMT solver (QF_NRA)

$$t \mapsto \frac{319}{16384} \approx 0.019470215$$

Overview: Modeling and Solving

Modeling

- Depending on the problem domain, select a fitting theory.
- Consider expressivity vs solving complexity.

Solving

- Get an SMT solver that supports the theory.
- Hope for the best.

Overview: Uninterpreted Functions

Uninterpreted Functions (QF_UF)

Simplest first-order theory, with equality, applications of uninterpreted functions, and variables of uninterpreted types.

Reflexivity: $x = x$

Symmetry: $x = y \Rightarrow y = x$

Transitivity: $x = y \wedge y = z \Rightarrow x = z$

Congruence: $x = y \Rightarrow f(x) = f(y)$

Example

$$f(f(f(x))) = x \ \wedge \ f(f(f(f(f(x))))) = x \ \wedge \ f(x) \neq x$$

Overview: Arrays

Theory of Arrays [McC93]

Operates over types array, index, element and function symbols

$$_[_] : \text{array} \times \text{index} \mapsto \text{element}$$
$$\text{store} : \text{array} \times \text{index} \times \text{element} \mapsto \text{array} \quad .$$

Read-Over-Write-1: $\text{store}(a,i,e)[i] = e$

Read-Over-Write-2: $i \neq j \Rightarrow \text{store}(a,i,e)[j] = a[j]$

Extensionality: $a \neq b \Rightarrow \exists i : a[i] \neq b[i]$

Example

$$\text{store}(\text{store}(a,i,a[j]),j,a[i]) = \text{store}(\text{store}(a,j,a[i]),i,a[j])$$

Overview: Arithmetic

Arithmetic

Arithmetic constraints (inequalities, equalities) over arithmetic (real or integer) variables.

- Difference logic (QF_RDL, QF_IDL):

$$x - y \leq 1 \ , \qquad\qquad x - y > 10$$

- Linear arithmetic (QF_LRA, QF_LIA):

$$2x - 3y + 4z \leq 5$$

- Non-linear arithmetic (QF_NRA, QF_NIA):

$$x^2 + 3xy + y^2 > 0$$

Overview: Bitvectors

Bitvectors (QF_BV)

Operates over fixed-size bit-vectors, with bit-vector operations:

- concatenation $a \circ b$, extraction $a[i:j]$
- bit-wise operators $\sim a$, $a|b$, $a\&b$, ...
- shifts $a \ll k$, $b \gg k$ (logical, arithmetic)
- arithmetic $a + b$, $a - b$, $a * b$, a/b, ...
- predicates $=$, $<$, $\leq$, ... (signed and unsigned)

Semantics similar to programming languages.

Example (a is 32-bits)

$$(\sim a \ \& \ (a + 1)) >_u a$$

Overview: Strings

Strings (QF_S)

Operates over strings on a finite alphabet:

- string variables x, y, z
- string constants "abc", "AAAA", "http"
- string concatenation: $x \cdot \mathtt{abc}$, $x \cdot y \cdot z$
- string length: $|x|$

Constraints:

- Equalities and disequalities between string terms
- Linear arithmetic constraints: $|x| + 4 > |y|$

Example

$$x \cdot \text{"a"} = y \ \wedge \ y \neq \text{"b"} \cdot z \ \wedge \ |y| > |x| + 2$$

Overview: Other Interesting Theories

Some other theories

- Floating point [BDG+14, ZWR14]
- Inductive data-types [BST07]
- Strings and regular expressions [LRT+14, KGG+09]
- Quantifiers [DMB07, RTG+13]
- Differential Equations [GKC13]
- ...

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Check T-satisfiability of a T-formula Γ

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1. Convert to DNF

$$\Gamma \Leftrightarrow \bigvee_{i=1}^{D} (L_1^i \wedge L_2^i \wedge \cdots \wedge L_{n_i}^i) \ .$$

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2. If any of cubes is T-satisfiable, return SAT, else UNSAT.

Theory solver/Decision procedure for T

Procedure to decide satisfiability of a conjunction of T-literals.

Solving: Apply a SAT Solver

Use a SAT solver

- Instead of DNF: Apply a SAT solver.
- Check the literals selected by the SAT solver.
- If not T-satisfiable, add a blocking clause.

Solving: Very Lazy SMT Example

$$\neg a = b$$
$$(x = a \vee x = b)$$
$$(y = a \vee y = b)$$
$$(z = a \vee z = b)$$
$$\neg x = y$$

View

Theory

Solving: Very Lazy SMT Example

$$
\begin{array}{l}
\quad \neg p_1 \\
(\quad p_2 \quad \vee \quad p_3 \quad) \\
(\quad p_4 \quad \vee \quad p_5 \quad) \\
(\quad p_6 \quad \vee \quad p_7 \quad) \\
\quad \neg p_8
\end{array}
$$

View

Boolean

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$$[\![\; \neg p_1 \; , \; \neg p_8 \; , \; \neg p_3 \; , \; p_2 \; , \; \neg p_5 \; , \; p_4 \; , \; \neg p_7 \; , \; p_6 \;]\!]$$

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Check with T-solver

$$x = a \wedge y = a \Rightarrow x = y$$

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Check with T-solver

$$x = a \wedge y = a \Rightarrow x = y$$

Add blocking clause: $x = y \vee \neg x = a \vee \neg y = a$

Solving: Very Lazy SMT Example

View

Boolean

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Check with T-solver

Satisfiable: $a, x, z \mapsto c_1, \quad b, y \mapsto c_2$

Solving: Very Lazy SMT

Properties

- SAT and T-solver only communicate via existing literals
- Number of possible conflicts finite $\Rightarrow$ termination
- Reuse the improvements in SAT solving
- SAT solver is "blind" and can get lost :(

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Integrate closely with SAT solver: DPLL(T) [DMR02, NOT05]

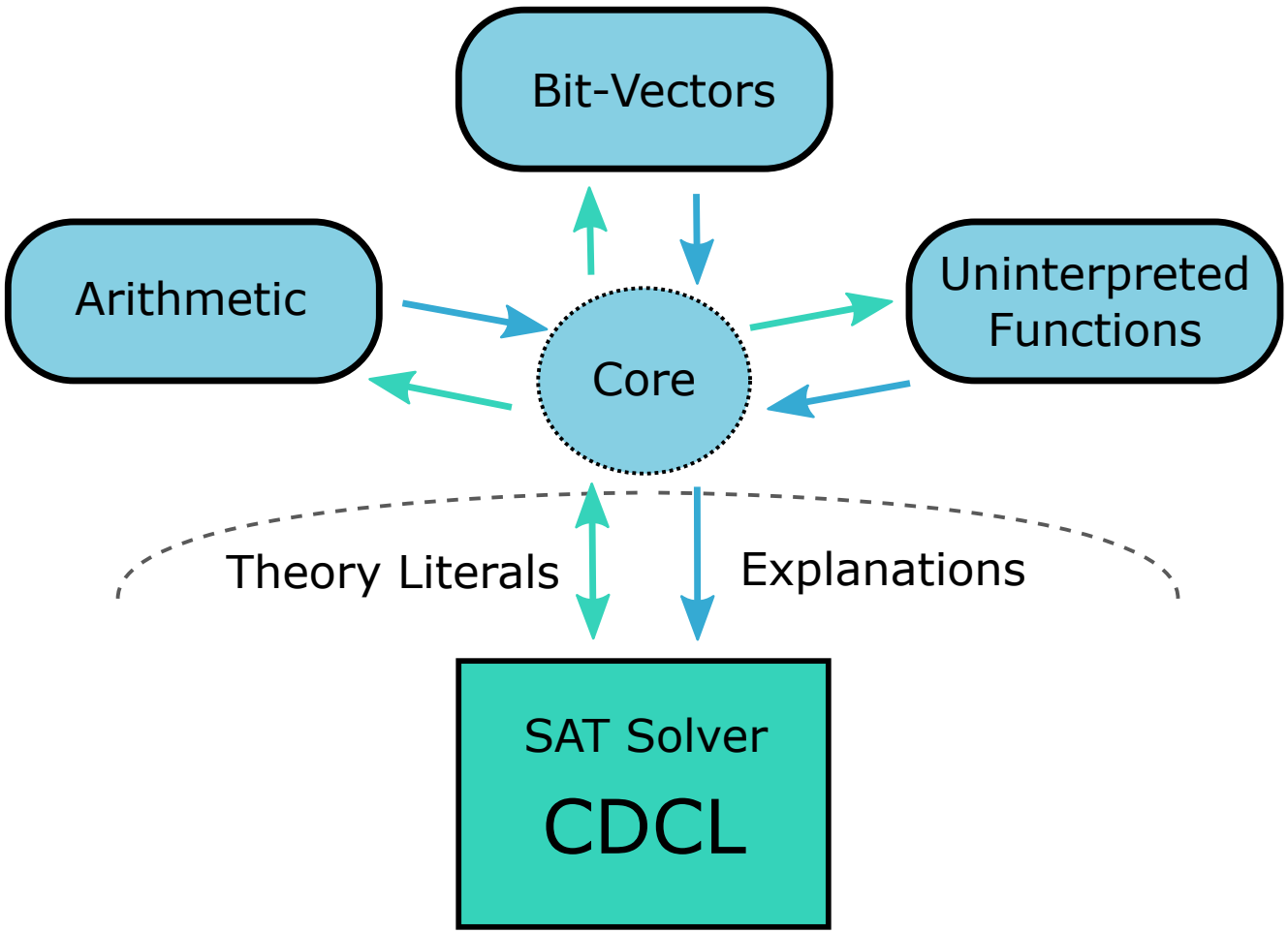
Incremental: Check T-satisfiability along the SAT solver

