

~~Playing with AVATAR~~

How to play with AVATAR

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The 1st Vampire Workshop

Overview

- 1 Introduction
- 2 Reviewing AVATAR
- 3 The variables
- 4 How to evaluate
- 5 Results
- 6 Conclusion

Introduction

In this talk we will:

- Briefly recall what the AVATAR architecture is
- List the parameters that control its behaviour
 - ▶ (and what effects they have)
- Discuss how we should evaluate these kinds of frameworks
- Present results of our experimental evaluation

Work in progress!

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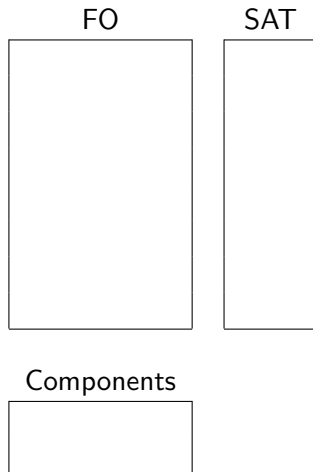
AVATAR

- Input:

$$p(a), q(b), \neg p(x) \vee \neg q(y)$$

- Repeat

- ▶ FO: Process new clauses
 - ★ split clauses into components
- ▶ SAT: Construct model
- ▶ FO: Use model (do splitting)
- ▶ FO: Do FO proving
 - ★ Process refutation



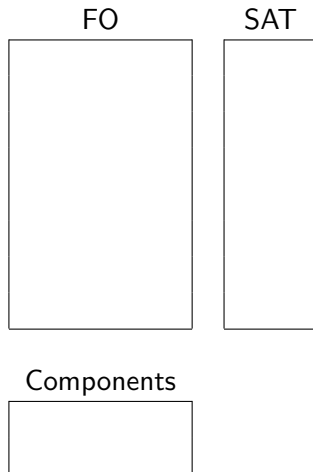
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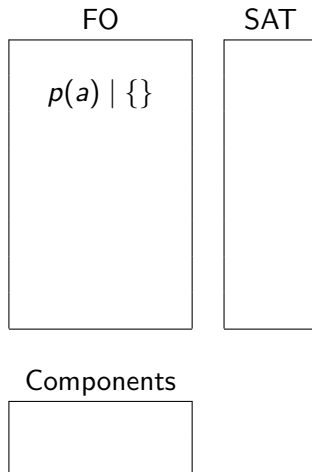
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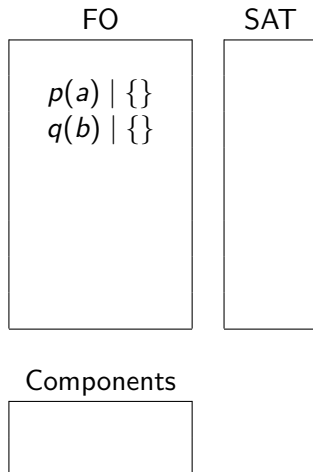
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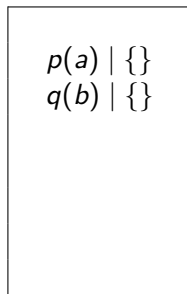
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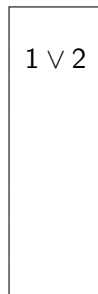
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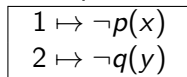
FO



SAT



Components



AVATAR

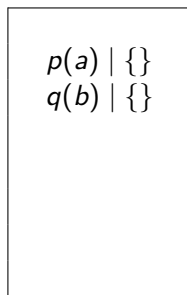
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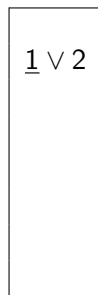
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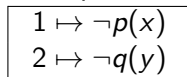
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Components



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FO

$$\begin{array}{l} p(a) \mid \{\} \\ q(b) \mid \{\} \\ \neg p(x) \mid \{1\} \end{array}$$

SAT

$$\underline{1} \vee 2$$

Components

$$\begin{array}{l} 1 \mapsto \neg p(x) \\ 2 \mapsto \neg q(y) \end{array}$$

AVATAR

- Input:

$$p(a), q(b), \neg p(x) \vee \neg q(y)$$

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FO

$$\begin{array}{l} p(a) \mid \{\} \\ q(b) \mid \{\} \\ \neg p(x) \mid \{1\} \\ \perp \mid \{1\} \end{array}$$

