



# Evaluating Branching Heuristics in Interval Constraint Propagation for Satisfiability

Calvin Huang

Soonho Kong

Sicun Gao

**Damien Zufferey**

Scale Labs

Toyota Research

UCSD

MPI-SWS

NSV 2019

13.07.2019

# Branch and Prune ICP

- Used to numerically solve systems of non-linear equations

$$\exists^{[3.0, 3.14]} x_1. \exists^{[-7.0, 5.0]} x_2. 2 \times 3.14 - 2 x_1 \arcsin \left( \cos 0.8 \times \sin \left( \frac{3.14}{x_1} \right) \right) \leq -0.6 - 0.03 x_2 + 1.5$$

- Interval Constraint Propagation (ICP)

Hypercube over-approximation of the solution space of non-linear constraints.

- Efficient (numerical) but incomplete (finite precision)

# Branch and Prune Algorithm

---

$\text{ICP}(c_1, \dots, c_m, \mathbf{D} = D_1 \times \dots \times D_n, \delta)$

---

$S.\text{push}(\mathbf{D})$

**while**  $S \neq \emptyset$  **do**

$\mathbf{D} \leftarrow S.\text{pop}()$

**while**  $\exists 1 \leq i \leq m, \mathbf{D} \neq_\delta \text{Prune}(\mathbf{D}, c_i)$  **do**

$\mathbf{D} \leftarrow \text{Prune}(\mathbf{D}, c_i)$

**end while**

**if**  $\mathbf{D} \neq \emptyset$  **then**

**if**  $\exists 1 \leq i \leq n, |D_i| \geq \delta$  **then**

$\{\mathbf{D}_1, \mathbf{D}_2\} \leftarrow \text{Branch}(\mathbf{D}, i)$

$S.\text{push}(\mathbf{D}_1)$

