

# **SAT Solving: Introduction**

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# Satisfiability

Boolean Satisfiability: Given a Boolean formula, is there a solution? Assignment of 0's and 1's to the variables that makes the formula equal 1.

$$F(x_1, x_2, x_3) : x_1 \vee x_2 \vee x_3$$

Is it satisfiable?

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Is it satisfiable?

$$\text{Yes: } \sigma = \langle x_1 = 0, x_2 = 0, x_3 = 1 \rangle$$

$\sigma \models F(x_1, x_2, x_3)$  : is called a satisfying assignment.

# Satisfiability

$$F(X) = (x_1 \vee x_2) \wedge (\neg x_1 \vee x_2) \wedge (x_1 \vee \neg x_2) \wedge (\neg x_1 \vee \neg x_2)$$

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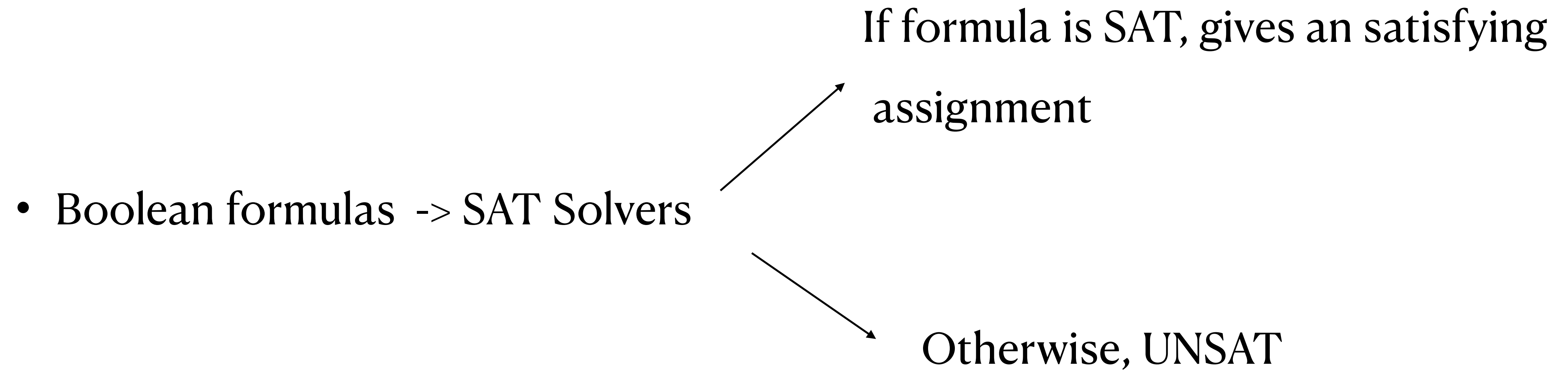
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Is it satisfiable?

Yes,  $F(X)$  is SAT,  $\sigma = \langle x_1 = 0, x_2 = 1, x_3 = 1 \rangle$

# SAT solvers



# **Boolean Satisfiability (SAT)** Simple to State, Rich in Structure

Despite its simplicity, it captures a vast range of real-world problems.

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Vertex cover

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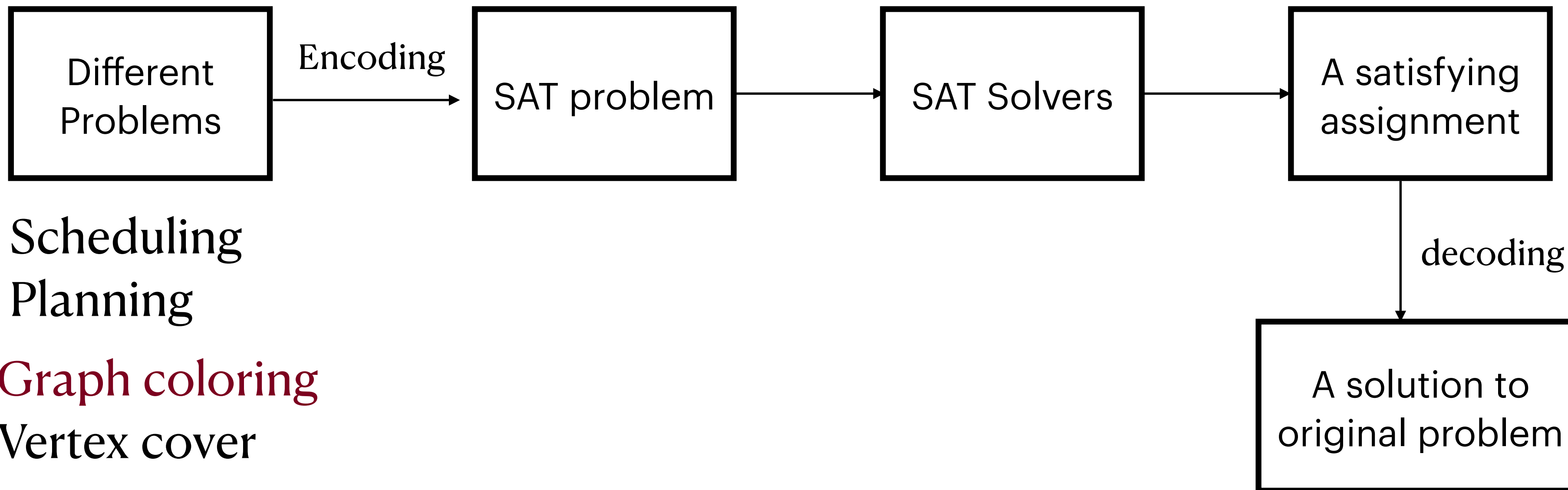
Does there exist an  
envy free allocation?

Does there exist a fair committee?

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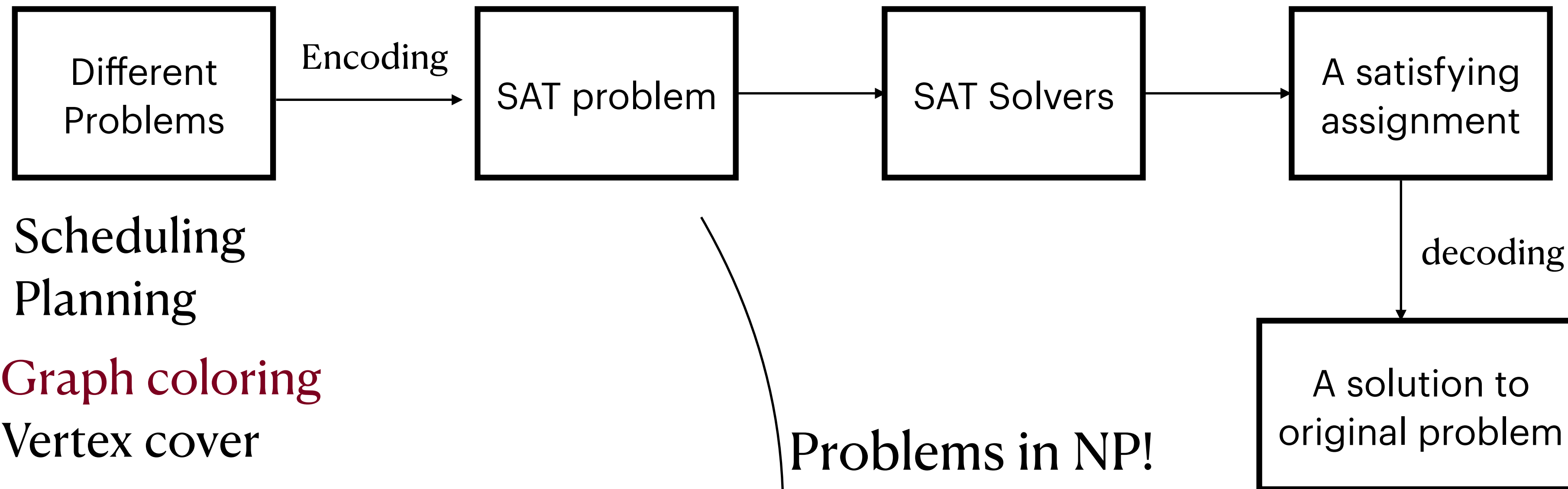
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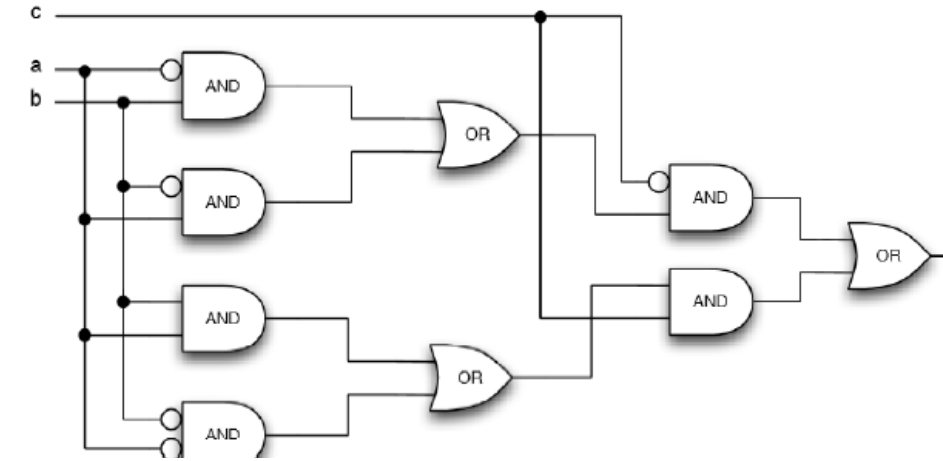
Problems in NP!

# Boolean satisfiability (SAT) In Formal Verification



```
PC1 (char [] SP, char [] UI) {  
  for (int i=0; i<UI.length(); i++) {  
    if (SP[i] != UI[i]) return No;  
  }  
  return Yes;  
}
```

System



Satisfies



Properties

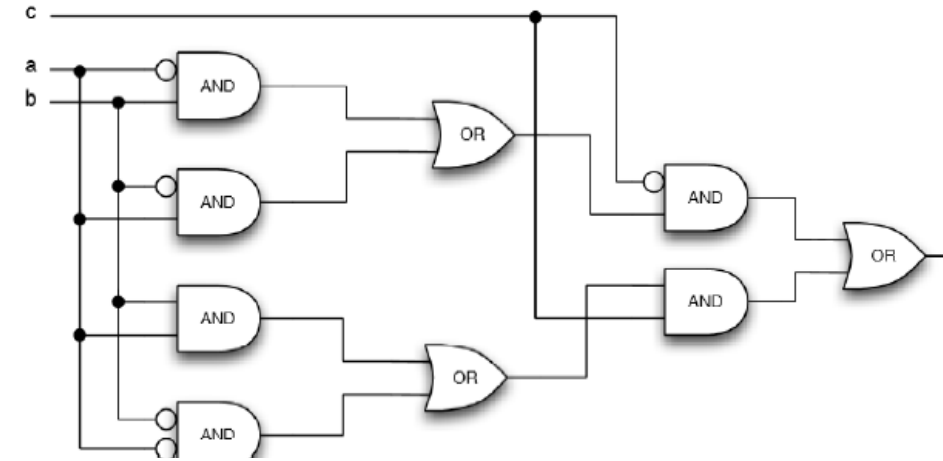
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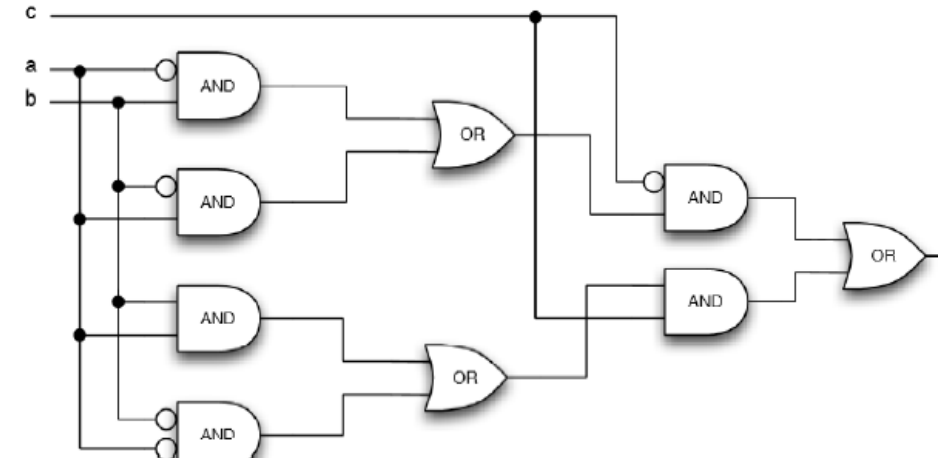
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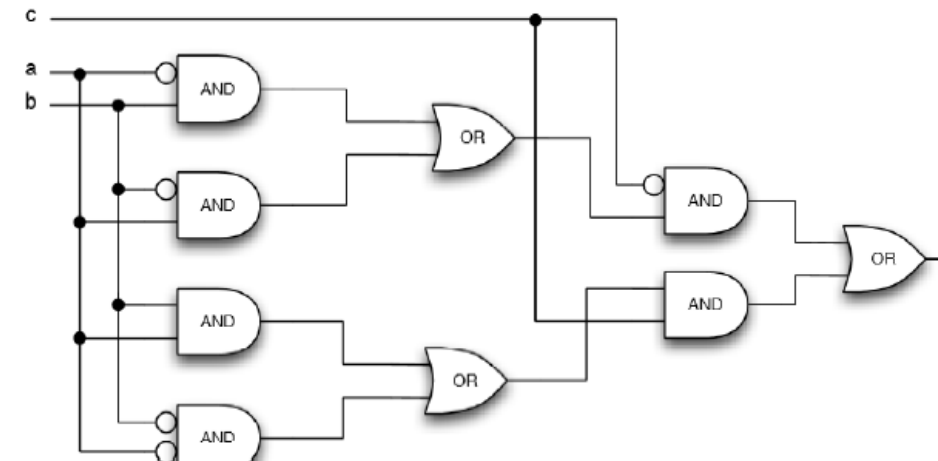
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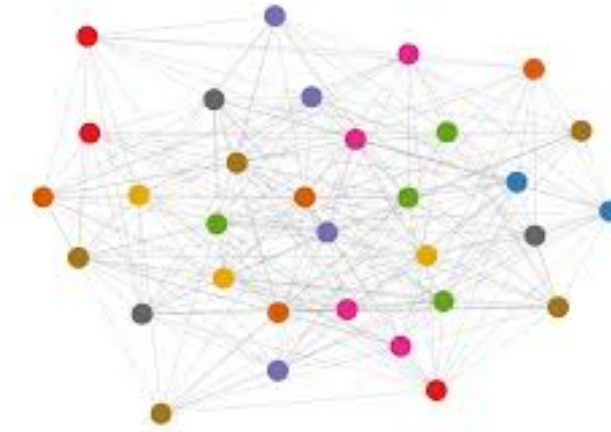
Why S doesn't satisfy P?

