

Designing New Phase selection Heuristics

Arijit Shaw • Kuldeep S. Meel



Conflict Driven Clause Learning (CDCL)

CDCL(F)

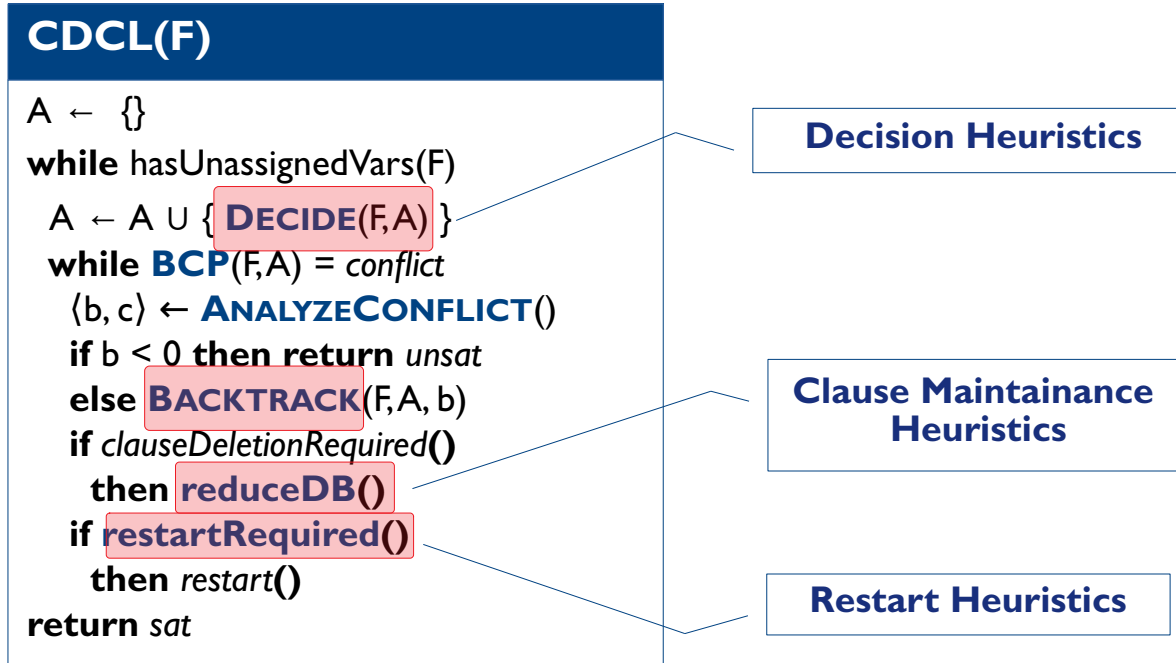
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while hasUnassignedVars(F)  
  A ← A ∪ { DECIDE(F,A) }  
  while BCP(F,A) = conflict  
    (b, cl ← ANALYZECONFLICT()  
    if b < 0 then return unsat  
    else BACKTRACK(F,A, b)  
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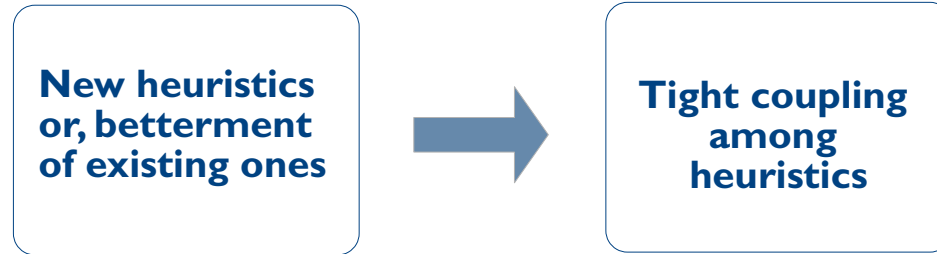
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Development of Solvers

**New heuristics
or, betterment
of existing ones**

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**Tight coupling
among
heuristics**



unclear whether
VMTF only works in
combination with
Glucose restarts

**Evaluating CDCL Variable
Scoring Schemes (SAT'15)**

Armin Biere and Andreas Fröhlich

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**Between SAT and UNSAT:
The Fundamental Difference
in CDCL SAT (SAT'15)**

Chanseok Oh

we decided to use the
(VSIDS decay) factor of
0.999 in the no restart
phase. For the Glucose
(restart) phase, however,
we retained the default
value of 0.95



Heuristics under study

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Who uses?



- 1) Maple_LCM_Dist_ChronoBT
- 2) Maple_LCM_Dist_ChronoBTv3
- 3) CryptoMiniSat



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Phase-Saving

a phase selection heuristic

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**A Lightweight
Component Caching Scheme
For Satisfiability Solvers
(SAT'07)**

