

Constraint Learning for Non-confluent Proof Search

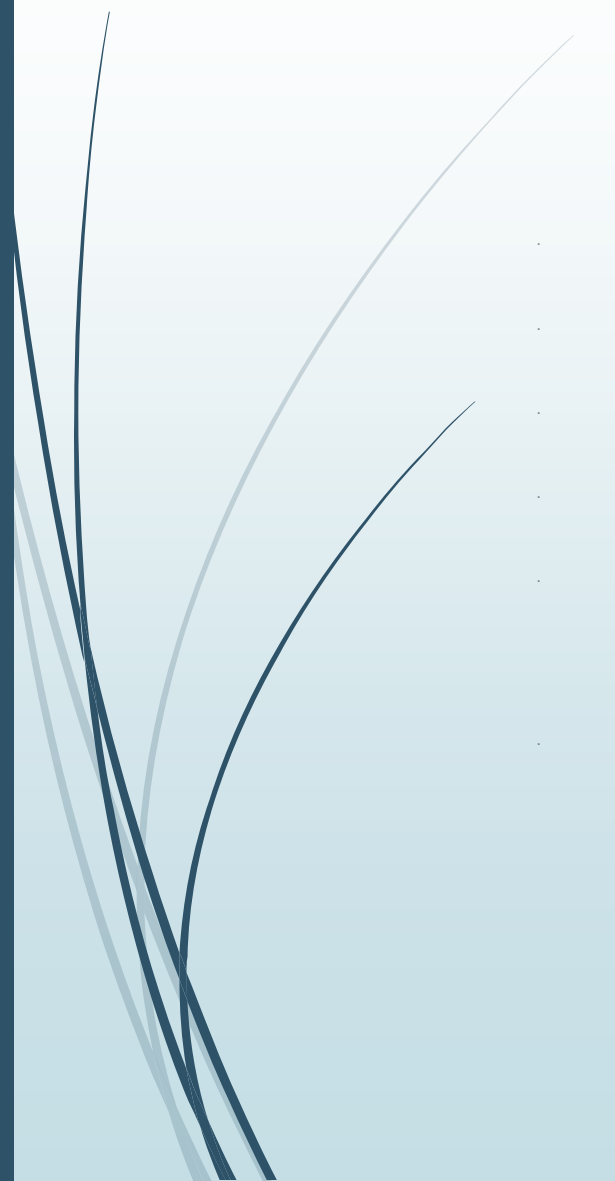
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Clemens Eisenhofer (TU Wien)

Joint work with

Michael Rawson (U. Southampton) & Laura Kovács (TU Wien)

(First-Order) Connection Calculus (CC)



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- "First calculus towards ATP" [Bibel; Loveland – late 70s]

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- **Sound & complete**
- **Goal-directed**
- Unlike "ordinary" tableaux or resolution: **Non-confluent**
 - Some proof steps are wrong and result in "dead ends"
- Iterative deepening & proof enumeration

(First-Order) Connection Tableaux

- **Given** a set of (first-order) input clauses
- Just **3** kinds of **rules** (+ **first-order unifier**)

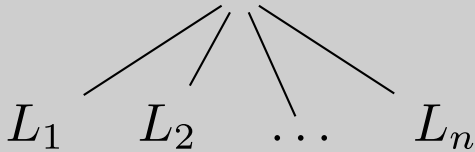
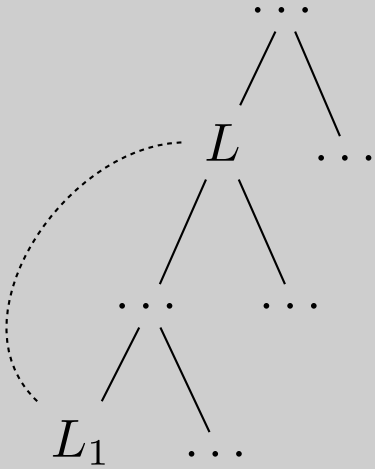
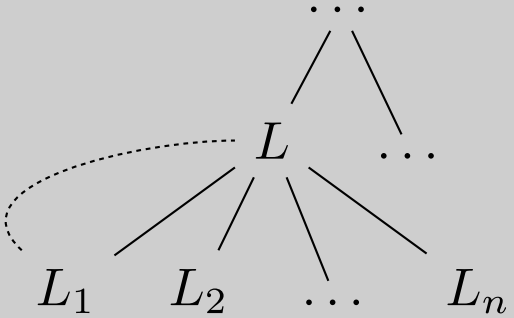
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An Example

$$C_1: \forall z \left(P(z) \vee P(f(z)) \right), \quad C_2: \forall x \forall y \left(\neg P(x) \vee \neg P(f(y)) \right)$$

An Example

$$C_1: \forall z (P(z) \vee P(f(z))) , \quad C_2: \forall x \forall y (\neg P(x) \vee \neg P(f(y)))$$

Start

$$\begin{array}{c} \diagup \quad \diagdown \\ P(z_1) \quad P(f(z_1)) \end{array}$$

$$\sigma(z_1) \mapsto z_1$$

$$\sigma(x_1) \mapsto x_1$$

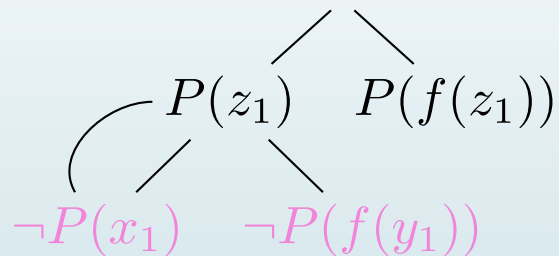
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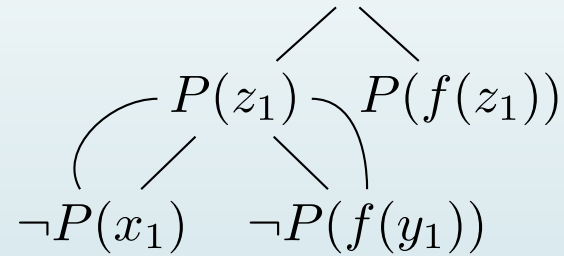
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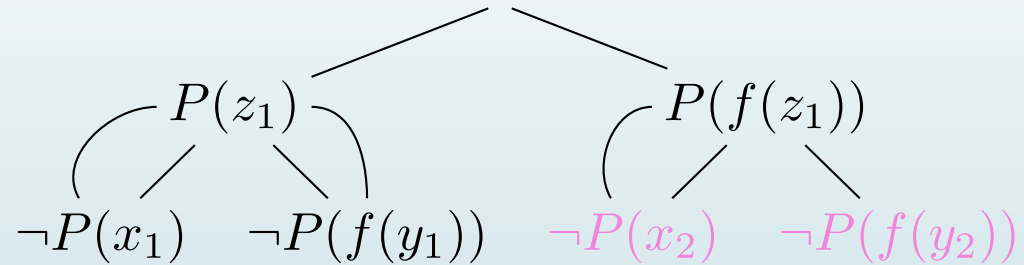
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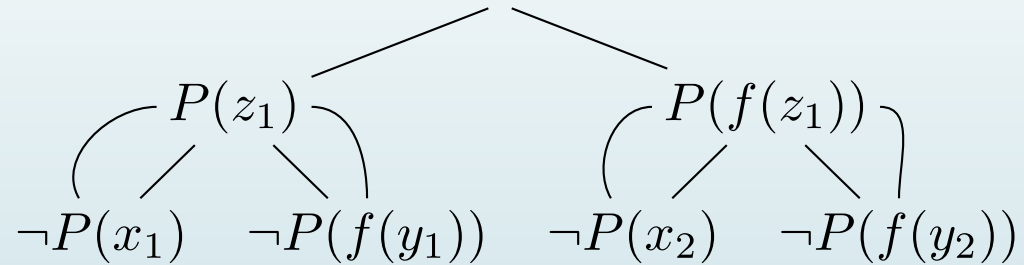
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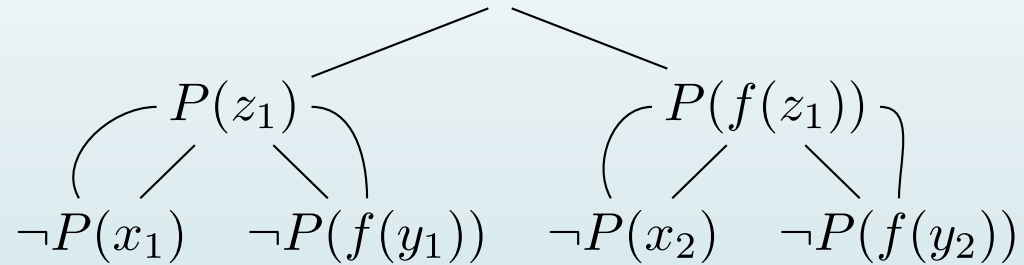
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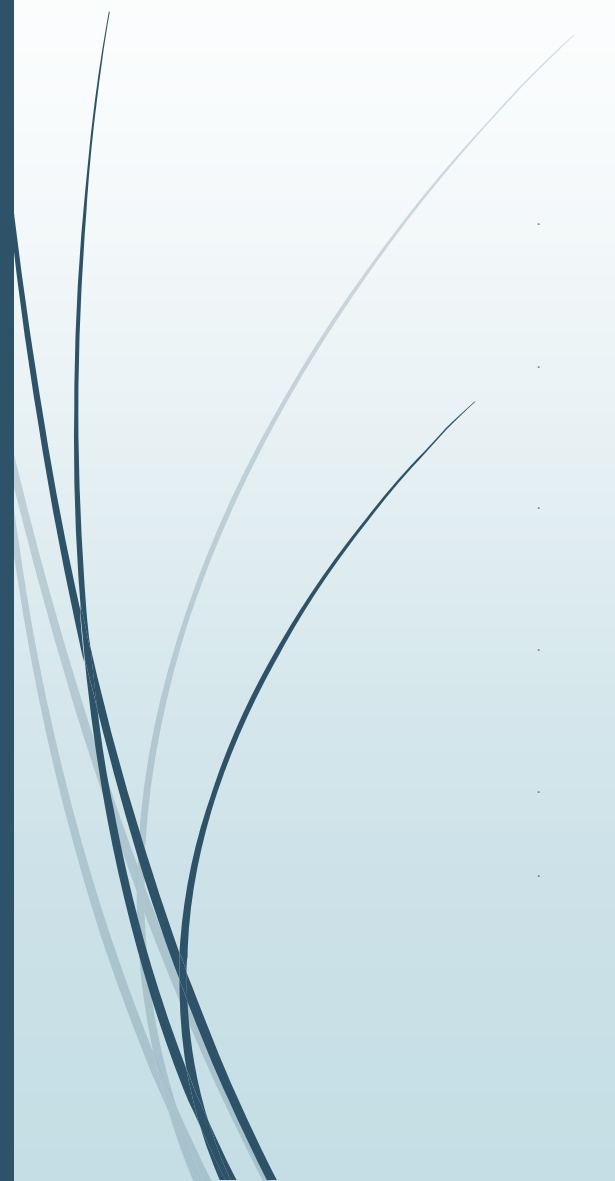
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Conflict learning – A Brief Introduction



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$$(\neg A \vee \neg B \vee C) \wedge (\neg C \vee D) \wedge (\neg A \vee \neg B \vee \neg D) \wedge (A \vee B)$$

Conflict learning – A Brief Introduction

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► 1st „Guess“ $A \mapsto \top$

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- We backjump and **learn** the clause: $\neg A \vee \neg B$

