

# Theory Solvers for Linear Arithmetic and Equality Logic with Uninterpreted Functions

Martin Köhler

Department of Computer Science  
University of Kaiserslautern

2014-11-24

# Predicate Logic ...

... is an elegant way to express what we mean:

$$\exists x_{\text{state}}, x'_{\text{state}} : \text{init}(x_{\text{state}}) \wedge \text{bad}(x'_{\text{state}}) \wedge \text{reach}(x_{\text{state}}, x'_{\text{state}})$$

# Predicate Logic ...

... is an elegant way to express what we mean:

$$\exists x_{\text{state}}, x'_{\text{state}} : \text{init}(x_{\text{state}}) \wedge \text{bad}(x'_{\text{state}}) \wedge \text{reach}(x_{\text{state}}, x'_{\text{state}})$$

But:

- Satisfiability not decidable

# Predicate Logic ...

... is an elegant way to express what we mean:

$$\exists x_{\text{state}}, x'_{\text{state}} : \text{init}(x_{\text{state}}) \wedge \text{bad}(x'_{\text{state}}) \wedge \text{reach}(x_{\text{state}}, x'_{\text{state}})$$

But:

- Satisfiability not decidable
- Some models are non-intuitive:  $x < y \wedge y < x$  is satisfiable

# Predicate Logic ...

... is an elegant way to express what we mean:

$$\exists x_{\text{state}}, x'_{\text{state}} : \text{init}(x_{\text{state}}) \wedge \text{bad}(x'_{\text{state}}) \wedge \text{reach}(x_{\text{state}}, x'_{\text{state}})$$

But:

- Satisfiability not decidable
- Some models are non-intuitive:  $x < y \wedge y < x$  is satisfiable

*Idea:* Restrict to certain structures

# Introducing Theories

*Theories* restrict our scope to “the interesting” structures

# Introducing Theories

*Theories* restrict our scope to “the interesting” structures

- A theory  $T$  is a set of closed formulas that is closed against conclusion

# Introducing Theories

*Theories* restrict our scope to “the interesting” structures

- A theory  $T$  is a set of closed formulas that is closed against conclusion
- Here, we treat  $T$  as a formula



# Introducing Theories

*Theories* restrict our scope to “the interesting” structures

- A theory  $T$  is a set of closed formulas that is closed against conclusion
- Here, we treat  $T$  as a formula

Common terms in the context of theories:

# Introducing Theories

*Theories* restrict our scope to “the interesting” structures

- A theory  $T$  is a set of closed formulas that is closed against conclusion
- Here, we treat  $T$  as a formula

Common terms in the context of theories:

- *T-satisfiable*: At least one relevant structure is a model

# Introducing Theories

*Theories* restrict our scope to “the interesting” structures

- A theory  $T$  is a set of closed formulas that is closed against conclusion
- Here, we treat  $T$  as a formula

Common terms in the context of theories:

- *T-satisfiable*: At least one relevant structure is a model
- *T-valid*: All relevant structures are models ( $\models_T A$ )

# Introducing Theories

*Theories* restrict our scope to “the interesting” structures

- A theory  $T$  is a set of closed formulas that is closed against conclusion
- Here, we treat  $T$  as a formula

Common terms in the context of theories:

- *T-satisfiable*: At least one relevant structure is a model
- *T-valid*: All relevant structures are models ( $\models_T A$ )
- *T-implication*: Implication restricted to relevant structures ( $A \models_T B$ )

# Satisfiability Modulo Theories (SMT)

*Recall:* The classical SAT problem is: Given a formula  $A$  is there ...

# Satisfiability Modulo Theories (SMT)

*Recall:* The classical SAT problem is: Given a formula  $A$  is there ...

- ... a boolean assignment  $\varphi$  that satisfies the formula?

# Satisfiability Modulo Theories (SMT)

*Recall:* The classical SAT problem is: Given a formula  $A$  is there ...

- ... a boolean assignment  $\varphi$  that satisfies the formula?
- ... a predicate logic structure  $\mathcal{M}$  that is a model for the formula?

# Satisfiability Modulo Theories (SMT)

*Recall:* The classical SAT problem is: Given a formula  $A$  is there ...

- ... a boolean assignment  $\varphi$  that satisfies the formula?
- ... a predicate logic structure  $\mathcal{M}$  that is a model for the formula?  
↑ undecidable    ↑ maybe a non-standard model



# Satisfiability Modulo Theories (SMT)

*Recall:* The classical SAT problem is: Given a formula  $A$  is there ...

