

Automated Reasoning 2018

Lecture 23: Quantifiers in SMT solvers

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Topic 23.1

Quantified normal form

Normalization steps

A modern FOL refutation prover first applies the following transformations

- ▶ **Rename apart** : rename variables for each quantifier
- ▶ **Prenex** : bringing quantifiers to front
- ▶ **Skolemization**: remove existential quantifiers (only sat preserving)
- ▶ **CNF transformation**: turn the internal quantifier free part of the formula into CNF
- ▶ **Syntactical removal of universal quantifiers**: a CNF with free variables.

Rename apart

Definition 23.1

A formula F is *renamed apart* if no quantifier in F use a variable that is used by another quantifier or occurs as free variable in F .

Due to the theorems like the following, we can safely assume that every quantifier has different variable. If that is not the case then we can *rename quantified variables apart*.

Theorem 23.1

Let F is a **S**-formulas and y does not occur in F .

$$\models \forall x.F \Leftrightarrow \forall y.F\{x \mapsto y\}$$

Exercise 23.1

Rename apart the following formulas

► $\neg(\exists x.\forall yR(x, y) \Rightarrow \forall y.\exists xR(x, y))$

Prenex form

Definition 23.2

A formula F is in **prenex form** if all the quantifiers of the formula occur as prefix of F . The quantifier-free suffix of F is called **matrix of F** .

Due to the following equivalences, we can always move quantifiers to the front

- | | |
|--|--|
| ▶ $\neg(\exists x.F) \equiv \forall x.\neg F$ | ▶ $\forall x.F \vee G \equiv \forall x.(F \vee G)$ |
| ▶ $\neg(\forall x.F) \equiv \exists x.\neg F$ | ▶ $\exists x.F \vee G \equiv \exists x.(F \vee G)$ |
| ▶ $\forall x.F \wedge G \equiv \forall x.(F \wedge G)$ | ▶ $F \vee \forall x.G \equiv \forall x.(F \vee G)$ |
| ▶ $\exists x.F \wedge G \equiv \exists x.(F \wedge G)$ | ▶ $F \vee \exists x.G \equiv \exists x.(F \vee G)$ |
| ▶ $F \wedge \forall x.G \equiv \forall x.(F \wedge G)$ | ▶ $\forall x.F \Rightarrow G \equiv \exists x.(F \Rightarrow G)$ |
| ▶ $F \wedge \exists x.G \equiv \exists x.(F \wedge G)$ | ▶ $\exists x.F \Rightarrow G \equiv \forall x.(F \Rightarrow G)$ |
| | ▶ $F \Rightarrow \forall x.G \equiv \forall x.(F \Rightarrow G)$ |
| | ▶ $F \Rightarrow \exists x.G \equiv \exists x.(F \Rightarrow G)$ |

Exercise 23.2

Convert $\neg(\exists x.\forall yR(x, y) \Rightarrow \forall y.\exists xR(x, y))$ into prenex form

Skolemization

Theorem 23.2

Let F be a \mathbf{S} -formula with $FV(F) = \{x, y_1, \dots, y_n\}$. Let $G(A)$ be a \mathbf{S} -formula in which atom A occurs positively and $G(\exists x.F(x))$ is a sentence. Let $f/n \in \mathbf{F}$ such that $f \notin \text{vars}(F(x), G(A))$.

$$\models G(\exists x.F(x)) \quad \text{iff} \quad \models G(F(f(y_1, \dots, y_n)))$$

Since all the quantifiers occur positively in prenex form, all \exists s can be removed using skolem functions.

Skolemization is applied from out to inside, i.e., remove outermost \exists first.

Example 23.1

After skolemization on $\forall x, y. \exists z. x + y \leq z$, we obtain $\forall x, y. x + y \leq f(x, y)$.

Exercise 23.3

Skolemize $\exists x. \forall y \exists z \forall w. \neg(R(x, y) \Rightarrow R(w, z))$

FOL CNF

Consider the following skolemized prenex formula,

$$\forall x_1, \dots, x_n. F.$$

Since F is quantifier free, we may convert F into CNF, preferably using Tseitin encoding (what is the quantifier over fresh booleans?) and obtain

$$\forall x_1, \dots, x_n. C_1 \wedge \dots \wedge C_k.$$

Since \forall distributes over \wedge , we may obtain

$$(\forall x_1, \dots, x_n. C_1) \wedge \dots \wedge (\forall x_1, \dots, x_n. C_k).$$

We may rename apart variables in each of the above clauses and obtain

$$(\forall x_{11}, \dots, x_{1n}. C'_1) \wedge \dots \wedge (\forall x_{k1}, \dots, x_{kn}. C'_k).$$

Commentary: The last renaming step is not necessary. In a tool, the variables in each clause is considered different from the other clauses.

