

# AAA528: Computational Logic

## Lecture 3 — SAT/SMT Applications

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2026 Spring

# The Z3 SMT Solver

- A popular SMT solver from Microsoft Research:

<https://github.com/Z3Prover/z3>

- Supported theories:

- ▶ Propositional Logic
- ▶ Theory of Equality
- ▶ Uninterpreted Functions
- ▶ Arithmetic
- ▶ Arrays
- ▶ Bit-vectors, ...

- References

- ▶ Z3 Guide

<https://rise4fun.com/z3/tutorialcontent/guide>

- ▶ Z3 API in Python

<http://ericpony.github.io/z3py-tutorial/guide-examples.htm>

# Propositional Logic

```
1 p = Bool('p')
2 q = Bool('q')
3 r = Bool('r')
4 solve(Implies(p, q), r == Not(q), Or(Not(p), r))
```

[q = False, p = False, r = True]

# Arithmetic

```
1 from z3 import *
2
3 x = Int('x')
4 y = Int('y')
5 solve (x > 2, y < 10, x + 2*y == 7)
6
7 x = Real('x')
8 y = Real('y')
9 solve(x**2 + y**2 > 3, x**3 + y < 5)
```

```
$ python test.py
[y = 0, x = 7]
[x = 1/8, y = 2]
```

# BitVectors

```
1 x = BitVec('x', 32)
2 y = BitVec('y', 32)
3
4 solve(x & y == ~y)
5 solve(x >> 2 == 3)
6 solve(x << 2 == 3)
7 solve(x << 2 == 24)
```

[y = 4294967295, x = 0]

[x = 12]

no solution

[x = 6]

# Uninterpreted Functions

```
1 x = Int('x')
2 y = Int('y')
3 f = Function('f', IntSort(), IntSort())
4
5 s = Solver()
6 s.add(f(f(x)) == x, f(x) == y, x != y)
7
8 print (s.check())
9
10 m = s.model()
11 print (m)
12
13 print (" f(f(x)) =", m.evaluate(f(f(x))))
14 print (" f(x)      =", m.evaluate(f(x)))
```

```
sat
[x = 0, y = 1, f = [0 -> 1, 1 -> 0, else -> 1]]
f(f(x)) = 0
f(x)     = 1
```

## Constraint Generation with Python List

```
1 X = [ Int('x%s' % i) for i in range(5) ]
2 Y = [ Int('y%s' % i) for i in range(5) ]
3 print (X, Y)
4 X_plus_Y = [ X[i] + Y[i] for i in range(5) ]
5 X_gt_Y = [ X[i] > Y[i] for i in range(5) ]
6 print (X_plus_Y)
7 print (X_gt_Y)
8 a = And(X_gt_Y)
9 print (a)
10 solve(a)
```

$[x_0, x_1, x_2, x_3, x_4] [y_0, y_1, y_2, y_3, y_4]$

$[x_0 + y_0, x_1 + y_1, x_2 + y_2, x_3 + y_3, x_4 + y_4]$

$[x_0 > y_0, x_1 > y_1, x_2 > y_2, x_3 > y_3, x_4 > y_4]$

$\text{And}(x_0 > y_0, x_1 > y_1, x_2 > y_2, x_3 > y_3, x_4 > y_4)$

$[y_4 = 0, x_4 = 1, y_3 = 0, x_3 = 1, y_2 = 0, x_2 = 1,$   
 $y_1 = 0, x_1 = 1, y_0 = 0, x_0 = 1]$

## Example 1: Program Equivalence

Consider the two code fragments.

```
if (!a&&!b) then h  
else if (!a) then g else f
```

```
if (a) then f  
else if (b) then g else h
```

The latter might have been generated from an optimizing compiler. We would like to prove that the two programs are equivalent.

## Encoding in Propositional Logic

The if-then-else construct can be replaced by a PL formula as follows:

$$\text{if } x \text{ then } y \text{ else } z \equiv (x \wedge y) \vee (\neg x \wedge z)$$

The problem of checking the equivalence is to check the validity of the formula:

$$\begin{aligned} F &: (\neg a \wedge \neg b) \wedge h \vee \neg(\neg a \wedge \neg b) \wedge (\neg a \wedge g \vee a \wedge f) \\ &\iff a \wedge f \vee \neg a \wedge (b \wedge g \vee \neg b \wedge h) \end{aligned}$$

If  $\neg F$  is unsatisfiable, the two expressions are equivalent.

