

Algorithms for 3-SAT

An Exposition

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Outline

- 0 SAT: History of algorithms
- 1 Branching
- 2 Local Search
- 3 Random Walk
- 4 Resolutions and randomness

0. SAT: history of algorithms

CNF SAT

Input: C_1, \dots, C_m : Disjunctive clauses over x_1, \dots, x_n

Output: $\{x_1, \dots, x_n\} \rightarrow \{T, F\}$ that satisfies every clause

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Eg 1: $(x \vee y \vee z), (\neg x \vee \neg y \vee \neg z)$

Eg 2: $(x \vee y), (x \vee \neg y), (\neg x)$

k -SAT: Each clause has at most k literals.

Polynomial-time algorithm when $k = 2$; NP-hard for $k \geq 3$.

Algorithms for 3-SAT

$O(1.61^n)$	1987	Monien, Speckenmeyer
$O(1.38^n)$	1998	PPSZ
$O(1.33^n)$	1999	Schöning
$O(1.308^n)$	2011	PPSZ, Hertli
$O(1.47^n)$	2002,'04	DGHKPRS, Brueggemann, Kern
$O(1.308^n)$	2019	Hansen, Kaplan, Zamir, Zwick

Algorithms for SAT

k -SAT	$O((2 - 2/k)^n)$	Schöning
SAT	$O^*(2^{n(1 - \frac{1}{1 + \log m/n})})$	Schuler
SAT ($m = cn$)	$\rightarrow O((2 - \varepsilon)^n)$	Arvind, Schuler
SAT	$O^*(2^{n - c\sqrt{n}})$	Pudlak

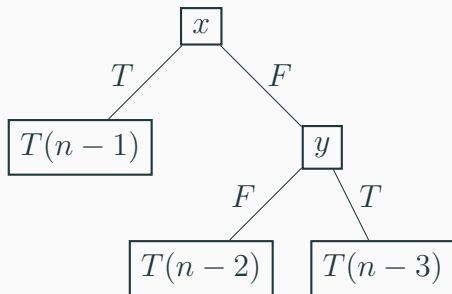
Exponential Time Hypothesis

- For every k , k -SAT needs $\Omega(c_k^n)$ time, $c_k > 1$
- SAT cannot be solved in time $O(2^{o(n)})$.

1. Branching

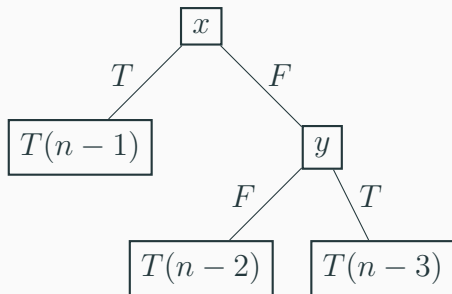
Branching

Consider a clause $(x \vee \neg y \vee z)$



Branching

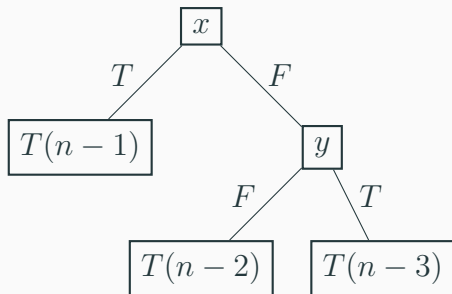
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$$T(n) = T(n-1) + T(n-2) + T(n-3) \rightarrow 1.83^n$$

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$$T(n) = T(n-1) + T(n-2) + T(n-3) \rightarrow 1.83^n$$

$$\text{Improve to: } T(n) = T(n-1) + T(n-2) \rightarrow 1.61^n$$

2. Local Search

Local Search

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- 2 Search each ball in time

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- 4 $O(1.732^n)$ algorithm for 3-SAT

Local Search

- $r \sim \varepsilon n \rightarrow \text{Vol}(B) \sim 2^{H(\varepsilon)n}$
- Number of balls: $O^*(2^{n(1-H(\varepsilon))})$

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- $r \sim \varepsilon n \rightarrow \text{Vol}(B) \sim 2^{H(\varepsilon)n}$
- Number of balls: $O^*(2^{n(1-H(\varepsilon))})$
- Minimize $k^{\varepsilon n} 2^{n(1-H(\varepsilon))}$.
- $O^*\left(\left(\frac{2k}{k+1}\right)^n\right)$
- $O(1.5^n)$ for 3-SAT

Local Search for 3-SAT

How efficiently can we search $B(a, r)$?

