



max planck institut
informatik

Saarland
Informatics Campus



A Verified SAT Solver with Watched Literals Using Imperative HOL (Extended Abstract)

Mathias
Fleury

Jasmin C.
Blanchette

Peter
Lammich



How reliable are SAT solvers?

Two ways to ensure correctness:

- ▶ certify the certificate
 - certificates are huge
- ▶ verification of the code
 - code will not be competitive
 - allows to study metatheory
 - useful if non-checkable techniques are required

How reliable are SAT solvers?

Two ways to ensure correctness:

- ▶ certify the certificate
 - certificates are huge
- ▶ verification of the code
 - code will not be competitive
 - allows to study metatheory

How reliable is the theory?

Conference version Branch and Bound for Boolean Optimization and
the Generation of Optimality Certificates
Javier Larrosa, Robert Nieuwenhuis, Albert Oliveras, and Enric Rodríguez-Carbonell (SAT 2009)

A literal l is *true* in I if $l \in I$, *false* in I if $\neg l \in I$, and *undefined* in I otherwise.

A clause set S is true in I if all its clauses are true in I . Then I is called a *model* of S , and we write $I \models S$ (and similarly if a literal or clause is true in I).

How reliable is the theory?

Conference version Branch and Bound for Boolean Optimization and the Generation of Optimality Certificates
Javier Larrosa, Robert Nieuwenhuis, Albert Oliveras, and Enric Rodríguez-Carbonell (SAT 2009)

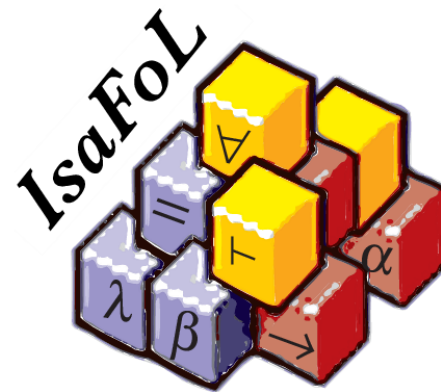
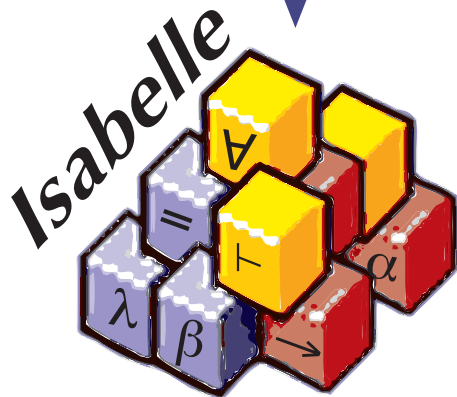
A literal l is *true* in I if $l \in I$, *false* in I if $\neg l \in I$, and *undefined* in I otherwise.

A clause set S is true in I if all its clauses are true in I . Then I is called a *model* of S , and we write $I \models S$ (and similarly if a literal or clause is true in I).

Journal version A Framework for Certified Boolean Branch-and-Bound Optimization
Javier Larrosa, Robert Nieuwenhuis, Albert Oliveras, and Enric Rodríguez-Carbonell (JAR 2011)

literals of a clause C are false in I . A clause set S is true in I if all its clauses are true in I ; if I is also total, then I is called a *total model* of S , and we write $I \models S$.

I certify your
proof



IsaFoL project

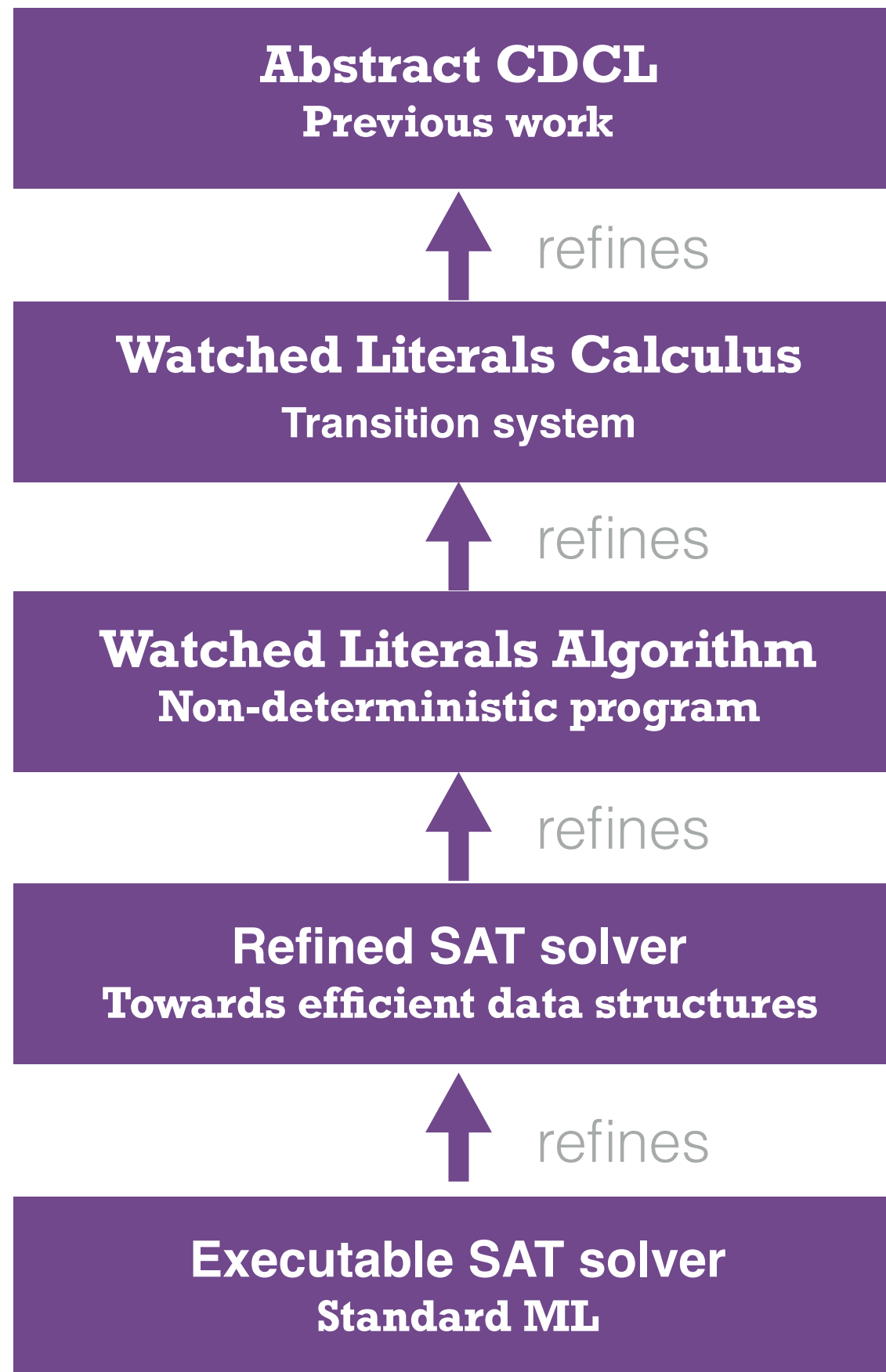
Isabelle Formalisation of Logic

IsaFoL

- ▶ FO resolution
by Schlichtkrull (ITP 2016)
- ▶ CDCL with learn, forget, restart, and incrementality
by Blanchette, Fleury, Weidenbach (IJCAR 2016)
- ▶ GRAT certificate checker
by Lammich (CADE-26, 2017)
- ▶ A verified SAT solver with watched literals
by Fleury, Blanchette, Lammich (CPP 2018, now)

IsaFoL

- ▶ FO resolution
by Schlichtkrull (ITP 2016)
- ▶ CDCL with learn, forget, restart, and incrementality
by Blanchette, Fleury, Weidenbach (IJCAR 2016)
- ▶ GRAT certificate checker
by Lammich (CADE-26, 2017)
- ▶ A verified SAT solver with watched literals
by Fleury, Blanchette, Lammich (CPP 2018, now)



Abstract CDCL

Previous work

Propagate rule

in Isabelle

$$\begin{aligned} C \vee L \in N \implies M \models_{\text{as}} \neg C \implies \text{undefined_lit } M \ L \implies \\ (M, N) \Rightarrow_{\text{CDCL}} (L \# M, N) \end{aligned}$$

