

Phase transitions and search processes in computer science:

a dynamical analysis of the backtrack resolution of random 3-Satisfiability problems.

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3-SAT and its phase transition

(w or NOT x or y)

and

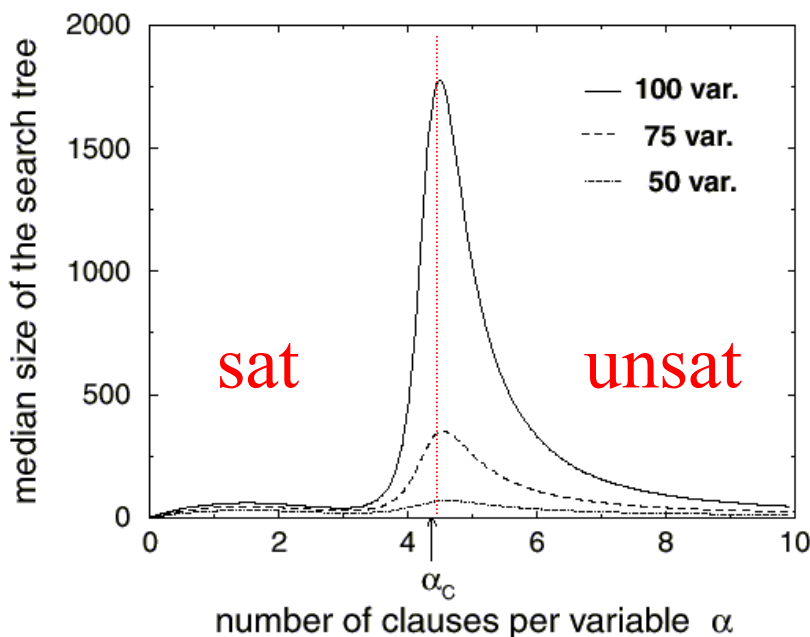
(NOT w or x or z)

and

(x or y or NOT z)

?

$$\alpha = \frac{\text{nb. of constraints}}{\text{nb. of variables}} \rightarrow \alpha_c \approx 4.3$$



phase
transition !

Mitchell et al. '92
Crawford, Auton '93
Gent, Walsh '94

How to solve 3-Sat ?

The Davis-Putnam algorithm

step	clauses	search tree
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0

$$\begin{array}{l}
 w \vee \bar{x} \vee y \\
 \bar{w} \vee x \vee z \\
 \bar{w} \vee \bar{x} \vee \bar{y} \\
 \bar{w} \vee \bar{x} \vee y \\
 x \vee y \vee \bar{z}
 \end{array}$$

1

split : $w = T$



2

$$\begin{array}{l}
 x \vee z \\
 \bar{x} \vee \bar{y} \\
 \bar{x} \vee y \\
 x \vee y \vee \bar{z}
 \end{array}$$

