

# Encoding the Hamiltonian Cycle Problem into SAT Based on Vertex Elimination

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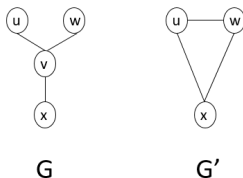
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- The Hamiltonian Cycle Problem (HCP)
  - Given a directed graph  $G = (V, E)$ , synthesize a subgraph  $H_G = (H_V, H_E)$  which is cycle connecting each and every vertex in  $H_V$  exactly once.
    - Degree and no-sub-cycle constraints
- Existing SAT Encodings of HCP
  - Distance (position) encoding [MiniZinc, Zhou20]
  - Reachability (relative) encoding [Prestwich03]
  - Bijection encoding [HertelHU07]
  - Lazy (incremental) encodings [Dantzig54, SohBRBT14, Heule21]

# Introduction (Cont.)

- **Vertex elimination**
  - Simplify a complex graph by removing certain vertices from the graph while preserving important properties.
- **Vertex elimination encoding** for directed graph acyclicity [RankoohR22]
  - Good for sparse graphs 😊, but expensive for dense graphs ☹️
- A **hybrid encoding** based on vertex elimination and leaf elimination [ZhouWY23] 😊
- Can vertex elimination be used to encode HCP?



# The HCP

- Given a directed graph  $G = (V, E)$
- Synthesize a subgraph  $H_G = (H_V, H_E)$ 
  - $H_V = \{v \mid v \in V, b_v = 1\}$
  - $H_E = \{(u, v) \mid (u, v) \in E, b_{uv} = 1\}$
- The circuit and subcircuit constraints are special cases.

# The Distance Encoding for HCP

- Let  $k$  be the cardinality of  $H_V$ :  $k = \sum_{v \in V} b_v$ .
- For each vertex  $v$ ,  $s_v = 1$  iff  $v$  is the starting vertex.
- For each vertex  $v$ ,  $d_v$  ( $0 \leq d_v \leq n - 1$ ) is  $v$ 's distance from the starting vertex in  $H_G$ .
- Degree constraints

For each  $v \in V$ :

$$k > 1 \wedge b_v \rightarrow \sum_{(u,v) \in E} b_{uv} = 1 \quad (\text{D-1})$$

$$k > 1 \wedge b_v \rightarrow \sum_{(v,w) \in E} b_{vw} = 1 \quad (\text{D-2})$$

# The Distance Encoding for HCP (Cont.)

- Constraints on the starting vertex

$$k > 1 \rightarrow \sum_{v \in V} s_v = 1 \quad (\text{D-3})$$

For each  $v \in V$ :

$$s_v \rightarrow b_v \quad (\text{D-4})$$

$$s_v \rightarrow d_v = 0 \quad (\text{D-5})$$

- Distance constraints

$$\text{For each } (u, v) \in E: b_{uv} \wedge \neg s_v \rightarrow d_v = d_u + 1 \quad (\text{D-6})$$

- Encoding size

- $O(n^3)$  if unary encoding is used for distance variables
- $O(n^2 \times \log_2(n))$  if binary encoding is used for distance variables

# Vertex Elimination Encoding for HCP

- Vertex elimination  $G = (V, E) \rightarrow G' = (V', E')$



$$V' = V \setminus \{v\}$$

$$E' = E \setminus \{(u, v) \mid (u, v) \in E\} \\ \setminus \{(v, w) \mid (v, w) \in E\} \\ \cup \{(u, w) \mid u \in nbs^-(v), w \in nbs^+(v), u \neq w\}$$

where

$$nbs^-(v) = \{u \mid (u, v) \in E\}$$

$$nbs^+(v) = \{w \mid (v, w) \in E\}.$$

- For each vertex  $u \in V'$ :  $b'_u = b_u$
- For each arc  $(u, w) \in E' \cap E$ :  
if  $(u, v) \notin E$  or  $(v, w) \notin E$ , then  $b_{uw} = b'_{uw}$

# Vertex Elimination Encoding for HCP (Cont.)

- Degree constraints on the eliminated vertex  $v$

$$k > 1 \wedge b_v \rightarrow \sum_{(u,v) \in E} b_{uv} = 1 \quad (\text{VE-1})$$

$$k > 1 \wedge b_v \rightarrow \sum_{(v,w) \in E} b_{vw} = 1 \quad (\text{VE-2})$$

