

# Tree Interpolation in Vampire

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# Interpolation

*Craig/Binary Interpolant*

$$A \wedge B \rightarrow \perp$$

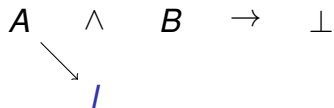
*I*

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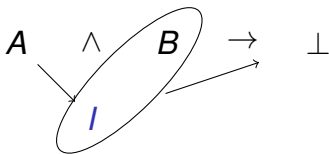
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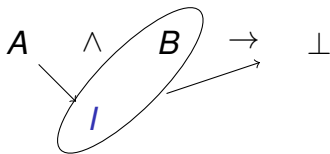
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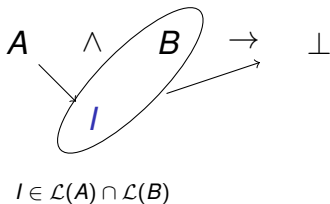
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$$I \in \mathcal{L}(A) \cap \mathcal{L}(B)$$

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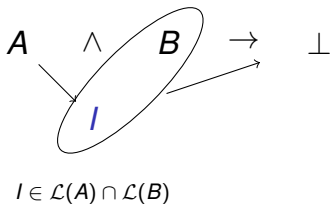


## *Sequence Interpolant*

$$A_1 \quad \wedge \quad A_2 \quad \wedge \quad A_3 \quad \wedge \quad \dots \quad \wedge \quad A_n \quad \rightarrow \quad \perp$$

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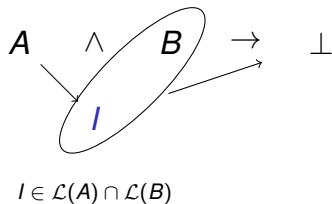


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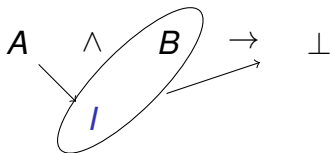
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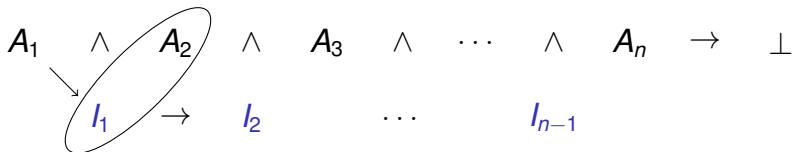
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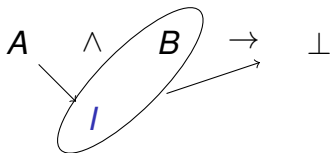
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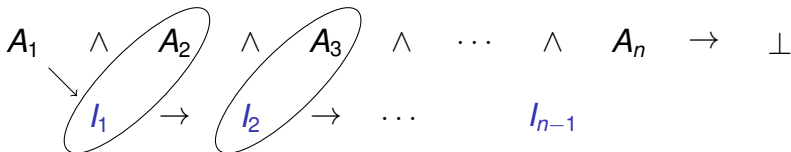
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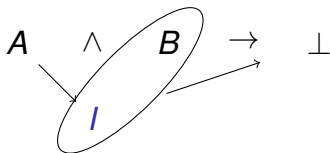
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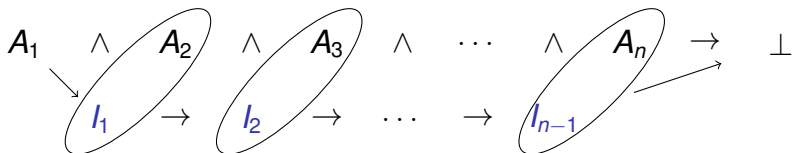
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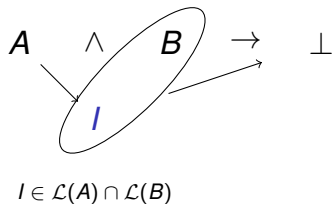
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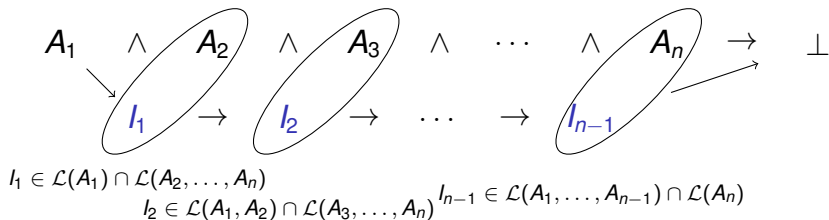


