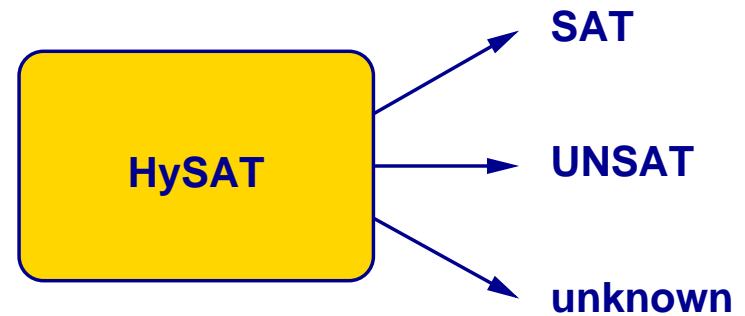
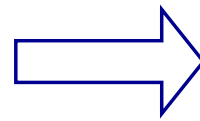


- what you can use it for
- how it works
- example from application domain
- final remarks

# What you can use it for

- Satisfiability checker for quantifier-free Boolean combinations of arithmetic constraints over the reals and integers
- Can deal with nonlinear constraints and thousands of variables

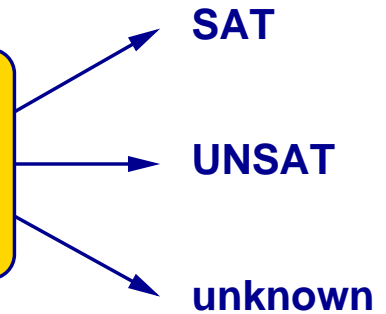
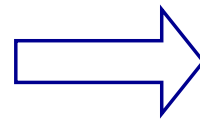
$(\neg b \vee \neg c)$   
 $\wedge (b \rightarrow \sin(x) \cdot y < 7.2)$   
 $\wedge (\sqrt{2x - y} = 8 \vee c)$   
 $\wedge (i^2 = 3j - 5)$



# What you can use it for

- Satisfiability checker for quantifier-free Boolean combinations of arithmetic constraints over the reals and integers
- Can deal with nonlinear constraints and thousands of variables

$$\begin{aligned} & (\neg b \vee \neg c) \\ \wedge & (b \rightarrow \sin(x) \cdot y < 7.2) \\ \wedge & (\sqrt{2x - y} = 8 \vee c) \\ \wedge & (i^2 = 3j - 5) \end{aligned}$$



Allows mixing of **Boolean**, **integer**, and **float** variables in the same arithmetic constraint

→ e.g. pseudo-Boolean constraints possible

# What you can use it for: Solving formulas

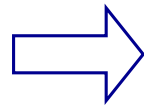
$$\begin{aligned} & (\neg b \vee \neg c) \\ \wedge & (b \rightarrow \sin(x) \cdot y < 7.2) \\ \wedge & (\sqrt{2x - y} = 8 \vee c) \\ \wedge & (i^2 = 3j - 5) \end{aligned}$$


## DECL

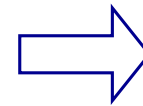
```
boole b, c;  
float [-100, 100] x, y;  
int [-100, 100] i, j;
```

## EXPR

```
!b or !c;  
b -> sin(x) * y < 7.2;  
nrt(2*x - y, 2) = 8 or c;  
i^2 = 3*j - 5;
```



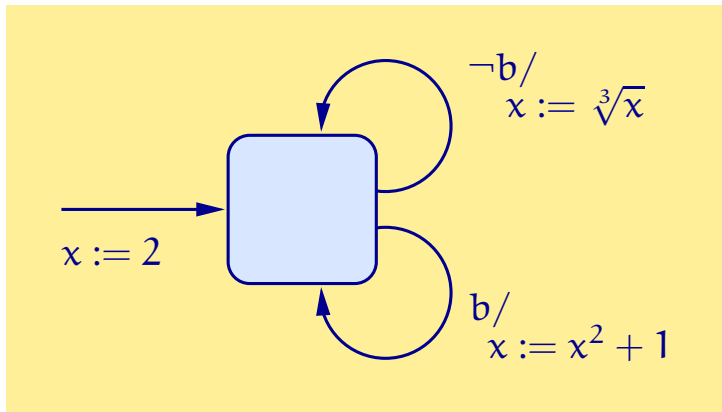
HySAT



## SOLUTION:

```
b (boole):  
  @0: [1, 1]  
  
c (boole):  
  @0: [0, 0]  
  
i (int):  
  @0: [-11, -11]  
  
j (int):  
  @0: [42, 42]  
  
x (float):  
  @0: [12.4357, 12.4357]  
  
y (float):  
  @0: [-39.1287, -39.1287]
```

# What you can use it for: Bounded Model Checking



**Safety property:**  
There's no sequence of input values such that  $3.14 \leq x \leq 3.15$

```
DECL
  boole b;
  float [0.0, 1000.0] x;

INIT
  -- Characterization of initial state.
  x = 2.0;

TRANS
  -- Transition relation.
  b -> x' = x^2 + 1;
  !b -> x' = nrt(x, 3);

TARGET
  -- State(s) to be reached.
  x >= 3.14 and x <= 3.15;
```