De Bruijn indices

Renaming apart is usually not a real operation, since tools may not have explicit names for quantified variables.

Each occurrence of quantified variable is **represented by a natural number**, which is **the number of quantifiers** that are in scope between the occurrence and its corresponding quantifier.

De Bruijn indices uniquely identifies its quantifier.

Example 23.2

- ▶ $\forall x. \exists z. x + y \leq z$ is represented by $\forall. \exists. ?2 + y \leq ?1$
- ▶ $\forall x. x \leq 3 \Rightarrow \exists z. x + y \leq z$ is represented by $\forall. ?1 \leq 1 \Rightarrow \exists. ?2 + y \leq ?1$

Exercise 23.4

Write the following formulas using De Bruijn indices

- ▶ $R(x, y)$
- ▶ $\exists y \forall z. \exists x. x + y \leq z + 2$
- ▶ $\forall x, y. \exists z. x + y \leq z$
- ▶ $\forall x. x \leq 3 \Rightarrow \exists x. x - y \leq 6$

Solving quantified formulas

We may have two kinds of clauses in input formula

- ▶ Quantifier-free or ground clauses
- ▶ Quantified clauses

Consider clause $\forall x. f(x) \leq g(3, x)$.

Let S be the set of substitutions, i.e., mappings from the quantified variables in the clause to the ground terms in the theory.

The clause represents infinite conjunctions $\bigwedge_{\sigma \in S} \underbrace{(f(x) \leq g(3, x))\sigma}_{\text{instantiations}}$.

Example 23.3

Let $\sigma = \{x \mapsto f(a)\}$.

$$(f(x) \leq g(3, x))\sigma := f(f(a)) \leq g(3, f(a))$$

The generic solving strategy for quantified formulas

1. Ground clauses are solved using an SMT solver.
2. Quantified clauses are **instantiated with some strategy**.
3. The **generated ground clauses** are added to the SMT solver
4. If SMT solver says **unsatisfiable**, return **unsatisfiable**.
5. If instantiations are reached the limit, return **satisfiable**.
6. goto 2.

Depending on the underlying theory/logic, a stopping criteria is used to limit instantiations

Example: quantified reasoning

Example 23.4

$$\underbrace{\forall x.f(g(x, c)) = a}_{\text{Quantified clauses}} \wedge \underbrace{b = c \wedge g(c, b) = c \wedge f(b) \neq a}_{\text{Ground clauses}}$$

We can instantiate the quantified clause by replacing any ground term at x .

Let us choose $x = b$, which introduces ground clause $f(g(b, c)) = a$.

The formula becomes **unsatisfiable**.

How can we find the right instantiation?

Substitutions

We will denote the instantiations by **substitutions** that are mappings from quantified variables to ground terms

Example 23.5

Consider quantified clause $\forall x, y. f(g(x, c)) = a \vee x \neq f(y)$.

Substitution $\sigma = \{x \mapsto f(a), y \mapsto a\}$ denotes the following instantiation.

$$f(g(f(a), c)) = a \vee f(a) \neq f(a)$$

E-matching

The set of **relevant terms** is maintained by the congruence classes of QF_EUF.

We need to match terms in the quantified formula to the ground terms such that we can produce relevant instantiations.

E-matching takes

- ▶ a pattern(non-ground term) p and
- ▶ a ground term t

as input and finds if there is σ such that $p\sigma = t$.

We use the learned σ s to instantiate the quantified clauses.

Efficient E-matching for SMT Solvers Leonardo de Moura and Nikolaj Bjorner

E-matching as an equation

Concretely, *ematch* takes three parameters

- ▶ pattern p to match
- ▶ term t to match and
- ▶ the set of valid substitutions constructed so far

and returns the set of valid substitutions.

Initial call, $ematch(p, t, \{\emptyset\})$

Matching with term pattern:

$$ematch(f(p_1, \dots, p_n), t, S) := \bigcup_{f(t_1, \dots, t_n) \in class(t)} ematch(p_n, t_n, \dots, ematch(p_1, t_1, S))$$

Commentary: Matched with every ground f-term that is congruent with t . Subterms are matched one after another and substitutions are extended.

