

# Model-Driven Decision Procedures for Arithmetic

SYNASC 2013

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Microsoft Research

# Logic Engines as a Service



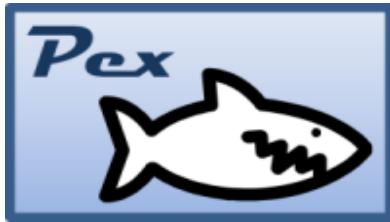
VeriFast

*Scala<sup>Z3</sup>*



SAGE

ESBMC



SLAM

i!=node->(); i++ ; i<=a\_procs.end(); i> node{}



TERMINATOR



The Spec# Programming System

# Satisfiability

$x^2 + y^2 < 1 \text{ and } xy > 0.1$



sat,  $x = \frac{1}{8}, y = \frac{7}{8}$

$x^2 + y^2 < 1 \text{ and } xy > 1$



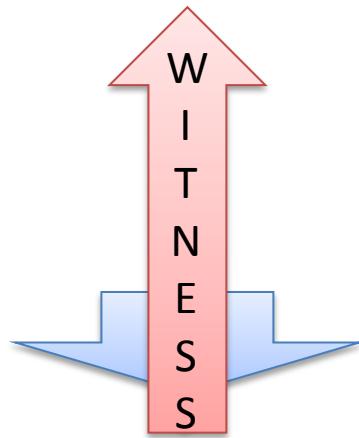
unsat, Proof

Solution/Model

Is execution path  $P$  feasible?



Is assertion  $X$  violated?



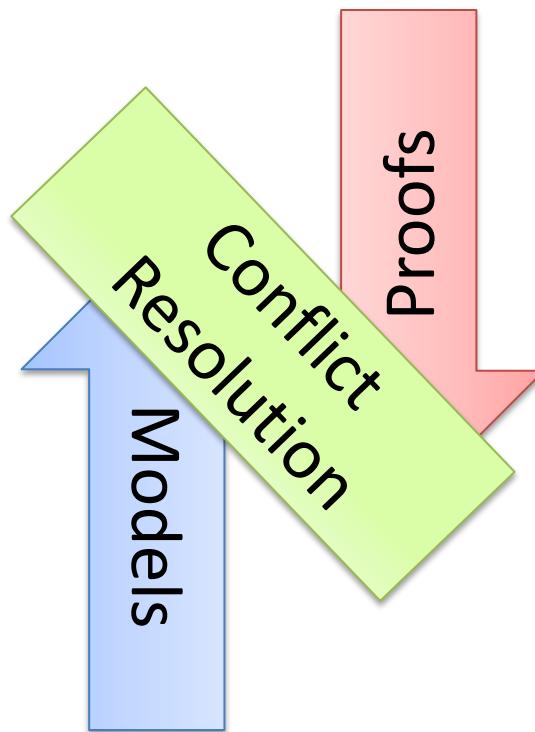
Is Formula  $F$  Satisfiable?

# The RISE of Model-Driven Techniques

# Saturation x Search

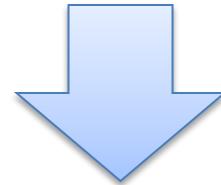
Proof-finding

Model-finding



# SAT

$$p_1 \vee \neg p_2, \quad \neg p_1 \vee p_2 \vee p_3, \quad p_3$$



$$p_1 = \text{true}, \quad p_2 = \text{true}, \quad p_3 = \text{true}$$

CNF is a set (conjunction) set of clauses

Clause is a disjunction of literals

Literal is an atom or the negation of an atom

# Two procedures

Resolution	DPLL
Proof-finder	Model-finder
Saturation	Search

# Resolution

$$C \vee l, \quad D \vee \neg l \quad \Rightarrow \quad C \vee D$$

$$l, \neg l \quad \Rightarrow \quad \text{unsat}$$

## Improvements

Delete tautologies  $l \vee \neg l \vee C$

Ordered Resolution

Subsumption (delete redundant clauses)

$$C \text{ subsumes } C \vee D$$

...

# Resolution: Example

$\neg p \vee \neg q \vee r, \neg p \vee q, p \vee r, \neg r$

# Resolution: Example

$$\begin{array}{l} \neg p \vee \neg q \vee r, \neg p \vee q, p \vee r, \neg r \\ \hline \neg p \vee \neg q \vee r, \neg p \vee q, p \vee r, \neg r, \neg q \vee r \end{array} \Rightarrow$$

# Resolution: Example

$$\neg p \vee \neg q \vee r, \neg p \vee q, p \vee r, \neg r \Rightarrow$$

$$\neg p \vee \neg q \vee r, \neg p \vee q, p \vee r, \neg r, \neg q \vee r \Rightarrow$$

$$\neg p \vee \neg q \vee r, \neg p \vee q, p \vee r, \neg r, \neg q \vee r, q \vee r$$

# Resolution: Example

$$\neg p \vee \neg q \vee r, \neg p \vee q, p \vee r, \neg r \Rightarrow$$

$$\neg p \vee \neg q \vee r, \neg p \vee q, p \vee r, \neg r, \neg q \vee r \Rightarrow$$

$$\neg p \vee \neg q \vee r, \neg p \vee q, p \vee r, \neg r, \neg q \vee r, q \vee r \Rightarrow$$

$$\neg p \vee \neg q \vee r, \neg p \vee q, p \vee r, \neg r, \neg q \vee r, q \vee r, r$$

# Resolution: Example

$$\neg p \vee \neg q \vee r, \neg p \vee q, p \vee r, \neg r \Rightarrow$$

$$\neg p \vee \neg q \vee r, \neg p \vee q, p \vee r, \neg r, \neg q \vee r \Rightarrow$$

$$\neg p \vee \neg q \vee r, \neg p \vee q, p \vee r, \neg r, \neg q \vee r, q \vee r \Rightarrow$$

$$\neg p \vee \neg q \vee r, \neg p \vee q, p \vee r, \neg r, \neg q \vee r, q \vee r, r \Rightarrow$$

**unsat**

# Resolution: Problem

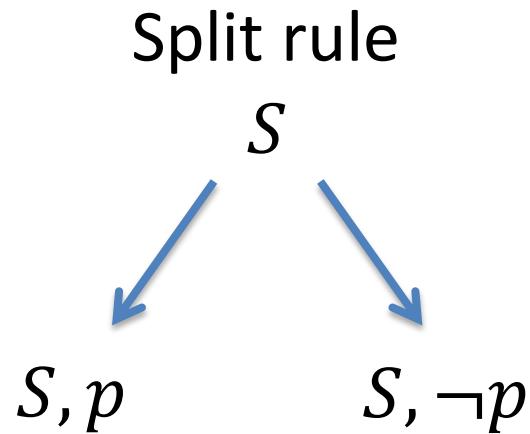
Exponential time and space

# Unit Resolution

$$C \vee l, \neg l \Rightarrow C$$

C  
subsumes  
 $C \vee l$

# DPLL



DPLL = Unit Resolution + Split rule

# DPLL

$x \vee y,$        $\neg x \vee y,$        $x \vee \neg y,$        $\neg x \vee \neg y$



$x \vee y,$   
 $\neg x \vee y,$   
 $x \vee \neg y,$   
 $\neg x \vee \neg y,$   
 $x$

# DPLL

$x \vee y,$        $\neg x \vee y,$        $x \vee \neg y,$        $\neg x \vee \neg y$



$x \vee y,$   
 $\neg x \vee y,$   
 $x \vee \neg y,$   
 $\neg x \vee \neg y,$   
 $x$

# DPLL

$x \vee y,$        $\neg x \vee y,$        $x \vee \neg y,$        $\neg x \vee \neg y$



$y,$   
 $\neg y,$   
 $x$

# DPLL

$x \vee y,$        $\neg x \vee y,$        $x \vee \neg y,$        $\neg x \vee \neg y$



$y,$   
 $\neg y,$

$x,$

*unsat*

# DPLL

$x \vee y,$        $\neg x \vee y,$        $x \vee \neg y,$        $\neg x \vee \neg y$



$y,$   
 $\neg y,$   
 $x,$   
*unsat*

$x \vee y,$   
 $\neg x \vee y,$   
 $x \vee \neg y,$   
 $\neg x \vee \neg y,$   
 $\neg x$

# DPLL

$x \vee y,$        $\neg x \vee y,$        $x \vee \neg y,$        $\neg x \vee \neg y$



$y,$

$\neg y,$

$x,$

*unsat*

$x \vee y,$

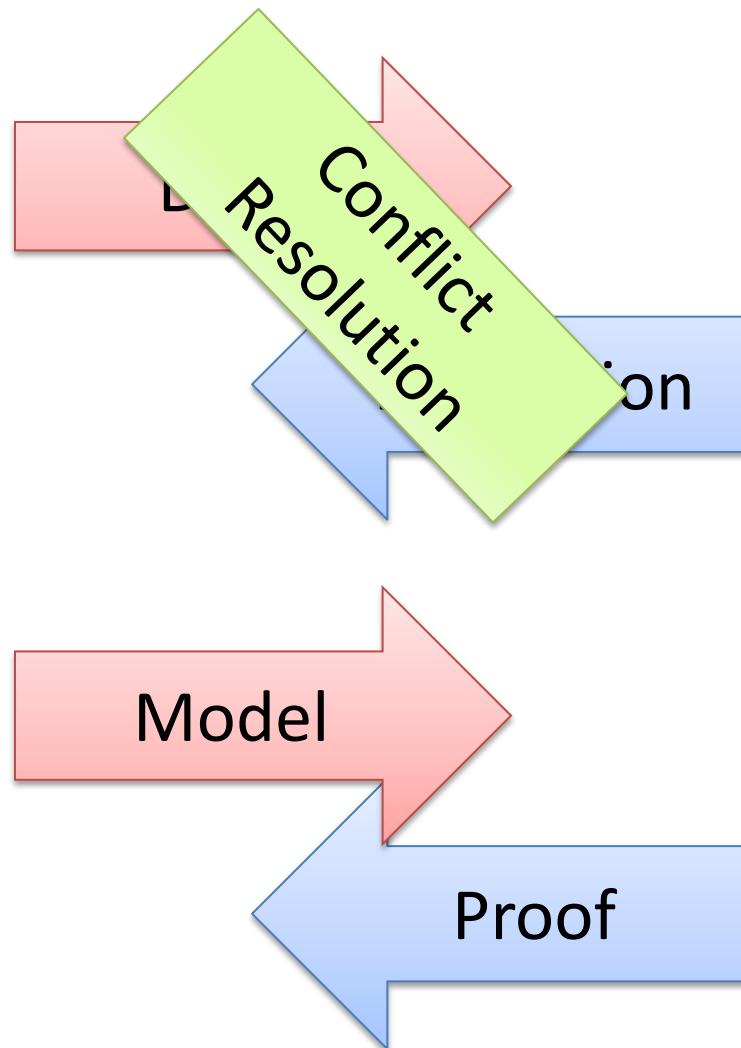
$\neg x \vee y,$

$x \vee \neg y,$

$\neg x \vee \neg y,$

$\neg x$

# CDCL: Conflict Driven Clause Learning



# Linear Arithmetic

Fourier-Motzkin	Simplex
Proof-finder	Model-finder
Saturation	Search

# Fourier-Motzkin

$$t_1 \leq ax, \quad bx \leq t_2$$



$$bt_1 \leq abx, \quad abx \leq at_2$$



$$bt_1 \leq at_2$$

Very similar to Resolution

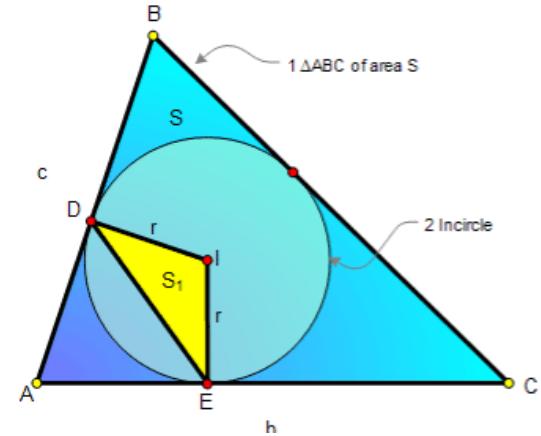
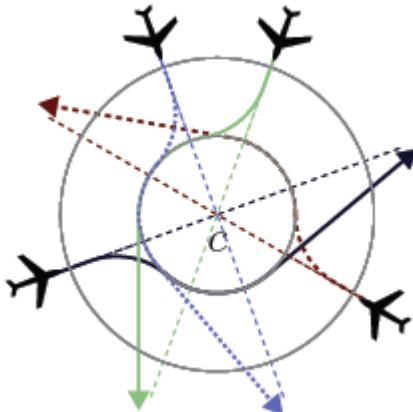
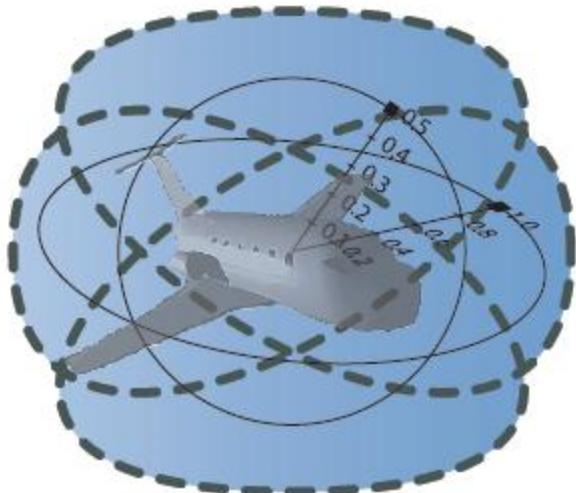
Exponential time and space

