

# 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.

# Our Goal

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

## Exhaustive search

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# Exhaustive search

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```
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 }
```

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## Exhaustive search in practice

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

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## 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

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

## 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  $\Phi$  with all possible resolvents of clauses from  $\Phi$
- 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

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

## Theorem (Soundness)

*If the resolution method returns UNSAT, the formula  $\Phi$  is unsatisfiable.*

## Theorem (Completeness)

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

Resolution method is **not used in practice**

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

# Davis-Putnam algorithm

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# Systematic resolution: Davis-Putnam algorithm

## 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  $\Phi$  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  $\Psi$  do not contain  $x$ , clauses in  $\Psi_x$  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

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```
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( $\Phi$ )
```

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# Davis-Putnam algorithm: Properties

## Theorem (Soundness)

*If  $\text{DP}(\Phi)$  returns UNSAT, the formula  $\Phi$  is unsatisfiable.*

## Theorem (Completeness)

*If the formula  $\Phi$  is unsatisfiable,  $\text{DPLL}(\Phi)$  returns UNSAT.*

## Proof idea.

Invariant: at every step, the formula  $\Phi$  is equisatisfiable with the original.

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



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## Corollary (Complexity)

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

# Resolution lower bounds

## Pigeonhole formula $\text{PHP}_n$

- 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  $\text{PHP}_n$  has size  $2^{\Omega(n)}$ .*



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## Corollary (Complexity)

*The procedure DP does not run in polynomial time.*

# Davis-Putnam-Logemann-Loveland algorithm (DPLL)

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## 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

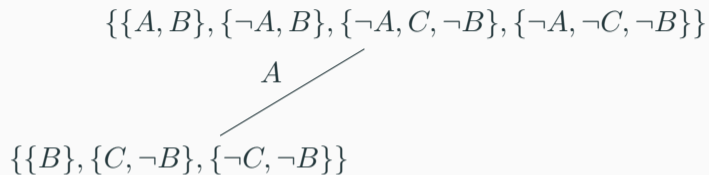
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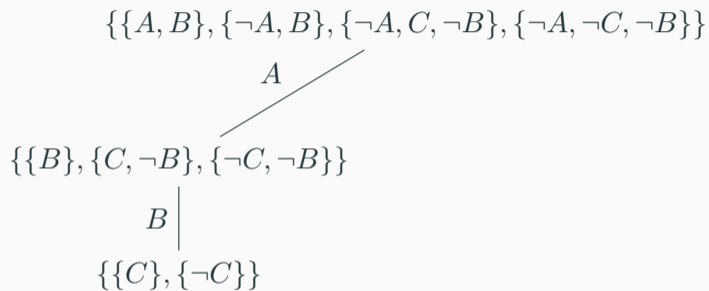
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10     return SAT
11   return DPLL( $\Phi|_{\neg v}$ )
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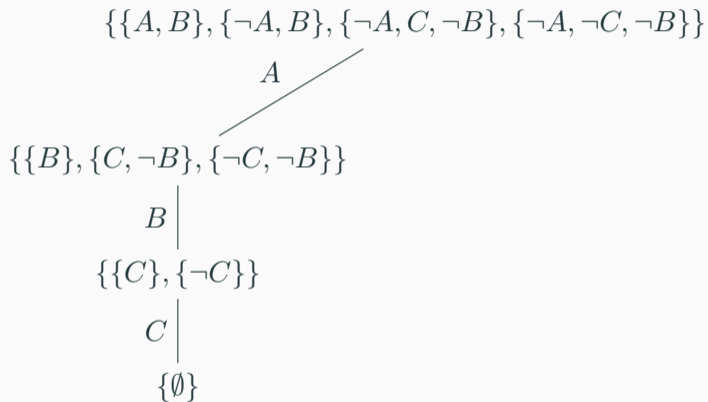
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## DPLL: Example



