

# Search in SAT

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# The Satisfiability (SAT) problem

$$\begin{aligned} & (x_5 \vee x_8 \vee \bar{x}_2) \wedge (x_2 \vee \bar{x}_1 \vee \bar{x}_3) \wedge (\bar{x}_8 \vee \bar{x}_3 \vee \bar{x}_7) \wedge (\bar{x}_5 \vee x_3 \vee x_8) \wedge \\ & (\bar{x}_6 \vee \bar{x}_1 \vee \bar{x}_5) \wedge (x_8 \vee \bar{x}_9 \vee x_3) \wedge (x_2 \vee x_1 \vee x_3) \wedge (\bar{x}_1 \vee x_8 \vee x_4) \wedge \\ & (\bar{x}_9 \vee \bar{x}_6 \vee x_8) \wedge (x_8 \vee x_3 \vee \bar{x}_9) \wedge (x_9 \vee \bar{x}_3 \vee x_8) \wedge (x_6 \vee \bar{x}_9 \vee x_5) \wedge \\ & (x_2 \vee \bar{x}_3 \vee \bar{x}_8) \wedge (x_8 \vee \bar{x}_6 \vee \bar{x}_3) \wedge (x_8 \vee \bar{x}_3 \vee \bar{x}_1) \wedge (\bar{x}_8 \vee x_6 \vee \bar{x}_2) \wedge \\ & (x_7 \vee x_9 \vee \bar{x}_2) \wedge (x_8 \vee \bar{x}_9 \vee x_2) \wedge (\bar{x}_1 \vee \bar{x}_9 \vee x_4) \wedge (x_8 \vee x_1 \vee \bar{x}_2) \wedge \\ & (x_3 \vee \bar{x}_4 \vee \bar{x}_6) \wedge (\bar{x}_1 \vee \bar{x}_7 \vee x_5) \wedge (\bar{x}_7 \vee x_1 \vee x_6) \wedge (\bar{x}_5 \vee x_4 \vee \bar{x}_6) \wedge \\ & (\bar{x}_4 \vee x_9 \vee \bar{x}_8) \wedge (x_2 \vee x_9 \vee x_1) \wedge (x_5 \vee \bar{x}_7 \vee x_1) \wedge (\bar{x}_7 \vee \bar{x}_9 \vee \bar{x}_6) \wedge \\ & (x_2 \vee x_5 \vee x_4) \wedge (x_8 \vee \bar{x}_4 \vee x_5) \wedge (x_5 \vee x_9 \vee x_3) \wedge (\bar{x}_5 \vee \bar{x}_7 \vee x_9) \wedge \\ & (x_2 \vee \bar{x}_8 \vee x_1) \wedge (\bar{x}_7 \vee x_1 \vee x_5) \wedge (x_1 \vee x_4 \vee x_3) \wedge (x_1 \vee \bar{x}_9 \vee \bar{x}_4) \wedge \\ & (x_3 \vee x_5 \vee x_6) \wedge (\bar{x}_6 \vee x_3 \vee \bar{x}_9) \wedge (\bar{x}_7 \vee x_5 \vee x_9) \wedge (x_7 \vee \bar{x}_5 \vee \bar{x}_2) \wedge \\ & (x_4 \vee x_7 \vee x_3) \wedge (x_4 \vee \bar{x}_9 \vee \bar{x}_7) \wedge (x_5 \vee \bar{x}_1 \vee x_7) \wedge (x_5 \vee \bar{x}_1 \vee x_7) \wedge \\ & (x_6 \vee x_7 \vee \bar{x}_3) \wedge (\bar{x}_8 \vee \bar{x}_6 \vee \bar{x}_7) \wedge (x_6 \vee x_2 \vee x_3) \wedge (\bar{x}_8 \vee x_2 \vee x_5) \end{aligned}$$

Does there exist an assignment satisfying all clauses?

# Search for a satisfying assignment (or proof none exists)

$$\begin{aligned} & (x_5 \vee x_8 \vee \bar{x}_2) \wedge (\bar{x}_2 \vee \bar{x}_1 \vee \bar{x}_3) \wedge (\bar{x}_8 \vee \bar{x}_3 \vee \bar{x}_7) \wedge (\bar{x}_5 \vee x_3 \vee x_8) \wedge \\ & (\bar{x}_6 \vee \bar{x}_1 \vee \bar{x}_5) \wedge (x_8 \vee \bar{x}_9 \vee x_3) \wedge (x_2 \vee x_1 \vee x_3) \wedge (\bar{x}_1 \vee x_8 \vee x_4) \wedge \\ & (\bar{x}_9 \vee \bar{x}_6 \vee x_8) \wedge (x_8 \vee x_3 \vee \bar{x}_9) \wedge (x_9 \vee \bar{x}_3 \vee x_8) \wedge (x_6 \vee \bar{x}_9 \vee x_5) \wedge \\ & (x_2 \vee \bar{x}_3 \vee \bar{x}_8) \wedge (x_8 \vee \bar{x}_6 \vee \bar{x}_3) \wedge (x_8 \vee \bar{x}_3 \vee \bar{x}_1) \wedge (\bar{x}_8 \vee x_6 \vee \bar{x}_2) \wedge \\ & (x_7 \vee x_9 \vee \bar{x}_2) \wedge (x_8 \vee \bar{x}_9 \vee x_2) \wedge (\bar{x}_1 \vee \bar{x}_9 \vee x_4) \wedge (x_8 \vee x_1 \vee \bar{x}_2) \wedge \\ & (x_3 \vee \bar{x}_4 \vee \bar{x}_6) \wedge (\bar{x}_1 \vee \bar{x}_7 \vee x_5) \wedge (\bar{x}_7 \vee x_1 \vee x_6) \wedge (\bar{x}_5 \vee x_4 \vee \bar{x}_6) \wedge \\ & (\bar{x}_4 \vee x_9 \vee \bar{x}_8) \wedge (x_2 \vee x_9 \vee x_1) \wedge (x_5 \vee \bar{x}_7 \vee x_1) \wedge (\bar{x}_7 \vee \bar{x}_9 \vee \bar{x}_6) \wedge \\ & (x_2 \vee x_5 \vee x_4) \wedge (x_8 \vee \bar{x}_4 \vee x_5) \wedge (x_5 \vee x_9 \vee x_3) \wedge (\bar{x}_5 \vee \bar{x}_7 \vee x_9) \wedge \\ & (x_2 \vee \bar{x}_8 \vee x_1) \wedge (\bar{x}_7 \vee x_1 \vee x_5) \wedge (x_1 \vee x_4 \vee x_3) \wedge (x_1 \vee \bar{x}_9 \vee \bar{x}_4) \wedge \\ & (x_3 \vee x_5 \vee x_6) \wedge (\bar{x}_6 \vee x_3 \vee \bar{x}_9) \wedge (\bar{x}_7 \vee x_5 \vee x_9) \wedge (x_7 \vee \bar{x}_5 \vee \bar{x}_2) \wedge \\ & (x_4 \vee x_7 \vee x_3) \wedge (x_4 \vee \bar{x}_9 \vee \bar{x}_7) \wedge (x_5 \vee \bar{x}_1 \vee x_7) \wedge (x_5 \vee \bar{x}_1 \vee x_7) \wedge \\ & (x_6 \vee x_7 \vee \bar{x}_3) \wedge (\bar{x}_8 \vee \bar{x}_6 \vee \bar{x}_7) \wedge (x_6 \vee x_2 \vee x_3) \wedge (\bar{x}_8 \vee x_2 \vee x_5) \end{aligned}$$

Play the SAT game:

<http://www.cril.univ-artois.fr/~roussel/satgame/satgame.php>

# Motivation

From 100 variables, 200 constraints (early 90s)  
to 1,000,000 vars. and 20,000,000 cls. in 20 years.

Applications:

Hardware and Software Verification, Planning,  
Scheduling, Optimal Control, Protocol Design,  
Routing, Combinatorial problems, Equivalence  
Checking, etc.

SAT used to solve many other problems!

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# Overview

## Search for Lemmas

*Depth-first search*

- Learning Lemmas
- Data-structures
- Heuristics

## Search for Simplification

*Breadth-first search*

- Variable elimination
- Blocked clause elimination
- Unhiding redundancy

# Conflict-driven SAT solvers: Search and Analysis

$$(x_1 \vee x_4) \wedge$$

$$(x_3 \vee \bar{x}_4 \vee \bar{x}_5) \wedge$$

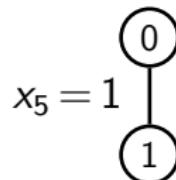
$$(\bar{x}_3 \vee \bar{x}_2 \vee \bar{x}_4) \wedge$$

