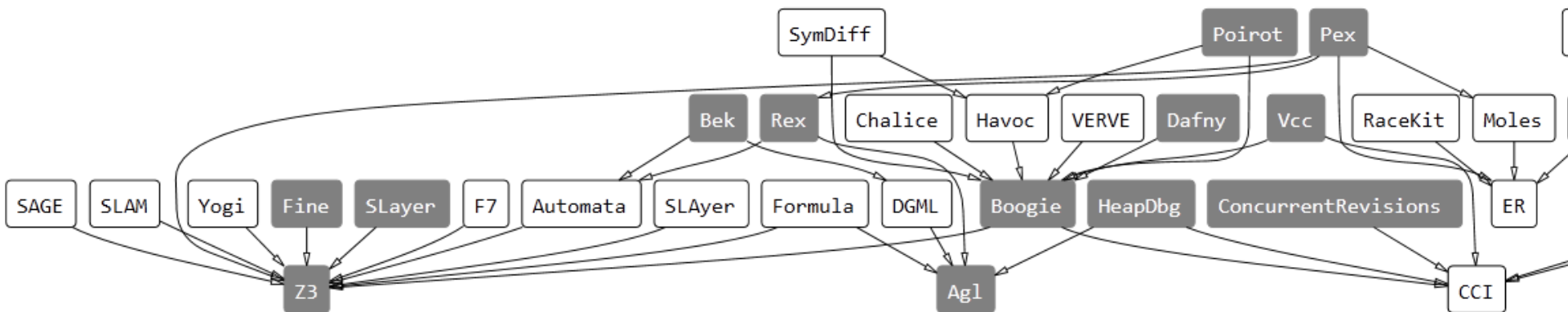


# Scaling SMT Solving for Applications

Nikolaj Bjørner  
Microsoft Research

Deduction at Scale, Schloß Ringberg March 7

# Some Microsoft Engines using Z3



*This tool requires a browser with **Scalable Vector Graphics (SVG)** support.*

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Microsoft  
**Research**

Try them online: <http://rise4fun.com>

# Pex – Program Exploration

[My Duels ▼](#) | [Settings ▼](#) | [Sign In](#)

**Pex**  *for fun*

[Random Puzzle](#) [Learn](#) [New](#) 300,530 clicked 'Ask Pex!' [C#](#) [Visual Basic](#) [F#](#)

Does the Parameterized Unit Test pass for all input values? Click **Ask Pex!** to find out.

```
using System;
using Microsoft.Pex.Framework;
[PexClass]
public class TestClass {
    // Which values will trigger collisions in MyHashSet? Ask Pex to find out!
    [PexMethod] // this puzzle is a 'Parameterized Unit Test'
    public void TestAddContains(int x, int y) {
        var s = new MyHashSet();
        s.Add(x);
        s.Add(y);
        PexAssert.IsTrue(s.Contains(x));
        PexAssert.IsTrue(s.Contains(y));
    }
}
class MyHashSet {
```

**Ask Pex!** Done. 6 interesting inputs found. [How does Pex work?](#) [Permalink](#)

	x	y	Output/Exception	Error Message
✖	0	0	ArgumentException	'0' not allowed
✖	1	0	ArgumentException	'0' not allowed
✖	-704287306	0	IndexOutOfRangeException	Index was outside the bounds of the array.
✔	1	1		
✔	485	706		
✔	43	690	[DEBUG INFO] collision in Add at index 1	

# Rex – Regular Expression Exploration

poirot pex **rex** spec# vcc z3

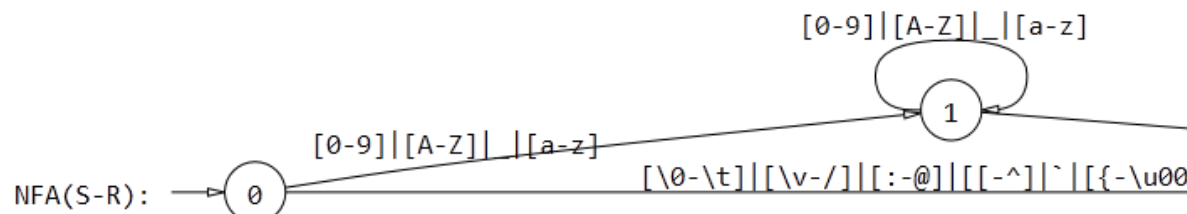
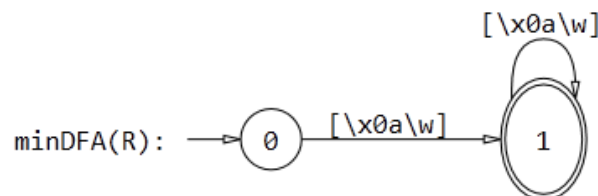
^ (\w|\n)+\$

ask rex

Can you discover the secret regex? Click 'ask Rex'! [Read more](#) or [watch the video](#).