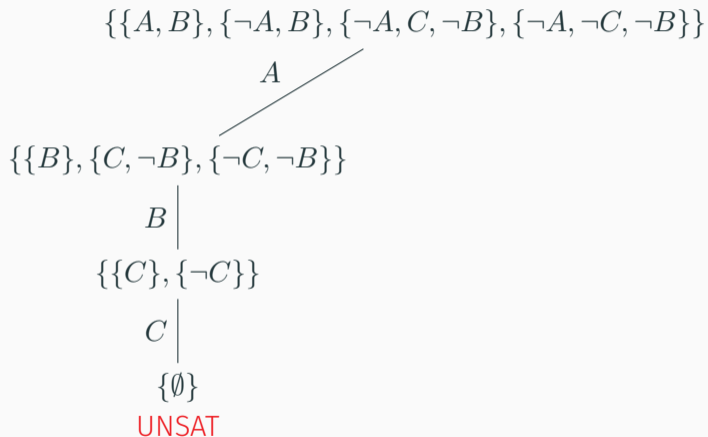


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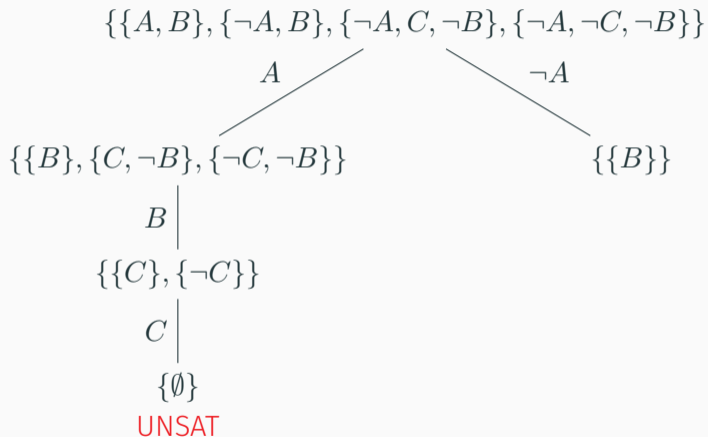




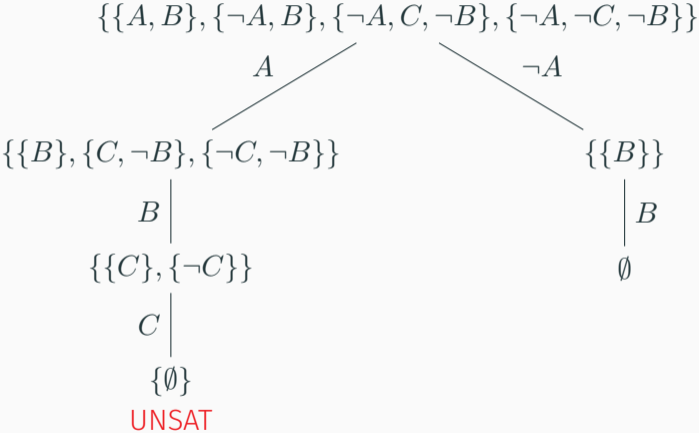
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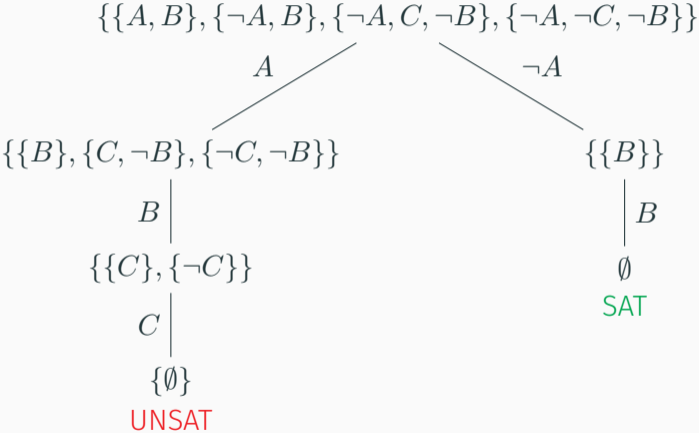
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# DPLL: Example



