

Moving Definition Variables in Quantified Boolean Formulas

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Overview

- ▶ Definition variables allow compact representation of Quantified Boolean Formulas (QBF)
- ▶ Definition variables often placed in the innermost quantifier level, causing a loss of structure
- ▶ We propose moving definition variables closer to their respective defining variables
- ▶ We show movement improves QBF solver performance, and is verifiable in the QRAT proof system

What are QBF?

- ▶ **Quantified Boolean formulas (QBF)** are
formulas of propositional logic + quantifiers
- ▶ *Examples:*
 - ▶ $(x \vee \bar{y}) \wedge (\bar{x} \vee y)$ (propositional logic $x \leftrightarrow y$)

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 - $\exists x \forall y (x \vee \bar{y}) \wedge (\bar{x} \vee y)$
Is there a value for x such that for all values of y the formula is true?

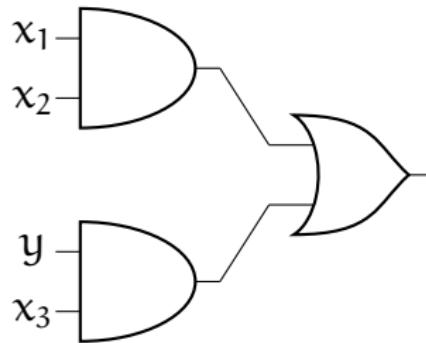
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Is there a value for x such that for all values of y the formula is true?
 - $\forall y \exists x (x \vee \bar{y}) \wedge (\bar{x} \vee y)$
For all values of y , is there a value for x such that the formula is true?

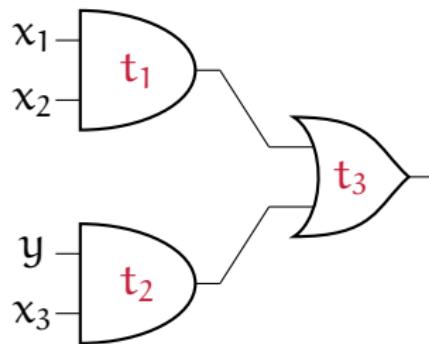
Circuit Problem

$\exists x_1 x_2 \forall y \exists x_3. (\text{Circuit output is } 1)$



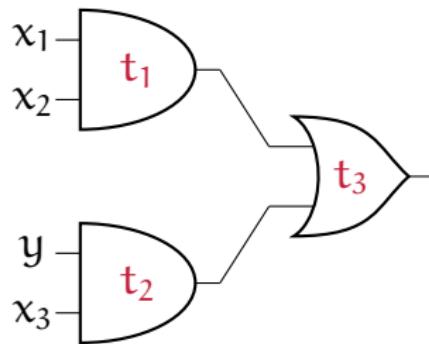
Circuit Problem

$\exists x_1 x_2 \forall y \exists x_3 \exists t_1 t_2 t_3. (\text{Circuit output is } 1)$



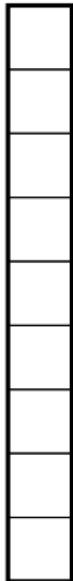
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Example: For $t_1 \leftrightarrow x_1 \wedge x_2$, t_1 is defined by x_1, x_2 with clauses, $(t_1 \vee \bar{x}_1 \vee \bar{x}_2) \wedge (\bar{t}_1 \vee x_1) \wedge (\bar{t}_1 \vee x_2)$

Linear Domino Game



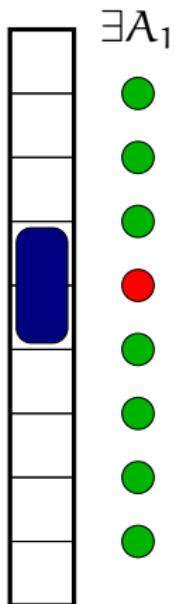
Board with $1 \times N$ squares

- ▶ Players alternate placing dominos
- ▶ First player who can't place domino loses

QBF encoding of two player games

- ▶ Existential player (A) and Universal player (B) play moves consecutively
- ▶ If the formula is true, A has some winning move sequence for all B moves