You Missed! Your regex gave different matches than the secret regex. Try modifying it and Ask Rex again!

	string	your regex R	secret regex S	result
✓	"r"	match	match	
✓	"H89i"	match	match	
✗	"F_5\n"	match	no match	Your match is different from the secret regex match.
✗	"Q\n\n"	match	no match	Your match is different from the secret regex match.
✗	"@"	no match	match	Your match is different from the secret regex match.
✗	"95`"	no match	match	Your match is different from the secret regex match.
✓	" "	no match	no match	
✓	"\n7 m"	no match	no match	



Margus Veanes

# Bek: Regular Symbolic Transducers

Click on a tool to Load a sample then ask!

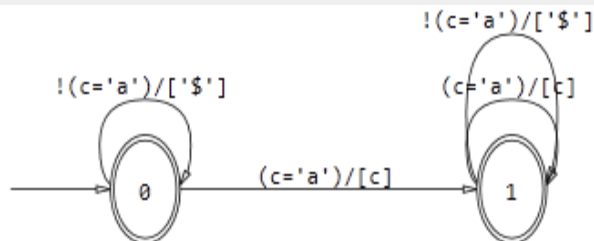
agl bek boogie code contracts concurrent revisions dafny esm fine heapdbg poirot pex rex slayer  
spec# vcc z3

```
program boolAssignmentDemo(t);  
string s;  
s := iter(c in t){b := false;} {  
  case ((c == 'a')) :  
    b := !(b) && b;  
    b := b || b;  
    b := !(b);  
    yield (c);  
  case (true) :  
    yield ('$');  
};  
return s;
```

ask bek

Is this sanitizer idempotent? Click 'ask bek'! [Read more](#) or [watch the video](#).

```
// BEK says : boolAssignmentDemo is idempotent  
// BEK says : boolAssignmentDemo is not reversible.  
  
// The following JavaScript is equivalent to the BEK program:  
function boolAssignmentDemo(t)  
{  
  var s =  
  function ($){  
    var result = new Array();  
    for(i=0;i<$.length; i++){  
      var c = $[i];  
      if ((c == String.fromCharCode(97)))  
      {  
        b := (~(b) && b);  
        b := (b || b);  
        b := ~(b);  
        result.push(c);  
      }  
    }  
  }  
}
```



Margus Veanes  
David Molnar

# SAGE by the numbers

Slide shamelessly stolen and adapted from [Patrice Godefroid, ISSTA 2010]

**100+ CPU-years** - largest dedicated fuzz lab in the world

**100s apps** - fuzzed using SAGE

**100s previously unknown bugs found**

**1,000,000,000+ computers updated with bug fixes**

**Millions of \$** saved for Users and Microsoft

**10s of related tools (incl. Pex), 100s DART citations**

**100,000,000+ constraints** - largest usage for any SMT solver

# PREfix [Moy, B., Sielaff]

-INT\_MIN=  
INT\_MIN

$$\frac{3(\text{INT\_MAX}+1)}{4} + \frac{(\text{INT\_MAX}+1)}{4} = \text{INT\_MIN}$$

```
int binary_search
```

```
while (low <= high)
```

```
{
```

```
    // Find middle value
```

```
    int mid = (low + high) / 2;
```

```
    int val = arr[mid];
```

```
    if (val == key) return mid;
```

```
    if (val < key) low = mid+1;
```

```
    else high = mid-1;
```

```
}
```

Package: java.util.Arrays  
Function: binary\_search

```
id itoa(int n, char s)
```

```
if (n < 0) {
```

```
    *s++ = '-';
```

```
    n = -n;
```

```
}
```

