

Hard Examples for Common Variable Decision Heuristics

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Theoretical Foundations of SAT/SMT Solving

DPLL

$y \vee z \quad y \vee \bar{z} \quad x \vee \bar{y} \vee z \quad x \vee \bar{y} \vee \bar{z} \quad \bar{x} \vee \bar{y}$

Algorithm 1: DPLL

while *not solved* **do**

if *conflict* **then** backtrack()
 else if *unit* **then** propagate()
 else branch()

State: partial assignment

$y \vee z$ $y \vee \bar{z}$ $x \vee \bar{y} \vee z$ $x \vee \bar{y} \vee \bar{z}$ $\bar{x} \vee \bar{y}$

Algorithm 2: CDCL

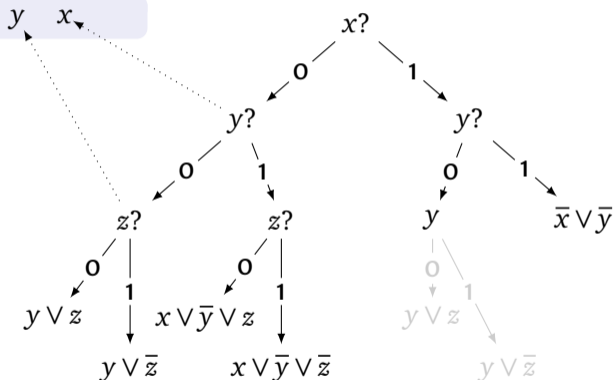
while *not solved* **do**

if *conflict* **then** **learn**()

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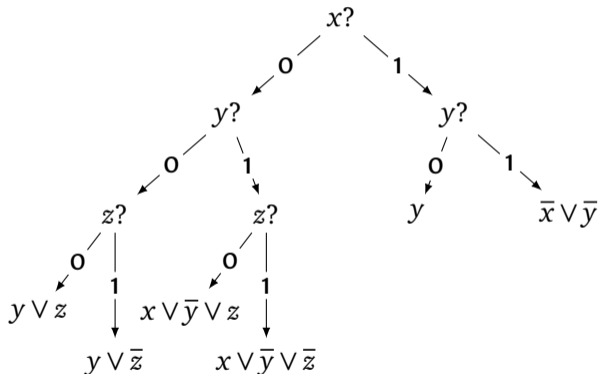
State: partial assignment
& learned clauses



Resolution

- Interpret CDCL run as resolution proof

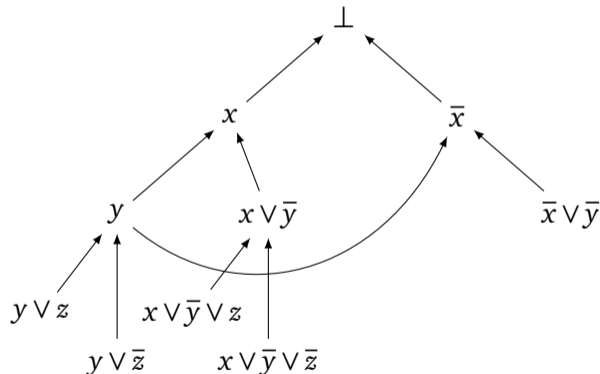
$$\frac{C \vee v \quad D \vee \bar{v}}{C \vee D}$$



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CDCL vs Resolution

- ▶ CDCL implicit proofs are in resolution form
- ▶ DPLL proofs only in weaker “tree-like” resolution form
- ▶ Is CDCL as powerful as general resolution?

CDCL vs Resolution

- ▶ CDCL implicit proofs are in resolution form
- ▶ DPLL proofs only in weaker “tree-like” resolution form
- ▶ Is CDCL as powerful as general resolution?

- ▶ Partial results in 2000s

[Beame, Kautz, Sabharwal '04]

[Van Gelder '05]

[Hertel, Bacchus, Pitassi, Van Gelder '08]

[Buss, Hoffmann, Johannsen '08]

- ▶ Yes (under natural model)

[Pipatsrisawat, Darwiche '09]

- ▶ Assumptions:

[Atserias, Fichte, Thurley '09]

- ▶ Optimal variable choices
- ▶ Clauses not thrown away
- ▶ Frequent restarts
- ▶ Standard learning

CDCL equivalent to Resolution

Theorem

[Pipatsrisawat, Darwiche '09]

CDCL can efficiently find resolution proofs

CDCL equivalent to Resolution

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If a deterministic algorithm efficiently finds resolution proofs then $P = NP$

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Also: CDCL with random decisions simulates bounded-width Resolution

[Atserias, Fichte, Thurley '09]

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Separation of CDCL vs Resolution

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[V '20]

There are formulas such that

- ▶ Resolution refutations of polynomial length
- ▶ Exponential time in CDCL with common variable decision heuristics

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Variable Decision Heuristics

Which literal do we pick next?

