Contents

1 Introduction 1
  1.1 Download and Installation ........................................... 1
    1.1.1 Binary Distributions ........................................... 2
    1.1.2 Source Distribution ............................................ 3
    1.1.3 Nonlinear Arithmetic and MCSAT ................................ 3
    1.1.4 Python Bindings ................................................ 4
  1.2 Content of the Distributions ....................................... 4
  1.3 Library Dependencies .............................................. 4
  1.4 Supported Logics .................................................. 5
  1.5 Getting Help and Reporting Bugs .................................. 7

2 Yices 2 Logic 9
  2.1 Type System .......................................................... 9
  2.2 Terms and Formulas ................................................ 10
  2.3 Theories ............................................................. 11
    2.3.1 Arithmetic ..................................................... 11
    2.3.2 Bitvectors ...................................................... 13

3 Yices 2 Architecture 17
  3.1 Main Components .................................................. 17
  3.2 Solvers ............................................................. 18
  3.3 Context Configurations ............................................ 20
  3.4 MCSAT ............................................................... 20

4 Yices Tool 23
  4.1 Example ............................................................. 24
  4.2 Exists/Forall Problems ............................................ 25
  4.3 Tool Invocation ................................................... 26
  4.4 Input Language .................................................... 28
    4.4.1 Lexical Elements ............................................... 28
    4.4.2 Declarations .................................................. 31
Chapter 1

Introduction

This manual is an introduction to the logic, language, and architecture of the Yices 2 SMT solver. Yices is developed at SRI International’s Computer Science Laboratory. Since version 2.5.3, Yices is released under the GNU General Public Licence version 3 (reproduced in Appendix A). Previous versions were released under different terms, and were free-of-charge for noncommercial use.

To discuss alternative license terms, please contact us at fm-license@csl.sri.com.

1.1 Download and Installation

The latest stable version of Yices 2 can be downloaded at http://yices.csl.sri.com. We provide pre-compiled binaries for the platforms and operating systems listed in Table 1.1. We also provide source code there. For MacOS and Linux, you can also install Yices 2 using package managers (i.e., homebrew for the Mac and apt for Debian/Ubuntu).

For the latest developments, you can clone our Git repository https://github.com/SRI-CSL/yices2.

<table>
<thead>
<tr>
<th>OS/Hardware</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Linux 64 bits</td>
<td>Kernel 2.6.24 or more recent</td>
</tr>
<tr>
<td>Mac OS X 64 bits</td>
<td>Mac OS X El Capitan</td>
</tr>
<tr>
<td>Windows (32 and 64 bits)</td>
<td></td>
</tr>
</tbody>
</table>

Table 1.1: Binary Distributions
1.1.1  Binary Distributions

To download stable Yices 2 binaries, go to http://yices.csl.sri.com and select the distribution that you want to install. Untar or unzip the file and follow the instructions in the included README file. The binary distributions are self-contained and do not require installation of third-party libraries.

To complete installation on Linux or Mac OS X, the binary distributions include a shell script called install-yices. By default, this script installs Yices in /usr/local. If this is fine for you, type

```
sudo ./install-yices
```

This will install the binaries in /usr/local/bin, the library in /usr/local/lib, and the header files in /usr/local/include.

To install Yices in a different location, you can type

```
./install-yices <directory>
```

(use sudo if necessary).

**Homebrew Package**

If you use homebrew on Mac OS X, you can easily install Yices as follows:

```
brew install SRI-CSL/sri-csl/yices
```

(you may need sudo). This will install the Yices 2 executables, library, and include files.

**Debian Package**

For Ubuntu or Debian (or any other Linux distribution that uses apt), we provide APT packages. To install them, you must first add our PPA to your list of repositories then install package yices2:

```
sudo add-apt-repository ppa:sri-csl/formal-methods
sudo apt-get update
sudo apt-get install yices2
```

You can also install the library and development files as follows:

```
sudo apt-get install yices2-dev libyices2.5
```
1.1.2 Source Distribution

The source distribution must be used for operating systems not listed in Table 1.1 (or for old versions of Linux or Mac OS X). It is also useful if you desire to compile Yices with debugging information, or if you want to link Yices with your own version of the GMP library. The source is available as a tarfile at http://yices.csl.sri.com and on our git repository at https://github.com/SRI-CSL/yices2.

Yices 2 is straightforward to compile on UNIX-like systems. Any recent version of GCC or Clang should work. The compilation uses standard tools such as GNU make and sed. It also requires the gperf utility and the GMP library. On many systems, gperf and GMP can be installed using package managers. For example, on Ubuntu:

```
sudo apt-get install libgmp-dev
sudo apt-get install gperf
```

After this, compiling and installing Yices use the following standard steps:

```
./configure
make -j
sudo make install
```

This will build binaries and libraries, and install them in /usr/local. You can change the installation location by giving a --prefix option to configure.

For Windows, we recommend building Yices using Cygwin. If you want a version that works natively on Windows (i.e., does not depend on the Cygwin DLLs) then you can compile form Cygwin using the MinGW cross-compilers. The file doc/COMPILING included in the source distribution gives more details.

1.1.3 Nonlinear Arithmetic and MCSAT

Yices includes a solver for nonlinear arithmetic based on the Model Constructing Satisfiability Calculus (MCSAT). This calculus and its application to nonlinear arithmetic are explained in [JBdM13] and [dMJ12].

The precompiled, binary distributions of Yices include the MCSAT solver and can process nonlinear arithmetic problems. If you build Yices from source and want support for nonlinear arithmetic, you must install an external library first and enable MCSAT support when you compile Yices.

This library is called “libpoly.” It implements various operations on polynomials used by the MCSAT solver. It is open source and it is available on GitHub (https://github.com/SRI-CSL/libpoly). Make sure that you download the latest version of libpoly. Yices 2.6 requires libpoly v0.1.3.

Once you have installed libpoly, you can compile Yices with MCSAT support as follows:
The usual environment variables (e.g., CPPFLAGS and LDFLAGS) can be used if you install libpoly in a non-standard location.

### 1.1.4 Python Bindings

Since Yices 2.6.0, we provide Python bindings to the Yices API. The easiest way to install these Python bindings is to use `pip`:

```
$ pip install yices
```

Alternatively, you can clone the Yices repository at [https://github.com/SRI-CSL/yices2](https://github.com/SRI-CSL/yices2). Python support and some examples are in directory `src/bindings/python`.

### 1.2 Content of the Distributions

The binary distributions and packages include the Yices executables, the Yices library and header files, and examples and documentation. Four solvers are currently included:

- **yices** is the main SMT solver. It can read and process input given in Yices 2’s specification language. This language is explained in Chapter 4.
- **yices-smt** is a solver for input in the SMT-LIB 1.2 notation [RT06].
- **yices-smt2** is a solver for input in the SMT-LIB 2.0 notation [BFT15].
- **yices-sat** is a Boolean satisfiability solver that can read input in the DIMACS CNF format.

The Yices library and header files allow you to use Yices via its API, as explained in Chapter 6.

The source distribution includes source code for the above four solvers and for the library. It also includes documentation for the source, more examples and regression tests, various scripts and utilities, and the LaTeX source for this manual.

### 1.3 Library Dependencies

Yices uses the GNU Multiple Precision Arithmetic Library (GMP). The binary distribution are statically linked against GMP. If you build Yices from source, you will need to install GMP on your system. The GMP library can be installed using common package managers
in most Linux distributions. It can also be built and installed from source. For more information, please visit the GMP website http://gmplib.org. GMP is distributed under the LGPLv3 License, reproduced in Appendix B.

Since release 2.4.0, Yices has optional support for nonlinear real arithmetic. As explained in Section 1.1.3, this depends on an external library for operations on polynomials which is available at https://github.com/SRI-CSL/libpoly.

### 1.4 Supported Logics

The current Yices 2 release supports quantifier-free combinations of linear and non-linear integer and real arithmetic, uninterpreted function, arrays, and bitvectors. Currently, Yices 2 supports most SMT-LIB logics that do not involve quantifiers as summarized in Table 1.2. The meaning of the logics and theories in this table is explained at the SMT-LIB website (http://www.smtlib.org). In addition, Yices 2 supports a more general set of array operations than required by SMT-LIB, and Yices 2 has support for tuple and enumeration types, which are not part of SMT-LIB.
<table>
<thead>
<tr>
<th>Logic</th>
<th>Description</th>
<th>Supported</th>
</tr>
</thead>
<tbody>
<tr>
<td>ALIA</td>
<td>Arrays, Linear Integer Arithmetic, Quantifiers</td>
<td>no</td>
</tr>
<tr>
<td>AUFLIA</td>
<td>Arrays, Linear Integer Arithmetic, Quantifiers, Uninterpreted Functions</td>
<td>no</td>
</tr>
<tr>
<td>AUFLIRA</td>
<td>Arrays, Mixed Linear Arithmetic, Quantifiers, Uninterpreted Functions</td>
<td>no</td>
</tr>
<tr>
<td>AUFNIRA</td>
<td>Arrays, Nonlinear Arithmetic, Quantifiers, Uninterpreted Functions</td>
<td>no</td>
</tr>
<tr>
<td>LIA</td>
<td>Linear Integer Arithmetic, Quantifiers</td>
<td>no</td>
</tr>
<tr>
<td>LRA</td>
<td>Linear Real Arithmetic, Quantifiers</td>
<td>no</td>
</tr>
<tr>
<td>NIA</td>
<td>Nonlinear Integer Arithmetic, Quantifiers</td>
<td>no</td>
</tr>
<tr>
<td>NRA</td>
<td>Nonlinear Real Arithmetic, Quantifiers</td>
<td>no</td>
</tr>
<tr>
<td>QF_ABV</td>
<td>Arrays and Bitvectors</td>
<td>yes</td>
</tr>
<tr>
<td>QF_ALIA</td>
<td>Arrays and Linear Integer Arithmetic</td>
<td>yes</td>
</tr>
<tr>
<td>QF_AUFBV</td>
<td>Arrays, Bitvectors Uninterpreted Functions</td>
<td>yes</td>
</tr>
<tr>
<td>QF_AUFLIA</td>
<td>Arrays, Linear Integer Arithmetic, Uninterpreted Functions</td>
<td>yes</td>
</tr>
<tr>
<td>QF_AX</td>
<td>Arrays (with extensionality)</td>
<td>yes</td>
</tr>
<tr>
<td>QF_BV</td>
<td>Bitvectors</td>
<td>yes</td>
</tr>
<tr>
<td>QF_IDL</td>
<td>Integer Difference Logic</td>
<td>yes</td>
</tr>
<tr>
<td>QF_LIA</td>
<td>Linear Integer Arithmetic</td>
<td>yes</td>
</tr>
<tr>
<td>QF_LIRA</td>
<td>Mixed Linear Arithmetic</td>
<td>yes</td>
</tr>
<tr>
<td>QF_LRA</td>
<td>Linear Real Arithmetic</td>
<td>yes</td>
</tr>
<tr>
<td>QF_NIA</td>
<td>Nonlinear Integer Arithmetic</td>
<td>yes</td>
</tr>
<tr>
<td>QF_NIRA</td>
<td>Mixed Nonlinear Arithmetic</td>
<td>yes</td>
</tr>
<tr>
<td>QF_NRA</td>
<td>Nonlinear Real Arithmetic</td>
<td>yes</td>
</tr>
<tr>
<td>QF_RDL</td>
<td>Real Difference Logic</td>
<td>yes</td>
</tr>
<tr>
<td>QF_UF</td>
<td>Uninterpreted Functions</td>
<td>yes</td>
</tr>
<tr>
<td>QF_UFBV</td>
<td>Uninterpreted Functions, Bitvectors</td>
<td>yes</td>
</tr>
<tr>
<td>QF_UFIDL</td>
<td>Uninterpreted Functions, Integer Difference Logic</td>
<td>yes</td>
</tr>
<tr>
<td>QF_UFLIA</td>
<td>Uninterpreted Functions, Linear Integer Arithmetic</td>
<td>yes</td>
</tr>
<tr>
<td>QF_UFLRA</td>
<td>Uninterpreted Functions, Linear Real Arithmetic</td>
<td>yes</td>
</tr>
<tr>
<td>QF_UFNIA</td>
<td>Uninterpreted Functions, Nonlinear Integer Arithmetic</td>
<td>yes</td>
</tr>
<tr>
<td>QF_UFNIRA</td>
<td>Uninterpreted Functions, Mixed Nonlinear Arithmetic</td>
<td>yes</td>
</tr>
<tr>
<td>QF_UFNRA</td>
<td>Uninterpreted Functions, Nonlinear Real Arithmetic</td>
<td>yes</td>
</tr>
<tr>
<td>UFLRA</td>
<td>Nonlinear Real Arithmetic, Quantifiers, Uninterpreted Functions</td>
<td>no</td>
</tr>
<tr>
<td>UFNIA</td>
<td>Nonlinear Integer Arithmetic, Quantifiers, Uninterpreted Functions</td>
<td>no</td>
</tr>
</tbody>
</table>

Table 1.2: Logics Supported by Yices 2
Hi,

I am experiencing a segmentation fault from Yices. I have attached a small test case that causes the crash. I am using Yices 1.0.36 on x86_64 statically linked against GMP on Ubuntu 12.04.

