

Classical Satisfiability Algorithms

IA085: Satisfiability and Automated Reasoning

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- basic logical notions (entailment, equivalence, satisfiability, ...)
- applications of satisfiability,
- conversion of a formula to **equisatisfiable** CNF of linear size

Today, we assume that all formulas are in CNF.

An algorithm that can decide satisfiability of formulas with **thousands of variables** and **millions of clauses**.

Exhaustive search

Exhaustive search

```
1 ExhaustiveSearch(formula  $\Phi$ ) {  
2   foreach truth assignment  $\mu$  to  $Atoms(\Phi)$   
3     res  $\leftarrow$  evaluate  $\phi$  under  $\mu$   
4     if res ==  $\top$   
5       return SAT  
6   return UNSAT  
7 }
```

Exhaustive search in practice

- virtually **never used in practice**
- for unsatisfiable instances always needs $2^{|\text{Atoms}(\varphi)|}$ steps
- for satisfiable instances can easily need exponential number of steps

Just buy a big powerful GPU?

- atoms on Earth $\sim 10^{50}$ \sim number of truth assignments to 166 variables
- atoms in the universe $\sim 10^{80}$ \sim number of truth assignments to 266 variables

Propositional resolution

Resolution rule

Rule for deriving new clauses from existing ones

$$\frac{\{A, l_1, \dots, l_n\} \quad \{\neg A, l'_1, \dots, l'_m\}}{\{l_1, \dots, l_n, l'_1, \dots, l'_m\}}$$

In general form

$$\frac{A \vee \varphi \quad \neg A \vee \psi}{\varphi \vee \psi}$$

Notation and terminology

- $Resolve(x, C_1, C_2)$ returns the resulting formula
- $Resolve(x, C_1, C_2)$ is called **resolvent** of C_1 and C_2 on x

Correctness

$$C_1 \wedge C_2 \models Resolve(x, C_1, C_2)$$

Resolution rule: notable instances

$$\frac{A \quad \neg A \vee B}{B}$$

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$$\frac{A \quad \neg A \vee B}{B} = \frac{A \quad A \rightarrow B}{B} = \text{modus ponens}$$

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$$\frac{\neg A \vee B \quad \neg B \vee C}{\neg A \vee C}$$

Resolution rule: notable instances

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$$\frac{\neg B \quad \neg A \vee B}{\neg A} = \frac{\neg B \quad A \rightarrow B}{\neg A} = \text{modus tollens}$$

$$\frac{\neg A \vee B \quad \neg B \vee C}{\neg A \vee C} = \frac{A \rightarrow B \quad B \rightarrow C}{A \rightarrow C} = \text{transitivity}$$

Observations

- if $C_1, C_2 \in \Phi$ and R is a resolvent of C_1 and C_2 , then $\Phi \models R$
- therefore $\Phi \equiv \Phi \cup \{R\}$

Proving unsatisfiability by resolution

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- therefore $\Phi \equiv \Phi \cup \{R\}$

Resolution method

- extend Φ with all possible resolvents of clauses from Φ
- if $\emptyset \in \Phi$ at some point, return UNSAT
- if no more clauses can be derived and $\emptyset \notin \Phi$, return SAT

Proving unsatisfiability by resolution

$\{A, B\},$
 $\{\neg B, C\},$
 $\{\neg B, \neg C\},$
 $\{\neg A, \neg B, \neg D\},$
 $\{\neg A, B, \neg D\},$
 $\{\neg A, B, D\}$

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 $\{B\},$
 $\emptyset \}$

Theorem (Soundness)

If the resolution method returns UNSAT, the formula Φ is unsatisfiable.

Theorem (Completeness)

If the formula is unsatisfiable, the resolution method returns UNSAT.

Resolution method is **not used in practice**

- the size of Φ never decreases
- the size of Φ grows quickly (often exponentially)
- as presented, the algorithm is not deterministic

Davis-Putnam algorithm (1960)

- eagerly apply simple resolution cases first -- **unit resolution** (unit propagation)
- fix an order of variables in which to resolve
- for a variable x , use resolution on **all clauses that can be resolved on x** at once and **remove the original clauses**

Davis-Putnam algorithm: Unit propagation

Variable assignment

- for example

$$\left\{ \{A, B\}, \{C, \neg D\}, \{\neg A, D\} \right\} \Big|_A = \left\{ \{C, \neg D\}, \{D\} \right\}$$