# Outline

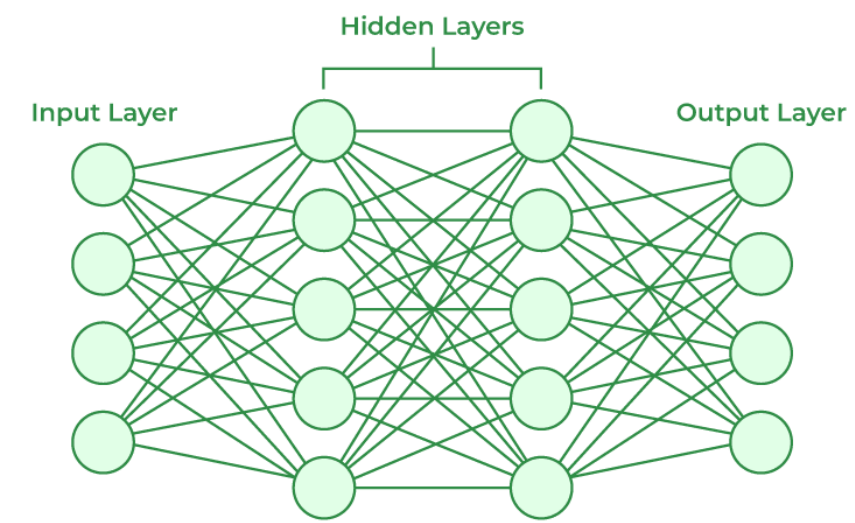
- Basic of propositional logic, and constraints encoding !

|   |   |   |   |   |   |
|---|---|---|---|---|---|
| 9 | 6 | 7 | 4 | 3 |   |
|   |   | 4 |   | 2 |   |
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| 5 |   |   | 1 |   |   |
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Sudoku



Graph Coloring



Neural Networks

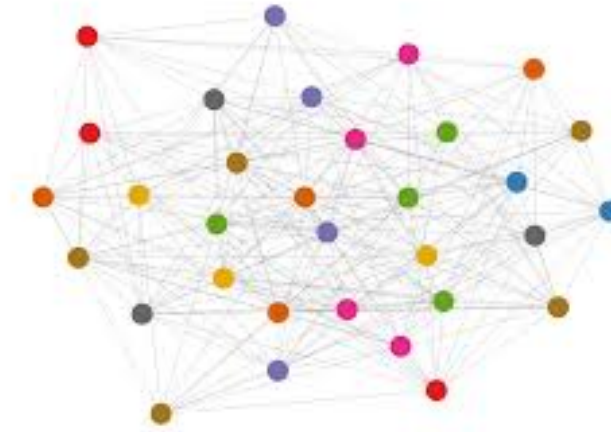
If time permits

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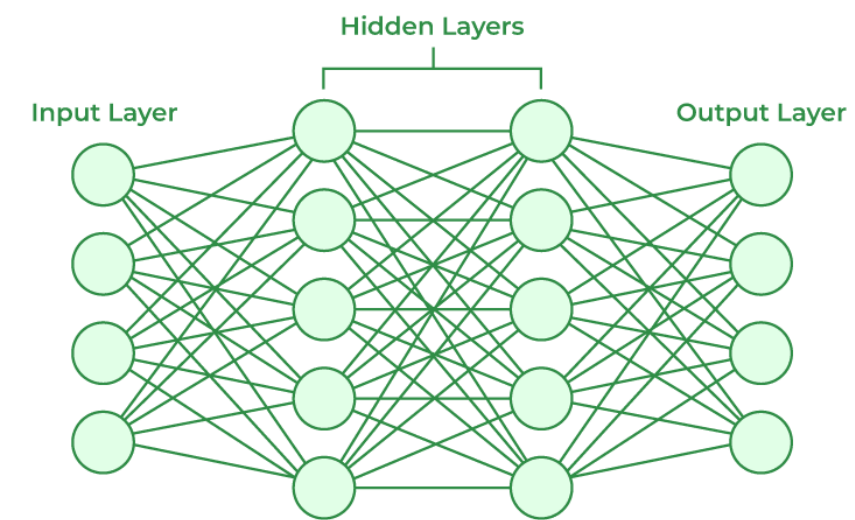
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Sudoku



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Neural Networks

- How does SAT solver works? What makes them fast? **If time permits**

# Propositional Logic

- ( Left parenthesis
- ) Right parenthesis
- $\neg$  Negation
- $\wedge$  Or
- $\vee$  And
- $\rightarrow$  Condition
- $\leftrightarrow$  Bi-Condition

**Logical Symbols:** The meaning of logical symbols is always the same.

- $P_1$  Propositional variables
- $P_2$
- $P_n$

**Non logical Symbols/Propositional Symbols:**  
The meaning of nonlogical symbols depends on the context.



# Propositional Logic

*TakeML*  $\vee$  *TakeFM*

$\neg$ *FirstSucceed*  $\rightarrow$  *TryAgain*

*IsWinter*  $\wedge$  *IsSnow*

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# Propositional Logic: Semantics

- $\tau$  is a function that maps proposition variables of a propositional formula to  $\{0,1\}$ .

$$F = ((p \vee q) \vee r)$$

$$\tau : \{p \mapsto 1, q \mapsto 0, r \mapsto 1\}$$

We call  $\tau$  a truth assignment.

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- We use  $\tau \models F$  to represent.



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- If there exists a  $\tau$  such that  $\tau \models F$ , we say that  $F$  is **satisfiable**.

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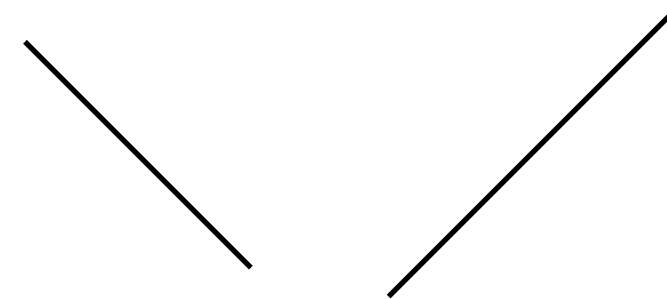
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# Conjunction Normal Form (CNF)

- $F = (x_1 \vee x_2) \wedge (\neg x_1 \vee x_3)$



Clauses

Literals :  $x_1, \neg x_1, x_2, \neg x_2, x_3, \neg x_3$

CNF:  $F = C_1 \wedge C_2 \wedge C_3 \dots \wedge C_m$

where  $C_i = (l_1 \vee l_2 \vee \dots \vee l_k)$

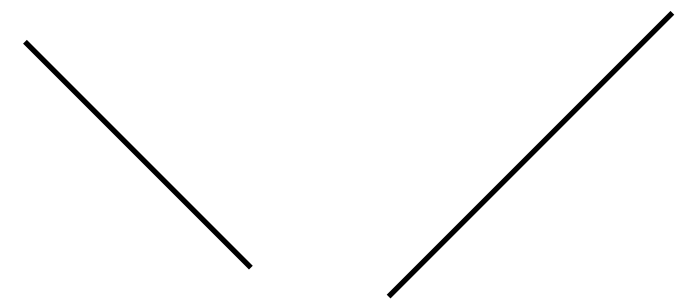
where  $l_j = p; l_j = \neg p$

Where p is propositional variable



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SAT solvers takes

CNF formulas as input.

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Same set of  
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$$F = ((x_1 \wedge \neg x_2) \vee (x_3 \wedge x_4))$$

Can you convert  $F$  into  $F_{CNF}$ ?

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$$F_{CNF} = (x_1 \vee x_3) \wedge (x_1 \vee x_4) \wedge (\neg x_2 \vee x_3) \wedge (\neg x_2 \vee x_4)$$

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How many clauses are there in the  $F_{CNF}$

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How many clauses are there in the  $F_{CNF}$   $2^n$

Can we do better?

# Equisatisfiable Formulas

Boolean formulas  $F$  and  $G$  are equisatisfiable if the following holds:

$$\text{Vars}(G) \subseteq \text{Vars}(F)$$

- Every satisfying assignment of  $G$  can be extended to the satisfying assignment of  $F$ .
  - For every  $\tau \models G$ , there is a  $\tau'$  such that  $\tau'$  extends  $\tau$  to  $\text{Vars}(F/G)$ , and  $\tau' \models F$
- Every satisfying assignment of  $F$  can be projected on  $\text{Vars}(G)$  to get the satisfying assignment of  $G$ .
  - For every  $\tau' \models F$ , there is a  $\tau$  such that  $\tau = \tau'_{\downarrow \text{Vars}(G)}$  and  $\tau \models G$

# Equisatisfiable Formulas

$$F = (p \vee \alpha) \wedge (\neg p \vee \beta) \quad \text{and} \quad G = (\alpha \vee \beta)$$

$$\text{Models}(F) := \{(p \mapsto 1, \alpha \mapsto 0, \beta \mapsto 1), (p \mapsto 1, \alpha \mapsto 1, \beta \mapsto 1), (p \mapsto 0, \alpha \mapsto 1, \beta \mapsto 0), (p \mapsto 0, \alpha \mapsto 1, \beta \mapsto 1)\}$$

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# Equisatisfiable Formulas

$$G = p \vee (q \wedge r)$$

Is F and G equisatisfiable?

$$F = (p \vee t) \wedge (t \leftrightarrow q \wedge r)$$

Is  $F'$  and G equisatisfiable?

$$F' = (p \vee t) \wedge (t \rightarrow q \wedge r)$$

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How many clauses are there in equisatisfiable  $F_{CNF}$   $2n + n + 1$

Every Boolean formula  $F$  can be converted into a CNF formula  $F_{CNF}$  of polynomial size, such that  $F$  is satisfiable if and only if  $F_{CNF}$  is satisfiable

# K-SAT

$$\text{CNF: } F = C_1 \wedge C_2 \wedge C_3 \dots \wedge C_m$$

$$\text{where } C_i = (l_1 \vee l_2 \vee \dots \vee l_k)$$

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Where p is propositional variable



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Can you convert given 4 – *SAT* formula into an equisatisfiable 3 – *SAT* formula?

Can you convert given 3 – *SAT* formula into an equisatisfiable 2 – *SAT* formula?

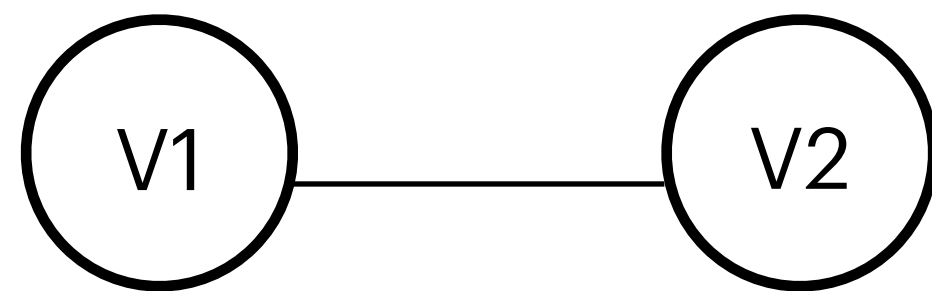
# **Constraint Encoding**

# Encoding of Graph Coloring to SAT

- Proper coloring: An assignment of colors to the vertices of a graph such that no two adjacent vertices have same color.
- K-color: A proper coloring involving a total of K colors.
- Is the following graphs 2-colorable?

