# Pretending to be an SMT Solver with Vampire (and How We Do Instantiation) 

Giles Reger ${ }^{1}$, Martin Suda ${ }^{2}$, and Andrei Voronkov ${ }^{1,2}$<br>${ }^{1}$ School of Computer Science, University of Manchester, UK<br>${ }^{2}$ TU Wien, Vienna, Austria

SMT 2017 - Heidelberg, July 22, 2017

## Introducing Vampire

- Automatic Theorem Prover (ATP) for first-order logic
- Main paradigm: superposition calculus + saturation
- a.k.f.: indexing, incomplete strategies, strategy scheduling


## Introducing Vampire

- Automatic Theorem Prover (ATP) for first-order logic
- Main paradigm: superposition calculus + saturation
- a.k.f.: indexing, incomplete strategies, strategy scheduling



## Introducing Vampire

- Automatic Theorem Prover (ATP) for first-order logic
- Main paradigm: superposition calculus + saturation
- a.k.f.: indexing, incomplete strategies, strategy scheduling



## Reasoning with Theories

- since 2010: progressively adding support for theories
- since 2016: participating in SMT-COMP


## Reasoning with quantifiers and theories

## Two Dimensions of Complexity



## Reasoning with quantifiers and theories

## Two Dimensions of Complexity



## Reasoning with quantifiers and theories

## Two Dimensions of Complexity



## Reasoning with quantifiers and theories

## Two Dimensions of Complexity



## Reasoning with quantifiers and theories

## Two Dimensions of Complexity



## Reasoning with quantifiers and theories

## Two Dimensions of Complexity



## Reasoning with quantifiers and theories

## Two Dimensions of Complexity



## Reasoning with quantifiers and theories

## Two Dimensions of Complexity



## Outline

(1) A Brief Introduction to Saturation-Based Proving
(2) Theory Reasoning in Vampire
(3) Theory Instantiation and Unification with Abstraction

4 Where We Currently Stand

## Theorem Proving Pipeline in One Slide

Standard form of the input:

$$
F \quad:=\left(\text { Axiom }_{1} \wedge \ldots \wedge \text { Axiom }_{n}\right) \rightarrow \text { Conjecture }
$$

## Theorem Proving Pipeline in One Slide

Standard form of the input:

$$
F:=\left(\text { Axiom }_{1} \wedge \ldots \wedge \text { Axiom }_{n}\right) \rightarrow \text { Conjecture }
$$

(1) Negate F to seek a refutation:

$$
\neg F:=\text { Axiom }_{1} \wedge \ldots \wedge \text { Axiom }_{n} \wedge \neg \text { Conjecture }
$$

## Theorem Proving Pipeline in One Slide

Standard form of the input:

$$
F \quad:=\quad\left(\text { Axiom }_{1} \wedge \ldots \wedge \text { Axiom }_{n}\right) \rightarrow \text { Conjecture }
$$

(1) Negate F to seek a refutation:

$$
\neg F:=\text { Axiom }_{1} \wedge \ldots \wedge \text { Axiom }_{n} \wedge \neg \text { Conjecture }
$$

(2) Preprocess and transform $\neg F$ to clause normal form (CNF)

$$
\mathcal{S}:=\left\{C_{1}, \ldots, C_{n}\right\}
$$

## Theorem Proving Pipeline in One Slide

Standard form of the input:

$$
F:=\left(\text { Axiom }_{1} \wedge \ldots \wedge \text { Axiom }_{n}\right) \rightarrow \text { Conjecture }
$$

(1) Negate F to seek a refutation:

$$
\neg F:=\text { Axiom }_{1} \wedge \ldots \wedge \text { Axiom }_{n} \wedge \neg \text { Conjecture }
$$

(2) Preprocess and transform $\neg F$ to clause normal form (CNF)

$$
\mathcal{S}:=\left\{C_{1}, \ldots, C_{n}\right\}
$$

(3) saturate $\mathcal{S}$ with respect to the superposition calculus aiming to derive the obvious contradiction $\perp$