$S.\text{push}(\mathbf{D}_2)$

**else**

**return sat**

**end if**

**end if**

**end while**

**return unsat**

---

← Variables have a bounded domain

← Pruning: constraint propagation

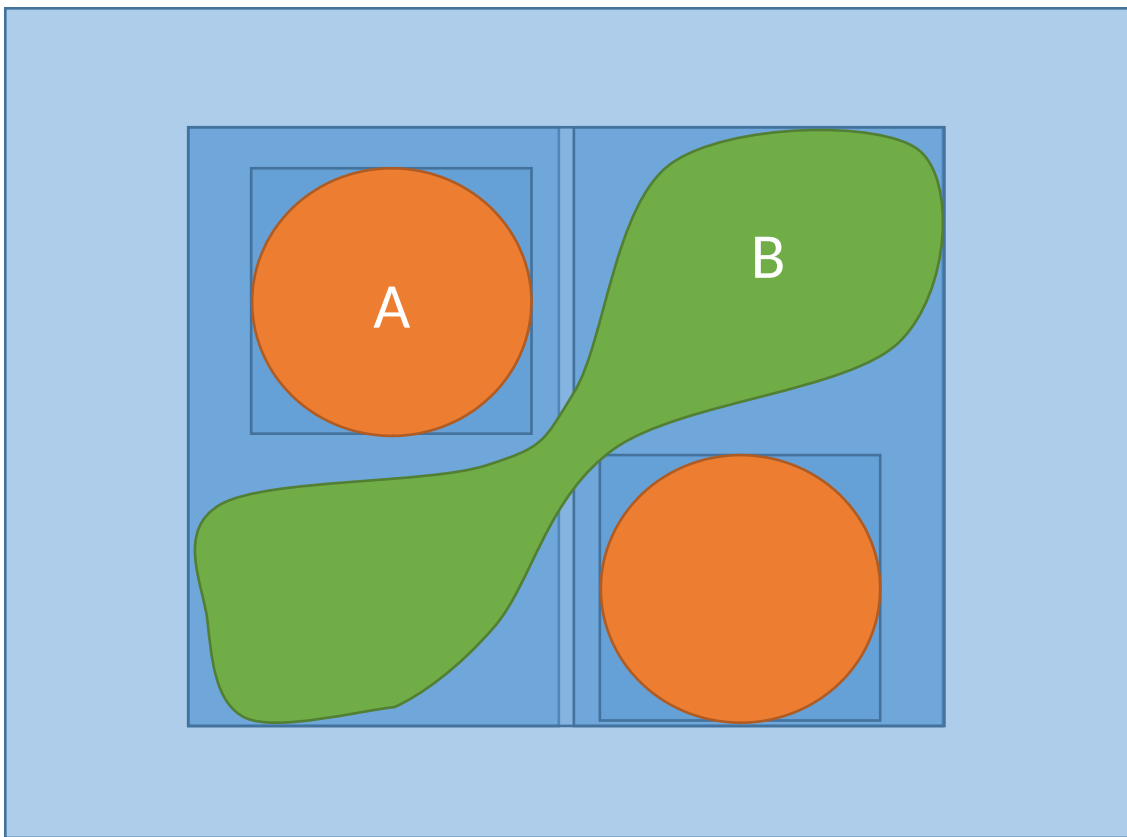
← Terminate: reached a given precision

← Branch: divide and conquer

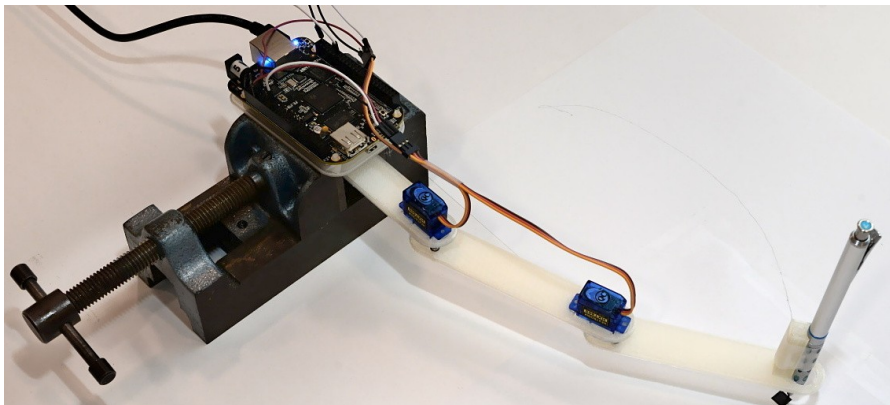
← Terminate: no possible solution

# Branch-and-Prune ICP Algorithm

Prune by **B**  
Prune by **A**  
Branch  
Prune by **A**  
Prune by **B**  
Prune by **A**  
Prune by **B**



# Then Came Some New Benchmarks



Small robotic arm partly designed and programmed using constraint solving.

- Generated constraints
  - Each part
    - 7 variables for the pose
    - variables for dimensions
  - Joints are constraints
  - Planning by unfolding the constraints
  - >100 var, >500 constraints

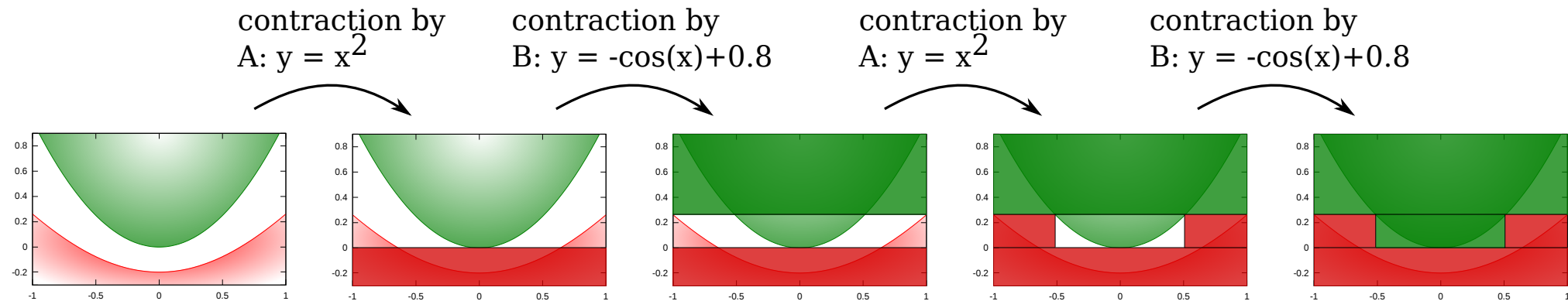


# Scaling ICP, Paving, and SAT

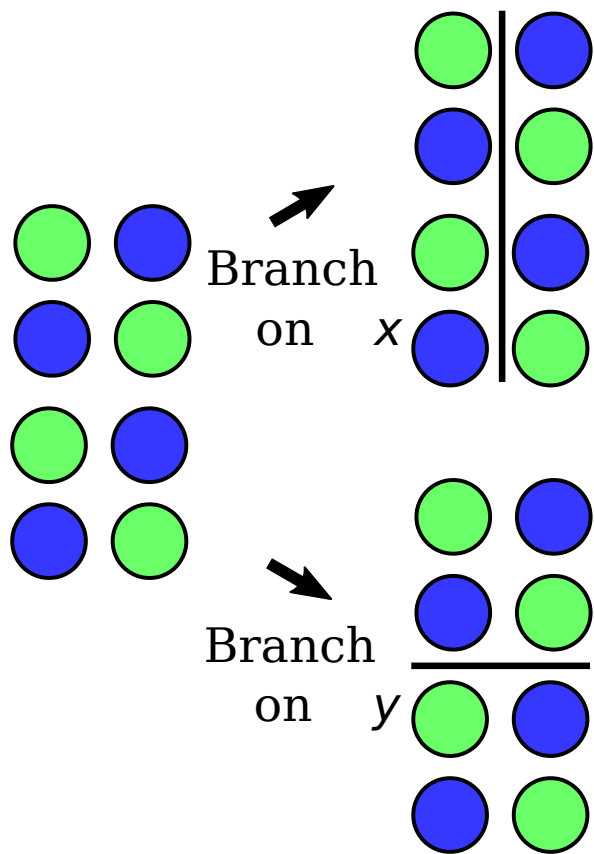
- The search is exponential in the number of dimensions.  
Which variable is split can make a huge difference.
- Uses for ICP
  - Paving: map the *entire* solution space
  - Satisfiability: stop when *one* solution is found
- Evaluations in the literature focus on paving, we wanted to see what happens with satisfiability.

