Automated Theorem Proving: DPLL and Simplex

Help me with this homework, ok? What's $6 + 3$?

Okay, well, this one is a bit tricky.

First we call the answer "y" as in "y do we care?"
Now y may be a square number, so we'll draw a square and make this side 6 and that side 3. Then we'll measure the diagonal.

I don't remember the teacher explaining it like this.

She probably doesn't know higher math. When you deal with high numbers, you need higher math.

But this diagonal is just a little under two.

Ok, here, I'll draw a bigger square.
One-Slide Summary

- An **automated theorem prover** is an algorithm that determines whether a mathematical or logical proposition is **valid (satisfiable)**.

- A **satisfying or feasible assignment** maps variables to values that satisfy given constraints. A theorem prover typically produces a proof or a satisfying assignment (e.g., a counter-example backtrace).

- The **DPLL** algorithm uses efficient heuristics (involving “pure” or “unit” variables) to solve **Boolean Satisfiability** (SAT) quickly in practice.

- The **Simplex** algorithm uses efficient heuristics (involving visiting feasible corners) to solve **Linear Programming** (LP) quickly in practice.
Why Bother?

• I am loathe to teach you anything that I think is a waste of your time.

• The use of “constraint solvers” or “SMT solvers” or “automated theorem provers” is becoming endemic in PL, SE and Security research, among others.

• Many high-level analyses and transformations call Chaff, Z3 or Simplify (etc.) as a black box single step.
Recent Examples

• “VeriCon uses first-order logic to specify admissible network topologies and desired network-wide invariants, and then implements classical Floyd-Hoare-Dijkstra **deductive verification using Z3**.”
  - VeriCon: Towards Verifying Controller Programs in Software-Defined Networks, PLDI 2014

• “However, the search strategy is very different: our synthesizer fills in the holes using component-based synthesis (as opposed to using SAT/SMT solvers).”
  - Test-Driven Synthesis, PLDI 2014

• “If the terms $l$, $m$, and $r$ were of type $nat$, this **theorem is solved automatically** using Isabelle/HOL's built-in auto tactic.”
  - Don't Sweat the Small Stuff: Formal Verification of C Code Without the Pain, PLDI 2014
Desired Examples

• SLAM
  - Given “new = old” and “new++”, can we conclude “new = old”?
  - \((\text{new}_0 = \text{old}_0) \land (\text{new}_1 = \text{new}_0 + 1) \land (\text{old}_1 = \text{old}_0) \Rightarrow (\text{new}_1 = \text{old}_1)\)

• Division By Zero
  - IMP: “print x/((x*x)+1)”
  - \((\text{n}_1 = (x \ast x) + 1) \Rightarrow (\text{n}_1 \neq 0)\)
Incomplete

- Unfortunately, we can't have nice things.

- **Theorem (Godel, 1931)**. No consistent system of axioms whose theorems can be listed by an algorithm is capable of proving all truths about relations of the natural numbers.

- But we can profitably restrict attention to *some* relations about numbers.
• **SLAM**
  - Given “new = old” and “new++”, can we conclude “new = old”?
  - \((\text{new}_0 = \text{old}_0) \land (\text{new}_1 = \text{new}_0 + 1) \land (\text{old}_1 = \text{old}_0) \implies (\text{new}_1 = \text{old}_1)\)

• **Division By Zero**
  - IMP: “print \(x/((x*x)+1)\)”
  - \((n_1 = (x * x) + 1) \implies (n_1 \neq 0)\)

To make progress, we will treat “pure logic” and “pure math” separately.
Overall Plan

- Satisfiability
- Simple SAT Solving
- Practical Heuristics
- DPLL algorithm for SAT
- Linear programming
- Graphical Interpretation
- Simplex algorithm
Boolean Satisfiability

- Start by considering a simpler problem: propositions involving only boolean variables

\[\text{bexp} := \ x\]
- \[\text{bexp} \land \text{bexp}\]
- \[\text{bexp} \lor \text{bexp}\]
- \[\neg \text{bexp}\]
- \[\text{bexp} \rightarrow \text{bexp}\]
- \[\text{true} \mid \text{false}\]

- Given a bexp, return a satisfying assignment or indicate that it cannot be satisfied
Satisfying Assignment

- A **satisfying assignment** maps boolean variables to boolean values.
- Suppose $\sigma(x) = \text{true}$ and $\sigma(y) = \text{false}$
- $\sigma \models x$  // $\models = \text{“models” or “makes}$
- $\sigma \models x \lor y$  // $\lor = \text{“true” or “satisfies”}$
- $\sigma \models y \Rightarrow \neg x$
- $\sigma \not\models x \Rightarrow (x \Rightarrow y)$
- $\sigma \not\models \neg x \lor y$
Cook-Levin Theorem

• **Theorem (Cook-Levin). The boolean satisfiability problem is NP-complete.**

• In '71, Cook published “The complexity of theorem proving procedures”. Karp followed up in '72 with “Reducibility among combinatorial problems”.
  
