

Rewrites for SMT Solvers Using Syntax-Guided Enumeration

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Rewrite Rules are Important for SMT Solving

- To develop an SMT theory solver for T , one must implement:
 1. A set of **inference rules** that decide if a set of constraints is T -sat/ T -unsat
 - E.g. $x=y, y=z \models x=z$, $x=y \models f(x)=f(y)$, $x \neq x \models \perp$
 2. A “**rewriter**” to put constraints in some normal form
 - E.g. $x+0 \rightarrow x$, $x-y \rightarrow x+(-1 * y)$, $(x > x+y) \rightarrow (0 > y)$, $x=x-2 \rightarrow \perp$
 - Can be seen as a set of “rewrite rules”
- \Rightarrow Development of the latter is the focus of this talk

Rewrite Rules are Important for SMT Solving

- Having a good rewriter is often highly **critical to performance**
 - In particular, theory of bit-vectors, strings, floating points
 - Single rewrite may make problem go from hard \rightarrow trivial
- Powerful rewriter \Leftrightarrow fast enumeration for syntax-guided synthesis

[Reynolds et al CAV 2015]

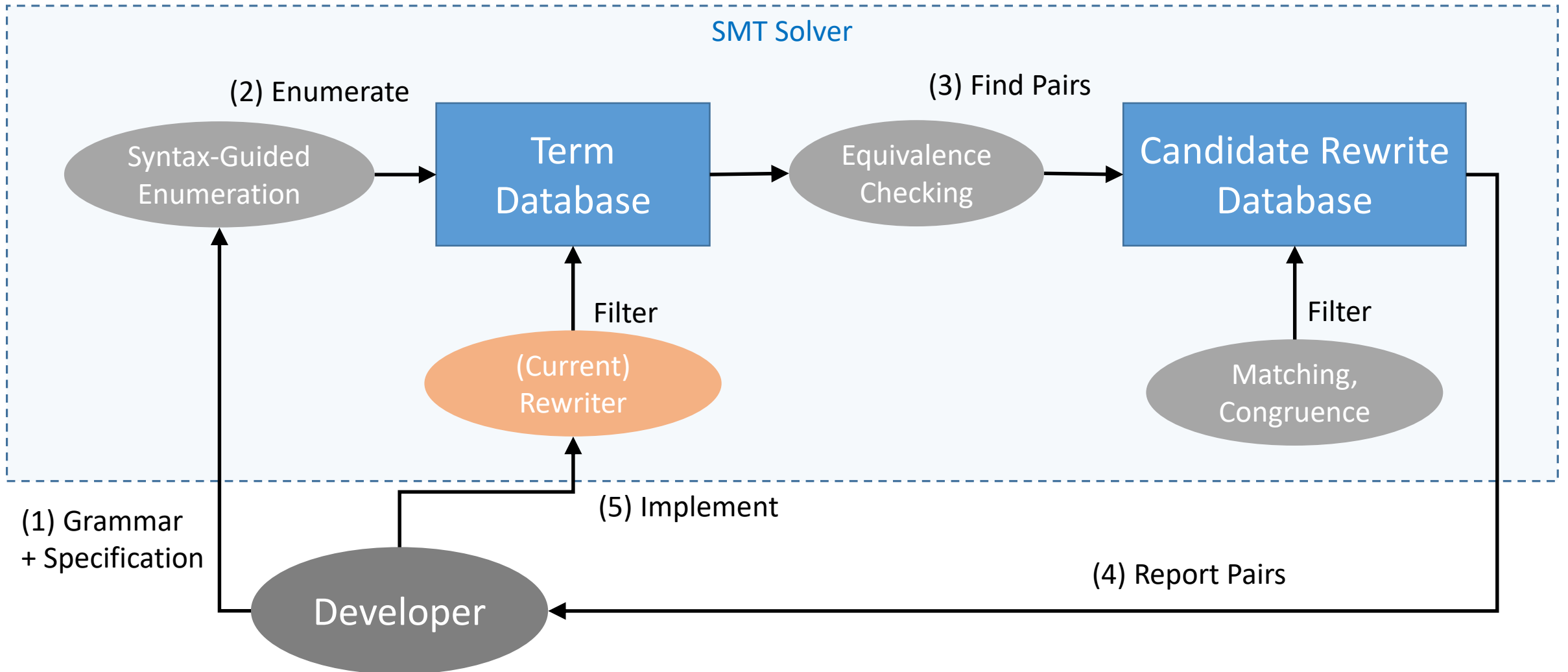
Rewrite Rules are *Difficult to Implement*

- Hard to find **commonly applicable rewrites**
 - Analyze problem instances, solver runs
- What rewrites have I not **already implemented**?
- Time consuming, **many lines of code**
 - CVC4's BV rewriter ~3500 LOC
 - CVC4's string rewriter ~2800 LOC
 - CVC4's floating point rewriter ??? LOC
- Many **special and subtle cases**
 - Often need to see many examples to see proper generalization

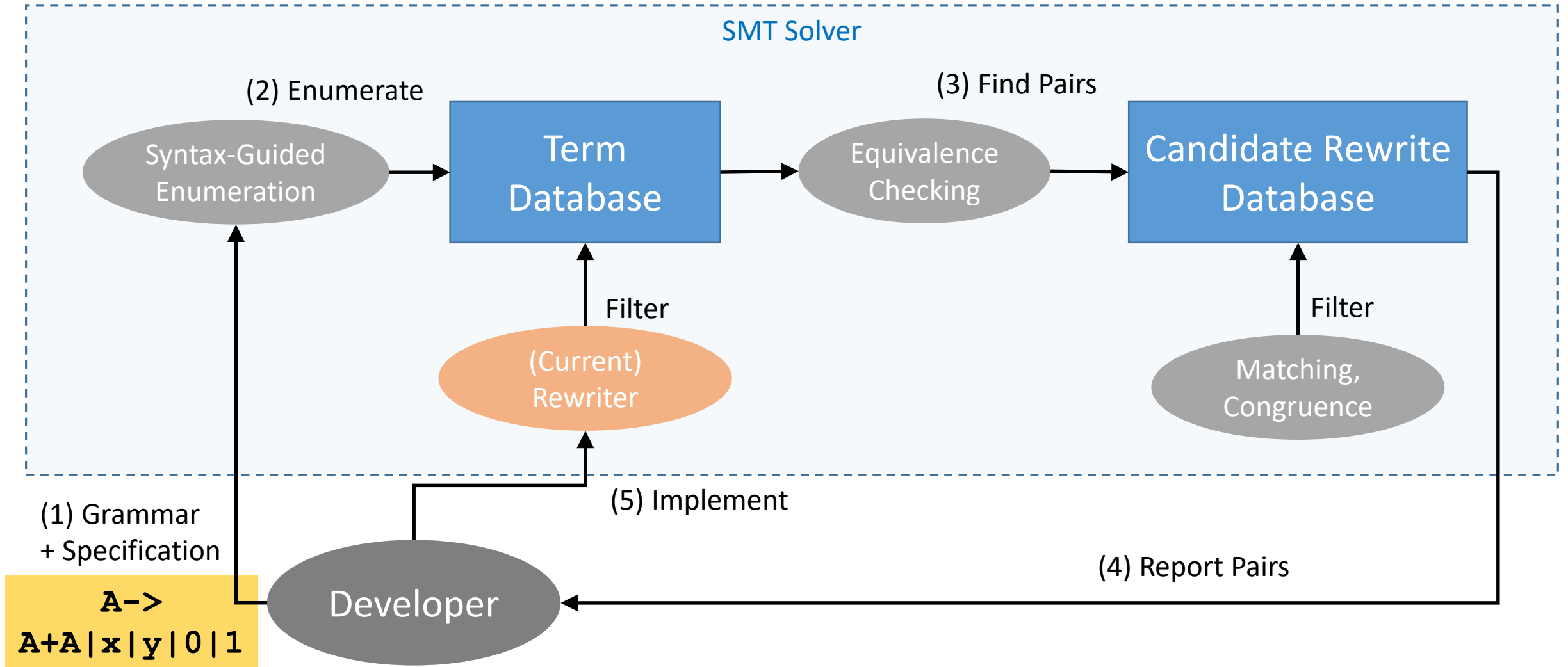
Goal of this Paper

- Use the **SMT solver itself** to **assist** the developer to **implement** the solver's **rewriter**
 - ⇒ Increase **confidence** in the correctness of the rewriter
 - ⇒ Increase **productivity** of the developer