Figure 1.1: Good Bug Report

1.5 Getting Help and Reporting Bugs

The Yices website provides the latest release and information about Yices. The easiest (and preferred) way to report a bug or ask a question about Yices is to post an issue on our GitHub repository (https://github.com/SRI-CSL/yices2).

Alternatively, you can contact us via the Yices mailing lists:

- Send e-mail to yices-help@csl.sri.com if you have questions about Yices usage or installation.
  
  This mailing list is moderated, but you do not need to register to post to it. You can register to this mailing list if you are interested in helping others.

- To report a bug, you can send an e-mail to yices-bugs@csl.sri.com.

If you report a bug, please include enough information in your report to enable us to reproduce and fix the problem. Figure 1.1 shows what a good bug report looks like. This example is an edited version of real bug report that we actually received (with private information removed). Figure 1.2 shows an example of poor bug report. This example is fictitious but representative of what we sometimes receive on our mailing list.

Please try to use Figure 1.1 as a template and include answers to the following questions:

- Which version of Yices are you using?

- On which hardware and OS?

- How can we reproduce the bug? If at all possible send an input file or program fragment.
From: ...
Subject: Segmentation fault
To: yices-bugs@csl.sri.com

I have just downloaded Yices. After I compile my code and link it with Yices, there is a segmentation fault when I run the executable.

Can you help?

Thanks,
...

Figure 1.2: Poor Bug Report

From: ...
Subject: Invitation to Connect on LinkedIn
To: yices-bugs@csl.sri.com

I’d like to add you to my professional network on LinkedIn.

...

Figure 1.3: Terrible Bug Report
Chapter 2

Yices 2 Logic

Yices 2 specifications are written in a typed logic. The language is intended to be simple enough for efficient processing by the tool and expressive enough for most applications. The Yices 2 language is similar to the logic supported by Yices 1, but the most complex type constructs have been removed.

2.1 Type System

Yices 2 has a few built-in types for primitive objects:

- the arithmetic types \texttt{int} and \texttt{real}
- the Boolean type \texttt{bool}
- the type \((\text{bitvector } k)\) of bitvectors of size \(k\), where \(k\) is a positive integer.

All these built-in types are \textit{atomic}. The set of atomic types can be extended by declaring new \textit{uninterpreted types} and \textit{scalar types}. An uninterpreted type denotes a nonempty collection of objects with no cardinality constraint. A scalar type denotes a nonempty, \textit{finite} set of objects. The cardinality of a scalar type is defined when the type is created.

In addition to the atomic types, Yices 2 provides constructors for tuple and function types. The set of all Yices 2 types can be defined inductively as follows:

- Any atomic type \(\tau\) is a type.
- If \(n > 0\) and \(\sigma_1, \ldots, \sigma_n\) are \(n\) types, then \(\sigma = (\sigma_1 \times \ldots \times \sigma_n)\) is a type. Objects of type \(\sigma\) are tuples \((x_1, \ldots, x_n)\) where \(x_i\) is an object of type \(\sigma_i\).
- If \(n > 0\) and \(\sigma_1, \ldots, \sigma_n\) and \(\tau\) are types, then \(\sigma = (\sigma_1 \times \ldots \times \sigma_n \rightarrow \tau)\) is a type. Objects of type \(\sigma\) are functions of domain \(\sigma_1 \times \ldots \times \sigma_n\) and range \(\tau\).
By construction, all the types are nonempty. Yices does not have a specific type constructor for arrays since the logic does not distinguish between arrays and functions. For example, an array indexed by integers is simply a function of domain \( \text{int} \).

Yices 2 uses a simple form of subtyping. Given two types \( \sigma \) and \( \tau \), let \( \sigma \sqsubseteq \tau \) denote that \( \sigma \) is a subtype of \( \tau \). Then the subtype relation is defined by the following rules:

- \( \tau \sqsubseteq \tau \) (any type is a subtype of itself)
- \( \text{int} \sqsubseteq \text{real} \) (the integers form a subtype of the reals)
- If \( \sigma_1 \sqsubseteq \tau_1, \ldots, \sigma_n \sqsubseteq \tau_n \) then \( (\sigma_1 \times \ldots \times \sigma_n) \sqsubseteq (\tau_1 \times \ldots \times \tau_n) \).
- If \( \tau \sqsubseteq \tau' \) then \( (\sigma_1 \times \ldots \times \sigma_n \to \tau) \sqsubseteq (\sigma_1 \times \ldots \times \sigma_n \to \tau') \).

For example, the type \( (\text{int} \times \text{int}) \) (pairs of integers) is a subtype of \( (\text{real} \times \text{real}) \) (pairs of reals).

Two types, \( \tau \) and \( \tau' \), are said to be *compatible* if they have a common supertype, that is, if there exists a type \( \sigma \) such that \( \tau \sqsubseteq \sigma \) and \( \tau' \sqsubseteq \sigma \). If that is the case, then there exists a unique minimal supertype among all the common supertypes. We denote the minimal supertype of \( \tau \) and \( \tau' \) by \( \tau \sqcup \tau' \). By definition, we then have

\[
\tau \sqsubseteq \sigma \text{ and } \tau' \sqsubseteq \sigma \Rightarrow \tau \sqcup \tau' \sqsubseteq \sigma.
\]

For example, the tuple types \( \tau = (\text{int} \times \text{real} \times \text{int}) \) and \( \tau' = (\text{int} \times \text{int} \times \text{real}) \) are compatible. Their minimal supertype is \( \tau \sqcup \tau' = (\text{int} \times \text{real} \times \text{real}) \). The type \( (\text{real} \times \text{real} \times \text{real}) \) is also a common supertype of \( \tau \) and \( \tau' \) but it is not minimal.

### 2.2 Terms and Formulas

In Yices 2, the atomic terms include the Boolean constants \( \text{true} \) and \( \text{false} \) as well as arithmetic and bitvector constants.

When a scalar type \( \tau \) of cardinality \( n \) is declared, \( n \) distinct constant \( c_1, \ldots, c_n \) of type \( \tau \) are also implicitly defined. In the Yices 2 syntax, this is done via a declaration of the form:

\[
\text{(define-type tau (scalar c1 ... cn)}
\]

An equivalent functionality is provided by the Yices API. The API allows one to create a new scalar type and to access \( n \) constants of that type indexed by integers between 0 and \( n - 1 \) (check file \texttt{include/yices.h} for explanations).

The user can also declare *uninterpreted constants* of arbitrary types. Informally, uninterpreted constants of type \( \tau \) can be considered like global variables, but Yices (in particular the Yices API) makes a distinction between *variables* of type \( \tau \) and *uninterpreted constants*
of type $\tau$. In the Yices API, variables are used to build quantified expressions and to support
term substitutions. Free variables are not allowed to occur in assertions.

The term constructors include the common Boolean operators (conjunction, disjunction,
negation, implication, etc.), an if-then-else constructor, equality, function application, and
tuple constructor and projection. In addition, Yices provides an \texttt{update} operator that can
be applied to arbitrary functions. The type-checking rules for these primitive operators are
described in Figure 2.1, where the notation $t :: \tau$ means “term $t$ has type $\tau$”.

There are no separate syntax or constructors for formulas. In Yices 2, a formula is simply a
term of Boolean type.

The semantics of most of these operators is standard. The update operator for functions is
characterized by the following axioms\footnote{These are the main axioms of the McCarthy theory of arrays.}:

$$((\text{update } f \ t_1 \ldots \ t_n \ v) \ t_1 \ldots \ t_n) = v$$
$$u_1 \neq t_1 \lor \ldots \lor u_n \neq t_n \Rightarrow ((\text{update } f \ t_1 \ldots \ t_n \ v) \ u_1 \ldots \ u_n) = (f \ u_1 \ldots \ u_n)$$

In other words, $(\text{update } f \ t_1 \ldots t_n \ v)$ is the function equal to $f$ at all points except
$(t_1, \ldots, t_n)$. Informally, if $f$ is interpreted as an array then the update corresponds to “stor-
ing” $v$ at position $t_1, \ldots, t_n$ in the array. Reading the content of the array is nothing other
than function application: $(f \ i_1 \ldots i_n)$ is the content of the array at position $i_1, \ldots, i_n$.

The full Yices 2 language has a few more operators not described here, and it includes exist-
tential and universal quantifiers. We do not describe the type-checking rules for quantifiers
here since Yices 2 has limited support for quantified formulas at this point.

2.3 Theories

In addition to the generic operators presented previously, the Yices language includes the
standard arithmetic operators and a rich set of bitvector operators.

2.3.1 Arithmetic

Arithmetic constants are arbitrary precision integers and rationals. Although Yices uses
exact arithmetic, rational constants can be written in floating-point notation. Internally,
Yices converts floating-point input to rationals. For example, the floating-point expression
$3.04e-1$ is converted to $38/125$.

The Yices language supports the traditional arithmetic operators (i.e., addition, subtraction,
multiplication). The solver for non-linear arithmetic supports arbitrary division. The linear-
arithmetic solver is limited to division by non-zero constants. For example, the expression
### Boolean Operators

<table>
<thead>
<tr>
<th>Expression</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>t :: bool</code></td>
<td><code>not t :: bool</code></td>
</tr>
<tr>
<td><code>t_1 :: bool...t_n :: bool</code></td>
<td><code>implies t_1 t_2 :: bool</code></td>
</tr>
<tr>
<td><code>t_1 :: bool...t_n :: bool</code></td>
<td><code>and t_1...t_n :: bool</code></td>
</tr>
</tbody>
</table>

### Equality

<table>
<thead>
<tr>
<th>Expression</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>t_1 : τ_1 t_2 : τ_2</code></td>
<td><code>(t_1 = t_2) :: bool</code> provided (τ_1) and (τ_2) are compatible</td>
</tr>
</tbody>
</table>

### If-then-else

<table>
<thead>
<tr>
<th>Expression</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>c :: bool t_1 :: τ_1 t_2 :: τ_2</code></td>
<td><code>(ite c t_1 t_2) :: τ_1 △ τ_2</code> provided (τ_1) and (τ_2) are compatible</td>
</tr>
</tbody>
</table>

### Tuple Constructor and Projection

<table>
<thead>
<tr>
<th>Expression</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>t_1 :: τ_1...t_n :: τ_n</code></td>
<td><code>(tuple t_1...t_n) :: (τ_1 × ... × τ_n)</code></td>
</tr>
<tr>
<td><code>t :: (τ_1 × ... × τ_n)</code></td>
<td><code>(select_i t) :: τ_i</code></td>
</tr>
</tbody>
</table>

### Function Application

<table>
<thead>
<tr>
<th>Expression</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>f :: (τ_1 × ... × τ_n → τ)</code> <code>t_1 :: σ_1...t_n :: σ_n</code> <code>σ_1 △ τ_1...σ_n △ τ_n</code></td>
<td><code>(f t_1...t_n) :: τ</code></td>
</tr>
</tbody>
</table>

### Function Update

<table>
<thead>
<tr>
<th>Expression</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>f :: (τ_1 × ... × τ_n → τ)</code> <code>t_1 :: σ_1...t_n :: σ_n</code> <code>v :: σ</code> <code>σ_1 △ τ_1</code> <code>σ △ τ</code></td>
<td><code>(update f t_1...t_n v) :: (τ_1 × ... × τ_n → τ)</code></td>
</tr>
</tbody>
</table>

Figure 2.1: Primitive Operators and Type Checking
$(x + 4y)/3$ is allowed in linear arithmetic, but $3/(x + 4y)$ is not. The arithmetic predicates are the usual comparison operators, including both strict and nonstrict inequalities.

We’ve added more arithmetic operations since Yices 2.4:

- abs: absolute value
- floor, ceil: integer floor and ceiling
- div, mod: integer division and modulo
- divides, is-int: check for divisibility and integrality

These operations have the usual meaning. As in the SMT-LIB Ints theory, the division and modulo operations are defined by the following constraints:

\[
\text{(div } x k \text{)} \in \mathbb{Z} \\
x = k \cdot (\text{div } x k + (\text{mod } x k)) \\
0 \leq (\text{mod } x k) < |k|.
\]

For these operations, Yices 2 extends the SMT-LIB definitions by allowing both $x$ and $k$ to be arbitrary reals, not just integers.

### 2.3.2 Bitvectors

Yices supports all the bitvector operators defined in the SMT-LIB standards [RT06, BST12, BFT15]. The most commonly used operators are listed in Table 2.1. They include bitvector arithmetic (where bitvectors are interpreted either as unsigned integers or as signed integers in two’s complement representation), logical operators such as bitwise OR or AND, logical and arithmetic shifts, concatenation, and extraction of subvectors. Other operators are defined in the theory QF_BV of SMT-LIB (cf. [http://www.smtlib.org](http://www.smtlib.org)); Yices 2 supports all of them.

