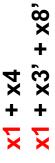


x1 + x4 x1 + x3' + x8' x1 + x8 + x12 x2 + x11 x7' + x3' + x9 x7' + x8 + x9' x7' + x8 + x9' x7 + x8 + x10' x7 + x8 + x10'







×1=0

$$x1 + x8 + x12$$
  
 $x2 + x11$ 

$$x7' + x3' + x9$$

$$x7' + x8 + x9'$$
  
 $x7 + x8 + x10'$ 

$$x7 + x10 + x12$$



x1=0







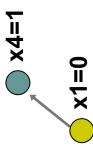
x1=0, x4=1

$$(1 + x8 + x1)$$

$$x7' + x3' + x9$$

$$x7' + x8 + x9'$$
  
 $x7 + x8 + x10'$ 

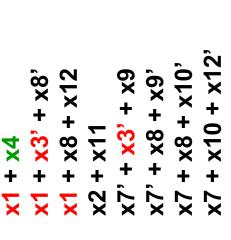
$$x7 + x10 + x12$$

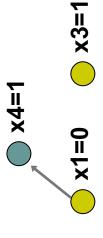


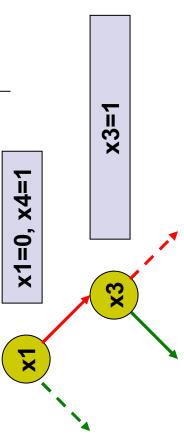




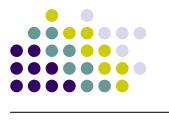


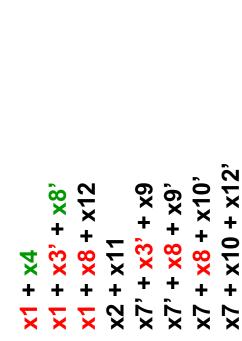






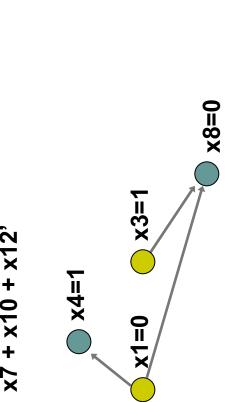




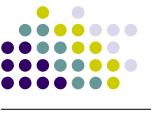


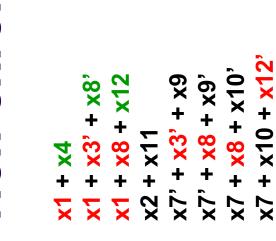
x3=1, x8=0

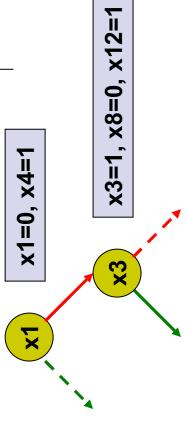
×1=0, ×4=1















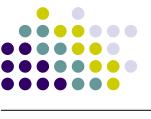
X12=1

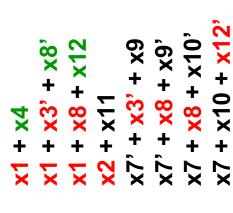
x8=0

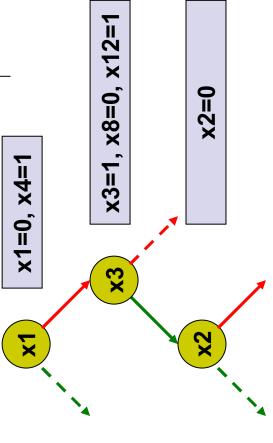
