

SAT Solvers: A Computer Science Perspective

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With Special Thanks To
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A Linear Solver

01

A Vault!

An Analogy for Boolean
Satisfiability

02

Transformation

Defining T and Seeing it in
Practice

03

DAG

Creating a Directed,
Acyclic Graph (DAG)

SAT Solver Algorithms

04

Using DFS

A Simple Brute Force
Algorithm

05

Techniques

General Techniques Used
in SAT Solver Algorithms

06

DPLL

to Solve B-SAT Problems
more Cleverly

A Linear Solver

01

A Vault!

SAT as a Giant Logic Puzzle: The Lock and Key Analogy

02

Transformation

Transforming General Formulas

Formula Transformation

- We work in a minimal logic fragment:

$$\varphi ::= p \mid \neg\varphi \mid \varphi \wedge \varphi$$

- Translate other connectives using:

$$T(p) = p$$

$$T(\phi_1 \wedge \phi_2) = T(\phi_1) \wedge T(\phi_2)$$

$$T(\phi_1 \rightarrow \phi_2) = \neg(T(\phi_1) \wedge \neg T(\phi_2))$$

$$T(\neg\phi) = \neg T(\phi)$$

$$T(\phi_1 \vee \phi_2) = \neg(\neg T(\phi_1) \wedge \neg T(\phi_2))$$

- Semantically equivalent to original formula

An Example

$$\varphi = p \wedge \neg(q \vee \neg p)$$

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$$T(\varphi)?$$

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$$T(\phi_1 \wedge \phi_2) = T(\phi_1) \wedge T(\phi_2)$$

$$T(\phi_1 \rightarrow \phi_2) = \neg(T(\phi_1) \wedge \neg T(\phi_2))$$

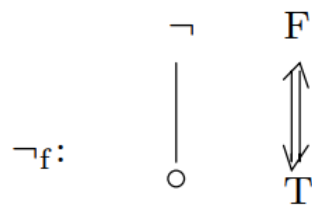
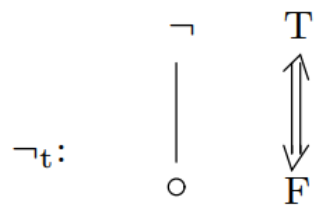
$$T(\neg\phi) = \neg T(\phi)$$

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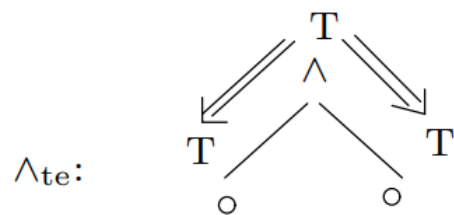
03

Constructing a DAG

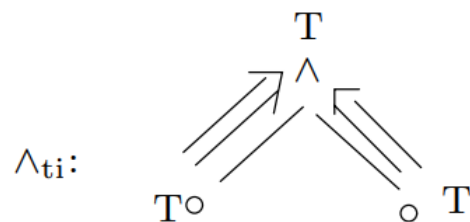
Moving From Parse Trees to DAGs, Representing a Witness to Satisfiability



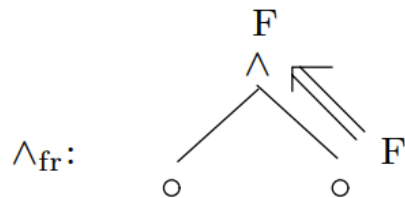
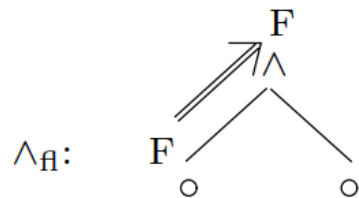
forcing laws for negation



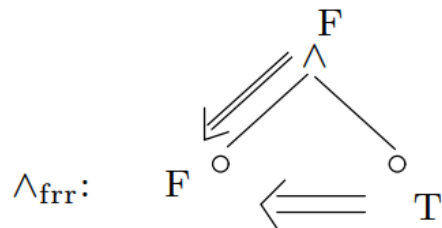
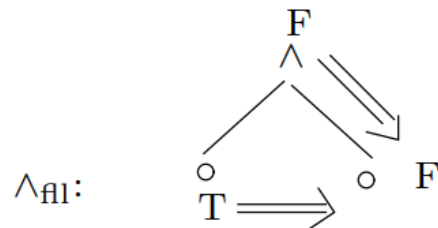
true conjunction forces true conjuncts