Knot Pipatsrisawat and Adnan Darwiche

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on SAT '19 instances

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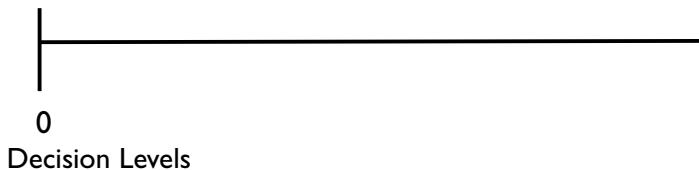
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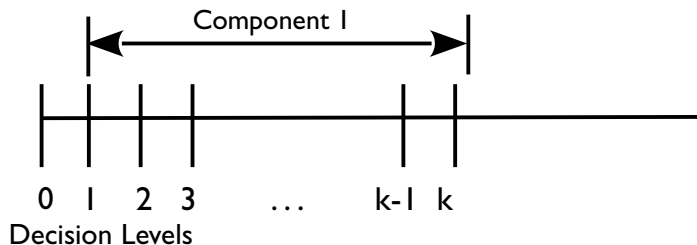
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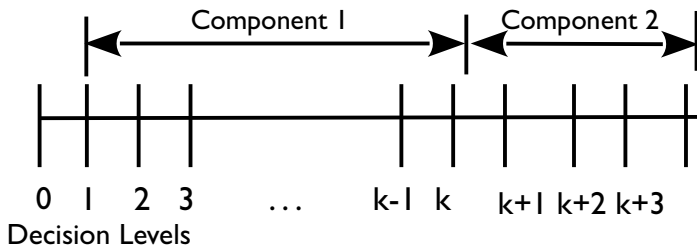
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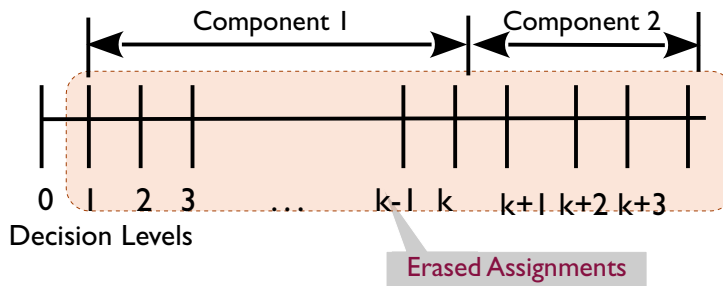
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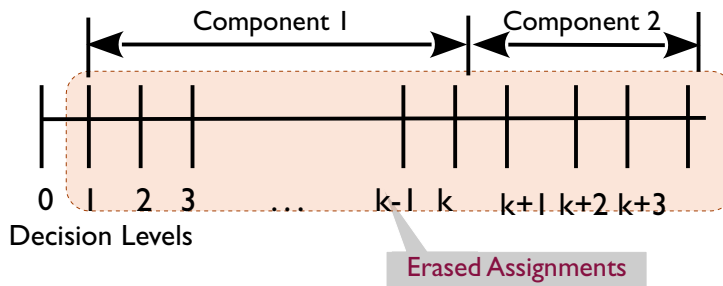
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Key Idea! : Do not **lose work** in
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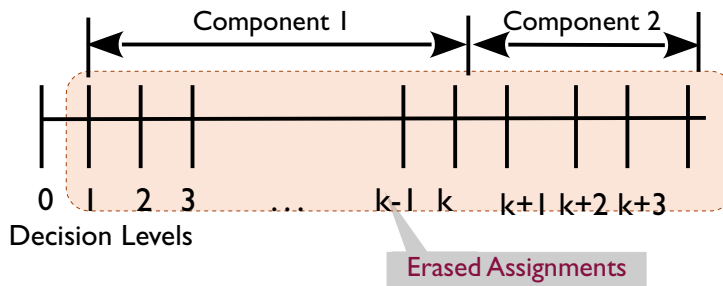
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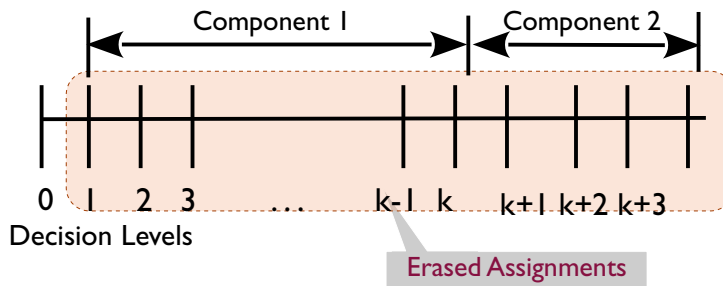
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When CDCL is all about Non- Chronological Backtracking

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Alexander Nadel and Vadim Ryvchin

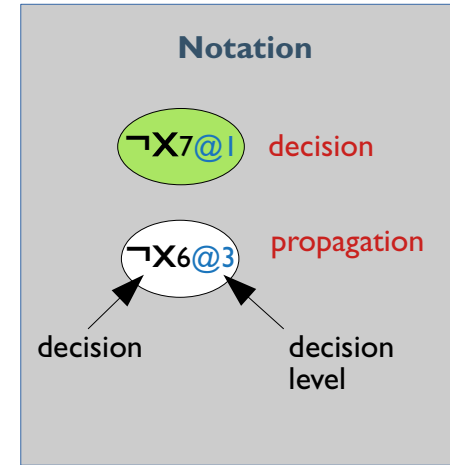
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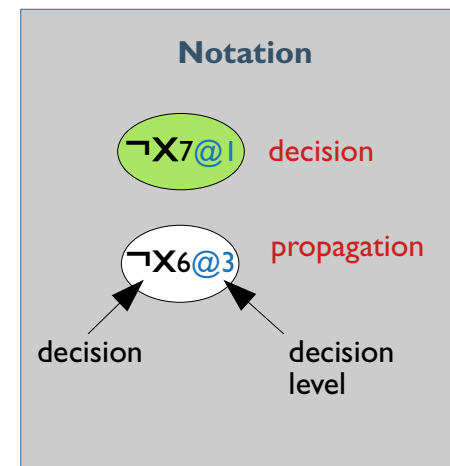
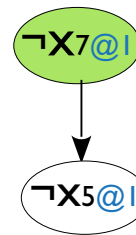


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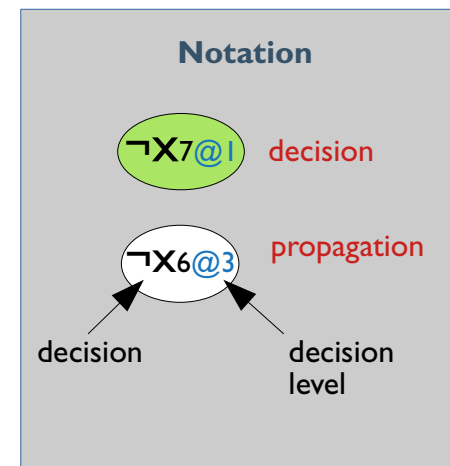
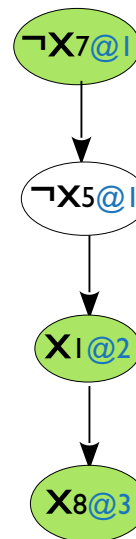


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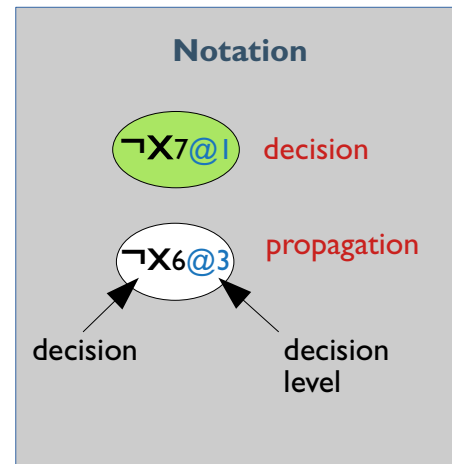
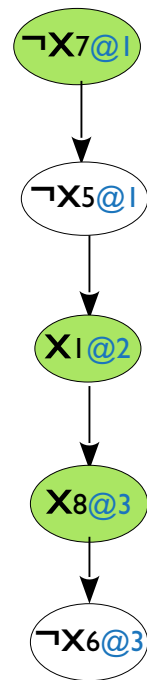