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

## Theorem (Completeness)

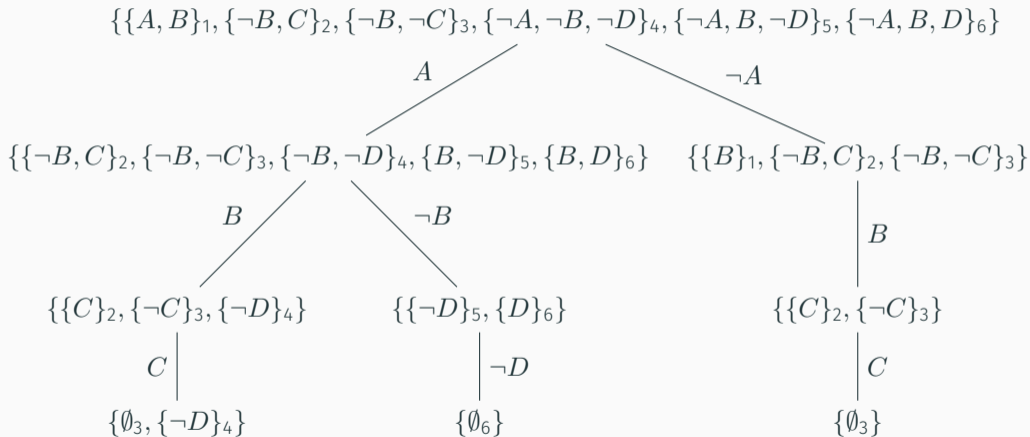
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## Corollary (Complexity)

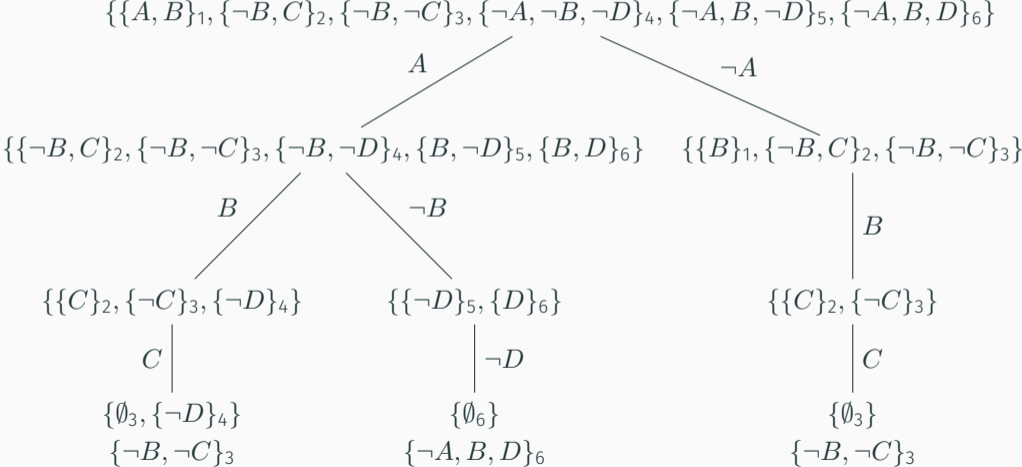
*Unless  $P = NP$ , the procedure DPLL does not run in polynomial time.*

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# UNSAT DPLL $\rightarrow$ Resolution

