Dynamic Local Search for SAT: Design, Insights and Analysis

Dave Tompkins Final PhD Oral Examination Department of Computer Science, UBC September 16, 2010

Supervisor: Holger Hoos Supervisory Committee: Will Evans, Alan Hu University Examiners: David Kirkpatrick, David Mitchell (SFU) External Examiner: Steve Prestwich Chair: Robin Turner (ECE)

Primary Goal

"to advance the state-of-the-art for SLS algorithms for SAT"

Primary Goal

"to advance the state-of-the-art for SLS algorithms for SAT"

• *Explicitly:* develop new SLS algorithms that can outperform existing algorithms

Primary Goal

"to advance the state-of-the-art for SLS algorithms for SAT"

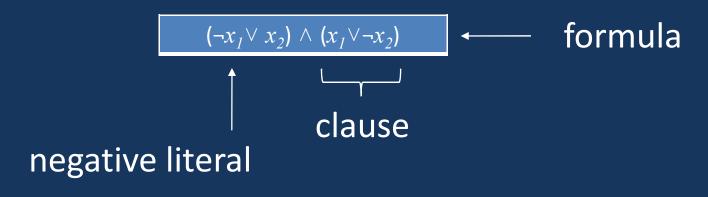
• *Explicitly:* develop new SLS algorithms that can outperform existing algorithms

• *Implicitly:* advance our understanding of current algorithms and introduce tools for developing new algorithms

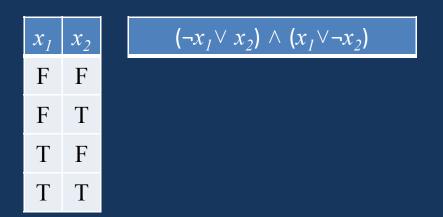
Overview

- Introduction
 - The Propositional Satisfiability problem (SAT)
 - Stochastic Local Search (SLS) for SAT
 - Summary of key contributions
- Body of Work
- Conclusions
 - Review key contributions
 - Future work

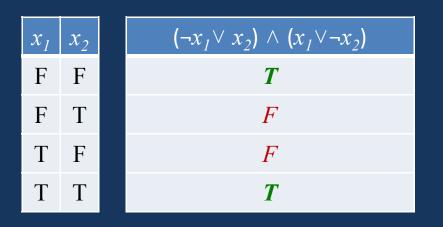
Boolean variables are either (T)rue or (F)alse
 - x₁: Dave's PhD defence will have a positive outcome
 - x₂: Dave will celebrate tonight



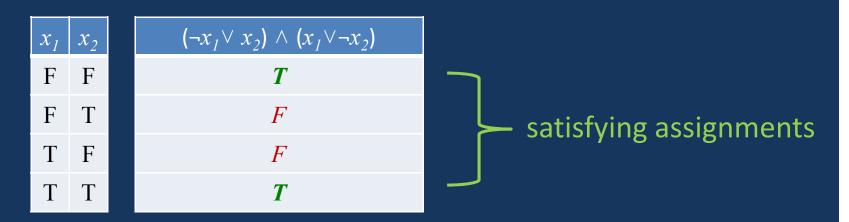
Boolean variables are either (T)rue or (F)alse
 - x₁: Dave's PhD defence will have a positive outcome
 - x₂: Dave will celebrate tonight



Boolean variables are either (T)rue or (F)alse
 - x₁: Dave's PhD defence will have a positive outcome
 - x₂: Dave will celebrate tonight



Boolean variables are either (T)rue or (F)alse
 - x₁: Dave's PhD defence will have a positive outcome
 - x₂: Dave will celebrate tonight



 Objective: Given a formula (SAT instance) find a satisfying assignment

Many "Real" SAT Applications



Software Verification

Sudoku



<i>x</i> ₁	<i>x</i> ₂		<i>x</i> ₁	<i>x</i> ₂	<i>x</i> ₃
F	F		F	F	F
F	Т		F	F	Т
Т	F		F	Т	F
Т	Т		F	Т	Т
		J	Т	F	F
			Т	F	Т
			Т	Т	F
			Т	Т	Т

F

Т

F

Т

F

Т

F

Т

F

Т

F

Т

F

Т

F

Т

<i>x</i> ₁	<i>x</i> ₂		<i>x</i> ₁	<i>x</i> ₂	<i>x</i> ₃		<i>x</i> ₁	<i>x</i> ₂	<i>x</i> ₃
F	F		F	F	F		F	F	F
F	Т		F	F	Т		F	F	F
Т	F		F	Т	F		F	F	Т
Т	Т		F	Т	Т		F	F	Т
		I	Т	F	F		F	Т	F
			Т	F	Т		F	Т	F
			Т	Т	F		F	Т	Т
			Т	Т	Т		F	Т	Т
							Т	F	F
							Т	F	F
							Т	F	Т
							Т	F	Т
							Т	Т	F
							Т	Т	F
							Т	Т	Т
							Т	Т	Т