$$\mathcal{F}_{\text{extra}}$$

0

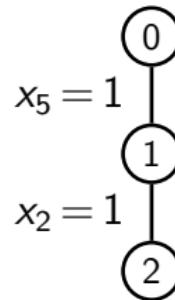
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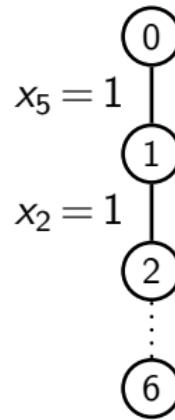
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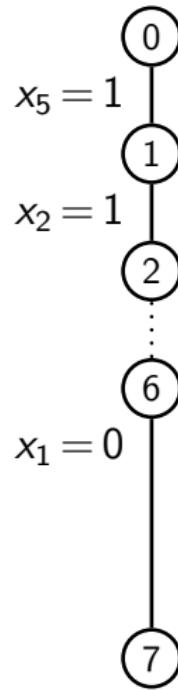
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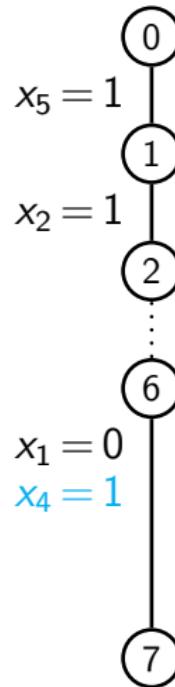
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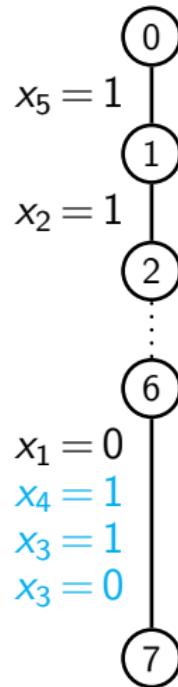
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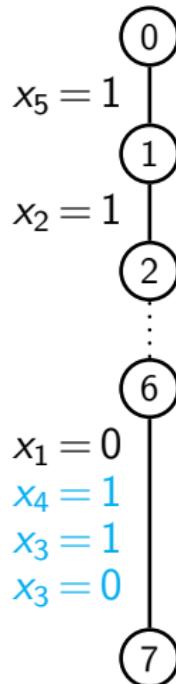
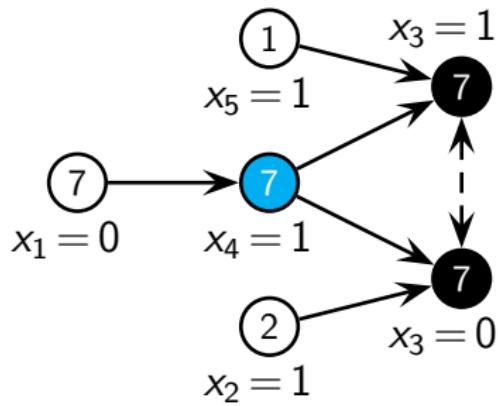
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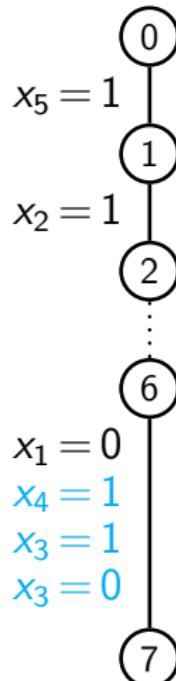
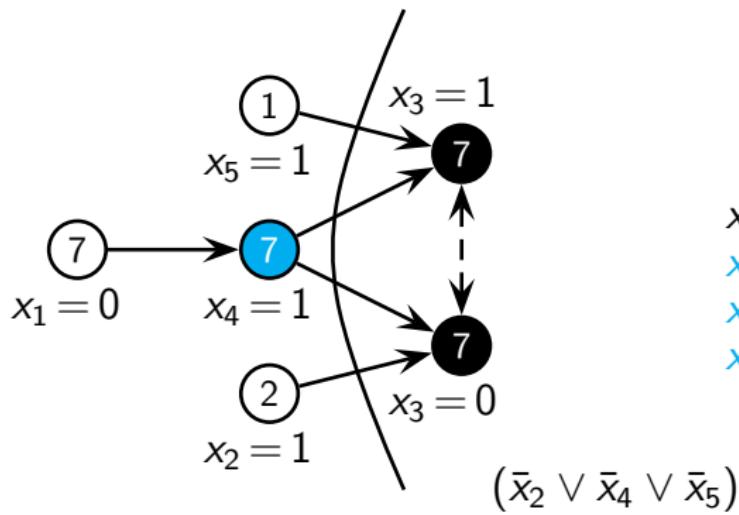
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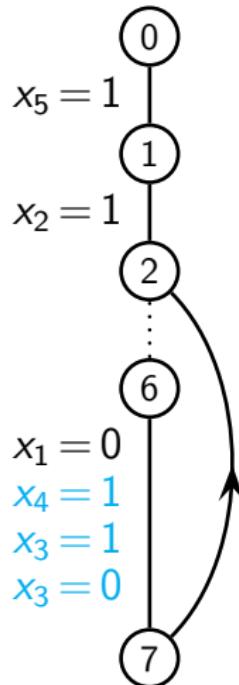
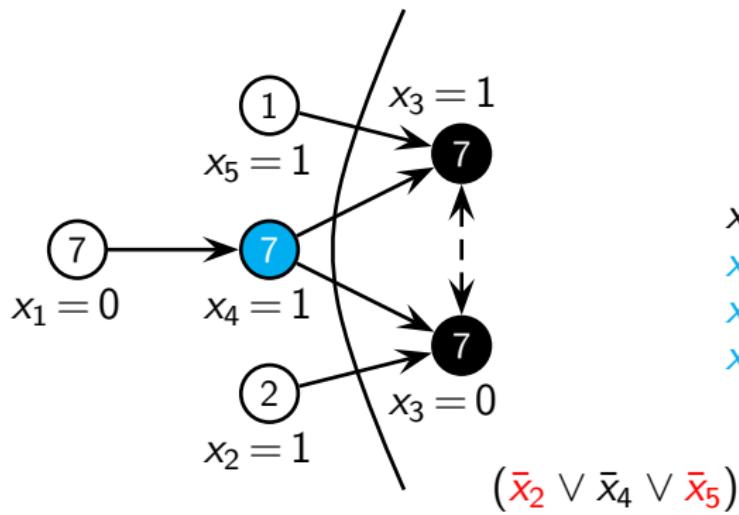
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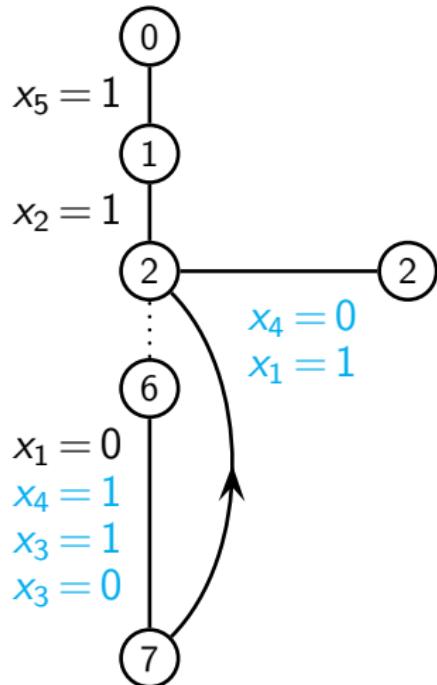
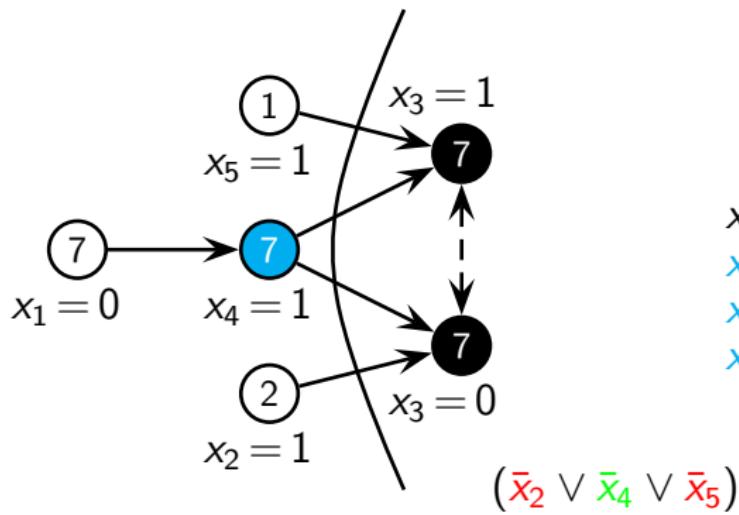
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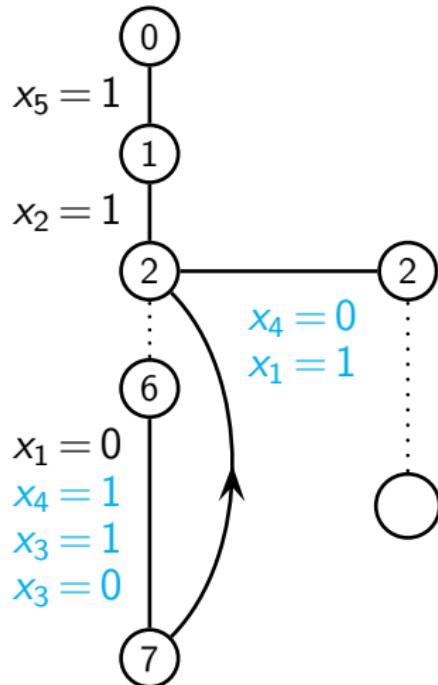
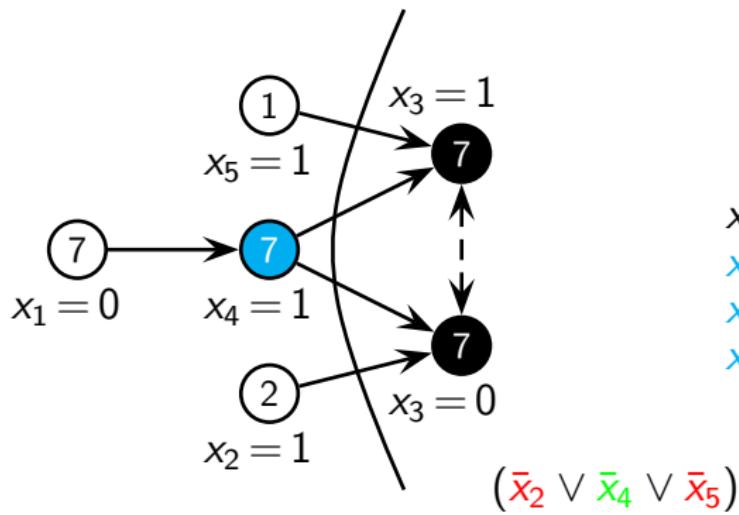
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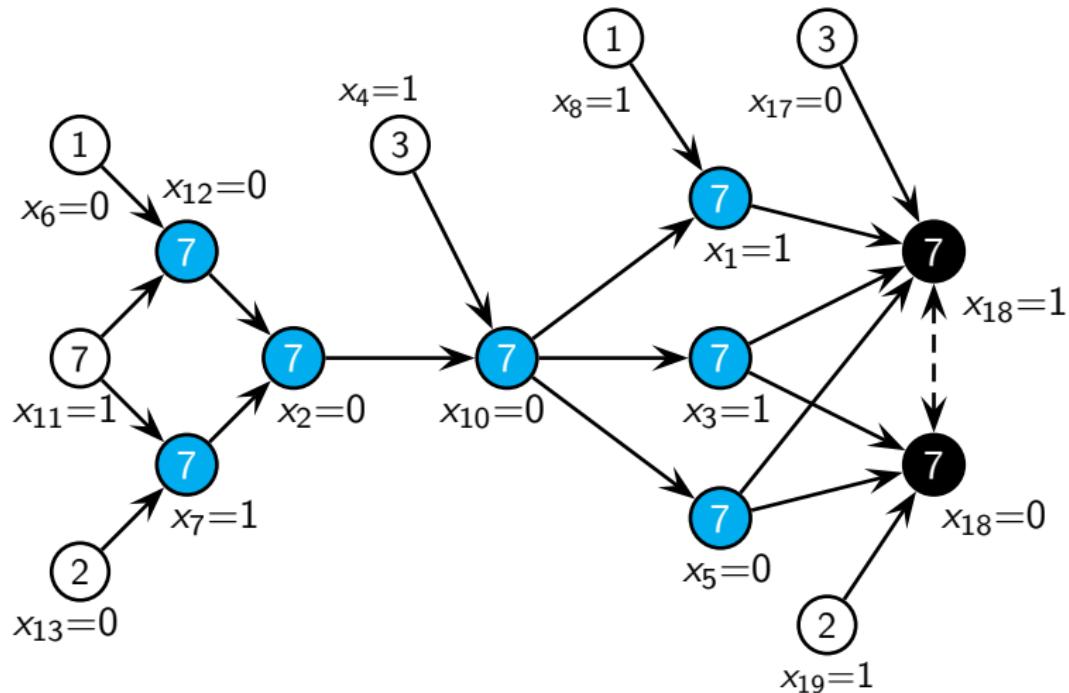
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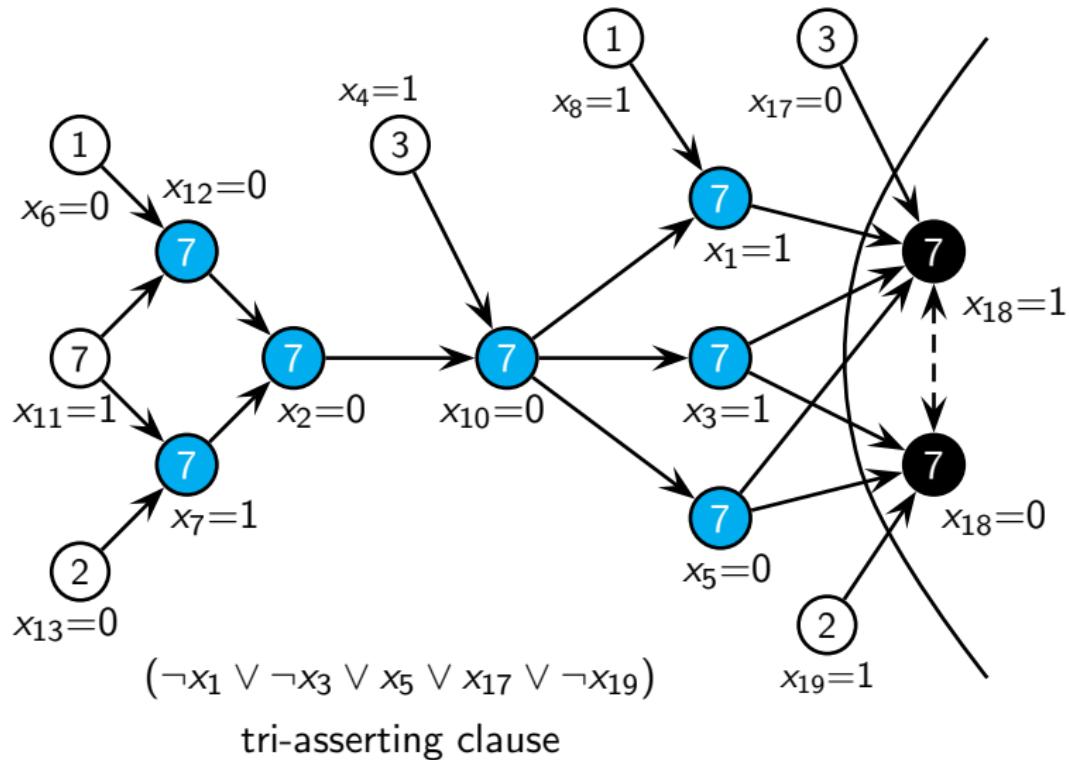
# Conflict-driven SAT solvers: Pseudo-code

```
1: while TRUE do
2:    $l_{\text{decision}} := \text{GETDECISIONLITERAL}()$ 
3:   If no  $l_{\text{decision}}$  then return satisfiable
4:    $\mathcal{F} := \text{SIMPLIFY}(\mathcal{F}(l_{\text{decision}} \leftarrow 1))$ 
5:   while  $\mathcal{F}$  contains  $C_{\text{conflict}}$  do
6:      $C_{\text{conflict}} := \text{ANALYZECONFLICTS}()$ 
7:     If  $C_{\text{conflict}} \neq \emptyset$  then return unsatisfiable
8:     BACKTRACK( $C_{\text{conflict}}$ )
9:      $\mathcal{F} := \text{SIMPLIFY}(\mathcal{F} \cup C_{\text{conflict}})$ 
10:    end while
11:  end while
```

