Model Counting at CRIL

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Model Counting (#SAT)

Input: CNF-formula F

Output: Number of satisfying assignments of *F*

- generic #P-hard counting problem
- applications, e.g.
 - probabilistic graphical models
 - stochastic planning





▶ state-of-the-art practical solvers for #SAT far slower than SAT-solvers





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Toda's Theorem

$$\mathsf{PH} \subseteq \mathsf{P}^{\#SAT[1]}$$
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▶ in words: #SAT at least as hard as all problem in polynomial hierarchy





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- ightharpoonup in words: #SAT at least as hard as all problem in polynomial hierarchy
- $2^{n^{1-\epsilon}}$ -approximation hard for every $\epsilon > 0$
- ⇒ extremely hard problem (theory and practice)



Interaction Between Variables: Primal Graphs





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- variables are vertices
- edge between variables that share clauses



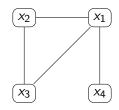
Interaction Between Variables: Primal Graphs



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Example

 $(x_1 \lor x_2 \lor \neg x_3) \land (x_1 \lor x_4) \land (\neg x_2 \lor x_3) \land (x_1)$





Observation Tree-shaped #SAT is tractable.





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Proof:

▶ graph of input F is a tree $\rightarrow #2$ -SAT





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- ▶ idea: dynamic programming from leaves to (arbitrarily chosen) root



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- ▶ compute S(v, i) for each vertex v and $i \in \{0, 1\}$: S(v,i): number of solutions of formula rooted in v in which v takes value i



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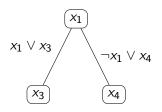
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- \blacktriangleright for every leaf v:

$$S(v,0)=S(v,1)=1$$



#SAT on trees, example



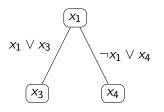


▶ already computed: $S(x_3, i), S(x_4, i)$



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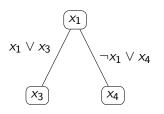
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$$S(x_1,0) = S(x_3,1) \cdot (S(x_4,0) + S(x_4,1))$$

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also works in general



Structural tractability of #SAT

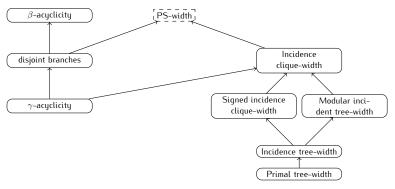
Which other graphs give tractable instances of #SAT?



Structural tractability of #SAT



Which other graphs give tractable instances of #SAT?



Parameter of the hypergraph

Parameter of the incidence graph

all algorithms dynamic programming

(Samer, Szeider '10; Paulusma, Slivovsky, Szeider '13; Fisher, Makowsky, Ravve '08; Slivovsky, Szeider '14; Capalli Durand, M '14; Brault-Baron, Capelli, M '15; Sæther, Telle, Vatshelle '14)

Treewidth vs. Cliquewidth



- \triangleright runtimes for formula F
 - ▶ treewidth k FPT: $2^k|F|$
 - cliquewidth k not FPT: $|F|^k$
- ► FPT runtime far preferable



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Question

Can runtime for cliquewidth be improved to FPT?



- ▶ runtimes for formula *F*
 - ▶ treewidth k FPT: $2^k|F|$
 - cliquewidth k not FPT: $|F|^k$
- ► FPT runtime far preferable

Question

Can runtime for cliquewidth be improved to FPT?

- NO, unless strange things happen, i.e. FPT = W[1] (Paulusma, Slivovsky, Szeider '13)
- but can we say something unconditionally?



Exhaustive DPLL and its traces



Exhaustive DPLL

Model Counting at CRIL

- backtracking search to find/count solutions of CNF
- caching (reuse counts of subformulas already solved)
- components (independent formulas treated independently)
- basis of state of the art model counters



Exhaustive DPLL and its traces



- Exhaustive DPLL
 - backtracking search to find/count solutions of CNF
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Theorem (Huang, Darwiche '05)

Traces of runs of exhaustive DPLL are DNNF.