- ... a boolean assignment  $\varphi$  that satisfies the formula?
- ... a predicate logic structure  $\mathcal{M}$  that is a model for the formula?  
↑ **undecidable**    ↑ **maybe a non-standard model**

The Satisfiability Modulo Theory Problem for a theory  $T$ : Given a formula  $A$  is it satisfied by a model that is allowed by the theory  $T$ ?

# Theory Solving

- 1 Boolean SAT methods yield satisfying assignments (boolean).

# Theory Solving

- 1 Boolean SAT methods yield satisfying assignments (boolean).
- 2 Derive a conjunct of literals:

# Theory Solving

- 1 Boolean SAT methods yield satisfying assignments (boolean).
- 2 Derive a conjunct of literals: e.g.:  $(x < 3) \mapsto \text{true}, (x < 7) \mapsto \text{false}$  becomes  $(x < 3) \wedge \neg(x < 7)$

# Theory Solving

- 1 Boolean SAT methods yield satisfying assignments (boolean).
- 2 Derive a conjunct of literals: e.g.:  $(x < 3) \mapsto \text{true}, (x < 7) \mapsto \text{false}$  becomes  $(x < 3) \wedge \neg(x < 7)$
- 3 Check the conjunct for satisfiability modulo theory (*Theory Solver*)

# Theory Solving

- 1 Boolean SAT methods yield satisfying assignments (boolean).
- 2 Derive a conjunct of literals: e.g.:  $(x < 3) \mapsto \text{true}, (x < 7) \mapsto \text{false}$  becomes  $(x < 3) \wedge \neg(x < 7)$
- 3 Check the conjunct for satisfiability modulo theory (*Theory Solver*)
- 4 Backtrack until either all boolean assignments are checked or a solution in the theory is found

# Theory Solving

- 1 Boolean SAT methods yield satisfying assignments (boolean).
- 2 Derive a conjunct of literals: e.g.:  $(x < 3) \mapsto \text{true}, (x < 7) \mapsto \text{false}$  becomes  $(x < 3) \wedge \neg(x < 7)$
- 3 Check the conjunct for satisfiability modulo theory (*Theory Solver*)
- 4 Backtrack until either all boolean assignments are checked or a solution in the theory is found

Why does that suffice?

# Theory Solving

- 1 Boolean SAT methods yield satisfying assignments (boolean).
- 2 Derive a conjunct of literals: e.g.:  $(x < 3) \mapsto \text{true}$ ,  $(x < 7) \mapsto \text{false}$  becomes  $(x < 3) \wedge \neg(x < 7)$
- 3 Check the conjunct for satisfiability modulo theory (*Theory Solver*)
- 4 Backtrack until either all boolean assignments are checked or a solution in the theory is found

Why does that suffice?

- (boolean) unsatisfiable  $\rightarrow$  unsatisfiable in theory as well



# Theory Solving

- 1 Boolean SAT methods yield satisfying assignments (boolean).
- 2 Derive a conjunct of literals: e.g.:  $(x < 3) \mapsto \text{true}$ ,  $(x < 7) \mapsto \text{false}$  becomes  $(x < 3) \wedge \neg(x < 7)$
- 3 Check the conjunct for satisfiability modulo theory (*Theory Solver*)
- 4 Backtrack until either all boolean assignments are checked or a solution in the theory is found

Why does that suffice?

- (boolean) unsatisfiable  $\rightarrow$  unsatisfiable in theory as well
- (boolean) satisfiable  $\rightarrow$  iff there is a model, a corresponding boolean assignment will be found

# How to build a Theory Solver?

We have to build Theory Solvers specifically for each Theory.  
We will look at:

# How to build a Theory Solver?

We have to build Theory Solvers specifically for each Theory.

We will look at:

- Difference Arithmetic (simple example)

# How to build a Theory Solver?

We have to build Theory Solvers specifically for each Theory.

We will look at:

- Difference Arithmetic (simple example)
- Linear Arithmetic (real)

# How to build a Theory Solver?

We have to build Theory Solvers specifically for each Theory.

We will look at:

- Difference Arithmetic (simple example)
- Linear Arithmetic (real)
  
- Linear Arithmetic (integer)

# How to build a Theory Solver?

We have to build Theory Solvers specifically for each Theory.

We will look at:

- Difference Arithmetic (simple example)
- Linear Arithmetic (real)
  
- Linear Arithmetic (integer)
  
  
- Equality Logic with uninterpreted functions

# How to build a Theory Solver?

We have to build Theory Solvers specifically for each Theory.

