Lecture 6 The DPLL Algorithm

Introduction to Logic for Computer Science

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These slides are minor variants of those made by Prof Worrell and Dr Haase for their logic course at Oxford.

Davis-Putnam-Logemann-Loveland

DPLL algorithm:

- Combines search and deduction to decide satisfiability.
- Underlies most modern SAT solvers.
- Over 50 years old.









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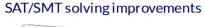


Dramatic progress of DPLL-based SAT solvers since 1990.

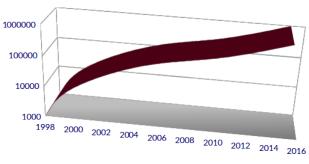
Emerged enhancement:

- Clause learning.
- Non-chronological backtracking.
- Branching heuristics.
- Lazy evaluation.

Performance increase of SAT solvers







year

DPLL: idea

Depth-first search.

At every unsuccessful leaf of search tree (called **conflict**), use resolution to compute a **conflict clause**.

Add the clause to the formula we're deciding about.



Think of conflict clauses as "caching" previous search results. So we "learn from previous mistakes".

Conflict clauses also determine backtracking.

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- 2. Valuation A.
 - Sequence of assignments $\langle p_1 \mapsto b_1, \dots, p_r \mapsto b_k \rangle$ where p_1, \dots, p_k are distinct prop. variables and $b_1, \dots, b_k \in \{0, 1\}$.
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 - $p_i \mapsto b_i$ may be annotated with a clause and other info.
- 3. Specialisation $F|_{\mathcal{A}}$.
 - F simplified under A.
 - Delete any clause containing the true literal under A, and remove from each remaining clause the false literal under A.

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Example run with $\{\{\neg p_1\}, \{p_1, p_2, \neg p_3\}, \{p_3, p_4, p_5\}, \{p_4, \neg p_5\}\}.$

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Unit propagation – deduction step.

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Decision - search step.

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Clause learning - deduction step.

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A **state** of algorithm is a pair of CNF formula F and valuation A.

Successful state when $A \models F$.

Conflict state when $A \models \neg F$.

Note: Conflict state if $F|_{\mathcal{A}} \ni \square$. Successful state if $F|_{\mathcal{A}} = \emptyset$.

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Each assignment $p_i \mapsto b_i$ in \mathcal{A} classified as **decision assignment** or **implied assignment**.

 $p_i \mapsto b_i$ by a decision strategy (step 5) is a **decision assignment**. p_i called **decision variable**.

 $p_i \mapsto b_i$ by a unit propagation on a clause C (step 2) is an **implied** assignment. Denoted by $p_i \stackrel{C}{\mapsto} b_i$.

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Unit propagation.

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Example: start with set of clauses $F = \{C_1, \dots, C_5\}$, where

$$\begin{split} &C_1 = \{\neg p_1, \neg p_4, p_5\}, \\ &C_2 = \{\neg p_1, p_6, \neg p_5\}, \\ &C_3 = \{\neg p_1, \neg p_6, p_7\}, \\ &C_4 = \{\neg p_1, \neg p_7, \neg p_5\}, \\ &C_5 = \{p_1, p_4, p_6\}. \end{split}$$

Let the current valuation is $A = \langle p_1 \mapsto 1, p_2 \mapsto 0, p_3 \mapsto 0, p_4 \mapsto 1 \rangle$.

Notice that $F|_{\mathcal{A}}$ contains the unit clause $\{p_5\}$.

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Answer: Unit propagation generates $p_5 \stackrel{C_1}{\mapsto} 1$, $p_6 \stackrel{C_2}{\mapsto} 1$, $p_7 \stackrel{C_3}{\mapsto} 1$. This leads to conflict, with C_4 being made false.

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Clause learning via conflict analysis.

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Ex: How can we find such C from a conflicted state (F, A)?

Suppose $A = \langle p_1 \mapsto b_1, \dots, p_k \mapsto b_k \rangle$ leads to conflict.

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Ex1: Run this algorithm on the example in the unit prop. slide.

Ex2: Prove the proposition.

Clause learning: example

In conflict of above example, learning generates clauses

$$\begin{array}{ll} D_8 := \{ \neg p_1, \neg p_7, \neg p_5 \} & \text{(clause C_4)} \\ D_7 := \{ \neg p_1, \neg p_5, \neg p_6 \} & \text{(resolve D_8, C_3)} \\ D_6 := \{ \neg p_1, \neg p_5 \} & \text{(resolve D_7, C_2)} \\ D_5 := \{ \neg p_1, \neg p_4 \} & \text{(resolve D_6, C_1)} \\ \vdots & \\ D_1 := \{ \neg p_1, \neg p_4 \} & \end{array}$$

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The learned clause D_1 is a conflict clause with only decision variables, including the top-level one p_4 .

 D_1 records that conflict arose from decision to make p_1, p_4 true.

Adding D_1 makes assignments validating p_1, p_4 unreachable.

Backtracking to the highest level where D_1 is a unit clause $(p_1 \mapsto 1)$ and doing unit propagation lead to $p_4 \mapsto 0$.

Example: 4 queens

Problem: place 4 non-attacking queens on a 4x4 chess board.

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Variable p_{ij} models that there is a queen in the square (i, j).

- \geq 1 in each row: $\bigwedge_{i=1}^4 \bigvee_{j=1}^4 p_{ij}$.
- ≤ 1 in each row: $\bigwedge_{i=1}^4 \bigwedge_{j\neq j'=1}^4 (\neg p_{ij} \vee \neg p_{ij'})$.
- ≤ 1 in each column: $\bigwedge_{j=1}^4 \bigwedge_{i\neq i'=1}^4 (\neg p_{ij} \vee \neg p_{i'j})$.
- \leq 1 on each diagonal: $\bigwedge_{i,j=1}^4 \bigwedge_k (\neg p_{i-k,i+k} \vee \neg p_{i+k,j+k})$.

Total number of clauses: 4 + 24 + 24 + 28 = 80.

- Start with $p_{11} \mapsto 1$. Then,
 - 1) delete $\{p_{11}, p_{12}, p_{13}, p_{14}\};$
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- Next, set $p_{23} \mapsto 1$. Then,
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- Fixing only two literals collapsed 80 clauses to 1 and ruled out 2¹⁴ of 2¹⁶ possible assignments!
- Backtrack and set $\langle p_{11} \mapsto 0, p_{12} \mapsto 1 \rangle$. Then,
 - 1) Delete $\{\neg p_{12}\}$ and generate 9 new unit clauses;
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- Answer: $p_{12}, p_{24}, p_{31}, p_{43} \mapsto 1$.

Summary

Resolution:

Very simple sound and complete proof calculus.

Davis-Putnam algorithm:

- Uses resolution to decide SAT via variable elimination.
- But may generate huge intermediate formulas.

DPLL algorithm:

- Improves resolution with clause learning and backtracking.
- Efficient.
- Basis for modern SAT solvers.