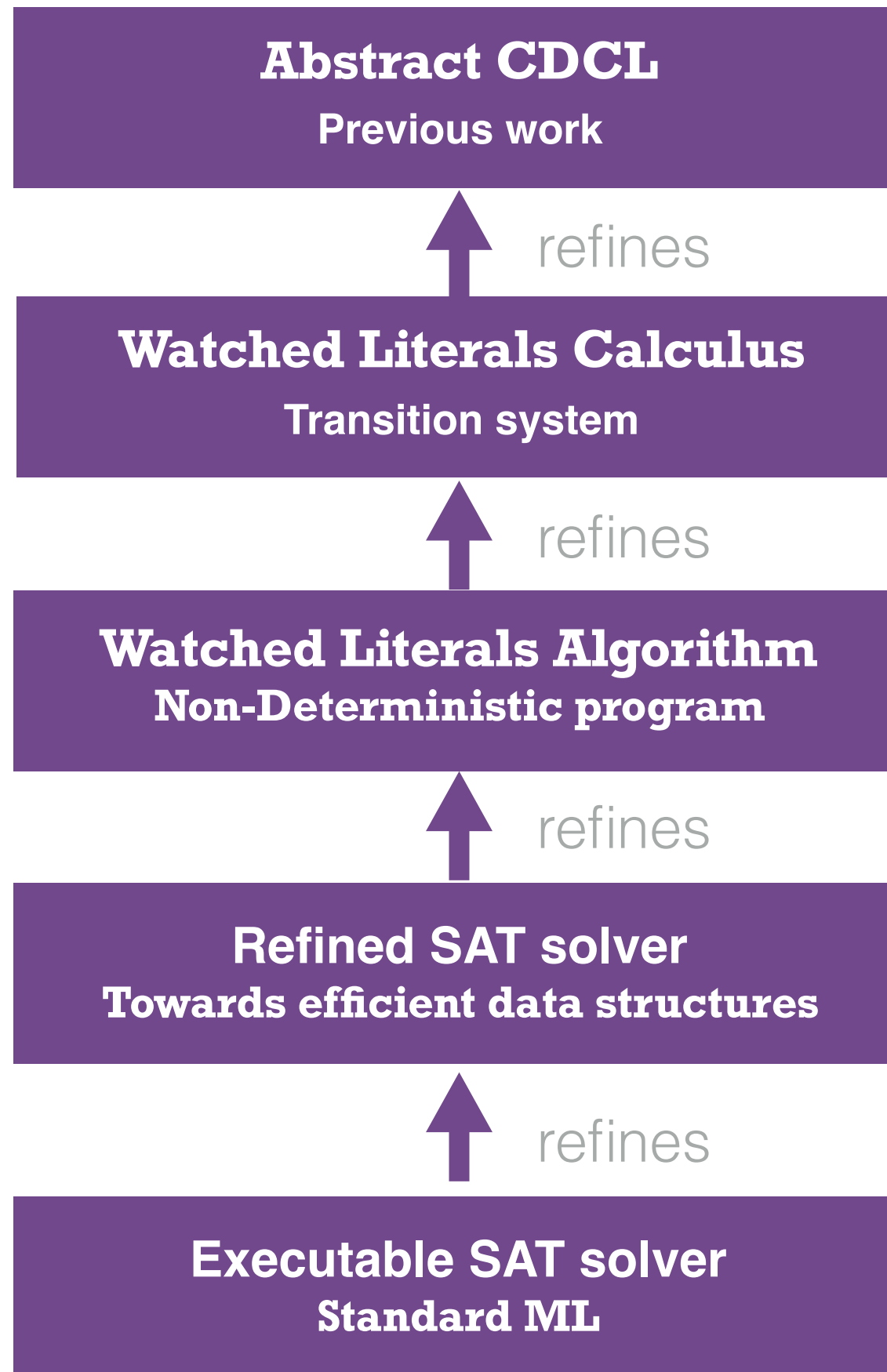
Propagate rule

in Isabelle

$$C \vee L \in N \implies M \models \neg C \implies \text{undefined_lit } M \ L \implies \\ (M, N) \Rightarrow_{\text{CDCL}} (L \# M, N)$$

Problem:

Iterating over the clauses
is inefficient



Watched Literals Calculus

Transition system

Watched literals invariant

1. Watch one true literal
2. or watch two unset literals
3. or watch a false literal
if all other literals are false

Watched literals invariant

1. Watch one true literal
2. or watch two unset literals
3. or watch a false literal
if all other literals are false

unless a conflict has
been found

Watched literals invariant

1. Watch one true literal
2. or watch two unset literals
3. or watch a false literal
if all other literals are false

unless a conflict has
been found

or an update is
pending

Watched literals invariant (less wrong)

this literal has been set earlier

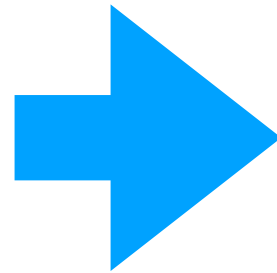
1. Watch one true literal
2. or watch two unset literals
3. or watch a false literal if all other literals are false

unless a conflict has been found

or an update is pending

Watched literals invariant

1. Watch one true literal
2. or watch two unset literals
3. or watch a false literal
if all other literals are false

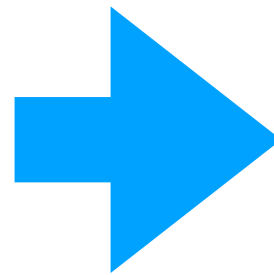


1. Watch any literal
if there is a true literal
2. or watch two unset literals
3. or watch a false literal
if all other literals are false

Watched literals invariant

with blocking literals

1. Watch one true literal
2. or watch two unset literals
3. or watch a false literal
if all other literals are false



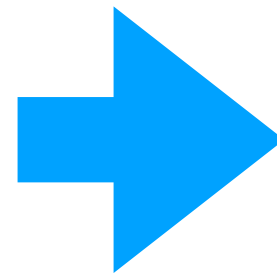
1. Watch any literal
if there is a true literal
2. or watch two unset literals
3. or watch a false literal
if all other literals are false

Watched literals invariant

with blocking literals



1. Watch one true literal
2. or watch two unset literals
3. or watch a false literal
if all other literals are false



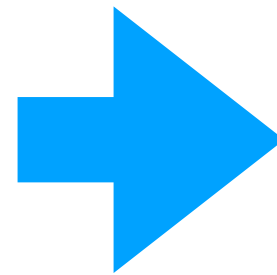
1. Watch any literal
if there is a true literal
2. or watch two unset literals
3. or watch a false literal
if all other literals are false

Watched literals invariant

with blocking literals



1. Watch one true literal
2. or watch two unset literals
3. or watch a false literal
if all other literals are false



1. Watch any literal
if there is a true literal
2. or watch two unset literals
3. or watch a false literal
if all other literals are false

~~(not yet refined to code)~~



Finding invariants (11 new ones)



No high-level description



sledgehammer

 Finding invariants (11 new ones)