# Polynomial Constraints

AKA  
Existential Theory of the Reals  
 $\exists \mathbb{R}$

$$\begin{aligned}x^2 - 4x + y^2 - y + 8 &< 1 \\xy - 2x - 2y + 4 &> 1\end{aligned}$$

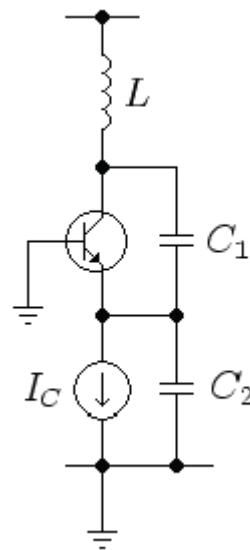
# Applications



$\partial a^{-m} J_{a,\sigma^2}(\xi_1) = \frac{(\xi_1 - a)}{\sigma^2}$

$$\int_{\mathbb{R}_+} T(x) \cdot \frac{\partial}{\partial \theta} f(x, \theta) dx = M \left( T(\xi) \cdot \frac{\partial}{\partial \theta} f(\xi, \theta) \right) - \int_{\mathbb{R}_+} T(x) \left( \frac{\partial}{\partial \theta} f(x, \theta) \right) dx$$

$$[ T(x) \cdot \int_{\mathbb{R}_+} \frac{\partial}{\partial \theta} f(x, \theta) dx ] f(x, \theta) = \int_{\mathbb{R}_+} T(x) \left( \frac{\partial}{\partial \theta} f(x, \theta) \right) dx$$



# CAD “Big Picture”

1. **Project/Saturate** set of polynomials
2. **Lift/Search**: Incrementally build assignment  $v: x_k \rightarrow \alpha_k$ 
  - Isolate roots of polynomials  $f_i(\alpha, x)$
  - Select a feasible cell  $C$ , and assign  $x_k$  some  $\alpha_k \in C$
  - If there is no feasible cell, then backtrack

# CAD “Big Picture”

$$x^2 + y^2 - 1 < 0$$

$$x y - 1 > 0$$



1. Saturate

$$x^4 - x^2 + 1$$

$$x^2 - 1$$

$$x$$

2. Search

	$(-\infty, -1)$	$-1$	$(-1, 0)$	$0$	$(0, 1)$	$1$	$(1, \infty)$
$x^4 - x^2 + 1$	+	+	+	+	+	+	+
$x^2 - 1$	+	0	-	-	-	0	+
$x$	-	-	-	0	+	+	+

# CAD “Big Picture”

$$x^2 + y^2 - 1 < 0 \quad \xrightarrow{\hspace{1cm}} \quad x^4 - x^2 + 1$$

$$xy - 1 > 0 \quad \xrightarrow{\hspace{1cm}} \quad x^2 - 1$$

1. Saturate

$x$

	$(-\infty, -\frac{1}{2})$	$-\frac{1}{2}$	$(-\frac{1}{2}, \infty)$
$4 + y^2 - 1$	+	+	+
$-2y - 1$	+	0	-

$x \rightarrow -2$



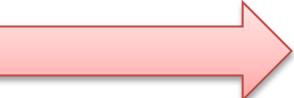
2. Search

	$(-\infty, -1)$	$-1$	$(-1, 0)$	$0$	$(0, 1)$	$1$	$(1, \infty)$
$x^4 - x^2 + 1$	+	+	+	+	+	+	+
$x^2 - 1$	+	0	-	-	-	0	+
$x$	-	-	-	0	+	+	+

# CAD “Big Picture”

$$x^2 + y^2 - 1 < 0$$

$$xy - 1 > 0$$



$$x^4 - x^2 + 1$$

$$x^2 - 1$$

$$x$$

	$(-\infty, -\frac{1}{2})$	$-\frac{1}{2}$	$(-\frac{1}{2}, \infty)$
$4 + y^2 - 1$	+	+	+
$-2y - 1$	+	0	-

CONFLICT

$$x \rightarrow -2$$



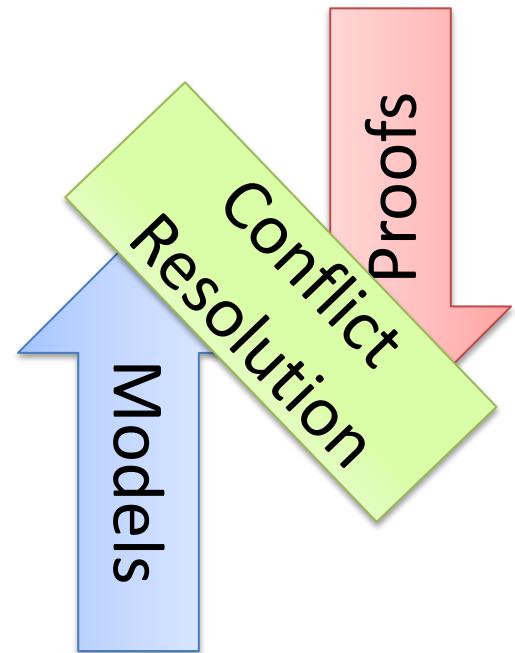
	$(-\infty, -1)$	$-1$	$(-1, 0)$	$0$	$(0, 1)$	$1$	$(1, \infty)$
$x^4 - x^2 + 1$	+	+	+	+	+	+	+
$x^2 - 1$	+	0	-	-	-	0	+
$x$	-	-	-	0	+	+	+

# NLSAT: Model-Based Search

Static x Dynamic

Optimistic approach

Key ideas



Start the Search before Saturate/Project

We saturate on demand

Model guides the saturation

# NLSAT (1)

Two kinds of **decision**

1. case-analysis (Boolean)

$$x^2 + y^2 < 1 \vee x < 0 \vee x y > 1$$

2. model construction (CAD lifting)

$x \rightarrow -2$   


	$(-\infty, -1)$	$-1$	$(-1, 0)$	$0$	$(0, 1)$	$1$	$(1, \infty)$
$x^4 - x^2 + 1$	+	+	+	+	+	+	+
$x^2 - 1$	+	0	-	-	-	0	+
$x$	-	-	-	0	+	+	+

# NLSAT (1)

Two kinds of decision

1. case-analysis (Boolean)
2. model construction (CAD lifting)

Parametric calculus:  $\text{explain}(F, M)$

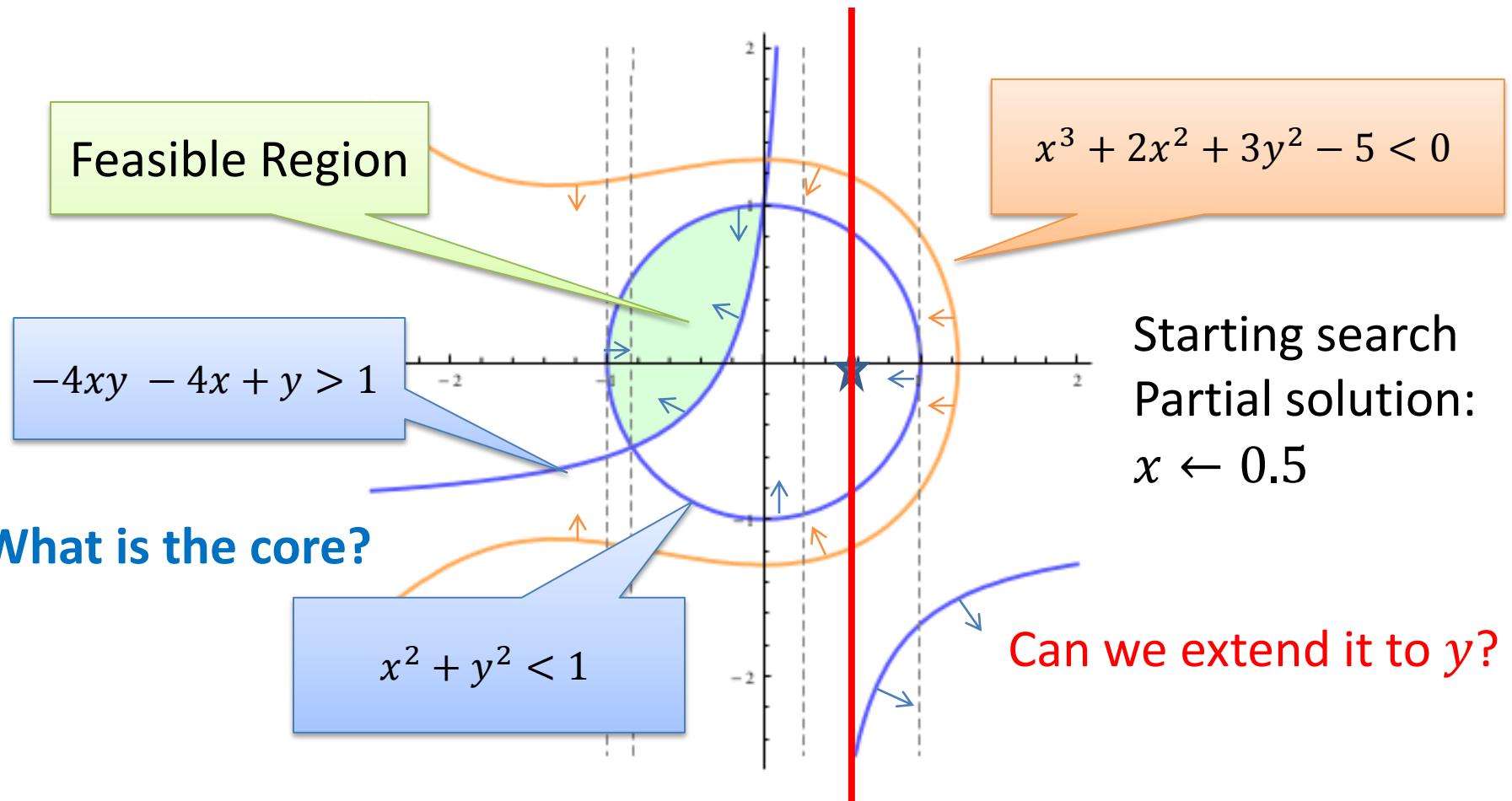
Finite basis explanation function

Explanations may contain new literals

They evaluate to false in the current state

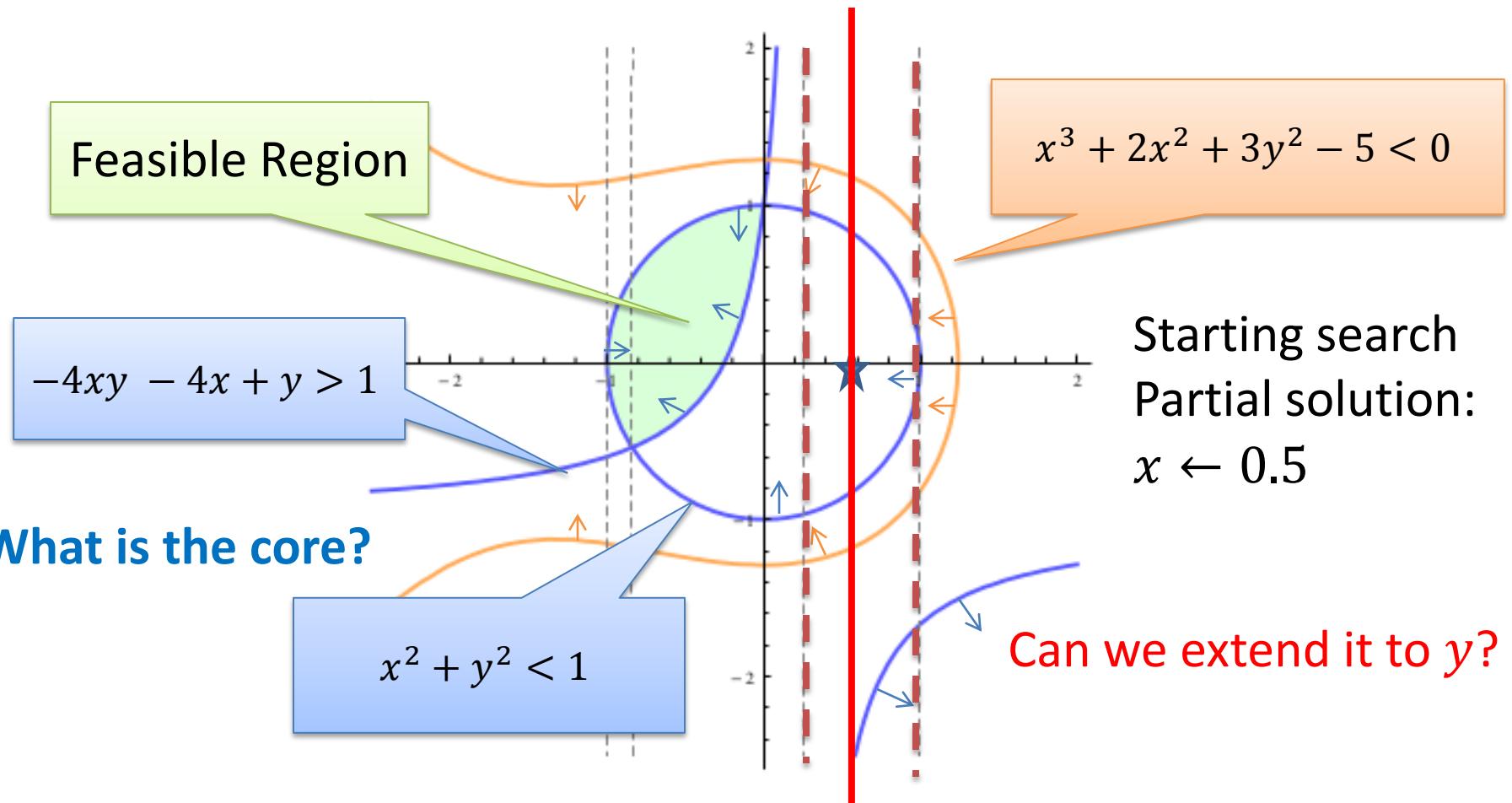
# NLSAT (2)

