

# Automated Reasoning 2020

## Lecture 10: Satisfiability modulo theory (SMT) solvers

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# CDCL( $\mathcal{T}$ )

CDCL solves (i.e. checks satisfiability) quantifier-free propositional formulas

CDCL( $\mathcal{T}$ ) solves quantifier-free formulas in theory  $\mathcal{T}$ ,

- ▶ separates the boolean and theory reasoning,
- ▶ proceeds like CDCL, and
- ▶ needs support of a  $\mathcal{T}$ -solver  $DP_{\mathcal{T}}$ , i.e., a decision procedure for conjunction of literals of  $\mathcal{T}$

The tools that are build using CDCL( $\mathcal{T}$ ) are called satisfiability modulo theory solvers (**SMT solvers**)

## CDCL( $\mathcal{T}$ ) - some notation

Let  $\mathcal{T}$  be a first-order-logic theory with signature  $\mathbf{S}$ .

We assume input formulas are from  $\mathcal{T}$ , quantifier-free, and in CNF.

### Definition 10.1

*For a quantifier-free  $\mathcal{T}$  formula  $F$ , let  $\text{atoms}(F)$  denote the set of atoms appearing in  $F$ .*

### Example 10.1

- ▶  $f(x) = g(h(x, y))$  is a formula in  $QF\_EUF$ .
- ▶  $x > 0 \vee y + x = 3.5z$  is a formula in  $QF\_LRA$ .

# Boolean encoder

For a formula  $F$ , let **boolean encoder**  $e$  be a partial map from  $atoms(F)$  to fresh boolean variables.

## Definition 10.2

For a formula  $F$ , let  $e(F)$  denote the term obtained by replacing each atom  $a$  by  $e(a)$  if  $e(a)$  is defined.

## Example 10.2

Let  $F = x < 2 \vee (y > 0 \vee x \geq 2)$   
and  $e = \{x < 2 \mapsto x_1, y > 0 \mapsto x_2\}$   
 $e(F) = x_1 \vee (x_2 \vee \neg x_1)$

# Partial model

## Definition 10.3

For a boolean encoder  $e$ , a *partial model*  $m$  is an ordered partial map from  $\text{range}(e)$  to  $\mathcal{B}$ .

## Example 10.3

*partial models*  $\{x \mapsto 0, y \mapsto 1\}$  and  $\{y \mapsto 1, x \mapsto 0\}$  are not same.

CDCL( $\mathcal{T}$ ) will proceed by constructing partial models like CDCL.

# Reverse encoder

## Definition 10.4

For a partial model  $m$  of  $e$ , let  $e^{-1}(m) \triangleq \{e^{-1}(x) \mid x \mapsto 1 \in m\} \cup \{\neg e^{-1}(x) \mid x \mapsto 0 \in m\}$

## Example 10.4

Let  $e = \{x < 2 \mapsto x_1, y > 0 \mapsto x_2\}$  and  $m = \{x_1 \mapsto 0, x_2 \mapsto 1\}$ .

$$e^{-1} = \{x_1 \mapsto x < 2, x_2 \mapsto y > 0\}$$

$$e^{-1}(m) = \{\neg(x < 2), y > 0\}$$

## Theory propagation

If we have partial assignment  $m$ , then we need to check if the theory accepts the assignment.

In other words, we need to know if  $\bigwedge e^{-1}(m)$  is sat.

### Example 10.5

*In last example, we had  $e^{-1}(m) = \{\neg(x < 2), y > 0\}$ .*

*We ask if  $\bigwedge e^{-1}(m) = \neg(x < 2) \wedge y > 0$  is sat. If no, we need to backtrack the assignments.*

We assume that function `THEORYDEDUCTION` can check satisfiability of  $\bigwedge e^{-1}(m)$ .