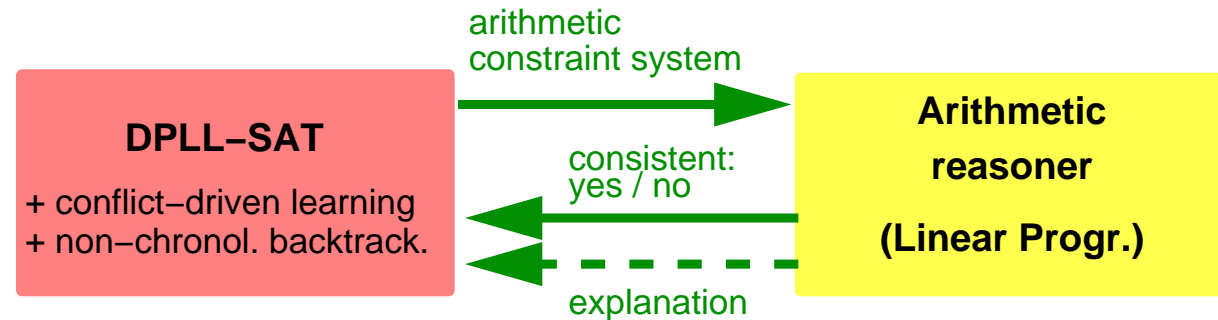
**HySAT**

```
SOLUTION:
  b (boole):
    @0: [0, 0]
    @1: [1, 1]
    @2: [1, 1]
    @3: [0, 0]
    @4: [1, 1]
    @5: [1, 1]
    @6: [0, 0]
    @7: [1, 1]
    @8: [0, 0]
    @9: [1, 1]
    @10: [1, 1]
    @11: [0, 0]

  x (float):
    @0: [2, 2]
    @1: [1.25992, 1.25992]
    @2: [2.5874, 2.5874]
    @3: [7.69464, 7.69464]
    @4: [1.97422, 1.97422]
    @5: [4.89756, 4.89756]
    @6: [24.9861, 24.9861]
    @7: [2.92347, 2.92347]
    @8: [9.5467, 9.5467]
    @9: [2.12138, 2.12138]
    @10: [5.50024, 5.50024]
    @11: [31.2526, 31.2526]
    @12: [3.14989, 3.14989]
```

COUNTEREXAMPLE

- HySAT is **not** a SAT-Modulo-Theory solver:



- HySAT can be seen as a **generalization of the DPLL procedure**
    - ▷ deduction rule for  $n$ -ary disjunctions ('clauses'): unit propagation
    - ▷ deduction rules for arithmetic operators: adopted from interval constraint solving
    - ▷ search engine / branch-and-deduce framework inherited from DPLL
- All **acceleration techniques** known for DPLL also apply to arithmetic constraints:
- ▷ conflict-driven learning
  - ▷ backjumping
  - ▷ lazy clause evaluation (watched literal scheme)

# How it works: Example

$$\begin{aligned}c_1 &: (\neg a \vee \neg c \vee d) \\c_2 &: \wedge (\neg a \vee \neg b \vee c) \\c_3 &: \wedge (\neg c \vee \neg d) \\c_4 &: \wedge (b \vee x \geq -2) \\c_5 &: \wedge (x \geq 4 \vee y \leq 0 \vee h_3 \geq 6.2) \\c_6 &: \wedge h_1 = x^2 \\c_7 &: \wedge h_2 = -2 \cdot y \\c_8 &: \wedge h_3 = h_1 + h_2\end{aligned}$$

- Use **Tseitin-style (i.e. definitional) transformation** to rewrite input formula into a conjunction of constraints:
  - ▷ **n-ary disjunctions of bounds**
  - ▷ **arithmetic constraints having at most one operation symbol**
- Boolean variables are regarded as 0-1 integer variables. Allows identification of **literals** with **bounds on Booleans**:
$$\begin{aligned}b &\equiv b \geq 1 \\ \neg b &\equiv b \leq 0\end{aligned}$$
- Float variables  $h_1, h_2, h_3$  are used for decomposition of complex constraint  $x^2 - 2y \geq 6.2$ .