Backtrack: Backtrack with SAT solver and keep context

Propagation: If existing literals are implied tell SAT solver

Conflict: Small conflict explanations

Solving: Typical Architecture



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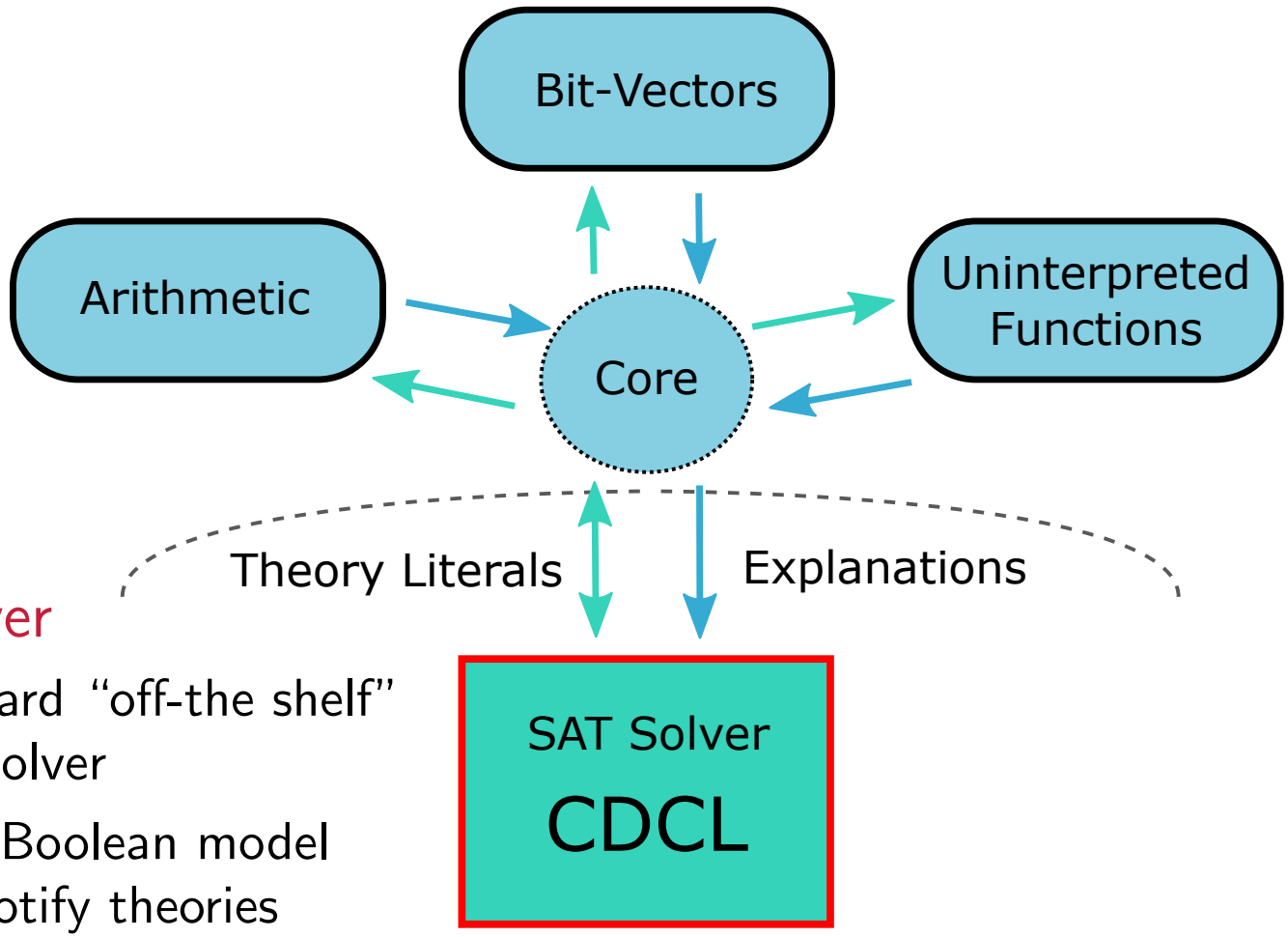


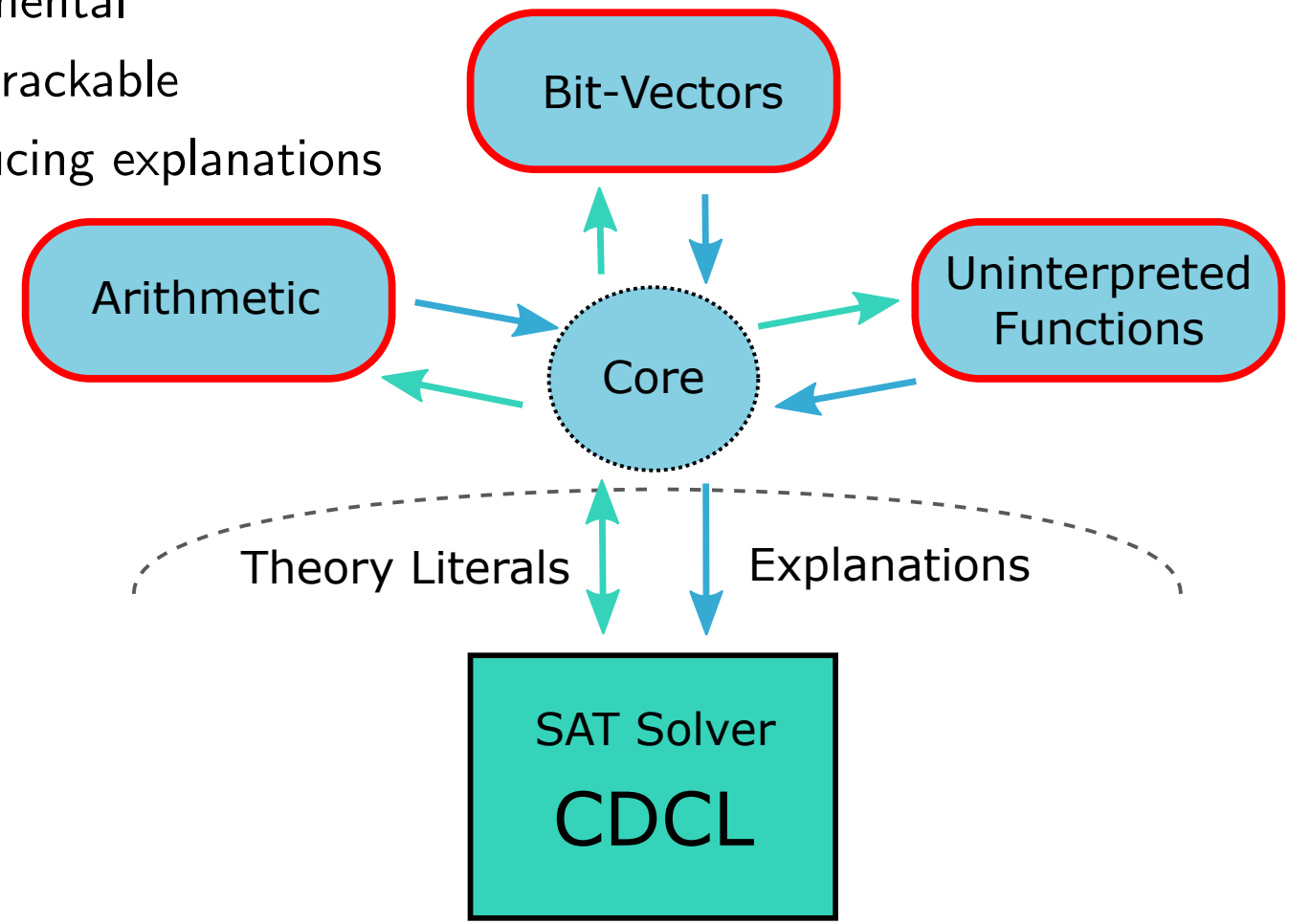
SAT Solver

- Standard "off-the shelf" SAT solver
- Build Boolean model and notify theories

Solving: Typical Architecture

Theory Decision Procedures

- Check conjunctions of literals
- Incremental
- Backtrackable
- Producing explanations