  - Cook and Karp received Turing Awards.

• SAT is in NP: verify the satisfying assignment

• SAT is NP-Hard: we can build a boolean expression that is satisfiable iff a given nondeterministic Turing machine accepts its given input in polynomial time
Conjunctive Normal Form

- Let's make it easier (but still NP-Complete)
- A **literal** is “variable” or “negated variable”
  - \( x \)
  - \( \neg y \)
- A **clause** is a disjunction of literals
  - \( (x \lor y \lor \neg z) \lor (\neg x) \)
- **Conjunctive normal form** (CNF) is a conjunction of clauses
  - \( (x \lor y \lor \neg z) \land (\neg x \lor \neg y) \land (z) \)
- Must satisfy all clauses at once
  - “global” constraints!
SAT Solving Algorithms

$$\exists \sigma. \, \sigma \models (x \lor y \lor \neg z) \land (\neg x \lor \neg y) \land (z)$$

- So how do we solve it?

- Ex: $\sigma(x) = \sigma(z) = \text{true}$, $\sigma(y) = \text{false}$

- Expected running time?
Analogy: Human Visual Search
“Find The Red Vertical Bar”
Human Visual Search
“Find The Red Vertical Bar”
Some Visual Features Admit $O(1)$ Detection

![Graph showing RT (msec) vs. Display Set Size for Conjunction Search and Feature Search](image)
Strangers On A Train

- https://www.youtube.com/watch?v=_tVFwhoeQVM
Think Fast: Partial Answer?

\((\neg a \lor \neg b \lor \neg c \lor d \lor e \lor \neg f \lor g \lor \neg h \lor \neg i)\) 
\(\land (\neg a \lor b \lor \neg c \lor d \lor \neg e \lor f \lor \neg g \lor h \lor \neg i)\) 
\(\land (a \lor \neg b \lor \neg c \lor \neg d \lor e \lor \neg f \lor \neg g \lor \neg h \lor i)\) 
\(\land (\neg b)\) 
\(\land (a \lor \neg b \lor c \lor \neg d \lor e \lor \neg f \lor \neg g \lor \neg h \lor i)\) 
\(\land (\neg a \lor b \lor \neg c \lor d \lor \neg e \lor f \lor \neg g \lor h \lor \neg i)\)

- If this instance is satisfiable, what must part of the satisfying assignment be?
Think Fast: Partial Answer?

\[
(\neg a \lor \neg b \lor \neg c \lor d \lor e \lor \neg f \lor g \lor \neg h \lor \neg i) \\
\land (\neg a \lor b \lor \neg c \lor d \lor \neg e \lor f \lor \neg g \lor h \lor \neg i) \\
\land (a \lor \neg b \lor \neg c \lor \neg d \lor e \lor \neg f \lor \neg g \lor \neg h \lor i) \\
\land (\neg b) \\
\land (a \lor \neg b \lor c \lor \neg d \lor e \lor \neg f \lor \neg g \lor \neg h \lor i) \\
\land (\neg a \lor b \lor \neg c \lor d \lor \neg e \lor f \lor \neg g \lor h \lor \neg i)
\]

- If this instance is satisfiable, what \textit{must} part of the satisfying assignment be? \textbf{b = false}
Need For Speed 2

$$(\neg a \lor c \lor \neg d \lor e \lor f \lor \neg g \lor \neg h \lor \neg i)$$

$$(\neg a \lor b \lor \neg c \lor d \lor \neg e \lor f \lor g \lor h \lor i)$$

$$(\neg a \lor \neg b \lor c \lor e \lor f \lor g \lor \neg h \lor i)$$

$$(\neg a \lor b \lor c \lor d \lor e \lor \neg f \lor \neg g \lor h \lor \neg i)$$

