

# Satisfiability Modulo Theories

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# Introduction

Satisfiability Modulo Theories =

Propositional satisfiability + background theories

## Example: Job-Shop Scheduling

Given:  $n$  jobs, each composed of  $m$  tasks of varying duration, that must be performed consecutively on  $m$  machines; a total maximum time  $max$ .

$d_{i,j}$	Machine 1	Machine 2
Job 1	2	1
Job 2	3	1
Job 3	2	3

$$max = 8$$

Is there a [schedule](#) such that the end-time of every task is  $\leq max$ ?

# Job-Shop Scheduling: SMT Encoding

The job-shop scheduling problem has a straightforward **encoding** in propositional logic + linear integer arithmetic.

A schedule is specified by the start time  $t_{i,j}$  for the  $j$ -th task of every job  $i$ .

Precedence constraints:

$$t_{i,1} \geq 0 \wedge t_{i,2} \geq t_{i,1} + d_{i,1} \wedge t_{i,2} + d_{i,2} \leq \max \quad (\text{for } i = 1, 2, 3)$$

Resource constraints:

$$\begin{aligned} & (t_{1,j} \geq t_{2,j} + d_{2,j} \vee t_{2,j} \geq t_{1,j} + d_{1,j}) \wedge \\ & (t_{1,j} \geq t_{3,j} + d_{3,j} \vee t_{3,j} \geq t_{1,j} + d_{1,j}) \wedge \\ & (t_{2,j} \geq t_{3,j} + d_{3,j} \vee t_{3,j} \geq t_{2,j} + d_{2,j}) \quad (\text{for } j = 1, 2) \end{aligned}$$

# Job-Shop Scheduling: Solution

SMT formula encoding

$d_{i,j}$	Machine 1	Machine 2
Job 1	2	1
Job 2	3	1
Job 3	2	3

$max = 8$



Solution:

$$t_{1,1} = 5, t_{1,2} = 7$$

$$t_{2,1} = 2, t_{2,2} = 6$$

$$t_{3,1} = 0, t_{3,2} = 3$$

# Background Theories

- EUF
- Arithmetic
- Arrays
- Bit-vectors
  
- Quantifiers
- Algebraic data types
- ...

$$x = y \implies f(x) = f(y)$$

$$y < 0 \implies x + y < x$$

$$\text{select}(\text{store}(a, i, x), i) = x$$

$$2 \cdot x = x \ll 1$$

# Applications

SMT solvers are the core engine of many tools for program analysis, testing and verification.

# Dynamic Symbolic Execution

Task: To find input that can steer program execution into specific branches.



# Program Model Checking

Task: To prove/refute conjectures about the values of program variables in order to characterize a finite-state abstraction.

# Static Program Analysis

Task: To check feasibility of certain program paths.

# Program Verification

Task: To prove verification conditions that arise from claims of functional correctness.

# SMT Solver Use

We've seen what SMT solvers are good for. How do you actually interact with them?



# The SMT-LIB Language

SMT solvers provide a [textual interface](#). Most solvers support a standard language, SMT-LIB.

SMT-LIB defines

- concrete syntax for input formulas, and
- a command-based scripting language.

Solver-specific syntax is often available to extend SMT-LIB, e.g., for data types.

# SMT-LIB: Example

```
; This example illustrates basic arithmetic and  
; uninterpreted functions  
  
(declare-fun x () Int)  
(declare-fun y () Int)  
(declare-fun z () Int)  
(assert (>= (* 2 x) (+ y z)))  
(declare-fun f (Int) Int)  
(declare-fun g (Int Int) Int)  
(assert (< (f x) (g x x)))  
(assert (> (f y) (g x x)))  
(check-sat)  
(get-model)  
(push)  
(assert (= x y))  
(check-sat)  
(pop)  
(exit)
```

**ask z3***Is this formula satisfiable? Click 'ask z3'!*[tutorial](#)[home](#)[video](#)

# SMT-LIB: Example (Result)

ask z3

```
sat
(model
  (define-fun z () Int
    0)
  (define-fun y () Int
    (- 38))
  (define-fun x () Int
    0)
  (define-fun f ((x!1 Int)) Int
    (ite (= x!1 0) (- 1)
      (ite (= x!1 (- 38)) 1
        (- 1))))
  (define-fun g ((x!1 Int) (x!2 Int)) Int
    (ite (and (= x!1 0) (= x!2 0)) 0
      0))
)
unsat
```

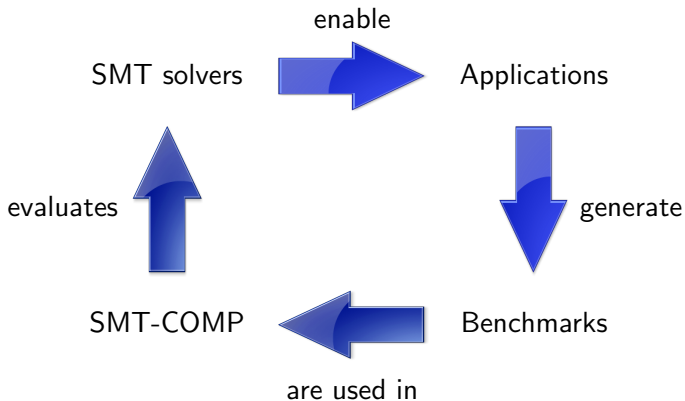
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# Inter-Process Communication

- File-based (the basic solution)
- Stream-based (when you need online functionality)
- Web interface (mostly for quick experiments)
- In-memory API (the tightly integrated approach)
- ...



# A Virtuous Circle



# Choosing an SMT Solver

There are many good SMT solvers: Barcelogic, CVC, MathSAT, OpenSMT, Yices, Z3, ...

Differences:

- Supported background theories
- Platform, license, API, incrementality, quantifiers, ...
- Performance (cf. SMT-COMP)

# Choosing an SMT Solver

Speaker's pick: **Z3**

- Good all-round solver, expressive input language
- Excellent performance
- Many other features: MaxSMT, fixed-point constraints, proofs
- Users can define custom theory solvers
- However, closed source (but free for academic use)

Your mileage may vary.

# Algorithms

So far, we have considered SMT solvers as a black box.



This view is sufficient for many applications!

# Conclusion

SMT solvers are expressive and easy to use. They scale orders of magnitude beyond custom ad hoc solvers.

Use them!

Do not write your own constraint solver.