

C | A | U

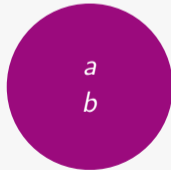
Solving Word Equations Using SAT

Joel D. Day, Thorsten Ehlers, **Mitja Kulczynski**, Florin Manea,
Dirk Nowotka and Danny B. Poulsen

RP '19

The Basics

These are word equations



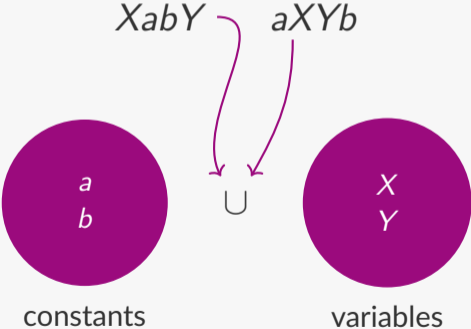
constants



variables

The Basics

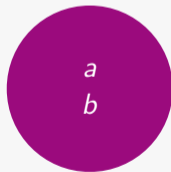
These are word equations



The Basics

These are word equations

$$XabY \doteq aXYb$$



constants

U

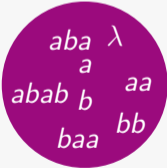


variables

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words

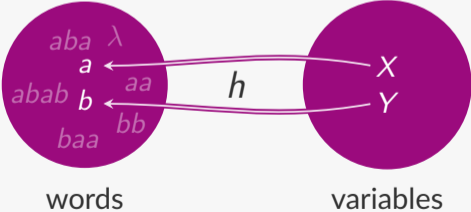


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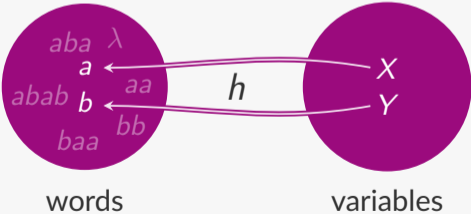
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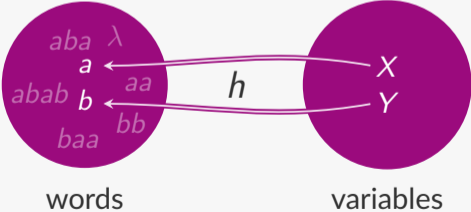
$$a ab b \doteq a a b b$$



The Basics

These are word equations

$$XabY \doteq aXYb$$
$$aYXYXaaaYb \doteq XbXYaXaXbb$$



The Basics

These are bounded word equations

$$XabY \doteq aXYb$$

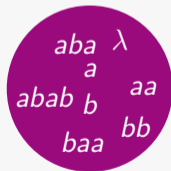
with bounds $b_X = b_Y = 1$.

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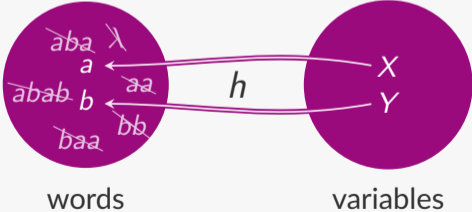
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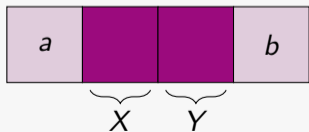
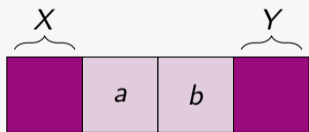


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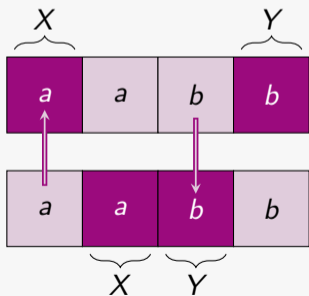


The Basics

These are bounded word equations

$$XabY \doteq aXYb$$

with bounds $b_X = b_Y = 1$.



The Idea

How this idea came to our minds

Solve word equations by guessing a bound for each variable.

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easily solvable by using the *filling the positions method*. 

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... but finding these bounds is especially hard for balanced equations.

