

## 2.9.11 Proposition (CDCL Strong Completeness)

The CDCL rule set is complete: for any valuation  $M$  with  $M \models N$  there is a reasonable sequence of rule applications generating  $(M'; N; U; k; \top)$  as a final state, where  $M$  and  $M'$  only differ in the order of literals.



## 2.9.12 Proposition (CDCL Termination)

Assume the algorithm CDCL with all rules except Restart and Forget is applied using a reasonable strategy. Then it terminates in a state  $(M; N; U; k; D)$  with  $D \in \{\top, \perp\}$ .





# The Overall Picture

Application System + Problem
System Algorithm + Implementation
Algorithm Calculus + Strategy
Calculus Logic + States + Rules
Logic Syntax + Semantics





## 1 Algorithm: 5 CDCL( $S$ )

**Input** : An initial state  $(\epsilon; N; \emptyset; 0; \top)$ .

**Output**: A final state  $S = (M; N; U; k; \top)$  or  $S = (M; N; U; k; \perp)$

### 2 while (*any rule applicable*) do

3    **ifrule** (**Conflict**( $S$ )) **then**

4        **while** (**Skip**( $S$ ) || **Resolve**( $S$ )) **do**

5            |    update VSIDS on resolved literals;

6            |    update VSIDS on learned clause, **Backtrack**( $S$ );

7            |    **if** (*forget heuristic*) **then**

8                |    **Forget**( $S$ ), **Restart**( $S$ );

9                |    **else**

10                |    **if** (*restart heuristic*) **then**

11                    |    **Restart**( $S$ );

12                |    **else**

13                |    **ifrule** (! **Propagate**( $S$ )) **then**

14                    |    **Decide**( $S$ ) literal with max. VSIDS score;

15                    |    **return**  $S$ ;



# Implementation: Data Structures

**Propagate**  $(M; N; U; k; \top) \Rightarrow_{\text{CDCL}} (ML^{C \vee L}; N; U; k; \top)$   
 provided  $C \vee L \in (N \cup U)$ ,  $M \models \neg C$ , and  $L$  is undefined in  $M$

**Conflict**  $(M; N; U; k; \top) \Rightarrow_{\text{CDCL}} (M; N; U; k; D)$   
 provided  $D \in (N \cup U)$  and  $M \models \neg D$



# Implementation

- data structures: clauses, trail, and the rules
- heuristics: decision literal, forget, restart
- space efficiency: forget
- quality: restarts
- special cases





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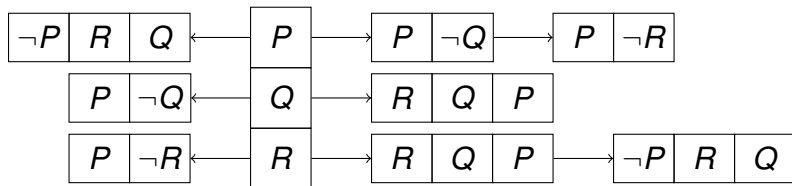
## 2.10.1 Invariant (2-Watched Literal Indexing)

If one of the watched literals is false and the other watched literal is not true, then all other literals of the clause are false.





$$N = \{P \vee \neg R, P \vee \neg Q, R \vee Q \vee P, \neg P \vee R \vee Q\}$$





# VSIDS: Variable State Independent Decaying Sum

- each propositional variable has a positive *score*, initially 0
- decide the variable with maximal score, remember sign (*phase saving*)
- increment the score of variables involved in resolution by  $b$
- increment the score of variables in learned clauses by  $b$
- initially  $b > 0$
- at Backtrack set  $b := c * b$  where  $2 \gg c > 1$ , i.e.,  $b_n = c^n * b$
- take care of overflows, i.e., rescale from time to time
- sometimes pick a variable randomly





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# Forget

- fix a limit  $d$  on the number of learned clauses
- if more than  $|U| > d$  start forgetting
- remove redundant clauses
- sort the learned clauses according to a score
- typical elements of the score are clause length, the VSIDS score, dependency on decisions
- remove the  $k\%$  clauses with minimal score from  $U$
- $d := d + e$  for some  $e$ ,  $e \gg 1$
- do a Restart





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# Restart

- after forgetting do a restart
- if a unit is learned do a restart
- restart often at the beginning of a run
- classics: Luby sequence 1, 1, 2, 1, 1, 2, 4, ...

$$(u_1, v_1) := (1, 1),$$

$$(u_{n+1}, v_{n+1}) := ((u_n \& \neg u_n) = v_n ? (u_n + 1, 1) : (u_n, 2 * v_n))$$





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# Memory Matters: SPASS-SATT

Forget-Start	800	108800
<hr/>		
Restarts	412	369
Conflicts	153640	133403
Decisions	184034	159005
Propagations	17770298	15544812
Time	11	23
Memory	16	41





# Propositional Logic Calculi

1. Tableau: classics, natural from the semantics
2. Resolution: classics, first-order, prepares for CDCL
3. CDCL: current prime calculus for propositional logic
4. Superposition: first-order, prepares for first-order





# Propositional Superposition

Propositional Superposition refines the propositional resolution calculus by

- (i) ordering and selection restrictions on inferences,
- (ii) an abstract redundancy notion,
- (iii) the notion of a partial model, based on the ordering for inference guidance
- (iv) a *saturation* concept.

Important: No implicit Condensation of literals!



## 2.7.1 Definition (Clause Ordering)

Let  $\prec$  be a total strict ordering on  $\Sigma$ .

Then  $\prec$  can be lifted to a total ordering on literals by  $\prec \subseteq \prec_L$  and  $P \prec_L \neg P$  and  $\neg P \prec_L Q, \neg P \prec_L \neg Q$  for all  $P \prec Q$ .

The ordering  $\prec_L$  can be lifted to a total ordering on clauses  $\prec_C$  by considering the multiset extension of  $\prec_L$  for clauses.