



SAT and SMT Solving

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Outline

- Summary of Last Week
- Linear Arithmetic
- Simplex Algorithm

Deciding the Theory of Equality

Definition

- ▶ equality logic formula φ_{EQ} is set of equations and inequalities between variables
- ▶ write $\mathcal{V}ar(\varphi_{\text{EQ}})$ for set of variables occurring in φ_{EQ}

Definition

equality graph for φ_{EQ} is undirected graph $(V, E_=, E_{\neq})$ with two kinds of edges

- ▶ nodes $V = \mathcal{V}ar(\varphi_{\text{EQ}})$
- ▶ $(x, y) \in E_=$ iff $x = y$ in φ_{EQ} equality edge
- ▶ $(x, y) \in E_{\neq}$ iff $x \neq y$ in φ_{EQ} inequality edge

Definition (Contradictory cycle)

contradictory cycle is simple cycle in equality graph with one E_{\neq} edge and all others $E_=$ edges

Theorem

φ_{EQ} is satisfiable iff its equality graph has no contradictory cycle

Deciding the Theory of Equality with Uninterpreted Functions

Remark

- ▶ can assume that $=$ is the only predicate in φ
- ▶ can replace variables by constants (Skolemization)

Congruence Closure

Input: set of equations E and equation $s = t$ (without variables, only constants)

Output: $s = t$ is *implied* ($E \models_{EUF} s = t$) or *not implied* ($E \not\models_{EUF} s = t$)

- 1 build congruence classes
 - (a) put different subterms of terms in $E \cup \{s \approx t\}$ in separate sets
 - (b) merge sets $\{\dots, t_1, \dots\}$ and $\{\dots, t_2, \dots\}$ for all $t_1 \approx t_2$ in E
 - (c) merge sets $\{\dots, f(t_1, \dots, t_n), \dots\}$ and $\{\dots, f(u_1, \dots, u_n), \dots\}$ if t_i and u_i belong to same set for all $1 \leq i \leq n$, repeatedly
- 2 if s and t belong to same set then return *implied* else return *not implied*

Satisfiability Check for EUF

$$(\bigwedge P) \wedge (\bigwedge N) \text{ unsatisfiable} \iff \exists s \neq t \text{ in } \hat{N} \text{ such that } \bigwedge \hat{P} \models_{EUF} s = t \quad 3$$

Correctness of DPLL(T)

Definition (DPLL(T) systems)

- ▶ basic system \mathcal{B} : unit propagate, decide, fail, T -backjump, T -propagate
- ▶ full system \mathcal{F} : \mathcal{B} plus T -learn, T -forget, and restart

Theorem (Correctness)

For derivation with final state S_n :

$$\| F \implies_{\mathcal{F}} S_1 \implies_{\mathcal{F}} S_2 \implies_{\mathcal{F}} \dots \implies_{\mathcal{F}} S_n$$

- ▶ if $S_n = \text{FailState}$ then F is T -unsatisfiable
- ▶ if $S_n = M \parallel F'$ and M is T -consistent then F is T -satisfiable and $M \models_T F$

Theorem (Termination)

Γ : $\| F \implies_{\mathcal{F}}^* S_0 \implies_{\mathcal{F}}^* S_1 \implies_{\mathcal{F}}^* \dots$ is finite if

- ▶ there is no infinite sub-derivation of only T -learn and T -forget steps, and
- ▶ for every sub-derivation $S_i \xrightarrow{\text{restart}}_{\mathcal{F}} S_{i+1} \implies_{\mathcal{F}}^* S_j \xrightarrow{\text{restart}}_{\mathcal{F}} S_{j+1} \implies_{\mathcal{F}}^* S_k$
 - ▶ there are more \mathcal{B} -steps in $S_j \implies_{\mathcal{F}}^* S_k$ than in $S_i \implies_{\mathcal{F}}^* S_j$, or
 - ▶ a clause is learned in $S_i \implies_{\mathcal{F}}^* S_j$ that is never forgotten in Γ

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Definition (Theory of Linear Arithmetic over \mathbb{Z} (LIA))

▶ signature

- ▶ binary predicates $<$ and $=$
- ▶ binary function $+$, unary function $-$, constants 0 and 1

