

# Symbolic Computation Techniques in SMT Solving: Mathematical Beauty meets Efficient Heuristics

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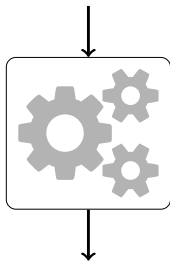
in cooperation with J.H. Davenport, M. England, G. Kremer, J. Nalbach

Satisfiability: Theory, Practice, and Beyond  
Simons Institute, 21 April 2021

# What is this talk about?

$$\neg \mathbf{a} \wedge \mathbf{b} \vee \mathbf{c}$$

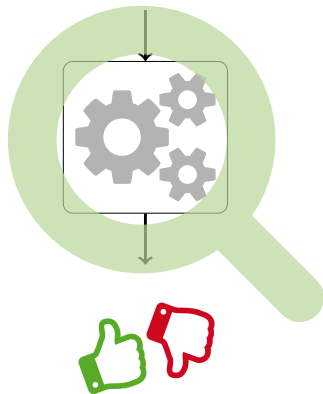
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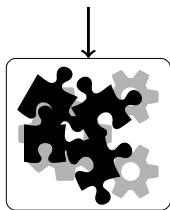
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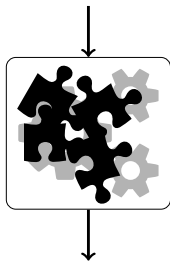
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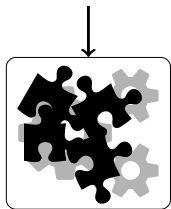
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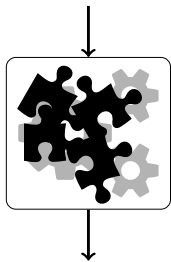
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# What is this talk about?

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# The satisfiability problem

## Propositional logic

Formula:  $(a \vee \neg b) \wedge (\neg a \vee b \vee c)$

Satisfying assignment:  $a = \text{true}, b = \text{false}, c = \text{true}$

It is perhaps the most well-known NP-complete problem [Cook'71].



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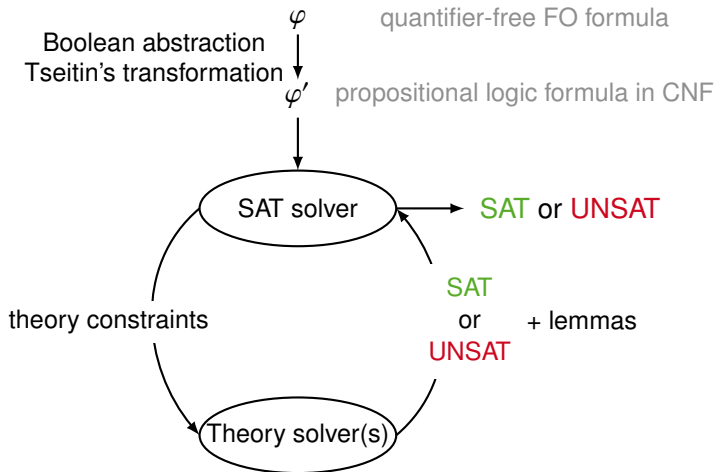
## Non-linear real algebra (NRA)

Formula:  $(x - 2y > 0 \vee x^2 - 2 = 0) \wedge x^4 y + 2x^2 - 4 > 0$

Satisfying assignment:  $x = \sqrt{2}, y = 2$

There are some hard problem classes... non-linear integer arithmetic is even undecidable.

# (Full/less) lazy SMT solving



# Some theory solver candidates for arithmetic theories

## Linear real arithmetic:

- Simplex
- Ellipsoid method
- Fourier-Motzkin variable elimination  
(mostly preprocessing)
- Interval constraint propagation  
(incomplete)

## Non-linear real arithmetic:

- Cylindrical algebraic decomposition
- Gröbner bases  
(mostly preprocessing/simplification)
- Virtual substitution (focus on low degrees)
- Interval constraint propagation (incomplete)

## Linear integer arithmetic:

- Cutting planes, Gomory cuts
- Branch-and-bound (incomplete)
- Bit-blasting (eager)
- Interval constraint propagation  
(incomplete)

## Non-linear integer arithmetic:

- Generalised branch-and-bound  
(incomplete)
- Bit-blasting (eager, incomplete)
- Interval constraint propagation  
(incomplete)

# Problem solved?

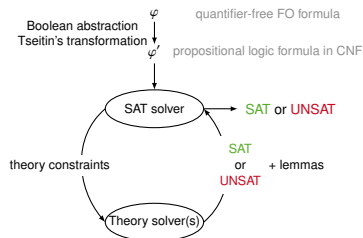
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Theory solvers should be **SMT-compliant**, i.e., they should

- work **incrementally**,
- generate **lemmas** explaining inconsistencies, and
- be able to **backtrack**.

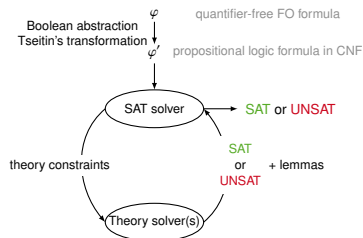


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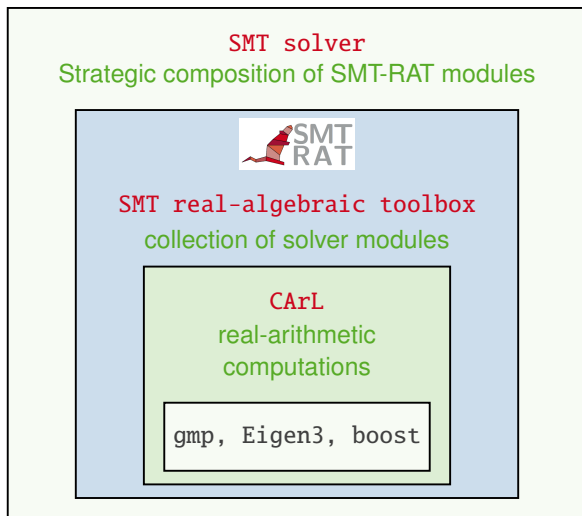
Theory solvers should be **SMT-compliant**, i.e., they should

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Originally, the mentioned methods are **not SMT-compliant**.

SMT-adaptations can be tricky, but can lead to beautiful novel algorithms.