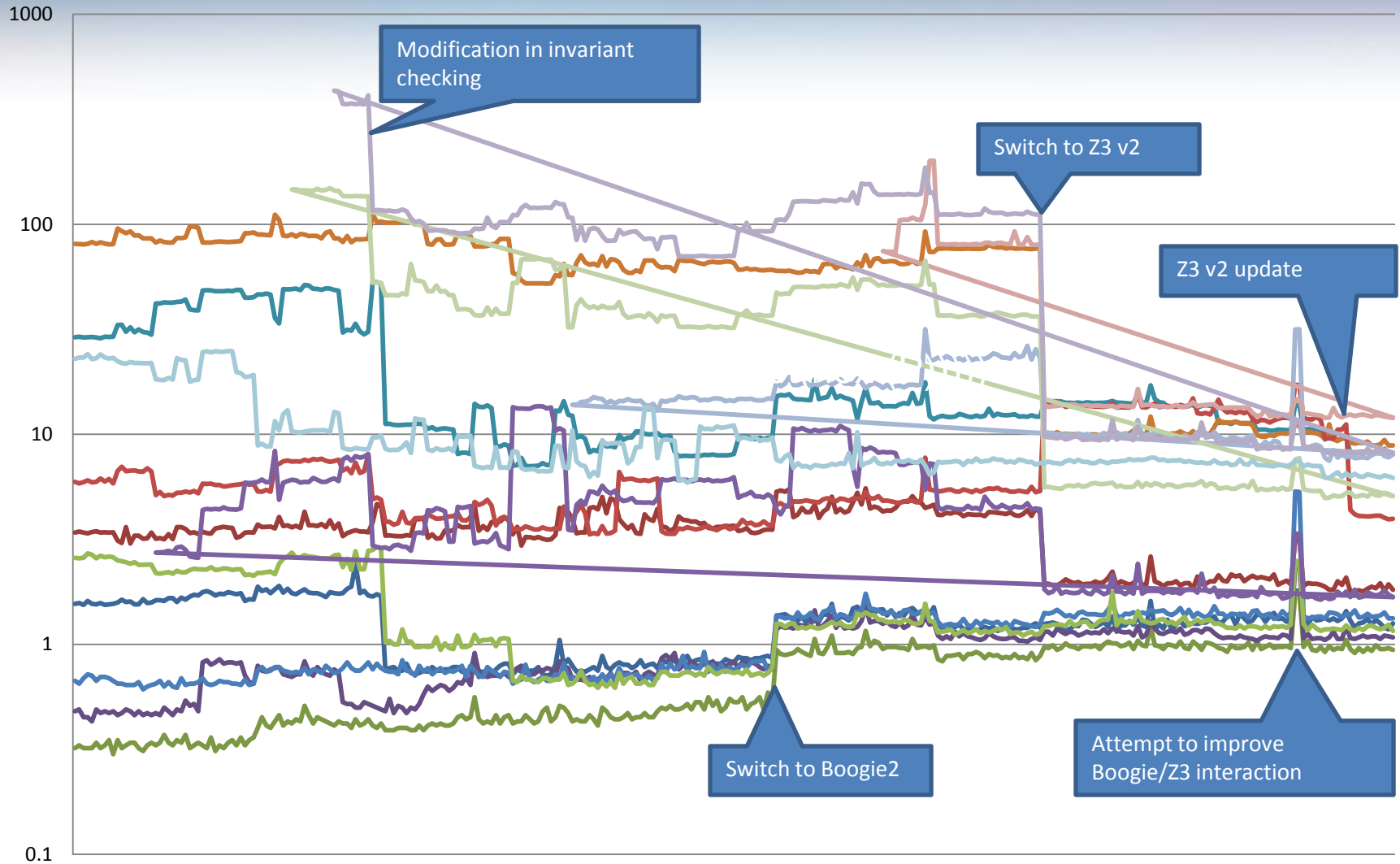
```
// Add digits to s
```

```
....
```

Book: Kernighan and Ritchie  
Function: itoa (integer to ascii)