- $\Phi|_v = \{C \setminus \{\neg v\} \mid C \in \Phi \text{ and } v \notin C\}$
- similarly for $\Phi|_{\neg v}$

Unit propagation

- if Φ contains a **unit clause** ($\{l\} \in \Phi$), we can directly assign its value
- for example

$$\left\{ \{A, \neg B\}, \{B\}, \{B, C\}, \{C, \neg D, A\} \right\} \rightsquigarrow \left\{ \{A\}, \{C, \neg D, A\} \right\}$$

Davis-Putnam algorithm: Variable elimination

- divide $\Phi = \Psi \cup \Psi_x \cup \Psi_{\neg x}$ where clauses in Ψ do not contain x , clauses in Ψ_x contain x positively, and $\Psi_{\neg x}$ contain x negatively
- $EliminateVar(x, \Phi) = \Psi \cup \{Resolve(x, C_1, C_2) \mid C_1 \in \Psi_x, C_2 \in \Psi_{\neg x}\}$ without tautological clauses

$$\Phi = \{\{A, B\}, \{\neg B, C\}, \{\neg B, \neg C\}, \{\neg A, \neg B, \neg D\}, \{\neg A, B, \neg D\}, \{\neg A, B, D\}\}$$

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Davis-Putnam Algorithm

```
1 DP(formula  $\Phi$ ):
2   while  $\Phi$  contains unit clause  $\{l\}$ :
3      $\Phi \leftarrow \Phi|_l$ 
4
5   if  $\Phi = \emptyset$  return SAT
6   if  $\emptyset \in \Phi$  return UNSAT
7
8    $v \leftarrow \text{PickVariable}(\Phi)$ 
9    $\Phi \leftarrow \text{EliminateVar}(v, \Phi)$ 
10  return DP( $\Phi$ )
```

Davis-Putnam algorithm: Properties

Theorem (Soundness)

If $DP(\Phi)$ returns UNSAT, the formula Φ is unsatisfiable.

Theorem (Completeness)

If the formula Φ is unsatisfiable, $DPLL(\Phi)$ returns UNSAT.

Proof idea.

Invariant: at every step, the formula Φ is equisatisfiable with the original.

- Unit propagation is satisfiability preserving.
- Variable elimination is satisfiability preserving.



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Corollary (Complexity)

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Corollary (Complexity)

Unless $P = NP$, the procedure DP does not run in polynomial time.

Pigeonhole formula PHP_n

- Can $n + 1$ pigeons be assigned to n boxes such that there is at most one pigeon in one box?
- variables $x_{i,j}$ -- pigeon i is in the box j
- for each $1 \leq i \leq n + 1$ a clause $\bigvee_{1 \leq j \leq n} x_{i,j}$
- for each $1 \leq j \leq n$ and $1 \leq i < i' \leq n + 1$ a clause $\neg x_{i,j} \vee \neg x_{i',j}$
- obviously unsatisfiable

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Theorem (Haken, 1985)

Every resolution proof of PHP_n has size $2^{\Omega(n)}$.

Davis-Putnam-Logemann-Loveland algorithm (DPLL)

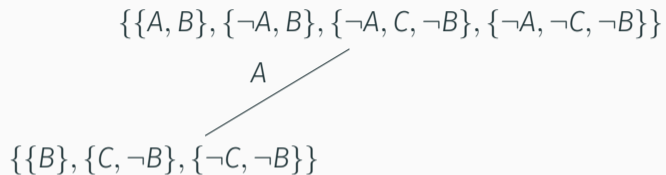
Davis-Putnam-Logemann-Loveland algorithm (1962)

- replace the resolution step in DP by **variable assignment**
- assign one value; if UNSAT, **backtrack** and try the opposite value
- eagerly apply unit propagation whenever possible

