

# Effective Auxiliary Variables via Structured Reencoding

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\*equal contribution

# Potential of auxiliary variables...

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...in encodings:

**Table 1.** Comparison of different encodings for  $\leq k (x_1, \dots, x_n)$ .

Encoding	#clauses	#aux. vars	decided
Naïve	$\binom{n}{k+1}$	0	immediately
Sequential unary counter ( $LT_{\text{SEQ}}^{n,k}$ )	$\mathcal{O}(n \cdot k)$	$\mathcal{O}(n \cdot k)$	by unit prop.
Parallel binary counter ( $LT_{\text{PAR}}^{n,k}$ )	$7n - 3\lfloor \log n \rfloor - 6$	$2n - 2$	by search
Bailleux & Boufkhad [3]	$\mathcal{O}(n^2)$	$\mathcal{O}(n \cdot \log n)$	by unit prop.
Warners [4]	$8n$	$2n$	by search

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...for proofs:

<b>SIGACT News</b>	<b>28</b>	<b>Oct.-Dec. 1976</b>
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...

# Bounded Variable Addition (Manthey et al., 2012) reduces formulas by adding auxiliary variables

$$a \vee p$$

$$a \vee q$$

$$a \vee r$$



$$b \vee p$$

$$b \vee q$$

$$b \vee r$$

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$$\begin{array}{l} a \vee p \\ a \vee q \\ a \vee r \\ b \vee p \\ b \vee q \\ b \vee r \end{array} \longrightarrow \begin{array}{l} \mathbf{x} \vee p \\ \mathbf{x} \vee q \\ \mathbf{x} \vee r \\ \overline{\mathbf{x}} \vee a \\ \overline{\mathbf{x}} \vee b \end{array}$$

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 \end{array}$$

	$\mathbf{x} \vee p$	$\mathbf{x} \vee q$	$\mathbf{x} \vee r$
$\overline{\mathbf{x}} \vee a$	$a \vee p$	$a \vee q$	$a \vee r$
$\overline{\mathbf{x}} \vee b$	$b \vee p$	$b \vee q$	$b \vee r$



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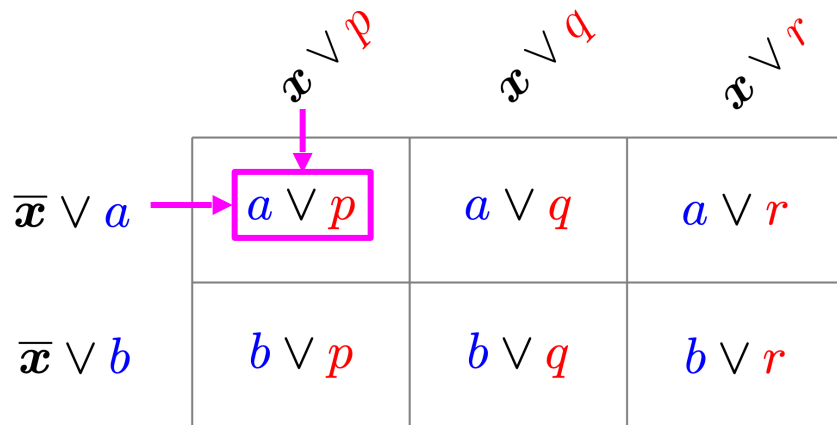
$$\mathbf{x} \vee p$$

$$\mathbf{x} \vee q$$

$$\mathbf{x} \vee r$$

$$\bar{\mathbf{x}} \vee a$$

$$\bar{\mathbf{x}} \vee b$$



$$(\bar{\mathbf{x}} \vee a) \otimes (\mathbf{x} \vee p) = a \vee p$$

1

	$x \vee p$	$x \vee q$	$x \vee r$
$\bar{x} \vee a$	$a \vee p$	$a \vee q$	$a \vee r$
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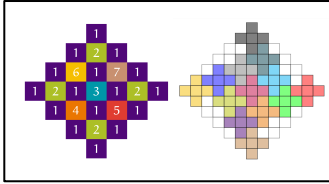
**Bounded Variable Addition** greedily constructs auxiliary variables

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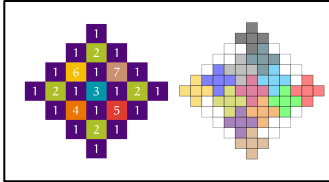
Packing k-coloring Problem - **auxiliary variables represent regions**

1

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$\bar{x} \vee a$	$a \vee p$	$a \vee q$	$a \vee r$
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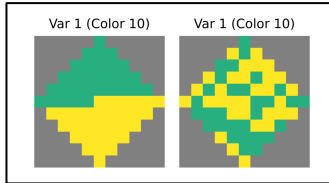
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Packing k-coloring Problem - **auxiliary variables represent regions**

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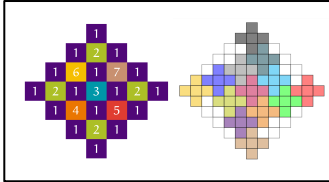
**Randomization** causes BVA to generate ineffective auxiliary variables

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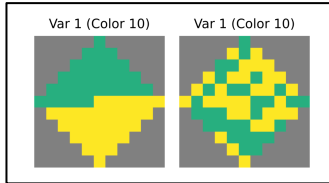
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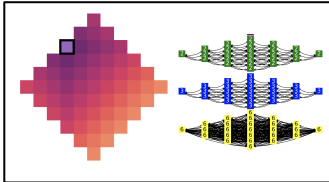
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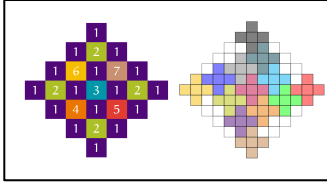
**SBVA** improves BVA with a **structure-based tiebreaking heuristic**

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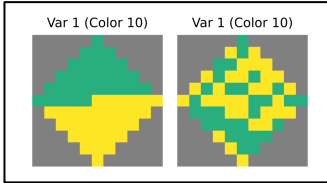
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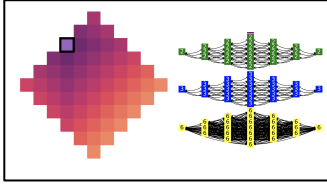
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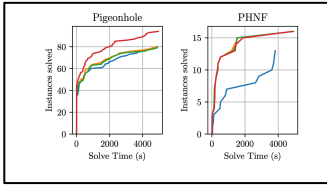
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**SBVA** improves BVA with a **structure-based tiebreaking heuristic**

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SBVA is effective on a **diverse competition-style benchmark**

BVA finds grids of clauses in an iterative, greedy manner

	$x \vee p$	$x \vee q$	$x \vee r$
$\bar{x} \vee a$	$a \vee p$	$a \vee q$	$a \vee r$
$\bar{x} \vee b$	$b \vee p$	$b \vee q$	$b \vee r$

BVA finds grids of clauses in an iterative, greedy manner

	$p$	$q$	$r$	$s \vee t$
$a$	$a \vee p$	$a \vee q$	$a \vee r$	$a \vee s \vee t$
$b$	$b \vee p$	$b \vee q$	$b \vee r$	
$c$		$c \vee q$		



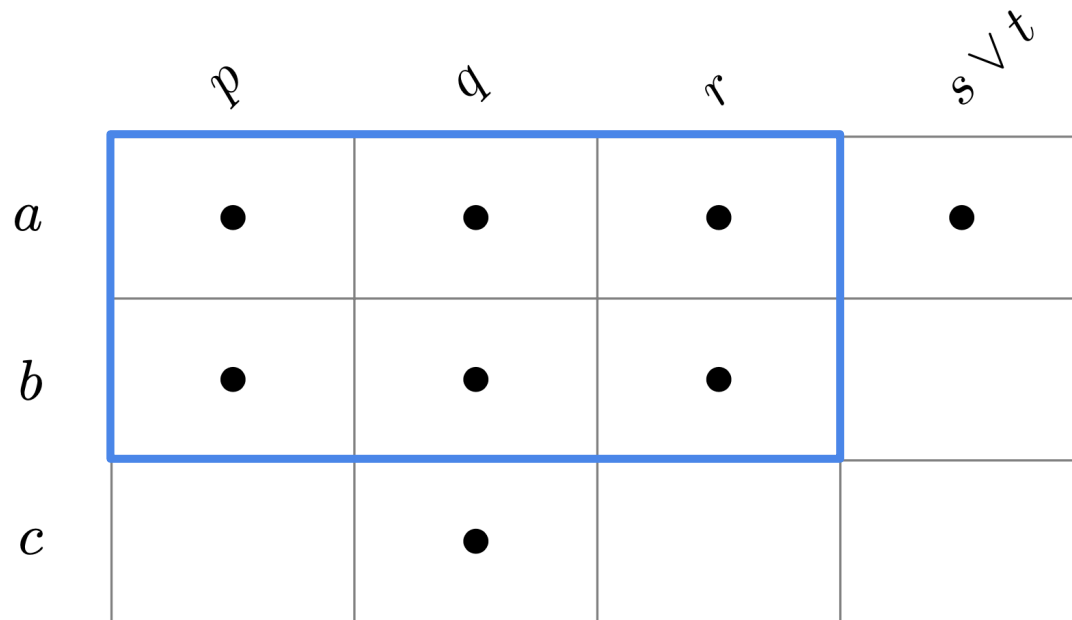
BVA finds grids of clauses in an iterative, greedy manner