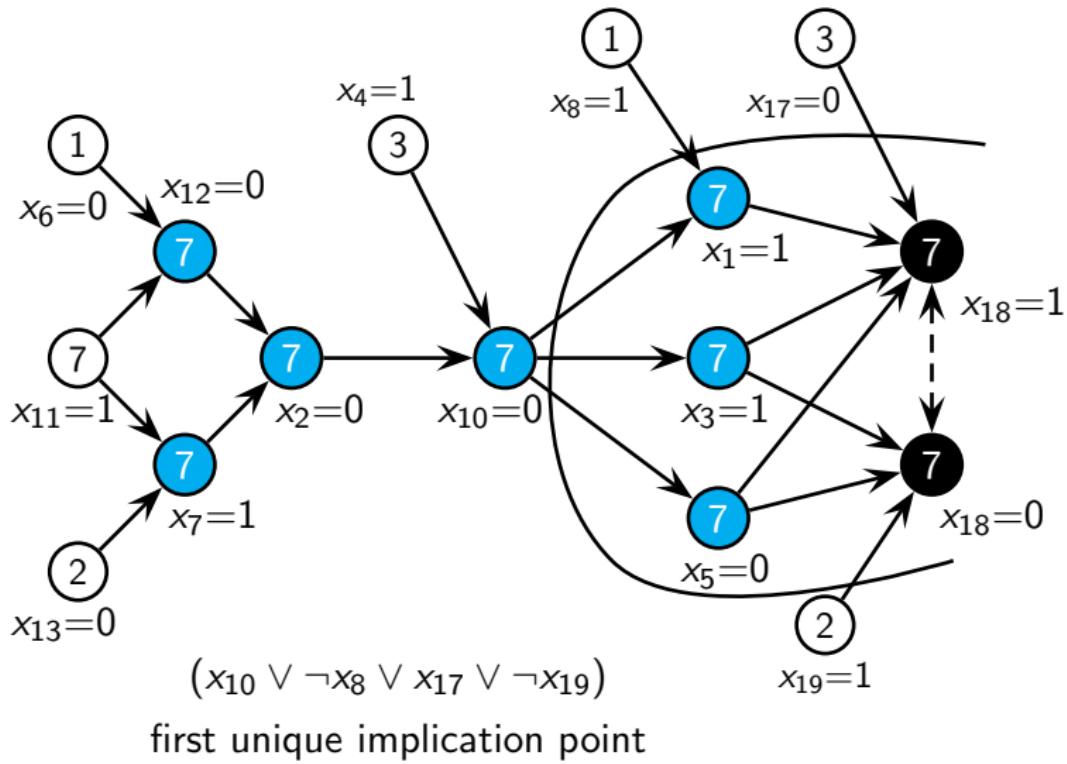
## Learning conflict clauses (lemma's)



