# Designing New Phase selection Heuristics

Arijit Shaw • Kuldeep S. Meel



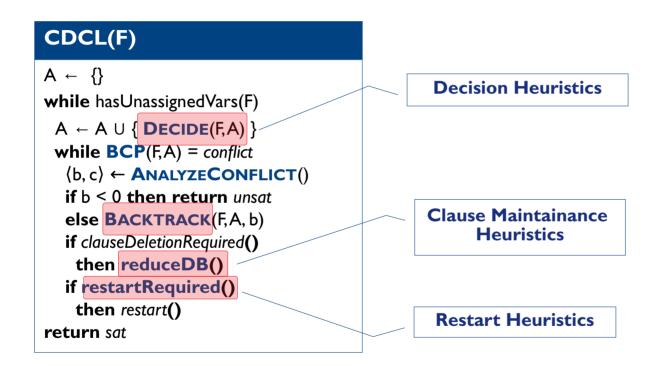
# **Conflict Driven Clause Learning (CDCL)**

```
CDCL(F)
A \leftarrow \{\}
while hasUnassignedVars(F)
 A \leftarrow A \cup \{ Decide(F,A) \}
 while BCP(F,A) = conflict
   \langle b, c \boxtimes \leftarrow AnalyzeConflict()
  if b < 0 then return unsat
   else BACKTRACK(F,A,b)
  if clauseDeletionRequired()
    then reduceDB()
  if restartRequired()
    then restart()
return sat
```

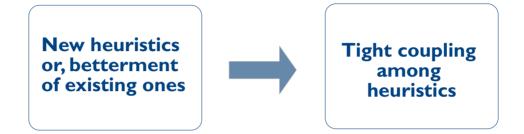
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A \leftarrow \{\}
while hasUnassignedVars(F)
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 while BCP(F,A) = conflict
   \langle b, c \rangle \leftarrow ANALYZECONFLICT()
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# **Conflict Driven Clause Learning (CDCL)**



New heuristics or, betterment of existing ones



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Tight coupling among heuristics



unclear whether VMTF only works in combination with Glucose restarts

Evaluating CDCL Variable Scoring Schemes (SAT'15)

Armin Biere and Andreas Fröhlich

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Between SAT and UNSAT: The Fundamental Difference in CDCL SAT (SAT'15)

Chanseok Oh

we decided to use the (VSIDS decay) factor of 0.999 in the no restart phase. For the Glucose (restart) phase, however, we retained the default value of 0.95



#### CDCL(F) $A \leftarrow \{\}$ while hasUnassignedVars(F) $A \leftarrow A \cup \{ DECIDE(F,A) \}$ while BCP(F,A) = conflict $\langle b, c \rangle \leftarrow ANALYZECONFLICT()$ if b < 0 then return unsat else BACKTRACK(F,A,b) if clauseDeletionRequired() then reduceDB() if restartRequired() then restart() return sat

#### CDCL(F) $A \leftarrow \{\}$ phase selection heuristic while hasUnassignedVars(F) $A \leftarrow A \cup \{ DECIDE(F,A) \}$ while BCP(F,A) = conflict $\langle b, c \rangle \leftarrow ANALYZECONFLICT()$ if b < 0 then return unsat else BACKTRACK(F,A,b) if clauseDeletionRequired() backtracking strategy then reduceDB() if restartRequired() then restart() return sat

#### CDCL(F) $A \leftarrow \{\}$ phase selection heuristic **while** hasUnassignedVars(F) **Phase Saving** $A \leftarrow A \cup \{ DECIDE(F,A) \}$ while BCP(F,A) = conflict $\langle b, c \rangle \leftarrow ANALYZECONFLICT()$ if b < 0 then return unsat else BACKTRACK(F,A,b) if clauseDeletionRequired() backtracking strategy then reduceDB() if restartRequired() **Chronological Backtracking** then restart() return sat

#### CDCL(F) Who uses? $A \leftarrow \{\}$ phase selection heuristic 1) Maple\_LCM\_Dist\_ChronoBT while hasUnassignedVars(F) **Phase Saving** 2) Maple\_LCM\_Dist\_ChronoBTv3 $A \leftarrow A \cup \{ Decide(F,A) \}$ while BCP(F,A) = conflict3) CryptoMiniSat $\langle b, c \rangle \leftarrow ANALYZECONFLICT()$ if b < 0 then return unsat else BACKTRACK(F, A, b) if clauseDeletionRequired() backtracking strategy then reduceDB() if restartRequired() **Chronological Backtracking** then restart() return sat