▶ axioms

$$\forall x. (x = x) \quad \forall x y. (x = y \rightarrow y = x) \quad \forall x y z. (x = y \wedge y = z \rightarrow x = z)$$

$$\forall x. (x + 0 = x) \quad \forall x y. (x + y = y + x) \quad \forall x y z. (x + (y + z) = (x + y) + z)$$

$$\forall x. \neg(x < x) \quad \forall x y. (x < y \vee y < x \vee x = y) \quad \forall x y z. (x < y \wedge y < z \rightarrow x < z)$$

$$0 < 1 \quad \forall x. (x + (-x) = 0) \quad \forall x y z. (x < y \rightarrow x + z < y + z)$$

$$\forall x. \neg(0 < x \wedge x < 1) \quad \forall x \exists y. \bigvee_{0 \leq r < n} x = ny + r$$

Theorem

- ▶ \mathbb{Z} with usual interpretations is model of LIA
- ▶ and it is unique model up to elementary equivalence

i.e., same formulas hold

Example

- ▶ $x + y + z = 1 + 1 \wedge y < z \wedge -1 < y$ LIA-satisfiable, $v(x) = v(y) = 0, v(z) = 2$
- ▶ $x < 1 \wedge 1 < x + x$ LIA-unsatisfiable

Remarks

- ▶ LIA is also known as Presburger arithmetic: different but equivalent axiomatizations exist
- ▶ LIA has no multiplication: $x \cdot y$ and x^2 for variables x, y is not allowed

Syntactic Sugar

- ▶ \leq binary predicate $s \leq t$ abbreviates $\neg(t < s)$
- ▶ $>$ and \geq binary predicates use $s > t$ for $t < s$ and $s \geq t$ for $t \leq s$
- ▶ $n \cdot$ unary functions $\forall n \in \mathbb{Z}$ $n \cdot t$ means $\underbrace{t + \dots + t}_n$ if $n \geq 0$
 $\underbrace{(-t) + \dots + (-t)}_n$ if $n < 0$
- ▶ n constants $\forall n \in \mathbb{Z}$ n abbreviates $n \cdot 1$

Example (LIA with syntactic sugar)

- ▶ $x + y + z = 2 \wedge z > y \wedge y \geq 0$
- ▶ $x < 1 \wedge 2x > 1$
- ▶ $7x = 41$

Theorem

LIA is decidable and NP-complete

Definition (Theory of Linear Arithmetic over \mathbb{Q} (LRA))

▶ signature

- ▶ binary predicates $<$ and $=$
- ▶ binary function $+$, unary function $-$, constants 0 and 1
- ▶ unary (division) functions $(_/n)$ for all $n > 1$

▶ axioms

$$\forall x. (x = x) \quad \forall x y. (x = y \rightarrow y = x) \quad \forall x y z. (x = y \wedge y = z \rightarrow x = z)$$

$$\forall x. (x + 0 = x) \quad \forall x y. (x + y = y + x) \quad \forall x y z. (x + (y + z) = (x + y) + z)$$

$$\forall x. \neg(x < x) \quad \forall x y. (x < y \vee y < x \vee x = y) \quad \forall x y z. (x < y \wedge y < z \rightarrow x < z)$$

$$0 < 1 \quad \forall x. (x + (-x) = 0) \quad \forall x y z. (x < y \rightarrow x + z < y + z)$$

$$\forall x. (n \cdot (x/n) = x) \quad \text{for all } n > 1$$

Theorem

- ▶ \mathbb{Q} with usual interpretations is model of LRA
- ▶ and it is the single unique model up to elementary equivalence

Example

- ▶ $x + y + z = 1 + 1 \wedge y < z \wedge -1 < y$ LRA-satisfiable, $v(x) = v(y) = 0, v(z) = 2$
- ▶ $x < 1 \wedge 1 < x + x$ LRA-satisfiable with $v(x) = \frac{3}{2}$

Syntactic Sugar

use same shorthands as for LIA, plus

- ▶ $q \cdot$ unary functions $\forall q \in \mathbb{Q}$ $q \cdot t$ abbreviates $m \cdot t/n$ if $q = \frac{m}{n}$
- ▶ q constants $\forall q \in \mathbb{Q}$ q abbreviates $q \cdot 1$

Example (LRA with syntactic sugar)

- ▶ $\frac{4}{5}x = 2 \wedge \frac{x}{7} = \frac{y}{2} + 1$ ▶ $x < \frac{7}{8} \wedge 2x > \frac{5}{4}$ ▶ $7.5x = 41.2$

