IMPROVING SAT SOLVER WITH GRAPH NETWORKS AND RL







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CAN RL IMPROVE AN EXISTING SAT SOLVER?

BOOLEAN SATISFIABILITY (SAT) PROBLEM

$(x_1 OR x_2) AND (NOT x_2 OR x_3)$

SAT IS IMPORTANT

- Theoretical computer science;
- Automatic theorem proving;
- Circuit design;

SOLVERS RELY ON HEURISTICS METICULOUSLY CRAFTED BY HUMANS

WHAT DO WE HAVE NOW?

- Graph-Q-SAT (GQSAT), a branching heuristic
- >2x iteration speed-up on random 3-SAT problems
- Generalization to problems 5x in size
- SAT -> unSAT

HOW DID WE ACHIEVE THAT?

- Injecting a model into an existing algorithm
- Graph Representation
- Graph Neural Networks
- Reinforcement Learning (DQN)



def CDCL(formula):
if trivially_satisfiable(formula):
 return True
if trivially_unsatisfiable(formula):
 return False
literal, value = pick_literal(formula)
formula = propagate(formula, literal, value)
return CDCL(formula)

Injecting a model into an	
existing algorithm	

CONFLICT LEARNING

$X_1 AND x_2 AND x_3 => unSAT?$

Add `NOT (x_1 AND x_2 AND x_3)` to clauses

VSIDS

$(x_1 OR x_2) AND (NOT x_2 OR x_3)$

Injecting a model into an			
existing algorithm			

SAT AS A GRAPH



 $(x_1 OR x_2) AND (NOT x_2 OR x_3)$

GRAPH NEURAL NETWORK



\rangle	\succ	Graph Nets	\rangle
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DQN



Reward is -0.1 for a non-terminal step.

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TRAINING PIPELINE

- Train model on SAT 50-218 train data
- Evaluate every k-th epoch
- Pick the best
- Evaluate on the test set

METRIC OF SUCCESS



PROBLEM SIZE/TYPE GENERALIZATION

Table 2: MRIR for GQSAT trained on SAT-50-218. Evaluation for SAT-50-218 is on a separate test data not seen during training.

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

WHY IS GQSAT EFFICIENT?

Average assignments change per step, SAT 50-218 12 GQSAT MiniSat mean assignments change per step 2 -0 20 80 0 40 60 100 problem ID

WARMING UP THE EXISTING ALGORITHM



PROBLEM STRUCTURE GENERALIZATION



DATA EFFICIENCY



FURTHER WORK

- Training on problems with larger horizon.
- Scaling to larger problems.
- From reducing number of iterations to wallclock time speedup.

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