F

Т

F

Т

F

Т

F

Т

F

Т

F

Т

F

Т

F

Т

<i>x</i> ₁	<i>x</i> ₂		x_{I}	<i>x</i> ₂	<i>x</i> ₃		x_{I}	<i>x</i> ₂	<i>x</i> ₃
F	F		F	F	F		F	F	F
F	Т		F	F	Т		F	F	F
Т	F		F	Т	F		F	F	Т
Т	Т		F	Т	Т		F	F	Т
		1	Т	F	F		F	Т	F
			Т	F	Т		F	Т	F
			Т	Т	F		F	Т	Т
			Т	Т	Т		F	Т	Т
							Т	F	F
							Т	F	F
							Т	F	Т
							Т	F	Т
							Т	Т	F
							Т	Т	F
							Т	Т	Т
							Т	Т	Т

- *n* variables:
 2ⁿ assignments
- 250 variables
 ≈ 10⁷⁵ combinations
 ≈ # atoms in the universe

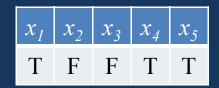
randomly initialize all variables while (formula not satisfied) select a variable and "flip" it

randomly initialize all variables while (formula not satisfied) select a variable and "flip" it



 $(\neg x_1 \lor x_2 \lor \neg x_5) \land (\neg x_1 \lor \neg x_2 \lor x_4) \land (\neg x_4 \lor \neg x_5) \land (\neg x_1 \lor x_2 \lor x_3 \lor \neg x_4)$

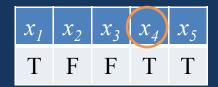
randomly initialize all variables while (formula not satisfied) select a variable and "flip" it



 $(\neg x_1 \lor x_2 \lor \neg x_5) \land (\neg x_1 \lor \neg x_2 \lor x_4) \land (\neg x_4 \lor \neg x_5) \land (\neg x_1 \lor x_2 \lor x_3 \lor \neg x_4)$

 $(\neg x_1 \lor x_2 \lor \neg x_5) \land (\neg x_1 \lor \neg x_2 \lor x_4) \land (\neg x_4 \lor \neg x_5) \land (\neg x_1 \lor x_2 \lor x_3 \lor \neg x_4)$

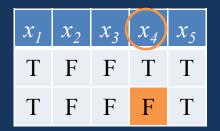
randomly initialize all variables while (formula not satisfied) select a variable and "flip" it



 $(\neg x_1 \lor x_2 \lor \neg x_5) \land (\neg x_1 \lor \neg x_2 \lor x_4) \land (\neg x_4 \lor \neg x_5) \land (\neg x_1 \lor x_2 \lor x_3 \lor \neg x_4)$

 $(\neg x_1 \lor x_2 \lor \neg x_5) \land (\neg x_1 \lor \neg x_2 \lor x_4) \land (\neg x_4 \lor \neg x_5) \land (\neg x_1 \lor x_2 \lor x_3 \lor \neg x_4)$

randomly initialize all variables while (formula not satisfied) select a variable and "flip" it



 $(\neg x_1 \lor x_2 \lor \neg x_5) \land (\neg x_1 \lor \neg x_2 \lor x_4) \land (\neg x_4 \lor \neg x_5) \land (\neg x_1 \lor x_2 \lor x_3 \lor \neg x_4)$ $(\neg x_1 \lor x_2 \lor \neg x_5) \land (\neg x_1 \lor \neg x_2 \lor x_4) \land (\neg x_4 \lor \neg x_5) \land (\neg x_1 \lor x_2 \lor x_3 \lor \neg x_4)$ $(\neg x_1 \lor x_2 \lor \neg x_5) \land (\neg x_1 \lor \neg x_2 \lor x_4) \land (\neg x_4 \lor \neg x_5) \land (\neg x_1 \lor x_2 \lor x_3 \lor \neg x_4)$

randomly initialize all variables while (formula not satisfied) select a variable and "flip" it

x_{I}	<i>x</i> ₂	<i>x</i> ₃	<i>x</i> ₄	<i>x</i> ₅
Т	F	F	Т	Т
Т	F	F	F	Т
Т	Т	F	F	Т

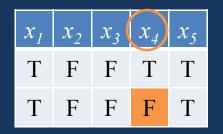
 $(\neg x_1 \lor x_2 \lor \neg x_5) \land (\neg x_1 \lor \neg x_2 \lor x_4) \land (\neg x_4 \lor \neg x_5) \land (\neg x_1 \lor x_2 \lor x_3 \lor \neg x_4)$ $(\neg x_1 \lor x_2 \lor \neg x_5) \land (\neg x_1 \lor \neg x_2 \lor x_4) \land (\neg x_4 \lor \neg x_5) \land (\neg x_1 \lor x_2 \lor x_3 \lor \neg x_4)$ $(\neg x_1 \lor x_2 \lor \neg x_5) \land (\neg x_1 \lor \neg x_2 \lor x_4) \land (\neg x_4 \lor \neg x_5) \land (\neg x_1 \lor x_2 \lor x_3 \lor \neg x_4)$ $(\neg x_1 \lor x_2 \lor \neg x_5) \land (\neg x_1 \lor \neg x_2 \lor x_4) \land (\neg x_4 \lor \neg x_5) \land (\neg x_1 \lor x_2 \lor x_3 \lor \neg x_4)$

randomly initialize all variables while (formula not satisfied) select a variable and "flip" it

x_{I}	<i>x</i> ₂	<i>x</i> ₃	<i>x</i> ₄	x_5
Т	F	F	Т	Т
Т	F	F	F	Т
Т	Т	F	F	Т
F	Т	F	F	Т