The Idea

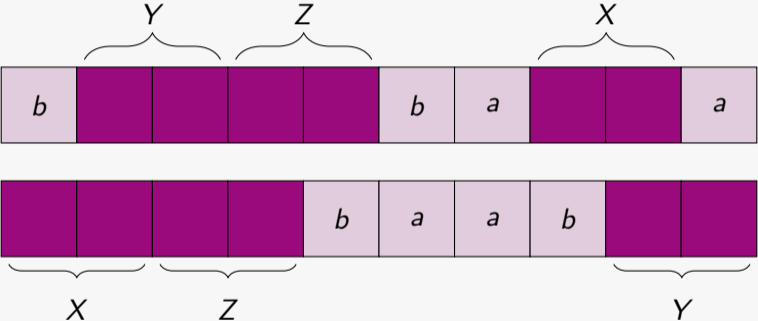
How this idea came to our minds

$$bYZbaXa \doteq XZbaabY$$

with bounds $b_X = b_Y = b_Z = 2$.

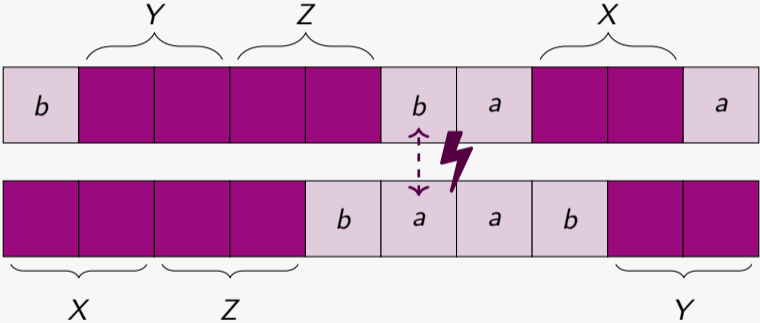
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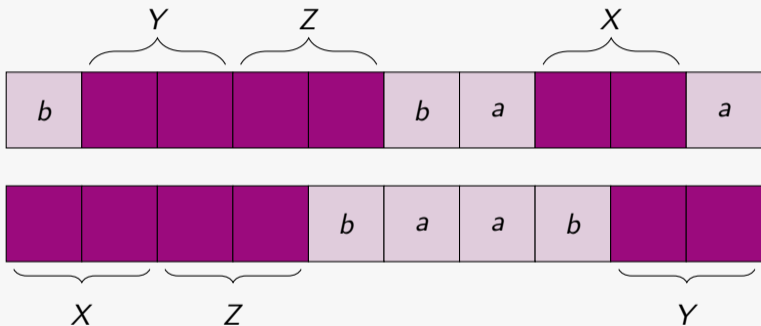
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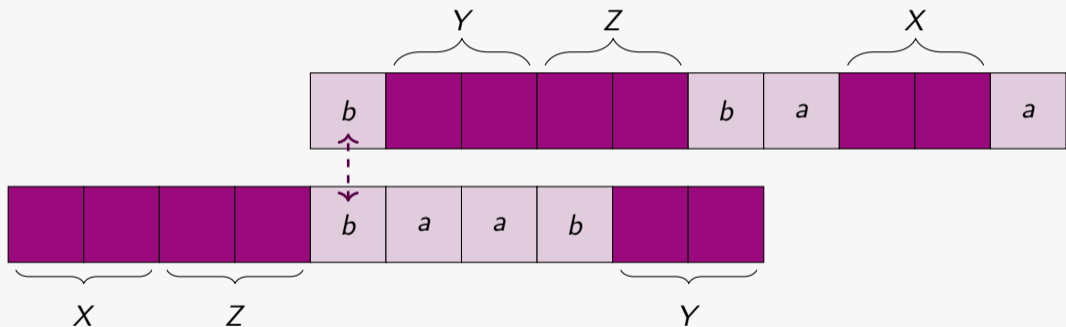
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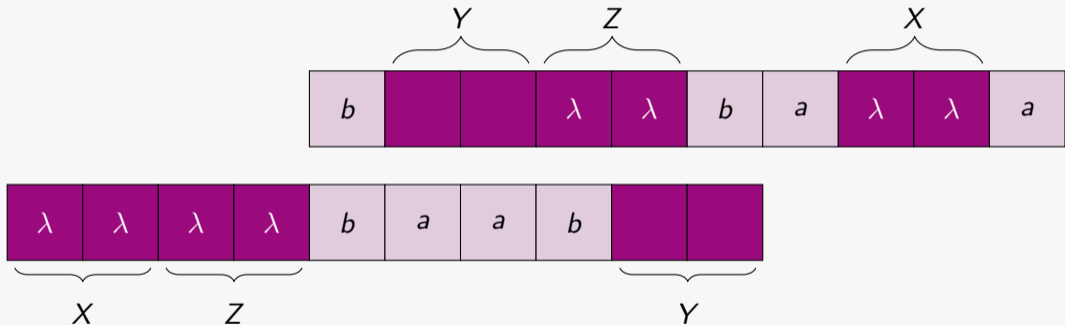
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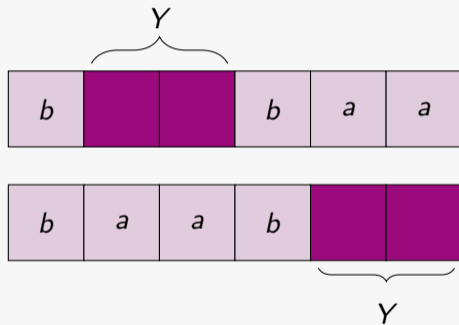
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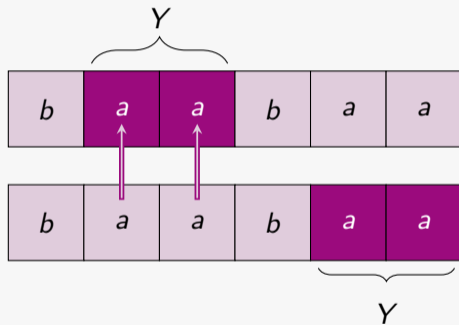
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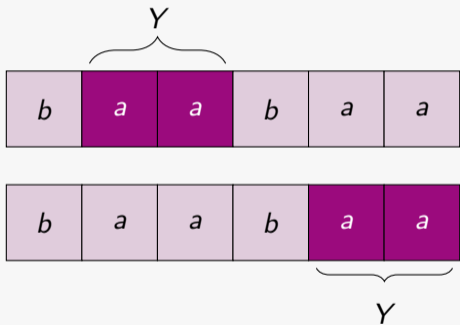
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The Idea