- ▶ Will lead to a conflict quickly.
- ▶ Was involved in conflicts recently.

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VSIDS

- ▶ Give a score $q(x)$ to variable x .
- ▶ At each conflict
 - ▶ Bump $q' = q + 1$ if x involved.
 - ▶ Decay $q' = 0.95 \cdot q$ all variables.
- ▶ Pick variable with largest score

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Sign

- ▶ Last assigned.

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Properties of VSIDS

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A variable that has been in a conflict is picked before a variable that never has.

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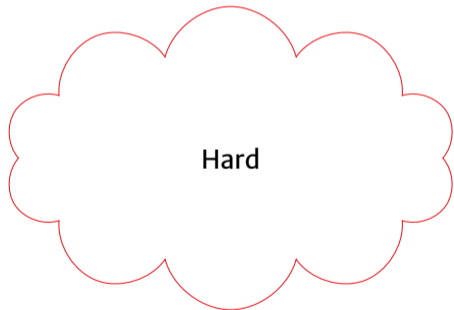
Fine Print

Not true if finite precision.

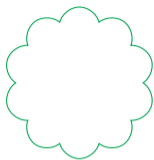
Does hold if stable priority queue.

Intuition

- ▶ Easy part + Hard part.

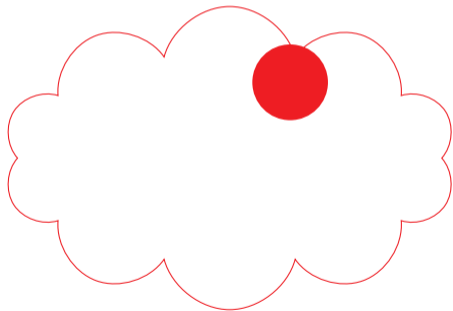


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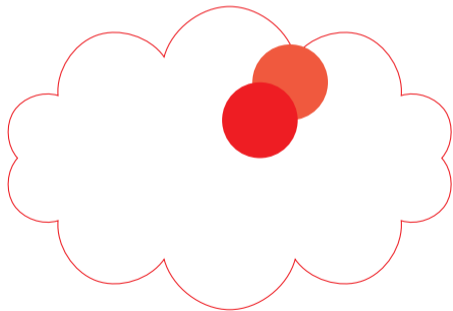
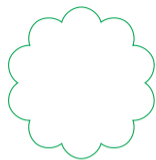
▶ **Easy** part + **Hard** part.

▶ Conflict in hard part \implies
More conflicts in hard part.



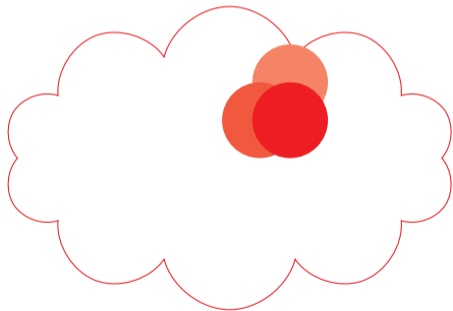
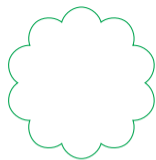
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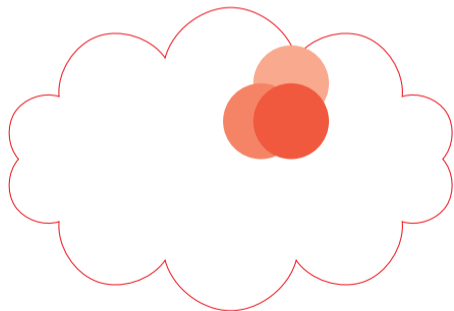
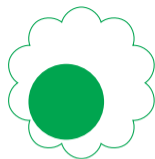
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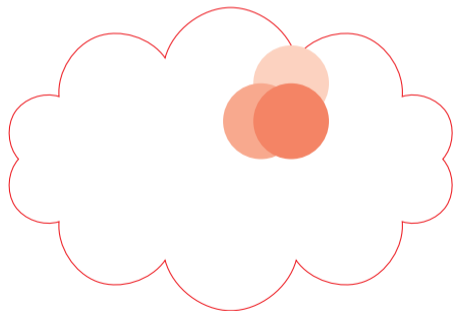
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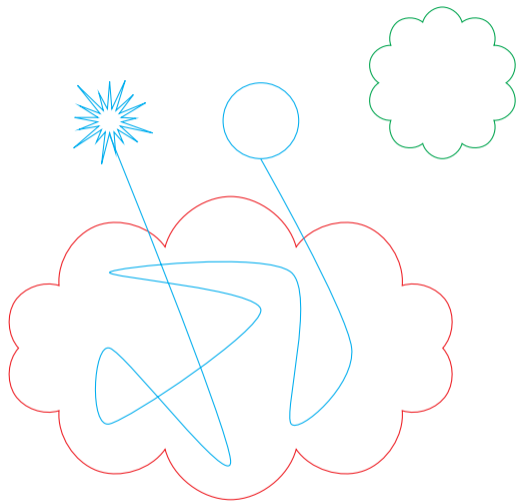
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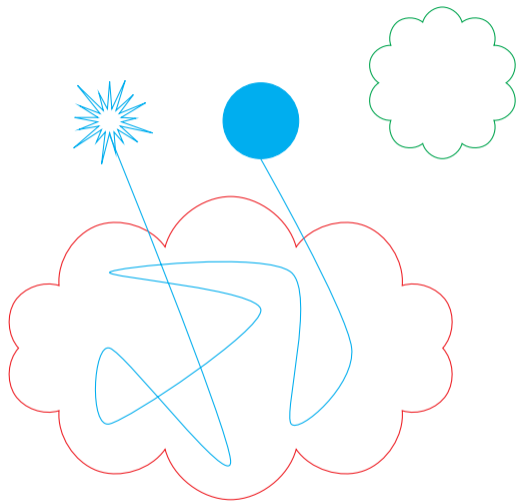
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- ▶ **Pitfall gadget** produces a conflict involving all hard variables.