# In Python

```
1 from z3 import *
2
3 a = Bool ("a")
4 b = Bool ("b")
5 f = Bool ("f")
6 g = Bool ("g")
7 h = Bool ("h")
8
9 f1 = Or (And (And (Not(a), Not(b)), h), And (Not (And (Not(a)
10    ), Not(b))), (Or (And (Not(a),g), And (a, f)))))
11
12 f2 = Or (And (a, f), And (Not(a), Or (And(b,g), And(Not(b), h
13    ))))
14
15 solve (Not (f1==f2))
```

```
$ python equiv.py
no solution
```

## Example 2: Seat Assignment

Consider three persons A, B, and C who need to be seated in a row. There are three constraints:

- A does not want to sit next to C
- A does not want to sit in the leftmost chair
- B does not want to sit to the right of C

We would like to check if there is a seat assignment for the three persons that satisfies the above constraints.

# Encoding in Propositional Logic

To encode the problem, let  $X_{ij}$  be boolean variables such that

$$X_{ij} \iff \text{person } i \text{ seats in chair } j$$

We need to encode two types of constraints.

- Valid assignments:

- ▶ Every person is seated

$$\bigwedge_i \bigvee_j X_{ij}$$

- ▶ Every seat is occupied

$$\bigwedge_j \bigvee_i X_{ij}$$

- ▶ One person per seat

$$\bigwedge_{i,j} (X_{ij} \implies \bigwedge_{k \neq j} \neg X_{ik})$$

# Encoding in Propositional Logic

- Problem constraints:

- ▶ A does not want to sit next to C:

$$(X_{00} \implies \neg X_{21}) \wedge (X_{01} \implies (\neg X_{20} \wedge \neg X_{22})) \wedge (X_{02} \implies \neg X_{21})$$

- ▶ A does not want to sit in the leftmost chair

$$\neg X_{00}$$

- ▶ B does not want to sit to the right of C

$$(X_{20} \implies \neg X_{11}) \wedge (X_{21} \implies \neg X_{12})$$

# In Python

```
1  from z3 import *
2
3  X = [ [ Bool ("x_%s_%s" % (i+1, j+1)) for j in range (3) ]
         for i in range(3) ]
4
5  # every person is seated
6  val_c1 = []
7  for i in range(3):
8      c = False
9      for j in range(3):
10         c = Or (c, X[i][j])
11     val_c1.append (c)
12
13 # every seat is occupied
14 val_c2 = []
15 for j in range(3):
16     c = False
17     for i in range(3):
18         c = Or (c, X[i][j])
19     val_c2.append (c)
20
```

# In Python

```
1 # one person per seat
2 val_c3 = []
3 for i in range(3):
4     for j in range(3):
5         c = True
6         for k in range(3):
7             if k <> j:
8                 c = And(c, X[i][k] == False)
9         val_c3.append (Implies (X[i][j] == True, c))
10
11 valid = val_c1 + val_c2 + val_c3
12
13 # A does not want to sit next to C
14 c1 = [ Implies (X[0][0] == True, X[2][1] == False),
15        Implies (X[0][1] == True, And (X[2][0] == False, X
16        [2][2] == False)),
17        Implies (X[0][2] == True, X[2][1] == False) ]
```