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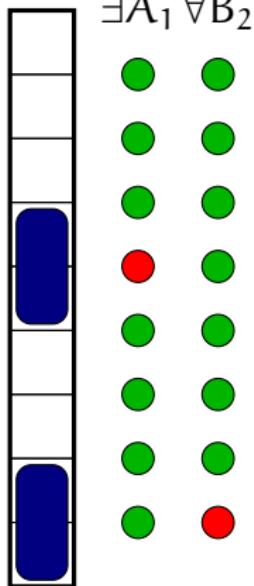
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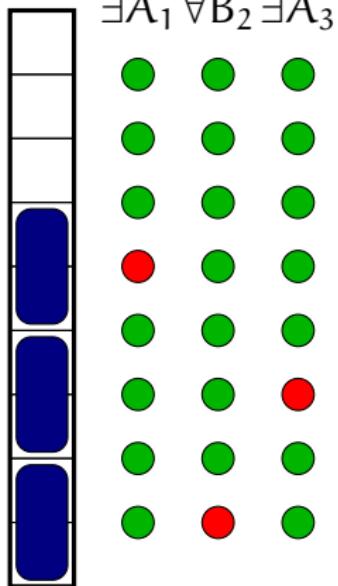
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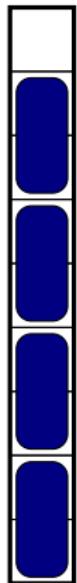
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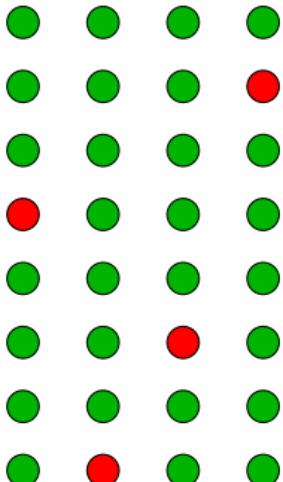
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Linear Domino Game



$\exists A_1 \forall B_2 \exists A_3 \forall B_4$



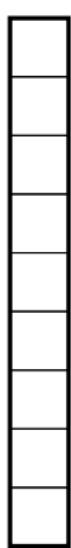
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Linear Domino Game Encoding



$\exists A_1 \forall B_2 \exists A_3 \forall B_4 \exists T_1 \exists T_2 \exists T_3 \exists T_4$	● ● ● ● ○ ○ ○ ○
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Clauses (A as winner)

- ▶ Each move legal
- ▶ Move when possible
- ▶ Game consists of odd number of moves

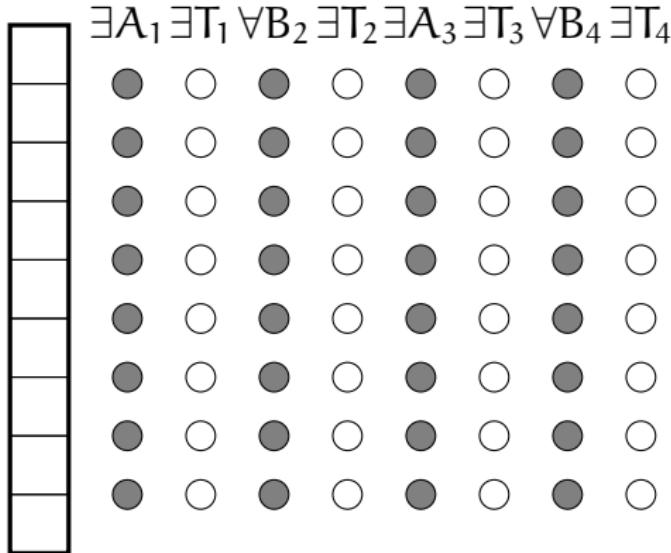
Problem Variables

- ▶ Variables $E_{i,t}$, for $1 \leq i \leq N$, $1 \leq t \leq [N/2]$
- ▶ Attempt to place domino i on step t

Definition Variables

- ▶ Track state of board after each step
- ▶ Conventionally at innermost quantification level

Moving Definition Variables



Moving Definition Variables

- ▶ Right after their defining input variables
- ▶ Board state (T_i) updated after each move (A_i/B_i)

Definitions

- ▶ The Tseitin transformation adds many definitions
- ▶ These definitions are necessary for a compact representation in Prenex Conjunctive Normal Form
- ▶ Automated transformations often place definition variables in the innermost quantifier level

Motivating Example

- ▶ Consider the formula $\exists x_1 \exists x_2 \forall y \exists x_3. (x_3 \leftrightarrow x_1 \wedge x_2) \wedge \dots$