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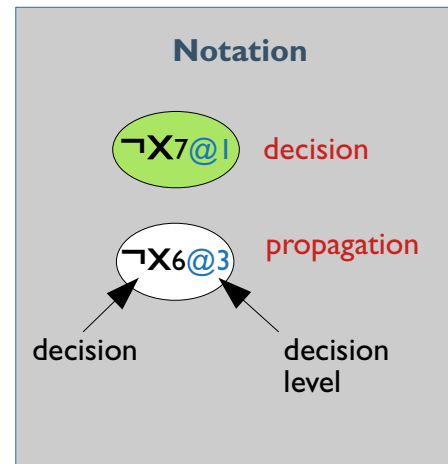
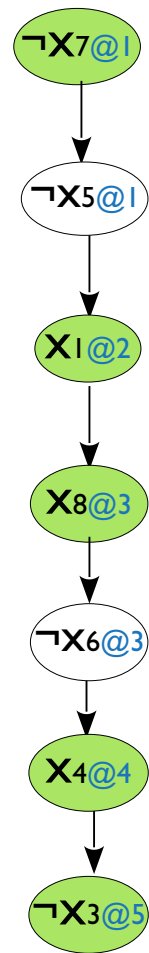


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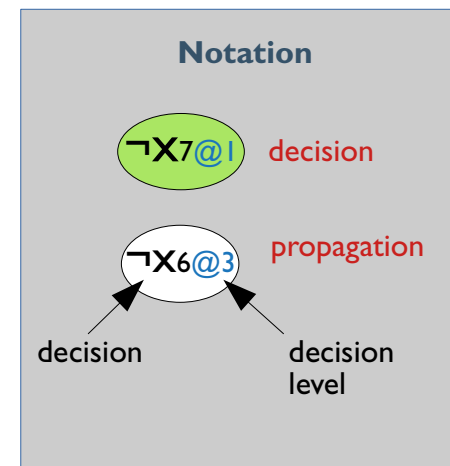
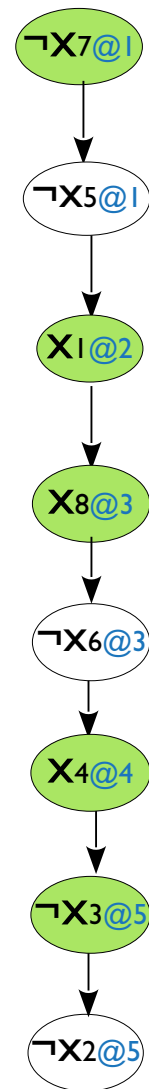


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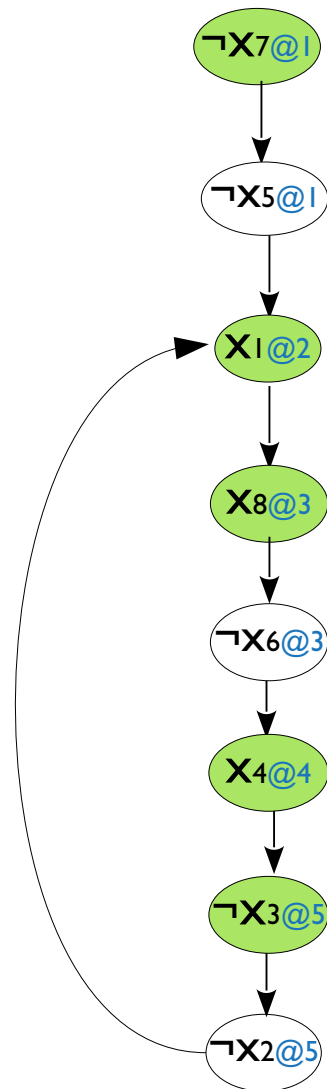


