

# Tutorial on Conflict-Driven Pseudo-Boolean Solving

Jakob Nordström

University of Copenhagen and Lund University

SAT + SMT Winter School

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# Pseudo-Boolean?

Pseudo-Boolean (PB) function:  $f : \{0, 1\}^n \rightarrow \mathbb{R}$

Studied since 1960s in operations research and 0-1 integer linear programming [BH02]

Such a function  $f$  can always be represented as polynomial

Restriction for these lectures:  $f$  represented as linear form

Many problems expressible as optimizing value of linear pseudo-Boolean function under linear pseudo-Boolean constraints

# Pseudo-Boolean vs. SAT

- PB format richer than conjunctive normal form (CNF)

Compare

$$x_1 + x_2 + x_3 + x_4 + x_5 + x_6 \geq 3$$

and

$$\begin{aligned} & (x_1 \vee x_2 \vee x_3 \vee x_4) \wedge (x_1 \vee x_2 \vee x_3 \vee x_5) \wedge (x_1 \vee x_2 \vee x_3 \vee x_6) \\ & \wedge (x_1 \vee x_2 \vee x_4 \vee x_5) \wedge (x_1 \vee x_2 \vee x_4 \vee x_6) \wedge (x_1 \vee x_2 \vee x_5 \vee x_6) \\ & \wedge (x_1 \vee x_3 \vee x_4 \vee x_5) \wedge (x_1 \vee x_3 \vee x_4 \vee x_6) \wedge (x_1 \vee x_3 \vee x_5 \vee x_6) \\ & \wedge (x_1 \vee x_4 \vee x_5 \vee x_6) \wedge (x_2 \vee x_3 \vee x_4 \vee x_5) \wedge (x_2 \vee x_3 \vee x_4 \vee x_6) \\ & \wedge (x_2 \vee x_3 \vee x_5 \vee x_6) \wedge (x_2 \vee x_4 \vee x_5 \vee x_6) \wedge (x_3 \vee x_4 \vee x_5 \vee x_6) \end{aligned}$$

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- Yet close enough to SAT to benefit from SAT solving advances
- Also possible synergies with 0-1 integer linear programming (ILP)

# Outline of Lecture on Pseudo-Boolean Solving

## 1 Preliminaries

- Pseudo-Boolean Constraints
- Pseudo-Boolean Solving and Optimization

## 2 Conflict-Driven Pseudo-Boolean Solving

- The Conflict-Driven Paradigm
- Pseudo-Boolean Reasoning Using Saturation
- Pseudo-Boolean Reasoning Using Division

## 3 Going Beyond the State of the Art?

- Challenges for Efficient PB Solving
- Some Further References

# Pseudo-Boolean Constraints and Normalized Form

For us, **pseudo-Boolean constraints** are always **0-1 integer linear constraints**

$$\sum_i a_i \ell_i \bowtie A$$

- $\bowtie \in \{\geq, \leq, =, >, <\}$
- $a_i, A \in \mathbb{Z}$
- **literals**  $\ell_i$ :  $x_i$  or  $\bar{x}_i$  (where  $x_i + \bar{x}_i = 1$ )
- variables  $x_i$  take values  $0 = \text{false}$  or  $1 = \text{true}$



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Convenient to use **normalized form** [Bar95] (without loss of generality)

$$\sum_i a_i \ell_i \geq A$$

- constraint always greater-than-or-equal
- $a_i, A \in \mathbb{N}$
- $A = \text{deg}(\sum_i a_i \ell_i \geq A)$  referred to as **degree (of falsity)**

# Some Types of Pseudo-Boolean Constraints

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- ③ **General constraints**

$$x_1 + 2\bar{x}_2 + 3x_3 + 4\bar{x}_4 + 5x_5 \geq 7$$

# Conversion to Normalized Form: Example

Normalized form used for convenience and without loss of generality

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- 4 Replace “=” by two inequalities “ $\geq$ ” and “ $\leq$ ”

# Formulas, Decision Problems, and Optimization Problems

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This lecture:

- Focus on pseudo-Boolean solving
- But not hard to extend to (simple) optimization algorithm

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Find  $H \subseteq \mathcal{U}$  such that

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Note: In all of these examples, the problem is to

- optimize a linear function
- subject to a CNF formula (all constraints are clausal)

Already expressive framework!