- MIT licensed source code: [github.com/smtrat/smtrat](https://github.com/smtrat/smtrat)
- Documentation: [smtrat.github.io](https://smtrat.github.io)

# Solver modules in SMT-RAT [SAT'12, SAT'15]

**CaRL library** for basic arithmetic datatypes and computations [Sapientia'18, NFM'11, CAI'11]

## Basic modules

SAT solver

CNF converter

Preprocessing/simplifying modules

## Non-algebraic decision procedures

Equalities and uninterpreted functions

Bit-vectors

Bit-blasting

Interval constraint propagation

Pseudo-Boolean formulas

## Algebraic decision procedures

Fourier-Motzkin variable elimination

Simplex

[SCSC'21]

Gröbner bases [CAI'13]

MCSAT (FM,VS,CAD) [2xSC<sup>2</sup>'19]

Cylindrical algebraic decomposition [SCSC'21, JLAMP'20, CADE-24, JSC'19, SC<sup>2</sup>'17, 3 PhDs]

Virtual substitution [FCT'11, SC<sup>2</sup>'17, 1 PhD]

Subtropical satisfiability

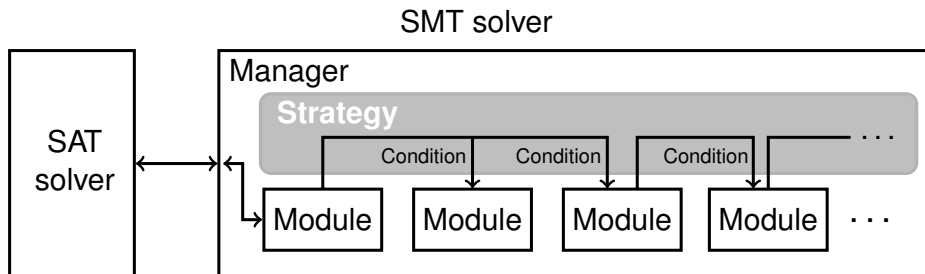
Generalized branch-and-bound [CASC'16]

Cube tests

Linearization

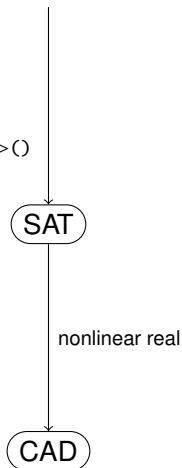


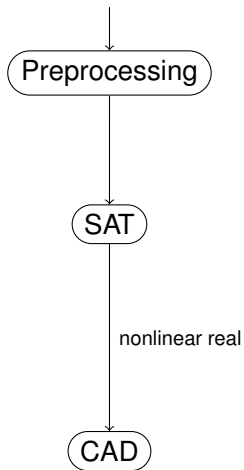
# Strategic composition of solver modules in SMT-RAT

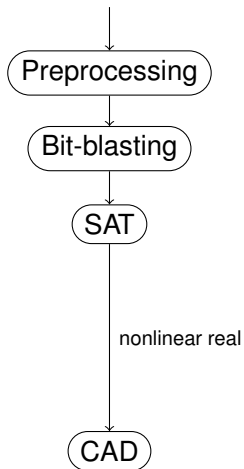


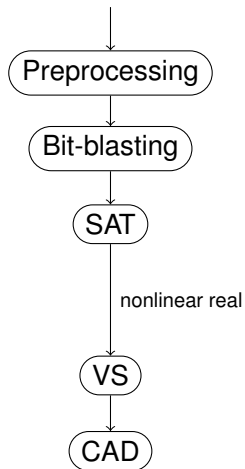
# SMT-RAT strategies

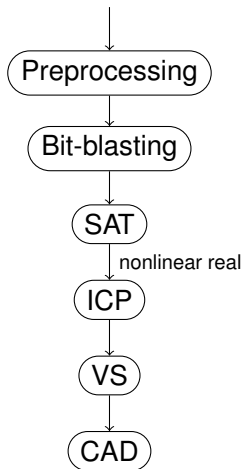
```
class myStrategy: public Manager {  
  myStrategy(): Manager() {  
    setStrategy(  
      addBackend<SATModule<SATSettings>>(  
        addBackend<CADModule<CADSettings>>())  
    )  
  };  
};
```

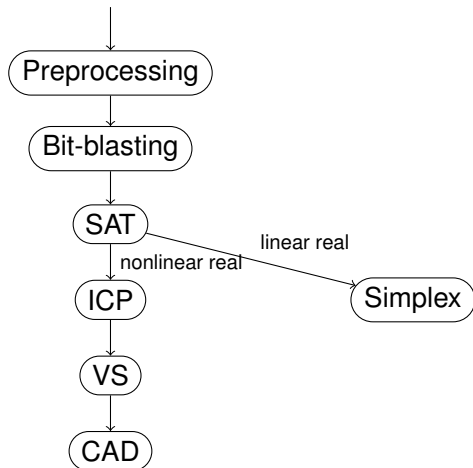




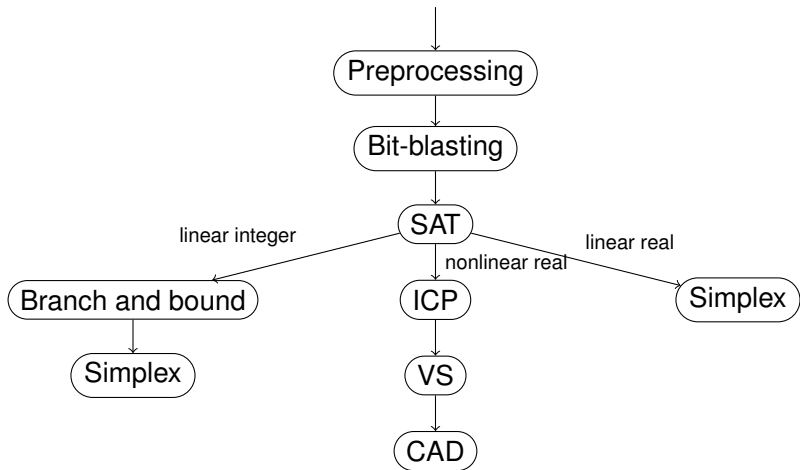






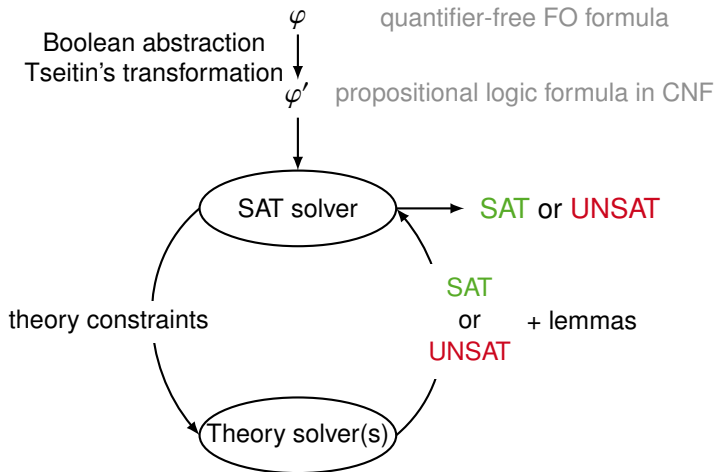


# SMT-RAT strategies





# (Full/less) lazy SMT solving



# Propositional logic: The resolution proof system

Assumption: propositional logic formula in conjunctive normal form (CNF)

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$$\frac{(l_1 \vee \dots \vee l_n \vee x) \quad (l'_1 \vee \dots \vee l'_m \vee \neg x)}{(l_1 \vee \dots \vee l_n \vee l'_1 \vee \dots \vee l'_m)} \text{Rule}_{res}$$

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# The DPLL idea

exploration:  $\mathbb{B}$ -decision

look-ahead:  $\mathbb{B}$ -propagation

proof system:  $\mathbb{B}$ -conflict resolution

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$$(a \vee b \vee c) \wedge (a \vee b \vee \neg c)$$

