

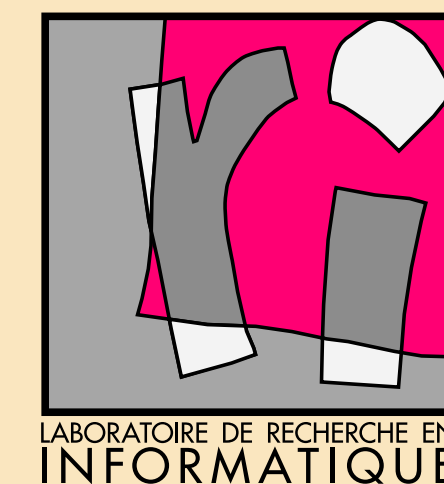
# GUNSAT : A GREEDY LOCAL SEARCH ALGORITHM FOR UNSATISFIABILITY



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## BACKGROUND

### Local Search for SAT problems

Data:  $\Sigma$  a CNF formula  
Result: sat if a model is found, unknown otherwise  
begin  
  for  $i=1$  to  $MaxTries$  do  
    Choose a random interpretation  $I$  for  $j=1$  to  $MaxFlips$  do  
      if  $I$  is a model of  $\Sigma$  then return SAT  
       $I = neighbour(I)$   
    end  
  end  
end  
return UNKNOWN

### Top-5 reasons for this work

1. Because **there is none**
2. Local Search may be **more efficient** than complete methods
3. It's a **challenge**
4. It may be used to obtain **short proofs**
5. It may be used for **QBF solving**

### Resolution

#### Resolution Rule for *producing* clauses [Robinson 1965]

Let  $c_1 = (x \vee a_1 \vee a_2 \vee \dots \vee a_n)$  and  $c_2 = (\neg x \vee b_1 \vee b_2 \vee \dots \vee b_m)$  be two clauses.

The clause  $c = (a_1 \vee a_2 \vee \dots \vee a_n \vee b_1 \vee \dots \vee b_m)$  is called *the resolvent* of the clauses  $c_1$  and  $c_2$  (on the variable  $x$ ).

We note  $c = c_1 \otimes c_2$  this rule.

- A **Resolution Proof** is a series of clauses, each of them is obtained by the resolution rule with previous clauses, or is an initial clause.
- **Resolution limits**: Some known problems cannot be solved by polynomially-bounded general resolution proof (Pigeon-Hole, Urquhart, Random problems, ...). Thus, **large clauses must be produced** by resolution before producing  $\perp$ .

### Extended resolution

#### Introduced in [Tseitin 1970]

If  $\Sigma$  is a formula, we can consider  $\Sigma \wedge (e \Leftrightarrow l_1 \vee l_2)$  at any step, where  $e$  is a fresh variable and  $l_1$  and  $l_2$  are literals from  $\Sigma$ .

- **No hard examples are known for Extended Resolution.**
- Do not limit the number of new extended variables
- No Current Implementations of ER, but related to ROBDD, Multi-Resolution, Symmetries, ...

## GUNSAT ALGORITHM

Data:  $\Sigma$  a CNF formula

Result: unsat if a derivation of  $\perp$  is found, unknown otherwise

```
begin
  for i=1 to MaxTries do
    for j=1 to MaxFlips do
      if 2-Saturation( $\Sigma$ ) returns UNSAT then
        return UNSAT
      if  $|\Sigma| > MaxSize$  then
        Remove-One-Clause( $\Sigma$ )
        Add-One-Clause( $\Sigma$ )
        Add-Extended-Variables( $\Sigma$ )
        Simplify-Look-Ahead( $\Sigma$ )
      end
      Replace  $\Sigma$  by all its vital clauses
    end
  end
  return UNKNOWN
end
```

## CLAUSE SCORING

### Estimating how many models are explicitly filtered out

**Measure at depth 1**: Maintain the number of filtered models for each literals

A clause  $c_i$  of length  $n_i > 1$  filter out  $2^{n-n_i}$  of the models.

**Assumption**: All those filtered models are separately and equally distributed over all literals in the clause. Then the clause filter  $w_1(n_i) = \frac{2^{n-n_i}}{n_i}$  of the models containing  $\neg l$ .

**Deeper and deeper... Depth 2**: For a clause  $c_i$  of length  $n_i$ , the  $2^{n-n_i}$  filtered models are supposed as equally distributed over the  $n_i \cdot (n_i - 1) / 2$  pairs of literals occurring in  $c_i$ .