3

split : $x = T$



4

$$\begin{array}{l}
 \bar{y} \\
 y
 \end{array}$$

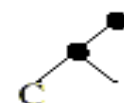
5

propagation : $y = F, y = T$
contradiction



6

backtracking to stage 1 : $x = F$

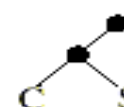


7

$$\begin{array}{l}
 z \\
 y \vee \bar{z}
 \end{array}$$

8

propagation : $z = T, y = T$
solution : $w = T, x = F, y = T, z = T$

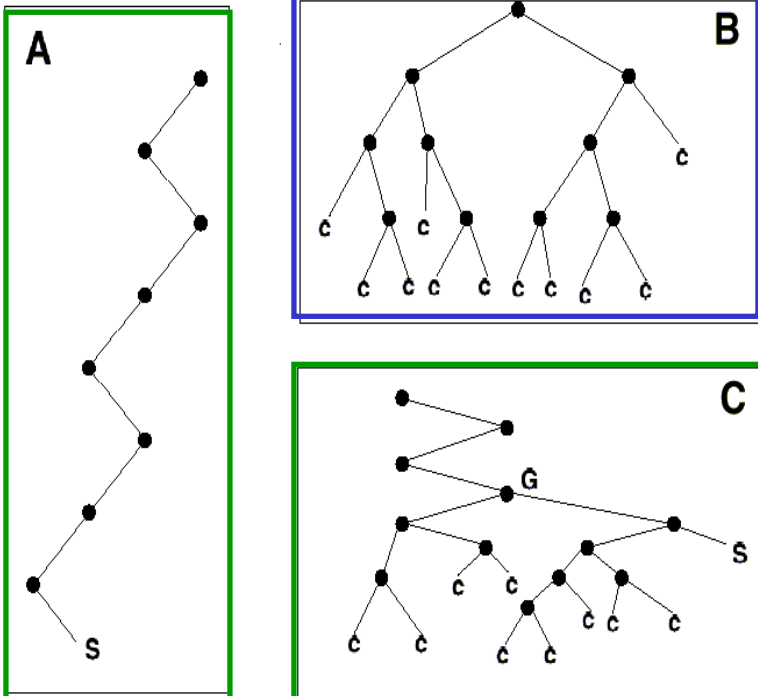


Backtrack algorithm, search tree and heuristic

Davis-Putnam algorithm = **heuristic** + **backtracking**

- **Unit-Clause rule:** pick variable in 1-clause if any, or any unset variable.
- **Generalized unit-clause rule:** any variable in shortest clause.
- **Majority rule:** most frequent variable in 3-clauses

Chao, Franco '86, '90



A **satisfiable** (easy)

B **unsatisfiable** (hard)

C **satisfiable** (hard)

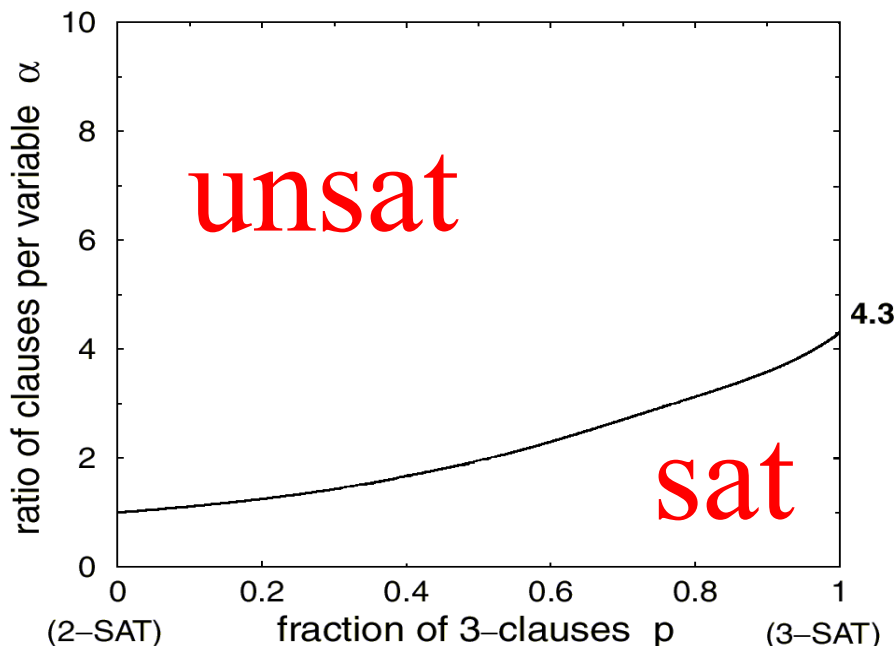
Dynamical flow, and the 2+p-SAT problem

constraints with 3 variables $\rightarrow \alpha$

dynamics of \downarrow the algorithm

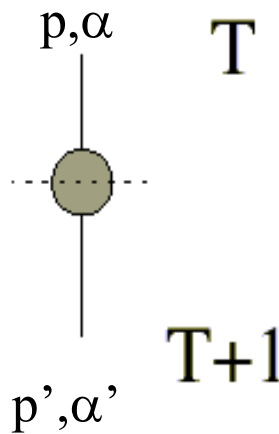
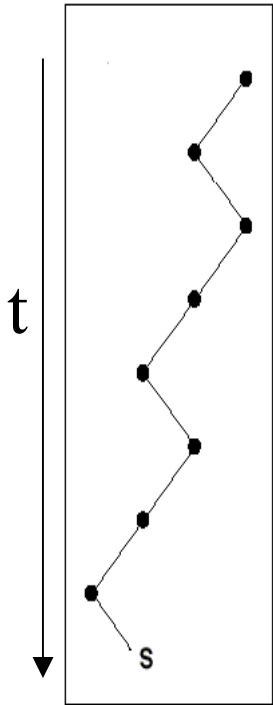
constraints with 3 variables $\rightarrow \alpha, p$
constraints with 2 variables