$\mathbb{B}$ -propagate	-
$\mathbb{B}$ -decide	$a = \text{false}$
$\mathbb{B}$ -propagate	-
$\mathbb{B}$ -decide	$b = \text{false}$
$\mathbb{B}$ -propagate	conflict
$\mathbb{B}$ -conflict resolution	$(a \vee b)$

exploration:	$\mathbb{B}$ -decision	$\mathbb{T}$ -decision
look-ahead:	$\mathbb{B}$ -propagation	$\mathbb{T}$ -propagation
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$$(a \vee b \vee c) \wedge (a \vee b \vee \neg c)$$

$$(\dots \vee \underbrace{x \cdot y \cdot z^2}_{d=true} < 0 \vee \dots)$$

$\mathbb{B}$ -propagate	-	$\mathbb{T}$ -propagate	-
$\mathbb{B}$ -decide	$a = false$	$\mathbb{T}$ -decide	$x = 1$
$\mathbb{B}$ -propagate	-	$\mathbb{T}$ -propagate	-
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$\mathbb{B}$ -propagate	conflict	$\mathbb{T}$ -propagate	conflict
$\mathbb{B}$ -conflict resolution	$(a \vee b)$	$\mathbb{T}$ -conflict resolution	$(\neg d \vee x < 0 \vee y < 0)$

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Example:  $x_2 \leq x_1$        $2 \leq x_1$        $x_1 \leq 2x_2$        $x_2 \leq 0$

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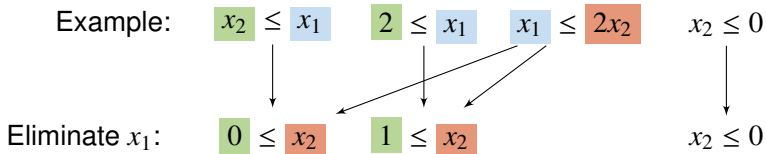
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Example:

$$x_2 \leq x_1$$

$$2 \leq x_1$$

$$x_1 \leq 2x_2$$

$$x_2 \leq 0$$

Eliminate  $x_1$ :

$$0 \leq x_2$$

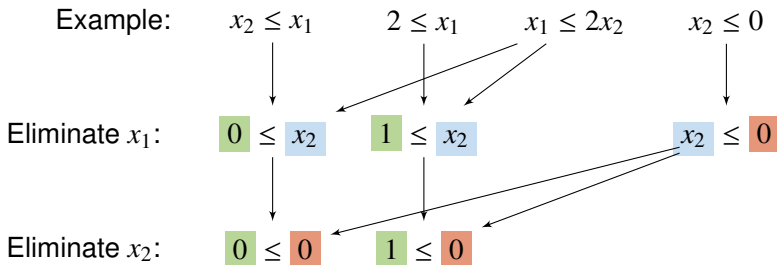
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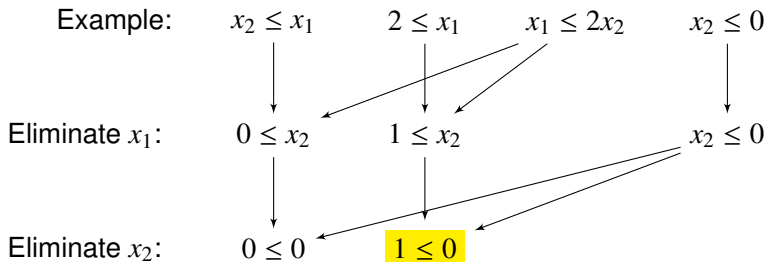
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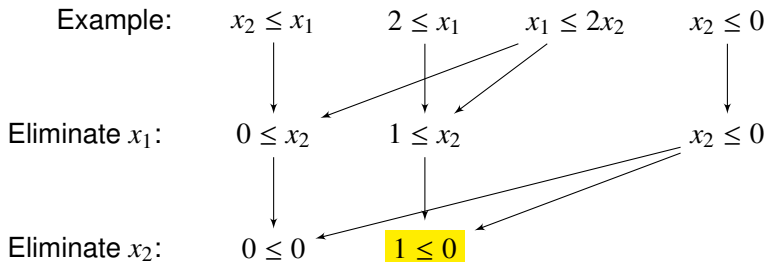
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Problem: combinatorial blow-up

Variable decision order:  $x_2, x_1$

$$\dots \underbrace{x_2 \leq x_1}_{a=true} \dots \underbrace{2 \leq x_1}_{b=true} \dots \underbrace{x_1 \leq 2x_2}_{c=true} \dots \underbrace{x_2 \leq 0}_{d=true} \dots$$

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Variable decision order:  $x_2, x_1$

$\mathbb{T}$ -prop.+ $\mathbb{T}$ -dec.:  $x_2 := 0$

$$\begin{array}{ccccccc} \dots & \underbrace{x_2 \leq x_1}_{a=true} & \dots & \underbrace{2 \leq x_1}_{b=true} & \dots & \underbrace{x_1 \leq 2x_2}_{c=true} & \dots & \underbrace{x_2 \leq 0}_{d=true} & \dots \\ & 0 \leq x_1 & & 2 \leq x_1 & & x_1 \leq 0 & & 0 \leq 0 & \end{array}$$

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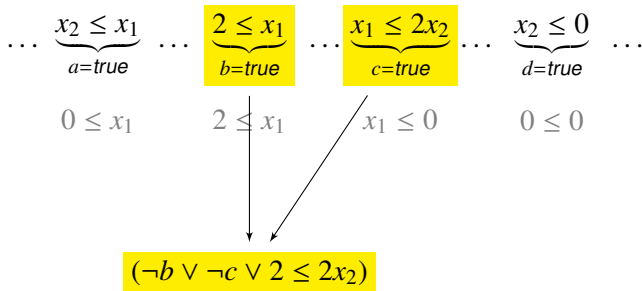
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# Fourier-Motzkin in MCSAT

Variable decision order:  $x_2$ ,  $x_1$

T-prop.+T-dec.:  $x_2 := 0$

T-prop.: conflict



# Exploration-guided Fourier-Motzkin

$$x_1: \quad x_2 \leq x_1 \quad 2 \leq x_1 \quad x_1 \leq 2x_2$$

$$x_2: \quad x_2 \leq 0$$

# Exploration-guided Fourier-Motzkin

$$x_1: \quad x_2 \leq x_1 \quad 2 \leq x_1 \quad x_1 \leq 2x_2$$

$$x_2: \quad ?$$

$$x_2 \leq 0$$

# Exploration-guided Fourier-Motzkin

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# Exploration-guided Fourier-Motzkin

$x_1$ : ?

