

# CDCL SAT Solving

Wenxi Wang

University of Virginia

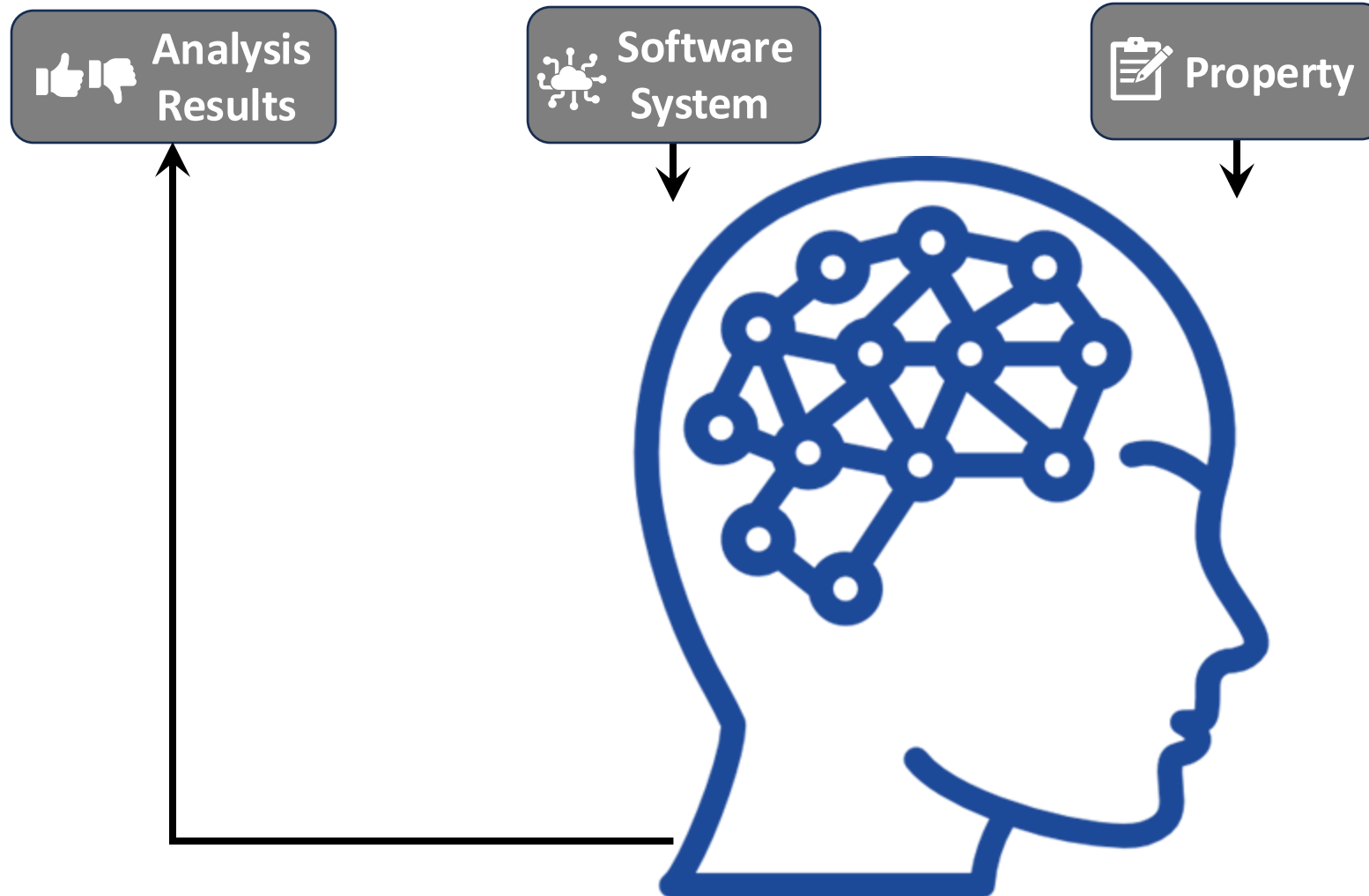
[wenxiw@virginia.edu](mailto:wenxiw@virginia.edu)



# Recap

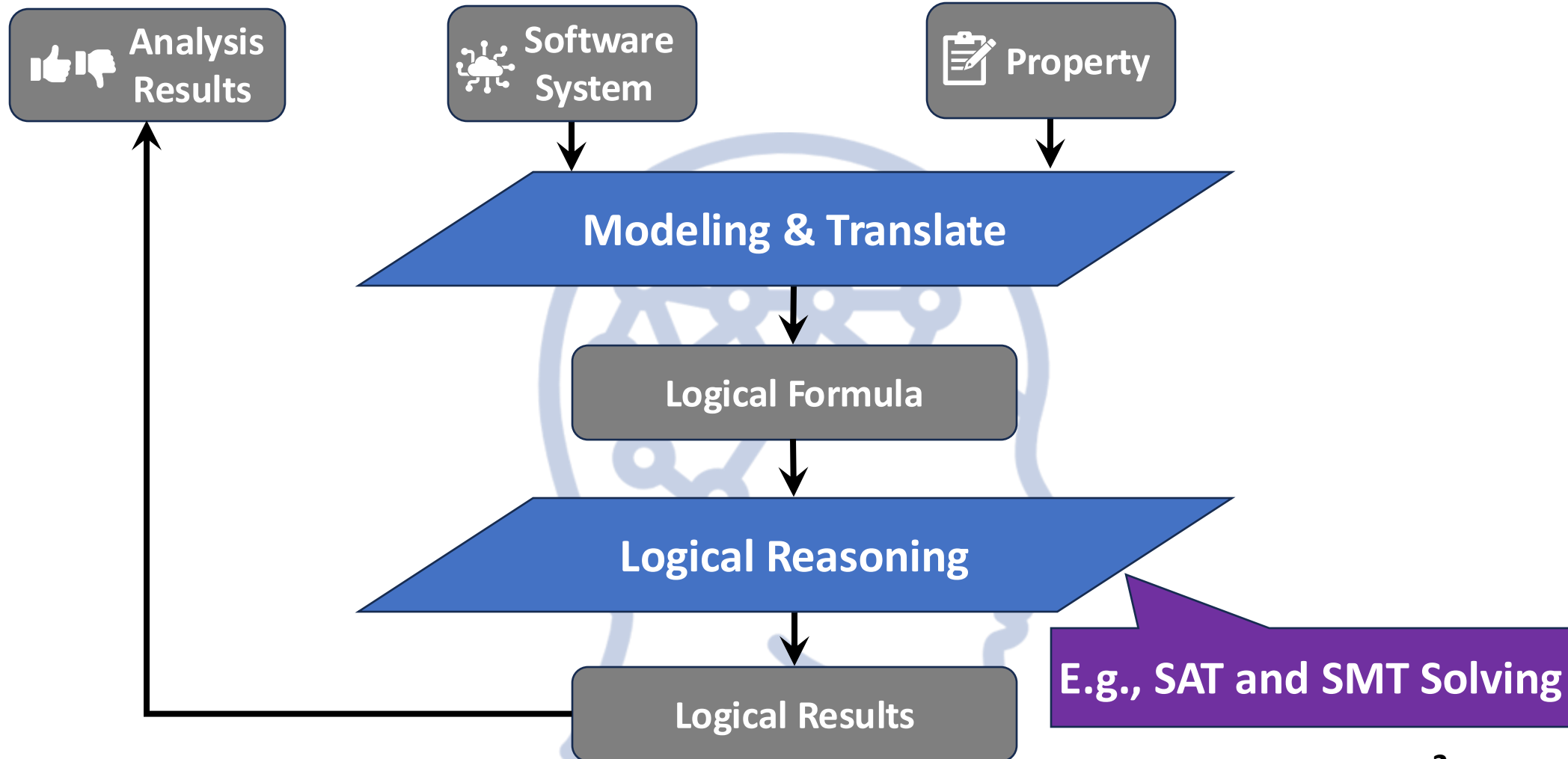
## Direction 1: Software Verification

Systematically and logically analyze software systems with **properties**



## Direction 1: Software Verification

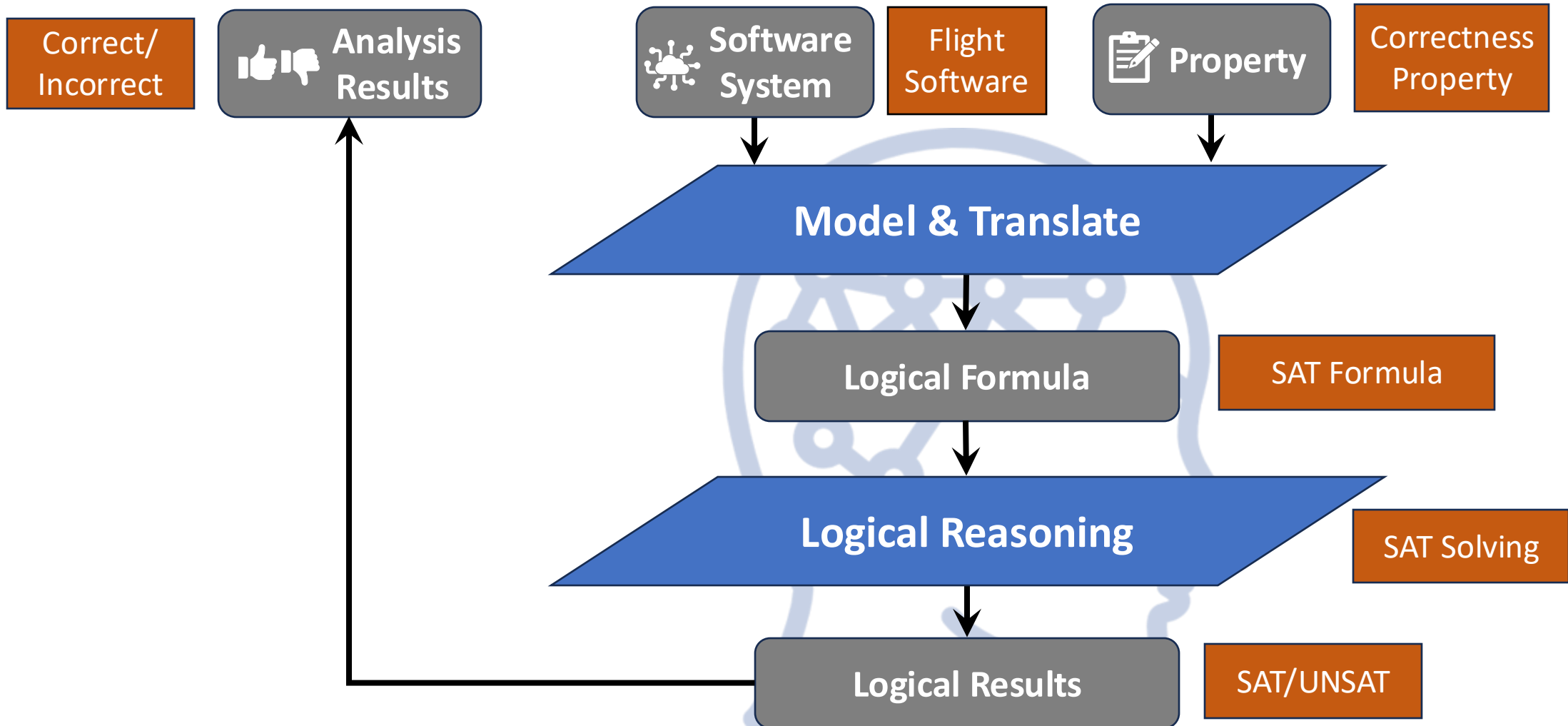
Typically models software problems into logical formulas