 $(\neg x_1 \lor x_2 \lor \neg x_5) \land (\neg x_1 \lor \neg x_2 \lor x_4) \land (\neg x_4 \lor \neg x_5) \land (\neg x_1 \lor x_2 \lor x_3 \lor \neg x_4)$ $(\neg x_1 \lor x_2 \lor \neg x_5) \land (\neg x_1 \lor \neg x_2 \lor x_4) \land (\neg x_4 \lor \neg x_5) \land (\neg x_1 \lor x_2 \lor x_3 \lor \neg x_4)$ $(\neg x_1 \lor x_2 \lor \neg x_5) \land (\neg x_1 \lor \neg x_2 \lor x_4) \land (\neg x_4 \lor \neg x_5) \land (\neg x_1 \lor x_2 \lor x_3 \lor \neg x_4)$ $(\neg x_1 \lor x_2 \lor \neg x_5) \land (\neg x_1 \lor \neg x_2 \lor x_4) \land (\neg x_4 \lor \neg x_5) \land (\neg x_1 \lor x_2 \lor x_3 \lor \neg x_4)$ $(\neg x_1 \lor x_2 \lor \neg x_5) \land (\neg x_1 \lor \neg x_2 \lor x_4) \land (\neg x_4 \lor \neg x_5) \land (\neg x_1 \lor x_2 \lor x_3 \lor \neg x_4)$

randomly initialize all variables while (formula not satisfied) select a variable and "flip" it



 $(\neg x_1 \lor x_2 \lor \neg x_5) \land (\neg x_1 \lor \neg x_2 \lor x_4) \land (\neg x_4 \lor \neg x_5) \land (\neg x_1 \lor x_2 \lor x_3 \lor \neg x_4)$ $(\neg x_1 \lor x_2 \lor \neg x_5) \land (\neg x_1 \lor \neg x_2 \lor x_4) \land (\neg x_4 \lor \neg x_5) \land (\neg x_1 \lor x_2 \lor x_3 \lor \neg x_4)$ $(\neg x_1 \lor x_2 \lor \neg x_5) \land (\neg x_1 \lor \neg x_2 \lor x_4) \land (\neg x_4 \lor \neg x_5) \land (\neg x_1 \lor x_2 \lor x_3 \lor \neg x_4)$

 Selecting a variable: make = # of clauses that become satisfied if we flip x break = ... unsatisfied ...
 score = make - break [GSAT: Selman, Levesque & Mitchell, 1992]









- 1. Developed UBCSAT
- 2. Created SAPS, a Clause Penalty (CP) algorithm
- 3. Analyzed CP algorithm behaviour
- 4. Analyzed random decisions in SLS algorithms
- 5. Introduced a new conceptual model for SLS algorithms with Variable Expressions (VEs)
 - Developed a new Design Architecture (DAVE)





1. Developed UBCSAT

- 2. Created SAPS, a Clause Penalty (CP) algorithm
- 3. Analyzed CP algorithm behaviour
- 4. Analyzed random decisions in SLS algorithms
- 5. Introduced a new conceptual model for SLS algorithms with Variable Expressions (VEs)
 - Developed a new Design Architecture (DAVE)

UBCSAT Architecture

while (formula not satisfied) select a variable and "flip" it

UBCSAT Architecture

while (formula not satisfied) select a variable and "flip" it



UBCSAT Architecture

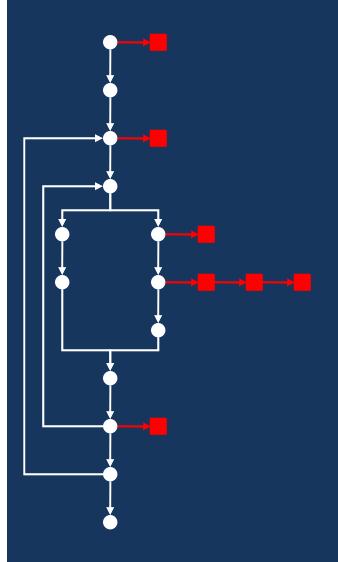
ChooseVariable

FlipVariable

CheckTerminate

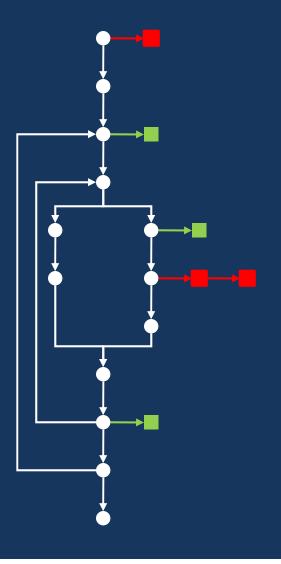
3-1

UBCSAT Algorithms



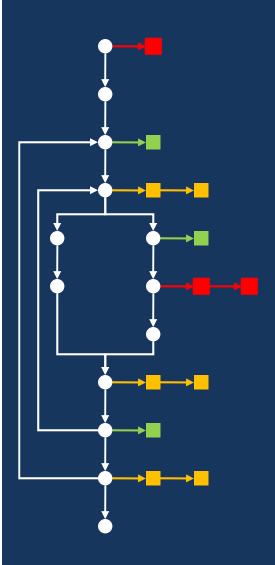
- All (typical) SLS algorithms can be seen as a series of procedures that happen at "event points"
- When you select the algorithm, the appropriate procedures are "triggered"

