

# XOR Local Search for Boolean Brent Equations

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SAT 2021

2021-06-26

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- ▶ Random k-SAT and satisfiable, hard-combinatorial problems.

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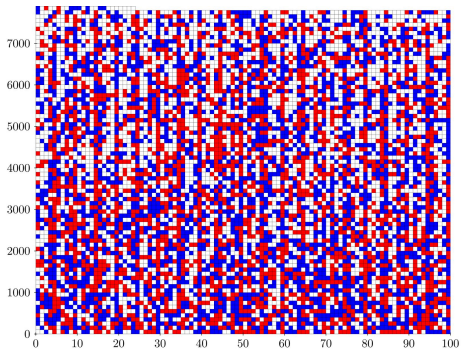
▶ Random k-SAT and satisfiable, hard-combinatorial problems.

### └ When SLS outperforms CDCL

- While CDCL is the dominating SAT solving paradigm, there are problems on which Stochastic Local Search performs significantly better.
  - The largest satisfiable instance of the Boolean Pythagorean Triples problem can be solved using DDFW [Divide and Distribute Fixed Weights] local search in ~one CPU minute. Other algorithms time out.
  - SLS solvers perform well in the search for new matrix multiplication schemes expressed as a SAT problem via the Boolean Brent equations.
- Can we further improve the performance of LS on a class of problems where it already performs best? We look at problems involving XOR constraints, of which matrix multiplication is one instance.

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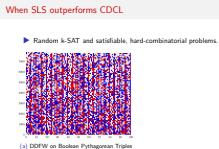


(a) DDFW on Boolean Pythagorean Triples

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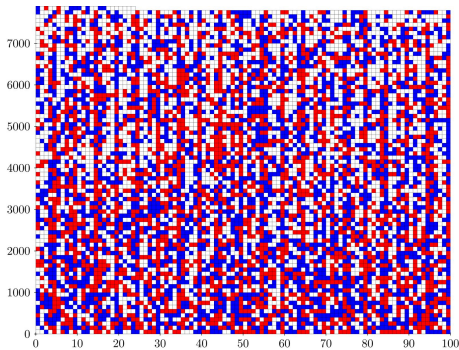
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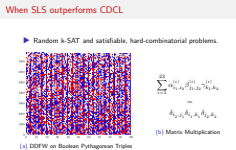
$$\sum_{\iota=1}^{23} \alpha_{i_1, i_2}^{(\iota)} \beta_{j_1, j_2}^{(\iota)} \gamma_{k_1, k_2}^{(\iota)} = \delta_{i_2, j_1} \delta_{i_1, k_1} \delta_{j_2, k_2}$$

(b) Matrix Multiplication

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## └ Solving XOR in CNF form

 $(x_1 \oplus \dots \oplus x_k) \mapsto ?$ 

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- To solve problems involving XOR constraints, we have to pick an encoding into CNF.
- Most straightforwardly, we can use a direct encoding – XOR\_d. But this produces exponentially many clauses.
- The usual linear approach is Tseitin encoding. It recursively breaks off fixed-size chunks and encodes them directly.
- But we pay for linearity. Tseitin encoding introduces auxiliary variables (y, underlined). These interact poorly with the SLS algorithm.

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$$\text{XOR\_T\_2}(x_1, x_2, x_3, x_4, x_5) =$$

$$\text{XOR\_d}(x_1, x_2, \underline{y_1}) \wedge \text{XOR\_d}(-\underline{y_1}, x_3, \underline{y_2}) \wedge \text{XOR\_d}(-\underline{y_2}, x_4, x_5) =$$

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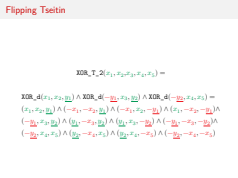
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- At its core, SLS proceeds by flipping variables in falsified clauses according to a probabilistic heuristic.
- Consider solving the following XOR with 5 original and 2 auxiliary variables.
  - Suppose we start with the all-true assignment. The high-level constraint is *already* satisfied but the solver does not “see” this because it operates on a low-level CNF representation.
  - The solver takes steps flipping variables, even going backwards in a sense by falsifying the high-level constraint in order to solve its CNF encoding.
  - Generally, for a given assignment to original variables there is precisely one assignment satisfying the auxiliary variables. Searching for it is unnecessary work.