Conflict learning – A Brief Introduction

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Summary So Far

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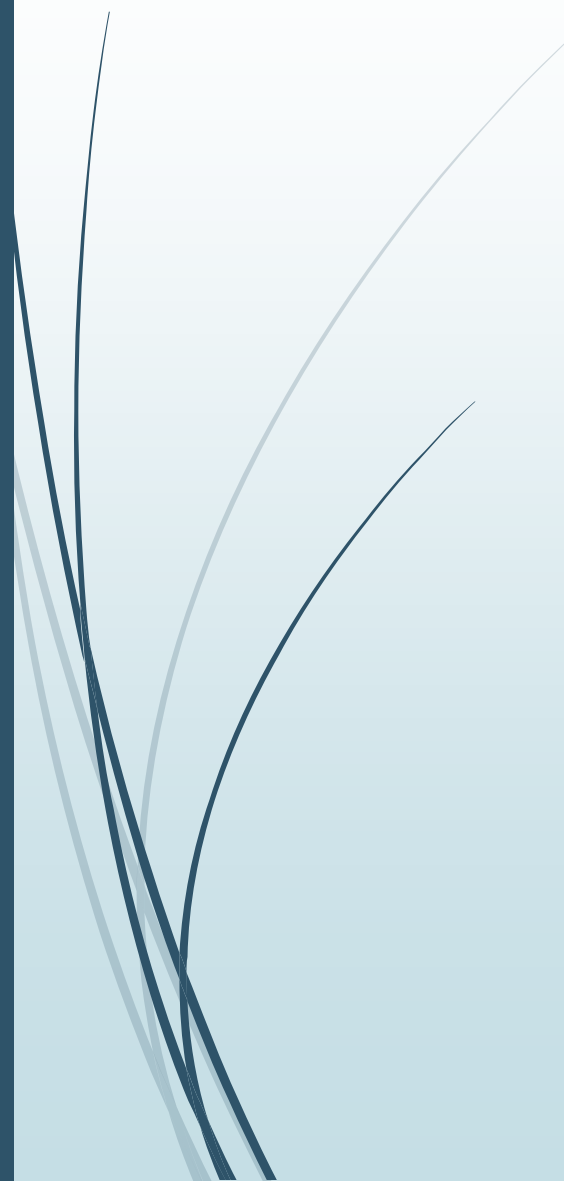
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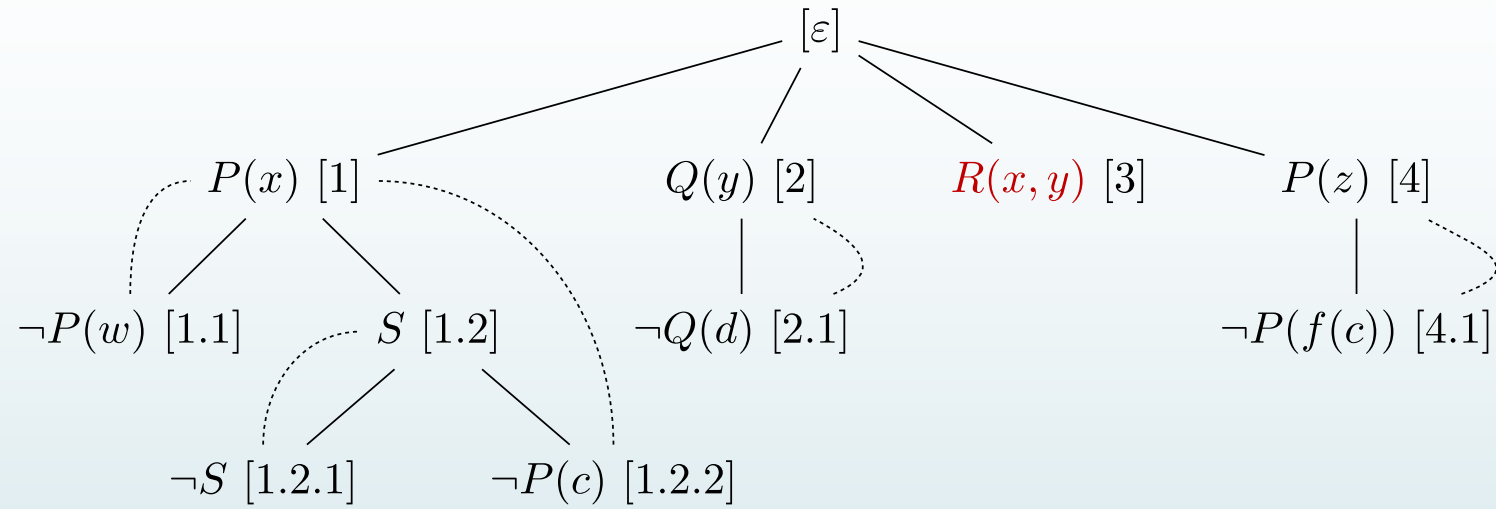
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➔ Specialized Learning Engine