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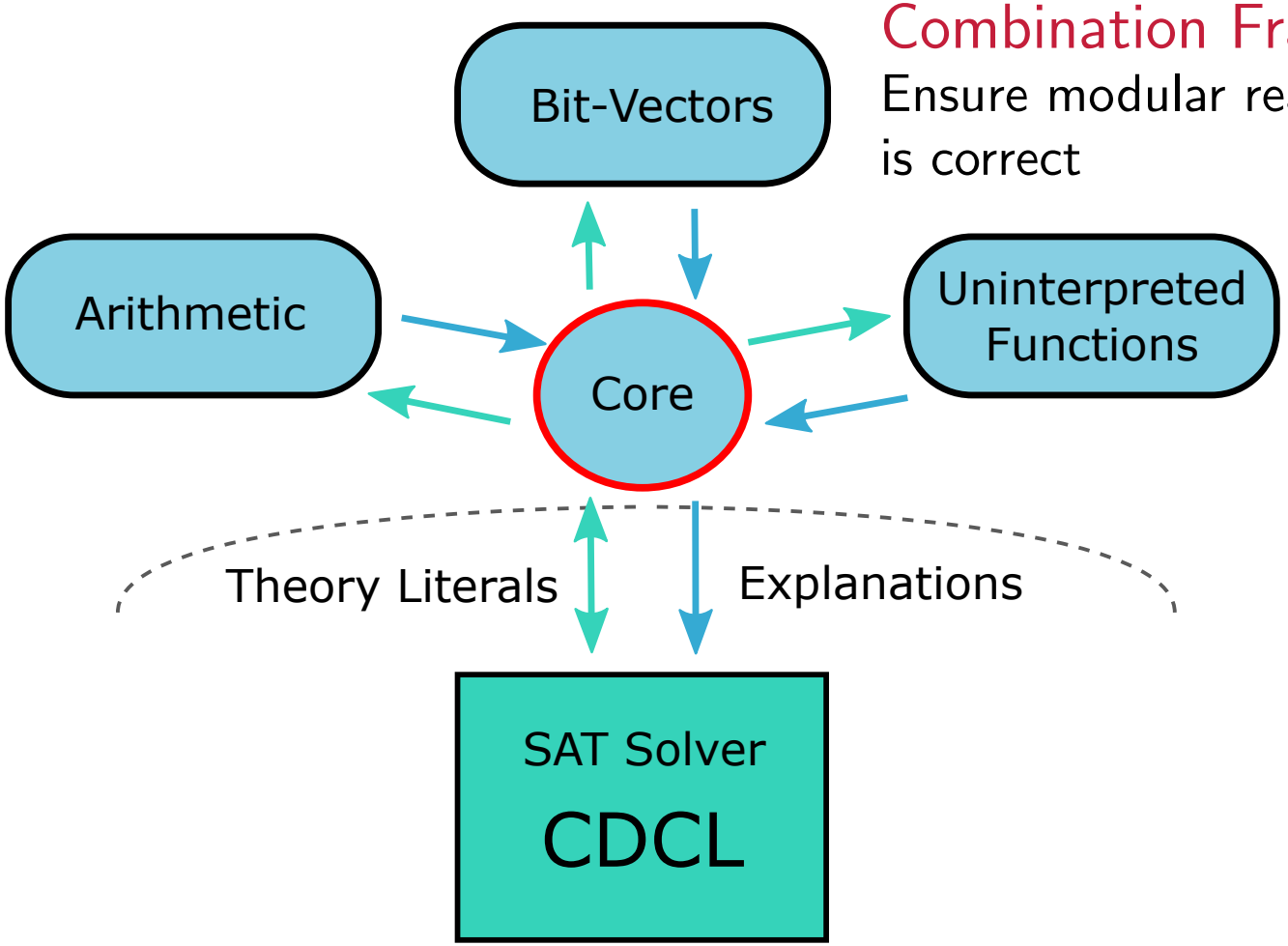
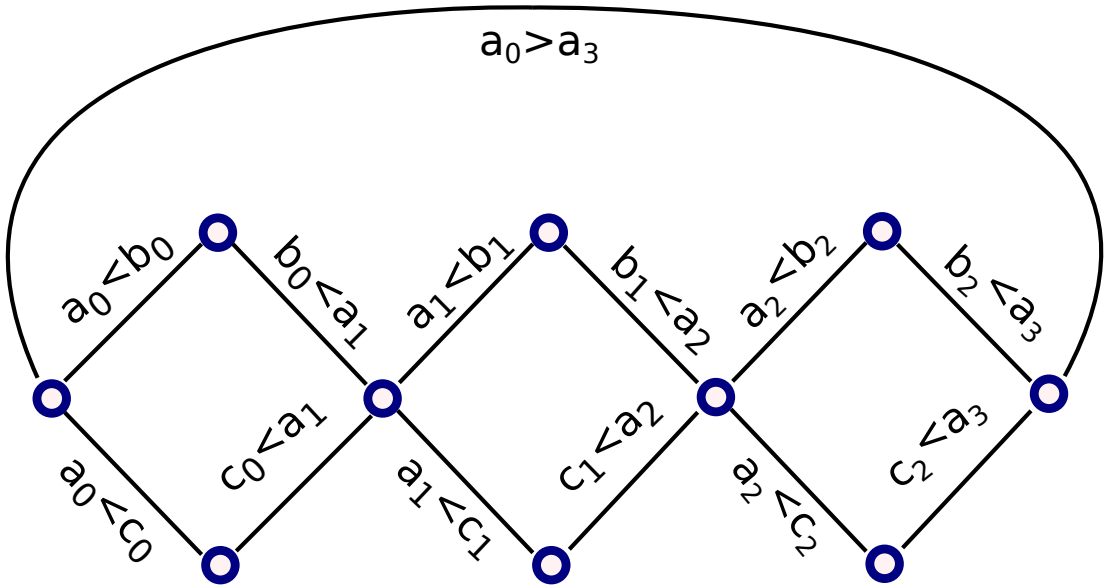


Combination Framework

Ensure modular reasoning is correct

Solving: Great but not Perfect



Example (Diamonds)

$$a_0 > a_n \wedge \bigwedge_{k=0}^{n-1} ((a_k < b_k \wedge b_k < a_{k+1}) \vee (a_k < c_k \wedge c_k < a_{k+1}))$$

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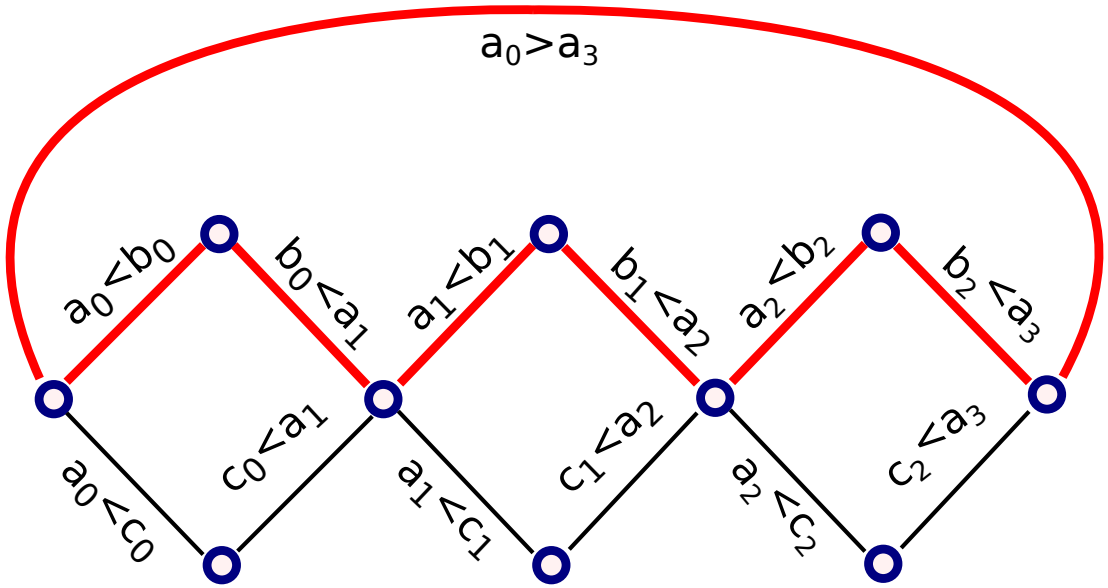

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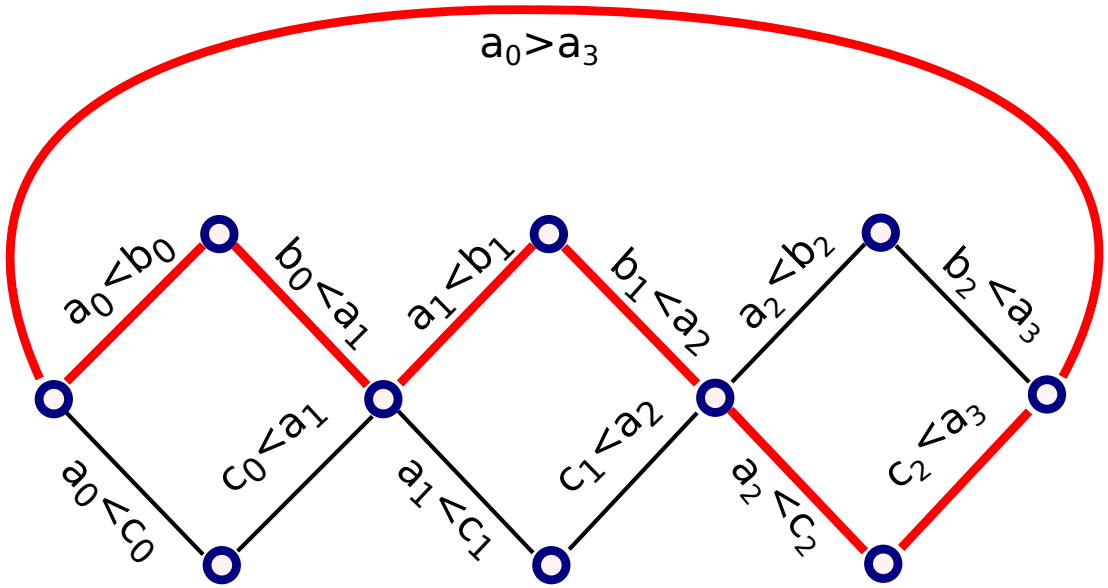

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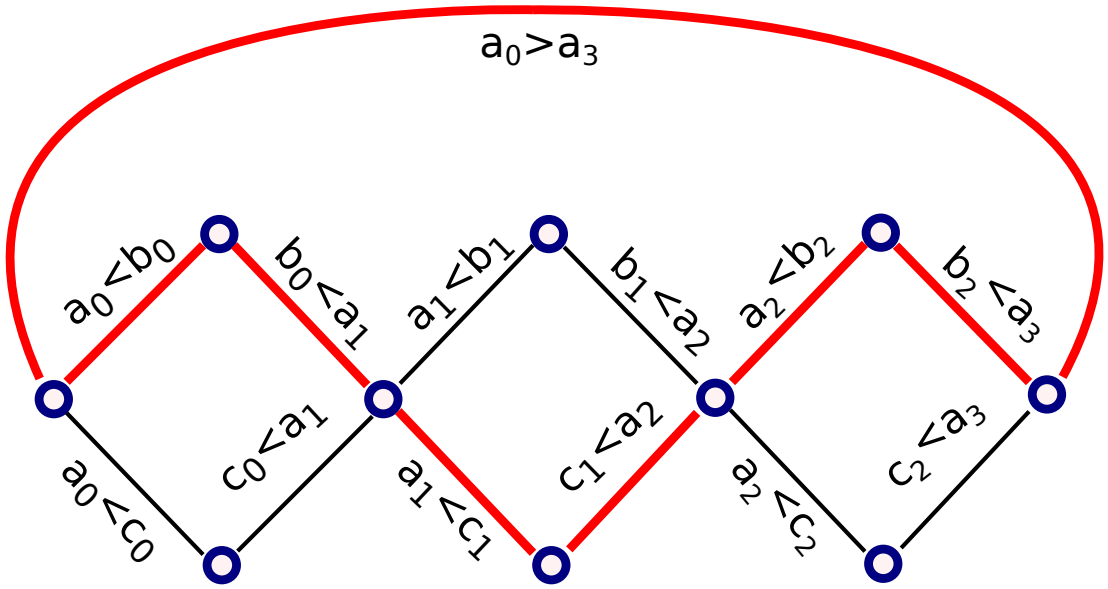