Key ideas: Use partial solution to guide the search



# NLSAT (2)

Key ideas: Use partial solution to guide the search



# NLSAT (3)

Key ideas: **Solution based Project/Saturate**

$$\begin{aligned} \mathsf{P}_c(A, x) &= \\ \bigcup_{f \in A} \mathsf{coeff}(f, x) \cup \bigcup_{\substack{f \in A \\ g \in \mathsf{R}(f, x)}} \mathsf{psc}(g, g'_x, x) \cup \bigcup_{\substack{i < j \\ g_i \in \mathsf{R}(f_i, x) \\ g_j \in \mathsf{R}(f_j, x)}} \mathsf{psc}(g_i, g_j, x) \end{aligned}$$

Standard project operators are **pessimistic**.  
Coefficients can vanish!

# NLSAT (4)

Key ideas: **Lemma Learning**

Prevent a **Conflict** from happening again.

Current assignment

$$x \rightarrow 0.75$$

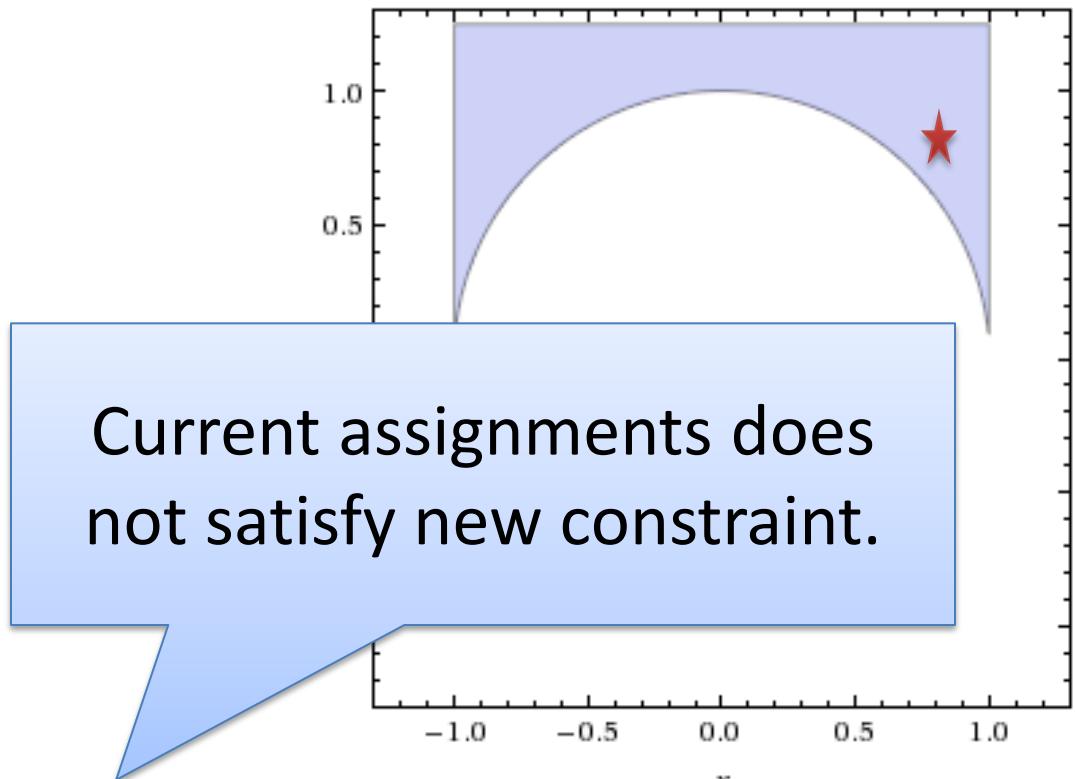
$$y \rightarrow 0.75$$

**Conflict**

$$x^2 + y^2 + z^2 < 1$$

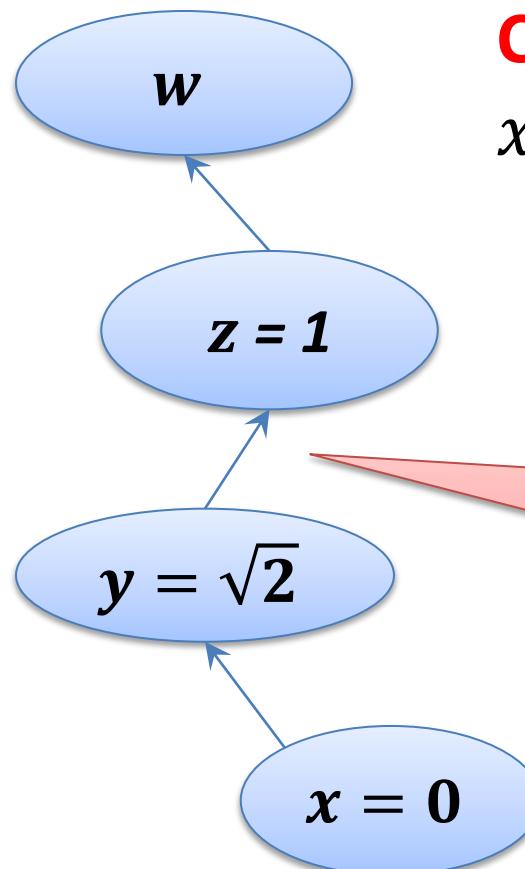
Lemma

$$-1 < x < 1 \wedge y > \text{root}_2(1 - \tilde{y}^2 - x^2) \Rightarrow \perp$$



# NLSAT (5)

Key ideas: Nonchronological Backtracking



**Conflict**

$$x \cdot w = 1$$

The values chosen for  $z$  and  $y$  are **irrelevant**.

# Machinery

Multivariate & univariate Polynomials

Basic operations, Pseudo-division,

GCD, Resultant, PSC, Factorization,

Root isolation algorithms, Sturm sequences

Binary rationals  $\frac{a}{2^k}$

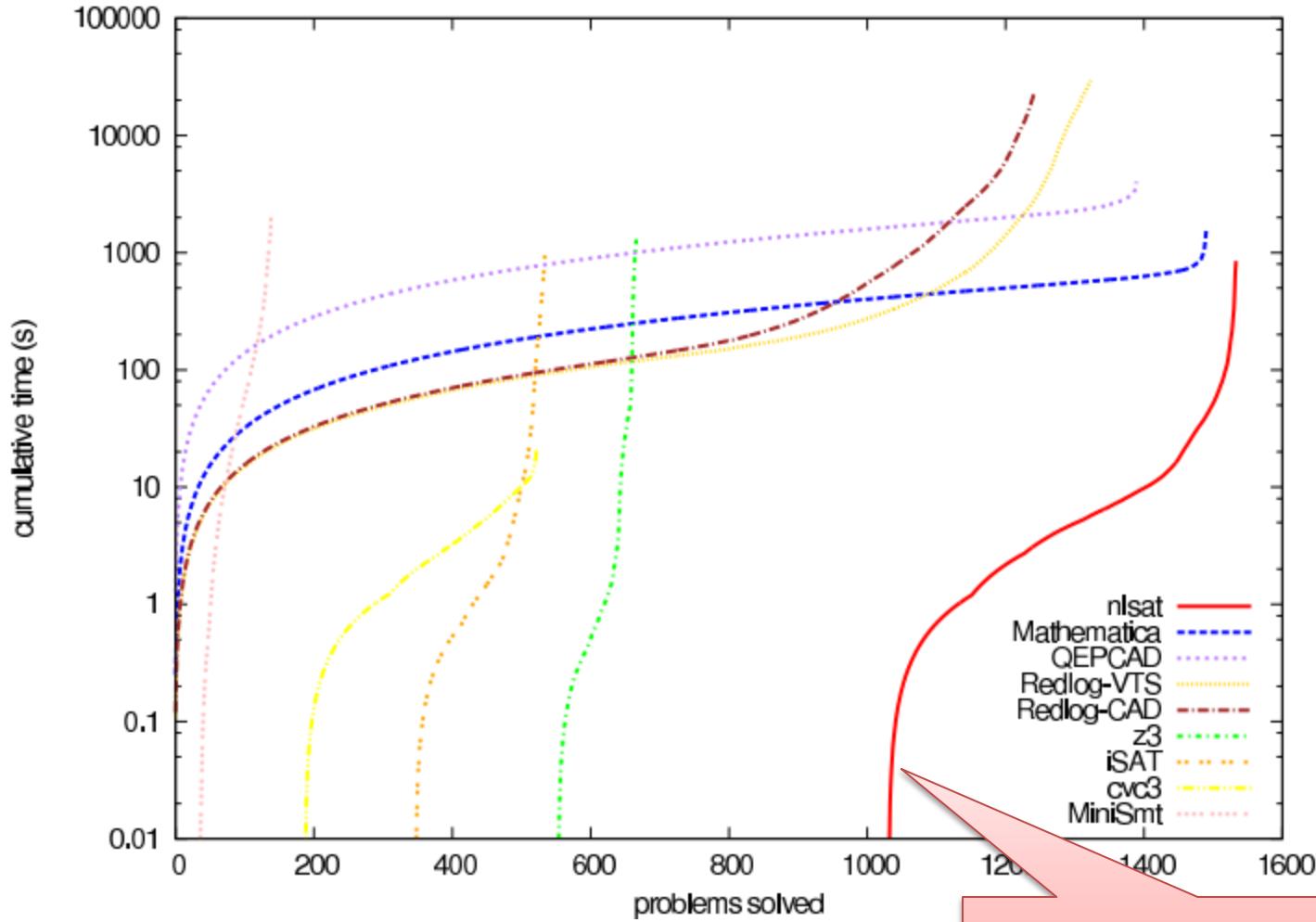
Real Algebraic Numbers

# Experimental Results (1)

## OUR NEW ENGINE

solver	meti-tarski (1006)		keymaera (421)		zankl (166)		hong (20)		kissing (45)		all (1658)	
	solved	time (s)	solved	time (s)	solved	time (s)	solved	time (s)	solved	time (s)	solved	time (s)
nlsat	1002	343	<b>420</b>	<b>5</b>	<b>89</b>	<b>234</b>	10	170	13	95	<b>1534</b>	<b>849</b>
Mathematica	<b>1006</b>	<b>796</b>	420	171	50	366	9	208	6	29	1491	1572
QEPCAD	991	2616	368	1331	21	38	6	43	4	5	1390	4036
Redlog-VTS	847	28640	419	78	42	490	6	3	10	275	1324	29488
Redlog-CAD	848	21706	363	730	21	173	6	2	4	0	1242	22613
z3	266	83	379	1216	21	0	1	0	0	0	667	1299
iSAT	203	122	291	16	21	24	<b>20</b>	<b>822</b>	0	0	535	986
cvc3	150	13	361	5	12	3	0	0	0	0	523	22
MiniSmt	40	697	35	0	46	1370	0	0	18	44	139	2112

# Experimental Results (2)



OUR NEW ENGINE

# Other examples

(for linear arithmetic)

Fourier-Motzkin



Generalizing DPLL to  
richer logics

[McMillan et al 2009]

Conflict Resolution

[Korovin et al 2009]