Theorem

LRA is decidable in polynomial time

Some History

1826 Fourier and Motzkin (1936) developed **elimination algorithm** for LRA
▶ takes doubly exponential time

1947 Dantzig proposed **Simplex** algorithm to solve optimization problem in LRA:

$$\text{maximize } c(\bar{x}) \quad \text{such that} \quad A\bar{x} \leq b \text{ and } \bar{x} \geq 0$$

for linear objective function c , matrix A , vector b , and vector of variables \bar{x}

▶ runs in exponential time, also known as **linear programming**

1960 Land and Doig: **Branch-And-Bound** to get LIA solution from LRA solution

1979 Khachiyan proposed **polynomial** Simplex based on ellipsoid method

1984 Karmakar proposed **polynomial** version based on interior points method

2000- SMT solvers use DPLL(T) version to solve **satisfiability problem**

$$A\bar{x} \leq b$$

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Aim

build **theory solver** for linear rational arithmetic (LRA):

decide whether set of linear (in)equalities is satisfiable over \mathbb{Q}



Disclaimer: Effects and Side Effects

- ▶ guaranteed to solve all your real arithmetic problems
- ▶ consuming Simplex can cause initial dizziness
- ▶ in some cases solving systems of linear inequalities can become addictive

Simplex, Visually

► constraints

$$x - y \geq -1$$

$$y \leq 4$$

$$x + y \geq 6$$

$$3x - y \leq 7$$

► solution space

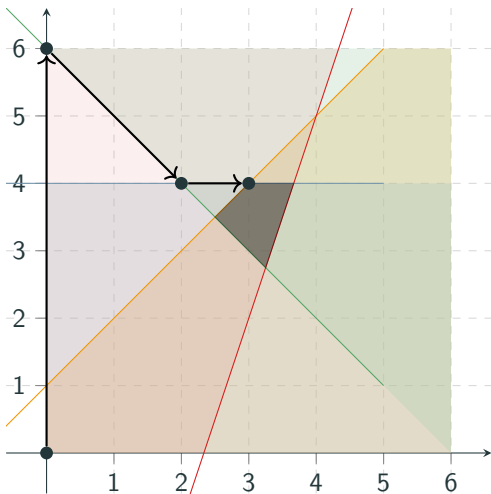
► Simplex algorithm:
improve assignment in
4 iterations

► $x = 0, y = 0$

► $x = 0, y = 6$

► $x = 2, y = 4$

► $x = 3, y = 4$



Definition (Problem in general form)

- ▶ variables x_1, \dots, x_n
- ▶ m equalities for $a_{ij} \in \mathbb{Q}$

$$a_{11}x_1 + \dots + a_{1n}x_n = 0$$

...

$$a_{m1}x_1 + \dots + a_{mn}x_n = 0$$

- ▶ (optional) lower and upper bounds on variables for $l_i, u_i \in \mathbb{Q}$

$$l_i \leq x_i \leq u_i$$

no occurrences of $<$, $>$, or \neq

Lemma

set of LRA literals where all predicates are \leq , \geq , or $=$
can be turned into *equisatisfiable general form*

Example

$$\begin{array}{l} x - y \geq -1 \\ y \leq 4 \\ x + y \geq 6 \\ 3x - y \leq 7 \end{array} \quad \Rightarrow \quad \begin{array}{ll} -x + y - s_1 = 0 & s_1 \leq 1 \\ y - s_2 = 0 & s_2 \leq 4 \\ -x - y - s_3 = 0 & s_3 \leq -6 \\ 3x - y - s_4 = 0 & s_4 \leq 7 \end{array}$$

slack variables

- ▶ s_1, s_2, s_3, s_4 are *slack variables*, x, y are *problem variables*

Representation

- ▶ represent equalities by $m \times (n + m)$ matrix A such that $A \cdot \begin{pmatrix} \bar{x} \\ \bar{s} \end{pmatrix} = 0$

$$\begin{array}{l} -x + y - s_1 = 0 \quad s_1 \leq 1 \\ y - s_2 = 0 \quad s_2 \leq 4 \\ -x - y - s_3 = 0 \quad s_3 \leq -6 \\ 3x - y - s_4 = 0 \quad s_4 \leq 7 \end{array} \quad \Rightarrow \quad \begin{pmatrix} -1 & 1 & -1 & 0 & 0 & 0 \\ 0 & 1 & 0 & -1 & 0 & 0 \\ -1 & -1 & 0 & 0 & -1 & 0 \\ 3 & -1 & 0 & 0 & 0 & -1 \end{pmatrix} \begin{array}{l} s_1 \leq 1 \\ s_2 \leq 4 \\ s_3 \leq -6 \\ s_4 \leq 7 \end{array}$$

