

Set of Support for Theory Reasoning

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Theory axioms in proofs

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can be refuted by Vampire via the following derivation:

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However, in the meantime, the theory axioms may also yield:

$$\neg(x < y) \vee \neg(y < x)$$

or (perhaps less usefully):

$$\neg(x_0 < x_1) \vee \neg(x_2 < x_0) \vee \neg(x_1 < x_3) \vee \neg(x_4 < x_5) \vee \neg(x_3 < x_4) \vee \neg(x_5 < x_2)$$

Example problem $ARI176=1$ from TPTP

$$3x + 5y \neq 22$$

can be shown unsatisfiable using axioms

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$$\frac{x * 1 = x \quad x * (y + z) = (x * y) + (x * z)}{x * (1 + y) = x + (x * y) \quad x + (y + z) = (x + y) + z}$$
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$$(x * (1 + y)) + z = x + ((x * y) + z)$$

The problem cannot be solved in Vampire in reasonable time without first combining axioms among themselves

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This talk in a nutshell

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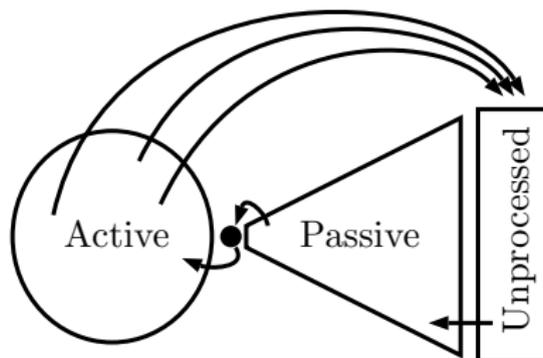
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- Idea 2: fine-tune this by allowing limited reasoning among theory axioms
- Preliminary evaluation of the technique

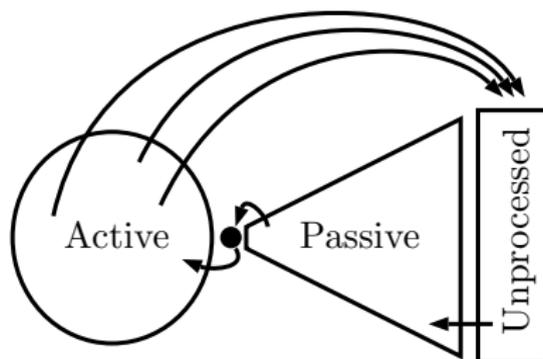
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- 2 The Set of Support Strategy
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Saturation-based Theorem Proving

Compute deductive closure of the input N wrt inferences \mathcal{I} :



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- clause selection schemes
- further aspects: literal selection, ordering restrictions, ...
- completeness considerations

Main focus

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 - hand-crafted set
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$$x + (y + z) = (x + y) + z$$

$$x + y = y + x$$

$$--x = x$$

$$x * 0 = 0$$

$$x * 1 = x$$

$$(x * y) + (x * z) = x * (y + z)$$

$$x < y \vee y < x \vee x = y$$

$$\neg(x < y) \vee x + z < y + z$$

$$x < y \vee y < x + 1 \text{ (for ints)}$$

$$x + 0 = x$$

$$\neg(x + y) = (-x + -y)$$

$$x + (-x) = 0$$

$$x * (y * z) = (x * y) * z$$

$$x * y = y * x$$

$$\neg(x < y) \vee \neg(y < z) \vee \neg(x < z)$$

$$\neg(x < y) \vee \neg(y < x + 1)$$

$$\neg(x < x)$$

$$x = 0 \vee (y * x) / x = y \text{ (for reals)}$$

Axioms can be “explosive”

ARI581=1.p

```
tff(mix_quant_ineq_sys_solvable_2,conjecture,(
  ! [X: $int] : ( $less(5,X) =>
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- default strategy with all axioms: not solved in 60s
- remove commutativity of +: solved instantly

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SYN000=2.p

- “test tptp theory syntax” benchmark
- Vampire in default: 223 clauses (90 theory consequences, 1 used in the proof)
- negate the conjecture, run for 10s:
456 973 clauses (98 % are consequences of theory axioms)

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- restrict inferences to involve at least one premise from SOS
- new clauses are added to SOS

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In practice:

- just put non-SOS clauses directly to active
- define SOS = clauses from the conjecture
 - Note: benchmarks without explicit conjecture SOS-suck

Vampire's `-sos` option values:

- `off`: do not use SOS
- `on`: standard SOS
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Experiment (relevant TPTP v6.4.0, 300 s)

	competition mode	competition mode with <code>sos=off</code>
Solved	11 948	11 613
Uniques	422	87

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SOS and theory axioms

- the whole input problem is the SOS
- added theory axioms go directly to active
- new, fourth `-sos` option value: `theory`

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Experiment (relevant SMTLIB, default strategy, 60 s)

	default mode	default mode + <code>sos=theory</code>
Solved	32 769	32 522
Uniques	641	394

How deep is theory reasoning?

Mining proofs for statistics:

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Experiment (relevant SMTLIB, default strategy, 60 s)

Depth	count
0	31 959
1	209
2	304
3	200
4	49
5	21
6	27

What do useful pure theory consequences look like?

Example (deep pure theory consequences)

$$0 < x \vee x < 4$$

from UFLIA/sledgehammer/TwoSquares/z3.637729.smt2

$$\neg((x + (y + ((-x) + 2.0))) < y) \quad \text{and} \quad \neg(2.0 + x < x)$$

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Note that:

- large constants must be obtained by combining the basic axioms
- a clumsy search for a useful instance?

Explicitly limiting depth of pure theory consequences

Depth	Count when threshold =						
	0	1	2	3	5	10	∞
0	32 522	32 253	32 130	32 061	32 162	32 040	31 959
1		552	237	209	216	208	209
2			551	314	310	307	304
3				312	254	212	200
4					69	48	49
5					61	21	21
6						26	27
total	32 522	32 805	32 918	32 896	33 072	32 863	32 769

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Some further observations

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Experiment (relevant SMTLIB, smtcomp mode, 1800 s)

	competition mode	set sos=theory threshold=5
Solved	37 009	36 821
Uniques	254	66

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Thank you for your attention!