

# Precise and Complete Propagation-Based Local Search for Satisfiability Modulo Theories

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### Completeness of local search algorithms

→ local search in general does **not** allow to determine **unsatisfiability**

→ **Probabilistically Approximately Complete (PAC)** [AAAI'99]

- will find a solution (if there is one)
- given unlimited run time

## Bit-Vectors in Sat Modulo Theories (SMT)

- State-of-the-art: **Bit-Blasting**
  - **eager** reduction to propositional logic (SAT)
  - relies heavily on **rewriting** and other techniques to **simplify** the input formula→ **efficient** in practice, may **not** scale if input size not reduced sufficiently
- Recently: **Stochastic Local Search (SLS)** for SMT [AAAI'15][DIFTS'15]
  - lifts SLS from SAT (**bit-level**) to the theory level (**word-level**)
  - **without** bit-blasting (**orthogonal** approach)

[AAAI'15] implemented in **Z3**

- mostly simulates bit-level local search
- **focus on single bit flips**

[DIFTS'15] implemented in **Boolector**

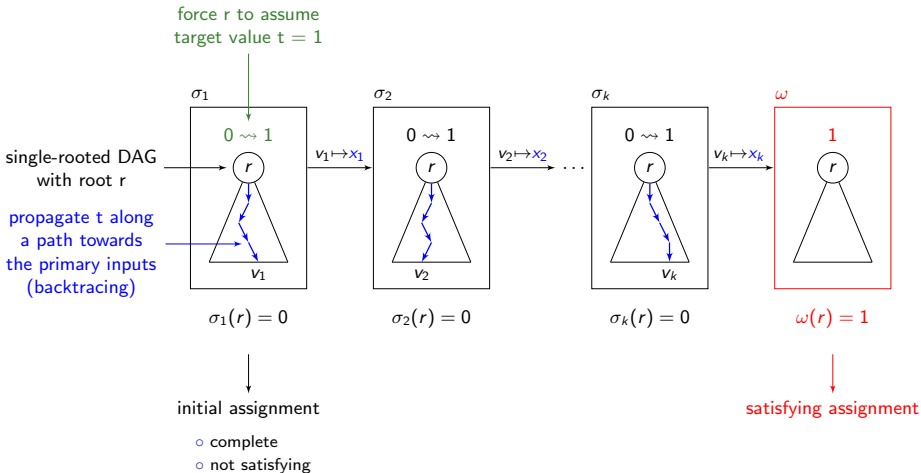
- extends [AAAI'15] by introducing an additional propagation-based strategy
- **exploits word-level structure**

→ both rely on **brute force randomization** and **restarts** to achieve **completeness**

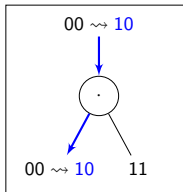
## This work

- **complete** propagation-based local search strategy
  - relies on **propagation** of assignments **only**
  - **without** SLS techniques
  - **no** brute force randomization, **no** restarts to achieve **completeness**
- lifts the concept of **backtracing** from ATPG to the word-level
  - new notion: **essential inputs**
    - lifts the notion of **controlling** inputs from the bit-level to the word-level
- provides a formal completeness **proof**

## Basic Idea



## Down Propagation of Assignments via Backtracing



Word-Level

- maximally reduce **non-deterministic** choices
- without sacrificing **completeness**

- **Path Selection**

- **Bit-Level:** **controlling** inputs
- **Word-Level:** **essential** inputs } lifted
- select **essential** input if any, else choose randomly

- **Value Selection**

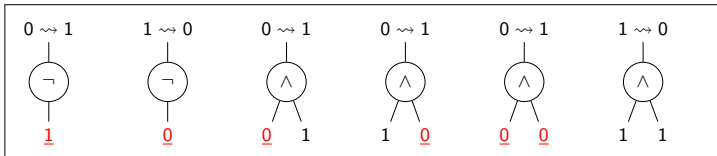
- compute **consistent** or **inverse** value

## Path Selection

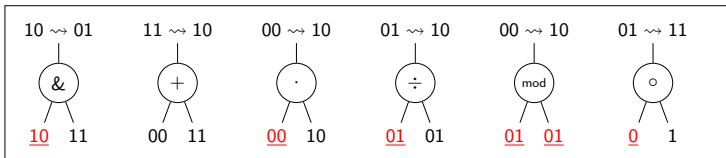
### Controlling vs. Essential Inputs

**Definition** An input to a node is **controlling (essential)**, if the node can **not** assume a given **target value** as long as the value of the input does **not** change.

**Example** Bit-Level - **controlling** inputs

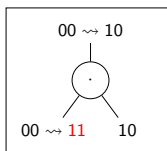


**Example** Word-Level - **essential** inputs

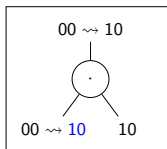


## Value Selection

### Consistent vs. Inverse Values



inverse value



consistent value

**Definition** A value is **inverse** for an input to a node, if it produces the **target value** without changing the value of other inputs.

**Definition** A value is **consistent**, if it allows the node to assume a **target value** after **changing** the value of other inputs if necessary.