	$p$	$q$	$r$	$s \vee t$
$a$	•	•	•	•
$b$	•	•	•	
$c$		•		

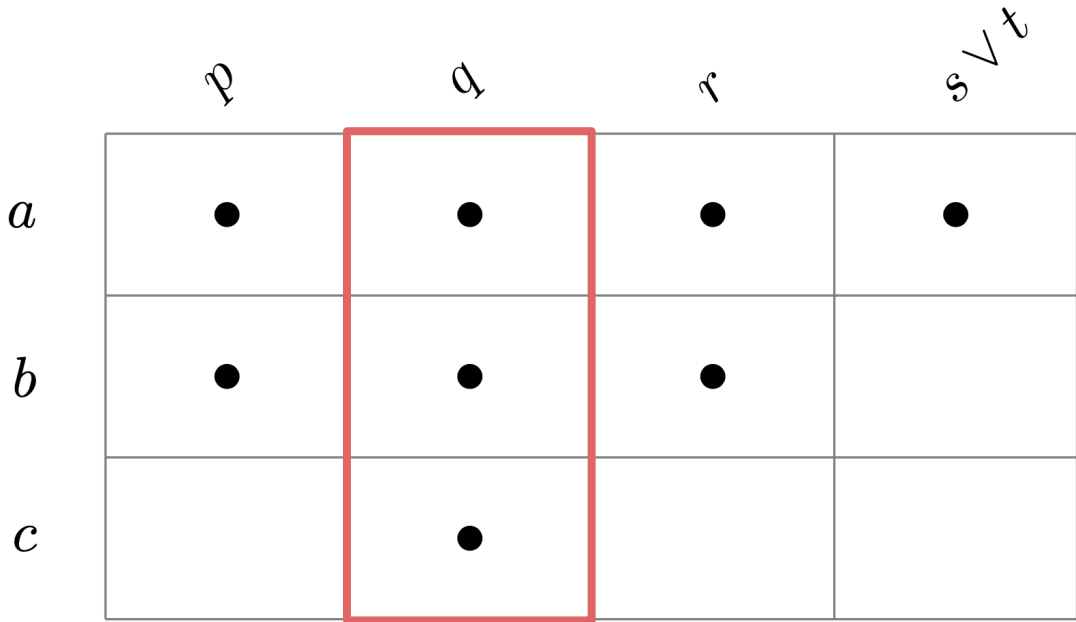
# BVA finds grids of clauses in an iterative, greedy manner

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$a$	•	•	•	•
$b$	•	•	•	
$c$		•		

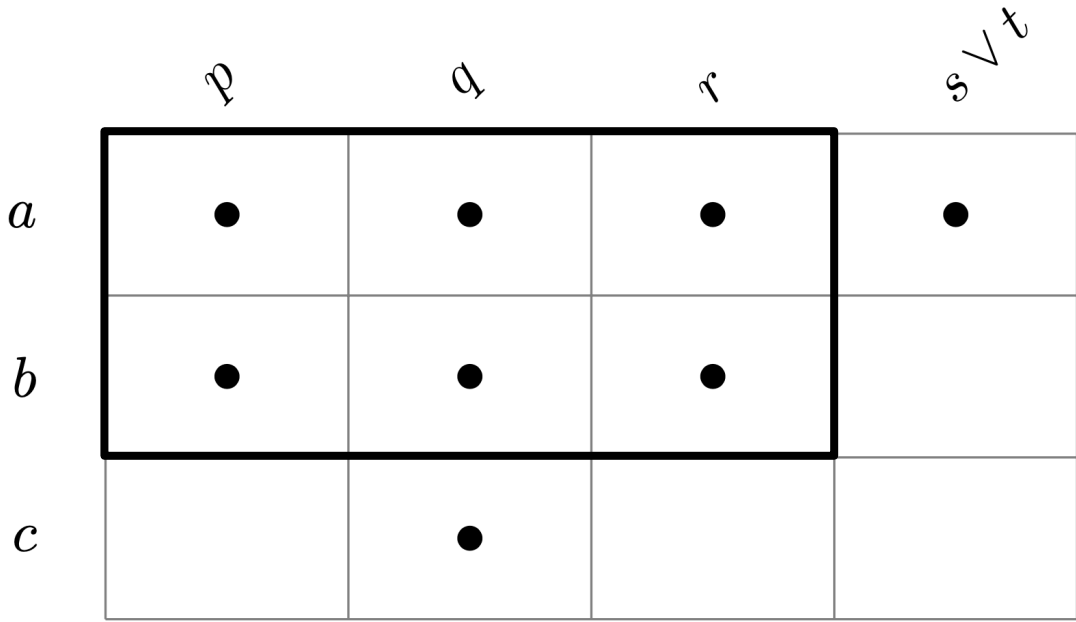
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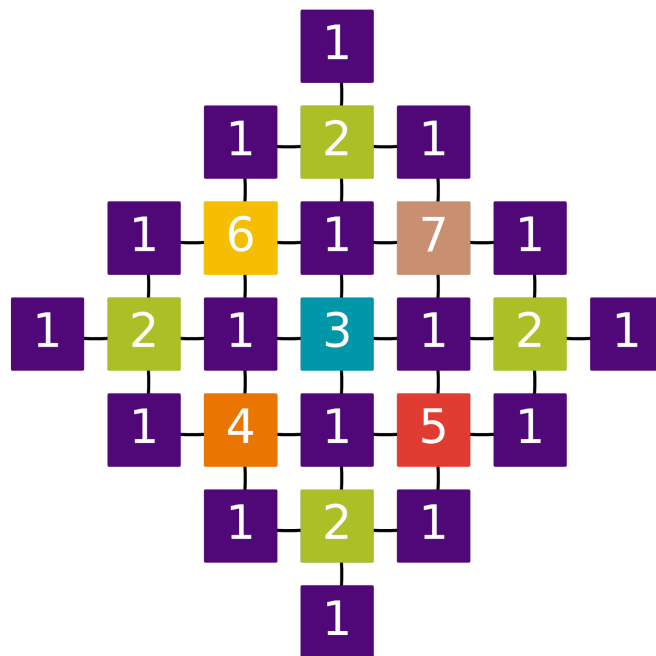
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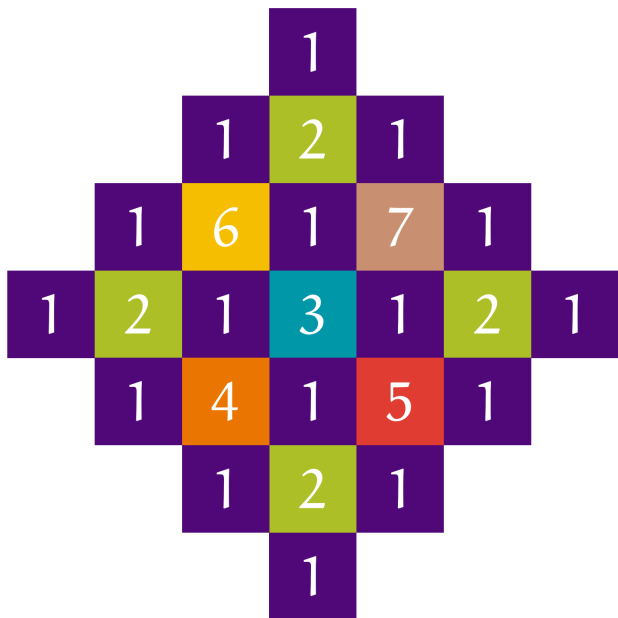


# Example: The packing k-coloring of the square grid



Subercaseaux, Bernardo, and Marijn JH Heule. "The packing chromatic number of the infinite square grid is 15." *International Conference on Tools and Algorithms for the Construction and Analysis of Systems*. Cham: Springer Nature Switzerland, 2023.

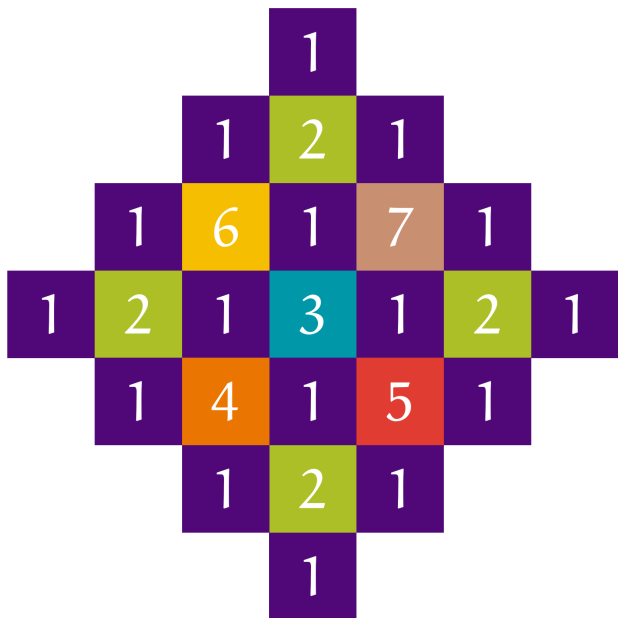
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Direct encoding:

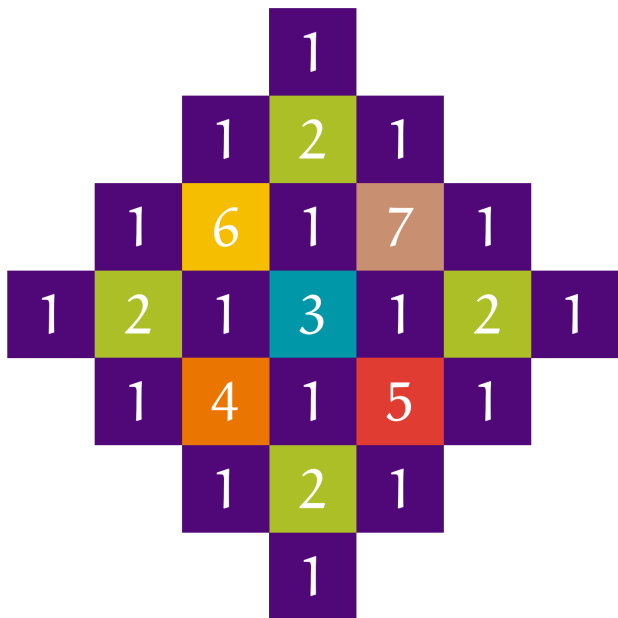
$v_{(x,y),k}$  denotes whether location  $(x, y)$  has color  $k$