- DNNF
 - restricted boolean circuits
 - extensively studied in knowledge compilation
- ▶ so model counters can also compile: sharpSAT → Dsharp



Compilation and Traces of the Algorithms



Theorem (Bova, Capelli, M, Slivovsky '15, Capelli '16)

Consider any of the known graph based model counting algorithms.

Then its traces are also DNNF.

 consequence: essentially all known counting algorithms lead to DNNF (except linear algebra...)



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- consequence: essentially all known counting algorithms lead to DNNF (except linear algebra...)
- to show that known counting algorithms do not solve #SAT, "only" need to show DNNF lower bounds
- ...but that was an open problem for 15 years



Lower Bounds for DNNF



Connection (Bova, Capelli, M, Slivovsky '16)

Functions with high multipartition communication complexity have no small DNNF.



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There are CNF with high multipartition communication complexity.

lets us show lower bounds for DNNF and thus for counting "easily"



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Theorem (roughly, M'16)

Cliquewidth k formulas generally require DNNF size n^k . Thus known counting algorithms require time n^k .



Conclusion



- model counting is hard
- graph restrictions help to a certain extent
- connection to compilation (DNNF)
- lower bounds with communication complexity
- cliquewidth harder than treewidth



Model Counting in Practice



- Many model counters (both exact and approximate) have been developed so far
 - search-based model counters: Cachet, SharpSAT, etc.,
 - compilation-based: C2D, SDD, etc.



Model Counting in Practice



- Many model counters (both exact and approximate) have been developed so far
 - search-based model counters: Cachet, SharpSAT, etc.,
 - compilation-based: C2D, SDD, etc.
- Objective at CRIL: Improving model counters by preprocessing the input (a CNF formula)



Knowledge Compilation and Other Preprocessing



Off-line approaches for improving the model counting task

knowledge compilation

$$\mathsf{CNF} \; \Sigma \qquad \boxed{\mathsf{compilation}} \longrightarrow \mathsf{ADT} \; \Psi \qquad \boxed{\mathsf{model counting}} \longrightarrow \|\Sigma\|$$

[IJCAI'13 – joint work with F. Koriche, J.-M. Lagniez and S. Thomas]



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preprocessing

CNF
$$\Sigma$$
 preprocessing \longrightarrow CNF Φ model counting $\parallel \Sigma \parallel$

[AAAI'14 – joint work with J.–M. Lagniez]

[IJCAI'16 – joint work with J.–M. Lagniez and E. Lonca]



$$\Sigma = \begin{array}{c} \overline{x} \lor u \lor v \\ \overline{x} \lor \overline{y} \lor u \\ \overline{x} \lor \overline{z} \lor u \\ x \lor \overline{u} \\ y \lor z \lor \overline{u} \end{array}$$



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$$u \leftrightarrow (x \land (y \lor z))$$





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$$(\overline{x} \vee \underline{u} \vee v) \wedge (\underline{u} \leftrightarrow (x \wedge (y \vee z))) \qquad \text{identification}$$

$$\Sigma \equiv$$







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$$(\overline{x} \lor u \lor v) \land (u \leftrightarrow (x \land (y \lor z))) \qquad \text{identification}$$

$$\Sigma = (\overline{x} \lor (x \land (y \lor z)) \lor v) \land (u \leftrightarrow (x \land (y \lor z))) \qquad \text{replacement}$$



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$$\Sigma \equiv \begin{array}{c} (\overline{x} \lor u \lor v) \land (u \leftrightarrow (x \land (y \lor z))) & \text{identification} \\ (\overline{x} \lor (x \land (y \lor z)) \lor v) \land (u \leftrightarrow (x \land (y \lor z))) & \text{replacement} \\ (\overline{x} \lor v \lor z \lor v) \land (u \leftrightarrow (x \land (y \lor z))) & \text{normalization} \end{array}$$



