SAT Solving with Conflict Driven Clause Learning

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CS 7240 Final Project

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Overview and Project Goals

- Satisfiability is the canonical NP-complete problem.
- Much work has been devoted to building efficient SAT solvers over last decades.
- Project Goal: Implement a basic SAT solver based on conflict driven clause learning (CDCL), the dominant core technique used in modern solvers.
 - Gain a deeper understanding of the DPLL and CDCL based algorithms for SAT solving
 - Use as a platform for potentially exploring new SAT solving techniques
 - E.g. learning heuristics using a data-driven approach, extending methods of CrystalBall [SKM19]

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CNF notation:

$$\{\{x_1,x_2\},\{\neg x_3,\neg x_1\}\}$$



DPLL: SAT as Search

- A basic approach to solving SAT is to view it as a search problem over possible assignments.
- This is the basis of the Davis-Putnam-Logemann-Loveland (DPLL) algorithm [DLL62]
- Basic idea of DPLL is to do a depth first, brute force search with backtracking along with some basic formula simplification as you go.
 - Also employs the unit propagation rule

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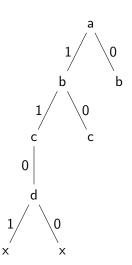
$$\{\{\neg d\}\}$$

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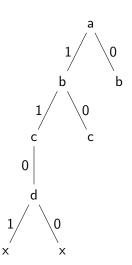
$$\{\}$$

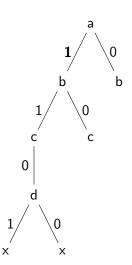
$$(SAT)$$

$$\{\neg a, b\}
 \{\neg b, \neg c\}
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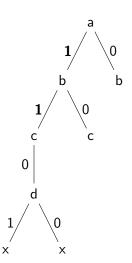


$$\{\neg a, b\}$$

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$$\{c, \neg d\}$$

unit propagate b

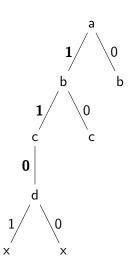


$$\{\neg a, b\}$$

$$\{\neg b, \neg c\}$$

$$\{c, \neg d\}$$

unit propagate $\neg c$

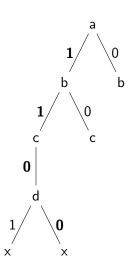


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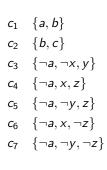
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- In addition, employ non-chronological backtracking



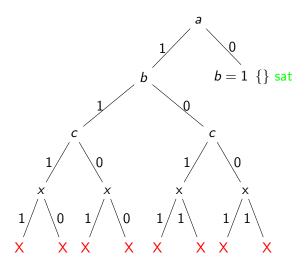
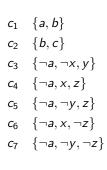


Figure: Basic DPLL termination tree. Explores large portion of left search tree.



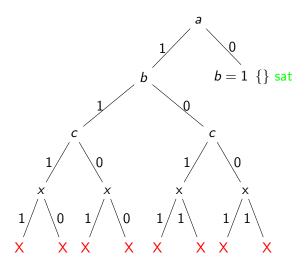
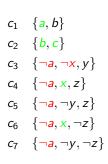


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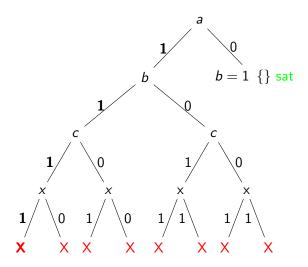
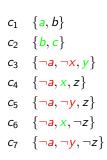


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unit propagate y

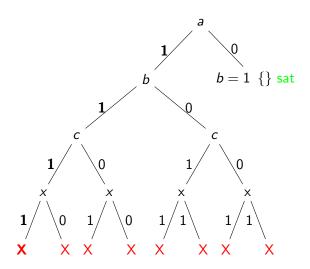
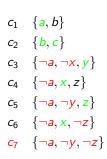


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unit propagate z

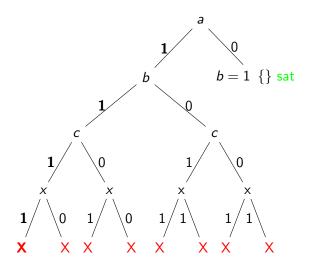
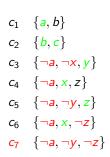


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Note that b and c are irrelevant to the c_7 conflict. $(a \land x)$ or $(a \wedge y)$ are sufficient.

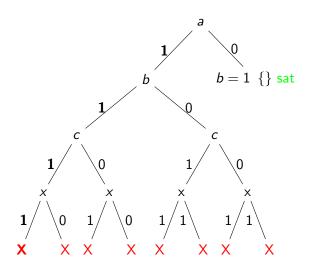
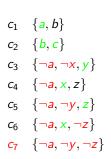


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So, we can learn $\neg(a \land x) = (\neg a \lor \neg x)$ as a new constraint i.e. a learned clause.

