Boolean Satisfiability Solving Part I: Basics

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Project Proposals

- Due Monday, September 17 on bSpace
- Instructions will follow
- Meet me next week to discuss project ideas if you haven't already

Boolean Functions (Formulas) and Propositional Logic

At the core of all Verification Algorithms

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Boolean Functions (Formulas) and Propositional Logic

- Variables: x₁, x₂, x₃, ..., x_n ∈ {0, 1}
 (or {false, true})
- $F(x_1, x_2, x_3, ..., x_n) \in \{0,1\}$
- F representable as the output (root) of a circuit (expression DAG) constructed with gates (Boolean operators)
 - Standard Boolean operators: And (\land , \cdot), Or (\lor , +), Not (\neg , ')
 - Derived operators: Implies (→) Iff (⇔)

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The Boolean Satisfiability Problem (SAT)

Given:

A Boolean formula $F(x_1, x_2, x_3, ..., x_n)$

- Can F evaluate to 1 (true)?
 - Is F satisfiable?
 - If yes, return values to x_i's (satisfying assignment, or "model") that make F true

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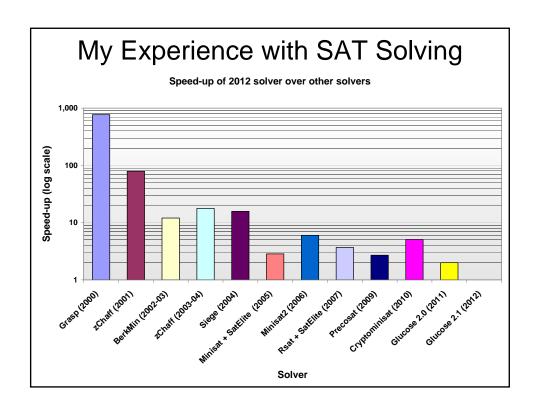
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Why is SAT important?

- Theoretical importance:
 - First NP-complete problem (Cook, 1971)
- Many practical applications:
 - Model Checking
 - Automatic Test Pattern Generation
 - Combinational Equivalence Checking
 - Planning in Al
 - Automated Theorem Proving
 - Software Verification

– ...

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Terminology

- Literal
- Clause
- Conjunctive Normal Form (CNF)
- Disjunctive Normal Form (DNF)
- Tautology
 - Complexity of tautology checking for propositional logic?

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An Example

Inputs to SAT solvers are usually represented in CNF

$$(a + b + c) (a' + b' + c) (a + b' + c') (a' + b + c')$$

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Why CNF?

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Why CNF?

- Input-related reason
 - Can transform from circuit to CNF in linear time & space (HOW?)
- Solver-related: Most SAT solver variants can exploit CNF
 - Easy to detect a conflict
 - Easy to remember partial assignments that don't work (just add 'conflict' clauses)
 - Other "ease of representation" points?
- Any reasons why CNF might NOT be a good choice?

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Complexity Issues

- **k-SAT**: A SAT problem with input in CNF with at most k literals in each clause
- Complexity for non-trivial values of k:
 - -2-SAT: ?
 - -3-SAT: ?
 - > 3-SAT: ?

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2-SAT Algorithm

- Linear-time algorithm (Aspvall, Plass, Tarjan, 1979)
 - Think of clauses as implications
 - Think of a graph with literals as nodes
 - Find strongly connected components
 - Variable and its negation should not be in the same component
- Example 1:

$$(a' + b) (b' + c) (c' + a)$$

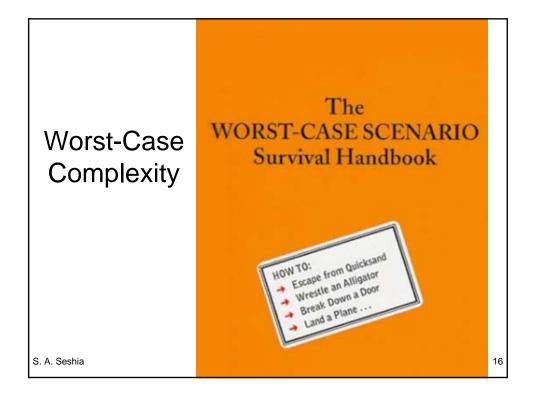
• Example 2:

$$(a' + b) (b' + c) (c' + a) (a + b) (a' + b')$$

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3-SAT: Complexity Bounds (circa 2008)

- Obvious upper bound on run-time?
- Best known deterministic upper bound 1.473ⁿ
- Best known randomized upper bound 1.324ⁿ
- Best known lower bound
 n^{2.761}



Beyond Worst-Case Complexity

- What we really care about is "typical-case" complexity
- But how can one measure "typical-case"?
- Two approaches:
 - Is your problem a restricted form of 3-SAT?
 That might be polynomial-time solvable
 - Experiment with (random) SAT instances and see how the solver run-time varies with formula parameters (#vars, #clauses, ...)

