DPLL Based SAT-Solver

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1 Key Implementation Ideas

- 1. **Data Structure:** The way I chose to express clauses is to have *D* a dictionary of variable to the set of equation index it appears, *E* a list of equations which are sets of variables, and *L* a list of current equation index.
- 2. **Preparation:** In DPLL, my program will not check whether there exists both X and $\neg X$ in the same clause. So I checked this in my preparation part, which can save some search time.
- 3. Basic Property I: Any time in the program running, it is guaranteed that the 3 data structures above only represent current situation, which means eliminated variables and equations will not appear in any of them.
- 4. **Set Variable:** Set Variable is a fundamental function for BCP, Set Pure, and Decision. To keep Property I, when using D to go through the equation E_k where variable v appears, I need to check two thing:
 - (a) If the equation becomes empty, I need to eliminate it in L.
 - (b) If the equation becomes true, I need to eliminate it in L, and remove all the other variables v' in this equation which clears E_k , and get D[v'] rid of k.
- 5. Basic Property II: Whenever program goes into Set Variable, it is assumed that the assignment will not generate conflicts. Thus Set Variable does not check satisfiability. Moves described below will guarantee this.
- 6. **BCP:** *BCP* needs to go through *E* to single out those one literal equation. Use a *set* to store them. When one is added, check whether its negation is inside. There is a potential trap in it depending how you implement *BCP*, I will describe it below.
- 7. Set Pure: Set Pure needs to go through D to pick those literals the negation of which does not appear in equations. After this, set them to true, which will maximumly preserve the satisfiability.
- 8. **Decision:** Decision is what program will do after BCP and Set Pure. The way to pick what variable to try the assignment is pretty tricky. I tried several strategies, such as Random Pick, Frequent Pick, Balanced Pick¹. It turns out Pick the most frequently appeared is about 30% faster than Random Pick and way better than Balanced Pick. Frequent Pick and Balanced Pick combined together can not provide substantial improvement.
- 9. **DPLL**: *DPLL* is basically the combination of the algorithms above. To maintain *Property I*, I need to fix change when program recalls. Considering efficiency, I have 2 set of *lists*; one records changes from *BCP* and *Set Pure*, one records changes from *Decision*. When program backtracks from the first assignment trial, undo the *Decision* change; when it returns from the second trial, undo all the change and return to parent function.

2 Potential Traps

- 1. In BCP, there is a case needs further consider. Assume after you go through all the clauses containing one literal, these literals are set true at the same time without further consideration, there will be a potential bug. Considering this case $\{X\}, \{\neg X, \neg Y\}, \{Y\}$. If you set X = true and Y = true without checking the clause $\{\neg X, \neg Y\}$, it will be satisfiable, which is incorrect. So in my version, I set them one by one.
- 2. Pay attention to Python Import. Name file and function carefully. I was bothered by the strange error log when I have file like *string.py* or *parser.py* with function *parse* in it.
- 3. I used test data from UBC website². In these data, there is a mysterious % at the end of every file input. So, I had to add a special check for this in my *CNF parser. py*.

Note: Aside from DPLL based SAT-Solver, I also implemented a CDCL based SAT-Solver, the code and report of which can be found in https://github.com/Shlw/Naive-SAT-Solver

 $^{^{1}}Balanced\ Pick$ means the difference between it and its negation is as small as possible. It indicates either true or false assignment is balanced in DFS.

²http://www.cs.ubc.ca/~hoos/SATLIB/benchm.html