# Approaches for Pseudo-Boolean Problems

What we will discuss in the coming lectures:

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- 2 MaxSAT solving
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Rough conceptual difference:

- **PB/SAT:** Focus on integral solutions, try to find optimal one
- **ILP/MIP:** Find optimal non-integer solution; search for integral solutions nearby

Basic trade-off: Inference power vs. inference speed

# A Quick Recap of Modern SAT Solving

## DPLL method [DP60, DLL62]

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# CDCL Main Loop Pseudocode

## CDCL( $F$ )

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2  $\rho \leftarrow \emptyset$  ; // initialize assignment trail to empty
3 forever do
4   if  $\rho$  falsifies some clause  $C \in \mathcal{D}$  then
5      $A \leftarrow \text{analyzeConflict}(\mathcal{D}, \rho, C)$  ;
6     if  $A = \perp$  then output UNSATISFIABLE and exit;
7     else
8        $\perp$  add  $A$  to  $\mathcal{D}$  and backjump by shrinking  $\rho$  ;
9   else if exists clause  $C \in \mathcal{D}$  unit propagating  $x$  to  $b \in \{0, 1\}$  under  $\rho$  then
10    add propagated assignment  $x \stackrel{D}{=} b$  to  $\rho$  ;
11   else if time to restart then  $\rho \leftarrow \emptyset$  ;
12   else if time for clause database reduction then
13    erase (roughly) half of learned clauses in  $\mathcal{D} \setminus F$  from  $\mathcal{D}$ 
14   else if all variables assigned then output SATISFIABLE and exit;
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# Conflict Analysis Pseudocode