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$$\begin{array}{l} p(a) \mid \{\} \\ q(b) \mid \{\} \\ \neg p(x) \mid \{1\} \\ \perp \mid \{1\} \end{array}$$

SAT

$$\begin{array}{l} \underline{1} \vee 2 \\ \neg 1 \end{array}$$

Components

$$\begin{array}{l} 1 \mapsto \neg p(x) \\ 2 \mapsto \neg q(y) \end{array}$$

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SAT

$$\begin{array}{l} 1 \vee \underline{2} \\ \underline{\neg 1} \end{array}$$

Components

$$\begin{array}{l} 1 \mapsto \neg p(x) \\ 2 \mapsto \neg q(y) \end{array}$$

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FO

$$\begin{array}{l} p(a) \mid \{\} \\ q(b) \mid \{\} \\ \neg p(x) \mid \{1\} \\ \perp \mid \{1\} \\ \neg q(y) \mid \{2\} \end{array}$$

SAT

$$\begin{array}{l} 1 \vee \underline{2} \\ \underline{\neg 1} \end{array}$$

Components

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SAT

$$\begin{array}{l} 1 \vee \underline{2} \\ \underline{\neg 1} \\ \neg 2 \end{array}$$

Components

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AVATAR

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$$\begin{array}{l} p(a) \mid \{\} \\ q(b) \mid \{\} \\ \neg p(x) \mid \{1\} \\ \perp \mid \{1\} \\ \neg q(y) \mid \{2\} \\ \perp \mid \{2\} \end{array}$$

SAT

$$\begin{array}{l} 1 \vee 2 \\ \neg 1 \\ \neg 2 \end{array}$$

Components

$$\begin{array}{l} 1 \mapsto \neg p(x) \\ 2 \mapsto \neg q(y) \end{array}$$

AVATAR

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- Refutation

- ▶ From the SAT solver as we cannot construct a model

FO	SAT
$p(a) \mid \{\}$	$1 \vee 2$
$q(b) \mid \{\}$	$\neg 1$
$\neg p(x) \mid \{1\}$	$\neg 2$
$\perp \mid \{1\}$	
$\neg q(y) \mid \{2\}$	
$\perp \mid \{2\}$	

Components

$1 \mapsto \neg p(x)$
$2 \mapsto \neg q(y)$

Important points

- Components are always named consistently (up to variants)
- An inference between two clauses with assertions takes the union of those assertions:

$$\frac{c_1 \mid a_1 \quad c_2 \mid a_2}{d \mid (a_1 \cup a_2)}$$

- Removal of redundant clauses is conditional in general:
 - ▶ assume that c_2 is subsumed by c_1 for clauses $c_1 \mid a_1$ and $c_2 \mid a_2$
 - ▶ If $a_1 \subseteq a_2$
 - ★ Then whenever $c_1 \mid a_1$ is backtracked, then $c_2 \mid a_2$ must be also, as an assertion in a_1 is retracted, which must also be in a_2
 - ★ Therefore, we can remove $c_2 \mid a_2$
 - ▶ otherwise ($a_1 \not\subseteq a_2$)
 - ★ Later, if an assertion in a_2/a_1 is retracted then $c_1 \mid a_1$ would be backtracked, but $c_2 \mid a_2$ would not be
 - ★ Therefore, we conditionally remove (freeze) $c_2 \mid a_2$
 - ★ Then, if $c_1 \mid a_1$ is later removed we must add (unfreeze) $c_2 \mid a_2$

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Adding components (nonsplittable clauses)

- If we cannot split a clause into components what do we do?
 - ▶ Just add it anyway - it might be useful later!
 - ▶ Only add it as a component if it has assertions (dependencies) i.e.
 - ★ If we derive $q(x) \vee p(x) | \{2, 4\}$ we would add $\neg 2 \vee \neg 4 \vee 8$ (for fresh 8)
 - ★ Helps if 8 is derived again later
 - ▶ Only add it as a component if it is a known component i.e.
 - ★ We previously added $2 \vee 4$ for $r(y) \mapsto 2$ and $q(x) \vee p(x) \mapsto 4$
 - ★ We then derive $q(x) \vee p(x)$ and add 4
 - ★ The SAT solver must always choose 4 - simplifying $2 \vee 4$
 - ▶ Don't add it

Adding components (ground components)