# Finding All Solutions

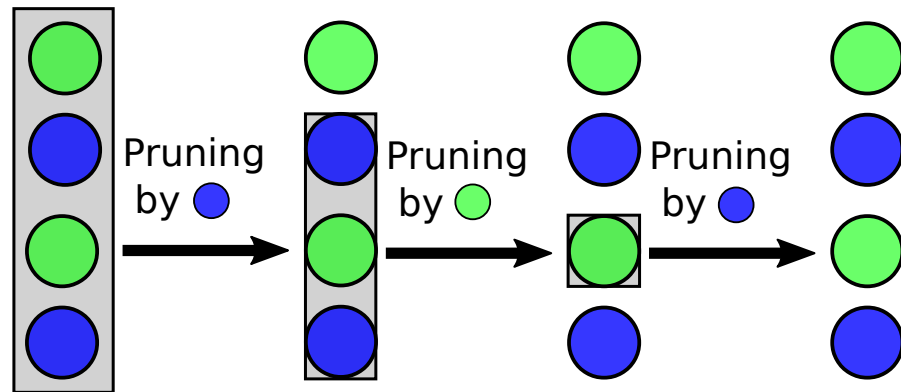
Turns complicated non-linear constraints into a collection of hypercubes.



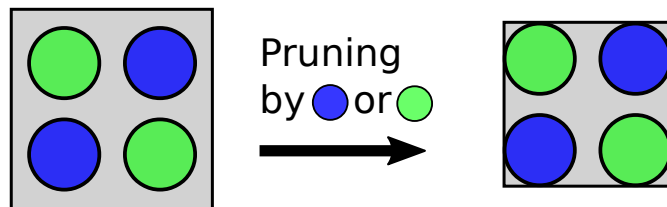
# Branching Matters (1)