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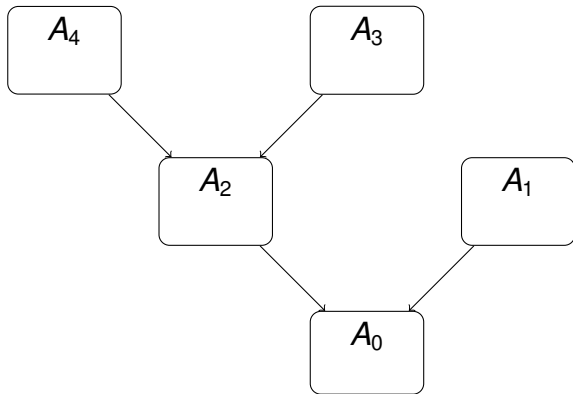


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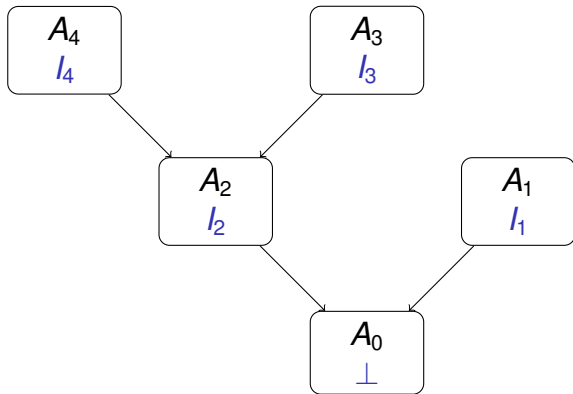
# Tree interpolation

$$A_0 \wedge A_1 \wedge A_2 \wedge A_3 \wedge A_4 \rightarrow \perp$$



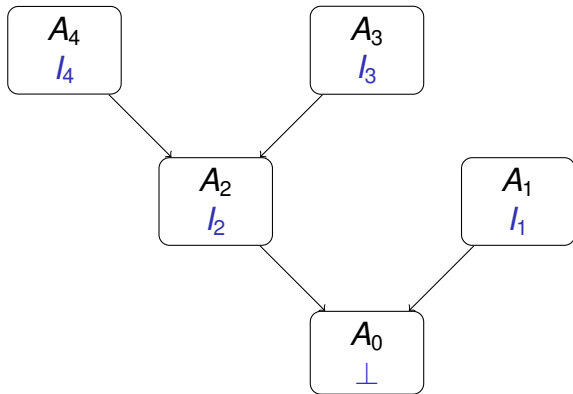
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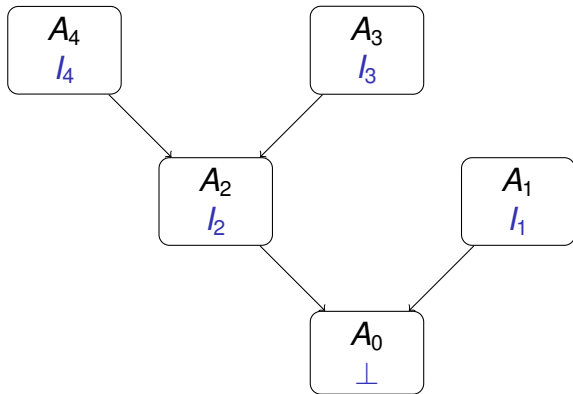
$$A_1 \rightarrow l_1$$

$$A_2 \wedge l_4 \wedge l_3 \rightarrow l_2$$

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Language restrictions

$$l_4 \in \mathcal{L}(A_4) \cap \mathcal{L}(A_3, A_2, A_1, A_0)$$

$$l_3 \in \mathcal{L}(A_3) \cap \mathcal{L}(A_4, A_2, A_1, A_0)$$

$$l_2 \in \mathcal{L}(A_4, A_3, A_2) \cap \mathcal{L}(A_1, A_0)$$

$$l_1 \in \mathcal{L}(A_1) \cap \mathcal{L}(A_3, A_2, A_1, A_0)$$



## Related Work

Solving recursion-free Horn clauses

[Gupta, Popeea, Rybalchenko POPL'11]