- If a component is ground it is safe to introduce a name for its negation (not safe for non-ground)
- If we have $p(x) \vee q(a)$ and $\neg p(x) \vee \neg q(a)$ we can add

$$1 \vee 2 \text{ and } 3 \vee 4$$

but it is better to add

$$1 \vee 2 \text{ and } 3 \vee \neg 2$$

- This is something we do not play with, as previous experiments showed that it was consistently a good idea
- Note that a ground component will be a literal

Constructing a model

- In AVATAR the SAT solver is a black box that is allowed to construct any valid model. There are two things we can consider
 - ▶ How quickly a model can be constructed
 - ▶ What model is constructed
- It is obvious that the model produced has a very large effect on the exploration of the search space.
- We consider two SAT solvers:
 - ▶ A native (two watched literals) solver
 - ▶ lingeling (with relatively default options)
- We also consider a buffering optimisation that buffers a clause if, either
 - ▶ it contains a fresh variable that can be made true, or
 - ▶ it is already true in the model

This may lead to fewer calls to the SAT solver, but will also lead to a different model

Using a model

- As mentioned above, we do not need the whole model
- If we use a partial model we
 - ▶ Have to pay to minimise the model
 - ▶ But, we potentially add fewer FO clauses and do less freezing/unfreezing
- Choices:
 - ▶ Total model
 - ▶ Minimised model - a partial model that satisfies all added clauses
 - ▶ Minimised model for split clauses - satisfy split clauses only
- Note - partial model is a sub-model of the total one
- If a component was previously asserted, but is now don't care (not in the partial model) we can either
 - ▶ eagerly remove it, or
 - ▶ leave it there... it might be asserted again later

An overview of the relevant options

- Adding components
 - ▶ `ssplitting_nonsplittable_components`
 - ★ When to add a component that is not splittable
 - ★ known, `all`, `all_dependent`, `none`
- Constructing a model
 - ▶ `sat_solver`
 - ★ Which sat solver is used to construct the model
 - ★ `lingeling` or vampire, with `buffering` or not
- Using a model
 - ▶ `ssplitting_model`
 - ★ We can minimise the model to reduce the number of components asserted in the FO part
 - ★ `total`, min_all, `min_sco`
 - ▶ `ssplitting_eager_removal`
 - ★ When using a non-total model we can eagerly remove components no longer mentioned by the model
 - ★ on, `off`

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How should we evaluate?

- CASC mode makes use of 47 different (still valid) options
- Many of these have multiple values (some are continuous)
- If we stick only to values selected in CASC mode we have 493,748,224 possible combinations (some of which will not be valid)

- TPTP v6.0.0 has 16,004 FOF and CNF problems

- Giving one minute per experiment that takes 1,500 millennia per value we want to compare
 - ▶ That's 144,000 millennia for the experiments here...
 - ▶ To finish now we should have started at the end of the Jurassic period

- We need to consider what we are looking for...

Directly comparing options

- If we want to generally compare different values for an option we need to systematically run through the same experiments for each value.
- Massive search space requires us to select a subset of options or problems
 - ▶ Select subset of options
 - ★ May miss the best strategies
 - ▶ Select subset of problems
 - ★ May miss the easy/hard problems
 - ▶ Probably need to do both to have a reasonable search space
- Alternatively, we could use the CASC-mode approach that attempts multiple strategies, but
 - ▶ This suffers from similar restrictions i.e. the results are not generalisable from the chosen strategies.
 - ▶ Additionally it is biased as the default values for all of these options were included in the CASC-mode training... so are more likely to be successful.

Searching for improvements

- Observation: A CASC-mode-like approach makes use of many strategies. Therefore, if a strategy can be shown to perform well for some problems, its performance on other problems does not matter.
- If our aim is to solve new problems or solve problems faster then we want to identify cases where new options lead to these interesting cases.
- We can randomly select a strategy, a problem and an option to experiment with. We then vary the values for this option and check whether the result is interesting.
- However, our results are not generalisable.