# Other examples

Array Theory by  
Axiom Instantiation



Lemmas on Demand  
For Theory of Array  
[Brummayer-Biere 2009]

$$\forall a, i, v: \quad a[i := v][i] = v$$

$$\forall a, i, j, v: \quad i = j \vee a[i := v][j] = a[j]$$

# Saturation: successful instances

Polynomial time procedures

Gaussian Elimination

Congruence Closure

# MCSat

## Model-Driven SMT

Lift ideas from CDCL to SMT

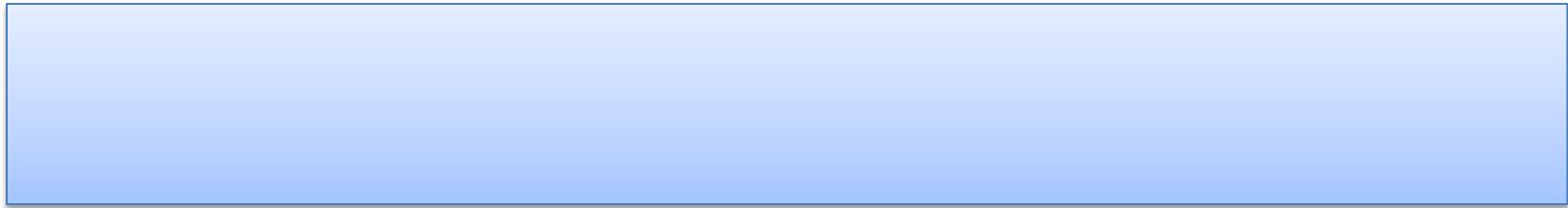
Generalize ideas found in model-driven approaches

Easier to implement

Model construction is explicit

# MCSat

$$x \geq 2, \quad (\neg x \geq 1 \vee y \geq 1), \quad (x^2 + y^2 \leq 1 \vee xy > 1)$$



# MCSat

$$x \geq 2, \quad (\neg x \geq 1 \vee y \geq 1), \quad (x^2 + y^2 \leq 1 \vee xy > 1)$$

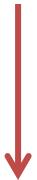


$x \geq 2$	
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Propagations

# MCSat

$$x \geq 2, \quad (\neg x \geq 1 \vee y \geq 1), \quad (x^2 + y^2 \leq 1 \vee xy > 1)$$



$$x \geq 2 \xrightarrow{} x \geq 1$$

Propagations

# MCSat

$$x \geq 2, \quad (\neg x \geq 1 \vee y \geq 1), \quad (x^2 + y^2 \leq 1 \vee xy > 1)$$



$$x \geq 2 \rightarrow x \geq 1 \rightarrow y \geq 1$$

Propagations

# MCSat

$$x \geq 2, \quad (\neg x \geq 1 \vee y \geq 1), \quad (x^2 + y^2 \leq 1 \vee xy > 1)$$

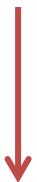


$x \geq 2$	$\rightarrow$	$x \geq 1$	$\rightarrow$	$y \geq 1$	$x^2 + y^2 \leq 1$	
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Boolean Decisions

# MCSat

$$x \geq 2, \quad (\neg x \geq 1 \vee y \geq 1), \quad (x^2 + y^2 \leq 1 \vee xy > 1)$$



$x \geq 2$	$\rightarrow$	$x \geq 1$	$\rightarrow$	$y \geq 1$	$x^2 + y^2 \leq 1$	$x \rightarrow 2$	
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Semantic Decisions

# MCSat

$$x \geq 2, \quad (\neg x \geq 1 \vee y \geq 1), \quad (x^2 + y^2 \leq 1 \vee xy > 1)$$



$x \geq 2$	$\rightarrow$	$x \geq 1$	$\rightarrow$	$y \geq 1$	$x^2 + y^2 \leq 1$	$x \rightarrow 2$	
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Conflict

We can't find a value for  $y$

s.t.  $4 + y^2 \leq 1$

# MCSat

$$x \geq 2, \quad (\neg x \geq 1 \vee y \geq 1), \quad (x^2 + y^2 \leq 1 \vee xy > 1)$$



$x \geq 2$	$\rightarrow$	$x \geq 1$	$\rightarrow$	$y \geq 1$	$x^2 + y^2 \leq 1$	$x \rightarrow 2$	
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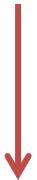
Conflict

We can't find a value for  $y$   
s.t.  $4 + y^2 \leq 1$

Learning that  
 $\neg(x^2 + y^2 \leq 1) \vee \neg(x = 2)$   
is not productive

# MCSat

$$x \geq 2, \quad (\neg x \geq 1 \vee y \geq 1), \quad (x^2 + y^2 \leq 1 \vee xy > 1)$$



$x \geq 2$	$\rightarrow$	$x \geq 1$	$\rightarrow$	$y \geq 1$	$x^2 + y^2 \leq 1$	$\rightarrow$	$\neg(x = 2)$	
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$$\neg(x^2 + y^2 \leq 1) \vee \neg(x = 2)$$

Learning that

$$\neg(x^2 + y^2 \leq 1) \vee \neg(x = 2)$$

is not productive

# MCSat

$$x \geq 2, \quad (\neg x \geq 1 \vee y \geq 1), \quad (x^2 + y^2 \leq 1 \vee xy > 1)$$



$x \geq 2$	$\rightarrow$	$x \geq 1$	$\rightarrow$	$y \geq 1$	$x^2 + y^2 \leq 1$	$\rightarrow$	$\neg(x = 2)$	$x \rightarrow 3$
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$$\neg(x^2 + y^2 \leq 1) \vee \neg(x = 2)$$

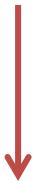
Learning that

$$\neg(x^2 + y^2 \leq 1) \vee \neg(x = 2)$$

is not productive

# MCSat

$$x \geq 2, \quad (\neg x \geq 1 \vee y \geq 1), \quad (x^2 + y^2 \leq 1 \vee xy > 1)$$



$x \geq 2 \rightarrow x \geq 1 \rightarrow y \geq 1$	$x^2 + y^2 \leq 1 \rightarrow \neg(x = 2)$	$x \rightarrow 3$
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“Same” Conflict

$$\neg(x^2 + y^2 \leq 1) \vee \neg(x = 2)$$

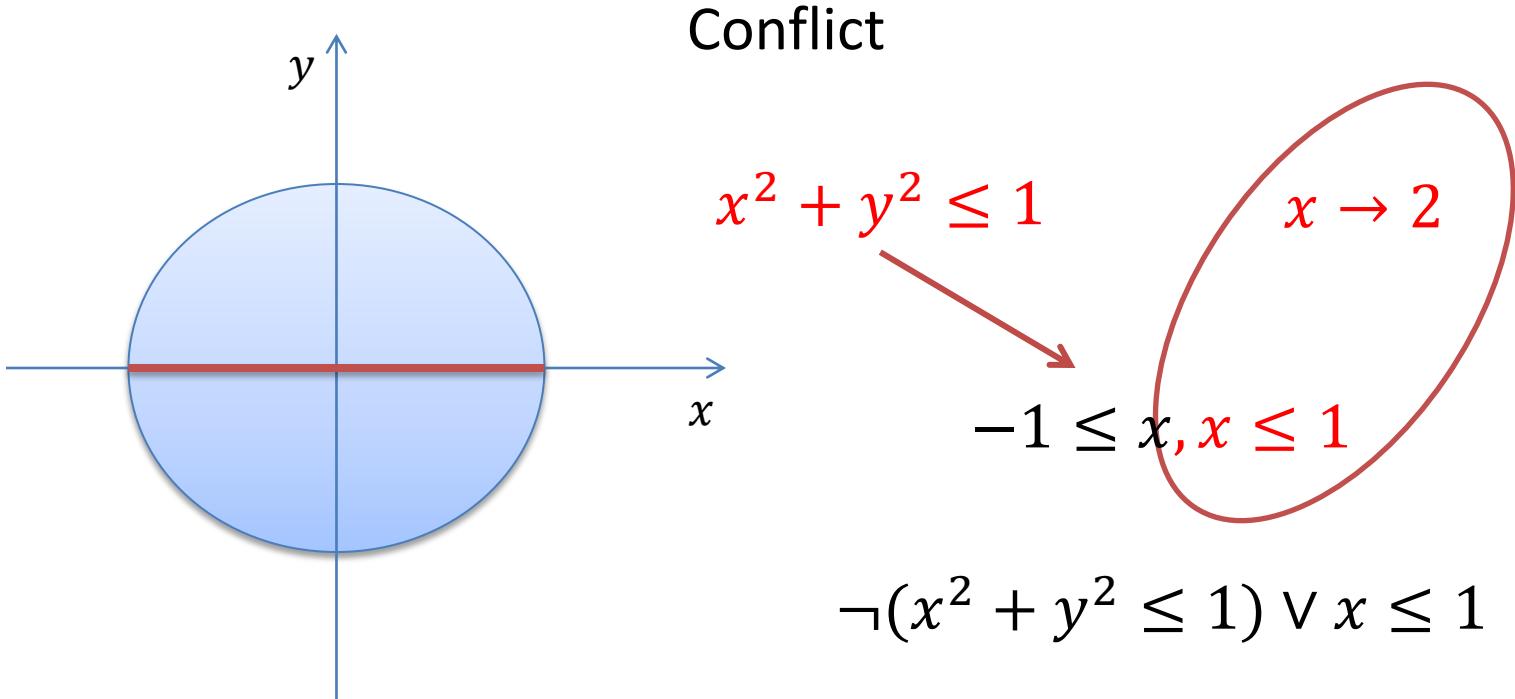
We can't find a value for  $y$   
s.t.  $9 + y^2 \leq 1$

Learning that  
 $\neg(x^2 + y^2 \leq 1) \vee \neg(x = 2)$   
is not productive

$$x \geq 2, \quad (\neg x \geq 1 \vee y \geq 1), \quad (x^2 + y^2 \leq 1 \vee xy > 1)$$



$x \geq 2$	$\rightarrow$	$x \geq 1$	$\rightarrow$	$y \geq 1$	$x^2 + y^2 \leq 1$	$x \rightarrow 2$	
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# MCSat

$$x \geq 2, \quad (\neg x \geq 1 \vee y \geq 1), \quad (x^2 + y^2 \leq 1 \vee xy > 1)$$



$$x \geq 2 \rightarrow x \geq 1 \rightarrow y \geq 1 \quad x^2 + y^2 \leq 1 \rightarrow x \leq 1$$



$$\neg(x^2 + y^2 \leq 1) \vee x \leq 1$$

# MCSat

$$x \geq 2, \quad (\neg x \geq 1 \vee y \geq 1), \quad (x^2 + y^2 \leq 1 \vee xy > 1)$$



$x \geq 2 \rightarrow$	$x \geq 1 \rightarrow$	$y \geq 1$	$x^2 + y^2 \leq 1 \rightarrow$	$x \leq 1$	
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$$\neg(x^2 + y^2 \leq 1) \vee x \leq 1$$

Conflict

$$\neg(x \geq 2) \vee \neg(x \leq 1)$$

# MCSat

$$x \geq 2, \quad (\neg x \geq 1 \vee y \geq 1), \quad (x^2 + y^2 \leq 1 \vee xy > 1)$$



$x \geq 2$	$\rightarrow$	$x \geq 1$	$\rightarrow$	$y \geq 1$	$x^2 + y^2 \leq 1$		
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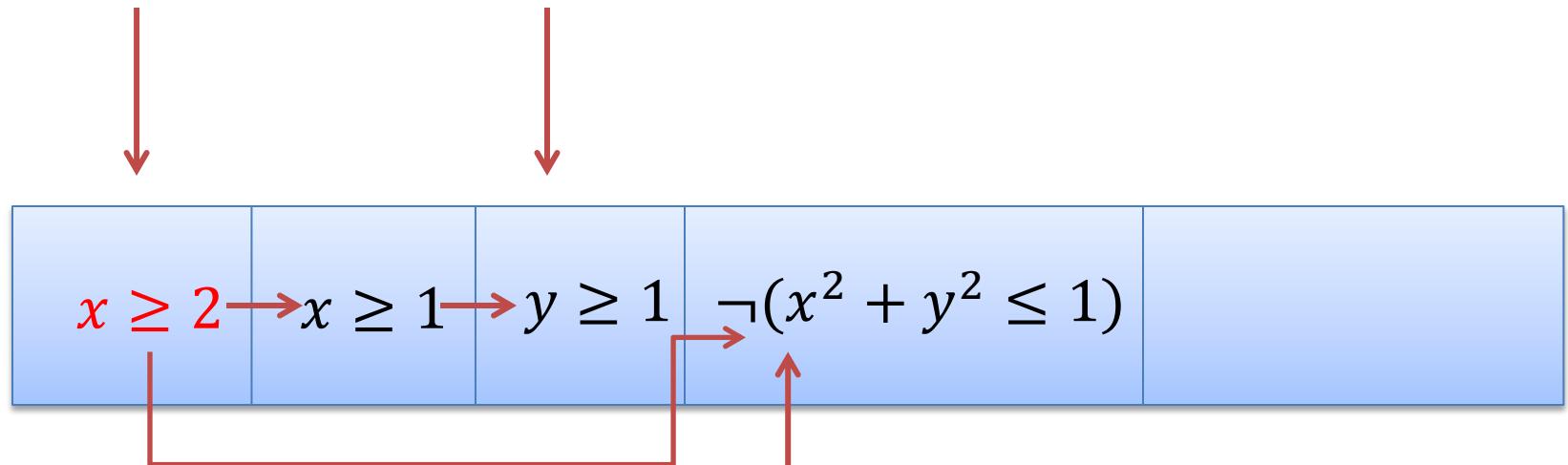
$$\neg(x^2 + y^2 \leq 1) \vee x \leq 1$$

