

# Using SMT Solvers in Finding Finite Models and Cores for Relational Logic

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# Outline

- 1 First-order Relational Logic
  - Applications of Alloy
  - Alloy Demonstration
- 2 Research Road-map
- 3 Relational Specification
  - Universe and Bounds
  - Constraints
  - Outcome
- 4 Evaluation

# Applications of Alloy

- Access Control and Security Policies.
- Feature Modeling and Analysis
- Domain Specific Languages and Modeling.
- Testing and Automated Test Case Generation
- Software Architecture
- Configuration and Reconfiguration, Data Structure Repair
- Program verification.
- Databases.
- Model-Driven Development.
- Network Protocols
- Requirements

# Front-end

## Universe and Bounds

*problem* ::= *universe relDecl\* formula\**

*universe* ::= {*atom\**}

*relDecl* ::= *relation* :*arity* [*constant, constant*]

*constant* ::= {*tuple\**}

*tuple* ::= ⟨*atom\**⟩

*arity* ::= *positiveinteger*

*relation* ::= *identifier*

*atom* ::= *identifier*

*formula ::=*

<i>expr</i> $\subset$ <i>expr</i>	(subset)
<i>expr</i> = <i>expr</i>	(equality)
<b>some</b> <i>expr</i>	(at least one)
<b>one</b> <i>expr</i>	(exactly one)
<b>lone</b> <i>expr</i>	(at most one)
<b>no</b> <i>expr</i>	(empty)
$\neg$ <i>formula</i>	(negation)
<i>formula</i> $\wedge$ <i>formula</i>	(conjunction)
<i>formula</i> $\vee$ <i>formula</i>	(disjunction)
<i>formula</i> $\Rightarrow$ <i>formula</i>	(implication)
<i>formula</i> $\Leftrightarrow$ <i>formula</i>	(biiimplication)
( $\forall$   $\exists$   $\exists!$   $\nexists$ ) <i>varDecls</i>   <i>formula</i>	(universal)
<i>intexpr</i> { <   $\leq$   =   >   $\geq$ } <i>intexpr</i>	(comparison)

*formula ::=*

<i>expr in expr</i>	(subset)
<i>expr = expr</i>	(equality)
<b>some</b> <i>expr</i>	(at least one)
<b>one</b> <i>expr</i>	(exactly one)
<b>lone</b> <i>expr</i>	(at most one)
<b>no</b> <i>expr</i>	(empty)
<b>!</b> <i>formula</i>	(negation)
<i>formula</i> <b>and</b> <i>formula</i>	(conjunction)
<i>formula</i> <b>or</b> <i>formula</i>	(disjunction)
<i>formula</i> <b>implies</b> <i>formula</i>	(implication)
<i>formula</i> <b>iff</b> <i>formula</i>	(biiimplication)
( <b>all</b>   <b>some</b>   <b>one</b>   <b>no</b> ) <i>varDecls</i>   <i>formula</i>	(universal)
<i>intexpr</i> { <   ≤   =   >   ≥ } <i>intexpr</i>	(comparison)



*expr* ::=

<i>var</i>	(variable)
<i>expr</i> = <i>expr</i>	(equality)
$\sim$ <i>expr</i>	(transpose)
$\hat{\text{expr}}$	(closure)
<i>expr</i> $\cup$ <i>expr</i>	(union)
<i>expr</i> $\cap$ <i>expr</i>	(intersection)
<i>expr</i> $\setminus$ <i>expr</i>	(difference)
<i>expr</i> ; <i>expr</i>	(join)
<i>expr</i> $\times$ <i>expr</i>	(product)
{ <i>varDecls</i>   <i>formula</i> }	(comprehension)
<b>univ</b>	(universal set)
<b>none</b>	(empty set)
<b>iden</b>	(identity)