- Each pair  $(l_1, l_2)$  appearing in  $c_i$  is credited a weight of  $w_2(n_i) = \frac{2^{n-n_i+1}}{n_i \cdot (n_i - 1)}$ .
- Score of a pair  $(l_1, l_2)$ : sum of its weights **in all clauses**
- Score  $S(c)$  of a clause  $c$ : sum of the scores of all the pairs of literals it contains.

### A remark on the scoring

How to link the clause scoring to its importance in the proof?

**What if  $S(c_i) \simeq n_i \cdot (n_i - 1) \cdot w_2(n_i) / 2$ ?**

$c_i$  is nearly the only one that filter the models composed by the negation of its literals. Even if  $c_i$  is large, it should be kept.

**What if  $S(c_i) \gg n_i \cdot (n_i - 1) \cdot w_2(n_i) / 2$ ?**

There is a little hope that this clause is from great importance.

### And now... the quadruplets

We need a step in our proof where  $l$  and  $\neg l$  are in  $\Sigma$ . We have to find two literals  $l_1$  and  $l_2$  such that clauses  $l_1 \vee l_2$ ,  $\neg l_1 \vee l_2$ ,  $l_1 \vee \neg l_2$  and  $\neg l_1 \vee \neg l_2$  can be derived from  $\Sigma$ .

**Improving quadruplets scores**

$$S_q([x_1, x_2]) = S(l_1, l_2)^2 + S(\neg l_1, l_2)^2 + S(l_1, \neg l_2)^2 + S(\neg l_1, \neg l_2)^2$$

**Any move that enhance the score of one of the best scored quadruplets is a greedy move.**

## REFINEMENTS

### Binary Saturation

Binary clauses have always a high score. Whenever a binary clause is added, all new binary clauses that may be deduced from it are also added.

### LookAhead Strategies

#### Enhance the power of gunsat

- Work on pairs of literals.
- Try to see what happens if values (0,0), (0,1), (1,0), (1,1) are set to each pair of literals.
- Apply Unit Propagation

If any literal  $l$  of  $\Sigma$  is set to  $\perp$  in all the four tries, then LH proved that  $\Sigma \vdash \neg l$ , and the unary clause  $\neg l$  is added to  $\Sigma$ . May allow to discover equivalency literals, unit clauses, ...

### Extended Resolution

#### Simple but efficient

**Tricky increasing of pairs scores** When we tried to increase a pair score too many-times without any success, use **extended resolution** to artificially increase the score of this pair of literals.

$e \Leftrightarrow l_1 \vee l_2$  is encoded by the three clauses

$$\begin{aligned} &(\neg e \vee l_1 \vee l_2), \\ &(e \vee \neg l_1) \\ &\text{and } (e \vee \neg l_2). \end{aligned}$$

### Restarting: forget, but not too much

**After MaxFlips**: All clauses, except binary ones and the set of *vital* clauses are removed.

$\Sigma$  may never be the same from restart to restart. Hopefully,  $\Sigma$  will only evolve to a **simpler and simpler formula**.

**Deleting extended clauses**: All clauses containing at least one extended variables are deleted after each restart, including binary ones.

## EXPERIMENTS

### Structured Instances

	basic		LH		ER		LH + ER	
	% S	T (F)	% S	T (F)	% S	T (F)	% S	T (F)
aim-50 (8)	12	2.14 (26)	100	1.41 (146)	60	15.14 (1749)	100	1.58 (142)
aim-100 (8)	10	36.83 (3954)	55	11.93 (923)	27	139.74 (4998)	97	49.37 (1726)
aim-200 (8)	0	-	60	63.62 (1098)	5	739.00 (9099)	85	201.29 (2009)
inh (33)	6	0.95 (0)	57	8.48 (276)	18	68.15 (986)	62	4.21 (687)
xor (39)	0	-	-	-	1.5	308.83 (6932)	11	31.91 (5197)

### Random instances

		LH + ER	
V	R	% S	T (F)
50	4.25	58	60 (3880)
50	5.0	86	18 (1520)
50	6.0	97	5 (545)
60	4.25	35	126 (5785)
60	5.0	68	67 (3346)
60	6.0	92	16 (1094)
70	4.25	23	189 (6626)
70	5.0	51	187 (6193)
70	6.0	87	59 (2389)

### More work to do...

#### Enhance performances

- Increase flip speed
- Lazy measure of pairs and quadruplets (Top-N)
- Unit Propagation smart data structures
- ...

... Try it on QBF ...