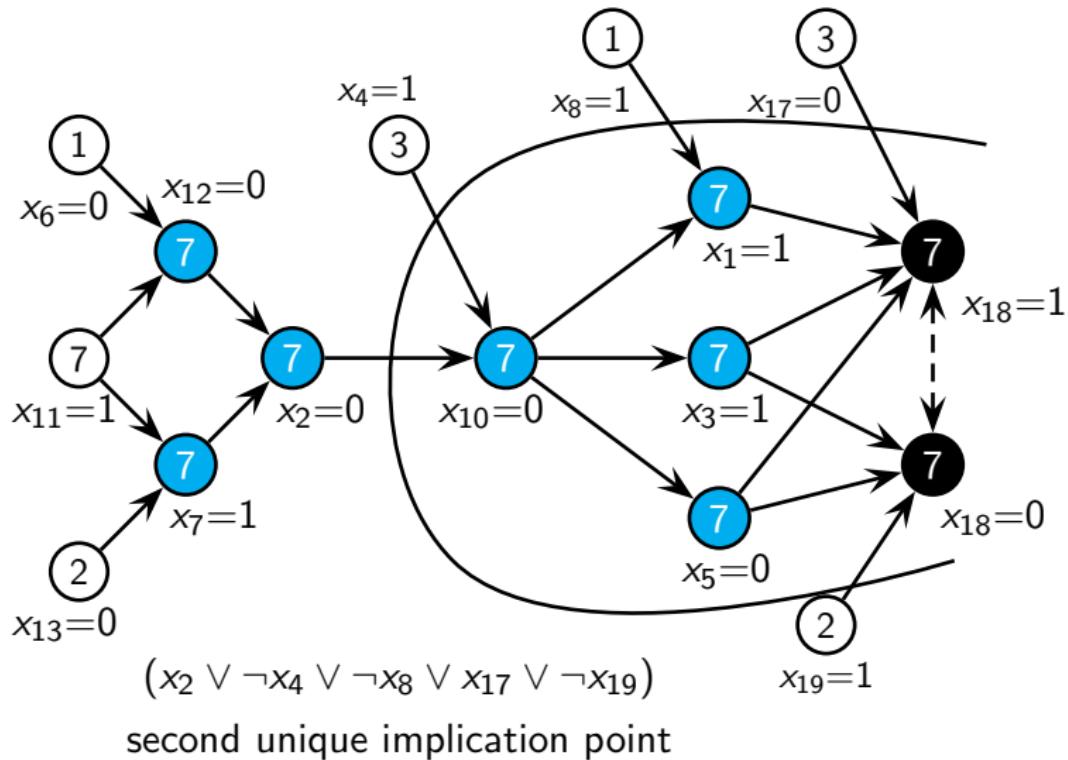
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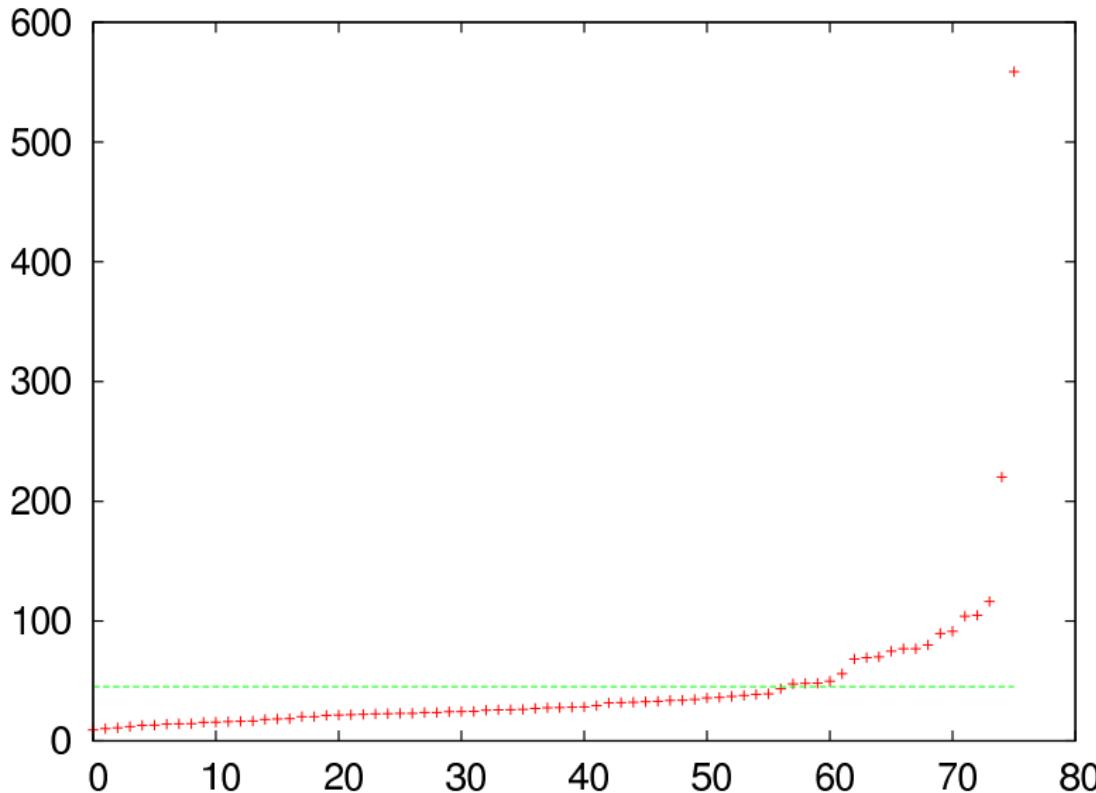
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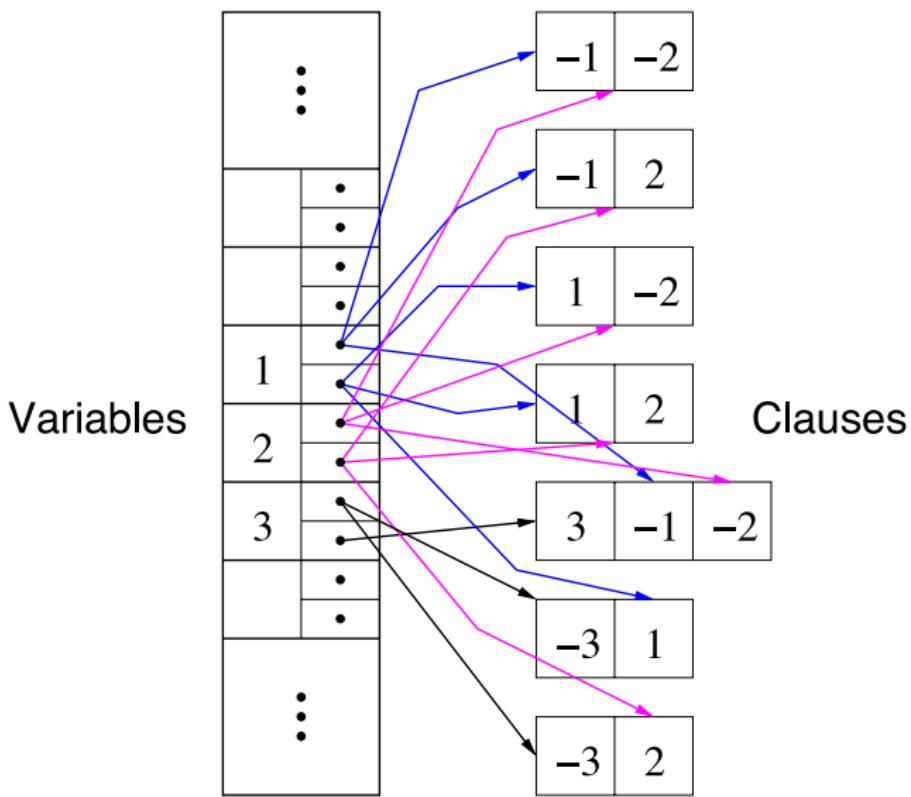
## Average Learned Clause Length



# Data-structures

## Watch pointers

# Simple data structure for unit propagation



## Conflict-driven: Watch pointers (1)

$$\varphi = \{x_1 = *, x_2 = *, x_3 = *, x_4 = *, x_5 = *, x_6 = *\}$$

$\neg x_1$	$x_2$	$\neg x_3$	$\neg x_5$	$x_6$
------------	-------	------------	------------	-------

$x_1$	$\neg x_3$	$x_4$	$\neg x_5$	$\neg x_6$
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## Conflict-driven: Watch pointers (1)

$$\varphi = \{x_1 = *, x_2 = *, x_3 = *, x_4 = *, x_5 = 1, x_6 = *\}$$

$\neg x_1$	$x_2$	$\neg x_3$	$\neg x_5$	$x_6$
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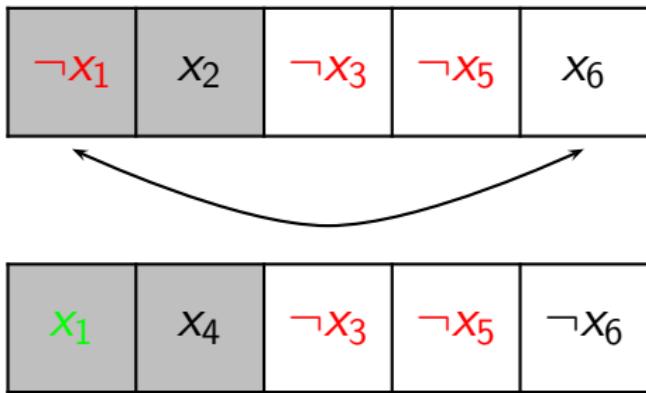
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$x_6$	$x_2$	$\neg x_3$	$\neg x_5$	$\neg x_1$
-------	-------	------------	------------	------------

$x_1$	$x_4$	$\neg x_3$	$\neg x_5$	$\neg x_6$
-------	-------	------------	------------	------------

