

# From Local Search<sup>1</sup> to Quantifier-Elimination<sup>2</sup> for Bit-Vectors in SMT

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joint work with Clark Barrett<sup>2\*</sup>, Armin Biere<sup>1◇</sup>, Mathias Preiner<sup>12\*</sup>,  
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Theory and Practice of Satisfiability Solvers

August 27-31, 2018

Oaxaca, Mexico

# Theory of Fixed-Size Bit-Vectors

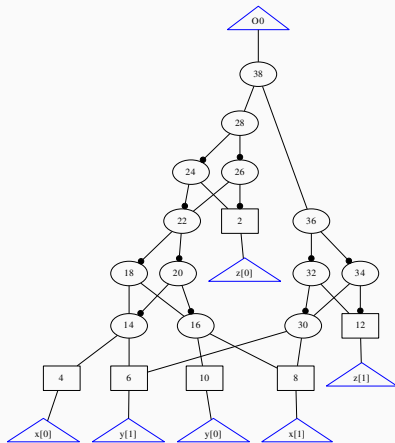
- constants, variables:  $00000010$ ,  $2_{[8]}$ ,  $x_{[32]}$ ,  $y_{[2]}$
- bit-vector operators:  $=$ ,  $<$ ,  $>$ ,  $\sim$ ,  $\&$ ,  $\ll$ ,  $\gg$ ,  $\circ$ ,  $[:]$ , ...
- arithmetic operators modulo  $2^n$  (overflow semantics!)

## Bit-Blasting

- current state-of-the-art for quantifier-free bit-vector formulas
- rewriting + simplifications + eager reduction to SAT
- ▶ efficient in practice
- ▶ may suffer from an exponential blow-up in the formula size
- ▶ may not scale well for increasing bit-widths