The semantics of all the bitvector operators is defined in the SMT-LIB standard. Like other SMT solvers, Yices 2 follows the BTOR conventions for bitvector division by zero [BBL08]. Until recently, this was not the semantics defined by the SMT-LIB standard. The SMT-LIB semantics changed in October 2015. It is now the same as BTOR:

**Unsigned Division:** If $b$ is the zero bitvector of $n$ bits then

\[
\begin{align*}
(bvudiv a b) & = 0b111...1 \\
(bvurem a b) & = a
\end{align*}
\]
<table>
<thead>
<tr>
<th>Operator and Type</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>bvadd :: (bv n) × (bv n) → (bv n)</td>
<td>addition</td>
</tr>
<tr>
<td>bvsub :: (bv n) × (bv n) → (bv n)</td>
<td>subtraction</td>
</tr>
<tr>
<td>bvmul :: (bv n) × (bv n) → (bv n)</td>
<td>multiplication</td>
</tr>
<tr>
<td>bvneg :: (bv n) → (bv n)</td>
<td>2’s complement opposite</td>
</tr>
<tr>
<td>bvudiv :: (bv n) × (bv n) → (bv n)</td>
<td>quotient in unsigned division</td>
</tr>
<tr>
<td>bvlsdiv :: (bv n) × (bv n) → (bv n)</td>
<td>remainder in unsigned division</td>
</tr>
<tr>
<td>bvneg :: (bv n) → (bv n)</td>
<td>2’s complement opposite</td>
</tr>
<tr>
<td>bvsdiv :: (bv n) × (bv n) → (bv n)</td>
<td>quotient in signed division</td>
</tr>
<tr>
<td>bvlsrem :: (bv n) × (bv n) → (bv n)</td>
<td>remainder in signed division</td>
</tr>
<tr>
<td>bvlsmod :: (bv n) × (bv n) → (bv n)</td>
<td>remainder in signed division</td>
</tr>
<tr>
<td>bvule :: (bv n) × (bv n) → bool</td>
<td>unsigned less than or equal</td>
</tr>
<tr>
<td>bvuge :: (bv n) × (bv n) → bool</td>
<td>unsigned greater than or equal</td>
</tr>
<tr>
<td>bvult :: (bv n) × (bv n) → bool</td>
<td>unsigned less than</td>
</tr>
<tr>
<td>bvugt :: (bv n) × (bv n) → bool</td>
<td>unsigned greater than</td>
</tr>
<tr>
<td>bvlsle :: (bv n) × (bv n) → bool</td>
<td>signed less than or equal</td>
</tr>
<tr>
<td>bvsgt :: (bv n) × (bv n) → bool</td>
<td>signed greater than or equal</td>
</tr>
<tr>
<td>bvlslt :: (bv n) × (bv n) → bool</td>
<td>signed less than</td>
</tr>
<tr>
<td>bvsgt :: (bv n) × (bv n) → bool</td>
<td>signed greater than</td>
</tr>
<tr>
<td>bvand :: (bv n) × (bv n) → (bv n)</td>
<td>bitwise and</td>
</tr>
<tr>
<td>bvnot :: (bv n) × (bv n) → (bv n)</td>
<td>bitwise or</td>
</tr>
<tr>
<td>bvxor :: (bv n) × (bv n) → (bv n)</td>
<td>bitwise not</td>
</tr>
<tr>
<td>bvshl :: (bv n) × (bv n) → (bv n)</td>
<td>bitwise exclusive or</td>
</tr>
<tr>
<td>bvlsshr :: (bv n) × (bv n) → (bv n)</td>
<td>shift left</td>
</tr>
<tr>
<td>bvashr :: (bv n) × (bv n) → (bv n)</td>
<td>logical shift right</td>
</tr>
<tr>
<td>bvconcat :: (bv n) × (bv m) → (bv n + m)</td>
<td>arithmetic shift right</td>
</tr>
<tr>
<td>bvextract :: (bv n) → (bv m)</td>
<td>concatenation</td>
</tr>
</tbody>
</table>

Table 2.1: Bitvector Operators
In general, the quotient \((\text{bvudiv } a \ b)\) is the largest unsigned integer that can be represented on \(n\) bits, and is smaller than \(a/b\), and the following identity holds for all bitvectors \(a\) and \(b\)

\[
a = (\text{bvadd } (\text{bvmul } (\text{bvudiv } a \ b) \ b) \ (\text{bvurem } a \ b)).
\]

**Signed Division** If \(b\) is the zero bitvector of \(n\) bits then

\[
\begin{align*}
(\text{bvsdiv } a \ b) &= 0b000..01 \text{ if } a \text{ is negative } \\
(\text{bvsdiv } a \ b) &= 0b111...1 \text{ if } a \text{ is non-negative } \\
(\text{bvsrem } a \ b) &= a \\
(\text{bvsmod } a \ b) &= a \\
\end{align*}
\]

Beside the SMT-LIB operations, Yices includes two operators to convert between arrays of Booleans and bitvectors. These operators were introduced in Yices 2.2.2.

- \((\text{bool-to-bv } b_1 \ldots b_n)\) is the bitvector obtained by concatenating \(n\) Boolean terms \(b_1, \ldots, b_n\). The high-order bit is \(b_1\) and the low-order bit is \(b_n\). For example, the expression

\[
(\text{bool-to-bv } \text{true } \text{false } \text{false } \text{false})
\]

is the same as the bitvector constant \(0b1000\).

- \((\text{bit } a \ i)\) extracts the \(i\)-th bit of bitvector \(a\) as a Boolean term. If \(a\) has \(n\) bits, then \(i\) must be an index between 0 and \(n - 1\). The low-order bit has index 0, and the high-order bit has index \(n - 1\). For example, we have

\[
(\text{bit } (\text{bool-to-bv } \text{false } \text{b } \text{true } \text{true}) \ 2) = b,
\]

where \(b\) is a Boolean term.
Chapter 3

Yices 2 Architecture

Yices 2 has a modular architecture. You can select a specific combination of theory solvers for your needs using the API or the yices executable. With the API, you can maintain several independent contexts in parallel, possibly each using different solvers and settings.

3.1 Main Components

The Yices 2 software can be conceptually decomposed into three main modules:

Term Database Yices 2 maintains a global database in which all terms and types are stored. Yices 2 provides an API for constructing terms, formulas, and types in this database.

Context Management A context is a central data structure that stores asserted formulas. Each context contains a set of assertions to be checked for satisfiability. The context-management API supports operations for creating and initializing contexts, for asserting formulas into a context, and for checking the satisfiability of the asserted formulas. Optionally, a context can support operations for retracting assertions using a push/pop mechanism. Several contexts can be constructed and manipulated independently.

Contexts are highly customizable. Each context can be configured to support a specific theory, and to use a specific solver or combination of solvers.

Model Management If the set of formulas asserted in a context is satisfiable, then one can construct a model of the formulas. The model maps symbols of the formulas to concrete values (e.g., integer or rational values, or bitvector constants). The API provides functions to build and query models.

Figure 3.1 shows the top-level architecture of Yices 2, divided into the three main modules. Each context consists of two separate components: The solver employs a Boolean
satisfiability solver and decision procedures for determining whether the formulas asserted in the context are satisfiable. The `simplifier/internalizer` component converts the format used by the term database into the internal format used by the solver. In particular, the internalizer rewrites all formulas in conjunctive normal form, which is used by the internal SAT solver.

### 3.2 Solvers

In Yices 2, it is possible to select a different solver (or combination of solvers) for the problem of interest. Each context can thus be configured for a specific class of formulas. For example, you can use a solver specialized for linear arithmetic, or a solver that supports the full Yices 2 language. Figure 3.2 shows the architecture of the most general solver available in Yices 2. A major component of all solvers is a SAT solver based on the Conflict-Driven Clause Learning (CDCL) procedure. The SAT solver is coupled with one or more so-called theory solvers. Each theory solver implements a decision procedure for a particular theory. Currently, Yices 2 includes four main theory solvers:

- The **UF Solver** deals with the theory of uninterpreted functions with equality\(^1\). It implements a decision procedure based on computing congruence closures, similar to the Simplify system [DNS05], with other ideas borrowed from [NO07].

\(^1\)UF stands for uninterpreted functions.
The Arithmetic Solver deals with linear integer and real arithmetic. It implements a decision procedure based on the Simplex algorithm [DdM06a, DdM06b].

The Bitvector Solver deals with the theory of bitvectors.

The Array Solver implements a decision procedure for McCarthy’s theory of arrays.

Two arithmetic solvers can be used in place of the Simplex-based solver for integer or real difference logic. These solvers implement a decision procedure based on the Floyd-Warshall algorithm. These solvers are more specialized and limited than the Simplex-based solver. They must be used standalone; they cannot be combined with the UF solver.

It is possible to remove some of the components of Figure 3.2 to build simpler and more efficient solvers that are specialized for classes of formulas. For example, a solver for pure arithmetic can be built by directly attaching the arithmetic solver to the CDCL SAT solver. Similarly, Yices 2 can be specialized for pure bitvector problems, or for problems combining uninterpreted functions, arrays, and bitvectors (by removing the arithmetic solver).

Yices 2 combines several theory solvers using the Nelson-Oppen method [NO79]. The UF solver is essential for this purpose; it coordinates the different theory solvers and ensures global consistency. The other solvers (for arithmetic, arrays, and bitvectors) communicate only with the central UF solver and never directly with each other. This property considerably simplifies the design and implementation of theory solvers. More details on the theory-combination method implemented by Yices are given in a tool paper [Dut14].
3.3 Context Configurations

A context can be configured to use different solvers and to support different usage scenarios. The basic operations on a context include:

- asserting one or more formulas
- checking satisfiability of the set of assertions
- building a model if the assertions are satisfiable

Optionally, a context can support addition and removal of assertions using a push/pop mechanism. In this case, the context maintains a stack of assertions organized in successive levels. The push operation starts a new level, and the pop operation removes all assertions at the top level. Thus, push can be thought as setting a backtracking point and pop restores the context state to a previous backtracking point.

Support for push and pop induces some overhead and may disable some preprocessing and simplification of assertions. In some cases, it is then desirable to use a context without support for push and pop, in order to get higher performance. Yices 2 allows users to control the set of features supported by a context by selecting a specific operating mode.

- The simplest mode is one-shot. In this mode, one can assert formulas then make a one call to the check operation. Assertions are not allowed after the call to check. This mode is the most efficient as Yices may apply powerful preprocessing and simplification (such as symmetry breaking [DFMWP11]).

- The next mode is multi-checks. In this mode, several calls to the check operation are allowed. One can assert formulas, call check, assert more formulas and call check again. This can be done as long as the context is satisfiable. Once check returns unsat, then no assertions can be added. This mode avoids the overhead of maintaining a stack of assertions.

- The default mode is push-pop. In this mode, a context supports the push and pop operations. Assertions are organized in a stack as explained previously.

- The last mode is interactive. This mode provides the same functionalities as push-pop but the context is configured to recover gracefully when a check operation times out or is interrupted.

3.4 MCSAT

Since version 2.4.0, Yices includes another solver that uses a different approach and architecture. This new solver is based on the Model Constructing Satisfiability Calculus (MCSAT), and it is currently dedicated to quantifier-free nonlinear real arithmetic. The theory
and implementation of MCSAT is discussed in several publications [JBdM13,dMJ13]. Currently, this solver can process input written in the SMT-LIB 2.0 or Yices notations. It does not support as many features as the CDCL-based solver described in the previous section. In particular, the MCSAT solver does not yet support incremental solving (i.e., push and pop).
Chapter 4

Yices Tool

The Yices 2 distribution includes a tool for processing input written in the Yices 2 language. This tool is called yices (or yices.exe in the Windows and Cygwin distributions). The syntax and the set of commands supported by yices are explained in the file doc/YICES-LANGUAGE included in the distribution. Several example specifications are also included in the examples directory.

(define-type BV (bitvector 32))

(define a::BV)
(define b::BV)
(define c::BV (mk-bv 32 1008832))
(define d::BV)

(assert (= a (bv-or (bv-and (mk-bv 32 255)
(bv-not (bv-or b (bv-not c))))
(bv-and c (bv-xor d (mk-bv 32 1023))))))

(check)

(show-model)
(eval a)
(eval b)
(eval c)
(eval d)

Figure 4.1: Example Yices Script
4.1 Example

To illustrate the tool usage, consider file examples/bv_test2.ys shown in Figure 4.1. The first line defines a type called BV. In this case, BV is a synonym for bitvectors of size 32. Then four terms are declared of type BV. The three constants a, b, and d are uninterpreted, while c is defined as the bitvector representation of the integer 1008832. The next line of the file is an assertion expressing a constraint between a, b, c, and d. The command (check) checks whether the assertion is satisfiable. Since it is, command (show-model) asks for a satisfying model to be displayed. The next commands ask for the value of four terms in the model.

To run yices on this input file, just type

    yices examples/bv_test2.ys

The tool will output something like this:

    sat
    (= d 0b00000000000000000000000000000000)
    (= b 0b00000000000000000000000000000000)
    (= a 0b00000000000000000000000011000000)

The result of the (check) command is shown on the first line (i.e., sat for satisfiable). The next three lines show the model as an assignment to the three uninterpreted terms a, b, and d. Then, the tool displays one bitvector constant for each of the (eval ...) command.

