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# RUSTSAT: A Library for SAT Solving in Rust

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# SAT Solving is Great

...but not always easy for non-experts

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- ▶ SAT-based approaches are great for many applications
- ▶ Implementing SAT-based tools requires expert knowledge
- ▶ Reducing barriers of entry is important for increasing adoption of SAT technology
- ▶ Great examples
  - ▶ IPASIR: unifying solver interfaces
  - ▶ PySAT: making SAT accessible in Python
  - ▶ ...

**RustSAT**: SAT solving in Rust

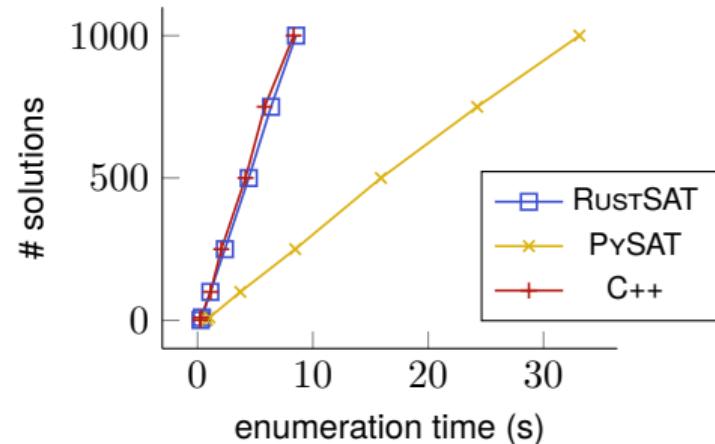


# Contributions

A library for easy and performant SAT solving in Rust

RustSAT: A Rust library for ...

- ▶ working with SAT (and related) instances
  - ▶ interfacing state-of-the-art SAT solvers
  - ▶ encoding higher-level constraints to SAT
- ...with the aim of ...
- ▶ a good user experience (automatically compiling/linking SAT solvers, good documentation, ...)
  - ▶ little to no performance overhead

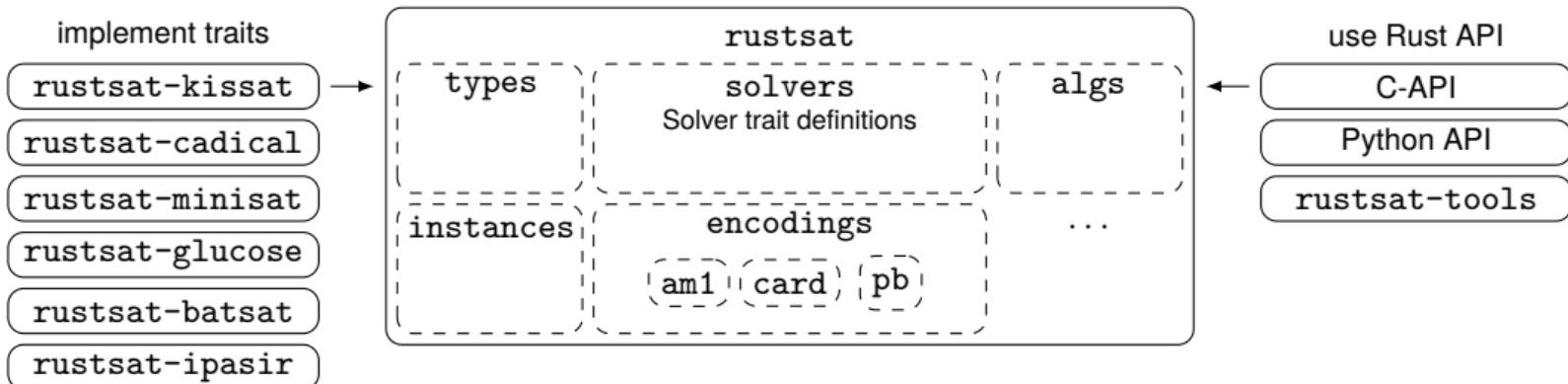


[github.com/chrjabs/rustsat](https://github.com/chrjabs/rustsat)



# Architecture Overview

Core library, solver interfaces, external APIs





# Working with Instances

Building, parsing, and converting

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- ▶ Basic types (Var, Lit, Clause, ...)
- ▶ Instance types
  - ▶ SatInstance: Decision problem instance
  - ▶ OptInstance: Optimization problem instance
  - ▶ Cnf
- ▶ File parsing (DIMACS (W)CNF, OPB)
- ▶ Encoding to CNF
- ▶ ...



# Unified Solver Interface

Plug & play SAT solvers thanks to Rust's type system

Functionality defined as **traits** (interfaces)

- ▶ `Solve`: one-shot solving
- ▶ `SolveIncremental`: *incremental* solving
- ▶ `PhaseLit`: user phases
- ▶ `LimitConflicts`, `LimitDecisions`,  
`LimitPropagations`
- ▶ ...