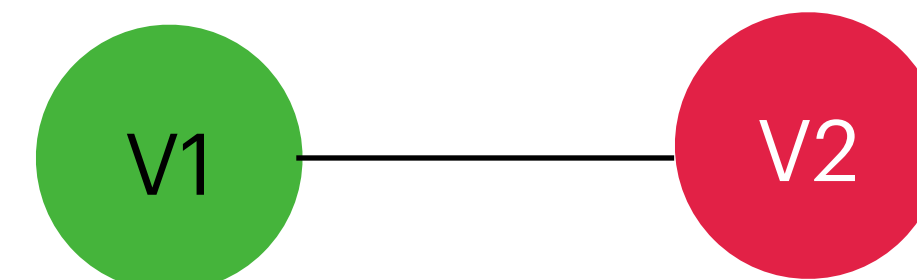
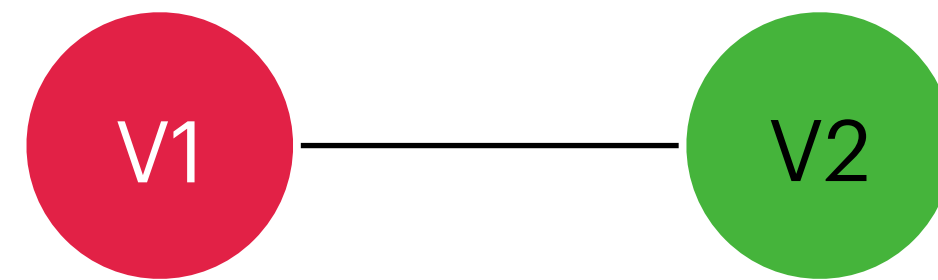
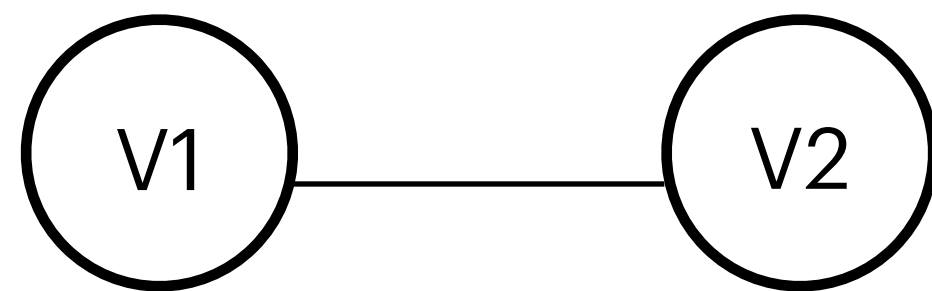
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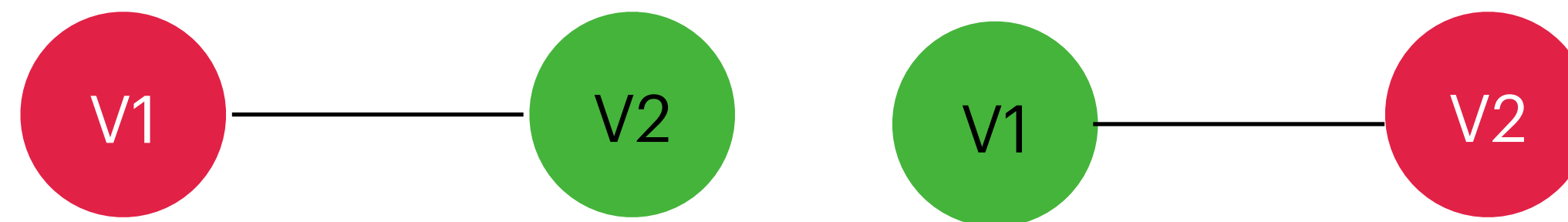
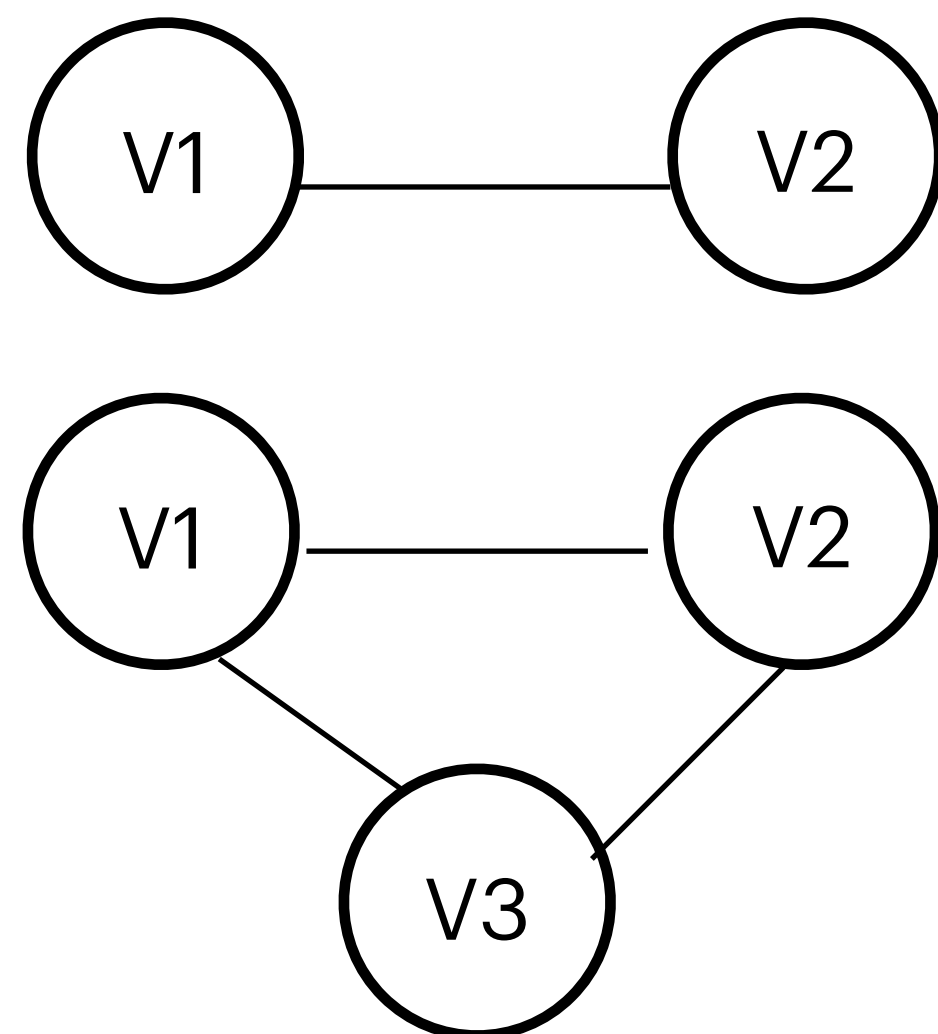
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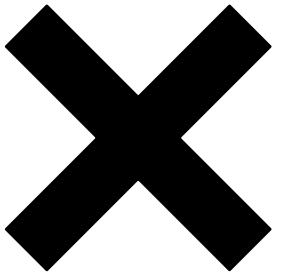
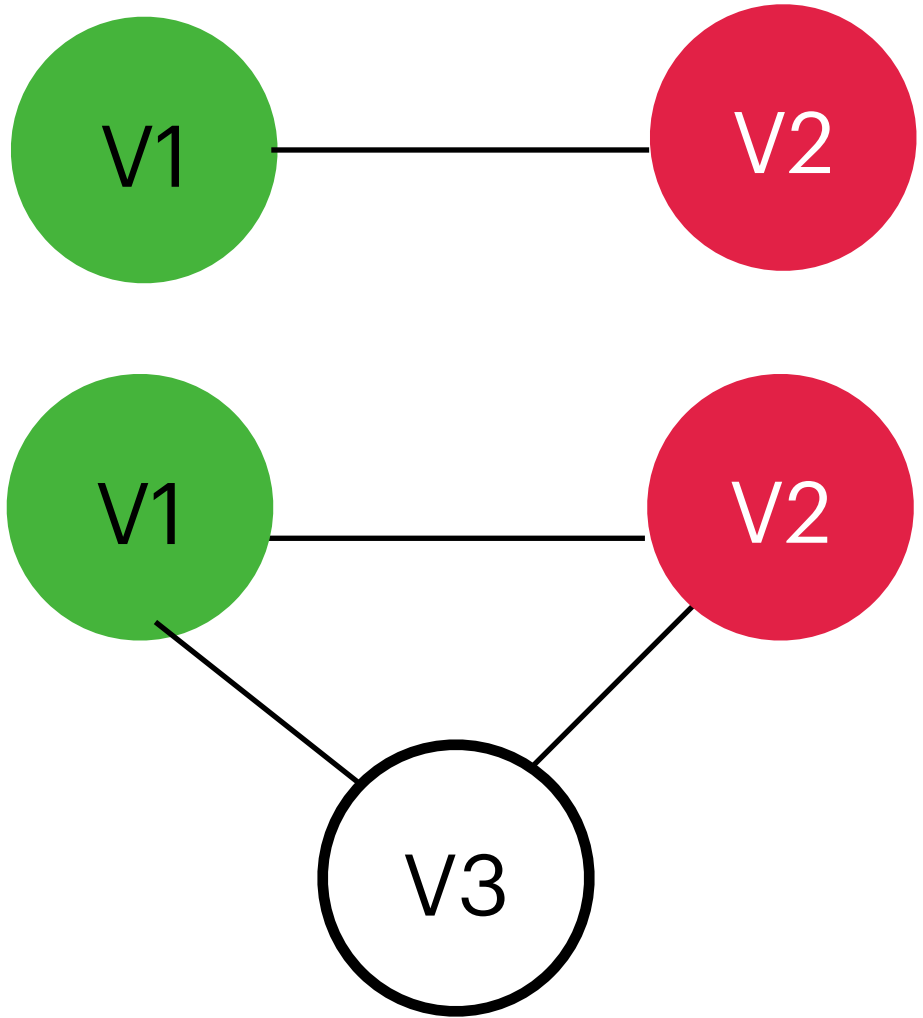
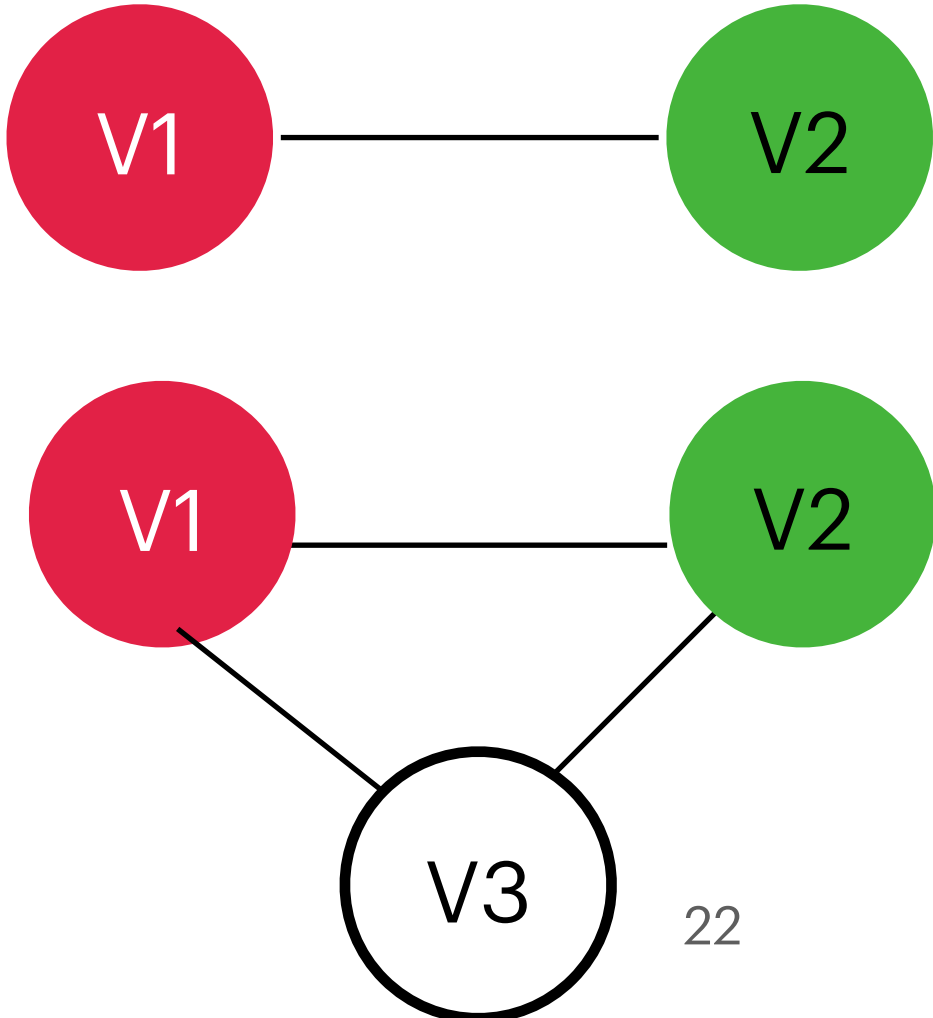
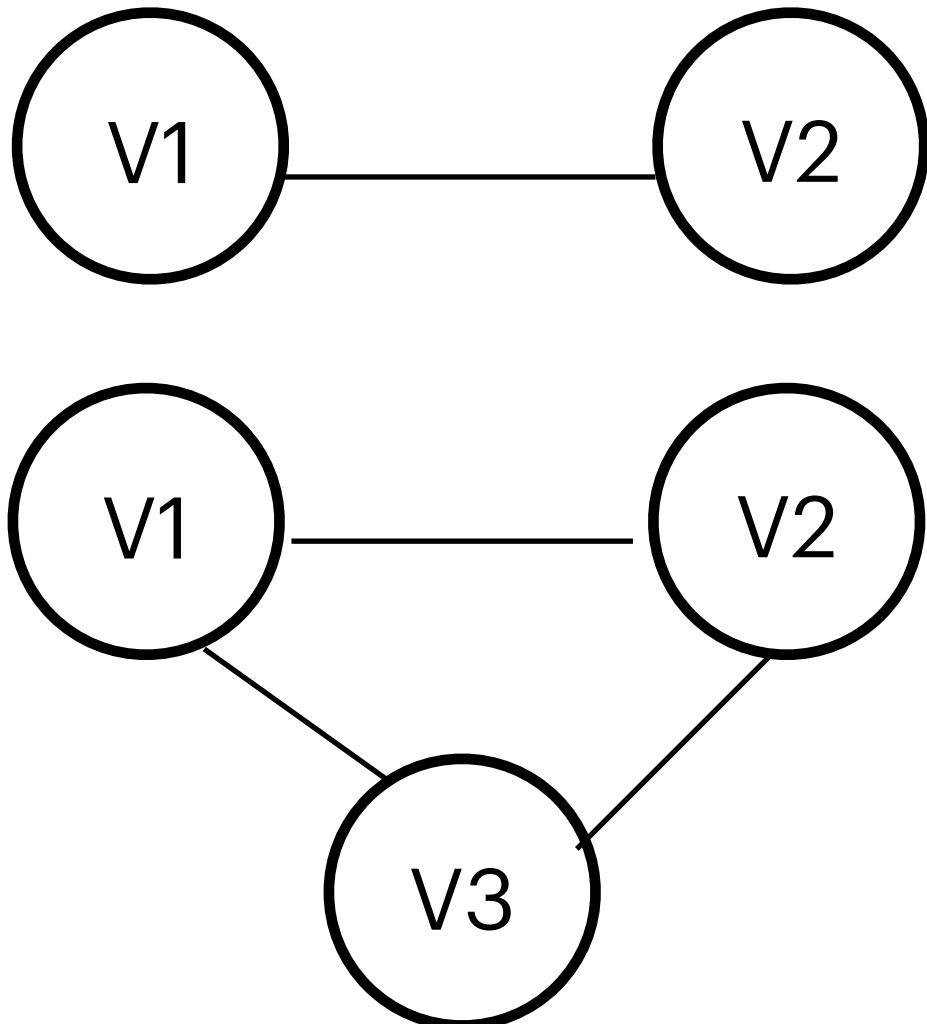
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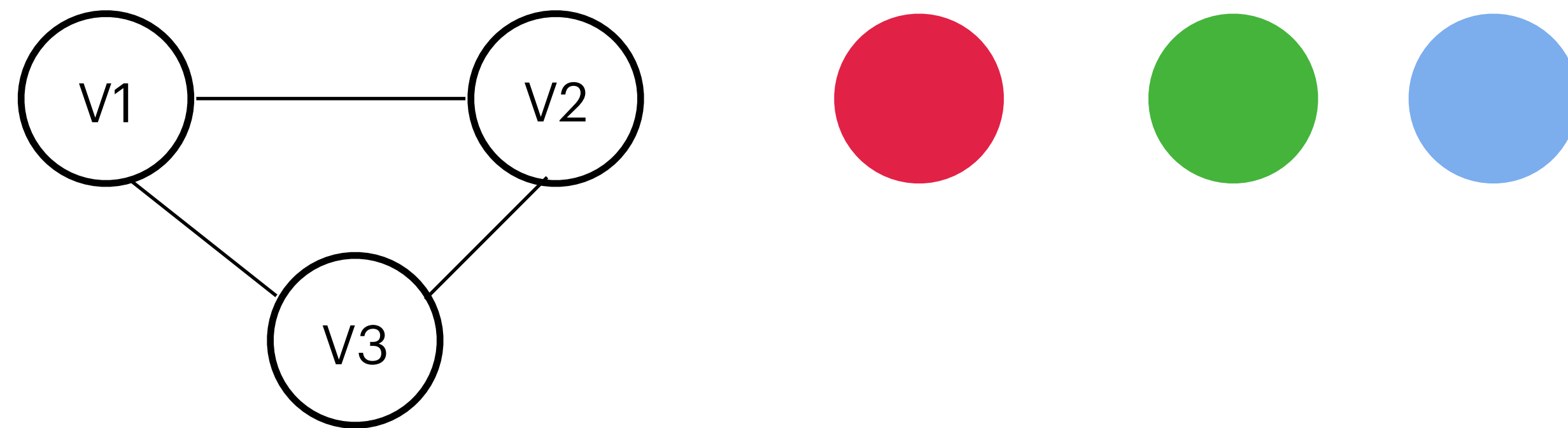
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# Encoding of Graph Coloring to SAT

Given a graph  $G(V,E)$  with  $V$  as a set of vertices and  $E$  as a set of edges, and an integer  $K$  (representing the number of colors), can we encode the proper graph coloring into a CNF formula such that the formula is satisfiable (SAT) if and only if the graph is  $K$ -colorable.

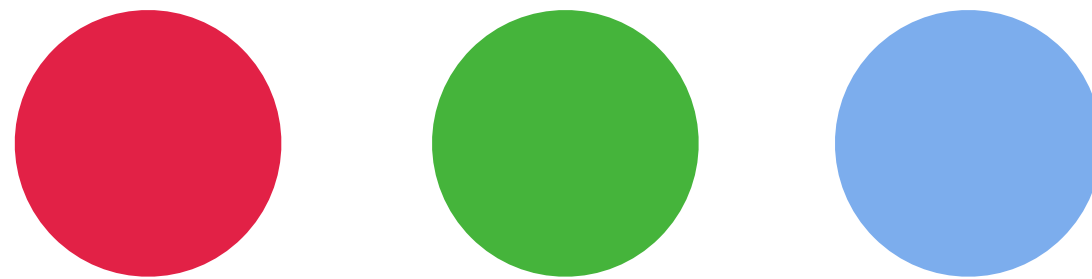
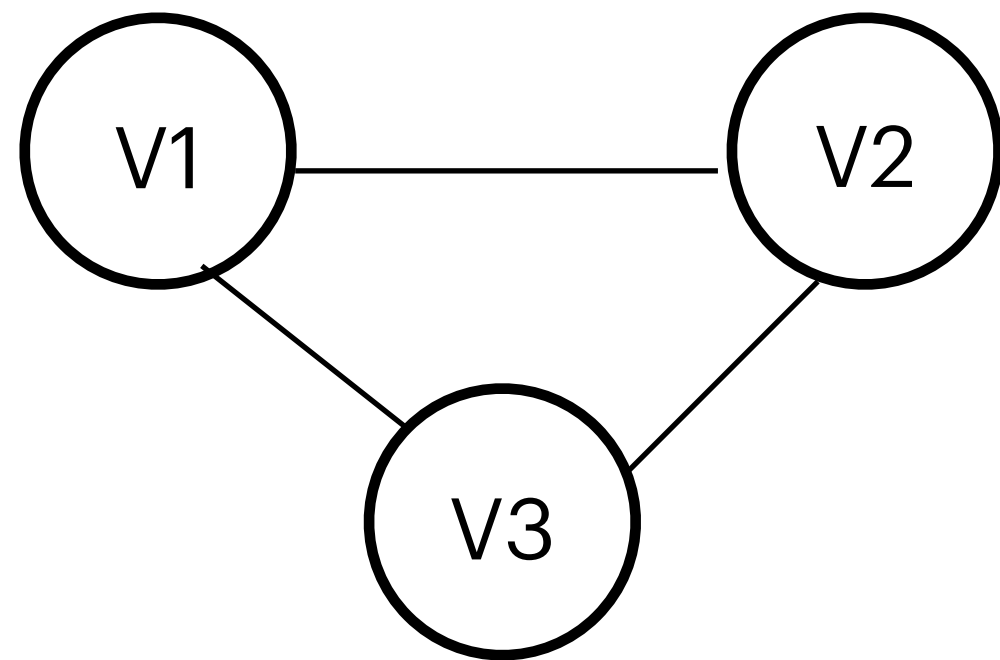


We want to encode that:

- No two adjacent vertices share the same color.
- Each vertex has exactly one color.

# Step 1: Propositional Variables

- Use propositional variables  $v_{i,g}$ , where  $i \in \{1,2,3\}$ ,  $g \in \{R, G, B\}$
- $v_{i,g}$  is True, if and only if, vertex  $i$  is assigned  $g$  color.



$v_{1,G}, v_{1,R}, v_{1,B}$

$v_{2,G}, v_{2,R}, v_{2,B}$

$v_{3,G}, v_{3,R}, v_{3,B}$

## Step 2: Encoding Constraints

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For vertex  $V_1 : v_{1,G} \vee v_{1,R} \vee v_{1,B}$        $V_2 : v_{2,G} \vee v_{2,R} \vee v_{2,B}$        $V_3 : v_{3,G} \vee v_{3,R} \vee v_{3,B}$

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$$\text{For vertex } V_1 : v_{1,G} \vee v_{1,R} \vee v_{1,B} \quad V_2 : v_{2,G} \vee v_{2,R} \vee v_{2,B} \quad V_3 : v_{3,G} \vee v_{3,R} \vee v_{3,B}$$

How are we going to encode, each vertex must have at most one color:

$$\begin{array}{lll} V_1 : (\neg v_{1,G} \vee \neg v_{1,R}) \wedge & V_2 : (\neg v_{2,G} \vee \neg v_{2,R}) \wedge & V_3 : (\neg v_{3,G} \vee \neg v_{3,R}) \wedge \\ (\neg v_{1,G} \vee \neg v_{1,B}) \wedge & (\neg v_{2,G} \vee \neg v_{2,B}) \wedge & (\neg v_{3,G} \vee \neg v_{3,B}) \wedge \\ (\neg v_{1,R} \vee \neg v_{1,B}) \wedge & (\neg v_{2,R} \vee \neg v_{2,B}) \wedge & (\neg v_{3,R} \vee \neg v_{3,B}) \wedge \end{array}$$

## Step 2: Encoding Constraints

- No two adjacent vertex have the same color.