Since this example contains only terms and constructs from the bitvector theory, we could specify logic QF_BV on the command line as follows:

    yices --logic=QF_BV examples/bv_test2.ys

Since the file does not use push and pop, and it contains only one call to (check), we can select the mode one-shot:

    yices --logic=QF_BV --mode=one-shot examples/bv_test2.ys

To get a more detailed output, we can give a non-zero verbosity level:

    yices --verbosity=4 examples/bv_test2.ys

24
4.2 Exists/Forall Problems

Yices can solve a restricted class of quantified problems, known as exists/forall problems. As the name indicates, such problems are of the following general form:

$$\exists x_1, \ldots, x_n : \forall y_1, \ldots, y_m : P(x_1, \ldots, x_n, y_1, \ldots, y_m).$$

In many applications, the goal is to find values $a_1, \ldots, a_n$ for the existentially quantified variables $x_1, \ldots, x_n$ such that the following formula

$$\forall y_1, \ldots, y_m : P(a_1, \ldots, a_n, y_1, \ldots, y_m)$$

is valid.

Yices can solve such problems when the quantified variables $x_1, \ldots, x_n$ and $y_1, \ldots, y_m$ either have finite type or are real variables. The algorithm implemented in Yices and an example application are described in [GSD+14].

Figure 4.2 shows how exists/forall problems are specified in the Yices language. Global declarations, such as the uninterpreted constant $x$ in the figure, correspond to the existential variables. Constraints are then stated as assertions be of the form $(\forall y \ldots) P$ where $y \ldots$ are universal variables. It is allowed to have several assertions of this form, as well as quantifier-free constraints on the global variables.

The command $(\text{ef-solve})$ invokes the exists/forall solver. This commands is similar to $(\text{check})$. It reports $\text{sat}$ if the problem is satisfiable, $\text{unsat}$ if it is not, or $\text{unknown}$ if the solver does not terminate within a fixed number of iterations. If $(\text{ef-solve})$ returns $\text{sat}$, then we can display the solution it has found using $(\text{show-model})$. This is illustrated in Figure 4.2.

To run $\text{yices}$ on this example, we must give option $\text{--mode=ef}$ on the command line:

```
yices --mode=ef test.ys
```

This will produce the following output:

```
(define x::real)
(assert
 (forall (y::real)
  (=> (and (< (* -1 y) 0) (< (+ -10 y) 0))
   (< (+ -7 (* -2 x) y) 0)))))
(ef-solve)
(show-model)
```

Figure 4.2: Example Exists/Forall Problem
The first line is the result of (ef-solve). The second line is the model, which just shows the value of the global variable x.

As previously, we can get more detailed output by increasing the verbosity:

```
yices --mode=ef --verbosity=5 test.ys
```

It is also possible to specify a logic on the command-line.

## 4.3 Tool Invocation

Yices is invoked on an input file by typing

```
yices [option] <filename>
```

If no `<filename>` is given, yices will run in interactive mode and will read the standard input. The following options are supported.

`--logic=<name>` Select an SMT-LIB logic.

The `<name>` must either be an SMT-LIB logic name such as QF_UFLIA or the special name NONE.

Yices recognizes the logics defined at [http://www.smtlib.org](http://www.smtlib.org) (as of July 2014). Option `--logic=NONE` configures yices for propositional logic.

By default—that is, if no logic is given—yices includes all the theory solvers described in Section 3.2. In this default configuration, yices supports linear arithmetic, bitvectors, uninterpreted functions, and arrays. If a logic is specified, yices uses a specialized solver or combination of solvers that is appropriate for the given logic. Some of the search parameters will also be set to values that seem to work well for this logic (based on extensive benchmarking). All the search parameters can also be modified individually using the command `(set-param ...)`.

If option `--logic=NONE` is given, then yices includes no theory solvers at all. All assertions must be purely propositional (i.e., involve only Boolean terms).

With option `--logic=QF_NRA`, the yices binary uses its MCSAT solver for nonlinear real arithmetic. When this solver is selected, incremental solving is not supported.

`--arith-solver=<solver>` Select one of the possible arithmetic solvers.

The `<solver>` must be one of simplex, floyd-warshall, or auto.

If the logic is QF_IDL (integer difference logic) or QF_RDL (real difference logic), then this option can be used to select the arithmetic solver: either the generic Simplex-based solver or a specialized solver based on the Floyd-Warshall algorithm. If option
--arith-solver=auto is given, then the arithmetic solver is determined automatically; the default is auto.

This option has no effect for logics other than QF_IDL or QF_RDL.

--mode=<mode>  Select solver features.

<mode> can be one-shot, multi-checks, push-pop, interactive, or ef.

The mode ef enables the exists/forall solver. In this mode, Yices can solve problems with universally quantified variables. The command (ef-solve) can be used for a single block of assertions. No assertions are allowed after the call to (ef-solve).

The other four modes select the set of functionalities supported by the solver as follows:

- one-shot: no assertions are allowed after the (check) command. In this mode, yices can check satisfiability of a single block of assertions and possibly build a model if the assertions are satisfiable.
- multi-checks: several calls to (assert) and (check) are allowed.
- push-pop: like multi-checks but with support for adding and retracting assertions via the commands (push) and (pop).
- interactive: supports the same features as the push-pop mode, but with a different behavior when (check) is interrupted.

In the first two modes, yices employs more aggressive simplifications when processing assertions; this can lead to better performance on some problems.

In interactive mode, the solver context is saved before every call to (check) and it is restored if (check) is interrupted. This introduces some overhead, but the solver recovers gracefully if (check) is interrupted or times out. In the non-interactive modes, the solver exits after the first interruption or timeout.

The default mode is push-pop if a file name is given on the command line. If not input file is given, then the default mode is interactive and the solver reads standard input.

Mode one-shot is required to use the Floyd-Warshall solvers.

--version, -V  Display version information then exit.

This displays the Yices version number, the version of the GMP library linked with Yices, and information about build date and platform. For example, here is the output for Yices 2.2.0 built on MacOS X

Yices 2.2.0
Copyright SRI International.
Linked with GMP 5.1.3
Copyright Free Software Foundation, Inc.
If you ever have to report a bug, please include this version information in your bug report.

--help, -h  Print a summary of options
--verbosity=<level>, -v <level>  Run in verbose mode.

As indicated in this list, some options can be given either in a long form (like --verbosity=4) or in an equivalent short form (like -v 4). In all cases the long and short forms are equivalent.

4.4 Input Language

The syntax of the Yices input language is summarized in Figures 4.3, 4.4, and 4.5.

4.4.1 Lexical Elements

Comments

Input files may contain comments, which start with a semi-colon ‘;’ and extend to the end of the line.

Strings

Strings are similar to strings in C. They are delimited by double quotes " and may contain escaped characters:

- The characters \n and \t are replaced by newline and tab, respectively.
- The character \ followed by at most three octal digits (i.e., from 0 to 7) is replaced by the character whose ASCII code is the octal number.
- In all other cases, \<char> is replaced by <char> (including if <char> is a newline or \).
- A newline cannot occur inside the string, unless preceded by \.

Numerical Constants

Numerical constants can be written as decimal integers (e.g., 44 or -3), rational (e.g., -1/3), or using a floating-point notation (e.g., 0.07 or -1.2e+2). Positive constants can start with an optional + sign. For example +4 and 4 denote the same number.
<command> ::= 
  ( define-type <symbol> )
  | ( define-type <symbol> <typedef> )
  | ( define <symbol> :: <type> )
  | ( define <symbol> :: <type> <expression> )
  | ( assert <expression> )
  | ( exit )
  | ( check )
  | ( push )
  | ( pop )
  | ( reset )
  | ( show-model )
  | ( eval <expression> )
  | ( echo <string> )
  | ( include <string> )
  | ( set-param <symbol> <immediate-value> )
  | ( show-param <symbol> )
  | ( show-params )
  | ( show-stats )
  | ( reset-stats )
  | ( set-timeout <number> )
  | ( show-timeout )
  | ( dump-context )
  | ( help )
  | ( help <symbol> )
  | ( help <string> )
  | ( ef-solve )
  | ( export-to-dimacs <string> )
  | ( show-implicant )
| EOS

<immediate-value> ::= 
  true
  | false
  | <number>
  | <symbol>

<number> ::= 
  <rational>
  | <float>

Figure 4.3: Yices Syntax: Commands
\[
\text{typedef} ::= \\
\quad \text{type} \\
\quad | \ (\ \text{scalar} \ \text{symbol} \ ... \ \text{symbol} \ ) \\
\]

\[
\text{type} ::= \\
\quad \text{symbol} \\
\quad | \ (\ \text{tuple} \ \text{type} \ ... \ \text{type} \ ) \\
\quad | \ (\ -> \ \text{type} \ ... \ \text{type} \ \text{type} \ ) \\
\quad | \ (\ \text{bitvector} \ \text{rational} \ ) \\
\quad | \ \text{int} \\
\quad | \ \text{bool} \\
\quad | \ \text{real} \\
\]

**Figure 4.4: Yices Syntax: Types**

\[
\text{expr} ::= \\
\quad \text{true} \\
\quad | \ \text{false} \\
\quad | \ \text{symbol} \\
\quad | \ \text{rational} \\
\quad | \ \text{float} \\
\quad | \ \text{binary bv} \\
\quad | \ \text{hexa bv} \\
\quad | \ (\ \text{forall} \ (\ \text{var}\_\text{decl} \ ... \ \text{var}\_\text{decl} \ ) \ \text{expr} \ ) \\
\quad | \ (\ \text{exists} \ (\ \text{var}\_\text{decl} \ ... \ \text{var}\_\text{decl} \ ) \ \text{expr} \ ) \\
\quad | \ (\ \text{lambda} \ (\ \text{var}\_\text{decl} \ ... \ \text{var}\_\text{decl} \ ) \ \text{expr} \ ) \\
\quad | \ (\ \text{let} \ (\ \text{binding} \ ... \ \text{binding} \ ) \ \text{expr} \ ) \\
\quad | \ (\ \text{update} \ \text{expr} \ (\ \text{expr} \ ... \ \text{expr} \ ) \ \text{expr} \ ) \\
\quad | \ (\ \text{function} \ \text{expr} \ ... \ \text{expr} \ ) \\
\]

\[
\text{function} ::= \\
\quad \text{function-keyword} \\
\quad | \ \text{expr} \\
\]

\[
\text{var}\_\text{decl} ::= \ \text{symbol} :: \ \text{type} \\
\]

\[
\text{binding} ::= (\ \text{symbol} \ \text{expr} \ ) \\
\]

**Figure 4.5: Yices Syntax: Expressions**
Bitvector Constants

Bitvector constants can be written in a binary format using the prefix 0b or in hexadecimal using the prefix 0x. For example, the expressions 0b01010101 and 0x55 denote the same bitvector constant of eight bits.

Symbols

A symbol is any character string that’s not a keyword (see Table 4.1) and doesn’t start with a digit, a space, or one of the characters (, ), ; , :, and ". If the first character is + or -, then it must not be followed by a digit. Symbols end by a space, or by any of the characters (, ), ; , :, or " Here are some examples:

    a_symbol __another_one X123 &&& +z203 t\l2

All the predefined keywords and symbols are listed in Table 4.1.

4.4.2 Declarations

A declaration either introduces a new type or term or gives a name to an existing type or term. Yices uses different name spaces for types and terms. It is then permitted to use the same name for a type and for a term.

Type Declaration

A type declaration is a command of the following two forms.

    (define-type name)
    (define-type name type)

The first form creates a new uninterpreted type called name. The second form gives a name to an existing type. After this definition, every occurrence of name refers to type. A variant of this second form is used to define scalar types. In these two commands, name must be a symbol that’s not already used as a type name.

Term Declaration

A term is declared using one for the following two commands.