## Saturation $=$ fixed-point computation

Given Clause Algorithm:


- set of active clauses is stored in indexing structures
- passive works like a priority queue
- the process is "explosive" in nature


## Controlling the Growth of the Search Space

## Superposition rule

where $\theta=\mathrm{mgu}(I, s)$ and $r \theta \nsucceq I \theta$ and, for the left rule $L[s]$ is not an equality literal, and for the right rule $\otimes$ stands either for $\simeq$ or $\nsucceq$ and $t^{\prime} \theta \nsucceq t[s] \theta$

## Controlling the Growth of the Search Space

## Superposition rule

where $\theta=\mathrm{mgu}(1, s)$ and $r \theta \nsucceq 1 \theta$ and, for the left rule $L[s]$ is not an equality literal, and for the right rule $\otimes$ stands either for $\simeq$ or $\nsucceq$ and $t^{\prime} \theta \nsucceq t[s] \theta$

## Saturation up to Redundancy

- redundant clauses can be safely removed
- subsumption - an example reduction:
remove $C$ in the presence of $D$ such that $D \sigma \subset C$


## Controlling the Growth of the Search Space

## Superposition rule

where $\theta=\mathrm{mgu}(1, s)$ and $r \theta \nsucceq 1 \theta$ and, for the left rule $L[s]$ is not an equality literal, and for the right rule $\otimes$ stands either for $\simeq$ or $\nsucceq$ and $t^{\prime} \theta \nsucceq t[s] \theta$

## Saturation up to Redundancy

- redundant clauses can be safely removed
- subsumption - an example reduction:
remove $C$ in the presence of $D$ such that $D \sigma \subset C$

Completeness considerations

## Outline

(1) A Brief Introduction to Saturation-Based Proving
(2) Theory Reasoning in Vampire

3 Theory Instantiation and Unification with Abstraction

4 Where We Currently Stand

## Basic Support for Theories

- Normalization of interpreted operations, e.g.

$$
t_{1} \geq t_{2} \rightsquigarrow \neg\left(t_{1}<t_{2}\right) \quad a-b \rightsquigarrow a+(-b)
$$

- Evaluation of ground interpreted terms, e.g.

$$
f(1+2) \rightsquigarrow f(3) \quad f(x+0) \rightsquigarrow f(x) \quad 1+2<4 \rightsquigarrow \text { true }
$$

- Balancing interpreted literals, e.g.

$$
4=2 \times(x+1) \rightsquigarrow(4 \operatorname{div} 2)-1=x \rightsquigarrow x=1
$$

- Interpreted operations treated specially by ordering


## Adding Theory Axioms

$$
\begin{array}{cc}
x+(y+z)=(x+y)+z & x+0=x \\
x+y=y+x & -(x+y)=(-x+-y) \\
--x=x & x+(-x)=0 \\
x * 0=0 & x *(y * z)=(x * y) * z \\
x * 1=x & x * y=y * x \\
(x * y)+(x * z)=x *(y+z) & \neg(x<y) \vee \neg(y<z) \vee \neg(x<z) \\
x<y \vee y<x \vee x=y & \neg(x<y) \vee \neg(y<x+1) \\
\neg(x<y) \vee x+z<y+z & \neg(x<x) \\
x<y \vee y<x+1 \text { (for ints) } & x=0 \vee(y * x) / x=y \text { (for reals) }
\end{array}
$$

- a handcrafted set
- subsets added based on the signature
- ongoing research on how to tame them [IWIL17]


## AVATAR modulo Theories

## The AVATAR architecture [Voronkov14]

- modern architecture of first-order theorem provers
- combines saturation with SAT-solving
- efficient realization of the clause splitting rule

$$
\forall x, z, w \cdot \underbrace{s(x) \vee \neg r(x, z)}_{\text {share } x \text { and } z} \vee \underbrace{\neg q(w)}_{\text {is disjoint }}
$$