E-matching as an equation II

Matching with a **variable**:

$$\begin{aligned} \text{ematch}(x, t, S) := & \{\sigma[x \mapsto t] \mid \sigma \in S \wedge x \notin \text{dom}(\sigma)\} \cup \\ & \{\sigma \mid \sigma \in S \wedge x \in \text{dom}(\sigma) \wedge x\sigma \in \text{class}(t)\} \end{aligned}$$

Matching with a **constant**:

$$\text{ematch}(c, t, S) := \begin{cases} S & \text{if } c \in \text{class}(t) \\ \emptyset & \text{otherwise.} \end{cases}$$

Example: ematch

Example 23.6

Let us match pattern $p = f(x, g(x, c))$ with ground term $t = f(b, g(a, c))$.

Let $\{\{a, b\}, \{c\}, \dots\}$ be the current congruence classes.

$ematch(p, t, \{\emptyset\})$:

Does $f(b, g(a, c))$ have an congruent term with top symbol f ? *yes, itself!*

$ematch(g(x, c), g(a, c), ematch(x, b, \{\emptyset\}))$:

Match subterms and aggregate the results!

$ematch(x, b, \{\emptyset\}) := \{\{x \mapsto b\}\}$

$ematch(g(x, c), g(a, c), \{\{x \mapsto b\}\}) := \{\{x \mapsto b\}\}$:

needed a check if map of x is congruent to a .

Efficient pattern matching

We need to apply same sequence of operations to match with a pattern.

We translate matching with a given pattern into **code**.

We can use **the code** to repeatedly match with many ground terms.

Example 23.7

Again consider pattern $f(x, g(x, c))$. We need the following actions to match.

$pc_0 :$	$f(x, g(x, c))$	\rightsquigarrow	Is top f ? If yes, check subterms.
$pc_1 :$	$g(x, c)$	\rightsquigarrow	Is top g ? If yes, check subterms.
$pc_2 :$	x	\rightsquigarrow	Map x
$pc_3 :$	c	\rightsquigarrow	Is congruent to c ?
$pc_4 :$	x	\rightsquigarrow	Is congruent with existing map for x ?

Matching code with two stacks

We need two stacks for the matching.

- ▶ *tstack*: stack for storing the matched subterms so far
- ▶ *bstack*: Stack for alternate choices; popped each time when a match fails and backtracks.

Matching as code

We can translate matching as a sequence of the following instructions.

- ▶ `init` : initiating the term matching by copying the ground term to *tstack*
- ▶ `bind` : match head and populate *tstack* with subterms
 - ▶ Due to congruence there can be multiple ground term matches
 - ▶ the choices are pushed in the *bstack*
- ▶ `compare`: if a variable is repeated check congruence with the past matching
- ▶ `check` : check if congruent with a constant
- ▶ `yield` : report the σ .

Matching as code : handling multiple choices

- ▶ `backtrack`: executed upon failure of the conditions in the instructions
 - ▶ pop *bstack* and execute according to available choices
 - ▶ There can be **two kinds** of choices
- ▶ `choose-app`: called by `backtrack`, if we need to replay `bind` with another congruent ground term (first kind of choice)
- ▶ `choose`: choose a sub-pattern to match (introduces the second kind of choice in the stack)
not yet explained!!

Example: matching with code

Example 23.8

Again consider pattern $f(x, g(x, c))$. We need the following actions to match.

positions in *tstack*

```
pc0 : init(0, pc1)
pc1 : bind(f, 0, [1-2], pc2)
pc2 : bind(g, 2, [3-4], pc3)
pc3 : check(c, 4, pc4)
pc4 : compare(3, 1, pc5)
pc5 : yield([1], backtrack)
```

position in *tstack* where
map of x is stored

Exercise 23.5

Write code to match with pattern $f(x, g(x, a), h(y), b)$.

Example: running the matching code

Example 23.9

Let us match ground term $f(h(a), g(b, c))$ with $f(x, g(x, c))$.