# CDCL( $\mathcal{T}$ )

## Algorithm 10.1: CDCL( $\mathcal{T}$ )(formula $G$ )

```
 $e := \text{CREATEENCODER}(G); F := e(G); m := \text{UNITPROPAGATION}(m, F); dl := 0; dstack := \lambda x.0;$   
do  
  // backtracking  
  while  $m \not\models F$  do  
    if  $dl = 0$  then return unsat;  
     $(C, dl) := \text{ANALYZECONFLICT}(m);$   
     $m.\text{resize}(dstack(dl)); F := F \cup \{C\}; m := \text{UNITPROPAGATION}(m, F);$   
  // Boolean decision  
  if  $F$  is unassigned under  $m$  then  
     $dstack(dl) := m.\text{size}(); dl := dl + 1; m := \text{DECIDE}(m, F); m := \text{UNITPROPAGATION}(m, F);$   
  // Theory propagation  
  if  $F$  is unassigned or sat under  $m$  then  
     $(Cs, dl') := \text{THEORYDEDUCTION}(\mathcal{T})(\bigwedge e^{-1}(m), m, dstack, dl);$  // Theory solving  
    if  $dl' < dl$  then  $\{dl = dl'; m.\text{resize}(dstack(dl));\};$   
     $F := F \cup e(Cs); m := \text{UNITPROPAGATION}(m, F);$   
while  $F$  is unassigned under  $m$  or  $m \not\models F$  or  $e^{-1}(m)$  is unsat;  
return sat
```

$F$  is Boolean encoding of input  $G$

Same as SAT solver CDCL

returns a clause set and a decision level



## Topic 10.1

# THEORYDEDUCTION

# Theory propagation

THEORYDEDUCTION looks at the atoms assigned so far and checks

- ▶ if they are mutually unsatisfiable
- ▶ if not, are there other literals from  $G$  that are implied by the current assignment

Any implementation must comply with the following goals

- ▶ Correctness: boolean model is consistent with  $\mathcal{T}$
- ▶ Termination: unsat partial models are never repeated

# THEORYDEDUCTION

THEORYDEDUCTION solves conjunction of literals and returns a set of clauses and a decision level.

$$(Cs, dl') := \text{THEORYDEDUCTION}(\mathcal{T})(\bigwedge e^{-1}(m), m, dstack, dl)$$

Cs may contain the clauses of the form

$$(\bigwedge L) \Rightarrow \ell$$

where  $\ell \in \text{lits}(F') \cup \{\perp\}$  and  $L \subseteq e^{-1}(m)$ .

## Example : THEORYDEDUCTION

### Example 10.6

If  $\text{THEORYDEDUCTION}(\text{QF\_LRA})(x > 1 \wedge x < 0, \dots)$  is called, the returned clauses will be

$$Cs := \{(x > 1 \wedge x < 0 \Rightarrow \perp)\}.$$

If  $\text{THEORYDEDUCTION}(\text{QF\_LRA})(x > 1 \wedge y > 0, \dots)$  is called, the returned clauses may be

$$Cs := \{(x > 1 \wedge y > 0 \Rightarrow x + y > 0), \dots\}.$$

Assuming  $x + y > 0$   
occurs in input

# Specification of THEORYDEDUCTION

The output of THEORYDEDUCTION must satisfy the following conditions

- ▶ If  $\bigwedge e^{-1}(m)$  is unsat in  $\mathcal{T}$  then  $Cs$  must contain a clause with  $\ell = \perp$ .  $dl'$  is the decision level immediately after which the unsatisfiability occurred (clearly stated shortly).
- ▶ if  $\bigwedge e^{-1}(m)$  is sat then  $dl' = dl$ .

## Example : CDCL(QF\_EUF)

### Example 10.7

Consider  $F' = (x = y \vee y = z) \wedge (y \neq z \vee z = u) \wedge (z = x)$

$$e(F') = (x_1 \vee x_2) \wedge (\neg x_2 \vee x_3) \wedge x_4$$

After  $F := e(F')$ ;  $m := \text{UNITPROPAGATION}(m, F)$

$$m = \{x_4 \mapsto 1\}$$

After  $m := \text{DECIDE}(m, F)$ ;

$$m = \{x_4 \mapsto 1, x_2 \mapsto 0\}$$

After  $m := \text{UNITPROPAGATION}(m, F)$

$$m = \{x_4 \mapsto 1, x_2 \mapsto 0, x_1 \mapsto 1\}$$

## Example : CDCL(QF\_EUF) II

After  $(Cs, dl') := \text{THEORYDEDUCTION}(\text{QF\_EUF})(x = y \wedge y \neq z \wedge z = x, ..)$   
 $Cs = \{x \neq y \vee y = z \vee z \neq x\}, dl' = 0, e(Cs) = \{\neg x_1 \vee x_2 \vee \neg x_4\}$

After  $F := F \cup e(Cs); m := \text{UNITPROPAGATION}()$   
 $m = \{x_4 \mapsto 1, x_2 \mapsto 0, x_1 \mapsto 1\} \leftarrow \text{conflict with learned clause}$

### Exercise 10.1

*Complete the run*

# Theory propagation implementation - incremental solver

Theory propagation is implemented **using** incremental theory solvers.