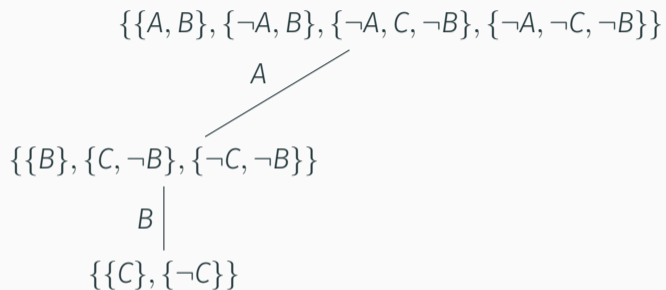
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8    $v \leftarrow \text{PickVariable}(\Phi)$ 
9   if DPLL( $\Phi|_v$ ) == SAT:
10     return SAT
11   return DPLL( $\Phi|_{\neg v}$ )
```

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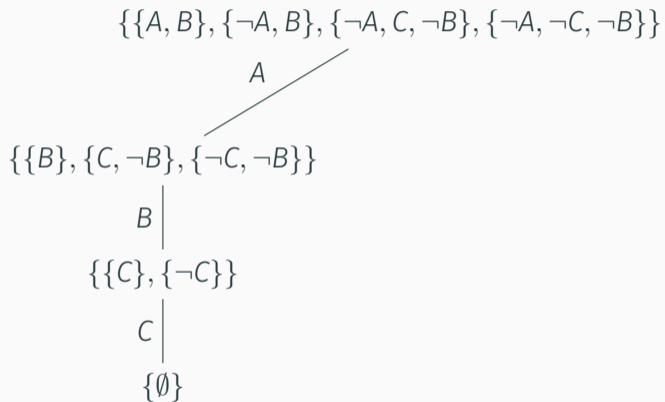
DPLL: Example



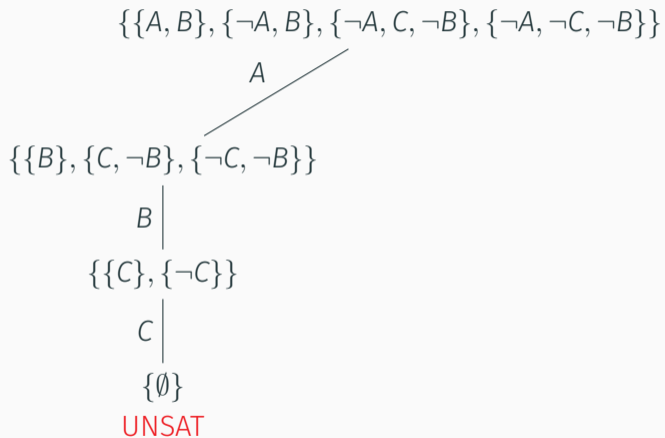
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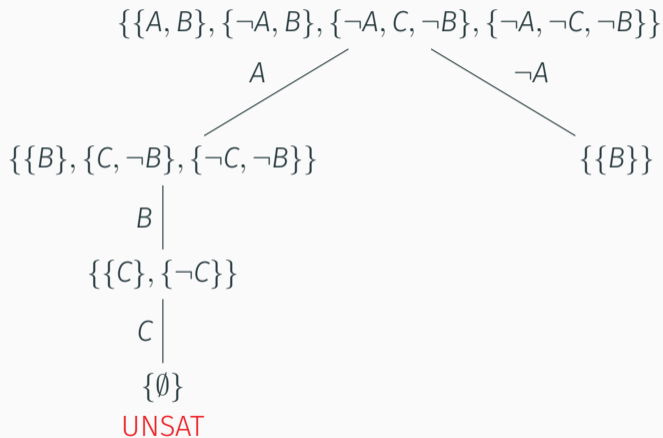
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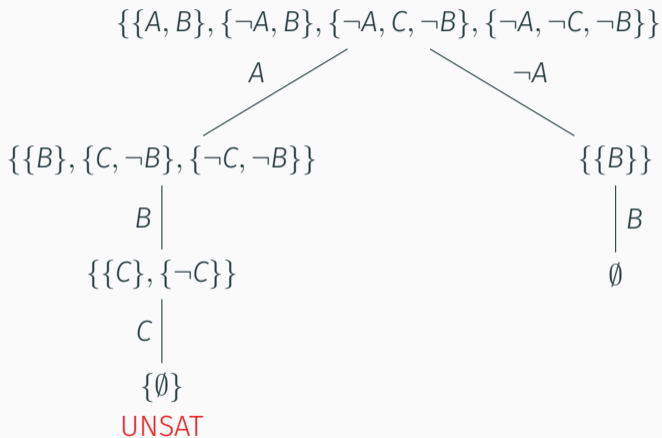
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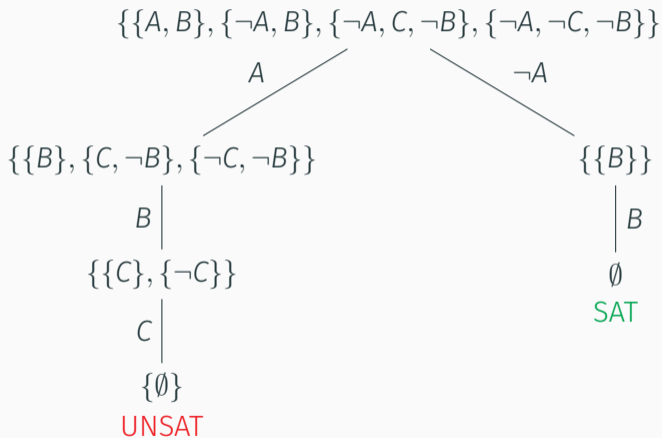
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Theorem (Soundness)

If $\text{DPLL}(\phi)$ returns SAT, the formula ϕ is satisfiable.

Theorem (Completeness)

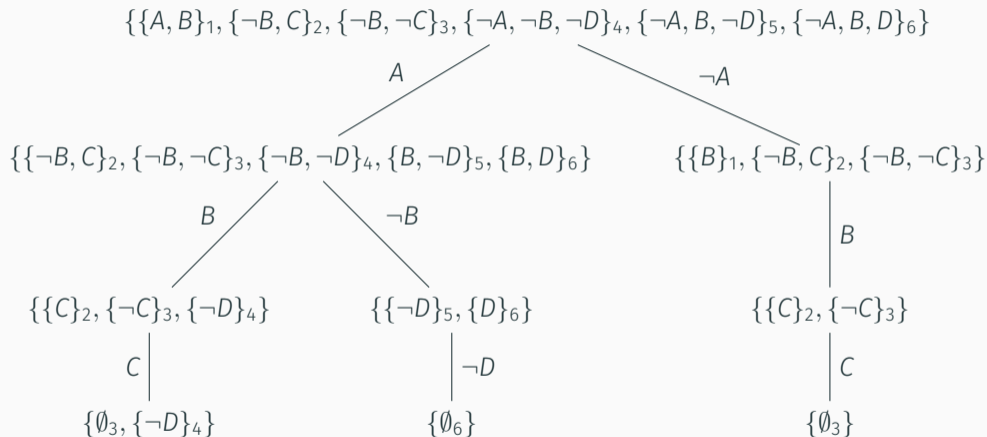