UBCSAT Algorithms



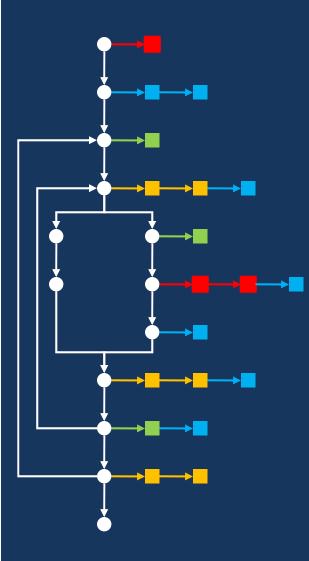
• Similar algorithms can re-use existing triggers

UBCSAT Reports



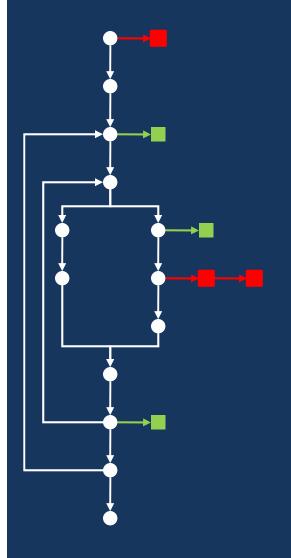
 Additional Reports and Statistics can be "activated" when needed

UBCSAT Reports



 Facilitating empirical analysis is an important component of UBCSAT

UBCSAT Efficiency



• UBCSAT is very efficient with little overhead

	UBCSAT
algorithm	Speedup
WalkSAT/SKC	1.5x - 2.2x
Novelty	1.3x - 2.0x
GSAT	1.7x – 7.6x
GWSAT	2.5x - 7.4x

UBCSAT

A software framework for SLS algorithms

- Incorporates existing SLS algorithms
 - highly efficient, accurate implementations
- Facilitate development of new SLS algorithms
- Advanced empirical analysis of algorithms
- Open-source
- Cornerstone of the dissertation



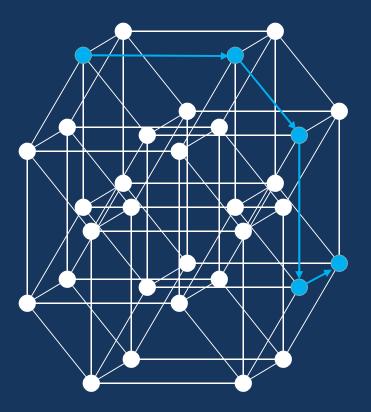


1. Developed UBCSAT

- 2. Created SAPS, a Clause Penalty (CP) algorithm
- 3. Analyzed CP algorithm behaviour
- 4. Analyzed random decisions in SLS algorithms
- 5. Introduced a new conceptual model for SLS algorithms with Variable Expressions (VEs)
 - Developed a new Design Architecture (DAVE)

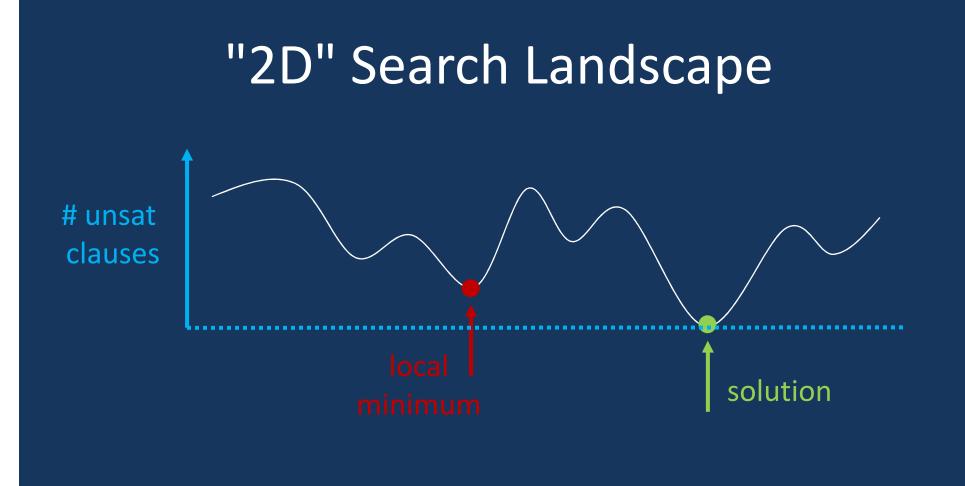
SAT Search Space

• n-dimensional hypercube





4-2



Intensification & Diversification

Clause Penalties

- Each clause is assigned a penalty value
- Score is no longer just make break score = Σ_{make} c.penalty – Σ_{break} c.penalty