After branching on  $x$

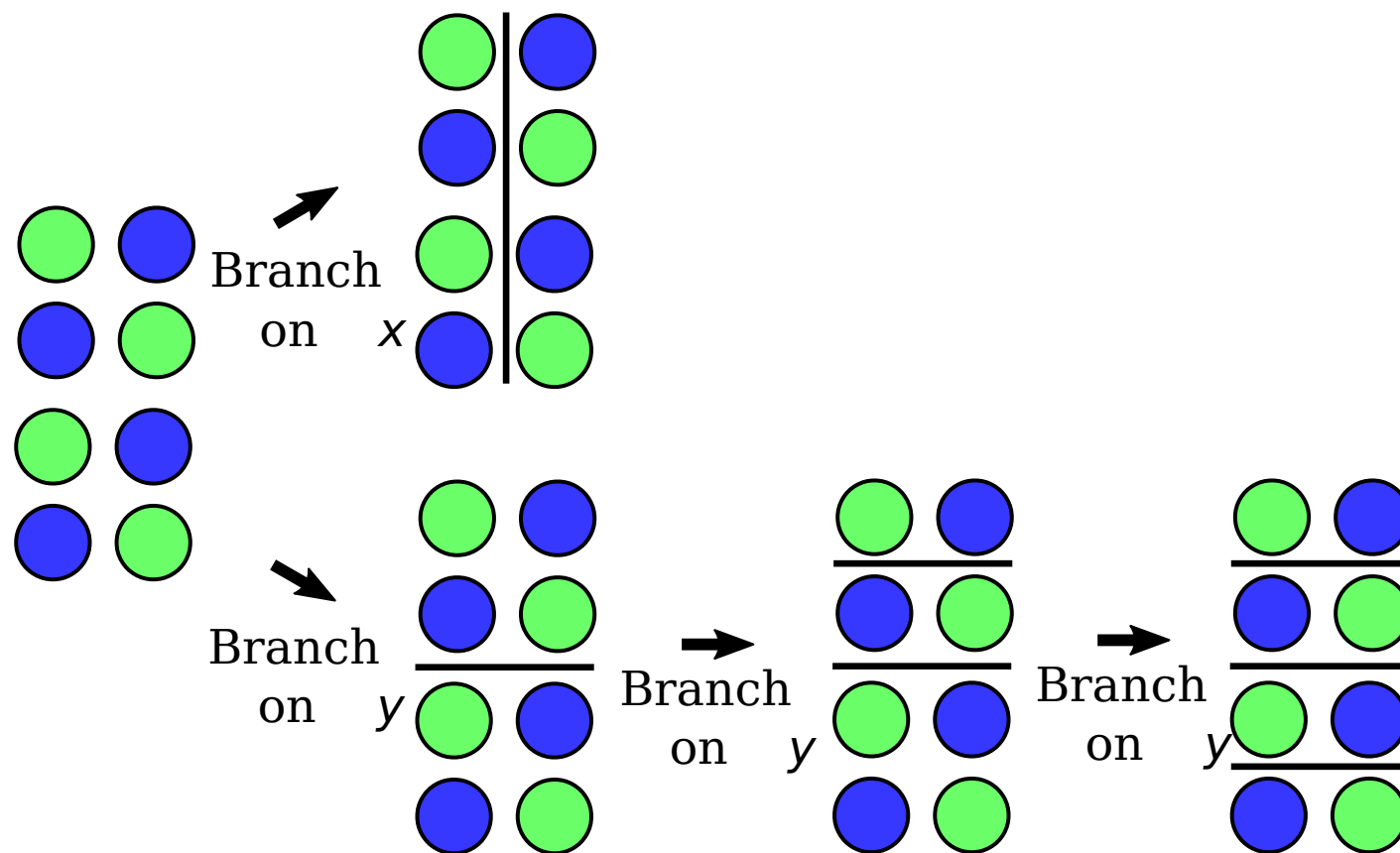


After branching on  $y$





# Branching Matters (2)



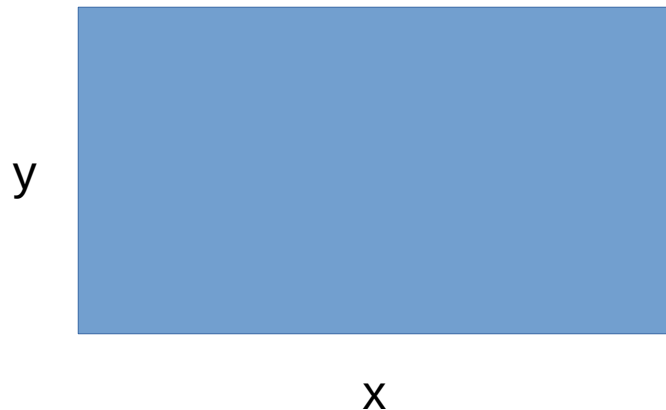


# Branching Heuristics

- Compare three heuristics:
  - Largest First
  - Smearing
  - Lookahead
- Try to isolate the effect of each heuristic:
  - No combinations of methods (no kitchen sink approach)
  - Each method has parameters, we pick some value on a few examples and then did not change it (no over-fitting)

# Largest First (Baseline)

- Pick the variable with the largest range.
- + simple
- - agnostic to the constraints or search history



Choose x

# Smearing (Gradient)

- Evaluate the Jacobian at the center point.
- Rank variables by  
sum of partial derivatives multiplied variable domain
- Example:  $x+5y=0$   
 $x \in [0;10]$ , branch on  $y$  ( $x$  score is 10,  $y$  is 15)  
