

Efficient Local Search for Nonlinear Real Arithmetic

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Outline

1. Problem - Nonlinear Real Arithmetic
 - Search Space of SMT(NRA)
 - Current Existing Methods
2. Incremental Computation of Variable Scores
 - Scoring Boundary for Arithmetic Variable
 - Other Environments
3. Temporary Relaxation of Equality Constraints
 - Difficulty in Local Search
 - Relaxation Method
4. Implementation Detail
 - Look-ahead
 - Other
5. Conclusion

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Syntax of SMT(NRA)

polynomial: $p ::= x \mid c \mid p + p \mid p - p \mid p \times p$

atoms: $a ::= b \mid p = 0 \mid p > 0 \mid p < 0$

formula: $f ::= a \mid \neg f \mid f \wedge f \mid f \vee f$

SMT: Determine whether the formula is satisfied by some assignment (local search focuses), or prove unsat

Example:

$$x^2 + y^2 \leq 1 \wedge x + y < 1 \wedge x + z > 0$$

assignment with $\{x \rightarrow 0, y \rightarrow 0, z \rightarrow 1\}$ satisfies all clauses.

Fragment of Local Search

Input : A set of clauses F

Output: An assignment of variables that satisfy F ,
or failure

Initialize assignment to variables;

while \top **do**

if *all clauses satisfied* **then**

return *success with assignment*;

end

if *time or step limit reached* **then**

return *failure*;

end

 Critical move procedure.

end

Algorithm 1: Basic Fragment of Local Search

Fragment of Local Search

```
var, new_value, score  $\leftarrow$  best move according to  
make-break score;  
if score  $> 0$  then  
| Perform move, assigning var to new_value;  
end  
else  
| Update clause weight according to PAWS  
| scheme;  
| repeat  
| | cls  $\leftarrow$  random unsatisfied clause;  
| | var, new_value, score  $\leftarrow$  critical move  
| | making cls satisfied;  
| | if score  $\neq -\infty$  then  
| | | Perform move, assigning var to  
| | | new_value;  
| | end
```

Local Search for SAT and SMT

Problem \ LS	SAT	SMT
Operation (Move)	Flip	Critical Move
Score Definition	Weighted unsat clauses	
Score Computation	Cached score	No Caching, time costly

What LS for SAT brings us:

Maintain scoring information after each iteration.

Difficulty:

Predetermine critical move shift value.

Our Solution:

Introduce Scoring Boundaries.

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Critical Move Value ? Interval!

Reference introduces multiple values choices for critical move, resulting in different scores.
Actually, **interval** brings the difference.

Boundary

Brief. Given an arithmetic variable, maintain critical move scores for specific moving intervals.

Definition. 123

Example.

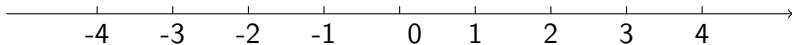
Assume boundary for variable v is

Remark

- the environment above is **block**
- the environment here is **alertblock**

Boundary Example

Assume boundary for variable v as below:



Computation of Boundary (Incremental)

Data: this text

Result: how to write algorithm with $\text{\LaTeX}2\text{e}$
initialization;

while *not at end of this document* **do**

 read current;

if *understand* **then**

 go to next section;

 current section becomes this one;

else

 go back to the beginning of current section;

end

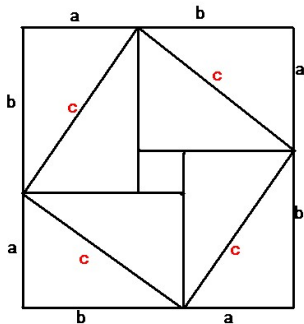
end

Algorithm 3: How to write algorithms (copied from
[here](#))

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Equality Constraints in Local Search



- 1 item
- 2 another
- 3 more
 - first
 - second
 - third

Relaxation

This is a text in first column.

$$E = mc^2$$

- First item
- Second item

first block

columns achieves splitting
the screen

second block

stack block in columns

Relaxation (CAD view)

Restore

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End

The last page.