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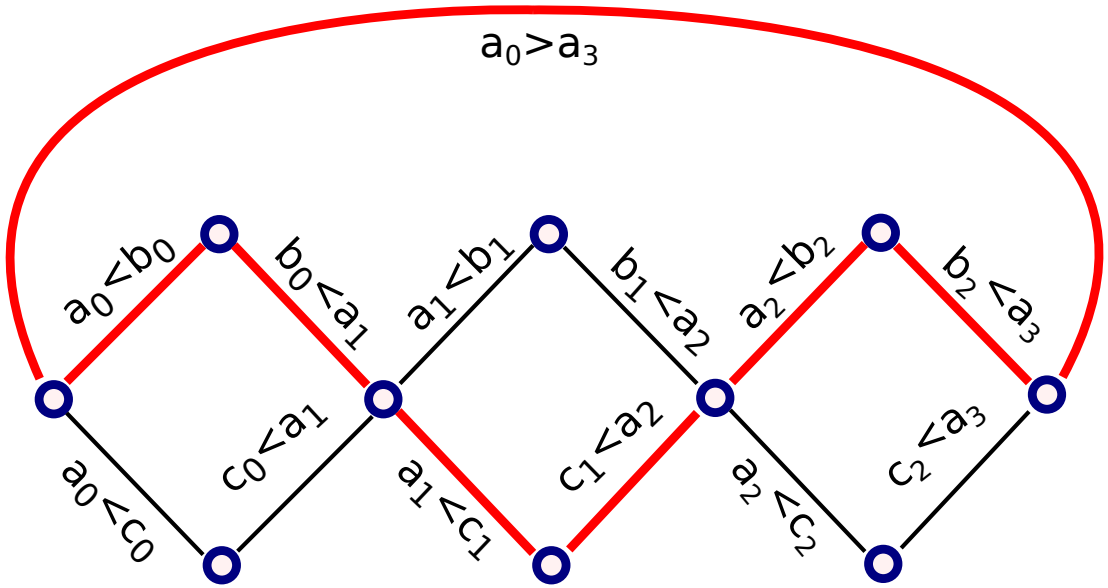

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And so on... Exponential enumeration of paths.

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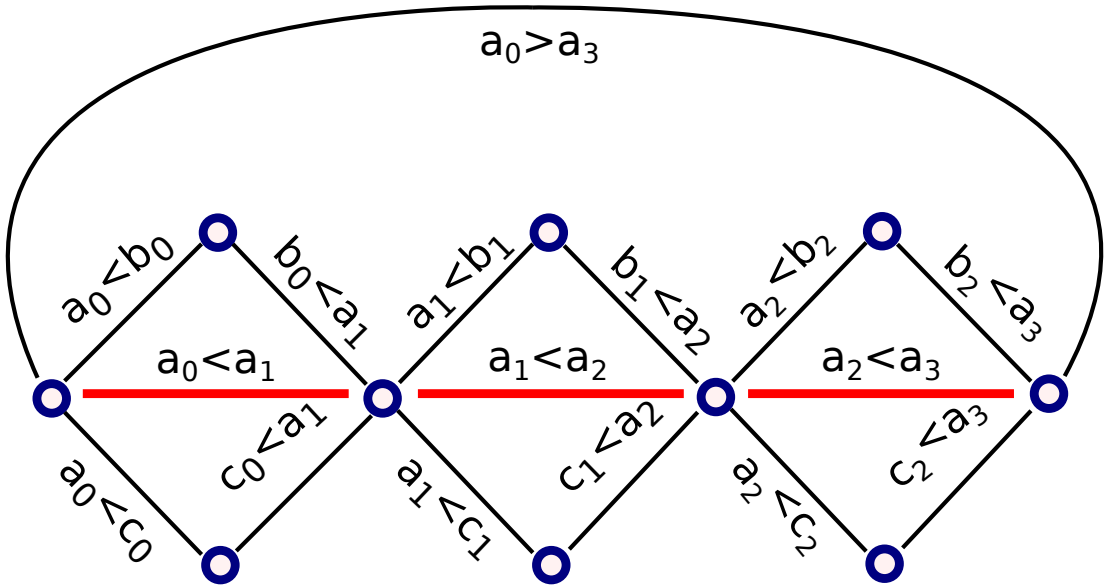

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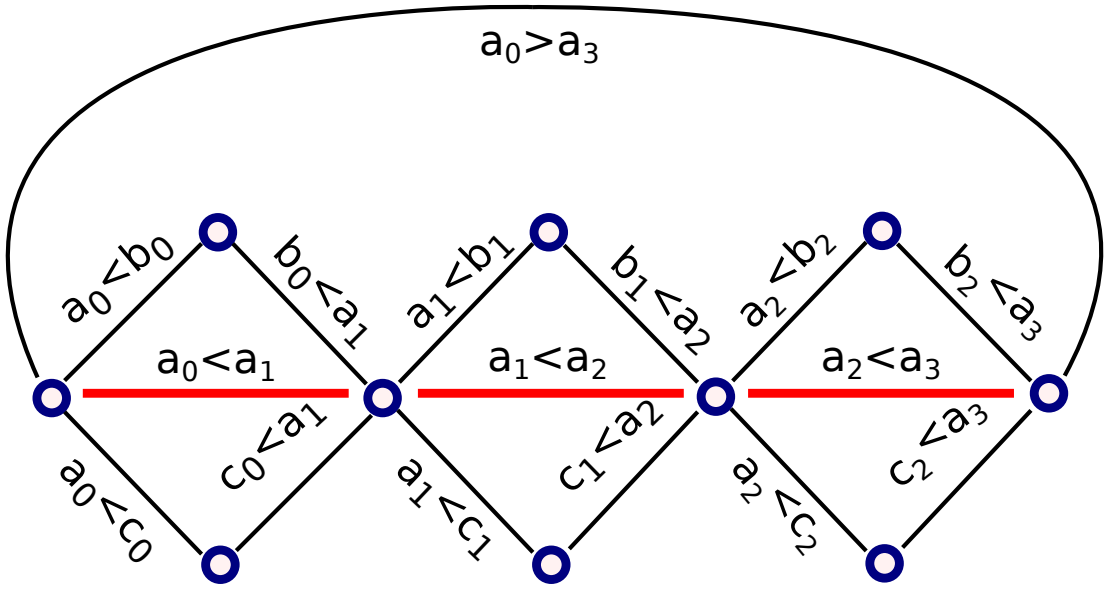

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Feature/Flaw: Can only use existing literals!

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SMT Solving

SMT Theories

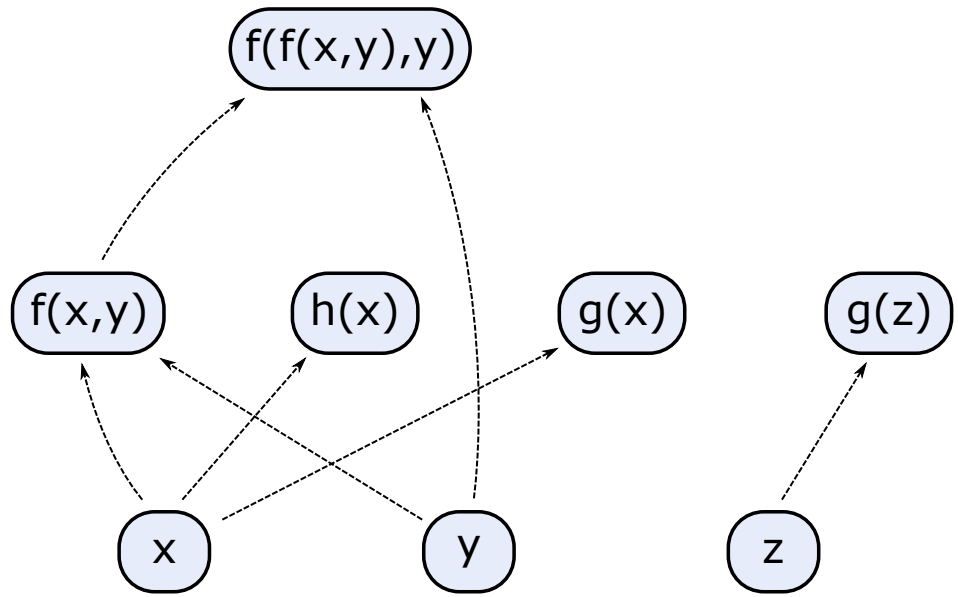
Theories: Uninterpreted Functions

- Literals are of the form $x = y$, $x \neq y$, $x = f(x, f(y, z))$.
- Can be decided in $O(n \log(n))$ based on congruence closure.
- Efficient theory propagation for equalities.
- Can generate:
  - small explanations [DNS05],
  - minimal explanations [NO07],
  - smallest explanations NP-hard [FFHP].
- Typically the core of the SMT solver and used in other theories.