    (define name :: type)
    (define name :: type term)

The first form declares a new uninterpreted term of the given type. The second form assigns a name to the given term, which must be of type type. The name must be a symbol that’s not already used as a term name.
Table 4.1: Keywords and predefined symbols

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>*</td>
<td>+</td>
<td>−</td>
</tr>
<tr>
<td>−&gt;</td>
<td>/</td>
<td>/=</td>
</tr>
<tr>
<td>&lt;</td>
<td>&lt;=</td>
<td>&lt;=&gt;</td>
</tr>
<tr>
<td>=</td>
<td>=&gt;</td>
<td>&gt;</td>
</tr>
<tr>
<td>&gt;=</td>
<td>~</td>
<td>abs</td>
</tr>
<tr>
<td>and</td>
<td>assert</td>
<td>bit</td>
</tr>
<tr>
<td>bitvector</td>
<td>bool</td>
<td>bool-to-bv</td>
</tr>
<tr>
<td>bv-add</td>
<td>bv-and</td>
<td>bv-ashift-right</td>
</tr>
<tr>
<td>bv-ashr</td>
<td>bv-comp</td>
<td>bv-concat</td>
</tr>
<tr>
<td>bv-div</td>
<td>bv-extract</td>
<td>bv-ge</td>
</tr>
<tr>
<td>bv-gt</td>
<td>bv-le</td>
<td>bv-lshr</td>
</tr>
<tr>
<td>bv-lt</td>
<td>bv-mul</td>
<td>bv-nand</td>
</tr>
<tr>
<td>bv-neg</td>
<td>bv-nor</td>
<td>bv-not</td>
</tr>
<tr>
<td>bv-or</td>
<td>bv-pow</td>
<td>bv-reand</td>
</tr>
<tr>
<td>bv-redor</td>
<td>bv-rem</td>
<td>bv-repeat</td>
</tr>
<tr>
<td>bv-rotate-left</td>
<td>bv-rotate-right</td>
<td>bv-sdiv</td>
</tr>
<tr>
<td>bv-sge</td>
<td>bv-sgt</td>
<td>bv-shift-left</td>
</tr>
<tr>
<td>bv-shift-left1</td>
<td>bv-shift-right0</td>
<td>bv-shift-right1</td>
</tr>
<tr>
<td>bv-shl</td>
<td>bv-sign-extend</td>
<td>bv-sle</td>
</tr>
<tr>
<td>bv-slt</td>
<td>bv-smod</td>
<td>bv-srem</td>
</tr>
<tr>
<td>bv-sub</td>
<td>bv-xnor</td>
<td>bv-xor</td>
</tr>
<tr>
<td>bv-zero-extend</td>
<td>ceil</td>
<td>check</td>
</tr>
<tr>
<td>define</td>
<td>define-type</td>
<td>distinct</td>
</tr>
<tr>
<td>div</td>
<td>divides</td>
<td>dump-context</td>
</tr>
<tr>
<td>echo</td>
<td>ef-solve</td>
<td>eval</td>
</tr>
<tr>
<td>exists</td>
<td>exit</td>
<td>export-to-dimacs</td>
</tr>
<tr>
<td>false</td>
<td>floor</td>
<td>forall</td>
</tr>
<tr>
<td>help</td>
<td>if</td>
<td>include</td>
</tr>
<tr>
<td>int</td>
<td>is-int</td>
<td>ite</td>
</tr>
<tr>
<td>lambda</td>
<td>let</td>
<td>mk-bv</td>
</tr>
<tr>
<td>mk-tuple</td>
<td>mod</td>
<td>not</td>
</tr>
<tr>
<td>or</td>
<td>pop</td>
<td>push</td>
</tr>
<tr>
<td>real</td>
<td>reset</td>
<td>reset-stats</td>
</tr>
<tr>
<td>scalar</td>
<td>select</td>
<td>set-param</td>
</tr>
<tr>
<td>set-timeout</td>
<td>show-implicant</td>
<td>show-model</td>
</tr>
<tr>
<td>show-param</td>
<td>show-params</td>
<td>show-stats</td>
</tr>
<tr>
<td>true</td>
<td>tuple</td>
<td>tuple-update</td>
</tr>
<tr>
<td>update</td>
<td>xor</td>
<td></td>
</tr>
</tbody>
</table>

32
4.4.3 Types

Yices includes a few predefined types for arithmetic and bitvectors. One can extend the set of atomic types by creating uninterpreted and scalar types. In addition to the atomic types, Yices provides constructors for tuple and function types. More details about types and subtyping are given in Section 2.1.

Predefined Types

The predefined types are `bool`, `int`, `real`, and `(bitvector k)` where $k$ is a positive integer. For example a bit-vector variable $b$ of 32 bits is declared using the command

```
(define b::(bitvector 32))
```

The number of bits must be positive so `(bitvector 0)` is not a valid type. There is also a hard-coded limit on the size of bitvectors (namely, $2^{28} - 1$). Of course, this is a theoretical limit; the solver will most likely run out of memory if you attempt to use bitvectors that are that large.

Uninterpreted Types

A new uninterpreted type $T$ can be introduced using the command

```
(define-type T)
```

This command will succeed provided $T$ is a fresh type name, that is, if there is no existing type called $T$. As explained in Section 2.1, an uninterpreted type denotes a nonempty collection of objects. There is no cardinality constraint on $T$, except that $T$ is not empty.

Scalar Type

A scalar type is defined by enumerating its elements. For example, the following declaration

```
(define-type P (scalar A B C))
```

defines a new scalar type called $P$ that contains the three distinct constants $A$, $B$, and $C$. Such a declaration is valid provided $P$ is a fresh type name and $A$, $B$, and $C$ are all fresh term names.

The enumeration must include at least one element, but singleton types are allowed. For example, the following declaration is valid.

```
(define-type Unit (scalar One))
```

It introduces a new type $Unit$ of cardinality one, and which contains $One$ as its unique element. Thus, any term of type $Unit$ is known to be equal to $One$. 

33
Tuple Types

A tuple type is written \((\text{tuple } \tau_1 \ldots \tau_n)\) where \(\tau_i\) is a type. For example, the type of pairs of integer can be declared as follows:

\[
\text{(define-type Pairs (tuple int int))}
\]

Then one can declare an uninterpreted constant \(x\) of this type as follows

\[
\text{(define x::Pairs)}
\]

This is equivalent to the declaration

\[
\text{(define x::(tuple int int))}
\]

Tuple types with a single component are allowed. For example, the following declaration is legal.

\[
\text{(define-type T (tuple bool))}
\]

Function Types

A function type is written \((\text{-> } \tau_1 \ldots \tau_n \sigma)\), where \(n\) is positive, and the \(\tau_i\)s and \(\sigma\) are types. The types \(\tau_1, \ldots, \tau_n\) define the domain of the function type, and \(\sigma\) is the range. For example, a function defined over the integers and that returns a Boolean can be declared as follows:

\[
\text{(define f::(-> int bool))}
\]

Yices does not have a distinct type construct for arrays. In Yices, arrays are the same as functions.

4.4.4 Terms

Yices uses a Lisp-like syntax. For example, the polynomial \(x + 3y + z\) is written

\[
(+ x (* 3 y) z)
\]

In general, all associative operations can take one, two, or more arguments. For example, one can write

\[
\text{(or A) (or A B) (or A B C D)}
\]

since \text{or} is associative.
If-Then-Else

Yices provides an if-then-else construct that applies to any type. An if-then-else term can be written using either one of the two following forms

\[(\text{ite } c \ t_1 \ t_2) \quad \text{or} \quad (\text{if } c \ t_1 \ t_2)\]

Both forms are equivalent and just mean “if \(c\) then \(t_1\) else \(t_2\)” . The condition \(c\) must be a Boolean term, and the two terms \(t_1\) and \(t_2\) must have compatible types. If \(t_1\) and \(t_2\) have the same type \(\tau\) then \((\text{ite } c \ t_1 \ t_2)\) also has type \(\tau\). Otherwise, as explained in Section 2.1, the type of \((\text{if } c \ t_1 \ t_2)\) is the minimal supertype of \(t_1\) and \(t_2\). For example, if \(t_1\) has type \text{int}\ and \(t_2\) has type \text{real}, then \((\text{ite } c \ t_1 \ t_2)\) has type \text{real}.

Equalities and Disequalities

Equalities and disequalities are written as follows

\[(= \ t_1 \ t_2) \quad \text{or} \quad (/= \ t_1 \ t_2)\]

where \(t_1\) and \(t_2\) are two terms of compatible types. These operators are binary. Unlike SMT-LIB 2, Yices does not support constraints such as \((= \ x \ y \ z \ t \ u)\). On the other hand, Yices includes an \(n\)-ary \text{distinct} operator that generalizes disequality.

The Boolean term

\[(\text{distinct } t_1 \ldots \ t_n)\]

is true if \(t_1, \ldots, t_n\) are all different from each other. The terms \(t_1\) to \(t_n\) must all have compatible types. There must be at least two arguments. The expression \((\text{distinct } a \ b)\) means the same thing as \((/= a \ b)\).

Boolean Operators

| \text{true} | \text{false} |
| \text{and}  | \text{or}    |
| \text{not}  | \text{xor}   |
| \text{<>}  | \text{=>}   |

Table 4.2: Boolean Constants and Operators

The usual Boolean constants and functions are available. They are listed in Table 4.2. The associative and commutative operators \text{or}, \text{and}, and \text{xor} can take any number of arguments. The equivalence \((\text{<>})\) and implication \((\Rightarrow)\) operators take exactly two arguments.

One can also use the equality and disequality operators with Boolean terms. If \(t_1\) and \(t_2\) are Boolean then \((= t_1 \ t_2)\) is the same as \((\Rightarrow t_1 \ t_2)\), and \((/= t_1 \ t_2)\) is the same as \((\text{xor} t_1 \ t_2)\).
Basic Arithmetic

<table>
<thead>
<tr>
<th>Syntax</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>(+ a1 ... a_n)</td>
<td>sum</td>
</tr>
<tr>
<td>(* a1 ... a_n)</td>
<td>product</td>
</tr>
<tr>
<td>(- a)</td>
<td>opposite</td>
</tr>
<tr>
<td>(- a1 a2 ... a_n)</td>
<td>difference</td>
</tr>
<tr>
<td>(^ a k)</td>
<td>exponentiation</td>
</tr>
<tr>
<td>(/ a c)</td>
<td>division</td>
</tr>
<tr>
<td>(&lt;= a1 a2)</td>
<td>inequality</td>
</tr>
<tr>
<td>(&gt;= a1 a2)</td>
<td>inequality</td>
</tr>
<tr>
<td>(&lt; a1 a2)</td>
<td>strict inequality</td>
</tr>
<tr>
<td>(&gt; a1 a2)</td>
<td>strict inequality</td>
</tr>
</tbody>
</table>

Table 4.3: Arithmetic Operations

Arithmetic constants can be written in decimal, as rationals, or using the floating point notation. Internally, Yices uses exact rational arithmetic and it represents all arithmetic constants as rationals.

The usual arithmetic operations and comparison operators are summarized in Table 4.3. One can freely mix terms of real and integer types in all operations. The exponent \( k \) in \( (^ a k) \) must be a non-negative integer constant. The divisor \( c \) in \( (/ a c) \) must be a non-zero constant.

The Yices language includes more than linear arithmetic, but this is for future extensions. Currently, Yices does not include solvers for non-linear arithmetic (cf. Section 3.2).

Arithmetic Functions

Other arithmetic operations defined in Yices are listed in Table 4.4. The operations \( \text{abs}, \text{floor}, \text{and ceil} \) have the usual meaning:

- \( \text{(abs } x) \) is the absolute value of \( x \).
- \( \text{(floor } x) \) is the largest integer less than or equal to \( x \).
- \( \text{(ceil } x) \) is the smallest integer larger than or equal to \( x \).

For integer division and modulo, Yices uses the SMT-LIB conventions (see Section 2.3.1), except that the divider \( k \) must be a non-zero constant and that both \( \text{div} \) and \( \text{mod} \) are defined over the reals, not just the integers. Division by a non-constant term is not supported.

In the divisibility test \( \text{(divides } k x) \), the divider \( k \) must be a rational constant but it can be zero. The term \( x \) can be any real. The atom \( \text{(divides } k x) \) is true if there exists an integer \( n \in \mathbb{Z} \) such that \( x = nk \).
### Syntax and Meaning

<table>
<thead>
<tr>
<th>Syntax</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>(abs x)</td>
<td>absolute value</td>
</tr>
<tr>
<td>(floor x)</td>
<td>floor</td>
</tr>
<tr>
<td>(ceil x)</td>
<td>ceiling</td>
</tr>
<tr>
<td>(div x k)</td>
<td>integer division</td>
</tr>
<tr>
<td>(mod x k)</td>
<td>modulo</td>
</tr>
<tr>
<td>(divides k x)</td>
<td>divisibility test</td>
</tr>
<tr>
<td>(is-int x)</td>
<td>integrality test</td>
</tr>
</tbody>
</table>

**Table 4.4: Arithmetic Functions**

### Bitvectors Constants

A bitvector constant can be written in binary or hexadecimal notation, as follows:

- \(0b0\)
- \(0b1\)
- \(0xFFF\)
- \(0xaaaa\)
- \(0xC0C0D0D0\)

In the binary notation, the number of bits in the constant is equal to number of binary digits. For example, the three terms

- \(0b1\)
- \(0b0001\)
- \(0b00001\)

denote distinct bitvector constants, of one, four, and five bits, respectively. In the hexadecimal notation, the number of bits is equal to four times the number of hexadecimal digit.

One can also construct a bitvector constant using the expression:

\[(\text{mk-bv size value})\]

In this expression, both `size` and `value` must be integer constants; `size` is the number of bits in the bitvector constant and `value` is the decimal value of the constant interpreted as a non-negative integer. The `size` must then be positive, and the `value` must be non-negative. If `value` is more than \(2^{\text{size}}\), only the residue of `value` modulo \(2^{\text{size}}\) is taken into account. For example, the expressions

- \((\text{mk-bv 3 6})\)
- \((\text{mk-bv 3 22})\)

construct the same bitvector constant (whose binary representation is \(0b110\)).

### Bitvector Arithmetic

Table 4.5 lists all the arithmetic and bitwise operators. All operators in this table take arguments that have the same size and return a result of that size. As usual, the associative operators can take one, two, or more arguments. The `bv-sub` operator takes at least two arguments. In \((\text{bv-pow} \ u \ k)\), the power `k` must be a non-negative integer constant.