SATComp'18

SAT Race'19

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a phase selection heuristic

# Phase-Saving a phase selection heuristic

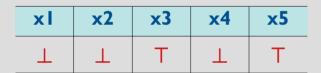
A Lightweight Component Caching Scheme For Satisfiability Solvers (SAT'07)

Knot Pipatsrisawat and Adnan Darwiche

a phase selection heuristic

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Data Strucure

## a phase selection heuristic

A Lightweight Component Caching Scheme For Satisfiability Solvers (SAT'07)

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хI	<b>x2</b>	<b>x3</b>	<b>x4</b>	<b>x5</b>
	Т	Т	Т	Т

Data Strucure

SavedPhase(v) = assignment(v)

Update during backtrack

## a phase selection heuristic

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Phase Selection

## a phase selection heuristic

xI x2 x3 x4 x5 ⊥ ⊥ ⊤ ⊥ ⊤

**U**pdate

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#### on SAT '19 instances

solver	# solved	Avg. Runtime*
MLDC	237	4556
MLDC_random_phase	222	4785



## a phase selection heuristic

хI	x2	<b>x3</b>	<b>x4</b>	<b>x5</b>
上		Т	上	Т

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**Update** 

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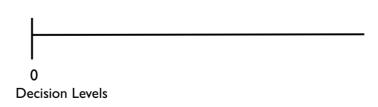
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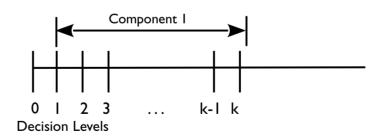
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#### a phase selection heuristic

x1 x2 x3 x4 x5 ⊥ ⊥ ⊤ ⊥ ⊤

Strucure

Data

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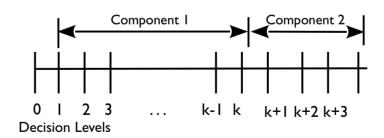
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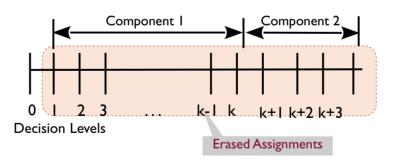
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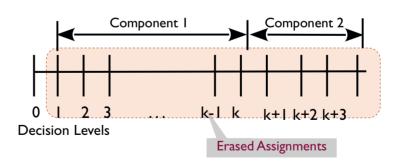
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Key Idea! : Do not lose work in long backtracks

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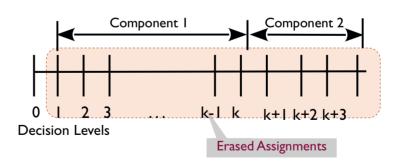
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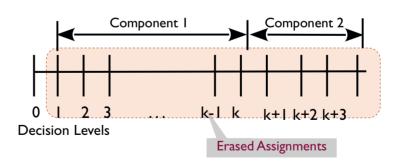
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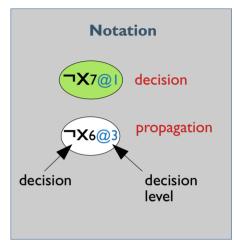
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Chronological Backtracking (SAT'18)



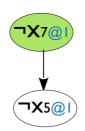
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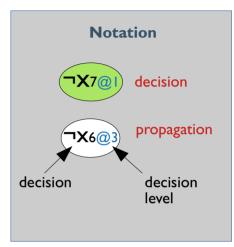
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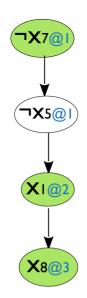
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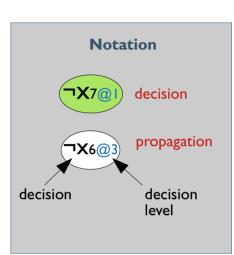