For  $V_1$  and  $V_2$ :

$$(\neg v_{1,R} \vee \neg v_{2,R}) \wedge$$

$$(\neg v_{1,G} \vee \neg v_{2,G}) \wedge$$

$$(\neg v_{1,B} \vee \neg v_{2,B}) \wedge$$

For  $V_1$  and  $V_3$ :

$$(\neg v_{1,R} \vee \neg v_{3,R}) \wedge$$

$$(\neg v_{1,G} \vee \neg v_{3,G}) \wedge$$

$$(\neg v_{1,B} \vee \neg v_{3,B}) \wedge$$

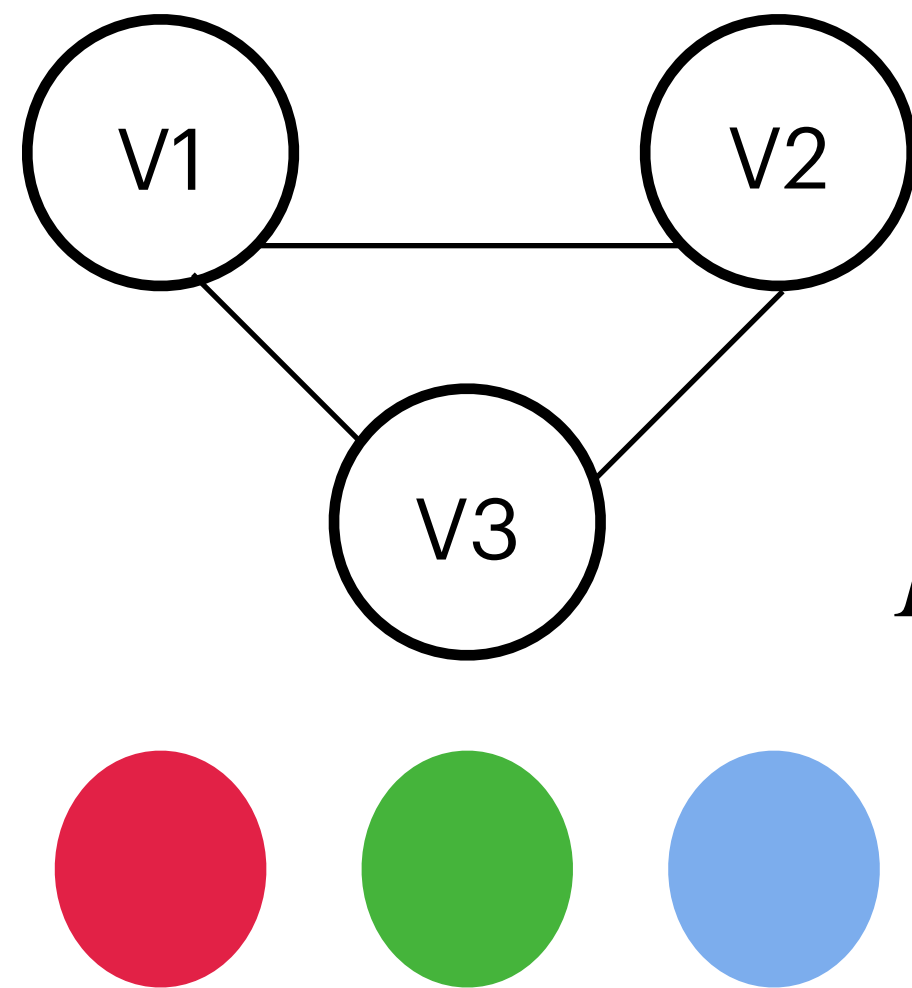
For  $V_2$  and  $V_3$ :

$$(\neg v_{2,R} \vee \neg v_{3,R}) \wedge$$

$$(\neg v_{2,G} \vee \neg v_{3,G}) \wedge$$

$$(\neg v_{2,B} \vee \neg v_{3,B})$$

# Proper Coloring to SAT

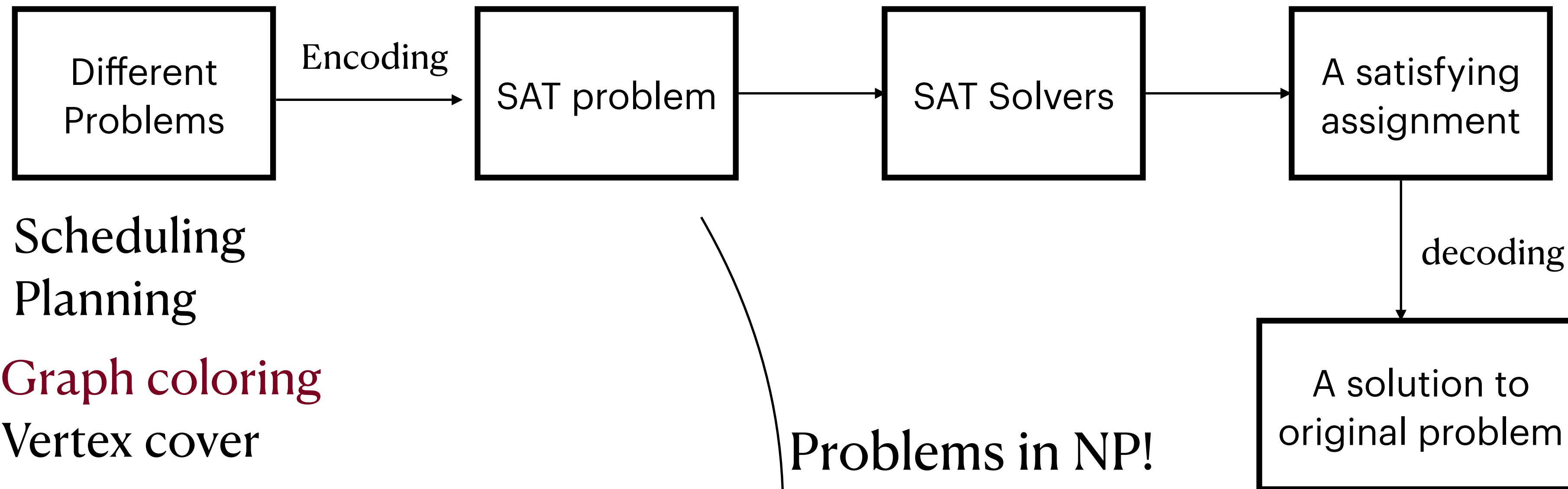


$F_{CNF} =$

$$\begin{aligned}
 & (v_{1,G} \vee v_{1,R} \vee v_{1,B}) \wedge (v_{2,G} \vee v_{2,R} \vee v_{2,B}) \wedge (v_{3,G} \vee v_{3,R} \vee v_{3,B}) \wedge \\
 & (\neg v_{1,G} \vee \neg v_{1,R}) \wedge (\neg v_{1,G} \vee \neg v_{1,B}) \wedge (\neg v_{1,R} \vee \neg v_{1,B}) \wedge \\
 & (\neg v_{2,G} \vee \neg v_{2,R}) \wedge (\neg v_{2,G} \vee \neg v_{2,B}) \wedge (\neg v_{2,R} \vee \neg v_{2,B}) \wedge \\
 & (\neg v_{3,G} \vee \neg v_{3,R}) \wedge (\neg v_{3,R} \vee \neg v_{3,B}) \wedge (\neg v_{3,G} \vee \neg v_{3,B}) \wedge \\
 & (\neg v_{1,R} \vee \neg v_{2,R}) \wedge (\neg v_{1,G} \vee \neg v_{2,G}) \wedge (\neg v_{1,B} \vee \neg v_{2,B}) \wedge \\
 & (\neg v_{1,R} \vee \neg v_{3,R}) \wedge (\neg v_{1,G} \vee \neg v_{3,G}) \wedge (\neg v_{1,B} \vee \neg v_{3,B}) \wedge \\
 & (\neg v_{2,R} \vee \neg v_{3,R}) \wedge (\neg v_{2,G} \vee \neg v_{3,G}) \wedge (\neg v_{2,B} \vee \neg v_{3,B})
 \end{aligned}$$

# Boolean Satisfiability (SAT) Simple to State, Rich in Structure

Despite its simplicity, it captures a vast range of real-world problems.



Scheduling  
Planning

Graph coloring

Vertex cover

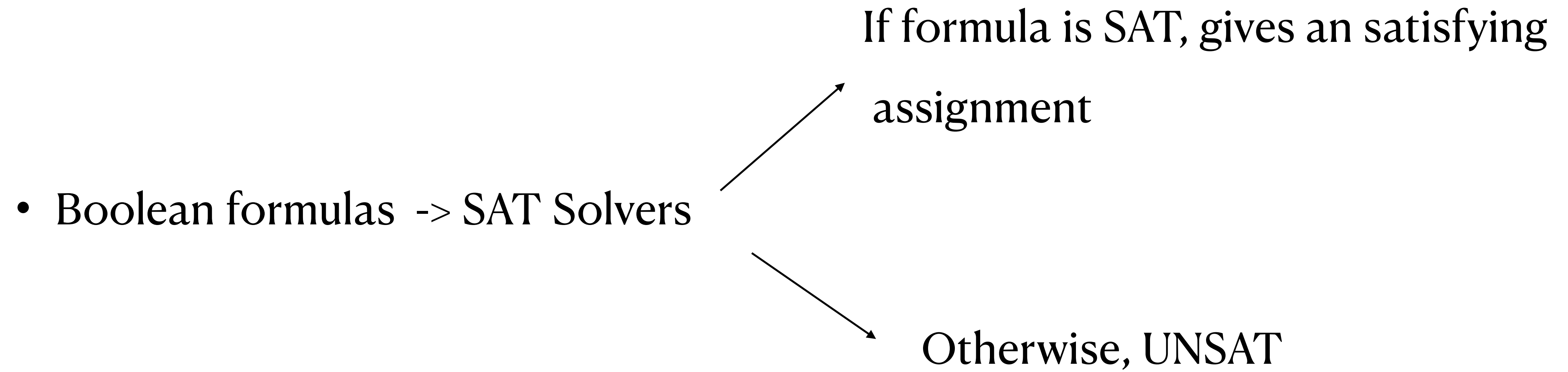
Does there exist an  
envy free allocation?

Does there exist a fair committee?

....

Problems in NP!

# SAT solvers



# DPLL algorithm (Davis -Putnam-Logemann-Loveland 1960)

1. Maintains a partial model, initially  $\emptyset$
2. Assign unassigned variables either 0 or 1
  1. (Randomly one after the other)
3. Sometime forced to make a decision due to unit clause

# DPLL

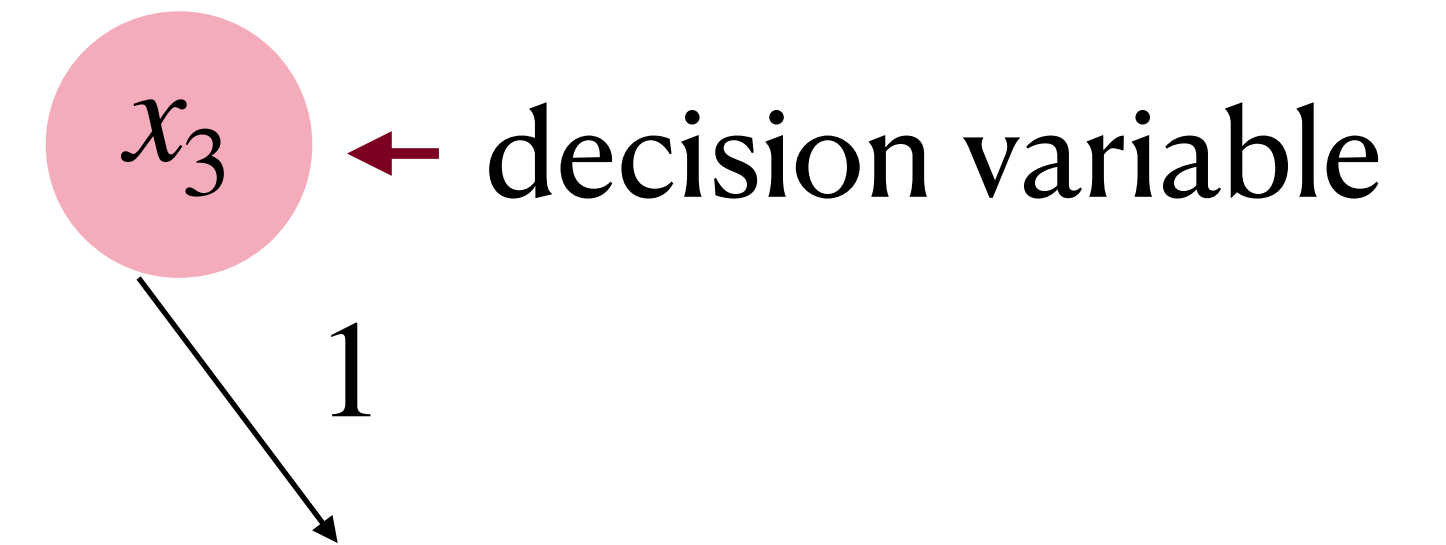
$$F = (\neg x_1 \vee \neg x_2 \vee \neg x_3) \wedge (\neg x_3 \vee x_2) \wedge (\neg x_3 \vee x_1)$$

# DPLL

$$F = (\neg x_1 \vee \neg x_2 \vee \neg x_3) \wedge (\neg x_3 \vee x_2) \wedge (\neg x_3 \vee x_1)$$

Pick a variable, say  $x_3$ , and assign it a Boolean value, say 1.

Partial model  $m = \{x_3 \mapsto 1\}$





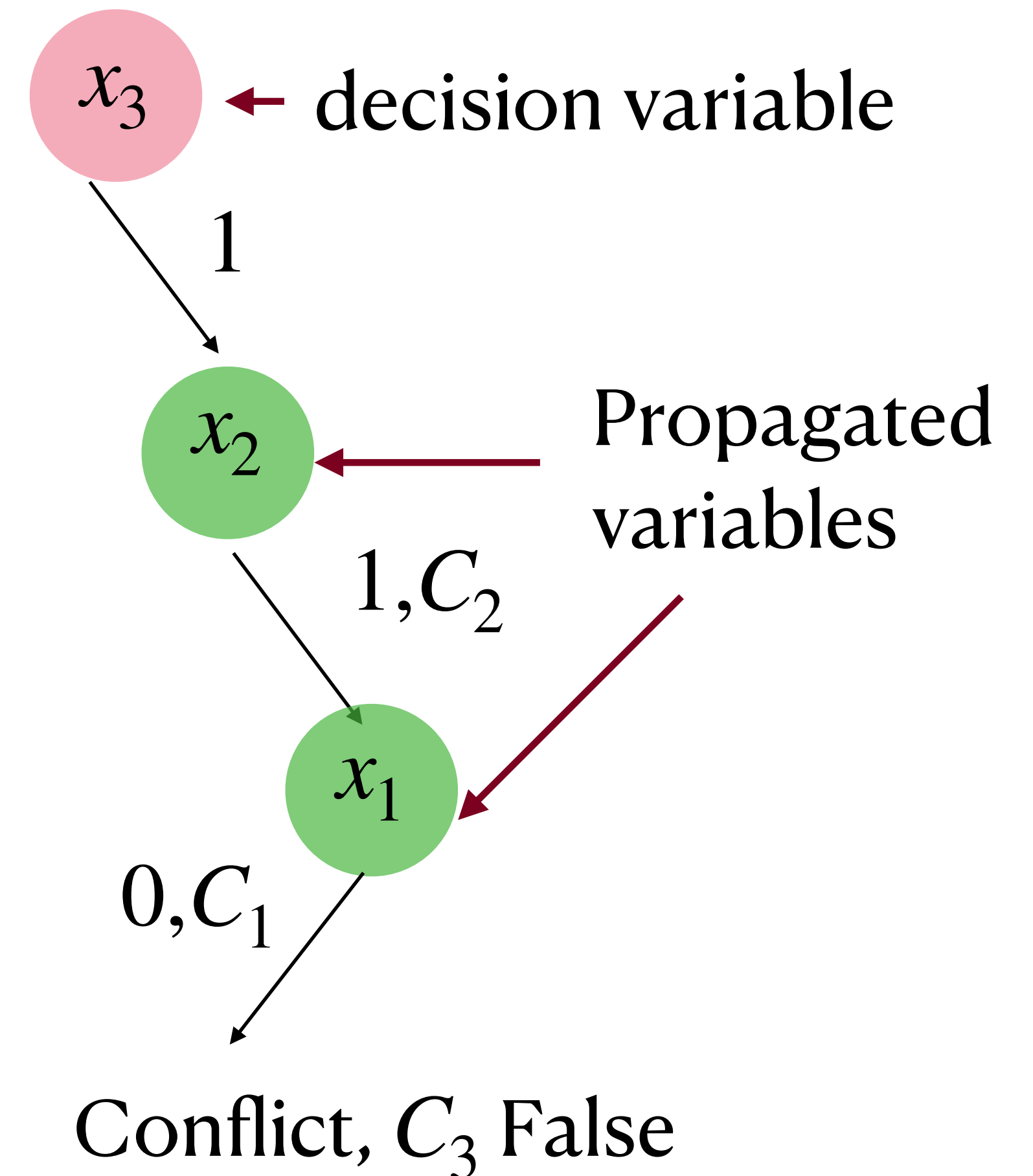
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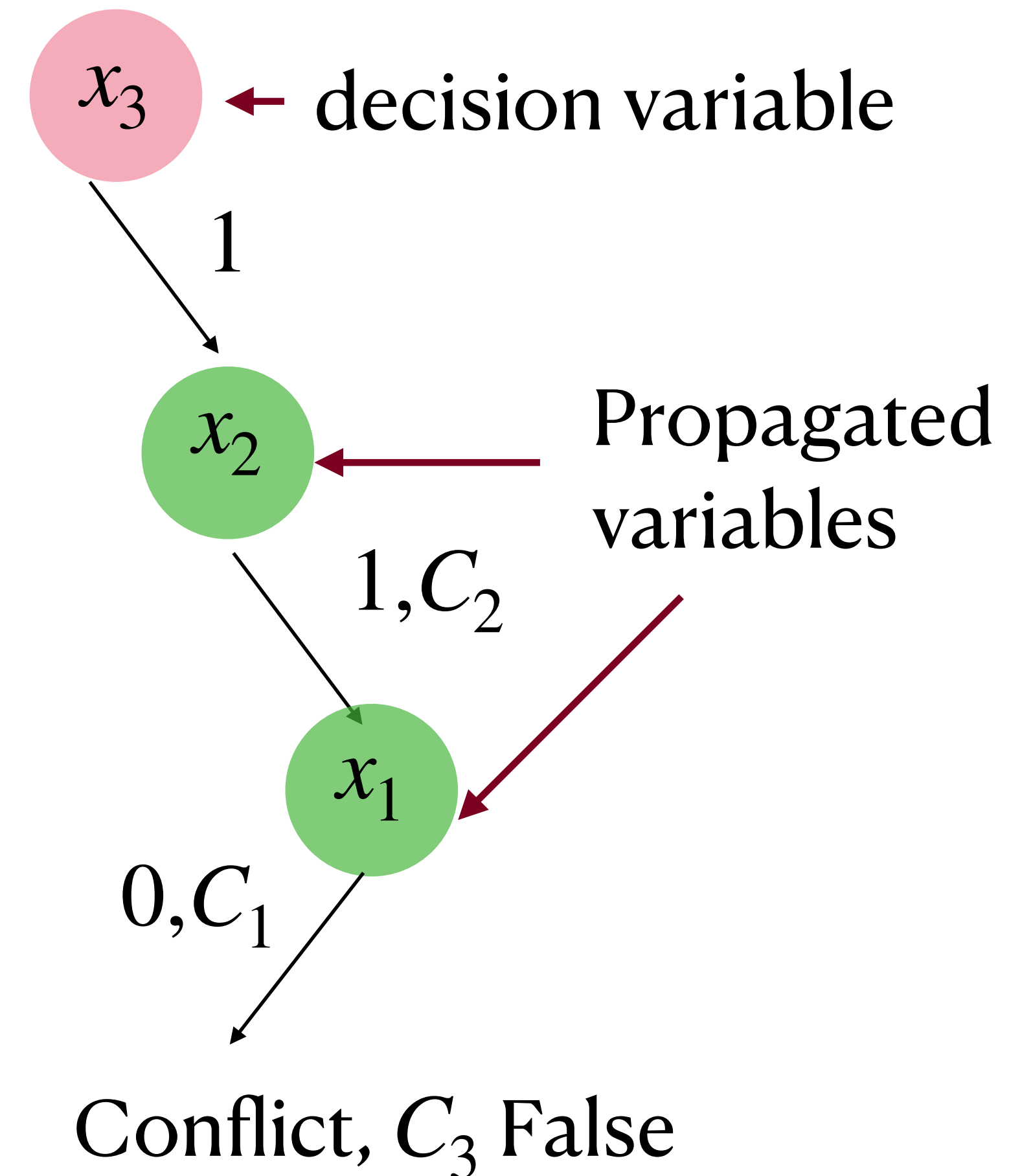
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Partial model  $m = \{x_3 \mapsto 1\}$

$(\neg x_3 \vee x_2) \wedge (\neg x_3 \vee x_1)$  — unit clauses

What to do if  $F$  is False under partial model  $m$ ?



