Improving SAT Solver Heuristics with Graph Networks and Reinforcement Learning

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Can RL improve existing heuristics?

- Boolean Satisfiability (SAT) impacts many fields of the industry and academia, e.g. formal verification, chip design, security, combinatorial optimisation.
- SAT solvers rely on heuristics elaborately crafted with a lot of trial and error by humans.
- \bullet Some of the heuristics need a $warm\mathchar`up$ period.
- A solver should always give a correct answer.
- Pre-solving phase computation is cheap (e.g. training models)
- SAT is a sequential decision problem.

Conflict-Driven Clause Learning (CDCL)

GQSAT makes efficient decisions from step one



return SAT assignments OR unSAT

SAT problem as a graph



Graph-Q-SAT (GQSAT)

- \bullet GQSAT replaces VSIDS heuristic in CDCL for the first k steps while VSIDS is warming up.
- GQSAT uses DQN with a graph neural network as a function approximator.

GQSAT reduces number of decisions by 2-3X

GQSAT generalizes to other problem structures to a lesser extent



GQSAT is data efficient





generalises from SAT to unSAT.

| MRIR for GQSAT (SAT-50-218) | | | |
|-----------------------------|------|------|------|
| dataset | mean | min | max |
| SAT 50-218 | 2.46 | 2.26 | 2.72 |
| SAT 100-430 | 3.94 | 3.53 | 4.41 |
| SAT 250-1065 | 3.91 | 2.88 | 5.22 |
| unSAT 50-128 | 2.34 | 2.07 | 2.51 |
| unSAT 100-430 | 2.24 | 1.85 | 2.66 |
| unSAT 250-1065 | 1.54 | 1.30 | 1.64 |
| | | | |

Future Work

• Investigating graph structure influence on GQSAT performance.

• Interpreting the results using the graph structure.

• Scaling to larger problems.

• From reducing iterations to speeding up.

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