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Corollary (Complexity)

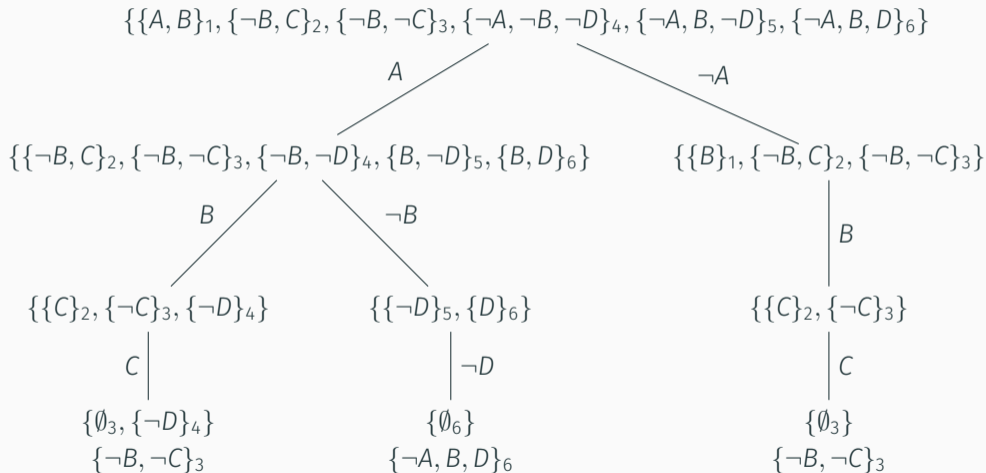
Unless $P = NP$, the procedure DPLL does not run in polynomial time.

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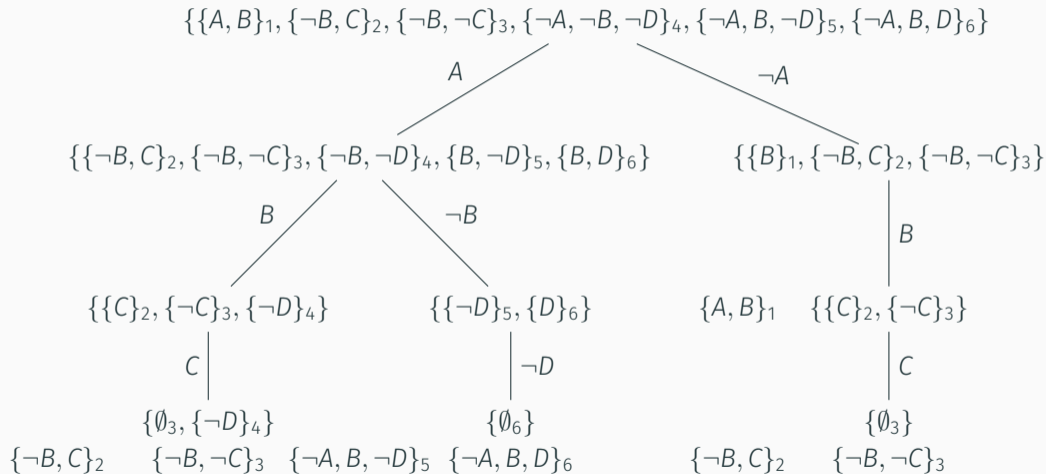
UNSAT DPLL \rightarrow Resolution



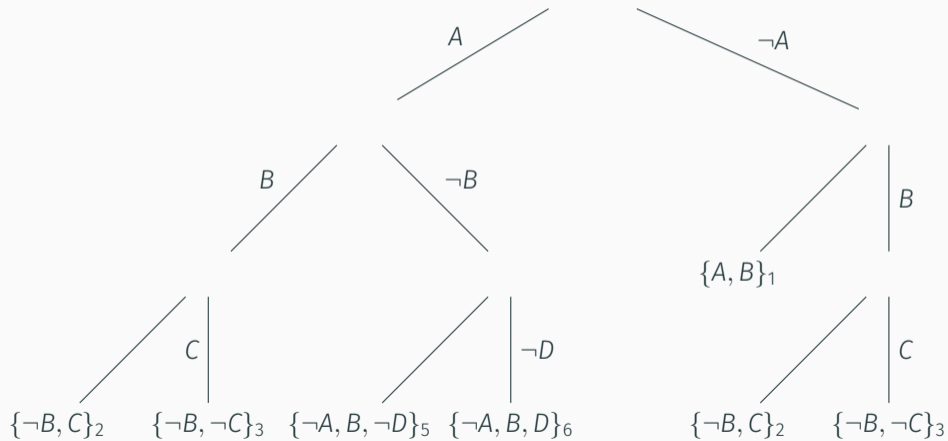
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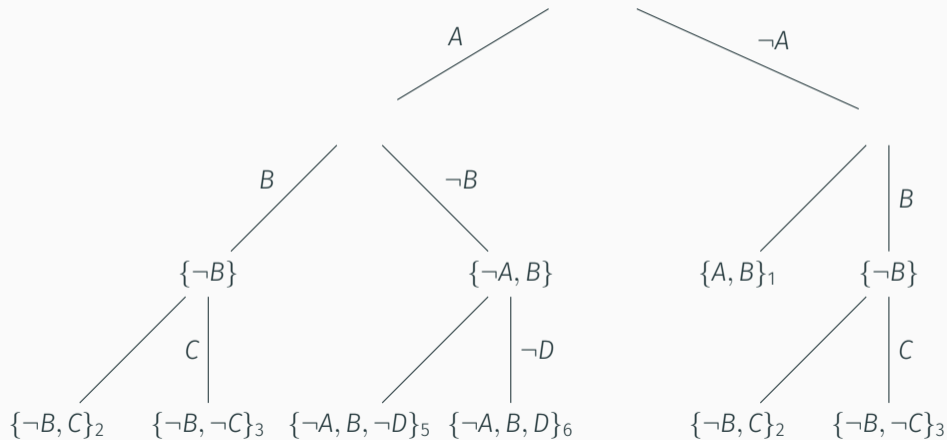
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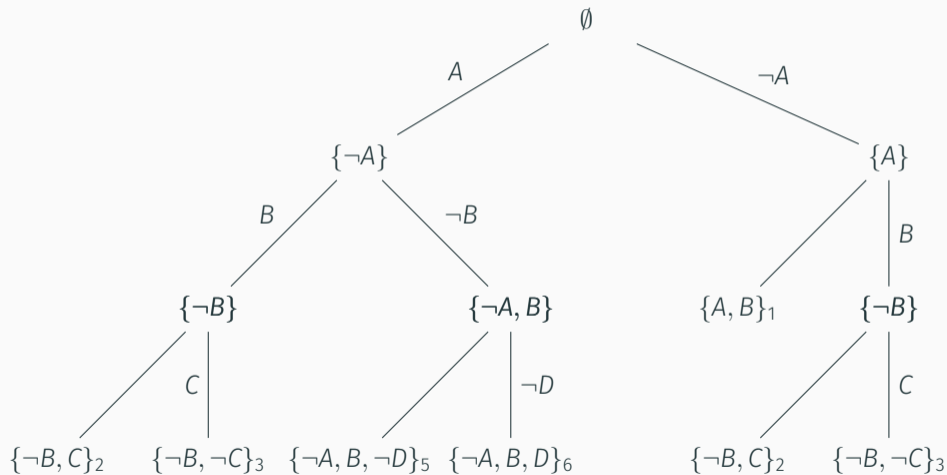
UNSAT DPLL \rightarrow Resolution



UNSAT DPLL \rightarrow Resolution



UNSAT DPLL \rightarrow Resolution



A run of DPLL with result UNSAT corresponds to a **tree** resolution proof

- replace all derived \emptyset leaves by the corresponding original input clauses
- to each unit propagation step, add the original clause of the unit clause that triggered the unit propagation