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Notation

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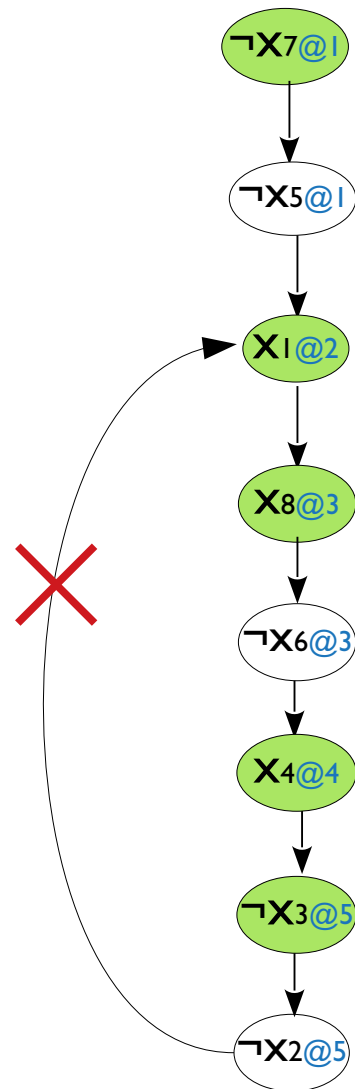
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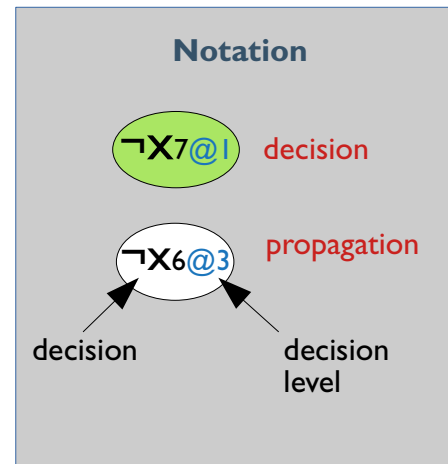
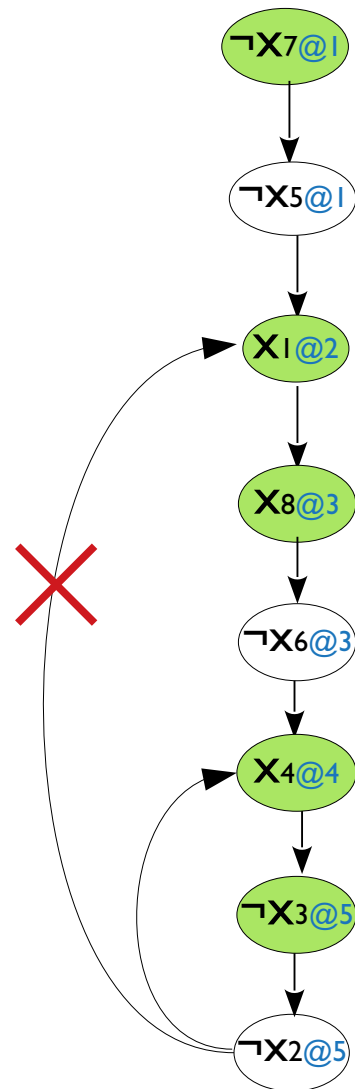
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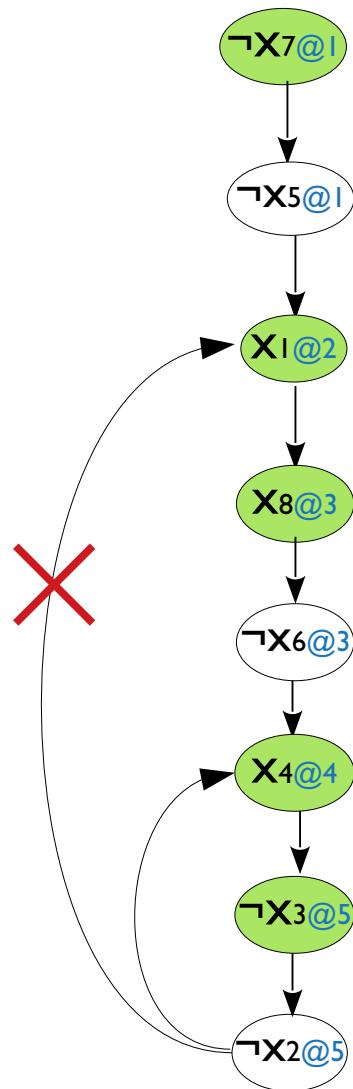
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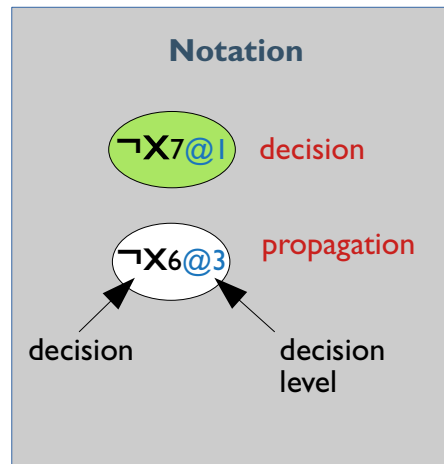
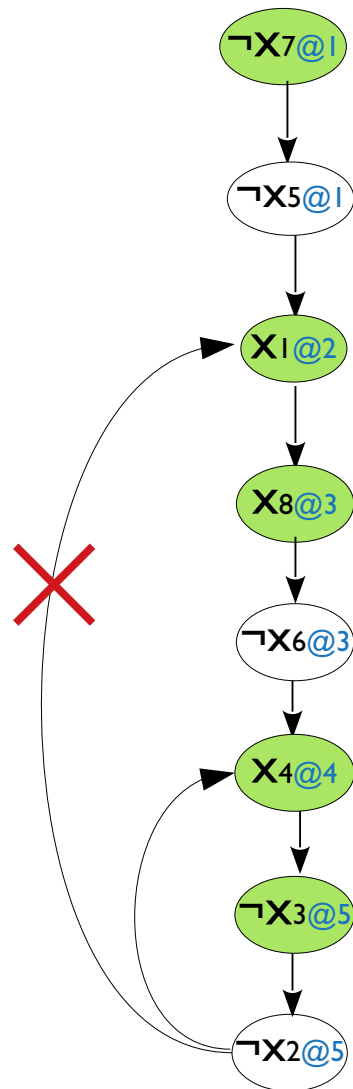
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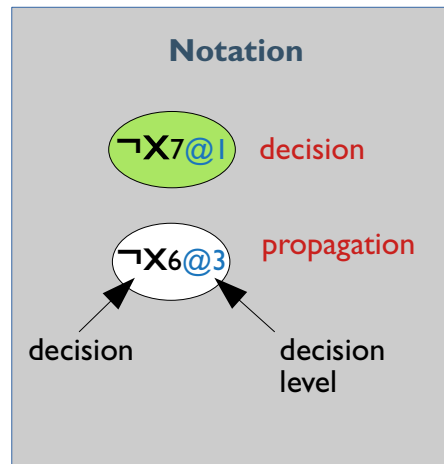
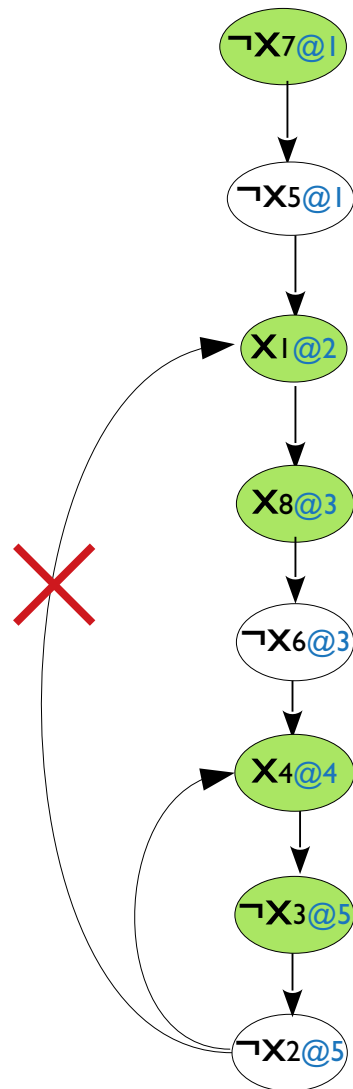
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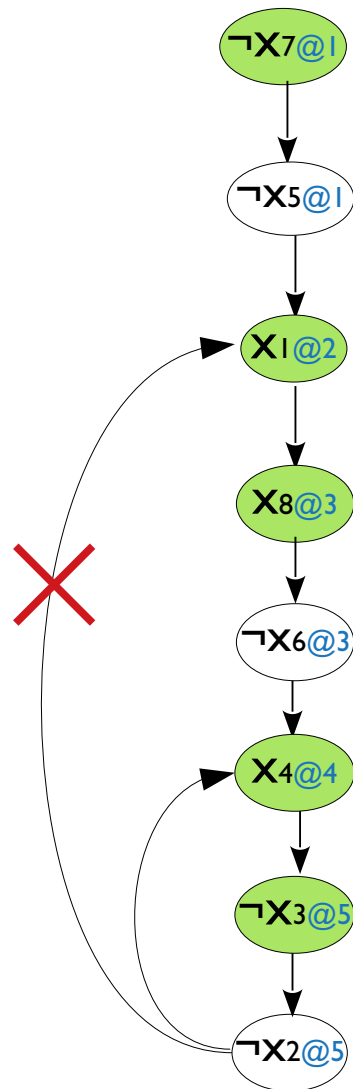
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Question : Is phase saving still useful,
if the solver backtracks chronologically?