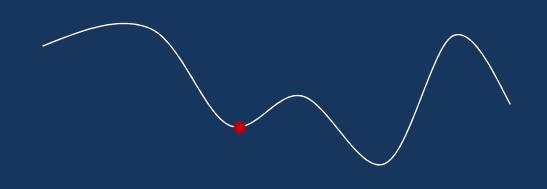
Original Idea:

- Breakout Method [Morris, 1993]
- GSAT+CW [Selman & Kautz, 1993]

"Breakout" Approach

• When a local minimum occurs:

 Σ_{make} c.penalty $\leq \Sigma_{break}$ c.penalty increment the penalty for unsatisfied clauses

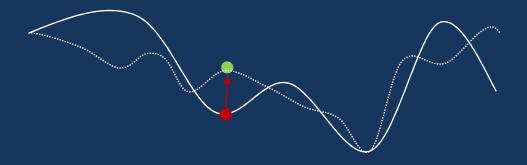


"Breakout" Approach

- When a local minimum occurs: Σ_{make} c.penalty $\leq \Sigma_{break}$ c.penalty increment the penalty for unsatisfied clauses
- Eventually, will no longer be in a local minimum score = $\sum_{make} c.penalty \sum_{break} c.penalty$

"Breakout" Approach

- When a local minimum occurs: Σ_{make} c.penalty $\leq \Sigma_{break}$ c.penalty increment the penalty for unsatisfied clauses
- Eventually, will no longer be in a local minimum score = $\sum_{make} c.penalty - \Sigma_{break} c.penalty$



SAPS Algorithm

- Enhancement of existing algorithm
 - Exponentiated Sub-Gradient (ESG)
 [Schuurmans et. al, 2002]
- Multiplicative Scaling c.penalty := c.penalty $\cdot \alpha$
- Probabilistic Smoothing

 with probability (Ps):
 c.penalty := c.penalty + (1-ρ) · avg.penalty
- Scaling And Probabilistic Smoothing (SAPS)

SAPS Algorithm

- Dominated the performance of its predecessor (ESG)
- Still amongst the state-of-the-art solvers
- Led to the work in other chapters

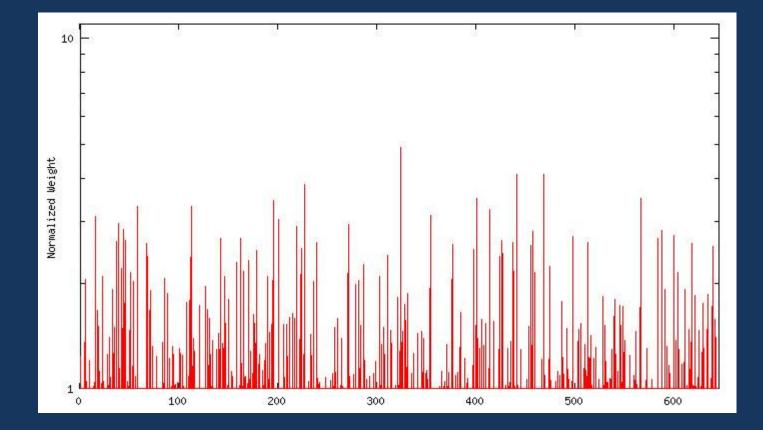


Key Contributions



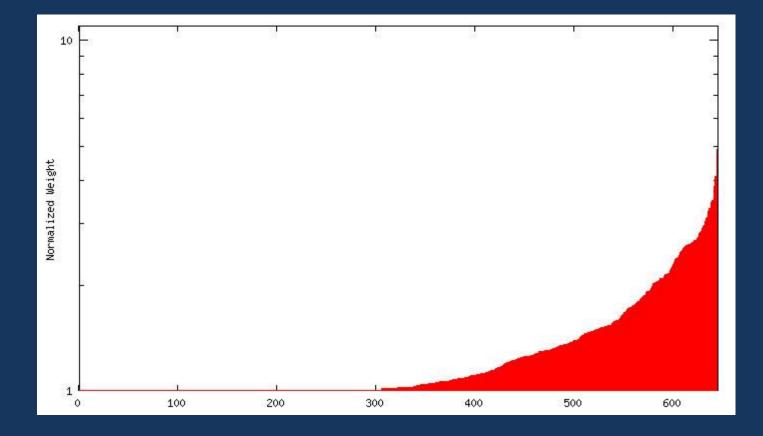
- 1. Developed UBCSAT
- 2. Created SAPS, a Clause Penalty (CP) algorithm
- 3. Analyzed CP algorithm behaviour
- 4. Analyzed random decisions in SLS algorithms
- 5. Introduced a new conceptual model for SLS algorithms with Variable Expressions (VEs)
 - Developed a new Design Architecture (DAVE)