# Recap

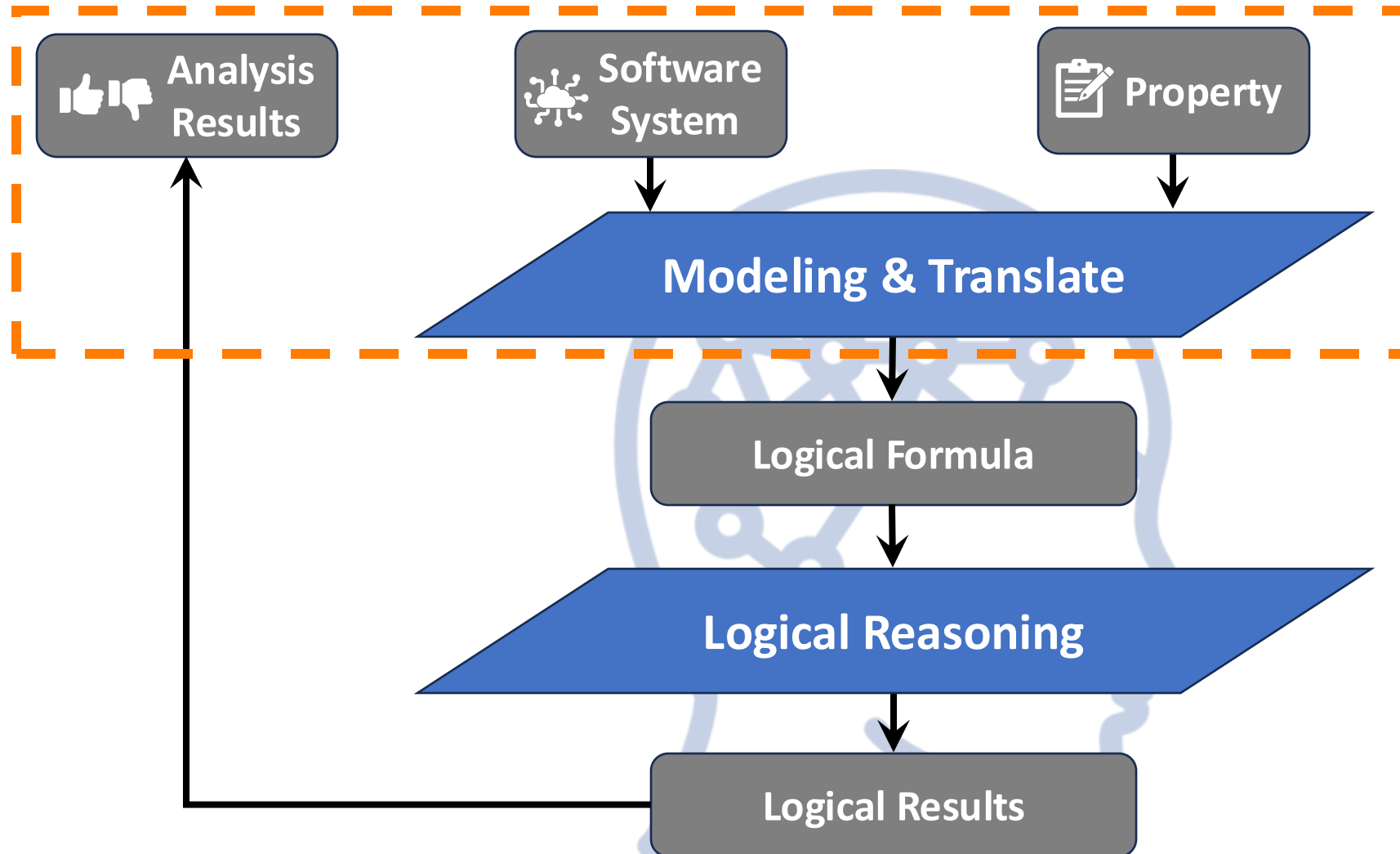
# Formal Reasoning for Software Systems

For example: Flight software verification in NASA



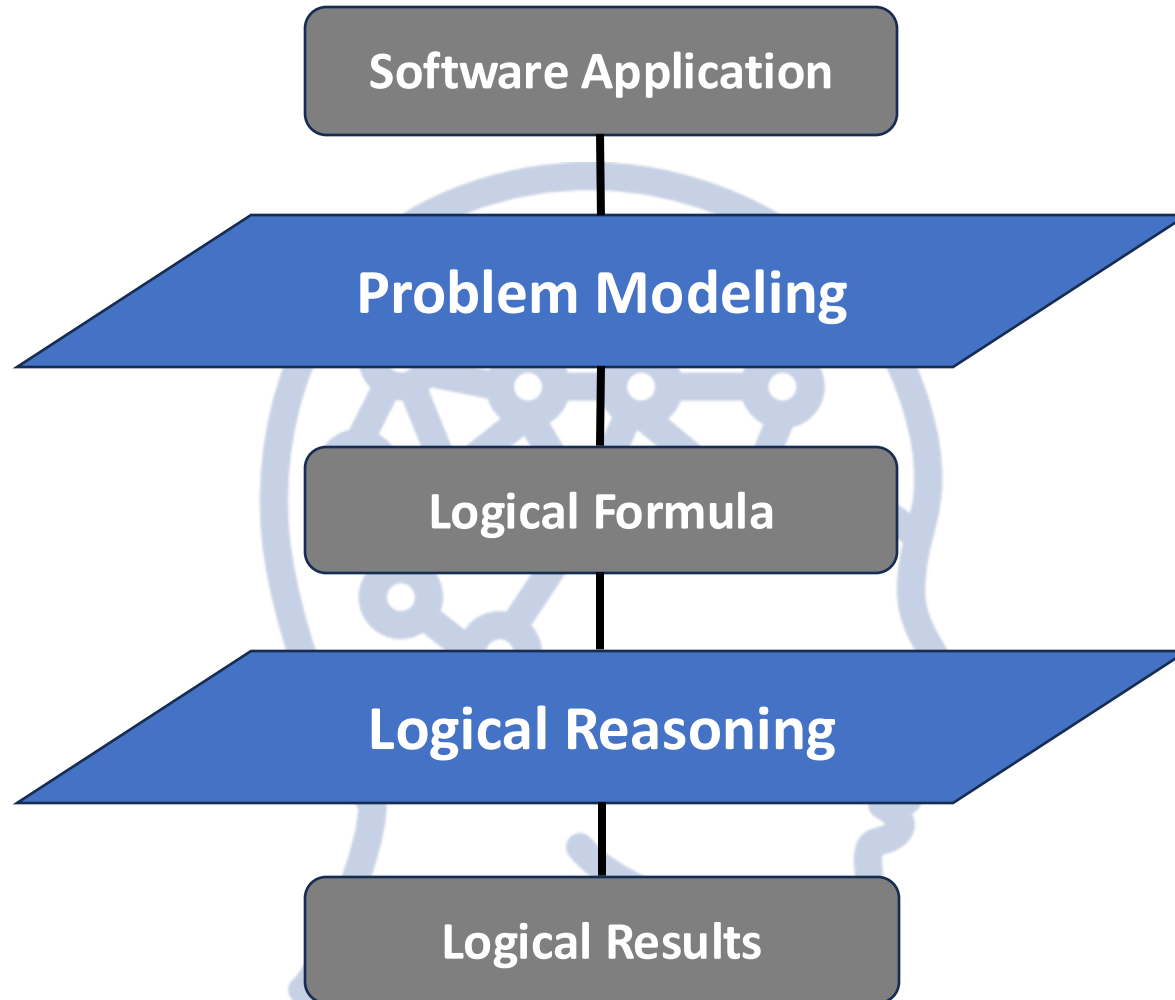
## Direction 1: Software Verification

Typically models software problems into logical formulas

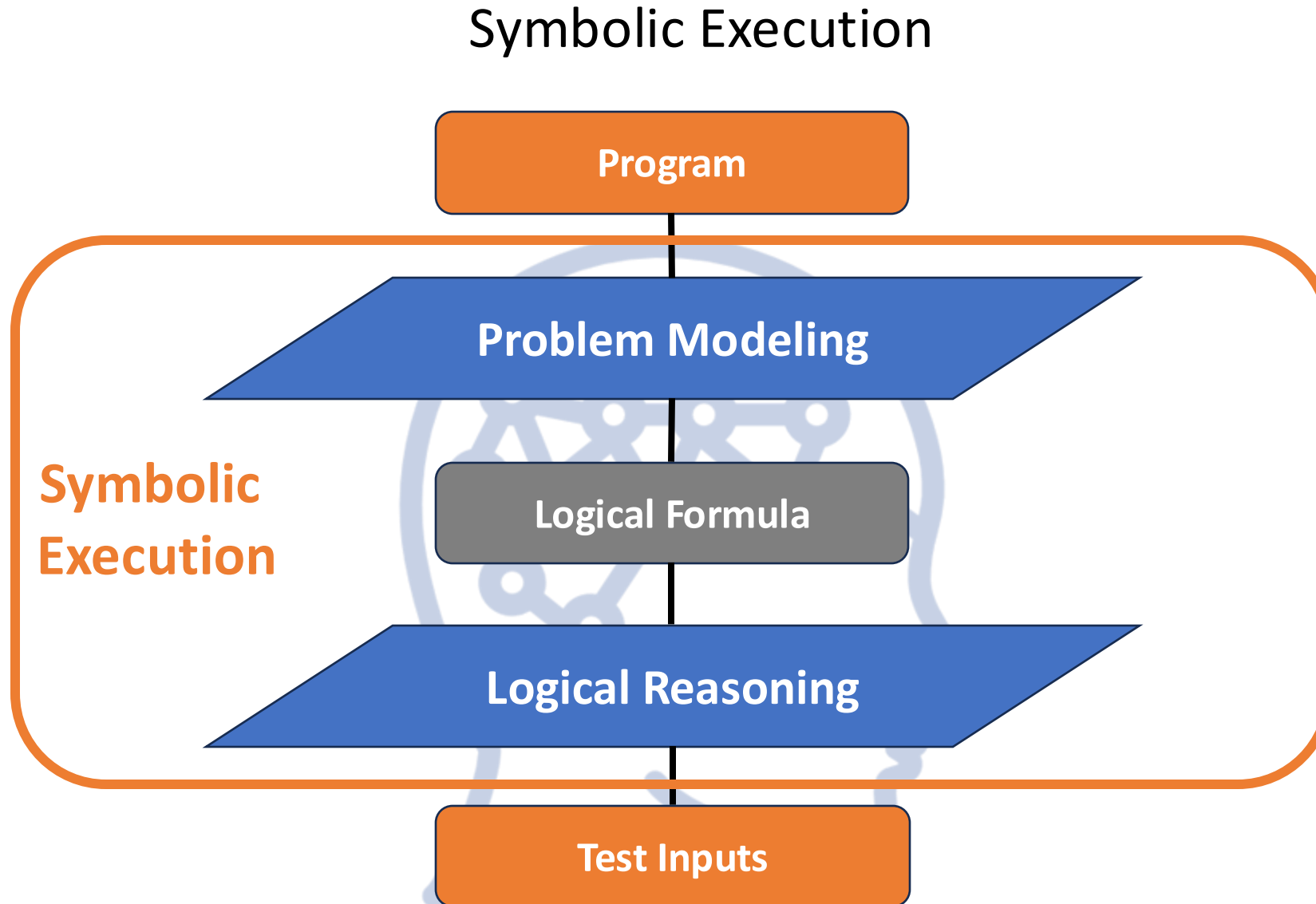


## Direction 1: Software Verification

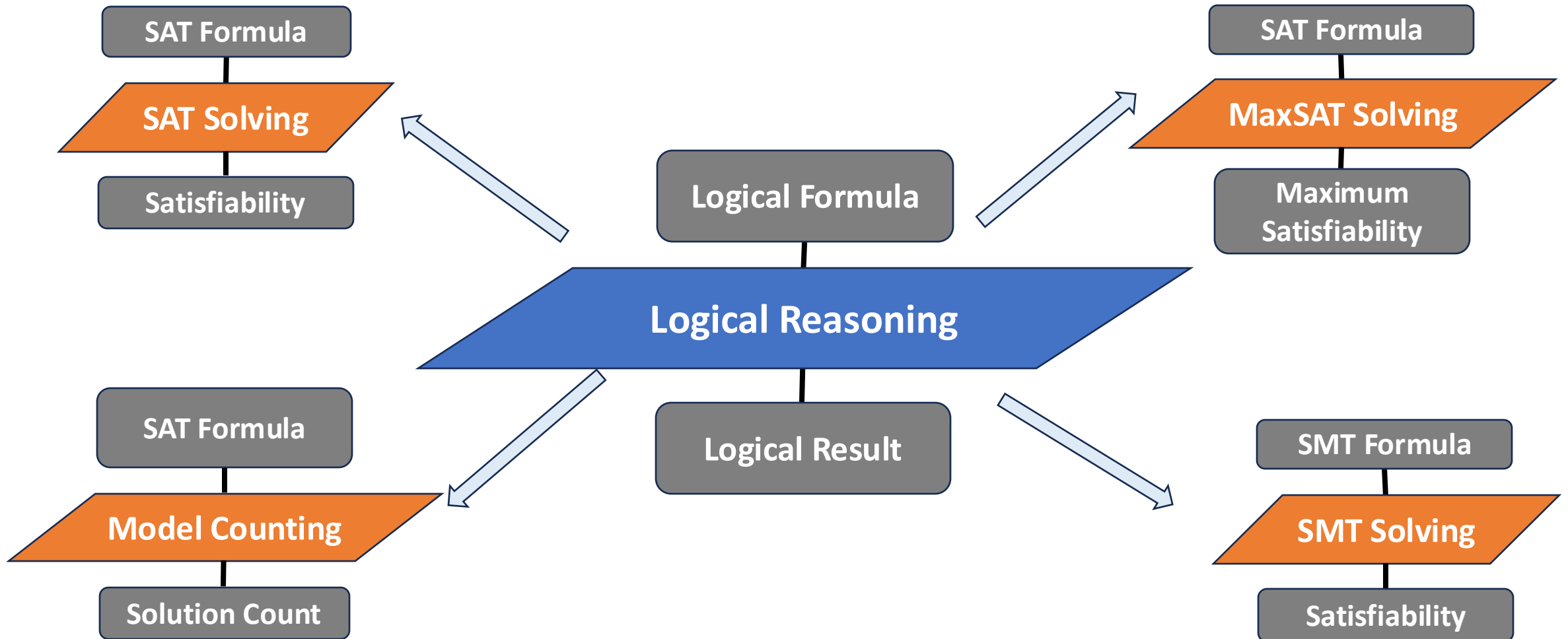
Simplified view: we focus on both analysis layers



## Direction 1: Software Verification



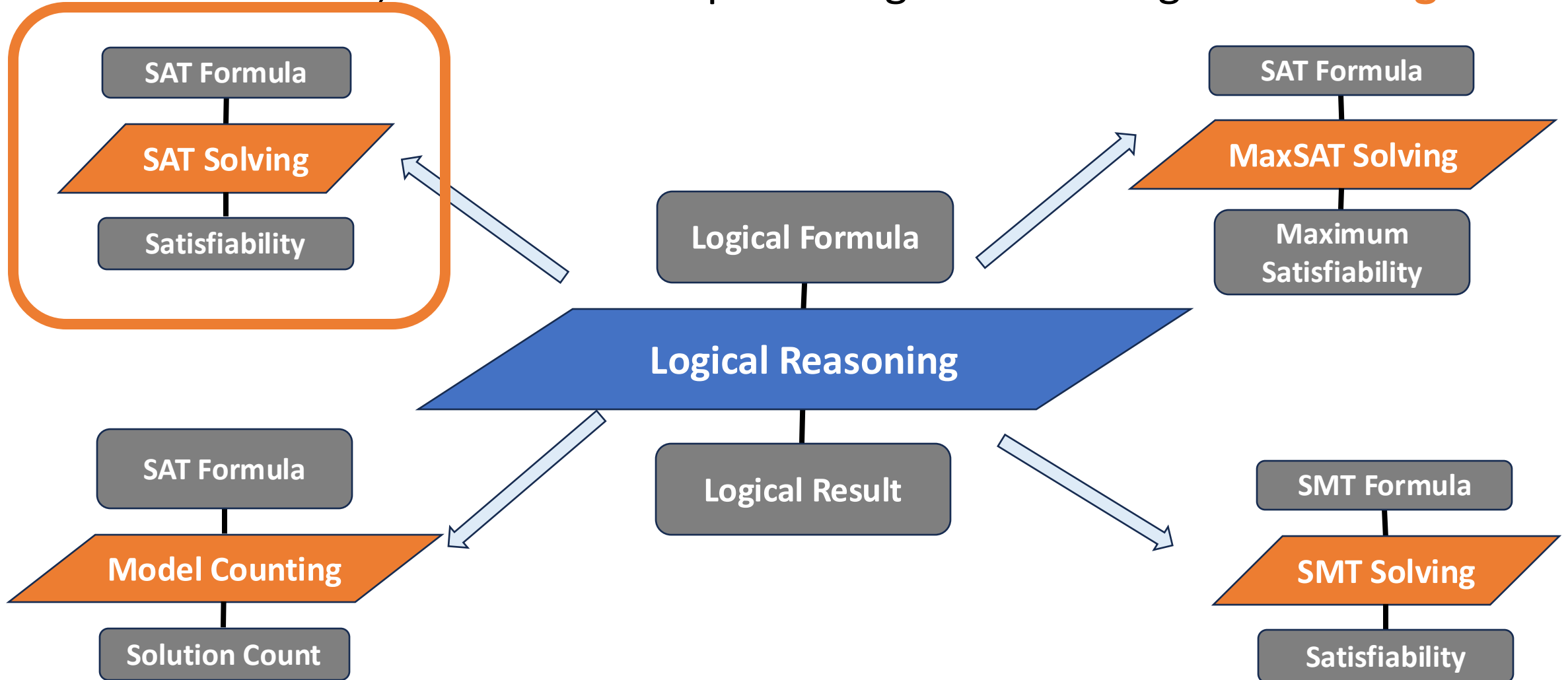
# Logical Reasoning





# Logical Reasoning

In this lecture, we focus on a specific logical reasoning- **SAT solving**



# SAT Solving

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One of the most fundamental problems in computer science