- ▶ **simplified** matrix presentation

$$\begin{array}{l} \text{dependent variables} \rightarrow \\ s_1 \\ s_2 \\ s_3 \\ s_4 \end{array} \begin{pmatrix} x & y \\ -1 & 1 \\ 0 & 1 \\ -1 & -1 \\ 3 & -1 \end{pmatrix} \quad \leftarrow \text{independent variables}$$

Notation

- ▶ simplified matrix is called **tableau**
- ▶ D is set of **dependent** (or **basic**) variables, in tableau listed on the left
- ▶ I is set of **independent** (or **non-basic**) variables, in tableau on top

DPLL(T) Simplex Algorithm

Input: conjunction of LRA literals φ without $<$, $>$, \neq

Output: satisfiable or unsatisfiable

- 1 transform φ into general form and construct **tableau**
- 2 fix order on variables and assign 0 to each variable
- 3 if all dependent variables satisfy their bounds then return **satisfiable**
- 4 otherwise, let $x \in D$ be variable that violates one of its bounds b
- 5 search for suitable variable $y \in I$ for pivoting with x
(i.e., look for y whose value can be changed such that x is within b)
- 6 return **unsatisfiable** if no such variable exists
- 7 perform **pivot** operation on x and y
(i.e., make x independent and y dependent)
- 9 improve assignment: set x to b , and update accordingly
- 10 go to step 3

Example

	tableau	bounds	assignment
	$s_2 \quad s_1$		
s_3	$\begin{pmatrix} -2 & 1 \\ 1 & -1 \\ 1 & 0 \\ 2 & -3 \end{pmatrix}$	$s_1 \leq 1$	$\begin{array}{cccccc} x & y & s_1 & s_2 & s_3 & s_4 \\ \hline 3 & 4 & 1 & 4 & -7 & 5 \end{array}$
x		$s_2 \leq 4$	
y		$s_3 \leq -6$	
s_4		$s_4 \leq 7$	

1 Iteration 1

- ▶ s_3 violates its bounds
- ▶ decreasing s_3 requires to increase x or y because $s_3 = -x - y$: both suitable since they have no upper bound
- ▶ pivot s_3 with y :

$$\begin{array}{ll} y = -x - s_3 & s_1 = -2x - s_3 \\ s_2 = -x - s_3 & s_4 = 4x + s_3 \end{array}$$

- ▶ update assignment: set s_3 to violated bound -6 and propagate

$$\begin{array}{lll} s_3 = -6 & y = 6 & \\ s_1 = 6 & s_2 = 6 & s_4 = -6 \end{array}$$

Simplex, Visually

► constraints

$$x - y \geq -1$$

$$y \leq 4$$

$$x + y \geq 6$$

$$3x - y \leq 7$$

► solution space

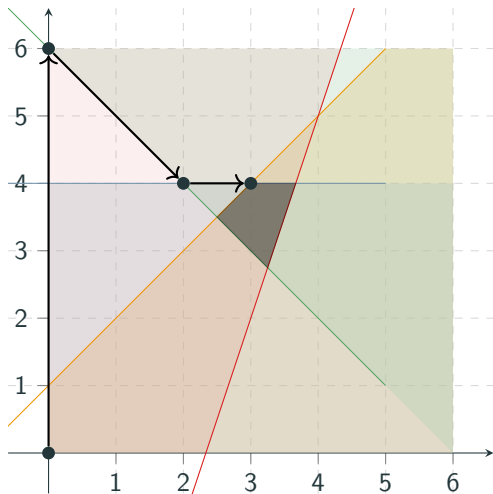
► Simplex algorithm:
improve assignment in
4 iterations

► $x = 0, y = 0$

► $x = 0, y = 6$

► $x = 2, y = 4$

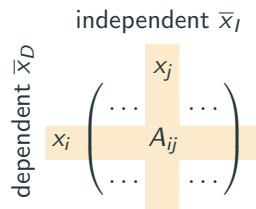
► $x = 3, y = 4$



DPLL(T) Simplex Algorithm

$$A\bar{x}_I = \bar{x}_D \quad (1)$$

$$-\infty \leq l_i \leq x_i \leq u_i \leq +\infty \quad (2)$$



Invariant

- ▶ (1) is satisfied and (2) holds for all independent variables

Pivoting

- ▶ **swap** dependent x_i and independent x_j , so $x_i \in D$ and $x_j \in I$

$$x_i = \sum_{x_k \in I} A_{ik} x_k \quad \Rightarrow \quad x_j = \frac{1}{A_{ij}} (x_i - \sum_{x_k \in I - \{x_j\}} A_{ik} x_k) \quad (*)$$

new row

updated other rows

- ▶ new tableau A' consists of $(*)$ and $x_m = A_{mj} t + \sum_{x_k \in I - \{x_j\}} A_{mk} x_k \quad \forall x_m \in D - \{x_i\}$