The expression \((\text{bv-xnor} \ u_1 \ldots \ u_n)\) is the same as \((\text{bv-not} \ (\text{bv-xor} \ u_1 \ldots \ u_n))\).
<table>
<thead>
<tr>
<th>Syntax</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>(bv-add u1 ... u_n)</td>
<td>sum</td>
</tr>
<tr>
<td>(bv-mul u1 ... u_n)</td>
<td>product</td>
</tr>
<tr>
<td>(bv-sub u1 ... u_n)</td>
<td>subtraction</td>
</tr>
<tr>
<td>(bv-neg u)</td>
<td>2s-complement</td>
</tr>
<tr>
<td>(bv-pow u k)</td>
<td>exponentiation</td>
</tr>
<tr>
<td>(bv-not u)</td>
<td>bitwise complement</td>
</tr>
<tr>
<td>(bv-and u1 ... u_n)</td>
<td>bitwise and</td>
</tr>
<tr>
<td>(bv-or u1 ... u_n)</td>
<td>bitwise or</td>
</tr>
<tr>
<td>(bv-xor u1 ... u_n)</td>
<td>bitwise xor</td>
</tr>
<tr>
<td>(bv-nand u1 ... u_n)</td>
<td>bitwise nand</td>
</tr>
<tr>
<td>(bv-nor u1 ... u_n)</td>
<td>bitwise nor</td>
</tr>
<tr>
<td>(bv-xnor u1 ... u_n)</td>
<td>bitwise xnor</td>
</tr>
</tbody>
</table>

Table 4.5: Bitvector Operations (Arithmetic and Bitwise Logic)

<table>
<thead>
<tr>
<th>Syntax</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>(bv-shift-left0 u k)</td>
<td>left shift, padding with 0</td>
</tr>
<tr>
<td>(bv-shift-left1 u k)</td>
<td>left shift, padding with 1</td>
</tr>
<tr>
<td>(bv-shift-right0 u k)</td>
<td>right shift, padding with 0</td>
</tr>
<tr>
<td>(bv-shift-right1 u k)</td>
<td>right shift, padding with 1</td>
</tr>
<tr>
<td>(bv-ashift-right x k)</td>
<td>arithmetic shift by k bits</td>
</tr>
<tr>
<td>(bv-rotate-left x k)</td>
<td>rotate by k bits to the left</td>
</tr>
<tr>
<td>(bv-rotate-right x k)</td>
<td>rotate by k bits to the right</td>
</tr>
<tr>
<td>(bv-shl u v)</td>
<td>left shift (padding with 0)</td>
</tr>
<tr>
<td>(bv-lshr u v)</td>
<td>logical right shift (padding with 0)</td>
</tr>
<tr>
<td>(bv-ashr u v)</td>
<td>arithmetic shift (padding with the sign bit)</td>
</tr>
</tbody>
</table>

Table 4.6: Bitvector Operations (Shift and Rotate)
### Bitvector Shift and Rotate

Table 4.6 lists the shift and rotate operations. The operations in the first seven rows shift a bitvector $u$ by a fixed number of bits $k$. If $u$ is a bitvector of $n$ bits, then $k$ must be an integer constant such that $0 \leq k \leq n$. The $\text{bv-shl}$, $\text{bv-lshr}$, and $\text{bv-ashr}$ operators (last three rows of Table 4.6) take two bitvector arguments $u$ and $v$, which must be bitvectors of the same size $n$. The shift operation is applied to $u$ and the value of $v$, interpreted as an unsigned integer in the range $[0, 2^n - 1]$, defines the shift amount. The semantics follows the SMT-LIB standards: if $v$’s value is more than $n$ then the padding bit is copied $n$ times.

### Bitvector Structural Operations

The operators in Table 4.7 perform extraction, concatenation, and other structural operations. The expression $(\text{bv-extract } i \ j \ u)$ is the segment of bitvector $u$ formed by taking bits $j, j+1, \ldots, i$. If $u$ is a bitvector of $n$ bits then the constants $i$ and $j$ must satisfy $0 \leq j \leq i \leq n - 1$, and the result is a bitvector of $(i - j + 1)$ bits. For example, we have

$$(\text{bv-extract } 7 \ 2 \ 0b110110100) = 0b101101.$$

In $(\text{bv-repeat } u \ k)$, bitvector $u$ is concatenated with itself $k$ times. The integer constant $k$ must be positive. In the sign and zero extension operators, vector $u$ is extended by adding $k$ bits (either zero or $u$’s sign bit copied $k$ times). In these two operations, $k$ must be non-negative.

The $\text{bv-redor}$, $\text{bv-redand}$, and $\text{bv-redcomp}$ operators produce a one-bit vector. The term $(\text{bv-redor } u)$ is the or of $u$’s bits; it is equal to $0b0$ if all bits of $u$ are zero, and to $0b1$ otherwise. Similarly, $(\text{bv-redand } u)$ is the and of $u$’s bit; it is equal to $0b1$ if all bits of $u$ are one and to $0b0$ otherwise. In $(\text{bv-redcomp } u \ v)$, the arguments $u$ and $v$ must be two bitvectors of the same size. The operator performs a one-to-one comparison of the bits of $u$ and $v$ and returns either $0b1$, if $u$ and $v$ are equal, or $0b0$, if $u$ and $v$ are distinct.
### Bitvector Division

Table 4.8 lists the division and remainder operators. In this table, \( u \) and \( v \) must be two bitvectors of the same size \( n \).

In the unsigned division and quotient operations, \( u \) and \( v \) are interpreted as integers in the interval \([0, 2^n - 1]\). As explained in section 2.3.2, \((bv\text{-}div \ u \ v)\) is the largest integer that can be represented using \( n \) bits and is smaller than or equal to \( u/v \). The unsigned remainder \((bv\text{-}rem \ u \ v)\) satisfies the identity

\[
  u = (bv\text{-}add (bv\text{-}mul (bv\text{-}div \ u \ v) v) (bv\text{-}rem \ u \ v)).
\]

In the signed division and quotient, \( u \) and \( v \) are interpreted as integers in the interval \([-2^{n-1}, 2^{n-1} - 1]\) (in 2s-complement representation), and the division is done with rounding to zero.

- If \( u/v \) is non-negative, then \((bv\text{-}sdiv \ u \ v)\) is the largest integer \( q \) in \([0, 2^{n-1} - 1]\) such that \( 0 \leq q \leq u/v \).
- If \( u/v \) is negative then \((bv\text{-}sdiv \ u \ v)\) is the smallest integer \( q \) in \([-2^{n-1}, 0]\) such that \( u/v \leq q \leq 0 \).

The signed remainder operation satisfies the identity

\[
  u = (bv\text{-}add (bv\text{-}mul (bv\text{-}sdiv \ u \ v) v) (bv\text{-}srem \ u \ v)).
\]

The last operator in Table 4.8 is the remainder in the signed division of \( u \) by \( v \) with rounding to \(-\infty\). In this operation, \( u \) and \( v \) are interpreted as signed integers in the interval \([-2^{n-1}, 2^{n-1} - 1]\); the quotient is \([u/v]\) (i.e., the largest integer \( q \) such that \( q \leq u/v \)); and the remainder is \( u - qv \). The special case \( v = 0 \) is explained in Section 2.3.2.

### Bitvector Inequalities

Table 4.9 lists the inequality comparison operators for bitvectors. In the table, \( u \) and \( v \) must be two bitvector terms of the same size. Depending on the operation, both are interpreted as unsigned integers or as signed integers (using 2s-complement representation). All operators return a Boolean. As usual, one can also apply the equality and disequality operators to two bitvectors of the same size.
<table>
<thead>
<tr>
<th>Syntax</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>(bv-ge u v)</td>
<td>$u \geq v$ unsigned</td>
</tr>
<tr>
<td>(bv-gt u v)</td>
<td>$u &gt; v$ unsigned</td>
</tr>
<tr>
<td>(bv-le u v)</td>
<td>$u \leq v$ unsigned</td>
</tr>
<tr>
<td>(bv-lt u v)</td>
<td>$u &lt; v$ unsigned</td>
</tr>
<tr>
<td>(bv-sge u v)</td>
<td>$u \geq v$ signed</td>
</tr>
<tr>
<td>(bv-sgt u v)</td>
<td>$u &gt; v$ signed</td>
</tr>
<tr>
<td>(bv-sle u v)</td>
<td>$u \leq v$ signed</td>
</tr>
<tr>
<td>(bv-slt u v)</td>
<td>$u &lt; v$ signed</td>
</tr>
</tbody>
</table>

Table 4.9: Bitvector Operations (Comparison)

**Conversions Between Booleans and Bitvectors**

Two operations, listed in Table 4.10, convert Booleans to bitvectors and conversely.

<table>
<thead>
<tr>
<th>Syntax</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>(bool-to-bv bl ... bn)</td>
<td>Booleans to bitvector</td>
</tr>
<tr>
<td>(bit u i)</td>
<td>Bit extraction</td>
</tr>
</tbody>
</table>

Table 4.10: Bitvector Operators (Conversions)

Operator `bool-to-bv` builds a bitvector from $n$ Boolean terms $b_1, \ldots, b_n$. The result is a bitvector of $n$ bits equal to the concatenation of $b_1, \ldots, b_n$. The high-order bit is $b_1$ and the low-order bit is $b_n$. For example,

\[
(bool-to-bv \text{ true true false false})
\]

is equal to the bitvector constant `0b1100`.

Expression `(bit u i)` is the $i$-th bit of bitvector $u$ as a Boolean. If $u$ is a bitvector of $n$ bits then the index $i$ must be an integer constant between 0 and $n - 1$. The lower-order bit has index 0 and the high-order bit has index $n - 1$. For example, we have

\[
\begin{align*}
(bit \text{ 0b1100 3}) & = \text{true} \\
(bit \text{ 0b1100 2}) & = \text{true} \\
(bit \text{ 0b1100 1}) & = \text{false} \\
(bit \text{ 0b1100 0}) & = \text{false}
\end{align*}
\]

**Tuples**

A tuple term can be constructed using `(mk-tuple t1 \ldots t_n)` where $n \geq 1$ and $t_1, \ldots, t_n$ are arbitrary terms. For example, a pair of integers can be constructed using

\[
(mk-tuple \text{ -1 1})
\]
The projection operation extracts the \(i\)-th component of a tuple. It is denoted by \((\text{select } t \ i)\) where \(t\) is a term of tuple type and \(i\) is an integer constant. If the tuple has \(n\) components, then \(i\) must be between 1 and \(n\). The components are indexed from 1 to \(n\) starting from the left. For example, we have

\[
\begin{align*}
(\text{select } (\text{mk-tuple } -1 1) 1) &= -1 \\
(\text{select } (\text{mk-tuple } -1 1) 2) &= 1
\end{align*}
\]

Yices includes a tuple-update operator. The expression \((\text{tuple-update } t \ i \ v)\) is equal to tuple \(t\) with its \(i\)-th component replaced by \(v\). The type of \(v\) must be a subtype of the \(i\)-th component of \(t\).

**Function Updates**

Array or function update is written \((\text{update } a \ (i_1 \ldots \ i_n) \ v)\). In this expression, \(a\) must be a term with a function type and \(n\) is the arity of \(a\). The expression constructs a function \(b\) that is equal to \(a\), except that it maps \(i_1, \ldots, i_n\) to \(v\). The semantics and typechecking rules of this operator are explained in Section 2.2.

### 4.4.5 Commands

The Yices commands allow one to declare types and terms, build a set of assertions, check their satisfiability, and query models. Other commands set parameters that control preprocessing and heuristics used by the different solvers.

**Declarations**

As presented in Section 4.4.2, a type declaration has one of the following forms

\[
\begin{align*}
(\text{define-type } \text{name}) \\
(\text{define-type } \text{name }\text{type})
\end{align*}
\]

A term declaration is similar:

\[
\begin{align*}
(\text{define } \text{name }:: \text{type}) \\
(\text{define } \text{name }:: \text{type term})
\end{align*}
\]

To define a function, one can use the lambda notation. Here is an example:

\[
\begin{align*}
(\text{define max::(-> real real real)} \\
(\lambda (x::real y::real) (\text{if } (< x y) y x))
\end{align*}
\]

This defines the function max that computes the maximum of two real numbers. Note that such a function definition acts like a macro. A term of the form \((\text{max } a \ b)\) is eagerly replaced by the “function body”, that is, by the term \((\text{if } (< a b) b a)\). The ability to define function is useful to abbreviate specifications, but it must be used with care. Since
the substitution is performed eagerly, the expanded terms may grow quickly, especially if they contain nested function applications.

All declarations have global scope and are permanent. They are not affected by commands such as push, pop, or reset. Also, as discussed previously, Yices uses separate name spaces for terms and for types.

Assertions
The following command adds an assertion to the current context.

(assert formula)

In this command, the formula must be a Boolean term.

In the mode one-shot, assertions are stored internally and are not processed immediately. Processing of assertions is delayed, and all assertions are processed and simplified on the first call to (check).

In all other modes, the assertions are processed and simplified immediately and are added to the context. As a result, yices may detect and report that the current set of assertions is inconsistent after an assert command. This happens when the context is seen to be unsatisfiable by simplification only. The most trivial example is:

(assert false)

Once the context is unsatisfiable, any new assertion is treated as an error.

Check
The command

(check)

checks whether the current set of assertions is satisfiable.

If the context’s current status is already known, then the command returns immediately and prints the status as either sat or unsat. This happens, for example, in the following situation:

(assert ...
(check)
(check)

The context status is known after the first (check) command (provided this command does not timeout or otherwise fails). Then the second (check) does nothing and just prints the current status.

