

# BTOR2, BtorMC and Boolector 3.0

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# BTOR2 Example

```
#include <assert.h>
#include <stdio.h>
#include <stdlib.h>
#include <stdbool.h>
static bool read_bool () {
    int ch = getc (stdin);
    if (ch == '0') return false;
    if (ch == '1') return true;
    exit (0);
}
int main () {
    bool turn;           // input
    unsigned a = 0, b = 0; // states
    for (;;) {
        turn = read_bool ();
        assert (!(a == 3 && b == 3));
        if (turn) a = a + 1;
        else     b = b + 1;
    }
}
```

```
1 sort bitvec 1          sat
2 sort bitvec 32        b0
3 input 1 turn          #0
4 state 2 a             @0
5 state 2 b             0 1 turn@0
6 zero 2                @1
7 init 2 4 6            0 0 turn@1
8 init 2 5 6            @2
9 one 2                 0 0 turn@2
10 add 2 4 9            @3
11 add 2 5 9            0 0 turn@3
12 ite 2 3 4 10        @4
13 ite 2 -3 5 11       0 1 turn@4
14 next 2 4 12         @5
15 next 2 5 13         0 1 turn@5
16 constd 2 3          @6
17 eq 1 4 16           0 0 turn@6
18 eq 1 5 16
19 and 1 17 18
20 bad 19
```

# Syntax BTOR2 Model (Part 1)

⟨num⟩	::=	positive unsigned integer (greater than zero)
⟨uint⟩	::=	unsigned integer (including zero)
⟨string⟩	::=	sequence of whitespace and printable characters without '\n'
⟨symbol⟩	::=	sequence of printable characters without '\n'
⟨comment⟩	::=	';' ⟨string⟩
⟨nid⟩	::=	⟨num⟩
⟨sid⟩	::=	⟨num⟩
⟨const⟩	::=	'const' ⟨sid⟩ [0-1]+
⟨constd⟩	::=	'constd' ⟨sid⟩ ['-']⟨uint⟩
⟨consth⟩	::=	'consth' ⟨sid⟩ [0-9a-fA-F]+

## Syntax BTOR2 Model (Part 2)

$\langle \text{input} \rangle ::= (\text{'input' | 'one' | 'ones' | 'zero'}) \langle \text{sid} \rangle | \langle \text{const} \rangle | \langle \text{constd} \rangle | \langle \text{consth} \rangle$   
 $\langle \text{state} \rangle ::= \text{'state'} \langle \text{sid} \rangle$   
 $\langle \text{bitvec} \rangle ::= \text{'bitvec'} \langle \text{num} \rangle$   
 $\langle \text{array} \rangle ::= \text{'array'} \langle \text{sid} \rangle \langle \text{sid} \rangle$   
 $\langle \text{node} \rangle ::= \langle \text{sid} \rangle \text{'sort'} ( \langle \text{array} \rangle | \langle \text{bitvec} \rangle )$   
|  $\langle \text{nid} \rangle ( \langle \text{input} \rangle | \langle \text{state} \rangle )$   
|  $\langle \text{nid} \rangle \langle \text{opidx} \rangle \langle \text{sid} \rangle \langle \text{nid} \rangle \langle \text{uint} \rangle [ \langle \text{uint} \rangle ]$   
|  $\langle \text{nid} \rangle \langle \text{op} \rangle \langle \text{sid} \rangle \langle \text{nid} \rangle [ \langle \text{nid} \rangle [ \langle \text{nid} \rangle ] ]$   
|  $\langle \text{nid} \rangle ( \text{'init'} | \text{'next'} ) \langle \text{sid} \rangle \langle \text{nid} \rangle \langle \text{nid} \rangle$   
|  $\langle \text{nid} \rangle ( \text{'bad'} | \text{'constraint'} | \text{'fair'} | \text{'output'} ) \langle \text{nid} \rangle$   
|  $\langle \text{nid} \rangle \text{'justice'} \langle \text{num} \rangle ( \langle \text{nid} \rangle )_+$   
 $\langle \text{line} \rangle ::= \langle \text{comment} \rangle | \langle \text{node} \rangle [ \langle \text{symbol} \rangle ] [ \langle \text{comment} \rangle ]$   
 $\langle \text{btor} \rangle ::= ( \langle \text{line} \rangle \backslash \text{'n'} )_+$