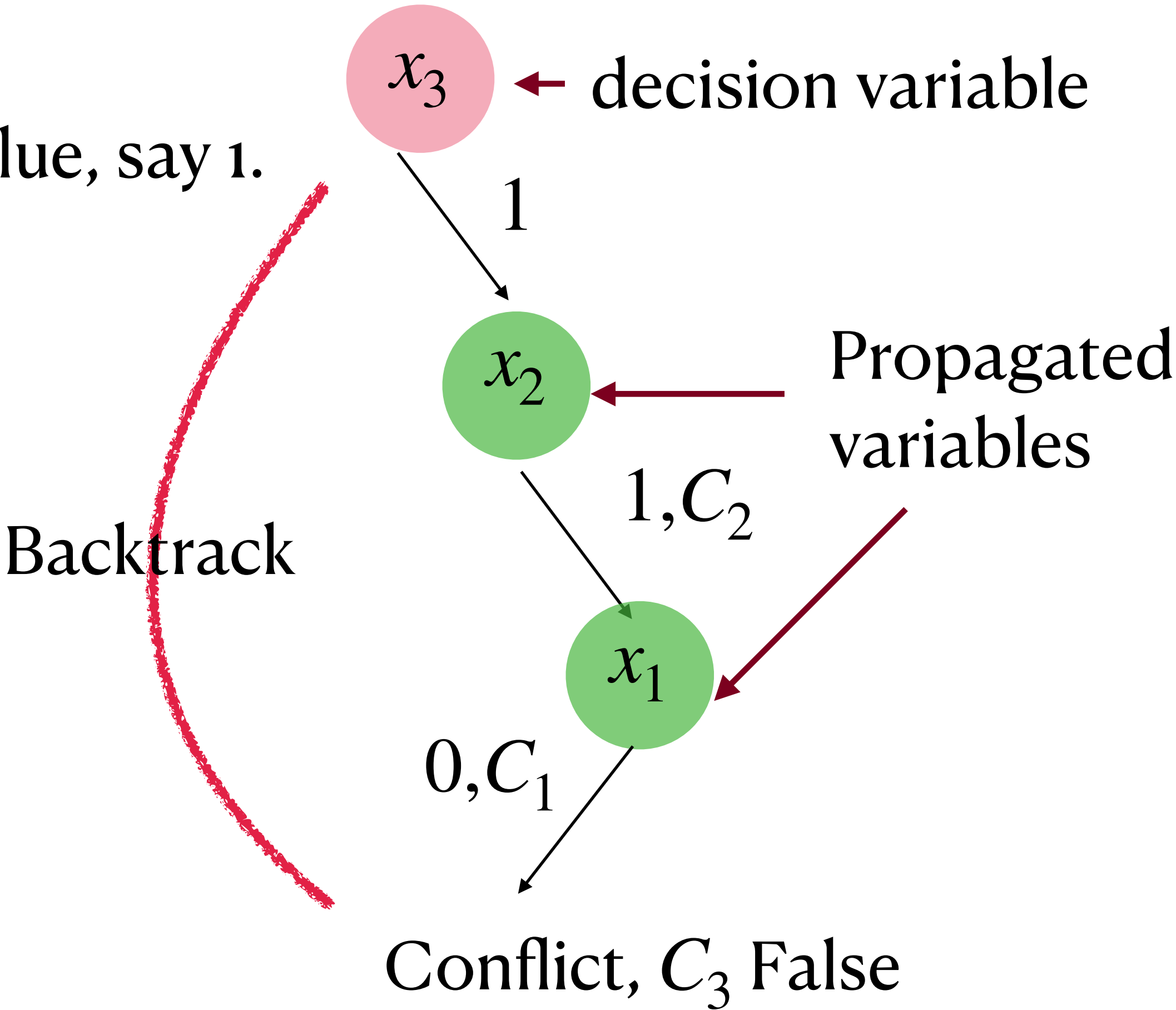
# DPLL Backtracking

$$F = (\neg x_1 \vee \neg x_2 \vee \neg x_3) \wedge (\neg x_3 \vee x_2) \wedge (\neg x_3 \vee x_1)$$

Pick a variable, say  $x_3$ , and assign it a Boolean value, say 1.

Partial model  $m = \{x_3 \mapsto 1\}$

$(\neg x_3 \vee x_2) \wedge (\neg x_3 \vee x_1)$  — unit clauses



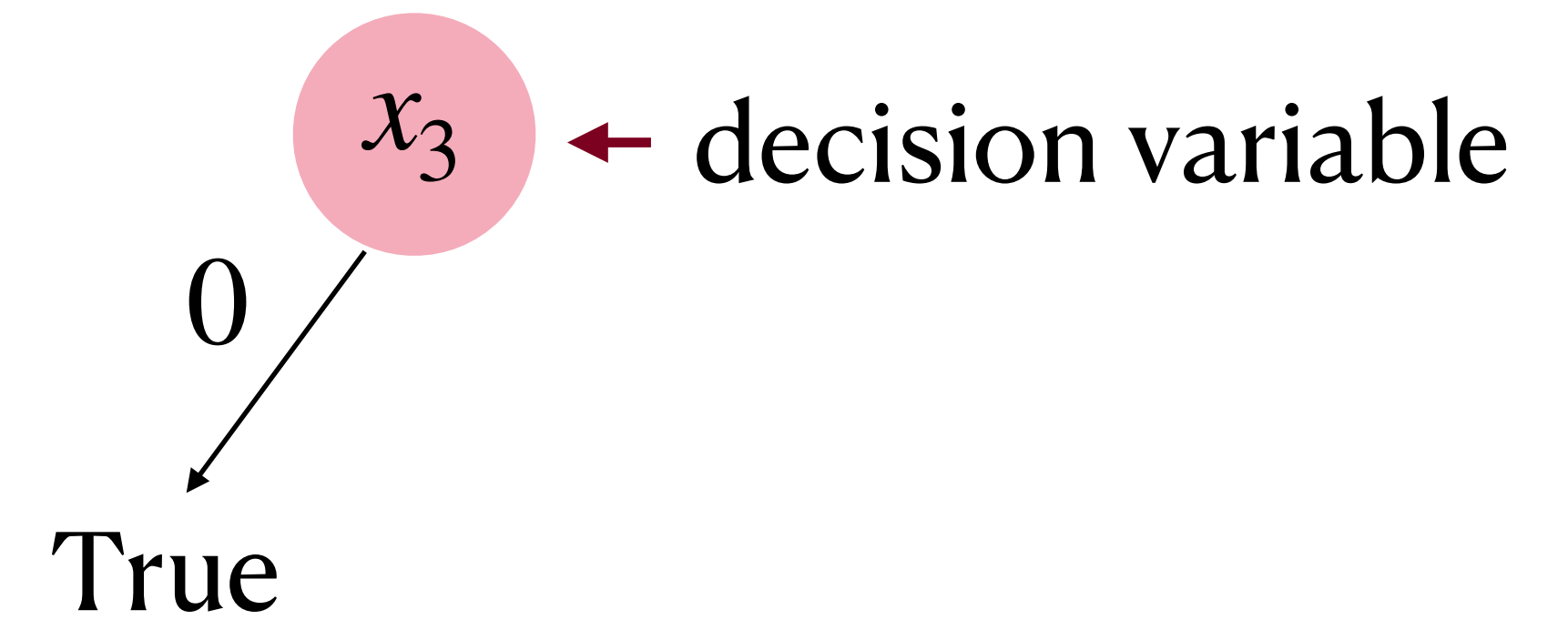
# DPLL Backtracking

$$F = (\neg x_1 \vee \neg x_2 \vee \neg x_3) \wedge (\neg x_3 \vee x_2) \wedge (\neg x_3 \vee x_1)$$

0  
↙  
True

# DPLL Backtracking

$$F = (\neg x_1 \vee \neg x_2 \vee \neg x_3) \wedge (\neg x_3 \vee x_2) \wedge (\neg x_3 \vee x_1)$$

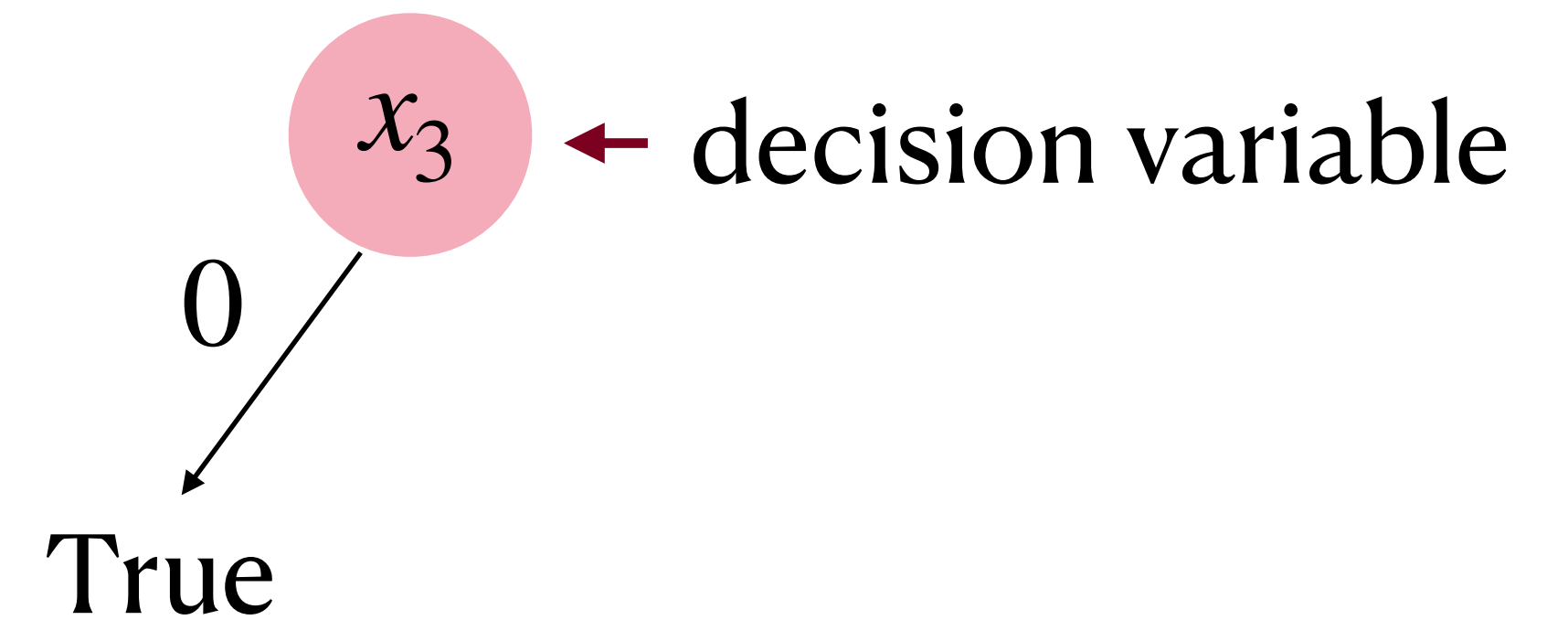


# DPLL Backtracking

$$F = (\neg x_1 \vee \neg x_2 \vee \neg x_3) \wedge (\neg x_3 \vee x_2) \wedge (\neg x_3 \vee x_1)$$

Backtrack to last decision, and change the polarity.

Partial model  $m = \{x_3 \mapsto 0\}$



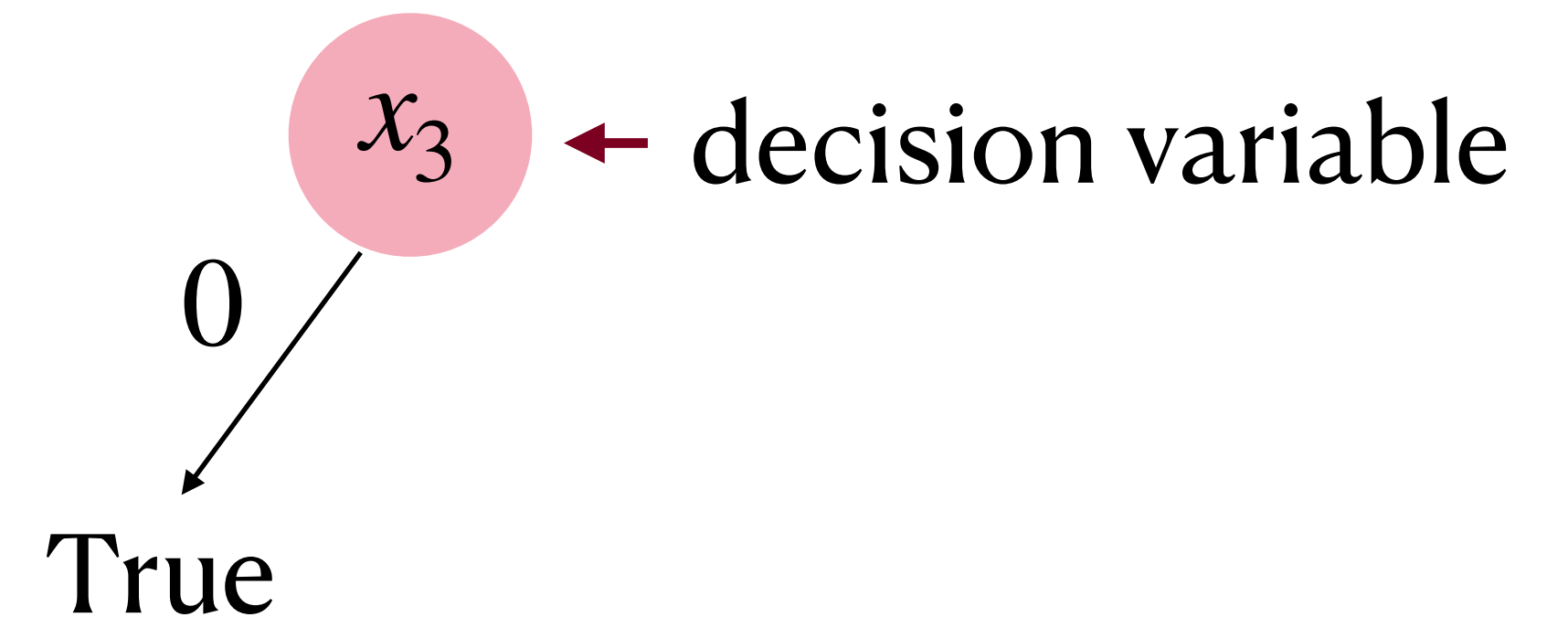
# DPLL Backtracking

$$F = (\neg x_1 \vee \neg x_2 \vee \neg x_3) \wedge (\neg x_3 \vee x_2) \wedge (\neg x_3 \vee x_1)$$

Backtrack to last decision, and change the polarity.