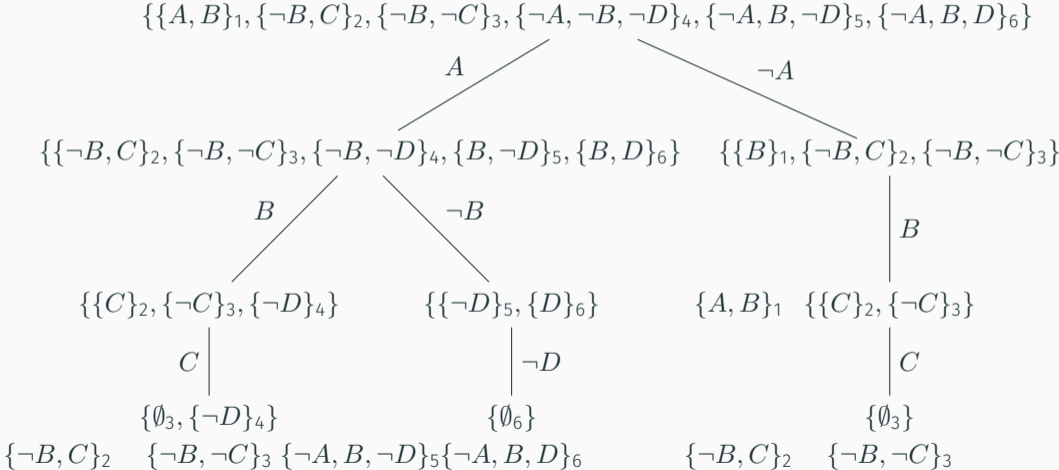


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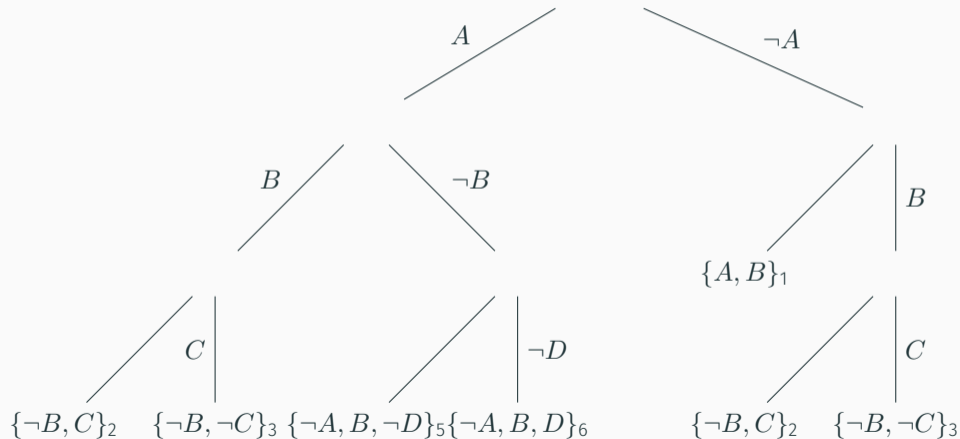