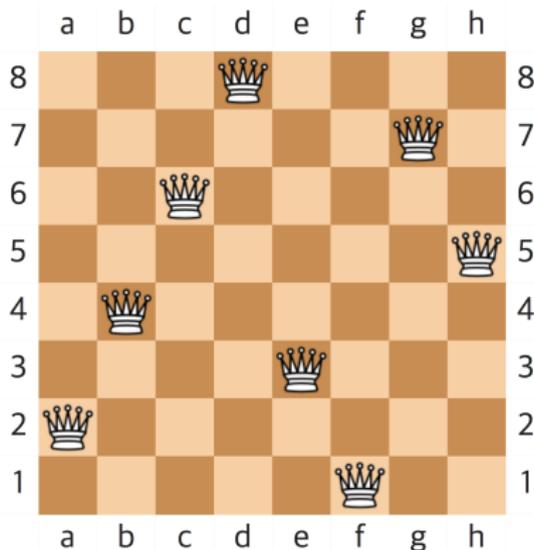
# In Python

```
1 # A does not want to sit in the left chair
2 c2 = [X[0][0] == False]
3
4 # B does not want to sit to the right of C
5 c3 = [ Implies (X[2][0] == True, X[1][1] == False),
6        Implies (X[2][1] == True, X[1][2] == False) ]
7
8 c = c1 + c2 + c3
9 solve (valid + c)
10
```

```
$ python equiv.py
no solution
```

## Example 3: Eight Queens

The eight queens puzzle is the problem of placing eight chess queens on an 8x8 chessboard so that no two queens attack each other. Thus, a solution requires that no two queens share the same row, column, or diagonal.



# Encoding

Define boolean variables  $Q_i$  as follows:

$Q_i$  : the column position of the queen in row  $i$

- Each queen is in a column  $\{1, \dots, 8\}$ :

$$\bigwedge_{i=1}^8 1 \leq Q_i \wedge Q_i \leq 8$$

- No queens share the same column:

$$\bigwedge_{i=1}^8 \bigwedge_{j=1}^8 (i \neq j \implies Q_i \neq Q_j)$$

- No queens share the same diagonal:

$$\bigwedge_{i=1}^8 \bigwedge_{j=1}^i (i \neq j \implies Q_i - Q_j \neq i - j \wedge Q_i - Q_j \neq j - i)$$

# In Python

```
1 from z3 import *
2
3 def print_board (r):
4     for i in range(8):
5         for j in range(8):
6             if r[i] == j+1:
7                 print (1, end=""),
8             else:
9                 print (0, end=""),
10            print (" ")
11
12 Q = [ Int ("Q-%i" % (i+1)) for i in range(8) ]
13
14 val_c = [ And (1 <= Q[i], Q[i] <= 8) for i in range(8) ]
15 col_c = [ Implies (i != j, Q[i] != Q[j]) for i in range(8)
16            for j in range(8) ]
17 diag_c = [ Implies (i != j, And (Q[i]-Q[j] != i-j, Q[i]-Q[j]
18            != j-i)) for i in range(8) for j in range(i) ]
```

# In Python

```
1 s = Solver()
2 s.add (val_c + col_c + diag_c)
3 res = s.check()
4 if res == sat:
5     m = s.model ()
6     r = [ m.evaluate (Q[i]) for i in range(8) ]
7     print_board (r)
8     print ("")
```

```
$ python queens.py
```

```
0 0 0 1 0 0 0 0
0 1 0 0 0 0 0 0
0 0 0 0 0 0 0 1
0 0 0 0 0 1 0 0
1 0 0 0 0 0 0 0
0 0 1 0 0 0 0 0
0 0 0 0 1 0 0 0
0 0 0 0 0 0 1 0
```

## Finding all solutions:

```
1 solutions, b, num_of_sols = [], True, 0
2 while b:
3     diff_c = []
4     for sol in solutions:
5         c = True
6         for i in range(8):
7             c = And(c, sol[i] == Q[i])
8             diff_c.append(Not(c))
9 s = Solver()
10 s.add(val_c + col_c + diag_c + diff_c)
11 res = s.check()
12 if res == sat:
13     num_of_sols, m = num_of_sols + 1, s.model()
14     r = [m.evaluate(Q[i]) for i in range(8)]
15     print_board(r)
16     print("")
17     solutions.append(r)
18 else:
19     if res == unsat: print("no more solutions")
20     else: print("failed to solve")
21     b = False
22 print("Number of solutions : " + str(num_of_sols))
```

## Example 4: Sudoku

Insert the numbers in the  $9 \times 9$  board so that each row, column, and  $3 \times 3$  boxes must contain digits 1 through 9 exactly once.