**Incremental solver  $DP_{\mathcal{T}}$  for theory  $\mathcal{T}$**

- ▶ takes input constraints as a sequence of literals,
- ▶ maintains a data structure that defines the solver state and satisfiability of constraints seen so far.



## Theory solver $DP_{\mathcal{T}}$ interface

A theory solver must provide the following interface.

- ▶  $\text{push}(\ell)$  - adds literal  $\ell$  in “constraint store”
- ▶  $\text{pop}()$  - removes last pushed literal from the store
- ▶  $\text{checkSat}()$  - checks satisfiability of current store
- ▶  $\text{unsatCore}()$  - returns the set of literals that caused unsatisfiability

### Definition 10.5

An *unsat core* of  $\Sigma$  is a subset (preferably minimal) of  $\Sigma$  that is unsat.

**Commentary:** We assume that push and pop call  $\text{checkSat}()$  at the end of their execution. Therefore, explicit calls to  $\text{checkSat}()$  are not necessary. However, practical tools allow users to choose the policy of calling  $\text{checkSat}()$  - lazy vs. eager

# Theory propagation implementation

## Algorithm 10.2: THEORYDEDUCTION

**Input:** Set of literals  $Ls$

**Read only input:**  $m$  partial model,  $dstack$  decision depths,  $dl$  current decision level, input formula  $G$

**foreach**  $\ell \in Ls$  **do**

$DP_{\mathcal{T}}.push(\ell)$

**if**  $DP_{\mathcal{T}}.checkSat() == unsat$  **then**

    // theory conflict

$Ls' := DP_{\mathcal{T}}.unsatCore(); dl' := \max\{dl'' | \exists \ell \in Ls', i. m[i] = e(\ell) \wedge dstack(dl'') < i\};$

**return**  $(\neg \wedge Ls', dl')$

**else**

    //implied clauses

$Cs := \emptyset;$

**foreach**  $\ell \in Lits(G)$  **do**

$DP_{\mathcal{T}}.push(\neg \ell);$

**if**  $DP_{\mathcal{T}}.checkSat() == unsat$  **then**

$Ls' := DP_{\mathcal{T}}.unsatCore(); Cs := Cs \cup \{\neg \wedge Ls'\};$

$DP_{\mathcal{T}}.pop();$

**return**  $(Cs, dl)$

$dl'$  is the latest decision after which all literals in  $Ls'$  became true.

$Ls' = Ls$  will also be correct.  
But, inefficient.

$\ell$  is called implied literal and  $\neg \ell \in Ls'$

## Topic 10.2

### Example theory propagation implementation

Decides conjunction of literals with interface  
push, pop, checkSat, and unsatCore.

## push, checkSat, and pop

### ► $DP_{EUF}.push$

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**Algorithm 10.3:**  $DP_{EUF}.push(t_1 \bowtie t_2)$

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1  $IncrEUF(t_1 \bowtie t_2);$

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### ► $DP_{EUF}.checkSat()$ { **return** *conflictFound*; }

### ► $DP_{EUF}.pop()$ is implemented by recording the time stamp of pushes and undoing all the mergers happened after the last push.

## Exercise 10.2

Write pseudo code for  $DP_{EUF}.pop()$

## Unsat core

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### Algorithm 10.4: $DP_{EUF}.unsatCore()$

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assume(*conflictFound* = 1);

Let  $(t_1 \neq t_2)$  be the disequality that was violated;

return  $\{t_1 \neq t_2\} \cup getReason(t_1, t_2)$ ;

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### Algorithm 10.5: $getReason(t_1, t_2)$

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Let  $(t'_1 = t'_2)$  be the merge operation that placed  $t_1$  and  $t_2$  in same class;

if  $t'_1 = f(s_1, \dots, s_k) = f(u_1, \dots, u_k) = t'_2$  was derived due to congruence then

