1. Intro. Given binary strings $s_1, \ldots, s_m$ of length n, and thresholds $r_1, \ldots, r_m$, this program generates clauses to find $x_1 \ldots x_n$ whose Hamming distance from s_j is at most r_j for each j.

String s_j appears on the jth line of *stdin*, as a sequence of 0s and 1s, followed by a space and the value of r_j.

#define *maxn* 10000   /∗ n shouldn't exceed this ∗/
#define *bufsize* 10020   /∗ lines of *stdin* shouldn't be longer than this ∗/
#include <stdio.h>
#include <stdlib.h>
  int r;   /∗ the current r_j ∗/
  char *buf* [*bufsize*];
  int *count* [*maxn* + *maxn*];

  main ( )
  {
    register int i, j, jl, jr, k, m, n, t, tl, tr;
    $n = -1$;
    printf ("~␣sat-closest-string\n");
    for ($j = 1$; ; $j{+}{+}$) {
    getbuf : **if** (*fgets* (*buf*, *bufsize*, *stdin*) ≡ Λ) **break**;
      if (*buf* [0] ≡ '!') **goto** *getbuf* ;   /∗ allow comments ∗/
      ⟨ Generate clauses for the string in *buf* 2 ⟩;
    }
  }

2. ⟨ Generate clauses for the string in *buf* 2 ⟩ ≡
  ⟨ Parse the string in *buf* and find r 3 ⟩;
  ⟨ Generate cardinality clauses 5 ⟩;
This code is used in section 1.

3. ⟨ Parse the string in *buf* and find *r* 3 ⟩ ≡

    for (*i* = 0; *i* < *bufsize*; *i*++)

      if (*buf*[*i*] ≠ '0' ∧ *buf*[*i*] ≠ '1') **break**;

    if (*i* ≡ *bufsize*) {

      fprintf(*stderr*, "Input␣string␣%s␣didn't␣fit␣in␣the␣buffer!\n", *buf*);

      exit(−1);

    }

    if (*i* ≡ 0) {

      fprintf(*stderr*, "Null␣input␣string!\n");

      exit(−2);

    }

    if (*buf*[*i*] ≠ '␣') {

      buf[*i*] = '\0';

      fprintf(*stderr*, "Input␣string␣%s␣not␣followed␣by␣blank␣space!\n", *buf*);

      exit(−3);

    }

    buf[*i*] = '\0';

    if (*n* < 0) {

      n = *i*;

      ⟨ Build the complete binary tree with *n* leaves 4 ⟩;

    }

    else if (*n* ≠ *i*) {

      fprintf(*stderr*, "Input␣string␣%s␣has␣length␣%d,␣not␣%d!\n", *buf*, *i*, *n*);

      exit(−4);

    }

    if (*sscanf*(*buf* + *i* + 1, "%d", &*r*) ≠ 1) {

      fprintf(*stderr*, "Input␣string␣%s␣not␣followed␣by␣a␣distance␣threshold!\n", *buf*);

      exit(−5);

    }

    if (*r* ≤ 0 ∨ *r* ≥ *n*) {

      fprintf(*stderr*, "The␣distance␣threshold␣for␣%s␣should␣be␣between␣1␣and␣%d!\n", *buf*, *n* − 1);

      exit(−6);

    }

    printf("~␣s%d=%s,␣r%d=%d\n", *j*, *buf*, *j*, *r*);

This code is used in section 2.

4. I'm using (again) the method of Bailleux and Boufkhad, explained in SAT-THRESHOLD-BB. It implicitly builds a tree with $2n − 1$ nodes, with 0 as the root; the leaves start at node $n − 1$. Nonleaf node k has left child $2k + 1$ and right child $2k + 2$. Here we simply fill the *count* array.

⟨ Build the complete binary tree with *n* leaves 4 ⟩ ≡

    for (*k* = *n* + *n* − 2; *k* ≥ *n* − 1; *k*−−) *count*[*k*] = 1;

    for (; *k* ≥ 0; *k*−−) *count*[*k*] = *count*[*k* + *k* + 1] + *count*[*k* + *k* + 2];

    if (*count*[0] ≠ *n*) {

      fprintf(*stderr*, "I'm␣totally␣confused.\n");

      exit(−666);

    }

This code is used in section 3.

5. ⟨ Generate cardinality clauses 5 ⟩ ≡

    for (*i* = *n* − 2; *i*; *i*−−) ⟨ Generate the clauses for node *i* 6 ⟩;

    ⟨ Generate the clauses at the root 7 ⟩;

This code is used in section 2.

6.   If there are t leaves below node i, we introduce $k = \min(r, t)$ variables $\mathtt{B}i\texttt{+}1.j$ for $1 \leq j \leq k$. This variable is 1 if (but not only if) at least j of those leaf variables are true. If $t > r$, we also assert that no $r + 1$ of those variables are true.

#define $xbar(k)$
         if $(buf[(k) - n + 1] \equiv \texttt{'0'})$ $printf(\texttt{"\textasciitilde x\%d"}, (k) - n + 2);$
         else $printf(\texttt{"x\%d"}, (k) - n + 2)$

$\langle$ Generate the clauses for node i 6 $\rangle \equiv$
  {
    $t = count[i], tl = count[i + i + 1], tr = count[i + i + 2];$
    if $(t > r + 1)$ $t = r + 1;$
    if $(tl > r)$ $tl = r;$
    if $(tr > r)$ $tr = r;$
    for $(jl = 0;\ jl \leq tl;\ jl\texttt{++})$
      for $(jr = 0;\ jr \leq tr;\ jr\texttt{++})$
        if $((jl + jr \leq t) \wedge (jl + jr) > 0)$ {
          if (jl) {
            if $(i + i + 1 \geq n - 1)$ $xbar(i + i + 1);$
            else $printf(\texttt{"\textasciitilde\%dB\%d.\%d"}, j, i + i + 2, jl);$
          }
          if (jr) {
            $printf(\texttt{"\textvisiblespace"});$
            if $(i + i + 2 \geq n - 1)$ $xbar(i + i + 2);$
            else $printf(\texttt{"\textasciitilde\%dB\%d.\%d"}, j, i + i + 3, jr);$
          }
          if $(jl + jr \leq r)$ $printf(\texttt{"\textvisiblespace\%dB\%d.\%d\textbackslash n"}, j, i + 1, jl + jr);$
          else $printf(\texttt{"\textbackslash n"});$
        }
  }

This code is used in section 5.

7.   Finally, we assert that at most r of the (xs)'s are true, by implicitly asserting that the (nonexistent) variable $j\mathtt{B}1.r\texttt{+}1$ is false.

$\langle$ Generate the clauses at the root 7 $\rangle \equiv$
  $tl = count[1], tr = count[2];$
  if $(tl > r)$ $tl = r;$
  for $(jl = 1;\ jl \leq tl;\ jl\texttt{++})$ {
    $jr = r + 1 - jl;$
    if $(jr \leq tr)$ {
      if $(1 \geq n - 1)$ $xbar(1);$
      else $printf(\texttt{"\textasciitilde\%dB2.\%d"}, j, jl);$
      $printf(\texttt{"\textvisiblespace"});$
      if $(2 \geq n - 1)$ $xbar(2);$
      else $printf(\texttt{"\textasciitilde\%dB3.\%d"}, j, jr);$
      $printf(\texttt{"\textbackslash n"});$
    }
  }

This code is used in section 5.

8. Index.

SAT-CLOSEST-STRING