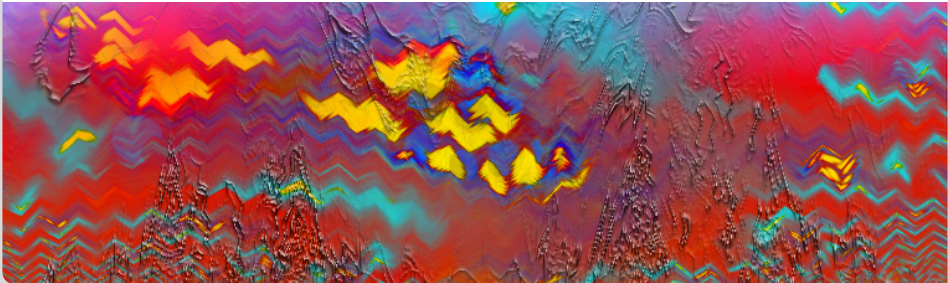


# CandyHorde: Candy Kingdom meets HordeSAT

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<https://github.com/Udopia/candy-kingdom>

## Candy

- Fork of Glucose (MiniSAT)
- Modern C++
- Modularity: Separation of Concerns
- Simplicity: Use of Standard Library

## New Sub-Systems

- Structure Analysis and Random Simulation (Gates, Tseitin)
- Structure-based Branching (RSIL)
- Structure-based Abstraction (RSAR)
- Structure-based Model Minimization

## Candy Systems

- Clause Database (Clause, Clause Allocation)
- Current Assignment (Trail)
- Propagation System (Watchers)
- Clause Learning System (Conflict Analysis, 1-UIP Learning)
- Branching System (VSIDS, LRB, RSIL)

## Candy Initialization

```
TDb*      clauses      = new TDb      ();  
TTrail*   assignment   = new TTrail   ();
```

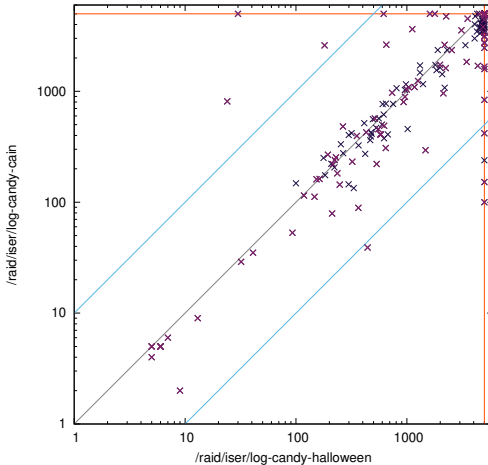
```
TProp*    propagate    = new TProp    (db, assignment);  
TLearn*   learning     = new TLearn   (db, assignment);  
TBranch*  branching    = new TBranch  (db, assignment);
```

```
Candy* solver =  
    new Solver<TDb, TTrail, TProp, TLearn, TBranch> (  
        clauses, assignment, propagate, learning, branching  
    );
```

- TBranch: VSIDS, LRB, RSIL, ...
- TTrail and TPropagate now have “ThreadSafe” Variants

# Recent Candy Development

## “Halloween” Version vs Recent Version “Cain”



### Halloween:

Solved: 129/400

PAR-2: 2909362

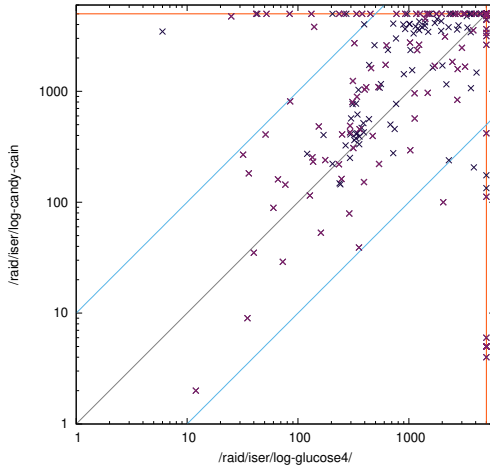
### Cain:

Solved: 146/400

PAR-2: 2772256

# Compared to “Mother” Glucose

## Still Worse Performance



### Glucose:

Solved: 171/400

PAR-2: 2502445

### Cain:

Solved: 146/400

PAR-2: 2772256

<https://github.com/biotomas/hordesat>

## HordeSAT Parallel Interface

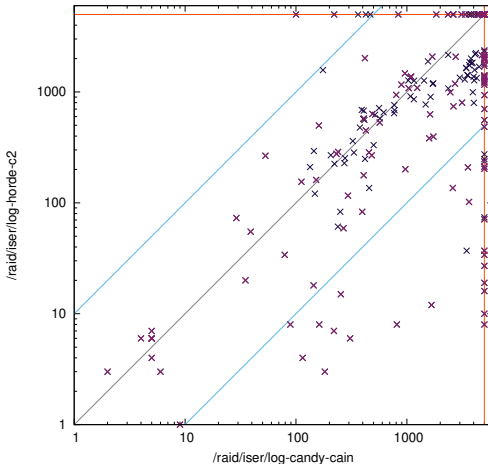
- Highly configurable parallel solver implementation
- Abstracts away details of single solver implementation
- Can run portfolio of solvers
- Implementation of Horde interface: Lingeling, Minisat and now ...
- ... **Candy!**

# Candy Horde





## One vs. Two Instances of Candy Version “Cain”



### Single Cain (VSIDS):

Solved: 146/400

PAR-2: 2772256

### Parallel Cain (VSIDS & LRB):

Solved: 156/400

PAR-2: 2559229

no clause-sharing or additional diversification so far

## Sharing of Clause Database

- Modularity of Candy makes it easy to share one Clause Database across solver instances
- However, propagate and clause-learning sub-systems utilize order of literals in clauses
- New implementations of propagate and clause-learning sub-systems must operate without changing or exploiting literal-order

## First Two Literals in Clause are Watched

- The first literal is the the asserted (true) literal
- The second literal is the propagation trigger / the other watched literal
- Advantage: Watchers are independent (one watcher for each of the two literals)

## Step-by-step

- Make all non-const methods in clause “private”
- Mark classes that access these methods as “friends”
- Reduce the number of friends to clauses (until only propagate and clause-analysis remain)
- Write new propagate and clause-analysis that are not friends of clause

# Building a literal-order invariant Conflict Analysis

Advantage: Can be tested independent of Propagator

## Step-by-step

- Make all non-const methods in clause “private”
- Mark classes that access these methods as “friends”
- Reduce the number of friends to clauses (until only propagate and clause-analysis remain)
- Write new propagate and clause-analysis that are not friends of clause

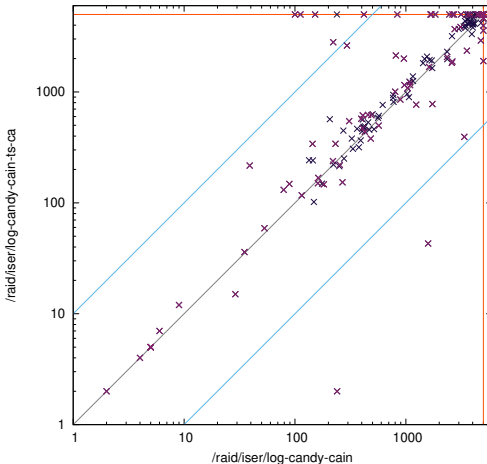
## Legacy Clause Analysis

```
if (confl->size() == 2 && trail.value(confl[0]) == l_False) {  
    confl->swap(0, 1);  
}  
auto it = isbegin() ? confl->begin() : confl->begin() + 1;  
for (; it != confl->end(); it++) {  
    Var v = var(*it);  
    if (!stamp[v] && trail.level(v) != 0) { ... }  
}
```

## New Clause Analysis

```
for (Lit lit : *confl) {  
    Var v = var(lit);  
    if (lit != aslit && !stamp[v] && trail.level(v) != 0) { ... }  
}
```

## Candy Version “Cain” with Classic vs. New Conflict Analysis



**Classical Cain:**  
Solved: 146/400  
PAR-2: 2772256

**New Cain:**  
Solved: 128/400  
PAR-2: 2923940