phase diagram of the 2+p-SAT model



Satisfiable and easy instances

$\alpha < 3.003$



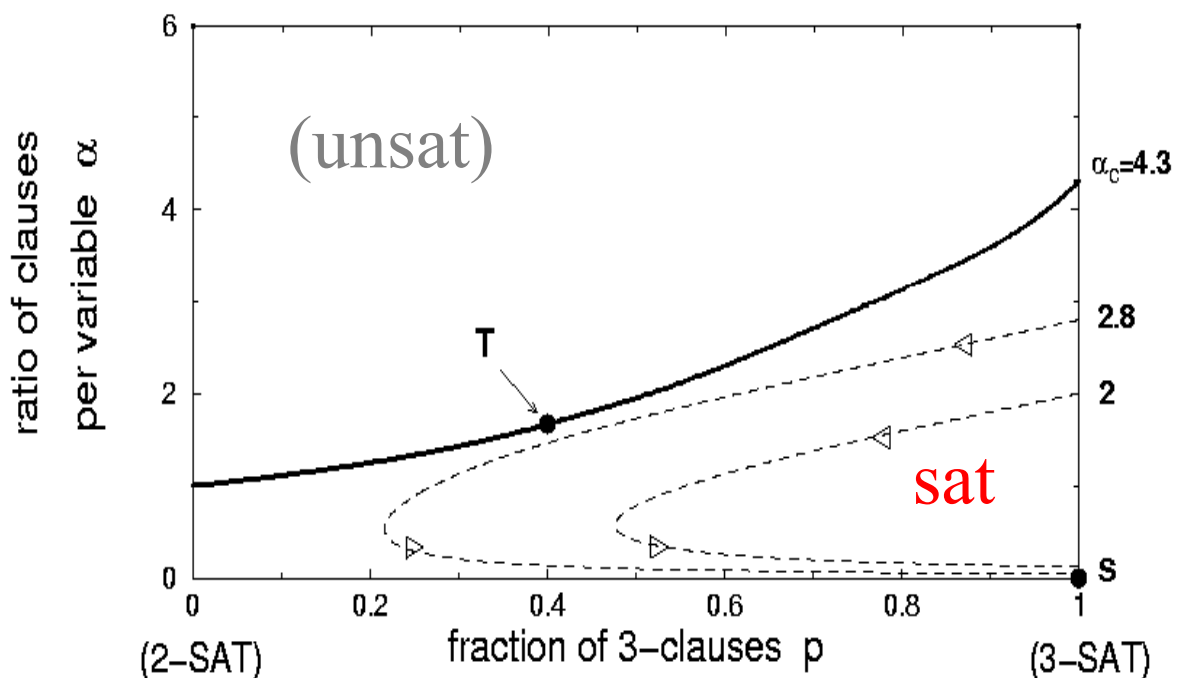
$$p(0) = 1, \alpha(0) = \alpha_0$$

$$\frac{dp}{dt} = F_p(p, \alpha, t)$$

$$\frac{d\alpha}{dt} = F_\alpha(p, \alpha, t)$$