$\text{analyzeConflict}(\mathcal{D}, \rho, C_{\text{confl}})$

```

1  $C_{\text{learn}} \leftarrow C_{\text{confl}} ;$ 
2 while  $C_{\text{learn}}$  not UIP clause and  $C_{\text{learn}} \neq \perp$  do
3    $\ell \leftarrow$  literal assigned last on trail  $\rho$ ;
4   if  $\ell$  propagated and  $\bar{\ell}$  occurs in  $C_{\text{learn}}$  then
5      $C_{\text{reason}} \leftarrow \text{reason}(\ell, \rho, \mathcal{D});$ 
6      $C_{\text{learn}} \leftarrow \text{resolve}(C_{\text{learn}}, C_{\text{reason}});$ 
7    $\rho \leftarrow \rho \setminus \{\ell\};$ 
8 return  $C_{\text{learn}};$ 

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## Native reasoning with pseudo-Boolean constraints

- PRS [DG02]
- GALENA [CK05]
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- Variable assignments
  - 1 Always **propagate** forced assignment if possible
  - 2 Otherwise make assignment using **decision** heuristic
- At conflict
  - 1 Do **conflict analysis** to derive new constraint
  - 2 Add new constraint to constraint database
  - 3 **Backjump** by rolling back decisions so that learned constraint propagates **asserting literal** (flipping it to opposite value)

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Consider  $C \doteq x_1 + 2\bar{x}_2 + 3x_3 + 4\bar{x}_4 + 5x_5 \geq 7$

$\rho$	$\text{slack}(C; \rho)$	comment
$\{\}$	8	
$\{\bar{x}_5\}$	3	propagates $\bar{x}_4$ (coefficient > slack)



# Propagation, Conflict, and Slack

Let  $\rho$  current assignment of solver (a.k.a. **trail**)

Represent as  $\rho = \{(\text{ordered}) \text{ set of literals assigned true}\}$

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Note: constraint can be conflicting though not all variables assigned

# Conflict Analysis Invariant

Consider example CDCL conflict analysis from SAT solving lecture

$$(p \vee \bar{u}) \wedge (q \vee r) \wedge (\bar{r} \vee w) \wedge (u \vee x \vee y) \wedge (x \vee \bar{y} \vee z) \wedge (\bar{x} \vee z) \wedge (\bar{y} \vee \bar{z}) \wedge (\bar{x} \vee \bar{z}) \wedge (\bar{p} \vee \bar{u})$$

$$p \stackrel{d}{=} 0$$

$$u \stackrel{p \vee \bar{u}}{=} 0$$

$$q \stackrel{d}{=} 0$$

$$r \stackrel{q \vee r}{=} 1$$

$$w \stackrel{\bar{r} \vee w}{=} 1$$

$$x \stackrel{d}{=} 0$$

$$y \stackrel{u \vee x \vee y}{=} 1$$

$$z \stackrel{x \vee \bar{y} \vee z}{=} 1$$

$$\bar{y} \vee \bar{z}$$

⊥

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$$q \stackrel{d}{=} 0$$

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Assignment “left on trail” always falsifies derived clause

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$$\perp$$

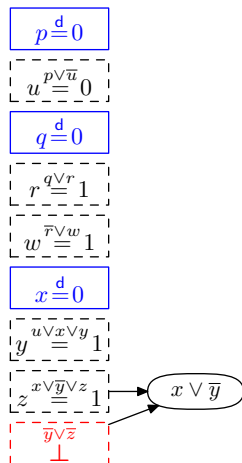
Assignment “left on trail” always falsifies derived clause

$\bar{y} \vee \bar{z}$  falsified by  
trail  $\rho = \{\bar{p}, \bar{u}, \bar{q}, r, w, \bar{x}, y, z\}$

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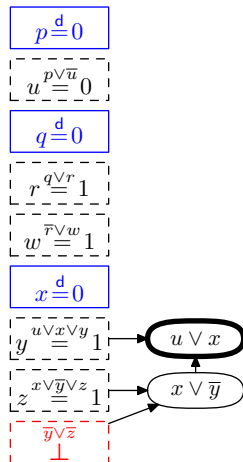
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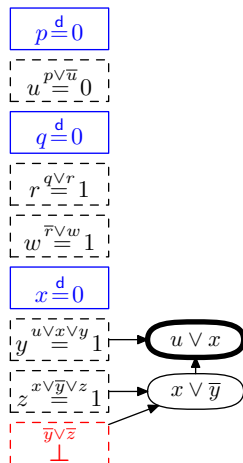
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Assignment “left on trail” always falsifies derived clause

$\Rightarrow$  derived clause “explains” conflict

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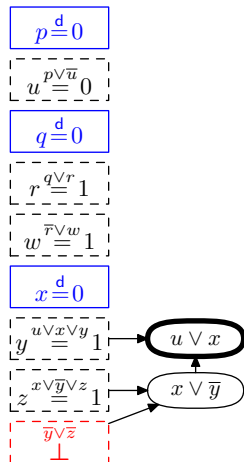
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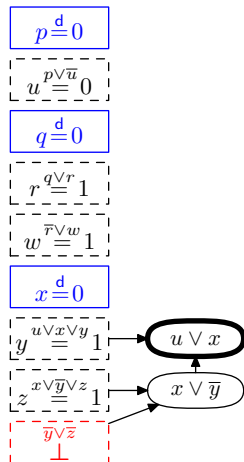
$\Rightarrow$  derived clause “explains” conflict

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Assignment “left on trail” always falsifies derived clause

$\Rightarrow$  derived clause “explains” conflict

Terminate analysis when explanation “looks nice”

Namely: after back-jump, some variable guaranteed to flip

# Generalized Resolution

Can mimic resolution step

$$\frac{x \vee \bar{y} \vee z \quad \bar{y} \vee \bar{z}}{x \vee \bar{y}}$$

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by adding clauses as pseudo-Boolean constraints

$$\frac{x + \bar{y} + z \geq 1 \quad \bar{y} + \bar{z} \geq 1}{x + 2\bar{y} \geq 1}$$

(Recall  $z + \bar{z} = 1$ )

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(Recall  $z + \bar{z} = 1$ )

**Generalized resolution rule** (from [Hoo88, Hoo92])

Positive linear combination so that some variable cancels

$$\frac{a_1 x_1 + \sum_{i \geq 2} a_i \ell_i \geq A \quad b_1 \bar{x}_1 + \sum_{i \geq 2} b_i \ell_i \geq B}{\sum_{i \geq 2} \left( \frac{c}{a_1} a_i + \frac{c}{b_1} b_i \right) \ell_i \geq \frac{c}{a_1} A + \frac{c}{b_1} B - c} \quad [c = \text{lcm}(a_1, b_1)]$$