*expr* ::=

<i>var</i>	(variable)
<i>expr</i> = <i>expr</i>	(equality)
$\sim$ <i>expr</i>	(transpose)
$\hat{\text{expr}}$	(closure)
<i>expr</i> + <i>expr</i>	(union)
<i>expr</i> & <i>expr</i>	(intersection)
<i>expr</i> - <i>expr</i>	(difference)
<i>expr</i> · <i>expr</i>	(join)
<i>expr</i> → <i>expr</i>	(product)
{ <i>varDecls</i>   <i>formula</i> }	(comprehension)
<b>univ</b>	(universal set)
<b>none</b>	(empty set)
<b>iden</b>	(identity)

*intexpr* ::=

*integer* (literal)

| #*expr* (cardinality)

| **sum** (*expr*) (sum)

| *intexpr* {+ | - | × | ÷} *intexpr* (arithmetic)

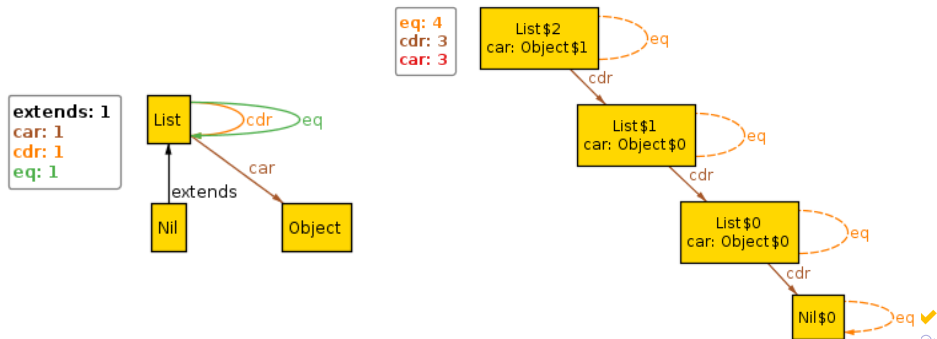
*varDecls* ::= (*variable* : *expr*)\*

*variable* ::= *identifier*

# Alloy Demonstration

## A Lisp-like List

**datatype** List = Nil | Cons of Element \* List



# Research Road-map



## Alloy Benchmarks

Proving Properties vs.  
Finding counterexamples.  
Producing Model, and Core.  
Producing Proofs.  
Fixed Bitwidth Arithmetic vs.  
Linear Integer Arithmetic.

Alloy Analyzer



KodKod Java API



Mace-Style  
Model Finder



CVC4+AX



KodKod Model  
Finder



SMT Solvers



Vampire



Triggers?



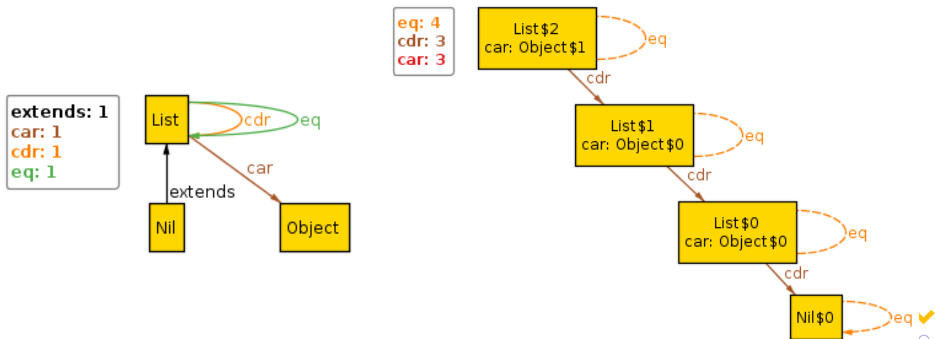
Understand the effect of following features on the performance:

1. Partial Models.
2. Decidable Fragments, Satisfiability with Finite Extension,
2. Binary, Ternary, N-ary Relations.
3. Hierarchical Types.
4. Nested Relational Joins.
5. Transitive Closure.
6. Nested Quantifiers.
7. Set Cardinality.
8. Arithmetic operations.
9. Ordered Relations.