 $y \in [0;3]$
- + exploits information about the constraints
- - more complicated the largest first



# Lookahead

- Split along all the dimensions and do one step of pruning.
- Keep the choice that worked best.
- Idea: “wrong” split doubles the search, find the “best” choice
- + locally optimal (does not translate to globally optimal)
- - can be very expensive

# Early Hopes

- Excerpt from an email exchange with Calvin:  
... I implemented the gradient splitting, and it's better sometimes, worse sometimes. ...

Test Name	Largest First	Smearing
mass_spring	<b>0.098</b>	0.336
model0a	12.109	<b>0.016</b>
model2	<b>0.185</b>	TO
oneParam	<b>3.148</b>	7.344

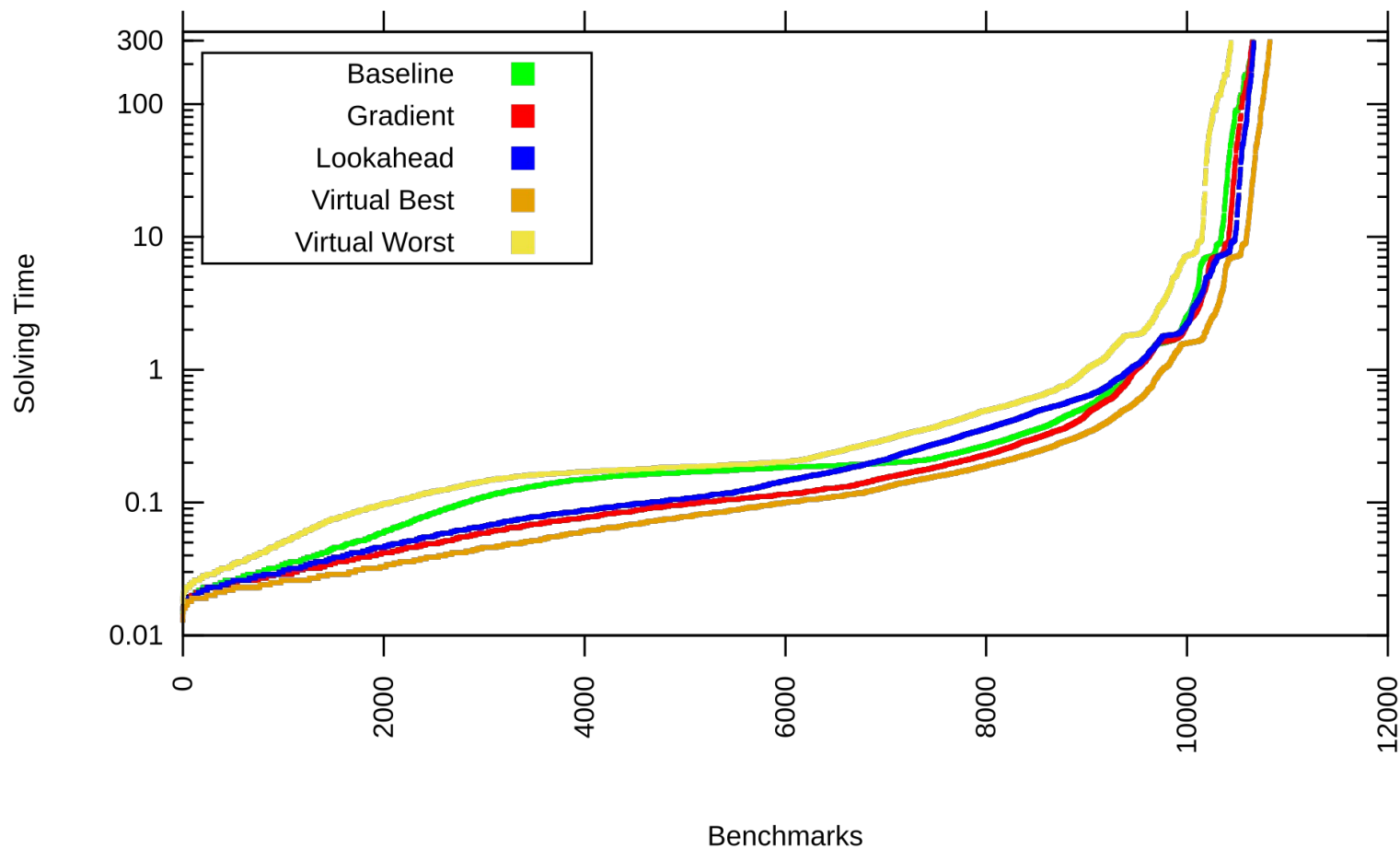
Test Name	Largest First	Smearing
12	<b>0.154</b>	0.176
simdreal_4	1.729	<b>0.206</b>
simdreal_5	2.259	<b>0.173</b>
stephen_01	0.212	<b>0.014</b>