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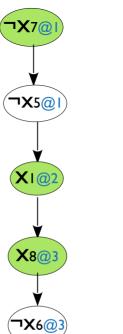
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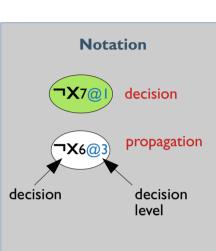




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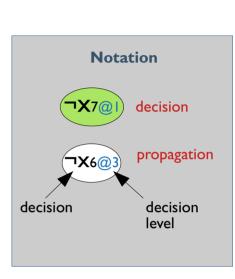




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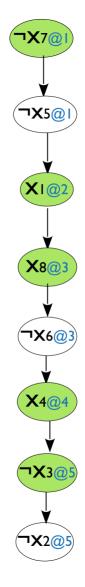
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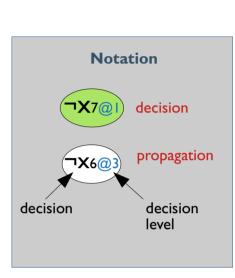




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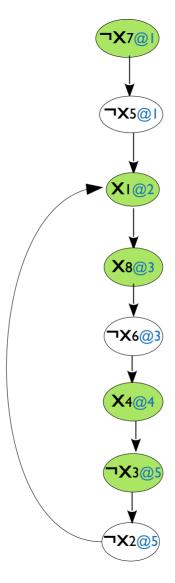
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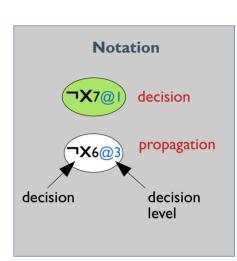




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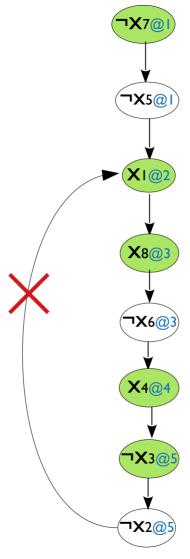
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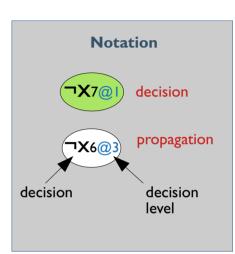




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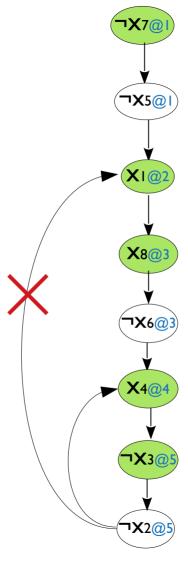


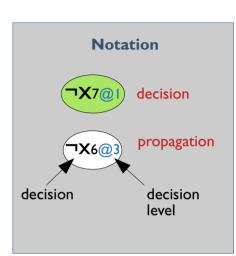


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Alexander Nadel and Vadim Ryvchin





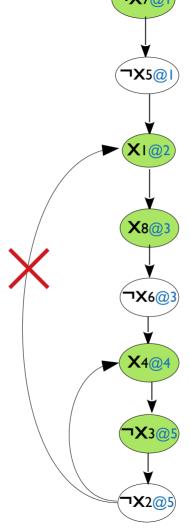
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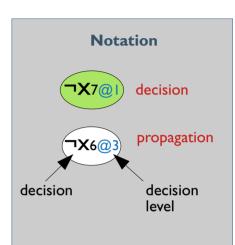
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Backing Backtracking (SAT'19)

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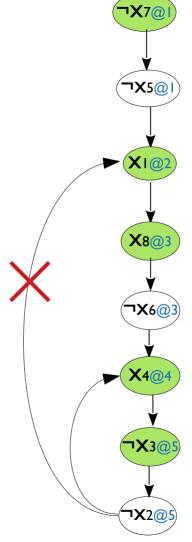
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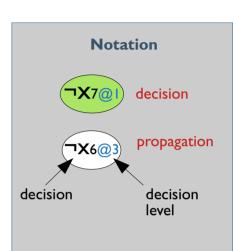
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A combination of CB and NCB works the best.