true conjuncts force true conjunction



false conjuncts
force false conjunction



false conjunction and true conjunct
force false conjunction

An Example

$$T(\varphi) = p \wedge \neg\neg(\neg q \wedge \neg\neg p)$$

Witness to Satisfiability

- All nodes marked consistently
- Bottom-up re-check confirms consistency

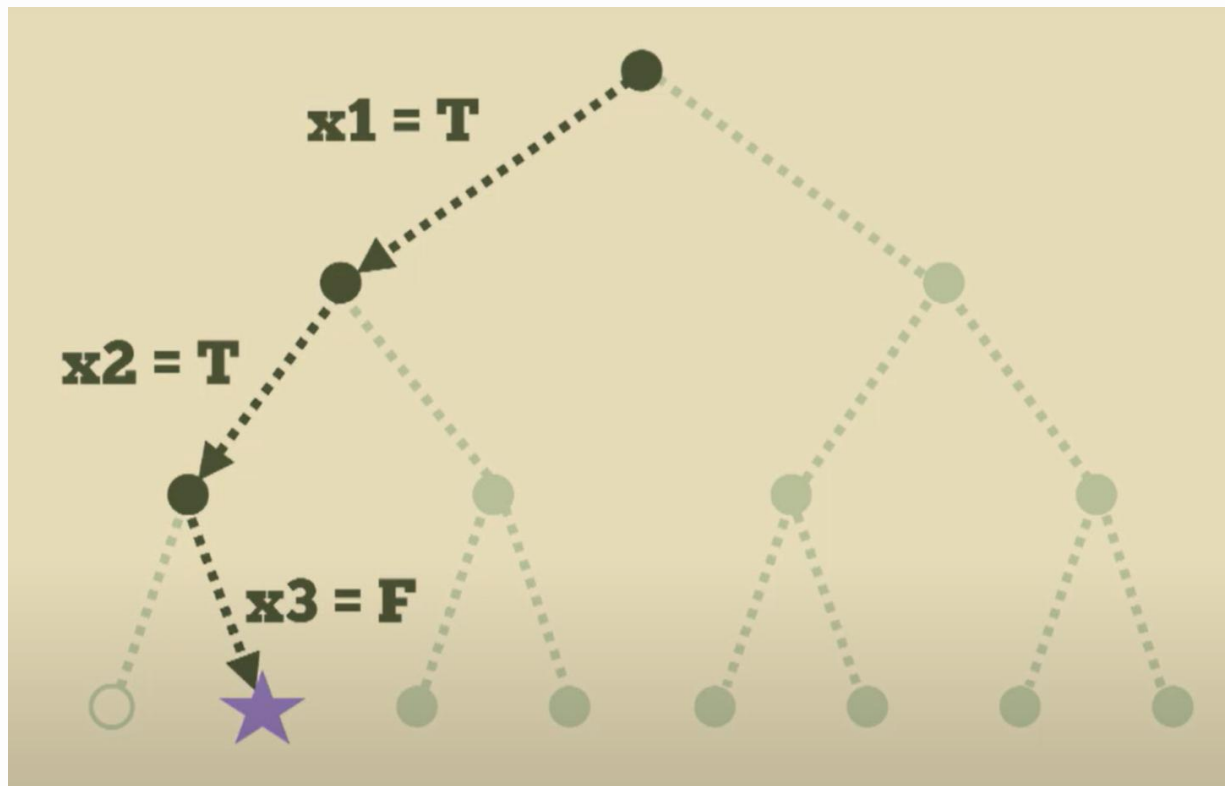
• Limitations of Our Linear Solver

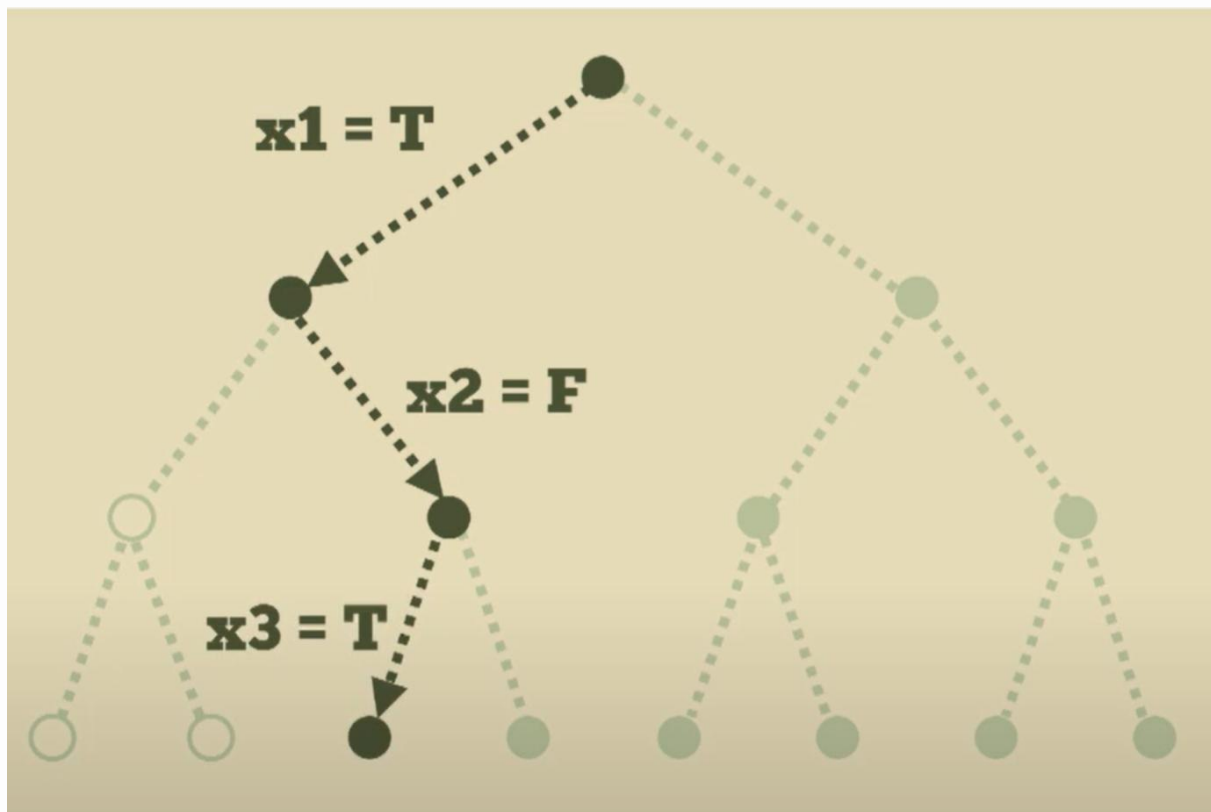
SAT Solver Algorithms

04

Using DFS

A Simple Brute-Force Algorithm Just to Gain an Intuition





05

Techniques

To Come up With Faster Solutions

Genral Techniques



Pre-processing

cleaning and simplifying upfront



Backtracking

systematic search through the solution space



Unit Propagation

chaining logical consequences

06

DPLL

A Classic Solver, and a Demonstration of the Techniques

Example For Unit Propagation & Backtracking

x7 = false

x8 = false

x9 = true

x10 = true

x1 = false

x2 = true, x3 = true, x4 = true

x5 = true, x6 = false, x6 = true

(and (or x1 x2)

(or x1 x3 x8)

(or (not x2) (not x3) x4)

(or (not x4) x5 x7)

(or (not x4) x6 x8)

(or (not x5) (not x6))

(or x7 (not x8))

(or x7 (not x9) x10))

Example For Unit Propagation & Backtracking

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(or (not x5) (not x6))

(or x7 (not x8))

(or x7 (not x9) x10))