# Benchmarks and Tests

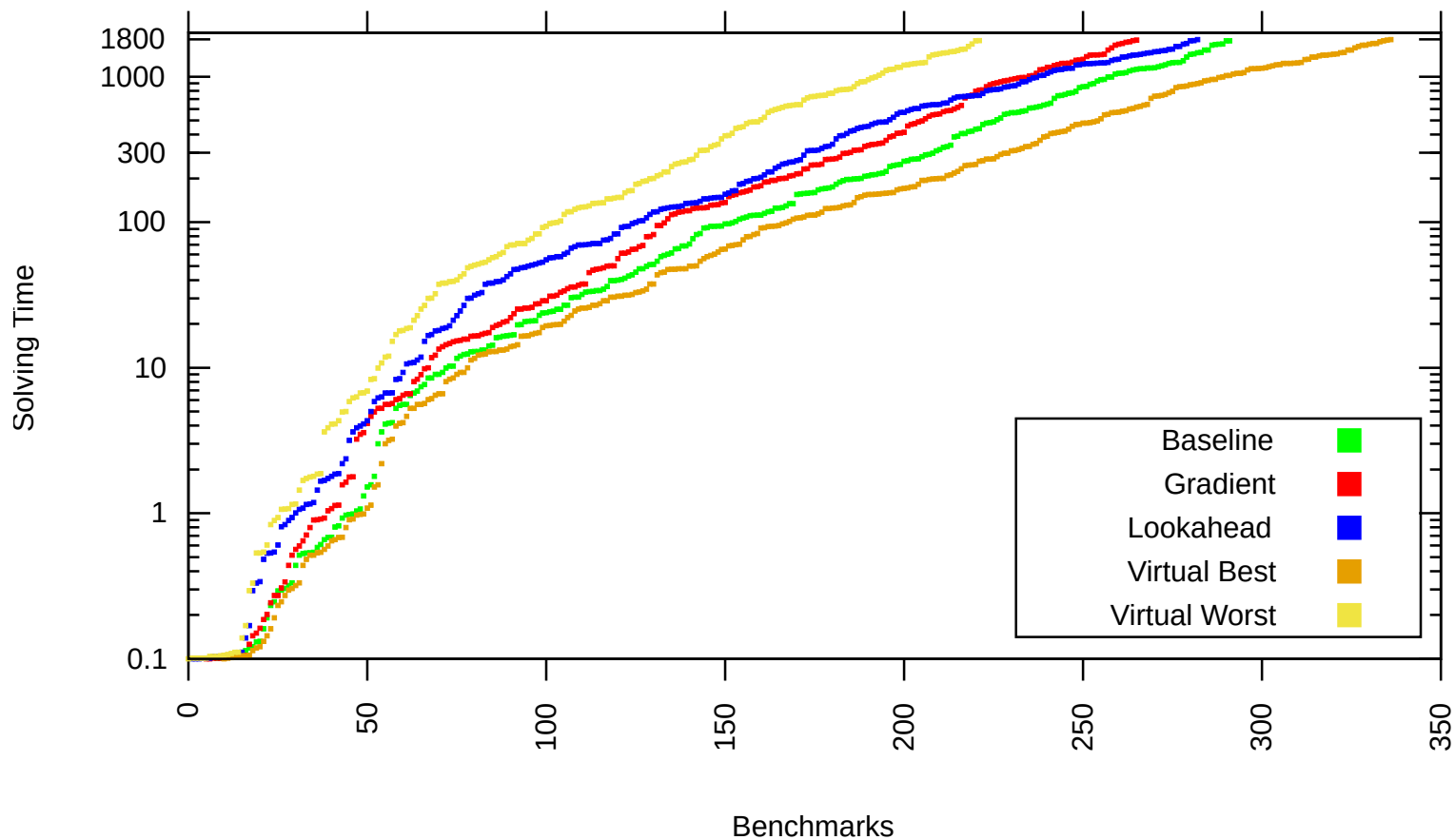
- Tested with the dReal SMT solver for QF\_NRA.
- It is easy to fall in the trap of over-fitting heuristics.
  - We need data: over 11,000 benchmarks
- What is a representative set of benchmarks?
  - SMT-Lib, Flyspeck, robotics, control, information th, ...
- We split the benchmarks in two categories:
  - Small: all tests, timeout of 300 sec.
  - Large: at least 8 real variables, 1800 sec. (896 tests)
- Available at <https://github.com/dreal/benchmarks>