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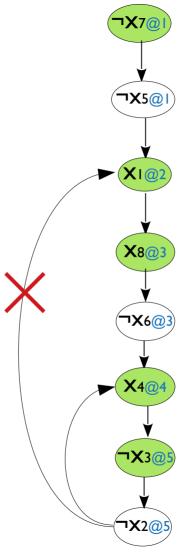
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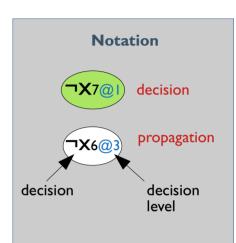
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# Backing Backtracking (SAT'19)

Sibylle Möhle and Armin Biere

- A combination of CB and NCB works the best.
- If the backtracking level is too high, do CB.





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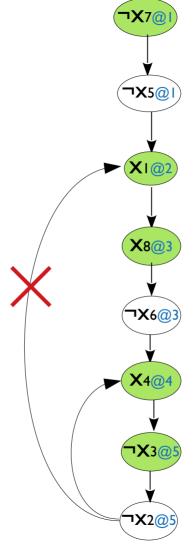
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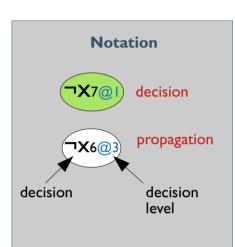
# Backing Backtracking (SAT'19)

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- A combination of CB and NCB works the best.
- If the backtracking level is too high, do CB.

Question: Is phase saving still useful, if the solver backtracks chronologically?





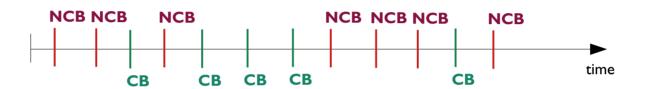
Testing coupling of Phase Saving and Chronological Backtracking (CB)

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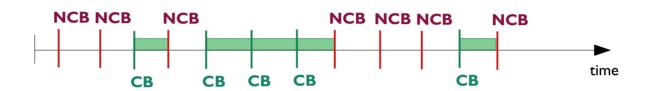
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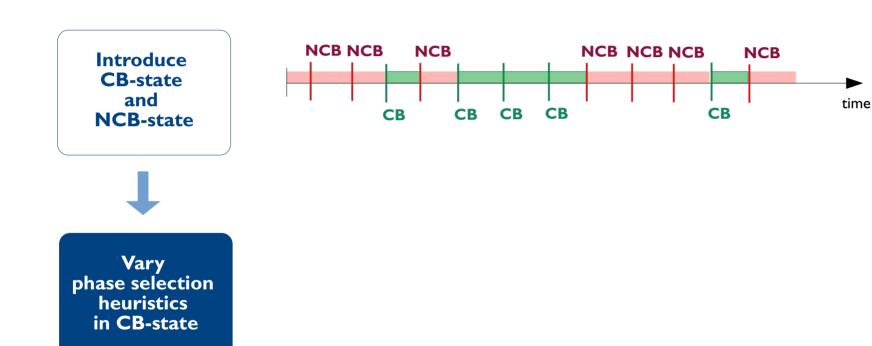
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Testing coupling of Phase Saving and Chronological Backtracking (CB)



**NCB-state** 

**CB**-state

Testing coupling of Phase Saving and Chronological Backtracking (CB)

Introduce CB-state and NCB-state





Vary phase selection heuristics in CB-state

Phase Selection Heuristic used		Instances	
NCB-state	CB-state	solved	Avg. Runtime*
Phase Saving	Phase Saving		
Phase Saving	Random		

Testing coupling of Phase Saving and Chronological Backtracking (CB)

Introduce CB-state and NCB-state





Vary phase selection heuristics in CB-state

Phase Selection I	Instances		
NCB-state	CB-state	solved	Avg. Runtime*
Phase Saving	Phase Saving	237	4607
Phase Saving	Random	239	4537

Testing coupling of Phase Saving and Chronological Backtracking (CB)

Introduce **CB**-state and **NCB-state** 





**Vary** phase selection heuristics in CB-state

Phase Selection I	Instances			
NCB-state	CB-state	solved	Avg. Runtime*	
Phase Saving	Phase Saving	237	4607	
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Phase Saving	Always False	235	4679	
Phase Saving	Opp. Phase Saving	237	4785	