- "propositional essence" of the problem delegated to SAT solver


## AVATAR modulo Theories

## The AVATAR architecture [Voronkov14]

- modern architecture of first-order theorem provers
- combines saturation with SAT-solving
- efficient realization of the clause splitting rule

$$
\forall x, z, w \cdot \underbrace{s(x) \vee \neg r(x, z)}_{\text {share } x \text { and } z} \vee \underbrace{\neg q(w)}_{\text {is disjoint }}
$$

- "propositional essence" of the problem delegated to SAT solver


## AVATAR modulo Theories

- use an SMT solver instead of the SAT solver
- sub-problems considered are ground-theory-consistent
- implemented in Vampire using Z3


## One Slightly Imprecise View of AVATAR



## One Slightly Imprecise View of AVATAR


... and please remember: Vampire is the boss here!

## Outline

## (1) A Brief Introduction to Saturation-Based Proving

(2) Theory Reasoning in Vampire
(3) Theory Instantiation and Unification with Abstraction

4 Where We Currently Stand
$\qquad$ $\equiv \quad \square Q \propto$

## Does Vampire Need Instantiation?

## Example

Consider the conjecture $(\exists x)(x+x \simeq 2)$ negated and clausified to

$$
x+x \not \approx 2
$$

It takes Vampire 15 s to solve using theory axioms deriving lemmas such as

$$
x+1 \simeq y+1 \vee y+1 \leq x \vee x+1 \leq y
$$

## Does Vampire Need Instantiation?

## Example

Consider the conjecture $(\exists x)(x+x \simeq 2)$ negated and clausified to

$$
x+x \nsucceq 2
$$

It takes Vampire 15 s to solve using theory axioms deriving lemmas such as

$$
x+1 \simeq y+1 \vee y+1 \leq x \vee x+1 \leq y
$$

Heuristic instantiation would help, but normally any instance of a clause is immediately subsumed by the original!

## Does Vampire Need Instantiation?

## Example

Consider the conjecture $(\exists x)(x+x \simeq 2)$ negated and clausified to

$$
x+x \nsucceq 2
$$

It takes Vampire 15 s to solve using theory axioms deriving lemmas such as

$$
x+1 \simeq y+1 \vee y+1 \leq x \vee x+1 \leq y
$$

Heuristic instantiation would help, but normally any instance of a clause is immediately subsumed by the original!

Recall the abstraction rule

$$
L[t] \vee C \Longrightarrow x \neq t \vee L[x] \vee C
$$

where $L$ is a theory literal, $t$ a non-theory term, and $x$ fresh.

## The Theory Instantiation

Instantiation which makes some theory literals immediately false

## The Theory Instantiation

Instantiation which makes some theory literals immediately false

## As an inference rule

$$
\frac{C}{(D[\mathrm{x}]) \theta} \text { TheoryInst }
$$

where $T[\mathrm{x}] \rightarrow D[\mathrm{x}]$ is a (partial) abstraction of $C$ and $\theta$ a substitution such that $T[\mathrm{x}] \theta$ is valid in the underlying theory

## The Theory Instantiation

Instantiation which makes some theory literals immediately false

## As an inference rule

$$
\frac{C}{(D[\mathrm{x}]) \theta} \text { TheoryInst }
$$

where $T[\mathrm{x}] \rightarrow D[\mathrm{x}]$ is a (partial) abstraction of $C$ and $\theta$ a substitution such that $T[\mathrm{x}] \theta$ is valid in the underlying theory

Implementation:

- Abstract relevant literals
- Collect relevant pure theory literals $L_{1}, \ldots, L_{n}$
- Run an SMT solver on $T[\mathrm{x}]=\neg L_{1} \wedge \ldots \wedge \neg L_{n}$
- If the SMT solver returns a model, transform it into a substitution $\theta$ and produce an instance