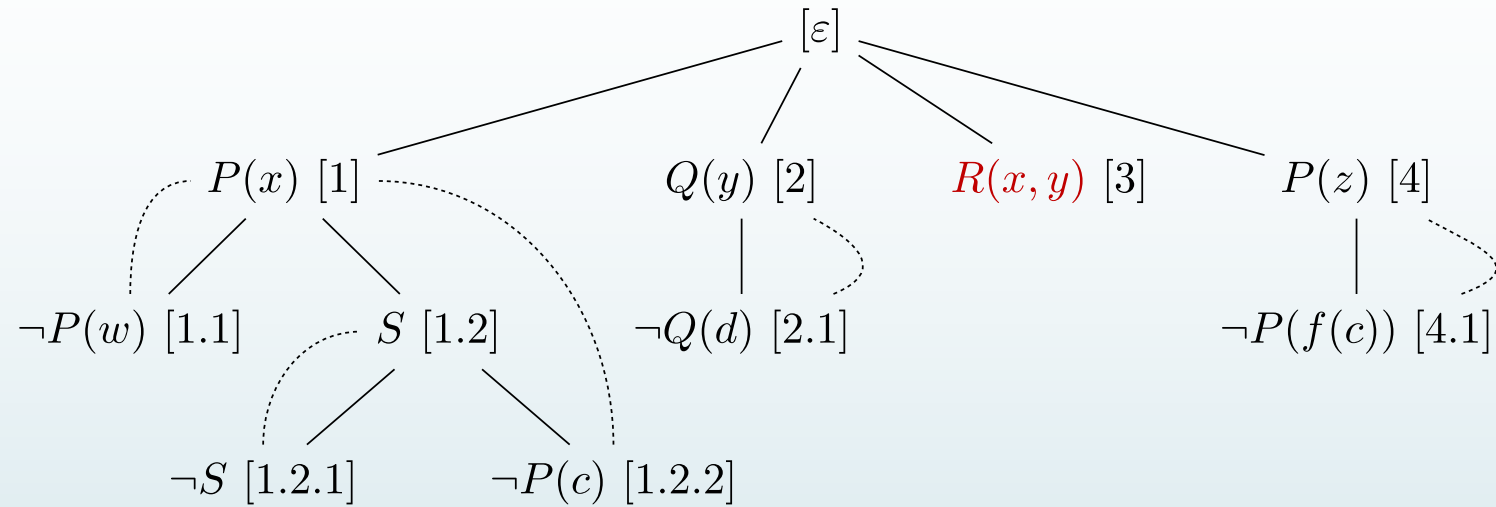
Custom Learning Engine for CC



Encoding Connection Tableaux

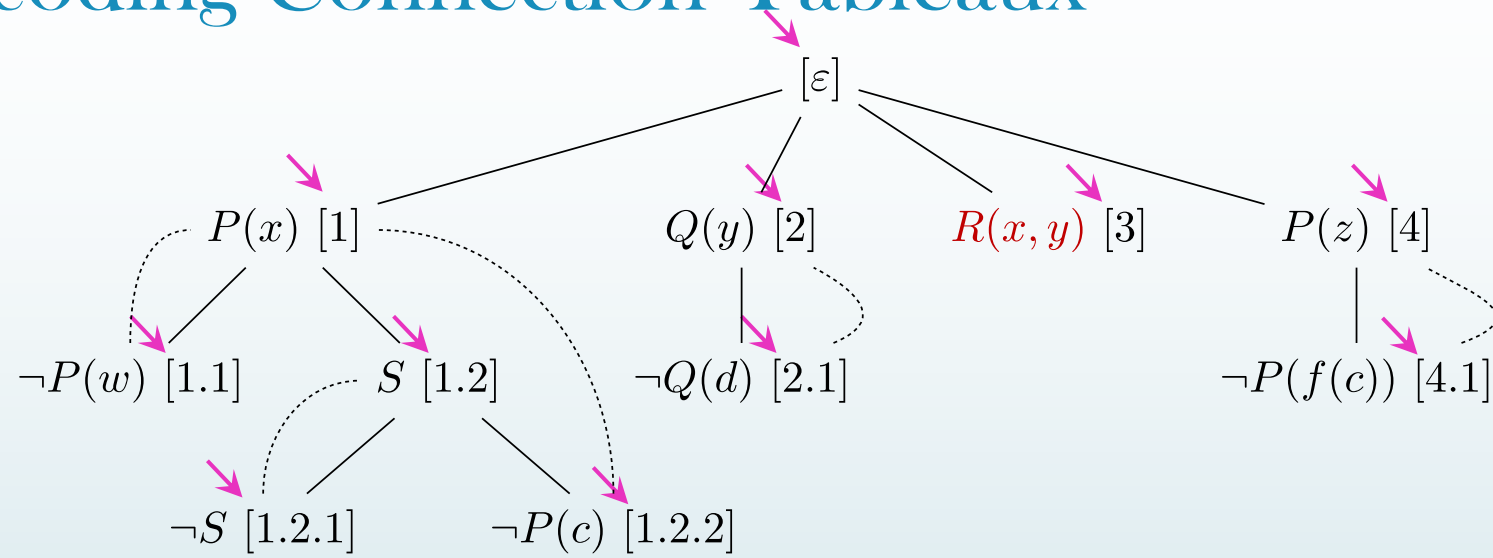


Encoding Connection Tableaux



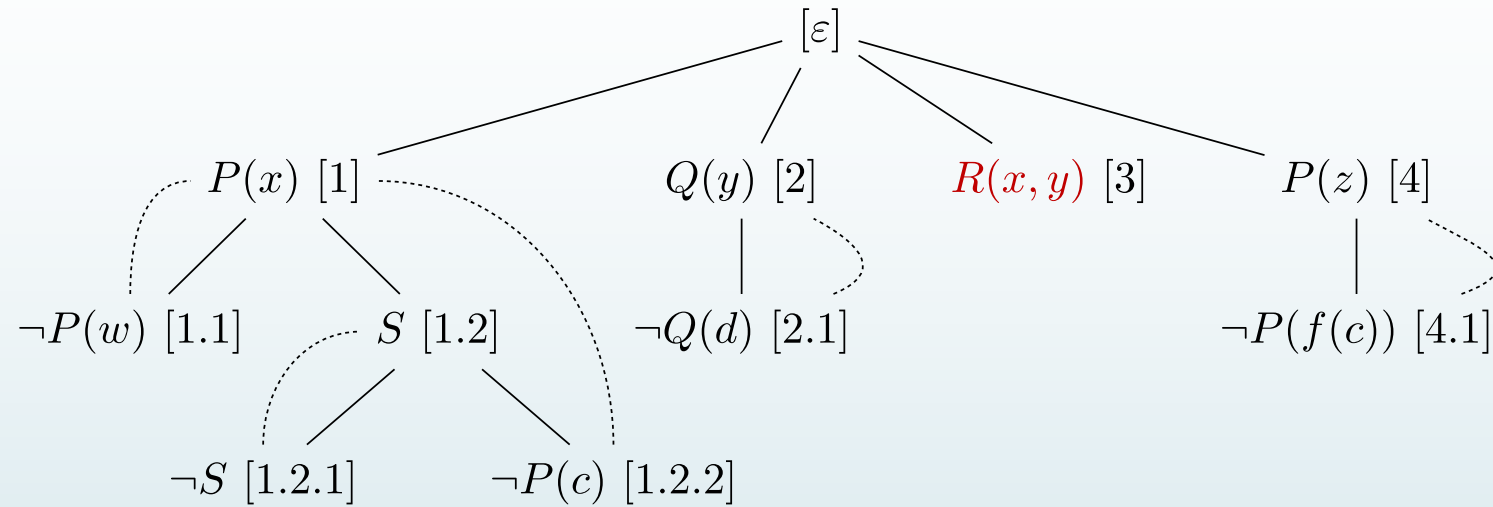
► We maintain explicit positions

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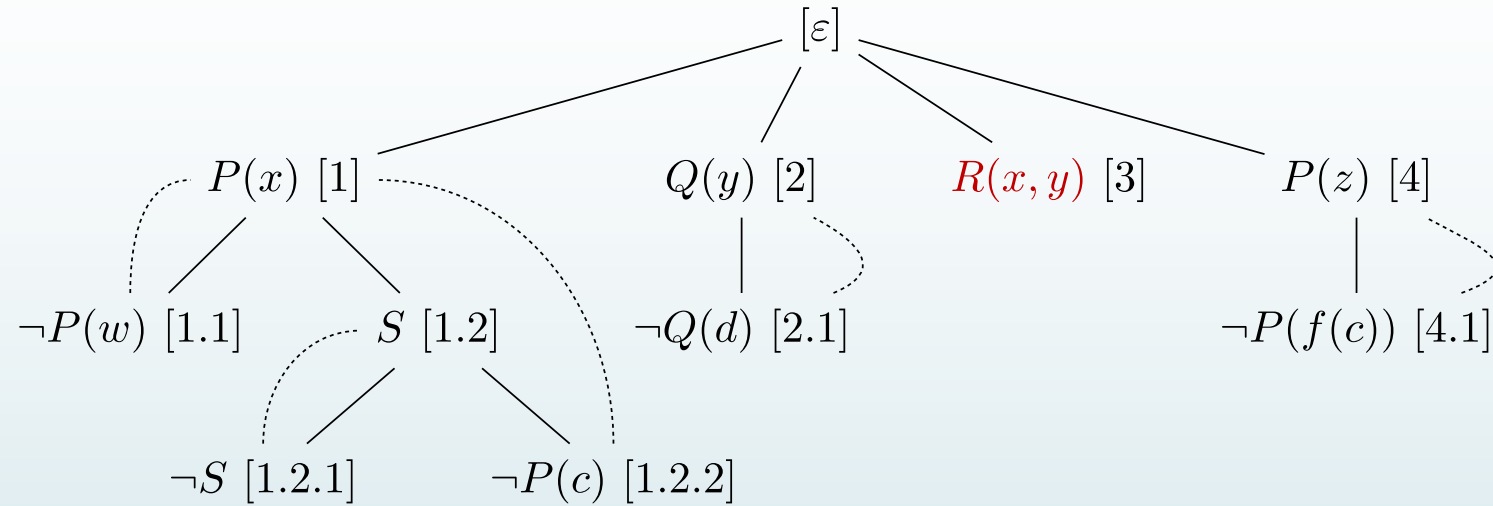
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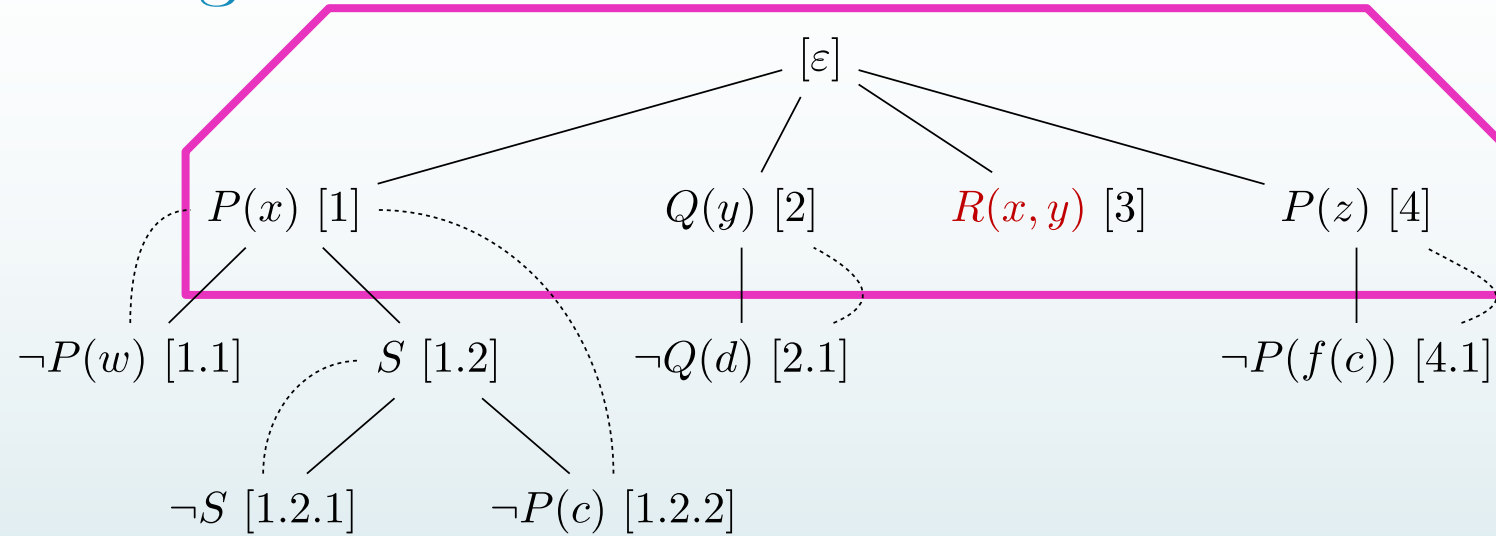
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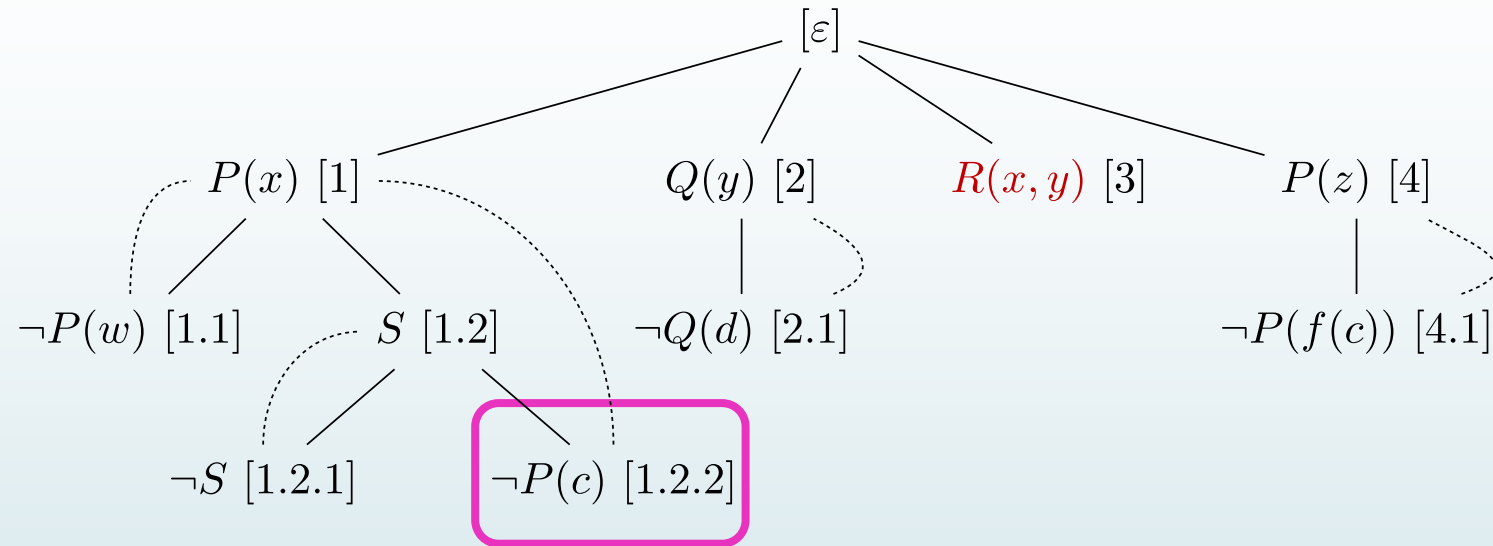
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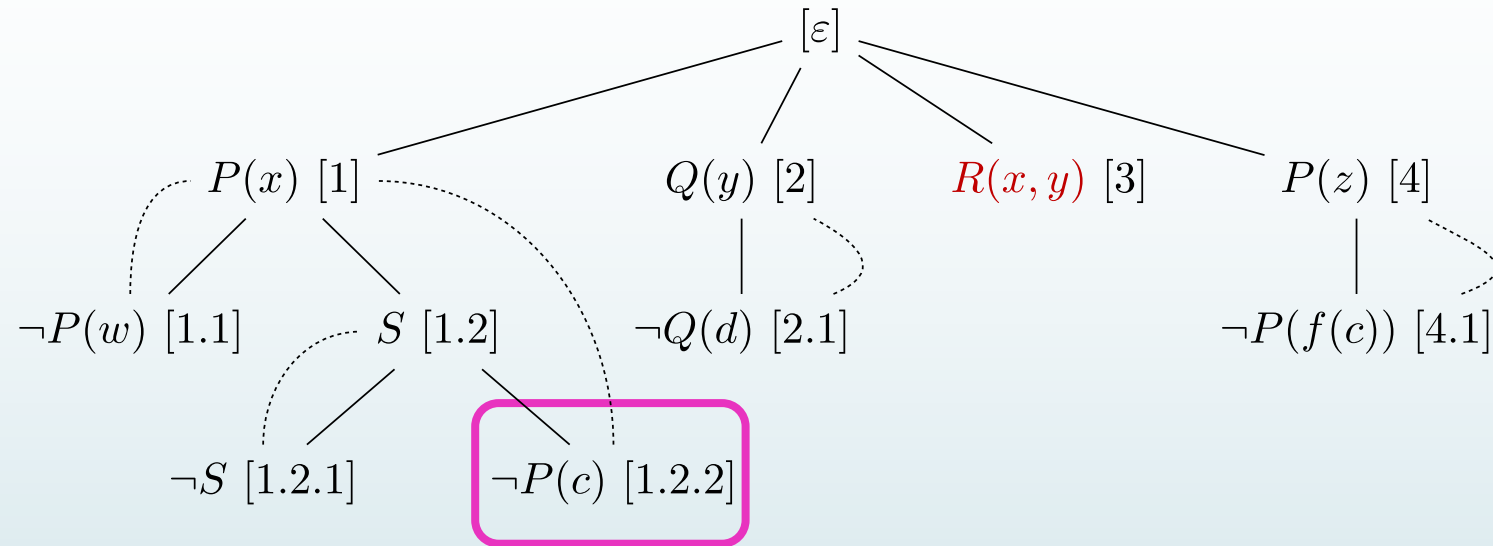
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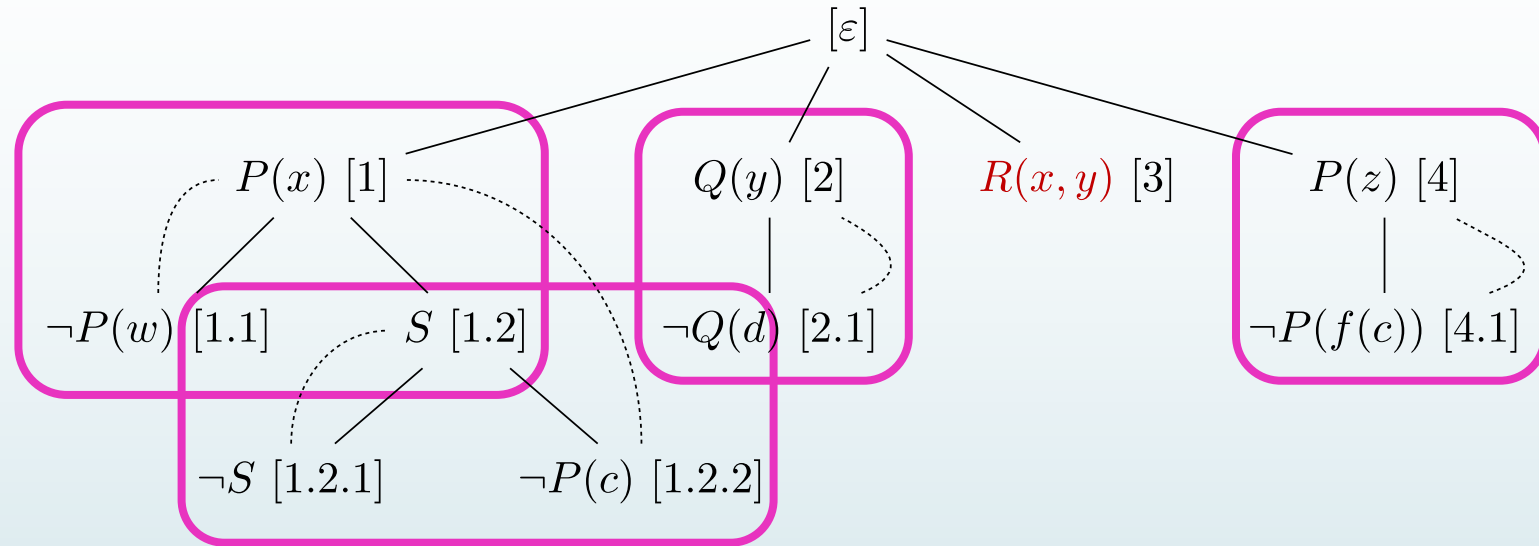
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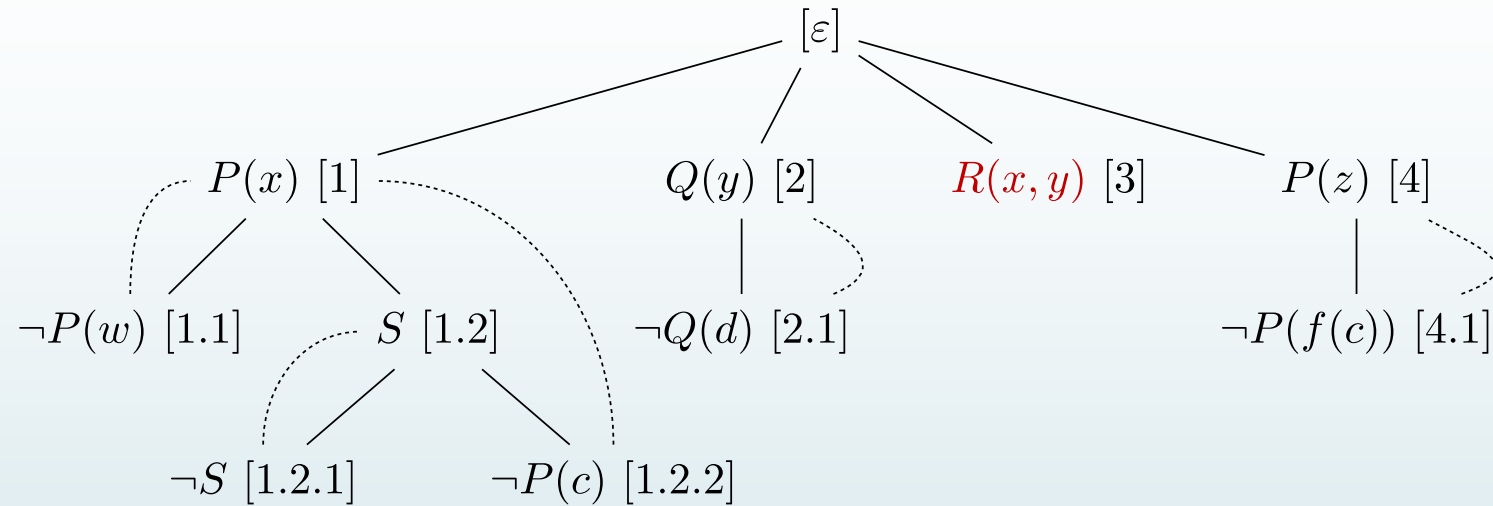
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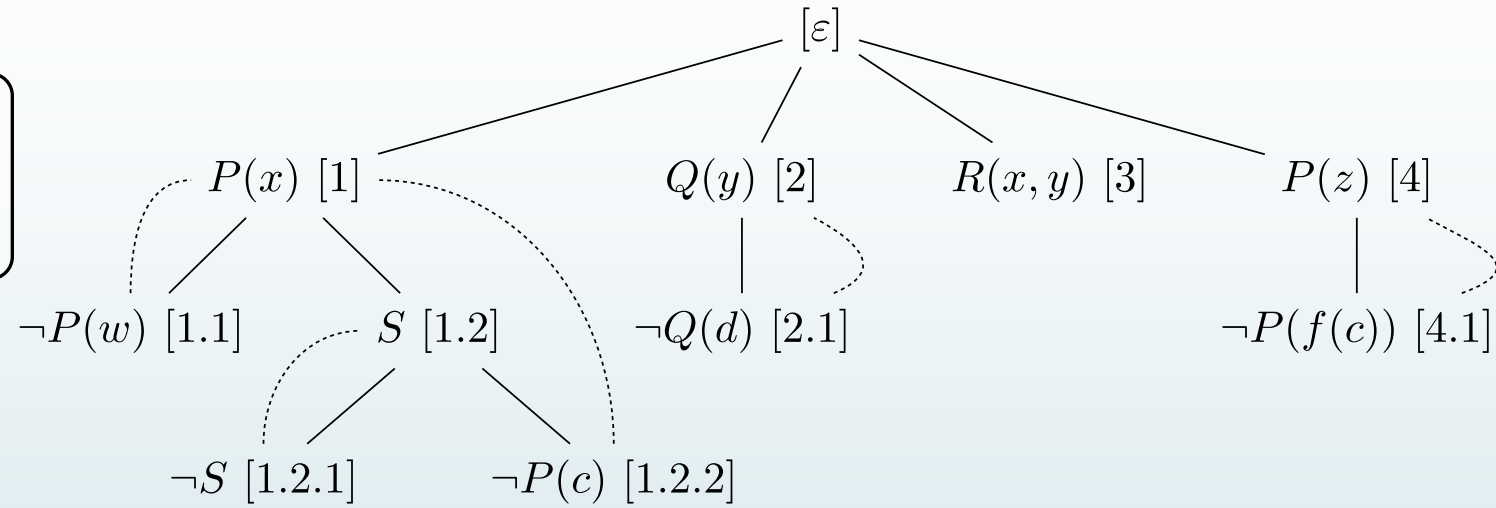
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Conflict Learning