\* Base Solver : Maple\_LCM\_Dist\_ChronoBT\_v3 Benchmarks: SAT Race '19



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Phase Saving	Opp. Phase Saving	237	4785	
Random	Random	222	5040	

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Testing coupling of Phase Saving and Chronological Backtracking (CB)

Introduce **CB-state** and **NCB-state** 



Vary phase selection heuristics in CB-state



#### **Conclusion**: Phase Saving's usefulness is not valid for CB.

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Vary phase selection heuristics in CB-state



#### **Conclusion**: Phase Saving's usefulness is not valid for CB.

Phase Selection F	Instances		
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Idea!: Capture the "trend" of phase for the variables

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### **Phase Saving**

хI	<b>x2</b>	<b>x3</b>	<b>x4</b>	<b>x5</b>
Т	Т	Т	Т	Т

Data Strucure

**SavedPhase(v)** = assignment(v)

Update during backtrack

return SavedPhase(v)

Phase Selection

Idea!: Capture the "trend" of phase for the variables

#### **Phase Saving**

хI	<b>x2</b>	<b>x3</b>	<b>x4</b>	<b>x5</b>
		Т		Т

**DPS** 

хI	<b>x2</b>	х3	<b>x4</b>	<b>x5</b>
2.50	- 0.5	- 9.3	7.9	0.25

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Data Strucure

Phase Selection

Idea!: Capture the "trend" of phase for the variables

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2.50	- 0.5	- 9.3	7.9	0.25

Update during backtrack

Data Strucure

Phase Selection

DPS(v) = 
$$\lambda \cdot DPS(v)$$
 + polarity(v)  
0.5 <  $\lambda$  < 1.0 | polarity(T) = +1 | polarity(L) = -1

Idea!: Capture the "trend" of phase for the variables

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Update during backtrack

Phase Selection

$$DPS(v) = \lambda \cdot DPS(v) + polarity(v)$$

$$0.5 < \lambda < 1.0$$
 polarity( $T$ ) = +1 polarity( $\bot$ ) = -1

Idea!: Capture the "trend" of phase for the variables

### **Phase Saving**

хI	<b>x2</b>	<b>x3</b>	<b>x4</b>	<b>x5</b>
Т	Т	Τ		Т

Update during

backtrack

Phase

**Selection** 

Data Strucure

return SavedPhase(v)

SavedPhase(v) = assignment(v)



хI	<b>x2</b>	<b>x3</b>	<b>x4</b>	<b>x5</b>	
2.50	- 0.5	- 9.3	7.9	0.25	

 $DPS(v) = \lambda \cdot DPS(v) + polarity(v)$   $0.5 < \lambda < 1.0 | polarity(T) =$ 

 $0.5 < \lambda < 1.0$  polarity(T) = +1 polarity( $\bot$ ) = -1

if DPS(v) > 0 then return true else return false

Idea!: Capture the "trend" of phase for the variables

Data Strucure

**Update** 

during

backtráck

Phase

Selection

#### **Phase Saving**

хI	<b>x2</b>	<b>x3</b>	<b>x4</b>	<b>x5</b>
Т	Т	Т		Т

**SavedPhase(v)** = assignment(v)

return SavedPhase(v)

#### DPS

хI	x2 x3		<b>x4</b>	<b>x5</b>	
2.50	- 0.5	- 9.3	7.9	0.25	

DPS(v) =  $\lambda \cdot DPS(v)$  + polarity(v)  $0.5 < \lambda < 1.0$  | polarity(T) = +1 | polarity( $\bot$ ) = -1

if DPS(v) > 0 then return true else return false

#### on SAT '19 instances

solver	# solved	Avg. Runtime*	
MLDC	237	4556	
MLDC_DPS	239	4585	

\* MLDC: Maple\_LCM\_Dist\_ChronoBT\_v3



Key Idea! : Prioritize the phase which occur more and recently in learnt clauses.

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Score for **each** literal, updates according the following rules:

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#### **Bump**

learnt clause is
(a \sub \sub \sub c):
bump score for literals
a, b, \subseteq c.

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Score for **each** literal, updates according the following rules:

#### Bump

learnt clause is
 (a ∨ b ∨ ¬c):
 bump score for literals
 a, b, ¬c.

#### **Decay**

• Multiply each score by f = 0.8 at each conflict.