- complete the resolution

Corollary (Time Complexity)

DPLL has exponential time complexity (e.g., for PHP formulas).

Theorem (Space Complexity)

DPLL has polynomial space complexity.

- DPLL is **almost never used in practice**
- basis of Conflict-Driven Clause Learning (CDCL) used in most of the modern SAT solvers

Implementing DPLL

Real implementation of DPLL

- the previous theoretical description is **not suitable for practical implementation**
- each modification of formula Φ is too expensive
- **do not modify the formula, modify the partial assignment instead**

Clause status

- contains satisfied literal \rightarrow **satisfied**
- all literals are assigned opposite values \rightarrow **falsified / conflict clause**
- one literal is unassigned, other literals are assigned opposite values \rightarrow **unit clause**
- otherwise **undetermined**

$$(A \vee B) \wedge (\neg A \vee B) \wedge (\neg A \vee C \vee \neg B) \wedge (\neg A \vee \neg C \vee \neg B)$$



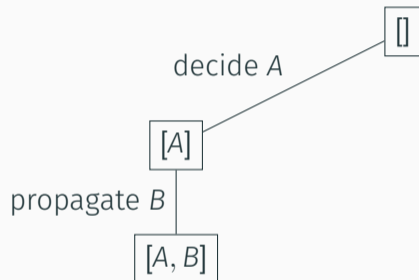
DPLL: Searching in assignments

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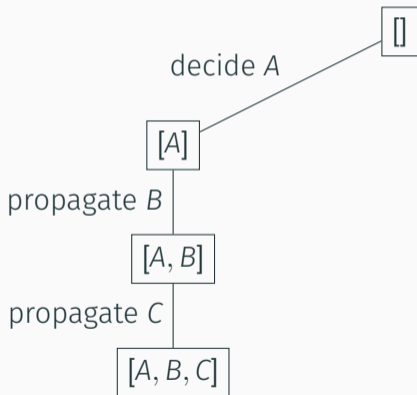
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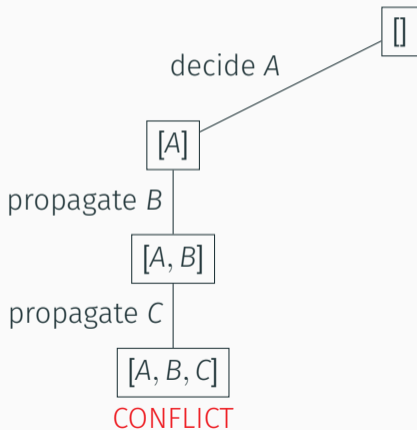
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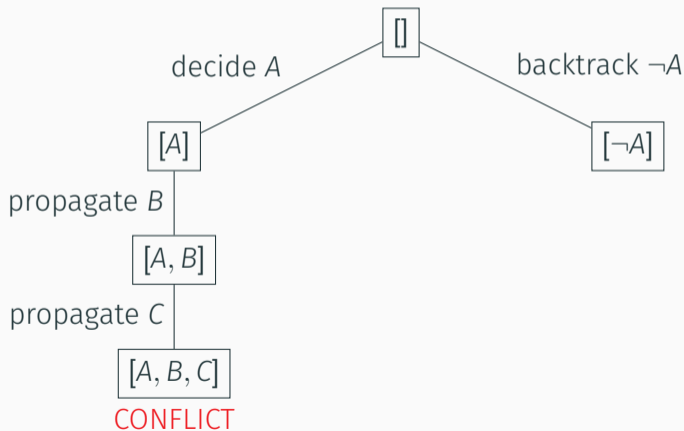
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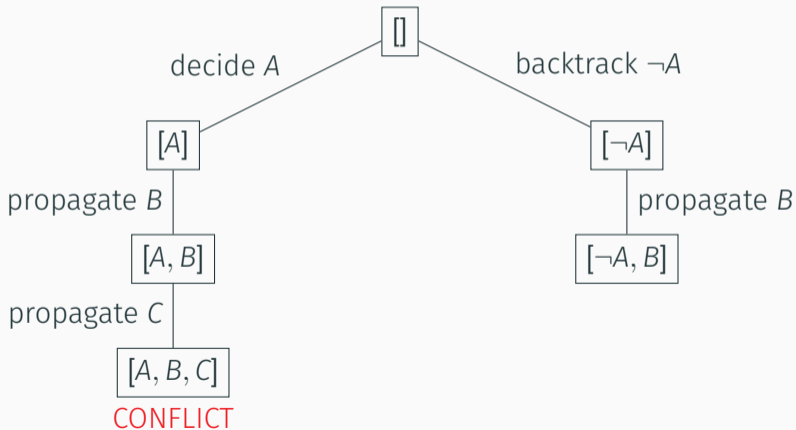
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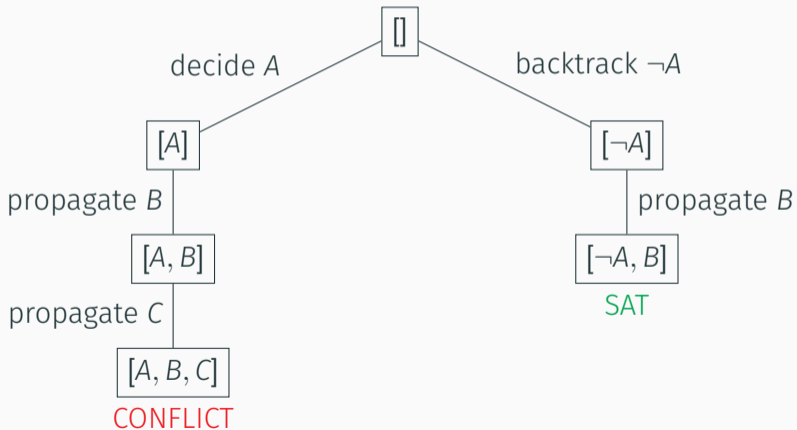
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Trail

- stack of currently assigned literals
- `trail = [A, ¬C]`
- used during backtracking

Map of values

- maps each variable to `true/false/unknown`
- `value[A] = true, value[B] = unknown, value[C] = false`
- used to evaluate clauses

Decision and Backtracking

- do not use recursion for backtracking, manage the stack explicitly (faster and will be useful later)
- keep list of positions of **decision literals** that can be reverted if needed
- e.g. for `trail = [A, ¬B, C, D, ¬E]`, `decisions = [0, 2]`:
 - literals `trail[0] = A` and `trail[2] = C` were decisions
 - other literals were unit propagated or set during backtracking

Desired functionalities

- `Decide(x, v)`: sets x to v ; can be flipped using backtracking
- `Assign(x, v)`: sets x to v ; cannot be flipped using backtracking
- `Backtrack()`: undo all assignments up to the last decision, **Assign** the decided variable to the opposite value
- How to implement?

UnitPropagate()

- detects unit clauses
- keeps a queue of unit assignments that have to be performed
- assigns value to **all unit literals** until fixed point
- can detect conflicts