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Testing coupling of Phase Saving and Chronological Backtracking
(CB)

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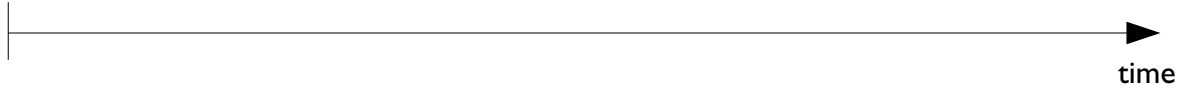
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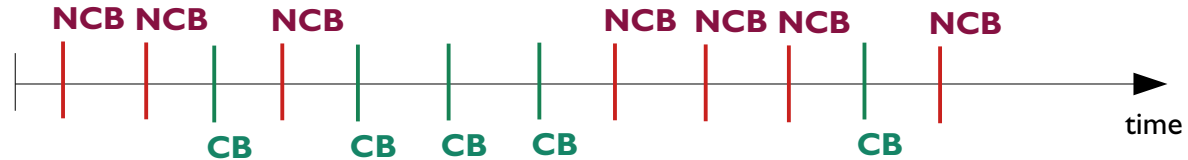
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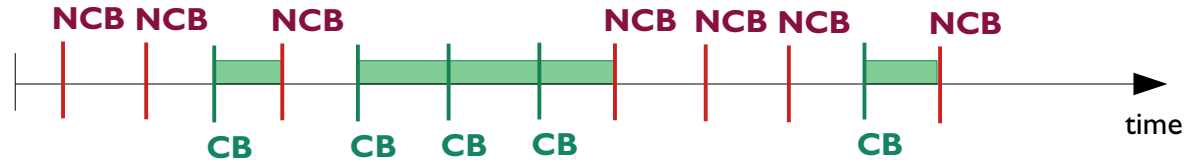
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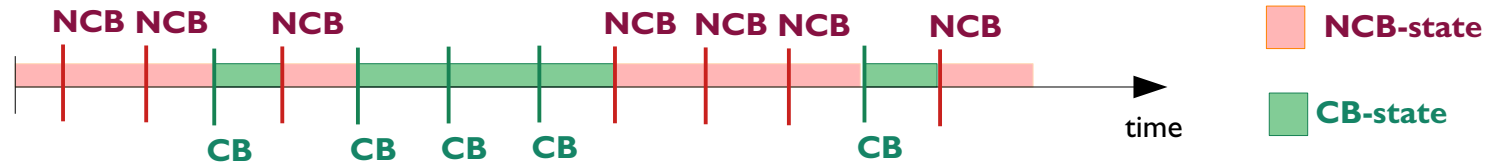
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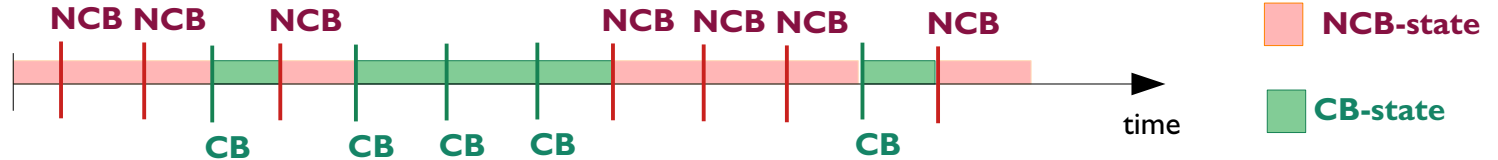
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Vary
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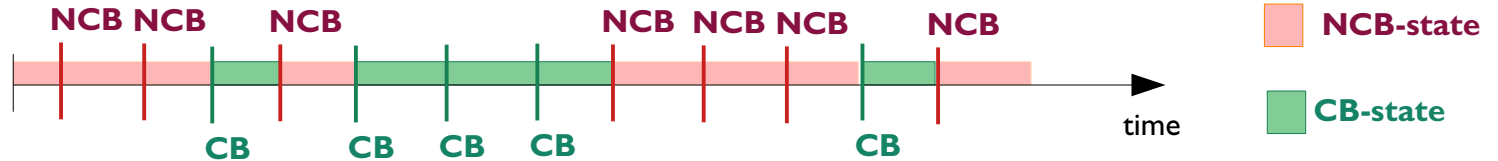
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Phase Selection Heuristic used		Instances solved	Avg. Runtime*
NCB-state	CB-state		
Phase Saving	Phase Saving		
Phase Saving	Random		

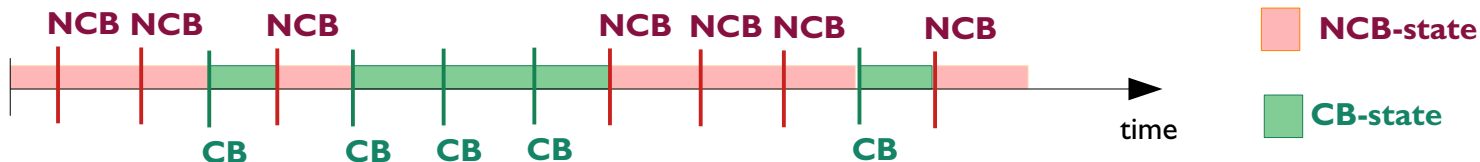
How well are they together?