Additional clauses:

$\forall x. \neg R(d, x)$

$\forall x. \neg R(x, c)$

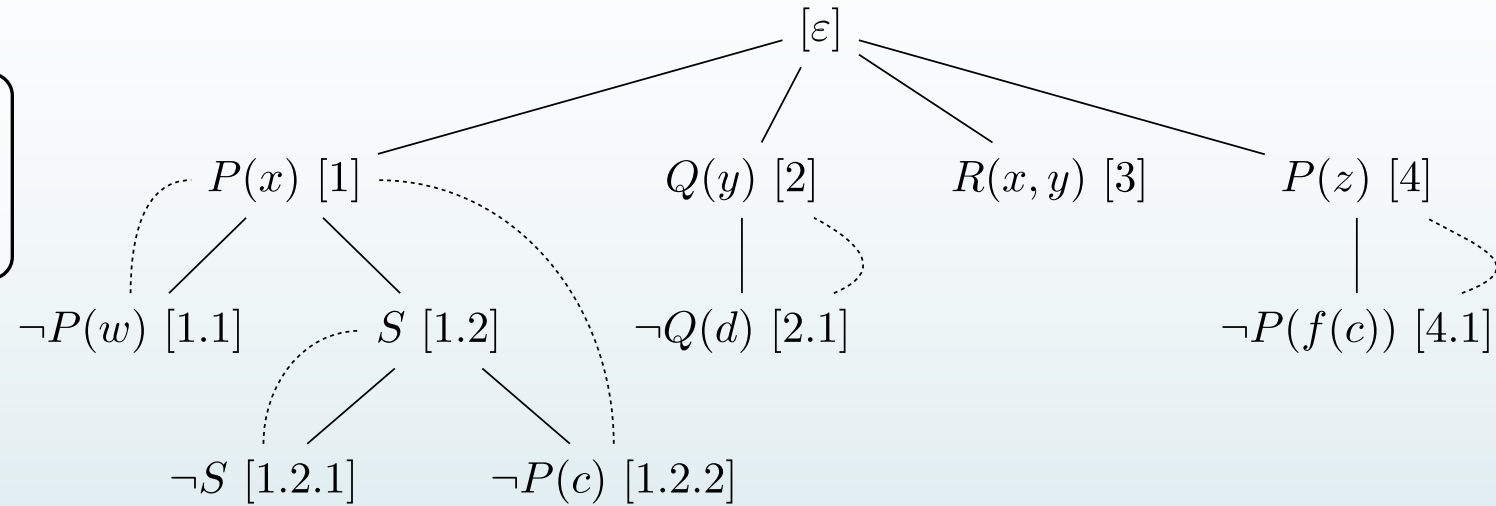


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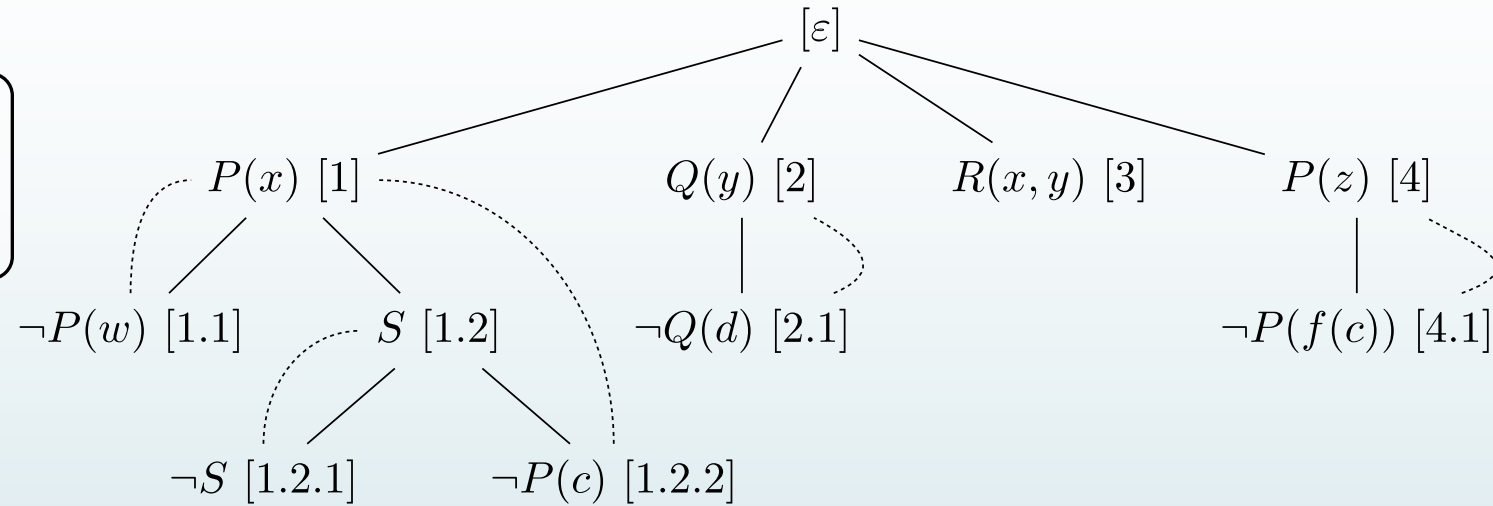
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$$\{ E_{\neg P(x) \vee S/1}^1, E_{\neg S \vee \neg P(c)/1}^{1.2}, R_{1.2.2}^1 \} \cup$$