# How it works: Example

$$c_1 : (\neg a \vee \neg c \vee d)$$

$$c_2 : \wedge (\neg a \vee \neg b \vee c)$$

$$c_3 : \wedge (\neg c \vee \neg d)$$

$$c_4 : \wedge (b \vee x \geq -2)$$

$$c_5 : \wedge (x \geq 4 \vee y \leq 0 \vee h_3 \geq 6.2)$$

$$c_6 : \wedge h_1 = x^2$$

$$c_7 : \wedge h_2 = -2 \cdot y$$

$$c_8 : \wedge h_3 = h_1 + h_2$$

DL 1:  $a \geq 1$



# How it works: Example

$$c_1 : (\neg a \vee \neg c \vee d)$$

$$c_2 : \wedge (\neg a \vee \neg b \vee c)$$

$$c_3 : \wedge (\neg c \vee \neg d)$$

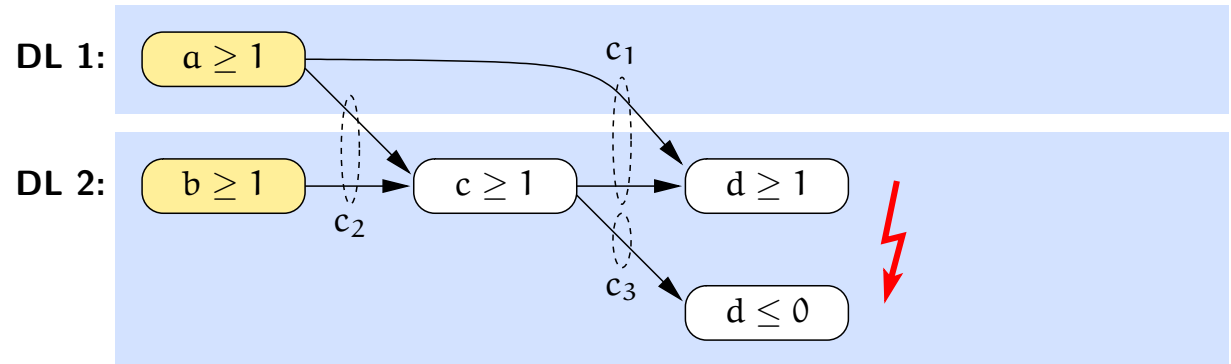
$$c_4 : \wedge (b \vee x \geq -2)$$

$$c_5 : \wedge (x \geq 4 \vee y \leq 0 \vee h_3 \geq 6.2)$$

$$c_6 : \wedge h_1 = x^2$$

$$c_7 : \wedge h_2 = -2 \cdot y$$

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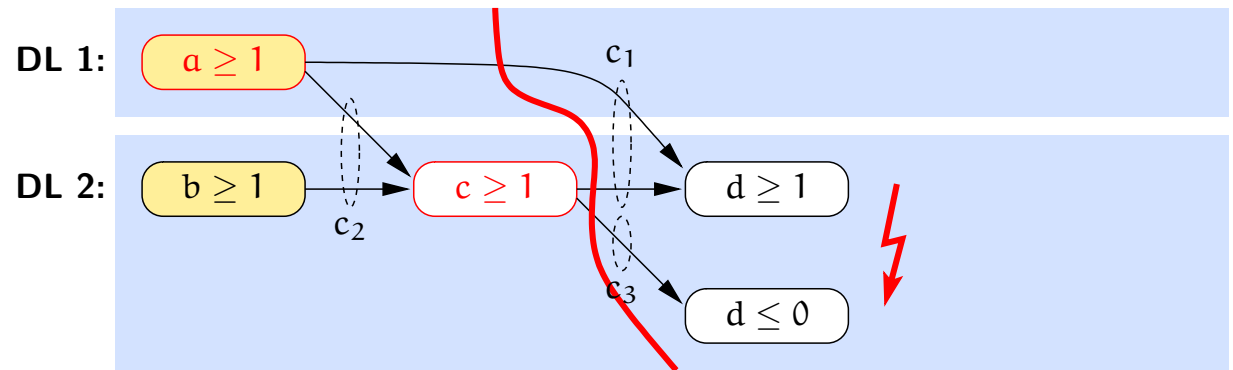
$$c_5 : \wedge (x \geq 4 \vee y \leq 0 \vee h_3 \geq 6.2)$$

$$c_6 : \wedge h_1 = x^2$$

$$c_7 : \wedge h_2 = -2 \cdot y$$

$$c_8 : \wedge h_3 = h_1 + h_2$$

$$c_9 : \wedge (\neg a \vee \neg c)$$



# How it works: Example

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$$c_3 : \wedge (\neg c \vee \neg d)$$

$$c_4 : \wedge (b \vee x \geq -2)$$

$$c_5 : \wedge (x \geq 4 \vee y \leq 0 \vee h_3 \geq 6.2)$$

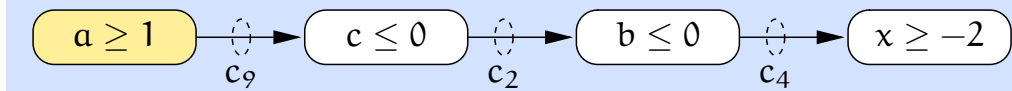
$$c_6 : \wedge h_1 = x^2$$

$$c_7 : \wedge h_2 = -2 \cdot y$$

$$c_8 : \wedge h_3 = h_1 + h_2$$

$$c_9 : \wedge (\neg a \vee \neg c)$$

DL 1:



# How it works: Example

$$c_1 : (\neg a \vee \neg c \vee d)$$

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$$c_3 : \wedge (\neg c \vee \neg d)$$

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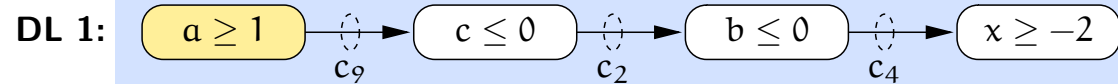
$$c_5 : \wedge (x \geq 4 \vee y \leq 0 \vee h_3 \geq 6.2)$$

$$c_6 : \wedge h_1 = x^2$$

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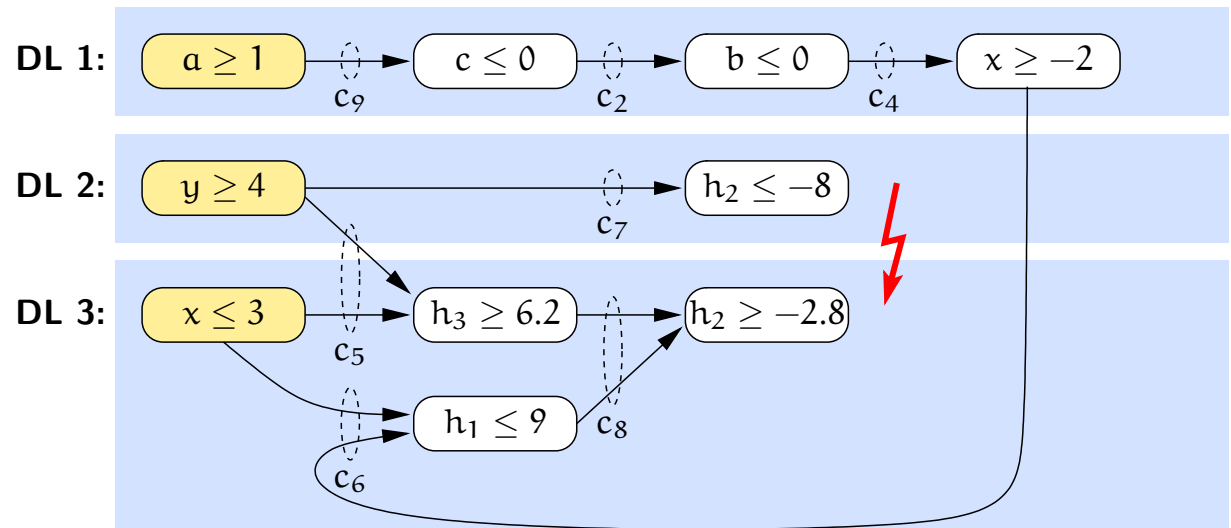
$$c_5 : \wedge (x \geq 4 \vee y \leq 0 \vee h_3 \geq 6.2)$$