# Saturation

Actually, not quite the right constraint in mimicking of resolution

$$\frac{x + \bar{y} + z \geq 1 \quad \bar{y} + \bar{z} \geq 1}{x + \textcolor{red}{2}\bar{y} \geq 1}$$

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## Saturation rule

$$\frac{\sum_i a_i \ell_i \geq A}{\sum_i \min\{a_i, A\} \cdot \ell_i \geq A}$$

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[Generalized resolution as defined in [Hoo88, Hoo92] includes fix above, but convenient here to make the two separate steps explicit]

# Analyze Conflict with Generalized Resolution + Saturation!

$$C_1 \doteq 2x_1 + 2x_2 + 2x_3 + x_4 \geq 4$$

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 $\text{resolve}(C_1, C_2, x_3)$

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- Applying  $\text{saturate}(x_4 \geq 1)$  does nothing
- Non-negative slack w.r.t.  $\rho' = \{x_1 \stackrel{d}{=} 0, x_2 \stackrel{C_1}{=} 1\}$   
**Not conflicting!** Does not explain mistake in assignment

# What Went Wrong? And What to Do About It?

## Accident report

- Generalized resolution **sound over the reals**
- Given  $\rho' = \{x_1 = 0, x_2 = 1\}$ , over the reals have
  - $C_1 \doteq 2x_1 + 2x_2 + 2x_3 + x_4 \geq 4$  propagates  $x_3 \geq \frac{1}{2}$
  - $C_2 \doteq 2\bar{x}_1 + 2\bar{x}_2 + 2\bar{x}_3 \geq 3$  satisfied by  $x_3 \leq \frac{1}{2}$
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## Remedial action

- Strengthen propagation to  $x_3 \geq 1$  also over the reals
- I.e., want reason  $C$  with  $slack(C; \rho') = 0$
- Fix (non-obvious):** Apply weakening

$$\text{weaken}(\sum_i a_i \ell_i \geq A, \ell_j) \doteq \sum_{i \neq j} a_i \ell_i \geq A - a_j$$

to reason constraint and then saturate

- Approach in [CK05] (goes back to observations in [Wil76])

## Try to Reduce the Reason Constraint

$$C_1 \doteq 2x_1 + 2x_2 + 2x_3 + x_4 \geq 4$$

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Let's try to

- 1 Weaken reason on non-falsified literal (but not last propagated)
- 2 Saturate weakened constraint
- 3 Resolve with conflicting constraint over propagated literal

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$$\begin{array}{l}
 \text{weaken } x_2 \quad \frac{2x_1 + 2x_2 + 2x_3 + x_4 \geq 4}{2x_1 + 2x_3 + x_4 \geq 2} \\
 \text{saturate} \quad \frac{2x_1 + 2x_3 + x_4 \geq 2}{2x_1 + 2x_3 + x_4 \geq 2} \qquad \frac{2\bar{x}_1 + 2\bar{x}_2 + 2\bar{x}_3 \geq 3}{2\bar{x}_2 + x_4 \geq 1} \\
 \text{resolve } x_3
 \end{array}$$

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 \end{array}$$

Bummer! Still non-negative slack — not conflicting

## Try Again to Reduce the Reason Constraint. . .

$$C_1 \doteq 2x_1 + 2x_2 + 2x_3 + x_4 \geq 4$$

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$$\begin{array}{l} \text{weaken } \{x_2, x_4\} \frac{2x_1 + 2x_2 + 2x_3 + x_4 \geq 4}{2x_1 + 2x_3 \geq 1} \\ \text{saturate} \frac{2x_1 + 2x_3 \geq 1}{x_1 + x_3 \geq 1} \\ \text{resolve } x_3 \frac{x_1 + x_3 \geq 1 \quad 2\bar{x}_1 + 2\bar{x}_2 + 2\bar{x}_3 \geq 3}{2\bar{x}_2 \geq 1} \end{array}$$

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**Negative slack — conflicting!** Shows setting  $x_2$  true was a mistake

# Try Again to Reduce the Reason Constraint. . .

$$C_1 \doteq 2x_1 + 2x_2 + 2x_3 + x_4 \geq 4$$

$$C_2 \doteq 2\bar{x}_1 + 2\bar{x}_2 + 2\bar{x}_3 \geq 3$$

$$\text{Trail } \rho = \{x_1 \stackrel{d}{=} 0, x_2 \stackrel{C_1}{=} 1, x_3 \stackrel{C_1}{=} 1\} \Rightarrow \text{Conflict with } C_2$$

$$\begin{array}{l} \text{weaken } \{x_2, x_4\} \frac{2x_1 + 2x_2 + 2x_3 + x_4 \geq 4}{2x_1 + 2x_3 \geq 1} \\ \text{saturnate} \frac{2x_1 + 2x_3 \geq 1}{x_1 + x_3 \geq 1} \\ \text{resolve } x_3 \frac{x_1 + x_3 \geq 1 \quad 2\bar{x}_1 + 2\bar{x}_2 + 2\bar{x}_3 \geq 3}{2\bar{x}_2 \geq 1} \end{array}$$

**Negative slack — conflicting!** Shows setting  $x_2$  true was a mistake

Backjump propagates to conflict without solver making any decisions

**Done!** Next conflict analysis will derive contradiction

(Or, in practice, terminate immediately at conflict without decisions)



# Reason Reduction Using Saturation [CK05]

$\text{reduceSat}(C_{\text{reason}}, C_{\text{learn}}, \ell, \rho)$

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1 while  $\text{slack}(\text{resolve}(C_{\text{learn}}, C_{\text{reason}}, \ell); \rho) \geq 0$  do
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- **Saturation decreases slack** — hit 0 when max #literals weakened

# Pseudo-Boolean Conflict Analysis Pseudocode

**analyzePBconflict**( $\mathcal{D}, \rho, C_{\text{confl}}$ )

