



WIKIPEDIA  
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Main page  
Contents  
Featured content  
Current events  
Random article  
Donate to Wikipedia  
Wikipedia store

Interaction  
Help  
About Wikipedia  
Community portal  
Recent changes  
Contact page

Tools  
What links here  
Related changes  
Upload file  
Special pages  
Permanent link  
Page information  
Wikidata item  
Cite this page

Print/export  
Create a book  
Download as PDF  
Printable version

Languages   
Español  
Français  
Italiano  
Nederlands  
日本語  
Português  
Русский  
Српски / srpski  
中文


 Edit links

Create account Log in

Article Talk

Read Edit

More ▾

Search 

# DPLL algorithm

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In **computer science**, the **Davis–Putnam–Logemann–Loveland (DPLL) algorithm** is a complete, **backtracking**-based **search algorithm** for **deciding the satisfiability** of **propositional logic formulae** in **conjunctive normal form**, i.e. for solving the **CNF-SAT** problem.

It was introduced in 1962 by **Martin Davis**, **Hilary Putnam**, **George Logemann** and **Donald W. Loveland** and is a refinement of the earlier **Davis–Putnam algorithm**, which is a **resolution**-based procedure developed by Davis and Putnam in 1960. Especially in older publications, the Davis–Logemann–Loveland algorithm is often referred to as the “Davis–Putnam method” or the “DP algorithm”. Other common names that maintain the distinction are **DLL** and **DPLL**.

After almost 50 years the DPLL procedure still forms the basis for most efficient complete SAT solvers. It has recently been extended for **automated theorem proving** for fragments of **first-order logic**.<sup>[1]</sup>

## Contents [hide]

- Implementations and applications
- The algorithm
- Current work
- Relation to other notions
- See also
- References
- Further reading

## Implementations and applications [edit]

The **SAT problem** is important both from theoretical and practical points of view. In **complexity theory** it was the first problem proved to be **NP-complete**, and can appear in a broad variety of applications such as *model checking*, *automated planning and scheduling*, and *diagnosis in artificial intelligence*.

As such, it was and still is a hot topic in research for many years, and competitions between **SAT solvers** regularly take place.<sup>[2]</sup> DPLL's modern implementations like **Chaff** and **zChaff**,<sup>[3][4]</sup> **GRASP** or **Minisat**<sup>[5]</sup> are in the first places of the competitions these last years.

Another application which often involves DPLL is **automated theorem proving** or **satisfiability modulo theories** (SMT) which is a SAT problem in which **propositional variables** are replaced with formulas of another **mathematical theory**.

## The algorithm [edit]

The basic backtracking algorithm runs by choosing a literal, assigning a **truth value** to it, simplifying the formula and then recursively checking if the simplified formula is satisfiable; if this is the case, the original formula is satisfiable; otherwise, the same recursive check is done assuming the opposite truth value. This is known as the *splitting rule*, as it splits the problem into two simpler sub-problems. The simplification step essentially removes all clauses which become true under the assignment from the formula, and all literals that become false from the remaining clauses.

The DPLL algorithm enhances over the backtracking algorithm by the eager use of the following rules at each step:

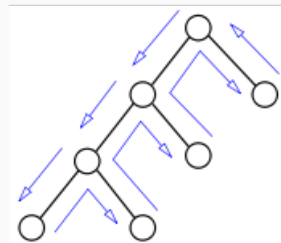
### Unit propagation

If a clause is a *unit clause*, i.e. it contains only a single unassigned literal, this clause can only be satisfied by assigning the necessary value to make this literal true. Thus, no choice is necessary. In practice, this often leads to deterministic cascades of units, thus avoiding a large part of the naive search space.

### Pure literal elimination

If a **propositional variable** occurs with only one polarity in the formula, it is called *pure*. Pure literals can

## DPLL



<b>Class</b>	Boolean satisfiability problem
<b>Worst case performance</b>	$O(2^n)$
<b>Worst case space complexity</b>	$O(n)$ (basic algorithm)

always be assigned in a way that makes all clauses containing them true. Thus, these clauses do not constrain the search anymore and can be deleted.