Analysis of millions of lines of Microsoft Code base

# VCC Performance Trends Nov 08 – Mar 09

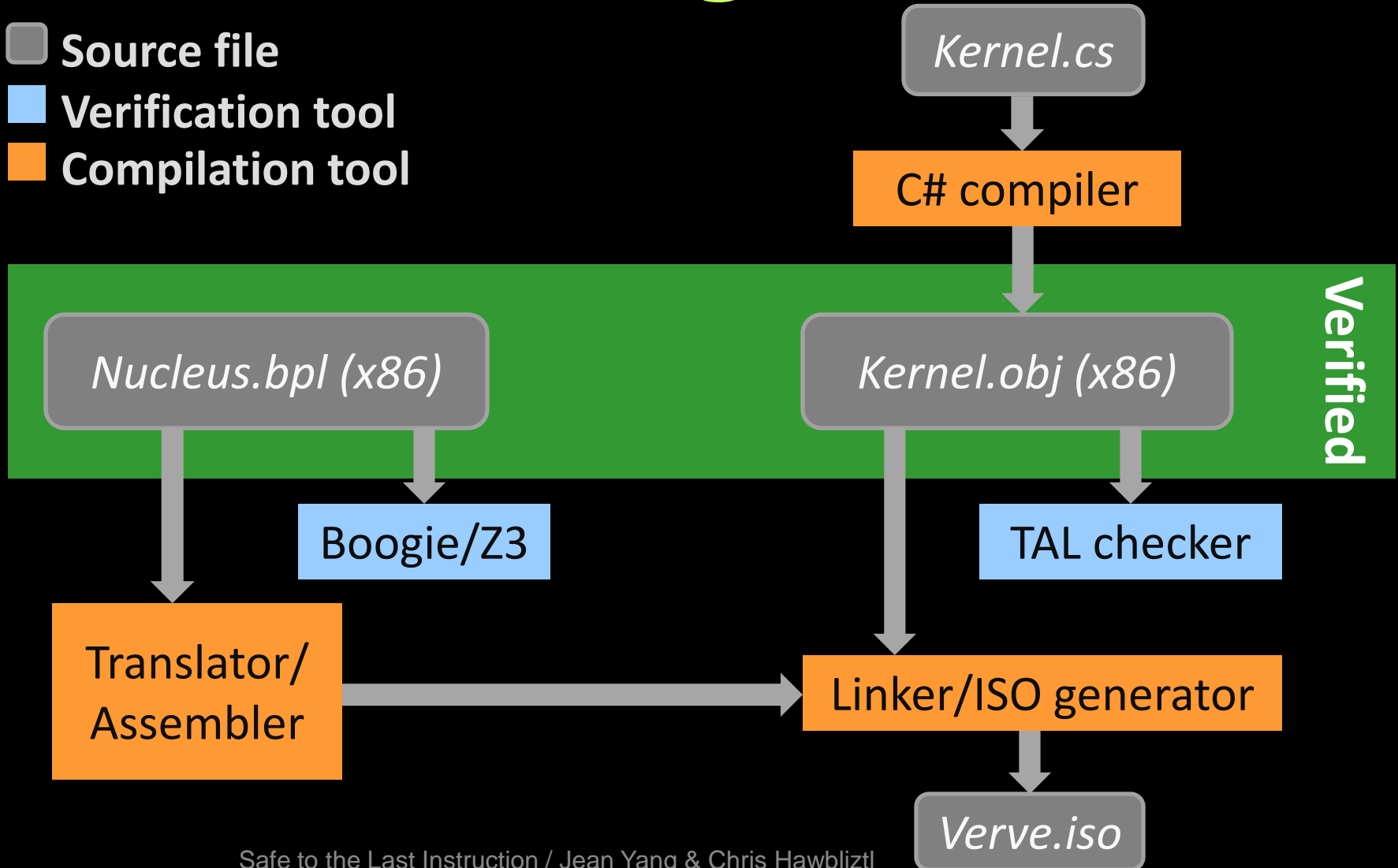


# Building Verve



9 person-months

- Source file
- Verification tool
- Compilation tool



# Scale: what is important - for applications?

## Claim (as I see it):

- *Simplification* - lots of junk
- *Structural* - not random, (symmetry?)
- *Shallow* - unsat core
- *Repertoire* - cooperating methods
- *Decomposable* - solve simpler problems
- *Abstraction* - SAT < SMT

## Are we there yet?

- Improve search methods and solvers,
- extend expressiveness, *tactics*,
- precise answers.

# Scale: what is important - for applications?

## Claim (as I see it):

- *Simplification* - lots of junk
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## Are we there yet?

