

Using SAT and SMT Solvers for Finite Model Finding with Sorts

Giles Reger Martin Suda

School of Computer Science, University of Manchester, UK

Automated Reasoning Workshop 2016

Finite Models

- ▶ A finite models interpret symbols over a finite set of constants
- ▶ We consider a specific kind of model we call a DC-model
- ▶ In these models the domain of interpretation is n fresh domain constants
- ▶ All terms are interpreted as domain constants, which are interpreted as themselves
- ▶ If a FO formula has a model of size n it has a DC-model of size n

- ▶ Finite models can be useful in a range of applications
- ▶ Additionally, (in our experience) finite model finding can establish sat where other techniques (e.g. resolution) cannot

Finite Model Finding with a SAT solver

- ▶ A SAT-based finite-model finding approach was introduced by MACE [McC94] and extended by Paradox [CS03]
- ▶ The model finding idea for model size n is to introduce n domain constants, ground the problem with these and encode the result as a SAT problem. Then try increasing model sizes.
- ▶ Clauses (we assume clausification) must be *flattened* before grounding for the SAT encoding to work, i.e. no nested terms.
- ▶ Need to include *functionality* and *totality* in the encoding, e.g.

$$f(d_1) \neq d_1 \vee f(d_1) \neq d_2 \quad \text{and} \quad f(d_1) = d_1 \vee f(d_1) = d_2$$

i.e. $f(d_1)$ evaluates to at most one term and at least one term

- ▶ For efficiency we *break symmetries* by ordering ground terms

First Order Logic with Sorts

- ▶ A common extension to FOL is to add *sorts*
- ▶ Predicate and function symbols and quantifications then become *sorted*
- ▶ There exist translations from the sorted case to the unsorted (adding functions or predicates), but these add a lot of noise (unless sorts are *monotonic*)
- ▶ Alternatively, one can introduce a *Sorted Model* where each sort is interpreted over a separate set of constants. Importantly (see example below) different sorts may have different sizes (number of constants).

Organised Monkey Village

Each monkey has at least two bananas.

$(\forall M : \textit{monkey})(\textit{owns}(M, b_1(M)) \wedge \textit{owns}(M, b_2(M)) \wedge b_1(M) \neq b_2(M))$

$(\forall M_1, M_2 : \textit{monkey})(\forall B : \textit{banana})$
 $(\textit{owns}(M_1, B) \wedge \textit{owns}(M_2, B) \rightarrow M_1 = M_2)$

$(\forall T : \textit{tree})(\exists M_1, M_2, M_3 : \textit{monkey})$
 $((\bigwedge_{i=1}^3 \textit{sits}(M_i) = T) \wedge \textit{distinct}(M_1, M_2, M_3))$

$(\forall M_1, M_2, M_3, M_4 : \textit{monkey})(\forall T : \textit{tree})$
 $((\bigwedge_{i=1}^4 \textit{sits}(M_i) = T) \Rightarrow \neg \textit{distinct}(M_1, M_2, M_3, M_4))$

$(\forall M : \textit{monkey})(\textit{partner}(M) \neq M \wedge \textit{partner}(\textit{partner}(M)) = M)$

There must be at least twice as many bananas as monkeys

Organised Monkey Village

Every tree contains exactly three monkeys.

$$(\forall M : \textit{monkey})(\textit{owns}(M, b_1(M)) \wedge \textit{owns}(M, b_2(M)) \wedge b_1(M) \neq b_2(M))$$

$$(\forall M_1, M_2 : \textit{monkey})(\forall B : \textit{banana}) \\ (\textit{owns}(M_1, B) \wedge \textit{owns}(M_2, B) \rightarrow M_1 = M_2)$$

$$(\forall T : \textit{tree})(\exists M_1, M_2, M_3 : \textit{monkey}) \\ ((\bigwedge_{i=1}^3 \textit{sits}(M_i) = T) \wedge \textit{distinct}(M_1, M_2, M_3))$$

$$(\forall M_1, M_2, M_3, M_4 : \textit{monkey})(\forall T : \textit{tree}) \\ ((\bigwedge_{i=1}^4 \textit{sits}(M_i) = T) \Rightarrow \neg \textit{distinct}(M_1, M_2, M_3, M_4))$$

$$(\forall M : \textit{monkey})(\textit{partner}(M) \neq M \wedge \textit{partner}(\textit{partner}(M)) = M)$$

There must be exactly three times as many monkeys as trees

Organised Monkey Village

Each monkey has a unique partner.

$$(\forall M : \textit{monkey})(\textit{owns}(M, b_1(M)) \wedge \textit{owns}(M, b_2(M)) \wedge b_1(M) \neq b_2(M))$$

$$(\forall M_1, M_2 : \textit{monkey})(\forall B : \textit{banana}) \\ (\textit{owns}(M_1, B) \wedge \textit{owns}(M_2, B) \rightarrow M_1 = M_2)$$

$$(\forall T : \textit{tree})(\exists M_1, M_2, M_3 : \textit{monkey}) \\ ((\bigwedge_{i=1}^3 \textit{sits}(M_i) = T) \wedge \textit{distinct}(M_1, M_2, M_3))$$

$$(\forall M_1, M_2, M_3, M_4 : \textit{monkey})(\forall T : \textit{tree}) \\ ((\bigwedge_{i=1}^4 \textit{sits}(M_i) = T) \Rightarrow \neg \textit{distinct}(M_1, M_2, M_3, M_4))$$

$$(\forall M : \textit{monkey})(\textit{partner}(M) \neq M \wedge \textit{partner}(\textit{partner}(M)) = M)$$