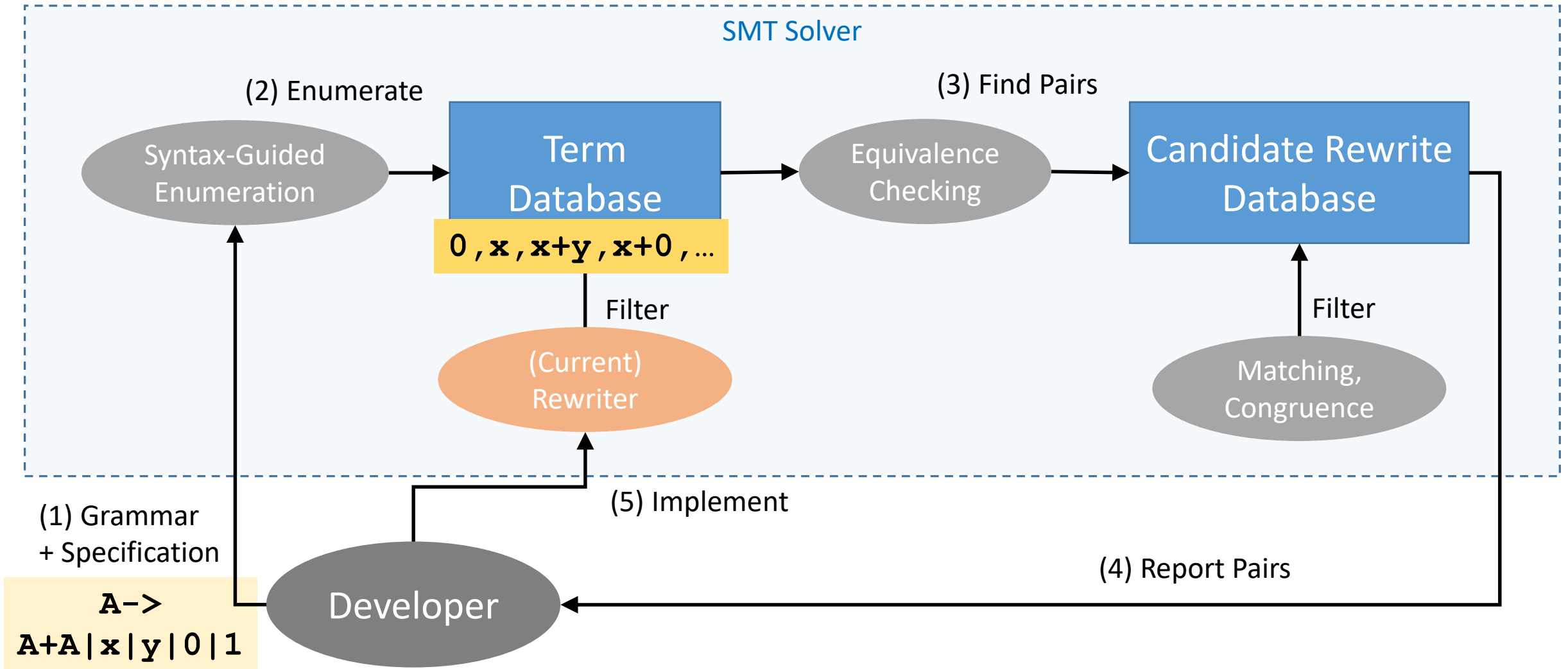
Workflow / Outline



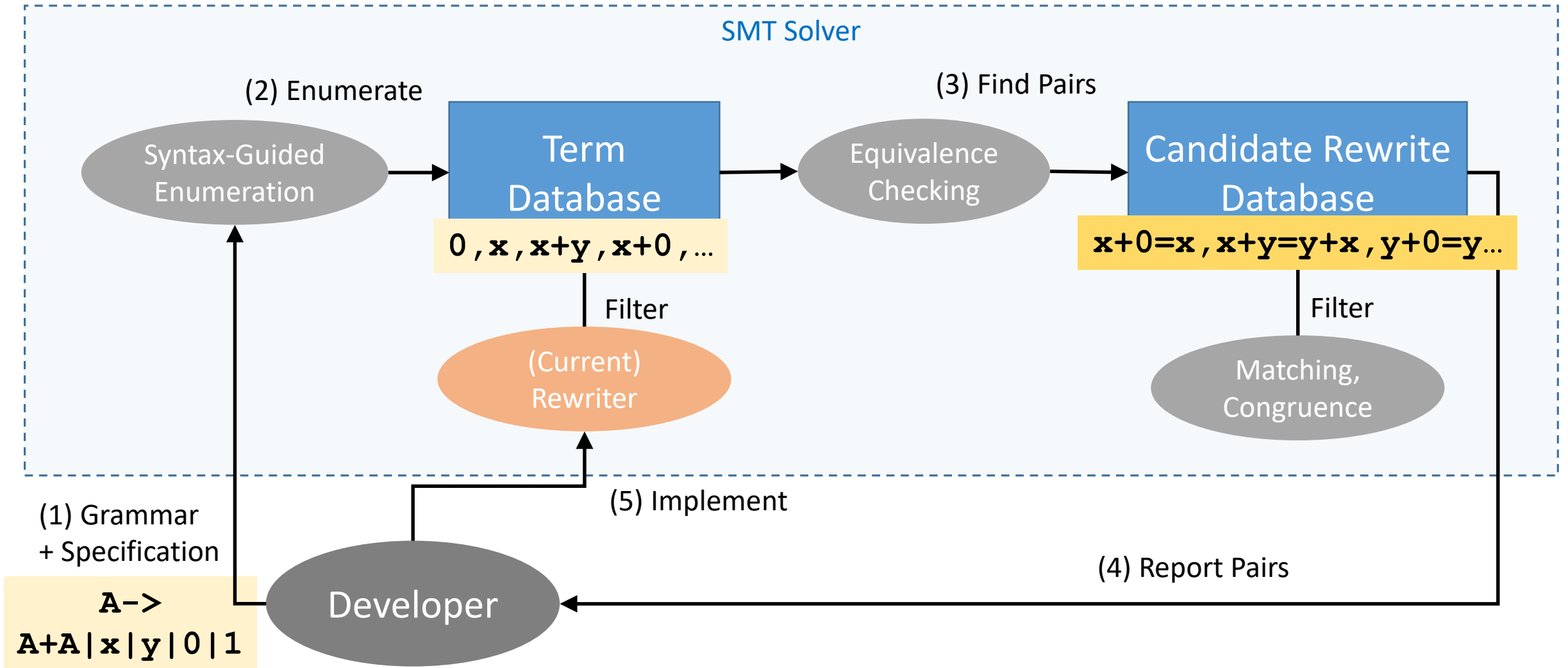
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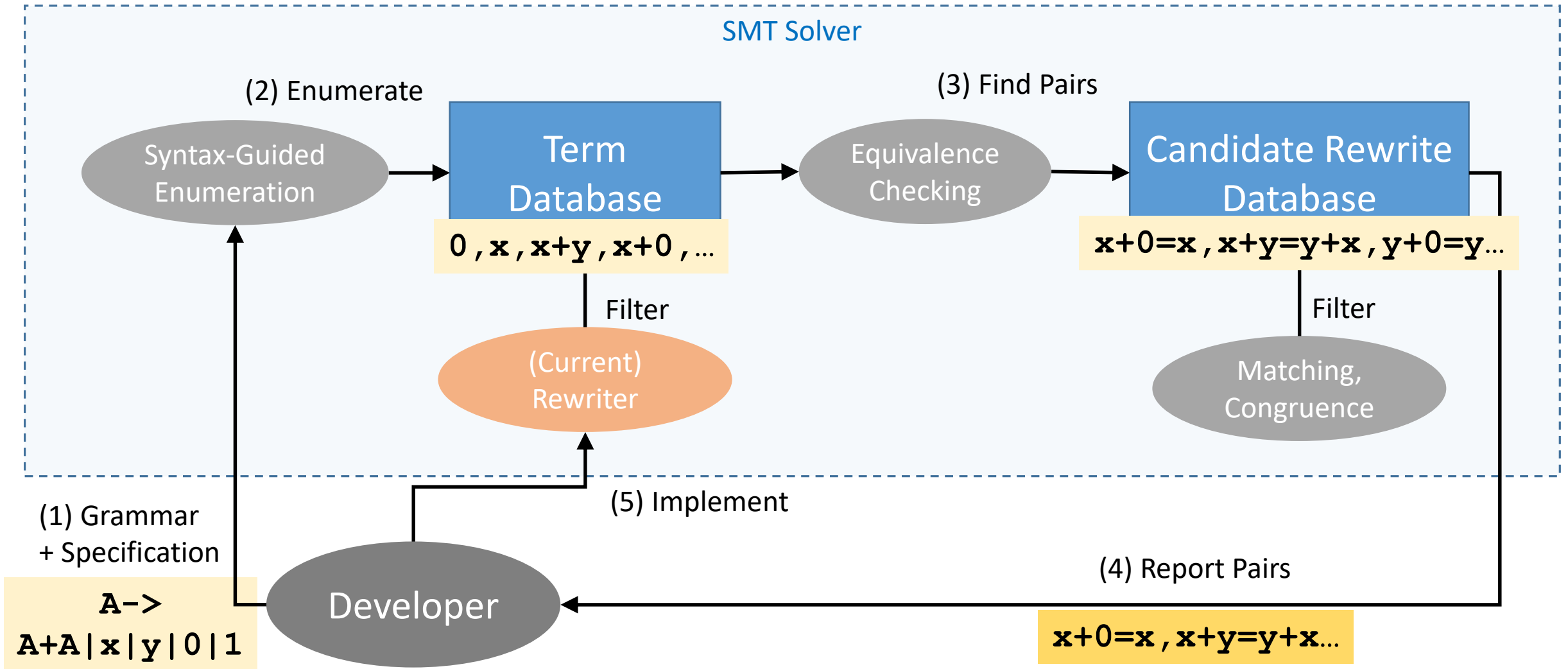
Workflow / Outline