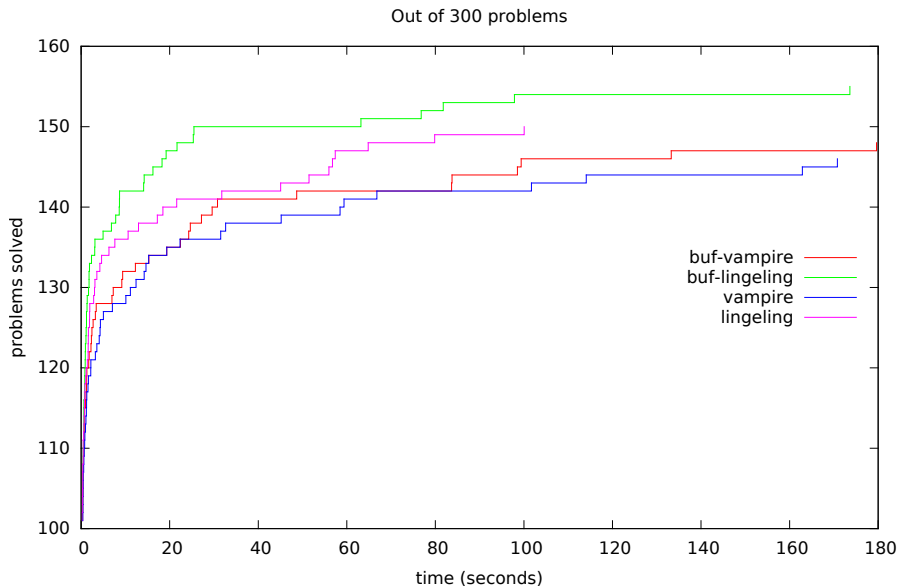
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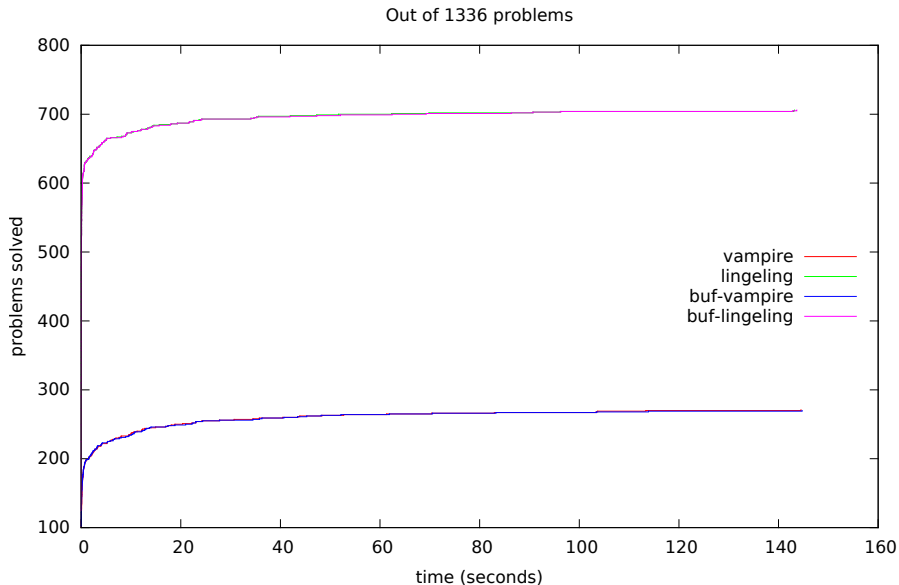
Our experiments

- Systematic
 - ▶ Use CASC13 problems
 - ▶ Use default options
- Random
 - ▶ Construct an experiment by randomly selecting
 - ★ A problem
 - ★ A set of options
 - ★ An experimental option
 - ▶ Vary the value for the experimental option
 - ▶ However - currently keep other experimental options as default
- These results
 - ▶ are not complete
 - ▶ can only be generalised within a certain context
 - ▶ are not very exciting