- No cycle of size 2 involving the eliminated vertex  $v$

For each  $(u, v) \in E$ , if  $(v, u) \in E$ :

$$k' > 1 \rightarrow \neg b_{uv} \vee \neg b_{vu} \quad (\text{VE-3})$$

- A unique path from  $u$  to  $w$  through  $v$

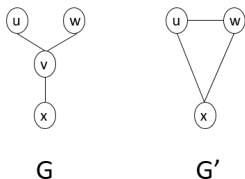
$$\text{For each } (u, w) \in (E' \setminus E): b'_{uw} \rightarrow b_{uv} \wedge b_{vw} \quad (\text{VE-4})$$

$$\sum_{(u,w) \in E' \setminus E} b'_{uw} \leq 1 \quad (\text{VE-5})$$



# Vertex Elimination Encoding for HCP (Cont.)

- Ensure the mapping:  $H_{G'} \leftrightarrow H_G$



For each  $(u, v) \in E, (v, w) \in E, u \neq w$ :

$$b_{uv} \wedge b_{vw} \rightarrow b'_{uw} \quad (\text{VE-6})$$

$$b_{uv} \wedge b_{vw} \rightarrow \neg b_{uw} \quad (\text{VE-7})$$

For each  $(u, v) \in E, (v, w) \in E, u \neq w$ :

$$\neg b_{uv} \vee \neg b_{vw} \rightarrow b_{uw} = b'_{uw} \quad (\text{VE-8})$$

## Vertex Elimination Encoding for HCP (Cont.)

- The correctness of VEE is guaranteed by the fact that a Hamiltonian cycle in  $G'$  corresponds to a Hamiltonian path from a neighbor  $w$  in  $nbs^+(v)$  to a neighbor  $u$  in  $nbs^-(v)$  of the eliminated vertex  $v$  ( $u \neq w$ ), and the path can be extended to a cycle by adding the arcs  $(u, v)$  and  $(v, w)$ .
- Encoding size
  - $O(n^3)$  variables
  - $O(n^4)$  clauses.

# Hybridize Distance and Vertex Elimination Encodings

- When the graph is sparse, use vertex elimination encoding
- When the graph is dense, use distance encoding
- Strategy used in the experiment:
  - if  $d \times \sigma > n$ , switch to distance encoding
    - $d$  is the smallest degree
    - $\sigma$  is the total number of eliminated vertices so far.

# Implementation and Experimental Results

- Available in **Picat** version 3.7 with Kissat ([picat-lang.org](http://picat-lang.org))
- Results on the Knight's Tour problem (seconds)

<b>Instance</b>	<b>VEE</b>	<b>DIST</b>	<b>HYBRID</b>
kt12	28.75	7.11	<b>0.32</b>
kt14	135.80	5.77	<b>1.23</b>
kt16	614.23	118.45	<b>2.72</b>
kt18	1050.80	16.55	<b>3.65</b>
kt20	TO	20.70	<b>6.16</b>
kt22	TO	19.60	<b>19.21</b>
kt24	TO	76.31	<b>46.03</b>
kt26	TO	TO	<b>116.14</b>
kt28	TO	TO	<b>192.73</b>
kt30	TO	TO	<b>200.98</b>

## Experimental Results (Cont.)

- Results on Flinders instances (seconds)

Instance	VEE	DIST	HYBRID
graph162	TO	<b>33.89</b>	39.47
graph171	45.38	<b>5.35</b>	50.29
graph197	78.64	<b>13.16</b>	488.38
graph223	TO	<b>80.05</b>	200.71
graph237	125.66	<b>12.27</b>	237.51
graph249	62.48	<b>1.89</b>	61.04
graph252	182.27	<b>18.57</b>	468.85
graph254	<b>84.55</b>	TO	338.34
graph255	245.61	<b>31.30</b>	66.49
graph48	<b>0.75</b>	217.88	64.96

# Experimental Results (Cont.)

- Knight's Tour  $40 \times 40$ 
  - **DIST** fails to solve it in 24 hours!
  - **VEE** fails to translate the instance to CNF.
  - **HYBRID** solves it in **2711** seconds. → A big **advance of the SOTA!**

- Contributions
  - A working encoding based on vertex elimination for HCP
  - A hybrid encoding that combines VEE and distance encoding for HCP
  - Very encouraging results
- Further work
  - Is it possible to lower the encoding size of the basic VE encoding?
  - What is the best switching strategy?
  - What encodings could be hybridized with VEE?

**Thank you!**  
Questions?