

Components

- ▶ Divide-and-conquer algorithm
- ▶ CVC5 as the base solver
- ▶ A splitter based on CVC5
- ▶ An MPI-based architecture for scheduling

Splitter

- ▶ Uses existing infrastructure and smarts of CVC5
- ▶ Intercepts calls to theory solvers after configurable number of checks
- ▶ Collects subset of literals l_1, \dots, l_m from the current decision trail
- ▶ Blocks $\neg(l_1 \wedge \dots \wedge l_m)$
- ▶ Generates n -th cube $l_1 \wedge \dots \wedge l_m \wedge \neg C_1 \wedge \dots \wedge C_{n-1}$
- ▶ If less than two partitions are made, tries with other parameters