If the context’s status is unknown, then (check) invokes the SMT solver to establish whether the assertions are satisfiable. As discussed previously, the actual solver or solver
combination is dependent on command-line options given to the yices tool. In particular, the --logic option allows one to select a solver architecture that is specialized for a particular logic. For best performance, it is usually better to specify the logic if it is known in advance.

Several parameters also control the heuristics employed by the solver. Yices uses default settings based on the specified logic (or global defaults if no logic is given). All these parameters can be examined and modified, using the command show-params and set-param described in a subsequent section.

One can also provide a timeout before calling (check). If the timeout is reached or the search is interrupted (by CTRL-C), then the result will be displayed as interrupted.

**Push, Pop, Reset**

Command (push), (pop), and (reset) allows one to manipulate the set of assertions.

The command (reset) clears all assertions. The current context is then returned to its initial state, where the set of assertions is empty. This command can be used in all modes.

The push and pop commands are supported by yices if it is run in mode push-pop or interactive. In these modes, the context maintains a stack of assertions organized in successive levels. The (push) command starts a new assertion level in this stack, and (pop) removes all assertions at the current level. The command (assert f) adds an assertion f to the current level. This assertion will be part of the context until this current level is exited by either a call to (pop) or a call to (reset). Thus, a call to (pop) retracts all assertions entered since the matching (push). The initial assertion level includes all formulas that are asserted before the first (push) command. Such assertions cannot be retracted by (pop). They remain in the context until (reset) is called.

The commands (reset) and (pop) modify the set of assertions in the context, but they do not affect term and type declarations. For example, the following sequence of commands is valid.

```
(push)
(define A::bool)
(assert A)
(check)
(pop)
(assert (not A))
(check)
```

The term A is declared after the (push) command. The (pop) command removes the first assertion but its does not remove the declaration. Thus, A remains declared as a Boolean term after the (pop) command. The second assertion is then valid. Both calls to (check) return sat.
Model

If a call to (check) returns sat, then the set of assertions in the context is satisfiable. One can request yices to construct and display a model for the assertions. One can also evaluate the value of arbitrary terms in this model.

The command

```
(show-model)
```

displays the current model (and constructs it if necessary). An error is reported if the context’s status is unknown or if the context is not satisfiable. Otherwise, the model is displayed in the format illustrated in Figure 4.6. The model is displayed as a list of assignments, possibly followed by a list of function definitions. An assignment has the form

```
(= name value)
```

where name is an uninterpreted constant and value is a constant, that is, the value mapped to name in the model. This format is used for all terms of atomic types (Boolean, integer and real, bitvector, scalar, and uninterpreted types). It is also used to display the value of terms that have tuple type. The value of an uninterpreted function f is displayed as shown on the right column of Figure 4.6. For each uninterpreted function, yices displays the type of the function, a finite list of assignments, and the function’s default value. For example, in Figure 4.6, one can see that yices has constructed a model where (b 0) and (b 1) are true, and the default value for b is false. This means that (b x) is false for any x different from 0 and 1.

Command

```
(eval term)
```
computes the value assigned to term in the current model, and displays this value. For example, assuming the model shown in Figure 4.6, one can type

```
(eval (a y))
```

and the result will be true. It is also possible to ask for the value of a function term, as in

```
(eval (update a (y) false))
```

The result is displayed as a function specification such as:

```
(function fun!17
   (type -> int bool))
   (= (fun!17 1) false)
   (= (fun!17 0) false)
   (default true))
```

Yices creates an internal name of the form fun!<number> to display the function value.

**Implicants**

If a set of assertions is satisfiable, one can construct an implicant for them. The implicant is a set of literals $l_1, \ldots, l_n$ (i.e., atoms or negations of atoms) such that the conjunct $l_1 \land \ldots \land l_n$ is satisfiable and implies the assertions. To compute such an implicant, Yices first constructs a model $M$ of the assertions then builds the implicant from the model: all the literals $l_i$ are true in $M$.

The command to display an implicant is (show-implicant). It can be used only when Yices is executed in mode one-shot. Like (show-model), it can be used after a call to (check) that returns sat. The implicant is displayed as a list of literals, one per line. Figure 4.7 shows an example. The assertion (distinct x y z) is not considered atomic in this case. The implicant includes two literals equivalent to $z < y \land y < x$, which implies that $x$, $y$, and $z$ are distinct.

```
Figure 4.7: Implicant
```

<table>
<thead>
<tr>
<th>Input</th>
<th>Implicant</th>
</tr>
</thead>
<tbody>
<tr>
<td>(define x::int)</td>
<td>(&lt; (+ (* -1 y) z) 0)</td>
</tr>
<tr>
<td>(define y::int)</td>
<td>(&lt; (+ (* -1 x) (* 2 y) z) 0)</td>
</tr>
<tr>
<td>(define z::int)</td>
<td>(&lt; (+ (* -1 x) y) 0)</td>
</tr>
<tr>
<td>(assert (distinct x y z))</td>
<td></td>
</tr>
<tr>
<td>(assert (or (&gt; x (+ z (* 2 y)))</td>
<td></td>
</tr>
<tr>
<td></td>
<td>(&lt; x (- z (* 2 y))))</td>
</tr>
<tr>
<td>(check)</td>
<td></td>
</tr>
<tr>
<td>(show-implicant)</td>
<td></td>
</tr>
</tbody>
</table>
**Exists/Forall Solver**

The command

```
(ef-solve)
```

checks satisfiability of an exists/forall problem. This command is available when `yices` is run with option `--mode=ef`.

**Parameters**

A number of parameters controls the preprocessing and simplifications applied by Yices, and the heuristics used by the CDCL SAT solver and the theory solvers. Several commands allow one to examine and modify these parameters.

To see the list of all available parameters, and their current values, type

```
(show-params)
```

If you want to see the value of a specific parameter, type

```
(show-param name)
```

where `name` is the parameter name. To set a parameter value, use

```
(set-param name value)
```

For example, the CDCL solver can use different branching heuristics. This is controlled by the `branching` parameter. To see its current value, type the command

```
(show-param branching)
```

To select a branching heuristic, use a command like

```
(set-param branching negative)
```

There are many search and preprocessing parameters. The full list is described in the file `doc/YICES-LANGUAGE` included in the distribution. You can also get on-line help on the parameter using

```
(help params)
```

You can also get on-line help on a specific parameter. For example, the command

```
(help branching)
```

will print a short description of the parameter `branching` and list its possible values.
Conversion to DIMACS

Command

(export-to-dimacs file)

converts Boolean and bitvector problems to the DIMACS format. This command is supported if yices is run with option --logic=NONE or --logic=QF_BV.

The argument must be the name of a file to store the result. It must be given as a string. The command collects all the assertions and converts them to CNF, then it writes the result into file. A mapping from Yices terms to the DIMACS literals is included.

Figure 4.8 shows a small example. The left-hand side is a small bitvector problem. The right-hand side shows the DIMACS file produced by yices. The comments shows how the two bitvector variables a and b are converted to arrays of DIMACS literals. To produce this file, yices must be run with option --logic=QF_BV.

Timeout

By default, yices does not use a timeout. So a call to (check) may take a very long time to terminate. To limit the runtime of (check), one can give a timeout is seconds. For example, to limit the runtime to 2 minutes:

(set-timeout 120)
(define a::bool)
(define b::bool)
(define c::bool)
(define d::bool)
(define e::bool)

(assert (= a (or b c)))
(assert (= d (and b c)))
(assert (= a d))
(echo "First check: should be sat\n")
(check)
(show-model)

(assert (= e (xor b c)))
(assert (= e d))
(echo "\nSecond check: should be sat\n")
(check)
(show-model)

(assert d)
(echo "\nThird check: should be unsat\n")
(check)

Figure 4.9: Example Use of the echo Command

This timeout will apply to the next call to (check), but not to the one after that. After every call to (check), the timeout is reset to 0 (which means no timeout). One can also clear the timeout explicitly by setting it to 0:

(set-timeout 0)

To see the current value of the timeout, one can use the command

(show-timeout)

Echo

The echo command can be use to print a string on the standard output. It can be useful in Yices scripts to help display results. An example in Figure 4.9 illustrates its use.

Include

It is possible to include a Yices script using the following command:

(include filename)

where filename is the name of an input file given as a string. For example, to include the file example.ys, type
This command will read and execute all commands contained in the given file.

**Help**

The `yices` tool has on-line help, which can be obtained using one of the following commands:

```
(help)
(help topic)
```

Without argument, `(help)` prints a summary of the main Yices commands. With an argument, `(help topic)` gives help on the specified topic. The argument can be a command name, one of the built-in type or term constructor, or the name of a parameter. The argument can be given as a string or as a symbol. For example, to get some information on the search parameter `var-elim`, you can type either

```
(help "var-elim")
```

or just

```
(help var-elim).
```

On-line help is available for other topics such as the syntax. To get a list of all topics, type

```
(help index)
```

**Statistics**

The solver keeps track of various statistics concerning the search algorithms (e.g., the number of decisions and conflicts in the CDCL solver). The following command prints all the internal statistics

```
(show-stats)
```

As part of these statistics, `yices` keeps track of the cumulative CPU time spent in calls to the `check` command. To get time measurement for a specific call to `(check)` (rather than the total amount of time spent in all calls to `(check)` so far), one can reset the global time counter to zero using command `(reset-stats)`. To get the runtime and other statistics about a specific `(check)`, type the following commands:

```
(reset-stats)
(check)
(show-stats)
```

**Exit**

At any time, one can exit the solver using the command

```
(exit)
```

If this command is part of a Yices script file, then `yices` exits immediately after this command, without parsing or processing the rest of the file.
Chapter 5

Support for SMT-LIB

The yices tool described in the previous chapter processes input given in the Yices 2 language. The distribution includes two other tools that can process input in the SMT-LIB 2.5 and the older SMT-LIB 1.2 notations.

5.1 SMT-LIB 2.5

To process SMT-LIB 2.5 input, use the yices-smt2 solver instead of yices. This tool is included in the bin directory in the distribution. In the Windows or Cygwin distribution, it is called yices-smt2.exe.

The SMT-LIB 2 language is defined in [BFT15]. More information about the various logics defined in SMT-LIB 2.0 is available at the SMT-LIB website: http://www.smtlib.org. David Cok’s tutorial covers all aspects of the language in detail [Cok13].

5.1.1 Tool Invocation

To run yices-smt2 on an input file, type

```
yices-smt2 <input-file>
```

Since yices-smt2 runs in mode one-shot by default, this will work fine as long as the <input-file> does not use the commands push and pop of SMT-LIB 2 (cf. Section 3.3).

To enable support for push and pop, give the command-line option --incremental. This option configures yices-smt2 to work in the mode push-pop. This flag is also required if the input files contains several blocks of assertions and multiple calls to the command (check-sat).

If no <input-file> is given, yices-smt2 will read commands from the standard input. Optionally, one can also run the solver with the following option:
When invoked in this manner, `yices-smt2` will print a prompt before accepting com-
mands from standard input. In addition, option :print-success is set to true. This
causes `yices-smt2` to report success after various commands that would otherwise be
executed silently (as required by [BPT15]).

**Command-line Options**

Here is the full list of command-line options supported by `yices-smt2`.

---verbosity=<level>, -v <level>  Set the initial verbosity level.

By default, `yices-smt2` runs with verbosity level 0. This can be changed by using the
SMT command (set-option :verbosity <level>). Calling `yices-smt2
--verbosity=<level>` has the same effect.

--incremental  Enable support for push, pop, and multiple calls to check-sat.

--interactive  Run in interactive mode.

This flag has no effect if `yices-smt2` is called with an input-file. Otherwise,
this flag sets the :print-success option to true.

--timeout=<timeout>, -t <timeout>  Give a timeout in seconds.

This sets a timeout for the SMT-LIB command (check-sat). If the timeout is
reached, the command returns unknown. In non-interactive mode, there can be only one
such command. In interactive mode, the same timeout applies to every (check-sat).

--mcsat  Use the MCSAT solver.

This flag selects the MCSAT solver of Yices instead of the default CDCL-based solver.

--stats, -s  Display statistics on exit.

If this option is given, `yices-smt2` will print statistics after all commands have been
executed (i.e., after reaching the command (exit) or the end of the input file).

--version, -V  Print version and exit.

--help, -h  Show a summary of command-line options and exit.

**5.1.2  SMT-LIB 2.5 Compliance**

Yices follows the SMT-LIB 2.5 specifications as much as possible. In this section, we list
the few special cases where Yices may not adhere to the standard.
Arithmetic

Because Yices uses a more liberal type system than SMT-LIB 2.0, it will accept input that is not strictly compliant with SMT-LIB 2.0. The difference occurs in arithmetic problems. Yices allows formulas to freely mix real and integer terms. In SMT-LIB 2.0, the types Int and Real are disjoint and cannot be mixed in arithmetic expression. This should not be a problem, as any properly typed SMT-LIB 2.0 arithmetic expression is also type-correct for Yices.

Bitvectors

As mentioned previously, Yices follows the SMT-LIB standard definition for all bit-vector operators except division by zero. The conventions used by Yices are explained in Section 2.3.2.