We will look at:

- Difference Arithmetic (simple example)
- Linear Arithmetic (real)
  - Linear Programming: Simplex Method
- Linear Arithmetic (integer)
  
- Equality Logic with uninterpreted functions

# How to build a Theory Solver?

We have to build Theory Solvers specifically for each Theory.

We will look at:

- Difference Arithmetic (simple example)
- Linear Arithmetic (real)
  - Linear Programming: Simplex Method
- Linear Arithmetic (integer)
  - Integer Linear Programming: Branch-and-Bound
- Equality Logic with uninterpreted functions



# How to build a Theory Solver?

We have to build Theory Solvers specifically for each Theory.

We will look at:

- Difference Arithmetic (simple example)
- Linear Arithmetic (real)
  - Linear Programming: Simplex Method
  - Variable elimination: Fourier Motzkin
- Linear Arithmetic (integer)
  - Integer Linear Programming: Branch-and-Bound
  
- Equality Logic with uninterpreted functions

# How to build a Theory Solver?

We have to build Theory Solvers specifically for each Theory.

We will look at:

- Difference Arithmetic (simple example)
- Linear Arithmetic (real)
  - Linear Programming: Simplex Method
  - Variable elimination: Fourier Motzkin
- Linear Arithmetic (integer)
  - Integer Linear Programming: Branch-and-Bound
  - Variable elimination: Omega-Test
- Equality Logic with uninterpreted functions

## Small example: Difference Arithmetic

**Difference Arithmetic:** Logic fragment over integers. The predicates define maximal gaps between two variables.

*Example:*  $x - y \leq 7$

How can we solve a conjunction of Difference Arithmetic literals?

## Small example: Difference Arithmetic

**Difference Arithmetic:** Logic fragment over integers. The predicates define maximal gaps between two variables.

*Example:*  $x - y \leq 7$

How can we solve a conjunction of Difference Arithmetic literals?

- Write variables as nodes in a graph, differences as weights.

## Small example: Difference Arithmetic

**Difference Arithmetic:** Logic fragment over integers. The predicates define maximal gaps between two variables.

*Example:*  $x - y \leq 7$

How can we solve a conjunction of Difference Arithmetic literals?

- Write variables as nodes in a graph, differences as weights.
- Check for cycles.

## Small example: Difference Arithmetic

**Difference Arithmetic:** Logic fragment over integers. The predicates define maximal gaps between two variables.

*Example:*  $x - y \leq 7$

How can we solve a conjunction of Difference Arithmetic literals?

- Write variables as nodes in a graph, differences as weights.
- Check for cycles.
- Unsatisfiable if and only if the circle has a negative weight

## Small example: Difference Arithmetic

**Difference Arithmetic:** Logic fragment over integers. The predicates define maximal gaps between two variables.

*Example:*  $x - y \leq 7$

How can we solve a conjunction of Difference Arithmetic literals?

- Write variables as nodes in a graph, differences as weights.
- Check for cycles.
- Unsatisfiable if and only if the circle has a negative weight

How does the graph help?

## Small example: Difference Arithmetic

**Difference Arithmetic:** Logic fragment over integers. The predicates define maximal gaps between two variables.

*Example:*  $x - y \leq 7$

How can we solve a conjunction of Difference Arithmetic literals?

- Write variables as nodes in a graph, differences as weights.
- Check for cycles.
- Unsatisfiable if and only if the circle has a negative weight

How does the graph help?

- Weights:  $y \xrightarrow{7} x$  Reach  $x$  from  $y$  by walking at most 7



## Small example: Difference Arithmetic

**Difference Arithmetic:** Logic fragment over integers. The predicates define maximal gaps between two variables.

*Example:*  $x - y \leq 7$

How can we solve a conjunction of Difference Arithmetic literals?

- Write variables as nodes in a graph, differences as weights.
- Check for cycles.
- Unsatisfiable if and only if the circle has a negative weight

How does the graph help?

- Weights:  $y \xrightarrow{7} x$  Reach  $x$  from  $y$  by walking at most 7
- Paths/Walks: Max-lengths of steps imply max-distance of the path

## Small example: Difference Arithmetic

**Difference Arithmetic:** Logic fragment over integers. The predicates define maximal gaps between two variables.

*Example:*  $x - y \leq 7$

How can we solve a conjunction of Difference Arithmetic literals?

- Write variables as nodes in a graph, differences as weights.
- Check for cycles.
- Unsatisfiable if and only if the circle has a negative weight

How does the graph help?

