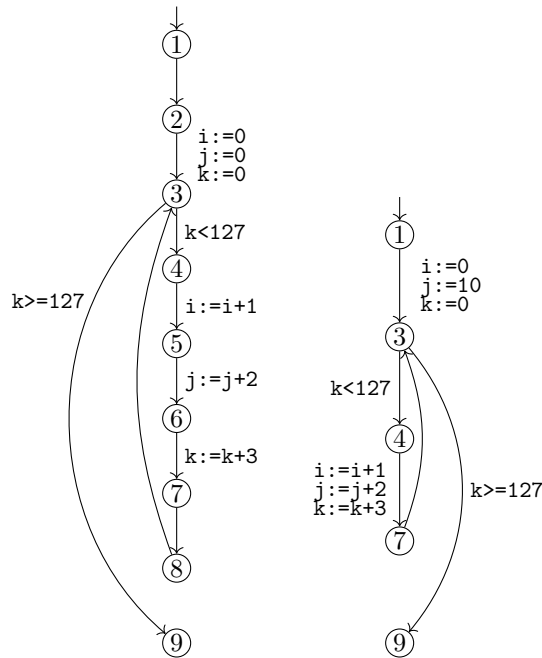


1 We add line numbers to the given program:

```

1  int main() {
2    char i = 0, j = 0, k = 0;
3    while (k < 127) {
4      i = i + 1;
5      j = j + 2;
6      k = k + 3;
7      // assert(k == (i + j));
8    }
9    return 0;
10 }
```

(a) The program graph is as shown on the left; on the right a simplified, equivalent version.



(b) The following are the initial predicate, and the transition predicate for the simplified graph.

$$\begin{aligned}
 I(\langle pc, i, j, k \rangle) &= (pc = 1) \\
 T(\langle pc, i, j, k \rangle, \langle pc', i', j', k' \rangle) &= (pc = 1 \wedge pc' = 3 \wedge i' = 0 \wedge j' = 0 \wedge k' = 0) \vee \\
 &\quad (pc = 3 \wedge pc' = 4 \wedge i' = i \wedge j' = j \wedge k' = k \wedge k < 127) \vee \\
 &\quad (pc = 4 \wedge pc' = 7 \wedge i' = i + 1 \wedge j' = j + 2 \wedge k' = k + 3) \vee \\
 &\quad (pc = 7 \wedge pc' = 3 \wedge i' = i \wedge j' = j \wedge k' = k) \vee \\
 &\quad (pc = 3 \wedge pc' = 9 \wedge i' = i \wedge j' = j \wedge k' = k \wedge k \geq 127)
 \end{aligned}$$

Consider the following two candidate predicates to express a violation of the assertion.

$$P(\langle pc, i, j, k \rangle) = (pc = 7 \wedge k \neq i + j)$$

$$P'(\langle pc, i, j, k \rangle) = (pc = 7 \wedge \text{SignExt}(k, 64) \neq \text{SignExt}(i, 64) + \text{SignExt}(j, 64))$$

- (c) When representing  $i$ ,  $j$ , and  $k$  as bitvectors of 8 bits (corresponding to the `char` type), and checking the condition  $P$  above, it is never violated. However, when checking the respective C program `bmctest.c` the assertion actually *does* get violated. Whaaaaat?!

It turns out that property  $P$  does not reflect how the C program is actually executed. The reason is that when performing the comparison `i + j == k` in C, before the addition, `i` and `j` are implicitly type-converted to an `int` according to the C standard, and to perform a type-correct comparison, also `k` is promoted to an `int`. Since the types are signed, sign-based extension happens. So in order to check this in an SMT formula, one has to use the above property  $P'$  (assuming that an integer has 64 bits).

Using bounded model checking, indeed  $P'$  is violated for `i = 43`, `j = 86`, and `k = -127` (after the last addition `k=k+1` overflowed): then `i + j` evaluates to 129 (which can be represented without an overflow, due to the type conversion), while `k` still equals to `-127` also after the type conversion.

See `bmc.py`

- 2 The produced model contains two trees, six monkeys, and twelve bananas, see `more_monkeys.smt2`. This model is minimal (because Z3 searches for small models).
- 3 One can take the following instantiations:

$$\begin{array}{ll}
 \text{lives}(\text{agatha}) \wedge \text{lives}(\text{butler}) \wedge \text{lives}(\text{charles}) & \\
 \forall x y. \text{steal\_from}(x, y) \rightarrow \text{hates}(x, y) & \{x \mapsto \text{charles}, y \mapsto \text{agatha}\} \\
 \forall x y. \text{steal\_from}(x, y) \rightarrow \neg \text{richer}(x, y) & \{x \mapsto \text{butler}, y \mapsto \text{agatha}\} \\
 \forall x. \text{hates}(\text{agatha}, x) \rightarrow \neg \text{hates}(\text{charles}, x) & \{x \mapsto \text{agatha}\} \\
 \text{hates}(\text{agatha}, \text{charles}) & \\
 \text{hates}(\text{agatha}, \text{agatha}) & \\
 \forall x. \text{hates}(\text{agatha}, x) \rightarrow \text{hates}(\text{butler}, x) & \{x \mapsto \text{agatha}\} \{x \mapsto \text{charles}\} \\
 \forall x. (\text{lives}(x) \wedge \neg \text{richer}(x, \text{agatha})) \rightarrow \text{hates}(\text{butler}, x) & \{x \mapsto \text{butler}\} \\
 \forall x. \neg \text{hates}(x, \text{agatha}) \vee \neg \text{hates}(x, \text{butler}) \vee \neg \text{hates}(x, \text{charles}) & \{x \mapsto \text{butler}\} \\
 \text{steal\_from}(\text{butler}, \text{agatha}) \vee \text{steal\_from}(\text{charles}, \text{agatha}) &
 \end{array}$$

The respective set of *ground* formulas (i.e., formulas without variables) is unsatisfiable, see `dreadbury_mansion_ground.smt2`.

However, in this case Z3 even recognizes unsatisfiability of the quantified problem.

- 4 See `rushhour.py`.