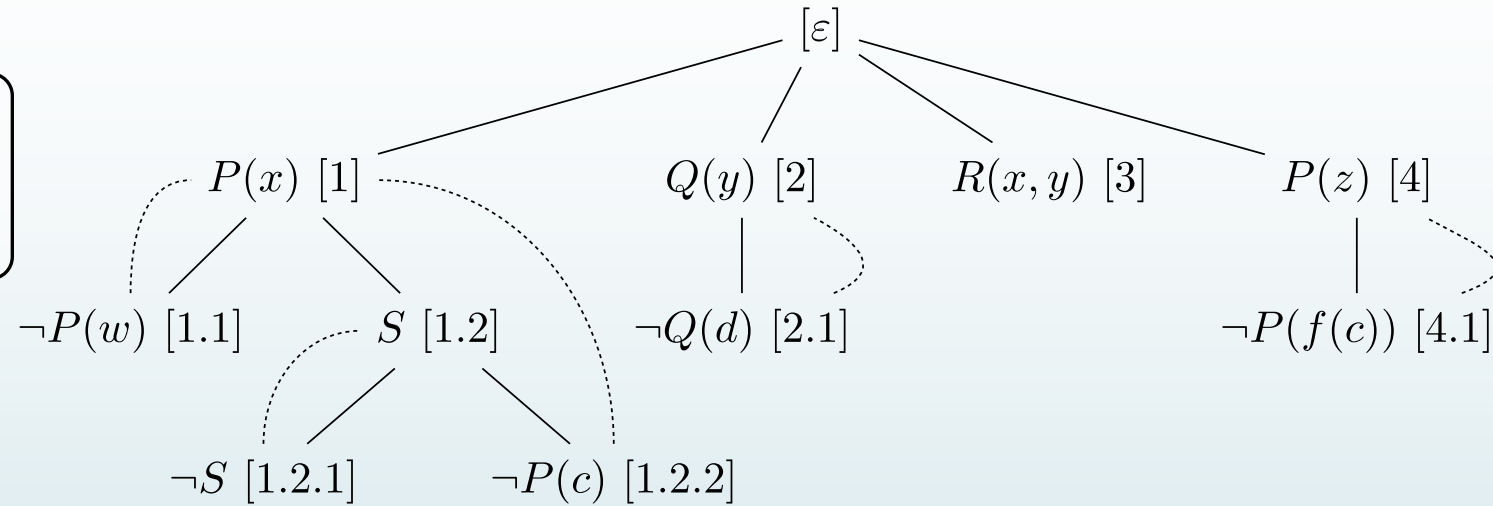
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We learn the clause:

$$\neg S_{P(x) \vee Q(y) \vee R(x, y) \vee P(z)} \vee \neg E_{\neg P(x) \vee S/1}^1 \vee \neg E_{\neg S \vee \neg P(c)/1}^{1.2} \vee \neg R_{1.2.2}^1 \vee \neg E_{\neg Q(y)/1}^2$$

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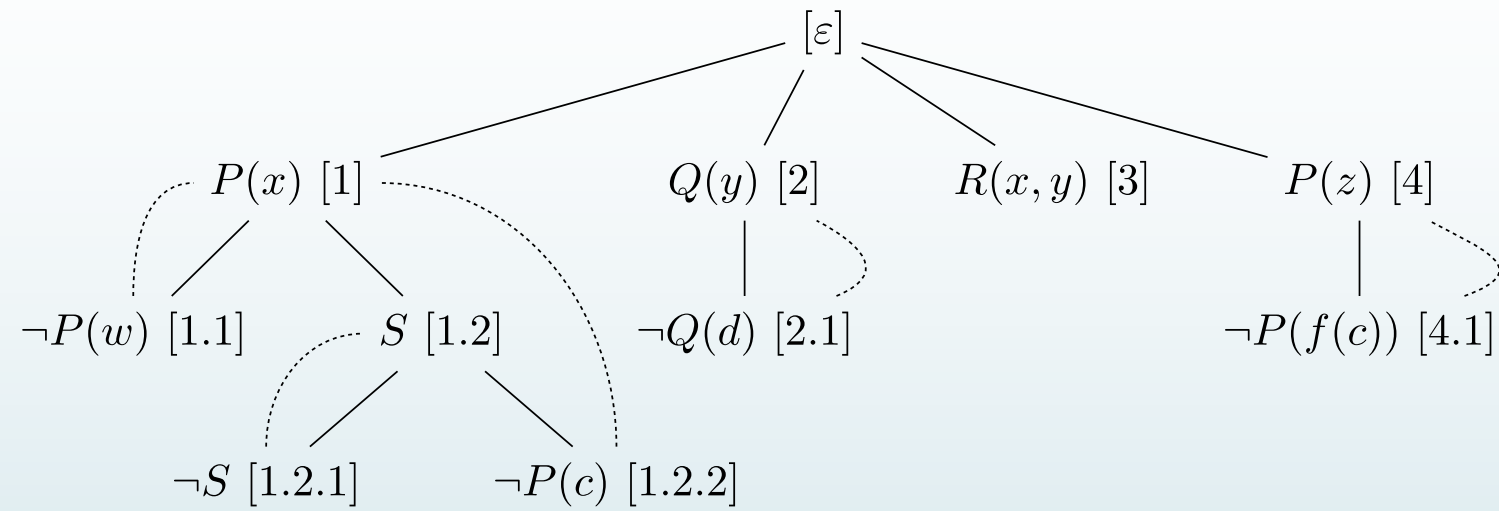
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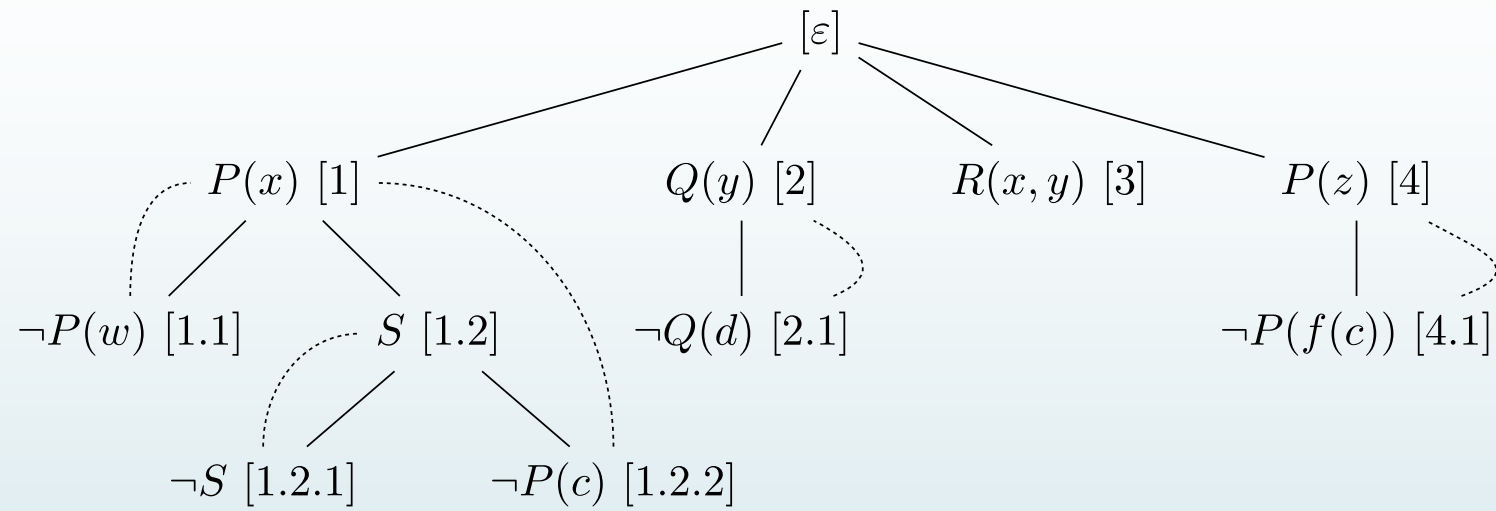
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- Conflicts inherently **depending** on **precise paths** 😞

More Refined Encoding

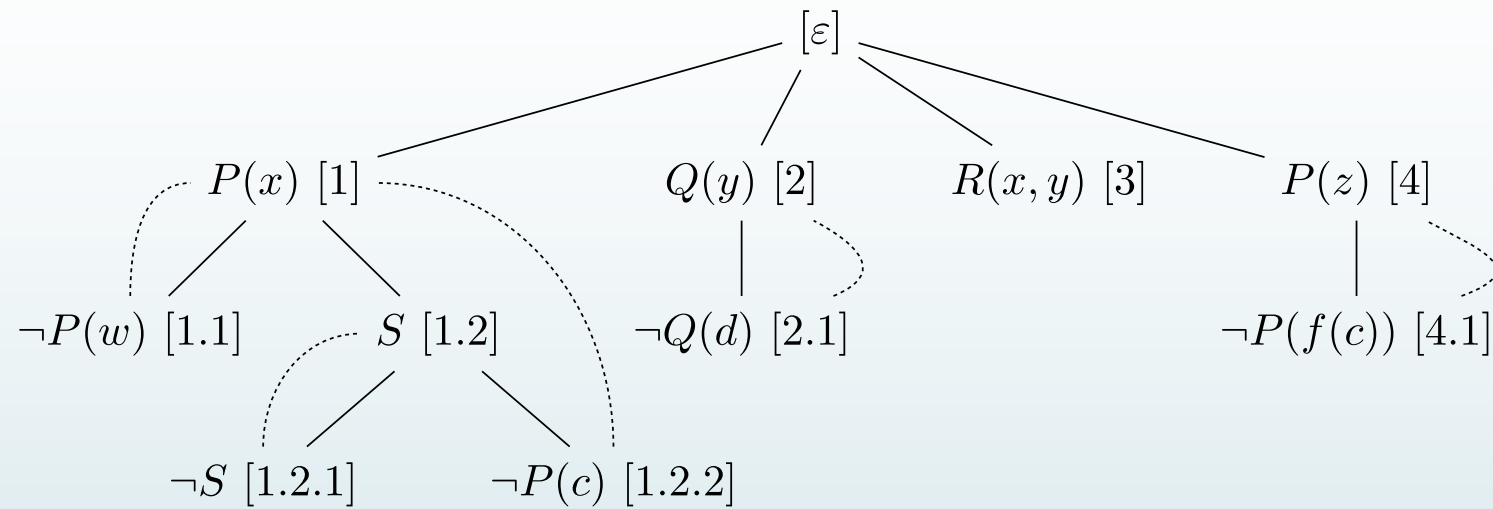


More Refined Encoding



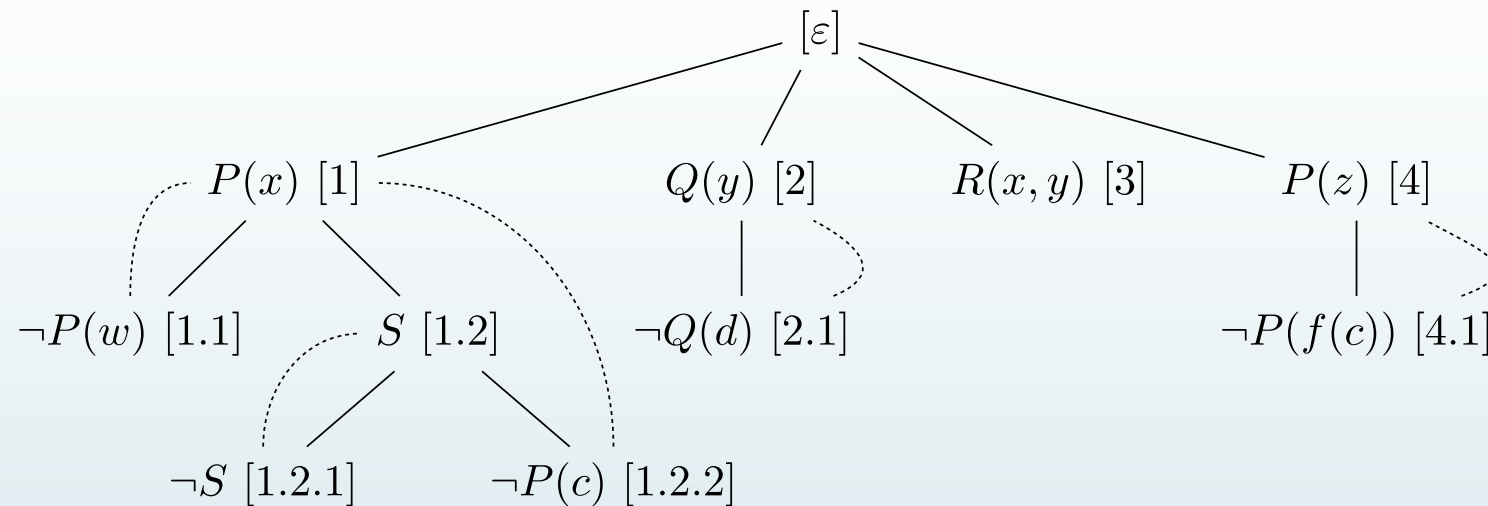
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More Refined Encoding