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$$u \leftrightarrow (x \land (y \lor z))$$

$$x \lor \overline{u} \\ y \lor z \lor \overline{u}$$

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$$\|\Sigma\| = \|\Sigma[u \leftarrow (x \land (y \lor z))]\| = \|\overline{x} \lor y \lor z \lor v\| = 15$$



Limitations



- ► The replacement phase requires gates to be identified
 - ► The search space for gates is **huge**: if $|Var(\Sigma)| = n$, then for each variable x of Σ , there exist

$$2^{2^{n-1}}$$
 gates

with output x

▶ The size of a gate can be **huge** as well: not polynomially bounded in $|\Sigma| + |X|$ unless NP \cap coNP \subseteq P/poly

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- ▶ The size of a gate can be **huge** as well: not polynomially bounded in $|\Sigma| + |X|$ unless NP \cap coNP \subseteq P/poly
- Identifying "complex gates" is incompatible with the efficiency expected for a preprocessing: only "simple" gates are targeted

$$\begin{array}{ll} \text{literal equivalences} & y \leftrightarrow x_1 \\ \text{AND/OR gates} & y \leftrightarrow \left(x_1 \wedge \overline{x_2} \wedge x_3\right) \\ \text{XOR gates} & y \leftrightarrow \left(x_1 \oplus \overline{x_2}\right) \end{array}$$



Overcoming the Limitations



- The (explicit) identification phase can be replaced by an implicit identification phase
- ▶ There is **no need to identify** f to determine that a gate of the form $y \leftrightarrow f(x_1, \dots, x_n)$ exists in Σ



Overcoming the Limitations



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- ▶ There is **no need to identify** f to determine that a gate of the form $y \leftrightarrow f(x_1, \dots, x_n)$ exists in Σ
- The replacement phase can be replaced by an output variable elimination phase
- ► There is **no need to identify** f to compute $\Sigma[y \leftarrow f(x_1, \dots, x_n)]$













▶ Σ **explicitly defines** y in terms of $X = \{x_1, \dots, x_n\}$ iff there exists a formula $f(x_1, \dots, x_n)$ over X such that

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▶ Σ implicitly defines y in terms of $X = \{x_1, \dots, x_n\}$ iff for every canonical term γ_X over X, we have $\Sigma \land \gamma_X \models y$ or $\Sigma \land \gamma_X \models \overline{y}$



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- ▶ Beth's theorem: Σ explicitly defines y in terms of X iff Σ implicitly defines y in terms of X

Alessandro Padoa (1868-1937)





Padoa's theorem:

Let Σ_X' be equal to Σ where each variable but those of X have been renamed in a uniform way If $y \not\in X$, then Σ (implicitly) defines y in terms of X iff $\Sigma \wedge \Sigma_X' \wedge y \wedge \overline{y'}$ is inconsistent

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Deciding whether Σ (implicitly) defines y in terms of X is "only" coNP-complete



From Replacement to Variable Elimination



The replacement phase can be replaced by an output variable **elimination phase:** if $y \leftrightarrow f(x_1, \dots, x_n)$ is a gate of Σ , then

$$\Sigma[y \leftarrow f(x_1,\ldots,x_n)] \equiv \exists y.\Sigma$$



A two-step preprocessing

"Identification = Bipartition": compute a **definability bipartition** $\langle I, O \rangle$ of Σ such that $I \cup O = Var(\Sigma)$, $I \cap O = \emptyset$, and Σ defines every variable $o \in O$ in terms of I

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- ► "Replacement = Elimination": compute $\exists E.\Sigma$ for $E \subseteq O$



Identifying u as an Output Variable and Eliminating it



Identification:

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Elimination:

computing resolvents over *u*

$\overline{X} \lor V \lor X$	valid
$\overline{x} \lor v \lor y \lor z$	
$\overline{x} \vee \overline{y} \vee x$	valid
$\overline{x} \vee \overline{y} \vee y \vee z$	valid
$\overline{X} \vee \overline{Z} \vee X$	valid
$\overline{X} \vee \overline{Z} \vee V \vee Z$	valid



Identifying u as an Output Variable and Eliminating it



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Flimination:

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$$\begin{array}{lll}
\overline{x} \lor v \lor x & \text{valid} \\
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\end{array}$$

$$\|\Sigma\| = \|\overline{x} \vee v \vee y \vee z\| = 15$$



Tuning the Computational Effort



Both steps B and E of B + E can be tuned in order to keep the preprocessing phase **light from a computational standpoint**

- ▶ It is not necessary to determine a definability bipartition $\langle I,O\rangle$ with |I| minimal
 - \Rightarrow B is a **greedy algorithm** (one definability test per variable)
 - \Rightarrow Only the minimality of I for \subseteq is guaranteed



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 - \Rightarrow B is a **greedy algorithm** (one definability test per variable)
 - \Rightarrow Only the minimality of I for \subseteq is guaranteed
- ▶ It is not necessary to eliminate in Σ every variable of O but focusing on a subset $E \subseteq O$ is enough
 - \Rightarrow Eliminating every output variable could lead to an **exponential blow up**
 - \Rightarrow The elimination of $y \in O$ is committed only if $|\Sigma|$ after the elimination step and some additional preprocessing (occurrence simplification and vivification) remains **small enough**



Experiments



Objectives:

- ► Evaluating the computational benefits offered by B + E when used upstream to state-of-the-art model counters:
 - the search-based model counter Cachet
 - ► the search-based model counter SharpSAT
 - the compilation-based model counter C2D (used with -count -in_memory -smooth_all)

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 - the compilation-based model counter C2D (used with -count -in_memory -smooth_all)
- Comparing the benefits offered by B + E with those offered by our previous preprocessor pmc (based on gate identification and replacement) or with no preprocessing

Empirical Setting

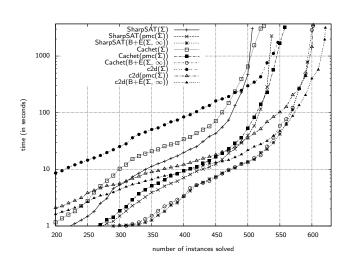


- 703 CNF instances from the SAT LIBrary
- 8 data sets: BN (Bayesian networks) (192), BMC (Bounded Model Checking) (18), Circuit (41), Configuration (35), Handmade (58), Planning (248), Random (104), Qif (7) (Quantitative Information Flow analysis – security)
- ► Cluster of Intel Xeon E5-2643 (3.30 GHz) processors with 32 GiB RAM on Linux CentOS
- ▶ Time-out =1h
- ► Memory-out = 7.6 GiB



Empirical Results



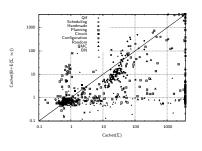


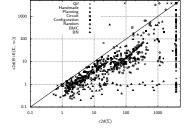


Empirical Results



B+E vs. no preprocessing





(a)
$$B + E + Cachet$$
 vs. Cachet

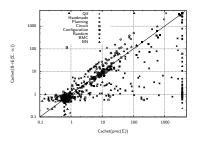
(b)
$$B + E + C2D \text{ vs. } C2D$$

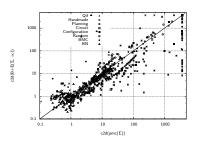


Empirical Results



B+E vs. pmc





(c) B + E + Cachet vs. pmc + Cachet (d) B + E + C2D vs. pmc + C2D



Conclusion

- ▶ Design and implementation of the B + E preprocessor
- ▶ Empirical evaluation of B + E: for several model counters mc, mc(B + E(.)) proves computationally more efficient than mc(.)

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Perspectives

- Developing other ordering heuristics for B
- ▶ Connection to **projected model counting**: computing $\|\exists E.\Sigma\|$ given a set E of variables and a formula Σ
 - ▶ compute $\|\Sigma\|$ as $\exists mc(\Sigma, O)$ where $B(\Sigma) = \langle I, O \rangle$
 - ▶ compute $\exists mc(\Sigma, E)$ as $mc(E(\Sigma))$