 No high-level description

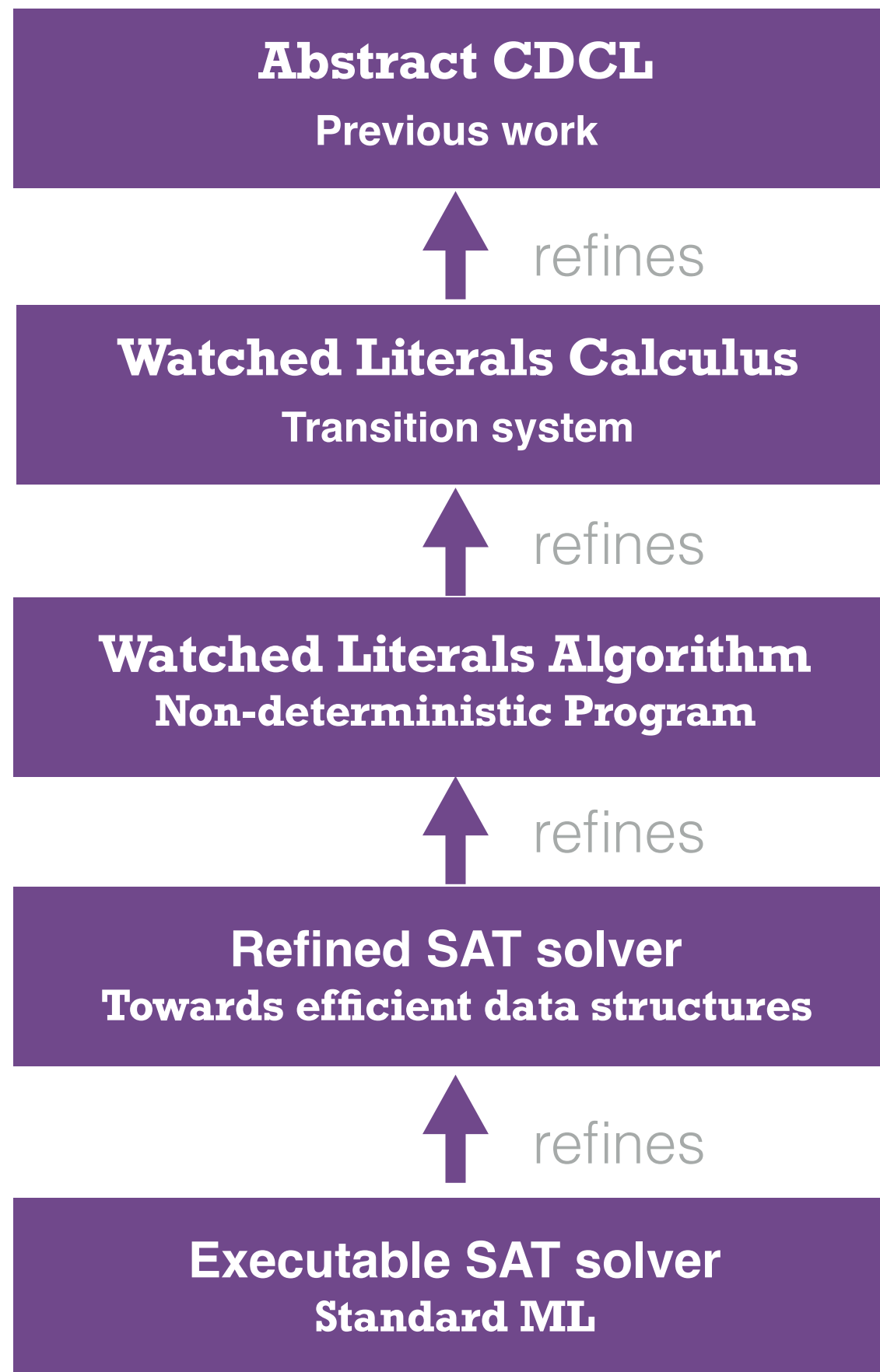
 sledgehammer

Correctness theorem

in Isabelle

If S is well-formed and $S \Rightarrow_{\text{TWL}} T$ then

$\text{CDCL_of } S \Rightarrow_{\text{CDCL}} \text{CDCL_of } T$



Watched Literals Calculus

Transition system



Watched Literals Algorithm

Non-deterministic Program

DEMO I

Picking Next Clause

```
propagate_conflict_literal L S :=  
  WHILE_T  
    (λT. clauses_to_update T ≠ {})  
  
    (λT. do {  
      ASSERT(causes_to_update T ≠ {})  
      C ← SPEC (λC. C ∈ clauses_to_update T);  
      U ← remove_from_clauses_to_update C T;  
      update_clause (L, C) U  
    })  
  )  
  
S
```

Refinement Framework: non-deterministic exception monad

```
propagate_conflict_literal L S :=  
  WHILET  
    (λT. clauses_to_update T ≠ {})  
  
    (λT. do {  
      ASSERT(causes_to_update T ≠ {})  
      C ← SPEC (λC. C ∈ clauses_to_update T);  
      U ← remove_from_clauses_to_update C T;  
      update_clause (L, C) U  
    })  
  )  
  
S
```

Refinement Framework: non-deterministic exception monad

propagate_conflict_literal L S :=

WHILE_T

($\lambda T. \text{clauses_to_update } T \neq \{\}$)

($\lambda T. \text{do } \{$

ASSERT($\text{clauses_to_update } T \neq \{\}$)

C \leftarrow SPEC ($\lambda C. C \in \text{clauses_to_update } T$);

U \leftarrow remove_from_clauses_to_update C T;

update_clause (L, C) U

}

)

S

Assertions

Refinement Framework: non-deterministic exception monad

propagate_conflict_literal L S :=

WHILE_T

($\lambda T. \text{clauses_to_update } T \neq \{\}$)

($\lambda T. \text{do } \{$

 ASSERT($\text{clauses_to_update } T \neq \{\}$)

 C \leftarrow SPEC ($\lambda C. C \in \text{clauses_to_update } T$);

 U \leftarrow remove_from_clauses_to_update C T;

 update_clause (L, C) U

 }

)

S

Non-deterministic
getting of a clause

Refinement Framework: non-deterministic exception monad




```
propagate_conflict_literal L S :=  
  WHILET  
    (λT. clauses_to_update T ≠ {})  
  
    (λT. do {  
      ASSERT(causes_to_update T ≠ {})  
      C ← SPEC (λC. C ∈ clauses_to_update T);  
      U ← remove_from_clauses_to_update C T;  
      update_clause (L, C) U  
    })  
  )  
  
S
```

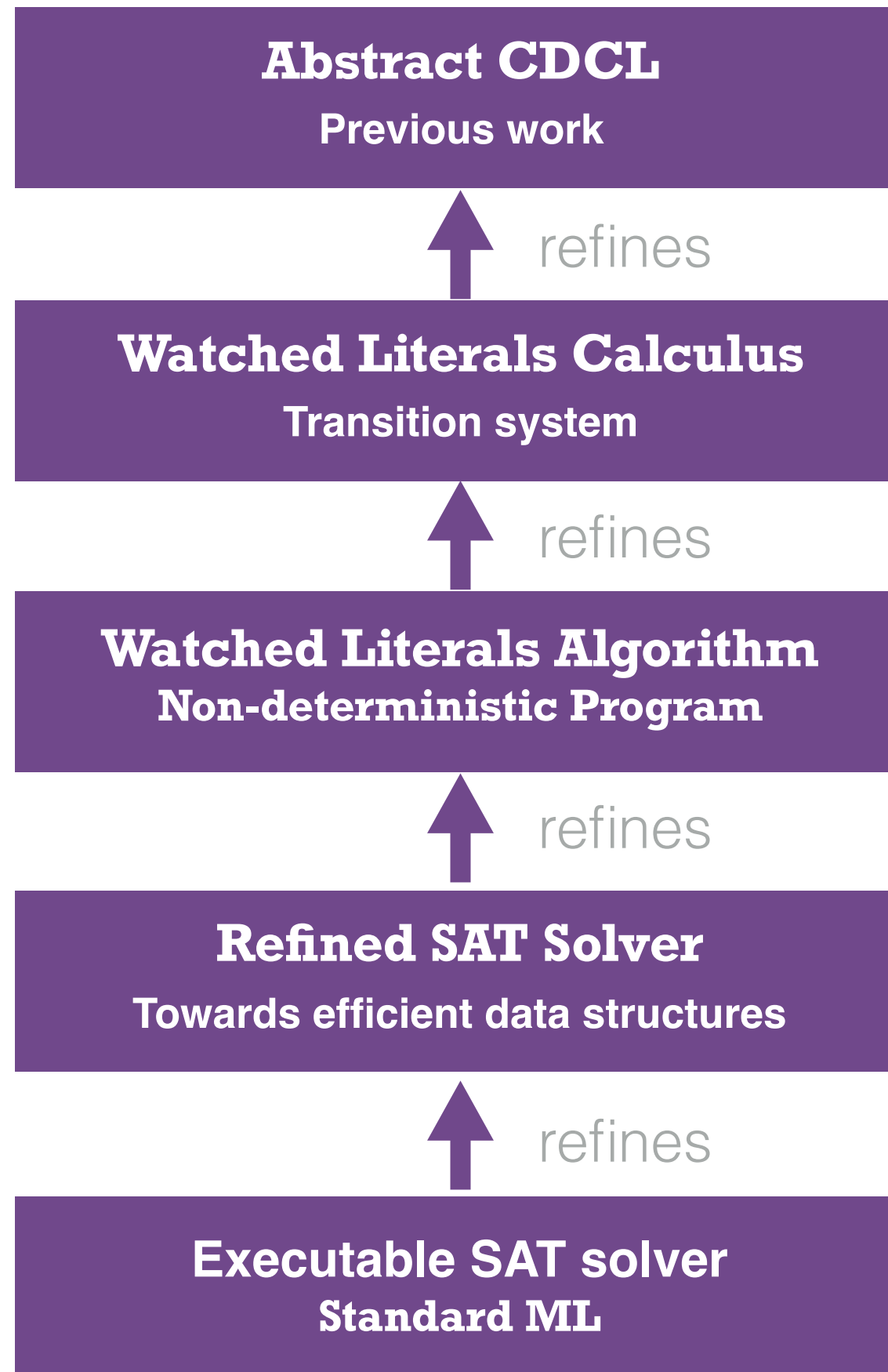

- ▶ More deterministic (order of the rules)
- ▶ But still non deterministic (decisions)
- ▶ Goals of the form

- ▶ More deterministic (order of the rules)
- ▶ But still non deterministic (decisions)
- ▶ Goals of the form

propagate_conflict_literal $L \ S \leq \text{SPEC}(\lambda T. \ S \Rightarrow_{\text{TWL}^*} T)$

in Isabelle

-  VCG's goals hard to read
-  Very tempting to write fragile proofs
-  sledgehammer



Watched Literals Algorithm

Non-deterministic Program



Refined SAT Solver

Towards efficient data structures

DPLL with Watched Literals

Clauses (multisets)

1. $\boxed{\neg B} \vee \boxed{C} \vee A$
2. $\boxed{\neg C} \vee \boxed{\neg B} \vee \neg A$
3. $\neg A \vee \boxed{\neg B} \vee \boxed{C}$
4. $\boxed{\neg A} \vee \boxed{B}$

Clauses after refinement (lists)

- | | | | |
|----|------------------|------------------|----------|
| 1. | $\boxed{\neg B}$ | \boxed{C} | A |
| 2. | $\boxed{\neg C}$ | $\boxed{\neg B}$ | $\neg A$ |
| 3. | \boxed{C} | $\boxed{\neg B}$ | $\neg A$ |
| 4. | $\boxed{\neg A}$ | \boxed{B} | |

To update:

A: $\neg A: 4$ C: 1,3 $\neg C: 2$
 B: 4 $\neg B: 1,2,3$

- 🔑 Choice on the heuristics
- 🔑 Choice on the data structures
- 🔑 Prepare code synthesis

Decision heuristic

- ▶ Variable-move-to-front heuristic
- ▶ No correctness w.r.t. a standard implementation
- ▶ Behaves correctly:
 - returns an unset literal if there is one
 - no exception (out-of-bound array accesses)