Theories: Uninterpreted Functions and Congruence Closure

Example

$$[\![f(x,y) = x,\ h(x) = g(x),\ f(f(x,y),y) = z,\ g(x) \neq g(z)]\!]$$



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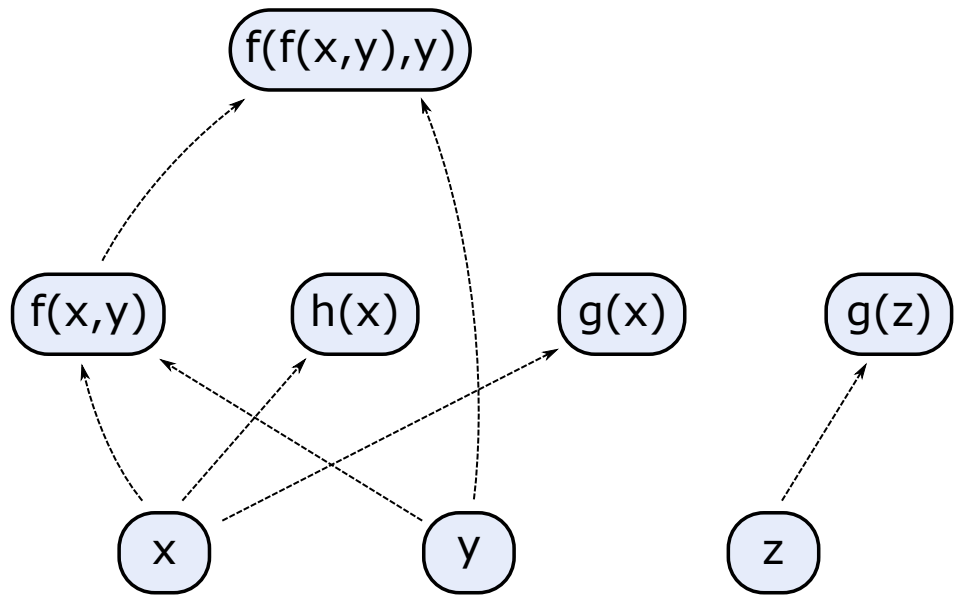

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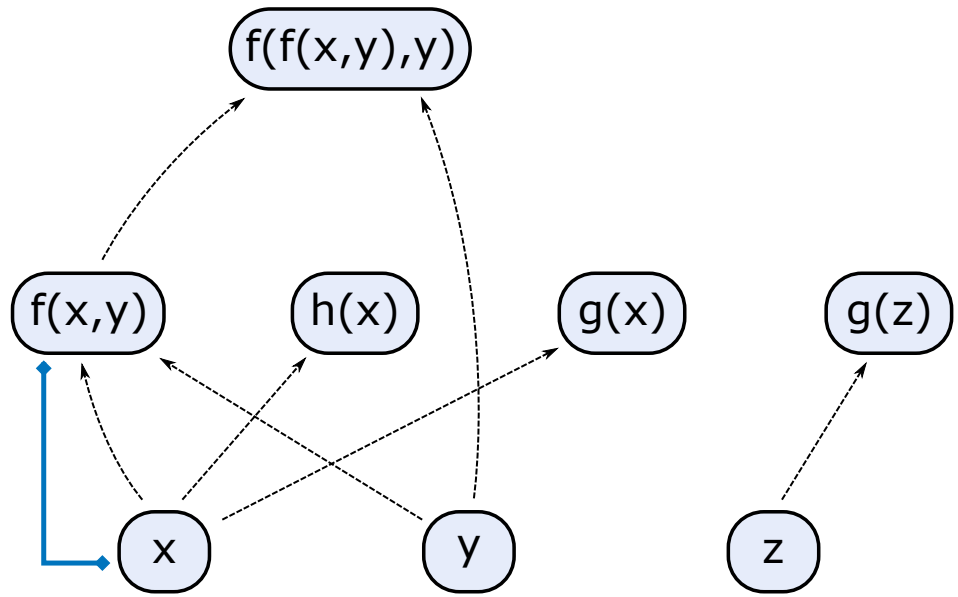

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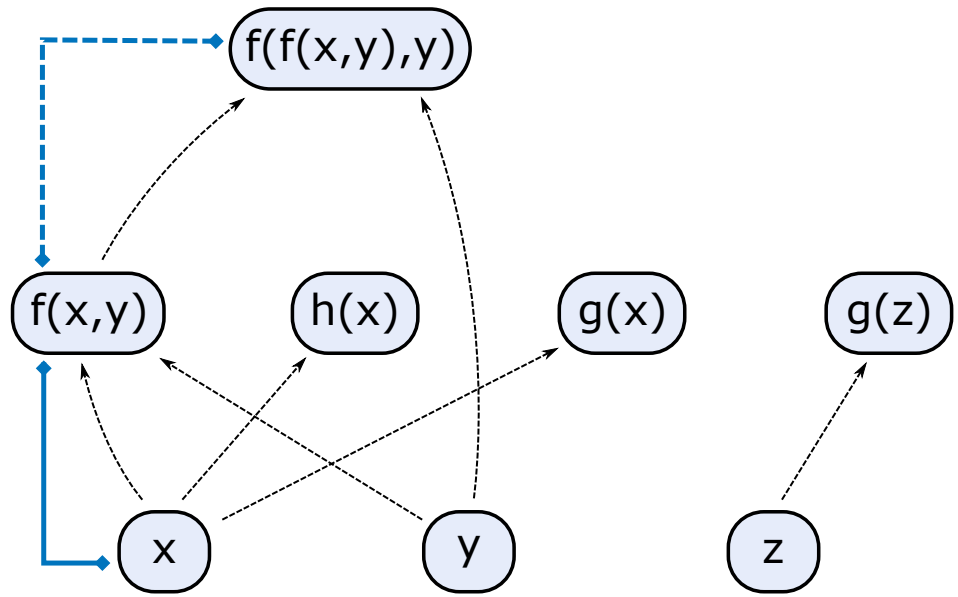

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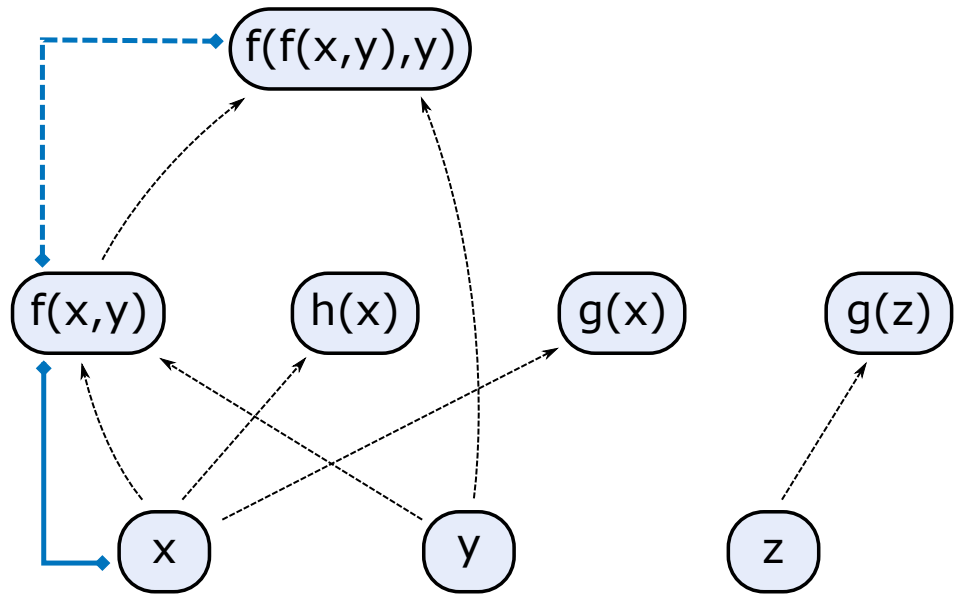

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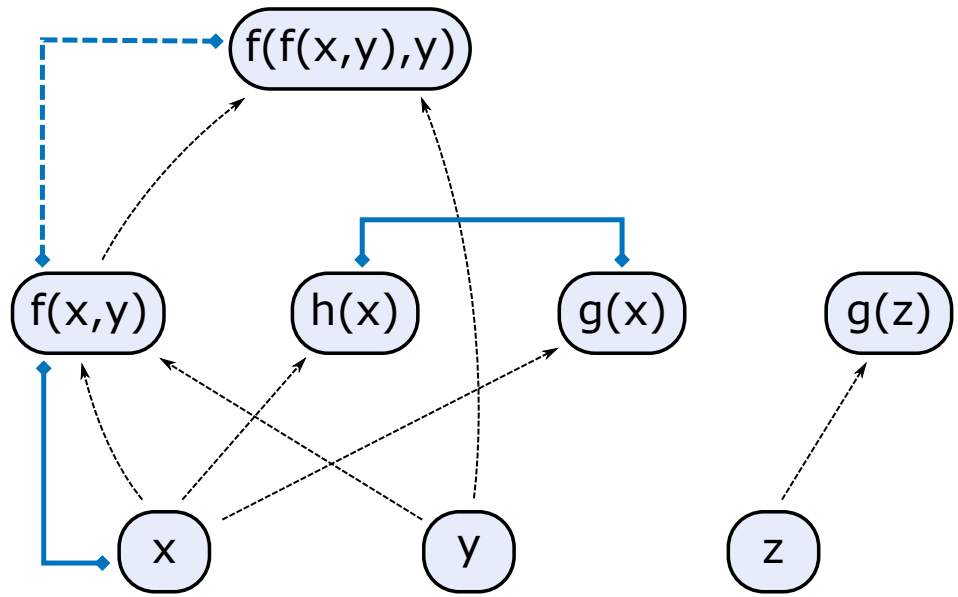

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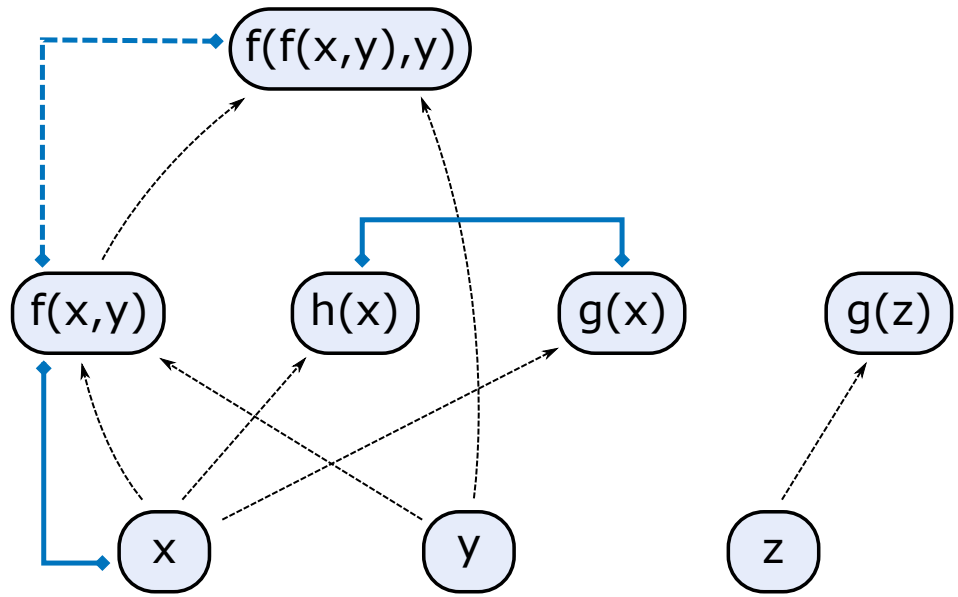