How this idea came to our minds



Gives us the substitution $X \mapsto \lambda$, $Y \mapsto aa$, $Z \mapsto \lambda$

The Idea

How this idea came to our minds

Build an automaton which mimics this behavior.

The Automaton

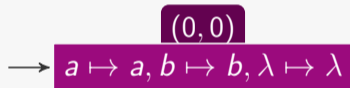
Brief overview about it's behaviour

$$aZxb \doteq aXaY$$

with bounds $b_X = b_Y = b_Z = 1$.

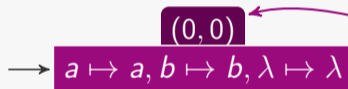
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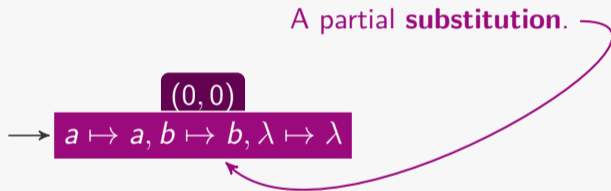
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A **location**, corresponding to the current position in our equation.

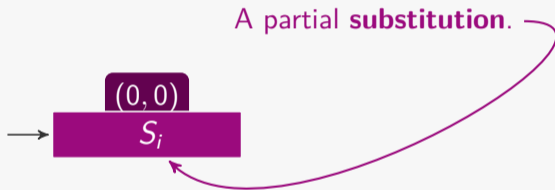
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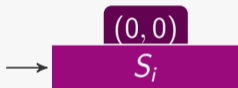
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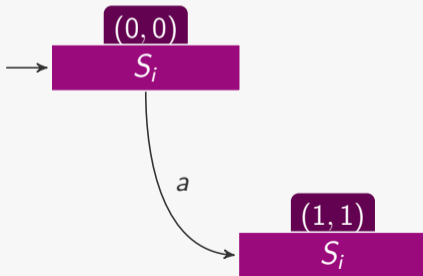
$$aZXB \doteq aXaY$$



The Automaton

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$$aZXb \doteq aXaY$$



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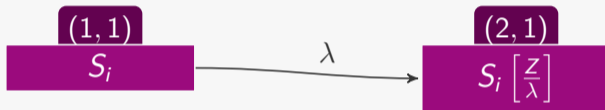
(1, 1)