DEMO II

```

propagate_conflict_literal L S :=
  WHILET
    (λT. clauses_to_update T ≠ {})

    (λT. do {
      ASSERT(closures_to_update T ≠ {})
      C ← SPEC (λC. C ∈ clauses_to_update T);
      U ← remove_from_closures_to_update C T;
      update_clause L C U
    }
  )

  S

```

```

propagate_conflict_literal_list L S :=
  WHILET
    (λ(w, T). w < length (watched_by T L))

    (λ(w, T). do {
      C ← (watched_by T L) ! w;
      update_clause_list L C T
    }
  )

  (S, 0)

```

```

propagate_conflict_literal L S :=
  WHILET
    (λT. clauses_to_update T ≠ {})

    (λT. do {
      ASSERT(closures_to_update T ≠ {})
      C ← SPEC (λC. C ∈ clauses_to_update T);
      U ← remove_from_closures_to_update C T;
      update_clause L C U
    })
  )
S

```

```

propagate_conflict_literal_list L S :=
  WHILET
    (λ(w, T). w < length (watched_by T L))

    (λ(w, T). do {
      C ← (watched_by T L) ! w;
      update_clause_list L C T
    })
  )
(S 0)

```

$\text{propagate_conflict_literal_list } L \ S \leq \Downarrow \text{ conversion_between_states}$
 $(\text{propagate_conflict_literal } L \ T)$

in Isabelle

In Isabelle

many simp rules along:

$$(\mathbf{S}_{\text{list}}, \mathbf{T}_{\text{mset}}) \in \mathbf{R}_{\text{list_mset}} \implies \\ \text{trail}_{\text{mset}} \mathbf{T} = \text{trail}_{\text{list}} \mathbf{S}$$

many invariant along:

$$(\exists \mathbf{T}_{\text{mset}}. (\mathbf{S}_{\text{list}}, \mathbf{T}_{\text{mset}}) \in \mathbf{R}_{\text{list_mset}} \wedge \text{inv}_{\text{mset}} \mathbf{T}) \wedge \\ \text{inv}_{\text{mset}} \mathbf{T}$$

Fly, you fool

lemma

$\langle P S \implies \exists S. P S \rangle$ for $S :: \langle 'a \times 'b \rangle$

by auto

Fly, you fool

lemma

```
<P S  $\implies$   $\exists$ S. P S> for S :: <'a  $\times$  'b>
```

```
by auto
```

How to deactivate this in Isabelle

```
text <Find a less hack-like solution>
```

```
setup <map_theory_claset
```

```
(fn ctxt => ctxt delSWrapper "split_all_tac")>
```

lemma

fixes S :: <'a × 'b × 'c>

assumes

H: <∃T. (S,T) ∈ R ∧ P (fst S)> and

[simp]: <∧S T. (S, T) ∈ R ⇒ fst T = fst S>



shows

<∃T. (S, T) ∈ R ∧ P (fst T)>

using H

by auto

vs

lemma

fixes S :: <'a × 'b × 'c>

assumes

H: <∃T. (S,T) ∈ R ∧ P (fst S)> and

[simp]: <∧S T. (S, T) ∈ R ⇒ fst S = fst T>

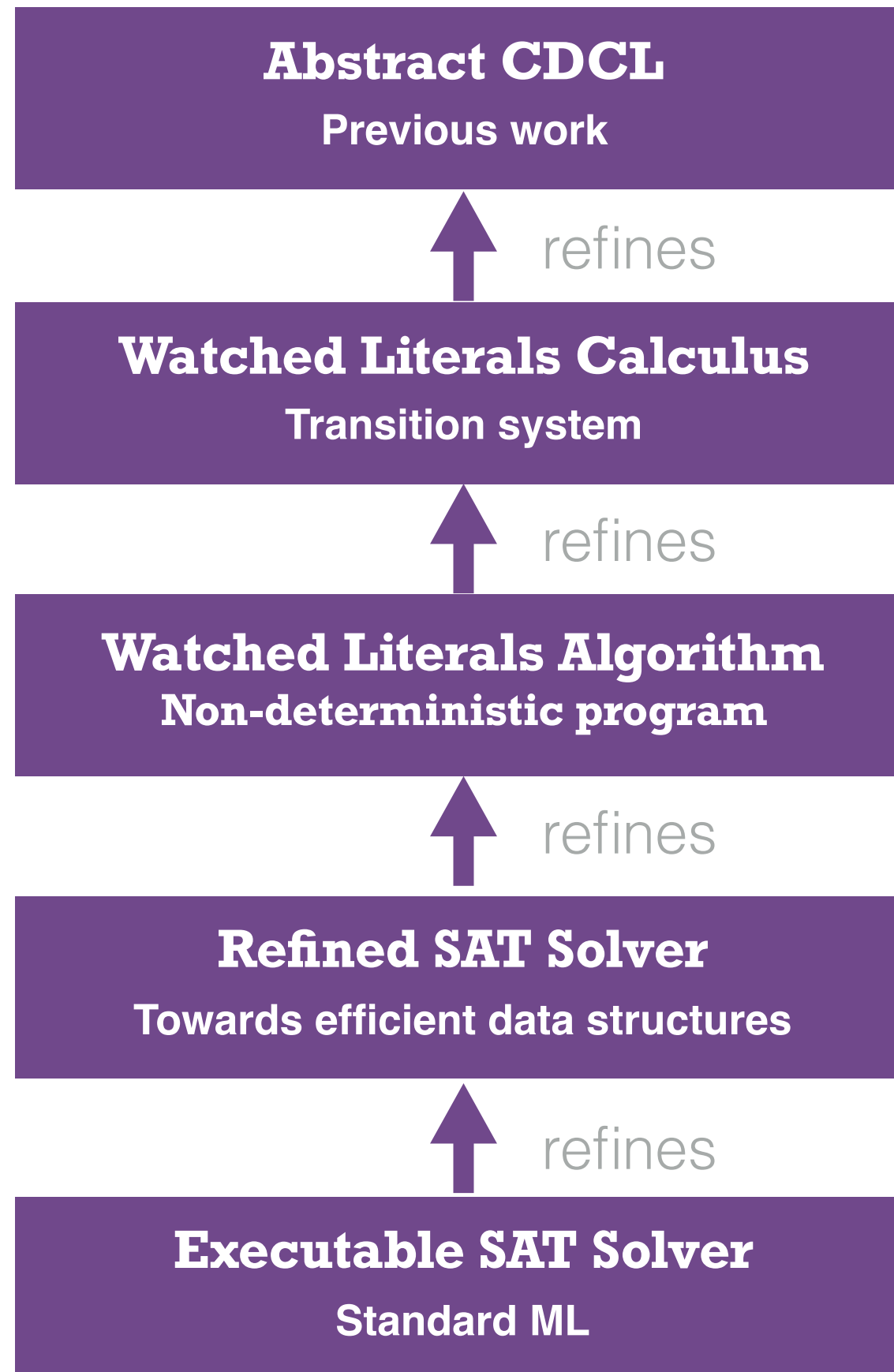


shows

<∃T. (S, T) ∈ R ∧ P (fst T)>

using H

by auto



Refined SAT Solver

Towards efficient data structures



Executable SAT Solver

Standard ML

```
sepref_definition executable_version  
  is <propagate_conflict_literal_heuristics>  
  :: <unat_lit_assnk *a state_assnd →a state_assn>  
  by sepref
```

Synthesise imperative code and a refinement relation

```

sepref_definition executable_version
  is <propagate_conflict_literal_heuristics>
  :: <unat_lit_assnk *a state_assnd →a state_assn>
  by sepref

```

Synthesise imperative code and a refinement relation

```

main_loop S :=
  heap_WHILET
    (λ(finished, _). return (¬ finished))
    (λ(_, state).
      propagate state >>=
      analyse_or_decide)
    (False, state) >>=
    (λ(_, final_state). return final_state)

```

```

sepref_definition executable_version
  is <propagate_conflict_literal_heuristics>
  :: <unat_lit_assnk *a state_assnd →a state_assn>
  by sepref

```

Synthesise imperative code and a refinement relation

```

fun main_loop state =
  fn () =>
    let
      val (_, final_state) =
        heap_WHILET
          (fn (done, _) => (fn () => not done))
          (fn (_, state) =>
            (analyse_or_decide (propagate state ()) ()))
          (false, xi)
    ();
  in final_state end;

```

```

sepref_definition executable_version
  is <propagate_conflict_literal_heuristics>
  :: <unat_lit_assnk *a state_assnd →a state_assn>
  by sepref

```

Synthesise imperative code and a refinement relation

```

fun cdcl_twl_stgy_prog_wl_D_code x =
  (fn xi => fn () =>
    let
      val a =
        heap_WHILET (fn (a1, _) => (fn () => (not a1)))
          (fn (_, a2) =>
            (fn f_ => fn () => f_ ((unit_propagation_outer_loop_wl_D a2) ()) ())
            cdcl_twl_o_prog_wl_D_code)
          (false, xi) ();
    in
      let
        val (_, aa) = a;
      in
        (fn () => aa)
      end
    end
  )