$$(b \lor \neg c \lor \neg d \lor e \lor \neg f \lor g \lor h \lor \neg i)$$

$$(\neg a \lor b \lor c \lor d \lor \neg g \lor \neg h \lor \neg i)$$

- If this instance is satisfiable, what **must** part of the satisfying assignment be?
Need For Speed 2

\[
(\neg a \lor c \lor \neg d \lor e \lor f \lor \neg g \lor \neg h \lor \neg i) \\
\land (\neg a \lor b \lor \neg c \lor d \lor \neg e \lor f \lor g \lor h \lor i) \\
\land (\neg a \lor \neg b \lor c \lor e \lor f \lor g \lor \neg h \lor i) \\
\land (\neg a \lor b \lor c \lor d \lor e \lor \neg f \lor \neg g \lor h \lor \neg i) \\
\land (\neg a \lor b \lor c \lor d \lor e \lor \neg f \lor g \lor h \lor \neg i) \\
\land (\neg a \lor b \lor c \lor d \lor \neg g \lor \neg h \lor \neg i)
\]

• If this instance is satisfiable, what \textit{must} part of the satisfying assignment be? \( a = \text{false} \)
Unit and Pure

- A **unit clause** contains only a single literal.
  - Ex: \((x) \land (\neg y)\)
  - Can only be satisfied by making that literal true.
  - Thus, there is no choice: just do it!

- A **pure variable** is either “always \(\neg\) negated” or “never \(\neg\) negated”.
  - Ex: \((\neg x \lor y \lor \neg z) \land (\neg x \lor \neg y) \land (z)\)
  - Can only be satisfied by making that literal true.
  - Thus, there is no choice: just do it!
Unit Propagation

- If $X$ is a literal in a unit clause, add $X$ to that satisfying assignment and replace $X$ with “true” in the input, then simplify:
  1. $(\neg x \lor y \lor \neg z) \land (\neg x \lor \neg z) \land (z)$
  2. identify “$z$” as a unit clause
  3. $\sigma += \text{“}z = \text{true}\text{”}$
Unit Propagation

- If X is a literal in a unit clause, add X to that satisfying assignment and replace X with “true” in the input, then simplify:
  1. \((\neg x \lor y \lor \neg z) \land (\neg x \lor \neg z) \land (z)\)
  2. identify “z” as a unit clause
  3. \(\sigma += \text{“z = true”}\)
  4. \((\neg x \lor y \lor \neg \text{true}) \land (\neg x \lor \neg \text{true}) \land (\text{true})\)
Unit Propagation

- If X is a literal in a unit clause, add X to that satisfying assignment and replace X with “true” in the input, then simplify:

1. \((\neg x \lor y \lor \neg z) \land (\neg x \lor \neg z) \land (z)\)
2. identify “z” as a unit clause
3. \(\sigma += \text{“z = true”}\)
4. \((\neg x \lor y \lor \neg \text{true}) \land (\neg x \lor \neg \text{true}) \land (\text{true})\)
5. \((\neg x \lor y) \land (\neg x)\)

- Profit! Let's keep going …
Unit Propagation FTW

5. \((\neg x \lor y) \land (\neg x)\)

6. Identify “\(\neg x\)” as a unit clause

7. \(\sigma += \text{“} \neg x = \text{true} \text{”} \)

8. \((\text{true} \lor y) \land (\text{true})\)

9. done!

\(\{z, \neg x\} \models (\neg x \lor y \lor \neg z) \land (\neg x \lor \neg z) \land (z)\)
Pure Variable Elimination

• If $V$ is a variable that is always used with one polarity, add it to the satisfying assignment and replace $V$ with “true”, then simplify.
  1. $\neg x \lor \neg y \lor \neg z \land (x \lor \neg y \lor z)$
  2. identify “$\neg y$” as a pure literal
Pure Variable Elimination

• If V is a variable that is always used with one polarity, add it to the satisfying assignment and replace V with “true”, then simplify.

1. \((\neg x \lor \neg y \lor \neg z) \land (x \lor \neg y \lor z)\)
2. identify “\(\neg y\)” as a pure literal
3. \((\neg x \lor \text{true} \lor \neg z) \land (x \lor \text{true} \lor z)\)
4. Done.
DPLL

• The **Davis-Putnam-Logemann-Loveland** (DPLL) algorithm is a complete decision procedure for CNF SAT based on:
  - Identify and propagate *unit* clauses
  - Identify and propagate *pure* literals
  - If all else fails, exhaustive *backtracking* search

• It builds up a partial satisfying assignment over time.

