

Reusing the Assignment Trail in CDCL Solvers

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Overview

- CDCL Solver & VSIDS
- Motivation
- ReusedTrail
- Results & Observations
- Conclusion

CDCL Solver

trail													
level													
score													
RSL													

VSIDS order:

x5, x2, x13, x9, x3, x14, x1, x7, x12, x4, x10, x6, x8, x11

decided, implied, *unassigned*

CDCL Solver

trail	<u>x5</u>												
level	1												
score	93.5												
RSL													

VSIDS order:

x5, x2, x13, x9, x3, x14, x1, x7, x12, x4, x10, x6, x8, x11

decided, implied, *unassigned*

CDCL Solver

trail	<u>x5</u>	<u>x2</u>	x11								
level	1	2									
score	93.5	88.2	15.9								
RSL											

VSIDS order:

x5, x2, *x13*, *x9*, *x3*, *x14*, *x1*, *x7*, *x12*, *x4*, *x10*, *x6*, *x8*, *x11*

decided, implied, *unassigned*

CDCL Solver

trail	<u>x5</u>	<u>x2</u>	x11	<u>x13</u>	<u>x9</u>	x4	<u>x3</u>	x14	x8	<u>x1</u>	x12
level	1	2		3	4		5			6	
score	93.5	88.2	15.9	81.2	75.4	44.0	63.9	62.8	27.7	38.1	44.1
RSL									BJL		

conflict

VSIDS order:

x5, x2, x13, x9, x3, x14, x1, x7, x12, x4, x10, x6, x8, x11

decided, implied, *unassigned*

VSIDS

When a conflict occurs:

- The solver analyses the conflicting clause and reason clauses
- Learns a conflict clause
- Increments scores of all variables in the conflict clause
- Multiplies (decays) variables by δ (VSIDS decay factor)
- Jumps to the highest level at which the conflict clause is unit backjump level (BJL)

CDCL Solver

trail	<u>x5</u>	<u>x2</u>	x11	<u>x13</u>	<u>x9</u>	x4	<u>x3</u>	x14	x8	<u>x1</u>	x12
level	1	2		3	4		5			6	
score	93.5	88.2	15.9	81.2	75.4	44.0	63.9	62.8	27.7	38.1	44.1
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conflict

VSIDS order:

x5, x2, x13, x9, x3, x14, x1, x7, x12, x4, x10, x6, x8, x11

decided, implied, *unassigned*

CDCL Solver

trail												
level												
score												
RSL												

VSIDS order:

x5, x2, x13, x9, x3, x14, x1, x7, x12, x4, x10, x8, x6, x11

decided, implied, *unassigned*

Motivation

- Frequent restarts lead to fewer conflicts
- But restarts are costly, solving time may increase
- VSIDS remains similar between frequent restarts
- Phase saving ensures that assignments will have equal values

Example

trail	<u>x5</u>	<u>x2</u>	x11	<u>x9</u>	<u>x13</u>	x4	<u>x14</u>	x8	<u>x1</u>	<u>x6</u>	x3
level	1	2		3	4		5		6	7	
score	93.5	88.2	15.9	75.4	81.2	44.0	62.8	27.7	53.6	38.1	63.9
RSL											BJL

VSIDS order:

x5, x2, x13, x9, x3, x14, x1, x7, x12, x4, x10, x6, x8, x11

decided, implied, *unassigned*

Example (MatchingTrail)

trail	<u>x5</u>	<u>x2</u>	x11	<u>x9</u>	<u>x13</u>	x4	<u>x14</u>	x8	<u>x1</u>	<u>x6</u>	x3
level	1	2		3	4		5		6	7	
score	93.5	88.2	15.9	75.4	81.2	44.0	62.8	27.7	53.6	38.1	63.9
	RSL		MTL								BJL

VSIDS order:

x5, x2, x13, x9, x3, x14, x1, x7, x12, x4, x10, x6, x8, x11

decided, implied, *unassigned*

Example (PermutedTrail)

trail	<u>x5</u>	<u>x2</u>	x11	<u>x9</u>	<u>x13</u>	x4	<u>x14</u>	x8	<u>x1</u>	<u>x6</u>	x3
level	1	2		3	4		5		6	7	
score	93.5	88.2	15.9	75.4	81.2	44.0	62.8	27.7	53.6	38.1	63.9
RSL			MTL			PTL					BJL