## Conflict-driven: Watch pointers (1)

$$\varphi = \{x_1 = 1, x_2 = *, x_3 = 1, x_4 = 0, x_5 = 1, x_6 = *\}$$

$x_6$	$x_2$	$\neg x_3$	$\neg x_5$	$\neg x_1$
-------	-------	------------	------------	------------

$x_1$	$x_4$	$\neg x_3$	$\neg x_5$	$\neg x_6$
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## Conflict-driven: Watch pointers (2)

Only examine (get in the cache) a clause when both

- a watch pointer gets falsified
- the other one is not satisfied

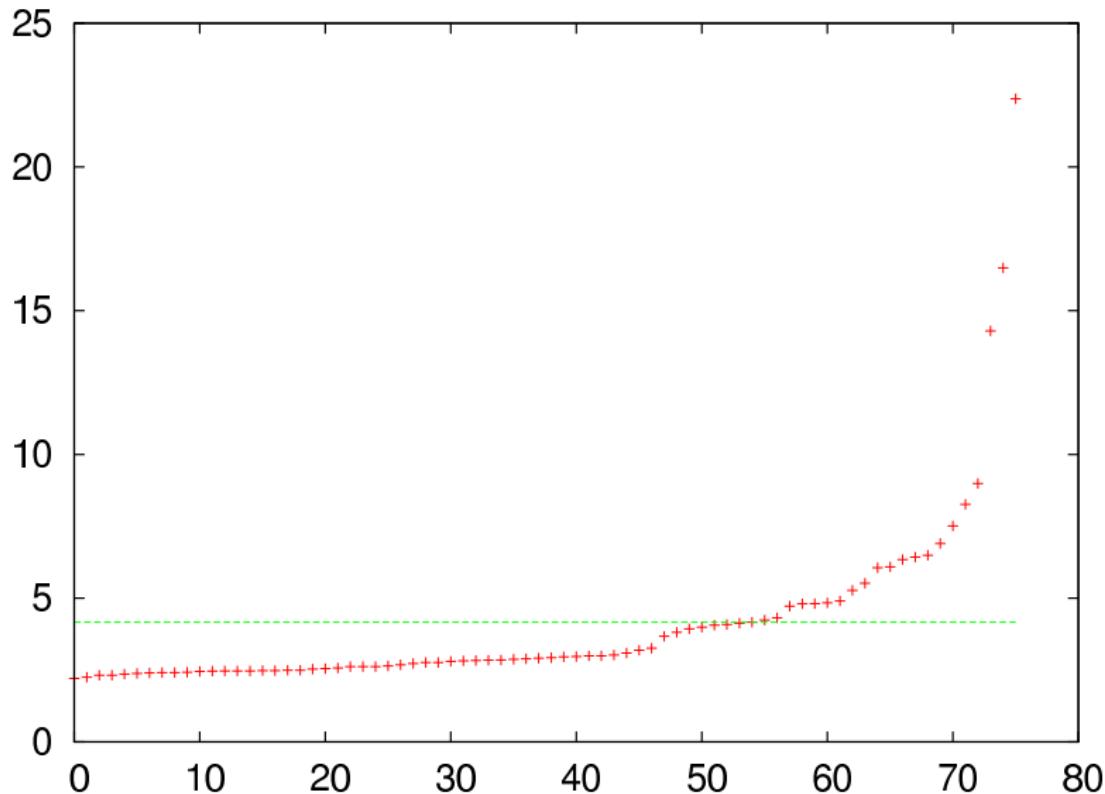
While backjumping, just unassign variables

Conflict clauses → watch pointers

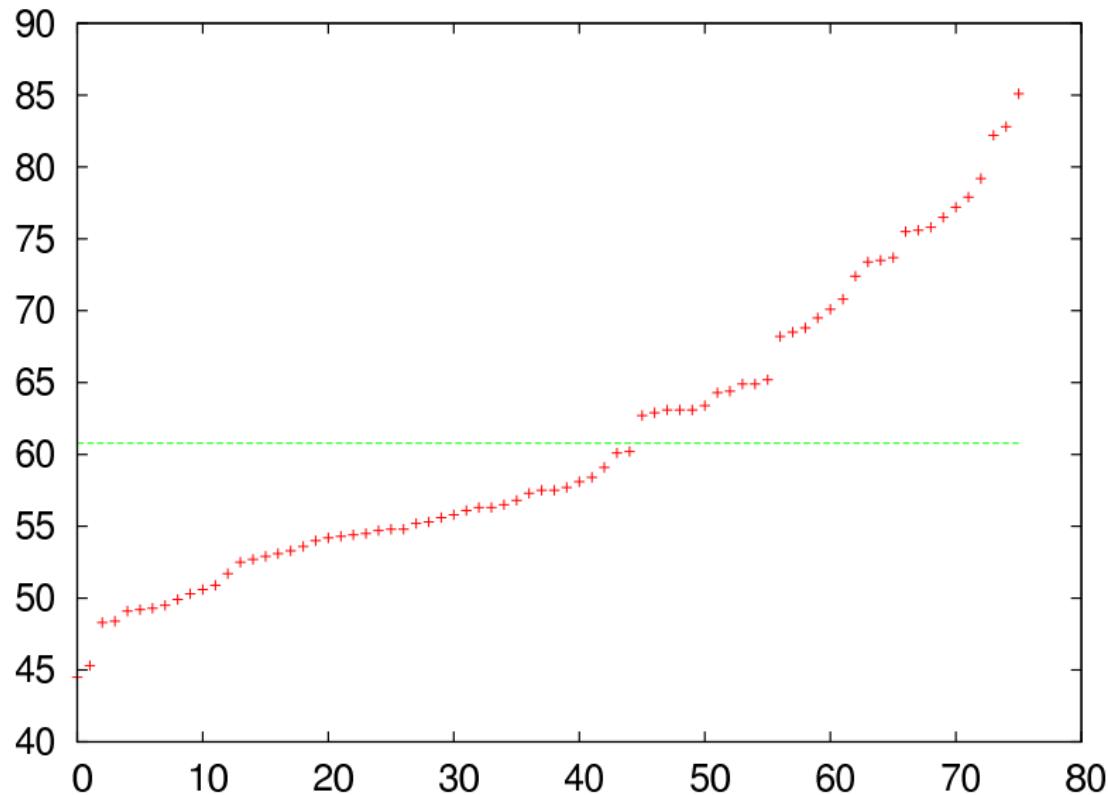
No detailed information available

Not used for binary clauses

# Average Number Clauses Visited Per Propagation



# Percentage visited clauses with other watched literal true



# Heuristics

# Most important CDCL heuristics

## Variable selection heuristics

- aim: minimize the search space
- plus: could compensate a bad value selection

## Value selection heuristics

- aim: guide search towards a solution (or conflict)
- plus: could compensate a bad variable selection,  
cache solutions of subproblems [PipatsrisawatDarwiche'07]

## Restart strategies

- aim: avoid heavy-tail behavior [GomesSelmanCrato'97]
- plus: focus search on recent conflicts when combined with dynamic heuristics

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## Variable selection heuristics

Based on the occurrences in the (reduced) formula

- examples: Jeroslow-Wang, Maximal Occurrence in clauses of Minimal Size (MOMS), look-aheads
- not practical for CDCL solver due to watch pointers

Variable State Independent Decaying Sum (VSIDS)

- original idea (zChaff): for each conflict, increase the score of involved variables by 1, half all scores each 256 conflicts  
[MoskewiczMZZM2001]
- improvement (MiniSAT): for each conflict, increase the score of involved variables by  $\delta$  and increase  $\delta := 1.05\delta$   
[EenSörensson2003]

## Variable selection heuristics

Based on the occurrences in the (reduced) formula

- examples: Jeroslow-Wang, Maximal Occurrence in clauses of Minimal Size (MOMS), look-aheads
- not practical for CDCL solver due to watch pointers

Variable State Independent Decaying Sum (VSIDS)

- original idea (zChaff): for each conflict, increase the score of involved variables by 1, half all scores each 256 conflicts  
[MoskewiczMZZM2001]
- improvement (MiniSAT): for each conflict, increase the score of involved variables by  $\delta$  and increase  $\delta := 1.05\delta$   
[EenSörensson2003]

# Visualization of VSIDS in PicoSAT

<http://www.youtube.com/watch?v=M0jhFywLre8>

## Value selection heuristics

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Based on the encoding / consequently

- negative branching (early MiniSAT) [EenSörensson2003]

Based on the last implied value (phase-saving)

- introduced to CDCL [PipatsrisawatDarwiche2007]
- already used in local search [HirschKojevnikov2001]

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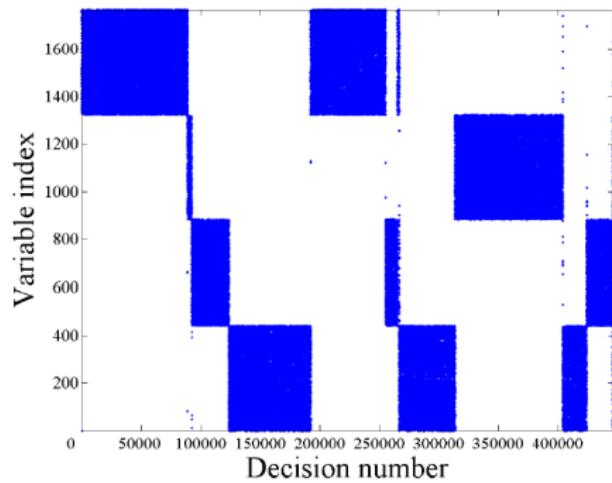
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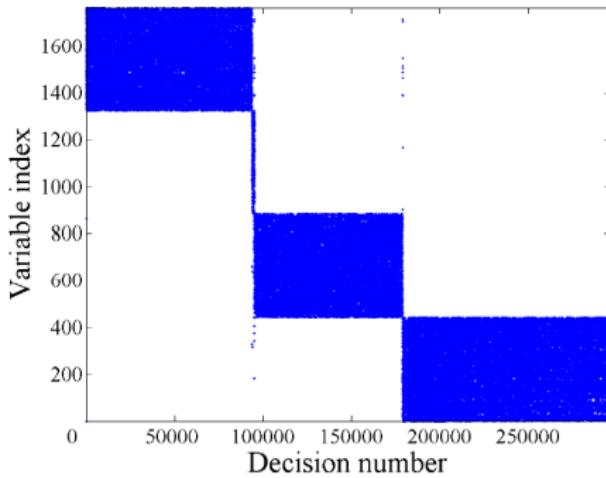
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# Heuristics: Phase-saving