# Results: Small Instances





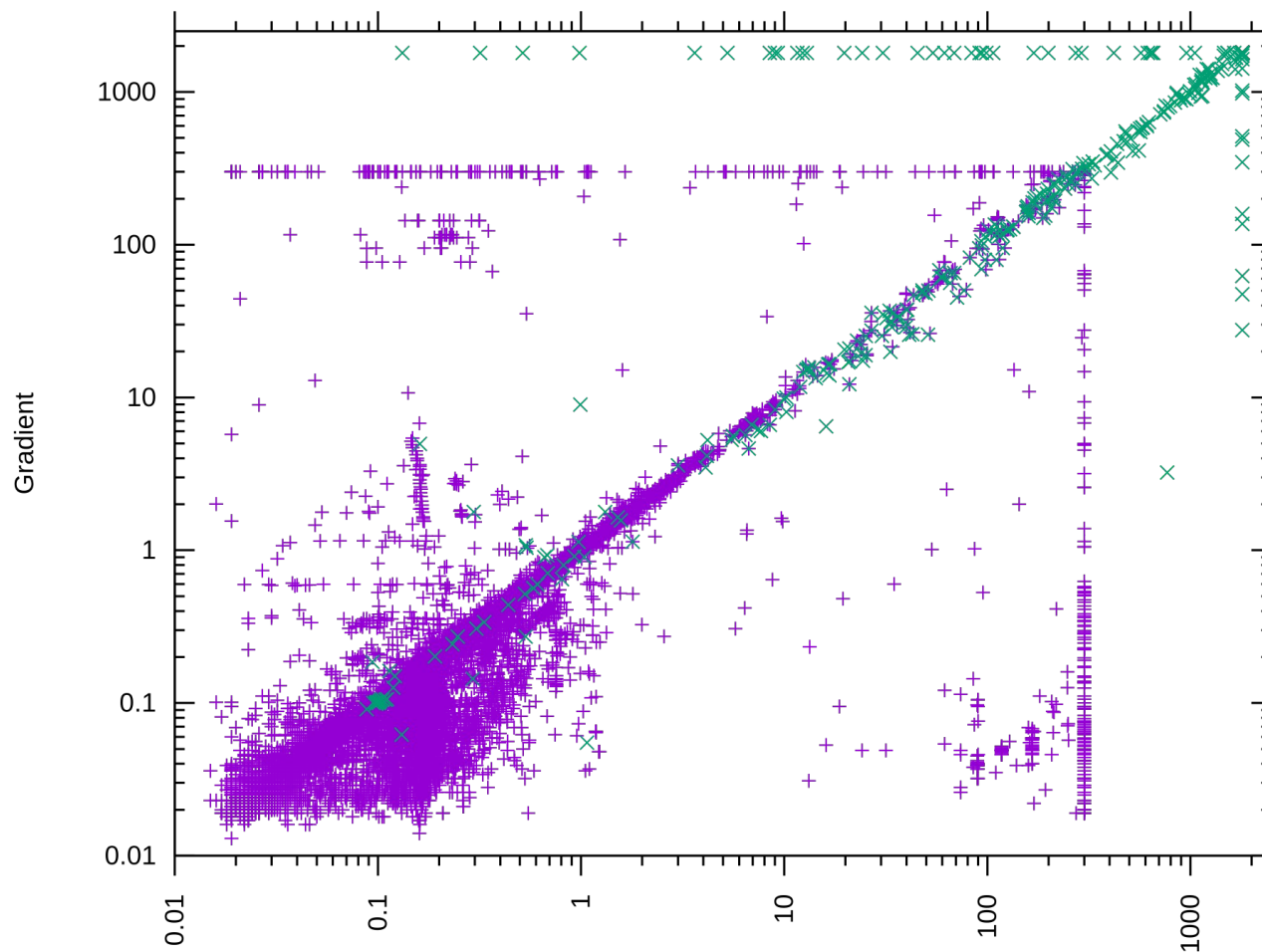
# Results: Large Instances



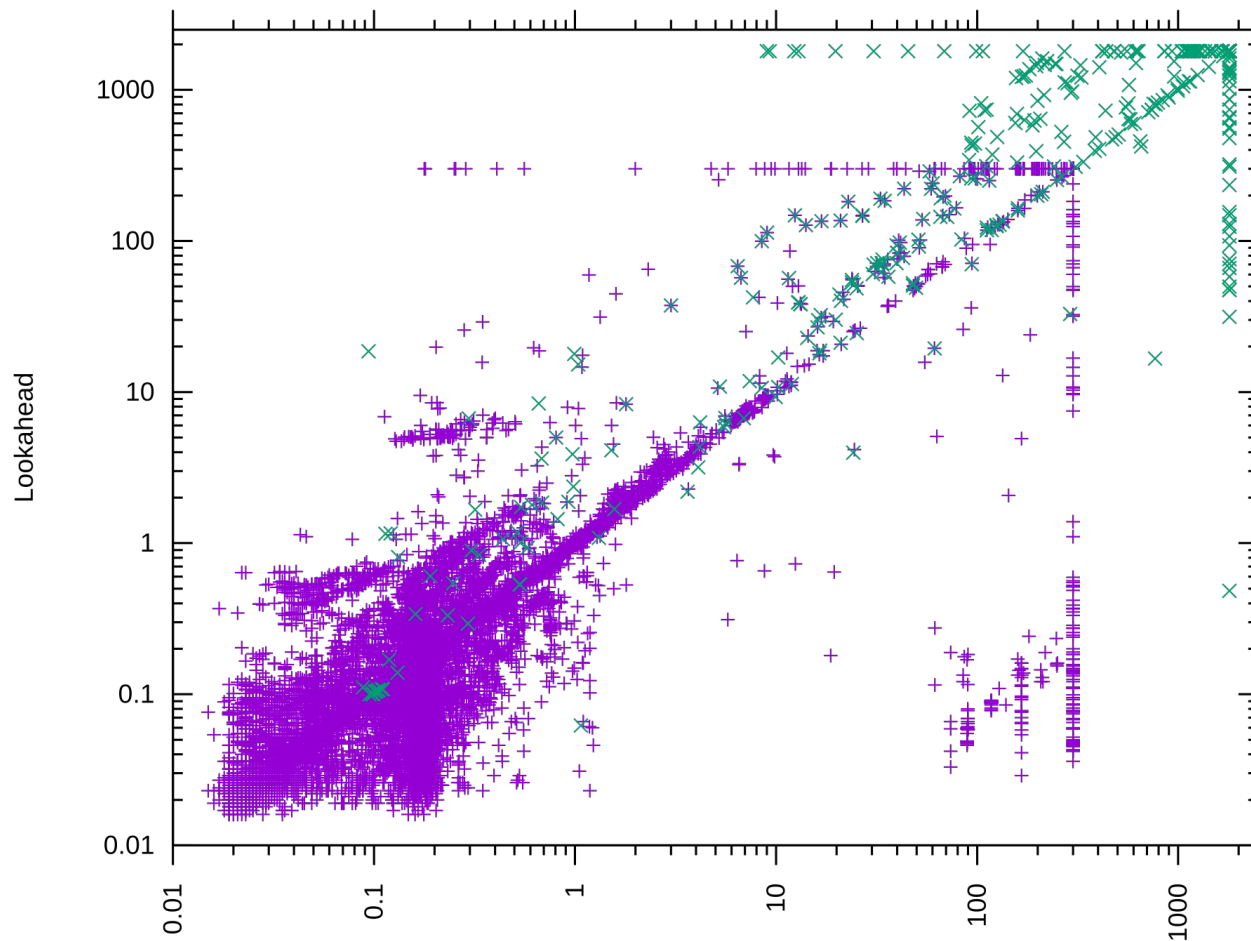
# No Clear Winner

Instances	Small ( $\Delta$ )	Large ( $\Delta$ )
#Benchmarks	11789	896
Solved Baseline	10654	<b>292</b>
Solved Gradient	10654 (+0)	266 (-26)
Solved Lookahead	<b>10667</b> (+13)	283 (-9)
Virtual Best	10827 (+173)	337 (+45)
Virtual Worst	10439 (-206)	222 (-70)
Unique Baseline	34	19
Unique Gradient	<b>65</b>	5
Unique Lookahead	19	<b>31</b>