- $\sim (2.79)^r \rightarrow (1.473)^n$

Local Search for 3-SAT

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- $\sim (2.79)^r \rightarrow (1.473)^n$
- Need $\sim (1.9)^r$ to beat $(1.308)^n$

3. Random walks

Schöning's Algorithm

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- Pick a random assignment.
- If C is a false clause, randomly flip a literal of C .
- If no solution in $3n$ steps, restart.
- $\Pr[\text{Reaching a satisfying assignment}] \geq \left(\frac{3}{4}\right)^n$.

Schöning's Algorithm

$$\Pr[\text{Success}]: \sum_{j=0}^n \binom{n}{j} \frac{1}{2^n} q_j$$

q_j : $\Pr[\text{reaching } n \text{ within } 3n \text{ steps from } n - j]$.

$$\text{Claim: } q_j \geq \binom{3j}{j} \left(\frac{2}{3}\right)^j \left(\frac{1}{3}\right)^{2j} \geq \frac{c}{\sqrt{j}2^j}$$

4. Resolutions and randomness

Unique 3-SAT

- $\varphi = \{(x \vee y), (x \vee \neg y), (\neg y \vee \neg x)\}$

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- $(C_1 \vee C_2) \rightarrow x$
- $(C_2 \vee C_3) \rightarrow \neg y$
- $x = T, y = F.$

$\varphi \in \text{Unique-3-SAT}$ if it has exactly one satisfying assignment:
 $(a_1, a_2, \dots, a_n).$

Unique 3-SAT and Implications

- $\varphi = \{(x \vee y \vee z), (x \vee y \vee \neg z), (\neg x \vee y), (\neg y \vee \neg z), (\neg x \vee z)\}$

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- $\varphi \xrightarrow{3} y$
- $\varphi[y = T] \xrightarrow{1} \neg z$

Unique 3-SAT and Implications

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- $\varphi[y = T, z = F] \xrightarrow{1} \neg x$

Unique 3-SAT and Implications

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- $(C_1 \vee C_2 \vee C_3) \rightarrow y$
- $\varphi \xrightarrow{3} y$
- $\varphi[y = T] \xrightarrow{1} \neg z$
- $\varphi[y = T, z = F] \xrightarrow{1} \neg x$
- $\varphi[y = T] \xrightarrow{2} \neg x$

t -Implication

$$\varphi \stackrel{t}{\Rightarrow} x$$

if

$$\varphi \stackrel{t}{\rightarrow} x \text{ or } \varphi \stackrel{t}{\rightarrow} \neg x$$

if

φ contains t clauses that imply x or $\neg x$

t-implication

The *t*-implication subroutine checks whether there exists **a set of *t* clauses that force some variable.**

Time: $O(m)^t = n^{O(t)}$.

- 1 Random ordering of variables: x_1, \dots, x_n
- 2 For $i = 1$ to n :
 - If $\varphi[x_1 = b_1, \dots, x_{i-1} = b_i] \stackrel{t}{\Rightarrow} x_i = T$, set $x_i = T$.
 - Else If $\varphi[x_1 = b_1, \dots, x_{i-1} = b_i] \stackrel{t}{\Rightarrow} x_i = F$, set $x_i = F$.
 - Else set $x_i \in_U \{T, F\}$.

PPSZ(φ, b, t)

- 1 Formula φ , random assignment $b : (b_1, \dots, b_n)$.
- 2 Random ordering of variables: x_1, x_2, \dots, x_n
- 3 For $i = 1$ to n :
 - If $\varphi[x_1 = b_1, \dots, x_{i-1} = b_i] \stackrel{t}{\Rightarrow} x_i = T$, set $x_i = T$.
 - Else If $\varphi[x_1 = b_1, \dots, x_{i-1} = b_i] \stackrel{t}{\Rightarrow} x_i = F$, set $x_i = F$.
 - Else set $x_i = b_i$.