S_i

The Automaton

Brief overview about it's behaviour

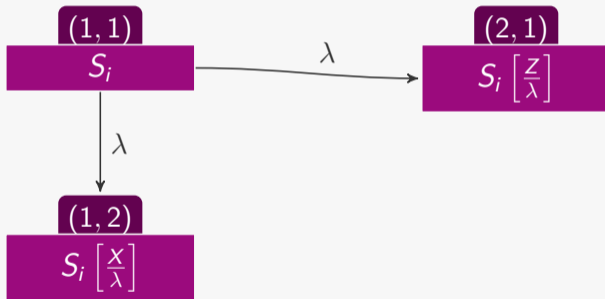
$$a ZXb \doteq a XaY$$



The Automaton

Brief overview about it's behaviour

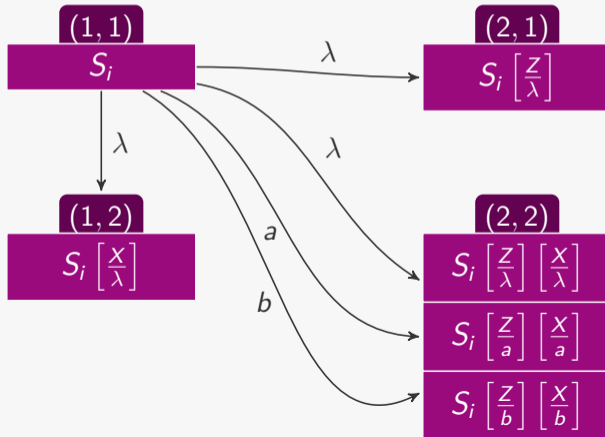
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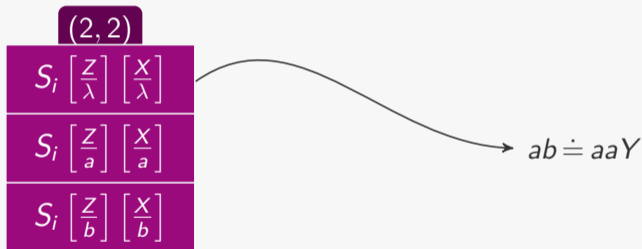
$$aZ Xb \doteq aX aY$$

	(2, 2)	
S_i	$\begin{bmatrix} Z \\ \lambda \end{bmatrix}$	$\begin{bmatrix} X \\ \lambda \end{bmatrix}$
S_i	$\begin{bmatrix} Z \\ a \end{bmatrix}$	$\begin{bmatrix} X \\ a \end{bmatrix}$
S_i	$\begin{bmatrix} Z \\ b \end{bmatrix}$	$\begin{bmatrix} X \\ b \end{bmatrix}$

The Automaton

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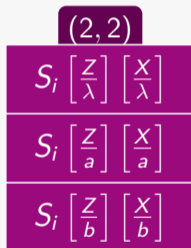
$$aZ Xb \doteq aX aY$$



The Automaton

Brief overview about it's behaviour

$$aZ Xb \doteq aX aY$$

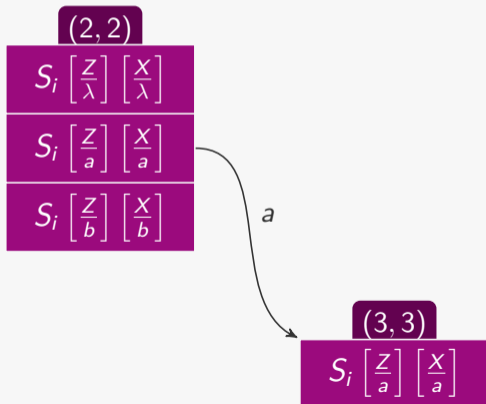


$$abbb \doteq abaY$$

The Automaton

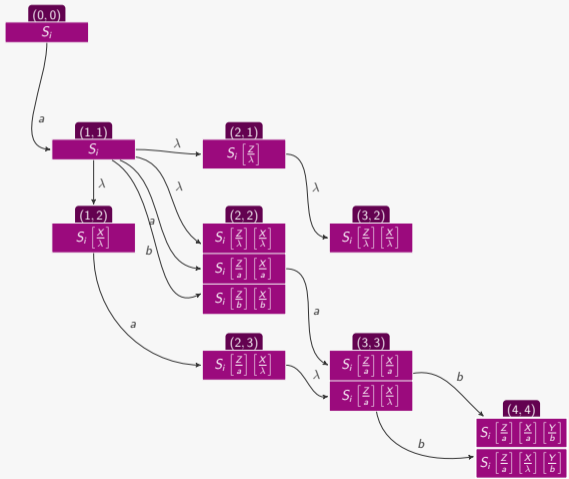
Brief overview about it's behaviour

$$aZ Xb \doteq aX aY$$



The Automaton

Brief overview about it's behaviour



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$$aZXb \doteq aXaY$$

$$(4, 4)$$
$$S_i \begin{bmatrix} Z \\ a \end{bmatrix} \begin{bmatrix} X \\ a \end{bmatrix} \begin{bmatrix} Y \\ b \end{bmatrix}$$
$$S_i \begin{bmatrix} Z \\ a \end{bmatrix} \begin{bmatrix} X \\ \lambda \end{bmatrix} \begin{bmatrix} Y \\ b \end{bmatrix}$$