# Bit-Blasting

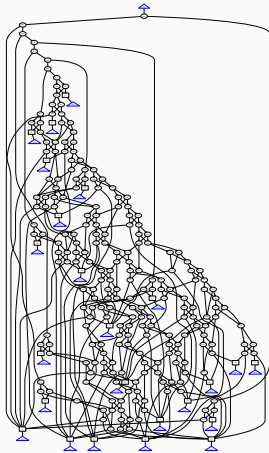
Example  $x_{[2]} * y_{[2]} = z_{[2]}$



# Bit-Blasting

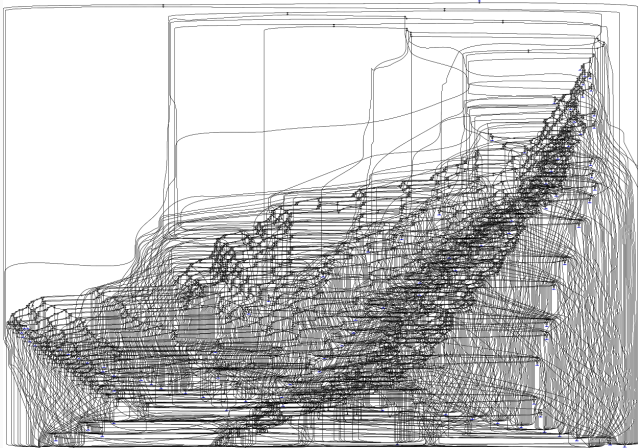
Example

$$x_{[8]} * y_{[8]} = z_{[8]}$$

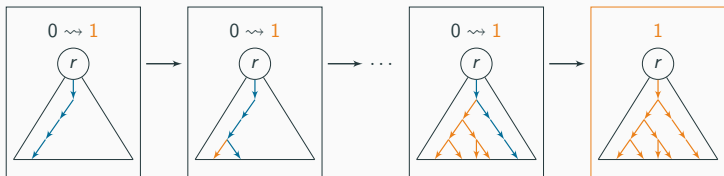


# Bit-Blasting

Example  $X_{[32]} * Y_{[32]} = Z_{[32]}$

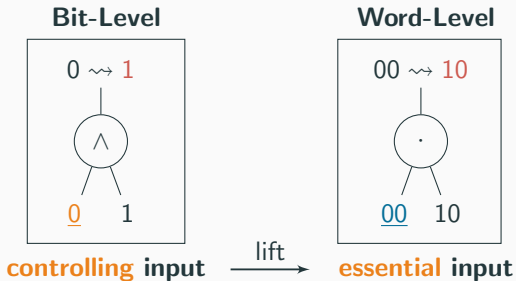


# Propagation-Based Local Search for QF\_BV [CAV'16]



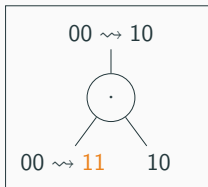
- ▶ **without** bit-blasting, **no** SAT solver (**orthogonal** approach)
  - assume satisfiability, start with **initial assignment**
  - **propagate** target values towards inputs
  - iteratively improve current state until **solution** is found
- ▶ **not able** to determine **unsatisfiability**
- ▶ **Probabilistically Approximately Complete (PAC)** [Hoos, AAI'99]  
if there exists a **non-deterministic** choice of moves that lead to a **solution**

# Propagation Path Selection



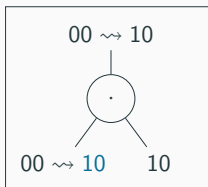
- ▶ choose controlling / essential input, else choose random input

# Value Selection



**inverse value**

- produces target value **without** changing the value of other inputs
- ▶ **unconditional** inverse not always possible



**consistent value**

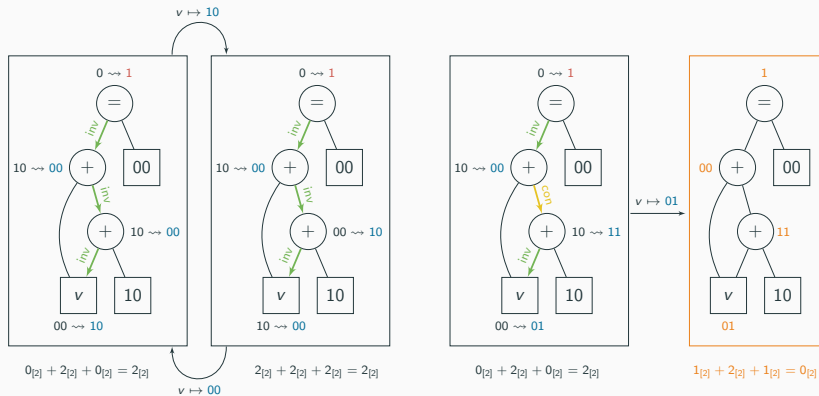
- ▶ **less strict** notion
- produces target value **after** changing the value of other inputs

- ▶ using **only** inverse values without further randomization is **incomplete**

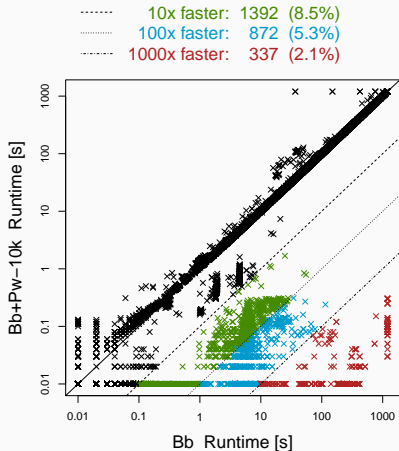


# Why is using only inverse values incomplete?

Example  $v_{[2]} + v_{[2]} + 2_{[2]} = 0_{[2]}$



# Results



- ▶ Implemented in **Boolector**
- ▶ **Bb** bit-blasting engine
- ▶ **Bb+Pw-10k** sequential portfolio combination
- 16436 benchmarks from QF\_BV (SMT-LIB) (sat + unknown)
- 1200s time limit

## From Concrete Inverse Values to Symbolic Inverses

- **unconditional** inverse value computation **not possible in general**
- ▶ if the current assignment does not satisfy the **invertibility condition** for a bit-vector operator we choose a **consistent** value

Can we utilize the concept of invertibility conditions for something else?