Selecting the last implied value remembers solved components



negative branching



phase-saving

# Restarts

## Restarts in CDCL solvers:

- Counter heavy-tail behavior [GomesSelmanCrato'97]
- Unassign all variables but keep the (dynamic) heuristics

## Restart strategies: [Walsh'99, LubySinclairZuckerman'93]

- Geometrical restart: e.g. 100, 150, 225, 333, 500, 750, ...
- Luby sequence: e.g. 100, 100, 200, 100, 100, 200, 400, ...

## Rapid restarts by reusing trail: [vanderTakHeuleRamos'11]

- Partial restart same effect as full restart
- Optimal strategy Luby-1: 1, 1, 2, 1, 1, 2, 4, ...

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# Variable Elimination

## Variable Elimination [DavisPutnam'60]

### Definition (Resolution)

Given two clauses  $C = (\bar{x} \vee a_1 \vee \dots \vee a_i)$  and  $D = (\bar{x} \vee b_1 \vee \dots \vee b_j)$ , the *resolvent* of  $C$  and  $D$  on variable  $\bar{x}$  (denoted by  $C \otimes_{\bar{x}} D$ ) is  $(a_1 \vee \dots \vee a_i \vee b_1 \vee \dots \vee b_j)$

Resolution on sets of clauses  $F_x$  and  $F_{\bar{x}}$  (denoted by  $F_x \otimes_{\bar{x}} F_{\bar{x}}$ ) generates all (non-tautological) resolvents of  $C \in F_x$  and  $D \in F_{\bar{x}}$ .

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### Proof procedure [DavisPutnam60]

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## Example of clause distribution

	$F_x$			
	$(x \vee c)$	$(x \vee \bar{d})$	$(x \vee \bar{a} \vee \bar{b})$	
$F_{\bar{x}}$	$\left\{ \begin{array}{l} (\bar{x} \vee a) \\ (\bar{x} \vee b) \\ (\bar{x} \vee \bar{e} \vee f) \end{array} \right.$	$\begin{array}{l} (a \vee c) \\ (b \vee c) \\ (c \vee \bar{e} \vee f) \end{array}$	$\begin{array}{l} (a \vee d) \\ (b \vee d) \\ (d \vee \bar{e} \vee f) \end{array}$	$\begin{array}{l} (a \vee \bar{a} \vee \bar{b}) \\ (b \vee \bar{a} \vee \bar{b}) \\ (\bar{a} \vee \bar{b} \vee \bar{e} \vee f) \end{array}$

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## VE by substitution [EenBiere07]

### General idea

Detect gates (or definitions)  $x = \text{GATE}(a_1, \dots, a_n)$  in the formula and use them to reduce the number of added clauses

### Possible gates

gate	$G_x$	$G_{\bar{x}}$
$\text{AND}(a_1, \dots, a_n)$	$(x \vee \bar{a}_1 \vee \dots \vee \bar{a}_n)$	$(\bar{x} \vee a_1), \dots, (\bar{x} \vee a_n)$
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### Variable elimination by substitution [EenBiere07]

Let  $R_x = F_x \setminus G_x$ ;  $R_{\bar{x}} = F_{\bar{x}} \setminus G_{\bar{x}}$ .

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Example of gate extraction:  $x = \text{AND}(a, b)$

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# Blocked Clause Elimination

## Blocked Clauses [Kullmann'99]

### Definition (Blocking literal)

A literal  $l$  in a clause  $C$  of a CNF  $F$  blocks  $C$  w.r.t.  $F$  if for every clause  $C' \in F$  with  $\bar{l} \in C'$ , the resolvent  $(C \setminus \{l\}) \cup (C' \setminus \{\bar{l}\})$  obtained from resolving  $C$  and  $C'$  on  $l$  is a tautology.

With respect to a fixed CNF and its clauses we have:

### Definition (Blocked clause)

A clause is blocked if it contains a literal that blocks it.

### Example

Consider the formula  $(a \vee b) \wedge (a \vee \bar{b} \vee \bar{c}) \wedge (\bar{a} \vee c)$ .

First clause is not blocked.

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### Proposition

Removal of an arbitrary blocked clause preserves satisfiability.

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An extreme case in which BCE removes all clauses of a formula!