sequential part in red and underlined

# Syntax BTOR2 Witness

$\langle \text{binary-string} \rangle$	::=	$[0-1]^+$
$\langle \text{bv-assignment} \rangle$	::=	$\langle \text{binary-string} \rangle$
$\langle \text{array-assignment} \rangle$	::=	$'[ \langle \text{binary-string} \rangle ]' \langle \text{binary-string} \rangle$
$\langle \text{assignment} \rangle$	::=	$\langle \text{uint} \rangle ( \langle \text{bv-assignment} \rangle \mid \langle \text{array-assignment} \rangle ) [ \langle \text{symbol} \rangle ]$
$\langle \text{model} \rangle$	::=	$( \langle \text{comment} \rangle '\backslash n' \mid \langle \text{assignment} \rangle '\backslash n' )^+$
$\langle \text{state part} \rangle$	::=	$'\# \langle \text{uint} \rangle '\backslash n' \langle \text{model} \rangle$
$\langle \text{input part} \rangle$	::=	$'@ \langle \text{uint} \rangle '\backslash n' \langle \text{model} \rangle$
$\langle \text{frame} \rangle$	::=	$[ \langle \text{state part} \rangle ] \langle \text{input part} \rangle$
$\langle \text{prop} \rangle$	::=	$( 'b' \mid 'j' ) \langle \text{uint} \rangle$
$\langle \text{header} \rangle$	::=	$'\text{sat}\backslash n' ( \langle \text{prop} \rangle )^+ '\backslash n'$
$\langle \text{witness} \rangle$	::=	$( \langle \text{comment} \rangle '\backslash n' )^+ \mid \langle \text{header} \rangle ( \langle \text{frame} \rangle )^+ '.'$

# Operators

## indexed

[su]ext $w$	(un)signed extension	$\mathcal{B}^n \rightarrow \mathcal{B}^{n+w}$
slice $u \ l$	extraction, $n > u \geq l$	$\mathcal{B}^n \rightarrow \mathcal{B}^{u-l+1}$

## unary

not	bit-wise	$\mathcal{B}^n \rightarrow \mathcal{B}^n$
inc, dec, neg	arithmetic	$\mathcal{B}^n \rightarrow \mathcal{B}^n$
redand, redor, redxor	reduction	$\mathcal{B}^n \rightarrow \mathcal{B}^1$

