

# Z3 Tutorial

## Perlen der Logik

Timo Lobitz

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# Introduction

- 1 Smartphone company OnePluZ3 is about to launch their new flagship phone
- 2 You are facing several issues that need to be solved ASAP

# Problem 1 - What to produce?

- You can produce 3 different items
  - Phone cases, chargers, and smartphones
- Each take different amounts of resources to produce and generate a different amount of profit
- You have limited labor hours, machine hours and material available

# Problem 1 - What to produce?

Resources available:

- 500 labor hours
- 800 machine hours
- 600 units of material

| Name          | Profit | Labor Hours | Machine Time | Raw Materials |
|---------------|--------|-------------|--------------|---------------|
| Phone Case    | 10     | 3           | 3            | 4             |
| Phone Charger | 30     | 5           | 3            | 2             |
| Smartphone    | 50     | 4           | 5            | 6             |

# Problem 1 - Formalization

This can be expressed as a linear programming problem.

$$\max f(x) = 10 * A + 30 * B + 50 * C \quad (1)$$

with constraints (2)

$$3 * A + 5 * B + 4 * C \leq 500 \quad (3)$$

$$3 * A + 3 * B + 5 * C \leq 800 \quad (4)$$

$$4 * A + 2 * B + 6 * C \leq 600 \quad (5)$$

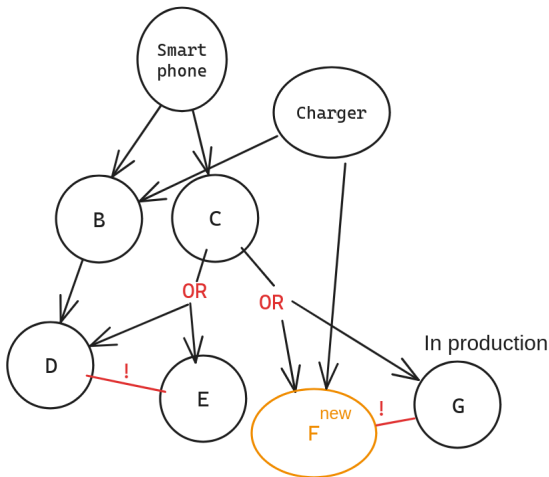
$$A \geq 0 \quad (6)$$

$$B \geq 0 \quad (7)$$

$$C \geq 0 \quad (8)$$

## Problem 2 - Dependency Chaos

As part of the production line, you need to manage different parts and chips that are used in different devices.



## Problem 2 - Formalization

- Each part is represented by a boolean variable
  - True if in production
  - False if not in production
- A depends on B :  $A \implies B$
- A conflicts with B :  $\neg A \vee \neg B$

## Problem 3 - Code Verification

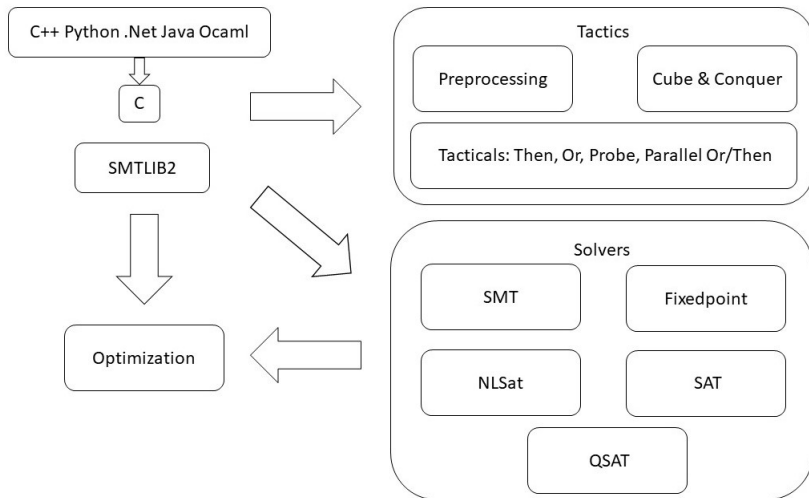
The day 1 patch is currently in code review. You notice a strange function written by a coworker.

```
// Magic function  
uint32_t f(int32_t v) {  
    int32_t const mask = v >> 31;  
    uint32_t r = (v + mask) ^ mask;  
    return r;  
}
```



- SMT solver
- open-source
- from Microsoft Research





## 4 Step pattern:

- 1 Create Solver
- 2 Define variables
- 3 Add constraints
- 4 Check

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- 1 Create Solver
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```
s = Solver()  
x = Real("x")
```

```
s.add(3*x + 6 == 0)
```

```
if s.check() == sat:  
    m = s.model()  
    x = m.evaluate(x)
```

```
    print(f"{x}") # x=-2  
else:  
    print(s.check())
```

# Variables

*# Bool*

`x = Bool( 'a' )`

`a = BoolVal( True )`

`b = BoolVal( False )`

*# Integers*

`x = Int( 'x' )`

`y = Int( 'y' )`

`a = IntVal( 5 )`

*# Real numbers*

`x = Real( 'x' )`

`y, z = Reals( "y-z" )`

`a = RealVal( 3.141 )`

`b = Q( 1, 3 ) # 1/3`

*# Bit-vector*

`x = BitVec( 'x', 16 ) # 16 Bits`

`y = BitVec( 'y', 32 ) # 32 Bits`

`a = BitVecVal( 16, 32 ) # 32 Bits`

# Arrays

Arrays in Z3 map from one datatype to another. They support Store and Select operations. Those create new Arrays and don't change the input array.

*# A is an array mapping from integer to integer*

```
A = Array("A", IntSort(), IntSort())
```

```
x = Int('x')
```

```
Store(A, x, 10)
```

```
Select(A, x) # = A[x]
```

# Custom Datatypes - Enum

```
Color, (red, green, blue) = EnumSort('Color',  
    ('red', 'green', 'blue'))
```

```
print (simplify(green == blue)) # False
```

```
c = Const('c', Color)  
solve(c != green, c != blue) # [c = red]
```

# Custom Datatypes - List

```
def DeclareList(sort):  
    List = Datatype('List_of_%s' % sort.name())  
    List.declare('cons', ('head', sort), ('tail', List))  
    List.declare('nil')  
    return List.create()
```

```
IntList      = DeclareList(IntSort())  
RealList     = DeclareList(RealSort())  
IntListList  = DeclareList(IntList)
```

```
l1 = IntList.cons(10, IntList.nil)  
l2 = RealList.cons("1/3", RealList.nil)
```



# Conclusion

- Z3 is versatile and can be applied to a lot of problems, such as
  - Software Verification / Static analysis
  - Optimization problems
  - Mathematical proofs
  - ...
- Z3 is an efficient general solver for SAT and SMT problems
- Z3 can be used to determine satisfiability, optimize or proof formulas

# References

- Programming Guide by Microsoft  
<https://z3prover.github.io/papers/programmingz3.html>
- Python tutorial by Microsoft  
<https://microsoft.github.io/z3guide/programming/Z3%20Python%20-%20Readonly/Introduction>
- Z3 - Github <https://github.com/Z3Prover/z3>
- SAT-SMT by example [https://smt.st/SAT\\_SMT\\_by\\_example.pdf](https://smt.st/SAT_SMT_by_example.pdf)
- Z3 API <https://z3prover.github.io/api/html/namespacez3py.html>

Notebooks used : <https://github.com/TimoLob/Z3-Tutorial>