	8	2			5			
			6			2		
6					1			
5								
			4		2			
								6
			8					5
		8			9			
			5			4	3	

# Encoding in SMT formulas

$X_{ij}$  : number in position  $(i, j)$ , for  $i, j \in [1, 9]$

- Each cell contains a value in  $\{1, \dots, 9\}$ :

$$\bigwedge_{i=0}^8 \bigwedge_{j=0}^8 1 \leq X_{ij} \leq 9$$

- Each row contains a digit at most once:

$$\bigwedge_{i=0}^8 \bigwedge_{j=0}^8 \bigwedge_{k=0}^8 (j \neq k \implies X_{ij} \neq X_{ik})$$

- Each column contains a digit at most once:

$$\bigwedge_{j=0}^8 \bigwedge_{i=0}^8 \bigwedge_{k=0}^8 (i \neq k \implies X_{ij} \neq X_{kj})$$

## Encoding in SMT formulas

- Each  $3 \times 3$  square contains a digit at most once:

$$\bigwedge_{i_0=0}^2 \bigwedge_{j_0=0}^2 \bigwedge_{i=0}^2 \bigwedge_{j=0}^2 \bigwedge_{i'=0}^2 \bigwedge_{j'=0}^2 ((i \neq i' \vee j \neq j') \implies X_{3i_0+i,3j_0+j} \neq X_{3i_0+i',3j_0+j'})$$

- Board configuration (stored in  $B$ , where 0 means empty):

$$\bigwedge_{i=0}^8 \bigwedge_{j=0}^8 (B[i][j] \neq 0 \implies B[i][j] = X_{ij})$$

```

1 X = [ [ Int ("x-%s-%s" % (i+1,j+1)) for j in range(9) ] for i
      in range(9) ]
2
3 # each cell contains a value in {0,...,9}
4 cells_c = []
5 for i in range(9):
6     for j in range(9):
7         cells_c.append (And (1 <= X[i][j], X[i][j] <= 9))
8
9 # each row contains a digit at most once
10 rows_c = []
11 for i in range(9):
12     for j in range(9):
13         for k in range(9):
14             rows_c.append (Implies (j!=k, X[i][j]!=X[i][k]))
15
16 # each column contains a digit at most once
17 cols_c = []
18 for j in range(9):
19     for i in range(9):
20         for k in range(9):
21             cols_c.append (Implies (i!=k, X[i][j]!=X[k][j]))
22

```

```

1 # each 3x3 square contains a digit at most once
2 sq_c = []
3 for i0 in range(3):
4     for j0 in range(3):
5         for i in range(3):
6             for j in range(3):
7                 for i2 in range(3):
8                     for j2 in range(3):
9                         sq_c.append (Implies (Or (i!=i2 , j!=
10 j2), X[3*i0+i][3*j0+j] != X[3*i0+i2][3*j0+j2]))
11
12 c = cells_c + rows_c + cols_c + sq_c

```

```

1 instance = ((0,8,2,0,0,5,0,0,0),
2             (0,0,0,6,0,0,2,0,0),
3             (6,0,0,0,0,1,0,0,0),
4             (5,0,0,0,0,0,0,0,0),
5             (0,0,0,4,0,2,0,0,0),
6             (0,0,0,0,0,0,0,0,6),
7             (0,0,0,8,0,0,0,0,5),
8             (0,0,8,0,0,9,0,0,0),
9             (0,0,0,5,0,0,4,3,0))
10
11 instance_c = [ If(instance[i][j] == 0,
12                 True,
13                 X[i][j] == instance[i][j])
14               for i in range(9) for j in range(9) ]
15 s = Solver()
16 s.add (c + instance_c)
17 if s.check() == sat:
18     m = s.model ()
19     r = [ [ m.evaluate (X[i][j]) for j in range(9) ] for i in
20           range(9) ]
21     print_matrix (r)
22 else:
23     print (" failed to solve")