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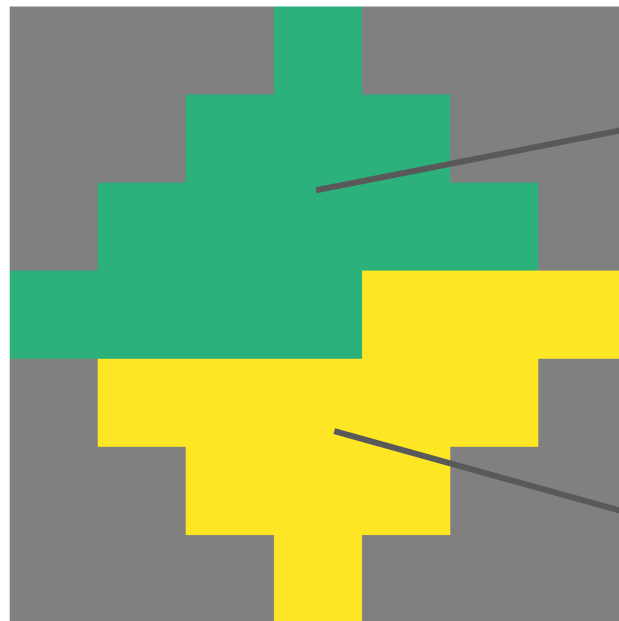
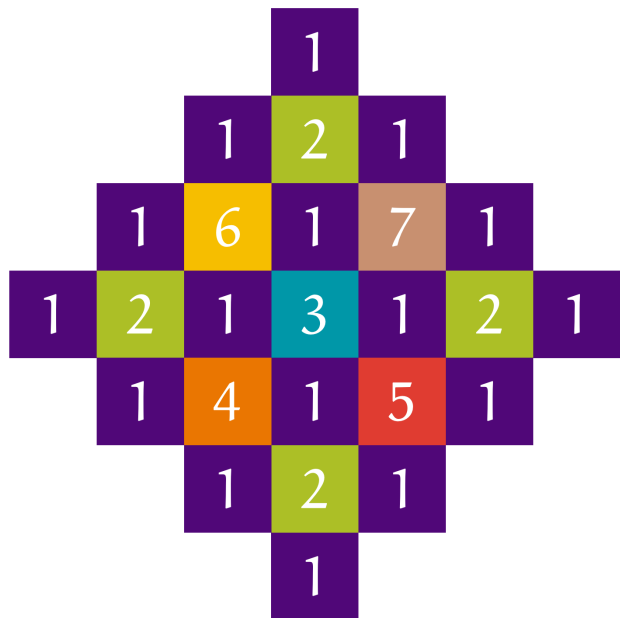
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1. At-Least-One-Color clauses

$$v_{(0,0),1} \vee v_{(0,0),2} \vee \dots \vee v_{(0,0),6}$$



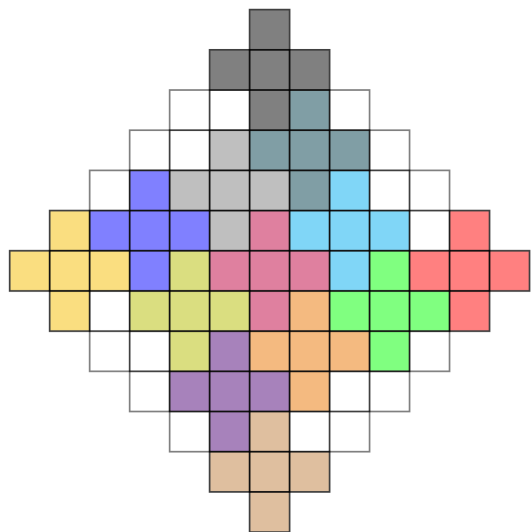
# Example: Auxiliary variables describe *regions* of variables



- $\mathbf{x} \vee \overline{v(3,0),6}$
- $\mathbf{x} \vee \overline{v(2,1),6}$
- $\mathbf{x} \vee \overline{v(2,2),6}$
- ...
- $\overline{\mathbf{x}} \vee \overline{v(4,3),6}$
- $\overline{\mathbf{x}} \vee \overline{v(4,4),6}$
- $\overline{\mathbf{x}} \vee \overline{v(4,5),6}$
- ...

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# Example: Different ‘regions’ may be more effective



Visualization of the “plus” encoding

	direct encoding		bva encoding		plus encoding	
	$D_{5,10,5}$	$D_{6,11,6}$	$D_{5,10,5}$	$D_{6,11,6}$	$D_{5,10,5}$	$D_{6,11,6}$
Number of variables	610	935	973	1559	673	1039
Number of clauses	10688	21086	2313	3928	4063	7548
CDCL runtime (s)	255.12	10774.79	39.88	2539.38	15.90	811.66

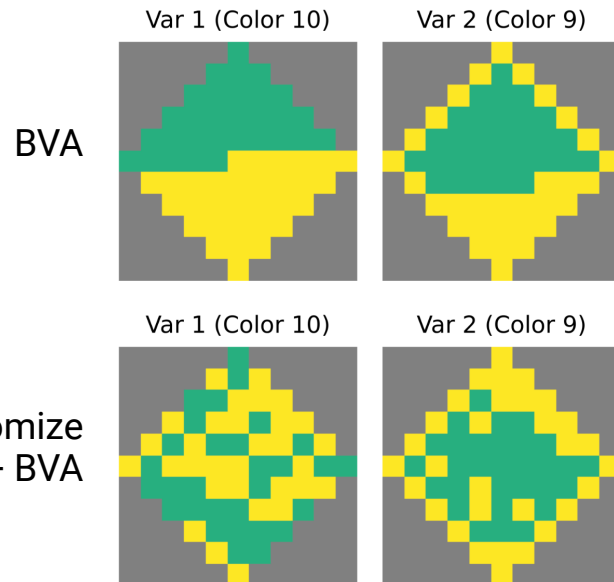
*Subercaseaux and Heule (2023) studied variables added by BVA to derive an efficient manual encoding.*

Subercaseaux, Bernardo, and Marijn JH Heule. "The packing chromatic number of the infinite square grid is 15." *International Conference on Tools and Algorithms for the Construction and Analysis of Systems*. Cham: Springer Nature Switzerland, 2023.

# BVA is sensitive to randomization

	Vars	Clauses	Time (s)
Original	610	10688	590
BVA	973	2313	<b>38</b>
Randomize + BVA	971	2305	<b>107</b>

>2x  
slower



# Individual variable additions have a disproportionate effect

	Vars	Clauses	Time (s)
Original	610	10688	590
BVA	973	2313	38
Randomize + BVA	971	2305	107
1x BVA	611	9819	<b>105</b>
1x Randomize + BVA	611	9819	<b>429</b>

**>5x faster**

**>4x slower**

Var 1 (Color 10)

BVA

Randomize + BVA

# Tiebreaking in BVA leads to different auxiliary variables

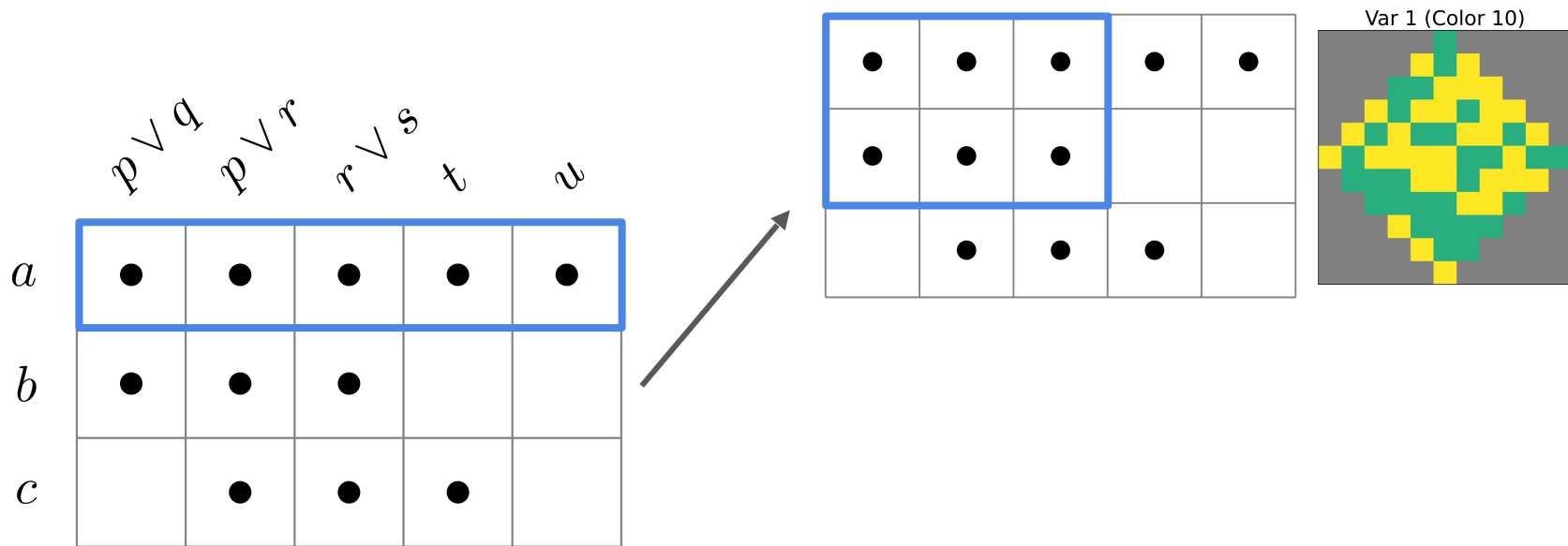
	$p \vee q$	$p \vee r$	$r \vee s$	$t$	$u$
$a$	●	●	●	●	●
$b$	●	●	●		
$c$		●	●	●	

