

Conflict-Directed Clause-Learning (CDCL) Solvers

Recall:

Call  $DPLL(F, A)$

$DPLL(F, A)$   
 while  $F$  contains a clause  $x$  of size 1 do  
 $F \leftarrow F \setminus x$ ;  $A \leftarrow (A, x)$

if  $F$  is empty then  
 halt and output sat and  $A$

if  $F$  contains the empty clause  $\perp$   
 then return add clause

else  
 choose unset literal  $x$

$DPLL(F \setminus x, (A, x))$

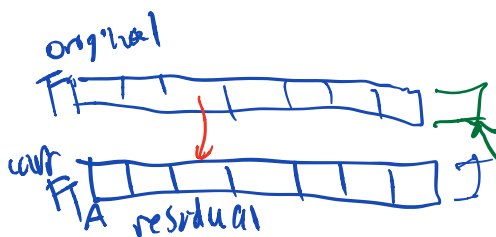
$DPLL(F \setminus \bar{x}, (A, \bar{x}))$

decide on  
 $A = u, v, \bar{w}, s, \bar{c}$

learn

$\bar{u} \vee \bar{v} \vee w \vee \bar{s}$

unit prop. propagates  
 higher up the tree



Conflict

add

Modified form : at each leaf (conflict) add  
clause with negation of all decisions  
made to get to leaf.

move up to 1st level where  
 this unit propagates.

replaces last decision with unit prop.

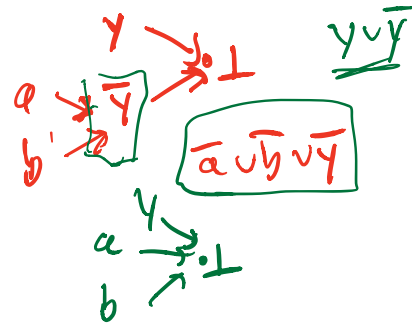
We can learn better clauses than negation of decision

Conflict Graph :  
based on original  $F$

Decision literals sources  
Add a node at every unit prop

$C = (x \vee \bar{y} \vee z)$   $\xrightarrow{A}$   
 $y \neq 1$   
 $z \neq 0$

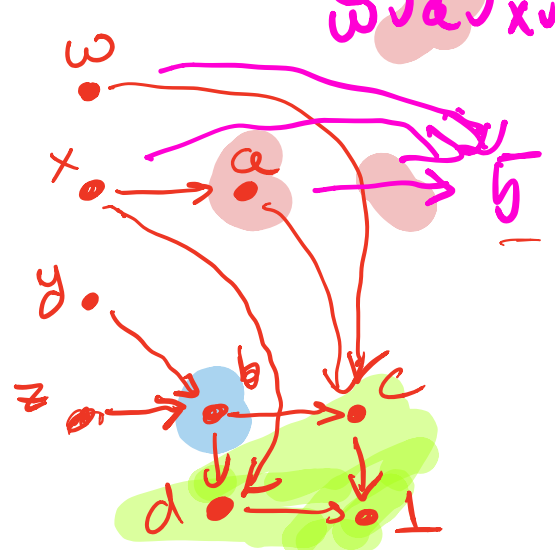
unit  $x$



Example next page

F:  $\bar{w} \vee \bar{a} \vee \bar{b} \vee c$ ,  $\bar{x} \vee a$ ,  $\bar{x} \vee \bar{b} \vee d$   
 $\bar{y} \vee \bar{z} \vee b$ ,  $\bar{c} \vee \bar{d}$ ,  $w \vee \bar{x} \vee \bar{b}$

Decision Level	Decision	Conflict Graph
0	$\emptyset$	$w \vee \bar{x} \vee \bar{b}$ add $\bar{w} \vee \bar{a} \vee \bar{x} \vee \bar{b}$
1	w	
2	x	
3	y	
4	z	



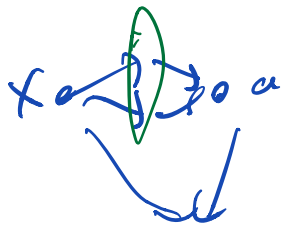
any cut in conflict graph with all decision literals on one side empty clause on other that is closed corresponds to clause that could be added to F

$\bar{x} \vee \bar{b} \vee d$      $\bar{c} \vee \bar{d}$   
 $\bar{x} \vee \bar{b} \vee c$   
 $w \vee \bar{a} \vee \bar{b} \vee c$   
 $w \vee \bar{a} \vee \bar{x} \vee \bar{b}$

Want to choose a clause that unit propagates at a higher level  
 - just want 1 literal at this level  
 \* asserting clause

$w \vee \bar{a} \vee \bar{x} \vee \bar{b}$     UIP    "1st unique implication point"  
GRASP    working back from  $\perp$

Clause associated with set just after 1st node separating last decision from  $\perp$



Learned Clause Minimization (MiniSAT) allows removal of some literals from the learned

$$\bar{w} \vee \bar{a} \vee \bar{x} \vee \bar{b} \quad \bar{x} \vee a$$

$$\bar{w} \vee \bar{x} \vee \bar{b}$$

Then Resolve symmetric CDCL

Implementation: learned clauses  
 • big. numbers ✓  
 • many of them ✗

Lazy evaluation: Don't keep resolved formula  
 (Chaff 2000-2001) only keep 2 watched literals per clause



If a watched literal is set to false search for another literal to watch  
 If none available = unit propagation

2 literals / clause in cache.

DIMACS var names: integers  $\pm$  sign  
 Formula  $-1 \ 2 \ 3 \quad \bar{x}_1 \vee x_2 \vee x_3$

Assignment A: "trail"  
 is also in cache

## Decision heuristic:

VSIDS  
var count  $\frac{\text{decaying}}{\text{sum}}$

priority queue

count for each

var



+1 every time a var appears in  
a learned clause

periodically divide all counts by 2  
(every 256 conflicts) *changed*

multiply weight updates

Choose "phase" of the variable

x

- phase reversing

- set var to the sign it  
was last set



## Learned clause deletion:

If a clause hasn't been  
touched recently  
throw it away

Periodically cut set of learned  
clauses by  $\frac{1}{2}$   
cut long clauses.

Restarts every so many  
 (backtracks)  
 F flipped clauses  
 restart at level 0.  
 eg. learned <sup>unit</sup> clause x

Glucose "literal block distance  
 heuristic"

Then CDCL + phase saving + non-det  
 branching  
 can simulate resolutions  
 $O(n^3)$  restarts per  
 resolution step

Then CDCL is not prepared under  
 restrictions

$F \models \alpha$  may be harder for  
 CDCL  
 than  $F \models$   
 $\alpha$  under  $\tau$

Run ✓

$F + G$

↑  
new variables

SAT.  
doesn't depend on  $F$

No restarts

CDCL  
simulate  
resolution  
 $O(n^2)$   
steps  
per resolution  
clause

In practice CDCL still has  
major problems on  
Tseitin examples even  
with polytime proofs