$$x_2 \leq x_1$$

$$2 \leq x_1$$

$$x_1 \leq 2x_2$$

$x_2$ : 0

$$x_2 \leq 0$$

# Exploration-guided Fourier-Motzkin

$$x_1: \text{ conflict} \quad x_2 \leq x_1 \quad 2 \leq x_1 \quad x_1 \leq 2x_2$$

$$x_2: 0$$

$$x_2 \leq 0$$

# Exploration-guided Fourier-Motzkin

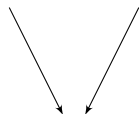
$x_1$ : **conflict**     $x_2 \leq x_1$

$2 \leq x_1$      $x_1 \leq 2x_2$

$x_2$ : **0**

$2 \leq 2x_2$

$x_2 \leq 0$





# Exploration-guided Fourier-Motzkin

$x_1$ : **conflict**     $x_2 \leq x_1$

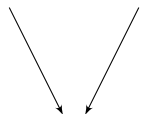
$2 \leq x_1$

$x_1 \leq 2x_2$

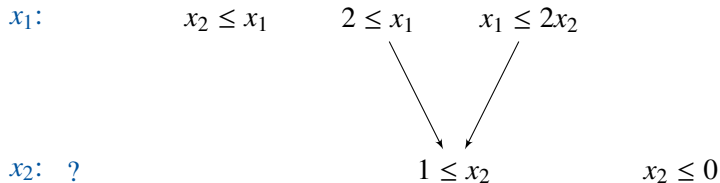
$x_2$ : **0**

$1 \leq x_2$

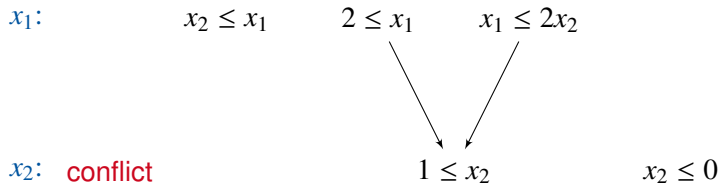
$x_2 \leq 0$



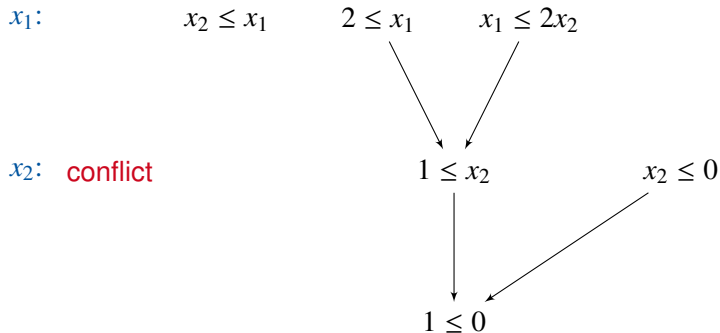
# Exploration-guided Fourier-Motzkin



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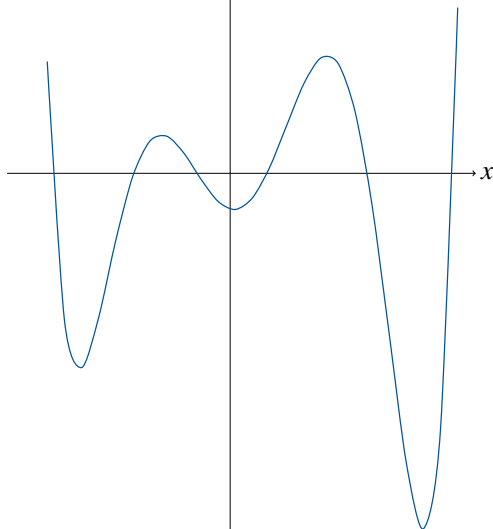
# Exploration-guided Fourier-Motzkin



# The key to decidability of NRA: Sign-invariant regions

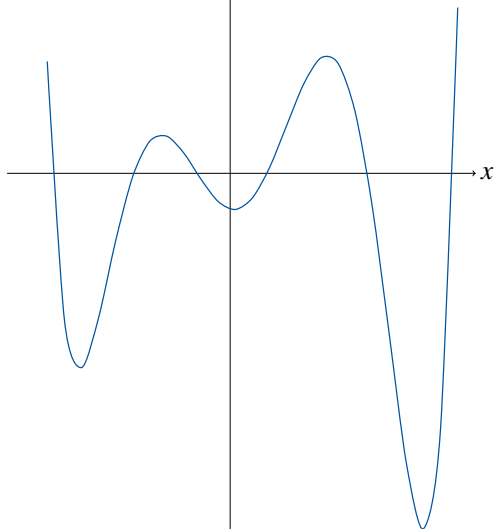
# The key to decidability of NRA: Sign-invariant regions

$$f(x) = \frac{1}{100}(x^6 - 2x^5 - 26x^4 + 28x^3 + 145x^2 - 26x - 80)$$



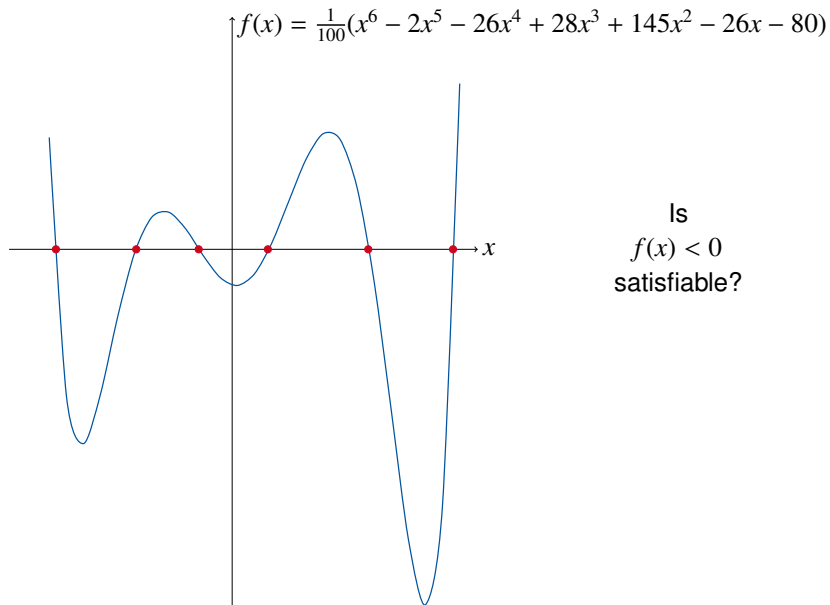
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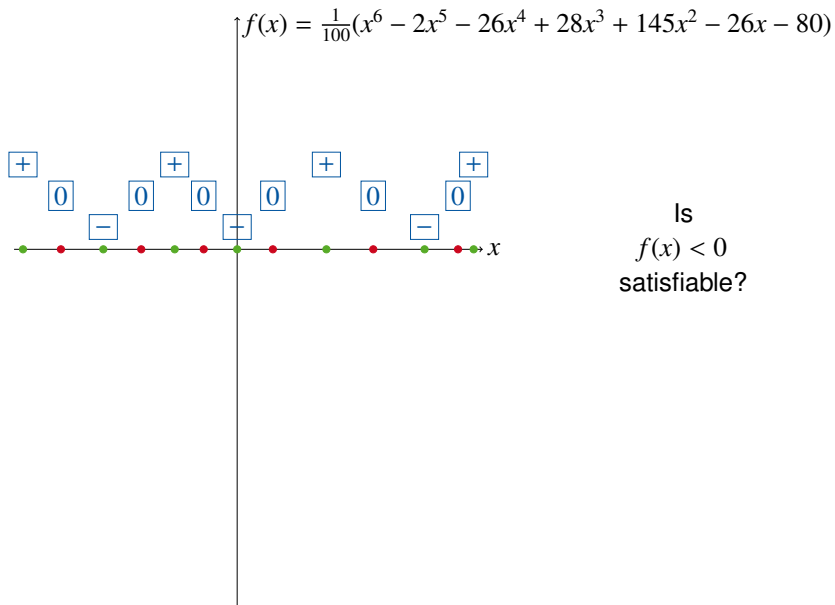
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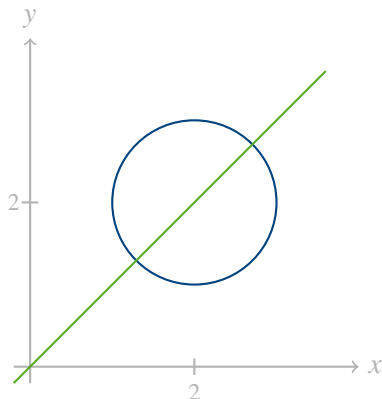