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Score for **each** literal, updates according the following rules:

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Prioritize the phase which occur **more** 

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#### **Decay**

 Multiply each score by f = 0.8 at each conflict.

Prioritize the phase which occur **recently** 

#### **Backtrack Bump**

 Bump score for literal a if assignment a is cancelled during backtrack.

Key Idea! : Prioritize the phase which occur more and recently in learnt clauses.

Score for **each** literal, updates according the following rules:

Maintain the essence of **phase saving** 

#### Bump

learnt clause is
 (a \subseteq b \subseteq \text{-c}):
 bump score for literals
 a, b, \text{-c}.

#### **Decay**

 Multiply each score by f = 0.8 at each conflict.

#### **Backtrack Bump**

 Bump score for literal a if assignment a is cancelled during backtrack.

Prioritize the phase which occur more

Prioritize the phase which occur **recently** 

## LSIDS: a scoring scheme for literals

### **Literal State Independent Decaying Sum**

## **Example!**

#### **Learnt Clauses:**

cl:  $\neg x l \lor x2 \lor \neg x4$ 

c2:  $\neg x1 \lor \neg x2 \lor x3$ 

c3 : x3 ∨ ¬x4

хI	٦x١	<b>x2</b>	¬x2	<b>x3</b>	¬x3	<b>x4</b>	¬х4
0	0	0	0	0	0	0	0

## LSIDS: a scoring scheme for literals

### **Literal State Independent Decaying Sum**

## **Example!**

#### **Learnt Clauses:**

 $c2: \ \neg x \ I \ \lor \ \neg x \ 2 \lor x \ 3$ 

c3 : x3 ∨ ¬x4

хI	٦x١	<b>x2</b>	¬x2	х3	¬х3	<b>x4</b>	¬x4
0	0	0	0	0	0	0	0

## **Literal State Independent Decaying Sum**

## **Example!**

#### **Learnt Clauses:**

cl:  $\neg x1 \lor x2 \lor \neg x4$ 

 $c2: \, \neg x \, I \, \vee \, \neg x2 \vee x3$ 

c3:  $x3 \lor \neg x4$ 

	хI	٦x١	<b>x2</b>	¬x2	<b>x3</b>	¬x3	<b>x4</b>	¬х4
	0	0	0	0	0	0	0	0
Bump	0	l	l	0	0	0	0	I

## **Literal State Independent Decaying Sum**

## **Example!**

#### **Learnt Clauses:**

cl:  $\neg x l \lor x2 \lor \neg x4$ 

c2: ¬x1 ∨ ¬x2 ∨ x3

	хI	٦x١	<b>x2</b>	¬x2	<b>x3</b>	¬x3	<b>x4</b>	¬х4
	0	0	0	0	0	0	0	0
Bump	0	I	I	0	0	0	0	I

## **Literal State Independent Decaying Sum**

## **Example!**

#### **Learnt Clauses:**

cl:  $\neg x \mid \lor x2 \lor \neg x4$ 

c2:  $\neg x1 \lor \neg x2 \lor x3$ 

 $c3: x3 \lor \neg x4$ 

	хI	٦x١	<b>x2</b>	¬x2	<b>x3</b>	¬х3	<b>x4</b>	¬х4
	0	0	0	0	0	0	0	0
Bump	0	I	I	0	0	0	0	I
Decay	0	0.8	0.8	0	0	0	0	0.8

## **Literal State Independent Decaying Sum**

## **Example!**

#### **Learnt Clauses:**

cl:  $\neg x l \lor x2 \lor \neg x4$ 

c2: ¬x1 ∨ ¬x2 ∨ x3

	хI	٦x١	<b>x2</b>	¬x2	<b>x3</b>	¬х3	<b>x4</b>	¬x4
	0	0	0	0	0	0	0	0
Bump	0	I	I	0	0	0	0	I
Decay	0	8.0	0.8	0	0	0	0	0.8
Bump	0	1.8	0.8	I	I	0	0	0.8