Unsupported Commands

Some commands defined in SMT-LIB 2.5 are optional. This version of Yices supports the basic commands for declaration and definition of sorts and terms, assertions, satisfiability checking, unsat cores and assumptions. Yices does not support the optional commands get-assertions and get-proof.

The standard requires option :produce-assignments to be set to true before the command get-assignment can be issued. It also requires option :produce-models to be set to true before using the command get-value. Yices does not enforce these rules. It supports both commands get-assignment and get-value even if the corresponding option is false.

Since version 2.6, Yices supports commands get-unsat-core and get-unsat-assumptions. To activate these commands, options :produce-unsat-cores or :produce-unsat-assumptions must be set. Yices does not allow both options to be set to true at the same time.

In-line Definitions

In SMT-LIB 2.x, one can attach annotations to any term. In particular, one can give a name to a term using the syntax

```
(! <term> :named <symbol>)
```

The <symbol> is a label attached to <term> and marks it as important for the command get-assignment and get-unsat-core. The standard also requires such an annotation to be treated as an in-line definition. When an annotated subterm (! <term> :named <name>) is encountered while parsing a larger term t0, then the annotation must be treated as if one had written

```
(define-fun <name> () <sort> <term>)
```
before the term \( t0 \). This unfortunate decision breaks well-established, common-sense rules about the scope of identifiers. It also means that removing annotations can turn a syntactically correct formula into an incorrect one. It forces SMT-LIB solver to process annotations even if they do not support the commands `get-unsat-core` and `get-assignment`, which were the reason for attaching labels to terms in the first place. Other undesirable consequences include the fact that simple syntactic transformations, for example, rewriting \((or \ a \ b)\) to \((or \ b \ a)\), may be incorrect if \(a\) contains named annotations. In short, this decision complicates implementation while providing little, if any, benefit.

Still, Yices supports in-line definitions, provided the \(<\text{name}>\) occurring in the annotation is globally fresh. That is, the \(<\text{name}>\) must not be assigned via a previous global definition or by a local `let`. For example, the following monstrosity will cause Yices to complain

\[
\text{assert (let ((x (+ y 1))) (! (P (* 2 x))) :named x))}
\]

because the symbol \(x\) is bound by the enclosing `let` when the annotated term is processed.

## Models

Yices has always provided a command `get-model` for displaying a model when assertions are satisfiable. This command was added to SMT-LIB with version 2.5. Yices supports this command, but does not display models in the format defined by SMT-LIB 2.5. Instead, Yices uses a format similar to the one illustrated in Figure 4.6, except that constants are printed with the SMT-LIB 2 syntax.

### Miscellaneous Issues

The SMT-LIB 2.0 document states that option `:print-success` should be `true` by default. This setting requires SMT solvers to report success after any command in a script. This is fine for interactive use, but impractical when reading large input files (such as the SMT-LIB benchmarks at [http://www.smtlib.org](http://www.smtlib.org)). These input files typically contain long sequences of declarations and definitions, and printing `success` after each of them is not useful or informative, and can generate hundreds of thousands if not millions of lines of output. Like other solvers, Yices avoids these issues by setting `:print-success` to `false` by default, unless command-line option `--interactive` is given.

SMT-LIB 2.0 includes two options for directing output and diagnostic information to other channels than the default `stdout` and `stderr`. To send output to a file, you can use the command

\[
\text{(set-option :regular-output-channel <filename>)}
\]

SMT-LIB 2.0 states that \(<\text{filename}>\) should follow the POSIX standard. Yices does not check or enforce this requirement. You can use any character string that can be interpreted as a file name by the underlying operating system.
5.2 SMT-LIB 1.2

Another tool included in the distribution can process input written in the SMT-LIB 1.2 notation. This tool is called yices-smt (or yices-smt.exe on Windows or Cygwin). It is included in the bin directory. This tool can process SMT problems written in version 1.2 of SMT-LIB, which is documented in [RT06]. This version of SMT-LIB was used in the SMT competitions before 2010. Since 2010, the competitions have used SMT-LIB 2.0.

5.2.1 Tool Usage

To execute this solver on an input file in the SMT-LIB 1.2 format, just type:

```
yices-smt <input-file>
```

The solver will check satisfiability of the constraints in input-file and report either sat or unsat. The input file must contain a specification in the SMT-LIB benchmark language (cf. [RT06]). The standard also defines a theory language that is not supported by yices-smt. If no input file is given, yices-smt will read standard input.

5.2.2 Command-Line Options

The following command-line options can be given to yices-smt.

```
--model, -m  If this option is given, and the benchmark is satisfiable, yices-smt will display a model.

This model may be partial. Some variables of the input benchmark may be eliminated by preprocessing and formula simplification. The value of these variables is not displayed in the model.
```

```
--full-model, -f  Print a full model.

This causes yices-smt to display a model if the benchmark is satisfiable. Unlike option --model, this option forces Yices to display a complete model. The value of all variables declared in the input benchmark is displayed, even for variables that are eliminated during preprocessing.
```

```
--verbose, -v  Run in verbose mode.

The tool will print various statistics during the search.
```

```
--stats, -s  Show statistics.

This causes yices-smt to display statistics about the search, including search time, number of decisions and conflicts, and so forth.
```

```
--timeout=<int>, -t <int>  Give a timeout in seconds.

For example, to run yices-smt with a 20 s timeout, use:
```
yices-smt --timeout=20 ...

--version, -V  Display the version and exit.

--help, -h    Show a summary of all options and exit.
Chapter 6

Yices API

You can use Yices in your software via a C-API. The main header file is `yices.h` which includes all the API. The API functions are documented in this header file and at [http://yices.csl.sri.com/](http://yices.csl.sri.com/). Since Yices 2.6.0, we also provide Python bindings to this API. These bindings are included in the source distributions in directory `src/bindings`.

As sketched in Figure 3.1, the API provides three main classes of functions:

- Type and term constructors
- Operations on contexts
- Operations on models

The API also includes functions related to error reporting and diagnosis, global initialization and cleanup, and garbage collection.

In the API, types and terms are identified by 32-bit signed integers (the types `type_t` and `term_t` are aliases for `int32_t`, as defined in file `yices_types.h`). Other data structures internal to Yices are accessed via opaque pointers. For example, a context is an object of the following type

```c
typedef struct context_s context_t;
```

and all functions that operate on contexts take an argument of type `context_t`.

When an API function fails, it returns a special code. Term constructors return the constant `NULL_TERM`; type constructors return `NULL_TYPE`. Other functions either return a negative integer or the `NULL` pointer. In addition, diagnostic information is stored in a global data structure of type `error_report_t` (defined in `yices_types.h`). The API provides functions to help diagnosis by printing error messages or consulting the error report structure.
#include <stdio.h>
#include <yices.h>

int main(void) {
    printf("Testing Yices %s (%s, %s)\n", yices_version,
            yices_build_arch, yices_build_mode);
    return 0;
}

Figure 6.1: Minimal Example

6.1 A Minimal Example

The distribution includes four header files:

- **yices_types.h** defines all types that are part of the API, including a data structure used for error reporting and a set of error codes.
- **yices_limits.h** defines a few constants that set hard limits on the sizes of various constructs. For example, this file defined the maximal arity of functions and the maximal size of bitvector types supported by Yices.
- **yices.h** contains the declaration of all the API functions.
- **yices_exit_codes.h** lists the exit codes that can be returned by the Yices executables (via an `exit` system call).

To use the library, it is enough to include `yices.h` in your code. This will also include `yices_types.h` and `yices_limits.h`. A minimal example is shown in Figure 6.1. Assuming the Yices library and header files are in standard directories such as `/usr/local/lib` and `/usr/local/include`, this code should compile with the following command:

```bash
gcc minimal.c -o minimal -lyices
```

(Other compilers than GCC can be used). If Yices is installed in a non-standard location, then give appropriate flags to the compilation command. For example, if Yices is installed in your home directory:

```bash
gcc minimal.c -o minimal -I${HOME}/yices-2.2.0/include \ 
-L${HOME}/yices-2.2.0/lib -lyices
```

Running the program should print something like this:

```bash
Testing Yices 2.2.0 (x86_64-unknown-linux-gnu, release)
```

If you have build a version of Yices that’s dynamically linked against GMP, make sure to install GMP on your system. If the Yices library is installed in a non-standard location, you may also need to set environment variable `LD_LIBRARY_PATH` (or `DYLD_LIBRARY_PATH` on Mac OS X).
// Create two uninterpreted terms of type int.

type_t int_type = yices_int_type();
term_t x = yices_new_uninterpreted_term(int_type);
term_t y = yices_new_uninterpreted_term(int_type);

// Assign names "x" and "y" to these terms.
// This is optional, but we need the names in yices_parse_term
// and it makes pretty printing nicer.
yices_set_term_name(x, "x");
yices_set_term_name(y, "y");

// Build the formula (and (>= x 0) (>= y 0) (= (+ x y) 100))
term_t f = yices_and3(yices_arith_geq0_atom(x),
                        yices_arith_geq0_atom(y),
                        yices_arith_eq_atom(yices_add(x, y),
                                            yices_int32(100)));

// Another way to do it
term_t f_var =
        yices_parse_term("(and (>= x 0) (>= y 0) (= (+ x y) 100))");

Figure 6.2: Term Construction using the API

6.2 Basic API Usage

The distribution includes a few simple examples that illustrate basic use of the Yices library. The code fragments shown in this section come from file examples/example1.c included in the distribution.

Global Initialization

Before doing anything with Yices, make sure to initialize all internal data structures by calling function yices_init. To avoid memory leaks, you should also call yices_exit at the end of your code to free all the memory that Yices has allocated internally.

Term Construction

Figure 6.2 shows code that builds two uninterpreted terms x and y of type int, then constructs the formula

(and (>= x 0) (>= y 0) (= (+ x y) 100))

This code fragment comes from file example1.c that is included in the distribution.
static void print_term(term_t term) {
    int32_t code;

    code = yices_pp_term(stdout, term, 80, 20, 0);
    if (code < 0) {
        // An error occurred
        fprintf(stderr, "Error in print_term: ");
        yices_print_error(stderr);
        exit(1);
    }
}

...  

// print f and f_var: they should be identical
printf("Formula f\n");
print_term(f);
printf("Formula f_var\n");
print_term(f_var);

Figure 6.3: Pretty Printing a Term

Pretty Printing

Once a term is constructed, we can print it as shown in Figure 6.3. This uses the pretty-printing function yices_pp_term. The first argument to this function is the output file to use (in this case, stdout). The second argument is the term to print. The other three arguments define the pretty-printing area (in this case, a rectangle of 80 columns and 70 lines). The figure also shows how one checks for errors and prints an error message.

Building a Context and Checking Satisfiability

To check whether formula f constructed previously is satisfiable, we create a fresh context, assert formula f in this context, then call function yices_check_context. This is illustrated in Figure 6.4.

Building and Querying a Model

If yices_check_context returns STATUS_SAT (or STATUS_UNKNOWN), then we can construct a model of the asserted formulas as shown in Figure 6.5. The code also shows how to print the model and how to evaluate the value of terms in a model.
context_t *ctx = yices_new_context(NULL);
code = yices_assert_formula(ctx, f);
if (code < 0) {
    fprintf(stderr, "Assert failed: code = %"PRIId32", error = %"PRIId32"\n",
            code, yices_error_code());
    yices_print_error(stderr);
}

switch (yices_check_context(ctx, NULL)) {
    case STATUS_SAT:
        printf("The formula is satisfiable\n");
        ...
        break;

    case STATUS_UNSAT:
        printf("The formula is not satisfiable\n");
        break;

    case STATUS_UNKNOWN:
        printf("The status is unknown\n");
        break;

    case STATUS_IDLE:
    case STATUS_SEARCHING:
    case STATUS_INTERRUPTED:
    case STATUS_ERROR:
        fprintf(stderr, "Error in check_context\n");
        yices_print_error(stderr);
        break;
}
yices_free_context(ctx);

Figure 6.4: Checking Satisfiability
model_t* model = yices_get_model(ctx, true); // get the model
if (model == NULL) {
    fprintf(stderr, "Error in get_model\n");
    yices_print_error(stderr);
} else {
    printf("Model\n");
    code = yices_pp_model(stdout, model, 80, 4, 0); // print the model

    int32_t v;
    // get the value of x, we know it fits int32
    code = yices_get_int32_value(model, x, &v);
    if (code < 0) {
        printf(stderr, "Error in get_int32_value for 'x'\n");
        yices_print_error(stderr);
    } else {
        printf("Value of x = %"PRIId32"\n", v);
    }

    // get the value of y
    code = yices_get_int32_value(model, y, &v);
    if (code < 0) {
        fprintf(stderr, "Error in get_int32_value for 'y'\n");
        yices_print_error(stderr);
    } else {
        printf("Value of y = %"PRIId32"\n", v);
    }

    yices_free_model(model); // clean up: delete the model
}

Figure 6.5: Building and Querying a Model
6.3 Full API

The main header file `yices.h` includes documentation about all API functions. We provide more documentation on the Yices website: `http://yices.csl.sri.com/`. 
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Version 3, 29 June 2007

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