x9 = true

x10 = true

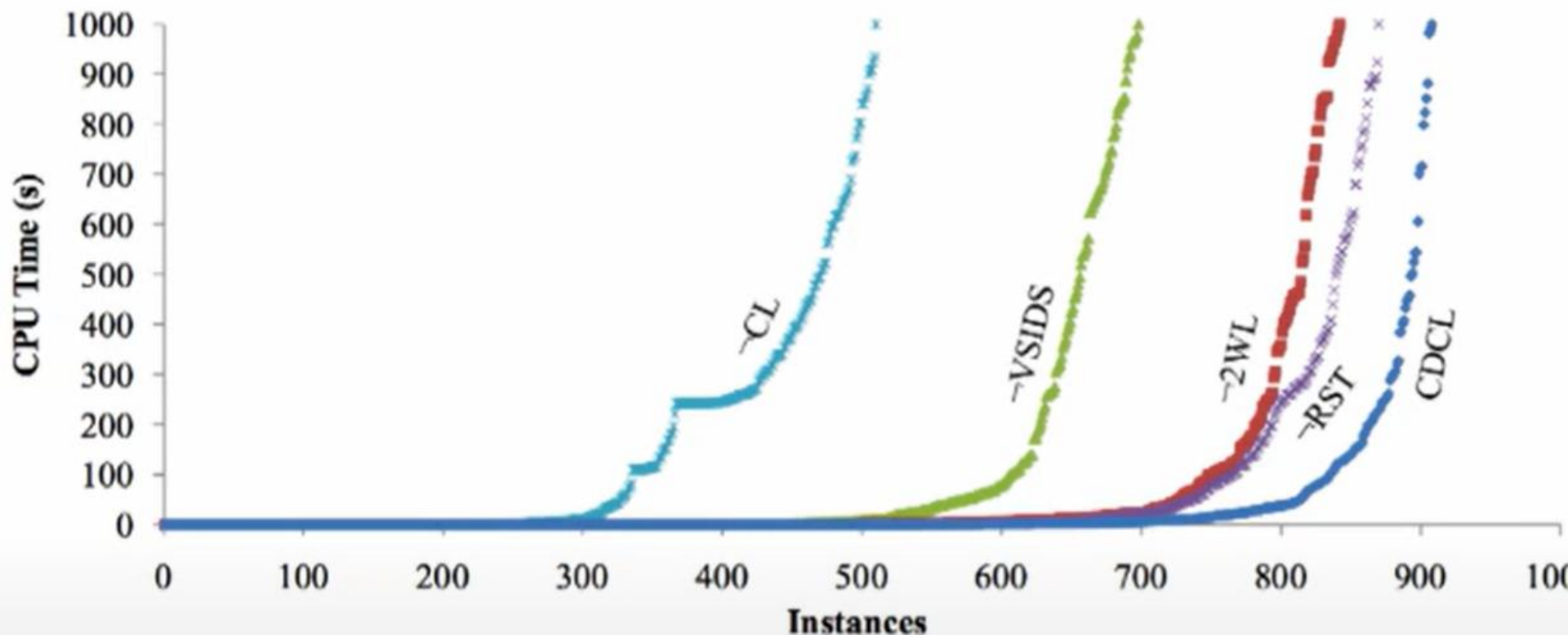
x1 = true

x2 = true, x3 = false, x4 = false

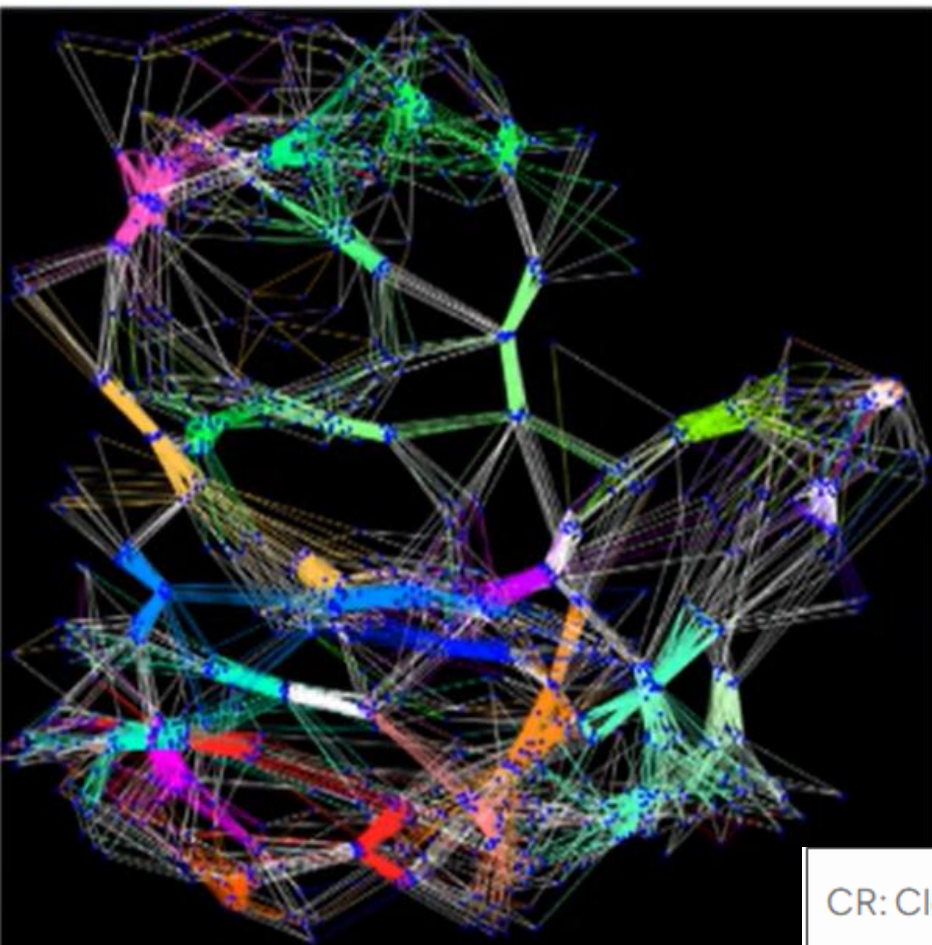
x5 = true, x6 = false

An Example for PLE in DPLL

$$\varphi = (x \vee y) \wedge (x \vee z) \wedge (w \vee z) \wedge (\neg w \vee y)$$