```

1  $C_{\text{learn}} \leftarrow C_{\text{confl}}$  ;
2 while  $C_{\text{learn}}$  not asserting and  $C_{\text{learn}} \neq \perp$  do
3    $\ell \leftarrow$  literal assigned last on trail  $\rho$ ;
4   if  $\ell$  propagated and  $\bar{\ell}$  occurs in  $C_{\text{learn}}$  then
5      $C_{\text{reason}} \leftarrow \text{reason}(\ell, \rho, \mathcal{D})$ ;
6      $C_{\text{reason}} \leftarrow \text{reduceSat}(C_{\text{reason}}, C_{\text{learn}}, \ell, \rho)$ ;
7      $C_{\text{learn}} \leftarrow \text{resolve}(C_{\text{learn}}, C_{\text{reason}}, \ell)$ ;
8      $C_{\text{learn}} \leftarrow \text{saturate}(C_{\text{learn}})$ ;
9    $\rho \leftarrow \rho \setminus \{\ell\}$ ;
10 return  $C_{\text{learn}}$ ;

```

Reduction of reason **new compared to CDCL** — otherwise the same  
Essentially conflict analysis used in SAT4J [LP10]

## Some Problems Compared to CDCL

- Compared to clauses **harder to detect propagation** for constraints like

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- Generalized resolution for general pseudo-Boolean constraints  
⇒ lots of lcm computations  
⇒ **coefficient sizes can explode** (expensive arithmetic)
- For CNF inputs, **degenerates to resolution!**  
⇒ CDCL but with super-expensive data structures

# The Cutting Planes Proof System

Cutting planes as defined in theory literature [CCT87] **doesn't use saturation** but instead **division** (a.k.a. **Chvátal-Gomory cut**)

$$\text{Literal axioms} \frac{}{\ell_i \geq 0}$$

$$\text{Linear combination} \frac{\sum_i a_i \ell_i \geq A \quad \sum_i b_i \ell_i \geq B}{\sum_i (c_A a_i + c_B b_i) \ell_i \geq c_A A + c_B B}$$

$$\text{Division} \frac{\sum_i a_i \ell_i \geq A}{\sum_i \lceil a_i / c \rceil \ell_i \geq \lceil A / c \rceil}$$

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- Cutting planes with **saturation** is **not** [VEG<sup>+</sup>18]
- Can division yield stronger conflict analysis?

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- Can division yield stronger conflict analysis?

(Used for integer linear programming in CUTSAT [JdM13])

## Using Division to Reduce the Reason

$$C_1 \doteq 2x_1 + 2x_2 + 2x_3 + x_4 \geq 4$$

$$C_2 \doteq 2\bar{x}_1 + 2\bar{x}_2 + 2\bar{x}_3 \geq 3$$

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$$\begin{array}{l}
 \text{weaken } x_4 \quad \frac{2x_1 + 2x_2 + 2x_3 + x_4 \geq 4}{2x_1 + 2x_2 + 2x_3 \geq 3} \\
 \text{divide by 2} \quad \frac{2x_1 + 2x_2 + 2x_3 \geq 3}{x_1 + x_2 + x_3 \geq 1.5} \\
 \text{resolve } x_3 \quad \frac{x_1 + x_2 + x_3 \geq 1.5 \quad 2\bar{x}_1 + 2\bar{x}_2 + 2\bar{x}_3 \geq 3}{0 \geq 1}
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**Terminate immediately!**



## Reason Reduction Using Division [EN18]

$$\text{reduceDiv}(C_{\text{reason}}, C_{\text{learn}}, \ell, \rho)$$