x3=1

x1=0

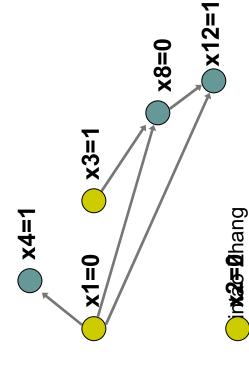
x4=1



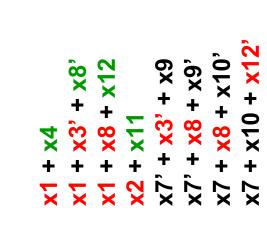


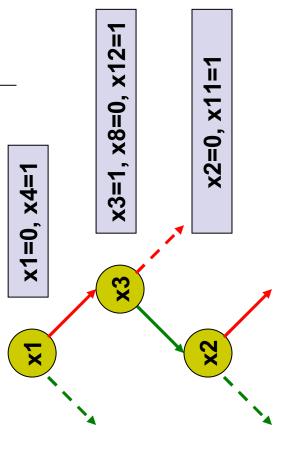




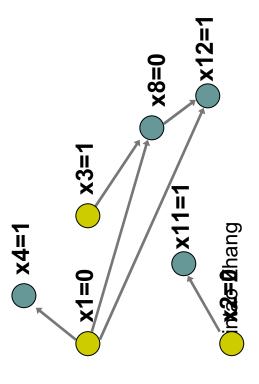


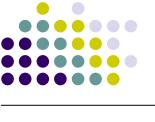


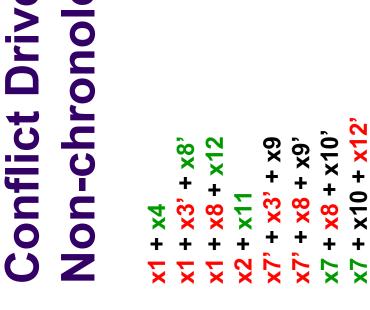


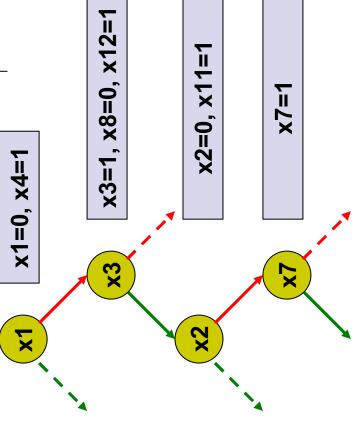














X12=1

0=8x

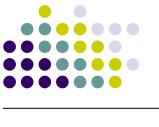
\_x11=1

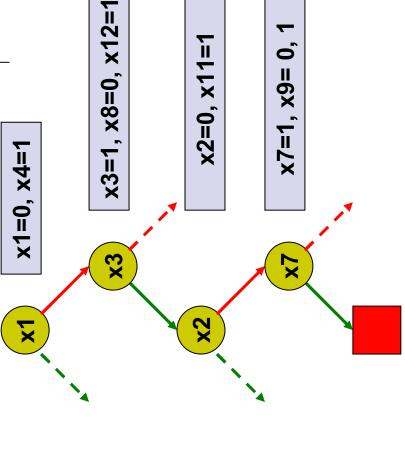
inka?≠**D**hang

x3=1 x7=1

x1=0

x4=1





x7 + x10 + x12

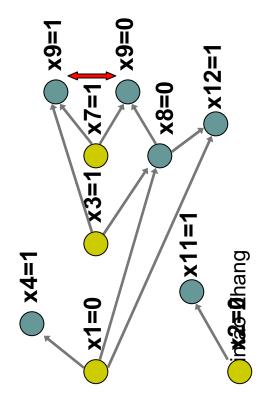
x7' + x8 + x9'x7 + x8 + x10'

x7' + x3' + x9

x1 + x8 + x12x2 + x11

x1 + x3' + x8'

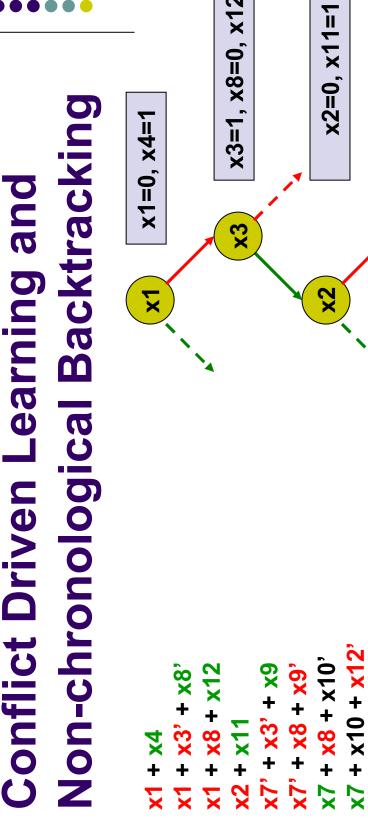
**x**<sup>1</sup> + **x**<sup>4</sup>

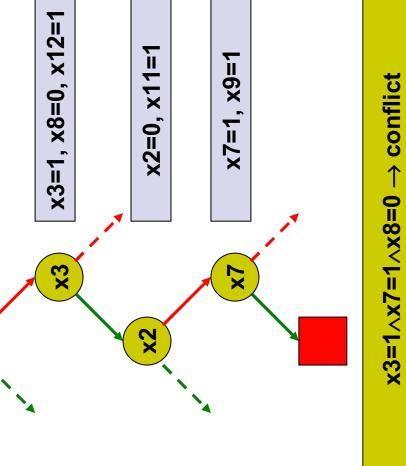


Mesearch Research

# **Conflict Driven Learning and**







x9=1

x4=1

0=6x

X7=1

×1=0

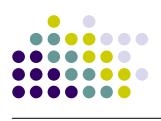
X8=0

**x11=1** 

inkac∓**0**hang

x12=1





## Contra-proposition:

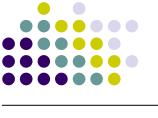
If a implies b, then b' implies a'