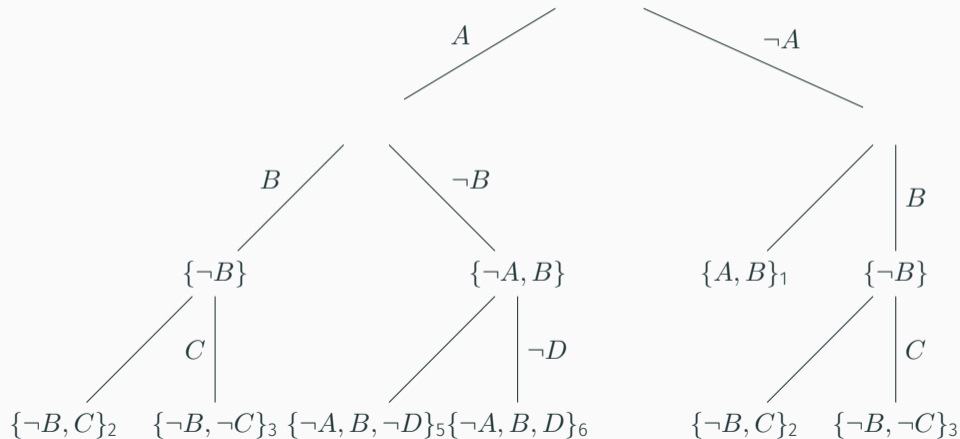
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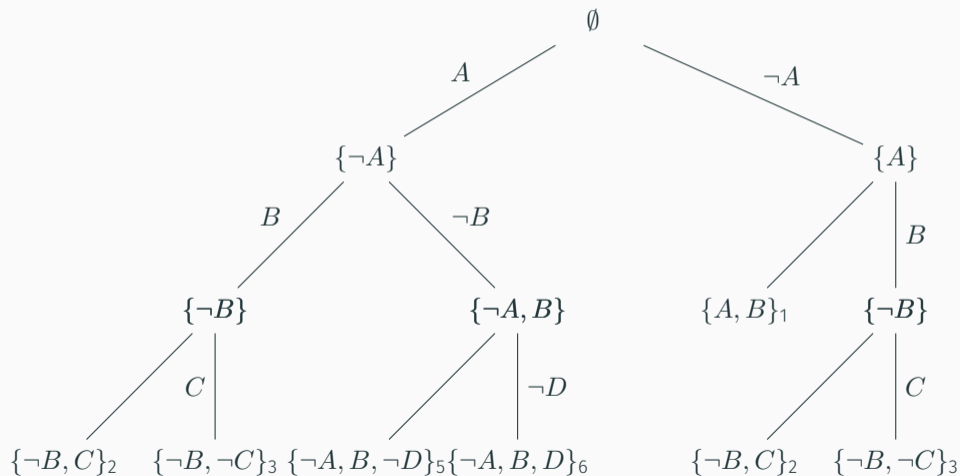
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# UNSAT DPLL → Resolution



# UNSAT DPLL $\rightarrow$ Resolution



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

1. replace all derived  $\emptyset$  leaves by the corresponding original input clauses
2. to each unit propagation step, add the original clause of the unit clause that triggered the unit propagation
3. 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

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# Real implementation of DPLL

- the previous theoretical description is **not suitable for practical implementation**
- each modification of formula  $\Phi$  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**