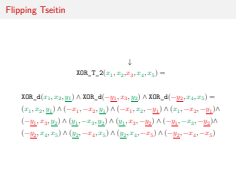
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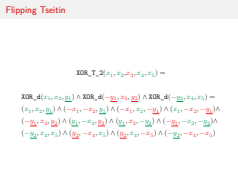
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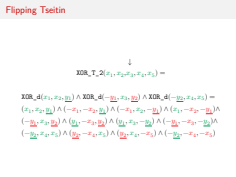
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└ XNF

```
p xnf 3 2
1 2 3 0
x 1 2 0
```

$$(x_1 \vee x_2 \vee x_3) \wedge$$

$$(x_1 \oplus x_2)$$

- We propose to experiment with native XOR representations more widely. In the spirit of DIMACS CNF, an *XNF* format could be used.
- Worth noting that we later found out XNF is already implemented in CryptoMiniSAT.

```
p xnf 3 2      (x1 v x2 v x3) ^
1 2 3 0        (x1 @ x2)
x 1 2 0
```

# znfSAT: Stochastic Local Search with native XOR

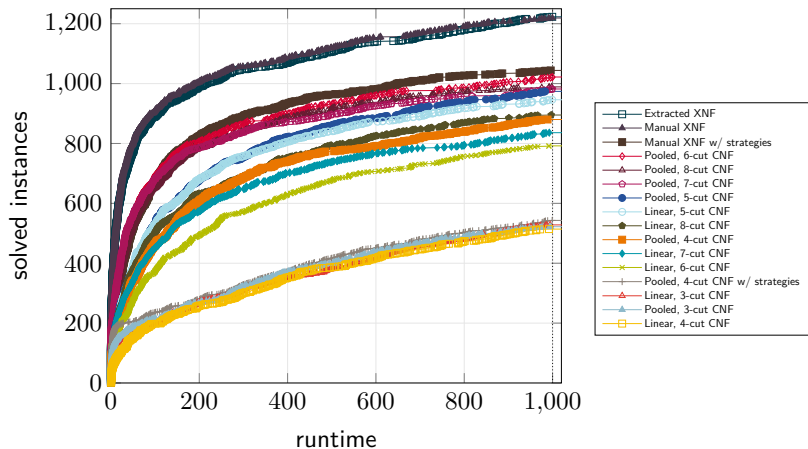


Figure: Runtime CDF of znfSAT performance on matrix multiplication benchmarks with varying encodings and solver versions.

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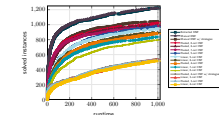


Figure: Runtime CDF of znfSAT performance on matrix multiplication benchmarks with varying encodings and solver versions.

- To solve XNF, we present znfSAT, an SLS solver supporting native XOR.
- Its performance on matrix multiplication benchmarks significantly improves upon the best CNF-based solver, YaSAT.
- To go with znfSAT, we implemented a tool to extract XOR gates from CNF files.

---

## Algorithm Ya1SAT, a WalkSAT-based solver

---

- 1: **for** clause in input file **do**
  - 2:   parse and store clause to data structure
  - 3: **end for**
  - 4: preprocess formula
  - 5:  $\alpha \leftarrow$  complete initial assignment of truth values
  - 6: **while** there exists a clause falsified by  $\alpha$  **do**
  - 7:    $C \leftarrow$  pickUnsatClause()
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  - 10:   update solver state
  - 11: **end while**
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└ We build on Ya1SAT

- xnfSAT is based on Ya1SAT. Instructive to understand its outline.
- Unsurprisingly, supporting XOR needs no modifications to the high-level structure.
- We adapt parsing (XNF), preprocessing and variable selection (pickVarIn).