Learned by resolution

$$\neg(x \geq 2) \vee \neg(x^2 + y^2 \leq 1)$$

# MCSat

$$x \geq 2, \quad (\neg x \geq 1 \vee y \geq 1), \quad (x^2 + y^2 \leq 1 \vee xy > 1)$$



$$\neg(x \geq 2) \vee \neg(x^2 + y^2 \leq 1) \quad \neg(x^2 + y^2 \leq 1) \vee x \leq 1$$

# MCSat: FM Example

$$-x + z + 1 \leq 0$$

$$z \rightarrow 0$$

$$x - y \leq 0$$

$$y \rightarrow 0$$

$$-x + z + 1 \leq 0, \quad x - y \leq 0 \quad z \rightarrow 0, \quad y \rightarrow 0$$

$\equiv$

$$z + 1 \leq x, \quad x \leq y$$

$$1 \leq x, \quad x \leq 0$$

We can't find a value of  $x$

# MCSat: FM Example

$-x + z + 1 \leq 0$	$z \rightarrow 0$	$x - y \leq 0$	$y \rightarrow 0$	
---------------------	-------------------	----------------	-------------------	--

$$-x + z + 1 \leq 0, \quad x - y \leq 0 \quad z \rightarrow 0, \quad y \rightarrow 0$$

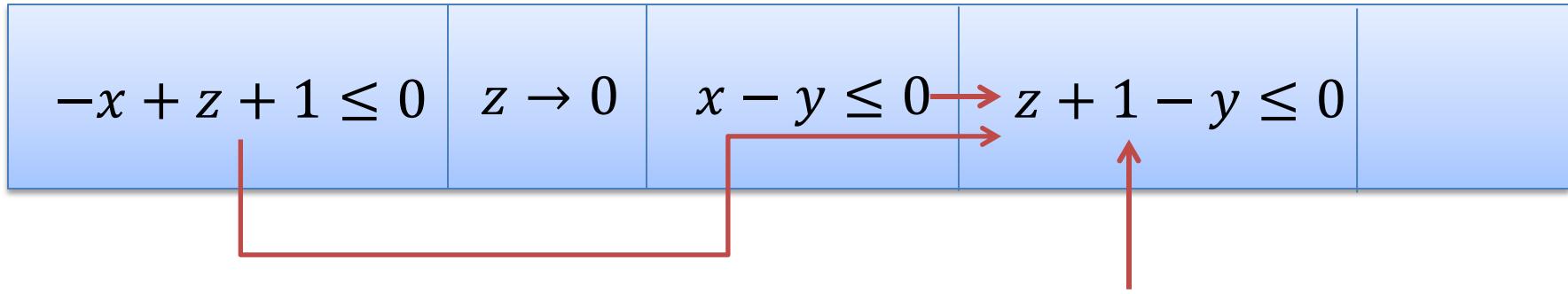
$$\exists x: -x + z + 1 \leq 0 \wedge x - y \leq 0$$

$$z + 1 - y \leq 0$$

Fourier-Motzkin

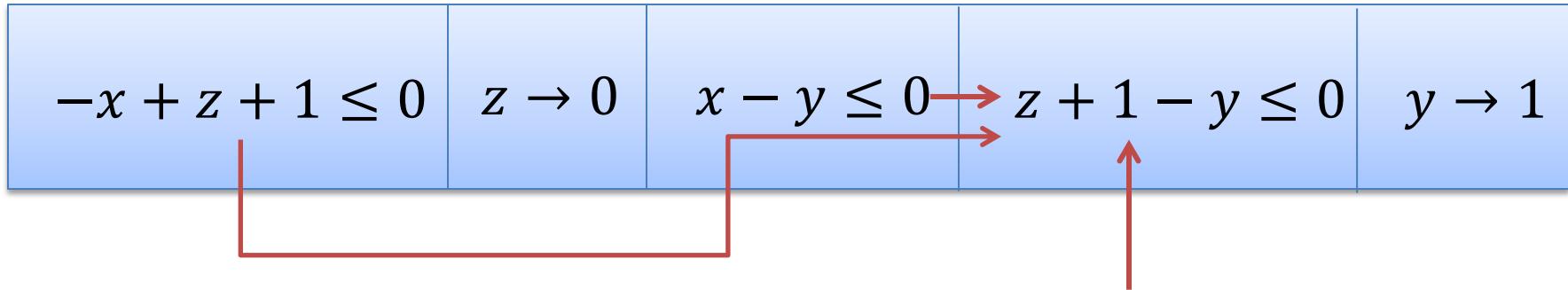
$$\neg(-x + z + 1 \leq 0) \vee \neg(x - y \leq 0) \vee z + 1 - y \leq 0$$

# MCSat: FM Example



$$\neg(-x + z + 1 \leq 0) \vee \neg(x - y \leq 0) \vee z + 1 - y \leq 0$$

# MCSat: FM Example



$$\neg(-x + z + 1 \leq 0) \vee \neg(x - y \leq 0) \vee z + 1 - y \leq 0$$

$$-x + z + 1 \leq 0, \quad x - y \leq 0 \quad \quad \quad z \rightarrow 0, \quad \quad y \rightarrow 1$$

$\equiv$

$$z + 1 \leq x, \quad x \leq y$$

$$1 \leq x, \quad x \leq 1$$

# MCSat: FM Example

$$-x + z + 1 \leq 0$$

$$z \rightarrow 0$$

$$x - y \leq 0$$

$$z + 1 - y \leq 0$$

$$y \rightarrow 1$$

$$x \rightarrow 1$$

$$\neg(-x + z + 1 \leq 0) \vee \neg(x - y \leq 0) \vee z + 1 - y \leq 0$$

$$-x + z + 1 \leq 0, \quad x - y \leq 0$$

$$z \rightarrow 0, \quad y \rightarrow 1$$

$\equiv$

$$z + 1 \leq x, \quad x \leq y$$

$$1 \leq x, \quad x \leq 1$$

# MCSat – Finite Basis

Every theory that admits **quantifier elimination** has a finite basis (given a fixed assignment order)

$$F[x, y_1, \dots, y_m]$$

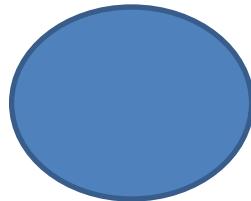
$$\exists x: F[x, y_1, \dots, y_m]$$

$$C_1[y_1, \dots, y_m] \wedge \dots \wedge C_k[y_1, \dots, y_m]$$

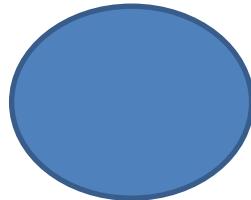
$$\neg F[x, y_1, \dots, y_m] \vee C_k[y_1, \dots, y_m]$$

$$y_1 \rightarrow \alpha_1, \dots, y_m \rightarrow \alpha_m$$

# MCSat – Finite Basis

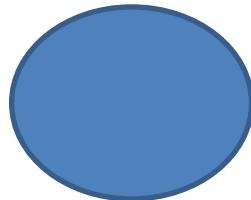


$$F_n[x_1, x_2, \dots, x_{n-1}, x_n]$$

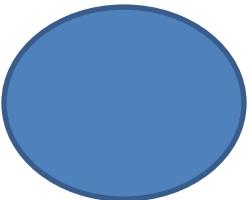


$$F_{n-1}[x_1, x_2, \dots, x_{n-1}]$$

...

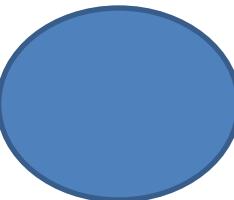


$$F_2[x_1, x_2]$$

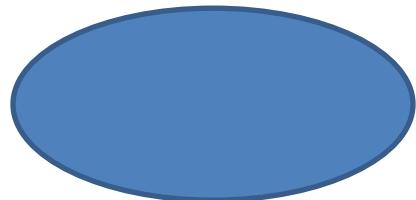


$$F_1[x_1]$$

# MCSat – Finite Basis

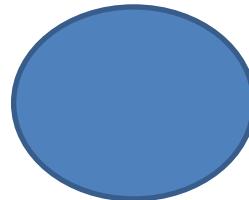


$$F_n[x_1, x_2, \dots, x_{n-1}, x_n]$$

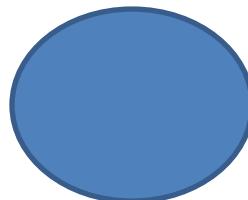


$$F_{n-1}[x_1, x_2, \dots, x_{n-1}]$$

...