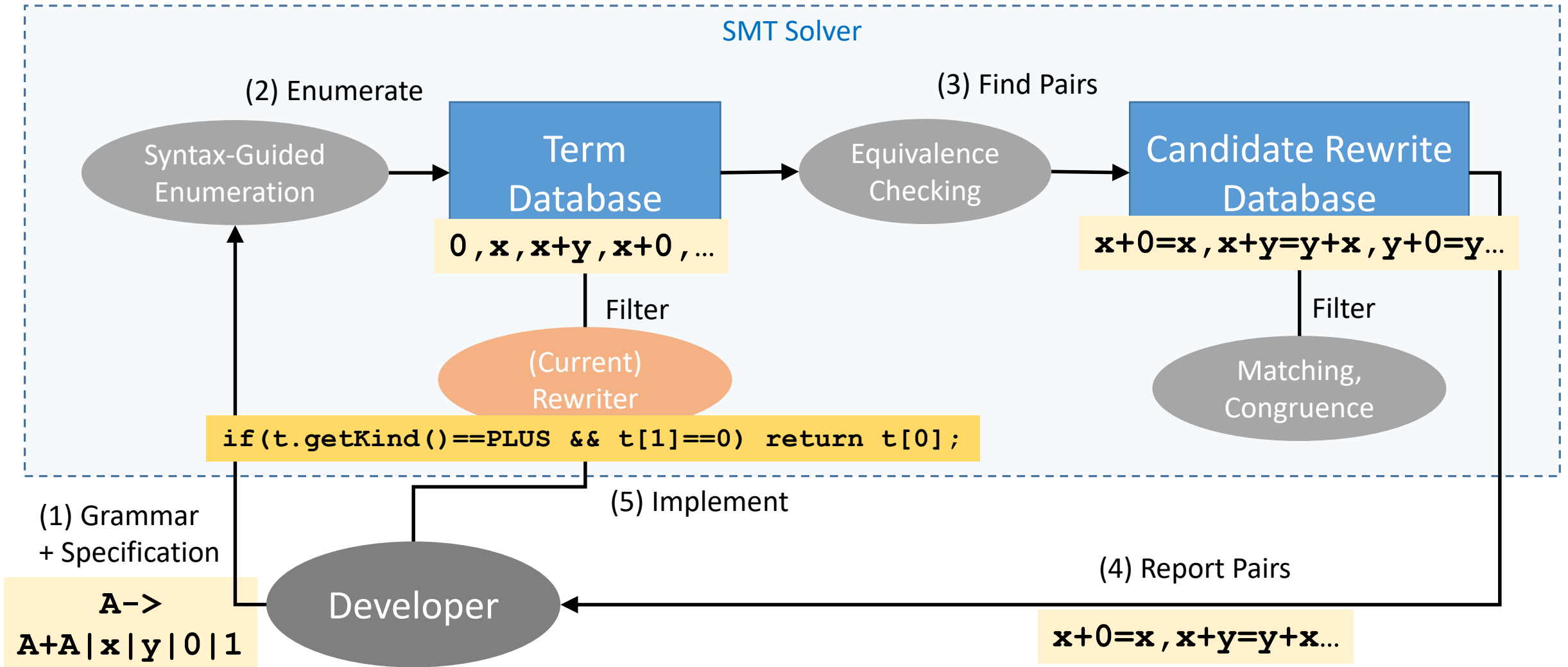
Workflow / Outline



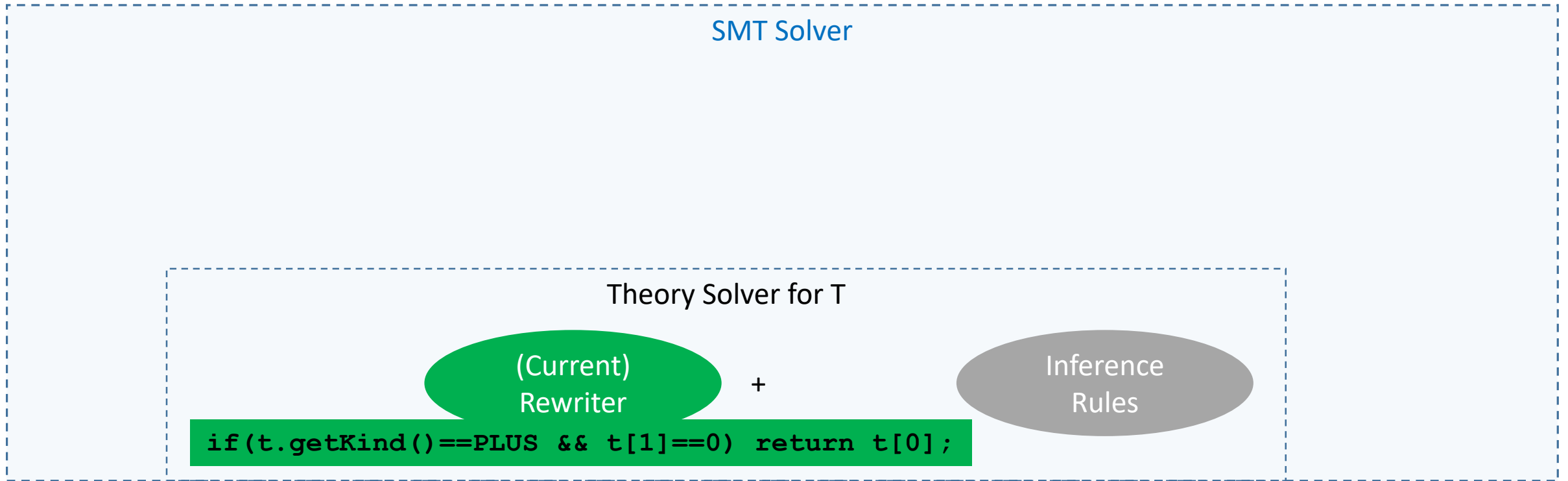
Workflow / Outline



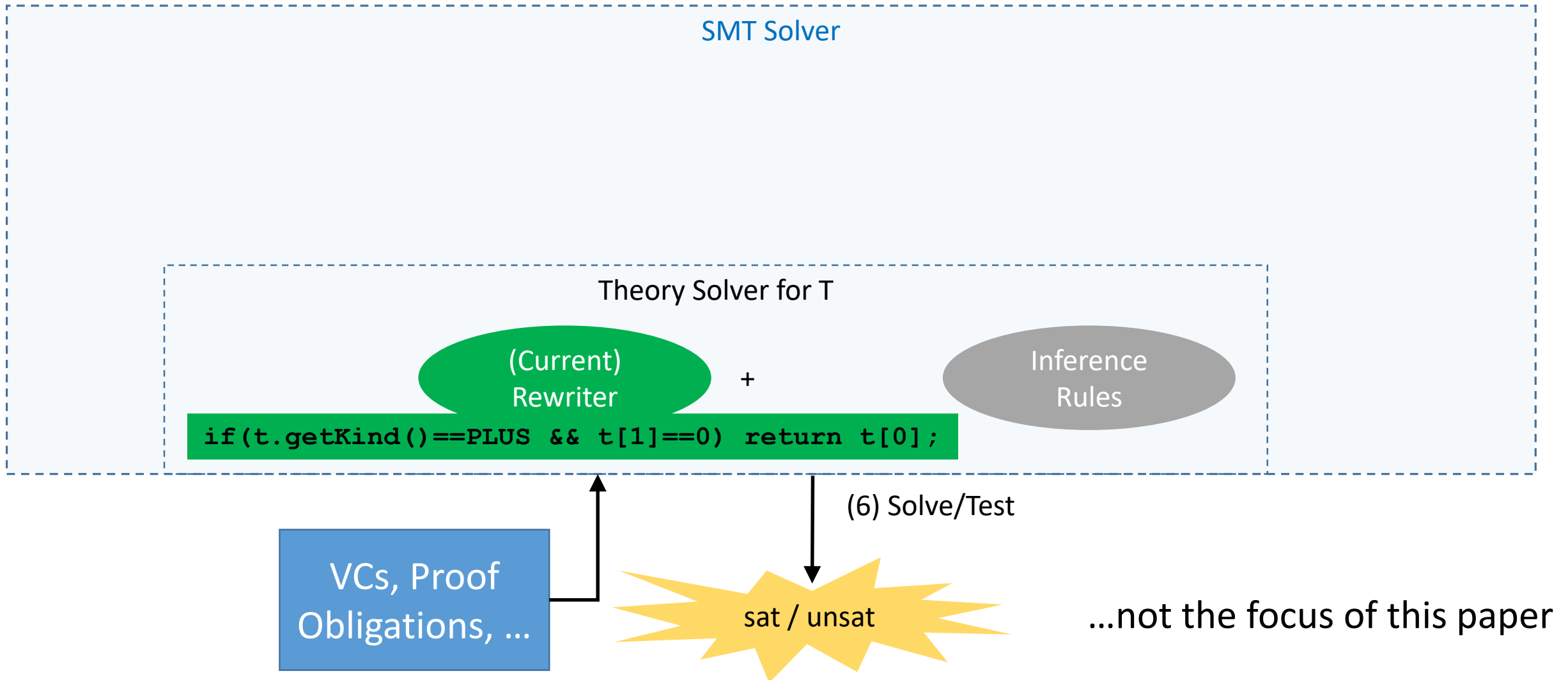
Workflow / Outline



Workflow / Outline



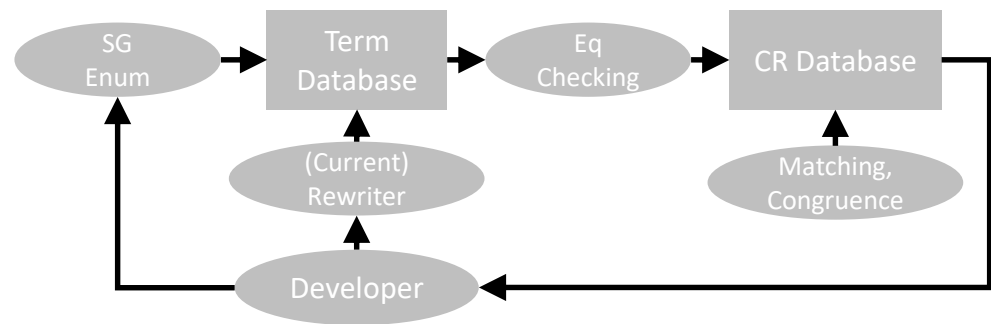
Workflow / Outline



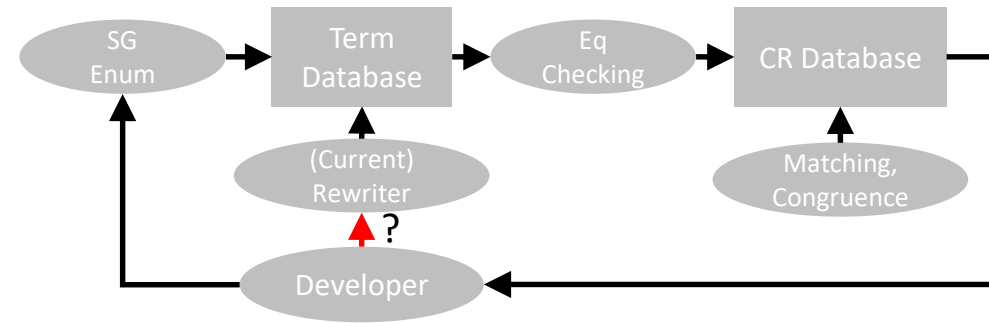
(Not) Goals of this Paper

- We do not focus on **automating**:
 - Code generation of the **implementation** itself
 - Assessing **good vs bad rewrites**

⇒ For these, we rely on the creativity and ingenuity of the developer
...although these could be future work

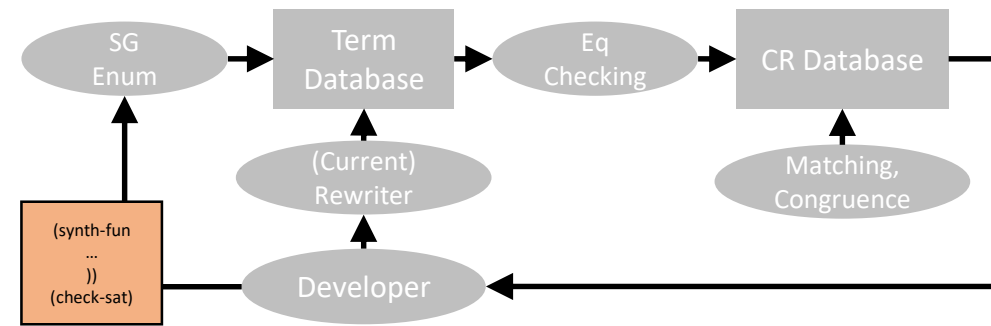


Development of SMT Rewriter



- Developer has some idea of the **set of terms** that they are interested in developing new rewrites for:
 - “set of string terms built from concat, replace, and at most 2 variables”
 - “set of bit-vector terms with top-symbol multiplication”
 - “set of floating point predicates that include common interval abstractions”

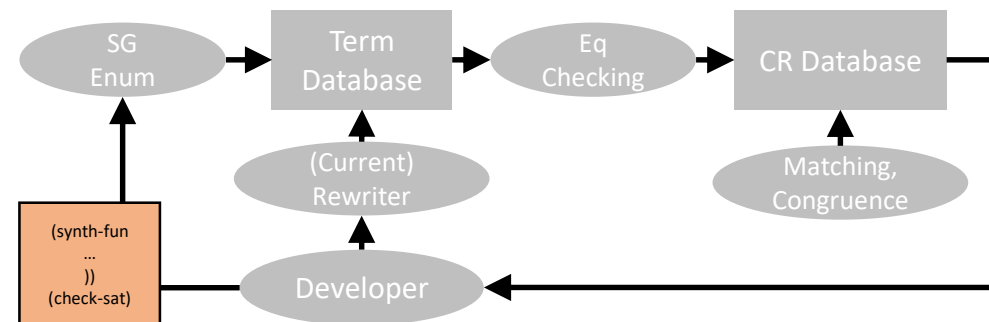
Grammar + Specification



- Use syntax-guided synthesis format *.sy for specify a **class of terms**:

```
(synth-fun f ((x Int) (y Int)) Int (  
  (Start Int (A))  
  (A Int ((+ A A) x y 0 1 (ite B A A))  
  (B Int ((= A A) (>= A A) (not B) (and B B))  
))  
(constraint (= (f x y) (f y x)))  
(check-synth)
```