Dynamic Clause Penalties



5-1

Clause Penalty Distributions



Clause Penalty Analysis

- We identified instances with "Problem Clauses"
 - We constructed *weighted* instances...
 ... that were *easier* for SLS algorithms to solve (80x faster for Adaptive Novelty⁺)

Clause Penalty Analysis

- A quest for problem clauses
- Analyzed penalty behaviour
- Hardness of warped landscapes
- History ("memory") of the search
- Ultimately: problem clauses are rarely helpful
- Key element of CP algorithms: diversification



Key Contributions



- 1. Developed UBCSAT
- 2. Created SAPS, a Clause Penalty (CP) algorithm
- 3. Analyzed CP algorithm behaviour
- 4. Analyzed random decisions in SLS algorithms
- 5. Introduced a new conceptual model for SLS algorithms with Variable Expressions (VEs)
 - Developed a new Design Architecture (DAVE)

Random Decisions

- Stochastic Local Search
- Quality of random decision
 - SLS Algorithms are robust (existing random number generators are good enough)
- Quantity of random decisions
 - Simple derandomizations can be effective
 - SLS Algorithms exhibit 'chaotic'-like behaviour
 - No real advantage to derandomizing



Key Contributions



1. Developed UBCSAT

- 2. Created SAPS, a Clause Penalty (CP) algorithm
- 3. Analyzed CP algorithm behaviour
- 4. Analyzed random decisions in SLS algorithms
- 5. Introduced a new conceptual model for SLS algorithms with Variable Expressions (VEs)
 - Developed a new Design Architecture (DAVE)

Variable Properties

Scoring Properties
 make = # of clauses that become satisfied if we flip x
 break = ... unsatisfied ...
 score = make – break

Variable Properties

- Scoring Properties

 make = # of clauses that become satisfied if we flip x
 break = ... unsatisfied ...
 score = make break
- Dynamic Properties
 age = # of steps since x was flipped [TABU, Glover 1986]
 flips = # of times x has been flipped [HSAT, Gent & Walsh 1992]

Variable Properties

- Scoring Properties

 make = # of clauses that become satisfied if we flip x
 break = ... unsatisfied ...
 score = make break
- Dynamic Properties
 age = # of steps since x was flipped [TABU, Glover 1986]
 flips = # of times x has been flipped [HSAT, Gent & Walsh 1992]
- Static Properties

Variable Expressions (VEs)

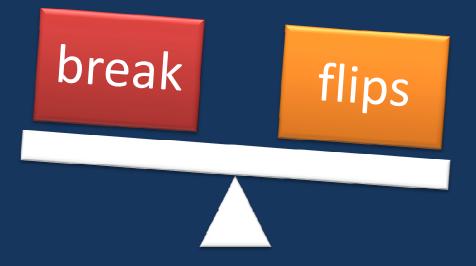
• combinations of variable *properties* in mathematical expressions:

```
make – break
age
(make – break) + 3 \cdot \log_2(age) + age/flips
```

- Most existing SLS algorithms use straightforward VEs
 ... we explore more complex VEs
- Our work was inspired by: Variable Weighting Algorithm VW2 [Prestwich, 2005]

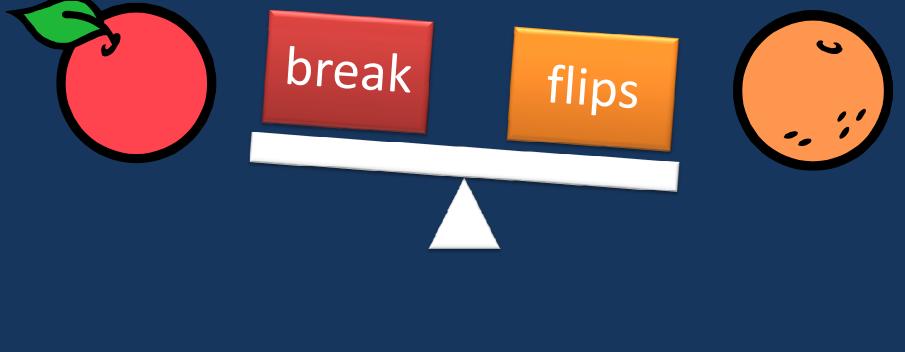
Combining Properties

Select variable with minimum value of: break + c·flips



Combining Properties

Select variable with minimum value of: break + c·flips



Combining Properties

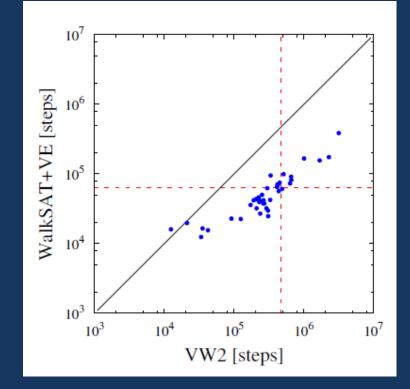
• Normalize properties values to [0...1] *amongst the "candidate" variables*



• Allow for non-linear normalization

Modifying Existing Algorithms with VEs

- WalkSAT with more complex VE
- Speedup factor: 7.2x (steps) 3.1x (time)
- (compared to original WalkSAT)
 > 4000x (steps)
 > 2000x (time)