```
1 def DPLL(formula  $\Phi$ ):
2     InitializeDatastructures()
3
4     if UnitPropagation() == CONFLICT:
5         return UNSAT
6
7     while not all variables are assigned:
8         v  $\leftarrow$  PickUnassignedVariable()
9
10        Decide(v, false)
11        while UnitPropagation() == CONFLICT:
12            if decisions == []:
13                return UNSAT
14            Backtrack()
15
16    return SAT
```

Naive unit propagation

- go through the list of clauses
- unit clause → **Assign** the unassigned literal and repeat
- clause that has all literals assigned to **false** → return CONFLICT

Unit propagation: naive

Naive unit propagation

- go through the list of clauses
- unit clause \rightarrow **Assign** the unassigned literal and repeat
- clause that has all literals assigned to **false** \rightarrow return CONFLICT

Less naive unit propagation

- all unit propagations (except the first one) occur after variable decision/assignment
- precompute for each literal **occurs**[l], the list of clauses that contain l
- after decision/assignment of l , only check the clauses in **occurs**[$\neg l$]

Unit propagation: need something better

Still not good enough, a variable can occur in a large number of clauses.

Most of the runtime is spent in unit propagation → must be **as cheap as possible!**

Idea

Do not check clauses for which we are sure that contain at least two unassigned literals.

Unit propagation: head-tail lists

Head-tail lists (SATO solver, 1997)

- for each clause, remember positions of its first and last unassigned literals (head and tail)
- for each literal, remember list of clauses where it is head and where it is tail
- during unit propagation, only check clauses where the negation of literal is head/tail
- needs to maintain the invariant during backtracking

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$$x \vee \neg y \vee z \vee \neg v \vee \neg w \vee \overset{\downarrow}{u}$$

↑

Variable assignment:

Unit propagation: head-tail lists

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Unit propagation: head-tail lists

Head-tail lists (SATO solver, 1997)

- for each clause, remember positions of its first and last unassigned literals (head and tail)
- for each literal, remember list of clauses where it is head and where it is tail
- during unit propagation, only check clauses where the negation of literal is head/tail
- needs to maintain the invariant during backtracking

$$x \vee \neg y \vee z \vee \neg v \vee \neg w \vee \dot{u}$$

↑

Variable assignment: y, v

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Variable assignment: $y, v, \neg x$

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$$x \vee \neg y \vee z \vee \neg v \vee \neg w \vee \overset{\downarrow}{u}$$

\uparrow

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$$x \vee \neg y \vee z \vee \neg v \vee \neg w \vee u$$

The diagram shows the clause $x \vee \neg y \vee z \vee \neg v \vee \neg w \vee u$ with red text. An upward arrow points to the literal z , and a downward arrow points to the literal $\neg w$.

Variable assignment: $y, v, \neg x, \neg u, w$

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$$x \vee \neg y \vee z \vee \neg v \vee \neg w \vee u$$

The diagram shows the clause $x \vee \neg y \vee z \vee \neg v \vee \neg w \vee u$. The literals x , $\neg y$, $\neg v$, and $\neg w$ are highlighted in red. An upward-pointing arrow is positioned below the literal z , and a downward-pointing arrow is positioned above the literal $\neg w$.

Variable assignment: $y, v, \neg x, \neg u$

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$$x \vee \neg y \vee \underset{\uparrow}{z} \vee \neg v \vee \overset{\downarrow}{\neg w} \vee u$$

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↑↓

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$$\underset{\uparrow}{x} \vee \neg y \vee z \vee \neg v \vee \neg w \vee \underset{\downarrow}{u}$$

Variable assignment:

Unit propagation: two watched literals

Two watched literals (zCHAFF solver, 2001)

- for each clause, remember positions of its two unassigned literals (**watched literals**)
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$$\begin{array}{ccccccc} x \vee & \neg y \vee & z \vee & \neg v \vee & \neg w \vee & u \\ \uparrow & & & & & & \\ & \downarrow & & & & & \end{array}$$

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Variable assignment: $y, v, \neg x, \neg u, w$

Unit: z

Unit propagation: two watched literals

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Variable assignment:

Conflict-Driven Clause Learning (CDCL)

- DPLL search (unit propagation, backtracking)
- + using resolution to learn new clauses after conflict
- + non-chronological backtracking

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Modern SAT Solvers

- CDCL
- + two watched literal scheme
- + variable decision heuristics
- + dynamic restarts
- + preprocessing/inprocessing

You can already start implementing your SAT solver

- input in DIMACS format
- DPLL-like assignment decisions and backtracking
- unit propagation with two watched literal scheme