Grammar + Specification



- Use syntax-guided synthesis format *.sy for specify a **class of terms**:

```
(synth-fun f ((x Int) (y Int)) Int (  
  (Start Int (A))  
  (A Int ((+ A A) x y 0 1 (ite B A A))  
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```

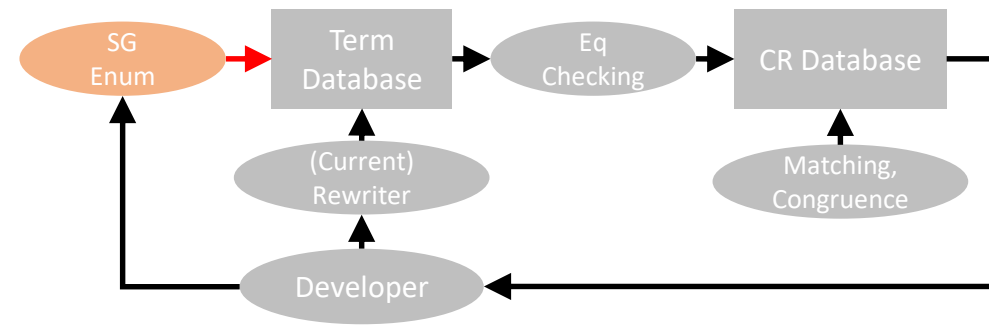
(1) Body of f is built from the **grammar**:

$$\begin{aligned} A &\rightarrow A+A \mid x \mid y \mid 0 \mid 1 \mid \text{ite}(B, A, A) \\ B &\rightarrow A = A \mid A \geq A \mid \neg B \mid B \wedge B \end{aligned}$$

(2) f satisfies the **specification**:

$$\forall x y. f(x, y) = f(y, x)$$

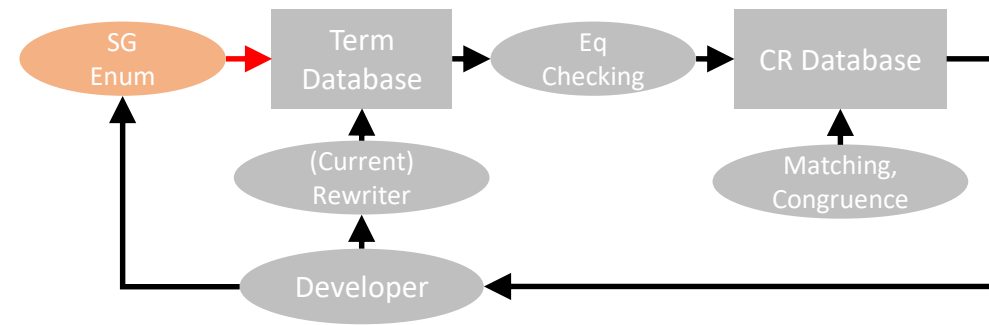
Syntax-Guided Enumeration



```
(synth-fun f ((x Int) (y Int)) Int (  
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))  
(constraint (= (f x y) (f y x)))  
(check-synth)
```

- Use **enumerative syntax-guided search** to generate **multiple** solutions to this conjecture
 - E.g. `0`, `1`, `(+ x y)`, `(+ y x)`, `(+ 1 1)`, ...

Syntax-Guided Enumeration



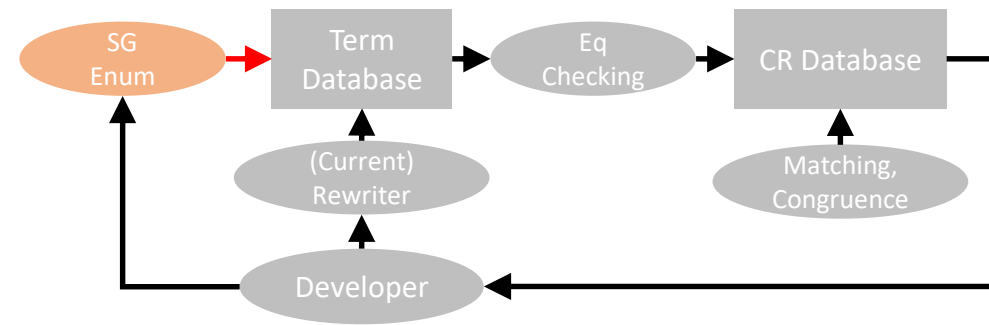
```
(synth-fun f ((x Int) (y Int)) Int (  
  (Start Int (A))  
  (A Int ((+ A A) x y 0 1 (ite B A A))  
  (B Int ((= A A) (>= A A) (not B) (and B B))  
))  
(constraint (= (f x y) (f y x)))  
(check-synth)
```

- Use enumerative syntax-guided search to generate **multiple** solutions to this conjecture

- E.g. 0 , 1 , $(+ \ x \ y)$, $(+ \ y \ x)$, $(+ \ 1 \ 1)$, ...

⇒ Number of **arguments** determines (maximum) variables per rewrite

Syntax-Guided Enumeration