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Special Cases of 3-SAT

- You already know one: 2-SAT
 - T. Larrabee observed that many clauses in ATPG tend to be 2-CNF
- Another useful class: Horn-SAT
 - A clause is a Horn clause if at most one literal is positive
 - If all clauses are Horn, then problem is Horn-SAT
 - E.g. Application: Simulation checking between 2 finite-state systems

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Horn-SAT

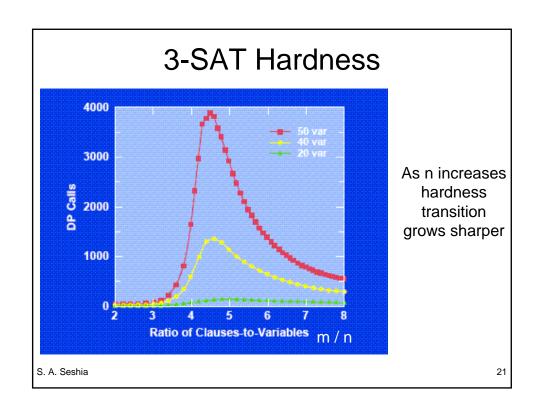
- Can we solve Horn-SAT in polynomial time? How? [homework]
 - Hint: view clauses as implications.
- Variants:
 - Negated Horn-SAT: Clauses with at most one literal negative
 - Renamable Horn-SAT: Doesn't look like a Horn-SAT problem, but turns into one when polarities of some variables are flipped

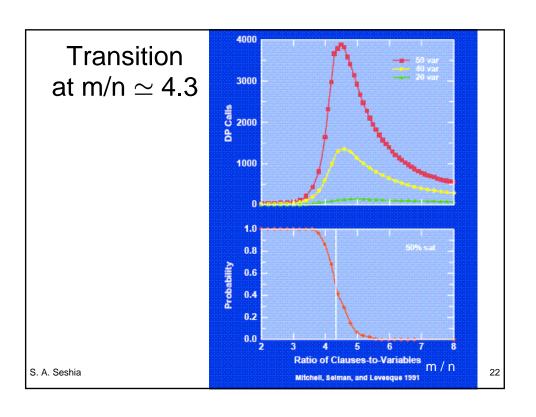
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Phase Transitions in k-SAT

- Consider a fixed-length clause model
 - k-SAT means that each clause contains exactly k literals
- Let SAT problem comprise m clauses and n variables
 - Randomly generate the problem for fixed k and varying m and n
- Question: How does the problem hardness vary with m/n?

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Threshold Conjecture

- For every k, there exists a c* such that
 - For m/n < c*, as n → ∞ , problem is satisfiable with probability 1
 - For m/n > c*, as n → ∞, problem is unsatisfiable with probability 1
- Conjecture proved true for k=2 and c*=1
- For k=3, current status is that c* is in the range 3.42 – 4.51

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The (2+p)-SAT Model

- We know:
 - -2-SAT is in P
 - 3-SAT is in NP
- Problems are (typically) a mix of binary and ternary clauses
 - Let p ∈ [0,1]
 - Let problem comprise (1-p) fraction of binary clauses and p of ternary
 - So-called (2+p)-SAT problem

Experimentation with random (2+p)-SAT

- When p < ~0.41
 - Problem behaves like 2-SAT
 - Linear scaling
- When $p > \sim 0.42$
 - Problem behaves like 3-SAT
 - Exponential scaling
- Nice observations, but don't help us predict behavior of problems in practice

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Backbones and Backdoors

- Backbone [Parkes; Monasson et al.]
 - Subset of literals that must be true in every satisfying assignment (if one exists)
 - Empirically related to hardness of problems
- Backdoor [Williams, Gomes, Selman]
 - Subset of variables such that once you've given those a suitable assignment (if one exists), the rest of the problem is poly-time solvable
 - Also empirically related to hardness
- But no easy way to find such backbones / backdoors!

A Classification of SAT Algorithms

- Davis-Putnam (DP)
 - Based on resolution
- Davis-Logemann-Loveland (DLL/DPLL)
 - Search-based
 - Basis for current most successful solvers
- Stalmarck's algorithm
 - More of a "breadth first" search, proprietary algorithm
- Stochastic search
 - Local search, hill climbing, etc.
 - Unable to prove unsatisfiability (incomplete)

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Next Class

 Quick review of SAT algorithms; how DPLL/DLL algorithm works in current SAT solvers