$$c_6 : \wedge h_1 = x^2$$

$$c_7 : \wedge h_2 = -2 \cdot y$$

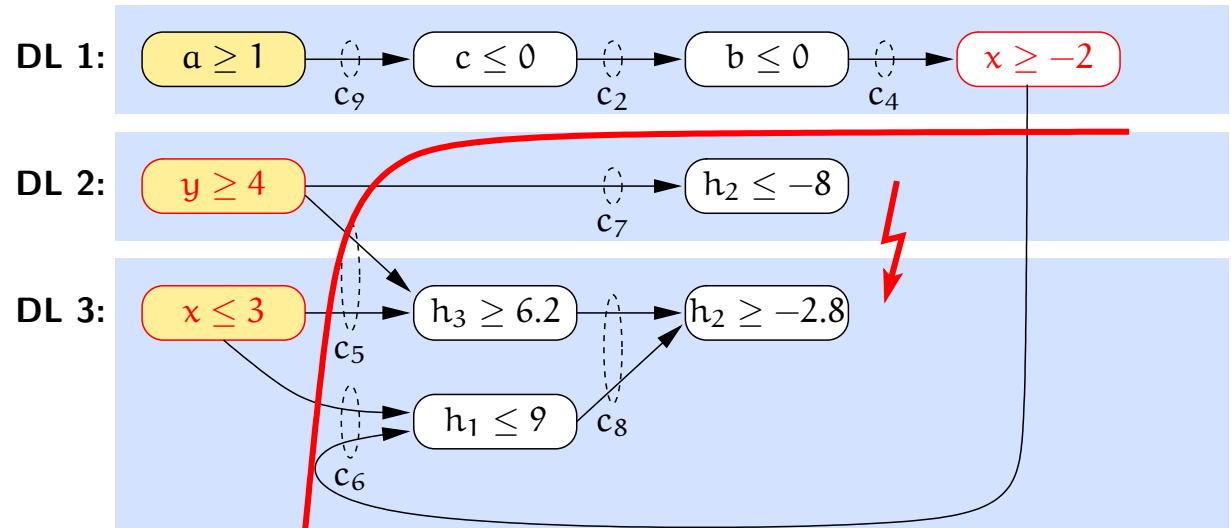
$$c_8 : \wedge h_3 = h_1 + h_2$$

$$c_9 : \wedge (\neg a \vee \neg c)$$



# How it works: Example

- $c_1 : (\neg a \vee \neg c \vee d)$   
 $c_2 : \wedge (\neg a \vee \neg b \vee c)$   
 $c_3 : \wedge (\neg c \vee \neg d)$   
 $c_4 : \wedge (b \vee x \geq -2)$   
 $c_5 : \wedge (x \geq 4 \vee y \leq 0 \vee h_3 \geq 6.2)$   
 $c_6 : \wedge h_1 = x^2$   
 $c_7 : \wedge h_2 = -2 \cdot y$   
 $c_8 : \wedge h_3 = h_1 + h_2$   
 $c_9 : \wedge (\neg a \vee \neg c)$   
 $c_{10} : \wedge (x < -2 \vee y < 3 \vee x > 3)$



← conflict clause = **symbolic** description  
of a **rectangular region** of the search space  
which is excluded from future search

# How it works: Example

$$c_1 : (\neg a \vee \neg c \vee d)$$

$$c_2 : \wedge (\neg a \vee \neg b \vee c)$$

$$c_3 : \wedge (\neg c \vee \neg d)$$

$$c_4 : \wedge (b \vee x \geq -2)$$

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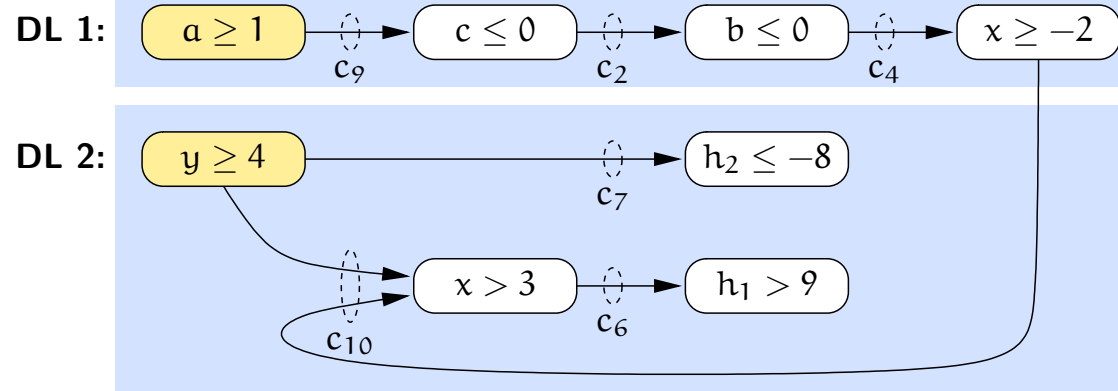
$$c_6 : \wedge h_1 = x^2$$