DP '60: “A Computing Procedure for Quantification Theory”
DLL '62: “A Machine Program for Theorem Proving”
DPLL Algorithm

let rec dpll (c : CNF) (σ : model) : model option =
  if σ ⊨ c then (* polytime *)
    return Some(σ) (* we win! *)
  else if ( ) in c then (* empty clause *)
    return None (* unsat *)
  let u = unit_clauses_of c in
  let c, σ = fold unit_propagate (c, σ) u in
  let p = pure_literals_of c in
  let c, σ = fold pure_literal_elim (c, σ) p in
  let x = choose ((literals_of c) - (literals_of σ)) in
  return (dpll (c ∧ x) σ) or (dpll (c ∧ ¬x) σ)
DPLL Example

\((x \lor \neg z) \land (\neg x \lor \neg y \lor z) \land (w) \land (w \lor y)\)

- Unit clauses: \((w)\)

\((x \lor \neg z) \land (\neg x \lor \neg y \lor z)\)

- Pure literals: \(\neg y\)

\((x \lor \neg z)\)

- Choose unassigned: \(x\) \hspace{1cm} (recursive call)

\((x \lor \neg z) \land (x)\)

- Unit clauses: \((x)\)

- Done! \(\sigma=\{w, \neg y, x\}\)
SAT Conclusion

• DPLL is commonly used by award-winning SAT solvers such as Chaff and MiniSAT

• Not explained here: how you “choose” an unassigned literal for the recursive call
  - This “branching literal” is the subject of many papers on heuristics

• Very recent: specialize a MiniSAT solver to a particular problem class

This American mathematician and scientist developed the simplex algorithm for solving linear programming problems. In 1939 he arrived late to a graduate stats class at UC Berkeley where Professor Neyman had written two famously unsolved problems on the board. The student thought the problems “seemed a little harder than usual” but a few days later handed in complete solutions, believing them to be homework problems overdue. This real-life story inspired the introductory scene in *Good Will Hunting*. 
Linear Programming

• Example Goal:
  - Find $X$ such that $X > 5 \land X < 10 \land 2X = 16$

• Let $x_1 \ldots x_n$ be real-valued variables

• A satisfying assignment (or feasible solution) is a mapping from variables to reals satisfying all available constraints

• Given a set of linear constraints and a linear objective function to maximize, Linear Programming (LP) finds a feasible solution that maximizes the objective function.
Linear Programming Instance

- Maximize \( c_1 x_1 + c_2 x_2 + \ldots + c_n x_n \)
- Subject to \( a_{11} x_1 + a_{12} x_2 + \ldots \leq b_1 \)
  \( a_{21} x_1 + a_{22} x_2 + \ldots \leq b_2 \)
  \( a_{n1} x_1 + a_{n2} x_2 + \ldots \leq b_n \)
- \( x_1 \geq 0, \ldots, x_n \geq 0 \)

- Don't "need" the objective function
- Don't "need" \( x_1 \geq 0 \)
2D Running Example

• Maximize \( 4x + 3y \)
• Subject to \( 2x + 3y \leq 6 \) (1)
  \[ 2y \leq 5 \] (2)
  \[ 2x + 1y \leq 4 \] (3)
  \[ x \geq 0, \ y \geq 0 \]

• Feasible: (1,1) or (0,0)
• Infeasible: (1,-1) or (1,2)
Key Insight

• Each linear constraint (e.g., $2x+3y \leq 6$) corresponds to a half-plane
  - A feasible half-plane and an infeasible one
Key Insight

- Each linear constraint (e.g., $2y \leq 5$) corresponds to a half-plane
  - A feasible half-plane and an infeasible one
Key Insight

Each linear constraint (e.g., $2x + 3y \leq 6$) corresponds to a half-plane.
Feasible Region

- The region that is on the “correct” side of all of the lines is the **feasible region**

- If non-empty, it is always a **convex** polygon
  - Convex, for our purposes: if A and B are points in a convex set, then the points on the line segment between A and B are also in that convex set

- Optimality: “Maximize $4x + 3y$”

- For any $c$, $4x+3y=c$ is a line with the same slope

- **Corner points** of the feasible region must maximize
  - Why? Linear objective function + convex polygon
Objective Function

- Maximize $4x + 3y$
Objective Function

- Maximize $4x + 3y$
Objective Function

- Maximize $4x + 3y$

Optimal Corner Point (1.5, 1)
It's the feasible point that maximizes the objective function!
Analogy: Rolling Pin, Pizza Dough
Analogy: Rolling Pin, Pizza Dough
Analogy: Rolling Pin, Pizza Dough
Any Convex Pizza and Any Linear Rolling Pin Approach
Any Convex Pizza and Any Linear Rolling Pin Approach
Linear Programming Solver

• Three Step Process
  - Identify the coordinates of all feasible corners
  - Evaluate the objective function at each one
  - Return one that maximizes the objective function

• This totally works! We're done.