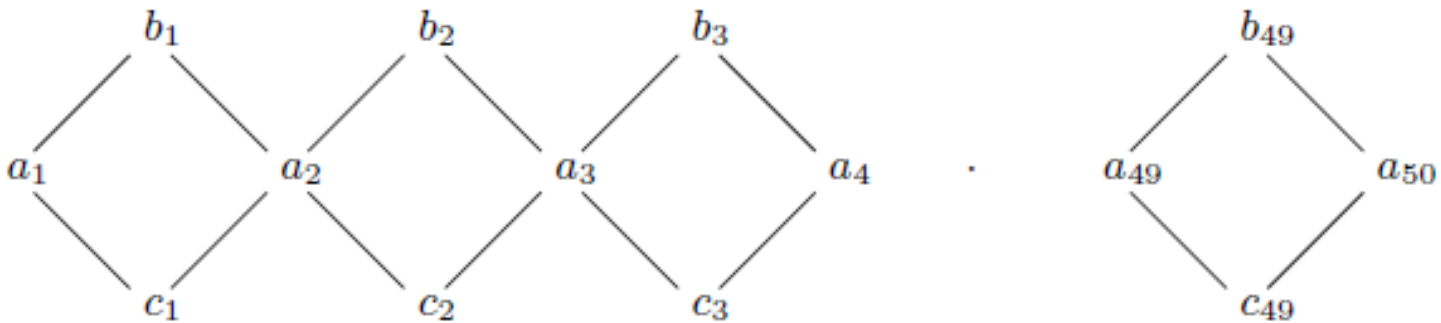
- **Improve search methods** and solvers,
- extend expressiveness, *tactics*,
- precise answers.

# DPLL(T) misses short proofs

resolution

## The **Black Diamonds** of DPLL(T)

$$\neg(a_1 \simeq a_{50}) \wedge \bigwedge_{i=1}^{49} [(a_i \simeq b_i \wedge b_i \simeq a_{i+1}) \vee (a_i \simeq c_i \wedge c_i \simeq a_{i+1})]$$



Has no short DPLL(T) proof.

Has short DPLL(T) proof when using  $a_1 \simeq a_2, a_2 \simeq a_3, a_3 \simeq a_4, \dots, a_{49} \simeq a_{50}$

# DPLL( $\mathcal{T}$ ) in a nutshell

T- Propagate  $M \mid F, C \vee \ell \Rightarrow M, \ell^{C \vee \ell} \mid F, C \vee \ell$   *$C$  is false under  $T + M$*

T- Conflict  $M \mid F \Rightarrow M \mid F \mid \neg M'$   *$M' \subseteq M$  and  $M'$  is false under  $T$*

T- Propagate  $a > b, b > c \mid F, a \leq c \vee b \leq d \Rightarrow$   
 $a > b, b > c, b \leq d^{a \leq c \vee b \leq d} \mid F, a \leq c \vee b \leq d$

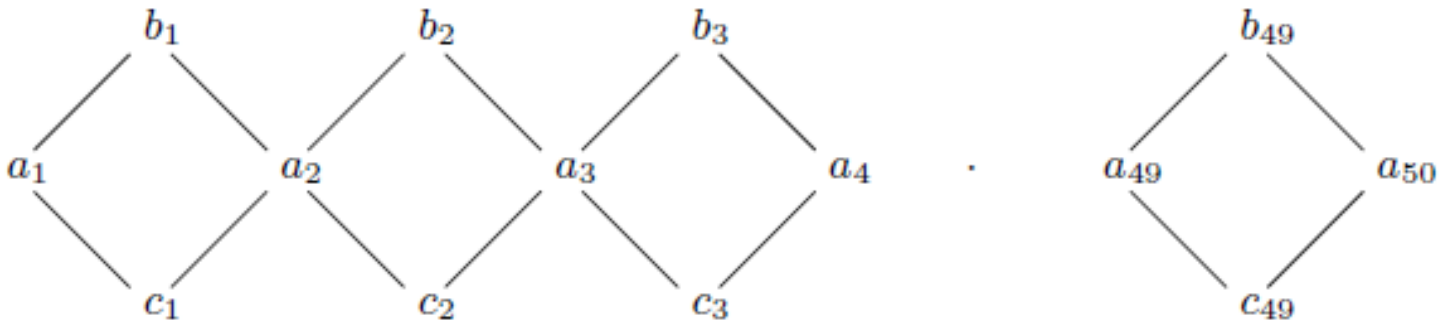
T- Conflict  $M \mid F \Rightarrow M \mid F, a \leq b \vee b \leq c \vee c < a$   
*where  $a > b, b > c, a \leq c \subseteq M$*