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- ▶ Moving x_3 closer to its defining variables yields:

$$\exists x_1 x_2 \textcolor{red}{x_3} \forall y. (x_3 \leftrightarrow x_1 \wedge x_2) \wedge \dots$$

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- ▶ Given $\exists x_1 x_2 \textcolor{red}{x}_3 \forall y. (x_3 \leftrightarrow x_1 \wedge x_2) \wedge \dots (y \vee x_3)$
- ▶ After moving x_3 , y can be removed from the clause $(y \vee x_3)$ by universal reduction

Proofs in QBF

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- ▶ A sequence of steps deriving the empty clause is a **refutation proof** if each clause addition is QRAT
- ▶ A sequence of steps deriving the empty formula is a **satisfaction proof** if each clause deletion is QRAT
- ▶ QRAT steps can be checked efficiently with the proof checker QRAT-TRIM

Performing Movement

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x' **replaces** x in formula through clause additions/deletions:

1. Add the defining clauses $\delta(x')$ and $\delta(\bar{x}')$.
2. Add the equivalence clauses $x \leftrightarrow x'$.
3. Add and remove the remaining clauses $\rho(x)$ and $\rho(\bar{x})$.
4. Remove the equivalence clauses $x \leftrightarrow x'$.
5. Remove the defining clauses $\delta(x)$ and $\delta(\bar{x})$.

Moving Variables

- ▶ Given a set of definitions (definition type, definition variable, and defining variables)
- ▶ Idea: Iterate from outer Q-level inwards, moving all possible definition variables
- ▶ A definition variable can be moved to its innermost defining variable

CNF-based Definition Detection Tools

KISSAT

- ▶ Detects definitions independently
- ▶ Syntactic patterns: AND/OR, XOR, ITE, BiEQ
- ▶ Semantic using internal solver KITTEN (sometimes not left-total)

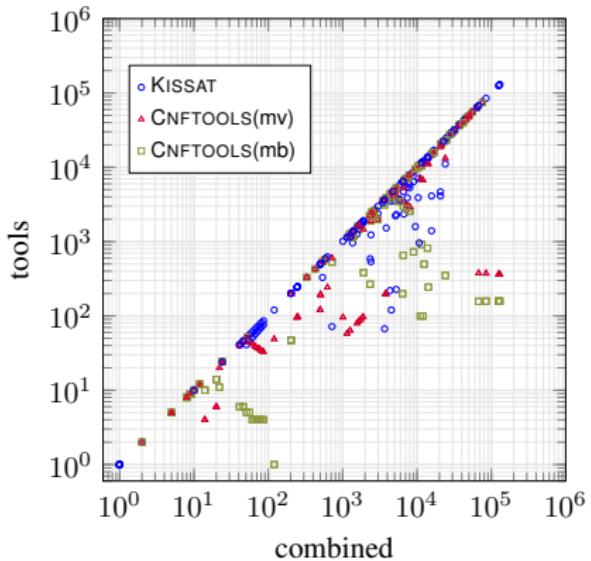
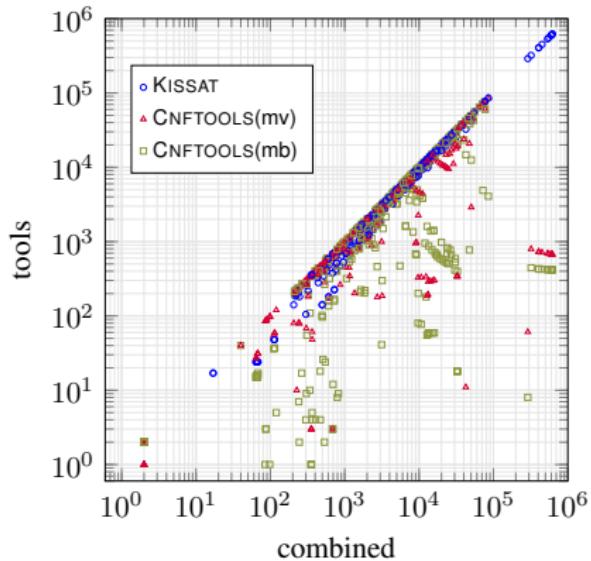
CNFTOOLS

- ▶ Hierarchical detection, starting with root clauses (max-variable or min-blocked heuristic)
- ▶ Syntactic patterns: AND/OR, BiEQ, FULL
- ▶ Semantic checking (always left-total)
- ▶ Monotonic checking (sometimes not one-sided)