```
(synth-fun f ((x Int) (y Int)) Int (  
  (Start Int (A))  
  (A Int ((+ A A) x y 0 1 (ite B A A))  
  (B Int ((= A A) (>= A A) (not B) (and B B))  
))  
(constraint (= (f x y) (f y x)))  
(check-synth)
```

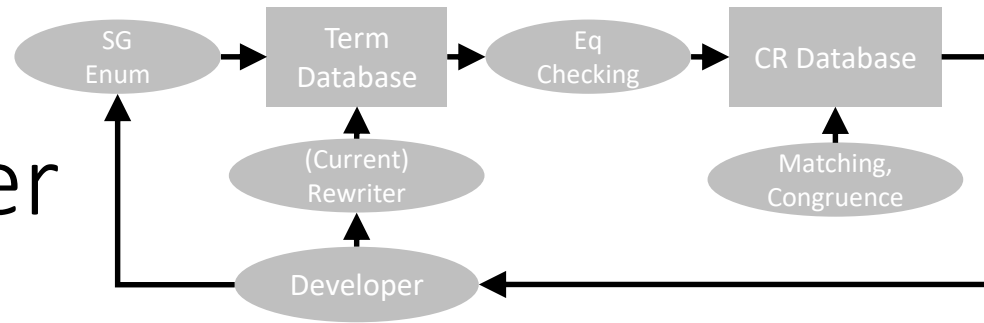
- Use enumerative syntax-guided search to generate **multiple** solutions to this conjecture

- E.g. 0 , 1 , $(+ \ x \ y)$, $(+ \ y \ x)$, $(+ \ 1 \ 1)$, ...

⇒ Number of arguments determines (maximum) variables per rewrite

⇒ **Specification** can be used to filter out classes of terms

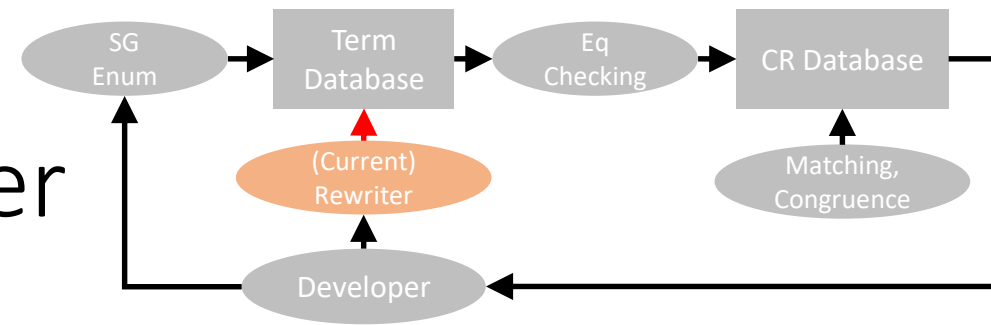
Filtering via the Current Rewriter



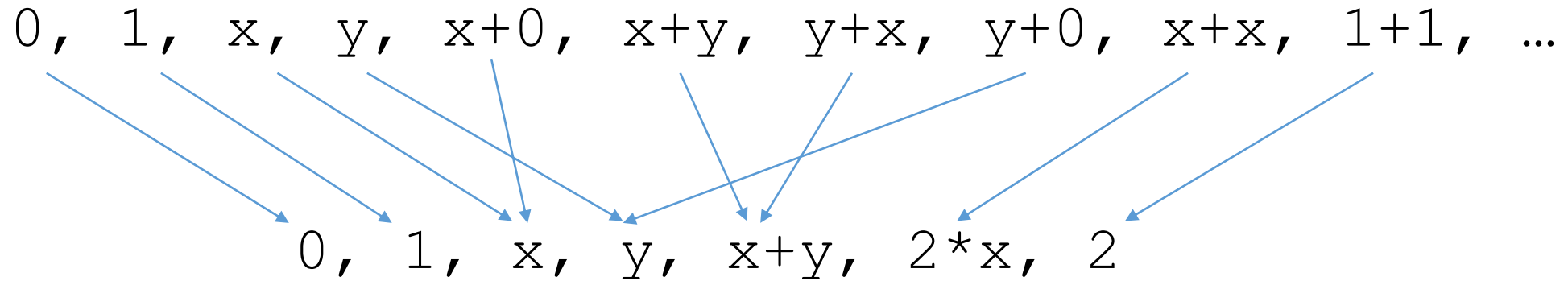
- When enumerating:

$0, 1, x, y, x+0, x+y, y+x, y+0, x+x, 1+1, \dots$

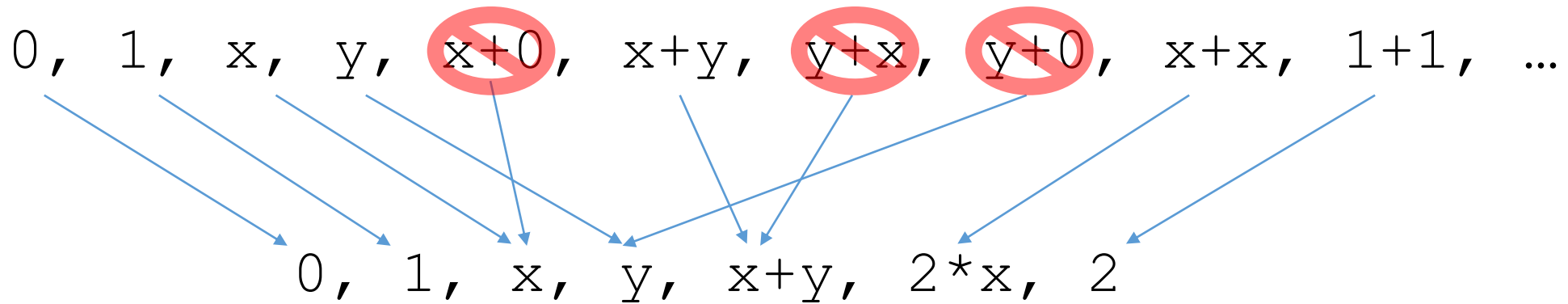
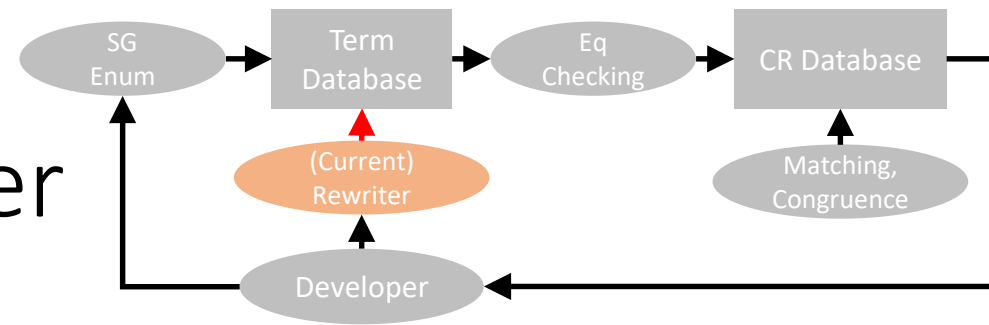
Filtering via the Current Rewriter



- When enumerating, map terms to their rewritten form, based on the current rewriter:



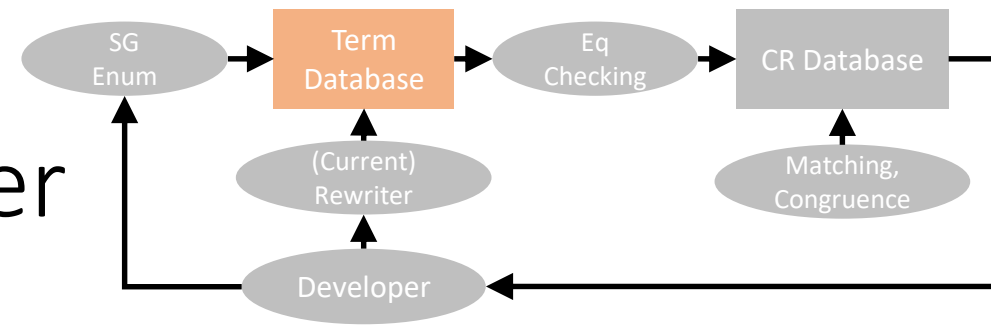
Filtering via the Current Rewriter



- Can discard all but one term for each set of terms that have the same rewritten form

⇒ This is what makes syntax-guided enumeration fast in practice

Filtering via the Current Rewriter

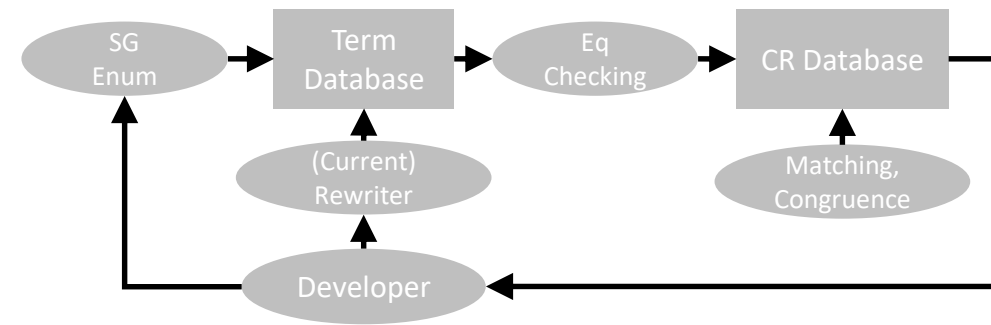


- Gives us a stream of terms that are unique up to the current rewriter:

0, 1, x, y, x+y, x+x, 1+1, ...

“Term Database”

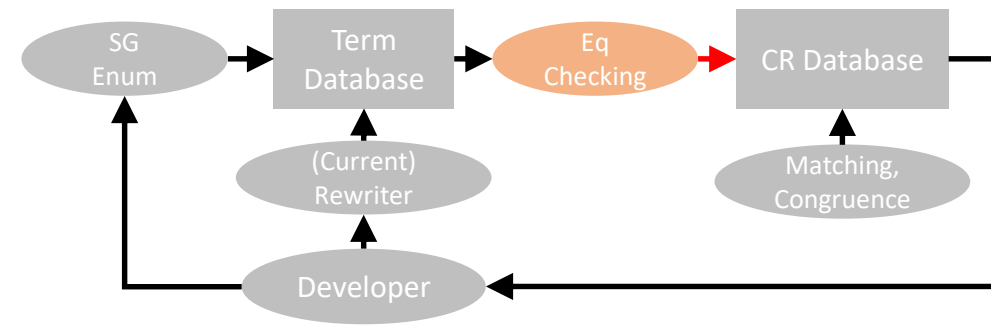
Equivalence Checking



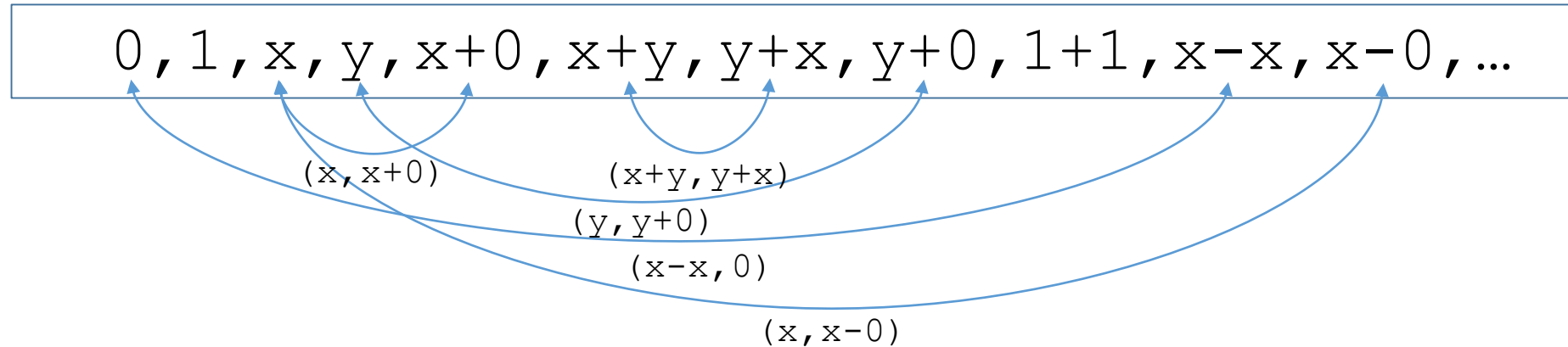
- **Given:** a set of terms, unique up to rewriting
- **Compute:** pairs of terms (s,t) such that s and t are (likely) T-equivalent

$0, 1, x, y, x+0, x+y, y+x, y+0, 1+1, x-x, x-0, \dots$

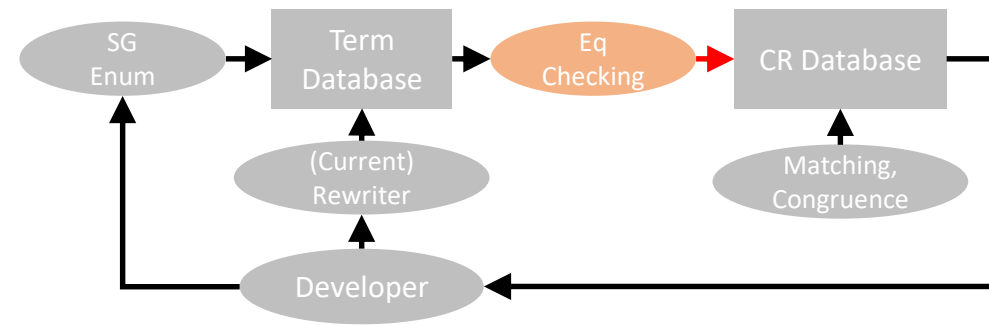
Equivalence Checking



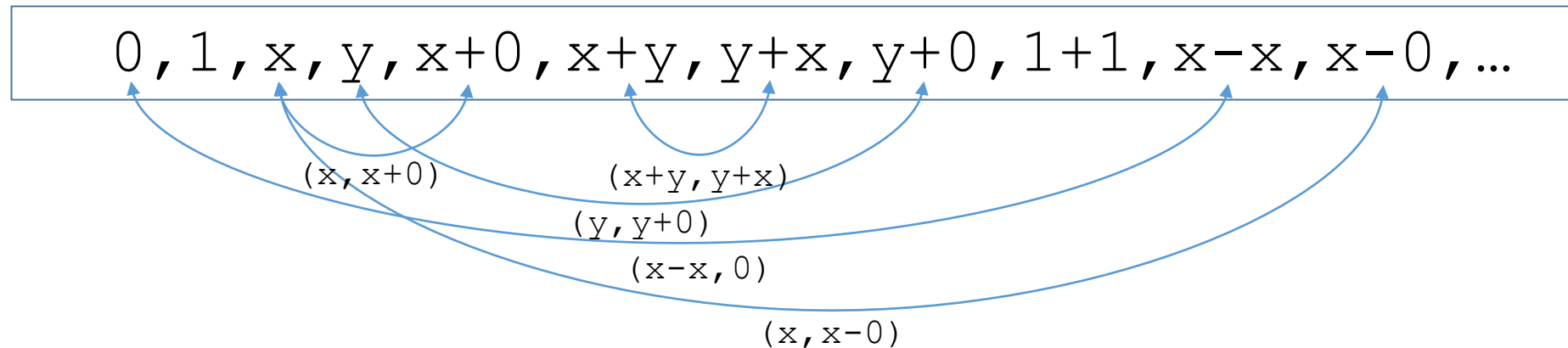
- **Given:** a set of terms, unique up to rewriting