- Weights:  $y \xrightarrow{7} x$  Reach  $x$  from  $y$  by walking at most 7
- Paths/Walks: Max-lengths of steps imply max-distance of the path
- Cycle: Exactly 0 steps from  $x$  to  $x$ ; constraints  $< 0$  cannot be satisfied

## Example for Difference Arithmetic

Which of the following conjunctions is satisfiable?

$$A \equiv (y - x \leq 2) \wedge (z - y \leq -3) \wedge (x - z \leq 7)$$

$$B \equiv (v - u \leq 2) \wedge (w - v \leq 3) \wedge (u - w \leq -7)$$

## Example for Difference Arithmetic

Which of the following conjunctions is satisfiable?

$$A \equiv (y - x \leq 2) \wedge (z - y \leq -3) \wedge (x - z \leq 7)$$

$$B \equiv (v - u \leq 2) \wedge (w - v \leq 3) \wedge (u - w \leq -7)$$

The nodes in the graphs correspond to  $x, y, z$  and  $u, v, w$

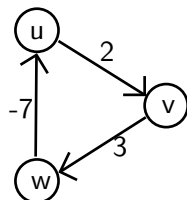
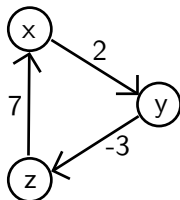
## Example for Difference Arithmetic

Which of the following conjunctions is satisfiable?

$$A \equiv (y - x \leq 2) \wedge (z - y \leq -3) \wedge (x - z \leq 7)$$

$$B \equiv (v - u \leq 2) \wedge (w - v \leq 3) \wedge (u - w \leq -7)$$

The nodes in the graphs correspond to  $x, y, z$  and  $u, v, w$



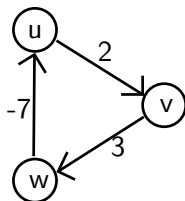
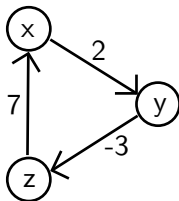
## Example for Difference Arithmetic

Which of the following conjunctions is satisfiable?

$$A \equiv (y - x \leq 2) \wedge (z - y \leq -3) \wedge (x - z \leq 7)$$

$$B \equiv (v - u \leq 2) \wedge (w - v \leq 3) \wedge (u - w \leq -7)$$

The nodes in the graphs correspond to  $x, y, z$  and  $u, v, w$



Left graph: Weight of 6  $\rightarrow$  satisfiable e.g. not  $(6, 6, 6)$  but  $(7, 3, 0)$

Right graph: Weight of  $-2 \rightarrow$  unsat.:  $u$ -to- $u$  takes 0 steps but only  $-7$  allowed

# The General Simplex Method

We want to allow predicates like  $7 \cdot x - 3 \cdot y \leq 42$ . *Idea:* Use Simplex Method from linear programming but strip the optimization part. (i.e. General Simplex)

# The General Simplex Method

We want to allow predicates like  $7 \cdot x - 3 \cdot y \leq 42$ . *Idea*: Use Simplex Method from linear programming but strip the optimization part. (i.e. General Simplex)

The **General Simplex Method** requires the input to look like:

- $4 \cdot x + (-7) \cdot y = 0$  (zero check)
- $x \leq 2$  (bounds for variables)

Can we bring any literal in that form?



# The General Simplex Method

We want to allow predicates like  $7 \cdot x - 3 \cdot y \leq 42$ . *Idea:* Use Simplex Method from linear programming but strip the optimization part. (i.e. General Simplex)

The **General Simplex Method** requires the input to look like:

- $4 \cdot x + (-7) \cdot y = 0$  (zero check)
- $x \leq 2$  (bounds for variables)

Can we bring any literal in that form? **Indeed, we can!**

Example:

- $x - y - 1 \leq 1$

# The General Simplex Method

We want to allow predicates like  $7 \cdot x - 3 \cdot y \leq 42$ . *Idea:* Use Simplex Method from linear programming but strip the optimization part. (i.e. General Simplex)

The **General Simplex Method** requires the input to look like:

- $4 \cdot x + (-7) \cdot y = 0$  (zero check)
- $x \leq 2$  (bounds for variables)

Can we bring any literal in that form? **Indeed, we can!**

Example:

- $x - y - 1 \leq 1$
- $x - y \leq 2$  (isolate constants)

# The General Simplex Method

We want to allow predicates like  $7 \cdot x - 3 \cdot y \leq 42$ . *Idea:* Use Simplex Method from linear programming but strip the optimization part. (i.e. General Simplex)

The **General Simplex Method** requires the input to look like:

- $4 \cdot x + (-7) \cdot y = 0$  (zero check)
- $x \leq 2$  (bounds for variables)

Can we bring any literal in that form? **Indeed, we can!**

Example:

- $x - y - 1 \leq 1$
- $x - y \leq 2$  (isolate constants)
- $x - y - s = 0$  ( $s$  is a fresh variable)  $s \leq 2$

# Running the General Simplex

**Basic idea:** Adjust variables until they fit.

- Make sure the zero-checks are satisfied (How?)