# Cylindrical algebraic decomposition example

$$(x - 2)^2 + (y - 2)^2 - 1 < 0 \wedge x - y = 0$$

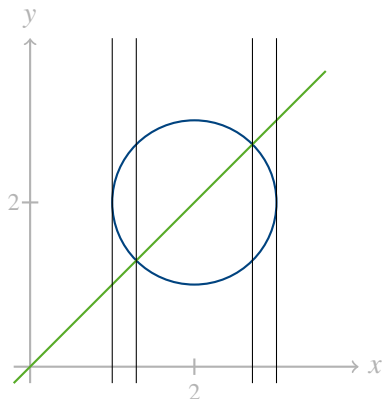
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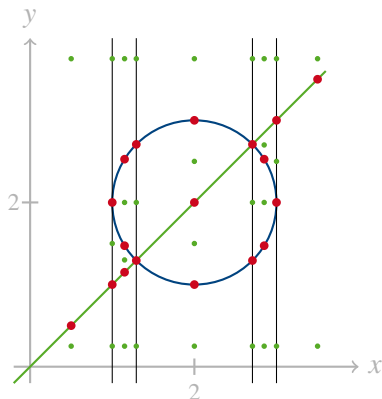
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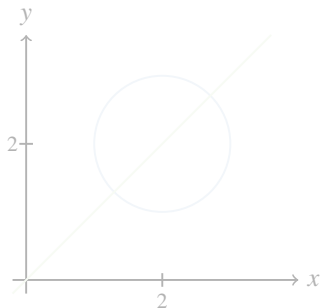


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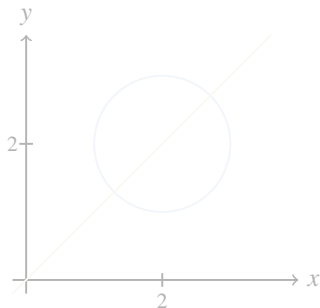
$$\varphi = \underbrace{(x-2)^2 + (y-2)^2 - 1 < 0}_{c_1} \wedge \underbrace{x-y=0}_{c_2}$$





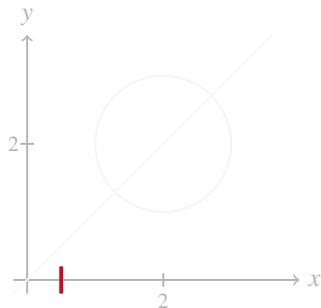
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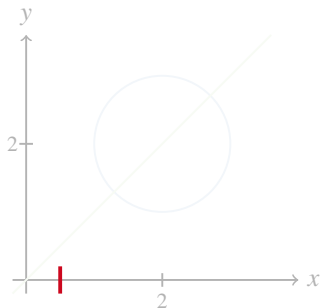
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$$\varphi[0.5/x] = (y - 2)^2 + 1.25 < 0 \wedge -y + 0.5 = 0$$

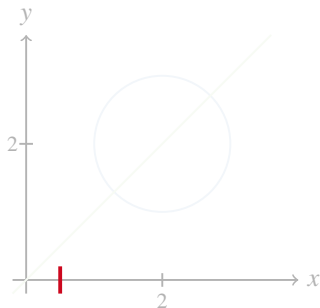


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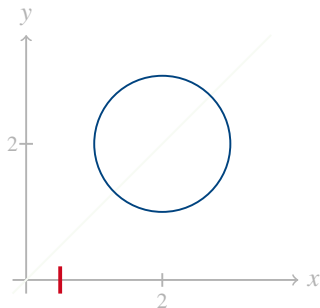
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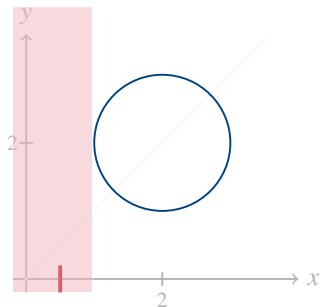
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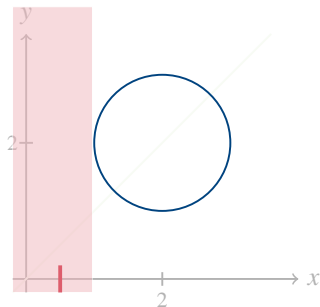
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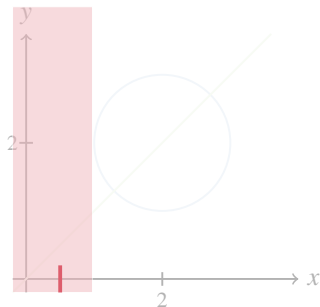
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$$\varphi = (x - 2)^2 + (y - 2)^2 - 1 < 0 \wedge x - y = 0 \wedge$$
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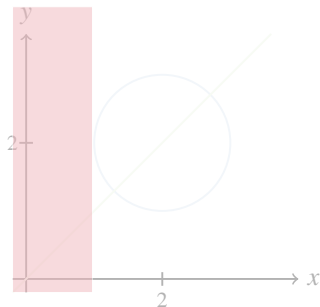
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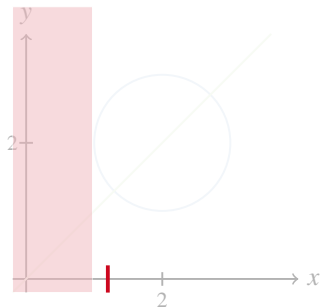
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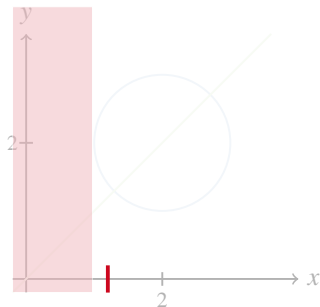


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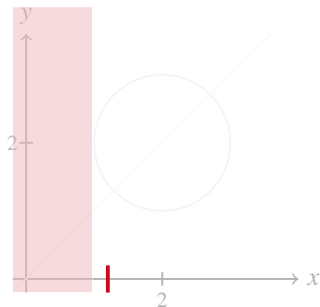
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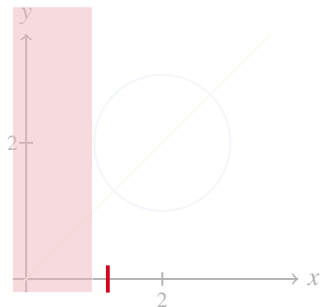
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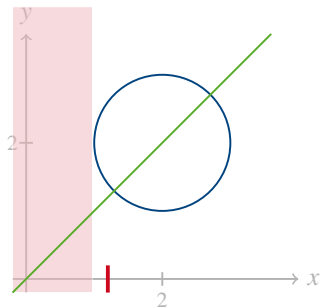
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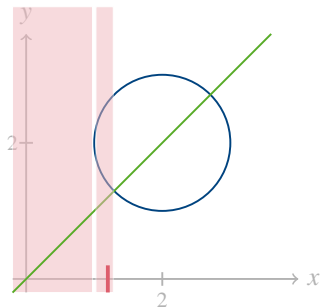
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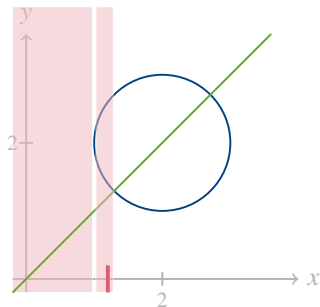
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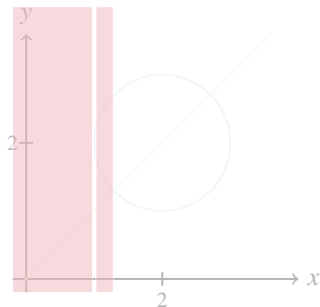