VSIDS order:

x5, x2, x13, x9, x3, x14, x1, x7, x12, x4, x10, x6, x8, x11

decided, implied, *unassigned*

Example (ReusedTrail)

trail	<u>x5</u>	<u>x2</u>	x11	<u>x9</u>	<u>x13</u>	x4	<u>x14</u>	x8	<u>x1</u>	<u>x6</u>	<u>x3</u>
level	1	2		3	4		5		6	7	
score	93.5	88.2	15.9	75.4	81.2	44.0	62.8	27.7	53.6	38.1	63.9
	RSL		MTL			PTI			RTI		BJL

VSIDS order:

x5, x2, x13, x9, x3, x14, x1, x7, x12, x4, x10, x6, x8, x11

decided, implied, *unassigned*

Algorithm

forever do

if OrderHeap.empty() **then return** BackjumpLevel

$x_{\text{next}} := \text{OrderHeap.remove}()$

if AssignmentType[x_{next}] = Unassigned **then break**

 OrderHeap.insert(x_{next})

for $i := 1$ **to** BackjumpLevel **do**

if Activity[DecisionVar[i]] < Activity[x_{next}] **then return** $i - 1$

return BackjumpLevel

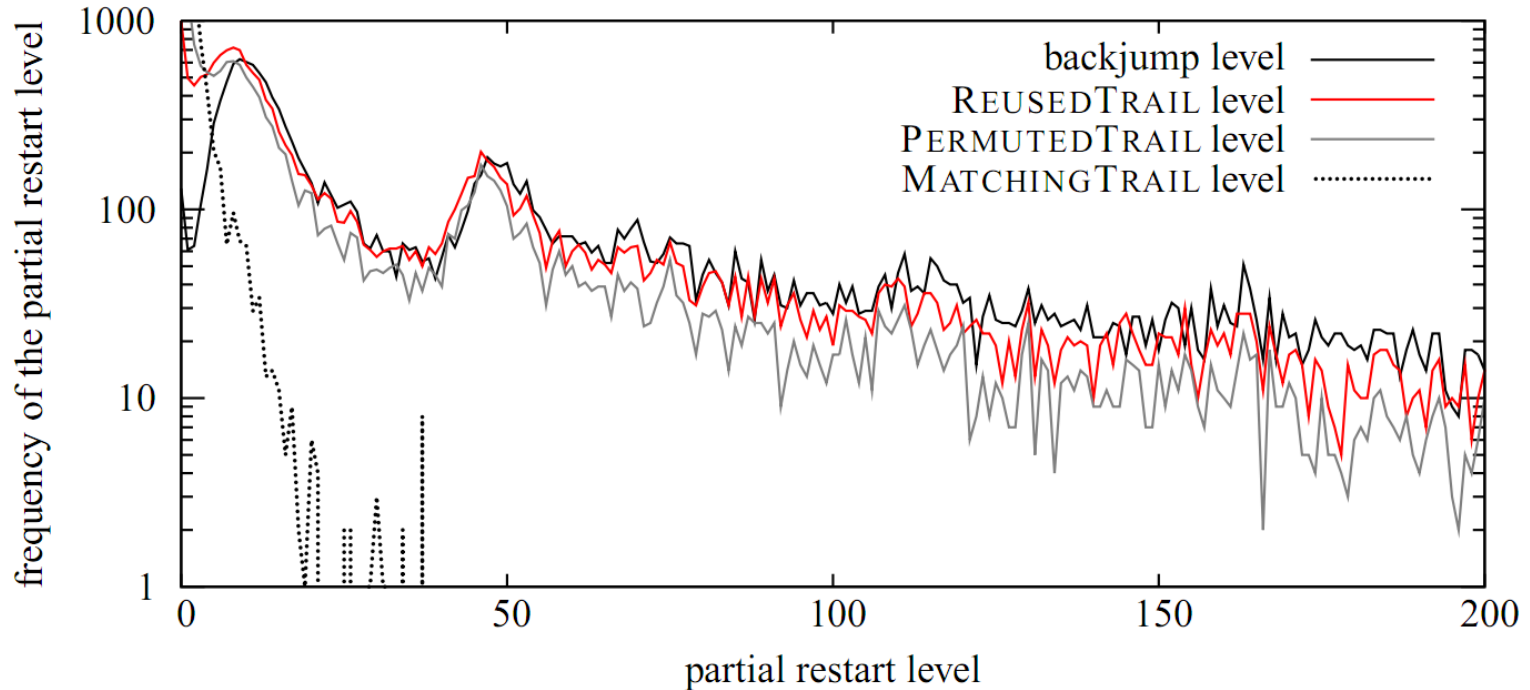
Approach

- Exploiting similarity before and after a restart
- Backtrack to RTL instead of RSL
- This retains the effect of a restart