# Tiebreaking in BVA leads to different auxiliary variables

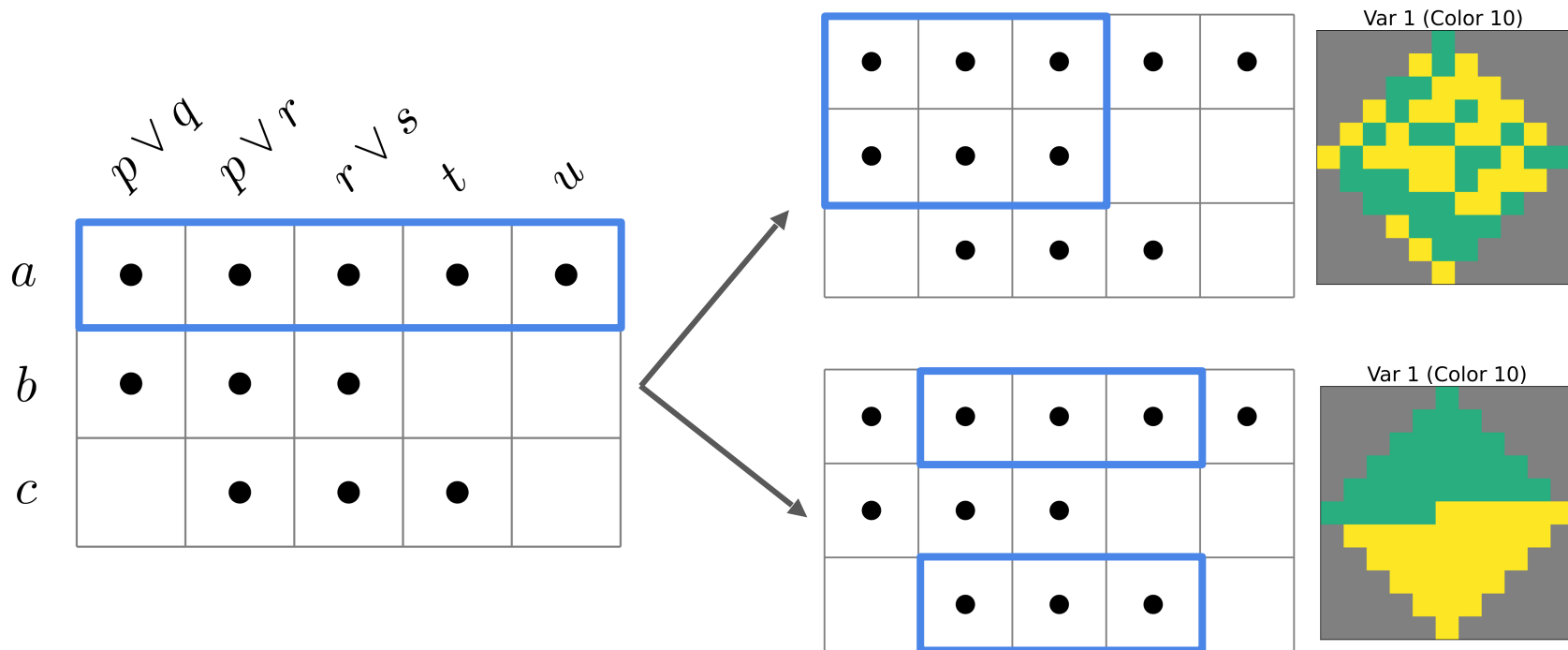
	$p \vee q$	$p \vee r$	$r \vee s$	$t$	$u$
$a$	●	●	●	●	●
$b$	●	●	●		
$c$		●	●	●	



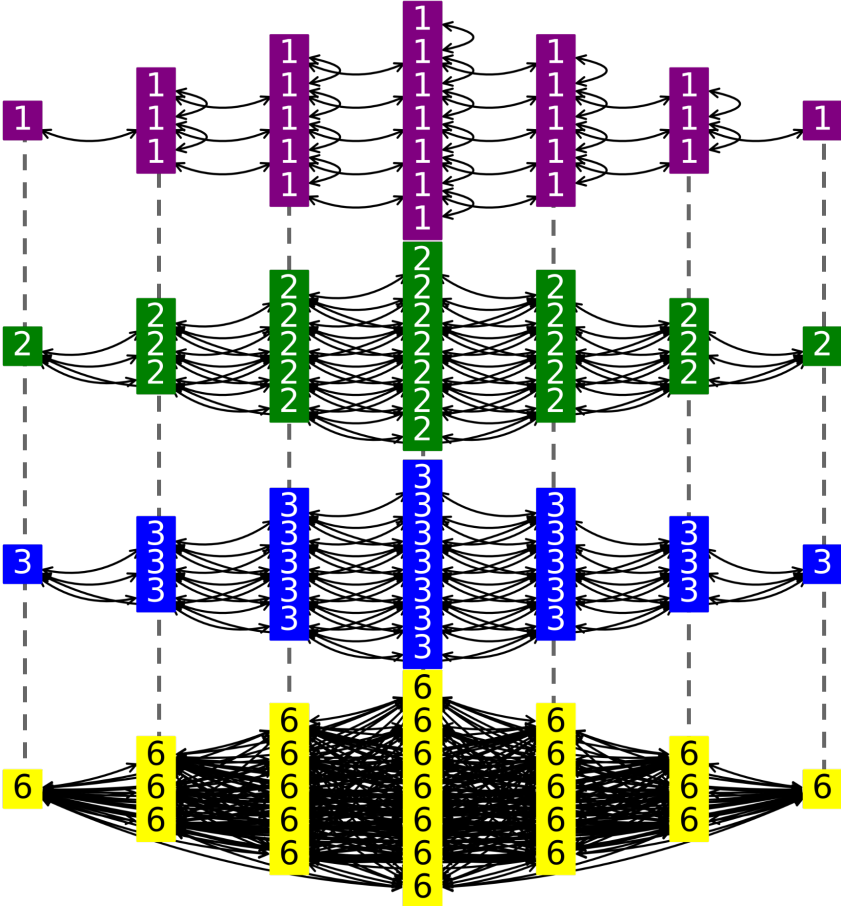
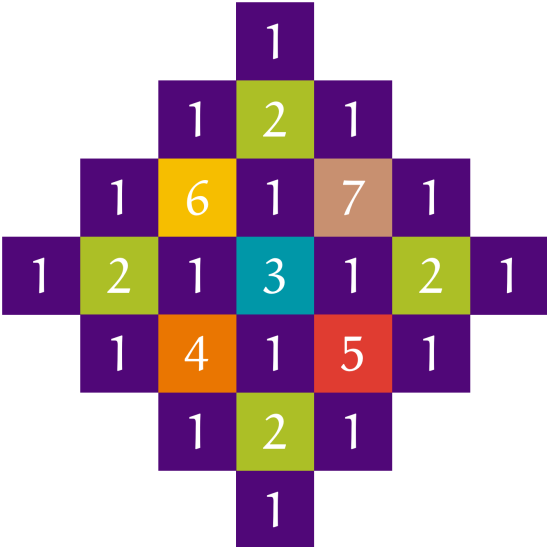
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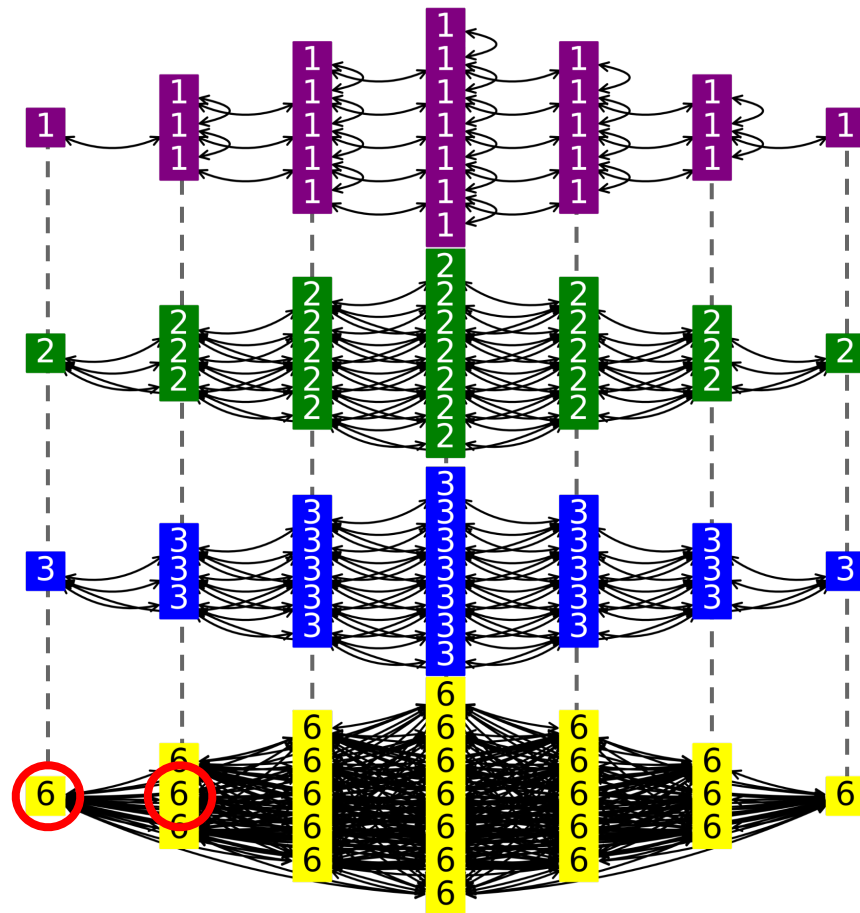
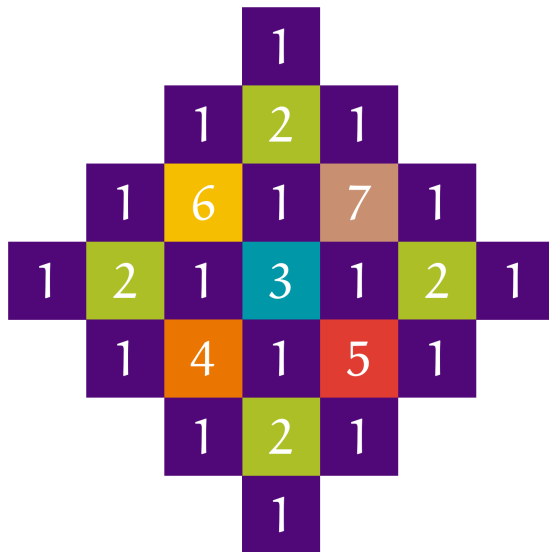
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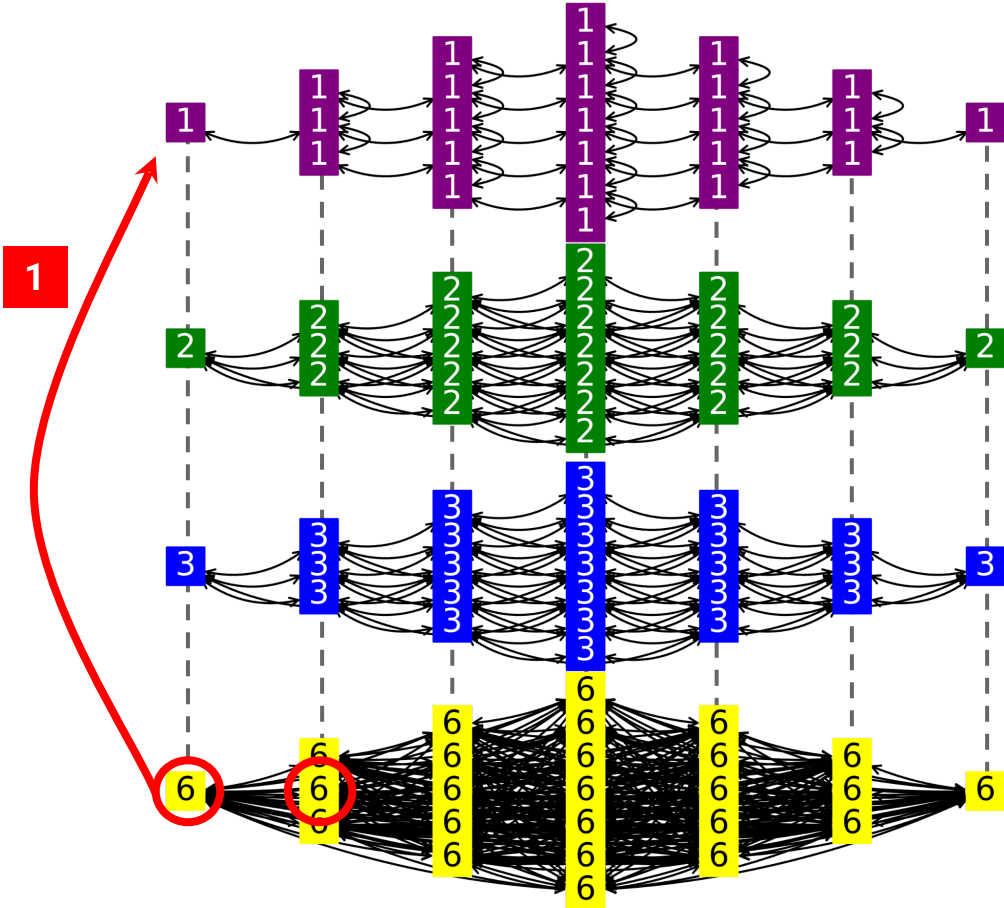
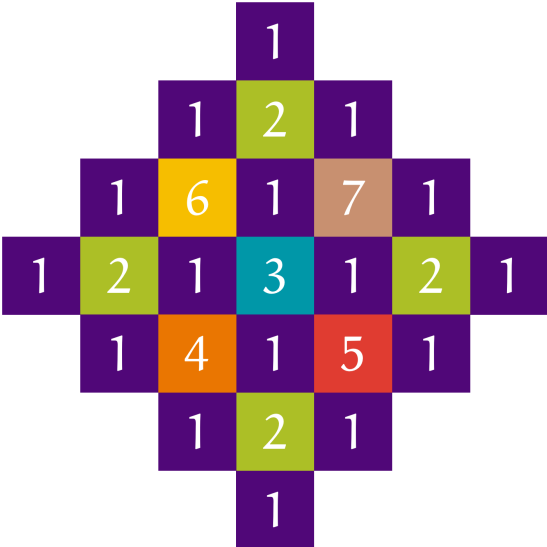
# Using formula structure to break ties