Interpolants for procedure summarization

[McMillan, Rybalchenko MSR-TR'13]

Generalized property directed reachability

[Hoder, Bjørner SAT'12]

Interpolation and Horn Clauses

[Hojjat, Rümmer, Kuncak CAV'13]

Nested Interpolants

[Heizmann, Hoenicke, Podelski POPL'10]

and many more ...

# Important questions

- Do interpolants always exist?  
Yes, in first-order logic (also with respect to a theory)
- Is a logic closed under interpolation? (e.g. quantifier free fragments)  
Not necessarily, consider  $a = 2b + 1 \wedge a = 2c$  over  $\mathbb{Z}$

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Not necessarily, consider  $a = 2b + 1 \wedge a = 2c$  over  $\mathbb{Z}$
- How to interpolate efficiently?
- How to obtain “good” interpolants?

# Proof-based interpolation

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- Extensive literature on interpolant extraction for various theories
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$$\frac{\frac{a = b \quad \frac{b = c \quad c = d}{b = d}}{a = b}}{\perp} \quad a \neq d$$

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interpolant:  $a = c$



# Vampire

- Vampire is one of the best first-order theorem provers



- Recent developments/extensions:

- Invariant generation
- Interpolation and Symbol Elimination
- Interpolant minimization &  
Theory independent proof localization
- Incremental tree interpolation

[FASE'09, MICA1'11]

[CADE'09, IJCAR'10]

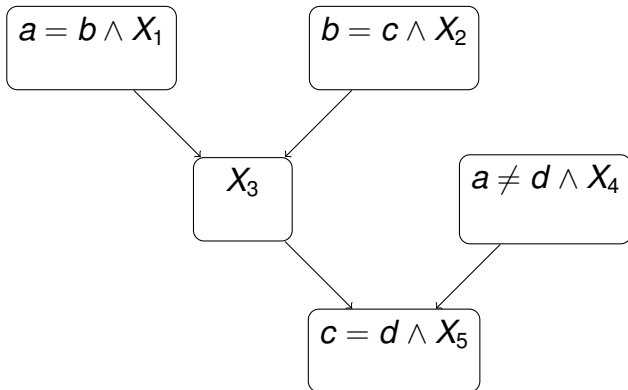
[POPL'12]

[today]

# Incremental tree interpolation

- Visit tree nodes in *topological order*
- Per node: *partition* the tree and compute *binary interpolant*
- Crucial: *reuse* previously computed interpolants