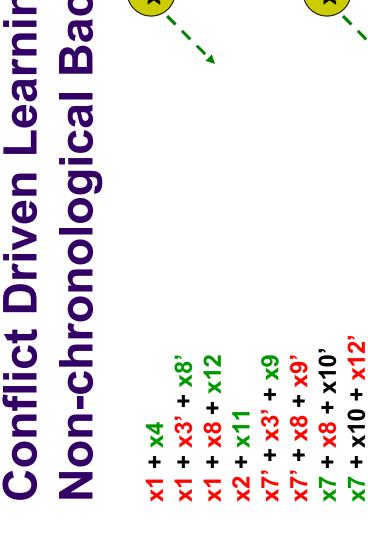
x3=1
$$\wedge$$
x7=1 $\wedge$ x8=0  $\rightarrow$  conflict

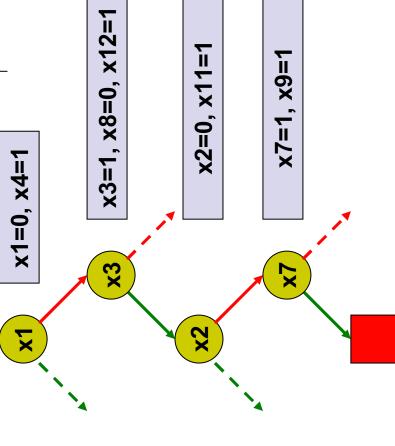
Not conflict  $\rightarrow$  (x3=1 $\wedge$ x7=1 $\wedge$ x8=0)'

true  $\rightarrow$  (x3=1 $\wedge$ x7=1 $\wedge$ x8=0)'
(x3=1 $\wedge$ x7=1 $\wedge$ x8=0)'
(x3=1 $\wedge$ x7=1 $\wedge$ x8=0)'











x9=1

x4=1

0=6x

X7=1

×1=0

0=8×

x11=1

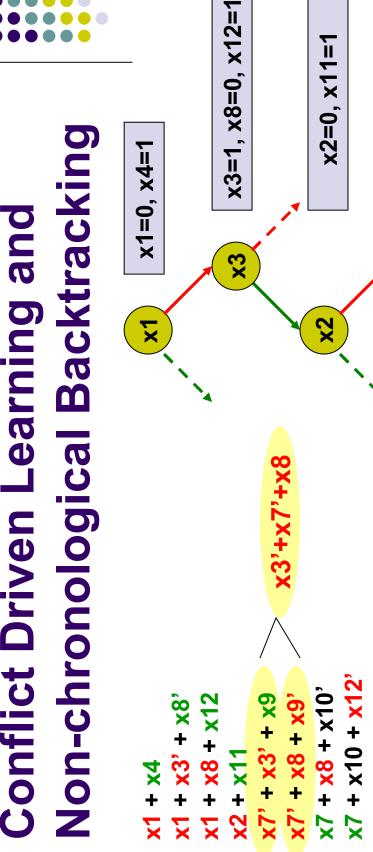
inkac∓**0**hang

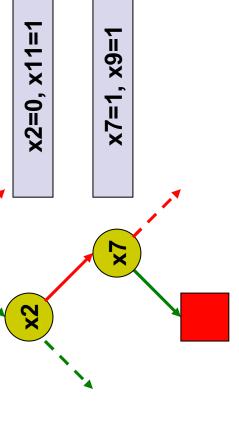
Add conflict clause: x3'+x7'+x8

x12=1

# **Conflict Driven Learning and**







x9=1

x4=1

0=6x

X7=1

×1=0

×8≡0

x11=1

inkac∓**0**hang

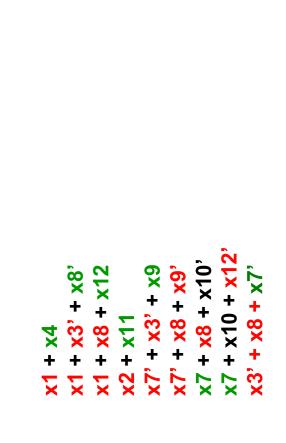


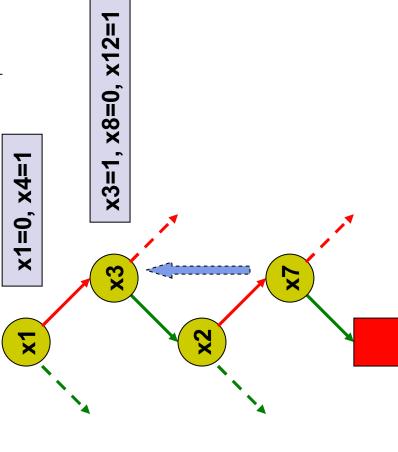
Add conflict clause: x3'+x7'+x8

x12=1

#### DLL with Non-Chronological **Backtracking and Learning**







Backtrack to the decision level of x3=1: x7 = 0

X12=1

Lintao Zhang

x2=0

X8=0

x3=1

x 1=0

x4=1



#### DLL with Non-Chronological **Backtracking and Learning**