• The trick: how can we find all of the coordinates of the corners without drawing the picture of the graph?
Finding Corner Points

• A corner point (extreme point) lies at the intersection of constraints.

• Recall our running example:

• Subject to

\[
\begin{align*}
2x + 3y &\leq 6 \\
2y &\leq 5 \\
2x + 1y &\leq 4 \\
x &\geq 0, y &\geq 0
\end{align*}
\]

• Take just (1) and (3) as defining equations
Visually

- $2x + 3y \leq 6$ and $2x + 1y \leq 4$
  - Hard to see with the whole graph …
Visually

- $2x + 3y \leq 6$ and $2x + 1y \leq 4$
  - But easy if we only look at those two!
Mathematically

- $2x + 3y \leq 6$
- $2x + 1y \leq 4$
- Recall linear algebra: **Gaussian Elimination**
  - Subtract the second row from the first
- $0x + 2y \leq 2$
  - Yields “$y = 1$”
- Substitute “$y=1$” back in
- $2x + 3 \leq 6$
  - Yields “$x = 1.5$”
Infeasible Corners

• $2x + 3y \leq 6$ and $2y \leq 5$
Infeasible Corners

- $2x + 3y \leq 6$ and $2y \leq 5$
  - $(-0.75, 2.5)$ solves the equations but it does not satisfy our “$x \geq 0$” constraint: infeasible!

![Graph showing the feasible region of $2x + 3y \leq 6$ and the infeasible region of $2y \leq 5$.]
Solving Linear Programming

- Identify the coordinates of all corners
  - Consider all pairs of constraints, solve each pair
  - Filter to retain points satisfying all constraints
- Evaluate the objective function at each point
- Return the point that maximizes

- With 5 equations, the number of pairs is “6 choose 2” = \( \frac{5!}{(2!3!)} = 10 \).
  - Only 4 of those 10 are feasible.
Feasible Corners

• In our running example, there are four feasible corners
Road Trip!

• Suppose we start in one feasible corner (0,0)
  - And we know our objective function $4x + 3y$
  - Do we move to corner (0,2) or (2,0) next, or should we stay here?
Road Trip!

- We're now in (2,0)
  - And we know our objective function $4x + 3y$
  - Do we move to corner (1.5,1) or stay here?
Road Trip!

- We're now in (1.5, 1)
  - We're done! We have considered all of our neighbors and we're the best.
Analogy: Don't Sink!
Reach Highest Point Greedily
Not A Counter-Example
Why Not?
Simplex Insight

• The **Simplex** algorithm encodes this “gradient ascent” insight: if there are many corners, we may not even need to enumerate or visit them all.

• Instead, just walk from feasible corner to adjacent feasible corner, maximizing the objective function every time.
  - It's linear and convex: you can't be “tricked” into a local maximum that's not also global.

• In a high-dimensional case, this is a huge win because there are many corners.
Simplex Algorithm

- **George Dantzig** published the Simplex algorithm in 1947.
  - John von Neumann theory prize, US National Medal of Science, “one of the top 10 algorithms of the 20th century”, etc.

- **Phase 1**: find any feasible corner
  - Ex: solve two constraints until you find one

- **Phase 2**: walk to best adjacent corner
  - Ex: “pivot” row operations between the “leaving” variable and the “entering” variable

- Repeat until no adjacent corner is better
Simplex Running Time

• Despite the “gradient ascent heuristic”, the official worst-case complexity of Simplex is Exponential time
  - Open question: is there a strongly polytime algorithm for linear programming?

• Simplex is quite efficient in practice.
  - In a formal sense, “most” LP instances can be solved by Simplex in polytime. “Hard” instances are “not dense” in the set of all instances (akin to: the Integers are “not dense” in the Reals).

• 0-1 Integer Linear Programming is NP-Hard.
Next Time

- DPLL(T) combines DPLL + Simplex into one grand unified theorem prover
Homework

- HW2 Due for Next Time
- Reading for Monday