# From Concrete Inverse Values to Symbolic Inverses

- **unconditional** inverse value computation **not possible in general**
- ▶ if the current assignment does not satisfy the **invertibility condition** for a bit-vector operator we choose a **consistent** value

Can we utilize the concept of invertibility conditions for something else?

- ▶ Yes! For **quantified** bit-vector formulas!

# Motivation

**Example**  $\psi = \forall x. (x + s \neq t)$   $x, s, t \dots$  bit-vectors of size  $N$

**State of the Art in SMT:** Quantifier instantiation-based techniques

- Find conflicting ground instances of the formula
- ▶ **Crucial** to find good instantiation candidates
- **Naive:** Enumerate values for  $x$  ( $2^N$  possible instantiations)
- **Better:** Instantiate with **symbolic term**  $t - s$

$$\underbrace{(t - s) + s \neq t}_{\text{UNSAT}}$$

- ▶ **Idea:** Compute **symbolic inverses** of bit-vector operators [CAV'18]

# Symbolic Inverses

- ▶ **unconditional inverses** do not always exist

**Example**  $x \cdot s \approx t$   $x, s, t \dots$  bit-vectors of size  $N$

- ▶ solve for  $x$
- ▶ no inverse for, e.g.,  $x \cdot 2 \approx 3$
- ▶ **invertibility condition:**  $((-s \mid s) \& t) \approx t$
- ▶ identifies condition under which  $x \cdot s \approx t$  is invertible:  
 $((-s \mid s) \& t) \approx t \Leftrightarrow x \cdot s \approx t$
- ▶ independent from the bit-width

# Invertibility Conditions

- 162 invertibility conditions for:

Operators:  $\diamond \in \{\&, |, \ll, \gg, \gg_a, \cdot, \text{mod}, \div, \circ\}$

Relations:  $\bowtie \in \{\approx, \not\approx, <_u, \leq_u, >_u, \geq_u, <_s, \leq_s, >_s, \geq_s\}$

- 83 *manually*, 79 *synthesized* with **SyGuS** (syntax-guided synthesis)

▶ **SyGuS problem:**  $\exists C \forall s \forall t. ((\exists x. x \diamond s \bowtie t) \Leftrightarrow C(s, t))$

▶ **Expand innermost**  $\exists$  (4-bit):  $\exists C \forall s \forall t. (\bigvee_{i=0}^{15} i \diamond s \bowtie t) \Leftrightarrow C(s, t)$

- Synthesized 118 conditions (out of 140) with CVC4
- Verified correctness of 94.6% the 162 ICs for bit-width 1 to 65 (with Boolector, CVC4, Q3B, Z3)

# From Invertibility Conditions to Symbolic Instantiations

**Hilbert choice function**  $\varepsilon x. \varphi[x]$

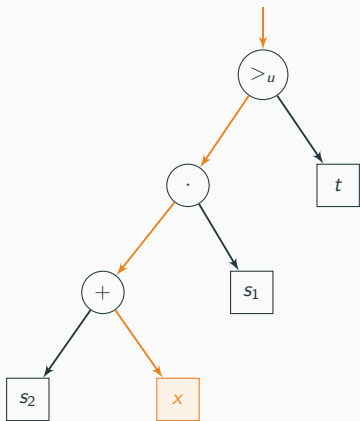
- ▶ represents a solution for  $\varphi[x]$  if there is one
- ▶ and an arbitrary value otherwise
- ▶  $\exists x. \varphi[x] \Leftrightarrow \varphi[\varepsilon x. \varphi[x]]$

**Embed invertibility conditions into Hilbert choice functions**

- **bit-vector literal:**  $e[x] := x \diamond s \bowtie t$
  - **invertibility condition:**  $C(s, t) \Leftrightarrow e[x]$
  - **symbolic term:**  $\varepsilon y. (C(s, t) \Rightarrow e[y])$
- ▶ choice functions express **all** conditional solutions in **one symbolic term**