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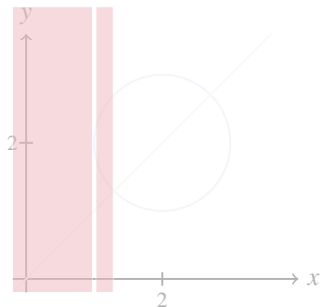


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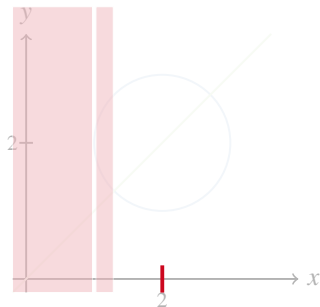


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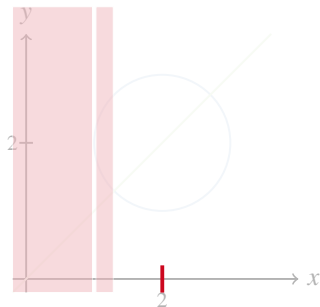
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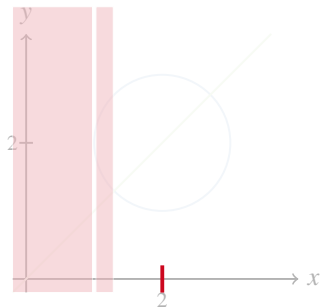
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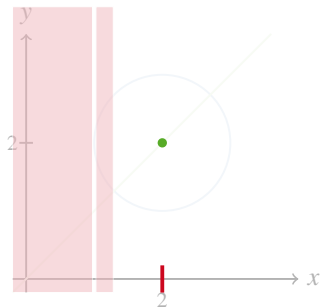
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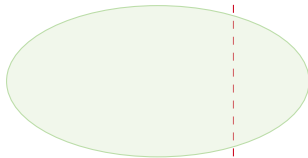
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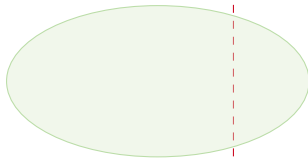
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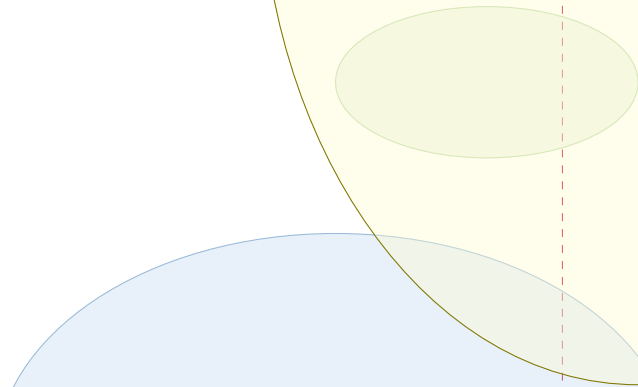