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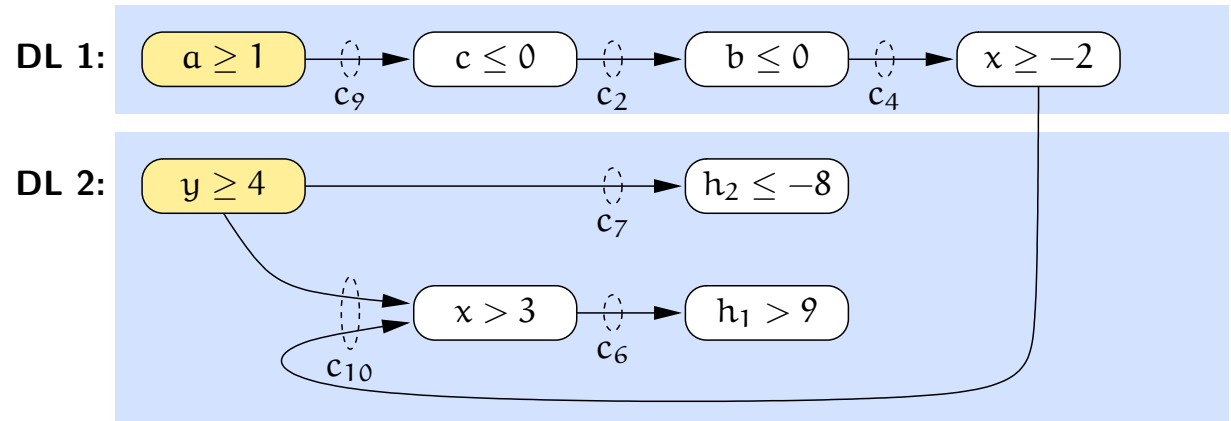
$$c_9 : \wedge (\neg a \vee \neg c)$$

$$c_{10} : \wedge (x < -2 \vee y < 3 \vee x > 3)$$



# How it works: Example

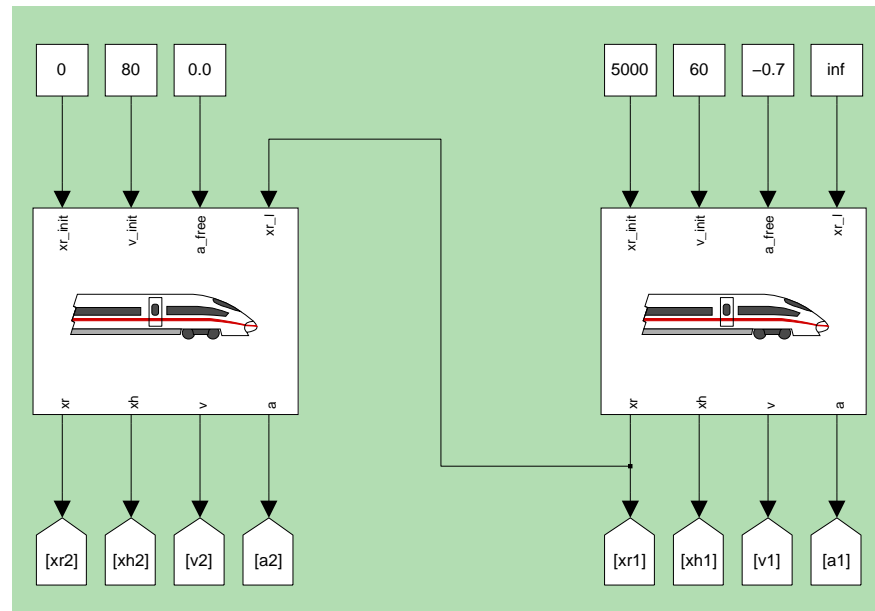
$c_1 : (\neg a \vee \neg c \vee d)$   
 $c_2 : \wedge (\neg a \vee \neg b \vee c)$   
 $c_3 : \wedge (\neg c \vee \neg d)$   
 $c_4 : \wedge (b \vee x \geq -2)$   
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 $c_8 : \wedge h_3 = h_1 + h_2$   
 $c_9 : \wedge (\neg a \vee \neg c)$   
 $c_{10} : \wedge (x < -2 \vee y < 3 \vee x > 3)$



- Continue do split and deduce until either
  - ▷ formula turns out to be UNSAT (unresolvable conflict)
  - ▷ solver is left with 'sufficiently small' portion of the search space for which it cannot derive any contradiction
- Avoid infinite splitting and deduction:
  - ▷ minimal splitting width
  - ▷ discard a deduced bound if it yields small progress only