```

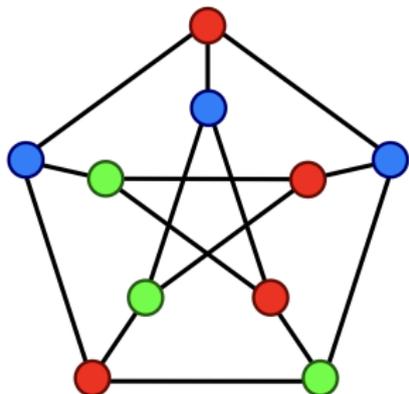
```
$ python sudoku.py  
[[3, 8, 2, 9, 7, 5, 1, 6, 4],  
 [1, 7, 5, 6, 8, 4, 2, 9, 3],  
 [6, 9, 4, 2, 3, 1, 8, 5, 7],  
 [5, 2, 7, 1, 6, 8, 3, 4, 9],  
 [9, 3, 6, 4, 5, 2, 7, 8, 1],  
 [8, 4, 1, 7, 9, 3, 5, 2, 6],  
 [4, 1, 3, 8, 2, 6, 9, 7, 5],  
 [7, 5, 8, 3, 4, 9, 6, 1, 2],  
 [2, 6, 9, 5, 1, 7, 4, 3, 8]]
```

## Exercise 1: Graph Coloring

Given:

- A graph  $G = (V, E)$ , where  $V = \{v_1, \dots, v_n\}$  and  $E \subseteq V \times V$ .
- A finite set  $C = \{c_1, \dots, c_k\}$  of colors.

Can we assign each vertex  $v \in V$  a color  $\mathbf{color}(v) \in C$  such that for every edge  $(v, w) \in E$ ,  $\mathbf{color}(v) \neq \mathbf{color}(w)$ ?



# Encoding

$X_{ij} \iff$  vertex  $v_i$  is assigned color  $c_j$

- Every vertex is assigned at least one color:
- Neighbors are not assigned the same color:
- Every vertex is assigned not more than one color:

## Exercise 2: Exact Covering

Consider the matrix:

	1	2	3	4	5	6	7
A	1	0	0	1	0	0	1
B	1	0	0	1	0	0	0
C	0	0	0	1	1	0	1
D	0	0	1	0	1	1	0
E	0	1	1	0	0	1	1
F	0	1	0	0	0	0	1

- Each row ( $A, B, \dots, F$ ) denotes a subset of  $X = \{1, 2, \dots, 7\}$ .
- A collection of subsets of a set  $X$  is called an **Exact Cover** if it includes all elements of  $X$  while ensuring that each element belongs to exactly one subset. For example,  $\{B, D, F\}$  is an Exact Cover, whereas  $\{B, D, E\}$  or  $\{A, E\}$  are not.

In general, let the set of elements be defined as  $X = \{x_1, x_2, \dots, x_m\}$  (e.g.,  $X = \{1, 2, \dots, 7\}$ ), and let  $Y = \{y_1, y_2, \dots, y_n\}$  be the set of given subset names (e.g.,  $Y = \{A, B, \dots, F\}$ ). Given a matrix represented as a function  $M : Y \rightarrow 2^X$  (e.g.,  $M(A) = \{1, 4, 7\}$ ), a subset  $S \subseteq Y$  is called an Exact Cover of  $X$  if it satisfies the following two conditions:

- 1  $S$  covers  $X$ :

$$X = \bigcup_{s \in S} M(s) \quad (1)$$

- 2 the chosen subsets in  $M(s)$  (where  $s \in S$ ) are pairwise disjoint: for all  $s_1, s_2 \in S$ ,

$$M(s_1) \cap M(s_2) = \emptyset \quad (2)$$

## Encoding

Introduce boolean variables  $X_i$  ( $1 \leq i \leq n$ ) and  $T_{ij}$  ( $1 \leq i \leq n, 1 \leq j \leq m$ ) with the following meanings:

$$X_i \iff y_i \in S, \quad T_{ij} \iff x_j \in M(y_i)$$

In words:  $X_i$  is true iff subset  $y_i$  is included in the solution  $S$ , and  $T_{ij}$  is true iff element  $x_j$  is included in subset  $y_i$ .

Express the two conditions of the Exact Cover (1) and (2) as logical formulas  $\Phi_1$  and  $\Phi_2$ , respectively:

$$\Phi_1 =$$

$$\Phi_2 =$$