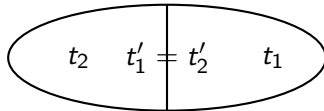
$reason := \bigcup_i getReason(s_i, u_i)$

else

$reason := \{t'_1 = t'_2\}$

return  $getReason(t_1, t'_1) \cup reason \cup getReason(t'_2, t_2)$

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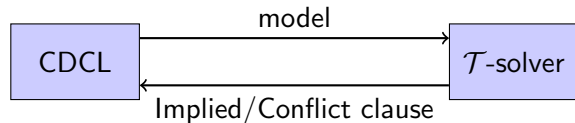


## Topic 10.3

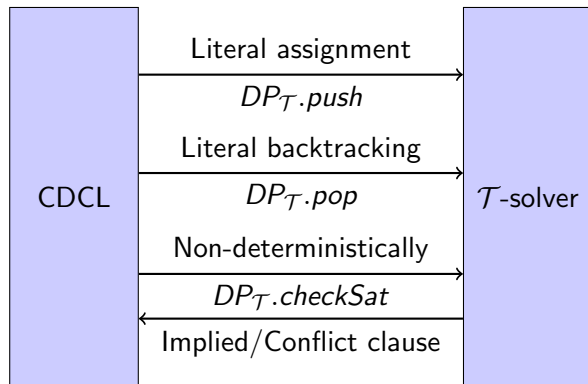
### Optimizations

# Incremental theory propagation

Earlier  $CDCL(\mathcal{T})$



Fine-grained interaction with theory





# Theory propagation strategies

- ▶ Exhaustive or Eager :  
Cs contains all possible clauses
- ▶ Minimal or Lazy :  
Cs only contains the clause that refutes current  $m$
- ▶ Somewhat Lazy :  
Cs contains only easy to deduce clauses

## Implied literals without implied clauses

**Bottleneck:** There may be too many implied clauses.

**Observation:** Very few of the implied clauses are useful, i.e., contribute in early detection of conflict.

**Optimization:** apply implied literals, without adding implied clauses.

**Optimization overhead:** If an implied model is used in conflict then recompute the implied clause for the implication graph analysis.

## Relevancy

**Bottleneck:** All the assigned literals are sent to the theory solver.

**Observation:** However, *CDCL* only needs to send those literals to the solver that make unique clauses satisfiable.

### Optimization:

- ▶ Each clause chooses one literal that makes it sat under current model.
- ▶ Those clause that are not sat under current model do nothing.
- ▶ If a literal is not chosen by any clause then it is not passed on to  $\mathcal{T}$ -solver.

Patented: US8140459 by Z3 guys (the original idea is more general than stated here)

**Optimization overhead:** Relevant literal management

### Exercise 10.3

*Suggest a scheme for relevant literal management.*

## Topic 10.4

### SMT Solvers

# Rise of SMT solvers

- ▶ In early 2000s, stable SMT solvers started appearing. e.g., Yiecs
- ▶ SMT competition(SMT-comp) became a driving force in their ever increasing efficiency
- ▶ Formal methods community quickly realized their potential
- ▶ Z3, one of the leading SMT solver, alone has about 3000+ citations (375 per year)(June 2016)

# Leading tools

The following are some of the leading SMT solvers

- ▶ Z3
- ▶ CVC4
- ▶ MathSAT
- ▶ Boolector

## Topic 10.5

### Problems

# Run SMT solvers

## Exercise 10.4

- Find a satisfying assignment of the following formula using SMT solver

$$(x > 0 \vee y < 0) \wedge (x + y > 0 \vee x - y < 0)$$

*Give the model generated by the SMT solver.*

- Prove the following formula is valid using SMT solver

$$(x > y \wedge y > z) \Rightarrow x > z$$

*Give the proof generated by the SMT solver.*

Please do not simply submit the output. Please write the answers in the mathematical notation.



# Knapsack problem

## Exercise 10.5

*Write a program for solving the knapsack problem that requires filling a knapsack with stuff with maximum value. For more information look at the following.*

`https://en.wikipedia.org/wiki/Knapsack\_problem`

*The output of the program should be the number of solutions that have value more than 95% of the best value.*

*Download Z3 from the following webpage: `https://github.com/Z3Prover/z3`*

*We need a tool to feed random inputs to your tool. Write a tool that generates random instances, similar to what was provided last time.*

*Evaluate the performance on reasonably sized problems. You also need to design the evaluation strategy. Evaluation plots and a small text to describe your strategies.*

End of Lecture 10