Definition Detection Tools Evaluation Setup

- ▶ 494 formulas from QBFEVAL'20
- ▶ 10 second timeout for each detection tool
- ▶ KISSAT iterates over all variables once or until timeout
- ▶ CNFTOOLS iterates over root variables until timeout

Found and Moved Definitions



Moved Definitions by Type

Detection Tool	Found	Moved	BiEQ	AND/OR	One-Sided	XOR
CNFTOOLS(mv)	3,525,559	1,032,807	21,198	969,630	37,642	0
CNFTOOLS(mb)	2,856,306	935,336	4,619	891,027	39,863	0
KISSAT	9,243,158	1,567,746	308,987	1,215,036	—	42,364
combined	9,624,654	1,664,655	309,793	1,273,381	37,646	42,476

- ▶ Movement in 157 formulas (found definitions in all 494)
- ▶ No semantic definitions moved by KISSAT
- ▶ CNFTOOLS slow, e.g., finds small portion of XORs, but finds monotonic definitions
- ▶ Combination important to maximize movement

Definition Movement Evaluation Setup

- ▶ 157 formulas with variable movement
- ▶ 5000 second timeout (with movement + BLOQWER time)
- ▶ BLOQWER run for 100 seconds
- ▶ Solvers CAQE and RAREQS work well with preprocessors
- ▶ Solvers DEPQBF and GHOSTQ discourage preprocessing