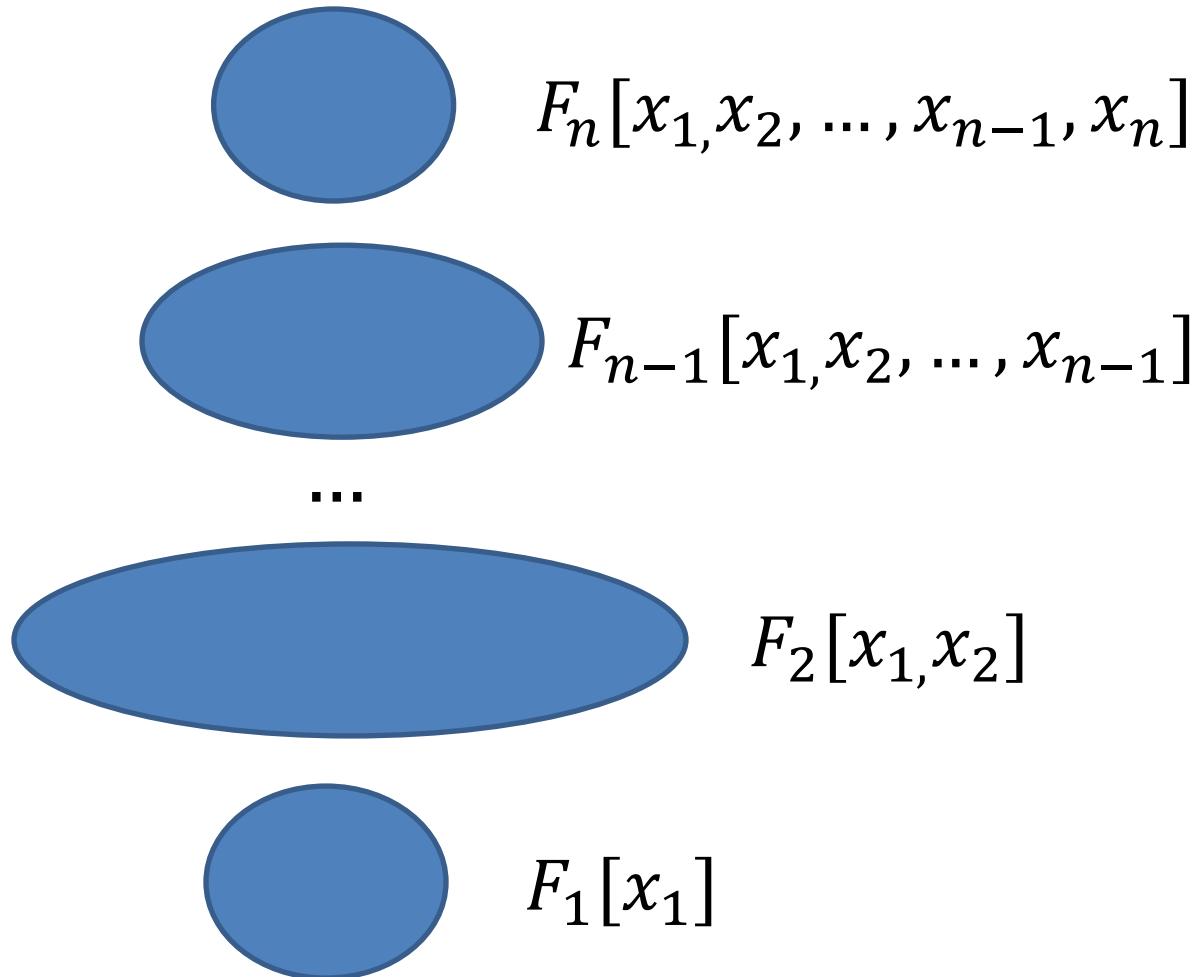


$$F_2[x_1, x_2]$$

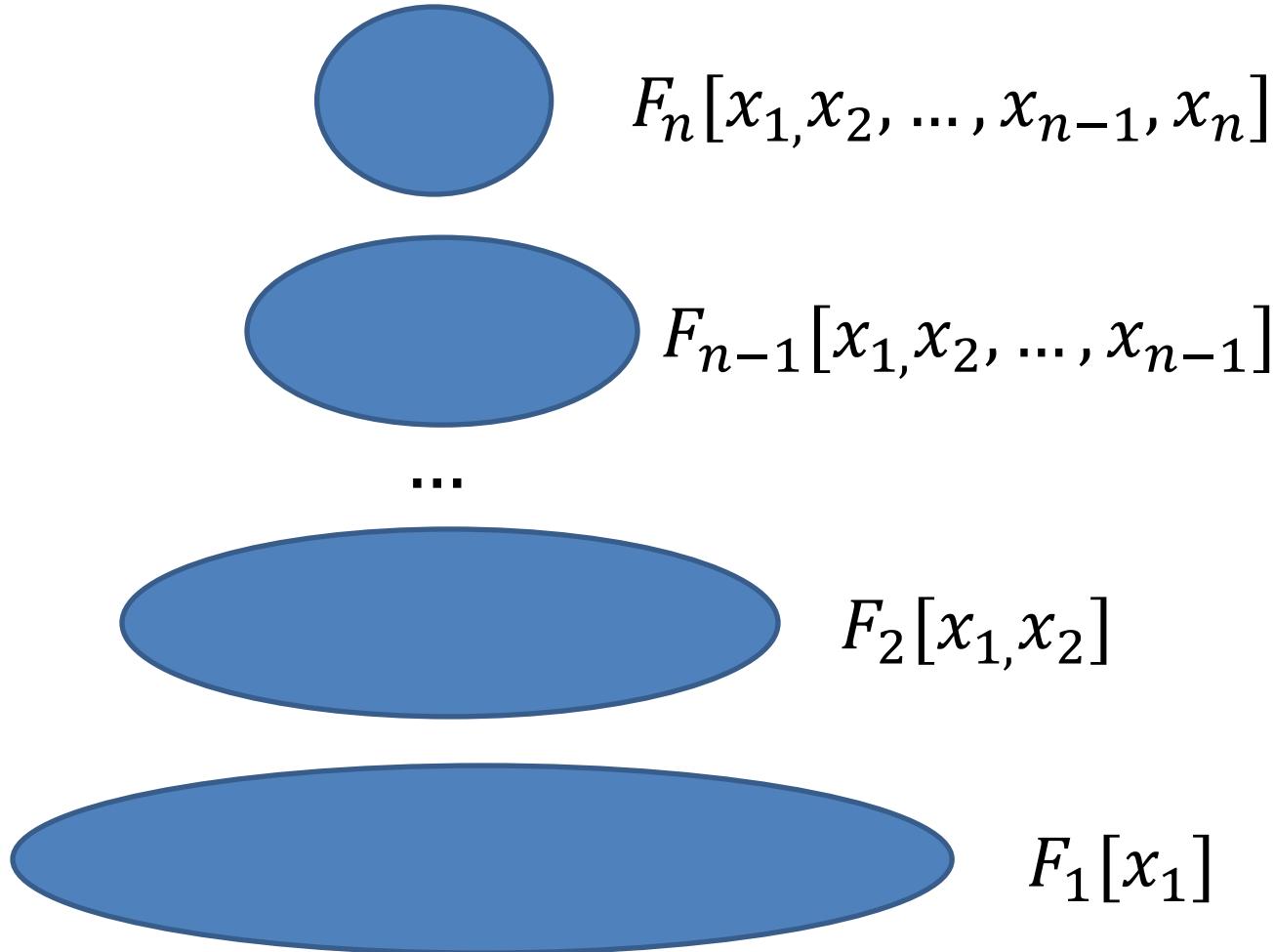


$$F_1[x_1]$$

# MCSat – Finite Basis



# MCSat – Finite Basis



# MCSat – Finite Basis

Every “finite” theory has a finite basis

Example: Fixed size Bit-vectors

$$F[x, y_1, \dots, y_m] \quad y_1 \rightarrow \alpha_1, \dots, y_m \rightarrow \alpha_m$$

$$\neg F[x, y_1, \dots, y_m] \vee \neg(y_1 = \alpha_1) \vee \dots \vee \neg(y_m = \alpha_m)$$

# MCSat – Finite Basis

Theory of uninterpreted functions has a finite basis

Theory of arrays has a finite basis [Brummayer- Biere 2009]

In both cases the Finite Basis is essentially composed of equalities between existing terms.

# MCSat: Uninterpreted Functions

$$a = b + 1, f(a - 1) < c, f(b) > a$$

$$a = b + 1, f(\textcolor{red}{k}) < c, f(b) > a, \textcolor{red}{k} = a - 1$$

$$a = b + 1, \textcolor{red}{f(k)} < c, \textcolor{red}{f(b)} > a, k = a - 1$$



Treat  $f(k)$  and  $f(b)$  as variables  
**Generalized variables**

# MCSat: Uninterpreted Functions

$$a = b + 1, f(k) < c, f(b) > a, k = a - 1$$

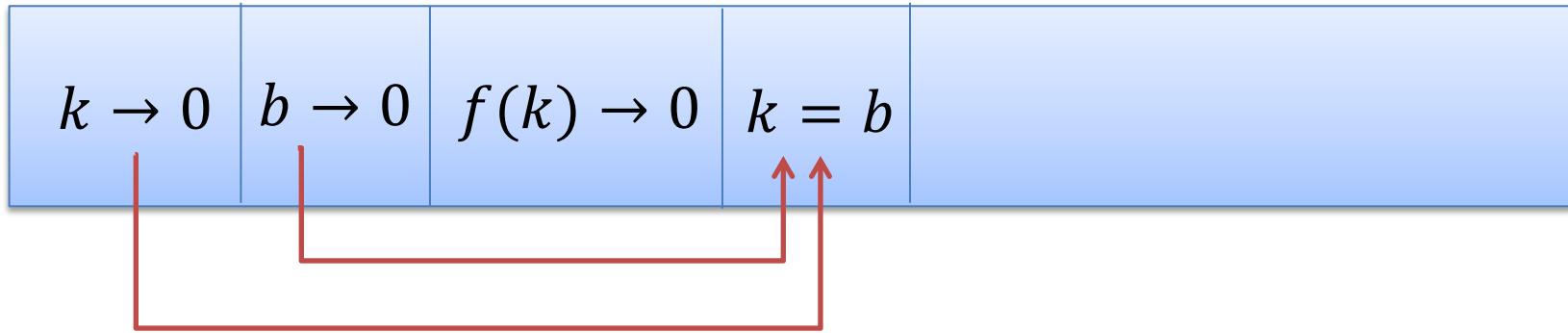
$k \rightarrow 0$	$b \rightarrow 0$	$f(k) \rightarrow 0$	$f(b) \rightarrow 2$	
-------------------	-------------------	----------------------	----------------------	--

Conflict:  $f(k)$  and  $f(b)$  must be equal

$$\neg(k = b) \vee f(k) = f(b)$$

# MCSat: Uninterpreted Functions

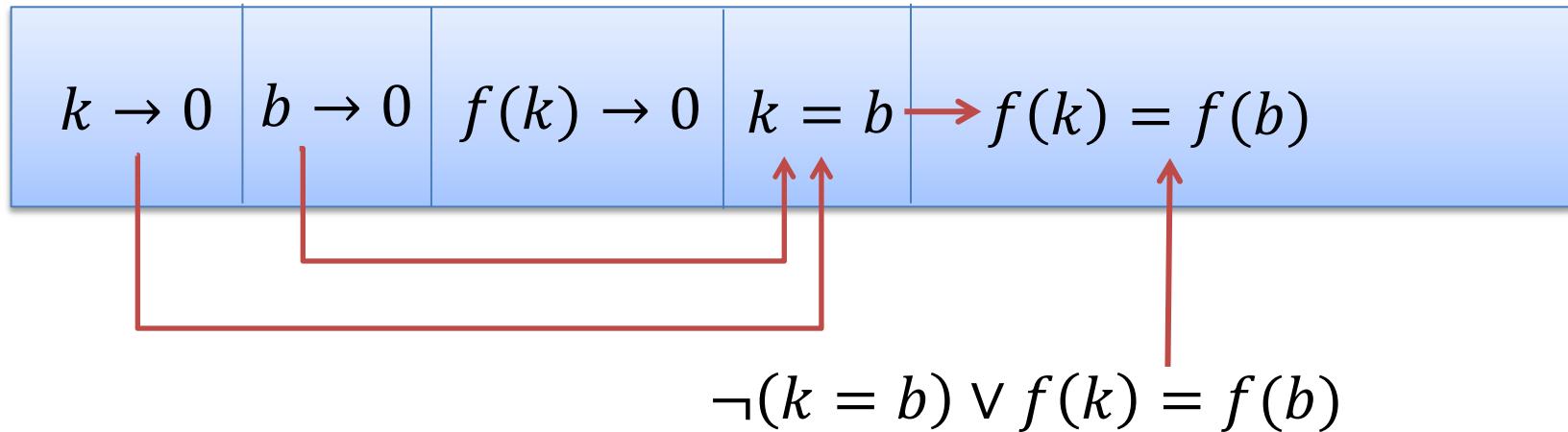
$$a = b + 1, f(k) < c, f(b) > a, k = a - 1$$



$$\neg(k = b) \vee f(k) = f(b)$$

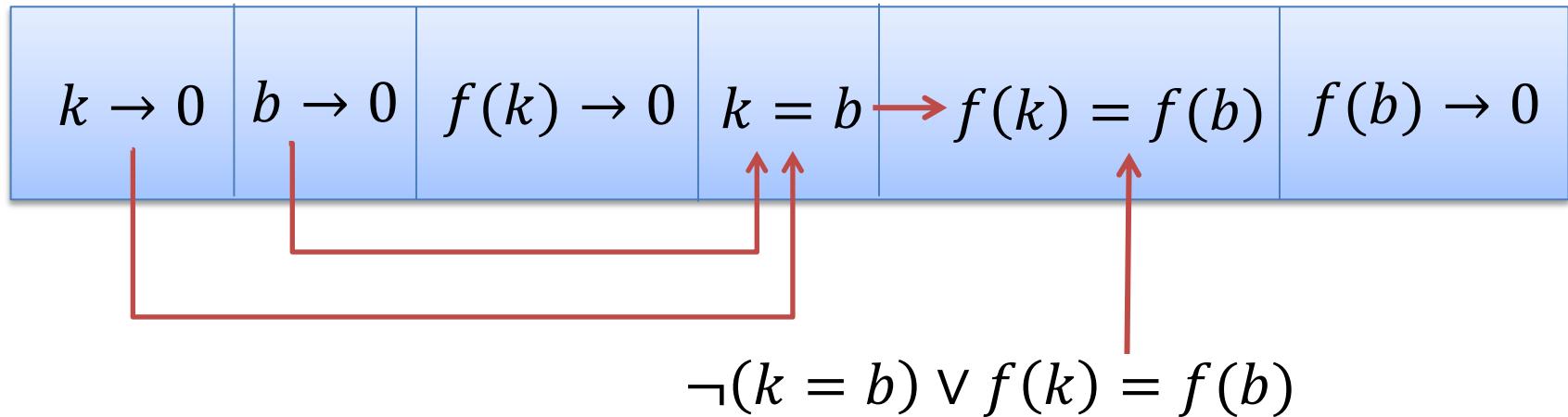
# MCSat: Uninterpreted Functions

$$a = b + 1, f(k) < c, f(b) > a, k = a - 1$$



# MCSat: Uninterpreted Functions

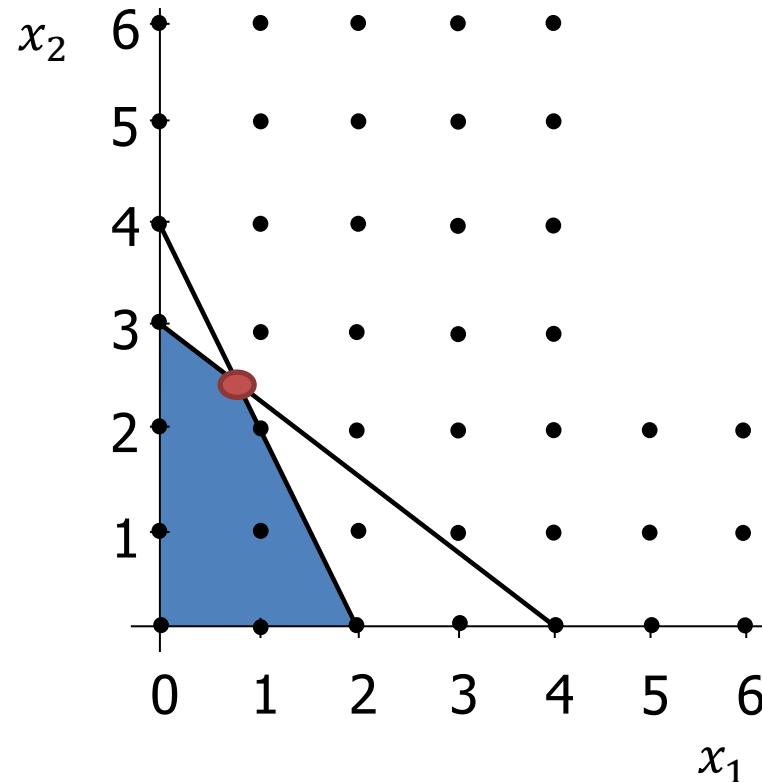
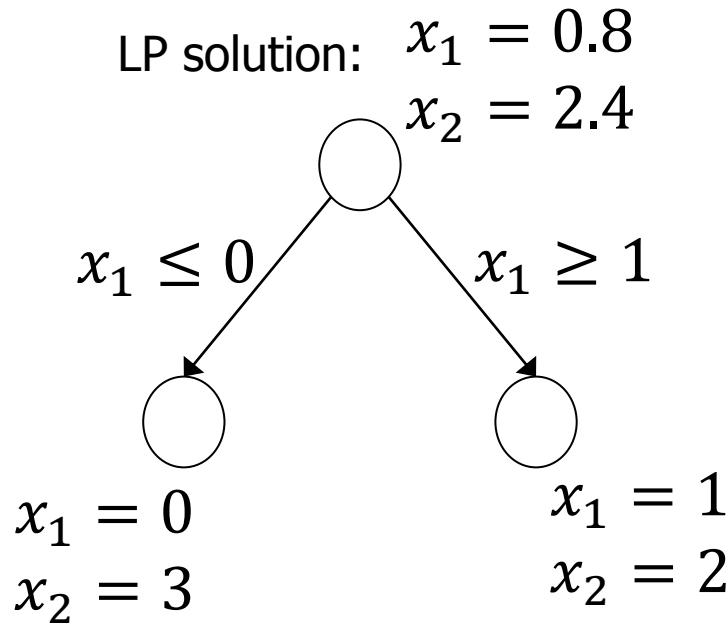
$$a = b + 1, f(k) < c, f(b) > a, k = a - 1$$



# MCSat – Finite Basis

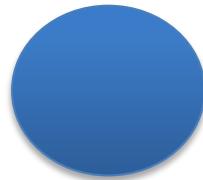
We can also use literals from the finite basis in decisions.