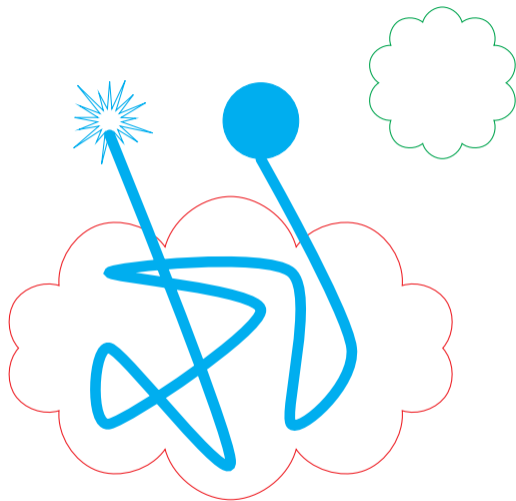
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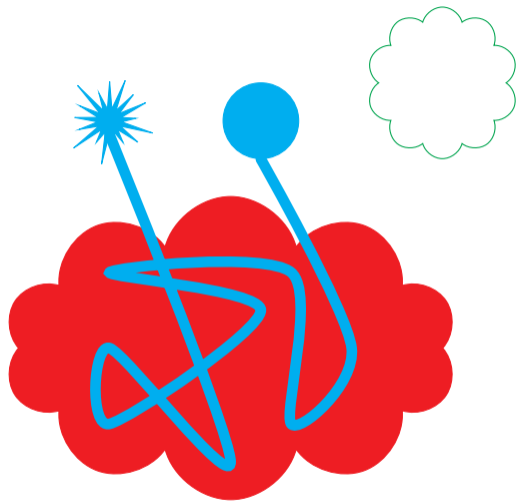
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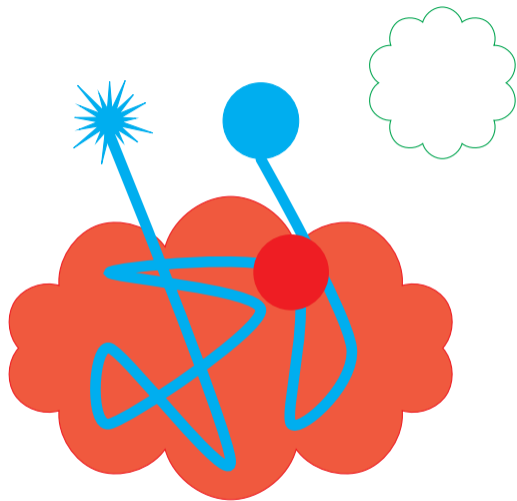
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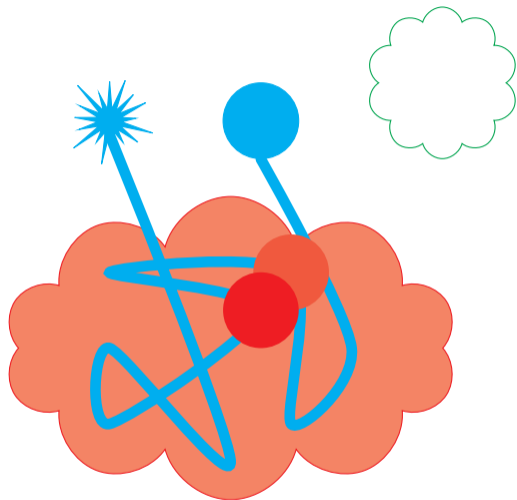
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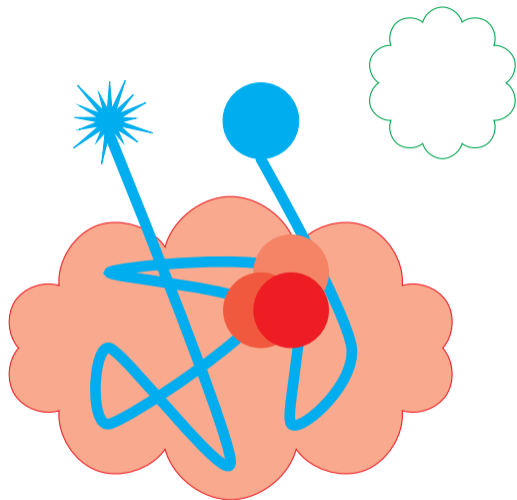
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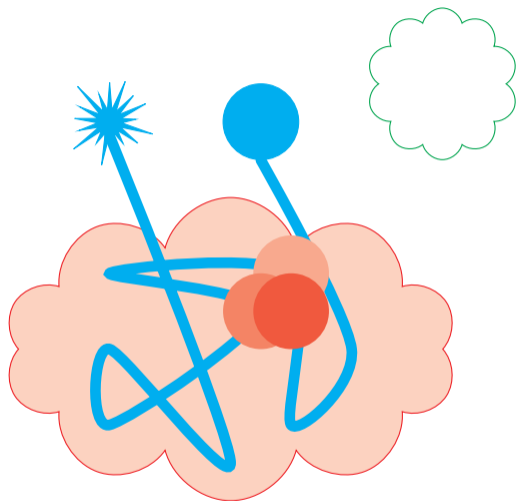
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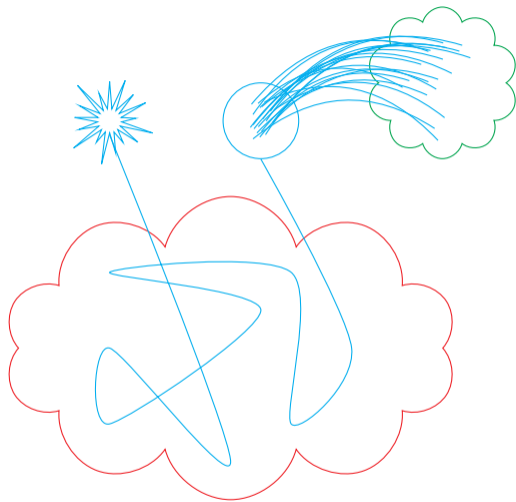
- ▶ **Pitfall gadget** produces a conflict involving all hard variables.
- ▶ Solver stuck with hard variables!