Update

- ▶ assignment of x_i is updated to **previously violated** bound l_i or u_i ,
- ▶ assignment of x_k is updated using A' for all $\forall x_m \in D - \{x_i\}$

DPLL(T) Simplex Algorithm

$$A\bar{x}_I = \bar{x}_D \quad (1)$$

$$-\infty \leq l_i \leq x_i \leq u_i \leq +\infty \quad (2)$$

Suitable pivot variable

- ▶ suppose dependent variable x_i violates lower and/or upper bound
- ▶ then x_j is suitable for pivoting with x_i if
 - ▶ if $x_i < l_i$: ($A_{ij} > 0$ and $x_j < u_j$) or ($A_{ij} < 0$ and $x_j > l_j$)
 - ▶ if $x_i > u_i$: ($A_{ij} > 0$ and $x_j > l_j$) or ($A_{ij} < 0$ and $x_j < u_j$)

want to increase x_i

need to increase x_j

need to decrease x_j

want to decrease x_i

need to decrease x_j

need to increase x_j

Observation

selecting variables and pivots in unfortunate order may lead to non-termination

Bland's rule

select variable x_i in step **4** and x_j in step **5** such that (x_i, x_j) is minimal with respect to lexicographic extension of order on variables

Lemma

- ▶ *Simplex terminates if pivot variables are selected according to Bland's rule*
- ▶ *problem is satisfiable iff Simplex returns satisfiable*

How to Deal With Strict Inequalities?

replace in LRA formula φ every strict inequality

$$a_1x_1 + \cdots + a_nx_n < b$$

by non-strict inequality

$$a_1x_1 + \cdots + a_nx_n \leq b - \delta$$

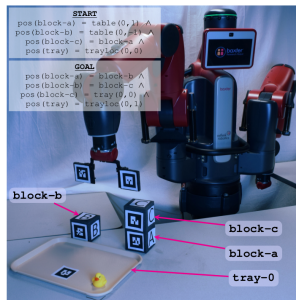
to obtain formula φ_δ in LRA without $<$, and treat δ as variable during Simplex

Lemma

φ is satisfiable $\iff \exists$ rational number $\delta > 0$ such that φ_δ is satisfiable

Application: Motion Planning for Robots

- ▶ robots needs to plan motions to place objects correctly
- ▶ instance of *constraint based planning*
- ▶ **encoding**
 - ▶ fix number of time slots t_1, \dots, t_n
 - ▶ action variable a_i for time t_i ; encodes which action performed at time t_i (one action per time)
 - ▶ actions require precondition and imply postcondition
 - ▶ use arithmetic to minimize path



Neil T. Dantam, Zachary K. Kingston, Swarat Chaudhuri, and Lydia E. Kavraki.
Incremental Task and Motion Planning: A Constraint-Based Approach.
In: The International Journal of Robotics Research, 2018.

(Almost) Everything is Better With Arithmetic

LRA and LIA admit more efficient encodings of

- ▶ n -queens
- ▶ Sudoku
- ▶ graph coloring
- ▶ Minesweeper
- ▶ travelling salesperson
- ▶ rabbit problem
- ▶ planning problems
- ▶ scheduling problems
- ▶ component configuration problems
- ▶ everything with cardinality constraints
- ▶ ...



Bruno Dutertre and Leonardo de Moura.

A Fast Linear-Arithmetic Solver for DPLL(T).

In Proc. of International Conference on Computer Aided Verification, pp. 81–94, 2006.



Bruno Dutertre and Leonardo de Moura

Integrating Simplex with DPLL(T)

Technical Report SRI-CSL-06-01, SRI International, 2006

Test on December 2

- ▶ 50 minutes
- ▶ open (paper) book: bring arbitrary amount of printed paper, but use no electronic devices
- ▶ questions are like homework exercises:
e.g., DPLL, implication graphs, give minimal unsatisfiable core of formula, equality graphs, congruence closure, DPLL(T), ... (no Simplex)