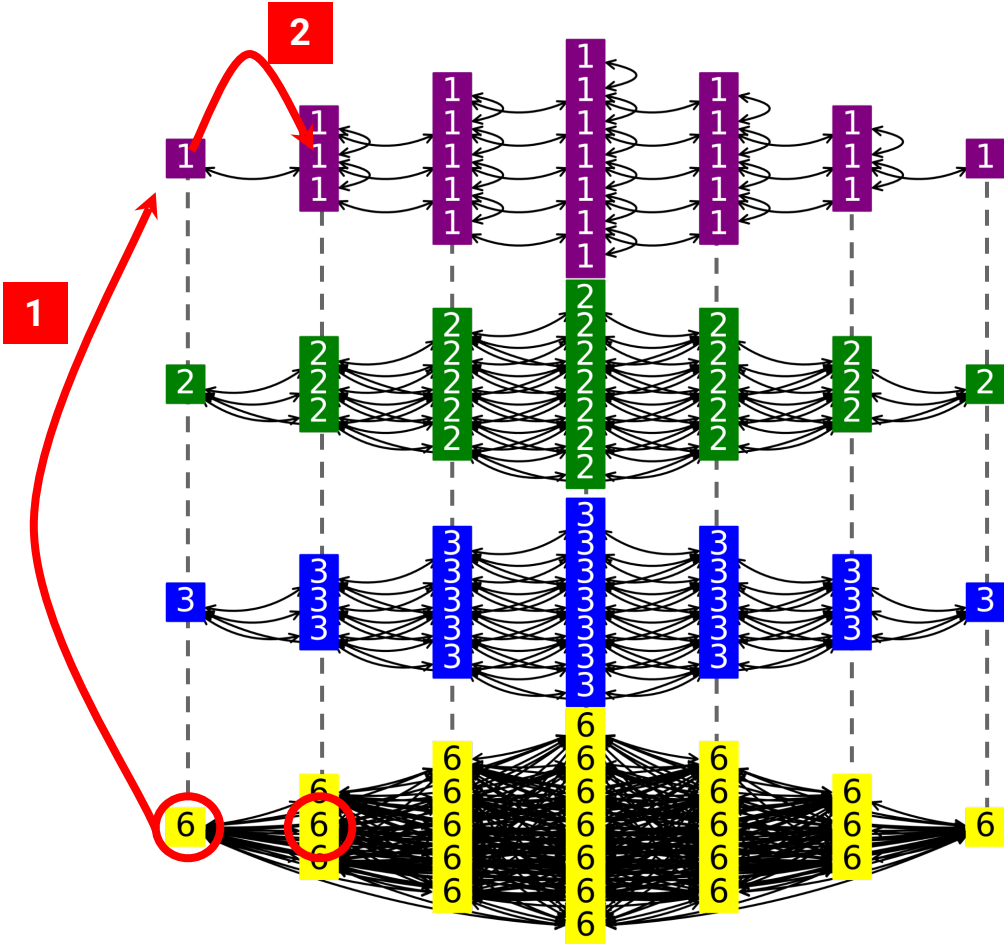
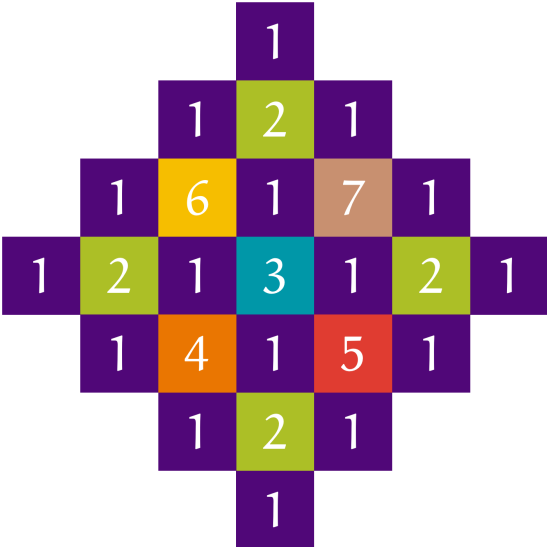
Using formula structure to break ties