The first problem proven to be NP-complete

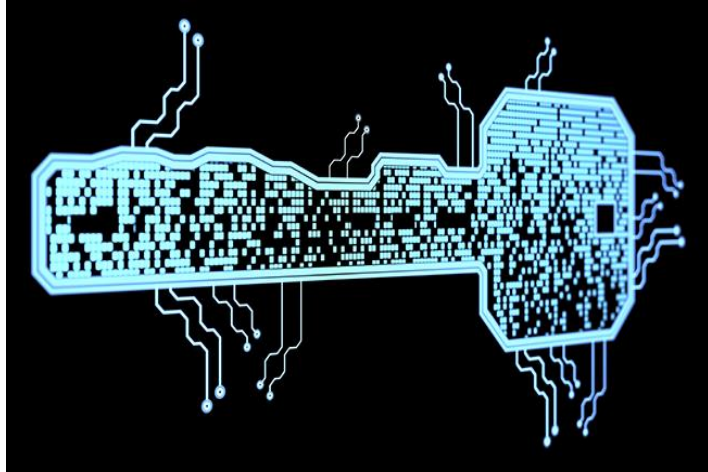


Many problems in CS can be reduced to SAT

**Including software and security problems**

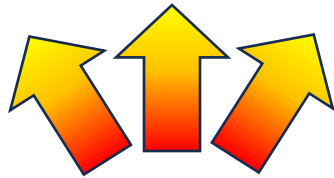
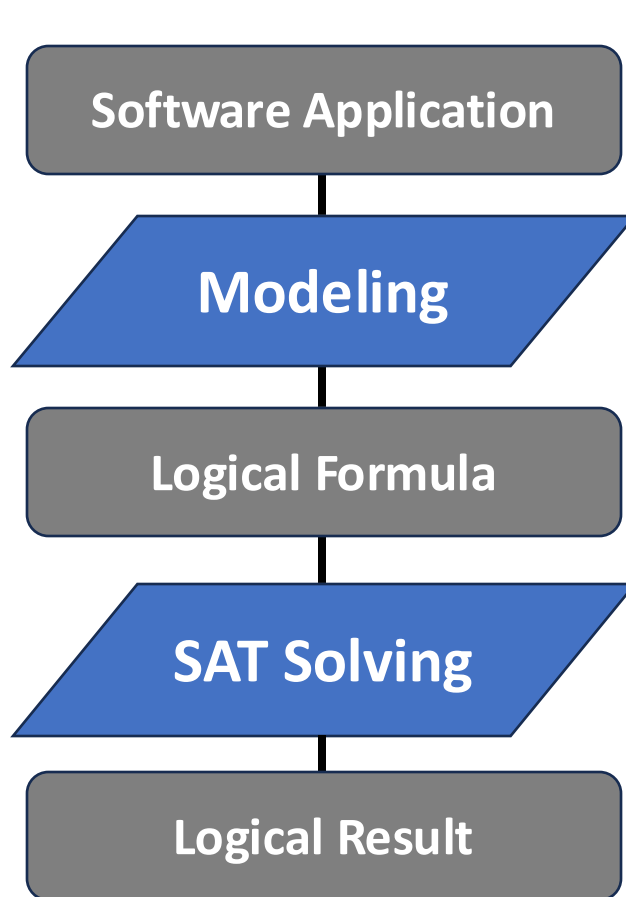
# SAT Applications

Many software and security problems can be reduced to SAT



# Why Improving SAT Solving is important

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Any small improvement can make an essential contribution to many applications!



# Input SAT formula: Boolean formula

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CNF formula:

$$\phi = (\underbrace{\neg v_1 \vee \neg v_2}_{C_1}) \wedge (\underbrace{v_2 \vee v_3}_{C_2}) \wedge \underbrace{v_2}_{C_3}$$

Clauses:  $C_1, C_2, C_3$

Literals:  $\neg v_1, v_2, \neg v_2, v_3$

Boolean variables:  $v_1, v_2, v_3$

# SAT Solving

$$\phi = (\neg v_1 \vee \neg v_2) \wedge (v_2 \vee v_3) \wedge v_2$$

SAT Formula

$v_1, v_2, v_3$  are Boolean

SAT Solving

Satisfiability

SAT solution

$v_1 = \text{false}$   $v_2 = \text{true}$   $v_3 = \text{true}$

**SAT**

**UNSAT**

# SAT Solving

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Does there exist an assignment satisfying all clauses?

$(x_5 \vee \neg x_8 \vee x_2) \wedge (x_2 \vee x_1 \vee x_3) \wedge (x_8 \vee x_3 \vee x_7) \wedge (x_5 \vee x_3 \vee x_8) \wedge$   
 $(x_6 \vee x_1 \vee \neg x_5) \wedge (x_8 \vee x_9 \vee x_3) \wedge (x_2 \vee \neg x_1 \vee x_3) \wedge (x_1 \vee \neg x_8 \vee x_4) \wedge$   
 $(x_9 \vee x_6 \vee x_8) \wedge (x_8 \vee x_3 \vee x_9) \wedge (x_9 \vee x_3 \vee x_8) \wedge (x_6 \vee x_9 \vee x_5) \wedge$   
 $(x_2 \vee x_3 \vee x_8) \wedge (x_8 \vee x_6 \vee x_3) \wedge (x_8 \vee \neg x_3 \vee x_1) \wedge (x_8 \vee x_6 \vee x_2) \wedge$   
 $(x_7 \vee x_9 \vee \neg x_2) \wedge (x_8 \vee x_9 \vee x_2) \wedge (x_1 \vee x_9 \vee x_4) \wedge (x_8 \vee \neg x_1 \vee x_2) \wedge$   
 $(x_3 \vee \neg x_4 \vee x_6) \wedge (x_1 \vee x_7 \vee x_5) \wedge (x_7 \vee x_1 \vee x_6) \wedge (x_5 \vee x_4 \vee x_6) \wedge$   
 $(x_4 \vee x_9 \vee x_8) \wedge (x_2 \vee \neg x_9 \vee x_1) \wedge (x_5 \vee \neg x_7 \vee x_1) \wedge (x_7 \vee x_9 \vee x_6) \wedge$   
 $(x_2 \vee x_5 \vee x_4) \wedge (x_8 \vee x_4 \vee x_5) \wedge (x_5 \vee x_9 \vee x_3) \wedge (x_5 \vee x_7 \vee x_9) \wedge$   
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 $(x_6 \vee x_7 \vee x_3) \wedge (x_8 \vee x_6 \vee x_7) \wedge (x_6 \vee x_2 \vee x_3) \wedge (x_8 \vee x_2 \vee x_5)$

# CDCL SAT solving

$$\phi = (\neg v_1 \vee \neg v_2) \wedge (v_2 \vee v_3) \wedge v_2$$

SAT Formula

CDCL SAT Solving

Satisfiability

Currently, the most  
successfully SAT solving

$v_1 = \text{false}$   $v_2 = \text{true}$   $v_3 = \text{true}$

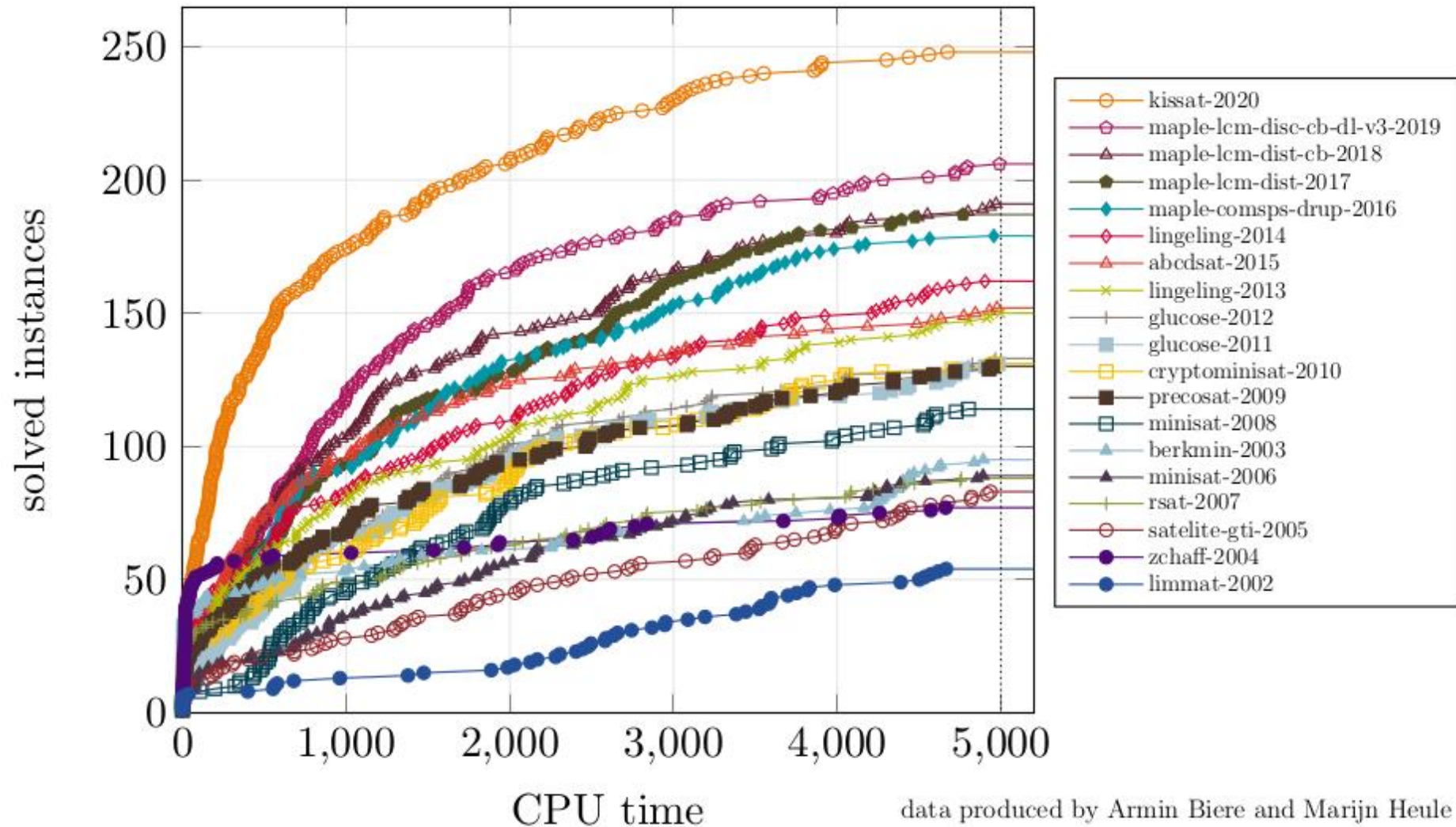
**SAT**

**UNSAT**



# CDCL SAT solving

SAT Competition Winners on the SC2020 Benchmark Suite



# CDCL SAT solving

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## CDCL: Conflict Driven Clause Learning

$$\begin{aligned} & (x_1 \vee x_4) \wedge \\ & (x_3 \vee \bar{x}_4 \vee \bar{x}_5) \wedge \\ & (\bar{x}_3 \vee \bar{x}_2 \vee \bar{x}_4) \wedge \\ & \mathcal{F}_{\text{extra}} \end{aligned}$$

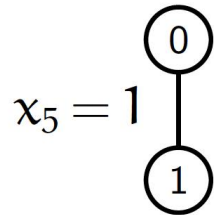
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# CDCL SAT solving

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## CDCL: Conflict Driven Clause Learning

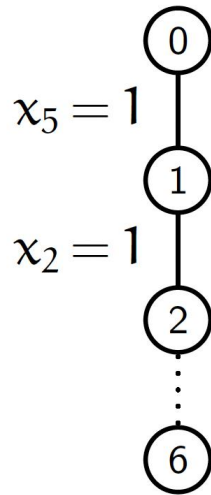
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# CDCL SAT solving

## CDCL: Conflict Driven Clause Learning

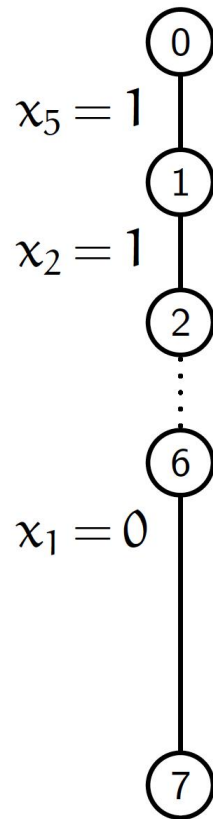
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# CDCL SAT solving

