

Circuit-based Search Space Pruning in QBF

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- Solver for quantified Boolean formulas
- In prenex, non-CNF form
- Operates directly on a circuit representation
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Remarks:

- Generalization of the CNF-based QESTO [Janota and Marques-Silva, 2015]
CAQE [Rabe and Tentrup, 2015]
- Similar ideas implemented in Z3 for SMT [Bjørner and Janota, 2015]
and QBF QuAbs [Tentrup, 2016]

Why Circuits?

- Known: CNF can be harmful for solving QBF
[Ansótegui et al., 2005, Zhang, 2006, Janota and Marques-Silva, 2017]
- Intuition:
We reason about formula and its negation.
But, after Tseitin transformation,
we do not have the negation!

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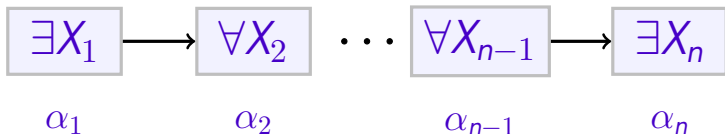
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Example

$$\forall u \exists e. (u \leftrightarrow e)$$

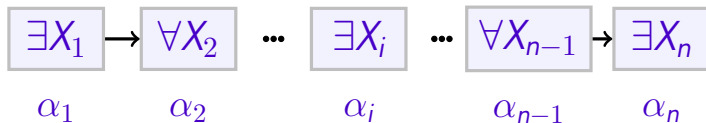
\exists -player wins by playing $e \triangleq u$

CQUESTO: Architecture



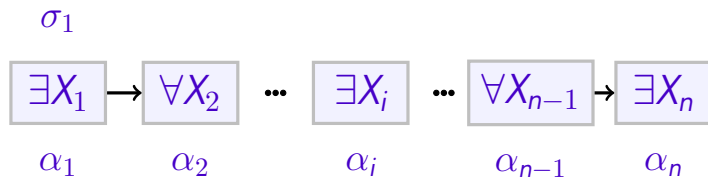
- Propositional α_j for each level
- α_j restricts moves at position i
- Initially $\alpha_{n-1} = \neg \text{matrix}$
 $\alpha_n = \text{matrix}$
 $\alpha_i = \text{true}$

CQESTO: Algorithm



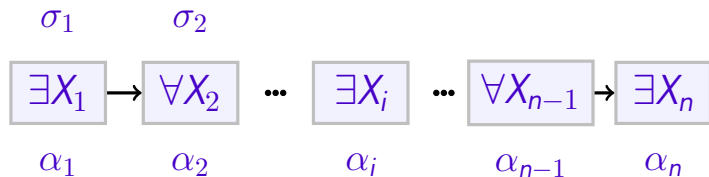
- Assign values to X_i by calling SAT on α_i
- If α_i unsatisfiable, fix earlier mistake (strengthen previous α_j)
- If α_1 or α_2 unsatisfiable, the formula is proven (STOP)

CQUESTO: Algorithm



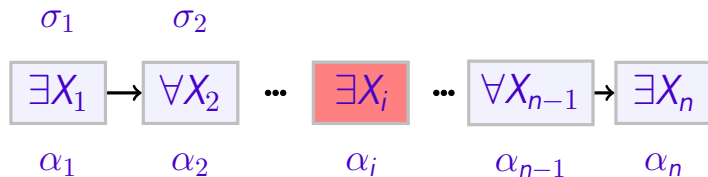
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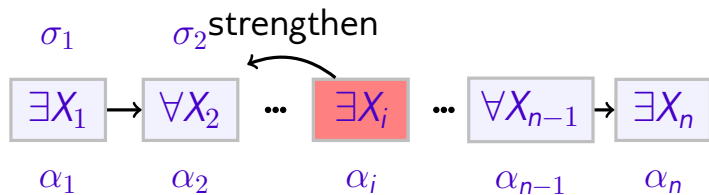
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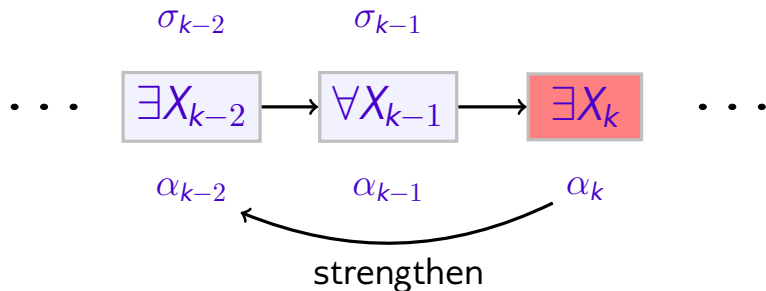
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Loss Resolution (Conflicts)