7-6





Variable Expression(s)

Selection Mechanism

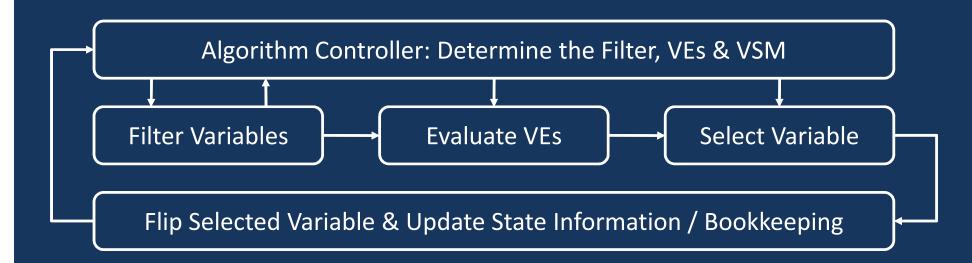
Separation of: VEs & Selection Mechanism

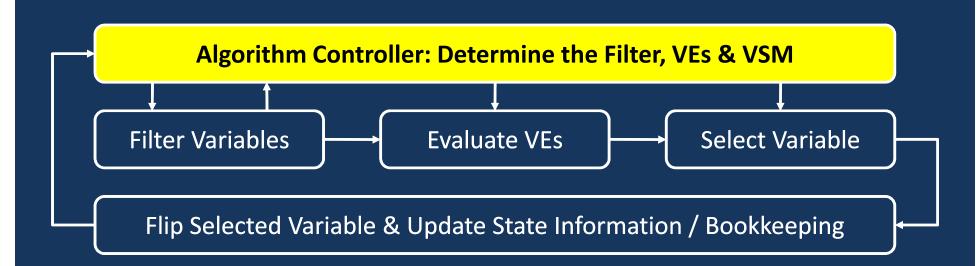
- Novelty Algorithm [McAllester, Selman & Kautz, 1997]
- Select "best" variable with maximum of: (make – break) breaking ties by (age)
- If the best variable has the minimum (age) then, with probability p, select 2nd best var.

Separation of: VEs & Selection Mechanism

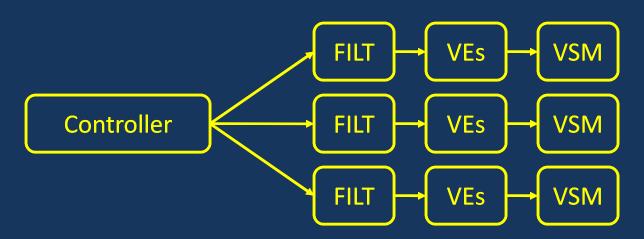
- Novelty Algorithm [McAllester, Selman & Kautz, 1997]
- Select "best" variable with maximum of: (VE₁) breaking ties by (VE₂)
- If the best variable has the minimum
 (VE₃)
 then, with probability p, select 2nd best var.