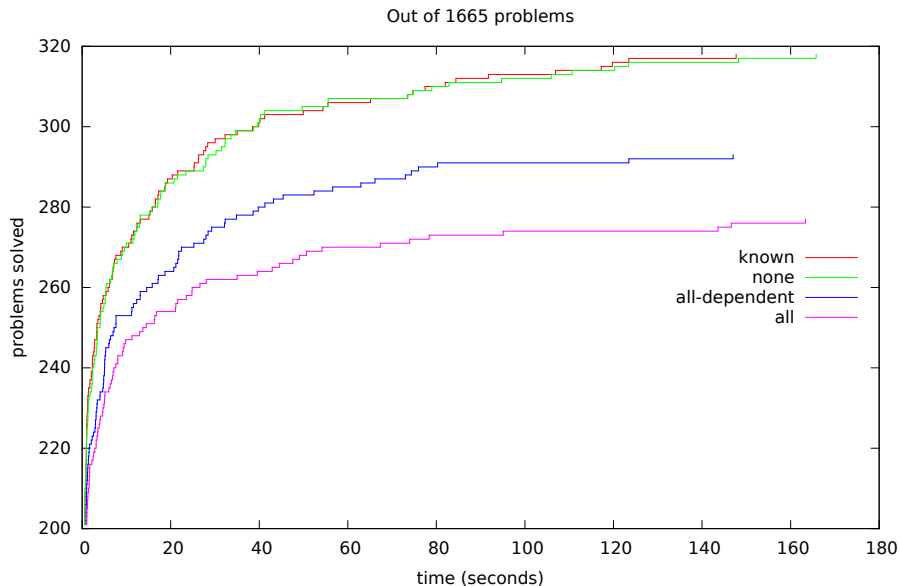
SAT solver



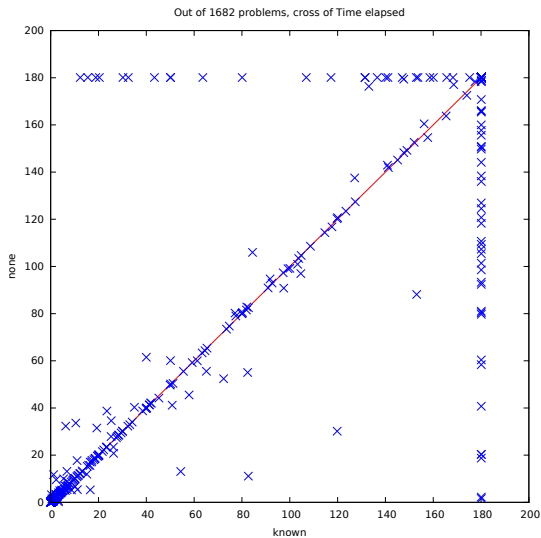
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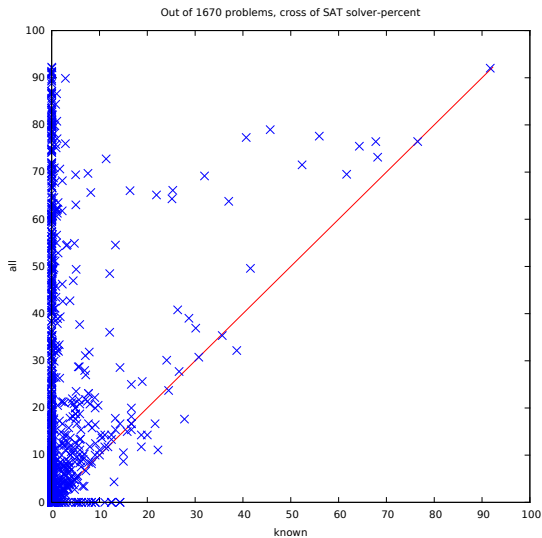
Nonsplittable Components