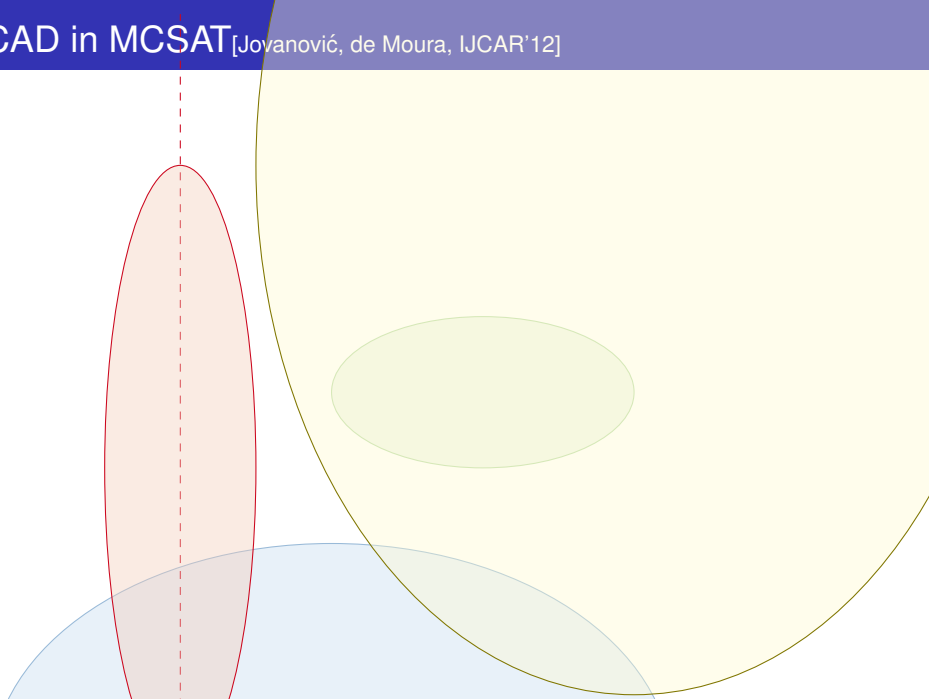


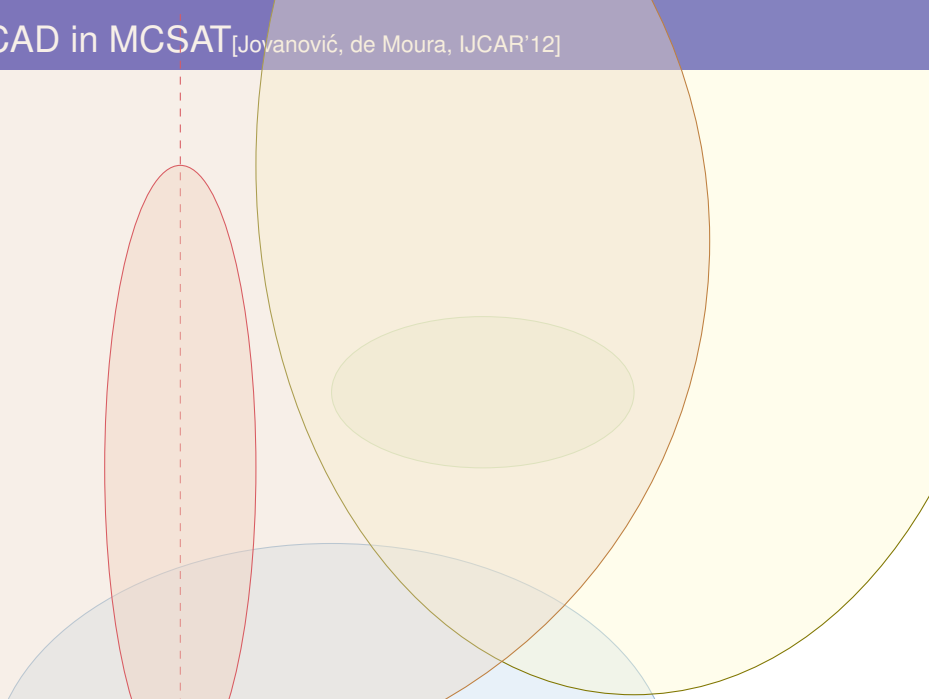












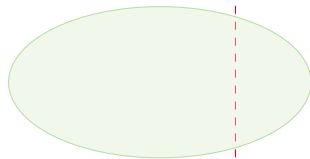


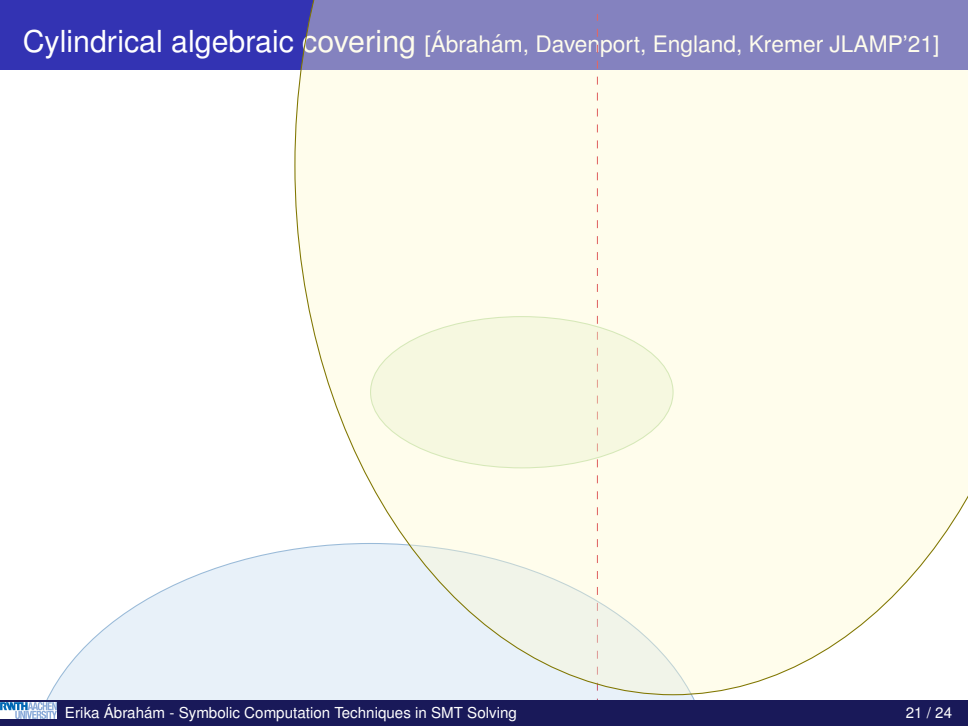


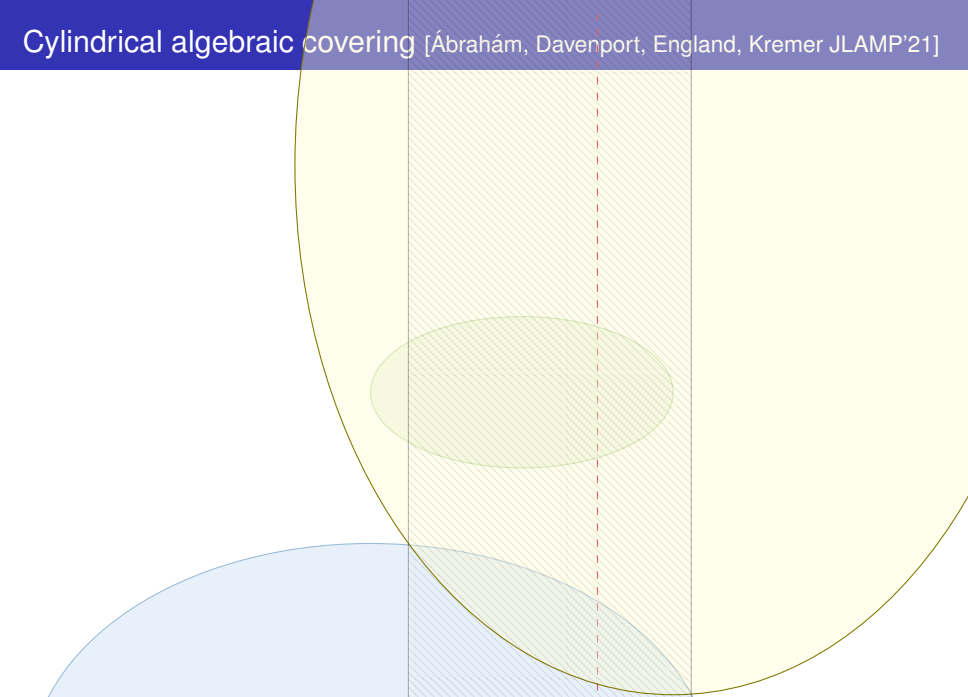






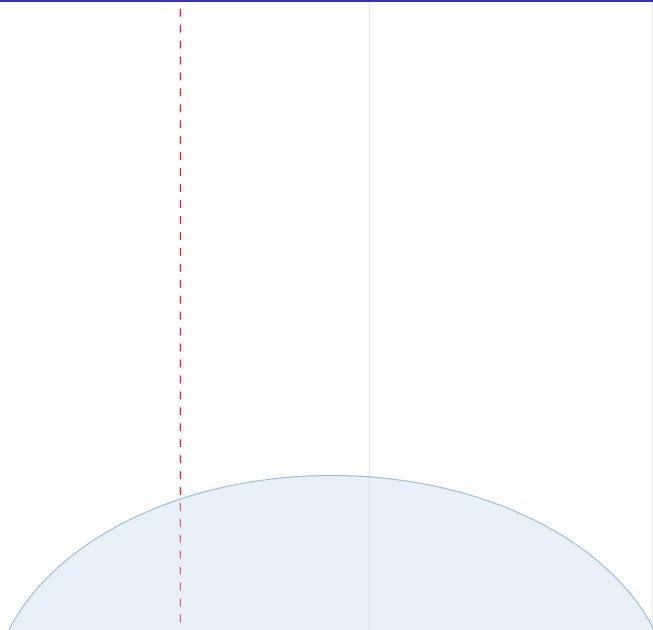


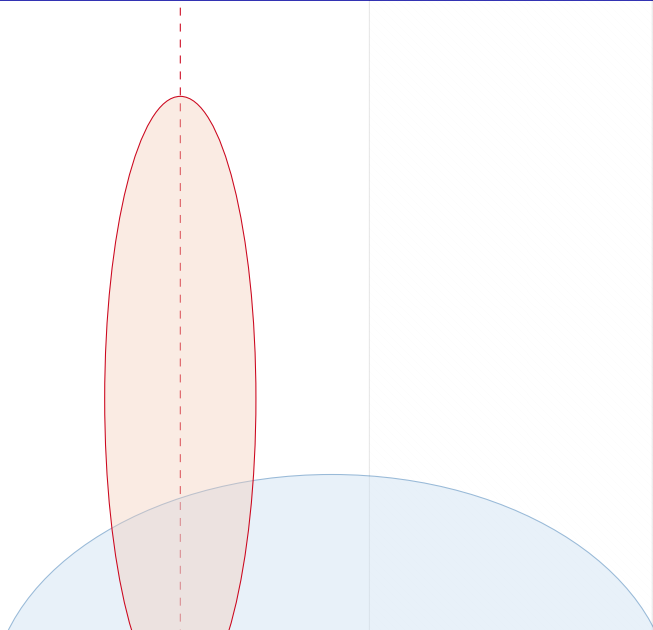






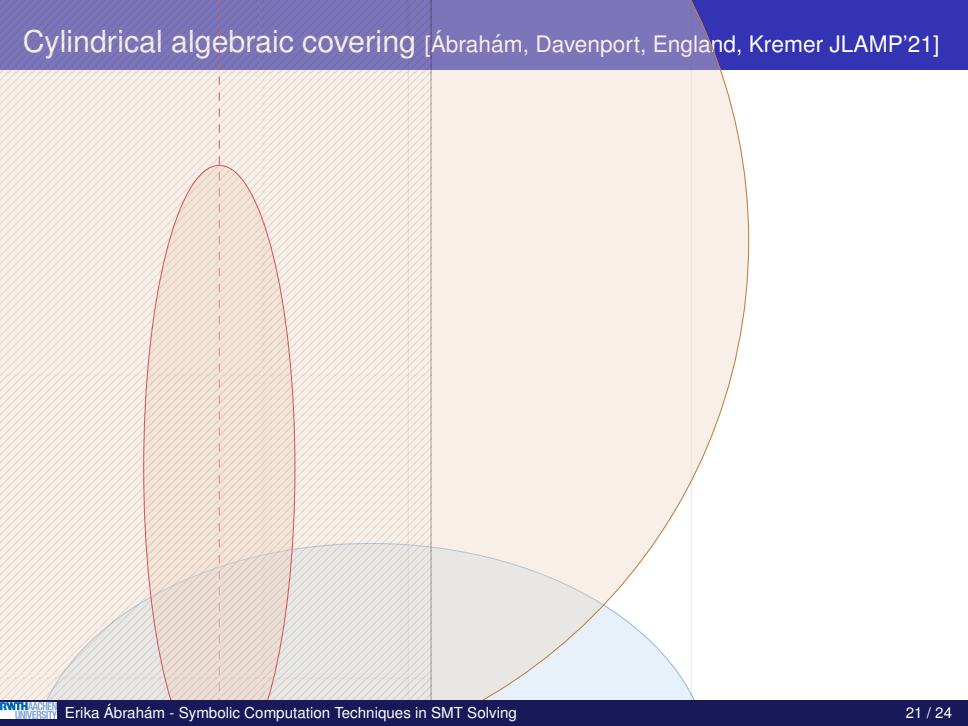






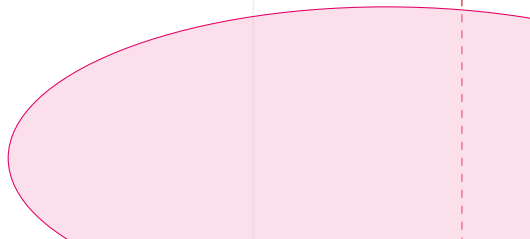