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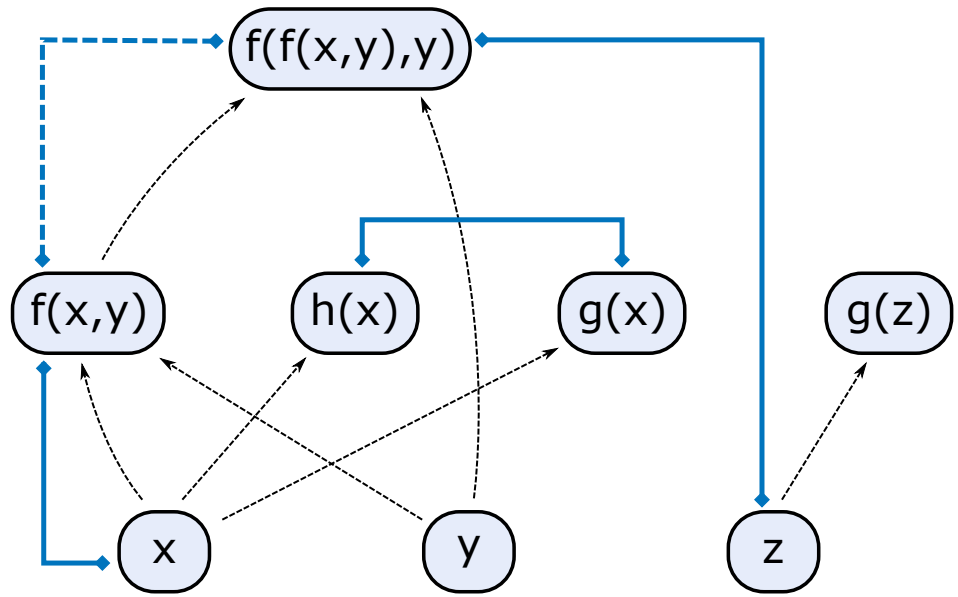

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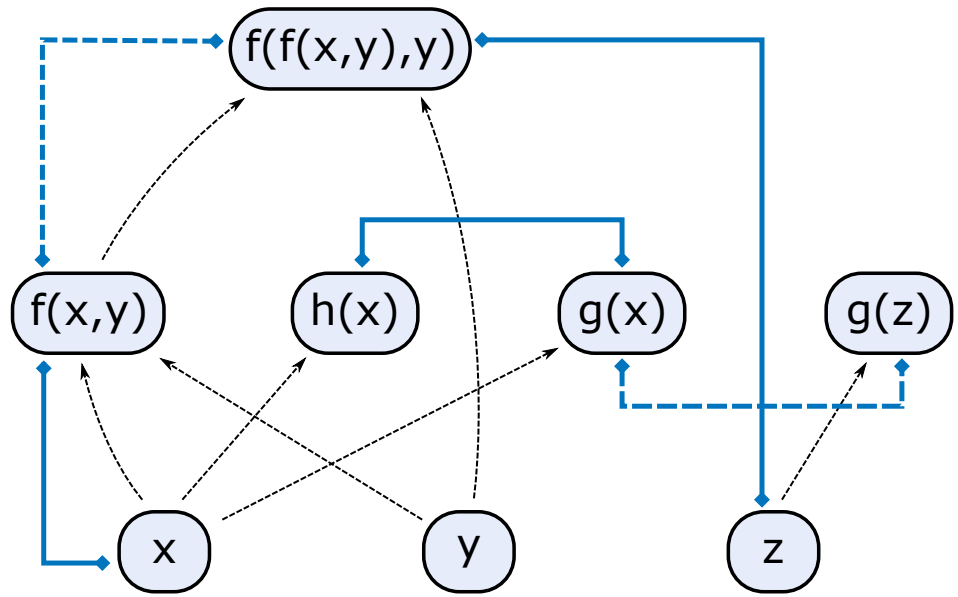

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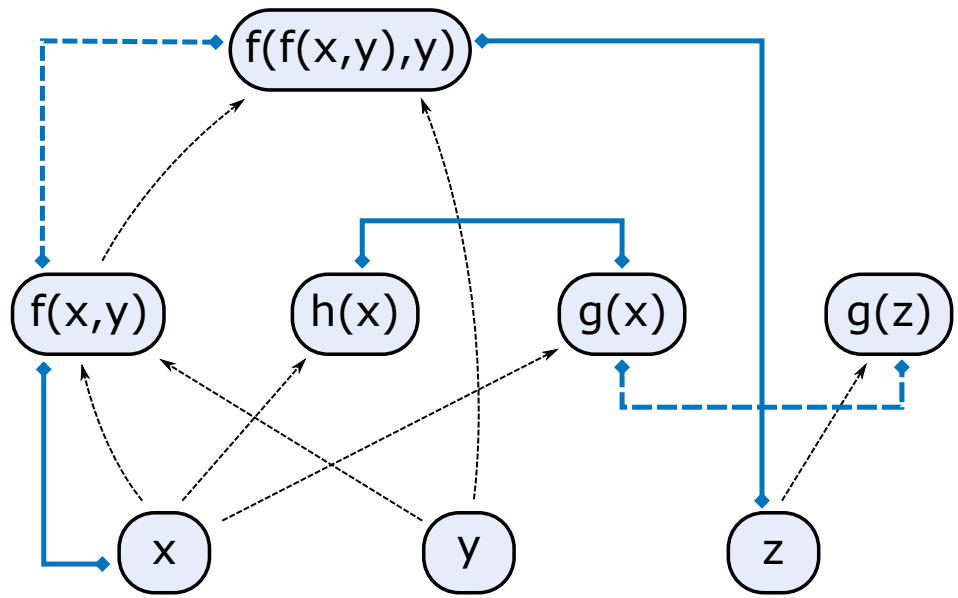

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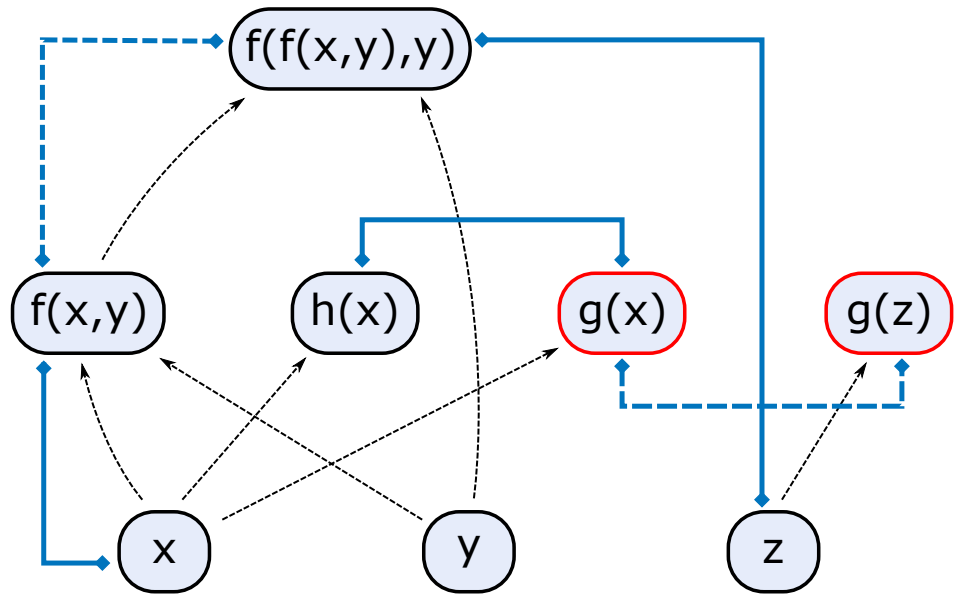

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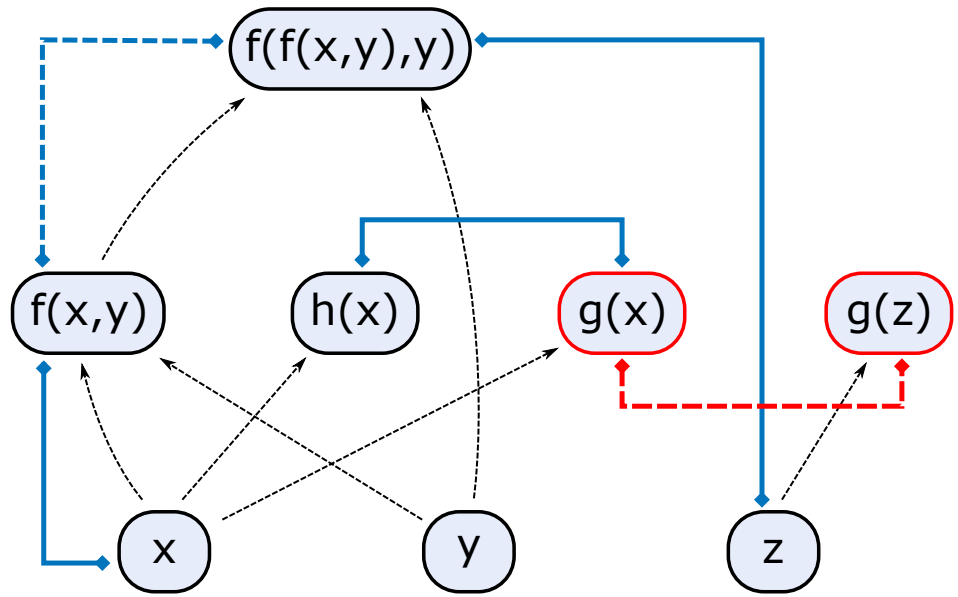

