

```

initialize;
repeat
    propagate completion, loop, and recorded nogoods;
    if no conflict then
        if not all variables assigned  $\wedge$  no nogood recorded then
            vsids  $\leftarrow$  ComputeVsidsLiteral();
            return CallExternalHeuristic(vsids);
        end
    else
        if conflict on top level then
            return unsatisfiable
        else
            AnalyzeConflict(conflict);
            Backjump;
        end
    end
end
until model found;

```



```

Function init is
|   for  $a \in \text{symbolic atoms}$  do
|   |   signature  $\leftarrow$  signature of  $a$ ;
|   |    $\ell \leftarrow$  solver literal of  $a$ ;
|   |   if signature matches some watched or result signature then
|   |   |   register watch for  $\ell$ ;
|   |   end
|   |   if  $a$  is a fact then
|   |   |   append  $a$  to heuristic program;
|   |   end
|   end
end

Function propagate(changes) is
|   for  $l \in \text{changes}$  do
|   |   update internal assignment value for  $l$ ;
|   |   mark  $l$  as untouchable;
|   end
end

Function undo(changes) is
|   decisions =  $\emptyset$ ;
|   for  $l \in \text{changes}$  do
|   |   update internal assignment value for  $l$ ;
|   |   unmark  $l$  as untouchable;
|   end
end

```



```

Function decide(vside) is
  switch decision mode do
    case online do
      initialize solver with heuristic program;
      ground and solve heuristic program;
      let  $m$  = first model of heuristic;
       $d \leftarrow$  heuristic/4 atoms in  $m$ ;
       $\ell \leftarrow$  literal corresponding to best decision in  $d$  not marked
        untouchable;
      return  $\ell$ 
    case offline do
      if decisions =  $\emptyset$  then
        initialize solver with heuristic program;
        ground and solve heuristic program;
        let  $m$  = first model of heuristic;
        decisions = sorted heuristic/4 atoms in  $m$ ;
      end
      while decisions  $\neq \emptyset$  do
         $d \leftarrow$  decisions.pop();
        if  $d$  not marked untouchable then return
          makeDecision( $d$ ,vside);
        end
      return vside
    case resigned do return vside;
  end
end

Function makeDecision(heuristic atom  $h$ , vside) is
  switch atom in  $h$  do
    case "vside" do
      | return vside
    case "resign" do
      | set decision mode to resigned;
      | return vside
    end
    otherwise do
      |  $\ell \leftarrow$  literal corresponding to atom and sign in  $h$ ;
      | return  $\ell$ 
    end
  end
end

```