规格说明:输入两个≤80的整数,求和,如果和≤100,输出和;如果不满足上 述条件,输出-1。

(= (+ a b) sum)

```
Z表示:
        —— Add ———
  a?, b?: Z
  Sum!: Z
  (0 \le a? \le 80 \land 0 \le b? \le 80 \land a? + b? \le 100 \land sum! = a? + b?) \lor
  (a? < 0 \lor a? > 80 \lor b? < 0 \lor b? > 80 \lor (0 \le a? \le 80 \land 0 \le b? \le 80 \land a? +
      b? > 100) \( sum! = -1)
手工转换成析取范式:
(0 \le a? \le 80 \land 0 \le b? \le 80 \land a? + b? \le 100 \land sum! = a? + b?) \lor
(a? < 0 \land sum! = -1) \lor
(a? > 80 \wedge sum! = -1) \vee
(b? < 0 \land sum! = -1) \lor
(a? > 80 \land sum! = -1) \lor
(0 \le a? \le 80 \land 0 \le b? \le 80 \land a? + b? > 100 \land sum! = -1)
将 Z 规格转换为 Z3:
(declare-const a Int)
(declare-const b Int)
(declare-const sum Int)
(assert (or (and (\leq a 80) (\leq 0 a) (\leq b 80) (\leq 0 b) (\leq (+ a b) 100)
           (= (+ a b) sum))
           (and (or (< a 0) (> a 80) (< b 0) (> b 80) (and (<= a 80) (<= 0 a) (<= b 80)
(\le 0 \text{ b}) (> (+ \text{ a b}) 100))) (= \text{sum -}1))
           ))
Z3 生成 DNF:
-----DNF-----
(goals
(goal
  (<= a 80)
  (\langle = 0 a)
  (<= b 80)
  (<= 0 b)
  (\langle = (+ a b) 100)
```

```
:precision precise :depth 2)
(goal
  (not (\langle = 0 \text{ a}))
  (= sum (-1))
  :precision precise :depth 3)
(goal
  (not (\langle = a 80 \rangle))
  (= sum (-1))
  :precision precise :depth 3)
(goal
  (not (\langle = 0 b \rangle)
  (= sum (-1))
  :precision precise :depth 3)
(goal
  (not (<= b 80))
  (= sum (-1))
  :precision precise :depth 3)
(goal
  (<= a 80)
  (= sum (-1))
  (\langle = 0 a)
  (<= b 80)
  (<= 0 b)
  (not (<= (+ a b) 100))
  :precision precise :depth 3)
)
```