Application: simulate branch&bound for **bounded** linear integer arithmetic



# MCSat: Termination

Propagations



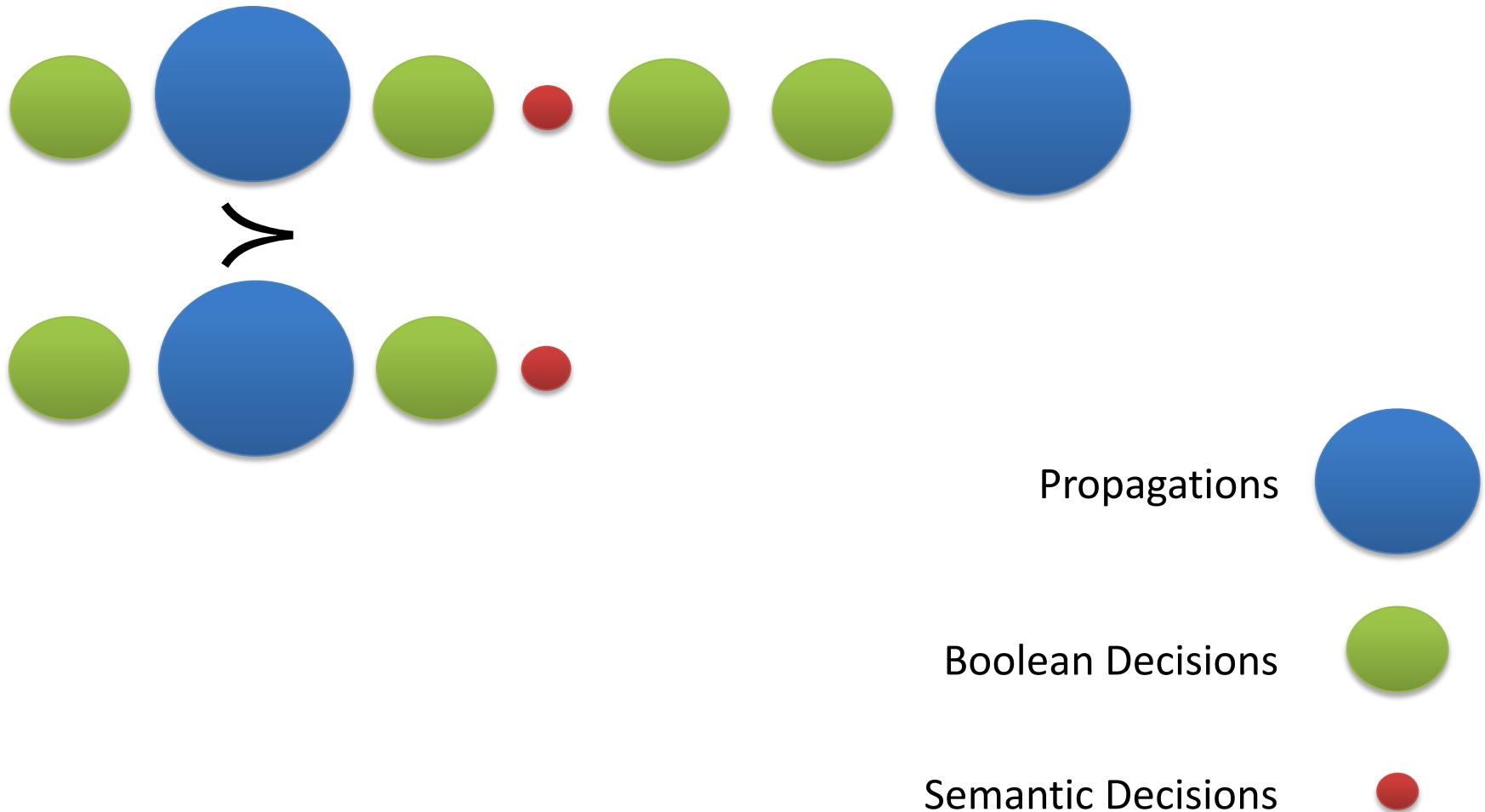
Boolean Decisions



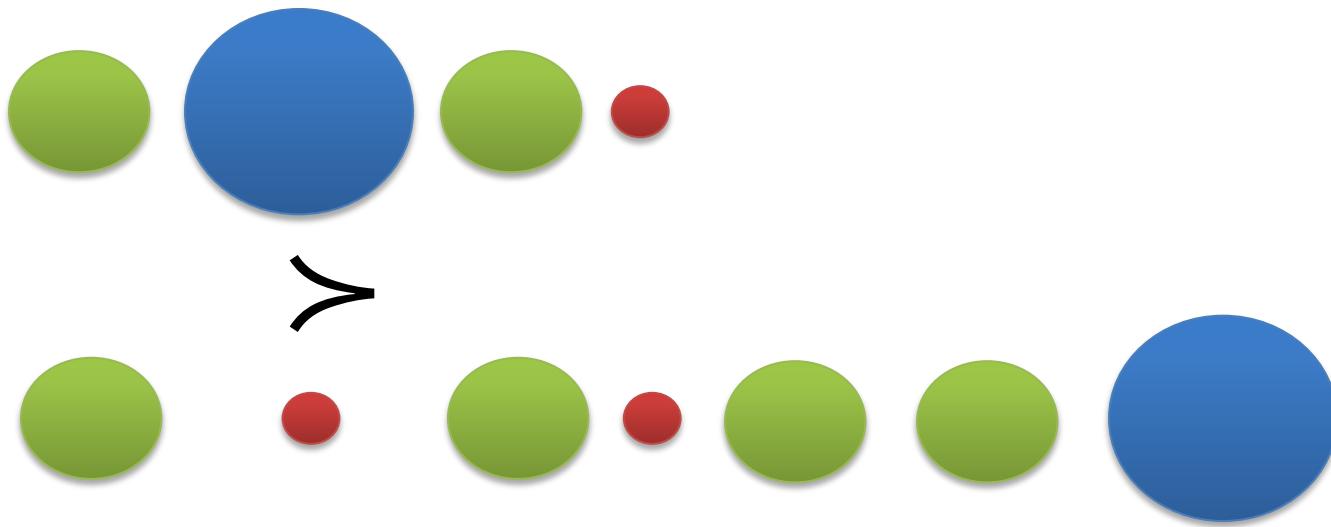
Semantic Decisions



# MCSat



# MCSat



Propagations



Boolean Decisions

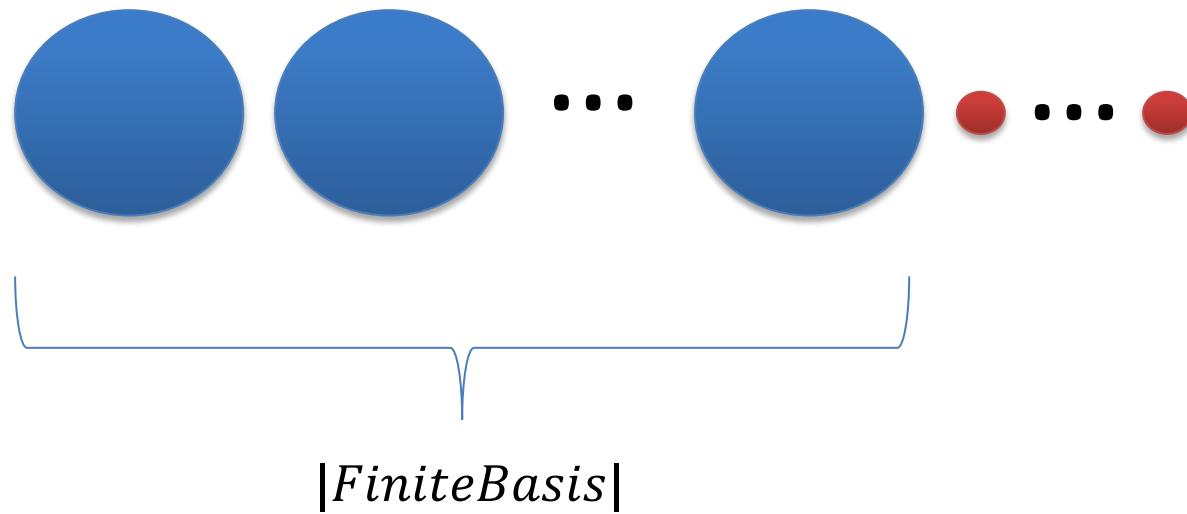


Semantic Decisions

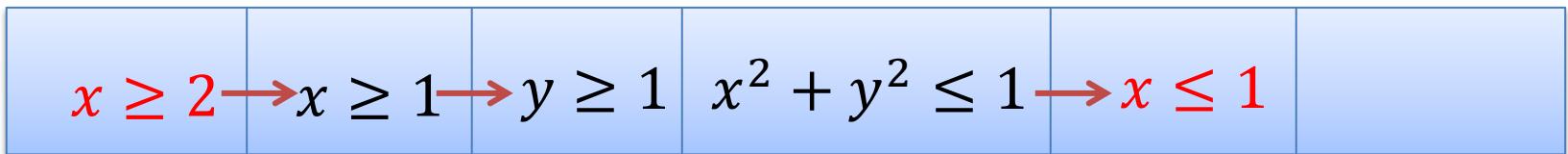


# MCSat

Maximal Elements



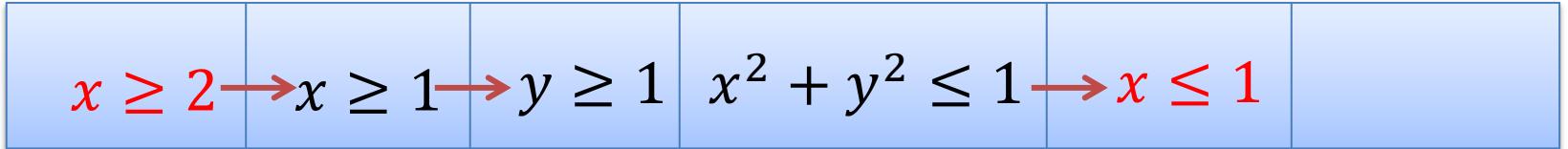
$$x \geq 2, \quad (\neg x \geq 1 \vee y \geq 1), \quad (x^2 + y^2 \leq 1 \vee xy > 1)$$



Conflict

$$\neg(x \geq 2) \vee \neg(x \leq 1) \quad \neg(x^2 + y^2 \leq 1) \vee x \leq 1$$

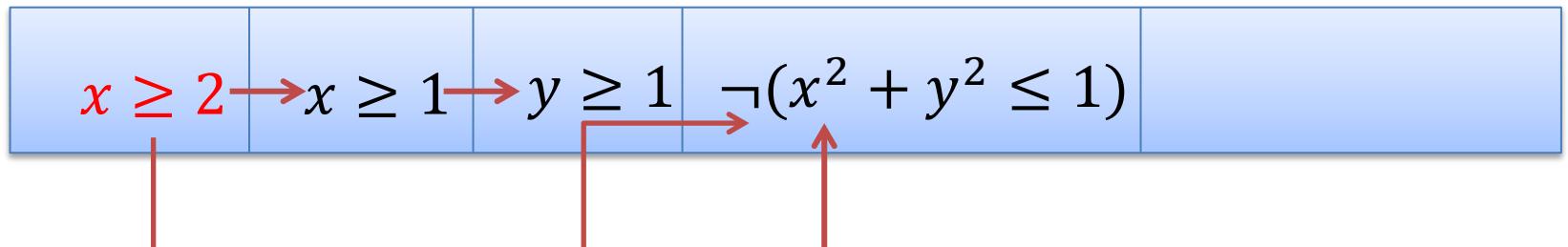
$$x \geq 2, \quad (\neg x \geq 1 \vee y \geq 1), \quad (x^2 + y^2 \leq 1 \vee xy > 1)$$