Theorem

If $\varphi \in \text{Unique-3-SAT}$, then $\text{PPSZ}(\varphi, t)$ finds the unique solution with probability

$$2^{-0.39n} \sim 1.308^{-n}.$$

PPSZ Example

$$(x \vee y), (x \vee \neg y), (\neg y \vee \neg x)$$

$\text{Prob}[PPSZ(\varphi, 1) \text{ succeeds}]$ is $\frac{1}{2}$.

$\text{Prob}[PPSZ(\varphi, 2) \text{ succeeds}]$ is 1.

Guessed vs Forced variables

π : Permutation of the variables

$$Forced(\pi) = \{x_i \mid \varphi(x_1 = a_1, \dots, x_{i-1} = a_{i-1}) \stackrel{t}{\Rightarrow} x_i = a_i\}.$$

$$Guessed(\pi) = \{x_1, \dots, x_n\} \setminus Forced(\pi).$$

For a fixed π , the probability that PPSZ correctly outputs a is:

$$\left(\frac{1}{2}\right)^{|Guessed(\pi)|}$$

Probability of success

$$\begin{aligned} Pr[\text{PPSZ succeeds}] &= E_{\pi} \left[\left(\frac{1}{2} \right)^{|Guessed(\pi)|} \right] \\ &\geq \left(\frac{1}{2} \right)^{E_{\pi}[Guessed(\pi)]} \\ &= \left(\frac{1}{2} \right)^{\sum_i p_i} \geq 2^{-pn} \end{aligned}$$

where $p_i = Pr_{\pi}[x_i \in Guessed(\pi)] \leq p < 1$.

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where $p_i = Pr_{\pi}[x_i \in Guessed(\pi)] \leq p < 1$.

PPSZ Bounds for Unique-3-SAT

Theorem

For a Unique 3-SAT instance, $p \leq 2 \log 2 - 1 \sim 0.386$

Forcing clauses

Unique satisfying assignment: $x = y = z = T$.

Then for every variable x , there is a clause of the form:

$$(x \vee \bar{y} \vee \bar{z})$$

$$Pr[x \text{ is forced}] \geq$$

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Then for every variable x , there is a clause of the form:

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$$Pr[x \text{ is forced}] \geq \frac{1}{3}.$$

Implication in Partial Assignments

Unique sat assignment: $x_1 = T, x_2 = T, \dots, x_n = T$.

$\varphi[(x_1 = F, x_2 = F, \dots, x_k = F)]$ has a clause of the form:

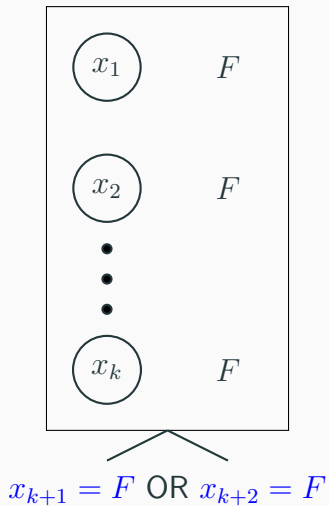
$$\neg x_{k+1}$$

OR

$$\neg x_{k+1} \vee \neg x_{k+2}$$

Otherwise: $(x_1 = \dots = x_k = F), (x_{k+1} = \dots = x_n = T)$ satisfies φ .

