

# How Hard is Bit-Precise Reasoning?\*

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## Abstract

Formal verification of hardware and software is important in the case of critical systems, as shown by several accidents due to such problems as overflow, rounding error, etc. Bit-precise reasoning over bit-vectors is a fundamental tool for attacking such verification problems. But how hard is reasoning over bit-vector logics? It is essential to answer this question before inventing solving approaches for bit-vector logics.

The talk gives an overview on the complexity of bit-vector logics [1]. Complexity depends on what bit-vector operators are used and whether quantifiers are permitted. For instance, the quantifier-free bit-vector logic (QF\_BV) with all the common operators is NEXPTIME-complete, which seems extremely high considering the fact that QF\_BV is commonly used in hardware verification. We will investigate how that complexity can be reduced to NP-completeness or PSPACE-completeness by restricting the set of operators.

Quantifiers are often used in software verification problems such as termination analysis and invariant synthesis [2]. The bit-vector logic with quantifiers and uninterpreted functions (UFBV) is 2-NEXPTIME-complete. Interestingly, as it was proved recently, that logic without uninterpreted functions (BV) is AEXP(poly)-complete [3].

## References

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