Introduces no new literals - terminates

# DPLL( $\top$ ) misses short proofs

Idea: DPLL( $\sqcup$ )

[B, Dutertre, de Moura 08]



Try branch  $a_1 \simeq b_1 \wedge b_1 \simeq a_2$   
Implies  $a_1 \simeq b_1 \simeq a_2$   
Collect implied equalities

Try branch  $\neg(a_1 \simeq b_1 \wedge b_1 \simeq a_2)$   
Implies  $a_1 \simeq c_1 \simeq a_2$   
Collect implied equalities

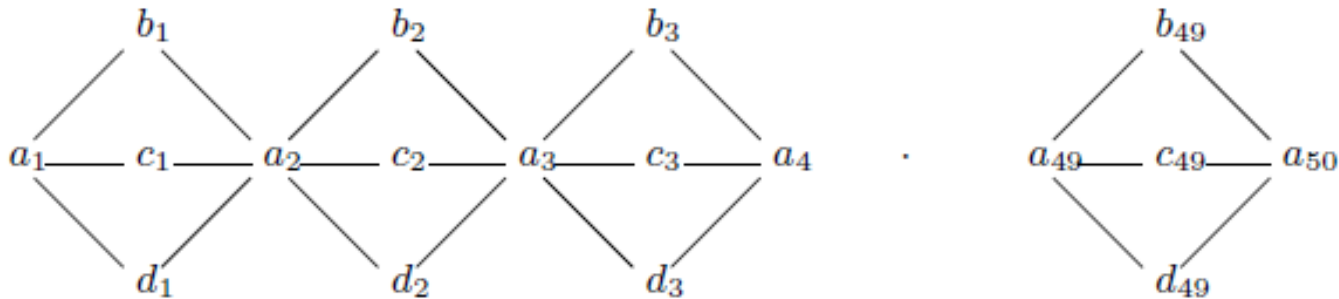
Compute the **join**  $\sqcup$  of the two equalities – common equalities are learned

Still potentially  $O(n^2)$  rounds just at **base** level of search.

# DPLL( $\sqcup$ base) misses short proofs

- Single case splits don't suffice

$$a_1 \not\simeq a_{50} \wedge \bigwedge_{i=1}^{49} \left[ \begin{array}{l} (a_i \simeq b_i \wedge b_i \simeq a_{i+1}) \\ \vee (a_i \simeq c_i \wedge c_i \simeq a_{i+1}) \\ \vee (a_i \simeq d_i \wedge d_i \simeq a_{i+1}) \end{array} \right]$$



Requires 2 case splits to collect implied equalities

# Conflict Directed Theory Resolution

**Method:** *resolve* literals in conflict clauses

Theorem (for EUF):  $\text{DPLL} + \text{CDER} + \text{Restart} \equiv_p \text{E-Resolution}$

Informal Claim:  $\text{DPLL} + \text{CDTR} + \text{Restart} \equiv_p \text{Resolution}$

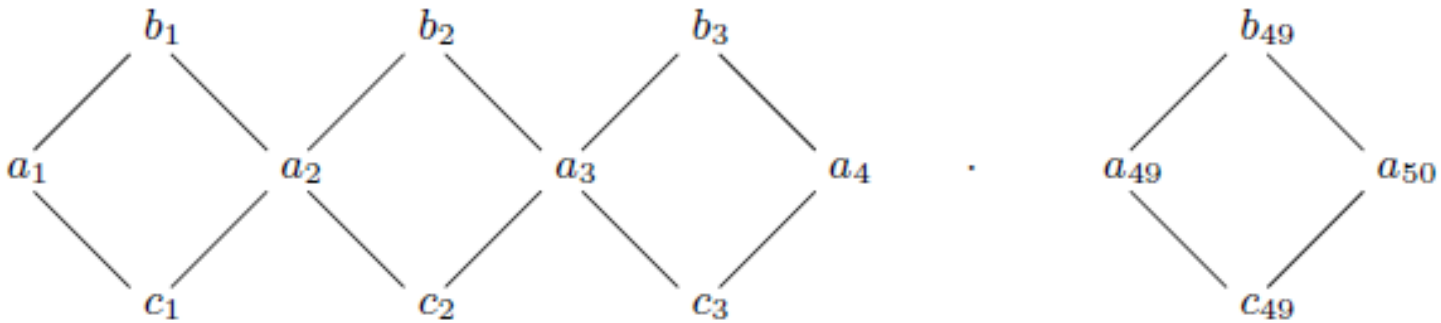
**Practical?**

Method introduces extra literals (= junk)

→ *Throttle* resolution dynamically based on activity.