Unsatisfiability of a given partial assignment is detected if one clause becomes empty, i.e. if all its variables have been assigned in a way that makes the corresponding literals false. Satisfiability of the formula is detected either when all variables are assigned without generating the empty clause, or, in modern implementations, if all clauses are satisfied. Unsatisfiability of the complete formula can only be detected after exhaustive search.

The DPLL algorithm can be summarized in the following pseudocode, where  $\Phi$  is the CNF formula:

**Algorithm** DPLL

Input: A set of clauses  $\Phi$ .

Output: A Truth Value.

```
function DPLL( $\Phi$ )
  if  $\Phi$  is a consistent set of literals
    then return true;
  if  $\Phi$  contains an empty clause
    then return false;
  for every unit clause  $l$  in  $\Phi$ 
     $\Phi \leftarrow \text{unit-propagate}(l, \Phi)$ ;
  for every literal  $l$  that occurs pure in  $\Phi$ 
     $\Phi \leftarrow \text{pure-literal-assign}(l, \Phi)$ ;
   $l \leftarrow \text{choose-literal}(\Phi)$ ;
  return DPLL( $\Phi \wedge l$ ) or DPLL( $\Phi \wedge \text{not}(l)$ );
```

- " $\leftarrow$ " is a shorthand for "changes to". For instance, " $\textit{largest} \leftarrow \textit{item}$ " means that the value of *largest* changes to the value of *item*.
- "return" terminates the algorithm and outputs the value that follows.

In this pseudocode, `unit-propagate( $l, \Phi$ )` and `pure-literal-assign( $l, \Phi$ )` are functions that return the result of applying unit propagation and the pure literal rule, respectively, to the literal  `$l$`  and the formula  `$\Phi$` . In other words, they replace every occurrence of  `$l$`  with "true" and every occurrence of `not  $l$`  with "false" in the formula  `$\Phi$` , and simplify the resulting formula. The `or` in the `return` statement is a [short-circuiting operator](#).  `$\Phi \wedge l$`  denotes the simplified result of substituting "true" for  `$l$`  in  `$\Phi$` .

The pseudocode DPLL function only returns whether the final assignment satisfies the formula or not. In a real implementation, the partial satisfying assignment typically is also returned on success; this can be derived from the consistent set of literals of the first `if` statement of the function.

The Davis–Logemann–Loveland algorithm depends on the choice of *branching literal*, which is the literal considered in the backtracking step. As a result, this is not exactly an algorithm, but rather a family of algorithms, one for each possible way of choosing the branching literal. Efficiency is strongly affected by the choice of the branching literal: there exist instances for which the running time is constant or exponential depending on the choice of the branching literals. Such choice functions are also called [heuristic functions](#) or [branching heuristics](#).<sup>[6]</sup>

## Current work [\[edit\]](#)

In the 2010s years, work on improving the algorithm has been done on three directions:

1. Defining different policies for choosing the branching literals.
2. Defining new data structures to make the algorithm faster, especially the part on **unit propagation**
3. Defining variants of the basic backtracking algorithm. The latter direction include *non-chronological backtracking* (aka. [backjumping](#)) and [clause learning](#). These refinements describe a method of backtracking after reaching a conflict clause which "learns" the root causes (assignments to variables) of the conflict in order to avoid reaching the same conflict again. The resulting [Conflict-Driven Clause Learning](#) SAT solvers are the state of the art in 2014.

A newer algorithm from 1990 is [Stålmarck's method](#). Also since 1986 (reduced ordered) [binary decision diagrams](#) have also been used for SAT solving.

## Relation to other notions [\[edit\]](#)

Runs of DPLL-based algorithms on unsatisfiable instances correspond to tree [resolution](#) refutation proofs.<sup>[7]</sup>

## See also [edit]

- [Davis–Putnam algorithm](#)
- [Chaff algorithm](#)
- [Proof complexity](#)
- [Herbrandization](#)

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