- **Compute:** pairs of terms (s,t) such that s and t are **(likely) T-equivalent**



Equivalence Checking

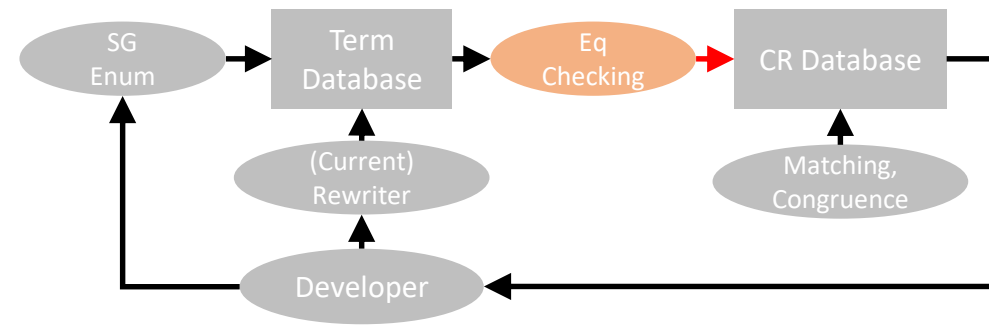


- **Given:** a set of terms, unique up to rewriting
- **Compute:** pairs of terms (s, t) such that s and t are (likely) T-equivalent



- This gives us pairs of terms (s, t) such that:
 - s **could be rewritten** to t (or vice versa)
 - But our current rewriter **does not already know this rewrite**

Equivalence Checking



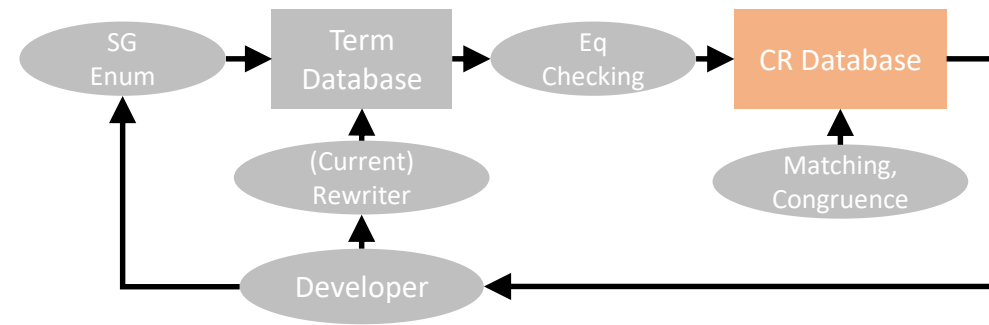
- To compute pairs (s,t), we check equivalence of s and t:
 - Via **Sampling**
 - s and t are equivalent if they evaluate to the same thing on N fixed sample points
 - **Pro:** can be very fast
 - **Pro:** feasible even if background theory (e.g. strings) is undecidable
 - **Con:** procedures false positives (s,t) where s and t are T-disequivalent
 - ⇒ ...but can be made fairly precise using “grammar-based” sampling to find interesting points
 - Via **Exact Equivalence Checking**
 - s and t are equivalent if the SMT solver says “unsat” for query $\exists x . s \neq t$
 - **Pro:** exact, i.e. (s,t) is a pair only if s and t are indeed T-equivalent
 - **Con:** not feasible and slower for some theories
 - ⇒ ...but can be made efficient by caching counterexample points to failed queries

Rewrite Rule Filtering

- **Given:** set of rewrite pairs

$(x, x+0), (x+y, y+x), (y, y+0), (x+0, 0+x), (x, x-0), (x+y, (x+0)+y), \dots$

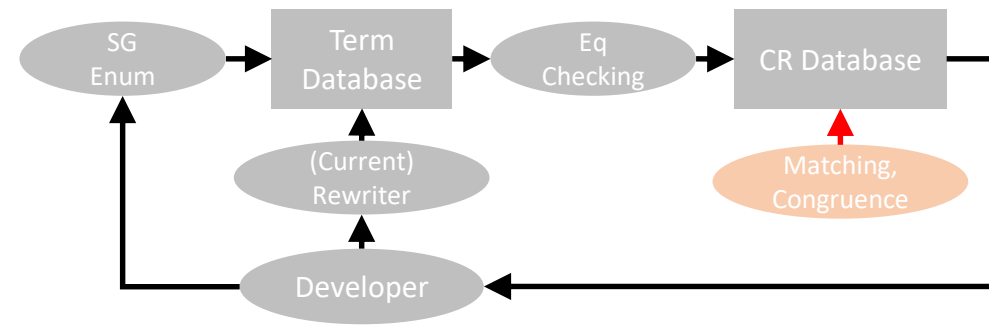
“Candidate Rewrite Database”



Rewrite Rule Filtering

- **Given:** set of rewrite pairs
- **Compute:** set of rewrite pairs that are **not useful to the user**

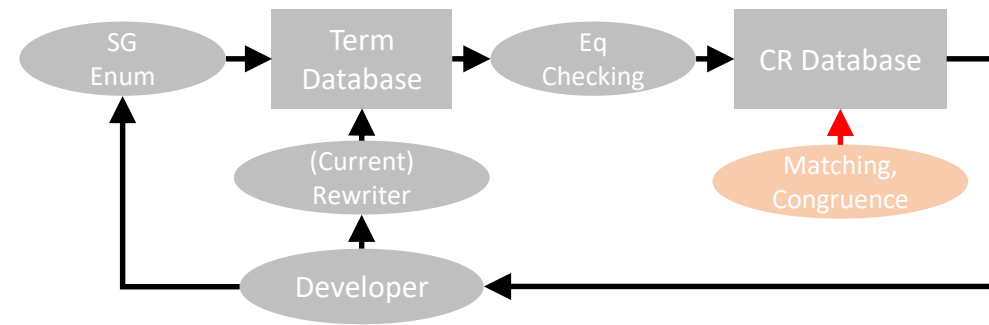
$(x, x+0)$, $(x+y, y+x)$, $(y, y+0)$, $(x+0, 0+x)$, $(x, x-0)$, $(x+y, (x+0)+y)$, ...



Rewrite Rule Filtering

- **Given:** set of rewrite pairs
- **Compute:** set of rewrite pairs that are not useful to the user