```

1  $c \leftarrow \text{coeff}(C_{\text{reason}}, \ell);$ 
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## Division vs. Saturation

- Higher conflict speed when PB reasoning doesn't help [EN18]
- Seems to perform better when PB reasoning crucial [EGNV18]
- Keeps coefficients small — can (often) do fixed-precision arithmetic
- But SAT4J still better for some circuit verification problems [LBD<sup>+</sup>20]
- And still equally hard to detect propagation
- Also, still degenerates to resolution for CNF inputs
- Sometimes very poor performance even on infeasible 0-1 LPs!

## Some PB Solving Challenges I: Input Format

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- ④ **Robustness**: Make PB solvers less sensitive to presence of extra constraints (anecdotally, CDCL solvers seem more stable)

## Some PB Solving Challenges II: Conflict Analysis

- ① **Choice of Boolean rule:**
  - Division, saturation, or select adaptively?
  - Or some other cut rule from ILP?
  - Try to avoid **irrelevant literals**? [LMMW20]

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- ④ How to assess **quality of learned constraints**?
- ⑤ **Theoretical potential & limitations** poorly understood [VEG<sup>+</sup>18]
  - Separations in power between different methods of PB reasoning?
  - In particular, is division-based reasoning stronger than saturation-based reasoning? [GNY19]

## Some PB Solving Challenges III: Solver Heuristics

Many heuristics more or less copied from CDCL — maybe tailor more carefully to PB setting?

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- ③ **Phase saving:** Standard as in [PD07], multiple phases [BF20], or something else?
- ④ **Different “modes”** for SAT-focused and UNSAT-focused search?

See [Wal20] for a first in-depth investigation of some of these questions

## Some PB Solving Challenges IV: Efficiency and Correctness

- 1 Efficient **unit propagation** for PB constraints is a major challenge — latest news in [Dev20], but still much left to do

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- 2 Efficient **detection of assertiveness** during conflict analysis
- 3 Efficient and concise **proof logging** for pseudo-Boolean solving (shameless self-plug: ongoing work on pseudo-Boolean proof checker **VERIPB** [Ver, GMN20b] in [EGMN20, GMN20a, GMM<sup>+</sup>20, GN21, BGMN22, GMNO22])

## Some References for Further Reading (and Watching)

### Handbook of Satisfiability [BHvMW21]

- Chapter 7: Proof Complexity and SAT Solving
- Chapter 23: MaxSAT, Hard and Soft Constraints
- Chapter 24: Maximum Satisfiability
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## Video tutorials on pseudo-Boolean solving

From the *Satisfiability: Theory, Practice, and Beyond* program at UC Berkeley in spring 2021

<https://tinyurl.com/PBSATtutorial>

*[Try to cover as much of this as possible today]*



# Summing up

- Pseudo-Boolean framework expressive and powerful
- Can be approached using successful conflict-driven paradigm from SAT solving
- In theory, potential for exponential increase in performance
- In practice, some highly nontrivial challenges regarding
  - Algorithm design
  - Efficient implementation
  - Theoretical understanding
- But maybe also quite a bit of low-hanging fruit?  
(And clause-based SAT solving took 50+ years to get right)
- In any case, lots of fun questions to work on! 😊



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- Can be approached using successful conflict-driven paradigm from SAT solving
- In theory, potential for exponential increase in performance
- In practice, some highly nontrivial challenges regarding
  - Algorithm design
  - Efficient implementation
  - Theoretical understanding
- But maybe also quite a bit of low-hanging fruit?  
(And clause-based SAT solving took 50+ years to get right)
- In any case, lots of fun questions to work on! 😊

Thank you for your attention!

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