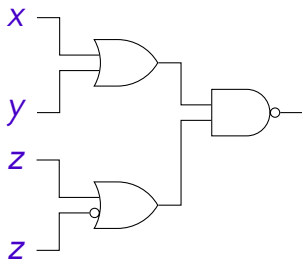
- 1 Identify **reason** R for failure in α_k .
- 2 **Eliminate** variables X_k from R
- 3 **Eliminate** variables X_{k-1} from R
- 4 Strengthen α_{k-2}

Reason (example)

$$(x \vee y) \rightarrow (z \wedge \neg z) = \neg((x \vee y) \wedge (z \vee \neg z))$$

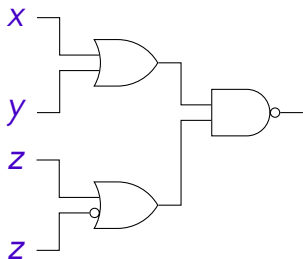
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- 1 For $x = 1, y = 0$ propagate: $x \vee y = 1$
- 2 Give the gate a name α and use UNSAT cores to get the reason
- 3 Reason is $\alpha = x \vee y$

Eliminate X_{k-1} : plug in σ_{k-1}

1 $\exists x_1 x_2 \forall y \exists z. (x_1 \wedge z) \wedge (x_2 \vee y)$

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- 6 strengthening $\alpha_1 \leftarrow \alpha_1 \wedge x_2$.

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In general:

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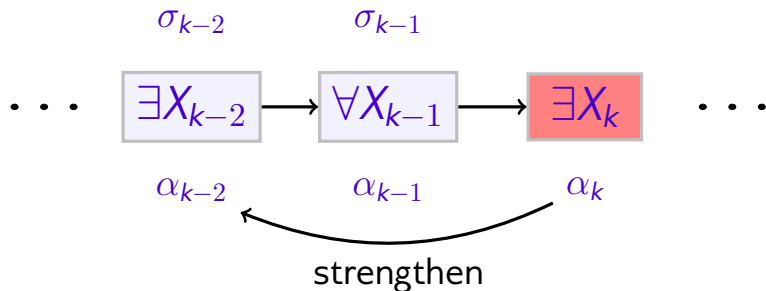
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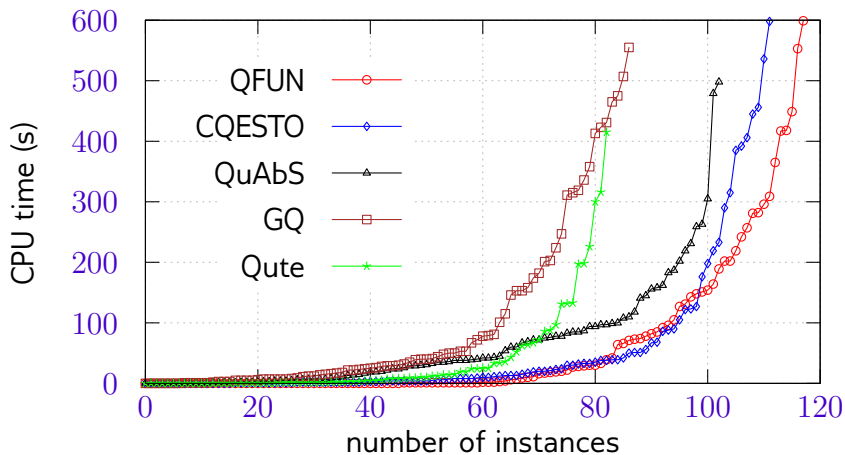
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Loss Resolution (Conflicts): Recap



- 1 Reason: propagation & SAT cores
- 2 Eliminate X_{k-1} : substitution of σ_{k-1}
- 3 Eliminate X_k : syntactic-based weakening
- 4 Strengthen α_{k-2} (or some $i \leq k-2$)

Experimental Evaluation



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- Identified: **reason, eliminate opponent variables, eliminate player's variables**
- How are the identified processes realized in other solvers?
- Different ways of realizing processes?

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