# Running the General Simplex

**Basic idea:** Adjust variables until they fit.

- Make sure the zero-checks are satisfied (How?)  
→ Initialize all variables with 0
- Goal: Adjust assignments to meet bounds

# Running the General Simplex

**Basic idea:** Adjust variables until they fit.

- Make sure the zero-checks are satisfied (How?)  
→ Initialize all variables with 0
- Goal: Adjust assignments to meet bounds
- How? Swapping variables with and without bounds (pivoting)

# Variable Elimination: Fourier-Motzkin

**Assumption:** We only have inequalities. (Why?)

# Variable Elimination: Fourier-Motzkin

**Assumption:** We only have inequalities. Solve equalities for a variable, substitute everywhere.



# Variable Elimination: Fourier-Motzkin

**Assumption:** We only have inequalities. Solve equalities for a variable, substitute everywhere.

**Basic idea:** Iteratively eliminate variables:

# Variable Elimination: Fourier-Motzkin

**Assumption:** We only have inequalities. Solve equalities for a variable, substitute everywhere.

**Basic idea:** Iteratively eliminate variables:

- Solve inequalities for a variable

# Variable Elimination: Fourier-Motzkin

**Assumption:** We only have inequalities. Solve equalities for a variable, substitute everywhere.

**Basic idea:** Iteratively eliminate variables:

- Solve inequalities for a variable
- Identify upper and lower bounds

# Variable Elimination: Fourier-Motzkin

**Assumption:** We only have inequalities. Solve equalities for a variable, substitute everywhere.

**Basic idea:** Iteratively eliminate variables:

- Solve inequalities for a variable
- Identify upper and lower bounds
  - Only one kind of bound: “unbounded”  $\rightarrow$  ignore inequalities with this variable (Why?)

# Variable Elimination: Fourier-Motzkin

**Assumption:** We only have inequalities. Solve equalities for a variable, substitute everywhere.

**Basic idea:** Iteratively eliminate variables:

- Solve inequalities for a variable
- Identify upper and lower bounds
  - Only one kind of bound: “unbounded” → ignore inequalities with this variable
  - Both bounds: “bounded” → derive implicit inequalities? (What?)

# Variable Elimination: Fourier-Motzkin

**Assumption:** We only have inequalities. Solve equalities for a variable, substitute everywhere.

**Basic idea:** Iteratively eliminate variables:

- Solve inequalities for a variable
- Identify upper and lower bounds
  - Only one kind of bound: “unbounded”  $\rightarrow$  ignore inequalities with this variable
  - Both bounds: “bounded”  $\rightarrow$  derive implicit inequalities?

*Example:*  $7 \cdot y - 3 \cdot z \leq x; x \leq -2 \cdot y + 5z$  Ignore  $x$  but keep “gaps” for it:  
 $7 \cdot y - 3 \cdot z \leq -2 \cdot y + 5z$

## Variable Elimination: Fourier-Motzkin

**Assumption:** We only have inequalities. Solve equalities for a variable, substitute everywhere.

**Basic idea:** Iteratively eliminate variables:

- Solve inequalities for a variable
- Identify upper and lower bounds
  - Only one kind of bound: “unbounded” → ignore inequalities with this variable
  - Both bounds: “bounded” → derive implicit inequalities?

Trivial once only one variable left

*Example:*  $7 \cdot y - 3 \cdot z \leq x$ ;  $x \leq -2 \cdot y + 5z$  Ignore  $x$  but keep “gaps” for it:

$$7 \cdot y - 3 \cdot z \leq -2 \cdot y + 5z$$

# Integer Linear Programming: Branch and Bound

**Idea:** Use Simplex method to find solutions, try to restrict to integer solutions.



# Integer Linear Programming: Branch and Bound

**Idea:** Use Simplex method to find solutions, try to restrict to integer solutions.

- Ask Simplex for a solution.
  - No solution:
  - Integer solution: problem solved.
  - Non-integer solution:

# Integer Linear Programming: Branch and Bound

**Idea:** Use Simplex method to find solutions, try to restrict to integer solutions.

- Ask Simplex for a solution.
  - No solution: terminate recursive call
  - Integer solution: problem solved.
  - Non-integer solution:

# Integer Linear Programming: Branch and Bound

**Idea:** Use Simplex method to find solutions, try to restrict to integer solutions.

- Ask Simplex for a solution.
  - No solution: terminate recursive call
  - Integer solution: problem solved.
  - Non-integer solution: introduce bounds, recursive calls

# Integer Linear Programming: Branch and Bound

**Idea:** Use Simplex method to find solutions, try to restrict to integer solutions.

- Ask Simplex for a solution.
  - No solution: terminate recursive call
  - Integer solution: problem solved.
  - Non-integer solution: introduce bounds, recursive calls  
Example: Solution is  $x = 7.0, y = 6.9$ , two recursive calls: one with  $y \leq 6$  and one with  $7 \leq y$

# Integer Linear Programming: Branch and Bound

**Idea:** Use Simplex method to find solutions, try to restrict to integer solutions.

- Ask Simplex for a solution.
  - No solution: terminate recursive call
  - Integer solution: problem solved.
  - Non-integer solution: introduce bounds, recursive calls  
Example: Solution is  $x = 7.0, y = 6.9$ , two recursive calls: one with  $y \leq 6$  and one with  $7 \leq y$
- No recursive call finds a solution? Unsatisfiable.

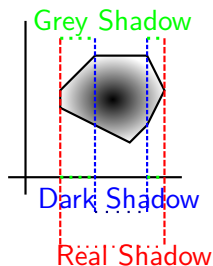
# Variable Elimination: Omega Test

**Idea:** Recursive procedure. Eliminate variable, try three different types of additional constraints recursively.

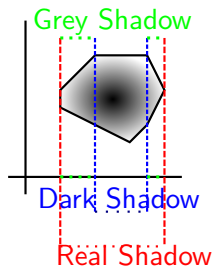
## Variable Elimination: Omega Test

**Idea:** Recursive procedure. Eliminate variable, try three different types of additional constraints recursively.

**Adding constraints:** The constraints describe where we search (recursively)



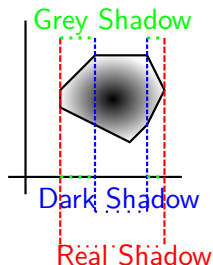
# Variable Elimination: Omega Test



- **Real Shadow:** Eliminate variable as before

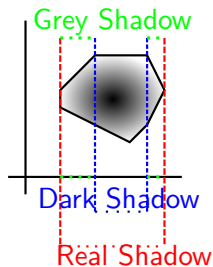


# Variable Elimination: Omega Test



- **Dark Shadow:** Constraints enforce “big” gaps for the eliminated variable

# Variable Elimination: Omega Test



- **Grey Shadow:** Real Shadow without dark shadow

# How can we search in the shadow?

Assume we eliminated the variable  $y$ .

# How can we search in the shadow?

Assume we eliminated the variable  $y$ .

- **Real shadow:** Over-approximation, since we ignore  $y$

# How can we search in the shadow?

Assume we eliminated the variable  $y$ .

- **Real shadow:** Over-approximation, since we ignore  $y$ 
  - *No solution:* no solution at all (adding  $y$  won't yield integer solutions)

# How can we search in the shadow?

Assume we eliminated the variable  $y$ .

- **Real shadow:** Over-approximation, since we ignore  $y$ 
  - *No solution:* no solution at all (adding  $y$  won't yield integer solutions)
  - *Solution:* If  $y$  is unbounded, a suitable solution can be found.
  - *Solution:* If  $y$  is bounded, the solution might not work with an integer  $y$

# How can we search in the shadow?

Assume we eliminated the variable  $y$ .

- **Real shadow:** Over-approximation, since we ignore  $y$ 
  - *No solution:* no solution at all (adding  $y$  won't yield integer solutions)
  - *Solution:* If  $y$  is unbounded, a suitable solution can be found.
  - *Solution:* If  $y$  is bounded, the solution might not work with an integer  $y$
- **Dark shadow:** Under-approximation, since we only search in the wide parts

# How can we search in the shadow?

Assume we eliminated the variable  $y$ .

- **Real shadow:** Over-approximation, since we ignore  $y$ 
  - *No solution:* no solution at all (adding  $y$  won't yield integer solutions)
  - *Solution:* If  $y$  is unbounded, a suitable solution can be found.
  - *Solution:* If  $y$  is bounded, the solution might not work with an integer  $y$
- **Dark shadow:** Under-approximation, since we only search in the wide parts
  - *Solution:* We successfully found an integer solution



# How can we search in the shadow?

Assume we eliminated the variable  $y$ .