Partial model  $m = \{x_3 \mapsto 0\}$

All clauses are True, hence F is True



# DPLL algorithm (Davis -Putnam-Logemann-Loveland 1960)

1. Maintains a partial model, initially  $\emptyset$
2. Assign unassigned variables either 0 or 1
  1. (Randomly one after the other)
3. Sometime forced to make a decision due to unit clause

DPLL run consists of

- Decision
- Unit propagation
- Backtracking



$$C_1 = (\neg p_1 \vee p_2)$$

$$C_2 = (\neg p_1 \vee p_3 \vee p_5)$$

$$C_3 = (\neg p_2 \vee p_4)$$

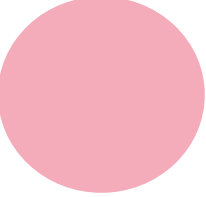
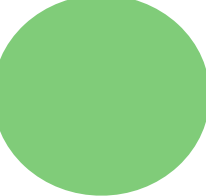
$$C_4 = (\neg p_3 \vee \neg p_4)$$

$$C_5 = (p_1 \vee p_5 \vee \neg p_2)$$

$$C_6 = (p_2 \vee p_3)$$

$$C_7 = (p_2 \vee \neg p_3 \vee p_7)$$

$$C_8 = (p_6 \vee \neg p_5)$$

 decision variable  
 propagated variables

$$C_1 = (\neg p_1 \vee p_2)$$

$$C_2 = (\neg p_1 \vee p_3 \vee p_5)$$

$$C_3 = (\neg p_2 \vee p_4)$$

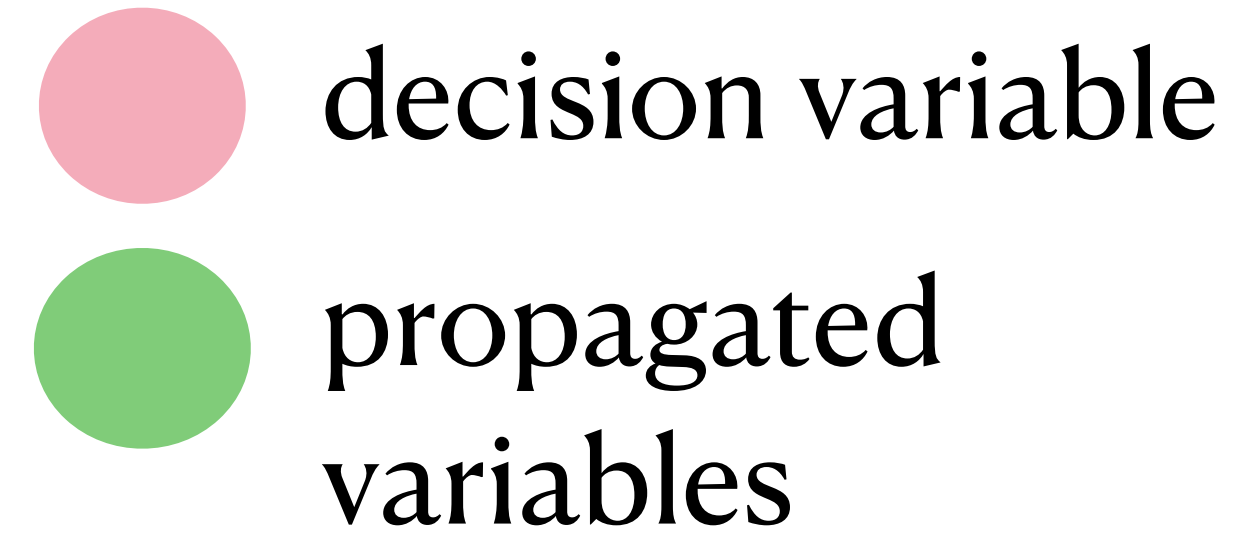
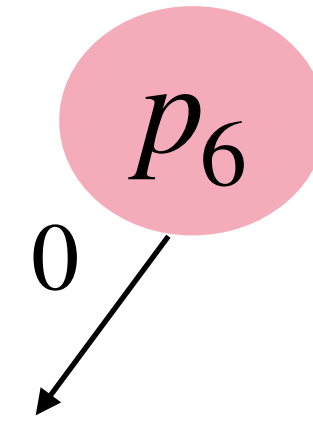
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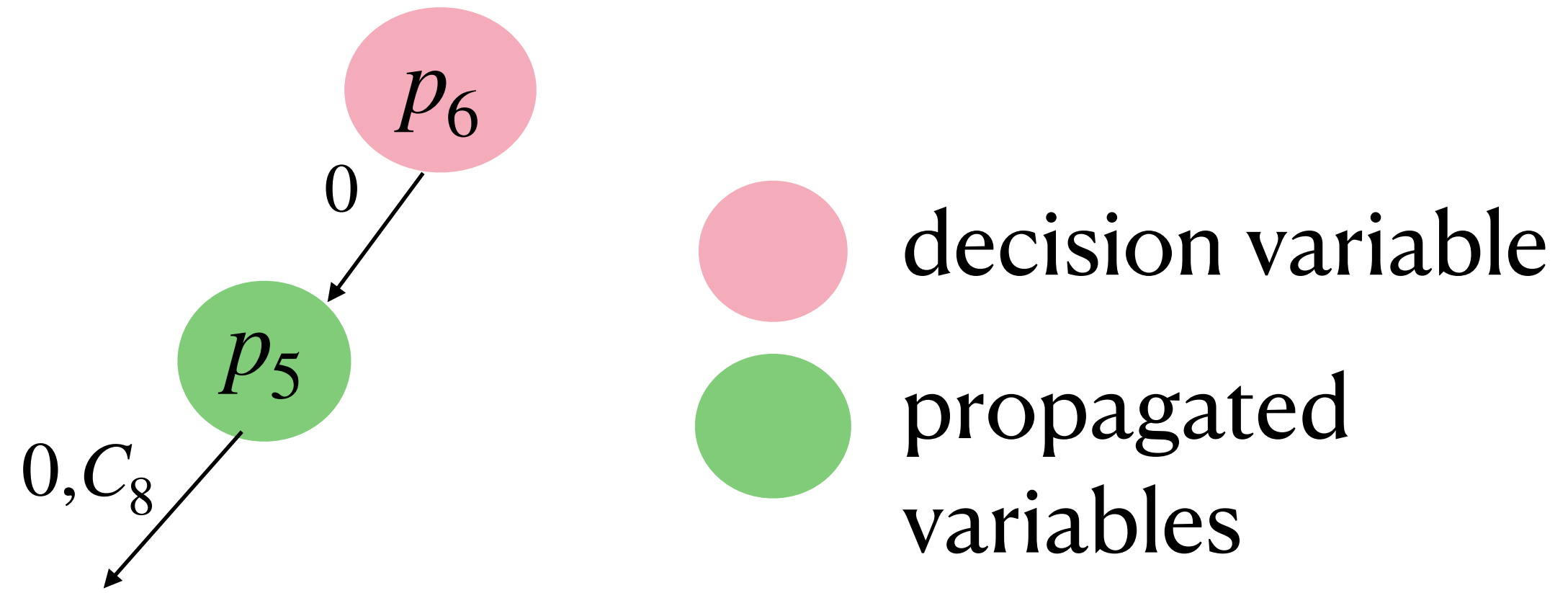