```

Choice on the data structures

Clauses: resizable arrays of (fixed sized) arrays

However, no aliasing

- Indices instead of pointers
- `N[C]` makes a copy, so only use `N[C][i]`

 Generates imperative code

 No error messages

 Transformations before generating code

Clauses of length 0
and 1

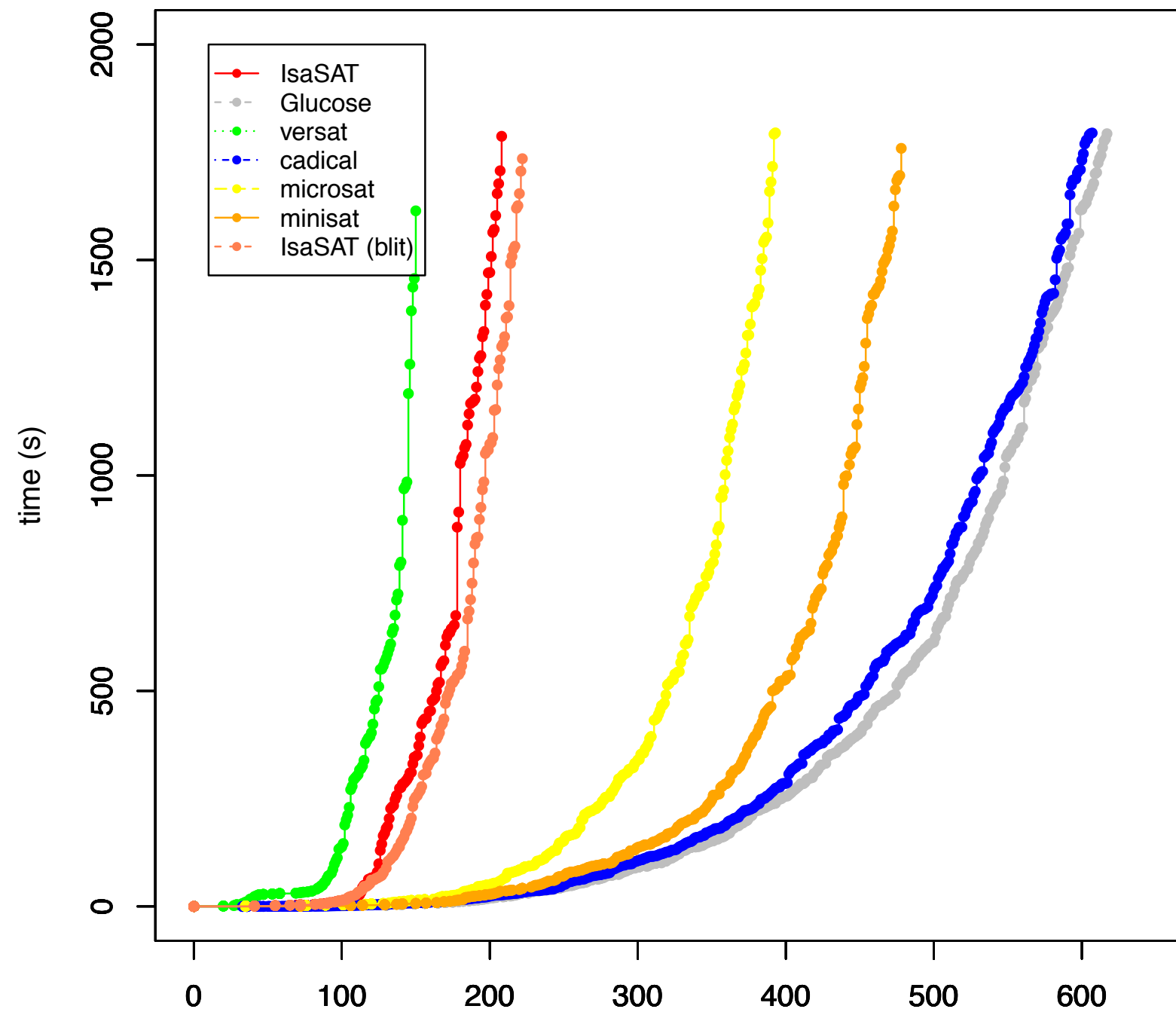
Once combined with an initialisation:

```
<(IsaSAT_code, model_if_satisfiable)  
  ∈ [λN. each_clause_is_distinct N ∧  
      literals_fit_in_32_bit_integer N]a  
  clauses_as_listsk → model>
```

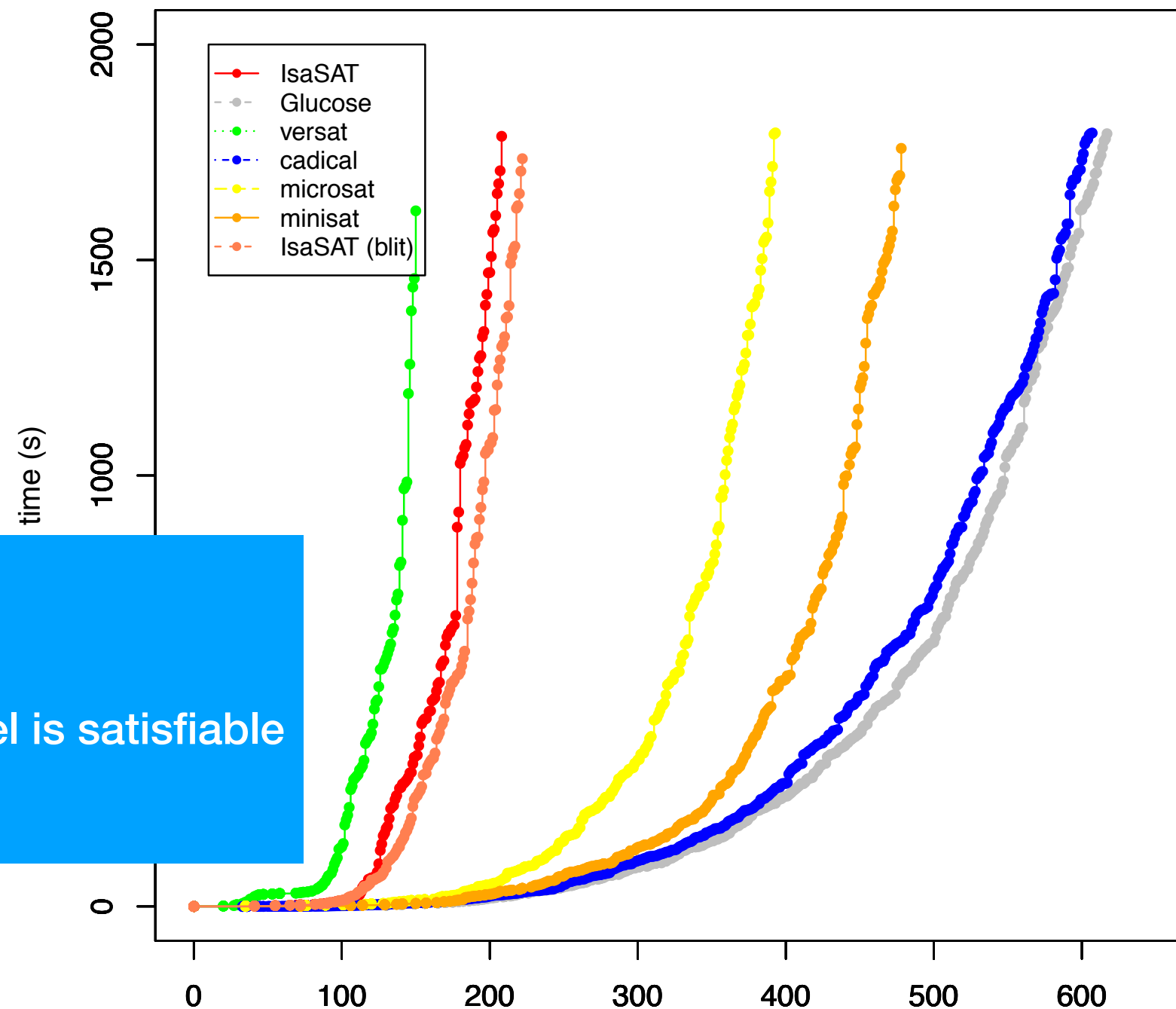
in Isabelle

Exported code tested with an unchecked parser
(easy and medium problems from the SAT competition 2009)

SAT-Comp '09, '15 (main track), and '14 (all submitted problems), already preprocessed