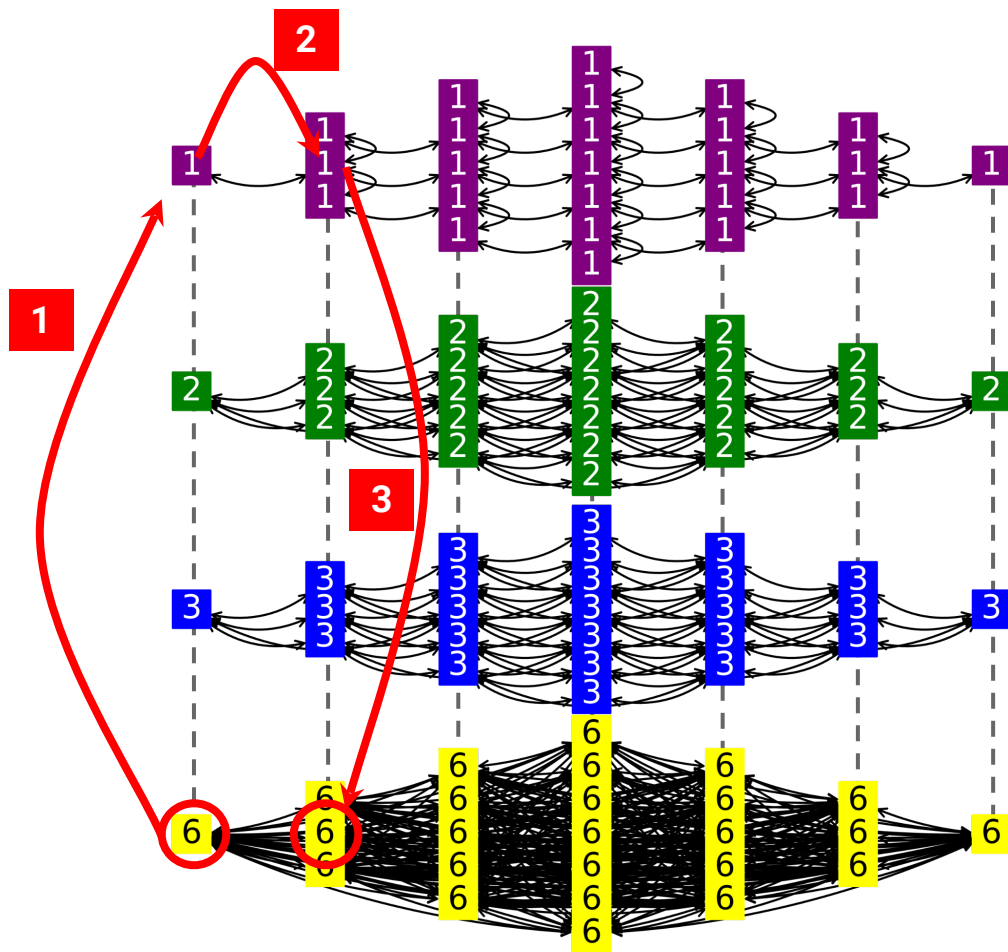
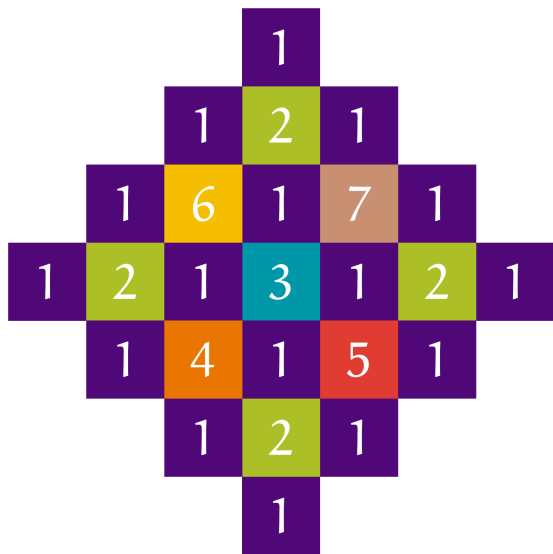
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Using formula structure to break ties



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# Breaking ties: Counting paths in the Variable Incidence Graph (VIG)

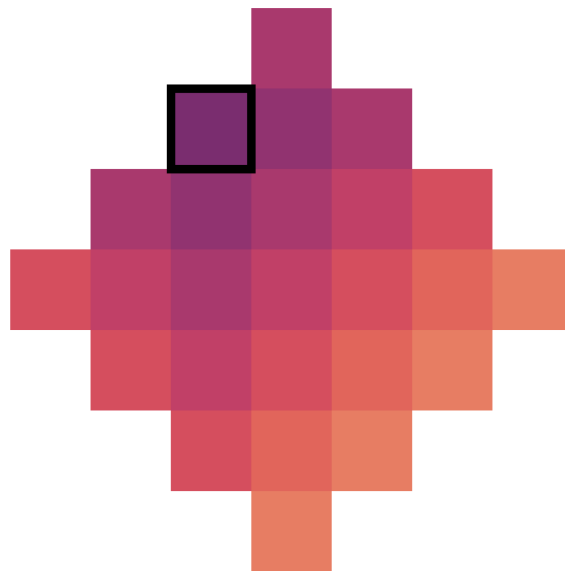
**Variable incidence graph (VIG):** a weighted graph of *variables*, where two variables share an edge for each clause between them

**A:** adjacency matrix of the VIG

**H(x,y):** number of paths of length 3 in the VIG

$$H(x, y) = (A^3)_{x,y}$$

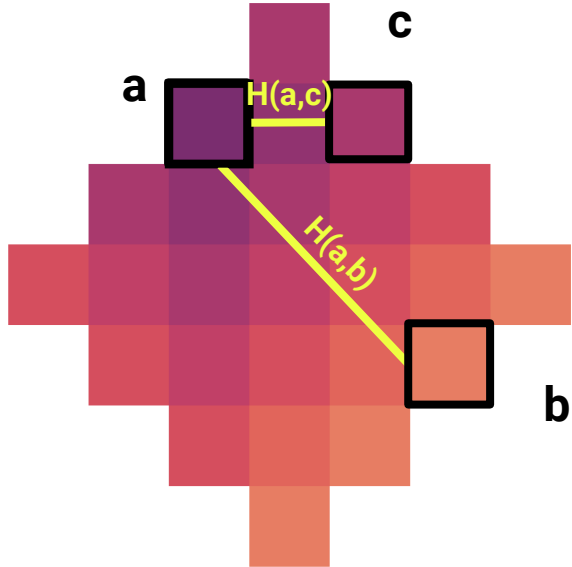
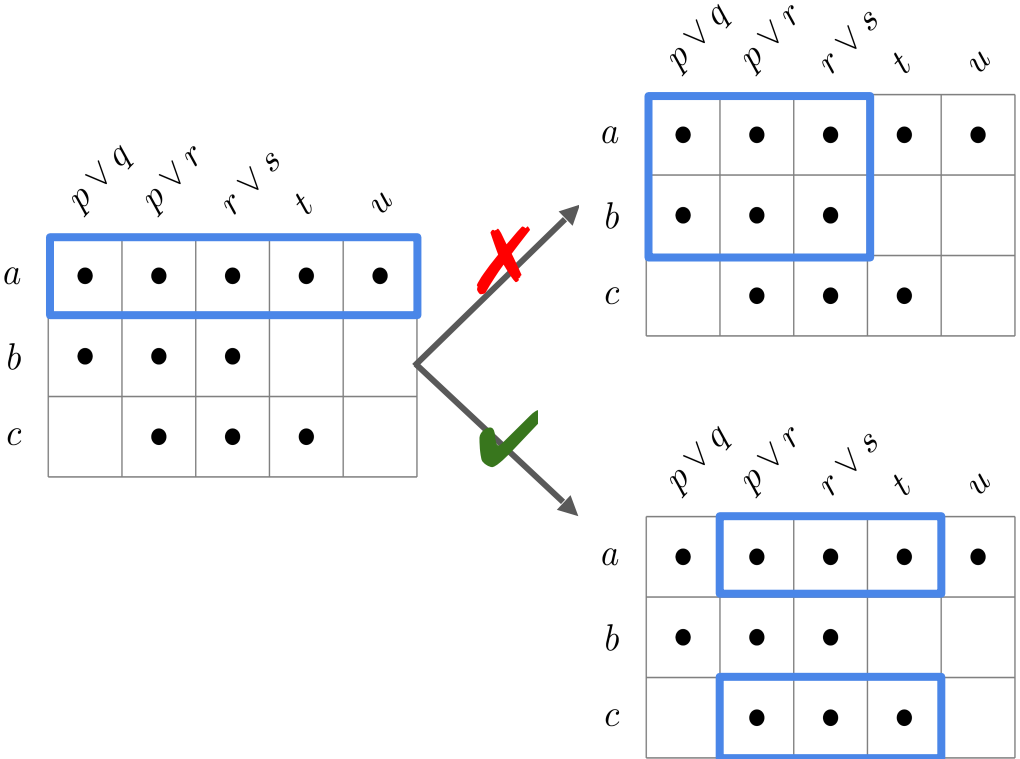
“Nearby” variables have **more paths of length 3 in the VIG** between them



*H(x,y) evaluated between the highlighted cell and every other cell (for color 6 variables)*

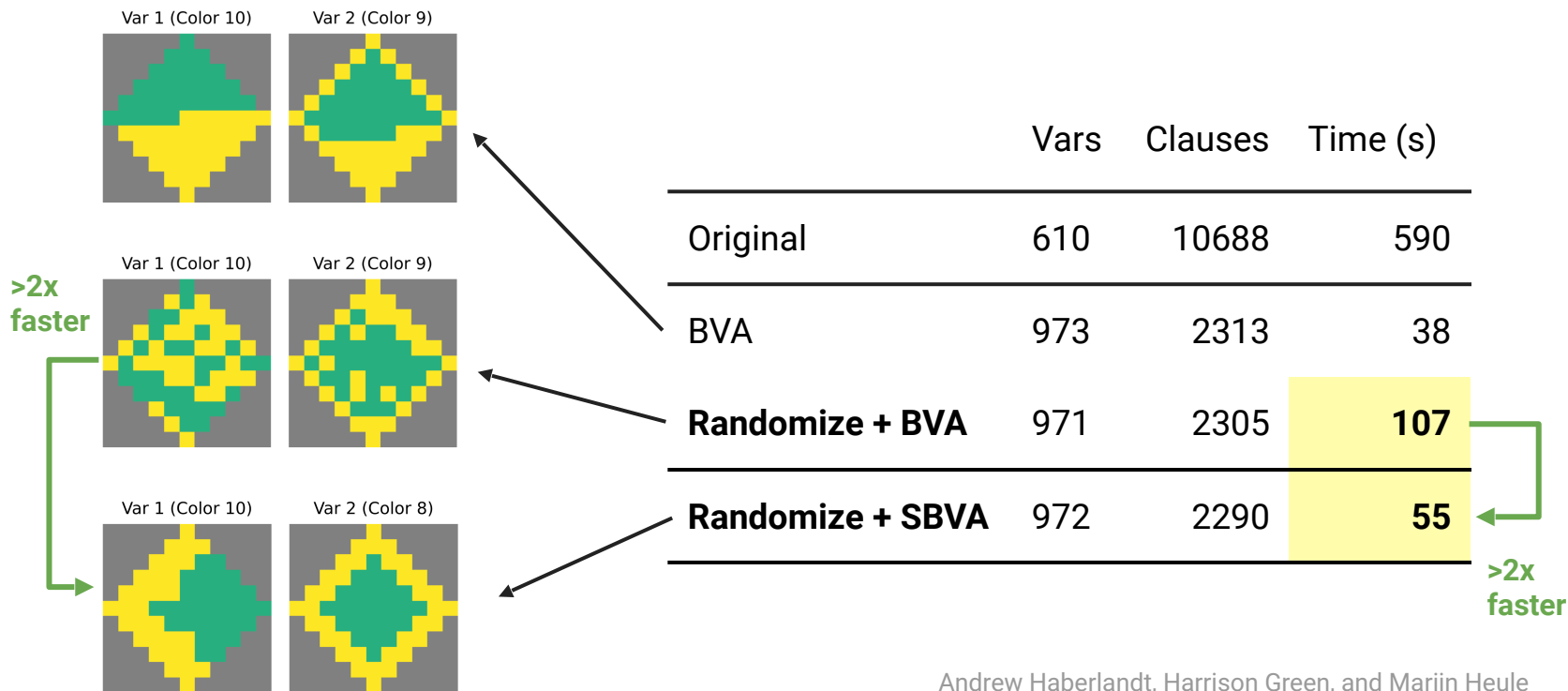


# SBVA: Break ties using the “3-HOP” heuristic



Compare  $H(a,b)$  and  $H(a,c)$

# SBVA constructs effective auxiliary variables, even on randomized formulas



# Evaluation Questions

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## 1. Is SBVA worth running as a preprocessor?