## **Literal State Independent Decaying Sum**

## **Example!**

#### **Learnt Clauses:**

cl:  $\neg x l \lor x2 \lor \neg x4$ 

c2 :  $\neg x I \lor \neg x 2 \lor x 3$ 

	хI	٦x١	<b>x2</b>	¬x2	<b>x3</b>	¬х3	<b>x4</b>	¬х4
	0	0	0	0	0	0	0	0
Bump	0	I	I	0	0	0	0	I
Decay	0	8.0	8.0	0	0	0	0	0.8
Bump	0	1.8	0.8	I	I	0	0	0.8

## **Literal State Independent Decaying Sum**

## **Example!**

#### **Learnt Clauses:**

cl:  $\neg x l \lor x2 \lor \neg x4$ 

c2 :  $\neg x I \lor \neg x 2 \lor x 3$ 

	хI	TX I	<b>x2</b>	¬x2	<b>x3</b>	¬x3	<b>x4</b>	¬x4
	0	0	0	0	0	0	0	0
Bump	0	I	I	0	0	0	0	I
Decay	0	0.8	0.8	0	0	0	0	0.8
Bump	0	1.8	0.8	I	I	0	0	0.8
Decay	0	1.44	0.64	0.8	0.8	0	0	0.64

## **Literal State Independent Decaying Sum**

## **Example!**

#### **Learnt Clauses:**

cl:  $\neg x l \lor x2 \lor \neg x4$ 

c2 :  $\neg x I \lor \neg x 2 \lor x 3$ 

	χl	٦x١	<b>x2</b>	¬х2	<b>x3</b>	¬x3	<b>x4</b>	¬х4
	0	0	0	0	0	0	0	0
Bump	0	I	I	0	0	0	0	I
Decay	0	0.8	0.8	0	0	0	0	0.8
Bump	0	1.8	0.8	I	I	0	0	0.8
Decay	0	1.44	0.64	0.8	8.0	0	0	0.64
Bump	0	1.44	0.64	0.8	1.8	0	0	1.64

## **Literal State Independent Decaying Sum**

## **Example!**

#### **Learnt Clauses:**

cl:  $\neg x l \lor x2 \lor \neg x4$ 

c2:  $\neg x \mid \lor \neg x \mid \lor x \mid$ 

c3 : x3 ∨ ¬x4

#### **Backtrack:**

	ΧI	TXI	<b>X</b> 2	TX2	<b>X3</b>	TX3	<b>X4</b>	¬x4
	0	0	0	0	0	0	0	0
Bump	0	I	I	0	0	0	0	I
Decay	0	0.8	0.8	0	0	0	0	0.8
Bump	0	1.8	0.8	I	I	0	0	0.8
Decay	0	1.44	0.64	0.8	8.0	0	0	0.64
Bump	0	1.44	0.64	0.8	1.8	0	0	1.64

## **Literal State Independent Decaying Sum**

## **Example!**

#### **Learnt Clauses:**

cl:  $\neg x l \lor x2 \lor \neg x4$ 

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c3 : x3 ∨ ¬x4

#### **Backtrack:**

 $\neg x2$ 

	A I	'A I	<b>~</b>	'^2	XJ	·XJ	AT	יאד
	0	0	0	0	0	0	0	0
Bump	0	I	I	0	0	0	0	I
Decay	0	8.0	0.8	0	0	0	0	0.8
Bump	0	1.8	0.8	I	I	0	0	0.8
Decay	0	1.44	0.64	0.8	8.0	0	0	0.64
Bump	0	1.44	0.64	0.8	1.8	0	0	1.64

## **Literal State Independent Decaying Sum**

## **Example!**

#### **Learnt Clauses:**

cl:  $\neg x l \lor x2 \lor \neg x4$ 

c2: ¬xI ∨ ¬x2 ∨ x3

c3 : x3 ∨ ¬x4

#### **Backtrack:**

 $\neg x2$ 

Bump	
Decay	
Bump	
Decay	
Bump	

Bump

хI	٦x١	<b>x2</b>	¬х2	<b>x3</b>	¬х3	<b>x4</b>	¬х4
0	0	0	0	0	0	0	0
0	I	I	0	0	0	0	I
0	8.0	0.8	0	0	0	0	0.8
0	1.8	0.8	I	I	0	0	0.8
0	1.44	0.64	0.8	8.0	0	0	0.64
0	1.44	0.64	0.8	1.8	0	0	1.64
0	1.44	0.64	2.8	1.8	0	0	1.64

### **Literal State Independent Decaying Sum**

## **Example!**

#### **Learnt Clauses:**

cl:  $\neg x l \lor x2 \lor \neg x4$ 

c2 : ¬x1 ∨ ¬x2 ∨ x3

c3 : x3 ∨ ¬x4

#### **Backtrack:**

 $\neg x2$ 

### Phase Selection

- Compare score of two literals of the variable.
- Choose the one with higher score.

