CSC2/455 Software Analysis and Improvement
An Introduction to SAT/SMT Solvers

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April 19, 2021
URCS
Outline

Introduction

SAT Solving

SMT Solvers

Applications to Program Analysis
Outline

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SAT Solving

SMT Solvers

Applications to Program Analysis
So far:
- Iterative Data Flow Analysis
- Type Analysis
- Region Analysis
- Abstract Interpretation

Today:
- Satisfiability (SAT) Solvers
- Satisfiability Modulo Theories (SMT) Solvers

Next:
- Model Checking
- Symbolic Execution
- Hoare Logic
The Satisfiability (SAT) Problem

Given a formula in propositional logic (variables, true, false, $\land$, $\lor$, $\neg$, and parentheses), is there an assignment to variables that makes the formula true?

- $(A \lor B \lor C) \land (\neg A \lor B)$ (conjunctive normal form, CNF)
- $(A \land B \land C) \lor (\neg A \land B)$ (disjunctive normal form, DNF)
- $A \land \neg A$ (CNF)
Solutions

- \((A \lor B \lor C) \land (\neg A \lor B)\)
  - \(A = \text{true}\) is required in any satisfying assignment (\(B\) and \(C\) don't matter)

- \((A \land B \land C) \lor (\neg A \land B)\)
  - \(A, B, C\) all true is one satisfying assignment
  - \(A = \text{false}\) and \(B = \text{true}\) is another satisfying assignment

- \(A \land \neg A\) is obviously unsatisfiable
3-SAT is NP-Complete

- If the maximum number of variables in a clause of a CNF formula is $k$, we call that problem $k$-SAT
- 2-SAT is solvable in polynomial time
- 3-SAT is NP-complete
  - In worst case, must explore every possible assignment of values to each variable
SAT Problem Sizes

- There are many good SAT solvers now available
  - Based on the Davis–Putnam-Logemann-Loveland (DPLL) algorithm
  - Often enhanced with Conflict-Driven Clause Learning (CDCL)
  - SAT is decidable, if untractable
- Intractability not a hindrance usually
  - Can scale to very large problems
  - Millions of clauses
  - See: The International SAT Competition
- Applied to many hardware and software verification problems
- SAT solvers return:
  - SAT: if a satisfying assignment is found (and the values that satisfy the proposition)
  - UNSAT: if no satisfying assignment exists
Prove \( \neg(A \land B) = (\neg A \lor \neg B) \)

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<tr>
<th>A</th>
<th>B</th>
<th>( A \land B )</th>
<th>( P = \neg(A \land B) )</th>
<th>( \neg A )</th>
<th>( \neg B )</th>
<th>( Q = \neg A \lor \neg B )</th>
<th>( P \iff Q )</th>
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The statement \( \neg(A \land B) = (\neg A \lor \neg B) \) is valid, it is true for all values of \( A \) and \( B \).
Proof using a SAT solver

- $(\neg A \land B) \implies (\neg A \lor \neg B)$
- $(\neg A \lor \neg B) \implies \neg(A \land B)$
- Recall that $P \implies Q$ can be written as $\neg P \lor Q$
  - $\neg\neg(A \land B) \lor (\neg A \lor \neg B)$
  - $\neg(\neg A \lor \neg B) \lor \neg(A \land B)$
- So we have:
  - $R = (A \land B) \lor (\neg A \lor \neg B)$
  - $S = \neg(\neg A \lor \neg B) \lor \neg(A \land B)$
- For the proof, we need both $R$ and $S$ to be valid
  - If $R$ is valid, what can we say about the satisfiability of $\neg R$?
The Satisfiability of $\neg R$

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<th>$P = A \land B$</th>
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<th>$\neg B$</th>
<th>$Q = \neg A \lor \neg B$</th>
<th>$P \lor Q$</th>
<th>$\neg (P \lor Q)$</th>
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If $R$ is valid, then $\neg R$ is unsatisfiable!