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- ▶ XOR constraints are stored as buffers of variable indices, forgetting negations.
- ▶ Track the *parity* of each so that  $\bigoplus_i x_i$  is satisfied iff  $\sum x_i + \text{parity} \equiv 1 \pmod 2$ .

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└ How fast can CNF get? Pooled encoding

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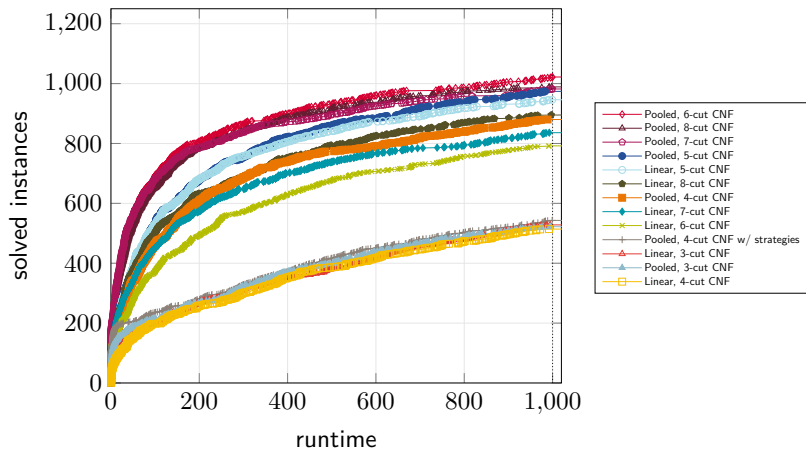
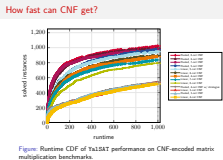


Figure: Runtime CDF of Ya1SAT performance on CNF-encoded matrix multiplication benchmarks.

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## XOR Local Search for Boolean Brent Equations

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- On these instances, pooled encodings are better across the board.
- Interestingly, performance initially increases with cutting number and plateaus at 6.



Not as fast as XNF!

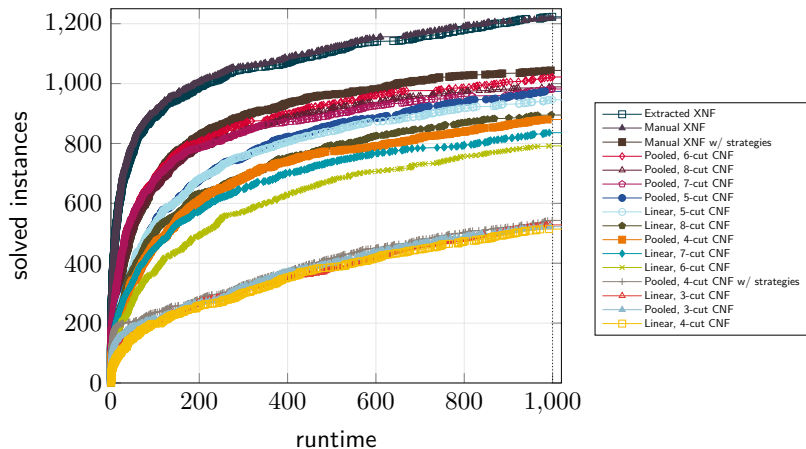
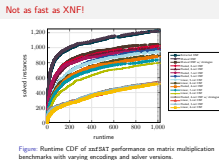


Figure: Runtime CDF of xnfSAT performance on matrix multiplication benchmarks with varying encodings and solver versions.

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- Here, XNF solving improves over even highly tuned CNF, without having to spend any computational power on optimising the XOR encoding.
- Within a 1000s timeout, our solver operating on XNF can find between 200 and 700 more solutions compared to CNF-based runs in various configurations.

- ▶ Implemented SLS with native XOR constraints in xnfSAT.
- ▶ Observed strong performance improvements on matrix multiplication benchmarks where SLS already outperformed CDCL.
- ▶ Propose to experiment with native XOR more widely and to standardise the XNF format.
- ▶ <https://github.com/Vtec234/xnfSAT>
- ▶ <https://github.com/arminbiere/cnf2xnf>

### └ Conclusion

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