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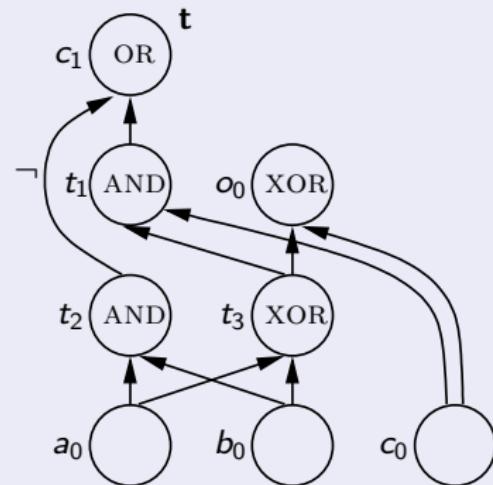
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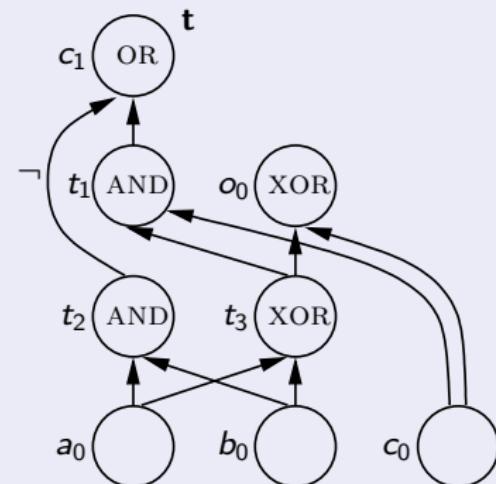
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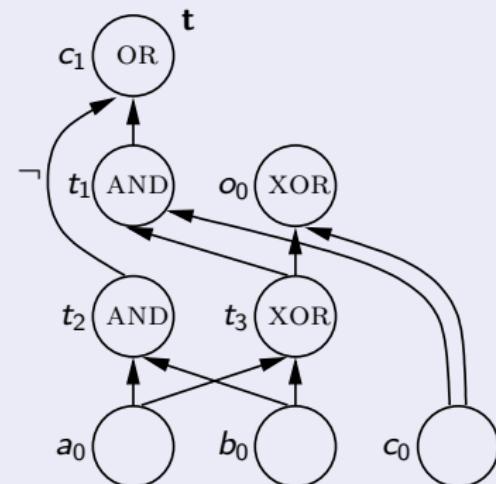
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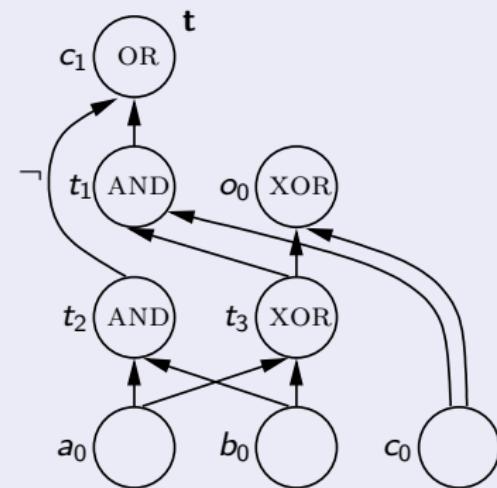
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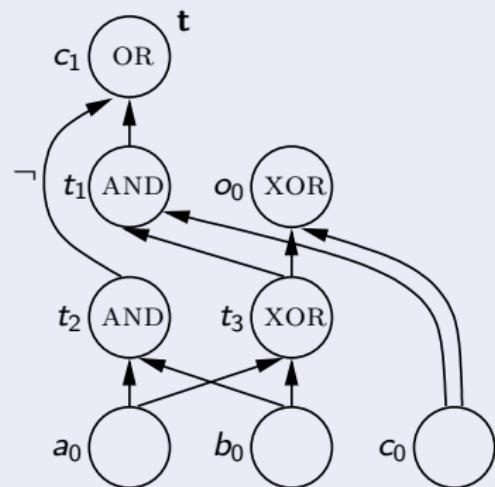
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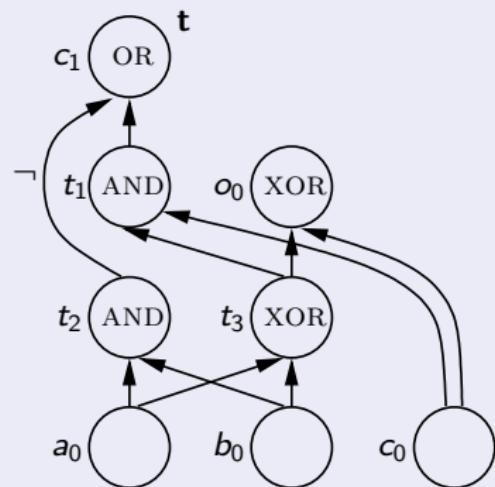
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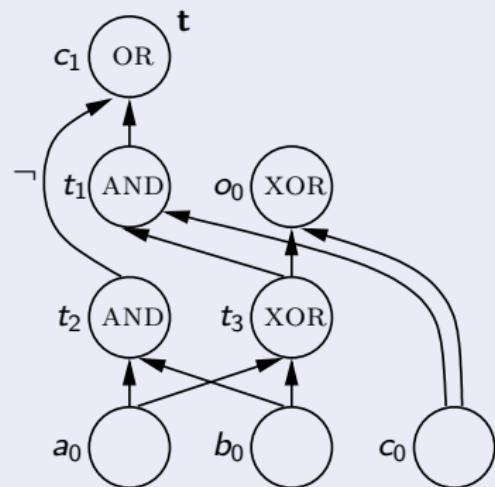
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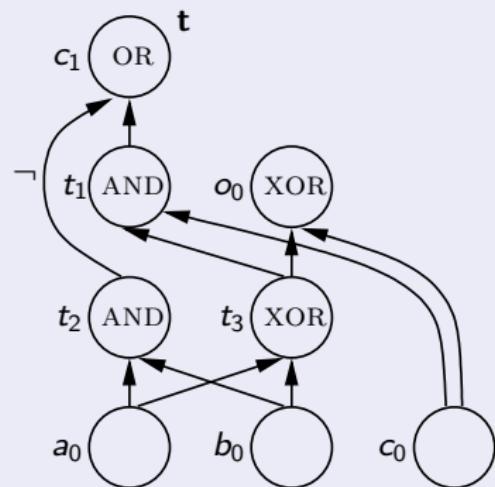
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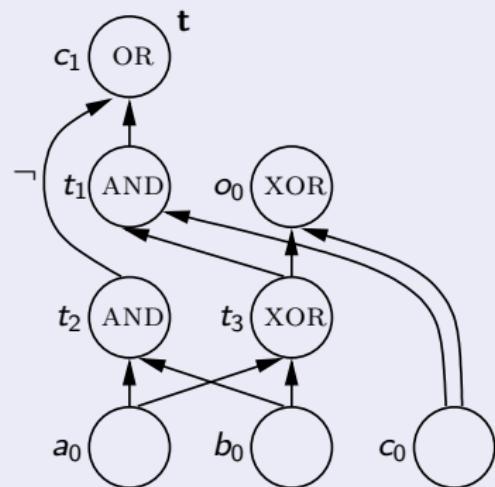
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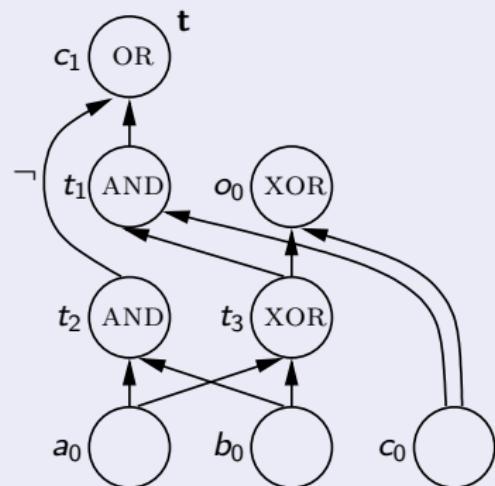
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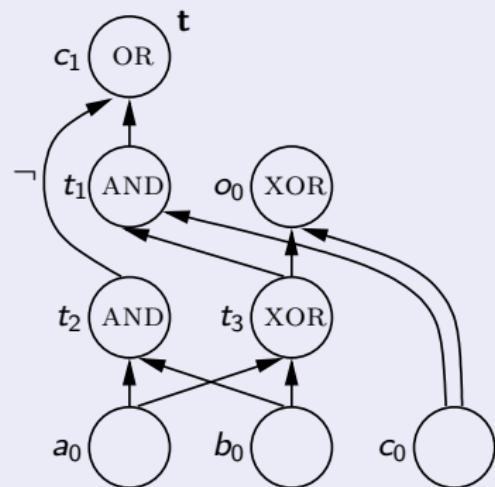
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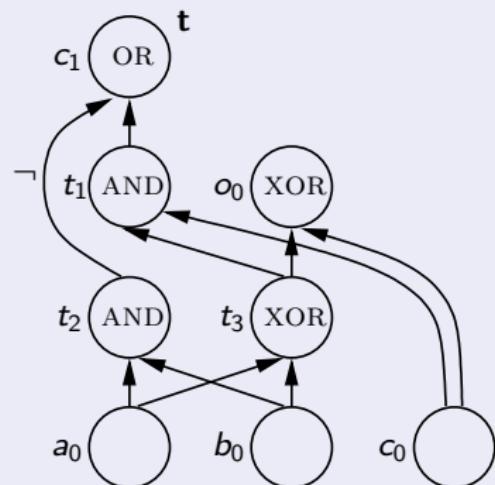
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# Unhiding redundancy

# Redundancy

## Redundant clauses:

- Removal of  $C \in F$  preserves unsatisfiability of  $F$
- Assign  $I \in C$  to false and check for a conflict in  $F \setminus \{C\}$

## Redundant literals:

- Removal of  $I \in C$  preserves satisfiability of  $F$
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## Redundancy elimination during pre- and in-processing

- Distillation [JinSomenzi2005]
- ReVivAI [PietteHamadiSais2008]
- Unhiding [HeuleJärvisaloBiere2011]

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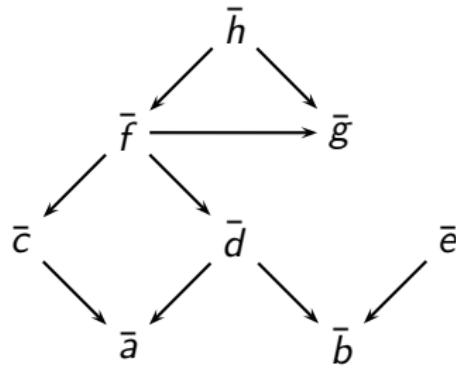
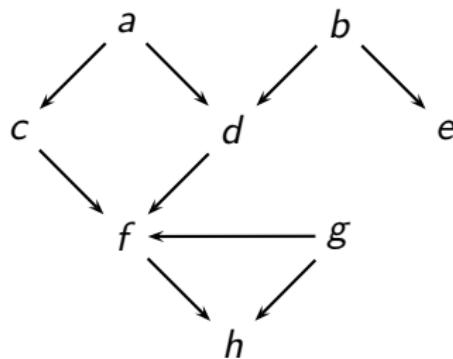
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# Unhide: Binary implication graph (BIG)

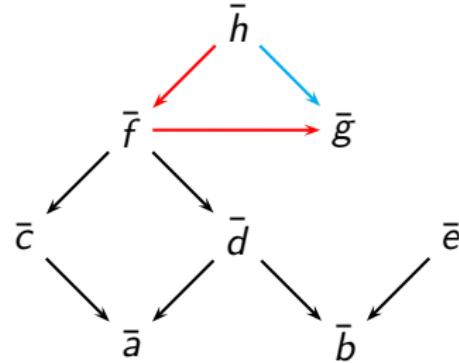
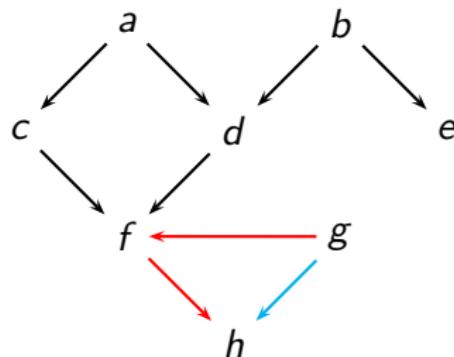
unhide: use the binary clauses to detect redundant clauses and literals



$$\begin{aligned} & (\bar{a} \vee c) \wedge (\bar{a} \vee d) \wedge (\bar{b} \vee d) \wedge (\bar{b} \vee e) \wedge \\ & (\bar{c} \vee f) \wedge (\bar{d} \vee f) \wedge (\bar{g} \vee f) \wedge (\bar{f} \vee h) \wedge \\ & (\bar{g} \vee h) \wedge \underbrace{(\bar{a} \vee \bar{e} \vee h) \wedge (\bar{b} \vee \bar{c} \vee h) \wedge (a \vee b \vee c \vee d \vee e \vee f \vee g \vee h)}_{\text{non binary clauses}} \end{aligned}$$