Conflict

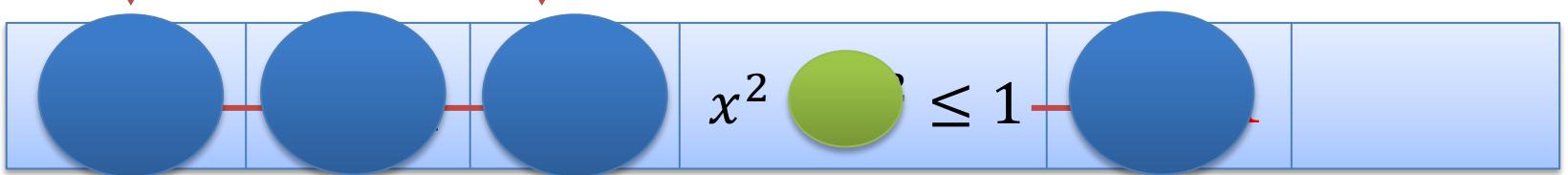
$$\neg(x \geq 2) \vee \neg(x \leq 1) \quad \neg(x^2 + y^2 \leq 1) \vee x \leq 1$$

$$x \geq 2, \quad (\neg x \geq 1 \vee y \geq 1), \quad (x^2 + y^2 \leq 1 \vee xy > 1)$$



$$\neg(x \geq 2) \vee \neg(x^2 + y^2 \leq 1) \quad \neg(x^2 + y^2 \leq 1) \vee x \leq 1$$

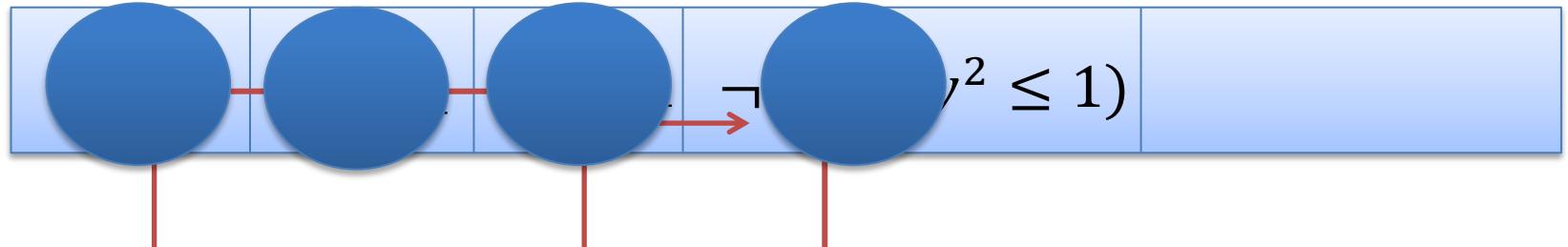
$$x \geq 2, \quad (\neg x \geq 1 \vee y \geq 1), \quad (x^2 + y^2 \leq 1 \vee xy > 1)$$



Conflict

$$\neg(x \geq 2) \vee \neg(x \leq 1) \quad \neg(x^2 + y^2 \leq 1) \vee x \leq 1$$

$$x \geq 2, \quad (\neg x \geq 1 \vee y \geq 1), \quad (x^2 + y^2 \leq 1 \vee xy > 1)$$



$$\neg(x \geq 2) \vee \neg(x^2 + y^2 \leq 1) \quad \neg(x^2 + y^2 \leq 1) \vee x \leq 1$$

# MCSat

$$x < 1 \vee p, \quad \neg p \vee x = 2$$

$x \rightarrow 1$

# MCSat

$$x < 1 \vee p, \quad \neg p \vee x = 2$$

$x \rightarrow 1$	$p$	
-------------------	-----	--



# MCSat

$$x < 1 \vee p, \quad \neg p \vee x = 2$$

$x \rightarrow 1$	$p$	
-------------------	-----	--



Conflict (evaluates to false)

# MCSat

$$x < 1 \vee p, \quad \neg p \vee x = 2$$

$x \rightarrow 1$	$p$	
-------------------	-----	--



New clause

$$x < 1 \vee x = 2$$

# MCSat

$$x < 1 \vee p, \quad \neg p \vee x = 2$$



$x \rightarrow 1$	$p$	
-------------------	-----	--

New clause

$$x < 1 \vee x = 2$$

$x < 1$	
---------	--

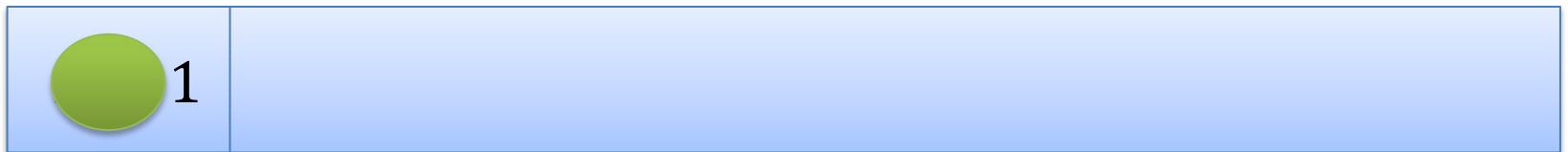
# MCSat

$$x < 1 \vee p, \quad \neg p \vee x = 2$$

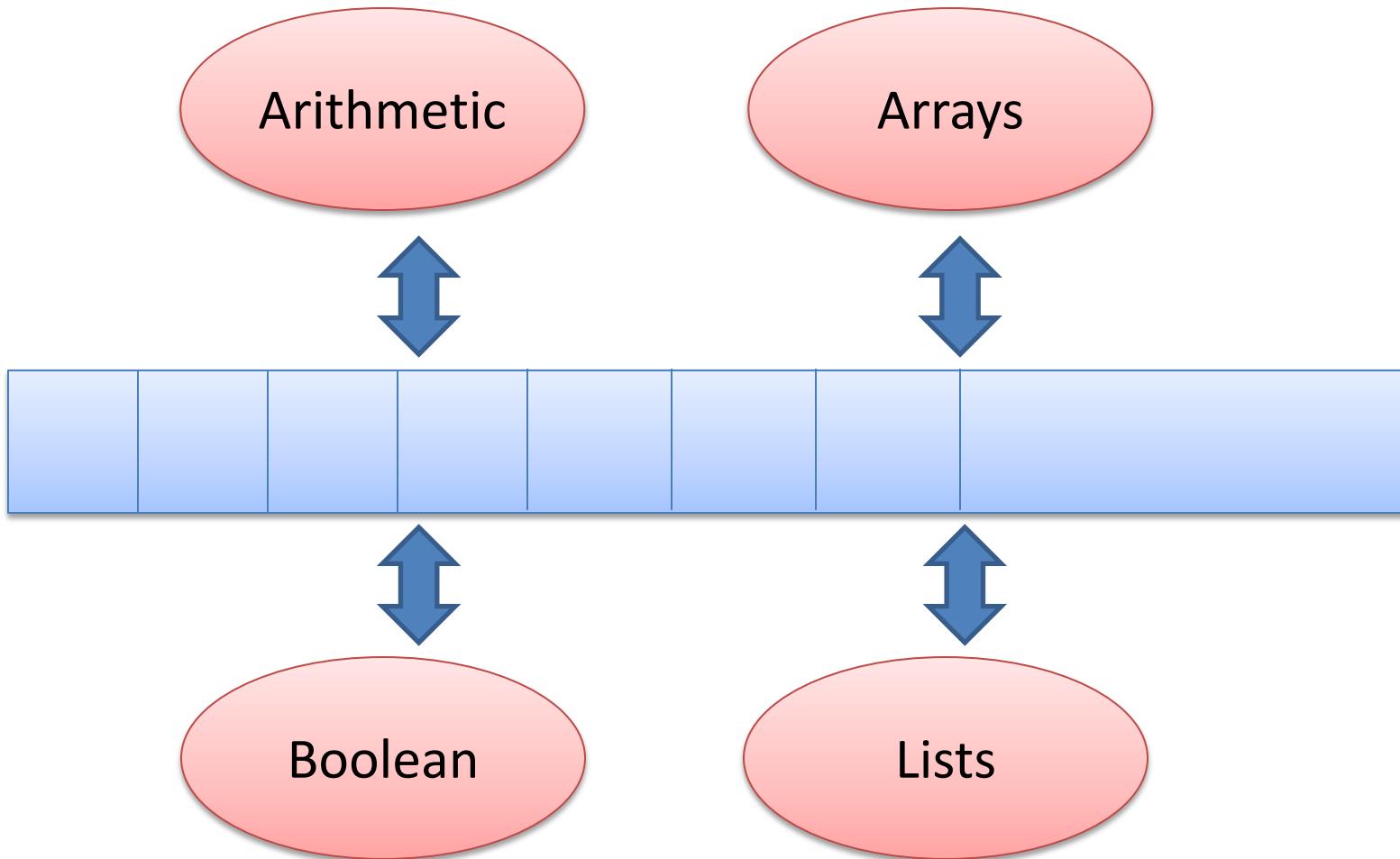


New clause

$$x < 1 \vee x = 2$$



# MCSat: Architecture



# MCSat prototype: 7k lines of code

## Deduction Rules

$$\frac{C \vee L \quad \neg L \vee D}{C \vee D} \text{ Boolean Resolution}$$

$$\frac{}{\neg(p_L < x) \vee \neg(x < p_U) \vee (p_L < p_U)} \text{ Fourier-Motzkin}$$

$$\frac{}{(p = q) \vee (q < p) \vee (p < q)} \text{ Equality Split}$$

$$\frac{x_1 \neq y_1 \vee \cdots \vee x_k \neq y_k \vee f(x_1, \dots, x_k) = f(y_1, \dots, y_k)}{} \text{ Ackermann expansion aka Congruence}$$

$$\frac{\neg(p < q) \vee x \vee x}{\neg(q \leq p) \vee x} \text{ Normalization}$$

# MCSat: preliminary results

prototype: 7k lines of code

## QF\_LRA

	mcsat		cvc4		z3		mathsat5		yices	
set	solved	time (s)	solved	time (s)	solved	time (s)	solved	time (s)	solved	time (s)
clocksynchro (36)	<b>36</b>	<b>123.11</b>	36	1166.55	36	1828.74	36	1732.59	36	1093.80
DTPScheduling (91)	<b>91</b>	<b>31.33</b>	91	72.92	91	100.55	89	1980.96	91	926.22
miplib (42)	8	97.16	<b>27</b>	<b>3359.40</b>	23	3307.92	19	5447.46	23	466.44
sal (107)	107	12.68	107	13.46	107	6.37	107	7.99	<b>107</b>	<b>2.45</b>
sc (144)	144	1655.06	144	1389.72	144	954.42	144	880.27	<b>144</b>	<b>401.64</b>
spiderbenchmarks (42)	42	2.38	42	2.47	42	1.66	42	1.22	<b>42</b>	<b>0.44</b>
TM (25)	25	1125.21	25	82.12	<b>25</b>	<b>51.64</b>	25	1142.98	25	55.32
ttastartup (72)	70	4443.72	72	1305.93	72	1647.94	72	2607.49	<b>72</b>	<b>1218.68</b>
uart (73)	73	5244.70	73	1439.89	73	1379.90	73	1481.86	<b>73</b>	<b>679.54</b>
	596	12735.35	<b>617</b>	<b>8832.46</b>	613	9279.14	607	15282.82	613	4844.53

# MCSat: preliminary results

prototype: 7k lines of code

## QF\_UFLRA and QF\_UFLIA

set	mcsat		cvc4		z3		mathsat5		yices	
	solved	time (s)	solved	time (s)	solved	time (s)	solved	time (s)	solved	time (s)
EufLaArithmetic (33)	33	39.57	33	49.11	<b>33</b>	<b>2.53</b>	33	20.18	33	4.61
Hash (198)	198	34.81	198	10.60	198	7.18	198	1330.88	<b>198</b>	<b>2.64</b>
RandomCoupled (400)	400	68.04	400	35.90	400	31.44	<b>400</b>	<b>18.56</b>	384	39903.78
RandomDecoupled (500)	500	34.95	500	40.63	500	30.98	<b>500</b>	<b>21.86</b>	500	3863.79
Wisa (223)	223	9.18	223	87.35	223	10.80	223	65.27	<b>223</b>	<b>2.80</b>
wisas (108)	<b>108</b>	<b>40.17</b>	108	5221.37	108	443.36	106	1737.41	108	736.98
	<b>1462</b>	<b>226.72</b>	1462	5444.96	1462	526.29	1460	3194.16	1446	44514.60

# Conclusion

Logic as a Service

Model-Based techniques are very promising

MCSat

<http://z3.codeplex.com>

<http://rise4fun.com/z3>