# Th(Equality) - Example

$$\neg(a_1 \simeq a_{50}) \wedge \bigwedge_{i=1}^{49} [(a_i \simeq b_i \wedge b_i \simeq a_{i+1}) \vee (a_i \simeq c_i \wedge c_i \simeq a_{i+1})]$$



Eventually, many conflicts contain:

$$a_1 \simeq b_1 \wedge b_1 \simeq a_2$$

Use E-resolution, add clause:

$$a_1 \simeq b_1 \wedge b_1 \simeq a_2 \rightarrow a_1 \simeq a_2$$

Then DPLL(T) learns by itself:

$$a_1 \simeq a_2$$

# Th(Equality) - Example

$$\bigwedge_{i=1}^N (p_i \vee x_i \simeq v_0) \wedge (\neg p_i \vee x_i \simeq v_1) \wedge (p_i \vee y_i \simeq v_0) \wedge (\neg p_i \vee y_i \simeq v_1) \wedge \\ \neg(f(x_N, \dots, f(x_2, x_1) \dots) \simeq f(y_N, \dots, f(y_2, y_1) \dots))$$

Eventually, many conflicts contain:

$$x_i \simeq u_i \wedge y_i \simeq u_i \quad u_i = v_0 \text{ or } u_i = v_1 \quad \text{for } i = 1..N \\ \neg(f(x_N, \dots, f(x_2, x_1) \dots) \simeq f(y_N, \dots, f(y_2, y_1) \dots))$$

Add:

$$\left( \bigwedge_{i=1}^N x_i \simeq y_i \right) \rightarrow f(x_N, \dots, f(x_2, x_1) \dots) \simeq f(y_N, \dots, f(y_2, y_1) \dots)$$

# CDTR for Th(Equalities)

## *Dynamic Ackermann Reduction*

If *Congruence Rule* repeatedly learns

$$f(v, v') \sim f(w, w')$$

Then add clause for SAT core to use

$$v \simeq w \wedge v' \simeq w' \rightarrow f(v, v') \simeq f(w, w')$$

## *Dynamic Ackermann Reduction with Transitivity*

If *Equality Transitivity* repeatedly learns

$$u \sim w \quad \text{from } u \sim v \text{ and } v \sim w$$

Then add clause for SAT core to use

$$u \simeq v \wedge v \simeq w \rightarrow v \simeq w$$

# CDTR for Th(Equalities)

## *Dynamic Ackermann Reduction*

If *Congruence Rule* repeatedly learns

$$f(v, v') \sim f(w, w') \text{ for literal } f(v, v') \simeq f(w, w')$$

Then add clause for SAT core to use

$$v \simeq w \wedge v' \simeq w' \rightarrow f(v, v') \simeq f(w, w')$$

## *Dynamic Ackermann Reduction with Transitivity*

If *Equality Transitivity* repeatedly learns

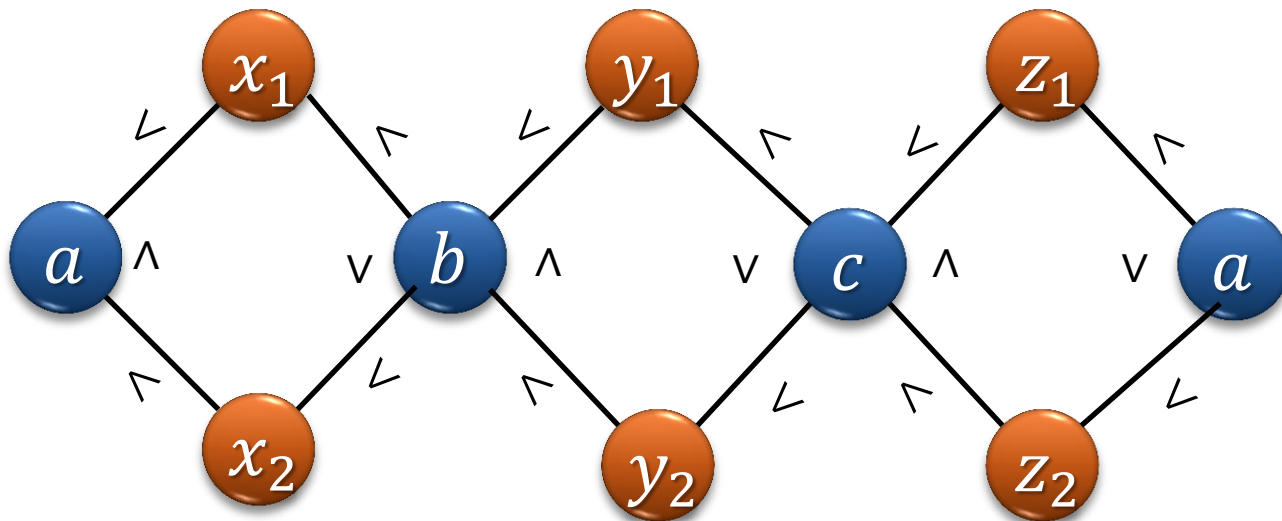
$$u \sim w \quad \text{from } u \sim v \text{ and } v \sim w$$