# KodKod Walkthrough

## A Lisp-like List

**datatype** List = Nil | Cons of Element \* List



## Universe

$\{o_0, o_1, l_0, l_1, l_2, l_3, l_4, l_5\}$

## Bounds

*List* :<sub>1</sub> [ $\{\langle l_0 \rangle, \langle l_1 \rangle, \langle l_2 \rangle, \langle l_3 \rangle, \langle l_4 \rangle, \langle l_5 \rangle\}$ ]

*Object* :<sub>1</sub> [ $\{\langle o_0 \rangle, \langle o_1 \rangle\}$ ]

*Nil* :<sub>1</sub> [ $\{\}, \{\langle l_0 \rangle, \langle l_1 \rangle, \langle l_2 \rangle, \langle l_3 \rangle, \langle l_4 \rangle, \langle l_5 \rangle\}$ ]

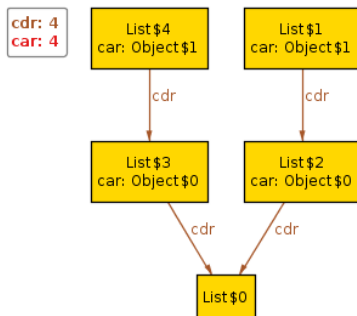
*car* :<sub>2</sub> [ $\{\langle l_4, o_1 \rangle, \langle l_3, o_0 \rangle, \langle l_2, o_0 \rangle, \langle l_1, o_1 \rangle\}$ ,  
 $\{\langle x, y \rangle \mid x : List \wedge y : Object\}$ ]

*cdr* :<sub>2</sub> [ $\{\langle l_4, l_3 \rangle, \langle l_3, l_0 \rangle, \langle l_2, l_0 \rangle, \langle l_1, l_2 \rangle\}$ ,  
 $\{\langle x, y \rangle \mid x : List \wedge y : List\}$ ]

*eq* :<sub>2</sub> [ $\{\}, \{\langle x, y \rangle \mid x : List \wedge y : List\}$ ]

## Universe

$\{o_0, o_1, l_0, l_1, l_2, l_3, l_4, l_5\}$





## Universe

 $\{o_0, o_1, l_0, l_1, l_2, l_3, l_4, l_5\}$ 

## KodKod API

```
1 String List0 = "List0 "; String List1 = "List1 ";
2 String List2 = "List2 "; String List3 = "List3 ";
3 String List4 = "List4 "; String List5 = "List5 ";
4 String Object0 = "Object0 ";
5 String Object1 = "Object1 ";
6
7 Universe universe = new Universe(List0 , List1 ,
8 List2 , List3 , List4 , List5 , Object0 , Object1);
```

## Translation

```
(declare-datatypes () ((univ (Object!1) (Object!1)
                          (List!0) (List!1) ... (List!4) (List!5)))

(declare-fun Object (univ) Bool)
(declare-fun List (univ) Bool)
...
(declare-fun eq (univ univ) Bool)

(assert (Object Object0))
(assert (Object Object1))
(assert (List List0))
...
(assert (cdr List1 List2))
```

## Axioms

1. *Nil* is a *List*.
2. *Nil* is a singleton.
3. *Nil* list has neither *car* nor *cdr*.
4. A Non-nil *List* has some *car* and *cdr*.
5. *Nil* is always reachable from any *List*.
6. Two lists are equal iff the objects they point to are same and the *Lists* they point are equal.
7. *car* relation is a partial function.

## Axioms

1.  $Nil \subseteq List$
2.  $\text{one } Nil$
3.  $\text{no } (Nil.cdr \cup Nil.car)$
4.  $\forall l : List - Nil \mid \text{some } (l.cdr) \wedge \text{some } (l.car)$  (constraints)
5.  $\forall l : List \mid Nil \subseteq (l.^*cdr)$
6.  $\forall a, b : List \mid a \subseteq b.\text{eq iff}$   
 $(a.car = b.car) \wedge (a.cdr \subseteq (b.cdr).\text{eq})$
7.  $\forall l : List \mid \text{lone } (l.car)$