## CDCL: Conflict Driven Clause Learning

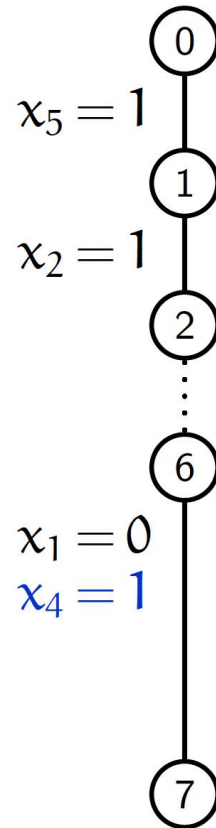
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# CDCL SAT solving

## CDCL: Conflict Driven Clause Learning

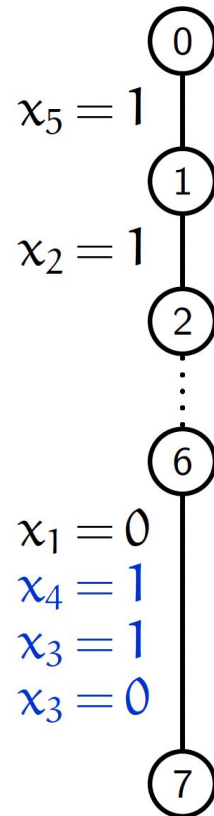
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# CDCL SAT solving

## CDCL: Conflict Driven Clause Learning

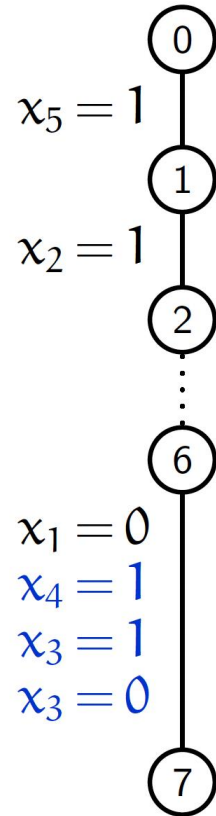
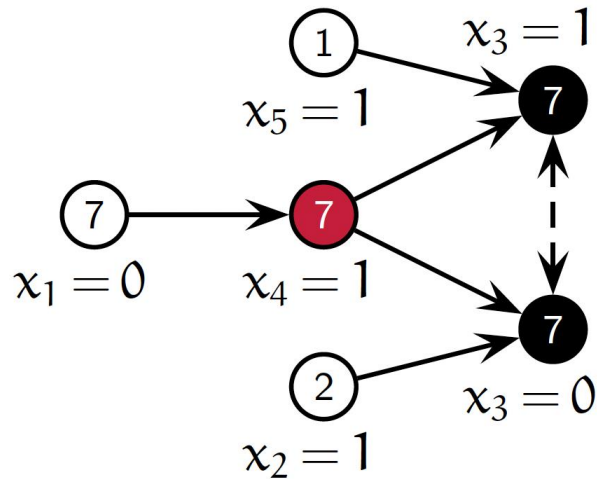
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# CDCL SAT solving

## CDCL: Conflict Driven Clause Learning

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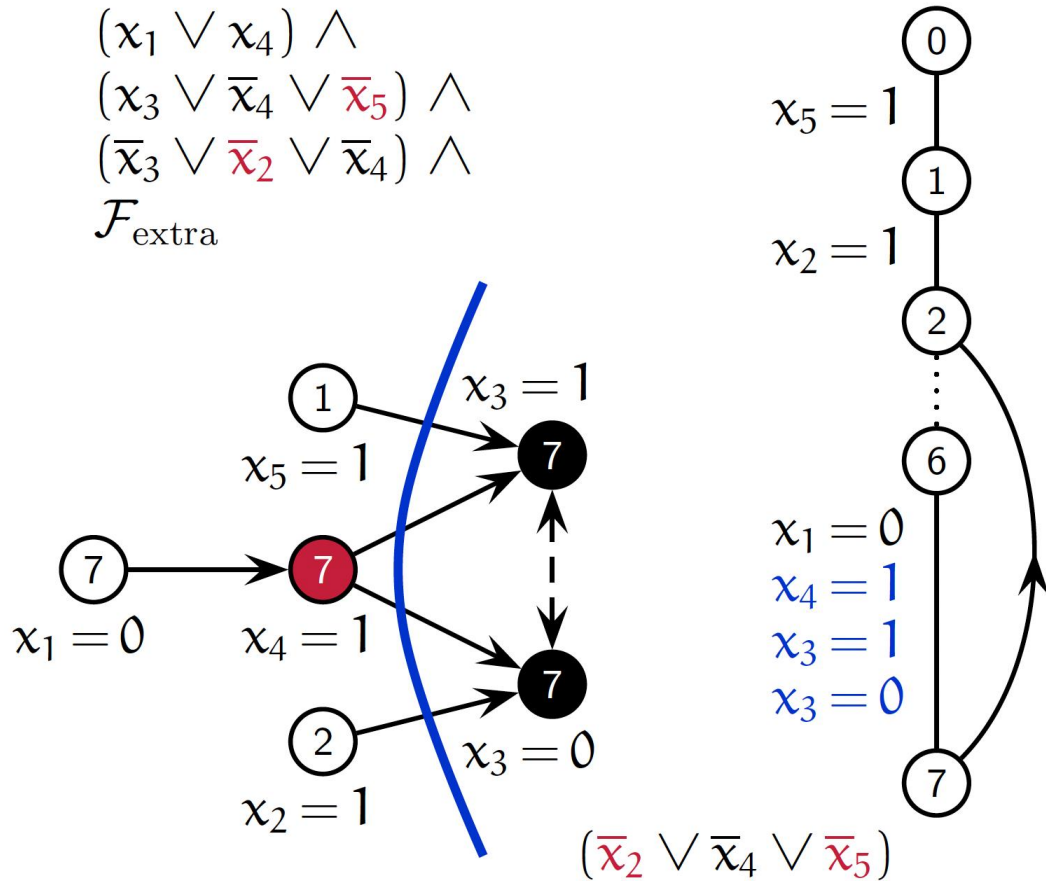




# CDCL SAT solving

## CDCL: Conflict Driven Clause Learning

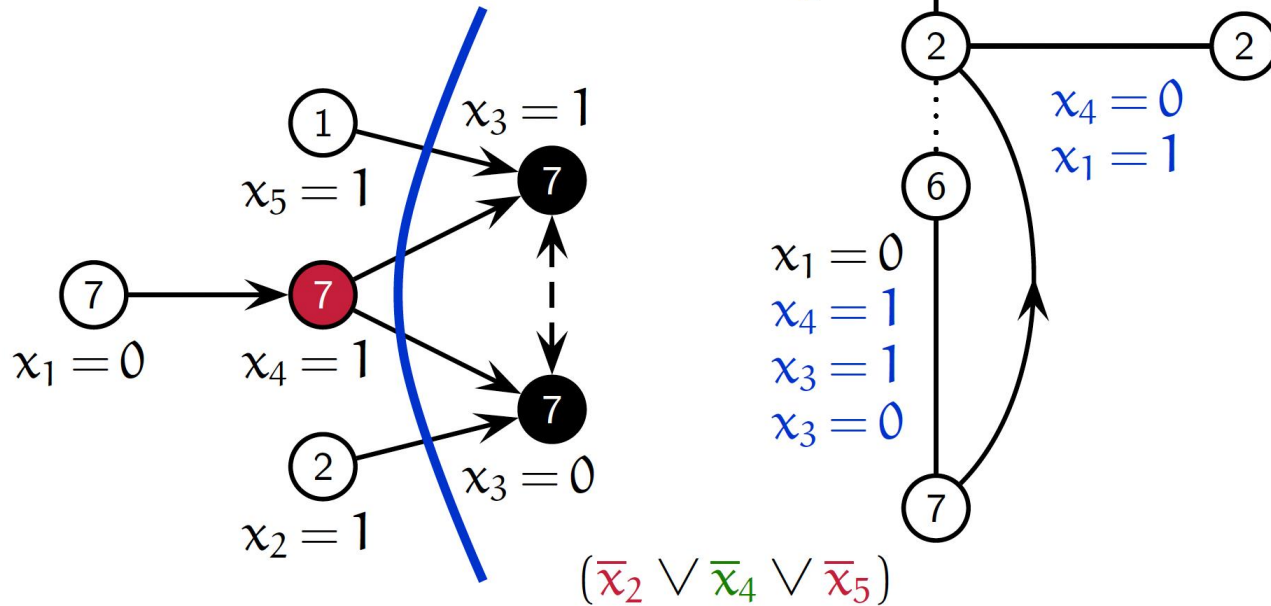
$$\begin{aligned}
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# CDCL SAT solving

## CDCL: Conflict Driven Clause Learning

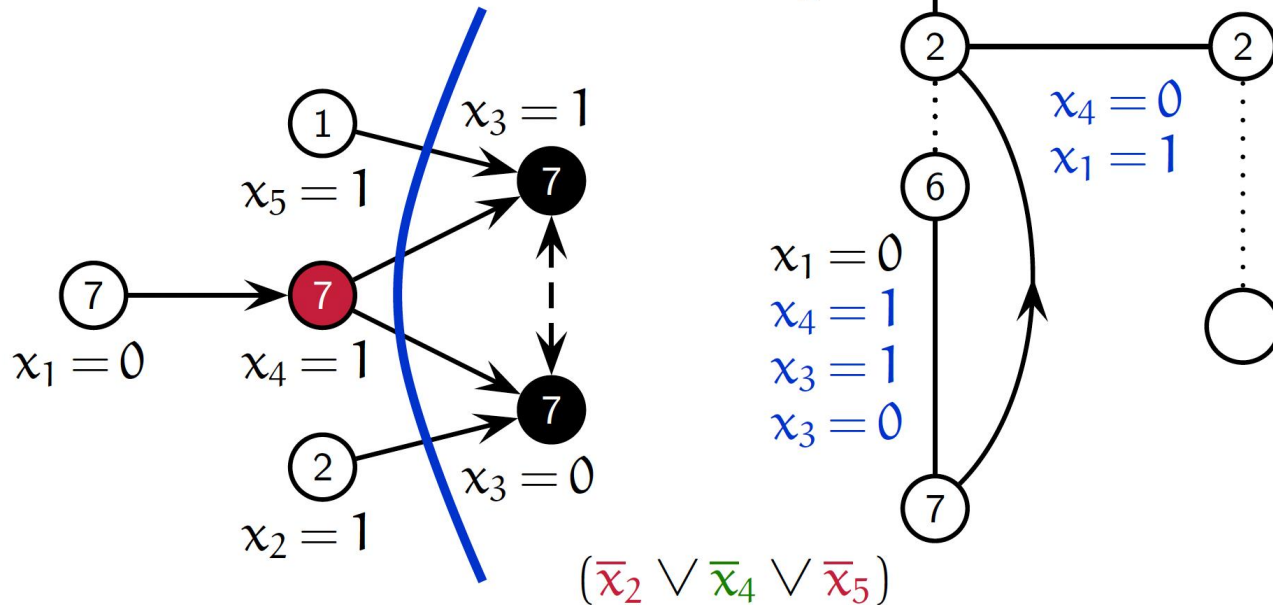
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# CDCL SAT solving

## CDCL: Conflict Driven Clause Learning

$$\begin{aligned}
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 \end{aligned}$$



# CDCL SAT solving

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## General Algorithm

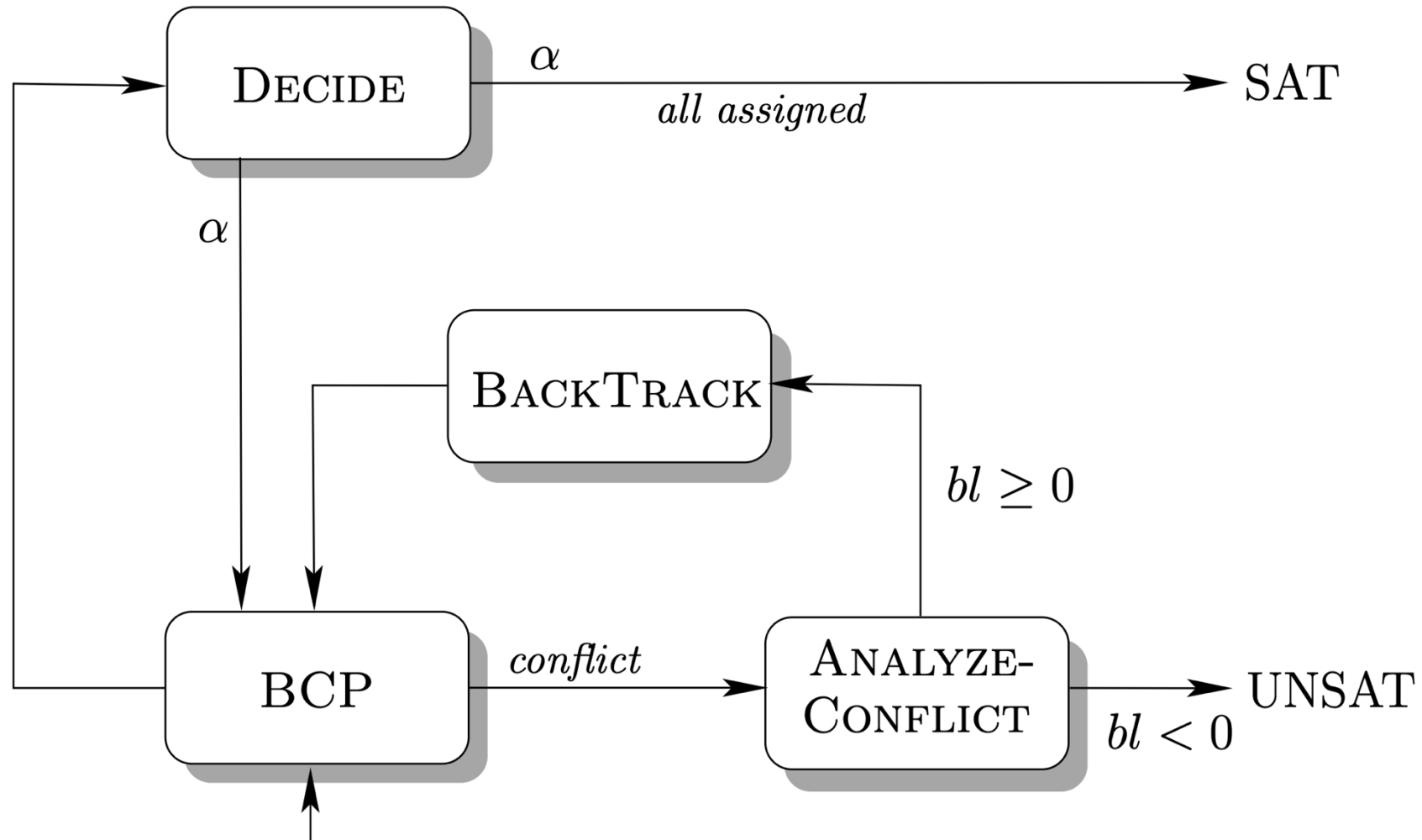
**Input:** A propositional CNF formula  $\mathcal{B}$

