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:

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

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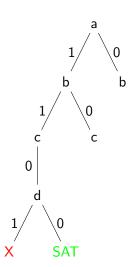
$$\{\{\neg d\}\}$$

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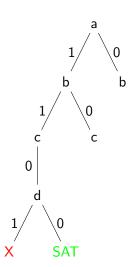
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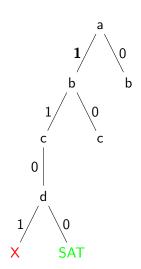
$$\{SAT)$$

$$\{\neg a, b\}
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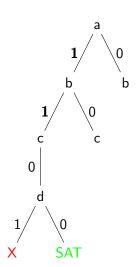


$$\{ \neg a, b \}$$

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

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

unit propagate b

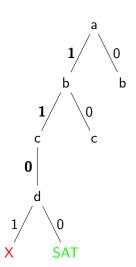


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$$\{c, \neg d\}$$

unit propagate $\neg c$



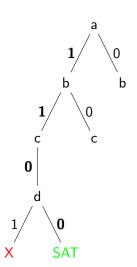
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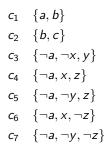
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- In addition, employ non-chronological backtracking



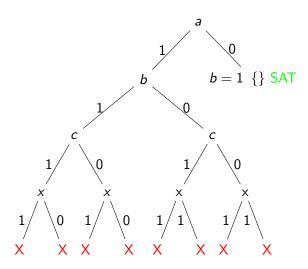
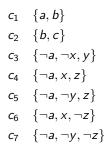


Figure: Basic DPLL termination tree. Explores large portion of left search tree.





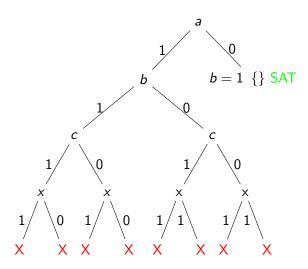
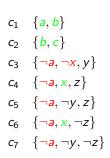


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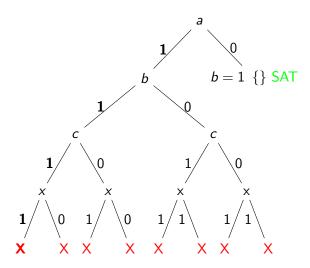
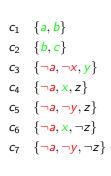


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unit propagate $y(c_3)$

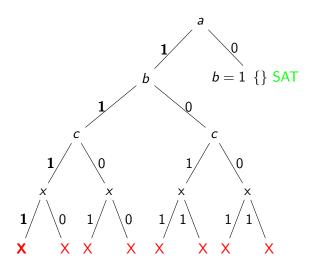
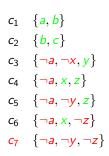


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unit propagate z (c_5) Conflict!

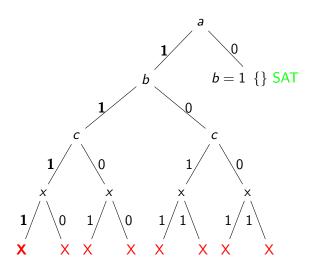


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$$c_{1} \quad \{a, b\}$$

$$c_{2} \quad \{b, c\}$$

$$c_{3} \quad \{\neg a, \neg x, y\}$$

$$c_{4} \quad \{\neg a, x, z\}$$

$$c_{5} \quad \{\neg a, \neg y, z\}$$

$$c_{6} \quad \{\neg a, x, \neg z\}$$

$$c_{7} \quad \{\neg a, \neg y, \neg z\}$$

Note that b and c are irrelevant to the c7 conflict. $(a \land y)$ (or $(a \wedge x)$ is sufficient.

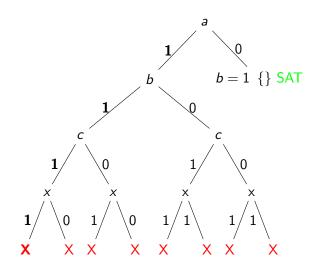
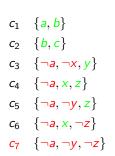


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So, we can learn $\neg(a \land x) = (\neg a \lor \neg x)$ as a new constraint i.e. a learned clause.