$(x, x+0), (x+y, y+x), (y, y+0), (x+0, 0+x), (x, x-0), (x+y, (x+0)+y), \dots$



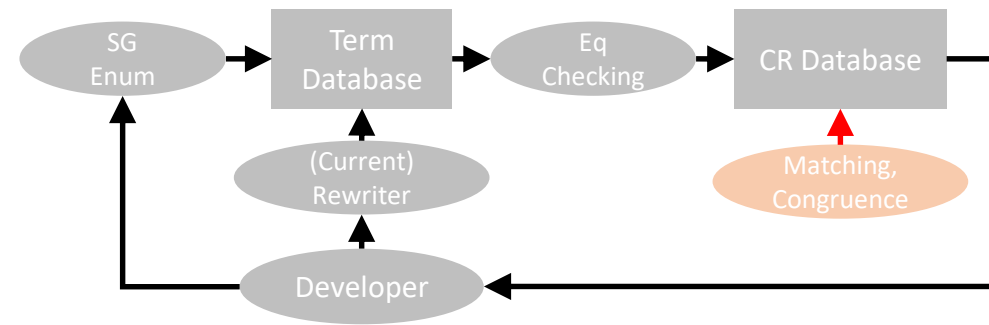
Rewrite Rule Filtering

- **Given:** set of rewrite pairs
- **Compute:** set of rewrite pairs that are not useful to the user

$(x, x+0), (x+y, y+x), (y, y+0), (x+0, 0+x), (x, x-0), (x+y, (x+0)+y), \dots$

Alpha-equivalent

⇒ Can be efficiently enforced by fixing a variable ordering



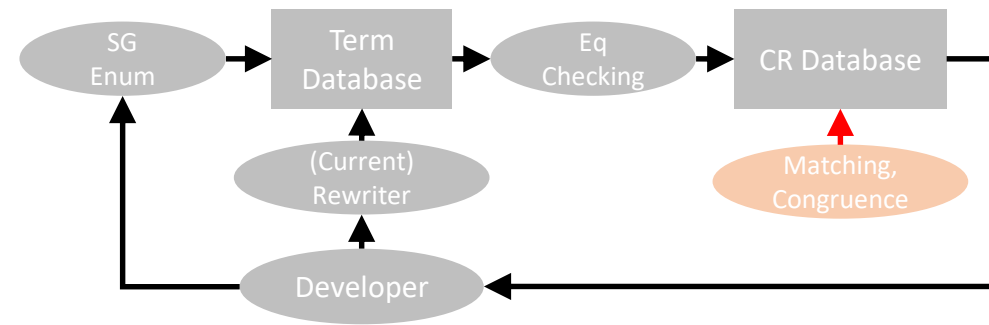
Rewrite Rule Filtering

- **Given:** set of rewrite pairs
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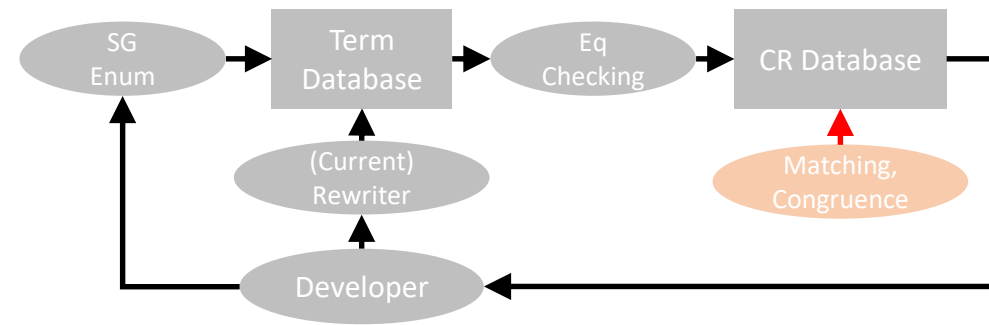
$(x, x+0), (x+y, y+x), (x+0, 0+x), (x, x-0), (x+y, (x+0)+y), \dots$

Matchable

\Rightarrow Use discrimination tree indexing



Rewrite Rule Filtering



- **Given:** set of rewrite pairs
- **Compute:** set of rewrite pairs that are not useful to the user

$(x, x+0), (x+y, y+x), \dots$ $(x, x-0), (x+y, (x+0)+y), \dots$

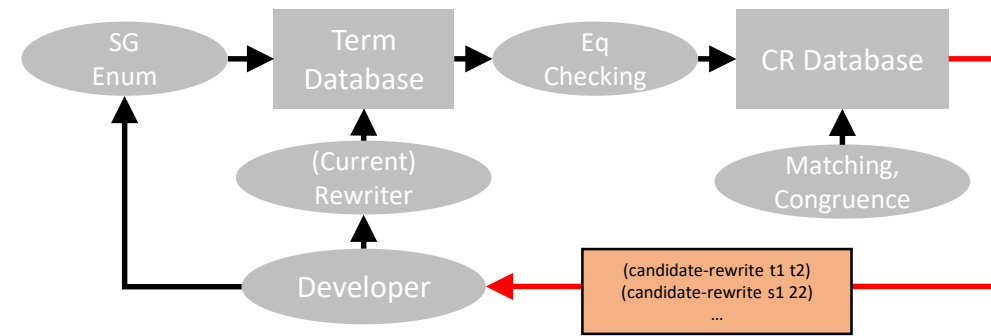
Consequence of Equality Reasoning

\Rightarrow Maintain a congruence closure over pairs of terms

$$x=x+0 \quad | = \quad \mathbf{x}+y = (\mathbf{x+0}) + y$$

- Typically 30-40% rewrites are filtered, some grammars 60+%

Rewrite Rule Filtering

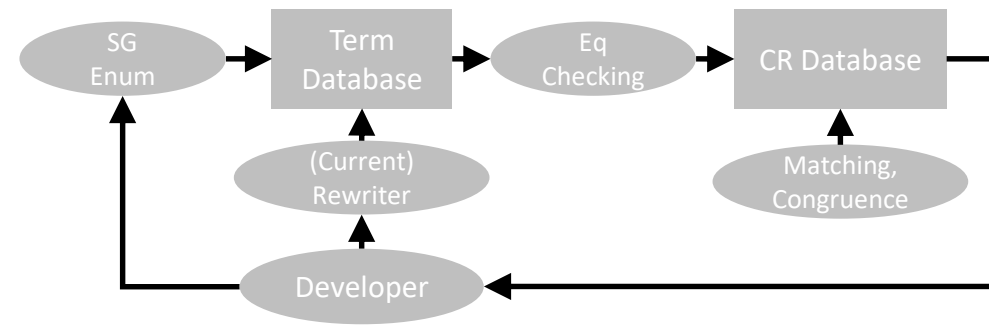


$(x, x+0)$, $(x+y, y+x)$, $(x, x-0)$, ...

- This set of pairs is reported back to the user:

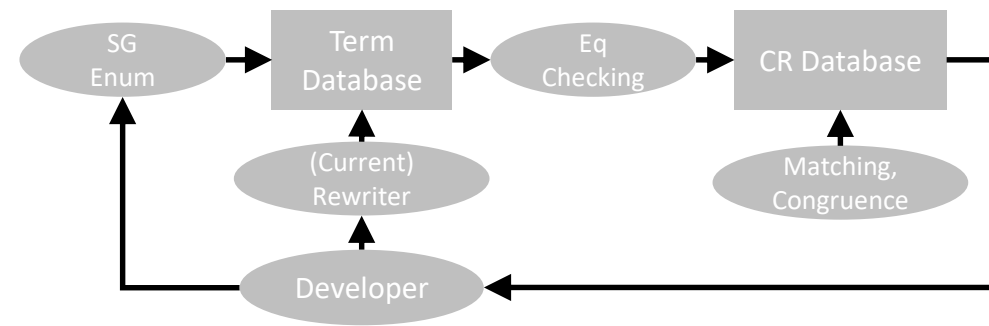
```
(candidate-rewrite (+ x 0) x)
(candidate-rewrite (+ x y) (+ y x))
(candidate-rewrite (- x 0) x)
...
```

Preliminary Experience



- Implemented these features in the CVC4 SMT solver
 - Run on *.sy inputs using command line option `--sygus-rr-synth`
 - Many variants of this option are available
- Used workflow to generate rewrites for:
 - Strings
 - Bit-Vectors
 - Booleans
 - ...Floating Points?

Preliminary Experience

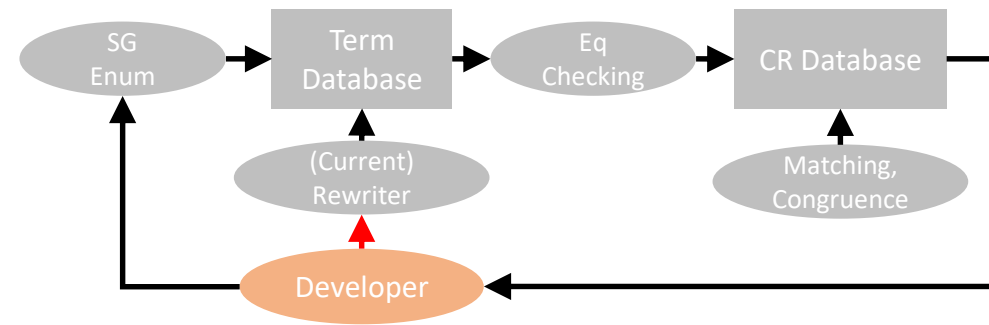