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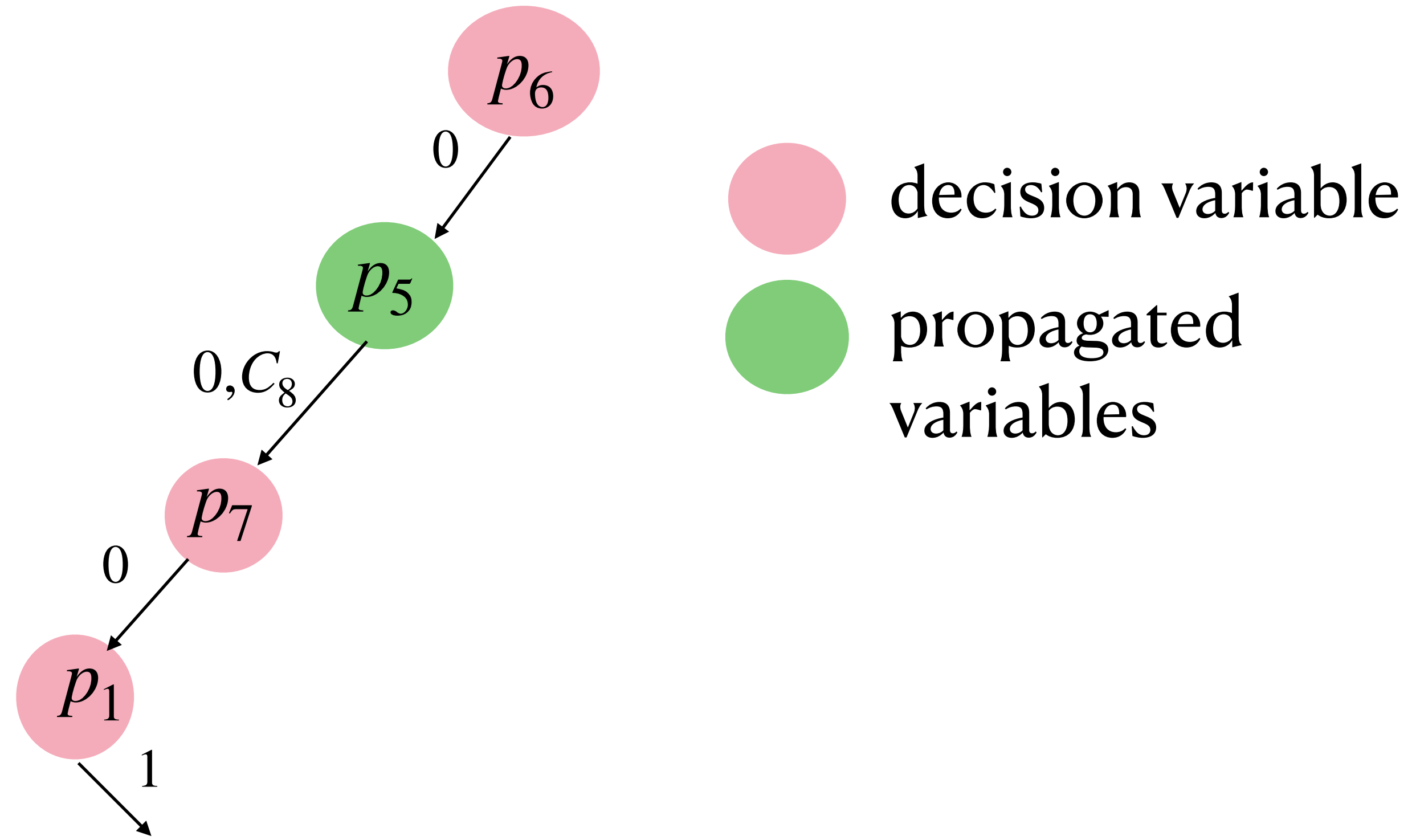
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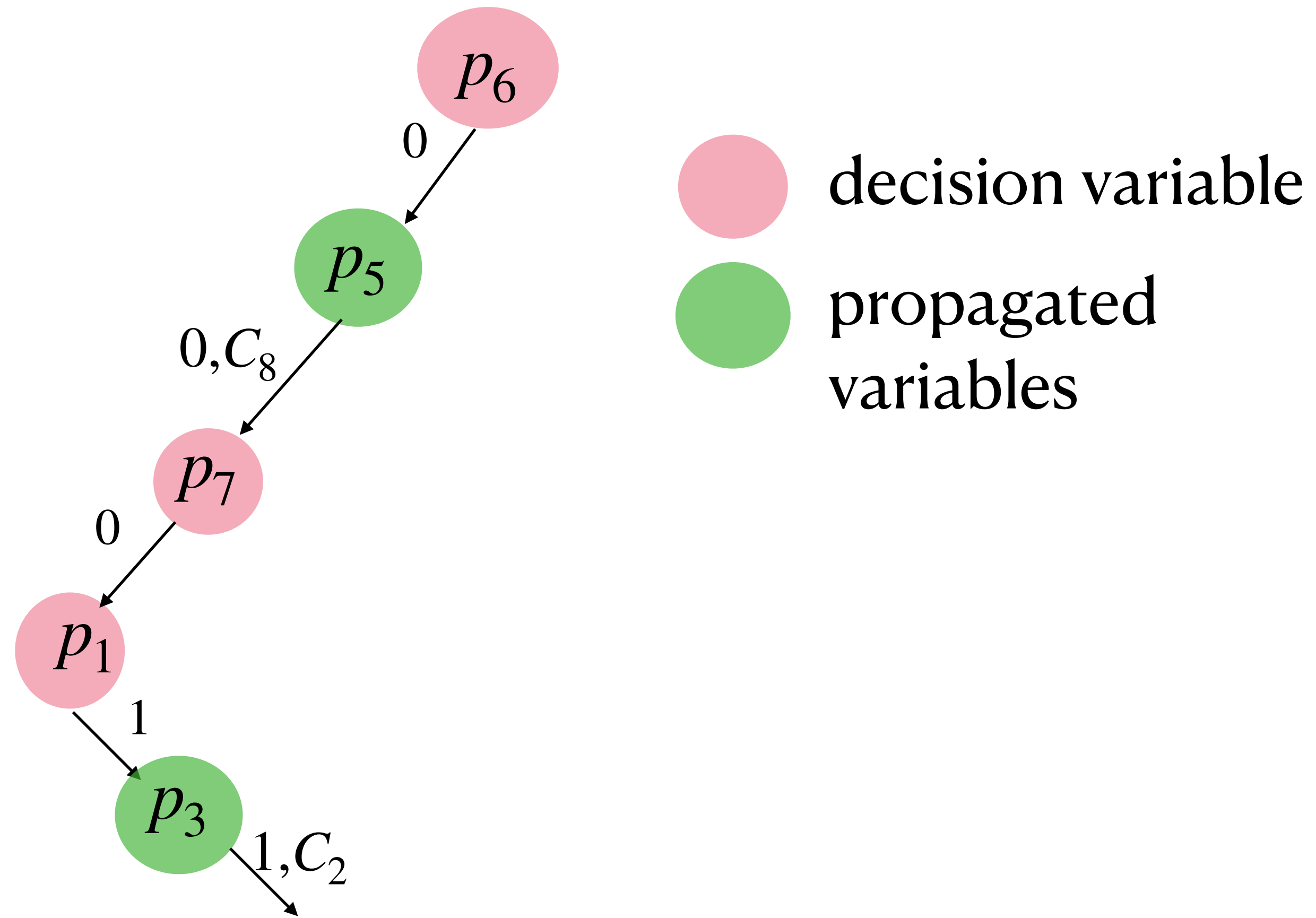
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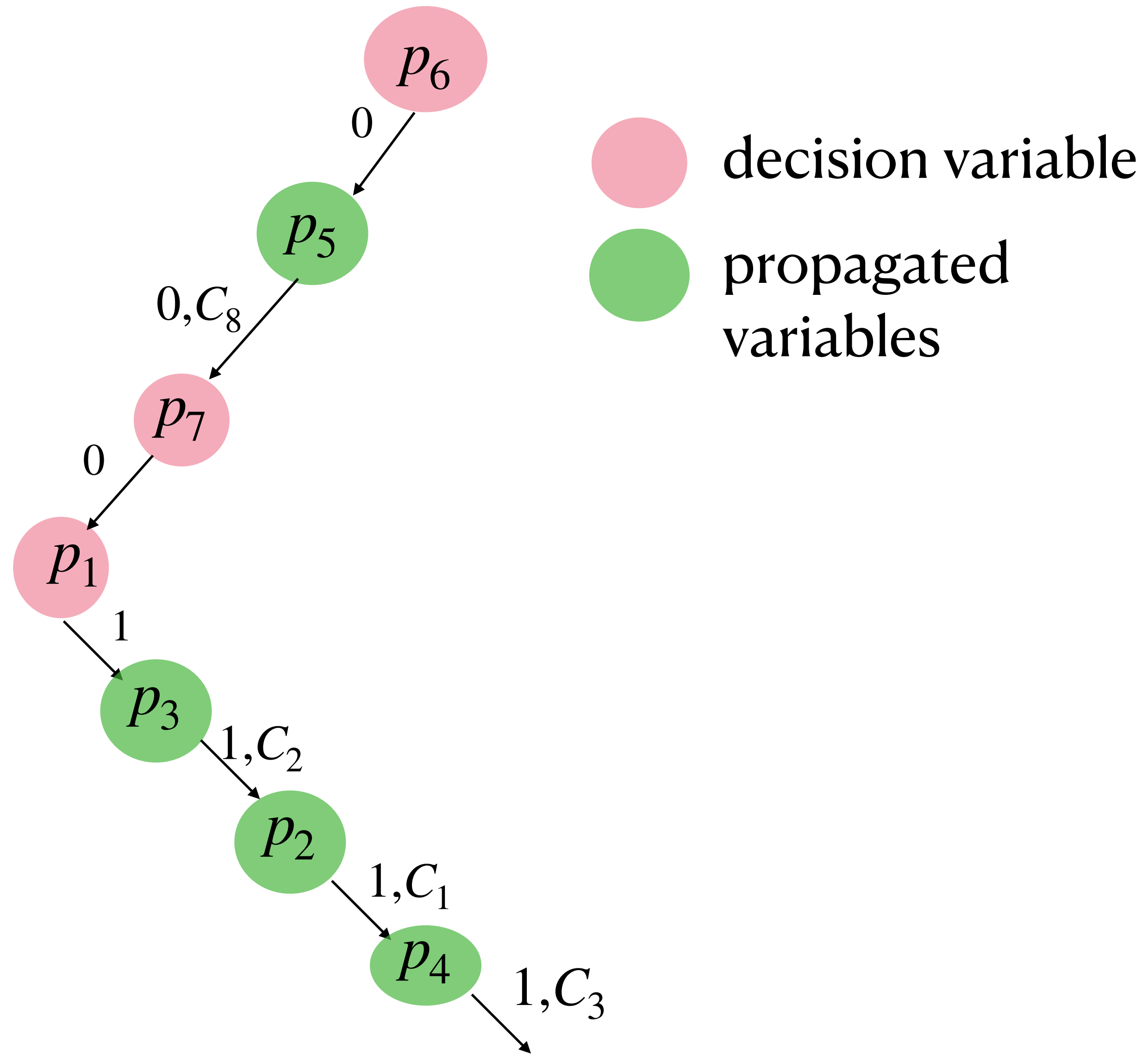
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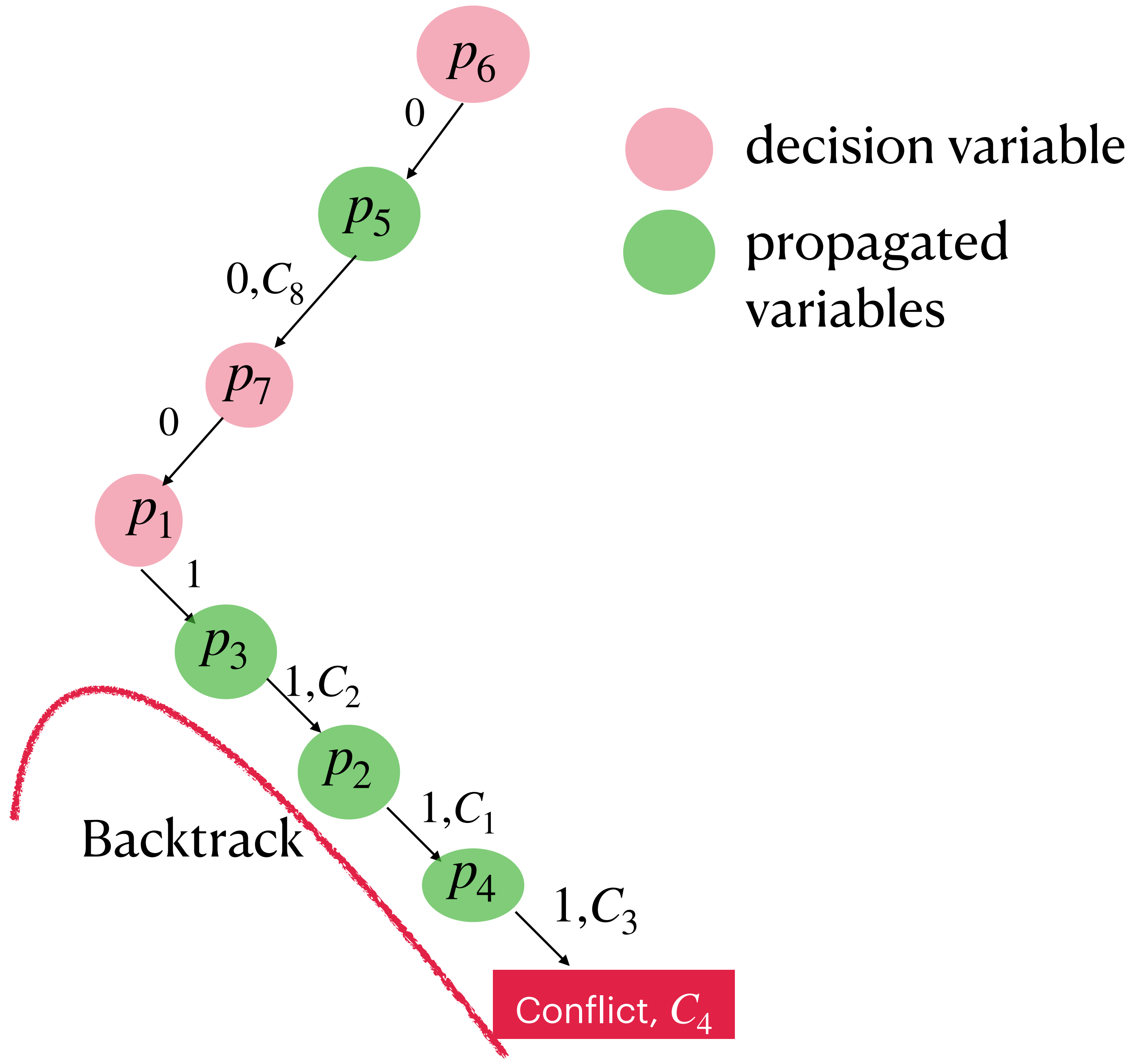
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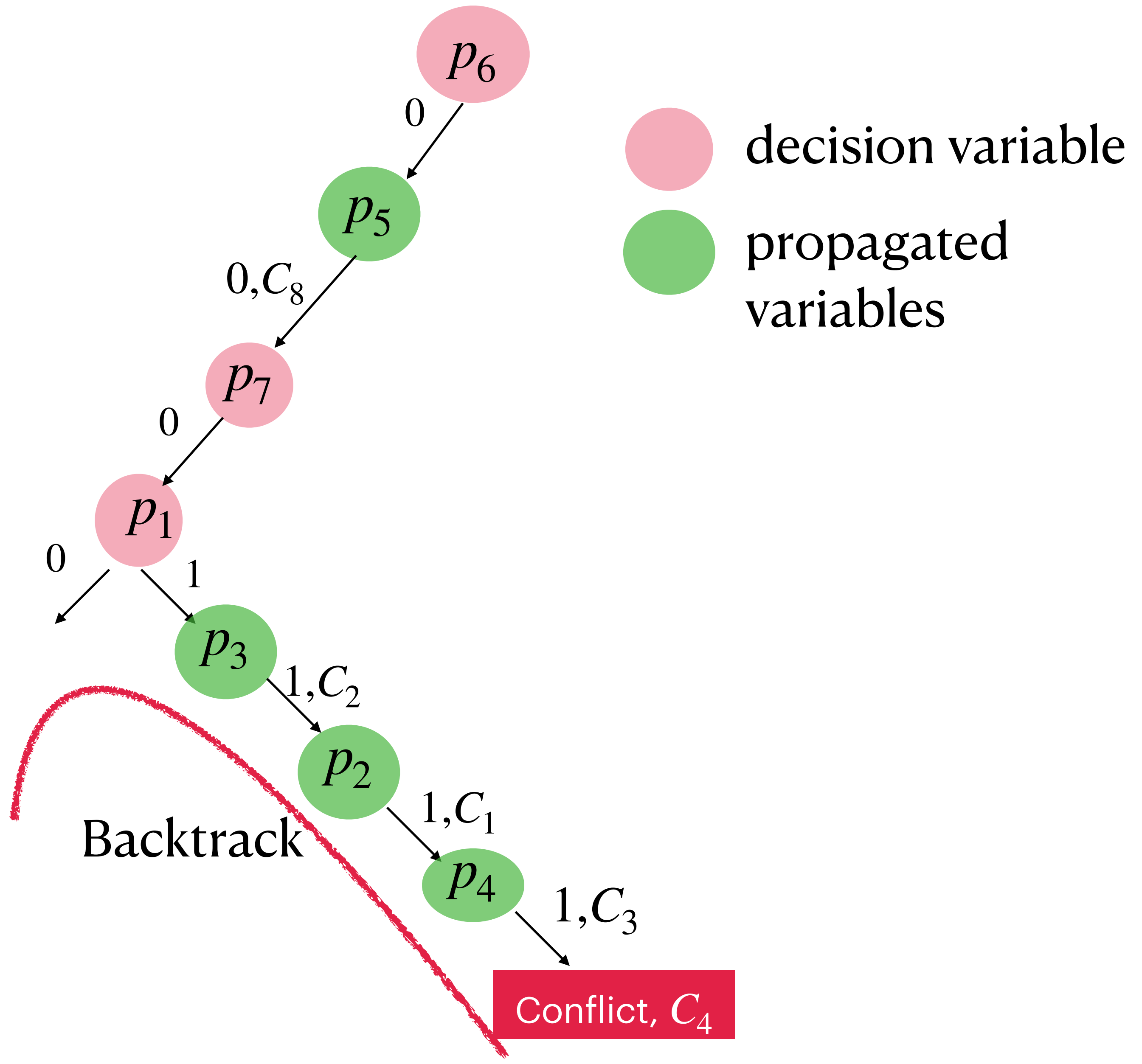
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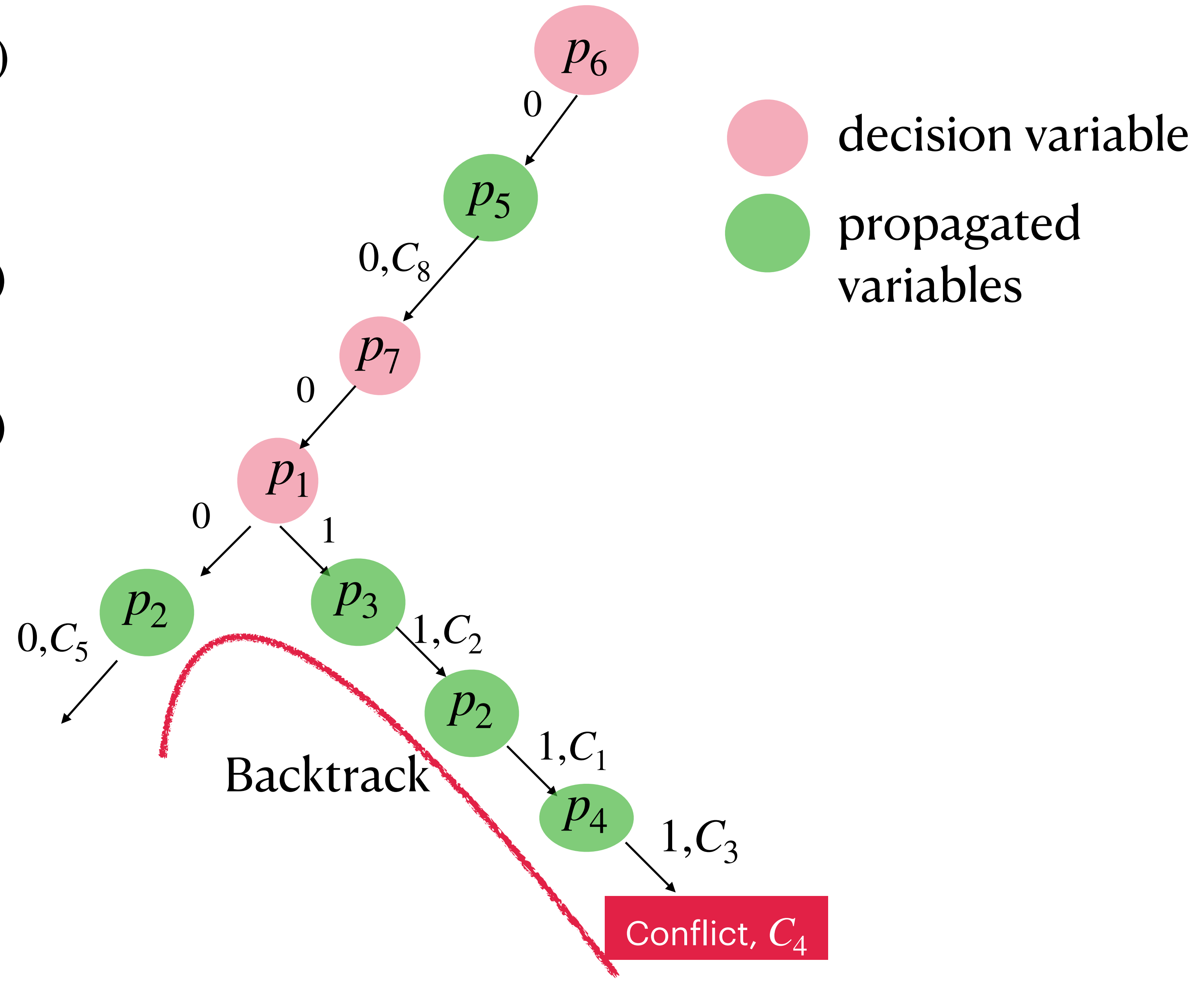
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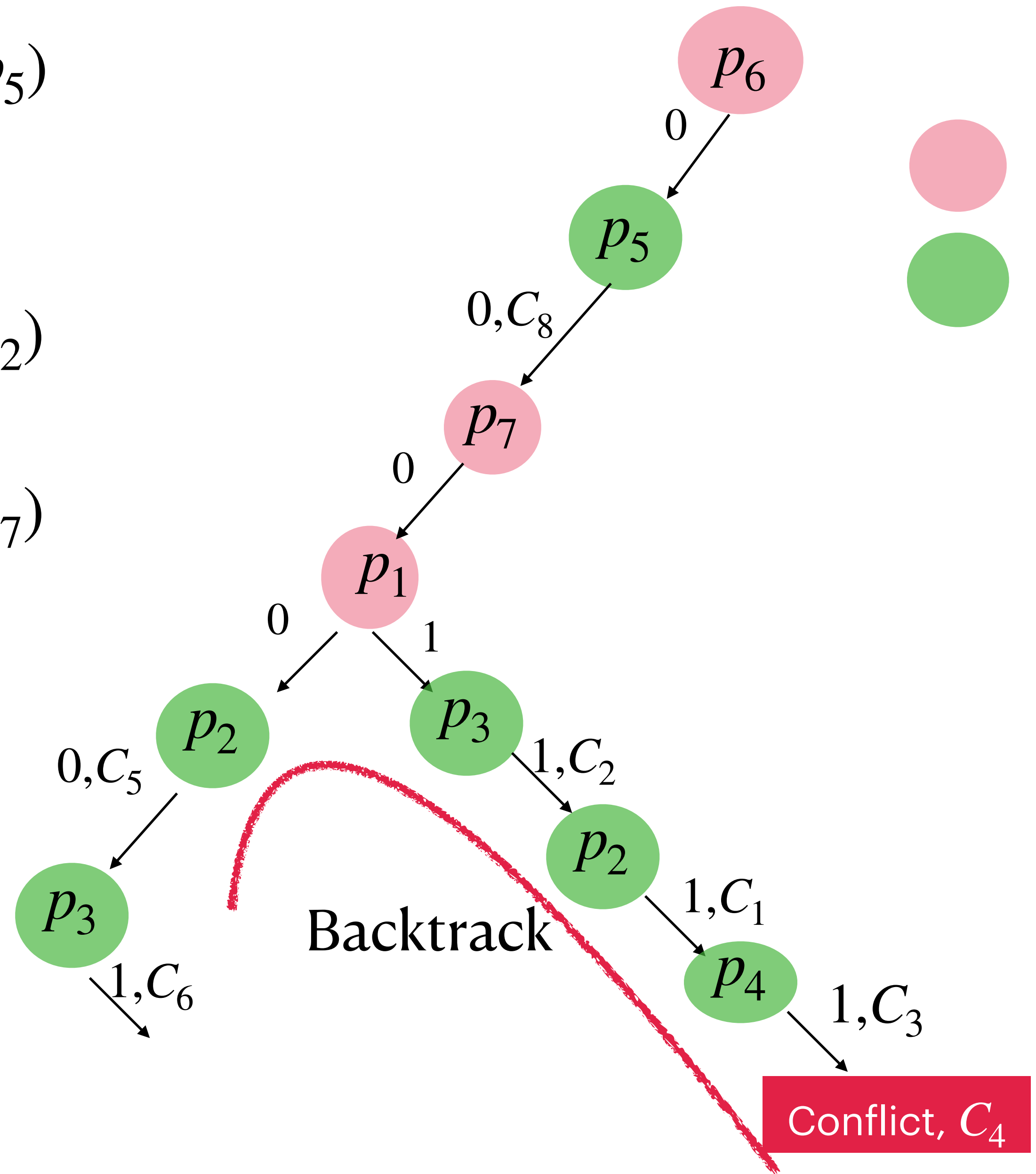
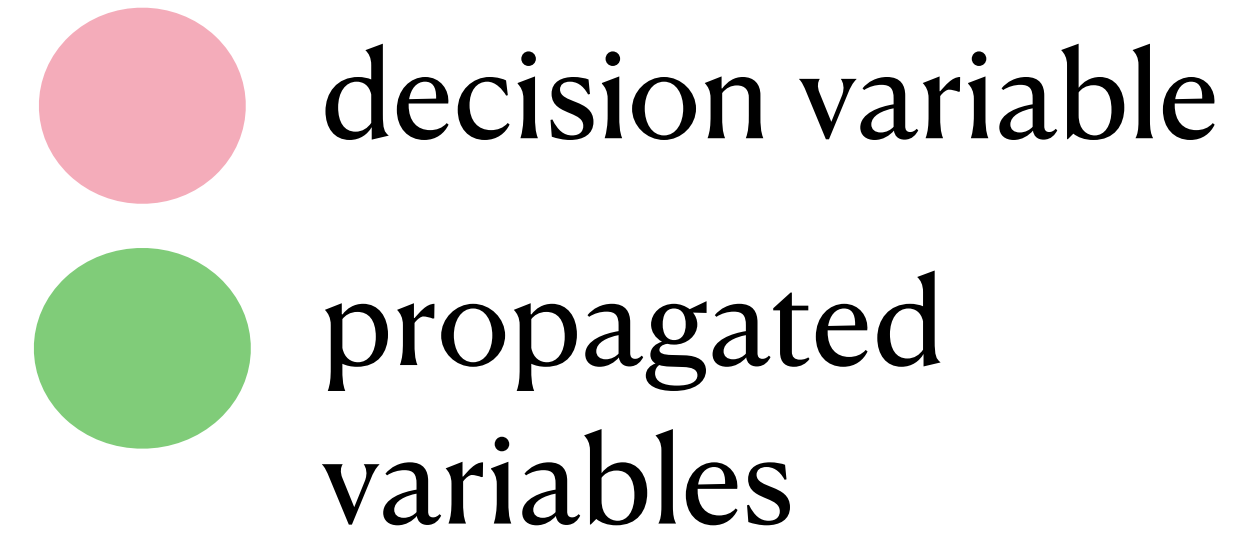
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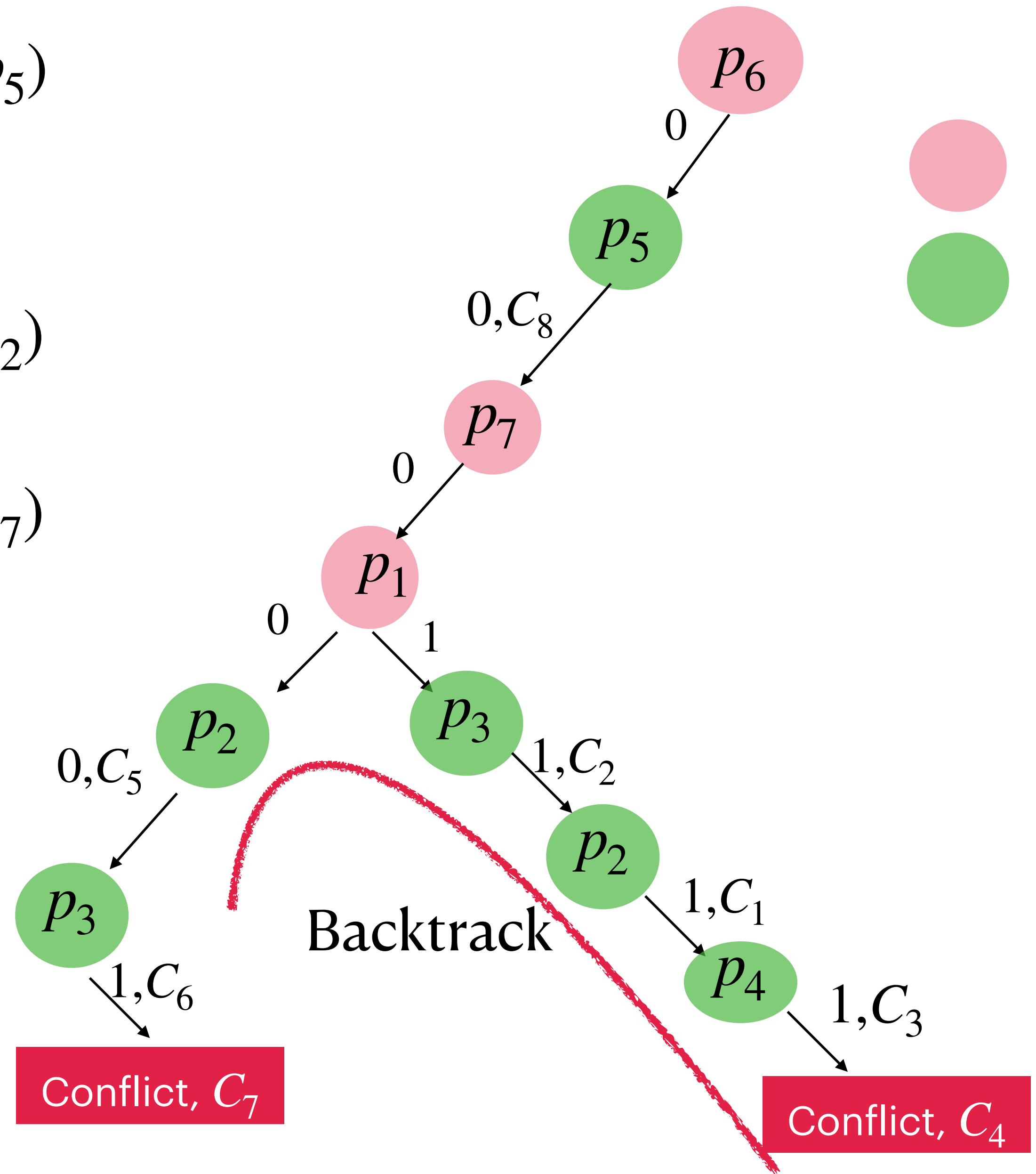
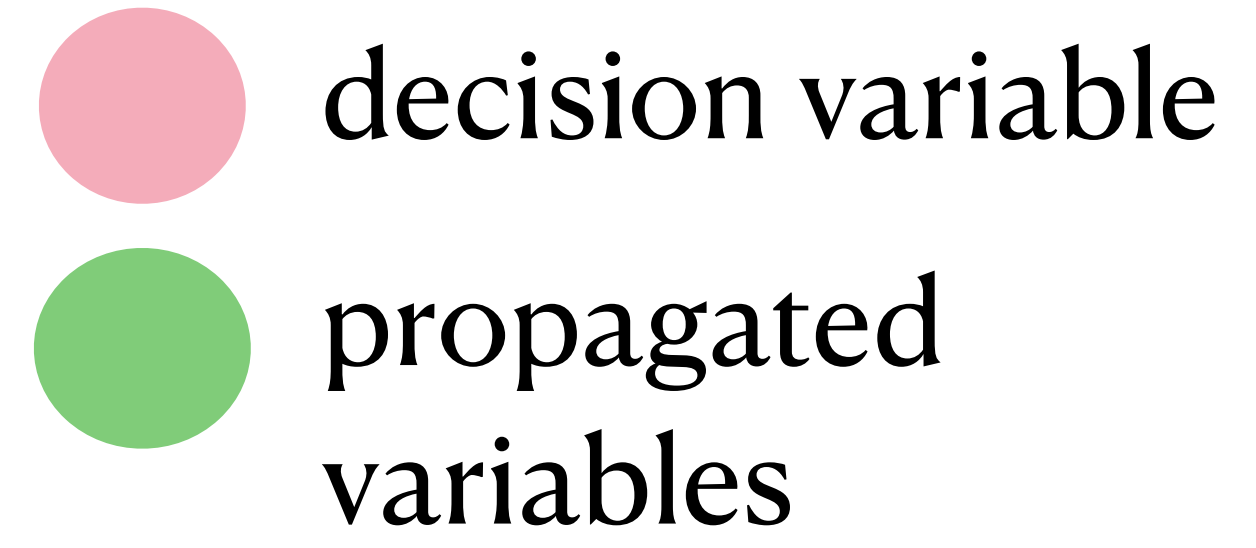
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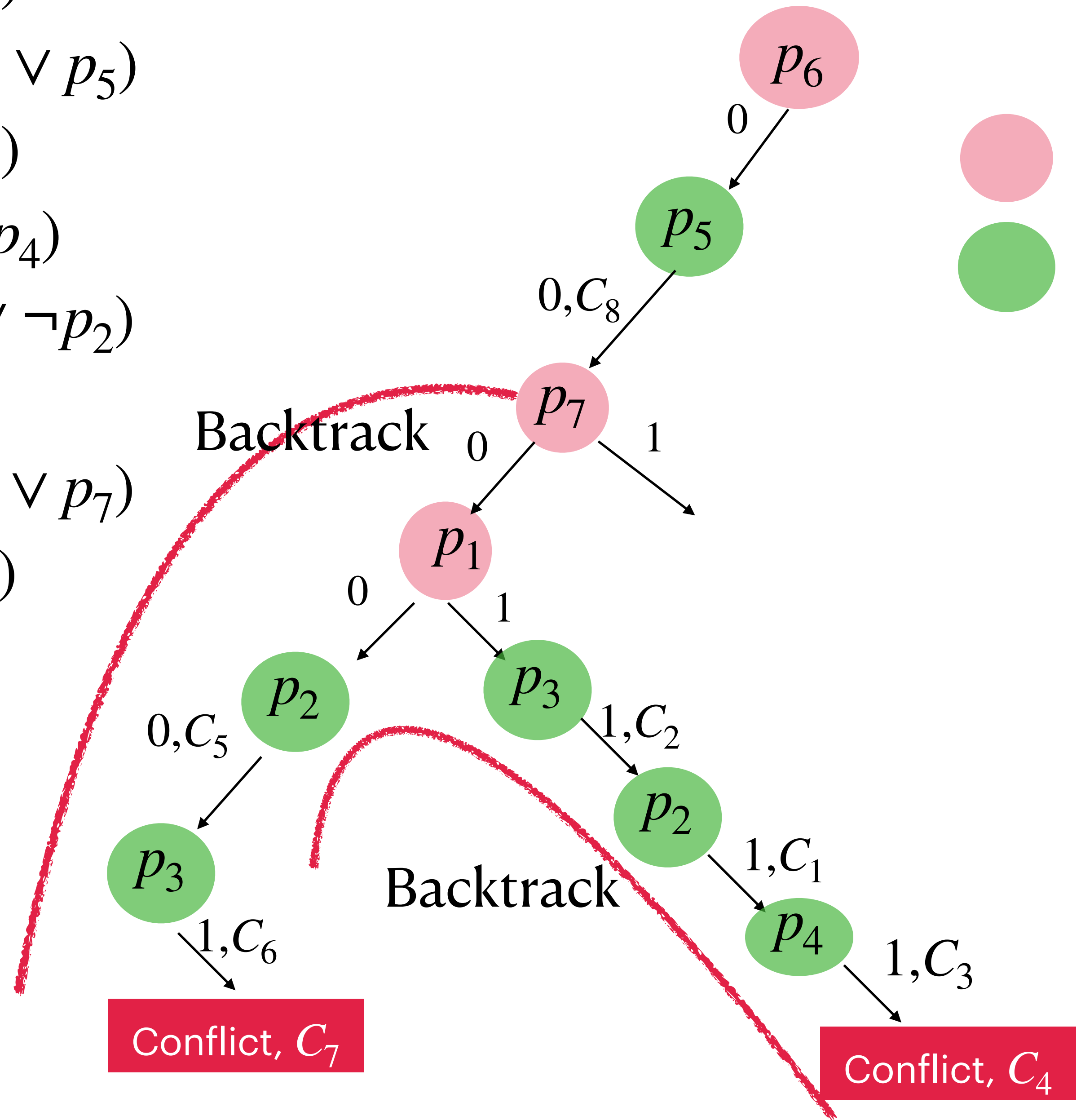
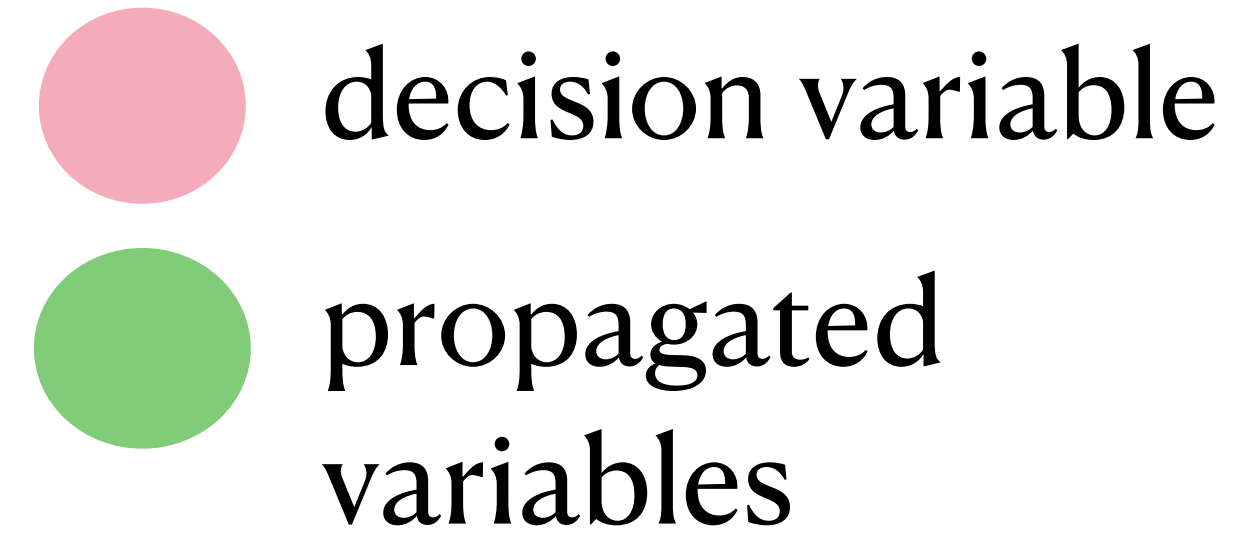
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# DPLL