Testing coupling of Phase Saving and Chronological Backtracking (CB)

Introduce
CB-state
and
NCB-state



Vary
phase selection
heuristics
in CB-state



Phase Selection Heuristic used		Instances solved	Avg. Runtime*
NCB-state	CB-state		
Phase Saving	Phase Saving	237	4607
Phase Saving	Random	239	4537

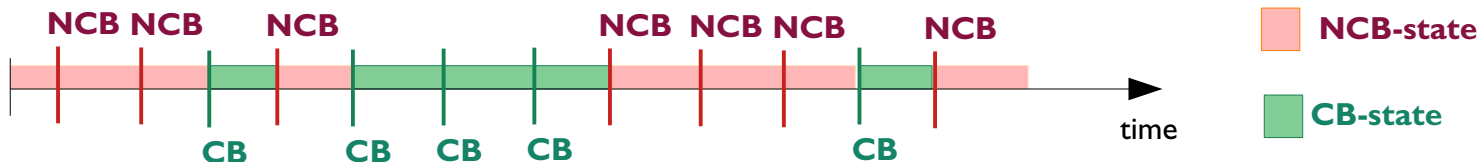
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Benchmarks : SAT Race '19



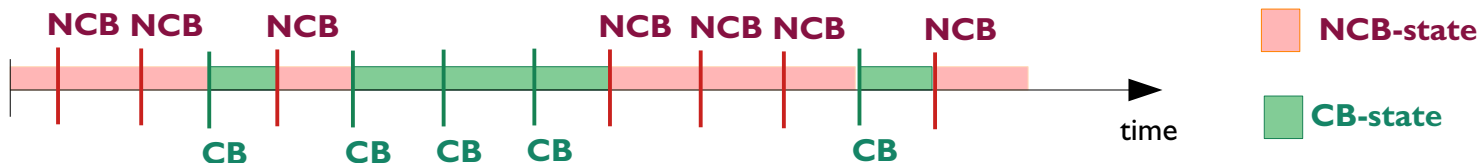
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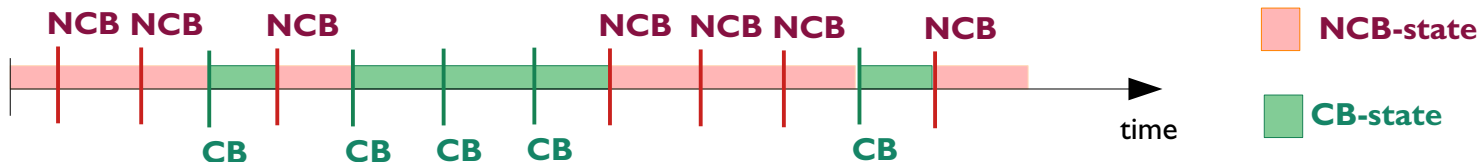
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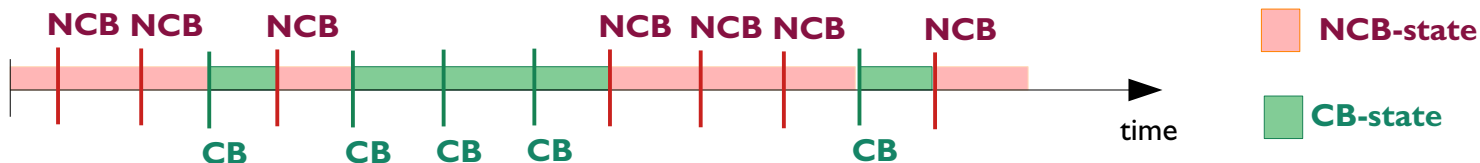
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Decaying Phase Score (DPS)

Idea! : Capture the “trend” of phase for the variables

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Phase Saving

x1	x2	x3	x4	x5
⊥	⊥	⊤	⊥	⊤

SavedPhase(v) = assignment(v)

return **SavedPhase**(v)

Data
Structure

Update
during
backtrack

Phase
Selection

Decaying Phase Score (DPS)

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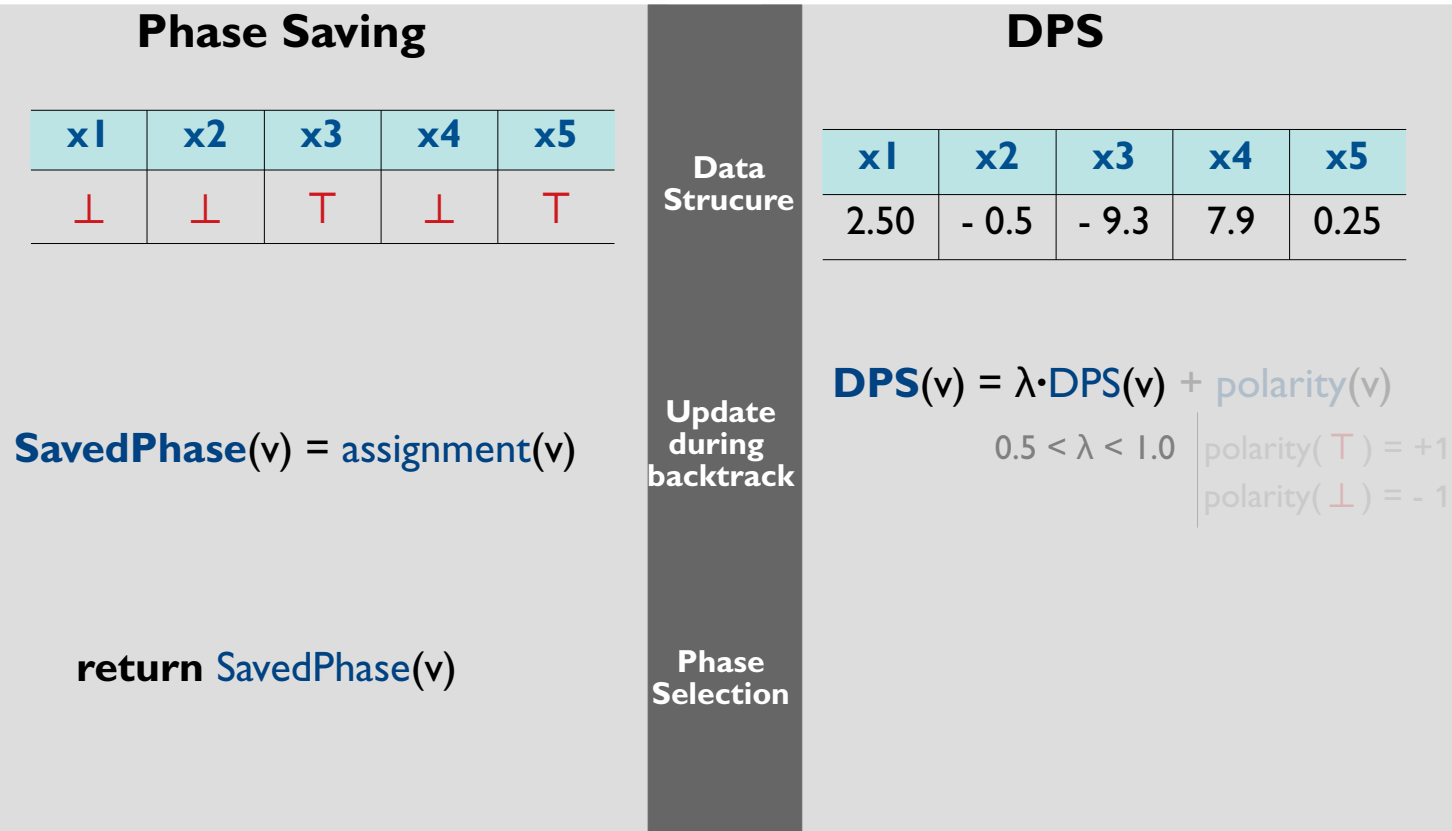
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DPS