```
(synth-fun f
  ((x String) (y String) (z Int))
  String (
    (Start String (
      x y "A" "B" ""
      (str.++ Start Start)
      (str.replace Start Start Start)
      (str.at Start ie)
      (int.to.str ie)
      (str.substr Start ie ie)))
    (ie Int (
      0 1 z
      (+ ie ie)
      (- ie ie)
      (str.len Start)
      (str.to.int Start)
      (str.indexof Start Start ie))))))
```

```
(synth-fun f ((s (BitVec 4))
               (t (BitVec 4)))
  (BitVec 4) (
    (Start (BitVec 4) (
      s t #x0
      (bvneg Start)
      (bvnot Start)
      (bvadd Start Start)
      (bvmul Start Start)
      (bvand Start Start)
      (bvlshr Start Start)
      (bvor Start Start)
      (bvshl Start Start))))))
```

```
(synth-fun f
  ((x Bool) (y Bool)
   (z Bool) (w Bool))
  Bool (
    (Start Bool (
      (and d1 d1) (not d1)
      (or d1 d1) (xor d1 d1)))
    (d1 Bool (
      x (and d2 d2) (not d2)
      (or d2 d2) (xor d2 d2)))
    (d2 Bool (
      w (and d3 d3) (not d3)
      (or d3 d3) (xor d3 d3)))
    (d3 Bool (
      y (and d4 d4) (not d4)
      (or d4 d4) (xor d4 d4)))
    (d4 Bool (z))))
```

Examples of Rewrites



- Bit-Vectors

`bvlshr(x, x) → #x0000`

`x+1 → ~(-x)`

`x - (x&y) → x&~y`

`(x&y) + (x|y) → x+y`

`concat(#x1, x) = concat(#x0, y) → ⊥`

`bvxor(x, x&y) → ~y&x`

- Strings

`x++"A"="B"++x → ⊥`

`contains(x, x++"A") → ⊥`

`indexOf("ABCDE", x, 3) → indexOf("AAADE", x, 3)`

`replace(x, x++y, y) → replace(x, x++y, "")`

- Booleans

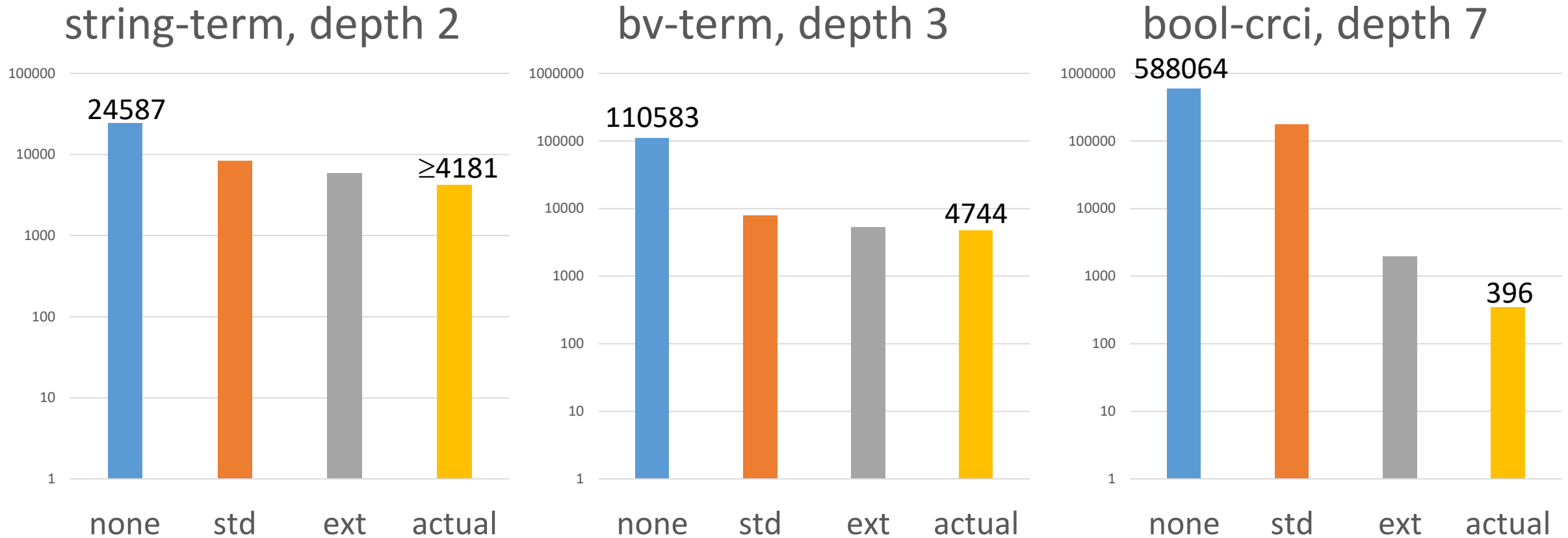
$A \wedge (A \vee B) \rightarrow A \wedge B$

$A = A \& B \rightarrow \neg A \vee B$

$(A \vee C) \wedge (A \vee B) \rightarrow A \wedge (C \vee B)$

$(A \vee B) = (A \vee B \vee C) \rightarrow A \vee B \vee \neg C$

Statistics: CVC4's Current Rewriter(s)

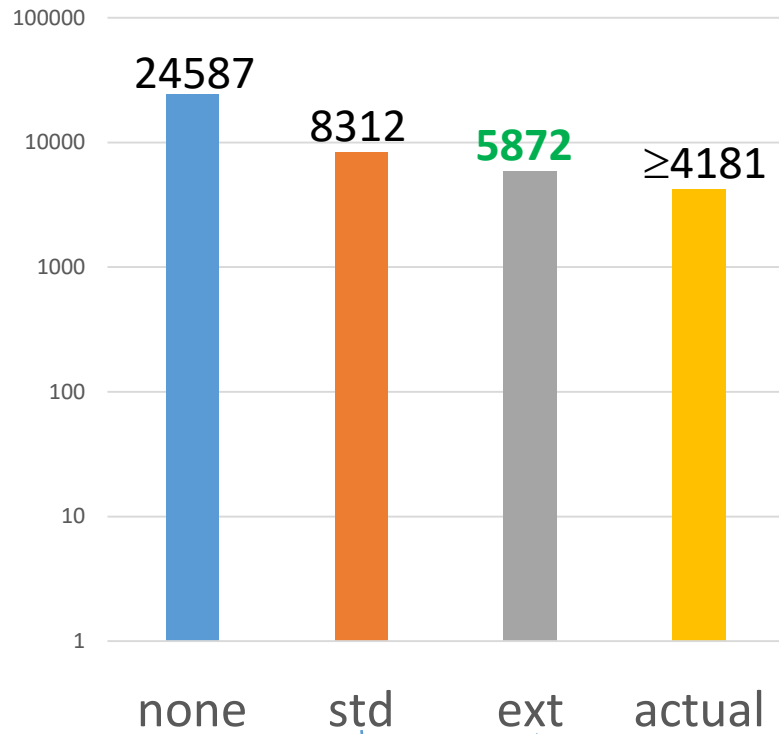


none: # terms from the grammar at given depth
actual: # T-unique terms from grammar at given depth

std: CVC4 version 1.5's rewriter (before this paper)
ext: CVC4's aggressive rewriter (after this paper)

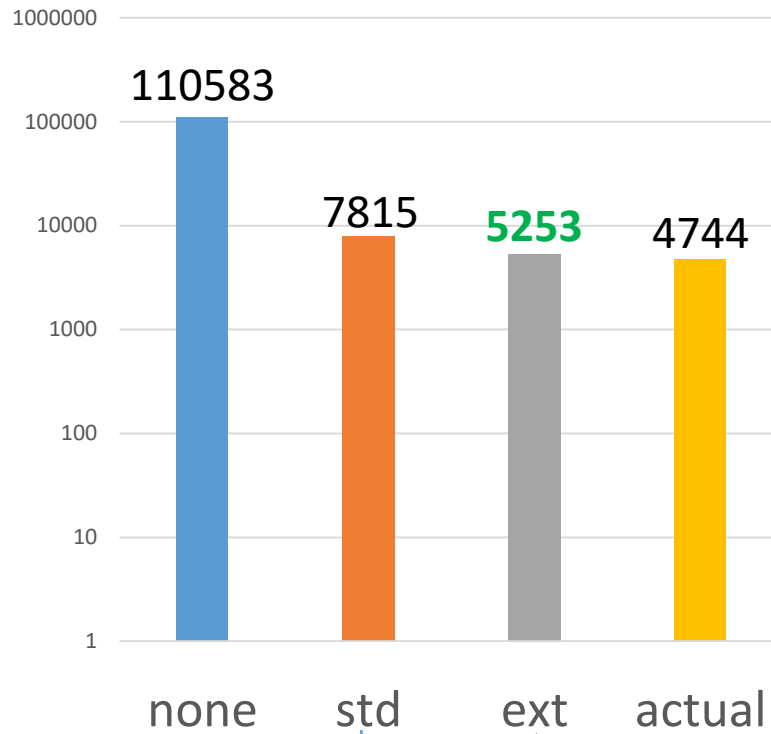
Statistics: CVC4's Current Rewriter(s)

string-term, depth 2



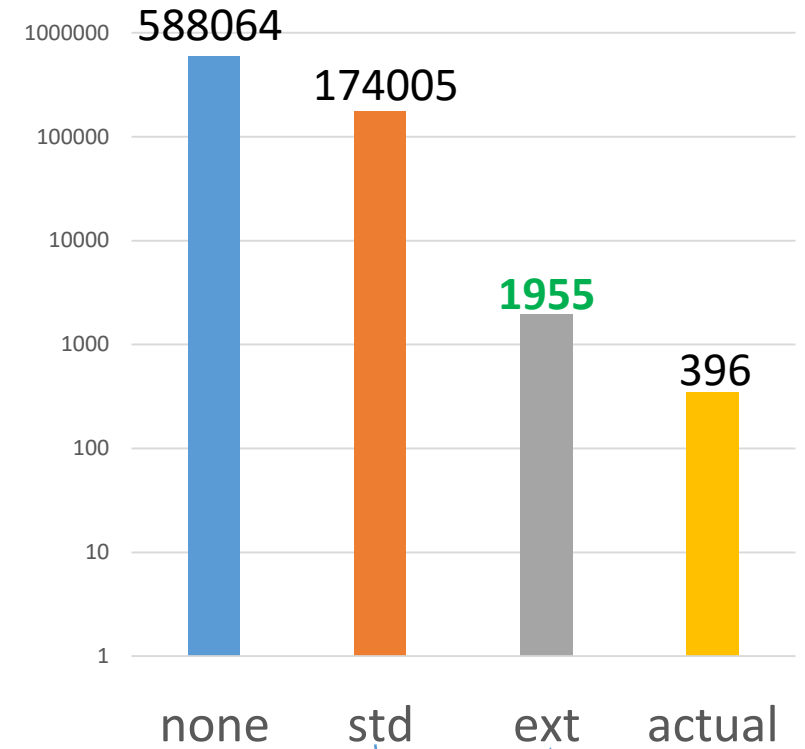
%redundant: 49.7% **28.8%**
time to
enumerate: 90.0 **60.8**

bv-term, depth 3



39.3% **9.7%**
96.4 **55.4**

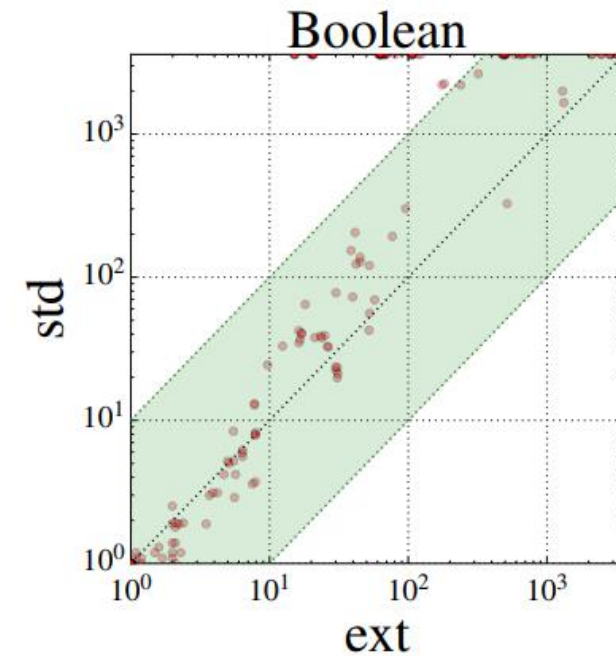
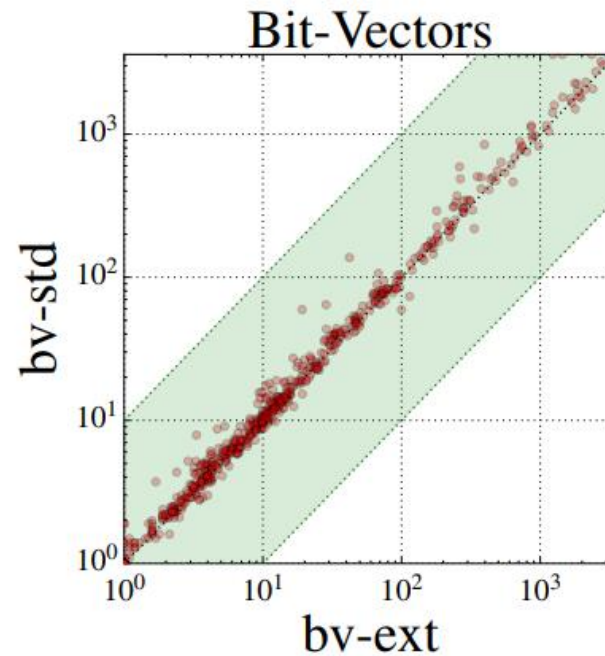
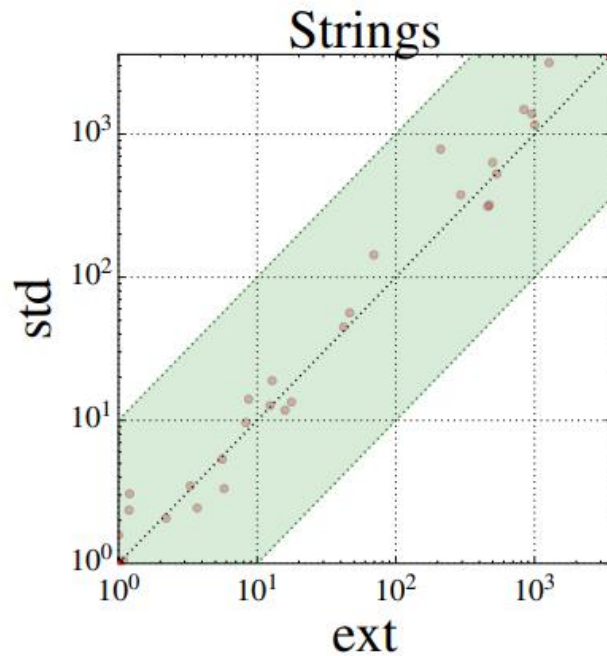
bool-crci, depth 7



99.8% **82.2%**
19128.8 **60.6**

Impact on Solving: SyGuS Conjectures

- For syntax-guided synthesis (sygus) queries, all rewrites are useful
⇒ Speeds up enumeration times



Impact on Solving: SMT queries

- For general *.smt2 queries, some rewrites are good, some are bad
- Mixed performance using new rewrites (ext) vs original (def):
 - SMTLIB, QF_BV: **good** for unsat (+232,-158), **bad** for sat (+143,-236)
 - Quantified BV: overall **improvement** (+42,-15)
 - Strings (PyEx): **good** for unsat (+12,-1), **bad** for sat (+13,-94)

Improving Confidence in the Rewriter

- Can use sampling techniques to detect unsoundness in the rewriter
 - Run on *.sy inputs using command line option `--sygus-rr-verify`

```
(unsound-rewrite (bvuge (bvadd x #x0001) x) true)  
; --sygus-rr-verify detected unsoundness in the rewriter!  
; Terms have the same rewritten form but are not equivalent  
; for x=#xFFFF, where they evaluate to:  
; (bvuge (bvadd x #x0001) x) = false  
; true = true
```

- Approximately 3.5x overhead
⇒ Has been critical for finding bugs in newly written rewriter code

Conclusions

- Infrastructure in CVC4 to increase **productivity** of rewrite rule **developer**
 - Used for past ~6 months to develop ~3000 LOC of rewrites
 - Strings, Bit-vectors, Booleans
 - Feedback loop:
 - More rewrites implemented → faster enumeration → more interesting rewrites found
- Has had impact on solving:
 - Significant **improvements** in syntax-guided synthesis *.sy problems
 - **Mixed** impact on *.smt2 problems

Future Work

- Further **implementation** on rewriters
 - Strings, bit-vectors, Booleans, ...*floating points*?
- **Optimizations** to enumeration, equivalence checking
- Ways to **infer grammars and interesting terms** from *.smt2 inputs
 - Give me the rewrites that will help benchmark X
- Automate **configurations** of rewrite rules
 - Is this rewrite X good or bad (in context Y)?
- Interfaces to **external users**?
 - Users who want new rewrites in CVC4?
 - Developers of other rewriters?

Thanks for Listening!

- SMT Solver CVC4

- Open source
- Available at : <http://cvc4.cs.stanford.edu/web/>



- New options

- `--sygus-rr-synth`: synthesize new rewrite rules from *.sy
- `--sygus-rr-verify`: check the correctness of the current rewriter on *.sy
- Configurable term filtering, equivalence checking, rule filtering

Demo?