- select **inverse** over **consistent** values with higher probability
- if **no** inverse value exists, select non-inverse **consistent** value

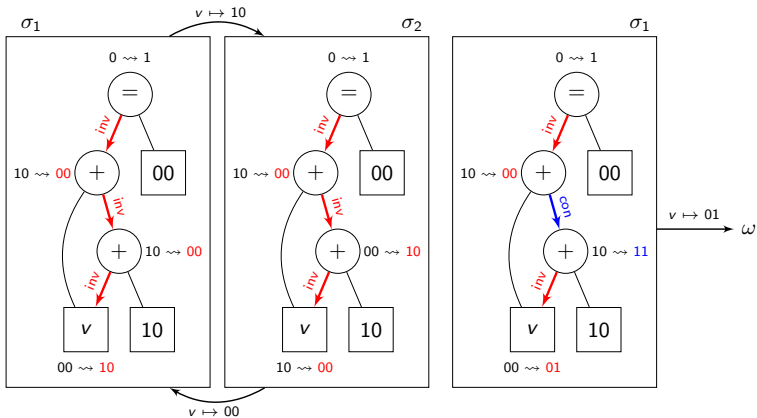
→ using **only** inverse values without further randomization is **incomplete!**



## Value Selection

### Why Consistent Values?

**Example**  $v + v + 2_{[2]} = 0_{[2]}$



# Completeness

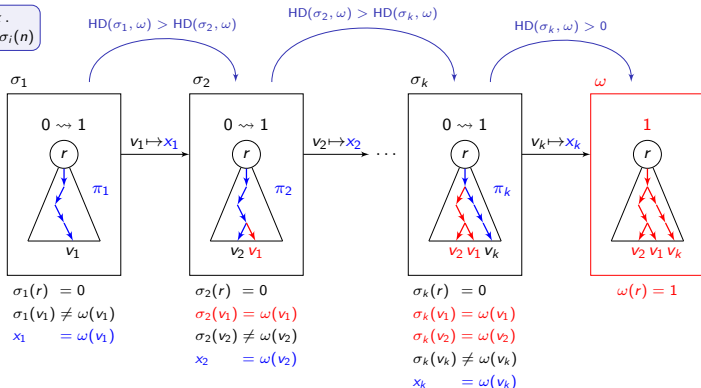
Proof Idea

**Goal:** Show that our strategy is **distance reducing**, therefore **complete** (PAC).

→ show that there always exists a propagation path from the root to a primary input that reduces the **Hamming Distance** ( $HD(\sigma, \omega)$ ) between  $\sigma$  and  $\omega$

Invariant

$$\forall n \in \pi_i. \exists x. \\ x = \omega(n) \neq \sigma_i(n)$$



# Experimental Evaluation

## Benchmark Set: 16436 total

all SMT-LIBv2 compliant QF\_BV benchmarks in SMT-LIB with status **sat** and **unknown** except those

- solved through rewriting alone
- proved by **Bb** to be unsat within 1200 seconds

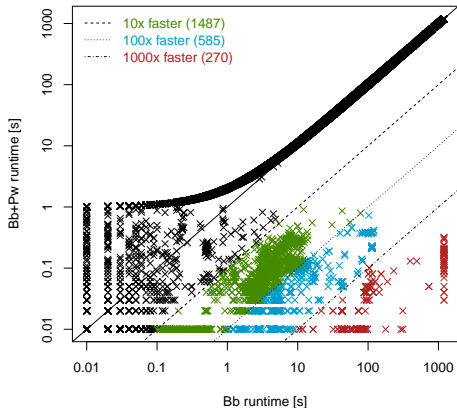
## Boolector Configurations:

- **Bit-blasting engine: Bb**  
winner of QF\_BV main track of SMT-COMP'15
- **Propagation-based: Pw**
- **Sequential portfolio: Bb+Pw**  
Bb with Pw as a preproc. step

## Results:

	<b>Pw</b>	<b>Bb</b>	<b>Bb+Pw</b>
time limit	1 sec	1200 sec	1200 sec
# solved	7632	14806	14866
total time	9106	2611840	2513348

+60



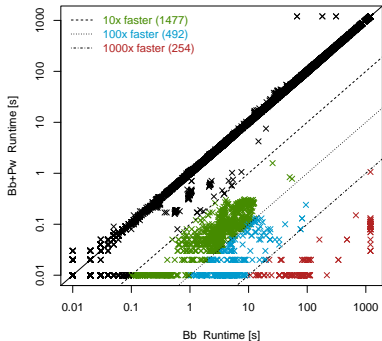
**Time limit** 1200 seconds (total),  
1 second for **Pw**

**Memory limit** 7GB



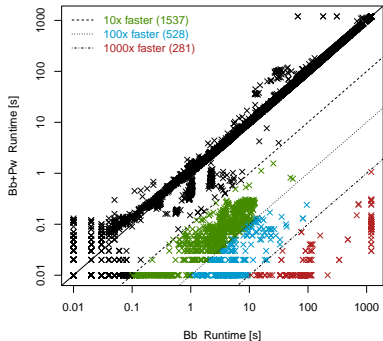
- **complete** propagation-based local search for SMT
  - propagation of assignments **only**
  - **without** brute force randomization or restarts
- **improves** performance
  - especially within a **sequential portfolio**
  - in combination with state-of-the-art **bit-blasting** (Bb+Pw)
- **here:** for the theory of quantifier-free bit-vectors (QF\_BV)
  - but **not** limited to QF\_BV
  - application to **other logics** interesting direction for **future work**

## Appendix



**Time limit** 1200 seconds (total),  
1000 propagations for Pw




**Memory limit** 7GB



**Time limit** 1200 seconds (total),  
10000 propagations for Pw

**Memory limit** 7GB

## References

-  H. H. Hoos. On the Run-time Behaviour of Stochastic Local Search Algorithms for SAT. In Proc. AAAI/IAAI'99, AAAI Press / The MIT Press, 1999.
-  A. Fröhlich, A. Biere, C. M. Wintersteiger and Y. Hamadi. Stochastic Local Search for Satisfiability Modulo Theories. In Proc. AAAI'15, AAAI Press, 2015.
-  A. Niemetz, M. Preiner, A. Biere and A. Fröhlich. Improving Local Search For Bit-Vector Logics in SMT with Path Propagation. In Proc. DIFTS'15, 2015.