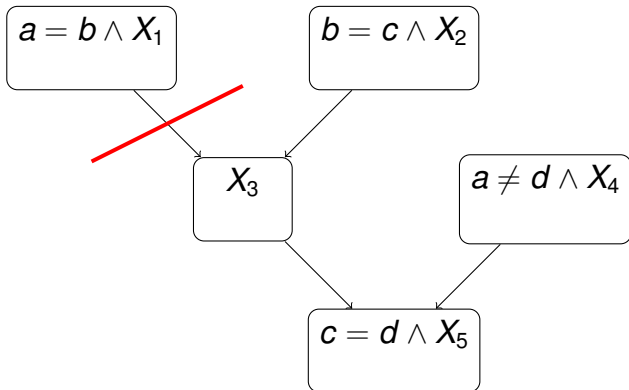
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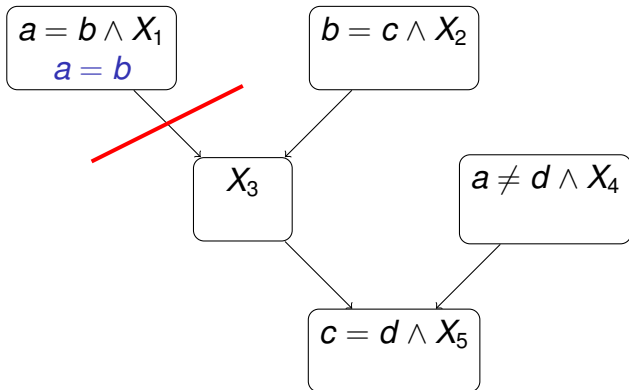
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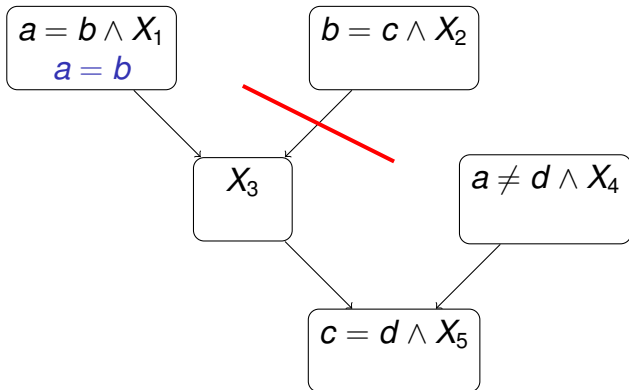
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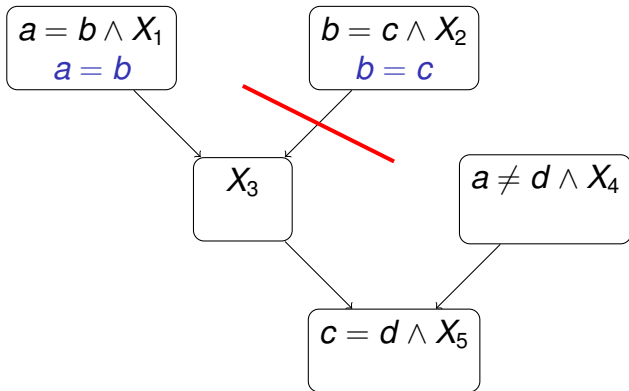
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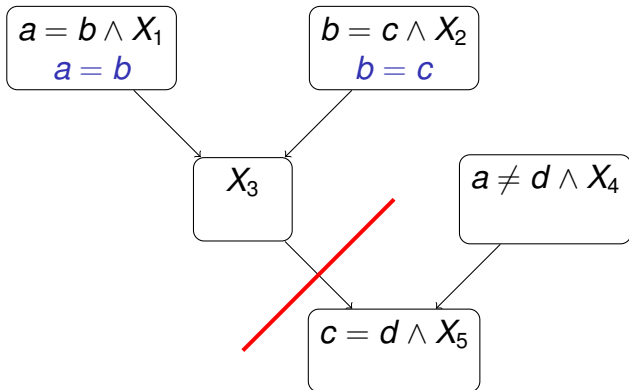
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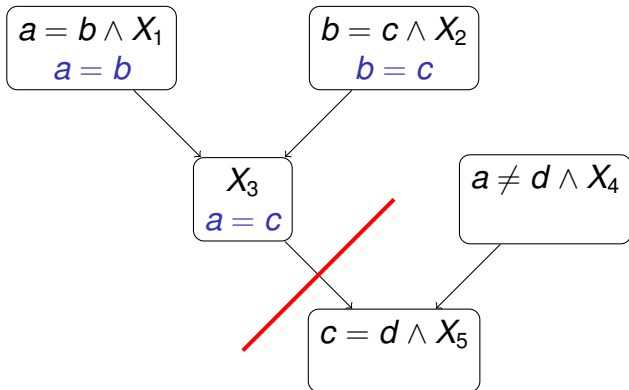
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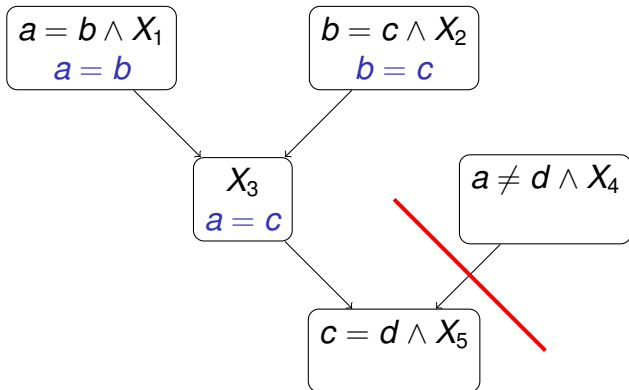