## The Theory Instantiation

Instantiation which makes some theory literals immediately false

## As an inference rule

$$
\frac{C}{(D[\mathrm{x}]) \theta} \text { TheoryInst }
$$

where $T[\mathrm{x}] \rightarrow D[\mathrm{x}]$ is a (partial) abstraction of $C$ and $\theta$ a substitution such that $T[\mathrm{x}] \theta$ is valid in the underlying theory

Implementation:

- Abstract relevant literals
- Collect relevant pure theory literals $L_{1}, \ldots, L_{n}$
- Run an SMT solver on $T[\mathrm{x}]=\neg L_{1} \wedge \ldots \wedge \neg L_{n}$
- If the SMT solver returns a model, transform it into a substitution $\theta$ and produce an instance


## Unification with Abstraction

## Example

Consider two clauses

$$
r(14 y) \quad \neg r\left(x^{2}+49\right) \vee p(x)
$$

## Unification with Abstraction

## Example

Consider two clauses

$$
r(14 y) \quad \neg r\left(x^{2}+49\right) \vee p(x)
$$

We could fully abstract them to obtain:

$$
r(u) \vee u \nsim 14 y \quad \neg r(v) \vee v \nsim x^{2}+49 \vee p(x),
$$

## Unification with Abstraction

## Example

Consider two clauses

$$
r(14 y) \quad \neg r\left(x^{2}+49\right) \vee p(x)
$$

We could fully abstract them to obtain:

$$
r(u) \vee u \nsim 14 y \quad \neg r(v) \vee v \nsim x^{2}+49 \vee p(x),
$$

then resolve to get

$$
u \nsucceq 14 y \vee u \nsucceq x^{2}+49 \vee p(x)
$$

## Unification with Abstraction

## Example

Consider two clauses

$$
r(14 y) \quad \neg r\left(x^{2}+49\right) \vee p(x)
$$

We could fully abstract them to obtain:

$$
r(u) \vee u \nsim 14 y \quad \neg r(v) \vee v \nsim x^{2}+49 \vee p(x),
$$

then resolve to get

$$
u \nsucceq 14 y \vee u \nsucceq x^{2}+49 \vee p(x)
$$

Finally, Theory Instantiation could produce

$$
p(7)
$$

## Unification with Abstraction

Explicit abstraction may be harmful:

- fully abstracted clauses are typically much longer
- abstraction destroys ground literals
- theory part requires special treatment


## Unification with Abstraction

Explicit abstraction may be harmful:

- fully abstracted clauses are typically much longer
- abstraction destroys ground literals
- theory part requires special treatment


## Instead of full abstraction

- incorporate the abstraction process into unification
- thus abstractions are "on demand" and lazy
- implemented by extending the substitution tree indexing


## Outline

（1）A Brief Introduction to Saturation－Based Proving
（2）Theory Reasoning in Vampire
（3）Theory Instantiation and Unification with Abstraction

4 Where We Currently Stand

## SMT-COMP 2017 results - $\forall \exists$ problems

| Logic | Vampire | VeriT | CVC4 | Z3 |
| :--- | ---: | ---: | ---: | ---: |
| ALIA | 36 | 27 | 42 | 42 |
| AUFDTLIA | 624 | - | 728 | - |
| AUFLIA | 3 | 2 | 3 | 2 |
| AUFLIRA | 19778 | 19316 | 19766 | 19849 |
| AUFNIRA | 1072 | - | 1052 | 1031 |
| LIA | 229 | 170 | 388 | 388 |
| LRA | 1092 | - | 2048 | 2208 |
| NIA | 5 | - | 9 | 13 |
| NRA | 3803 | - | 3776 | 3805 |
| UF | 4317 | 3242 | 4125 | 2846 |
| UFDT | 2283 | - | 2503 | - |
| UFDTLIA | 75 | - | 73 | - |
| UFIDL | 55 | 55 | 60 | 59 |
| UFLIA | 7559 | 7518 | 7687 | 7221 |
| UFLRA | 10 | 10 | 11 | 12 |
| UFNIA | 2561 | - | 2189 | 2197 |

## Conclusion

Thank you for your attention!