**Output:** “Satisfiable” if the formula is satisfiable and “Unsatisfiable” otherwise

1. **function** CDCL
2.     **while** (TRUE) **do**
3.         **while** (BCP() = “conflict”) **do**
4.              $backtrack\text{-}level := \text{ANALYZE-CONFLICT}()$ ;
5.             **if**  $backtrack\text{-}level < 0$  **then return** “Unsatisfiable”;
6.             BackTrack( $backtrack\text{-}level$ );
7.         **if**  $\neg \text{DECIDE}()$  **then return** “Satisfiable”;

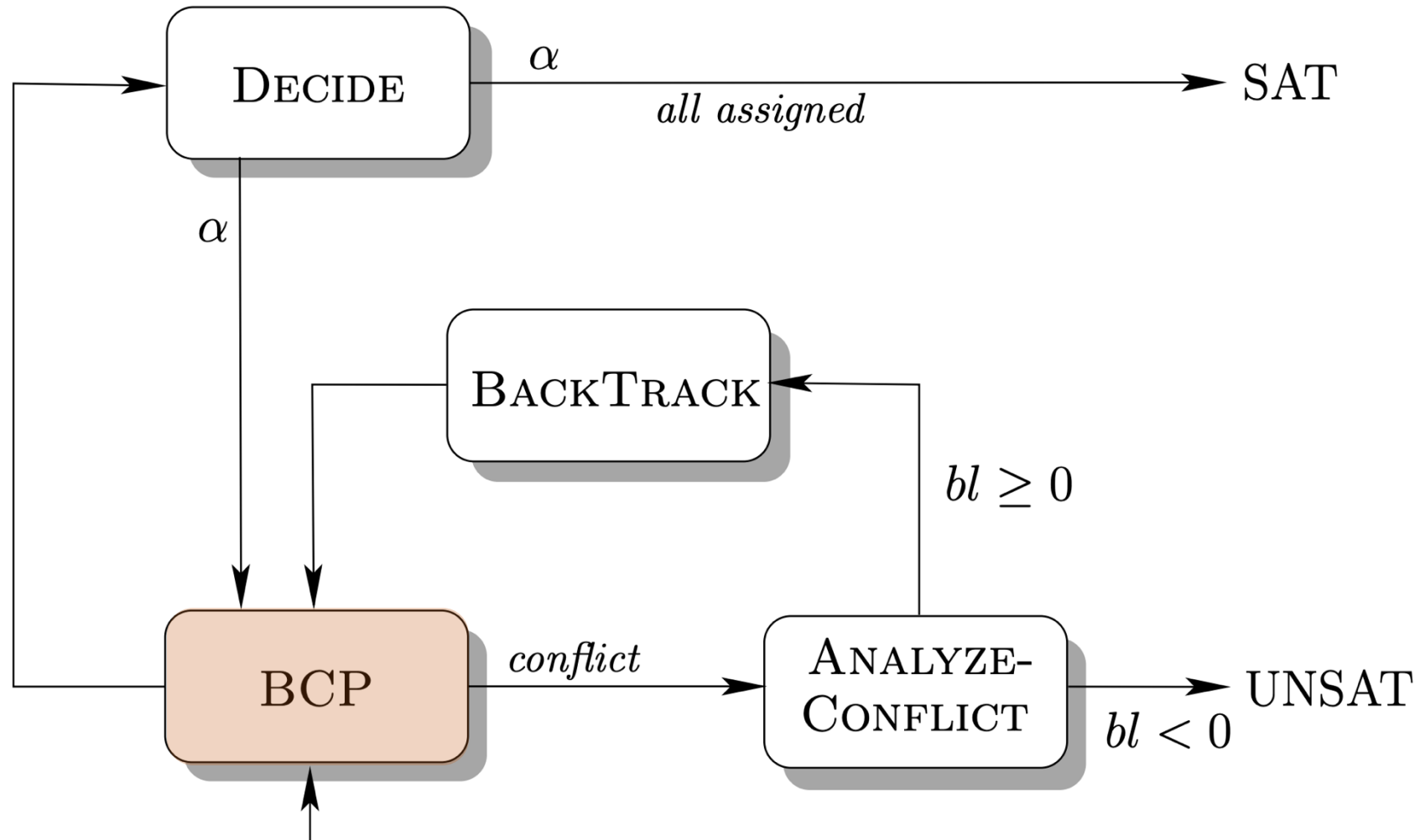
# CDCL SAT solving

## General Workflow



# CDCL SAT solving

## General Workflow



# BCP: Boolean Constraint Propagation

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## Unit Propagation

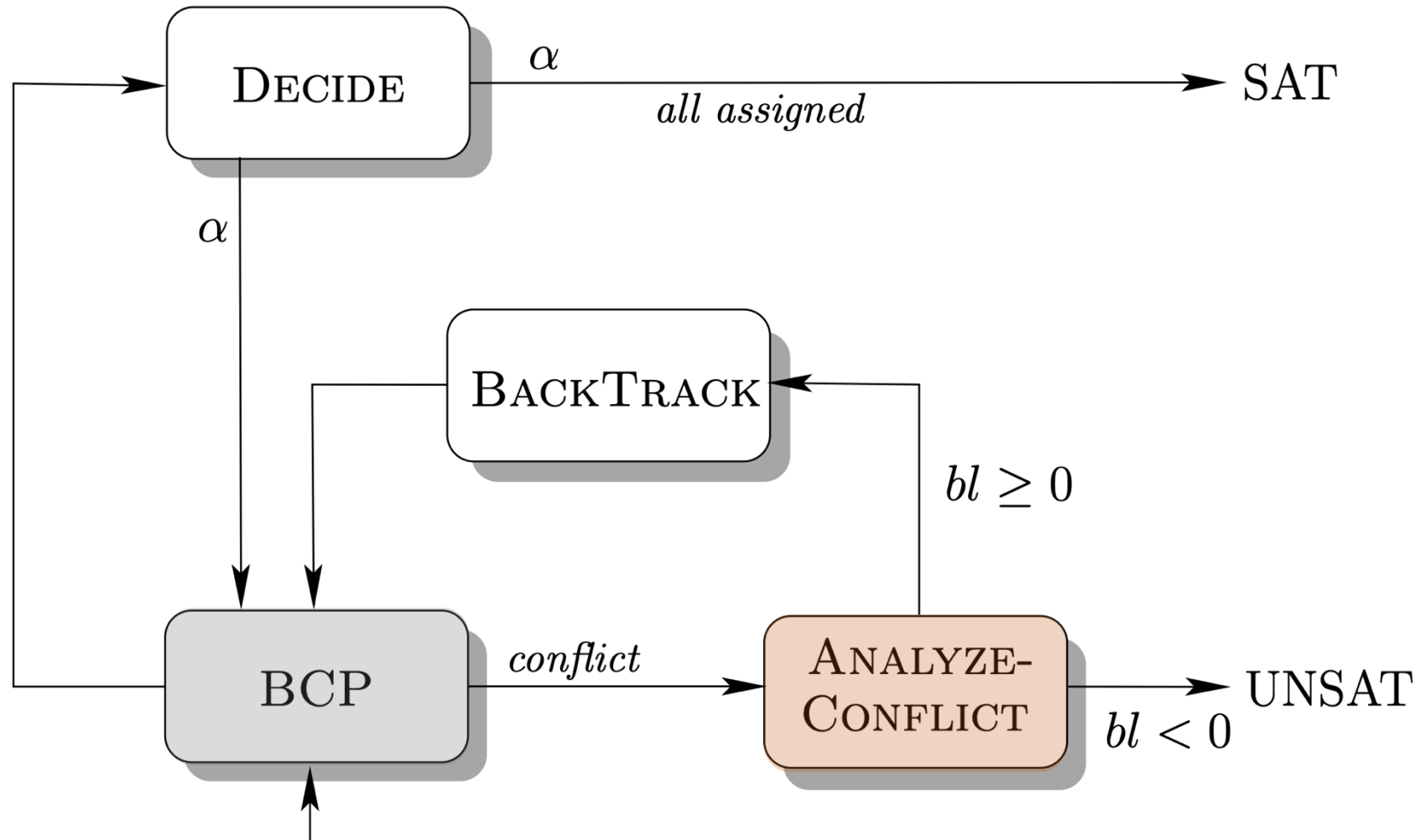
Unit Clause:  $x_1 \vee \neg x_2 \vee x_3 \vee x_4 \vee \dots \vee x_n$