Then add clause for SAT core to use

$$u \simeq v \wedge v \simeq w \rightarrow v \simeq w$$

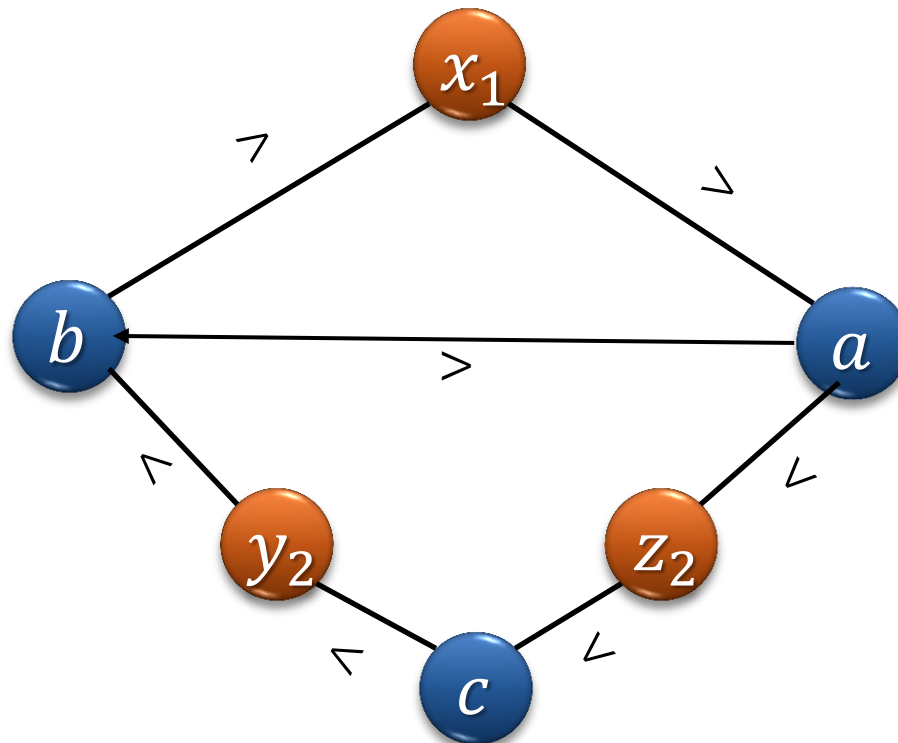
# CDTR: A cottage industry?

$$\begin{aligned} & a < x_1 \wedge a < x_2 \wedge (x_1 < b \vee x_2 < b) \wedge \\ & b < y_1 \wedge b < y_2 \wedge (y_1 < c \vee y_2 < c) \wedge \\ & c < z_1 \wedge c < z_2 \wedge (z_1 < a \vee z_2 < a) \end{aligned}$$



# CDTR: *Linear Difference Arithmetic*

Top Two Most Active  
vertices



Add clause

$$a < x_1 < b \rightarrow a < b$$

# Summary

- Modern SMT solvers find resolution proofs
  - unlike SAT solvers:  $\text{SMT} >_{\text{p}} \text{RES}$
  - Gap is real enough
- Presented a technique for equalities
  - Based on applying **Resolution** to conflicts.
  - **Dynamic** - to address literal introduction junk.
- Just one of many possible optimizations.
  - e.g. cutting plane proofs, arbitrary cuts (Frege)
  - The devil is in the theory