- ▶ But still $1/\text{poly}$ probability of solving easy part first.



Intuition (III)

- ▶ Make easy variables lead to pitfall gadget.



Separation of CDCL vs Resolution

Property

A decision heuristic **rewards conflicts** if a variable involved in a conflict is picked before a variable that never has.

- ▶ Result holds for any conflict-rewarding heuristics: VMTF, VSIDS*, CHB, LRB*

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Property

A decision heuristic **rewards conflicts** if a variable involved in a conflict is picked before a variable that never has.

- ▶ Result holds for any conflict-rewarding heuristics: VMTF, VSIDS*, CHB, LRB*
- ▶ Result holds with and without restarts
- ▶ But not if restarts clear score (see Ian's talk)

Experiments

Mean CPU time to solve (s)

Formula	CaDiCaL VMTF	Glucose VSIDS	MapleSAT CHB	MapleSAT LRB	Static
Hard(45)	3331	754	621	424	3600
Hard(50)	3600	3600	3600	3600	3600

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Formula	CaDiCaL VMTF	Glucose VSIDS	MapleSAT CHB	MapleSAT LRB	Static
Hard(45)	3331	754	621	424	3600
Pitfall(45)	1963	2273	607	2650	< 1
Hard(50)	3600	3600	3600	3600	3600
Pitfall(50)	3600	3600	3600	3600	< 1

Take Home

Result

- ▶ CDCL with VSIDS not equivalent to Resolution

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Open Problems

- ▶ Proof robust wrt score precision?
- ▶ Simpler construction?
- ▶ Improve VSIDS?

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Thanks!