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$$S_i \begin{bmatrix} Z \\ a \end{bmatrix} \begin{bmatrix} X \\ a \end{bmatrix} \begin{bmatrix} Y \\ b \end{bmatrix}$$
$$S_i \begin{bmatrix} Z \\ a \end{bmatrix} \begin{bmatrix} X \\ \lambda \end{bmatrix} \begin{bmatrix} Y \\ b \end{bmatrix}$$

1. $X \mapsto a, Y \mapsto b, Z \mapsto a$
2. $X \mapsto \lambda, Y \mapsto b, Z \mapsto a$

Expansions

Some further features

- # Bound refinement to lower encoding complexity
- # Search guiding by using Reduced Ordered Multi-Decision Diagrams (MDD)
- # Linear length constraints by using MDDs

Speed up the search

The length abstraction

$$aZXB \doteq aXaY$$

with bounds $b_X = b_Y = b_Z = 2$.

Speed up the search

The length abstraction

$$u = aZXB \doteq aXaY = v$$

with bounds $b_X = b_Y = b_Z = 2$.

Build a Diophantine equation as follows:

$$\sum_{M \in \Gamma} (|u|_M - |v|_M) \cdot I_M = \sum_{a \in \Sigma} |v|_a - |u|_a$$

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Gives the count of a 's in u .

Speed up the search

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I_M are positive integer variables ranging within $\{0, \dots, b_M\}$.

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Build a Diophantine equation as follows:

$$\sum_{M \in \Gamma} (|u|_M - |v|_M) \cdot I_M = |v|_a - |u|_a + |v|_b - |u|_b$$

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$$u = aZXB \doteq aXaY = v$$

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Build a Diophantine equation as follows:

$$\sum_{M \in \Gamma} (|u|_M - |v|_M) \cdot I_M = 2 - 1 + 0 - 1 = 0$$

Speed up the search

The length abstraction

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with bounds $b_X = b_Y = b_Z = 2$.

Build a Diophantine equation as follows:

$$0 \cdot l_X - 1 \cdot l_Y + 1 \cdot l_Z = 0$$

Speed up the search

Using MDDs

→ $(l_{-1}, 0)$

false

true

Speed up the search

Using MDDs

→ $(l_{-1}, 0)$

l_x

l_y

l_z

false

true

Speed up the search

Using MDDs

$$0 \cdot I_X - 1 \cdot I_Y + 1 \cdot I_Z = 0$$

$$\rightarrow (I_{-1}, 0)$$

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I_Y

I_Z

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true

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$(I_Z, 0)$

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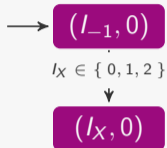
Using MDDs