# Smearing vs Largest First

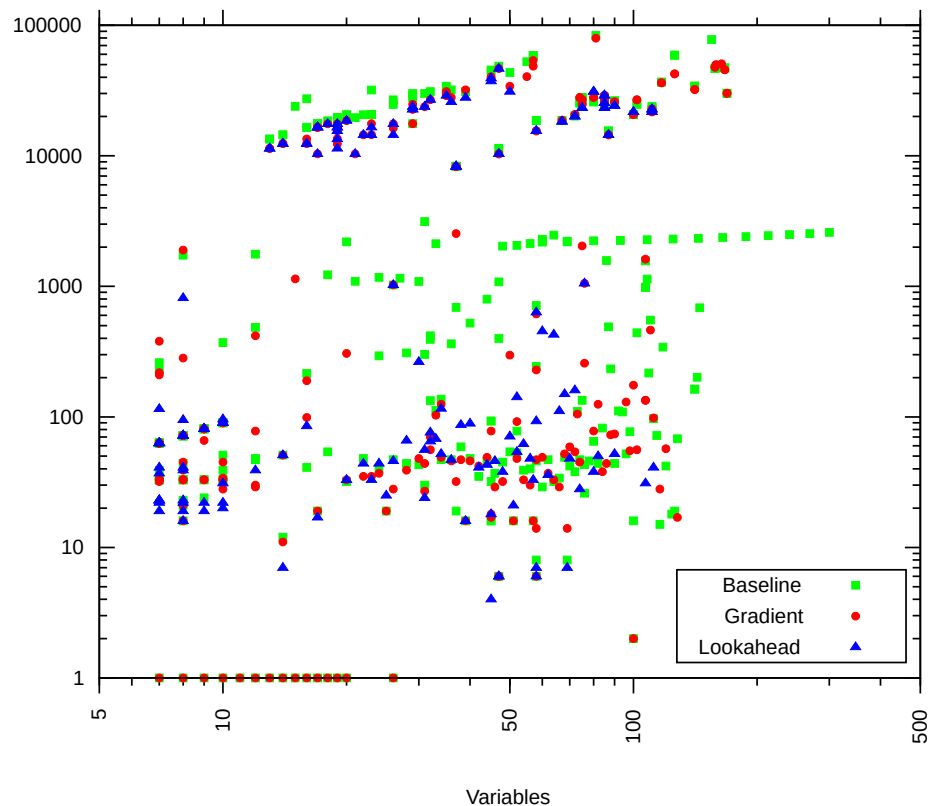


# Lookahead vs Largest First

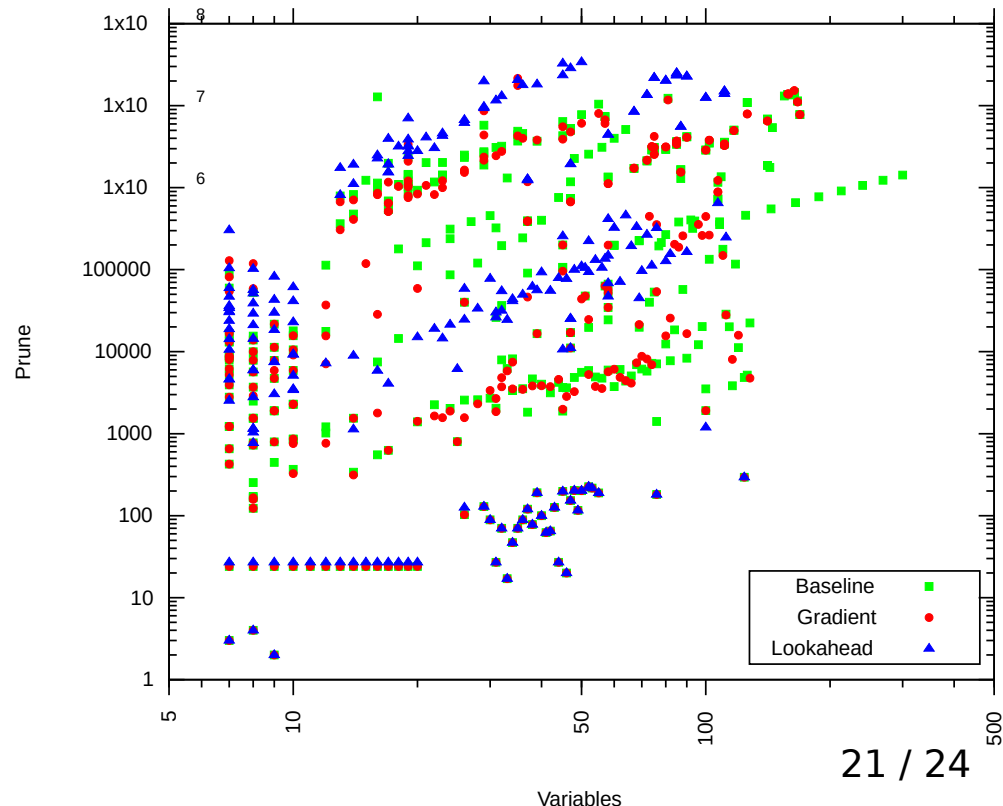


# Branching is Key (Large Instances)

# branching steps



# pruning steps





# Where Do We Go Now?

- Portfolio
  - It is an NP problem after all.
- Concurrency: New version of dReal is parallel
  - Easy parallelism across the branches of the search
  - parallel lookahead and synchronization overhead ?
- Gathering an even wider variety of benchmarks



# Largest First is Easy to Trick

- Back to our robotic example. We needed solutions...
- Identify important variables (domain specific knowledge)
- Scale the dimensions: importance  $\sim$  range
- 2 orders of magnitude speed-up
- It is not possible to use such trick with the other methods.



# Take Home Message

- We evaluated three branching heuristics for ICP.  
Largest first, Smearing, Lookahead
- Large set of benchmarks made publicly available.
- Unfortunately, no conclusive results yet ...

Questions ?