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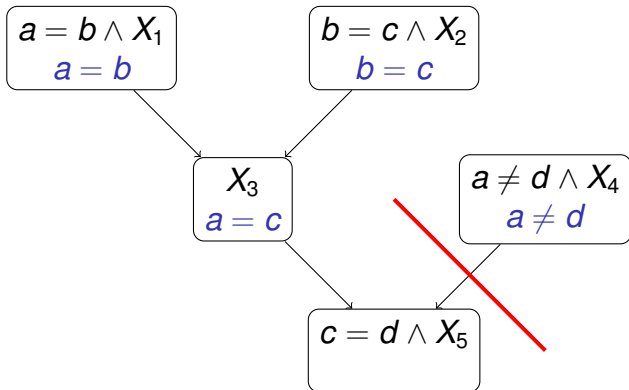
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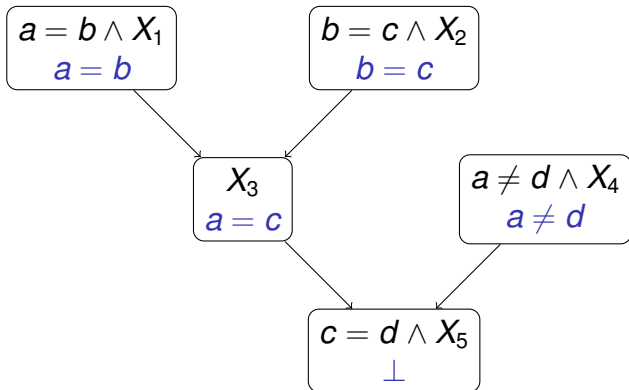
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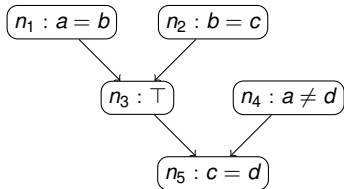
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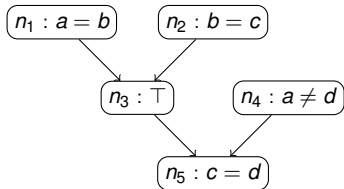
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# Tool usage



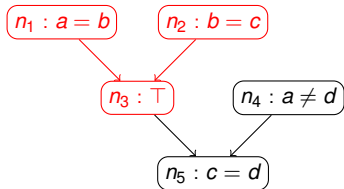
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Tree interpolation problem in  
SMT-LIB 1.2 syntax using iZ3  
convention