## Included solvers

- ▶ **Kissat (3.0.0 – 4.0.2)** [Biere et al. 2024b]
- ▶ **CaDiCaL (1.5.0 – 2.1.3)** [Biere et al. 2024a]
- ▶ **MiniSat (2.2.0)** [Eén and Sörensson 2003]
- ▶ **Glucose (4.2.1)** [Audemard and Simon 2009]
- ▶ **Batsat (0.6.0)** [Cruanes and Hara n.d.]
- ▶ **IPASIR** [Balyo and Biere n.d.]
- ▶ Call solver binary



# Higher-level Constraint Encodings

Optimized encodings, implemented in Rust, also available in a C and Python API

## At-most-one constraints

- ▶ Pairwise [Prestwich 2021]
- ▶ Ladder [Gent and Nightingale 2004]
- ▶ Bitwise [Prestwich 2007]
- ▶ Commander [Klieber and Kwon 2007]
- ▶ Bimander [Nguyen and Mai 2015]

## Cardinality constraints

- ▶ Totalizer [Bailleux and Boufkhad 2003]

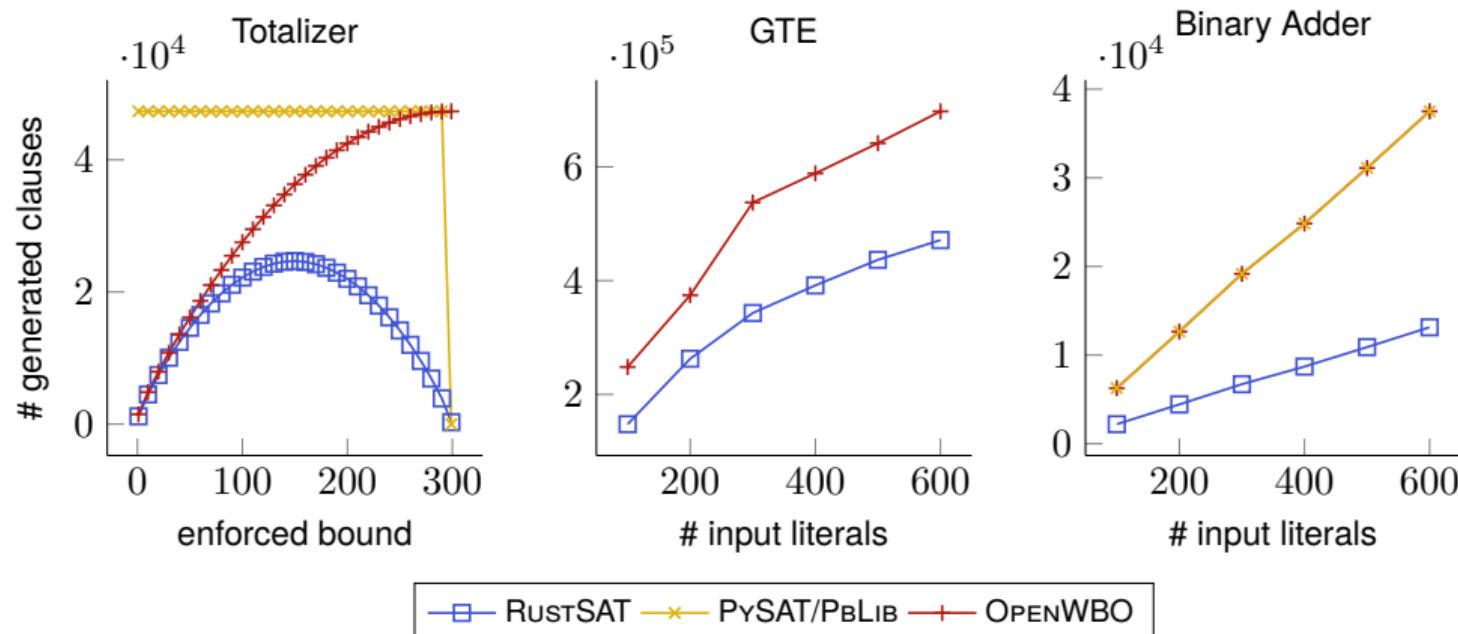
## Pseudo-Boolean constraints

- ▶ Generalized totalizer [Joshi et al. 2015]
- ▶ Binary adder [Warners 1998]
- ▶ Dynamic polynomial watchdog [Paxian et al. 2018]



# Cone of Influence Optimization

Removing “dangling” clauses from encodings





# RustSAT in Use

Thanks to early adopters and their feedback

## Rust projects

- ▶ Product configuration tool for automotive industry [Bruns 2024]
- ▶ Explaining pen and paper puzzles [Espasa et al. 2021]
- ▶ SCUTTLE multi-objective MaxSAT solver [Jabs n.d.]

## Constraint encodings through C-API

- ▶ LOANDRA MaxSAT solver [Berg et al. 2024]
- ▶ MALLOMAX distributed MaxSAT solver [Schreiber et al. 2025]



# RustSAT: A Library for SAT Solving in Rust

Summary and conclusions

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## Functionality

- ▶ Working with SAT instances
- ▶ Solver interfaces
- ▶ Higher-level constraint encodings

## Design goals

- ▶ Polished user experience
- ▶ Little to no performance overhead

RustSAT repo, docs, paper, slides, and contact:  
[christophjabs.info/sat25](http://christophjabs.info/sat25)





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