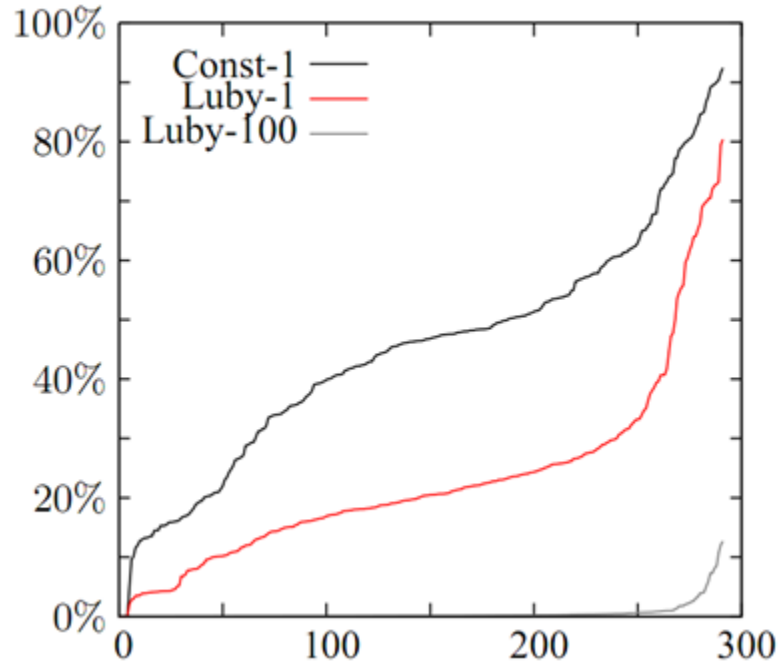
Results

- Implemented in MiniSAT 2.2
- Consider Const-1, Luby-1, and Luby-100
- Determine the amount of work saved by ReusedTrail
- Count the number of extra instances solved

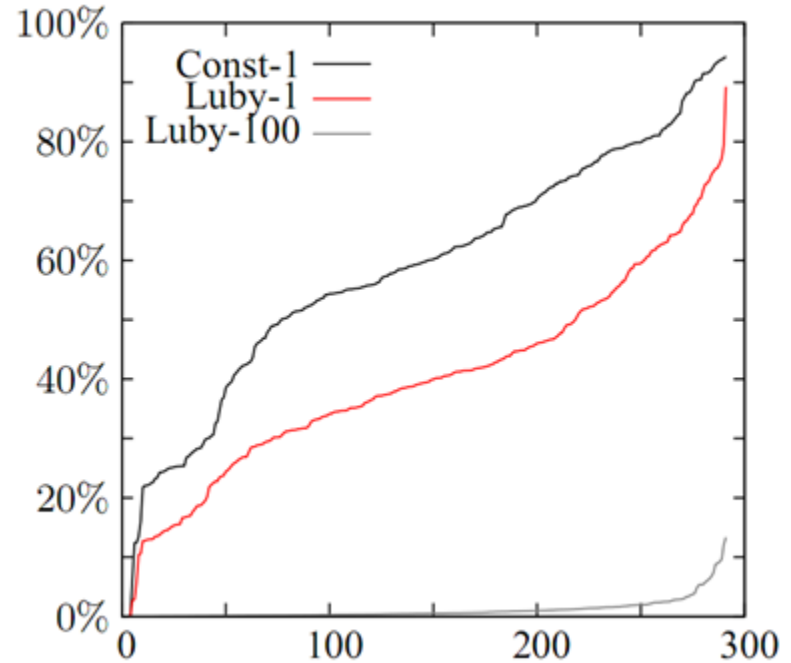
Results (Frequencies)



Results (Savings)



Propagations



Decisions

Results (Solved instances)

Number of instances solved within 1200 seconds
(out of all 292 application instances of the SAT 2009 competition)

	No RT	RT	RT
	$\delta = 0.95$	$\delta = 0.95$	$\delta = 0.75$
Const-1	147	163	169
Luby-1	168	174	185
Luby-100	170	172	176

$\delta =$ VSIDS decay factor

Observations

- More radical restarts become more efficient
- The optimal VSIDS decay value becomes smaller
- Reason clauses may become different

Conclusion

- ReusedTrail significantly reduces restart costs
- This allows more radical restart strategies to perform better
- Easy to implement in most CDCL solvers

Thank you!

Reusing the Assignment Trail in CDCL Solvers

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Code available from: <http://www.st.ewi.tudelft.nl/sat/download.php>