- a. Is it worth it to spend time preprocessing formulas before solving?
- b. How does SBVA compare to BVA (and to no preprocessor)?

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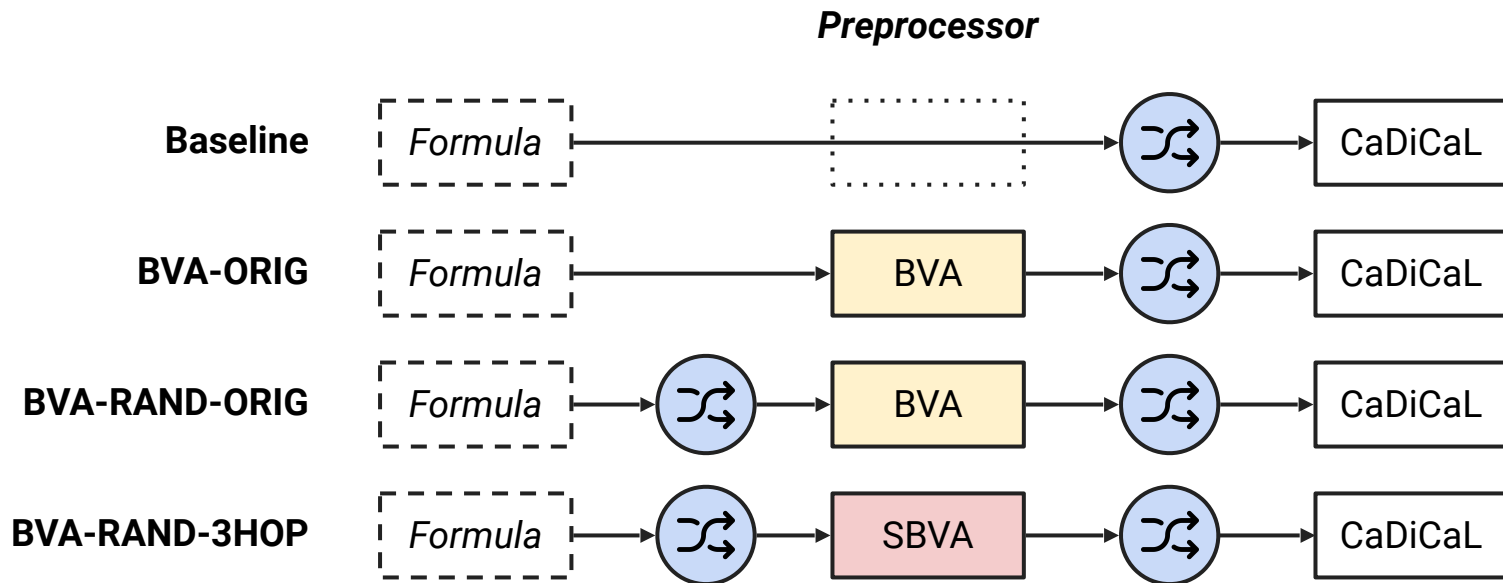
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- a. Is it worth it to spend time preprocessing formulas before solving?
- b. How does SBVA compare to BVA (and to no preprocessor)?


## 2. What types of formulas does SBVA work well on?

- a. Are there common structures?
- b. Does reduction factor correlate with speedup?

# Four Experimental Variants



Time Limit (BVA + CaDiCaL)	<b>5000s</b>
BVA Timeout	<b>200s</b>

 = `scranfilize (-p -P -f 0.5)`

# Dataset

	<b>Total</b>	
<b>Full</b>	29,402	All formulas from the Global Benchmark Database <sup>1</sup> , includes past SAT competitions
<b>ANNI-2022</b>	5,355	Anniversary Track from the 2022 SAT competition

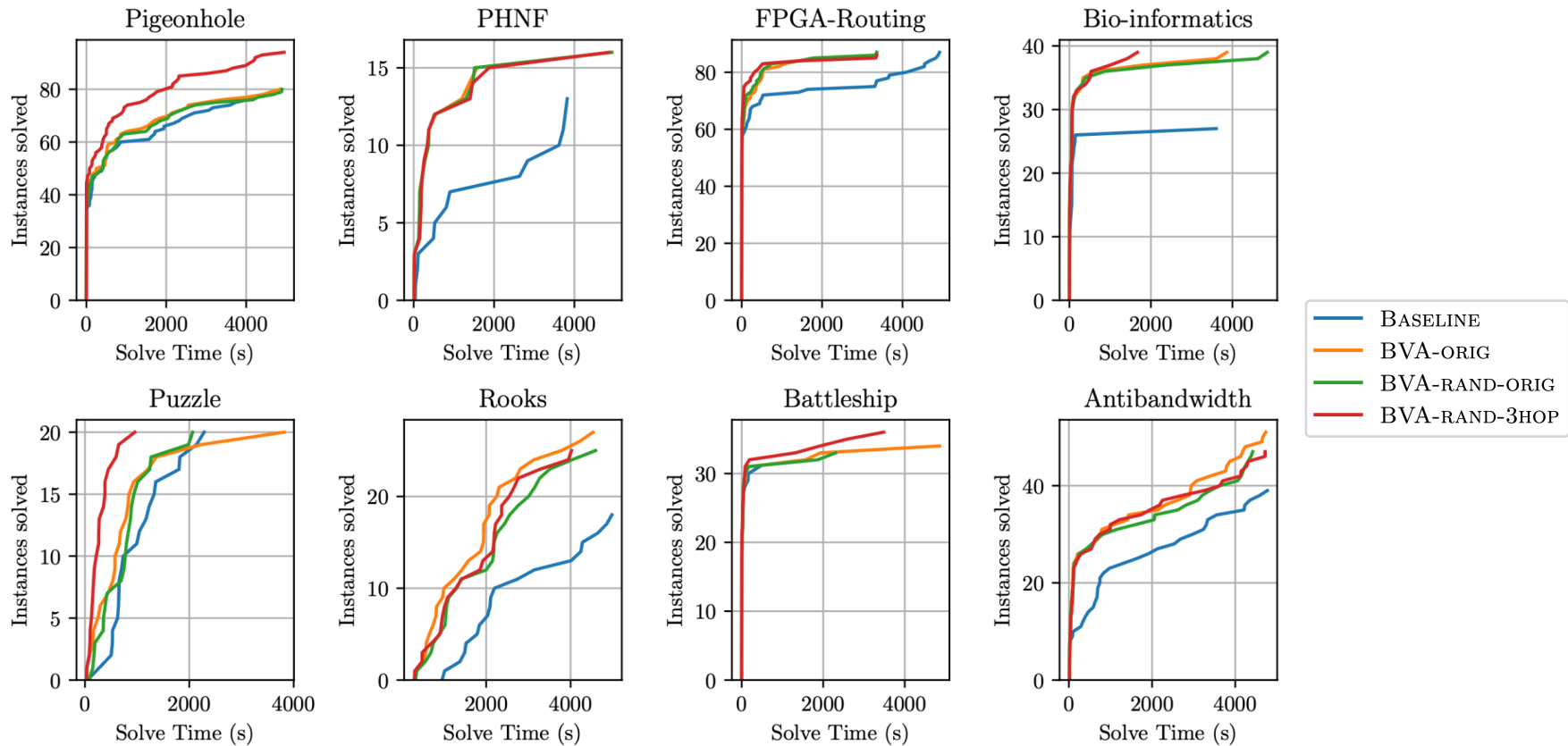
<sup>1</sup><https://benchmark-database.de/>

# SBVA solved the most formulas in both datasets

Dataset	Variant	ALL		UNSAT		SAT	
		PAR-2	#	PAR-2	#	PAR-2	#
FULL	BASELINE	1077.91	21602	756.14	6495	1196.99	15107
	BVA-ORIG	867.04	22140	<b>635.71</b>	6562	948.85	15578
	BVA-RAND-ORIG	870.20	22077	673.58	6533	953.25	15544
	BVA-RAND-3HOP	<b>862.29</b>	<b>22173</b>	650.41	<b>6568</b>	<b>935.38</b>	<b>15605</b>
ANNI-2022	BASELINE	1262.18	3953	1164.61	2048	<b>1309.41</b>	1905
	BVA-ORIG	<b>1174.80</b>	3987	<b>967.85</b>	2085	1338.31	1902
	BVA-RAND-ORIG	1193.27	3958	1053.75	2060	1350.09	1898
	BVA-RAND-3HOP	1188.63	<b>3995</b>	982.84	<b>2088</b>	1350.98	<b>1907</b>