x1	x2	x3	x4	x5
2.50	- 0.5	- 9.3	7.9	0.25

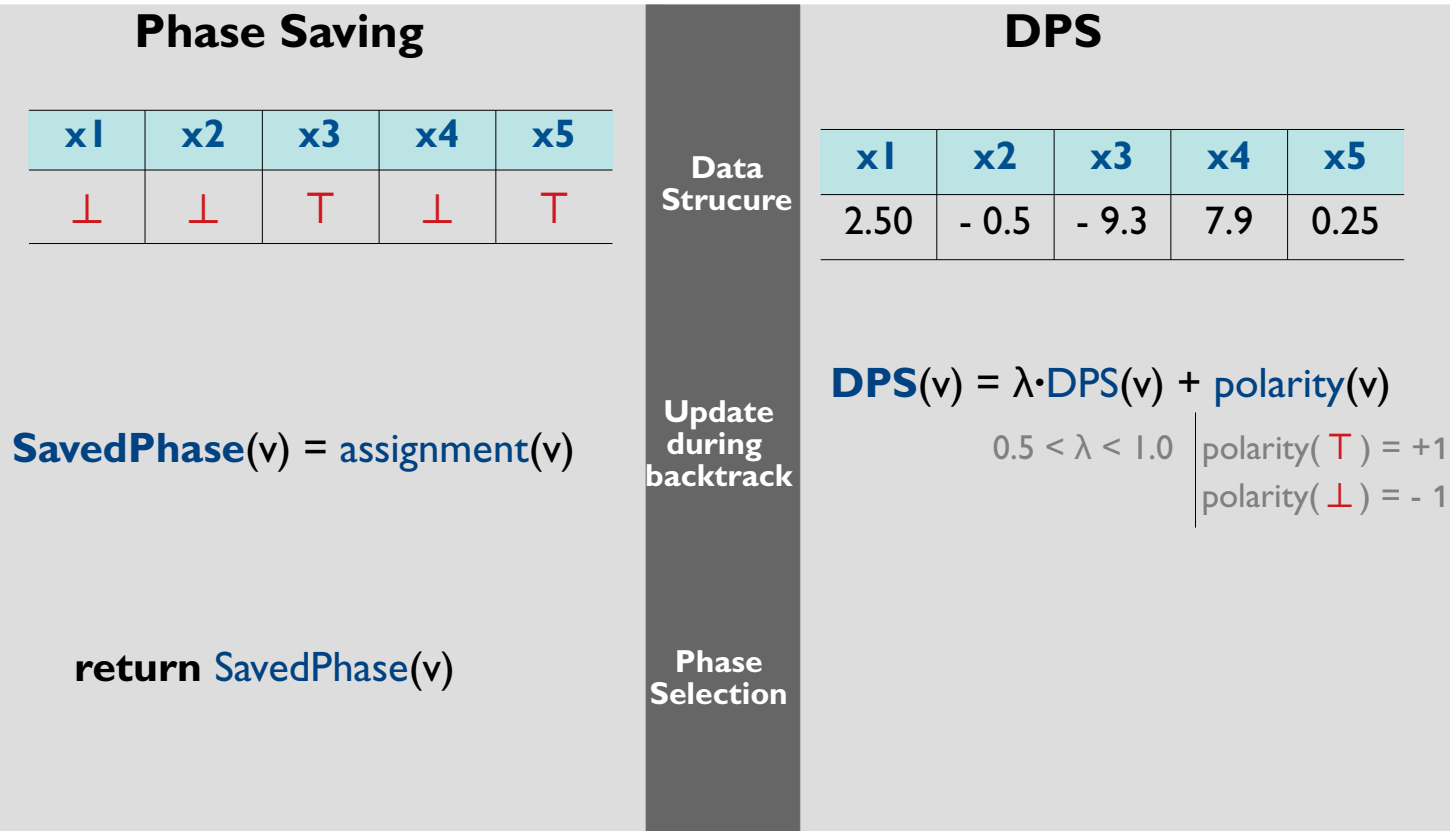
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2.50	- 0.5	- 9.3	7.9	0.25

$$\mathbf{DPS}(v) = \lambda \cdot \mathbf{DPS}(v) + \mathbf{polarity}(v)$$

$$0.5 < \lambda < 1.0 \quad \left| \begin{array}{l} \mathbf{polarity}(\top) = +1 \\ \mathbf{polarity}(\perp) = -1 \end{array} \right.$$

if $\mathbf{DPS}(v) > 0$
then return true
else return false

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Phase Saving					Data Strucure	DPS				
x1	x2	x3	x4	x5		x1	x2	x3	x4	x5
⊥	⊥	T	⊥	T		2.50	- 0.5	- 9.3	7.9	0.25
SavedPhase (v) = assignment (v)					Update during backtrack	$\mathbf{DPS}(v) = \lambda \cdot \mathbf{DPS}(v) + \mathbf{polarity}(v)$ <div> $0.5 < \lambda < 1.0$ <div> $\mathbf{polarity}(\mathbf{T}) = +1$ $\mathbf{polarity}(\mathbf{\perp}) = -1$ </div> </div>				
return SavedPhase (v)					Phase Selection	if DPS (v) > 0 then return <i>true</i> else return <i>false</i>				

on SAT '19 instances

solver	# solved	Avg. Runtime*
MLDC	237	4556
MLDC_DPS	239	4585

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LSIDS : Literal State Independent Decaying Sum

Key Idea! : Prioritize the phase which occur **more** and **recently**
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Decay

- **Multiply** each score by $f = 0.8$ at each conflict.

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Maintain the essence of **phase saving**

LSIDS : a scoring scheme for literals

Literal State Independent Decaying Sum

Example!