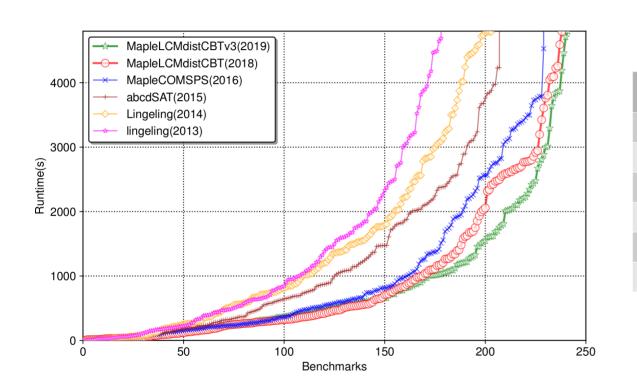
	хI	٦x١	<b>x2</b>	¬x2	х3	¬х3	<b>x4</b>	¬х4
	0	0	0	0	0	0	0	0
Bump	0	I	I	0	0	0	0	I
Decay	0	8.0	0.8	0	0	0	0	0.8
Bump	0	1.8	0.8	I	I	0	0	0.8
Decay	0	1.44	0.64	8.0	0.8	0	0	0.64
Bump	0	1.44	0.64	0.8	1.8	0	0	1.64
Bump	0	1.44	0.64	2.8	1.8	0	0	1.64

## **SAT** Revolution

over years 2013 - 19

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## over years 2013 - 19



## on SAT '19 benchmarks 5000s timeout

solver	year	# solved
lingeling	2013	179
lingeling	2014	188
abcdSAT	2015	202
MapleCOMSPS	2016	224
MapleLCMDistCBT	2018	233
MapleLCMDistCBTv3	2019	237

#### on 400 SAT '19 instances

solver	# solved	Avg. Runtime*
MLDC		
MLDC_LSIDS		

\* MLDC : Maple\_LCM\_Dist\_ChronoBT\_v3

\*Avg. Runtime : PAR-2 scores



on 400 SAT '19 instances

solver	# solved	Avg. Runtime*
MLDC	237	4556
MLDC_LSIDS	243	4398

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\*Avg. Runtime : PAR-2 scores



#### on 400 SAT '19 instances

solver	# solved	Avg. Runtime*
MLDC	237	4556
MLDC_LSIDS	243	4398

\* **MLDC**: Maple\_LCM\_Dist\_ChronoBT\_v3

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### Room for being skeptical

• Is LSIDS complete noise?

#### on 400 SAT '19 instances

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MLDC	237	4556
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### Room for being skeptical

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#### on 500 cryptographic instances

solver	# solved	Avg. Runtime*
MLDC		
MLDC_LSIDS		

#### on 400 SAT '19 instances

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### Room for being skeptical

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#### on 500 cryptographic instances

solver	# solved	Avg. Runtime*
MLDC	291	9939
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#### on 400 SAT '19 instances

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**T**: CB if (decision level - backtracking level) > T

C: NCB for first C conflicts

#### on 400 SAT '19 instances

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\*Avg. Runtime: PAR-2 scores



T: CB if (decision level - backtracking level) > T

**C**: NCB for first C conflicts

		T = 100				C = 4000			
		C = 2000	C =	C = 4000	C = 5000	T = 25	T = 90	T = 150	T = 200
# solved	MLDC	235	237	235	234	237	233	229	235
	MLDC -LSIDS	242	240	243	239	241	238	238	239
Avg. Run- time	MLDC	4663	4588	4556	4674	4609	4706	4773	4641
	MLDC -LSIDS	4506	4558	4398	4575	4555	4556	4622	4583

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  - "Issues serious warrant to the community."

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github.com/meelgroup/duriansat

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