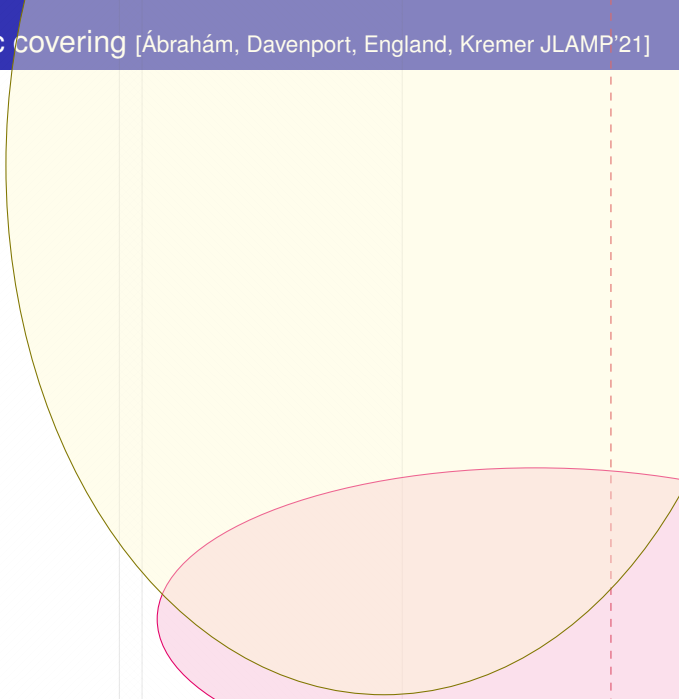










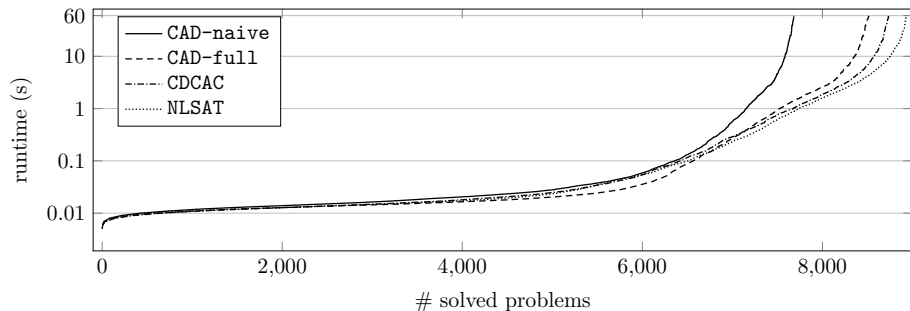




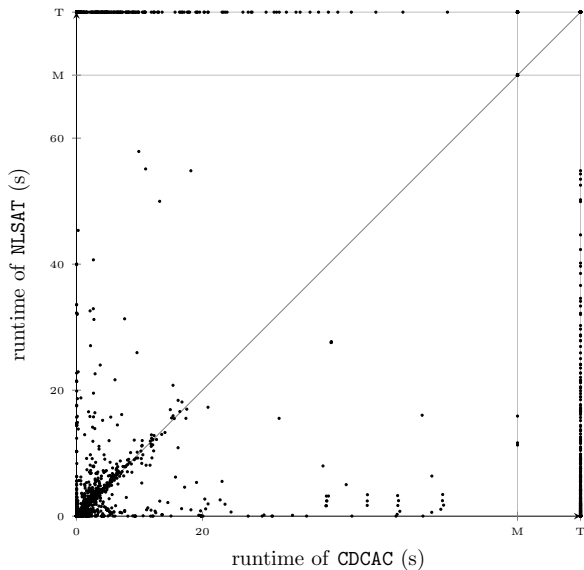




# Some experimental results



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- MIT licensed source code: [github.com/smtrat/smtrat](https://github.com/smtrat/smtrat)
- Documentation: [smtrat.github.io](https://smtrat.github.io)