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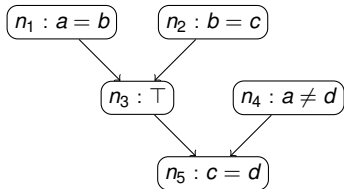
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# Tool usage



```
> vampire --show_interpolant tree x.smt
```

```
Parsing SMTLIB file: x.smt
```

```
Parsing terminated.
```

```
Building Tree.
```

```
Building Tree terminated.
```

```
n1: (= a b)
```

```
n2: (= b c)
```

```
n3: (= a c)
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n4: (not (= a d))
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175 QF\_AUFLIA problems from model checking  
Windows device drivers (90 nodes on average)

## Quantified benchmarks

4 small AUFLIA problems



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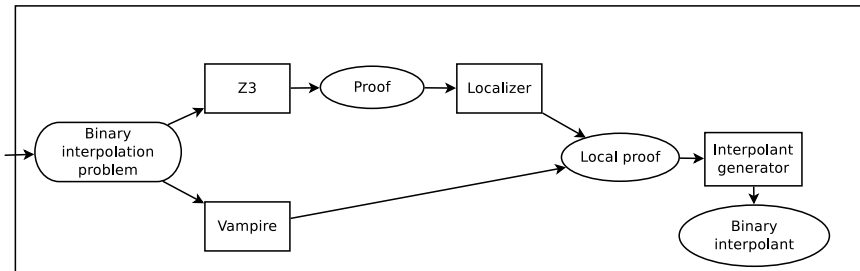
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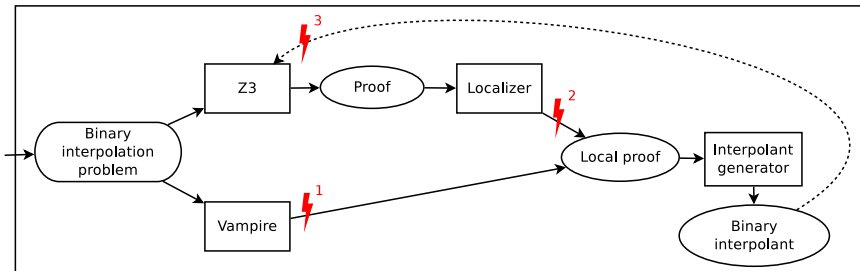
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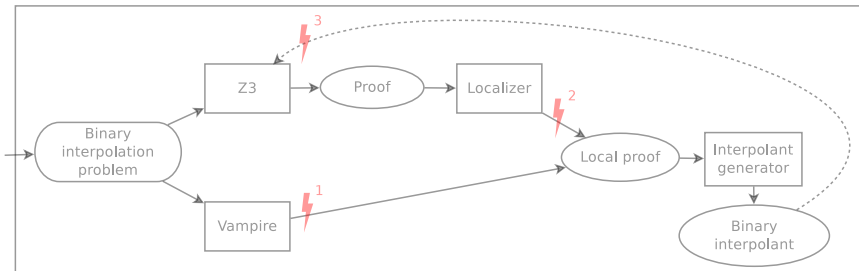
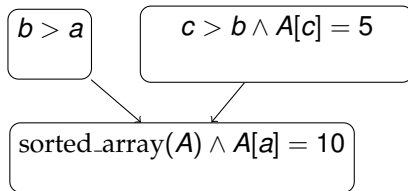
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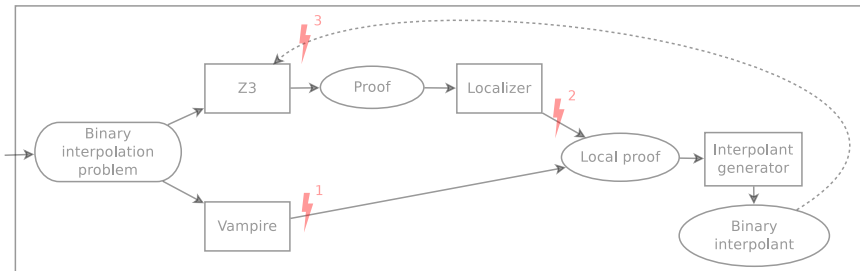
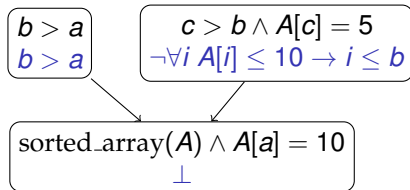
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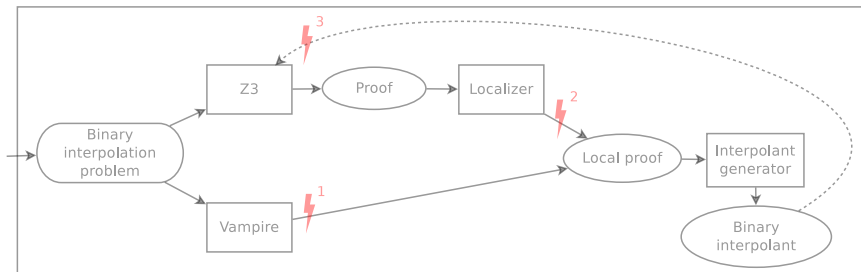
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Thank you!