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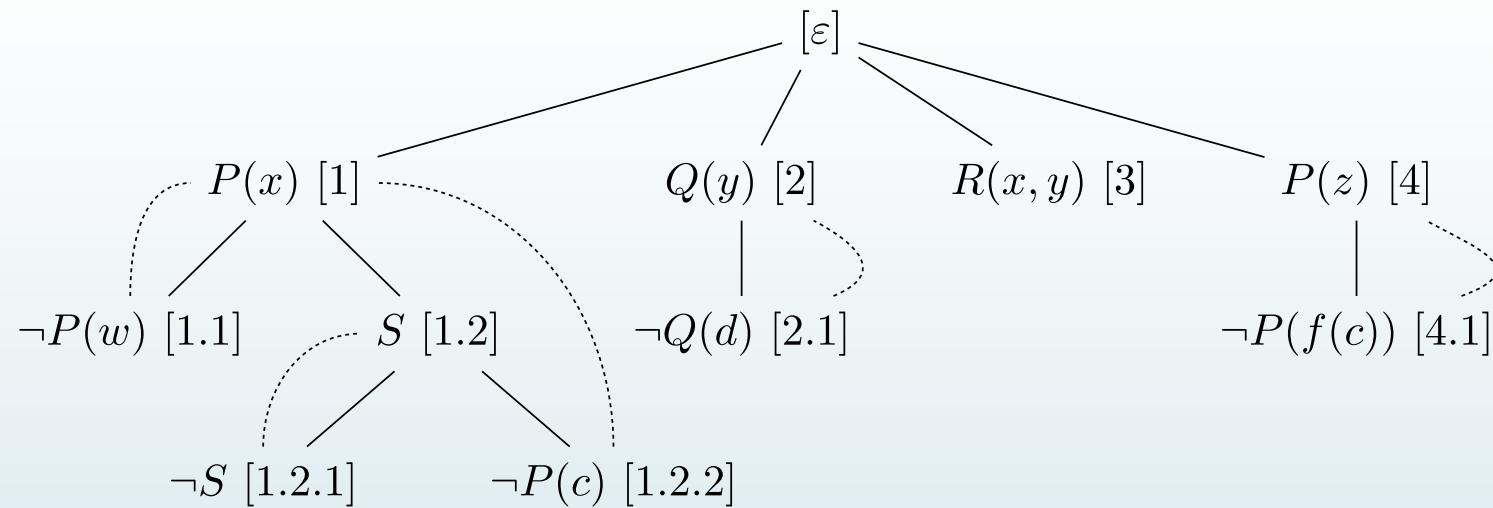
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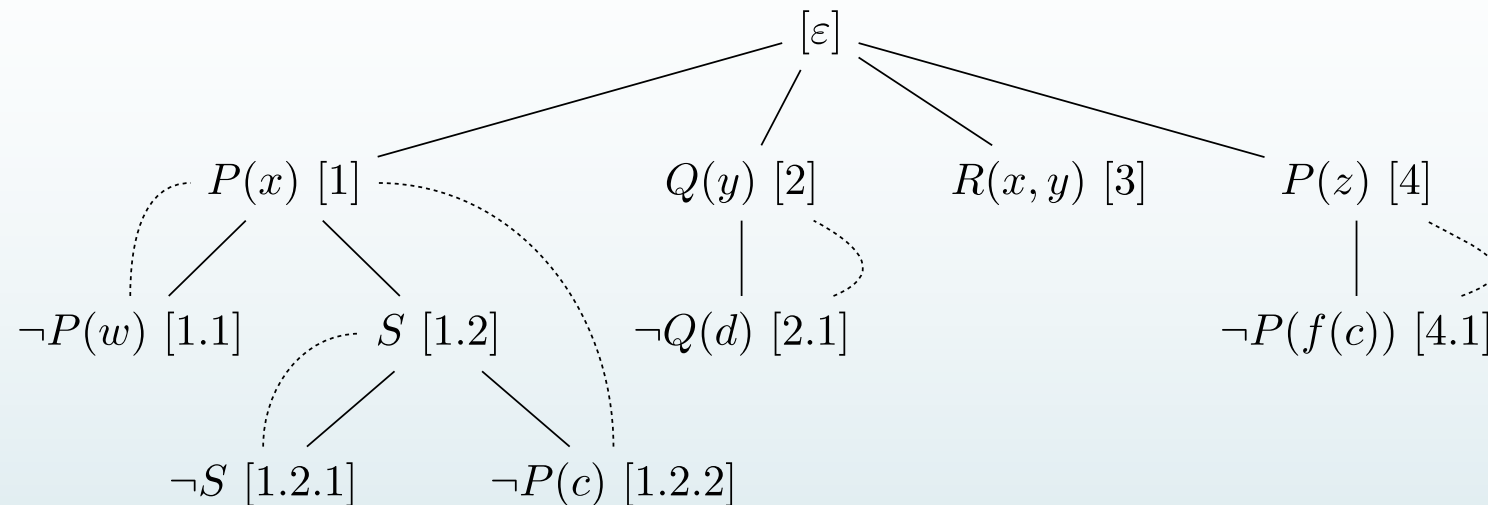
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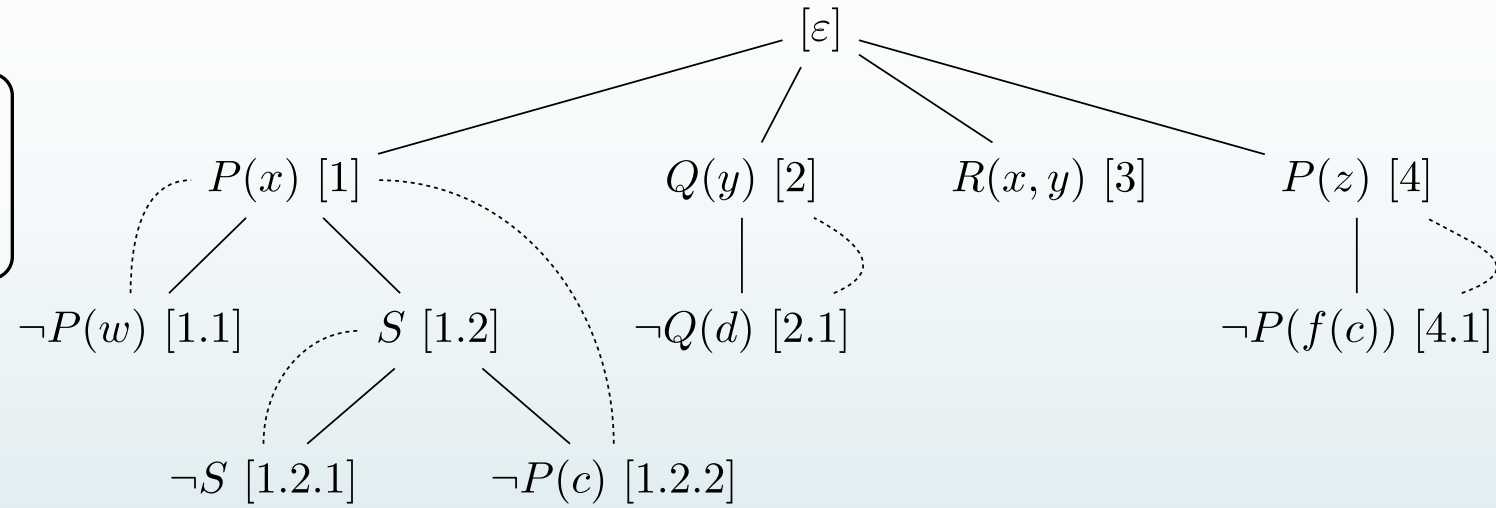
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- Major difference: The **origin of bindings** [extension/reduction] is **not tracked**

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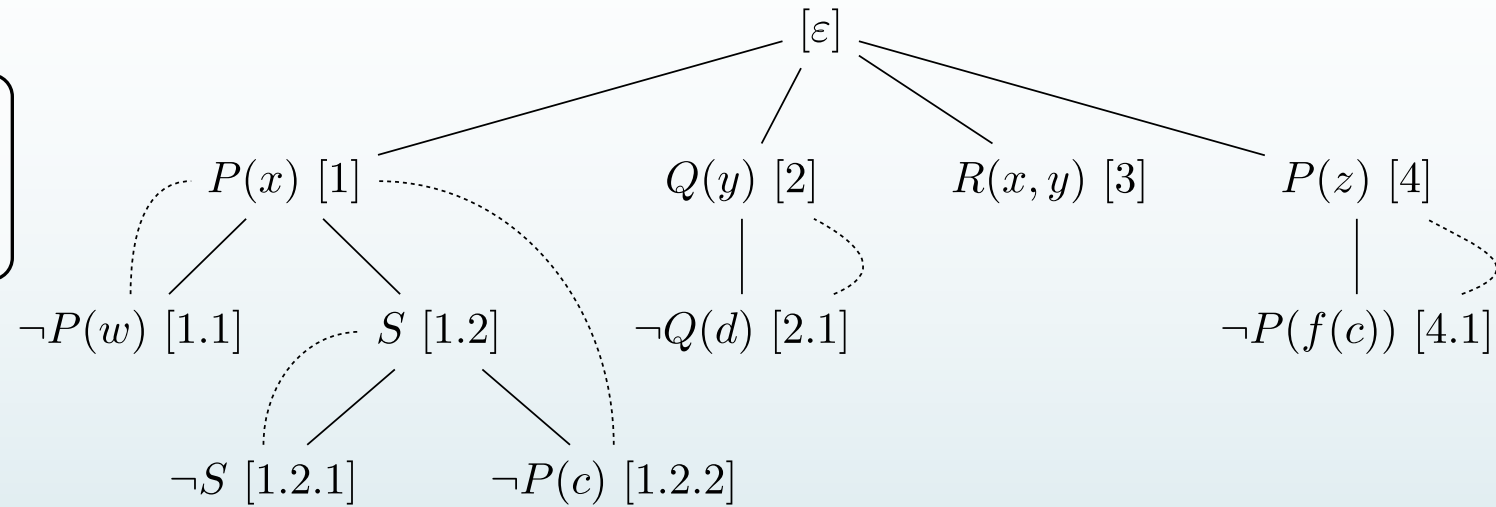


Refined Conflict Learning

Additional clauses:

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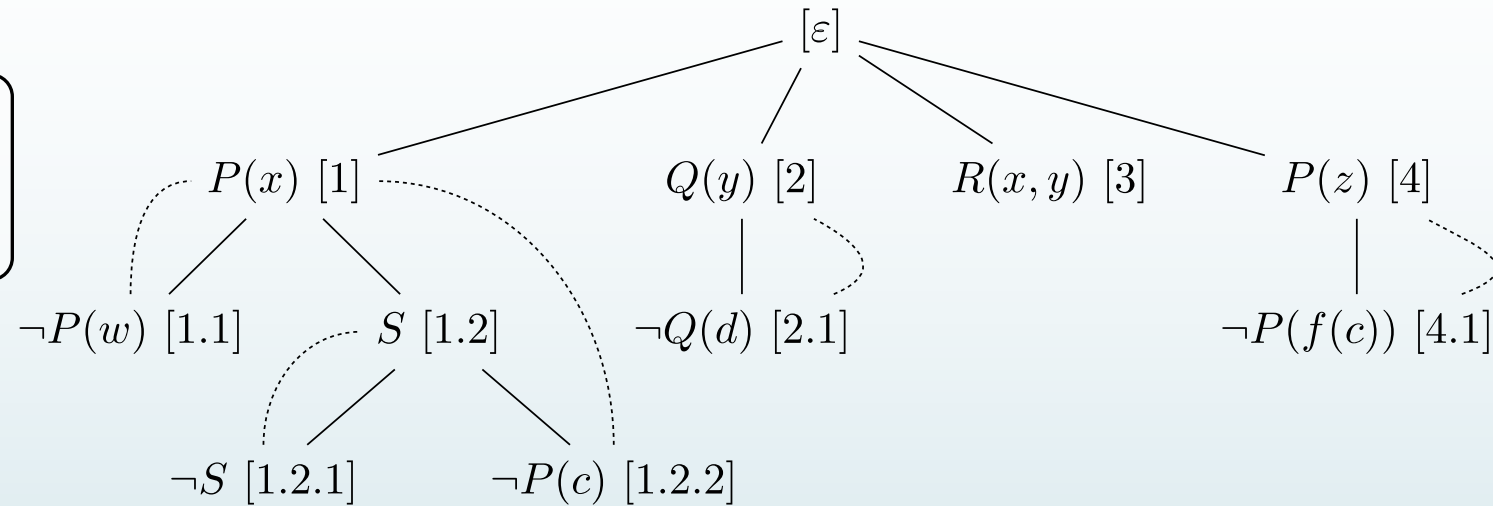
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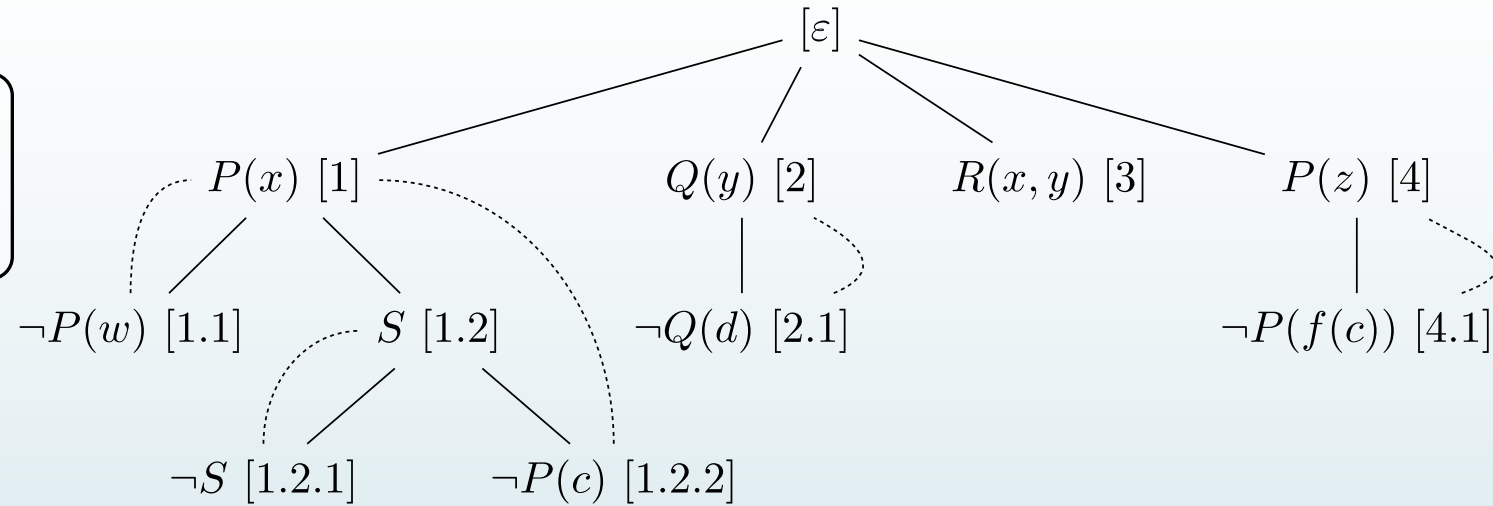
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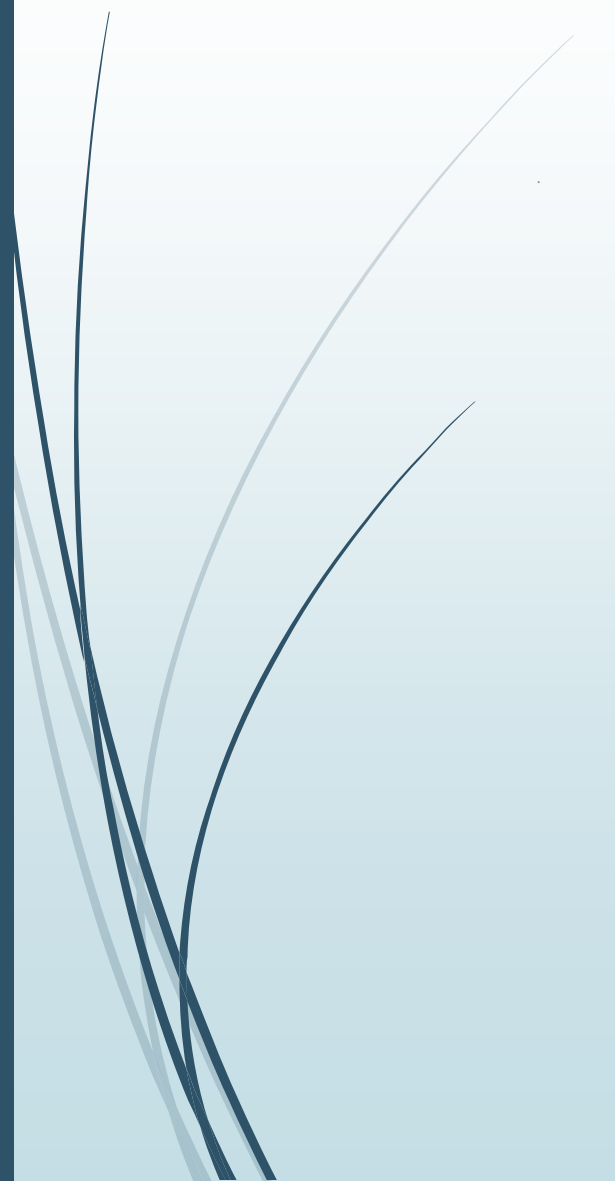
$$\{x \mapsto c\} \cup$$

$$\{y \mapsto d\}$$

We learn the clause:

$$\neg(R(x, y)@3) \vee \neg(x \mapsto c) \vee \neg(y \mapsto d)$$

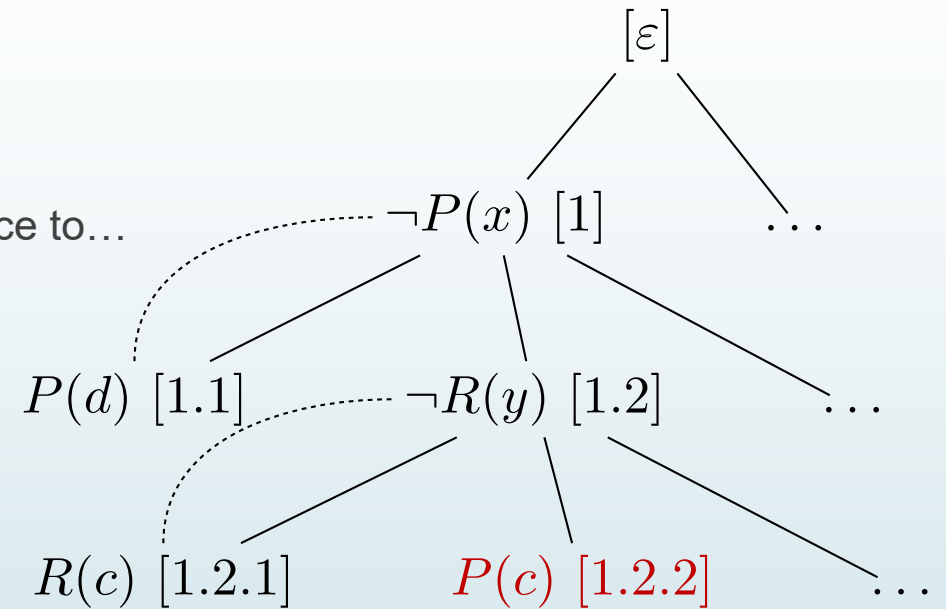
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➤ More complicated

➤ Express: there is nothing we can reduce to...