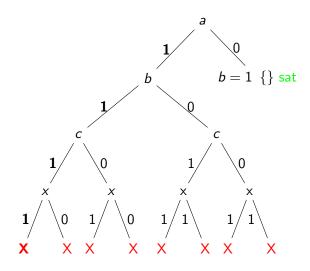


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$$\begin{array}{c|c} I_1 & \{ \neg a, \neg x \} \\ \hline c_1 & \{ a, b \} \\ c_2 & \{ b, c \} \\ c_3 & \{ \neg a, \neg x, y \} \\ c_4 & \{ \neg a, x, z \} \\ c_5 & \{ \neg a, \neg y, z \} \\ c_6 & \{ \neg a, x, \neg z \} \\ c_7 & \{ \neg a, \neg y, \neg z \} \end{array}$$

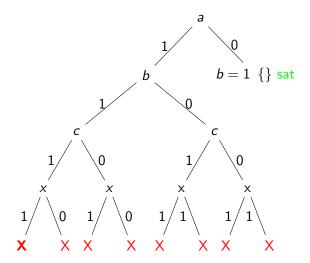


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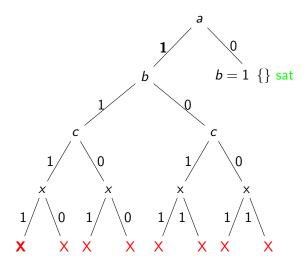


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$$\frac{I_1 \quad \{\neg a, \neg x\}}{c_1 \quad \{a, b\}}$$

$$c_2 \quad \{b, c\}$$

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$$c_4 \quad \{\neg a, x, z\}$$

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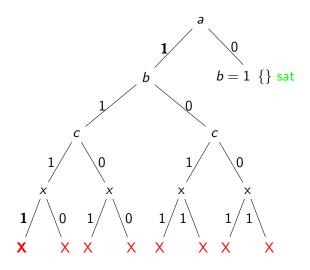


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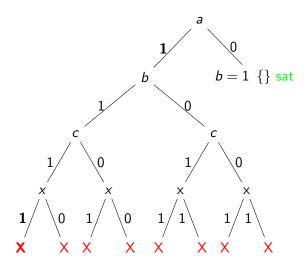


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This time, a is sufficient to cause the conflict, so we learn $\neg a$.

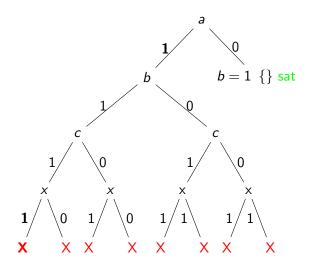


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$$\begin{array}{ll} I_2 & \{\neg a\} \\ I_1 & \{\neg a, \neg x\} \\ \hline c_1 & \{a, b\} \\ c_2 & \{b, c\} \\ c_3 & \{\neg a, \neg x, y\} \\ c_4 & \{\neg a, x, z\} \\ c_5 & \{\neg a, \neg y, z\} \\ c_6 & \{\neg a, x, \neg z\} \\ c_7 & \{\neg a, \neg y, \neg z\} \end{array}$$

With $I_2 = \neg a$, we now get out of the unfruitful search space region.

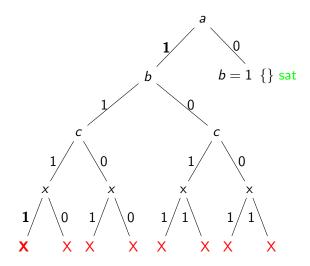


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CDCL: Implication Graph

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 - Nodes of this graph represent variable assignments in the current search path. Edges to dependencies between these assignments.
 - Cuts in the graph correspond to a conflict set and, by negating it, a potential clause to learn

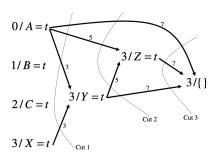


Figure 3.8. Three cuts in an implication graph, leading to three conflict sets.

 Implementing my own CDCL SAT solver as a framework for exploring future potential SAT enhancements

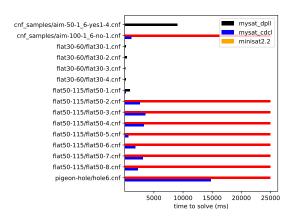
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- \bullet e.g. runtime on some benchmarks with pprox 50-200 variables, time budget of 25 seconds (red bar indicates timeout)



Future Extensions and Learning Heuristics

- Modern CDCL based SAT solvers employ many heuristics
 - Variable ordering
 - Learned clause deletion policies
- Often these are "expertly tuned" heuristics

CrystalBall

- *CrystalBall* [SKM19]: Possible to learn better heuristics from data on SAT solver executions?
- Learned clause deletion is an important heuristic for CDCL based SAT solvers
- Use data from SAT runs to train a model
- DRAT resolution proofs serve as a good source of data

Future Goals

- Implement support for resolution proof output in UNSAT cases
- Capture more statistics from solving runs as a basis for learning new heuristics

Questions?

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 A machine program for theorem-proving.
 - Commun. ACM, 5(7):394-397, jul 1962.
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