Clause:  $x_1 \vee \neg x_2 \vee x_3 \vee x_4 \vee \dots \vee x_n$

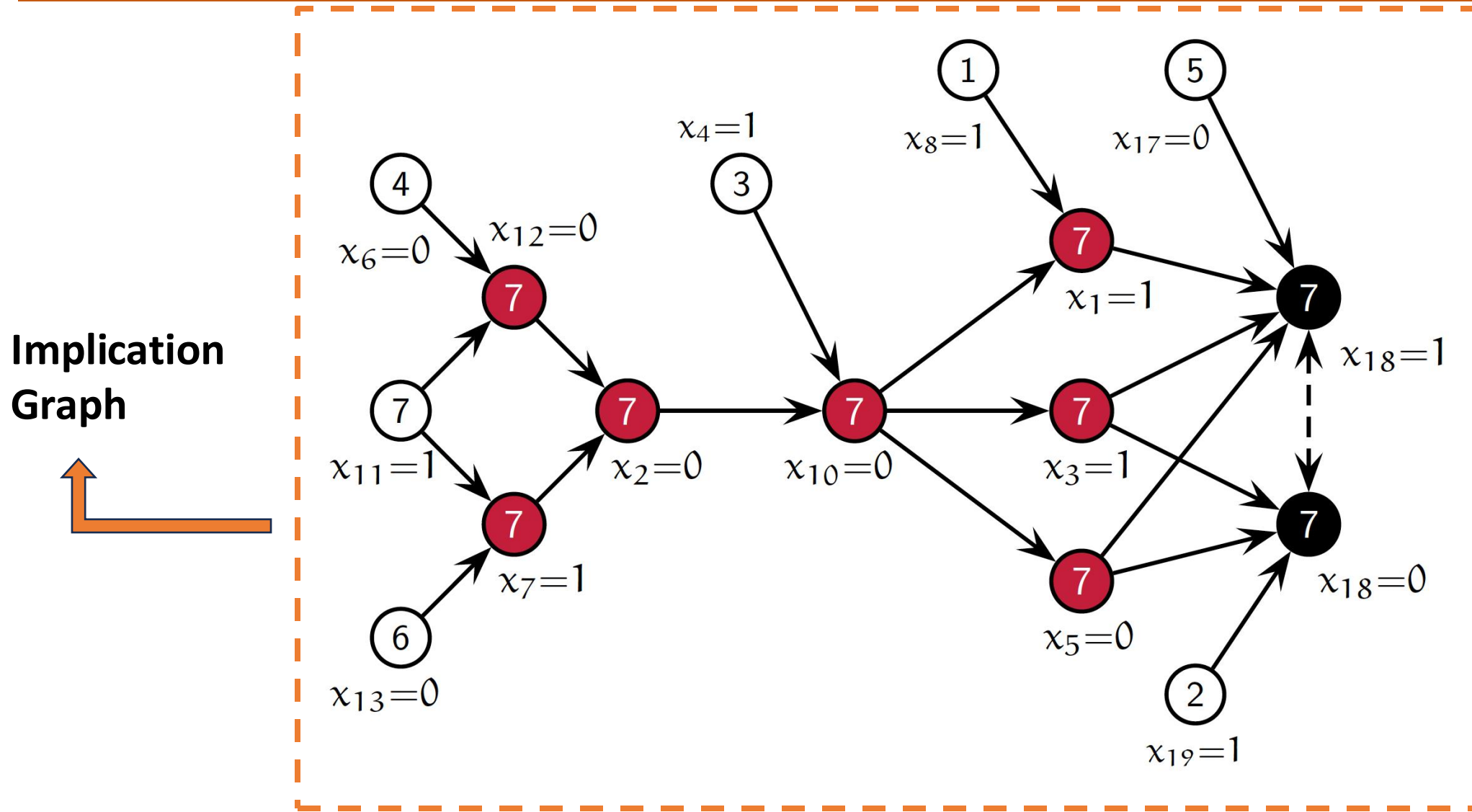
# CDCL SAT solving

## General Workflow

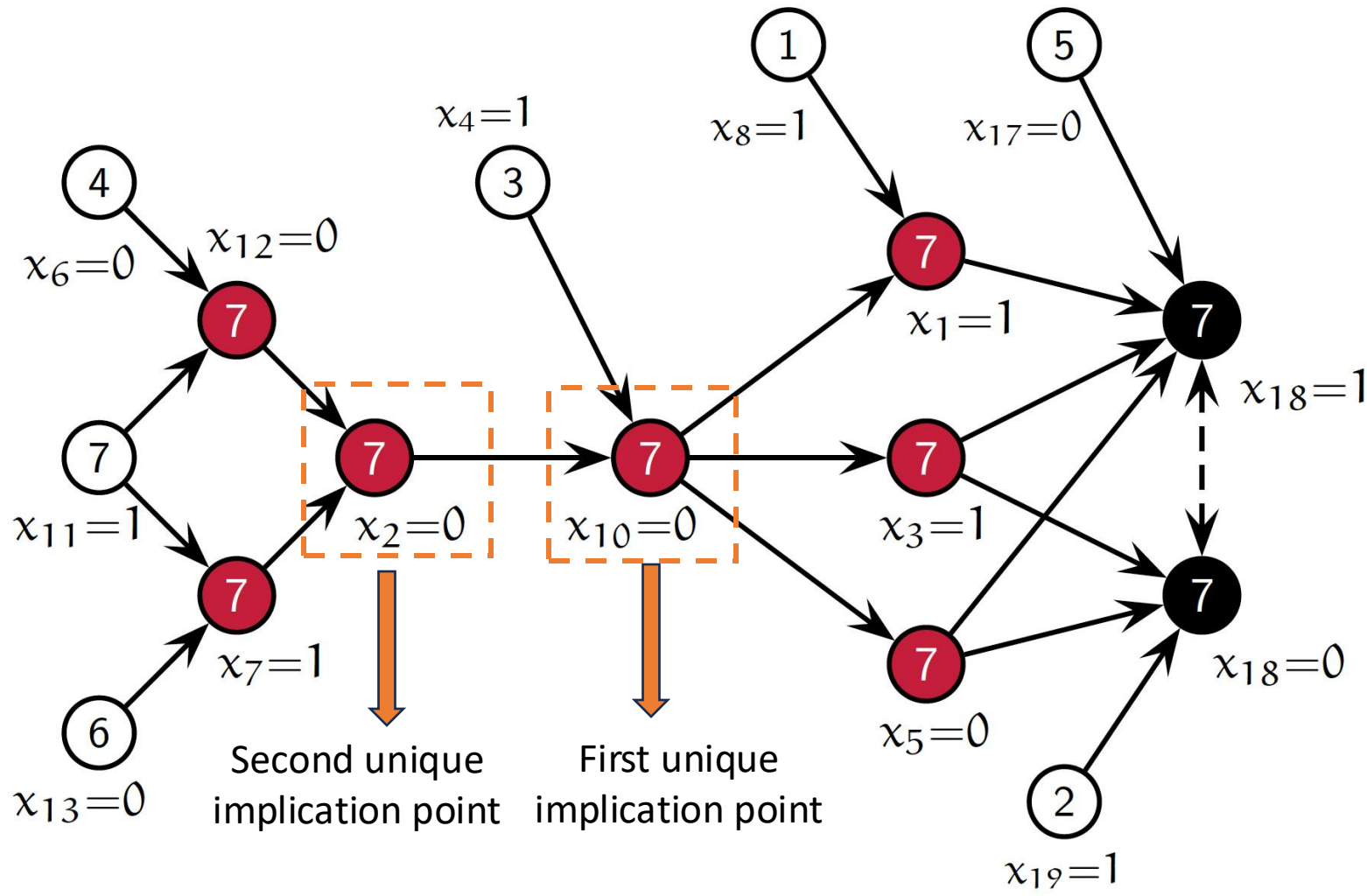




# Conflict Analysis-learning a conflict clause



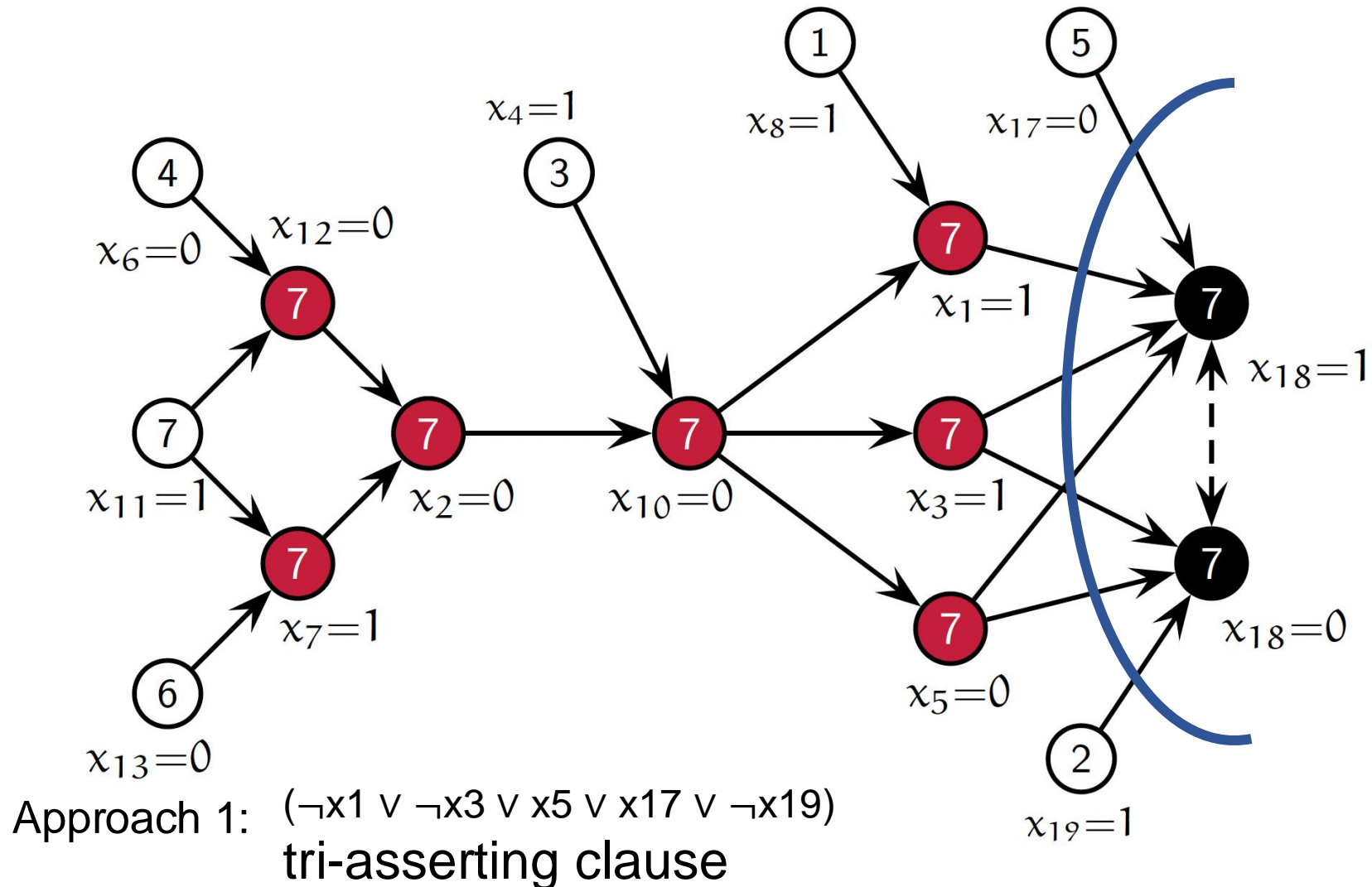
# Conflict Analysis-learning a conflict clause



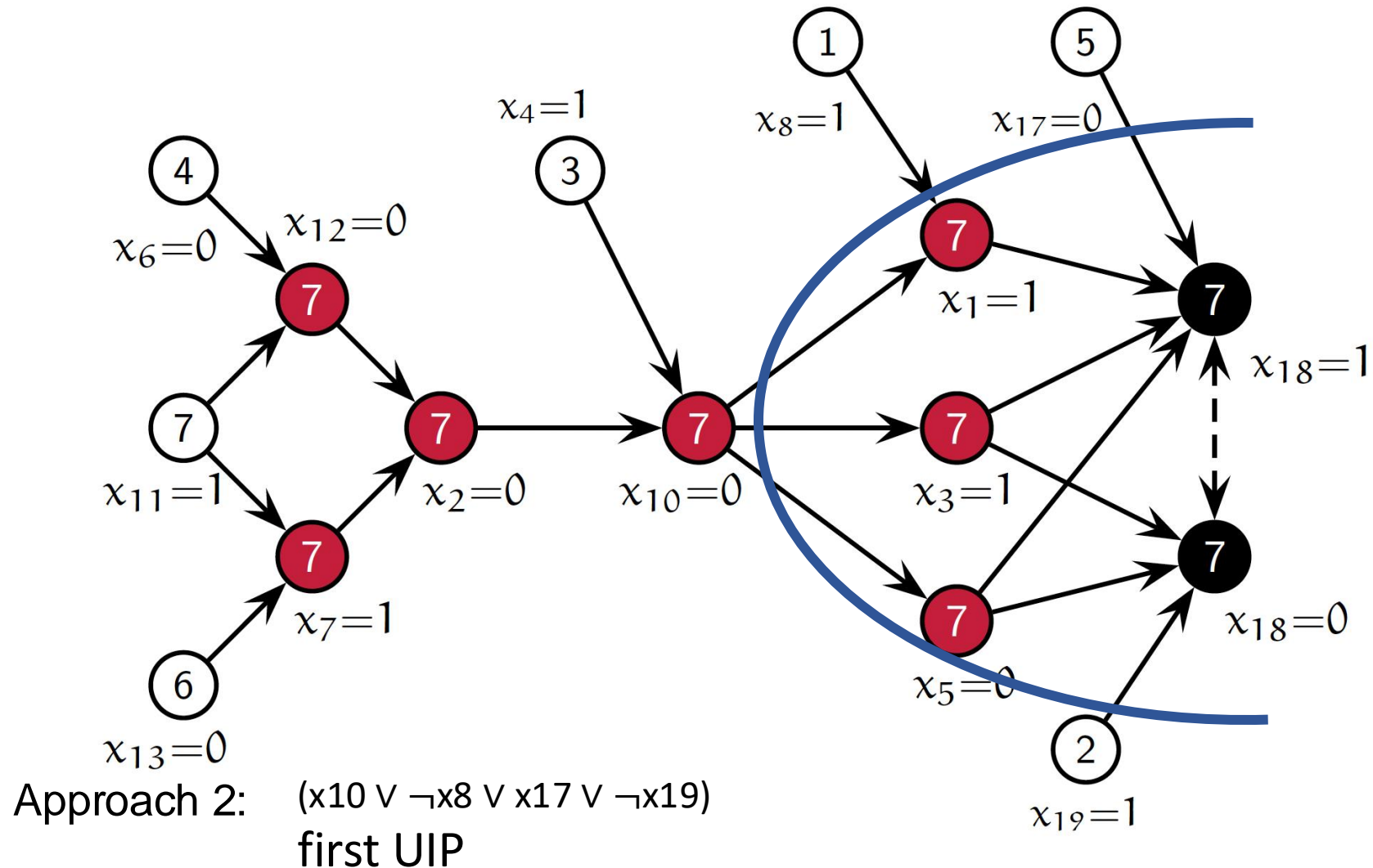
**UIP:** any node other than the conflict node that is on all paths from the decision node to the conflict node

**Dominate the conflict nodes**

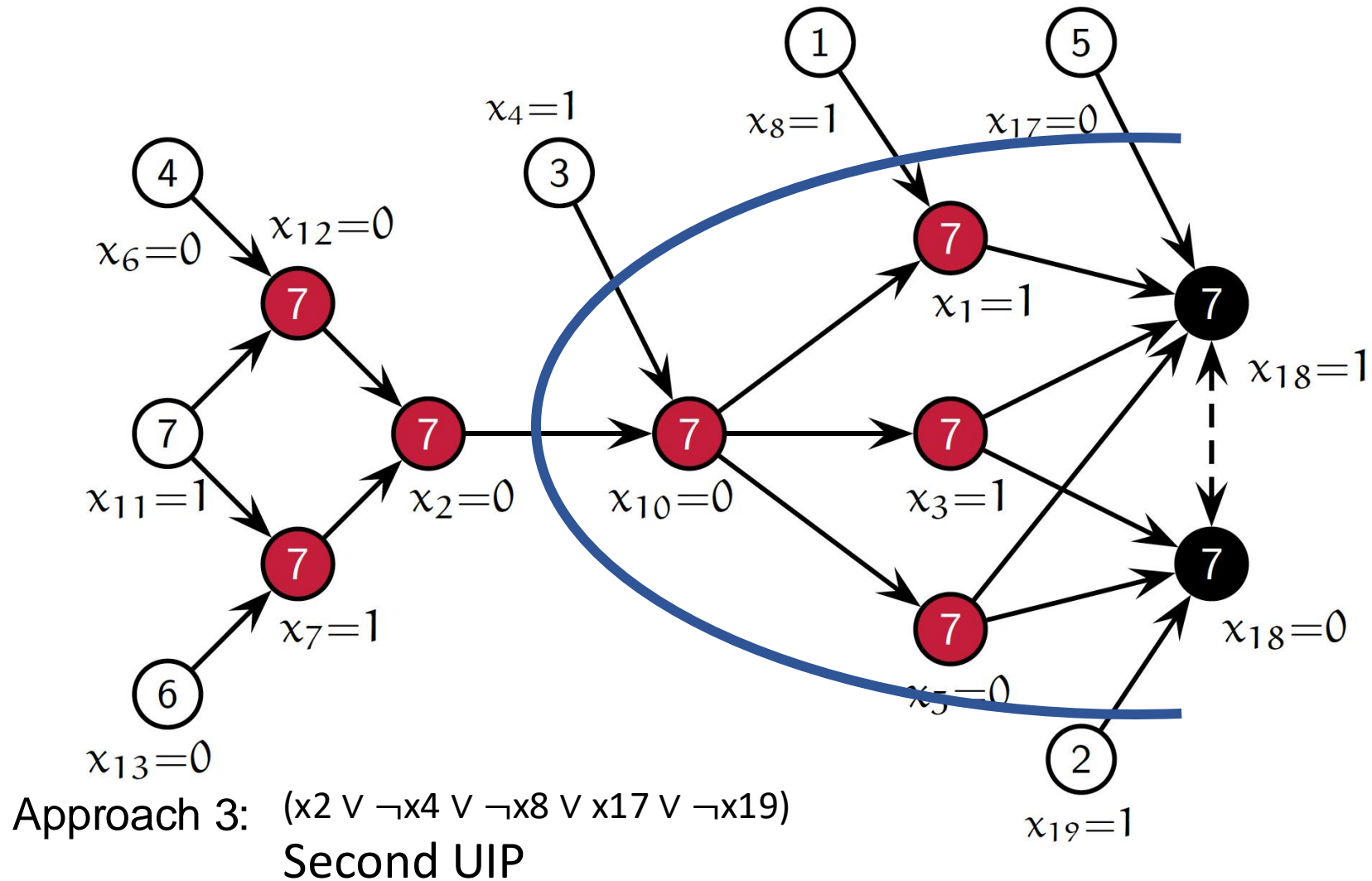
# Conflict Analysis-learning a conflict clause