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



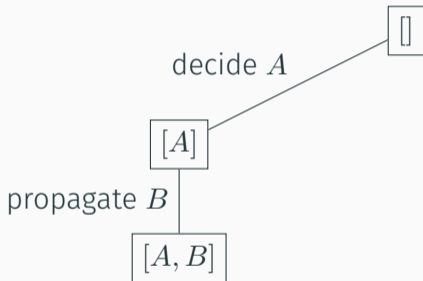
## DPLL: Searching in assignments

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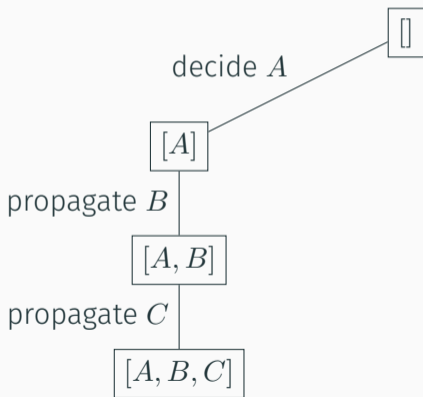
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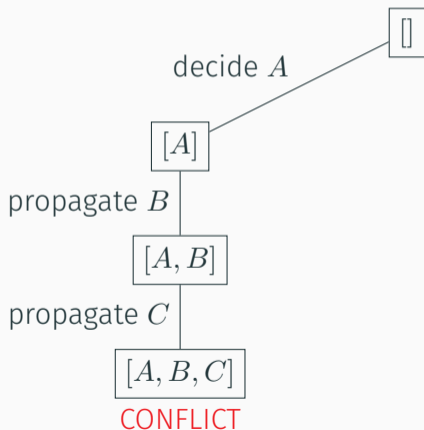
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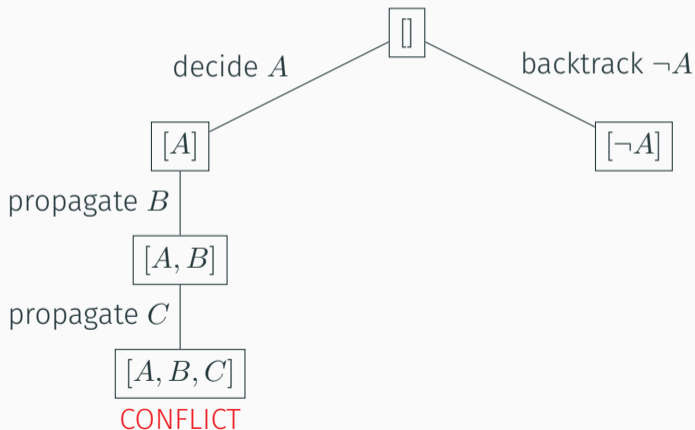
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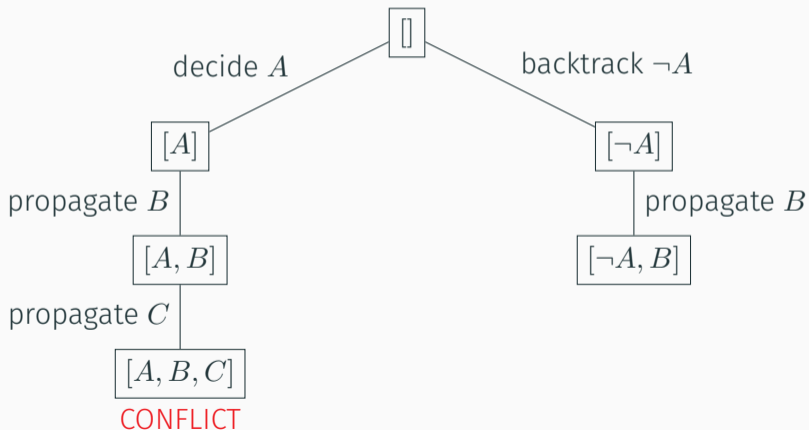
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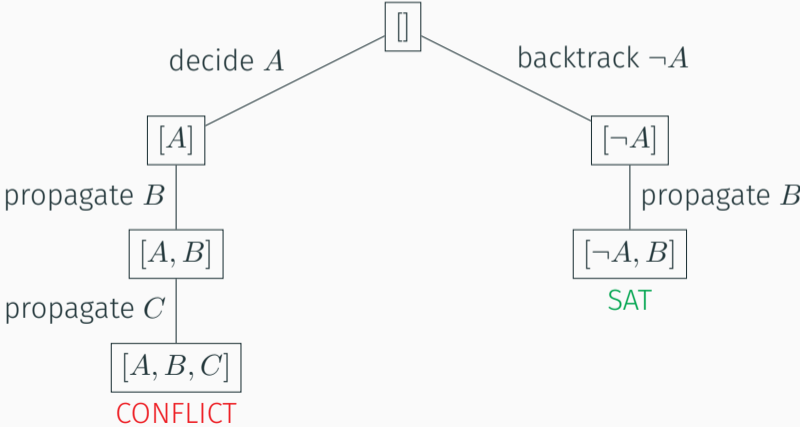
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# Partial assignment representation

## 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

# DPLL: Realistic

---

```
1 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
```

---

# Unit propagation: naive

## Naive unit propagation

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

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## Naive unit propagation

- go through the list of clauses
- for each unit clause **Assign** the unassigned literal and repeat
- found clause that has all literals assigned to **false** → 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
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$\uparrow$       $\downarrow$

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Unit:  $z$

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# 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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Unit:  $z$

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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