

# Proof Complexity and Solving LAB

## Conflict-Driven Clause Learning (CDCL)

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<https://github.com/JoshuaBlinkhorn/SAT-LAB>

# Goals

- Implementation of SAT solving algorithms
  - (a) 2-SAT (polynomial time)
  - (b) DPLL
  - (c) CDCL
    - clause learning
    - watched literals
    - decision heuristics
    - restart strategy
  - (d) QBF expansion..
- Practical programming experience
  - use your favourite language (Python, C, C++, Java, ..)
  - recommended: Python

# CDCL versus DPLL

- Similarities
  - unit propagation
  - backtracking search
- Algorithmic improvements in CDCL
  - clause learning: the formula grows
  - more accurate backtracking (a.k.a backjumping)
- Further innovations
  - watched literals (fast propagation)
  - decision heuristics (e.g. VSIDS)
  - restarts (randomisation of initial conditions)
  - phase saving

# Reaching Conflict

decision  
level

1

$d_1$

$p_1$

2

$d_2$

$p_2$

$p_3$

3

$d_3$

$p_4$

$p_5$

$p_6$

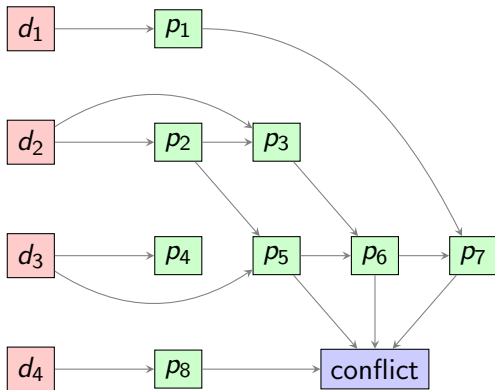
$p_7$

4

$d_4$

$p_8$

conflict



## CDCL Pseudocode

```
function CDCL-solver( $\Phi$ )                                #assuming  $\Phi$  is preprocessed
    decision-level  $\leftarrow$  0
    while there are unassigned variables
        decision-level++
        decide()                                           #adds assignment to trail
         $C_{\text{conflict}} \leftarrow \text{propagate}()$           #returns conflict clause or nothing
        while  $C_{\text{conflict}}$  is not null
            if decision-level = 0 return UNSAT
             $C_{\text{learned}} \leftarrow \text{analyse-conflict}(C_{\text{conflict}})$ 
             $\Phi \leftarrow \Phi \wedge C_{\text{learned}}$ 
            backtrack( $C_{\text{learned}}$ )                      #changes trail and decision level
             $C_{\text{conflict}} \leftarrow \text{propagate}()$ 
        apply-restart-policy()
    return SAT
```

# Clause Learning

- Learned clauses:
  - result from deep analysis
  - try to explain and store the **reason** for conflict
  - are always **asserting**: they propagate at a lower decision level
  - that decision level may be arbitrarily low
- Basic clause learning:
  - learn the **negation of the decision literals** at point of conflict
  - backtrack to previous decision level
  - this propagates negation of last decision
  - emulates DPLL

# Propagation, Heuristics and Restarts

- Use naive propagation as we did in DPLL
- Use any naive decision heuristic
- Forget about restarts for now

# CDCL Task

- implement a CDCL solver with:
  - basic clause learning
  - naive propagation
  - default heuristics
  - no restarts
- include a README
- test your solver on random  $k$ -SAT formulas
- print statistics, e.g.
  - solving time
  - memory consumption
  - number of decisions
  - number of unit propagations
  - number of conflicts
  - ..?