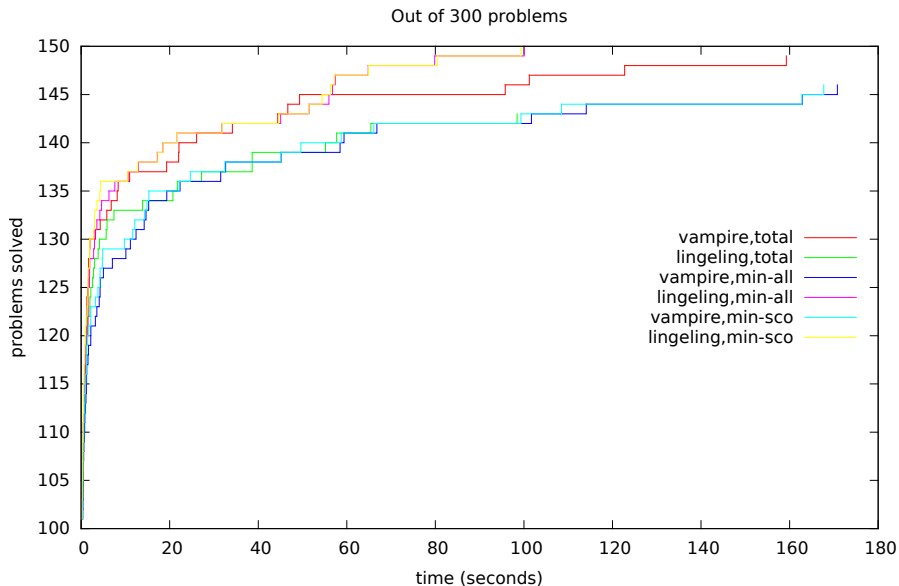
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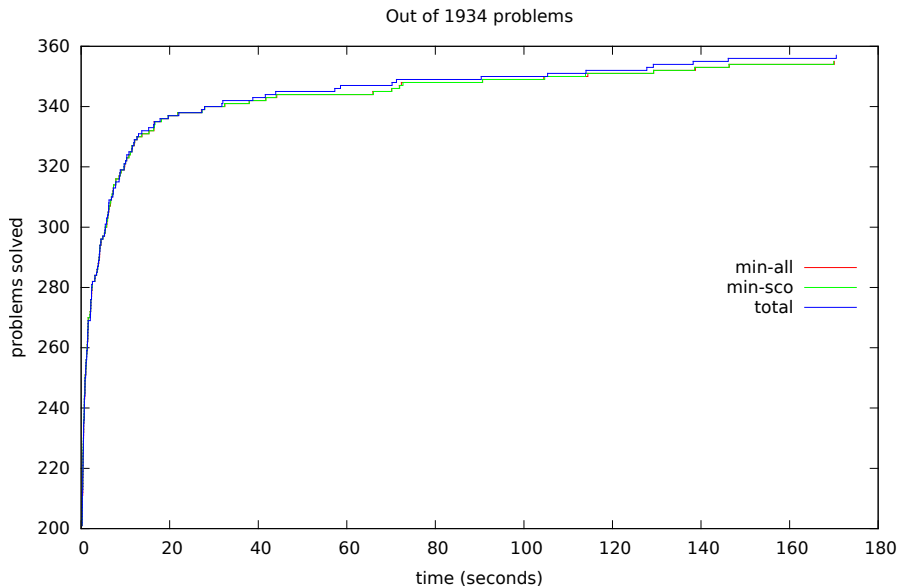
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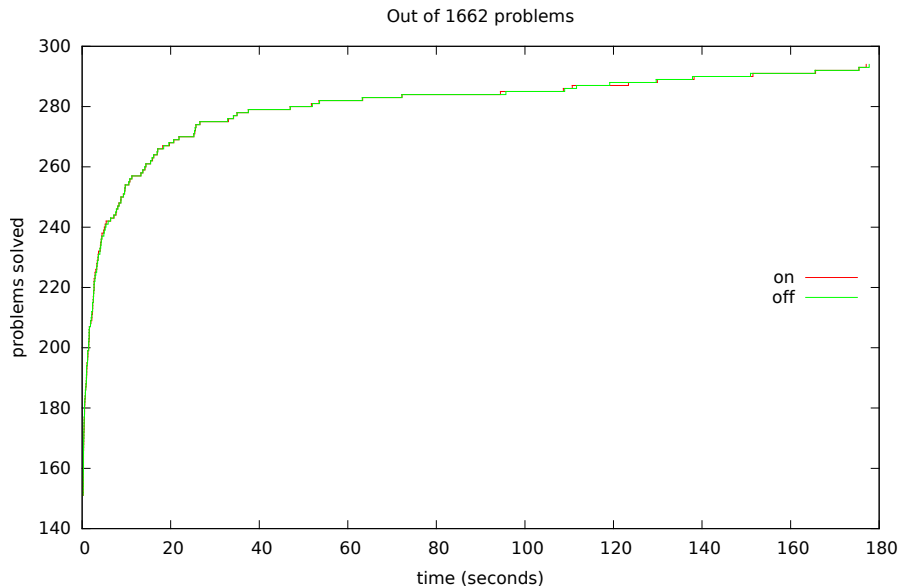
Model minimisation



Model minimisation



Eager removal



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Unanswered questions

- Can we encourage the SAT solver to construct a model that leads to 'nice' clauses being added to the FO part?
 - ▶ i.e. light, small clauses rather than heavy, long ones
- What makes a nice model?
 - ▶ How constrained is the model (can we make any difference?)
 - ▶ How does the constructed model interact with selection?
- Can we encourage the SAT solver to construct a model with a minimal difference from the previous model?
 - ▶ Beyond phase saving and Vampire's backtrack-to-last-valid-choice
- Would giving the SAT solver more information help?
 - ▶ i.e. add a clause if one component subsumes another
- Can we do more from a refutation with assumptions?
 - ▶ i.e. minimise them, collect multiple refutations in one FO run

Conclusions

- AVATAR is fun
- There are lots of things we can tweak
- Running experiments is difficult
- Our results were not interesting - maybe we asked the wrong questions