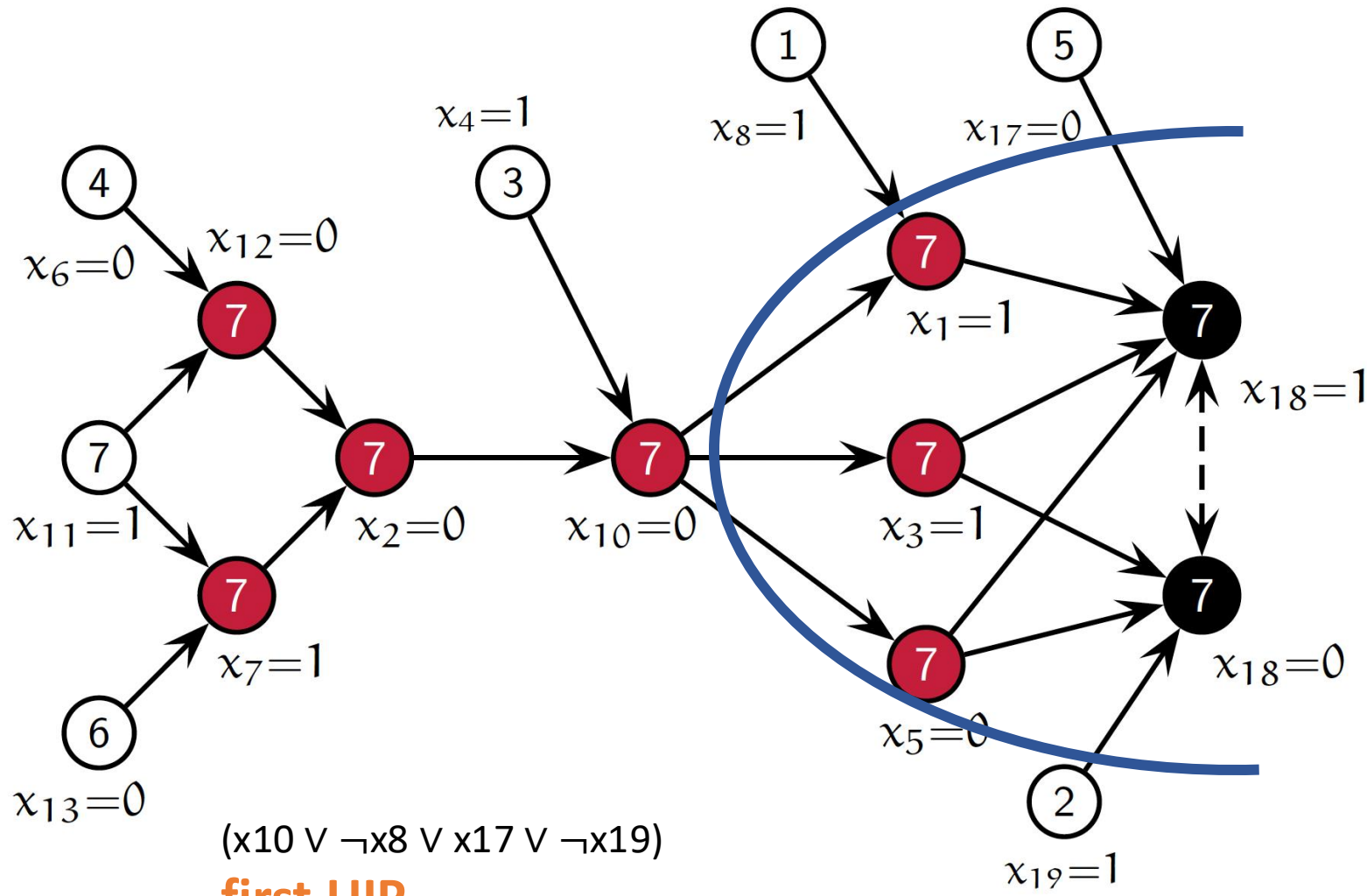
# Conflict Analysis-learning a conflict clause



# Conflict Analysis-learning a conflict clause



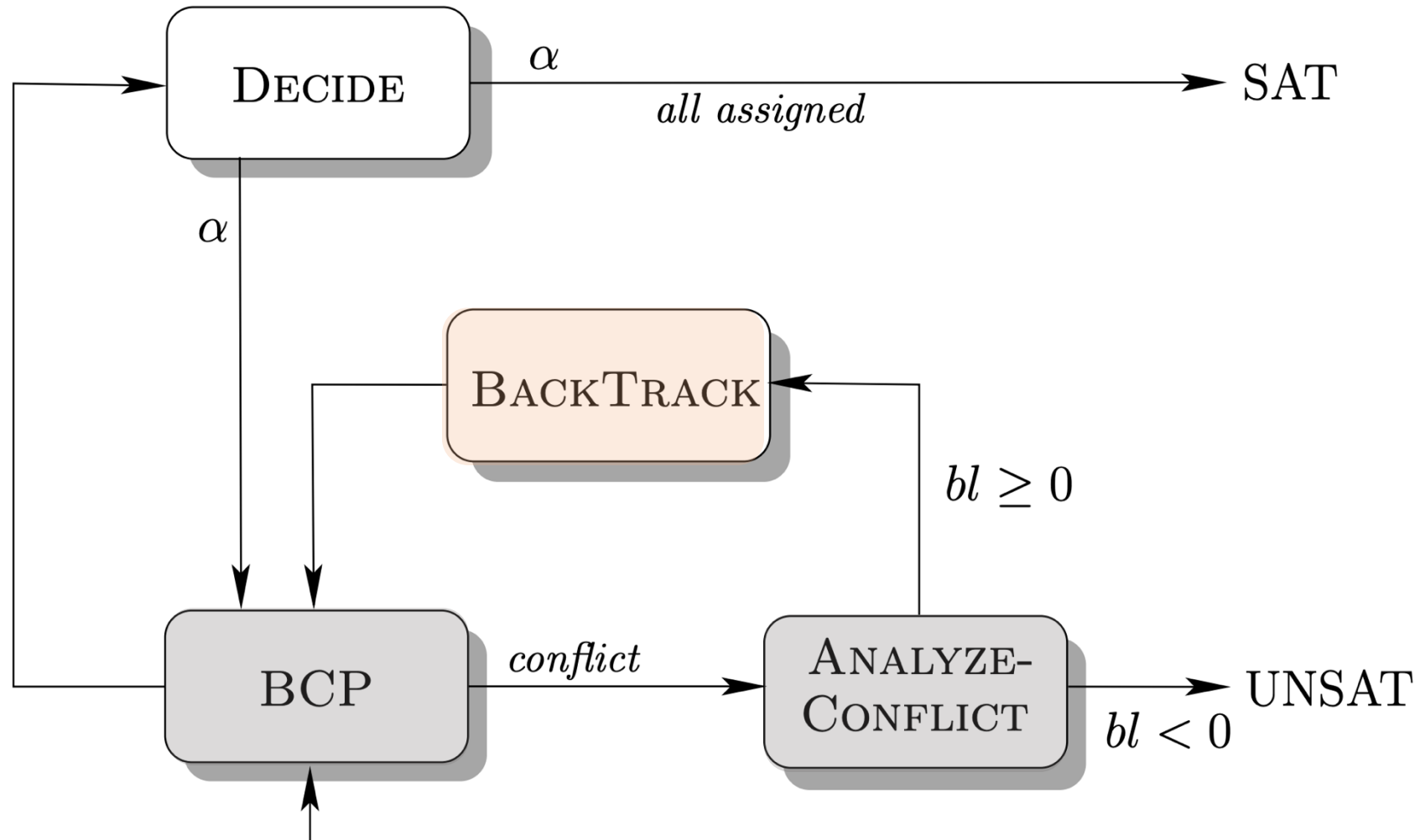
# Conflict Analysis-learning a conflict clause



1. Low computational cost (nearest to the conflict node)
2. Backtrack to the lowest decision level

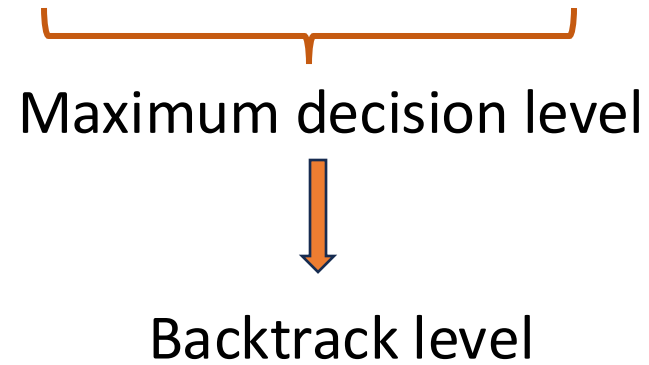
# CDCL SAT solving

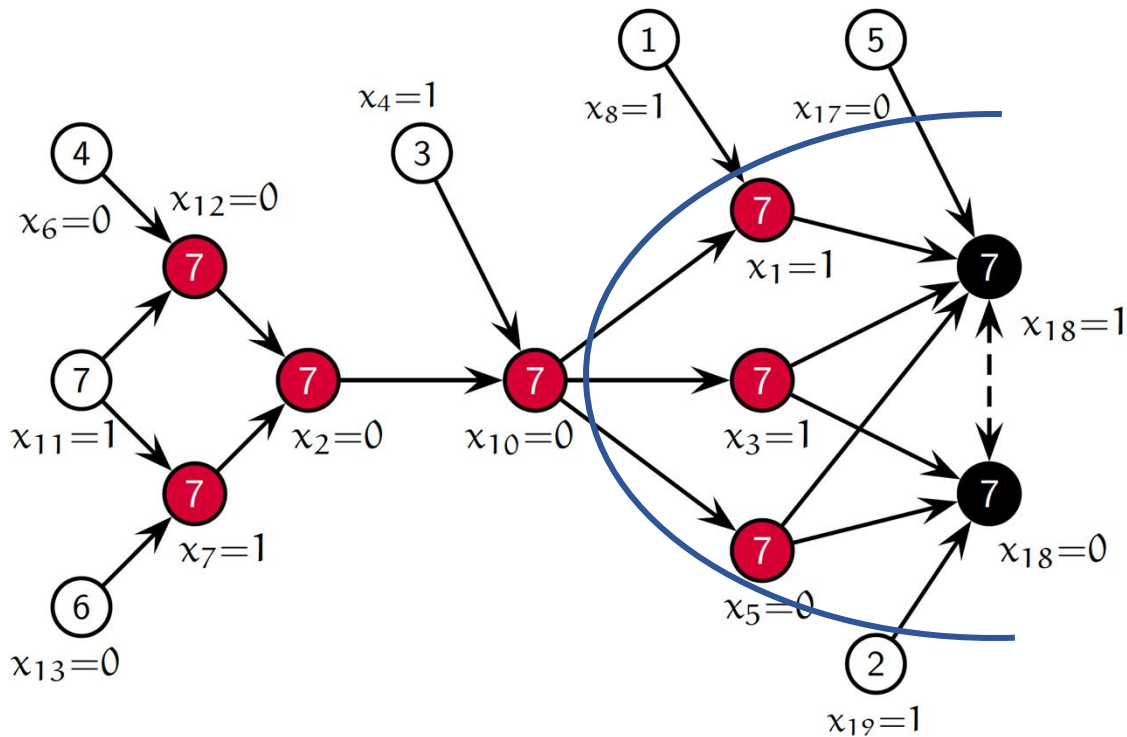
## General Workflow



# Backtrack using the learned conflict clause

Conflict clause:  $\text{first\_UIP} \vee l_1 \vee l_2 \vee \dots \vee l_n$


 Maximum decision level  
 ↓  
 Backtrack level



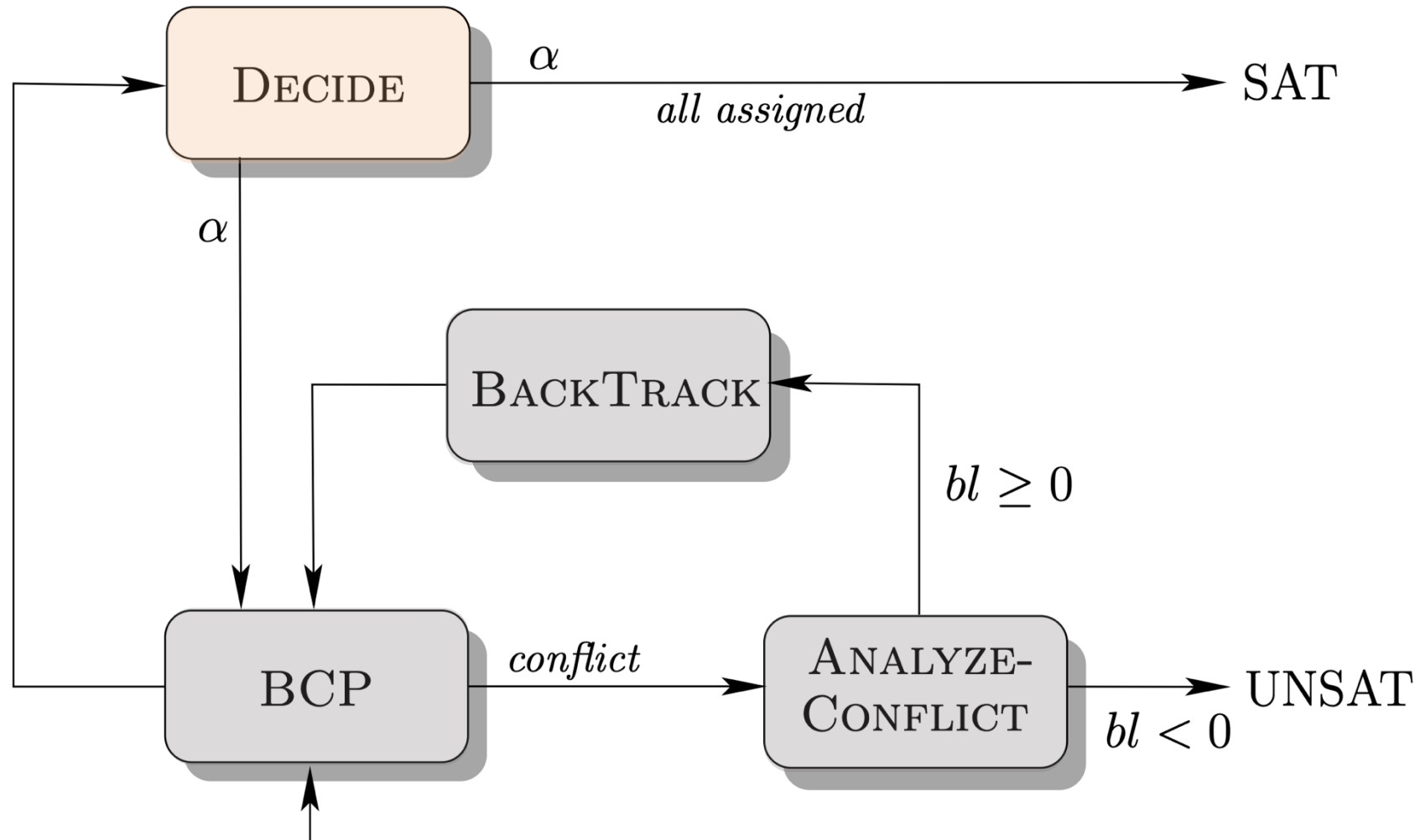
$(x_{10} \vee \neg x_8 \vee x_{17} \vee \neg x_{19})$