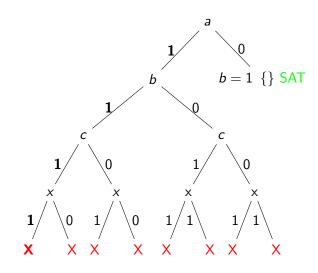


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I_1 & \{\neg a, \neg x\} \\
\hline
c_1 & \{a, b\} \\
c_2 & \{b, c\} \\
c_3 & \{\neg a, \neg x, y\} \\
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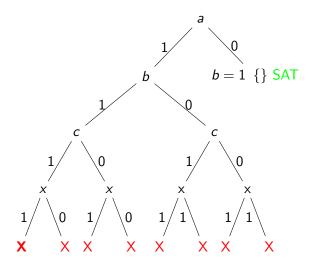


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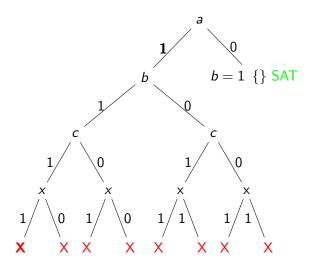


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With the learned clause, we come to the conflict quickly.

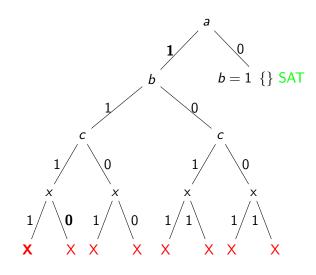


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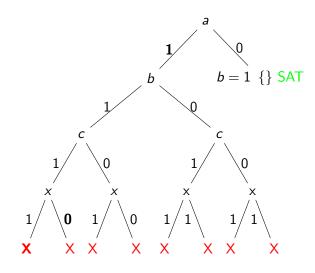


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This time, a is sufficient to cause the conflict, so we learn $\neg a$.

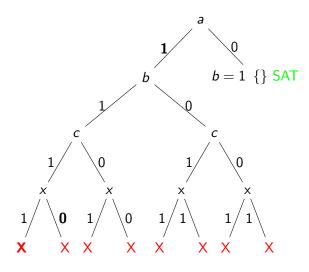
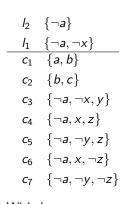


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With $I_2 = \neg a$, we now get out of the unfruitful search space region.

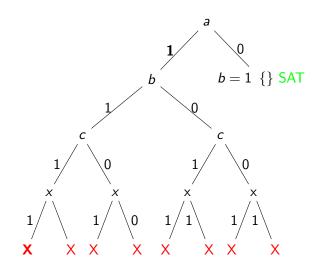
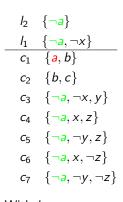


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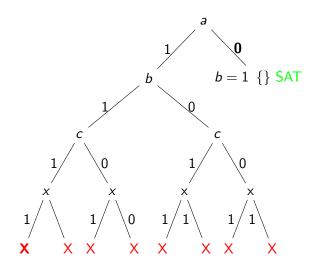
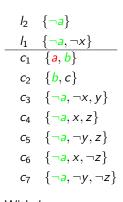


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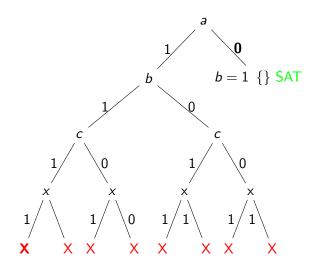


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 - ▶ Nodes of this graph represent variable assignments in the current search path. Edges to dependencies between these assignments.
 - Cuts in the graph correspond to a conflict set and, by negating it, a potential clause to learn

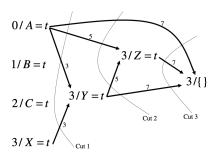


Figure 3.8. Three cuts in an implication graph, leading to three conflict sets.

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

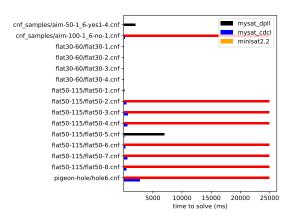
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- \bullet e.g. runtime on some benchmarks with pprox 50-200 variables, time budget of 25 seconds (red bar indicates timeout)



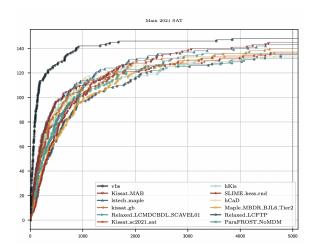


Figure: Cactus plot for top 10 solvers of SAT 2021 competition (SAT instances).

Future Extensions: Learning Heuristics

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 - Variable ordering
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- Often these are "expertly tuned", based on experience/intuition

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 - Proofs based on resolution inference rule i.e. if

$$C_1 = (x \lor a_1 \lor \dots \lor a_n)$$

$$C_2 = (\neg x \lor b_1 \lor \dots \lor b_m)$$

the clause

$$C = C_1 \bowtie C_2 = (a_1 \vee \cdots \vee a_n \vee b_1 \vee \cdots \vee b_m)$$

can be inferred.



Future Goals

• Implement support for resolution proof output in UNSAT cases

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- Capture more statistics from solving runs as a basis for learning new heuristics e.g. clause activity

Questions?

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