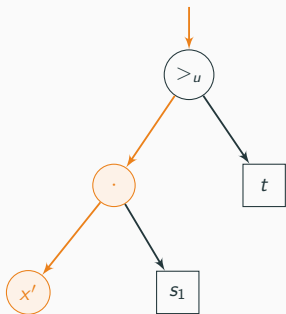


**Example:**  $\forall x. (s_2 + x) \cdot s_1 >_u t$



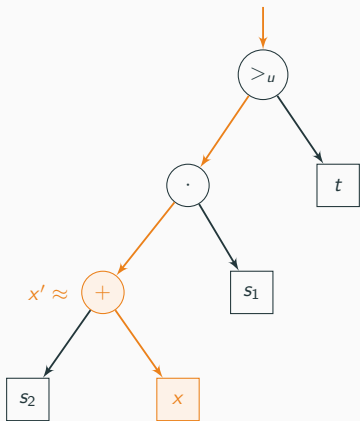
1. Pick variable to solve for ( $x$ )
2. Compute inverse/invertibility conditions along path to  $x$

Example:  $\forall x. (s_2 + x) \cdot s_1 >_u t$



1. Pick variable to solve for ( $x$ )
2. Compute inverse/invertibility conditions along path to  $x$
3.  $x' \cdot s_1 >_u t$ 
  - $IC_{x'} = t <_u -s \mid s$
  - $x' = \varepsilon y. (IC_{x'} \Rightarrow y \cdot s_1 >_u t)$

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1. Pick variable to solve for ( $x$ )

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3.  $x' \cdot s_1 >_u t$

- $IC_{x'} = t <_u -s \mid s$

- $x' = \varepsilon y. (IC_{x'} \Rightarrow y \cdot s_1 >_u t)$

4.  $s_2 + x \approx x'$

- $IC_x = \top$

- $x = x' - s_2$

Instantiation for  $x$ :  $\varepsilon y. (t <_u -s \mid s \Rightarrow s_1 \cdot y >_u t) - s_2$

# Multiple Variable Occurrences

## Non-linear constraints (multiple occurrences of a variable)

- Try to linearize with rewriting/normalization  
e.g.,  $x + x + s \approx t \rightarrow 2 \cdot x + s \approx t$
- Else: Replace all but one occurrence with value in current model  $\mathcal{I}$   
e.g.,  $x \cdot x + s \approx t \rightarrow x \cdot x^{\mathcal{I}} + s \approx t$

► Future work: Use SyGuS to synthesize ICs for non-linear cases

## Unit linear invertible formulas

- If  $\forall x. \varphi[x]$  is linear in  $x$  (only one occurrence of  $x$ )
- Quantifier elimination: reduce to quantifier-free bit-vector formula

# Experiments




	<b>CVC4<sub>base</sub></b>	<b>Q3B</b>	<b>Boolector</b>	<b>Z3</b>	<b>CVC4<sub>ic</sub></b>
keymaera (4035)	3823	3805	4025	<b>4031</b>	3993
psyco (194)	<b>194</b>	99	193	193	190
scholl (374)	239	214	<b>289</b>	271	246
tptp (73)	<b>73</b>	<b>73</b>	72	<b>73</b>	<b>73</b>
uauto (284)	112	256	180	190	<b>274</b>
wintersteiger (191)	168	<b>184</b>	154	162	168
<b>Total (5151)</b>	4609	4631	4913	4920	<b>4944</b>

Limits: 300 seconds CPU time limit, 100G memory limit

**CVC4<sub>ic</sub>** won division BV at SMT-COMP 2018

# Conclusion

- ▶ Propagation-based local search approach implemented in **Boolector**  
<https://github.com/boolector/boolector>
- ▶ Quantifier elimination approach implemented in **CVC4**  
<https://github.com/cvc4/cvc4>

-  A. Niemetz, M. Preiner, A. Reynolds, C. Barrett and C. Tinelli. Solving Quantified Bit-Vectors Using Invertibility Conditions. In Proc. of CAV'18, pages 236–255, Springer, 2018.
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-  H. H. Hoos. *On the Run-time Behaviour of Stochastic Local Search Algorithms for SAT*. In Proc. of AAAI/IAAI'99, pages 661–666, AAAI Press / The MIT Press, 1999.