- **Real shadow:** Over-approximation, since we ignore  $y$ 
  - *No solution:* no solution at all (adding  $y$  won't yield integer solutions)
  - *Solution:* If  $y$  is unbounded, a suitable solution can be found.
  - *Solution:* If  $y$  is bounded, the solution might not work with an integer  $y$
- **Dark shadow:** Under-approximation, since we only search in the wide parts
  - *Solution:* We successfully found an integer solution
  - *No solution:* Even in a narrow gap might be an integer solution for  $y$ .

# How can we search in the shadow?

Assume we eliminated the variable  $y$ .

- **Real shadow:** Over-approximation, since we ignore  $y$ 
  - *No solution:* no solution at all (adding  $y$  won't yield integer solutions)
  - *Solution:* If  $y$  is unbounded, a suitable solution can be found.
  - *Solution:* If  $y$  is bounded, the solution might not work with an integer  $y$
- **Dark shadow:** Under-approximation, since we only search in the wide parts
  - *Solution:* We successfully found an integer solution
  - *No solution:* Even in a narrow gap might be an integer solution for  $y$ .
- **Grey Shadow:** Excluding the dark shadow from the grey shadow yields a finite set of possible constraints. Try them all.

# Equality Logic

Only predicate: Equality of two variables.

Example:  $(x = y) \wedge (y = z) \wedge \neg(z = u) \wedge (u = v) \wedge (v = w)$

# Equality Logic

Only predicate: Equality of two variables.

Example:  $(x = y) \wedge (y = z) \wedge \neg(z = u) \wedge (u = v) \wedge (v = w)$

Draw variables as nodes of a graph



# Equality Logic

Only predicate: Equality of two variables.

Example:  $(x = y) \wedge (y = z) \wedge \neg(z = u) \wedge (u = v) \wedge (v = w)$

Draw edges for **equal** and **not-equal**



# Equality Logic

Only predicate: Equality of two variables.

Example:  $(x = y) \wedge (y = z) \wedge \neg(z = u) \wedge (u = v) \wedge (v = w)$

Transitive closure for **equal-edges**



# Equality Logic

Only predicate: Equality of two variables.

Example:  $(x = y) \wedge (y = z) \wedge \neg(z = u) \wedge (u = v) \wedge (v = w)$

Connected components get the same value



# Equality Logic

Only predicate: Equality of two variables.

Example:  $(x = y) \wedge (y = z) \wedge \neg(z = u) \wedge (u = v) \wedge (v = w)$

What if we add  $(x = w)$ ?



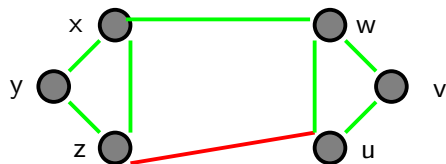


# Equality Logic

Only predicate: Equality of two variables.

Example:  $(x = y) \wedge (y = z) \wedge \neg(z = u) \wedge (u = v) \wedge (v = w) \wedge (x = u)$

What if we add  $(x = w)$ ?



# Equality Logic with Uninterpreted Functions

We want to add functions.

*First try:* Introduce variables for each term:

$$f(g(y_1), g(y_2)) \Rightarrow x_1 \mapsto g(y_1), x_2 \mapsto g(y_2), x_3 \mapsto f(g(y_1), g(y_2))$$

# Equality Logic with Uninterpreted Functions

We want to add functions.

*First try:* Introduce variables for each term:

$$f(g(y_1), g(y_2)) \Rightarrow x_1 \mapsto g(y_1), x_2 \mapsto g(y_2), x_3 \mapsto f(g(y_1), g(y_2))$$

Ensuring functional consistency:  $(y_1 = y_2) \rightarrow (x_1 = x_2)$

# Equality Logic with Uninterpreted Functions

We want to add functions.

*First try:* Introduce variables for each term:

$$f(g(y_1), g(y_2)) \Rightarrow x_1 \mapsto g(y_1), x_2 \mapsto g(y_2), x_3 \mapsto f(g(y_1), g(y_2))$$

Ensuring functional consistency:  $(y_1 = y_2) \rightarrow (x_1 = x_2)$

Bugs:

# Equality Logic with Uninterpreted Functions

We want to add functions.