- To prove a statement using a SAT solver:
  - Convert the statement to propositional logic
  - Negate it, and check for unsatisfiability

- Interesting corollary:
  - If the formula is SAT (implying the statement is false), the values that satisfy the statement are counter-examples
Volume 4 Facsicle 6 of *The Art of Computer Programming*
More details on SAT/SMT Solving (Papers)

- Weissenbacher, Subramanyan, and Malik, Boolean Satisfiability Solvers: Techniques and Extensions
- Barrett, Sebastiani, Sheshia and Tinelli, Satisfiability Modulo Theories
Quantifiers, Theories

- Propositional logic can be extended with quantifiers
  - $\exists$, existential quantifier
  - $\forall$, universal quantifier
  - This is First-order Logic (FOL)
  - FOL is undecidable in general

- Both propositional logic and first-order logic are still boolean

- Can be extended with theories:
  - Arithmetic: adds numbers, operators $+$, $-$, $\times$, associativity, commutativity, etc.
  - Functions: adds $f(x)$
  - Bitvectors: model variables containing $n$ bits (where $n > 1$)
A SMT solver checks for satisfiability in a theory
  - Can think of statements as propositional logic + theory

Allows construction of “richer” statements
  - Can formulate propositions over integers, reals, etc.
  - Can use operators like +, −, ×, etc.

Example: $\forall x, y \; x > y \implies x + 1 > y + 1$
  - True over integers ($\mathbb{Z}$)
  - False over machine integers/bitvectors
Decidability

- Some theories are decidable
  - Presburger arithmetic
- Most theories are undecidable
- However, some theories undecidable in general are decidable over quantifier-free fragments
- So, results of a SMT solver can be:
  - SAT
  - UNSAT
  - Don’t know (or infinite loop)
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Applications to Program Analysis
Some SMT solvers

- Microsoft Z3
  - Available online at rise4fun/Z3
  - Available in most Linux distributions
- CVC4
- Yices
- Many more...
The SMT-LIB language

- Common input/output language for most SMT solvers
  - Some solvers support their own language as well
- Lisp-like
- Documented at smtlib.org
- Allows easy switching between solvers
  - We will use Z3 for the most part
Let’s encode $\neg R$ from the previous example:

```lisp
(declare-fun B () Bool)
(declare-fun A () Bool)
(assert (not (or (and A B) (not A) (not B))))
(check-sat)
```

And we run it:

```
$ z3 p1.smtlib
unsat
```
#!/usr/bin/env python3

from z3 import *

s = Solver()
A, B = Bools('A B')

R = Or(And(A, B), Or(Not(A), Not(B)))
notR = Not(R)

s.add(notR)
print(s.check())

print(s.sexpr())  # prints the SMTLIB code

See: Bjørner et al., Programming Z3, for a nice introduction to programming Z3 using Python.
The Constraint Satisfaction Problem seeks to find an assignment of values to variables subject to constraints:
- Each variable has a domain of values
- Pick a variable, assign it a value, subject to constraints
- If all variables can be assigned values, SAT else backtrack

For SAT in propositional logic:
- Two values, True and False
- Constraint: formula must evaluate to true
Other Problems

- Dennis Yurichev’s free book “SAT/SMT by Example” is a wonderful collection of examples
  - Minesweeper
  - Sudoku
  - Test case generation, etc.
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Applications to Program Analysis
SMT Solvers in Program Analysis

- Express program behaviour in some logic
- Express program property in that logic
- Check if the property holds (i.e. is valid)
int min(int a, int b) {
    if(a < b)
        return a;
    else
        return a;
}

int x, y, r;

r = min(x, y);

assert(r == x || r == y);
assert(r <= x && r <= y);

- These assertions test that $\text{min}$ always returns the minimum of $x$ and $y$
- But assert executes at runtime
- We will seek to prove statically:
  - $\forall x, y (\text{min}(x, y) = x \lor \text{min}(x, y) = y) \land (\text{min}(x, y) \leq x \land \text{min}(x, y) \leq y)$
  - over all program paths
from z3 import *

s = Solver()
a, b, ret = Ints('a b ret')
ret = If(a < b, a, a)
#ret = If(a < b, a, b) # correct
cond = And(Or(ret == a, ret == b), And(ret <= a, ret <= b))
s.add(Not(cond))
print(s.sexpr())

if s.check() == sat:
    print("Incorrect. Counterexample: ", s.model())
else:
    print("Correct")

Output:

...  
Incorrect. Counterexample:  [b = 0, a = 1]
Proving Programs Equivalent

- If $A$ is a source program and $B$ is the compiled version, we would like to prove that $A = B$
  - This is called *translation validation*
  - What I’ve been doing for your submissions
- Undecidable, in general
- Not interesting only to compiler writers
  - If you take a piece of code and refactor it, did you break anything?
Test Case Generation

```c
int min(int a, int b) {
    if(a < b)
        return a;
    else
        return a;
}

int x, y, r;

r = min(1, 3);
...
```

- The test case (1, 3) is not sufficient to exercise all paths in the program
  - And it misses the bug!
- Can we find test cases to exercise all paths in the program?
Postscript

- SMT solvers are a marvellous piece of technology
- Learn to use one!