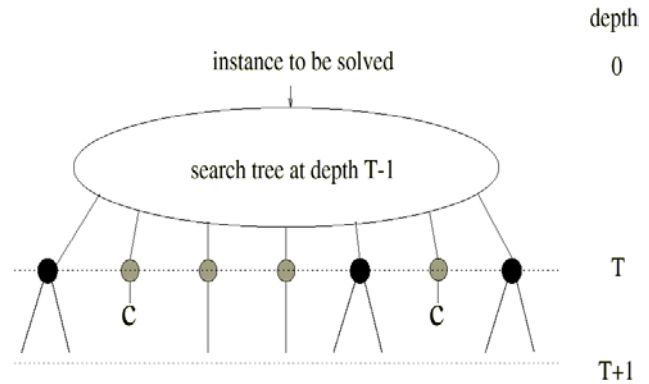
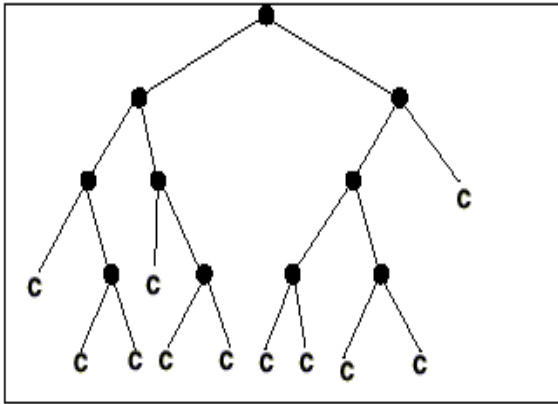
(ODE)

Chao, Franco '90; Frieze, Suen '96



Unsatisfiable, hard instances

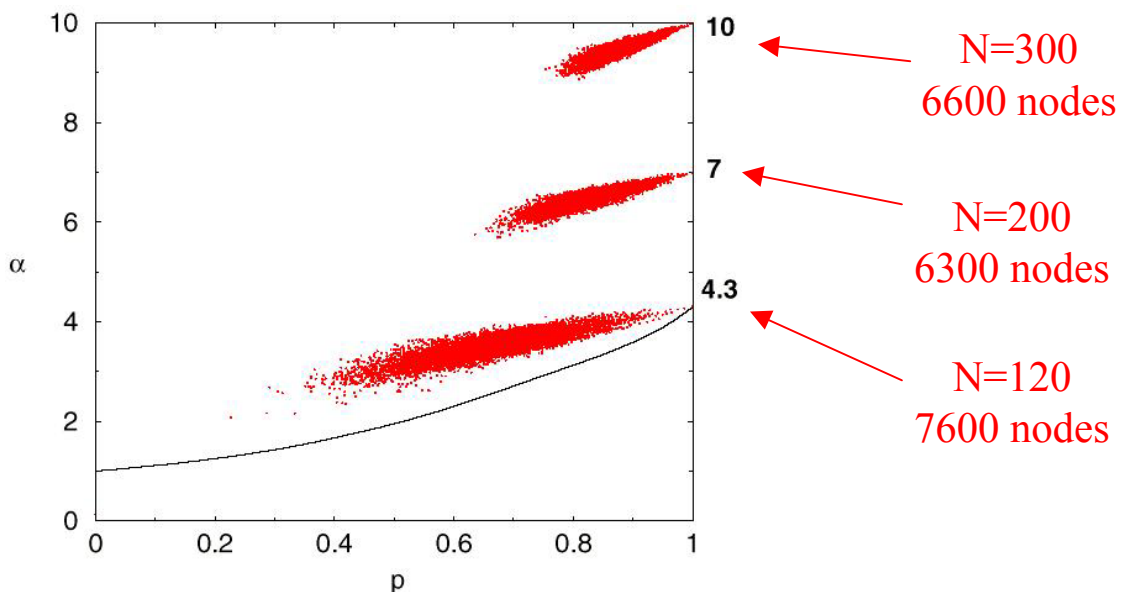
$\alpha > 4.3$



DP induces a non Markovian evolution of the search tree

....