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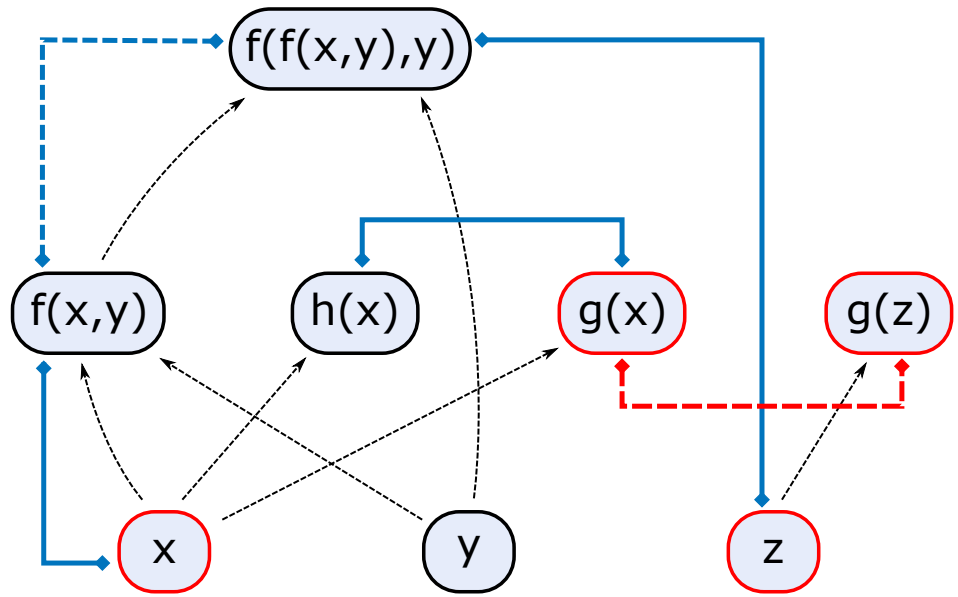

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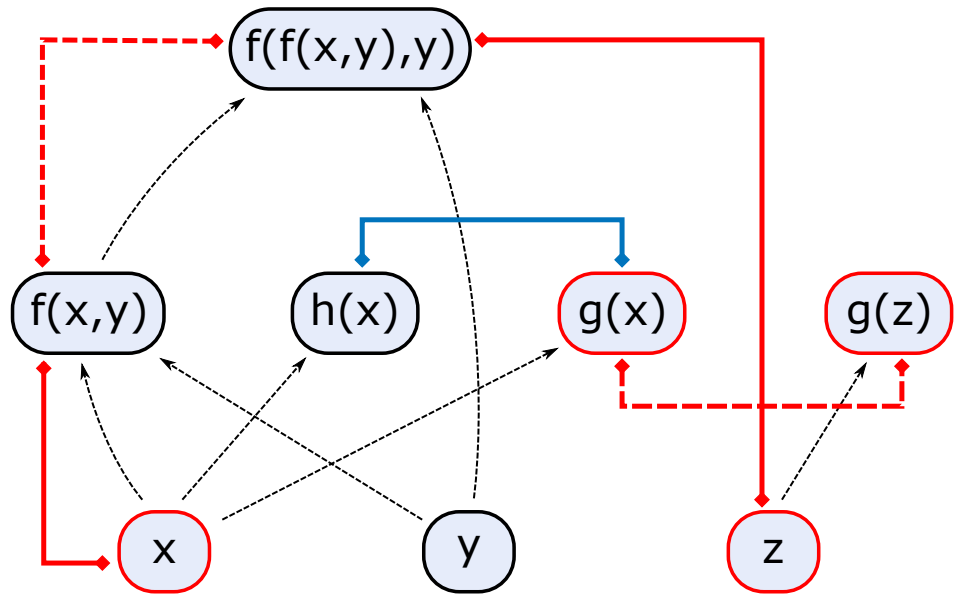

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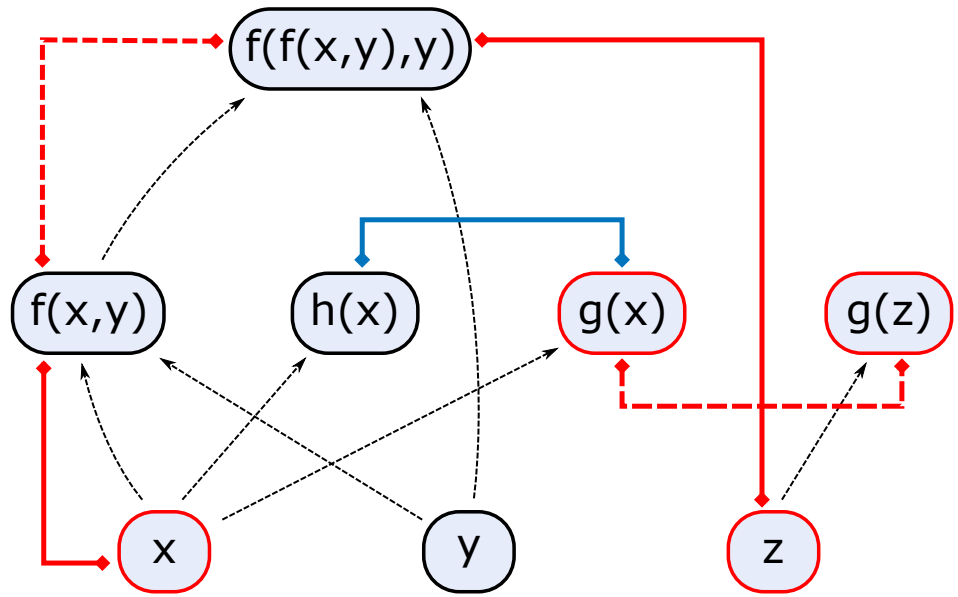

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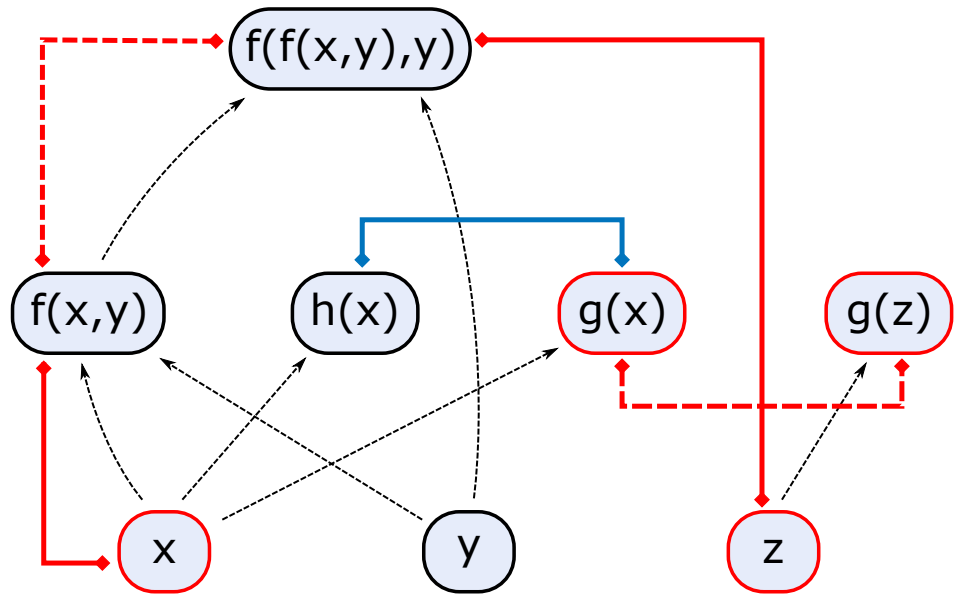
3. $f(x,y) = x$



Theories: Difference Logic

- Literals are of the form $x - y \bowtie k$, where
  - $\bowtie \in \{\leq, <, =, \neq, >, \geq\}$,
  - x and y are arithmetic variables (integer or real),
  - k is a constant (integer or real)
- We can rewrite $x - y = k$ to $(x - y \leq k) \wedge (x - y \geq k)$
- In integers, we can rewrite $x - y < k$ to $x - y \leq k - 1$
- In reals, we can rewrite $x - y < k$ to $x - y \leq k - \delta$
- Can assume: all literals of the form $x - y \leq k$

Theories: Difference Logic Theory

Any solution to a set of literals can be shifted:

- if τ is a satisfying assignment, so is $\tau'(x) = \tau(x) + k$.

We can use this to also process simple bounds $x \leq k$:

- introduce fresh variable z (for zero),
- rewrite each $x \leq k$ to $x - z \leq k$,
- given a solution τ, shift it so that $\tau(z) = 0$.

If we allow (dis)equalities as literals, then:

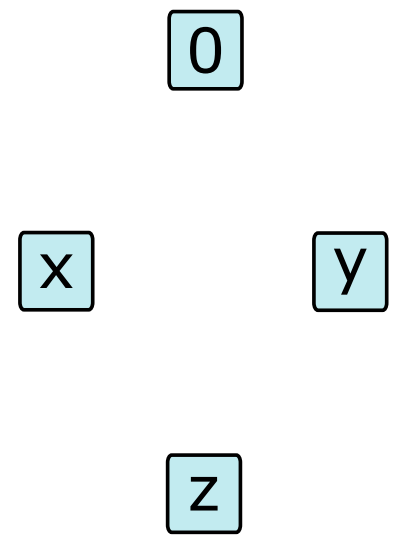
- in reals, satisfiability is polynomial;
- in integers, satisfiability is NP-hard;
- shown by a reduction to graph coloring.