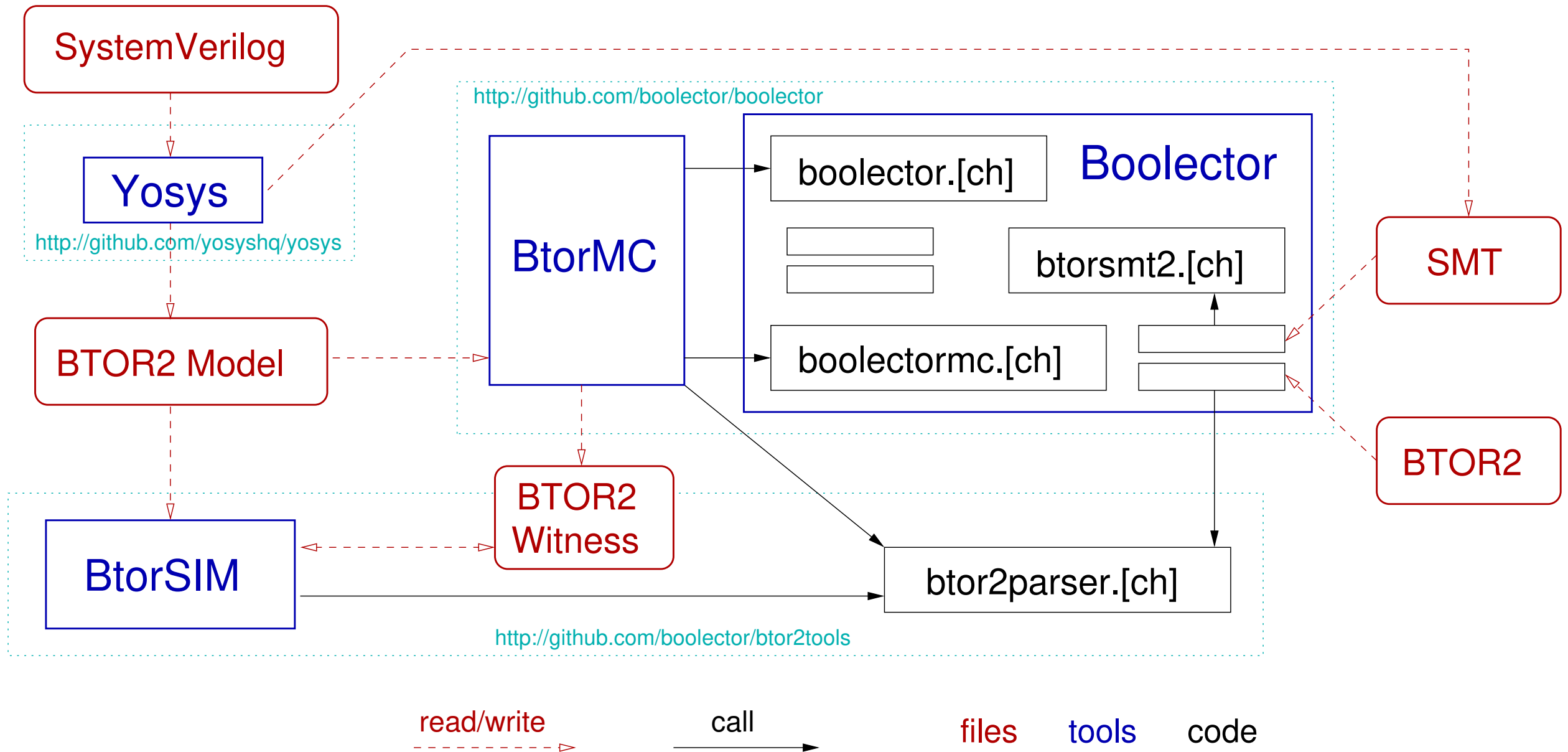
## binary

iff, implies	Boolean	$\mathcal{B}^1 \times \mathcal{B}^1 \rightarrow \mathcal{B}^1$
eq, neq	(dis)equality	$\mathcal{S} \times \mathcal{S} \rightarrow \mathcal{B}^1$
[su]gt, [su]gte, [su]lt, [su]lte	(un)signed inequality	$\mathcal{B}^n \times \mathcal{B}^n \rightarrow \mathcal{B}^1$
and, nand, nor, or, xnor, xor	bit-wise	$\mathcal{B}^n \times \mathcal{B}^n \rightarrow \mathcal{B}^n$
rol, ror, sll, sra, srl	rotate, shift	$\mathcal{B}^n \times \mathcal{B}^n \rightarrow \mathcal{B}^n$
add, mul, [su]div, smod, [su]rem, sub	arithmetic	$\mathcal{B}^n \times \mathcal{B}^n \rightarrow \mathcal{B}^n$
[su]addo, [su]divo, [su]mulo, [su]subo	overflow	$\mathcal{B}^n \times \mathcal{B}^n \rightarrow \mathcal{B}^1$
concat	concatenation	$\mathcal{B}^n \times \mathcal{B}^m \rightarrow \mathcal{B}^{n+m}$
read	array read	$\mathcal{A}^{I \rightarrow \mathcal{E}} \times I \rightarrow \mathcal{E}$

## ternary

ite	conditional	$\mathcal{B}^1 \times \mathcal{B}^n \times \mathcal{B}^n \rightarrow \mathcal{B}^n$
write	array write	$\mathcal{A}^{I \rightarrow \mathcal{E}} \times I \times \mathcal{E} \rightarrow \mathcal{A}^{I \rightarrow \mathcal{E}}$

# Flow



Niemetz, A., Preiner, M., Biere, A.: Boolector 2.0. **JSAT'15**

## Quantifiers

Preiner, M., Niemetz, A., Biere, A.: Counterexample-guided model synthesis. **TACAS'17**

## Local Search

Niemetz, A., Preiner, M., Biere, A., Fröhlich, A.:  
Improving local search for bit-vector logics in SMT with path propagation. **DIFTS'15**

Niemetz, A., Preiner, M., Biere, A.:  
Precise and complete propagation based local search for satisfiability modulo theories. **CAV'16**,

Niemetz, A., Preiner, M., Biere, A.:  
Propagation based local search for bit-precise reasoning. **FMSD'17**



# Experiments on Models Synthesized with Yosys

10 real-world System Verilog designs with safety properties from open source projects  
(RISC-V Formal, VexRiscv, PicoRV32, PonyLink, ZipCPU)

<b>Benchmark</b>	<i>k</i>	#bad	<b>BtorMC</b> Time[s]	<b>Boolector</b> Time[s]	<b>Yices</b> Time[s]
picorv32-check	30	23	<b>4.8</b>	18.9	10.8
picorv32-pcregs	20	3	<b>63.0</b>	293.0	TO
ponylink-slaveTXlen-sat	230	1	305.5	406.8	<b>145.6</b>
ponylink-slaveTXlen-unsat	231	1	183.8	131.4	<b>71.4</b>
VexRiscv-regch0-15	17	2	<b>9.6</b>	48.3	12.2
VexRiscv-regch0-20	22	2	528.8	<b>520.7</b>	2232.2
VexRiscv-regch0-30	32	2	TO	TO	TO
zipcpu-busdelay	100	50	<b>157.0</b>	287.0	181.2
zipcpu-pfcache	100	39	<b>17.4</b>	19.9	32.5
zipcpu-zipmmu	30	57	86.0	412.9	<b>46.5</b>

BtorMC/BTOR2 vs. unrolled SMT-LIB with a time limit of 3600 seconds

*k* is the bound and #bad is the number of bad properties

# Conclusion

- new word-level model checking and witness format
  - following AIGER format used in HWMCC for 12 years
  - bit-vector and array sorts can easily be extended
  - semantics as in SMT-LIB (QF\_ABV) + sequential extension
  - properties: safety and invariant constraints, but also liveness and fairness
- model checker BtorMC (with API) based on new Boolector 3.0 <https://github.com/boolector>
  - experiments on benchmarks synthesized with Yosys <http://fmv.jku.at/cav18-btor2>
  - simple generic stand-alone parser
  - random simulator and witness checker
  - all open source (MIT license) incl. Boolector and Lingeling
- word-level track in future HWMCC