Imaginary, and parallel building up of the search tree



Growth of the search tree

one branch

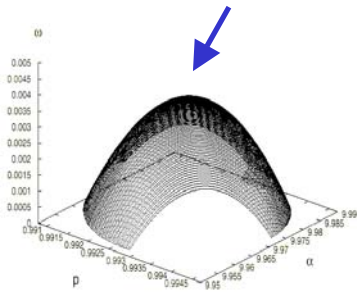
$p(t), \alpha(t)$



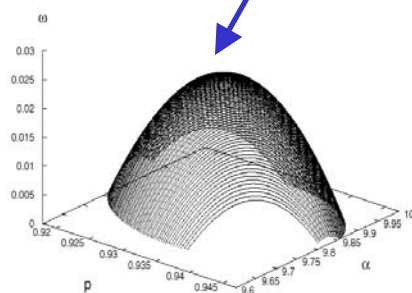
many branches

$\omega(p, \alpha, t)$

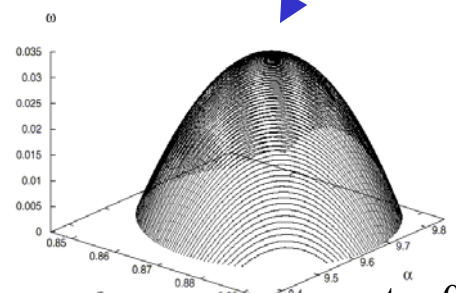
$\alpha_0 = 10$



$t = 0.01$

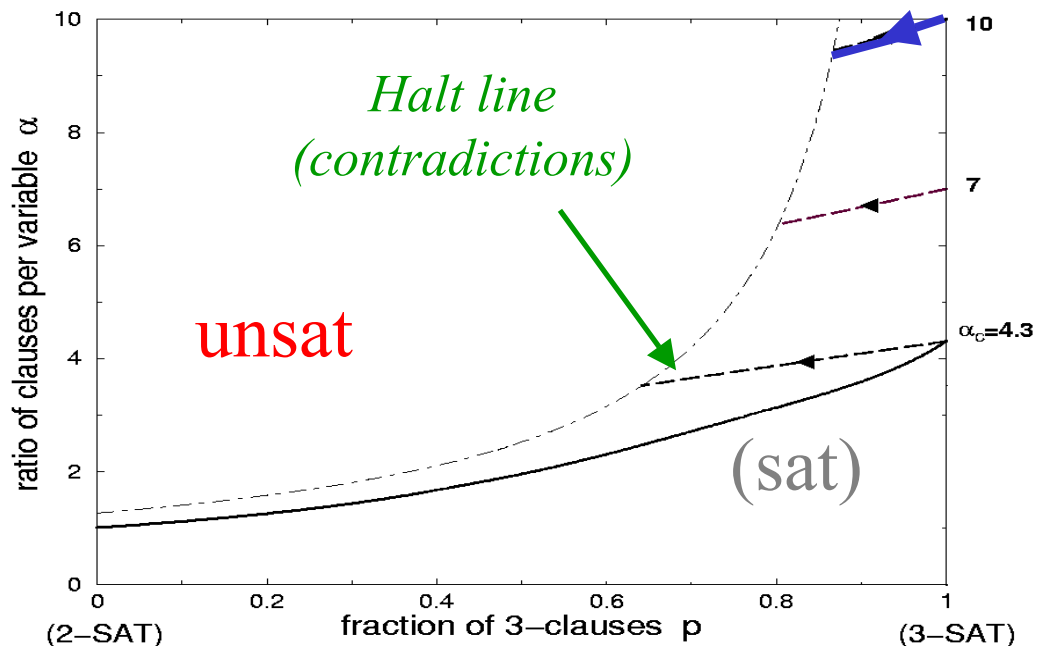


$t = 0.05$



$t = 0.09$

$$\frac{\partial \omega}{\partial t} = \mathcal{H}\left[p, \alpha, \frac{\partial \omega}{\partial p}, \frac{\partial \omega}{\partial \alpha}, t\right] \quad (\text{PDE})$$