## Example: Train Separation in Absolute Braking Distance

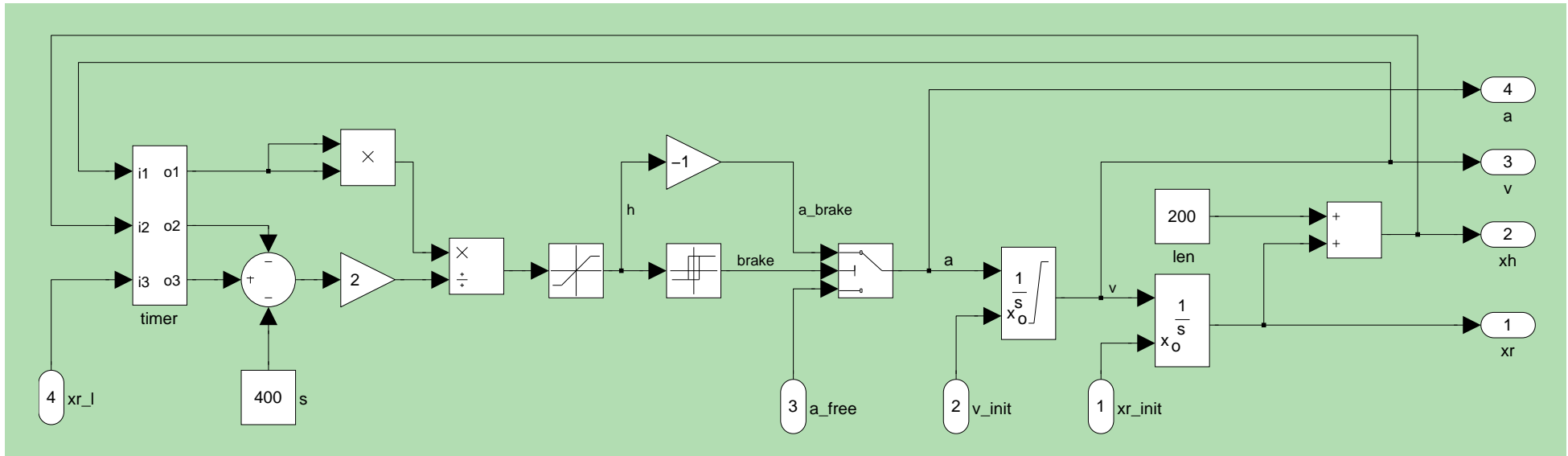


Minimal admissible distance  $d$  between two following trains equals braking distance  $d_b$  of the second train plus a safety distance  $S$ .

First train reports position of its end to the second train every 8 seconds.

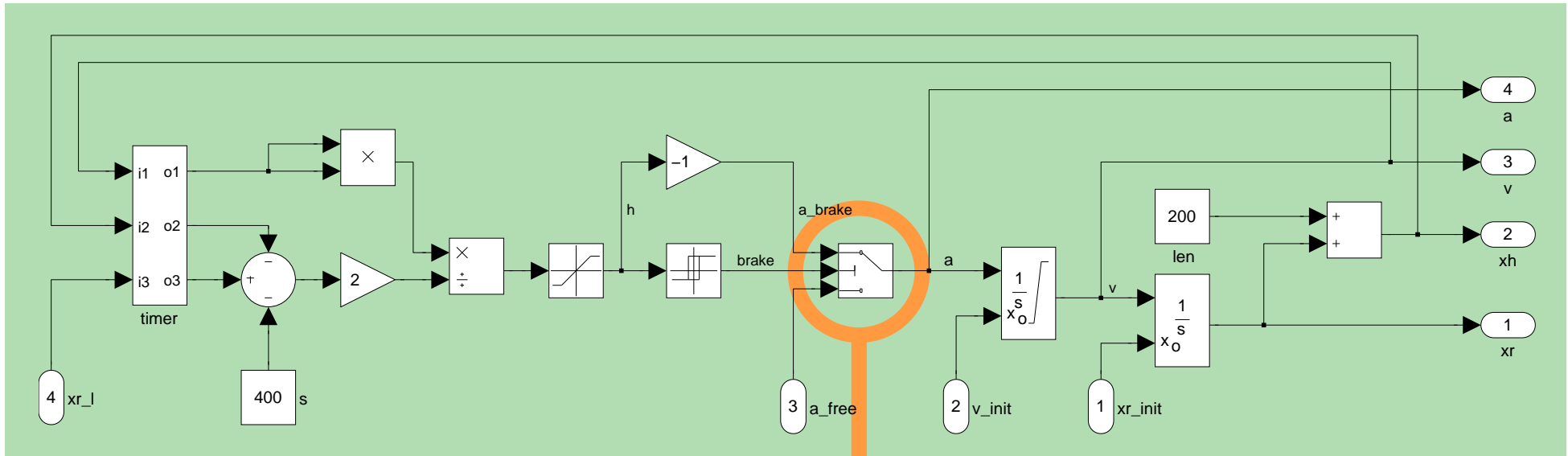
Controller in second train automatically initiates braking to maintain a safe distance.