Learnt Clauses :

$c1 : \neg x1 \vee x2 \vee \neg x4$

$c2 : \neg x1 \vee \neg x2 \vee x3$

$c3 : x3 \vee \neg x4$

$x1$	$\neg x1$	$x2$	$\neg x2$	$x3$	$\neg x3$	$x4$	$\neg x4$
0	0	0	0	0	0	0	0

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$x1$	$\neg x1$	$x2$	$\neg x2$	$x3$	$\neg x3$	$x4$	$\neg x4$
0	0	0	0	0	0	0	0
0	1	1	0	0	0	0	1

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$x1$	$\neg x1$	$x2$	$\neg x2$	$x3$	$\neg x3$	$x4$	$\neg x4$
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Bump
Decay

$x1$	$\neg x1$	$x2$	$\neg x2$	$x3$	$\neg x3$	$x4$	$\neg x4$
0	0	0	0	0	0	0	0
0	1	1	0	0	0	0	1
0	0.8	0.8	0	0	0	0	0.8

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$x1$	$\neg x1$	$x2$	$\neg x2$	$x3$	$\neg x3$	$x4$	$\neg x4$
0	0	0	0	0	0	0	0
0	1	1	0	0	0	0	1
0	0.8	0.8	0	0	0	0	0.8
0	1.8	0.8	1	1	0	0	0.8

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	0	0	0	0	0	0	0	0
Bump	0	1	1	0	0	0	0	1
Decay	0	0.8	0.8	0	0	0	0	0.8
Bump	0	1.8	0.8	1	1	0	0	0.8
Decay	0	1.44	0.64	0.8	0.8	0	0	0.64

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Bump	0	1	1	0	0	0	0	1
Decay	0	0.8	0.8	0	0	0	0	0.8
Bump	0	1.8	0.8	1	1	0	0	0.8
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Backtrack :

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	0	0	0	0	0	0	0	0
Bump	0	1	1	0	0	0	0	1
Decay	0	0.8	0.8	0	0	0	0	0.8
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$\neg x2$

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	0	0	0	0	0	0	0	0
Bump	0	1	1	0	0	0	0	1
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	0	0	0	0	0	0	0	0
Bump	0	1	1	0	0	0	0	1
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Decay	0	1.44	0.64	0.8	0.8	0	0	0.64
Bump	0	1.44	0.64	0.8	1.8	0	0	1.64
Bump	0	1.44	0.64	2.8	1.8	0	0	1.64

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Phase Selection

- Compare score of two literals of the variable.
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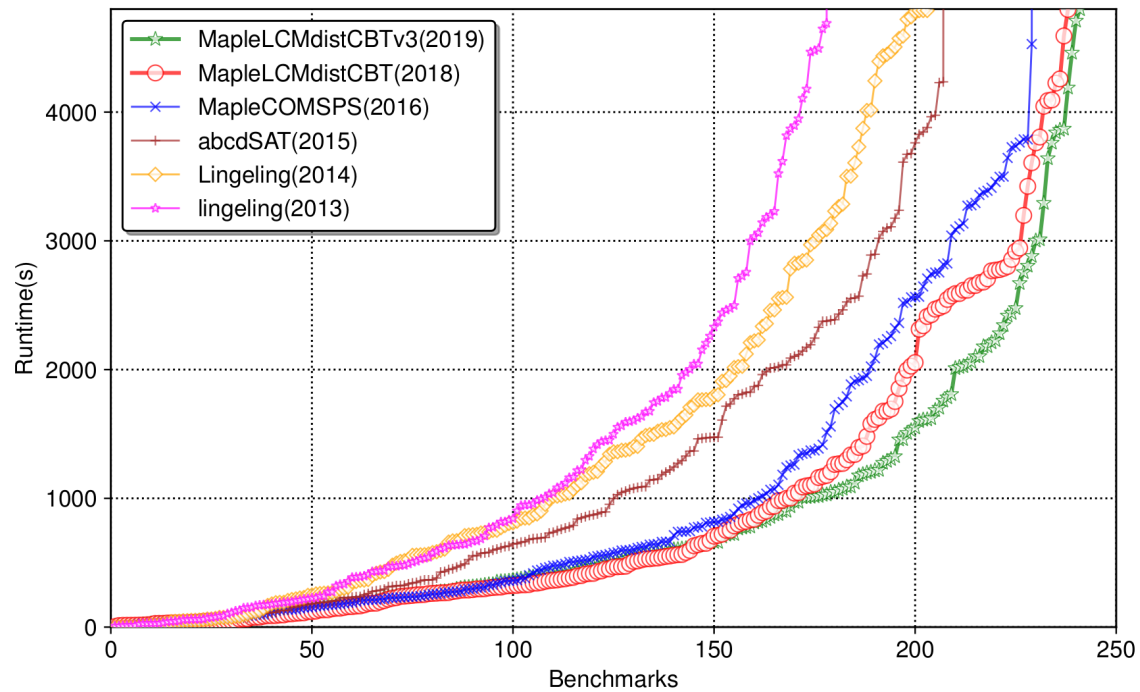
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Bump	0	1.8	0.8	1	1	0	0	0.8
Decay	0	1.44	0.64	0.8	0.8	0	0	0.64
Bump	0	1.44	0.64	0.8	1.8	0	0	1.64
Bump	0	1.44	0.64	2.8	1.8	0	0	1.64

SAT Revolution

over years 2013 - 19

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on SAT '19 benchmarks
5000s timeout

solver	year	# solved
lingeling	2013	179
lingeling	2014	188
abcdSAT	2015	202
MapleCOMSPS	2016	224
MapleLCMDistCBT	2018	233
MapleLCMDistCBTv3	2019	237

Results

on 400 SAT '19 instances

solver	# solved	Avg. Runtime*
MLDC		
MLDC_LSIDS		

* **MLDC** : Maple_LCM_Dist_ChronoBT_v3

*Avg. Runtime : PAR-2 scores



Results

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solver	# solved	Avg. Runtime*
MLDC	237	4556
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Room for being **skeptical**

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solver	# solved	Avg. Runtime*
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SAT Race'19

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T : CB if (decision level - backtracking level) > T

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T : CB if (decision level - backtracking level) > T
C : NCB for first C conflicts

		T = 100				C = 4000			
		C = 2000	C = 3000	C = 4000	C = 5000	T = 25	T = 90	T = 150	T = 200
# solved	MLDC	235	237	235	234	237	233	229	235
	MLDC-LSIDS	242	240	243	239	241	238	238	239
Avg. Run-time	MLDC	4663	4588	4556	4674	4609	4706	4773	4641
	MLDC-LSIDS	4506	4558	4398	4575	4555	4556	4622	4583

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Thanks !

Special Thanks to Mate Soos and Norbert Manthey
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