Comparison to numerical experiments

size of the tree = $2^{N\omega}$

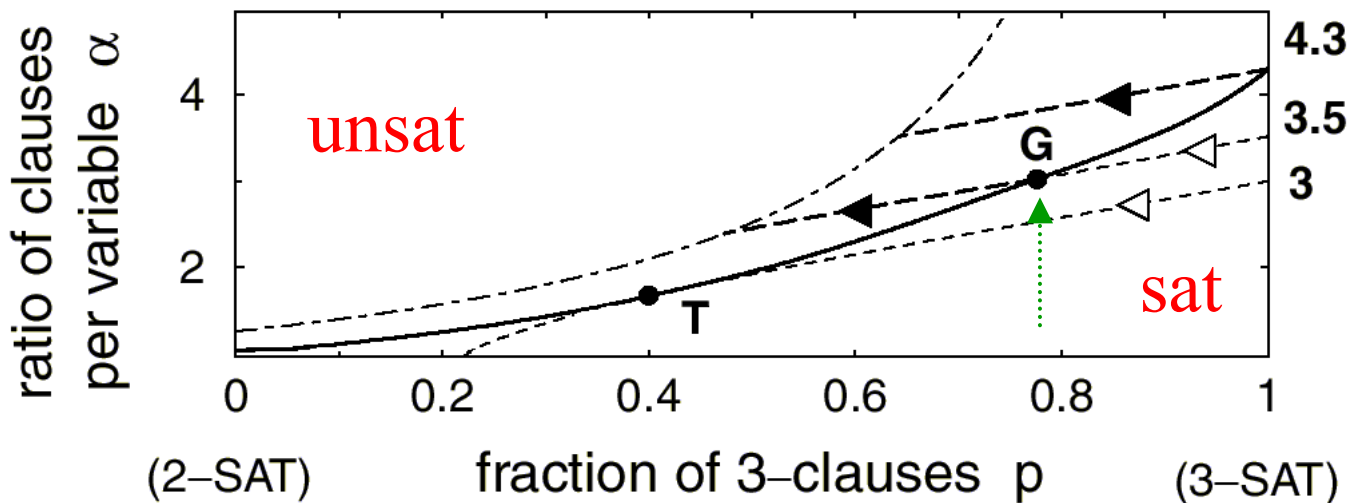
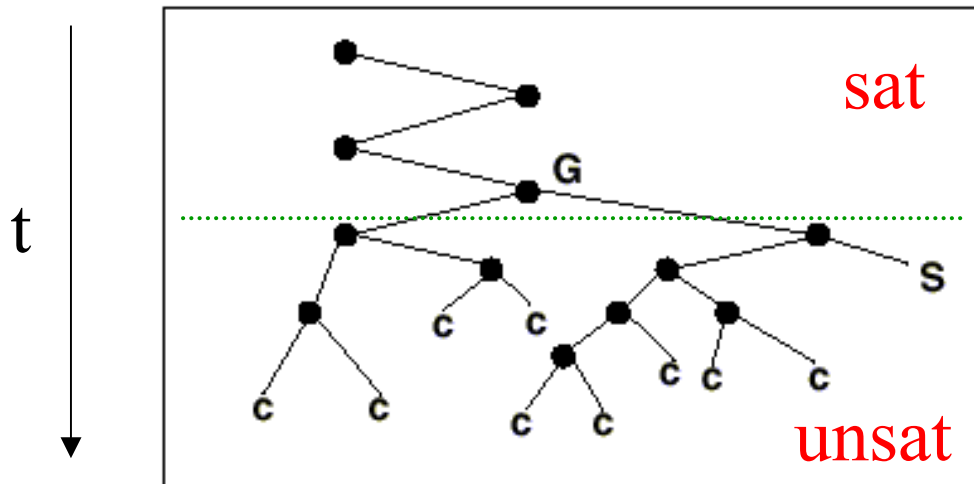
	Initial Ratio α_0	Experiments		Theory $\hat{\omega}$
		$\log_2 Q$	$\log_2 B$	
unsat	20	0.0153 ± 0.0002	0.0151 ± 0.0001	0.0152
	15	0.0207 ± 0.0002	0.0206 ± 0.0001	0.0206
	10	0.0320 ± 0.0005	0.0317 ± 0.0002	0.0319
	7	0.0482 ± 0.0005	0.0477 ± 0.0005	0.0477
	4.3	0.089 ± 0.001	0.0895 ± 0.001	0.0875
sat	3.5	0.034 ± 0.003		0.035
	G	0.040 ± 0.002	0.041 ± 0.003	0.044

(nodes)
(leaves)

$$\omega = \frac{3 + \sqrt{5}}{6 \ln 2} \left[\ln \left(\frac{1 + \sqrt{5}}{2} \right) \right]^2 \frac{1}{\alpha} \approx \frac{0.292}{\alpha}$$