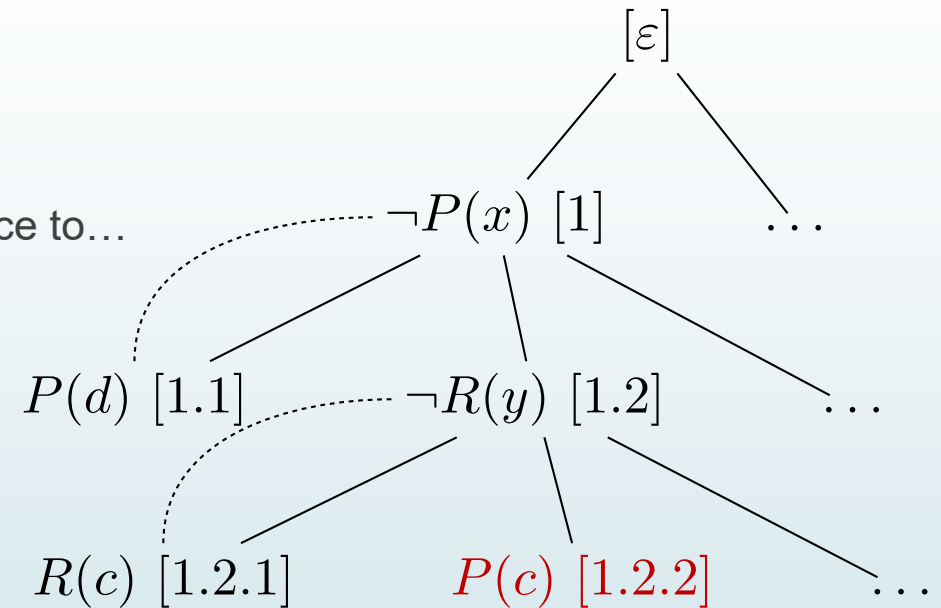


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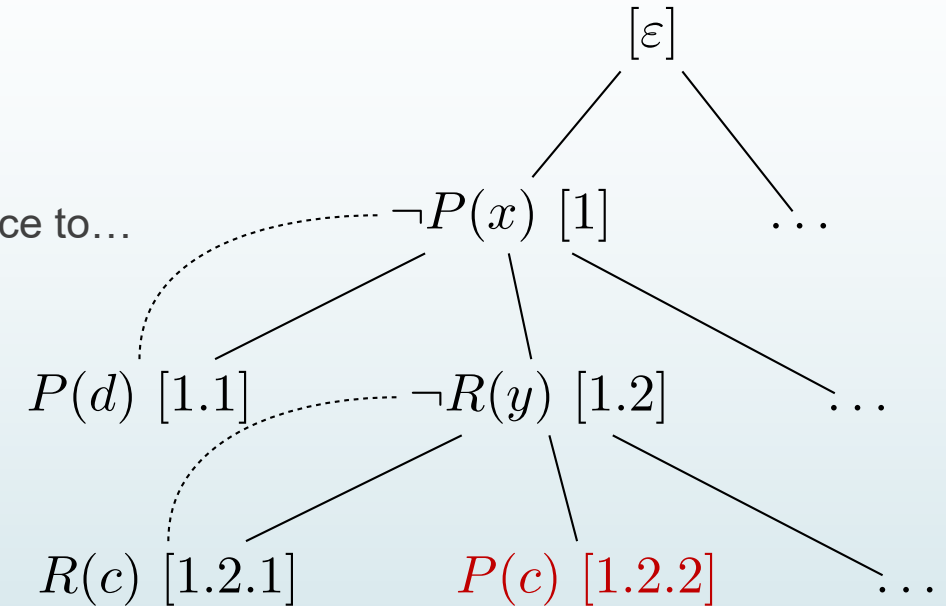
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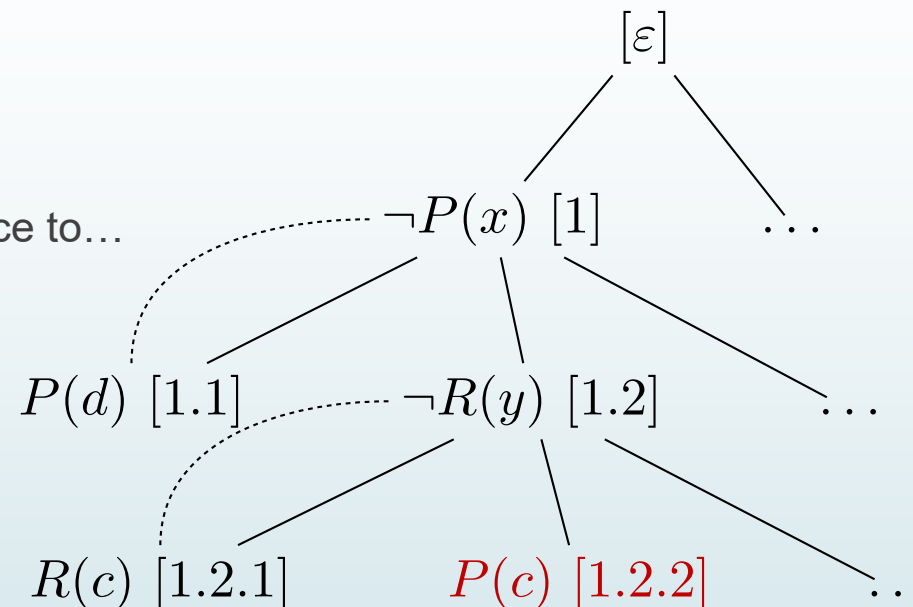
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► $\neg\langle \neg R(y)@1.2 \rangle$ is unnecessarily specific

→ We use auxiliary **"could connect" literals** $p_i \sim p_j$

► $\neg\langle P(c)@1.2.2 \rangle \vee \neg Ext_1 \vee \dots \vee \neg Ext_n \vee \neg\langle \neg P(x)@1 \rangle \vee \neg(x \mapsto c) \vee 1.2.2 \sim 1.2$



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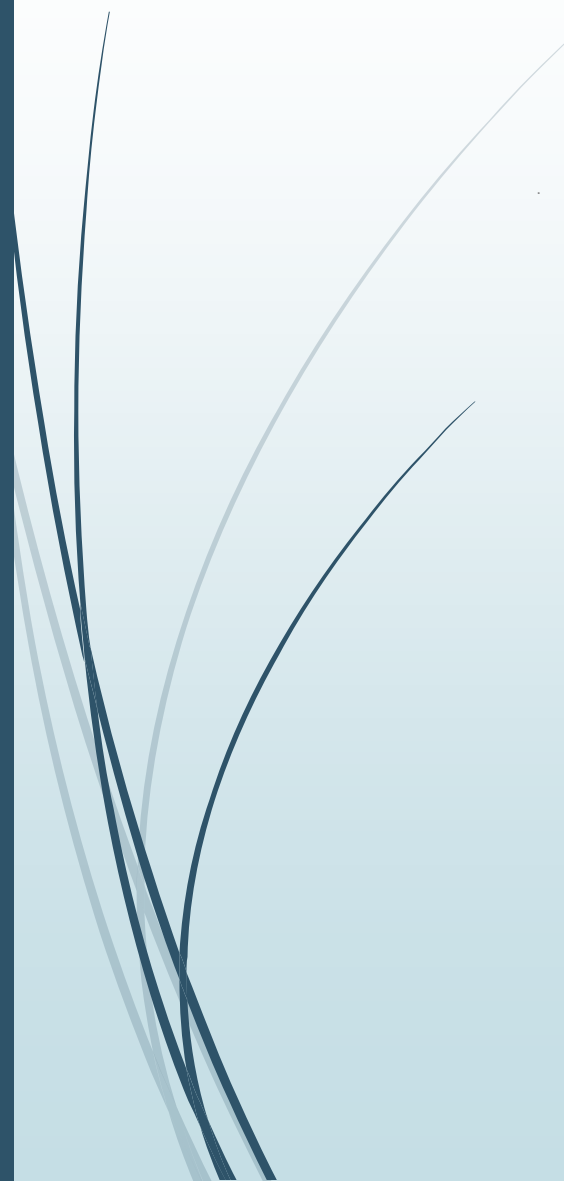
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Sounds way better
than before!

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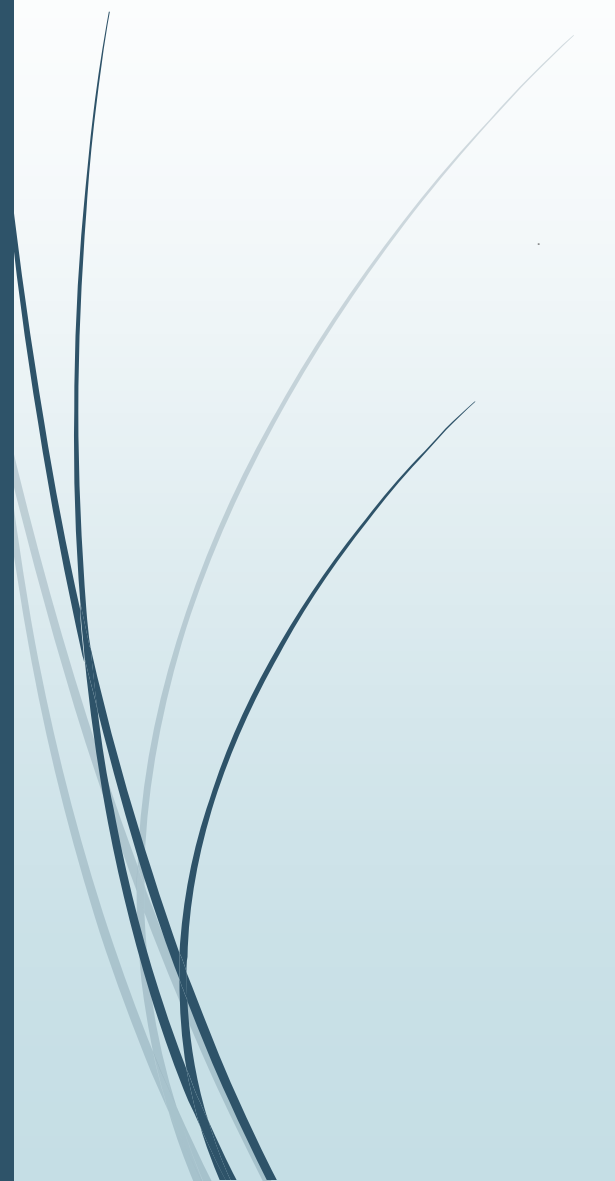


Results - II

► Extension steps for *PUZ005-1.p* (lower = better)

	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7
<i>hopCoP</i>	1	4	89	495	2 309	10 066	48 517
<i>meanCoP</i>	1	4	24	108	535	9 963	6 445 008

CASC Participation




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- ➡ *hopCoP* participated in **CASC30** [2025]

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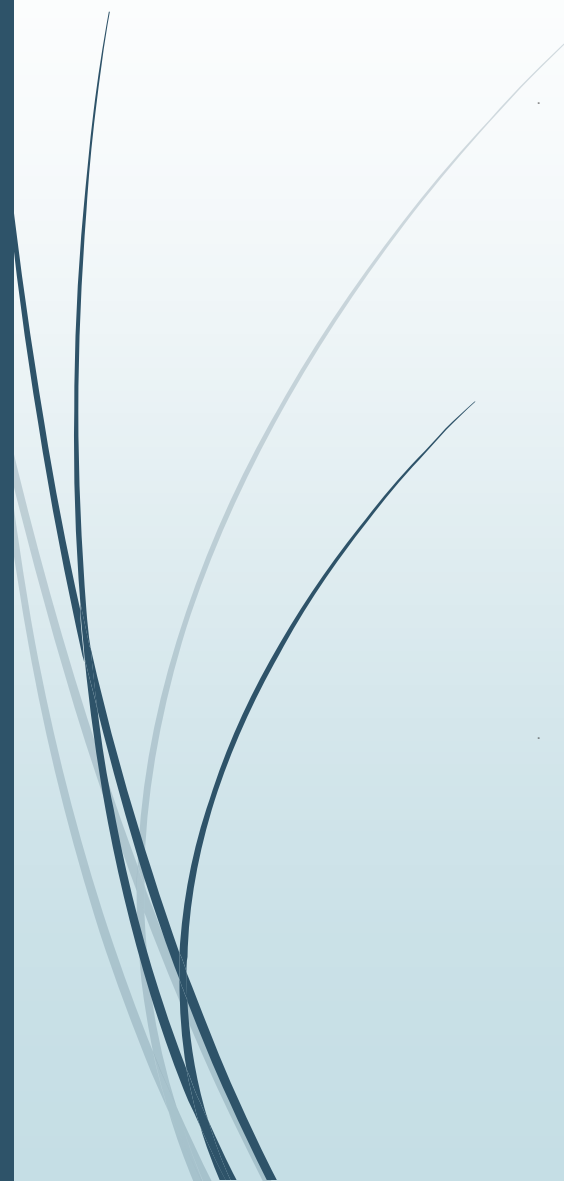
- *hopCoP* participated in **CASC30** [2025]
 - Random restart + random literal selection
 - Solved 88 out of 500 inputs



First-order Theorems	<u><i>Vampire</i></u> 4.9	<u><i>Vampire</i></u> 5.0	<u><i>CSI Enig</i></u> 1.0.6	<u><i>iProver</i></u> 3.9.3	<u><i>E</i></u> 3.3.0	<u><i>Drodi</i></u> 4.1.0	<u><i>CSE_E</i></u> 1.7	<u><i>cvc5</i></u> 1.3.0	<u><i>Zipperpin</i></u> 2.1.9999	<u><i>Prover9</i></u> 1109a	<u><i>ConnectP</i></u> 0.6.1	<u><i>hopCoP</i></u> 0.1	<u><i>LisaTT</i></u> 0.9.1	<u><i>SPASS-SC</i></u> 0.1	<u><i>LastButN</i></u> 0
Solved /500	466/500	455/500	402/500	367/500	364/500	325/500	295/500	290/500	267/500	119/500	102/500	88/500	3/500	11/500	0/500
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- **Not bad** for a newcomer based on CC!

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► Encode there is no parent to reduce

► $\forall p \forall p' < p: \neg P(x^p)@p \vee \neg Ext_1 \vee \dots \vee \neg Ext_n \vee p \sim p'$

1. Even harder to track violation



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Questions?