## Unhide: Transitive reduction (TRD)

transitive reduction: remove shortcuts in the binary implication graph



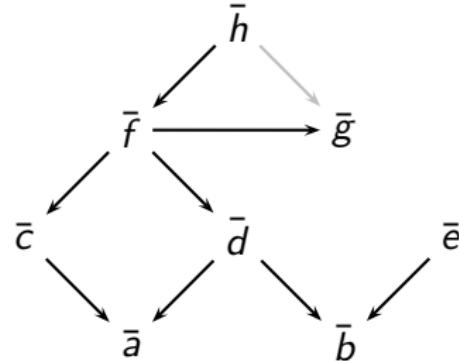
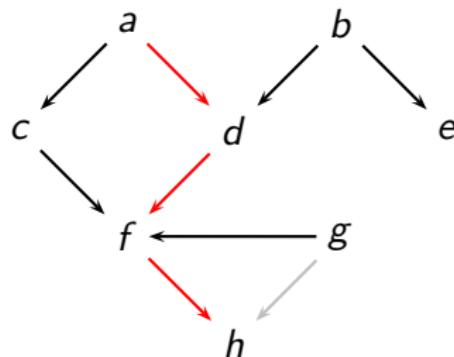
$$(\bar{a} \vee c) \wedge (\bar{a} \vee d) \wedge (\bar{b} \vee d) \wedge (\bar{b} \vee e) \wedge \\ (\bar{c} \vee f) \wedge (\bar{d} \vee f) \wedge (\bar{g} \vee f) \wedge (\bar{f} \vee h) \wedge \\ (\bar{g} \vee h) \wedge (\bar{a} \vee \bar{e} \vee h) \wedge (\bar{b} \vee \bar{c} \vee h) \wedge (a \vee b \vee c \vee d \vee e \vee f \vee g \vee h)$$

TRD

$$g \rightarrow f \rightarrow h$$

# Unhide: Hidden tautology elimination (HTE) (1)

HTE removes clauses that are subsumed by an implication in BIG



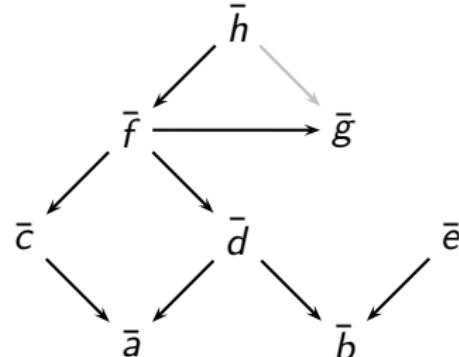
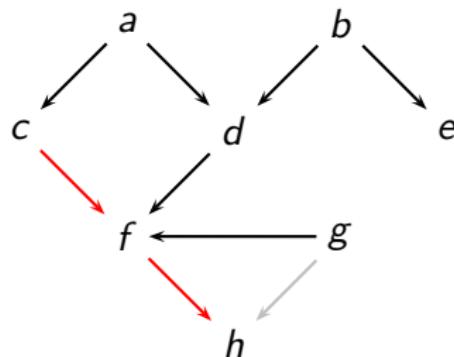
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HTE

$a \rightarrow d \rightarrow f \rightarrow h$

## Unhide: Hidden tautology elimination (HTE) (2)

HTE removes clauses that are subsumed by an implication in BIG

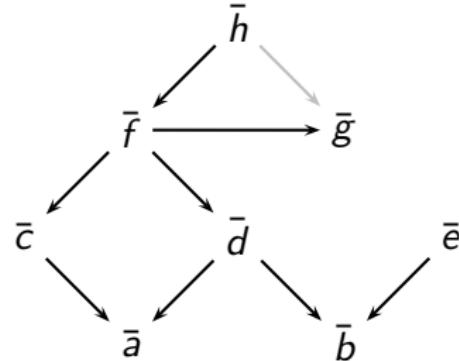
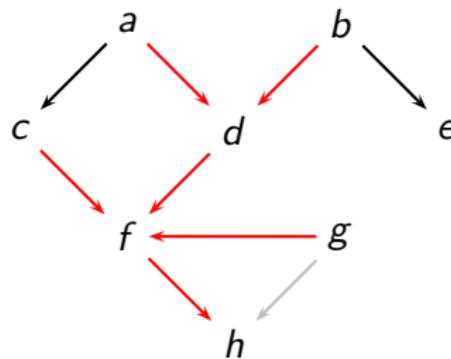


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HTE  
 $c \rightarrow f \rightarrow h$

# Unhide: Hidden literal elimination (HLE)

HLE removes literal using the implication in BIG



$$(\bar{a} \vee c) \wedge (\bar{a} \vee d) \wedge (\bar{b} \vee d) \wedge (\bar{b} \vee e) \wedge \\ (\bar{c} \vee f) \wedge (\bar{d} \vee f) \wedge (\bar{g} \vee f) \wedge (\bar{f} \vee h) \wedge \\ (\textcolor{red}{\cancel{a}} \vee \textcolor{blue}{b} \vee \textcolor{blue}{c} \vee \textcolor{blue}{d} \vee e \vee \textcolor{red}{\cancel{f}} \vee \textcolor{blue}{g} \vee \textcolor{blue}{h})$$

HLE  
all but e imply h

also b implies e

# Conclusions: state-of-the-art SAT solver

## Key contributions to SAT search engine:

- adding conflict clauses (grasp) [Marques-Silva'96]
- restart strategies [GomesSC'97,LubySZ'93]
- 2-watch pointers and VSIDS (zChaff) [MoskewiczMZZM'01]
- efficient implementation (Minisat) [EenSörensson'03]
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## Recent progress: pre- and in-processing

- removal of redundant clauses and literals [JinSomenzi'05]
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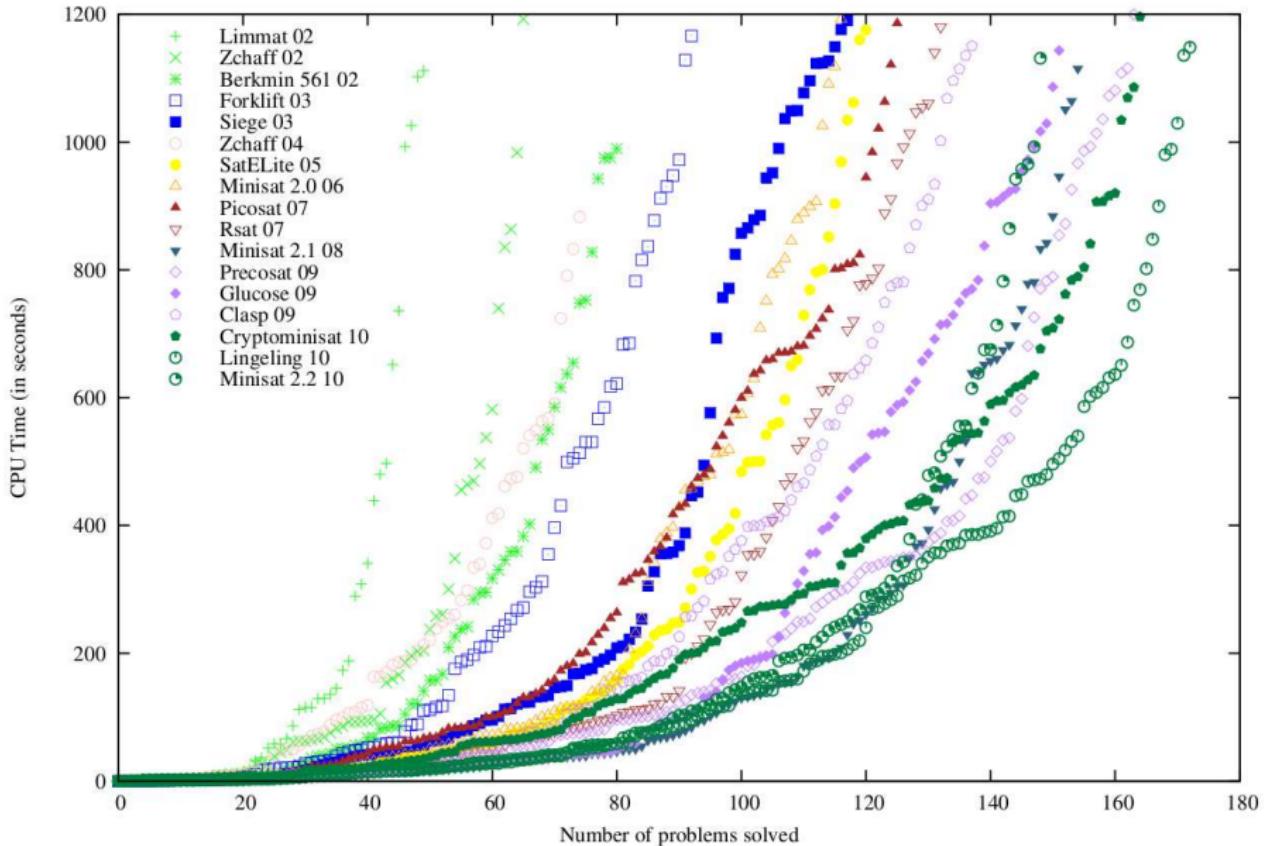
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# Cactus plot: Lingeling [Biere'10] contains all features

Results of the SAT competition/race winners on the SAT 2009 application benchmarks, 20mn timeout



# Call for PhD Students and Postdocs

The RiSE project is a National Research Network funded by the Austrian National Science Foundation (FWF) on the topic of Rigorous Systems Engineering.

RiSE is looking for several postdocs and PhD students in formal methods, systems engineering and related fields such as programming languages and distributed systems, to work on topics such as:

- design and verification of concurrent and real-time software;
- reactive synthesis and game theory;
- logical decision procedures.

Armin Biere - JKU Linz ([biere@jku.at](mailto:biere@jku.at))

Roderick Bloem - TU Graz ([roderick.bloem@iaik.tugraz.at](mailto:roderick.bloem@iaik.tugraz.at))

Krishnendu Chatterjee - IST Austria ([krishnendu.chatterjee@ist.ac.at](mailto:krishnendu.chatterjee@ist.ac.at))

Uwe Egly - TU Wien ([uwe@kr.tuwien.ac.at](mailto:uwe@kr.tuwien.ac.at))

Thomas A. Henzinger - IST Austria ([tah@ist.ac.at](mailto:tah@ist.ac.at))

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