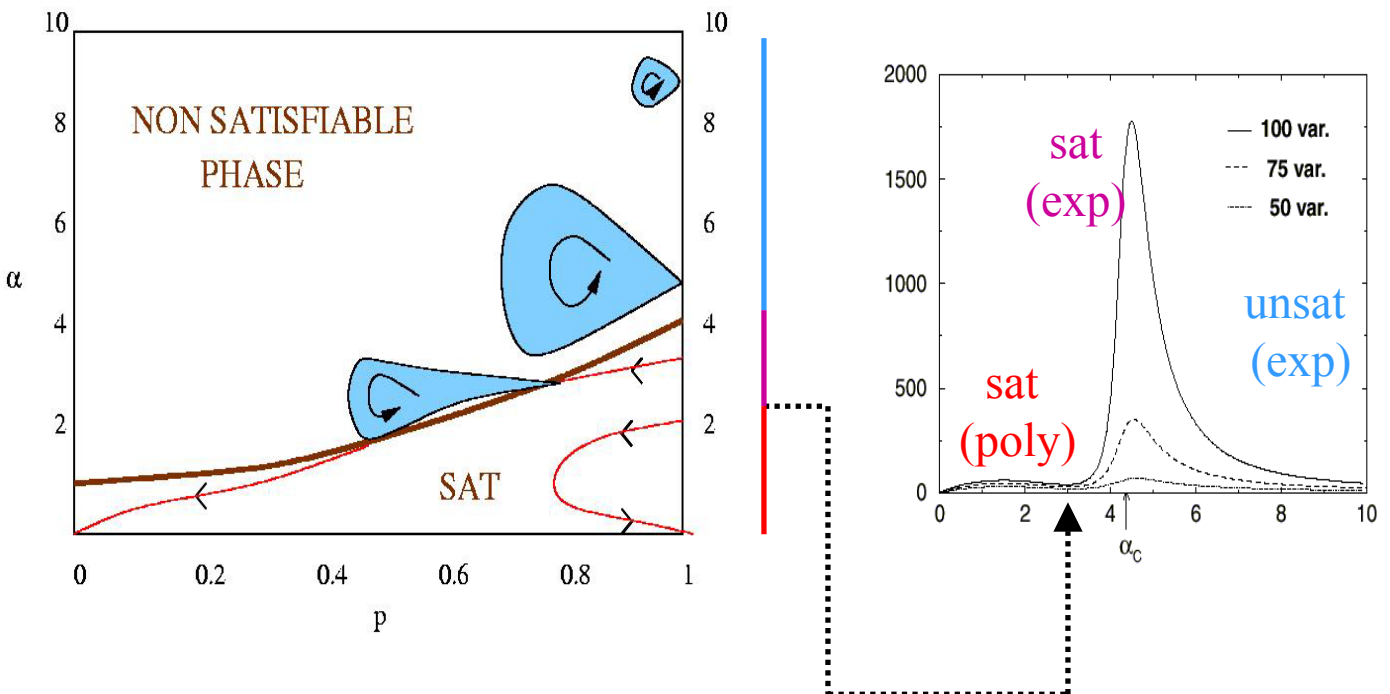
Satisfiable, hard problems (that could made be easier?)

$$3.003 < \alpha < 4.3$$



The complexity of 3-Sat solving is affected by the existence of a critical line for $2+p$ -Sat !

The polynomial/exponential crossover



“dynamical” transition
(depends on the heuristic)

$$\begin{array}{ll}
 UC & : \quad 2.667 \\
 GUC & : \quad 3.003 \\
 M & : \quad \approx 3
 \end{array}
 \quad \text{but} \quad
 p_T = \frac{2}{5}, \alpha_T = \frac{5}{3}$$

T is largely heuristic independent
(and close to tricritical point!)

Conclusions

- Computational problems can be studied with statistical physics concepts and techniques
(phase diagram, real-space renormalization, growth processes,)
- Algorithms induce interesting and unusual dynamics.
- General approach for decision or optimization problems solved by backtrack, or branch-and-bound algorithms.

- **Physical Review Letters 86, 1654 (2001)**
- **Cond-mat/0012191 , to appear in EPJ B**
- **Nature 400, 133 (1999)**