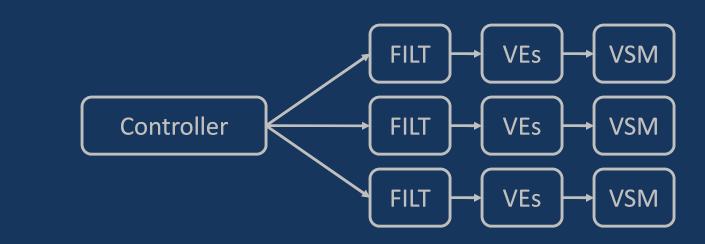


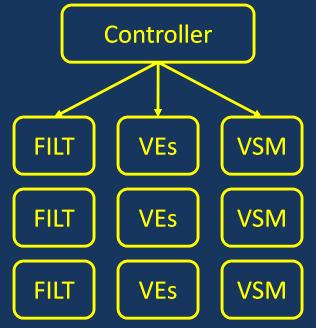


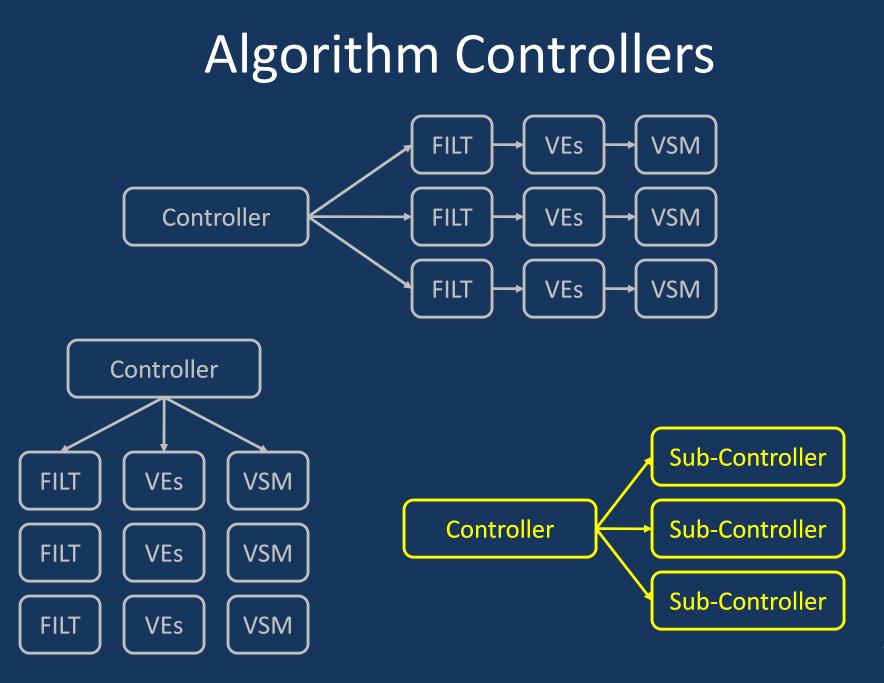
Algorithm Controllers

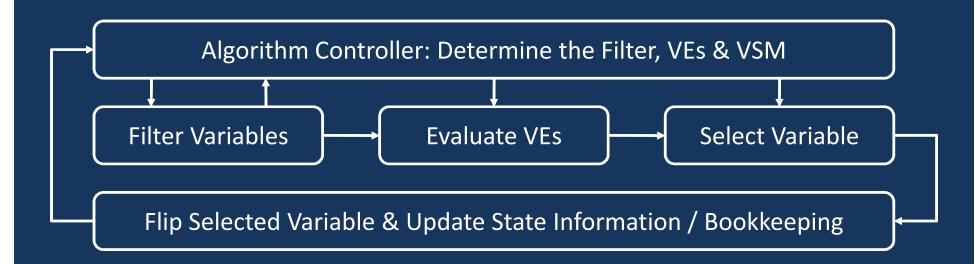










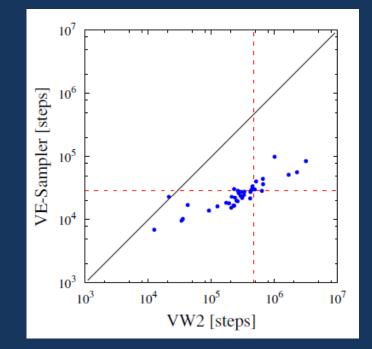


Software Implementation

- Design Architecture for Variable Expressions (DAVE)
 - Entire algorithm specified at runtime
 - Controllers, filters, VEs, selection mechanisms
 - Arbitrary complex VEs (interpreted)
 - Sophisticated macro system
 - Aids the use of automated configurators
- Extension of UBCSAT (2.0)

New Model & DAVE

- Concept of VEs
- New Model
- New Architecture
- Demonstrated our work in conjunction with an automated configurator



Speedup factor: 16.2x (steps)
9.0x (time)



Key Contributions



- 1. Developed UBCSAT
- 2. Created SAPS, a Clause Penalty (CP) algorithm
- 3. Analyzed CP algorithm behaviour
- 4. Analyzed random decisions in SLS algorithms
- 5. Introduced a new conceptual model for SLS algorithms with Variable Expressions (VEs)
 - Developed a new Design Architecture (DAVE)

Primary Goal

"to advance the state-of-the-art for SLS algorithms for SAT"

• *Explicitly:* develop new SLS algorithms that can outperform existing algorithms

• *Implicitly:* advance our understanding of current algorithms and introduce tools for developing new algorithms

Future Work

- Extend our methods to other domains
- Incorporate the use of automated tools
- Dynamic instances, distributed systems
- Generalized clause penalty solver
- Problem clauses & encodings
- New algorithm constructions

Selected Publications

- Dave A. D. Tompkins and Holger H. Hoos. Dynamic Scoring Functions with Variable Expressions: New SLS Methods for Solving SAT in SAT 2010, p. 278-292, 2010.
- Dave A.D. Tompkins and Holger H. Hoos, On the Quality and Quantity of Random Decisions in Stochastic Local Search for SAT in AI 2006, p. 146-158, 2006. [Awarded Best Paper]
- Dave A.D. Tompkins and Holger H. Hoos, UBCSAT: An Implementation and Experimentation Environment for SLS Algorithms for SAT and MAX-SAT in SAT 2004, p. 306-320, 2005. [Google Scholar citations: 62]
- Dave A. D. Tompkins and Holger H.Hoos. Warped Landscapes and Random Acts of SAT Solving in AI&M 2004. [Google Scholar citations: 25]
- Frank Hutter, Dave A. D. Tompkins, and Holger H. Hoos, Scaling and Probabilistic Smoothing: Efficient Dynamic Local Search for SAT in CP 2002, p. 233-248, 2002. [Google Scholar citations: 119]

Special Thanks To:

- Supervisor:
 - Holger H. Hoos



Special Thanks To:

- Committee members:
 - Will Evans, Alan Hu (& Lee Iverson)
- Co-Authors:
 - Holger H. Hoos & Frank Hutter
- Additional technical help
 - Kevin Smyth, Lin Xu, Chris Fawcett
- BETA lab members
- Proofreaders
- Family & friends

Special Thanks To:



Questions...