Complete and Sound algorithm.

Still the basis of SAT solver

zChaff Solver — efficient implementation of DPLL (2001)

Won test of time award at CAV.

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As we decide and propagate, we can observe the run, and avoid unnecessary backtracking.

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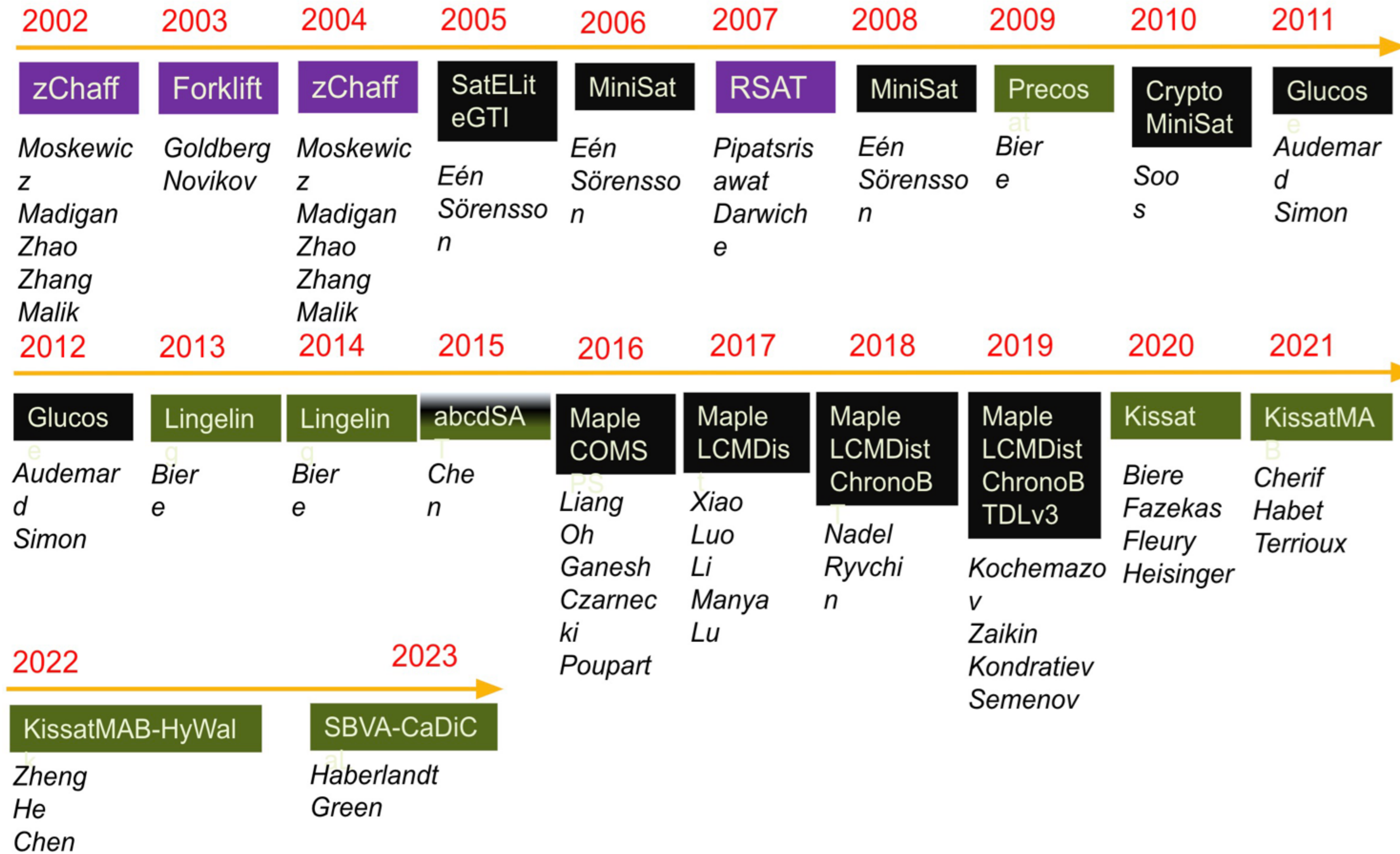
An optimization of DPLL:

As we decide and propagate, we can observe the run, and avoid unnecessary backtracking.

CDCL— Construct a data structure to avoid unnecessary backtracking.

Heuristics: which variables to pick, what value to assign?

# SAT Competition & Race Winners (CNF & Appl. & Seq. & Non-incr. & All-inst.)



MiniSat-based:  


Armin Biere's & derived:  


Others:  


Taken from Alex's (SAT+SMT Indian School) slides.