$pc0 : \text{init}(0, pc1)$	$tstack[0] := f(h(a), g(b, c))$
$pc1 : \text{bind}(f, 0, [1-2], pc2)$	$tstack[1] := h(a) \quad tstack[2] := g(b, c)$
$pc2 : \text{bind}(g, 2, [3-4], pc3)$	$tstack[3] := b \quad tstack[4] := c$
$pc3 : \text{check}(c, 4, pc4)$	Since $tstack[4] == c$, ✓
$pc4 : \text{compare}(3, 1, pc5)$	Since $tstack[1] \neq tstack[3]$, ✗. backtrack
$pc5 : \text{yield}([1], \text{backtrack})$	

Since nothing was pushed in $bstack$, `backtrack` terminates with no match.

Example: running the matching code

Example 23.10

Let us match ground term $f(h(a), g(h(a), c))$ with $f(x, g(x, c))$.

$pc0 : \text{init}(0, pc1)$	$tstack[0] := f(h(a), g(h(a), c))$
$pc1 : \text{bind}(f, 0, [1-2], pc2)$	$tstack[1] := h(a) \quad tstack[2] := g(h(a), c)$
$pc2 : \text{bind}(g, 2, [3-4], pc3)$	$tstack[3] := h(a) \quad tstack[4] := c$
$pc3 : \text{check}(c, 4, pc4)$	Since $tstack[4] == c$, ✓
$pc4 : \text{compare}(3, 1, pc5)$	Since $tstack[1] == tstack[3]$, ✓
$pc5 : \text{yield}([1], \text{backtrack})$	return $\sigma = \{x \mapsto h(a)\}$

Code tree: matching with multiple patterns via `choose`

- ▶ We can match with multiple patterns (not simultaneous) that have common prefix of code.
- ▶ At the point of divergence, we have instruction `choose` that pushes the available choices on *bstack* and calls `backtrack`.

Example: matching code for multiple patterns

Example 23.11

Again consider patterns $\{f(x, g(x, c)), f(x, g(y, c))\}$. We need the following actions to match to any one of the patterns.

```
pc0 :  init(0, pc1)
pc1 :  bind(f, 0, [1-2], pc2)
pc2 :  bind(g, 2, [3-4], pc3)
pc3 :  check(c, 4, pc4)
pc4 :  choose([pc5, pc7])
pc5 :  compare(3, 1, pc6)
pc6 :  yield([1], backtrack)
pc7 :  yield([1, 3], backtrack)
```

Exercise 23.6

Write code to match the following patterns

- ▶ $\{g(f(x), f(x)), g(f(g(x, c)), y)\}$
- ▶ $\{f(x, g(a, y)), f(x, g(x, y)), f(h(x, y), b), f(h(x, g(x, y)), b)\}$

Incremental e-matching

Incomplete and non-terminating method

- ▶ E-matching is incomplete

Example 23.12

Consider $\forall x. f(x) > 0 \wedge \forall x. f(x) < 0$.

Since there are no ground terms, no instantiations.

- ▶ E-matching may lead to non-terminating sequence of instantiations.

Example 23.13

Consider $\forall x. f(x) = g(f(x)) \wedge \forall x. g(x) = f(g(x))$

Since no ground terms, no instantiations.

The complete version of E-matching is called **superposition calculus**. There are solvers based on those, not covered in this course.

Eager vs. lazy instantiations

- ▶ A solver may **eagerly introduce instantiations** using E-matching as we learn more equivalences over ground terms.
 - ▶ Sometimes assisted by **additional** patterns given in the input
- ▶ The solvers may also choose lazy instantiations, i.g., on demand.
 - ▶ Next we will see an example of such strategy

Model-based quantifier instantiations

Algorithm 23.1: MBQI(F : quantified clauses, G : ground clauses)

```
while  $m \models G$  do  
  if there is  $\forall x. C \in F$  such that  $m' \models \neg C^m(x)$  then  
    find ground term  $t$  such that  $t^{m'} = x^{m'}$ ;  
     $G := G \wedge C\{x \mapsto t\}$   
  else  
    return sat  
return unsat
```

- ▶ There can be **many** t that match the requirement
 - ▶ Finding t appears to be an **art**?
- ▶ If the number of potential ts is finite, the above is very effective
 - ▶ If no function symbols in the theory (effectively propositional (EPR))
 - ▶ Array property fragment (seen in theory of arrays!)
 - ▶ Some classes of synthesis problem

Topic 23.2

Problems

Translating to prenex form

Exercise 23.7

Let us suppose a formula is given in De Bruijn indicies. Give an algorithm to convert the formula into prenex form.

End of Lecture 23