Implication in Partial Assignments



Clause Tree

$C_1 : (x, \neg y, \neg z)$

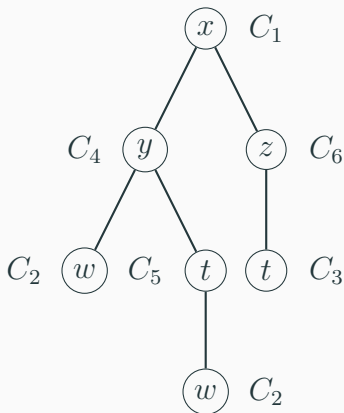
$C_2 : (x, y, w)$

$C_3 : (x, z, t)$

$C_4 : (y, \neg w, \neg t)$

$C_5 : (t, \neg w)$

$C_6 : (z, \neg t)$



Clause Tree

$C_1 : (x, \neg y, \neg z)$

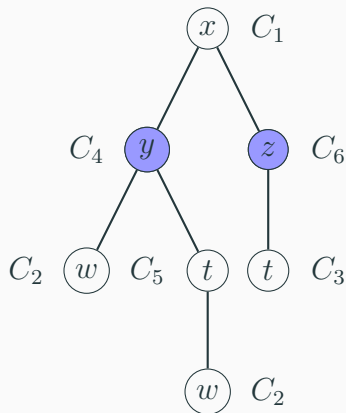
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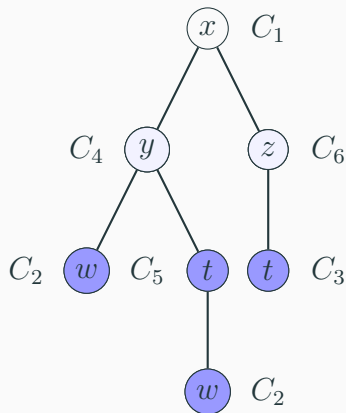
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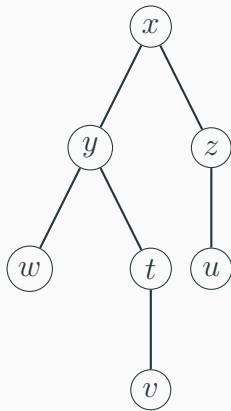
$C_4 : (y, \neg w, \neg t)$

$C_5 : (t, \neg w)$

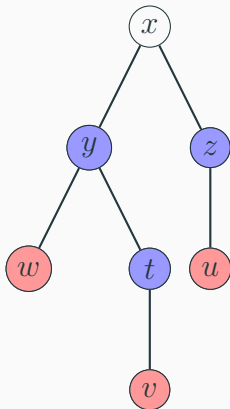
$C_6 : (z, \neg t)$



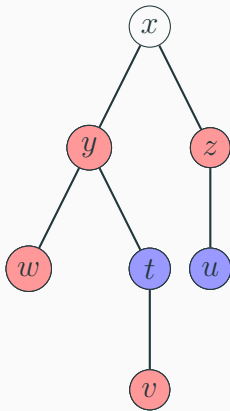
Clause Tree



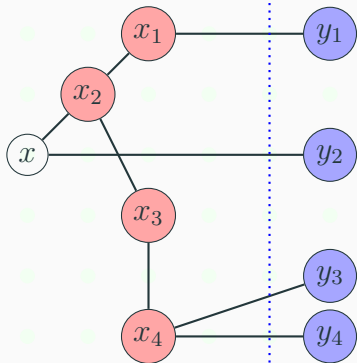
Clause Tree



Clause Tree



Clause Tree



$$y_1 = \dots = y_4 = T$$

5-implies

$$x_1 = T.$$

Clause Tree Lemma

- $R_x = \{v \mid v \text{ is on a } \succ_{\pi} \text{ path from } x\}$.
- If $|R_x| \leq t$, then $x \in \text{Forced}(\pi)$ if t -implication is used.

Clause Tree Lemma

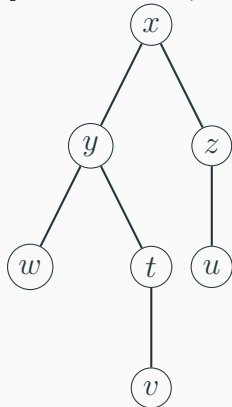
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Lemma

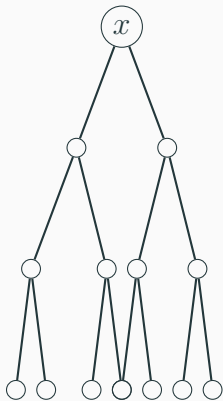
If all variables $\succ_\pi x$ are at distance at most d , then x is 2^d -implied.