## Model of Controller & Train Dynamics



**Property to be checked:** Does the controller guarantee that collisions don't occur in any possible scenario of use?

## Translation to HySAT

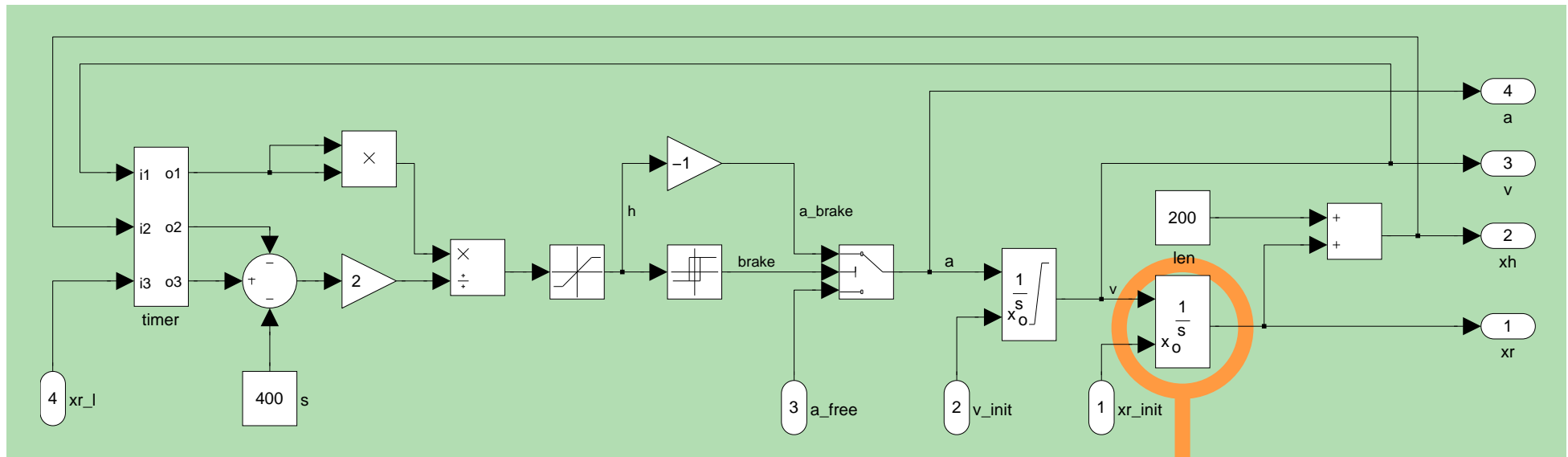


-- Switch block: Passes through the first input or the third input  
-- based on the value of the second input.