All times include BVA runtime





# Pigeonhole Problems

Total Solve Time (BVA + CaDiCaL) in seconds, T.O. = 5000

	Baseline	BVA-ORIG	BVA-RAND-ORIG	BVA-RAND-3HOP
fphp-010-008.shuffled-as.sat05-1213	0.5	0.2	0.3	0.0
fphp-010-009.shuffled-as.sat05-1227	5.4	4.3	4.2	0.0
fphp-012-010.shuffled-as.sat05-1214	113.4	45.1	36.2	0.1
fphp-012-011.shuffled-as.sat05-1228	1722.9	1525.2	1844.1	0.7
fphp-014-012.shuffled-as.sat05-1215	T.O.	T.O.	T.O.	1.9
fphp-014-013.shuffled-as.sat05-1229	T.O.	T.O.	T.O.	564.5
fphp-016-013.shuffled-as.sat05-1216	T.O.	T.O.	T.O.	383.9
fphp-016-015.shuffled-as.sat05-1230	T.O.	T.O.	T.O.	1027.5
fphp-018-014.shuffled-as.sat05-1217	T.O.	T.O.	T.O.	549.1
fphp-020-015.shuffled-as.sat05-1218	T.O.	T.O.	T.O.	944.7
php-010-008.shuffled-as.sat05-1171	0.6	0.2	0.3	0.0
php-010-009.shuffled-as.sat05-1185	6.6	3.1	3.6	0.0
php-012-010.shuffled-as.sat05-1172	138.3	31.6	24.0	3.0
php-012-011.shuffled-as.sat05-1186	2696.0	1006.3	755.8	26.9
php-014-012.shuffled-as.sat05-1173	T.O.	T.O.	T.O.	237.5
php-016-013.shuffled-as.sat05-1174	T.O.	T.O.	T.O.	3024.1

SBVA solves  
>2,500x faster!

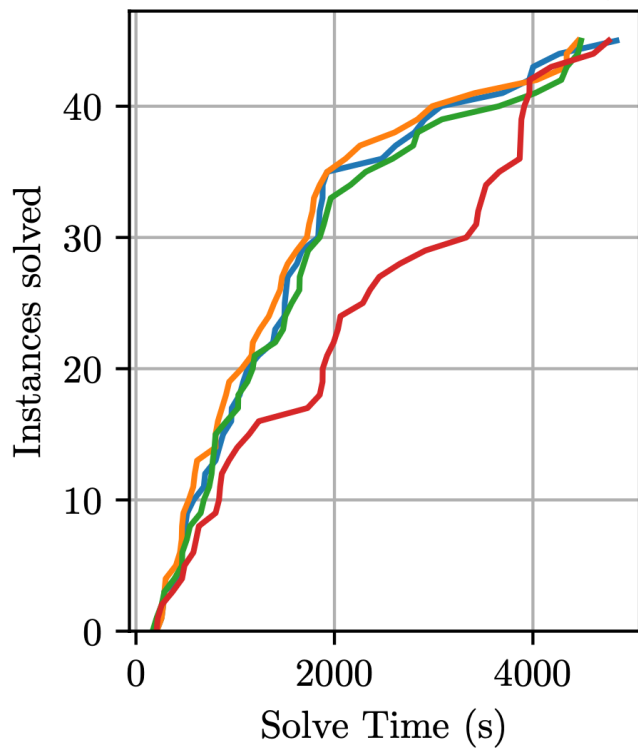


# Puzzle

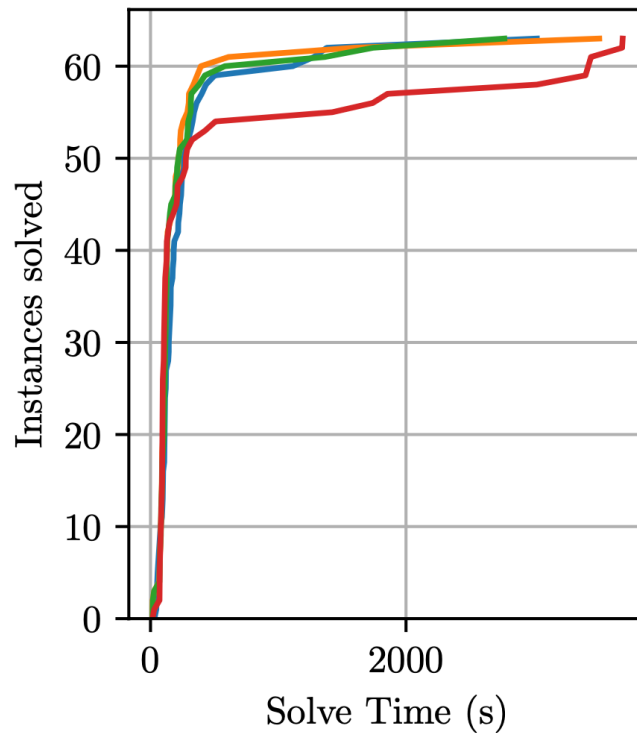
Total Solve Time (BVA + CaDiCaL) in seconds, T.O. = 5000

	Baseline	BVA-ORIG	BVA-RAND-ORIG	BVA-RAND-3HOP
mp1-blockpuzzle_5x10_s2_free5	1326.3	159.4	352.9	<b>129.2</b>
mp1-blockpuzzle_5x10_s3_free4	1802.9	579.1	940.1	<b>360.0</b>
mp1-blockpuzzle_5x10_s5_free3	273.4	163.0	174.8	<b>85.5</b>
mp1-blockpuzzle_5x10_s7_free4	703.5	249.5	356.0	<b>142.2</b>
mp1-blockpuzzle_5x10_s8_free3	657.2	444.9	391.1	<b>158.0</b>
mp1-blockpuzzle_5x12_s6_free3	734.1	662.1	896.3	<b>275.5</b>
mp1-blockpuzzle_7x10_s10_free4	627.4	687.8	1017.4	<b>232.1</b>
mp1-blockpuzzle_7x10_s9_free6	527.2	89.0	156.0	<b>53.6</b>
mp1-blockpuzzle_8x8_s1_free4	649.9	295.2	427.8	<b>191.9</b>
mp1-blockpuzzle_9x9_s4_free3	2283.8	939.9	1276.8	<b>680.3</b>
mp1-blockpuzzle_9x9_s5_free3	529.5	851.5	760.1	<b>199.0</b>
mp1-blockpuzzle_9x9_s8_free3	994.5	1214.0	881.9	<b>413.9</b>

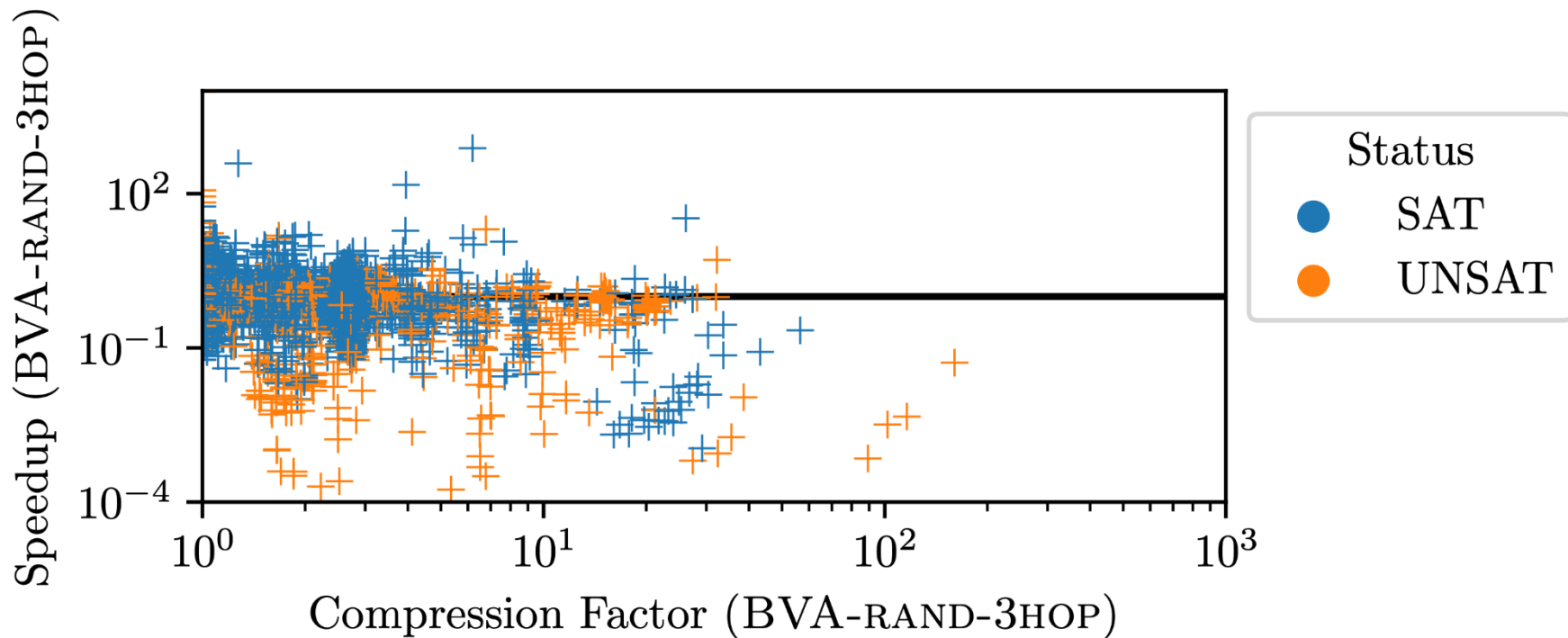
hypertree-decomposition (all)



graph-isomorphism (all)



# Reducing size only loosely correlates with speedup



# Open-source Tool: SBVA



<https://github.com/hgarrereyn/SBVA>

- MIT License
- C++
- Generates DRAT proofs

***as a preprocessor***

```
./sbva -i formula.cnf -o reduced.cnf
```

***with a solver  
(automatically fixes proof and model)***

```
./sbva_wrapped <solver> <formula> <proof>
```

# Summary

- Bounded Variable Addition is sensitive to randomization
- Structured BVA augments BVA with a heuristic to construct more effective variable additions
- Structured BVA is effective on a variety of formulas, and is beneficial to run as a preprocessor