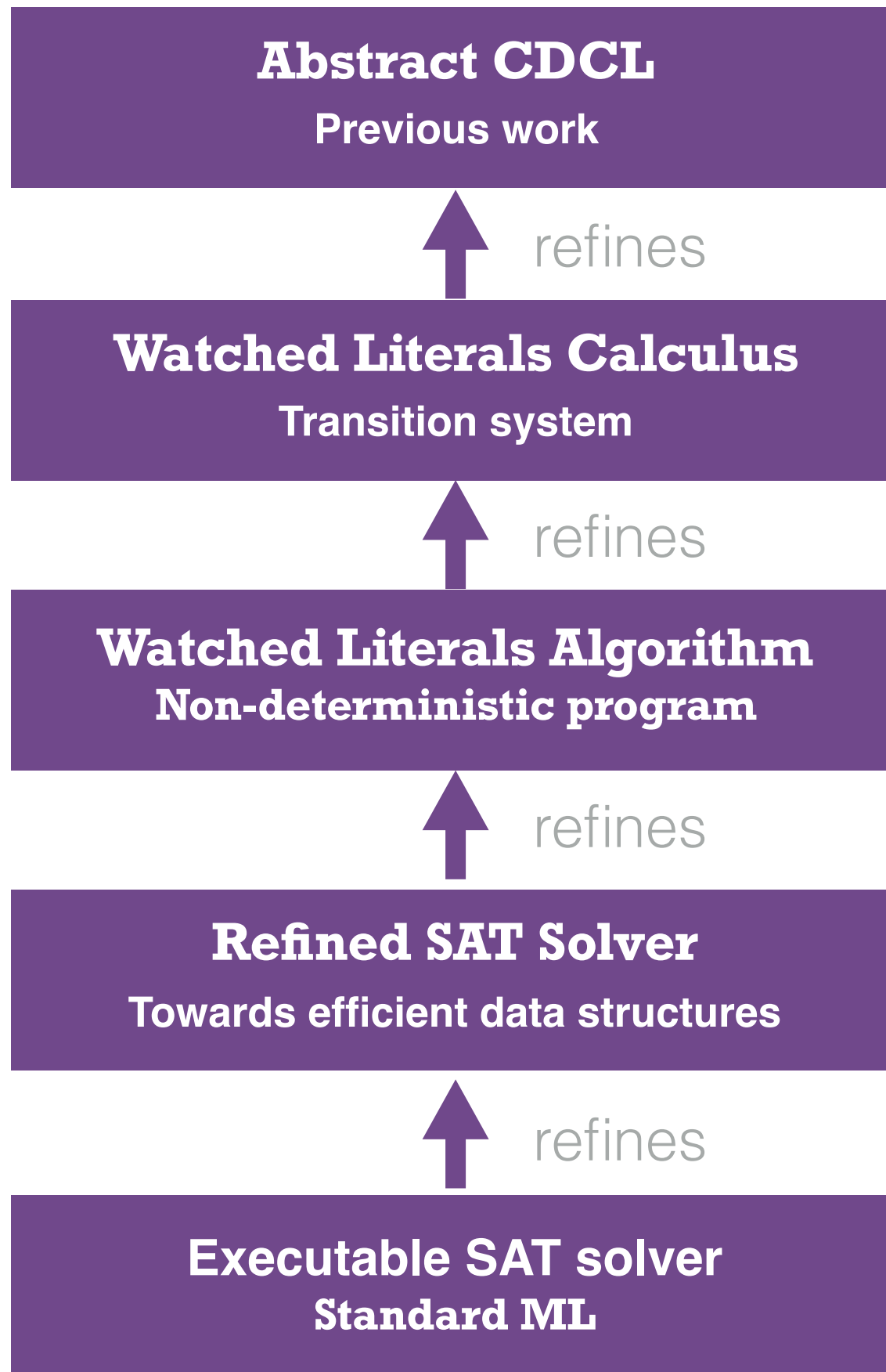


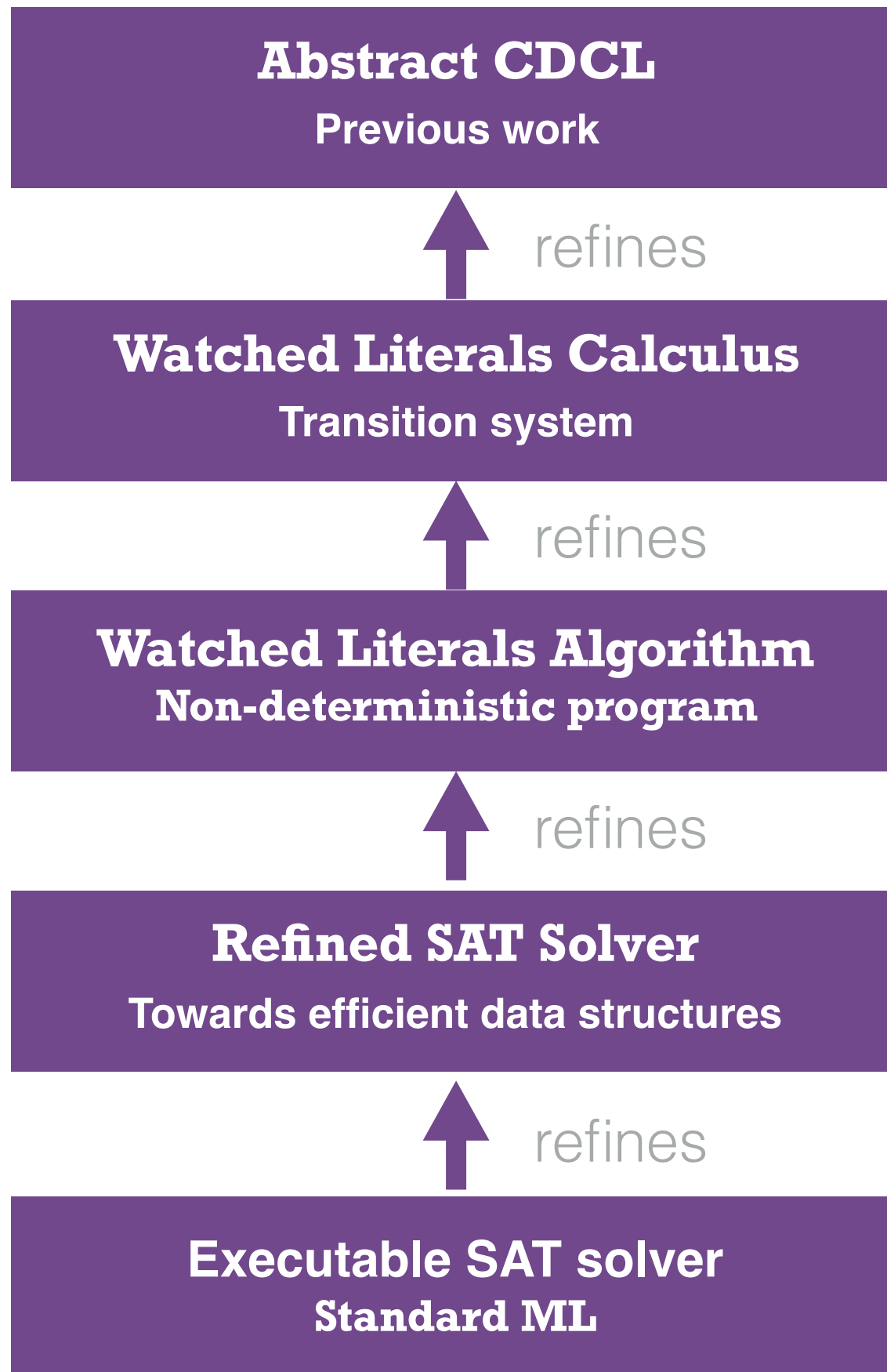
SAT-Comp '09, '15 (main track), and '14 (all submitted problems), already preprocessed



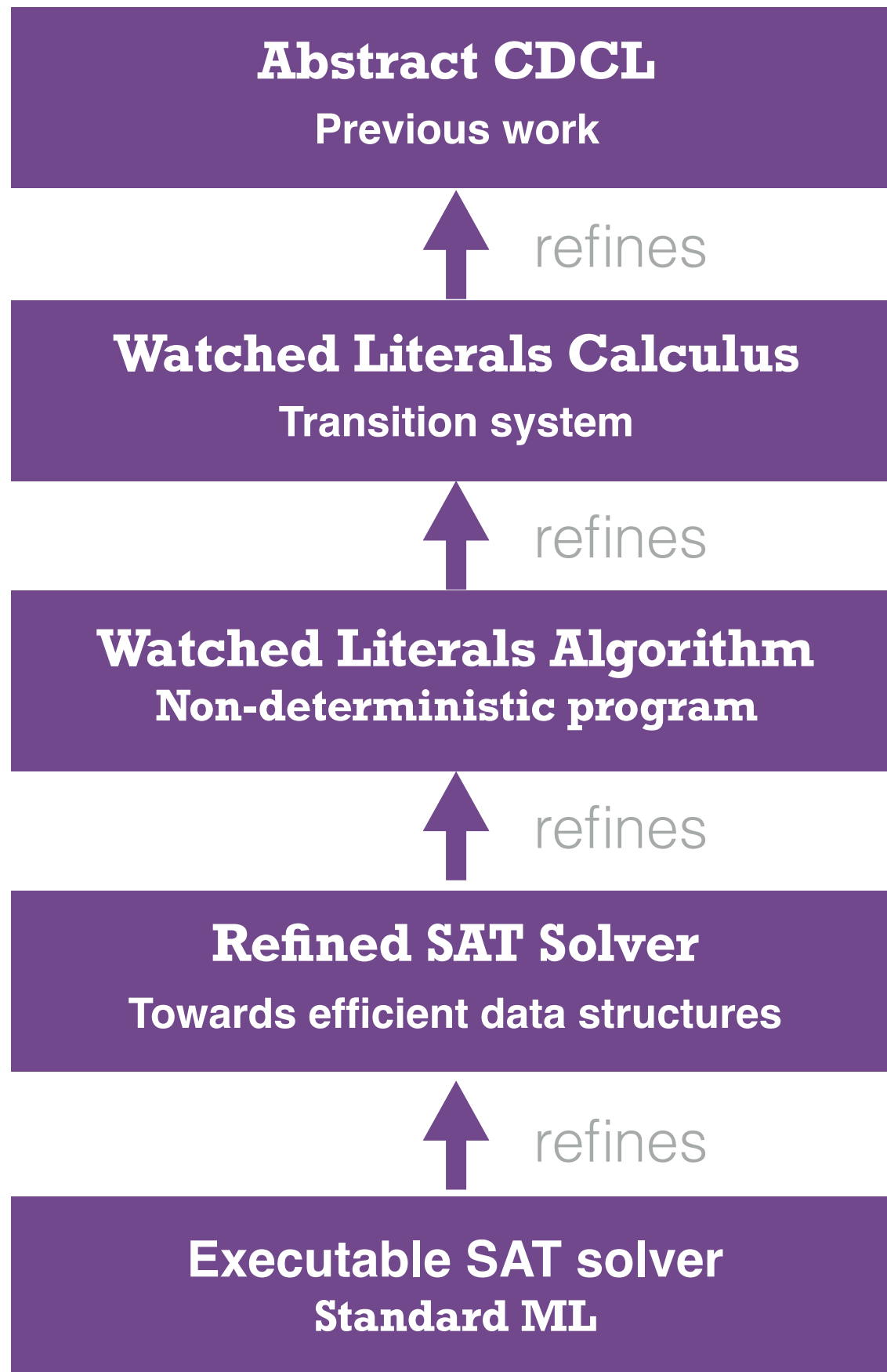
Correct up to:

- ▶ run-time checks
- ▶ checking the model is satisfiable



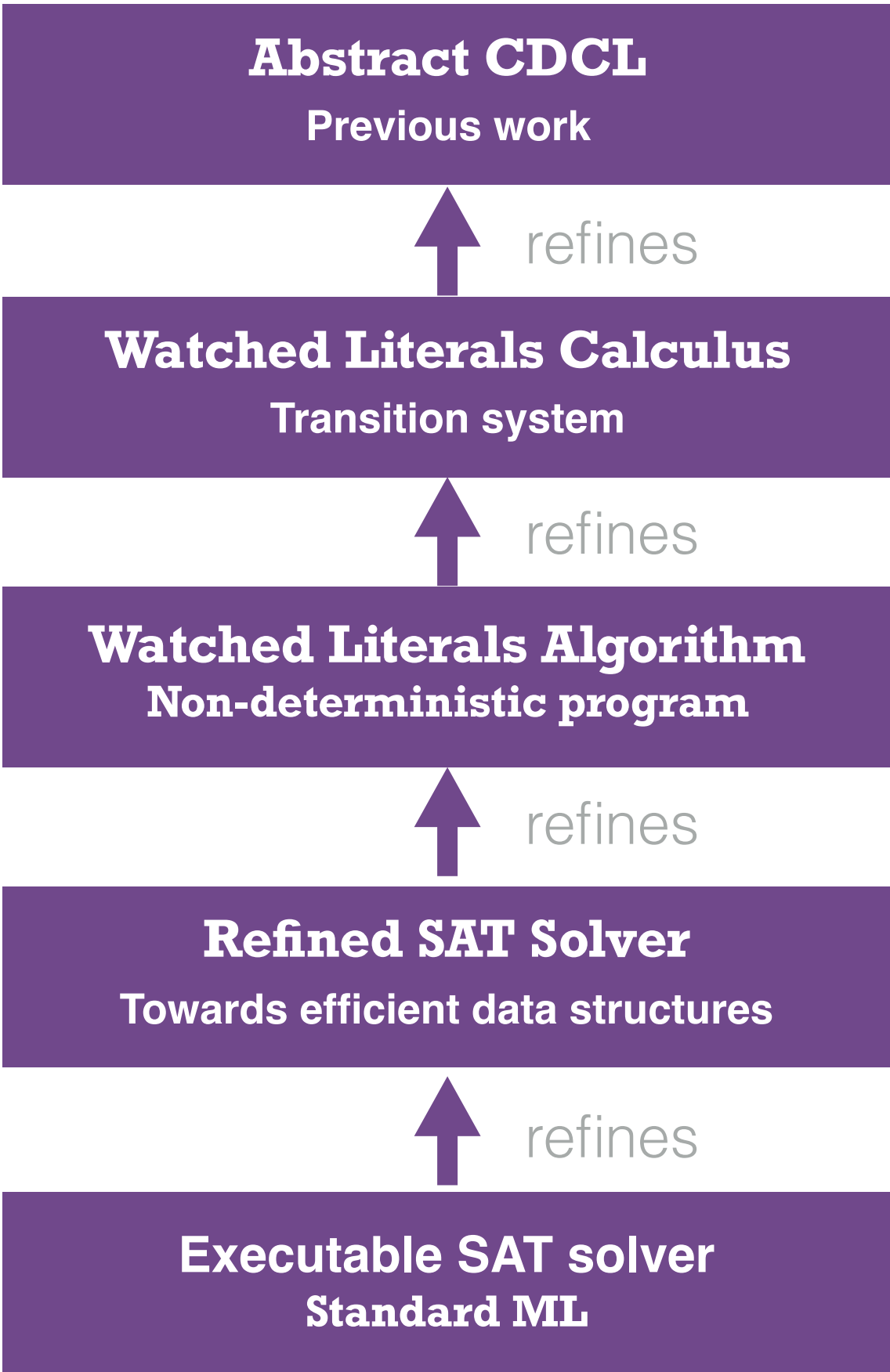


- better implementation (trail, conflict)
- dynamic decision heuristic



- allow learned clause minimisation
- no reuse of restarts

- better implementation (trail, conflict)
- dynamic decision heuristic
- learned clause minimisation



- allow learned clause minimisation
- no reuse of restarts

- more invariants

- better implementation (trail, conflict)
- dynamic decision heuristic
- learned clause minimisation

How hard is it?

	Paper	Proof assistant
Very abstract	13 pages	50 pages
Abstract CDCL	9 pages (½ month)	90 pages (5 months)
IsaSAT	1 page (C++ code of MiniSat)	900 pages (2 years)

How much is missing?

Features (I)

10

- arena based memory allocation for clauses and watchers
- blocking literals (BLIT)
- special handling of binary clause watches
- literal-move-to-front watch replacement (LMTF)
- learned clause minimization with poison
- on-the-fly hyper-binary resolution (HBR)
- learning additional units and binary clauses (multiple UIPs)
- on-the-fly self-subsuming resolution (OTFS)
- decision only clauses (DECO)
- failed literal probing on binary implication graph roots
- eager recent learned clause subsumption

Thank you, Norbert & Mate!

Slides by Armin Biere

Features (II)

11

- stamping based VMTF instead of VSIDS
- subsumption for both irredundant and learned clauses
- inprocessing blocked clause decomposition (BCD) enabling ...
- ... inprocessing SAT sweeping for backbones and equivalences
- equivalent literal substitution (ELS)
- bounded variable elimination (BVE)
- blocked clause elimination (BCE)
- **dynamic sticky clause reduction**
- exponential moving average based restart scheduling
- delaying restarts
- trail reuse

Splatz @ POS'15

Splatz @ POS'15

How much is missing?

Features (I)

10

- arena based memory allocation for clauses and watchers
- blocking literals (BLIT)
- special handling of binary clause watches
- literal-move-to-front watch replacement (LMTF)
- learned clause minimization with poison
- on-the-fly hyper-binary resolution (HBR)
- learning additional units and binary clauses (multiple UIPs)
- on-the-fly self-subsuming resolution (OTFS)
- decision only clauses (DECO)
- failed literal probing on binary implication graph roots
- eager recent learned clause subsumption

Thank you, Norbert & Mate!

Slides by Armin Biere

Features (II)

11

- stamping based VMTF instead of VSIDS
- subsumption for both irredundant and learned clauses
- inprocessing blocked clause decomposition (BCD) enabling ...
- ... inprocessing SAT sweeping for backbones and equivalences
- equivalent literal substitution (ELS)
- bounded variable elimination (BVE)
- blocked clause elimination (BCE)
- **dynamic sticky clause reduction**
- exponential moving average based restart scheduling
- delaying restarts
- trail reuse

Splatz @ POS'15

Code only

Splatz @ POS'15

How much is missing?

Features (I)

10

- arena based memory allocation for clauses and watchers
- blocking literals (BLIT)
- special handling of binary clause watches
- literal-move-to-front watch replacement (LMTF)
- learned clause minimization with poison
- on-the-fly hyper-binary resolution (HBR)
- learning additional units and binary clauses (multiple UIPs)
- on-the-fly self-subsuming resolution (OTFS)
- decision only clauses (DECO)
- failed literal probing on binary implication graph roots
- eager recent learned clause subsumption

Thank you, Norbert & Mate!