`brake -> a = a_brake;`

`!brake -> a = a_free;`

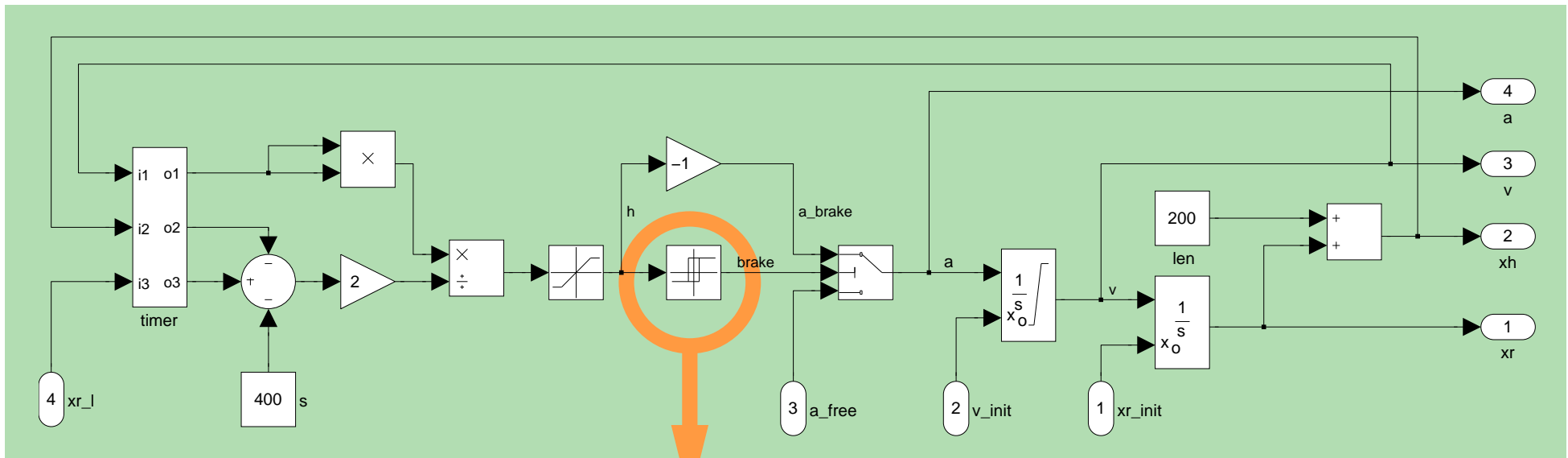
## Translation to HySAT



-- Euler approximation of integrator block

$$xr' = xr + dt * v;$$

## Translation to HySAT

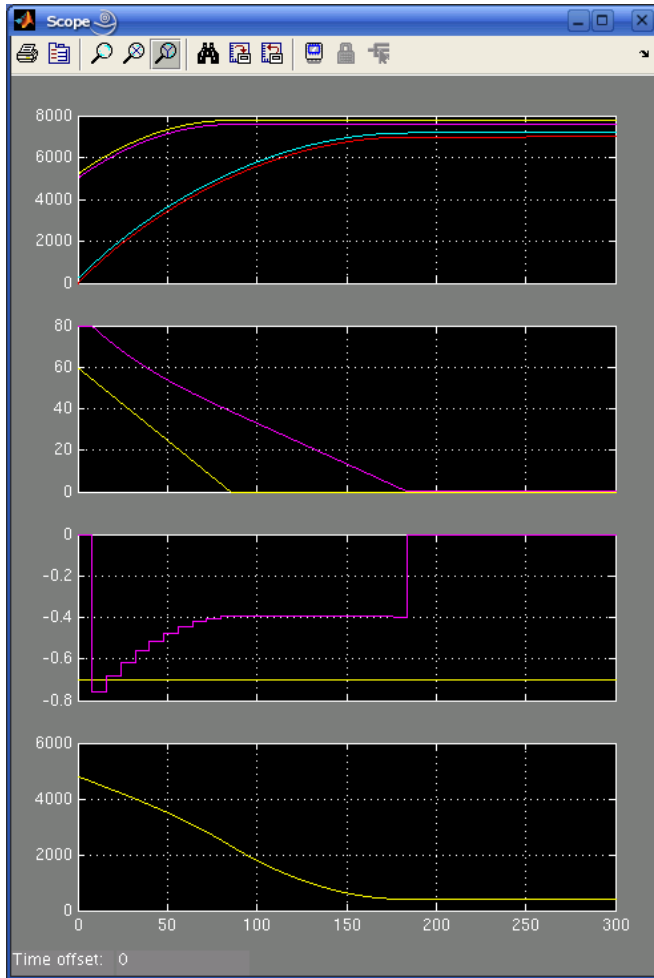


-- Relay block: When the relay is on, it remains on until the input drops below the value of the switch off point parameter. When the relay is off, it remains off until the input exceeds the value of the switch on point parameter.

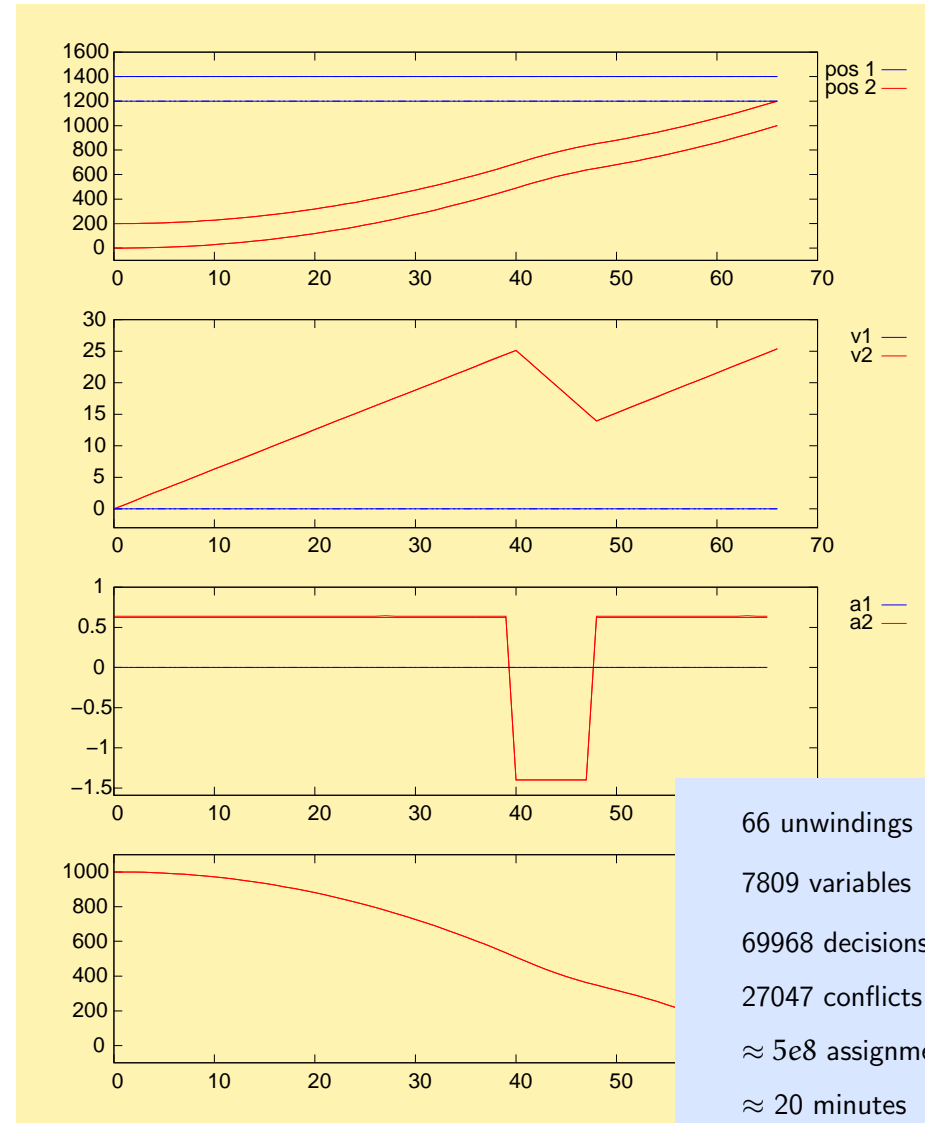
```
(!is_on and h >= param_on ) -> ( is_on' and brake);  
(!is_on and h < param_on ) -> (!is_on' and !brake);  
( is_on and h <= param_off) -> (!is_on' and !brake);  
( is_on and h > param_off) -> ( is_in' and brake);
```

# Application: BMC of Matlab/Simulink Model

## Simulation of the Model



## Error Trace found by HySAT



66 unwindings  
7809 variables  
69968 decisions  
27047 conflicts  
 $\approx 5e8$  assignments  
 $\approx 20$  minutes

- Prototype implementation. Still missing:
  - ▷ random restarts
  - ▷ activity-based splitting heuristics
  - ▷ ‘forgetting’ of learned clauses
  - ▷ low-level code optimizations (e.g. to improve caching)
- Future extensions:
  - ▷ (SMT-style) integration of Linear Programming
  - ▷ native (ICP-based) support for ODEs
- Tool & Papers available at
  - ▷ <http://hysat.informatik.uni-oldenburg.de>

**Thank you!**