*First try:* Introduce variables for each term:

$$f(g(y_1), g(y_2)) \Rightarrow x_1 \mapsto g(y_1), x_2 \mapsto g(y_2), x_3 \mapsto f(g(y_1), g(y_2))$$

Ensuring functional consistency:  $(y_1 = y_2) \rightarrow (x_1 = x_2)$

Bugs:

- Formulas become huge

# Equality Logic with Uninterpreted Functions

We want to add functions.

*First try:* Introduce variables for each term:

$$f(g(y_1), g(y_2)) \Rightarrow x_1 \mapsto g(y_1), x_2 \mapsto g(y_2), x_3 \mapsto f(g(y_1), g(y_2))$$

Ensuring functional consistency:  $(y_1 = y_2) \rightarrow (x_1 = x_2)$

Bugs:

- Formulas become huge
- Implications are not conjunctions

# Congruence Closure Algorithm

Example:

$$(f(z) = y) \wedge (y = z) \wedge \neg(z = u) \wedge (u = v) \wedge (v = f(y))$$

# Congruence Closure Algorithm

Example:

$$(f(z) = y) \wedge (y = z) \wedge \neg(z = u) \wedge (u = v) \wedge (v = f(y))$$

- Put equal terms in the same set:



# Congruence Closure Algorithm

Example:

$$(f(z) = y) \wedge (y = z) \wedge \neg(z = u) \wedge (u = v) \wedge (v = f(y))$$

- Put equal terms in the same set:

$$\{f(z), y\} \quad \{y, z\} \quad \{u, v\} \quad \{v, f(y)\}$$

# Congruence Closure Algorithm

Example:

$$(f(z) = y) \wedge (y = z) \wedge \neg(z = u) \wedge (u = v) \wedge (v = f(y))$$

- Put equal terms in the same set:  
 $\{f(z), y\} \{y, z\} \{u, v\} \{v, f(y)\}$
- Unite all sets that share at least one term:

# Congruence Closure Algorithm

Example:

$$(f(z) = y) \wedge (y = z) \wedge \neg(z = u) \wedge (u = v) \wedge (v = f(y))$$

- Put equal terms in the same set:  
 $\{f(z), y\} \{y, z\} \{u, v\} \{v, f(y)\}$
- Unite all sets that share at least one term:  
 $\{f(z), y, z\} \{u, v, f(y)\}$

# Congruence Closure Algorithm

Example:

$$(f(z) = y) \wedge (y = z) \wedge \neg(z = u) \wedge (u = v) \wedge (v = f(y))$$

- Put equal terms in the same set:  
 $\{f(z), y\} \{y, z\} \{u, v\} \{v, f(y)\}$
- Unite all sets that share at least one term:  
 $\{f(z), y, z\} \{u, v, f(y)\}$
- Same function with parameters that are already in the same set:  
 Unite.

# Congruence Closure Algorithm

Example:

$$(f(z) = y) \wedge (y = z) \wedge \neg(z = u) \wedge (u = v) \wedge (v = f(y))$$

- Put equal terms in the same set:  
 $\{f(z), y\} \{y, z\} \{u, v\} \{v, f(y)\}$
- Unite all sets that share at least one term:  
 $\{f(z), y, z\} \{u, v, f(y)\}$
- Same function with parameters that are already in the same set:  
 Unite.  
 $\{f(z), y, z, u, v, f(y)\}$

# Congruence Closure Algorithm

Example:

$$(f(z) = y) \wedge (y = z) \wedge \neg(z = u) \wedge (u = v) \wedge (v = f(y))$$

- Put equal terms in the same set:  
 $\{f(z), y\} \{y, z\} \{u, v\} \{v, f(y)\}$
- Unite all sets that share at least one term:  
 $\{f(z), y, z\} \{u, v, f(y)\}$
- Same function with parameters that are already in the same set:  
 Unite.  
 $\{f(z), y, z, u, v, f(y)\}$
- Check for unequal terms in the same set

# Congruence Closure Algorithm

Example:

$$(f(z) = y) \wedge (y = z) \wedge \neg(z = u) \wedge (u = v) \wedge (v = f(y))$$

- Put equal terms in the same set:  
 $\{f(z), y\} \{y, z\} \{u, v\} \{v, f(y)\}$
- Unite all sets that share at least one term:  
 $\{f(z), y, z\} \{u, v, f(y)\}$
- Same function with parameters that are already in the same set:  
 Unite.  
 $\{f(z), y, z, u, v, f(y)\}$
- Check for unequal terms in the same set  
 $\{f(z), y, z, u, v, f(y)\}$

# Thank you for your Attention