## Alloy

```
(all l: one List | lone (l.car))
```

## KodKod API

```
1 Relation List = Relation.unary("List");
2 Relation car = Relation.binary("car");
3 Variable l = Variable.unary("l");
4 Formula f1 = l.join(car).lone()
5           .forall(l.oneOf(List));
```

## Alloy

```
(all l: one List | lone (l.car))
```

## SMTLIB

```
(forall ((l univ))  
  (=> (List l)  
    (forall ((x!1 univ) (x!2 univ))  
      (=> (and (cdr l x!1) (cdr l x!2))  
        (= x!1 x!2))))))
```

## Alloy

(one Nil)

## KodKod API

```
6 Relation Nil = Relation.unary("Nil");  
7 Formula f2 = Nil.one();
```

## Alloy

```
(one Nil)
```

## SMTLIB

```
(and (exists ((x!0 univ) (Nil x!0))  
      (forall ((x!0 univ) (x!1 univ))  
            (=> (and (Nil x!0) (Nil x!1))  
                (and (= x!0 x!1))))))
```



## Alloy

```
(all l: one (List - Nil) |  
  (some (l.cdr) and some (l.car)))
```

## KodKod API

```
8 Relation car = Relation.binary("cdr");  
9 Formula f3 = l.join(cdr).some()  
10     .and(l.join(car).some())  
11     .forall(  
12         l.oneOf(List.difference(Nil));
```

## Alloy

```
(all l: one (List - Nil) |  
  (some (l.cdr) and some (l.car)))
```

## SMTLIB

```
(forall ((l univ))  
  (=> (and (List l) (not (Nil l)))  
    (and  
      (exists ((x!1 univ)) (cdr l x!1))  
      (exists ((x!1 univ)) (car l x!1))))))
```

# Outcome

## SAT

*List*  $\mapsto \{\langle l_0 \rangle, \langle l_1 \rangle, \langle l_2 \rangle, \langle l_3 \rangle, \langle l_4 \rangle, \langle l_5 \rangle\}$

*Object*  $\mapsto \{\langle o_0 \rangle, \langle o_1 \rangle\}$

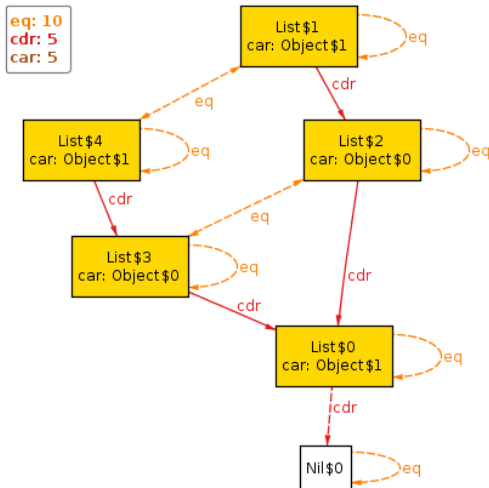
*Nil*  $\mapsto \{\langle l_5 \rangle\}$

*car*  $\mapsto \{\langle l_4, o_1 \rangle, \langle l_3, o_0 \rangle, \langle l_2, o_0 \rangle, \langle l_1, o_1 \rangle, \langle l_0, o_1 \rangle\}$  (model)

*cdr*  $\mapsto \{\langle l_4, l_3 \rangle, \langle l_3, l_0 \rangle, \langle l_2, l_0 \rangle, \langle l_1, l_2 \rangle, \langle l_0, l_5 \rangle\}$

*eq*  $\mapsto \{\langle l_5, l_5 \rangle, \langle l_4, l_4 \rangle, \langle l_3, l_3 \rangle, \langle l_2, l_2 \rangle, \langle l_1, l_1 \rangle,$   
 $\langle l_0, l_0 \rangle, \langle l_4, l_1 \rangle, \langle l_1, l_4 \rangle, \langle l_3, l_4 \rangle, \langle l_2, l_3 \rangle\}$

# Outcome



# Comparison with Z3's MBQI