There must be an even number of monkeys

Organised Monkey Village

$(\forall M : \textit{monkey})(\textit{owns}(M, b_1(M)) \wedge \textit{owns}(M, b_2(M)) \wedge b_1(M) \neq b_2(M))$

$(\forall M_1, M_2 : \textit{monkey})(\forall B : \textit{banana})$
 $(\textit{owns}(M_1, B) \wedge \textit{owns}(M_2, B) \rightarrow M_1 = M_2)$

$(\forall T : \textit{tree})(\exists M_1, M_2, M_3 : \textit{monkey})$
 $((\bigwedge_{i=1}^3 \textit{sits}(M_i) = T) \wedge \textit{distinct}(M_1, M_2, M_3))$

$(\forall M_1, M_2, M_3, M_4 : \textit{monkey})(\forall T : \textit{tree})$
 $((\bigwedge_{i=1}^4 \textit{sits}(M_i) = T) \Rightarrow \neg \textit{distinct}(M_1, M_2, M_3, M_4))$

$(\forall M : \textit{monkey})(\textit{partner}(M) \neq M \wedge \textit{partner}(\textit{partner}(M)) = M)$

The 'smallest' model has 12 bananas, 6 monkeys and 2 trees

Adding Sorts to the Encoding and Search

- ▶ We can straightforwardly add sorts to the above encoding by introducing a set of domain constants *per sort* and using the relevant constants in the encoding
- ▶ The search must now consider a *domain size assignment* mapping each sort to its domain size
- ▶ A naive search could enumerate possible domain size assignments in a breadth-first manner. This will be finite-model-complete but highly inefficient

Using Constraints to Guide Search with an SMT Solver (1)

- ▶ Let n be the number of sorts and n_s be the size of sort s in the current assignment
- ▶ We extract constraints from failed proofs to guide the search
- ▶ We will extract a set of constraints \mathcal{C} and ask a SMT solver to find a model for

$$\mathcal{C} \wedge k = \sum_{s=1}^n n_s$$

starting with $k = n$ and increasing k by 1 whenever no model can be found i.e. we are going breadth-first

- ▶ The constraints will (at least) block previously attempted models

Using Constraints to Guide Search with an SMT Solver (2)

- ▶ To extract \mathcal{C} we update the encoding with two extra labels:
 - ▶ $|s| > n_s$ stands for the size of s being *too small*
 - ▶ $|s| < n_s$ stands for the size of s being *too large*
- ▶ The encoding is updated accordingly
- ▶ totality becomes

$$\text{banana}_1(d_1) = d_1 \vee \text{banana}_1(d_1) = d_2 \vee |\text{banana}| > 2$$

- ▶ the grounding of a flattened clause would be

$$\text{owns}(d_3, d_1) \vee \text{banana}_1(d_3) \neq d_1 \vee |\text{monkey}| < 3$$

Using Constraints to Guide Search with an SMT Solver (3)

- ▶ Next we solve the resulting SAT problem under the assumption

$$\bigwedge_{s=1}^n \neg(|s| > n_s) \wedge \neg(|s| < n_s),$$

i.e. that the current assignment is of the “right size”

- ▶ If no model is found, this technique can return a set $A_0 \subseteq A$ of assumptions *sufficient* for replaying the proof of unsatisfiability
- ▶ The clause $\neg A_0$ can be added directly to \mathcal{C}
- ▶ This rules out any new domain size assignment that could be shown to be unsatisfiable using part of the current proof

Finding a Model for the Monkey Village

- ▶ Run Vampire...

Experiments

	CVC4	Paradox	iProver	Vampire
FOF+CNF: sat	1181	1444	1348	1503
FOF+CNF: unsat	-	-	1337	1628

	CVC4	Vampire
UF: sat	764	896
UF: unsat	-	249

References



Koen Claessen, Ann Lillieström, and Nicholas Smallbone.

Sort it out with monotonicity - translating between many-sorted and unsorted first-order logic.

In *CADE-23*, pages 207–221, 2011.



Koen Claessen and Niklas Sörensson.

New techniques that improve MACE-style model finding.

In *CADE-19 Workshop: Model Computation - Principles, Algorithms and Applications*, 2003.



William Mccune.

A Davis-Putnam Program and its Application to Finite First-Order Model Search: Quasigroup Existence Problems.

Technical report, Argonne National Laboratory,, 1994.

More Fun with Sorts

More can be done with sorts. For example:

- ▶ Merging sorts together to get *fewer sorts*
- ▶ Inferring *subsorts* and expanding them to get *more sorts*
- ▶ Detecting relationships *between sorts*, e.g. from injectivity
- ▶ Detecting *upper bounds* on sorts in order to establish unsatisfiability

All of this can be helped by detecting *monotonic sorts* [CLS11]

- ▶ (Roughly speaking) a sort s is monotonic for a formula φ if adding another domain constant to s in a model of φ produces another model for φ