**Backtrack level: 5**



# CDCL SAT solving

## General Workflow



# Decision Heuristics

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## 1. Variable selection heuristics

aim: minimize the search space

plus: could compensate a bad value selection

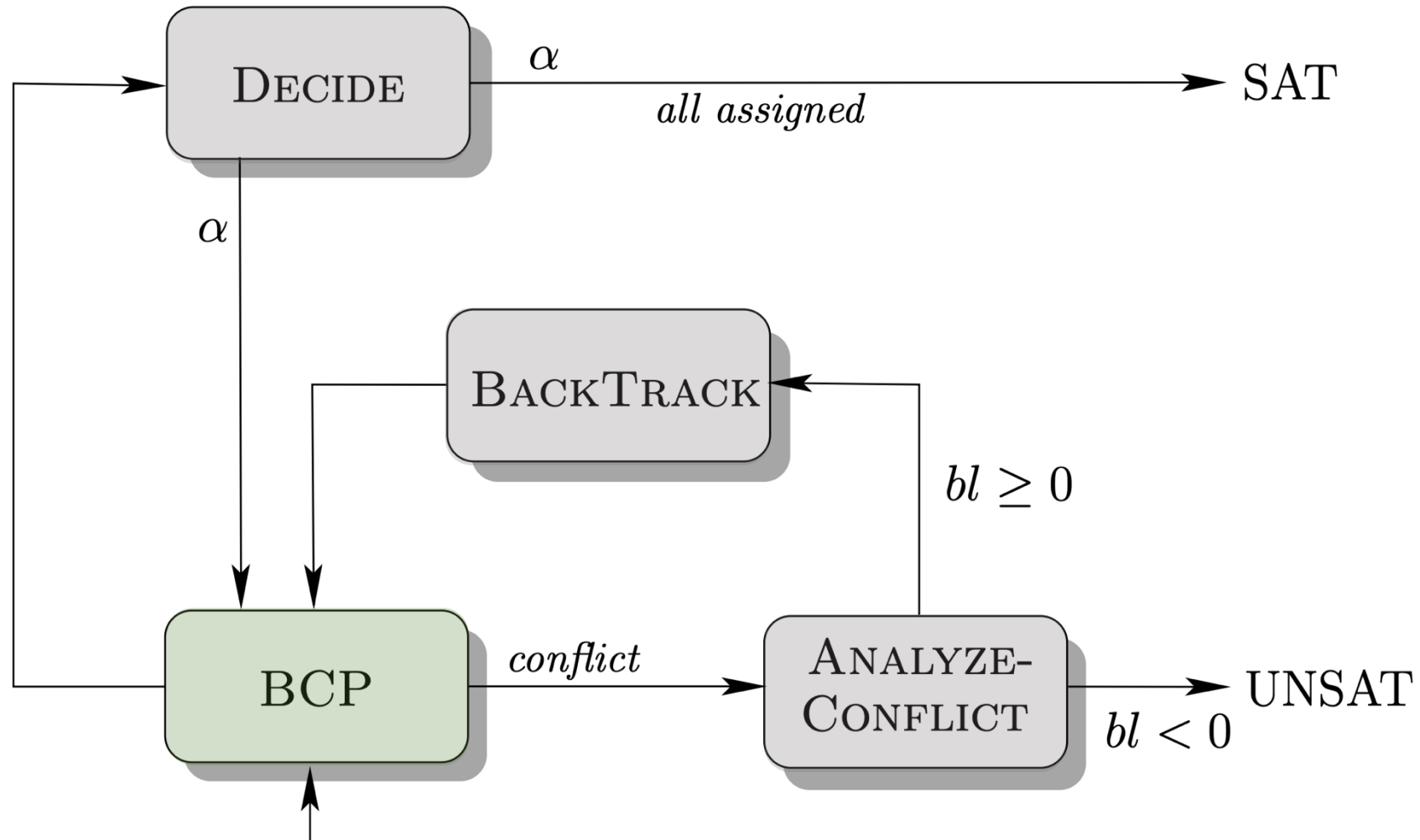
## 2. Value selection heuristics

aim: guide search towards a solution or conflict

plus: could compensate a bad variable selection, cache solutions of subproblems [PipatsrisawatDarwiche'07]

# CDCL SAT solving

## Implementation?



# Implementation: Two watched literal Scheme

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Introduced by the SAT solver Chaff [1]

- Remember: Unit propagation fires when all but one literal is assigned false
- Idea: If **two** variables are either unassigned or assigned true, no need to do anything.
- So just find two variables which satisfy this condition.
- If can't find two, do the unit propagate or a conflict is found

# Implementation: Two watched literal Scheme

---

Introduced by the SAT solver Chaff [1]

- Remember: Unit propagation fires when all but one literal is assigned false
- Idea: If **two** variables are either unassigned or assigned true, no need to do anything.
- So just find two variables which satisfy this condition.
- If can't find two, do the unit propagate or a conflict is found

# Implementation: Two watched literal Scheme

---

## Propagation Example

|     |     |     |     |
|-----|-----|-----|-----|
| 0/1 | 0/1 | 0/1 | 0/1 |
| a   | b   | c   | d   |

Triggers:



- $a \vee b \vee c \vee d$

# Implementation: Two watched literal Scheme

---

## Propagation Example

|          |     |     |     |
|----------|-----|-----|-----|
| <b>0</b> | 0/1 | 0/1 | 0/1 |
| <b>a</b> | b   | c   | d   |

Triggers:      ↑      ↑

- *a* assigned false.
- Update pointer.

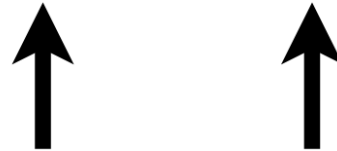
# Implementation: Two watched literal Scheme

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## Propagation Example

|          |     |     |     |
|----------|-----|-----|-----|
| <b>0</b> | 0/1 | 0/1 | 0/1 |
| <b>a</b> | b   | c   | d   |

Triggers:



- $a$  assigned false.
- Update pointer.



# Implementation: Two watched literal Scheme

---

## Propagation Example

|     |     |     |     |
|-----|-----|-----|-----|
| 0/1 | 0/1 | 0/1 | 0/1 |
| a   | b   | c   | d   |

Triggers:



- Backtrack.  $a$  unassigned.
- **Pointers do not move back**

# Implementation: Two watched literal Scheme

---

## Propagation Example

|     |          |     |     |
|-----|----------|-----|-----|
| 0/1 | <b>1</b> | 0/1 | 0/1 |
| a   | <b>b</b> | c   | d   |

Triggers:



- If *b* is assigned true, pointer doesn't move.

# Implementation: Two watched literal Scheme

---

## Propagation Example

|          |     |     |          |
|----------|-----|-----|----------|
| <b>0</b> | 0/1 | 0/1 | <b>0</b> |
| <b>a</b> | b   | c   | <b>d</b> |

Triggers:



- If other variables assigned, nothing happens!
- Can't emphasise enough ....

# Implementation: Two watched literal Scheme

## Propagation Example

|          |     |     |          |
|----------|-----|-----|----------|
| <b>0</b> | 0/1 | 0/1 | <b>0</b> |
| <b>a</b> | b   | c   | <b>d</b> |

Triggers:



- The unwatched literals a/d cause no work
- Not even checking there is nothing to do
  - because that would be  $O(1)$

# Implementation: Two watched literal Scheme

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## Propagation Example

|   |          |     |   |
|---|----------|-----|---|
| 0 | <b>0</b> | 0/1 | 0 |
| a | <b>b</b> | c   | d |

Triggers:



- If we cannot find something new & unassigned to watch...
-

# Implementation: Two watched literal Scheme

---

## Propagation Example

|   |   |   |   |
|---|---|---|---|
| 0 | 0 | 1 | 0 |
| a | b | c | d |

Triggers:



- We can set the remaining literal
- i.e. do unit propagation since this clause is unit

# Implementation: Two watched literal Scheme

---

## Propagation Example

|   |   |   |   |
|---|---|---|---|
| 0 | 0 | 1 | 0 |
| a | b | c | d |

Triggers:



- Leave triggers where they are!

# Implementation: Two watched literal Scheme

---

## Propagation Example

|   |     |     |   |
|---|-----|-----|---|
| 0 | 0/1 | 0/1 | 0 |
| a | b   | c   | d |

Triggers:



- Triggers in the right place to continue after backtracking.



# Implementation: Two watched literal Scheme

---

Advantages:

- **ZERO** cost if a literal not watched.
- **ZERO** cost on backtrack.

# Implementation: Two watched literal Scheme

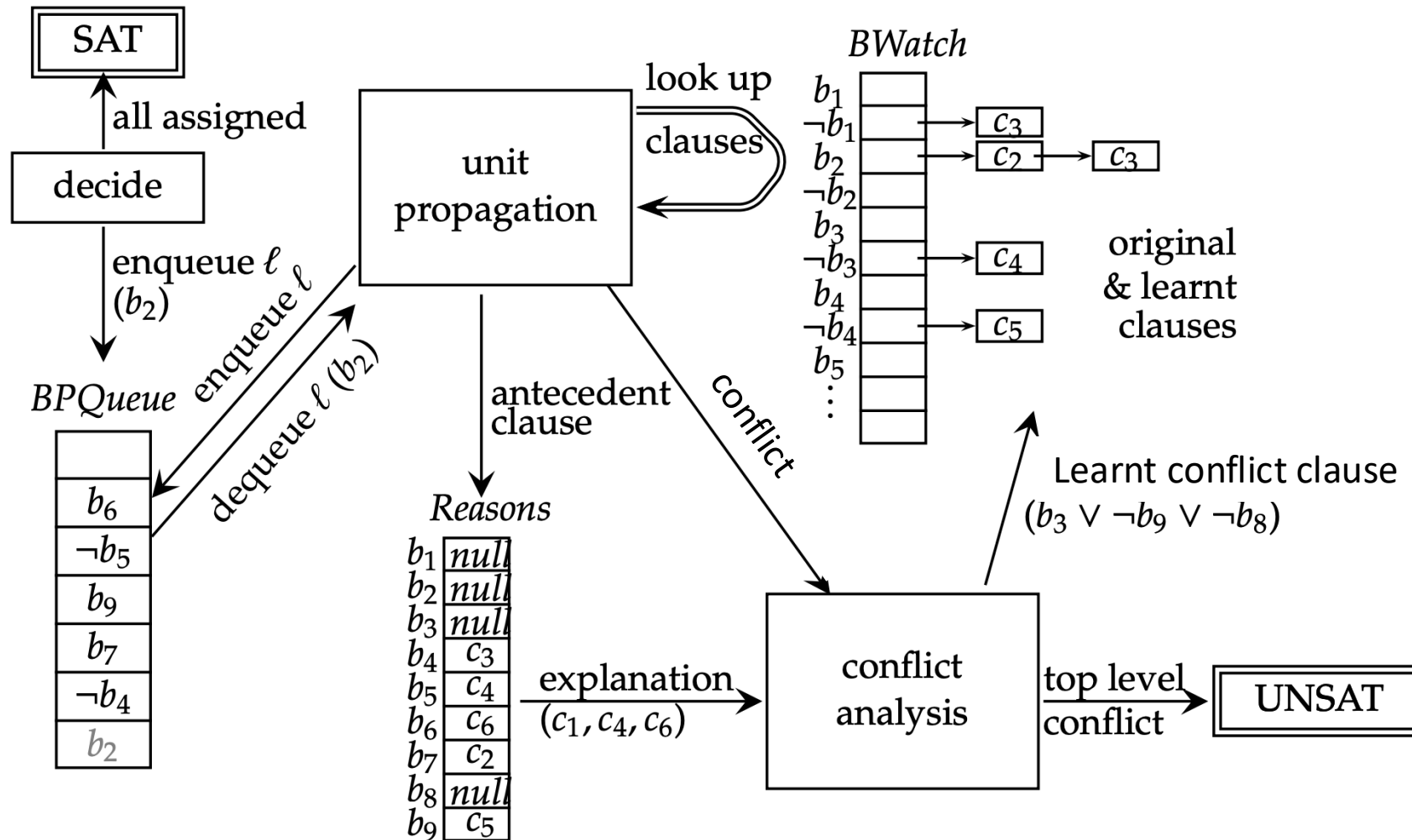
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## Discussions:

- Really come into their own on large clauses
  - probably not worthwhile on 3-SAT, for example
  - E.g. if there are 100 variables in clause
    - it still only needs to watch 2
    - and 98% of the time the solver will do no work
    - As if the problem was 98% smaller!
- We can handle problems with many large clauses
- benefits the conflict-driven learning
  - since the learned conflict clauses are often big

# Implementation: Classic CDCL Solver MiniSat

## Overall Architecture



# Research in Machine Learning for SAT

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## One direction: Improving Decision Heuristics

1. Variable selection heuristics

aim: minimize the search space

2. Value selection heuristics

aim: guide search towards a solution or conflict