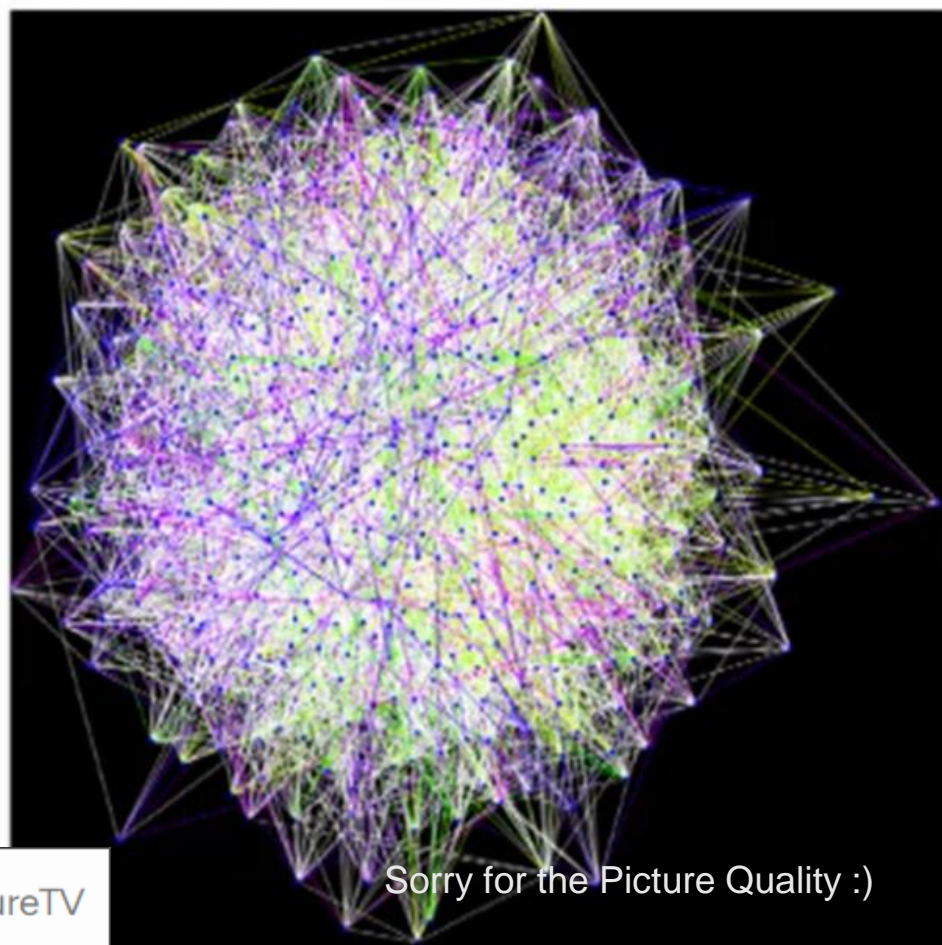


Industrial



CR: ClojureTV

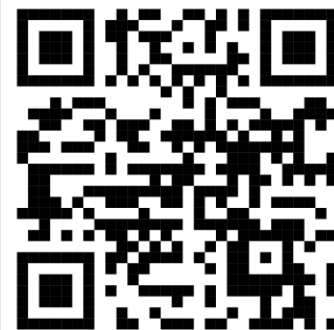
Random



Sorry for the Picture Quality :)

Thanks!

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