Theories: Difference Logic Example

Example

$$x \leq 1 \ \wedge \ x - y \leq 2 \ \wedge \ y - z \leq 3 \ \wedge \ z - x \leq -6$$

- Construct a graph from literals;
- Check if there is a negative cycle;
- E.g. Using Bellman-Ford



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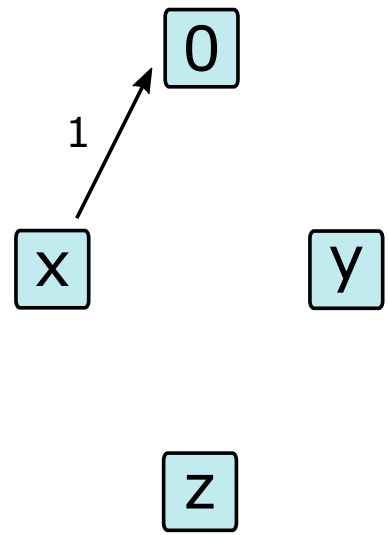

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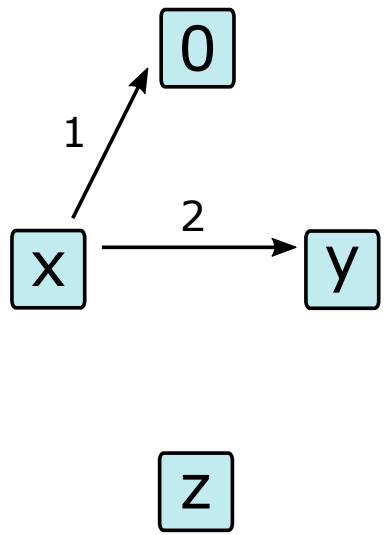

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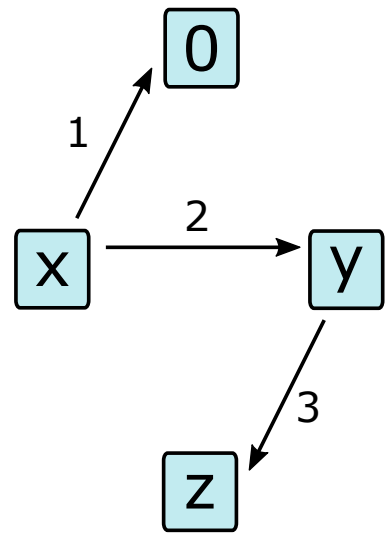

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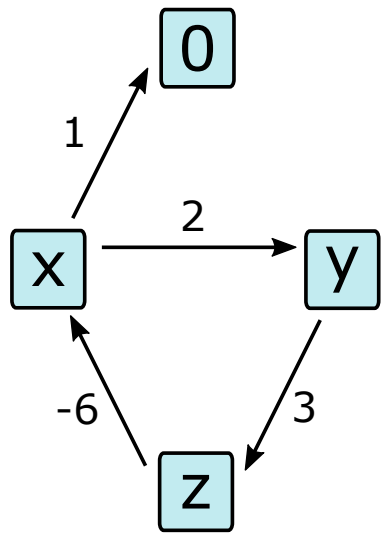

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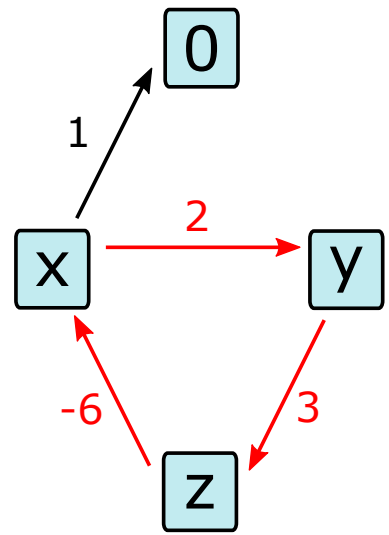

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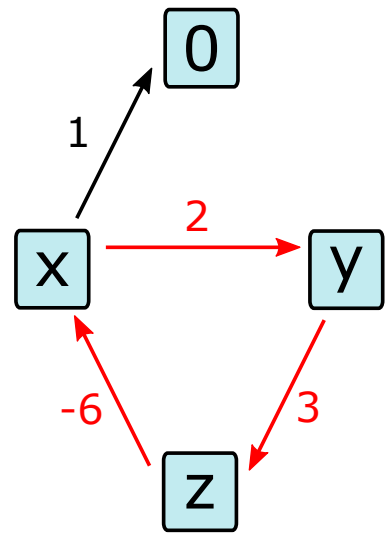
literals unsatisfiable $\Leftrightarrow \exists$ *negative cycle.*



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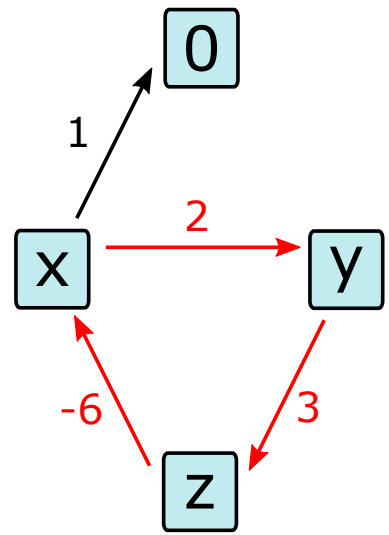

Theorem

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- Conflict:
  $(x - y \leq 2)$,
  $(y - z \leq 3)$,
  $(z - x \leq -6)$.

Theories: Arrays

$$\forall a, i, e \ : \ \mathsf{store}(a, i, e)[i] = e$$
$$\forall a, i, j, e \ : \ i \neq j \Rightarrow \mathsf{store}(a, i, e)[j] = a[j]$$
$$\forall a, b \ : \ a \neq b \Rightarrow \exists i : a[i] \neq b[i]$$

Common approach:

- UF + lemmas on demand [BB09, DMB09]
- Use UF as if store and $_[_]$ were uninterpreted
- If UNSAT in UF, then UNSAT in arrays too
- If SAT and solution respects array axioms, then SAT (lucky)
- If not, then refine by instantiating violated axioms

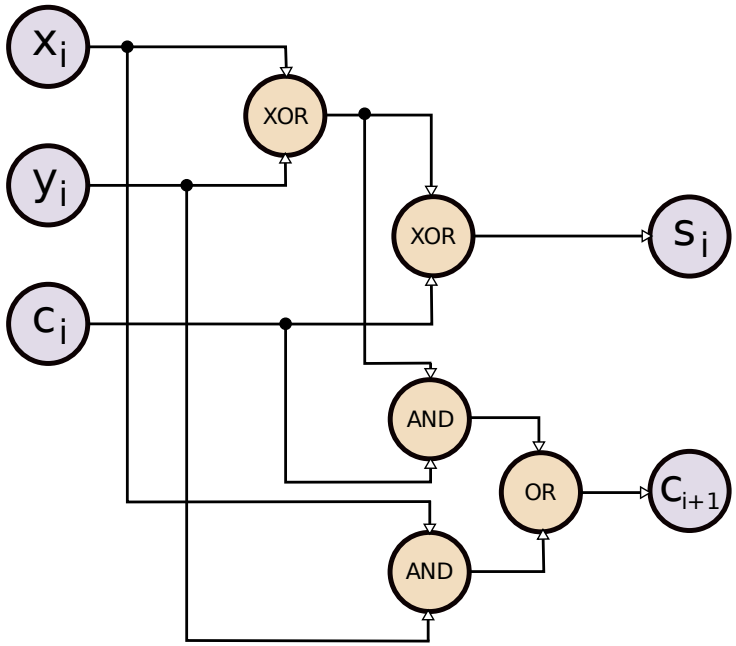
Theories: Bit-Vectors

Common approach:

1. Heavy preprocessing
2. Encode into SAT (bit-blasting)
3. Run a SAT solver

Alternatives [HBJ+14, ZWR16] not yet mature.

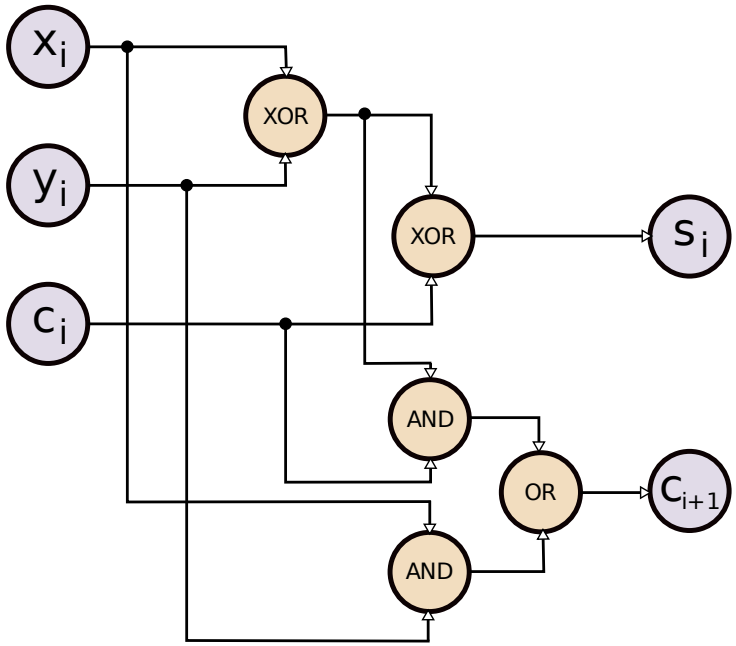
Theories: Bit-Vectors and Bit-Blasting



Translation to CNF

- Each node a new variable
- XOR introduces 4 clauses
- AND introduces 3 clauses
- OR introduces 3 clauses
- **17 new clauses**
- **5 new variables**

Theories: Bit-Vectors and Bit-Blasting



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Bit-Blasting Addition/Multiplication

$x_{[32]} + y_{[32]}$ 544 new clauses, 160 new variables

$x_{[32]} \times y_{[32]}$ 10016 new clauses, 3008 new variables

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