Probability lower bound

$$\Pr[x \text{ is forced}] \geq \Pr[y >_{\pi} x \in B(x, d)]$$



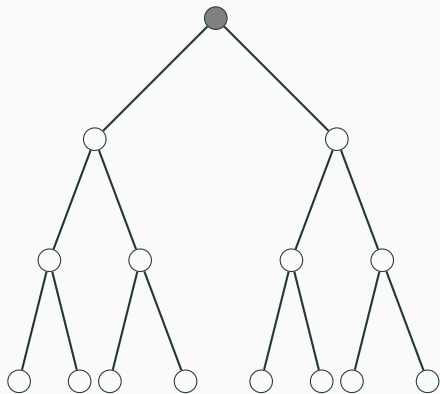
$$\geq \Pr[y > x \in B(x, d)]$$



Probability lower bound

$$\begin{aligned} & \Pr[y > x \text{ at distance at most } d] \\ & \geq \Pr[y > x \text{ at finite distance}] - \varepsilon \\ & \sim 0.61 \end{aligned}$$

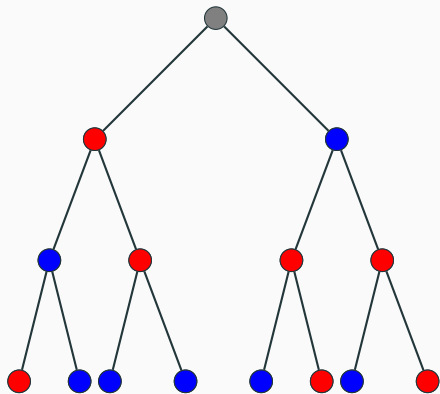
Probability of infinite paths



$$f : V \rightarrow [0, 1]$$

$$Pr[\text{root} \rightarrow x_1 \rightarrow x_2 \rightarrow \dots \mid \\ f(x_1), f(x_2), f(x_3) \dots > \text{root}]$$

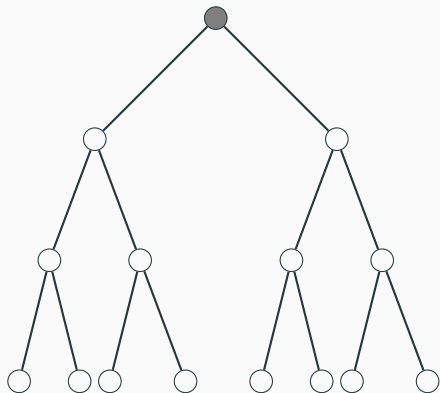
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$$P(x) = Pr[\text{Infinite path} \geq x]$$

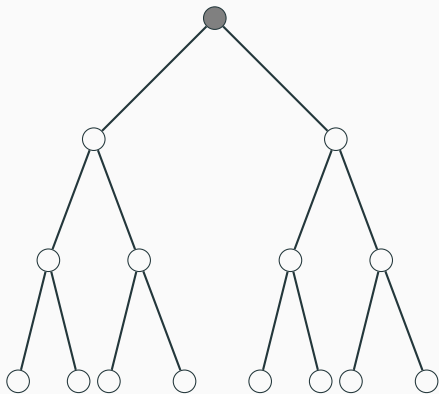
$$P(x) = (1 - x)[1 - (1 - P(x))^2]$$

$$P(x) = \frac{(1 - 2x)}{(1 - x)}$$

$$\text{Ans: } \int_0^{1/2} \frac{(1 - 2x)}{(1 - x)^2} dx$$

$$= 2 \log 2 - 1 \sim 0.386$$

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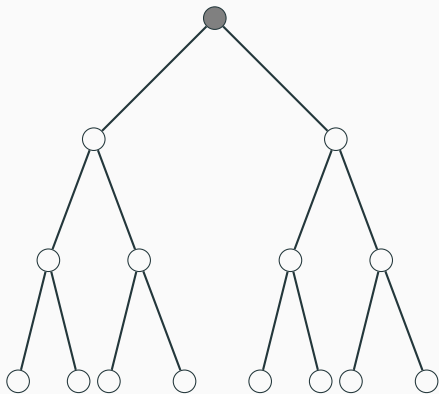


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Not in this talk...

- Parameterized algorithms
- Backdoors to 2-SAT, q -Horn etc
- Random SAT formulas
- Resolution-type exponential algorithms for hard problems