Original Vs. Movement

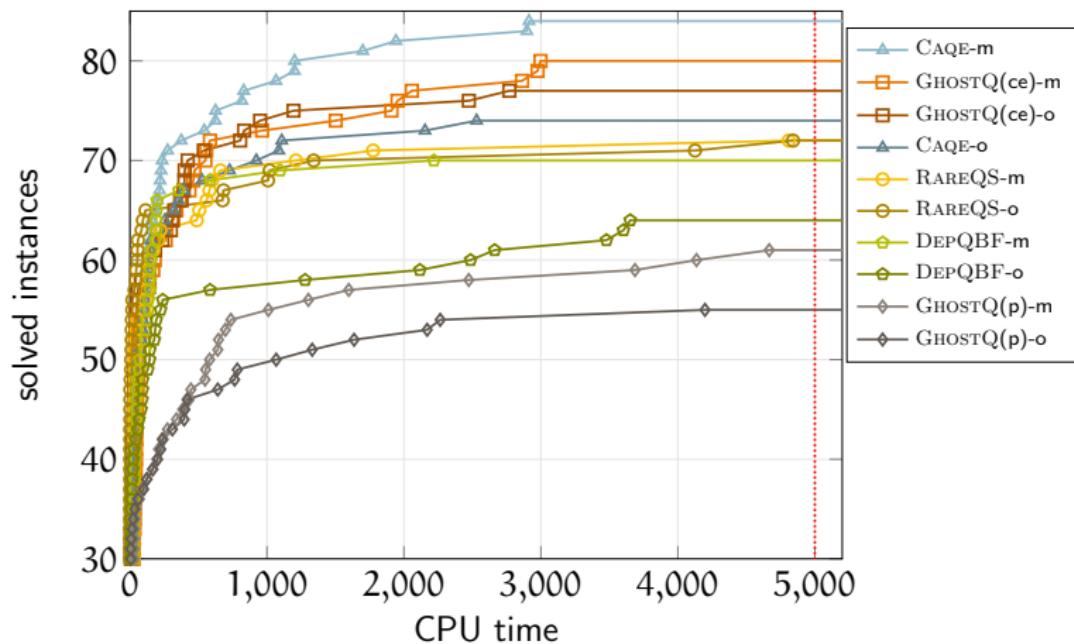


Figure: Cumulative number of solved instances

BLOQWER Vs. Movement then BLOQWER

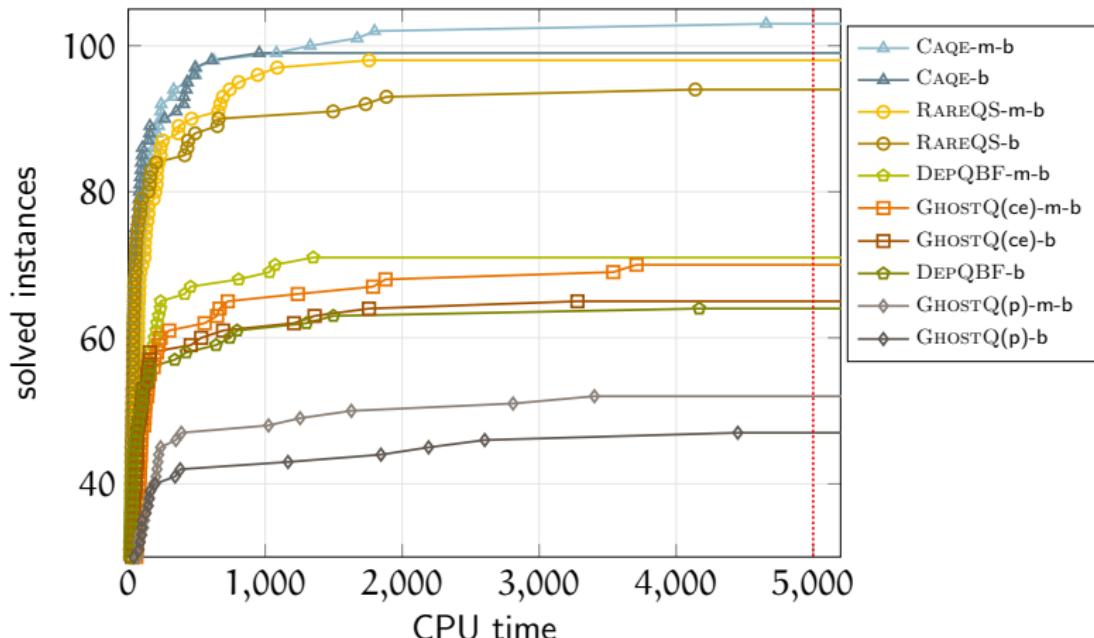


Figure: Cumulative number of solved instances after applying BLOQWER (-b) or movement then BLOQWER (m-b).

► BLOQWER solves an additional 3 formulas after movement

Instances Solved

Solver	Original	Moved	BLOQQER	Moved-BLOQQER
CAQE	74	84	99	103
GHOSTQ(p)	55	61	47	52
GHOSTQ(ce)	77	80	65	70
RAREQS	72	72	94	98
DEPQBF	64	70	64	71

- ▶ BLOQQER bad for GHOSTQ and DEPQBF
- ▶ BLOQQER better than movement alone for others
- ▶ Options with movement give best results

PGBDDQ and Ldomino Benchmark

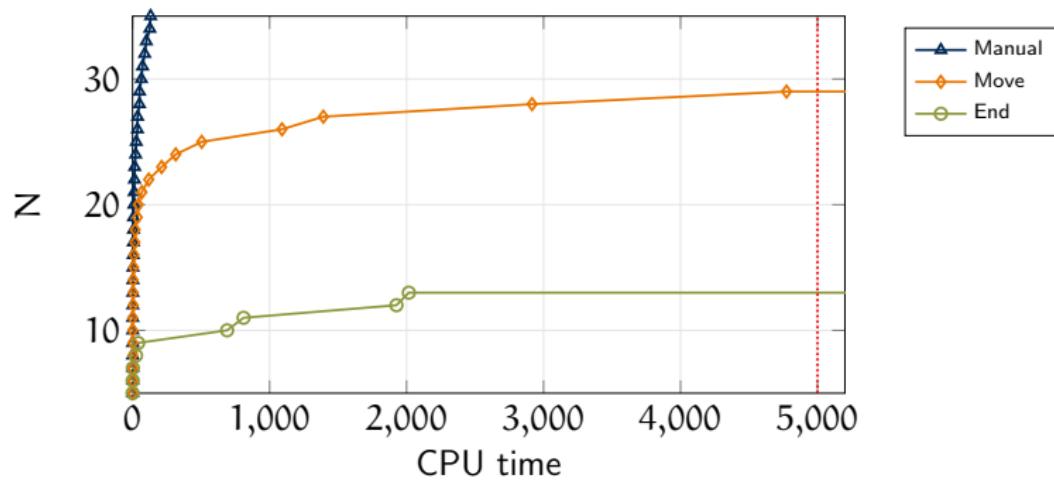


Figure: Boards of size N with definition variable placement: End - innermost quantifier level; Moved - variables moved; Manual

- ▶ End placement leads to memory outs
- ▶ Movement leads to time outs

Future Work

- ▶ More possible movement (semantic for KISSAT and monotonic for CNFTOOLS)
- ▶ Might not move all the way to defining variables
- ▶ Definition information may be useful to solvers or preprocessors directly