$$0 \cdot I_X - 1 \cdot I_Y + 1 \cdot I_Z = 0$$

I_X

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I_Z



$(I_Z, 0)$

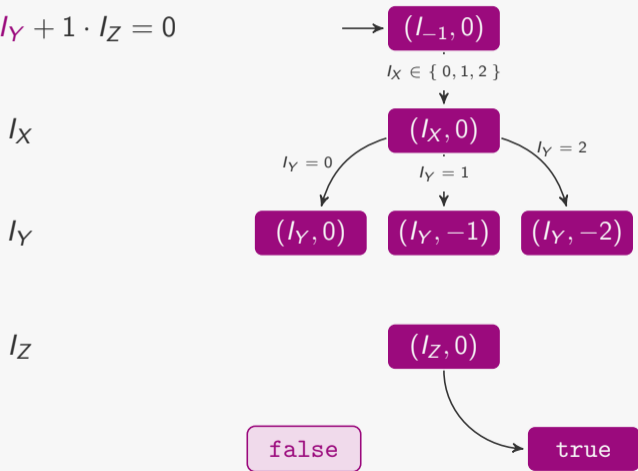
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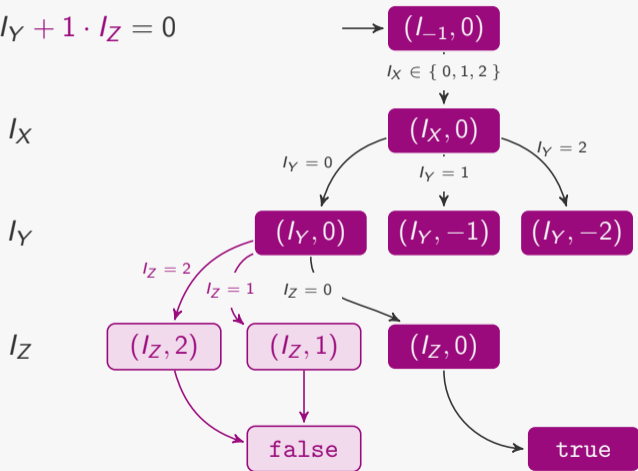
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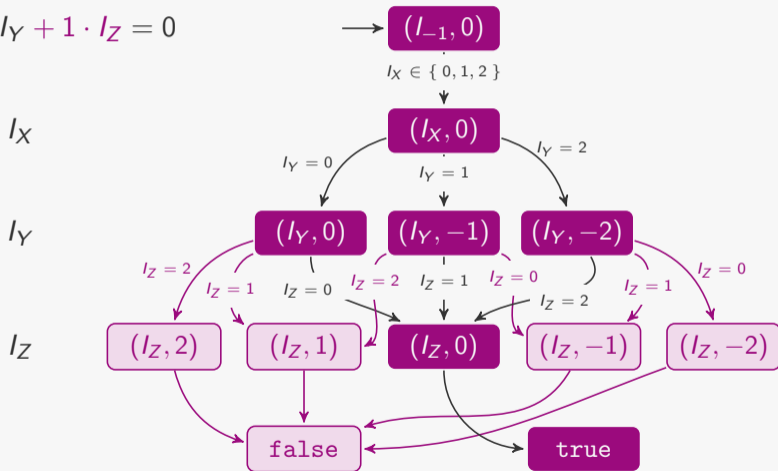
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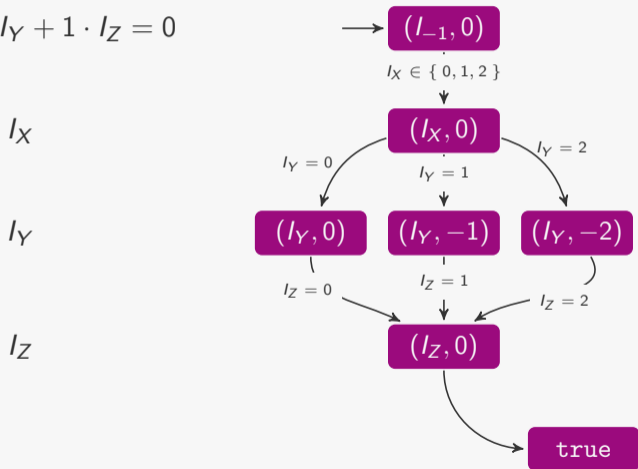
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Linear Constraints

How to involve them?

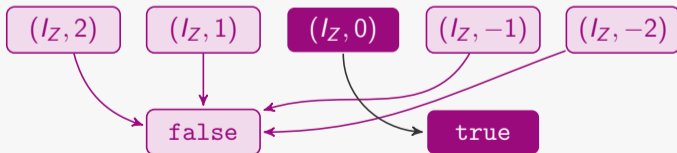
Just connect all corresponding partial sums to the `true` node!

Linear Constraints

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Just connect all corresponding partial sums to the true node!

$$0 \cdot I_X - 1 \cdot I_Y + 1 \cdot I_Z \leq 0$$

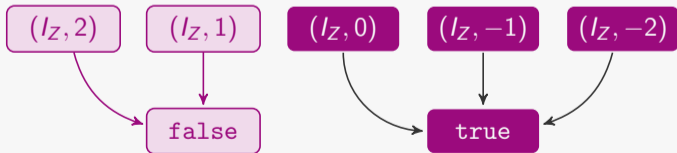


Linear Constraints

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The Implementation

Evaluation of this approach

- * Implementation of this pure SAT based approach in a tool called Woorpje.
- * Based on the Glucose SAT-Solver
- * Competitive and reliable

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Woorpje is available at

<http://informatik.uni-kiel.de/~mku/woorpje>

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