# XOR Simplex

January 13, 2022

### 1 Basic Idea

We construct the following matrix for the XOR constraints:

$$\begin{pmatrix}
a_{1,1}x_1 & \cdots & a_{1,n}x_n & s_1 & \bar{0} & b_1 \\
\vdots & \ddots & \vdots & & \ddots & \vdots \\
a_{m,1}x_1 & \cdots & a_{m,n}x_n & \bar{0} & & s_m & b_m
\end{pmatrix}$$

The matrix has the trivial solution assigning 0 to all variables  $x_{i,j}$  and  $b_i$  to  $s_i$ . We are interested in solutions where

- all  $s_i$  are zero, and
- the value of  $x_i$  corresponds to the truth value of Boolean variable  $v_i$ .

It should be possible to update values of variables as described in the paper "Integrating Simplex with  $\mathrm{DPLL}(T)$ ". It should hopefully be easier because as far as I can see, the only operations necessary to implement pivoting is exchanging columns and adding rows.

Looking at the examples below, it seems like we can decide if a set of XOR constraints is satsifibale with at most m-1 pivots.

## 2 UNSAT Example

We consider the following example, where variables x, y, and z are zero and variables  $s_1$ ,  $s_2$ , and  $s_3$  are one. A solution requires the slack variables  $s_1$ ,  $s_2$ , and  $s_3$  to be zero:

#### 2.1 Pivot $s_1$ and x

Swap column 1 and 4:

Add row 1 to row 3:

#### 2.2 Pivot $s_2$ and y

Swap column 2 and 5:

Add row 2 to rows 1 and 3:

We have show that the equations are unsatisfiable because there is no way to pivot  $s_3$ ! We also see that we derived the constraint  $s_1 \oplus s_2 \oplus s_3 = 1$ . Clearly, this constraint cannot be satisfied by setting the slack variables to zero.

# 3 SAT Example

We consider the following example, where variables x, y, and z are zero and variables  $s_1$  and  $s_2$  are one and  $s_3$  is zero. A solution requires the slack variables  $s_1$ ,  $s_2$ , and  $s_3$  to be zero:

#### 3.1 Pivot $s_1$ and x

Swap column 1 and 4:

Add row 1 to row 3:

#### 3.2 Pivot $s_2$ and y

Swap column 2 and 5:

Add row 2 to rows 1 and 3:

We have show that the equations are satisfiable with x and z set to zero and y set to one.