Slides by Armin Biere

Features (II)

11

- stamping based VMTF instead of VSIDS
- subsumption for both irredundant and learned clauses
- inprocessing blocked clause decomposition (BCD) enabling ...
- ... inprocessing SAT sweeping for backbones and equivalences
- equivalent literal substitution (ELS)
- bounded variable elimination (BVE)
- blocked clause elimination (BCE)
- **dynamic sticky clause reduction**
- exponential moving average based restart scheduling
- delaying restarts
- trail reuse

Splatz @ POS'15

Code only

Strengthening

Splatz @ POS'15

How much is missing?

Features (I)

10

- arena based memory allocation for clauses and watchers
- blocking literals (BLIT)
- special handling of binary clause watches
- literal-move-to-front watch replacement (LMTF)
- learned clause minimization with poison
- on-the-fly hyper-binary resolution (HBR)
- learning additional units and binary clauses (multiple UIPs)
- on-the-fly self-subsuming resolution (OTFS)
- decision only clauses (DECO)
- failed literal probing on binary implication graph roots
- eager recent learned clause subsumption

Thank you, Norbert & Mate!

Slides by Armin Biere

Features (II)

11

- stamping based VMTF instead of VSIDS
- subsumption for both irredundant and learned clauses
- inprocessing blocked clause decomposition (BCD) enabling ...
- ... inprocessing SAT sweeping for backbones and equivalences
- equivalent literal substitution (ELS)
- bounded variable elimination (BVE)
- blocked clause elimination (BCE)
- **dynamic sticky clause reduction**
- exponential moving average based restart scheduling
- delaying restarts
- trail reuse

Splatz @ POS'15

Code only

Strengthening

Change CDCL

Splatz @ POS'15

How much is missing?

Features (I)

10

- arena based memory allocation for clauses and watchers
- blocking literals (BLIT)
- special handling of binary clause watches
- literal-move-to-front watch replacement (LMTF)
- learned clause minimization with poison
- on-the-fly hyper-binary resolution (HBR)
- learning additional units and binary clauses (multiple UIPs)
- on-the-fly self-subsuming resolution (OTFS)
- decision only clauses (DECO)
- failed literal probing on binary implication graph roots
- eager recent learned clause subsumption

Thank you, Norbert & Mate!

Slides by Armin Biere

Features (II)

11

- stamping based VMTF instead of VSIDS
- subsumption for both irredundant and learned clauses
- inprocessing blocked clause decomposition (BCD) enabling ...
- ... inprocessing SAT sweeping for backbones and equivalences
- equivalent literal substitution (ELS)
- bounded variable elimination (BVE)
- blocked clause elimination (BCE)
- **dynamic sticky clause reduction**
- exponential moving average based restart scheduling
- delaying restarts
- trail reuse

Splatz @ POS'15

Code only

Restarts (future)

Strengthening

Change CDCL

Splatz @ POS'15

How much is missing?

Features (I)

10

- arena based memory allocation for clauses and watchers
- blocking literals (BLIT)
- special handling of binary clause watches
- literal-move-to-front watch replacement (LMTF)
- learned clause minimization with poison
- on-the-fly hyper-binary resolution (HBR)
- learning additional units and binary clauses (multiple UIPs)
- on-the-fly self-subsuming resolution (OTFS)
- decision only clauses (DECO)
- failed literal probing on binary implication graph roots
- eager recent learned clause subsumption

Thank you, Norbert & Mate!

Slides by Armin Biere

Features (II)

11

- stamping based VMTF instead of VSIDS
- subsumption for both irredundant and learned clauses
- inprocessing blocked clause decomposition (BCD) enabling ...
- ... inprocessing SAT sweeping for backbones and equivalences
- equivalent literal substitution (ELS)
- bounded variable elimination (BVE)
- blocked clause elimination (BCE)
- **dynamic sticky clause reduction**
- exponential moving average based restart scheduling
- delaying restarts
- trail reuse

Splatz @ POS'15

Code only

Restarts (future)

Strengthening

Change WL

Change CDCL

Splatz @ POS'15

How much is missing?

Features (I)

10

- arena based memory allocation for clauses and watchers
- blocking literals (BLIT)
- special handling of binary clause watches
- literal-move-to-front watch replacement (LMTF)
- learned clause minimization with poison
- on-the-fly hyper-binary resolution (HBR)
- learning additional units and binary clauses (multiple UIPs)
- on-the-fly self-subsuming resolution (OTFS)
- decision only clauses (DECO)
- failed literal probing on binary implication graph roots
- eager recent learned clause subsumption

Thank you, Norbert & Mate!

Slides by Armin Biere

Features (II)

11

- Unchecked array accesses (Isabelle takes care of it)
- No unbounded integers (in theory, not complete anymore)
- Restarts

▪ dynamic sticky clause reduction

- exponential moving average based restart scheduling
- delaying restarts
- trail reuse

Splatz @ POS'15

Code only

Restarts (future)

Strengthening

Change WL

Change CDCL

Splatz @ POS'15

What is under the carpet? (I)

```
code_printing constant nth_u_code' → (SML) "(fn/ ()/ =>/ Array.sub/ ((_/),/ Word32.toInt (_))"
```

```
code_printing constant nth_u64_code' → (SML) "(fn/ ()/ =>/ Array.sub/ ((_/),/ Uint64.toFixedInt (_))"
```

```
code_printing constant heap_array_set'_u' →  
(SML) "(fn/ ()/ =>/ Array.update/ ((_/),/ (Word32.toInt (_)),/ (_))"
```

```
code_printing constant heap_array_set'_u64' →  
(SML) "(fn/ ()/ =>/ Array.update/ ((_/),/ (Word64.toInt (_)),/ (_))"
```

```
code_printing constant two_uint32 → (SML) "(Word32.fromInt 2)"
```

```
code_printing constant length_u_code' → (SML_imp) "(fn/ ()/ =>/ Word32.fromInt (Array.length (_))"
```

```
code_printing constant length_aa_u_code' → (SML_imp)  
"(fn/ ()/ =>/ Word32.fromInt (Array.length (Array.sub/ ((fn/ (a,b)/ =>/ a) (_),/  
IntInf.toInt (integer'_of'_nat (_))))))"
```

```
code_printing constant nth_raa_i_u64' → (SML_imp)  
"(fn/ ()/ =>/ Array.sub (Array.sub/ ((fn/ (a,b)/ =>/ a) (_),/  
IntInf.toInt (integer'_of'_nat (_))), Uint64.toFixedInt (_))"
```

```
code_printing constant length_u64_code' → (SML_imp) "(fn/ ()/ =>/ Uint64.fromFixedInt (Array.length (_))"
```

```
code_printing constant arl_get_u → (SML) "(fn/ ()/ =>/ Array.sub/ ((fn/ (a,b)/ =>/ a) (_),/ Word32.toInt (_))"
```

What is under the carpet? (I)

```
) / => / Array.sub / ((_) / Word32.toInt (_))"
```

```
n / () / => / Array.sub / ((_) / Uint64.toFixedInt (_))"
```

```
nt (_), / (_))"
```

```
nt (_), / (_))"
```

```
32.fromInt 2)"
```

```
p) "(fn / () / => / Word32.fromInt (Array.length (_))"
```



VRIJE
UNIVERSITEIT
AMSTERDAM



max planck institut
informatik

What is under the carpet? (II)

```
lemma append_aa_hnr[sepref_fr_rules]:
  fixes R :: <'a ⇒ 'b :: {heap, default} ⇒ assn>
  assumes p: <is_pure R>
  shows
    <(uncurry2 append_el_aa, uncurry2 (RETURN ... append_ll)) ∈
    [λ((l,i),x). i < length l]_a (arrayO_assn (arl_assn R))^d *_a nat_assn^k *_a R^k → (arrayO_assn (arl_assn R))>
proof -
  obtain R' where R: <the_pure R = R'> and R': <R = pure R'>
  using p by fastforce
  have [simp]: <(∃AX. arrayO_assn (arl_assn R) a ai * R x r * true * ↑ (x = a ! ba ! b)) =
    (arrayO_assn (arl_assn R) a ai * R (a ! ba ! b) r * true)> for a ai ba b r
  by (auto simp: ex_assn_def)
  show ?thesis — <TODO tune proof>
  apply sepref_to_hoare
  apply (sep_auto simp: append_el_aa_def)
  apply (simp add: arrayO_except_assn_def)
  apply (rule sep_auto_is_stupid[OF p])
  apply (sep_auto simp: array_assn_def is_array_def append_ll_def)
  apply (simp add: arrayO_except_assn_array0[symmetric] arrayO_except_assn_def)
  apply (subst_tac (2) i = ba in heap_list_all_nth_remove1)
  apply (solves <simp>)
  apply (simp add: array_assn_def is_array_def)
  apply (rule_tac x=<p[ba := (ab, bc)]> in ent_ex_postI)
  apply (subst_tac (2) xs'=a and ys'=p in heap_list_all_nth_cong)
  apply (solves <auto>)[2]
  apply (auto simp: star_aci)
done
```


Conclusion

Concrete outcome

- ▶ Watched literals optimisation
- ▶ Verified executable SAT solver

Methodology

- ▶ Refinement using the Refinement Framework
- ▶ No proof of heuristics (w.r.t. standard)

Future work

- ▶ Restarts (ongoing)
- ▶ Use SAT solver in IsaFoR