

# Lógica en la Informática / Logic in Computer Science

Monday June 13, 2016

**Time: 2h30min. No books, lecture notes or formula sheets allowed.**

**Note on evaluation:**

**eval(propositional logic) = max{ eval(Problems 1,2,3), eval(partial exam) }.**

**eval(first-order logic) = eval(Problems 4,5,6).**

**1a)** Let  $F$  and  $G$  be propositional formulas such that  $F$  is a tautology. Is it true that  $F \wedge G \equiv G$ ? Prove it using only the definitions of propositional logic.

**Answer:** By definition of  $\equiv$ , we have to prove that  $\forall I \text{ eval}_I(F \wedge G) = \text{eval}_I(G)$ .

Let  $I$  be an interpretation. Then:

$\text{eval}_I(F \wedge G) =$  by definition of  $\text{eval}_I$  of a  $\wedge$   
 $\min(\text{eval}_I(F), \text{eval}_I(G)) =$  since  $F$  is tautology  
 $\min(1, \text{eval}_I(G)) =$  by def. of min and since  $\text{eval}_I(G)$  is either 0 or 1  
 $\text{eval}_I(G)$ .

**1b)** Let  $F$  and  $G$  be propositional formulas such that  $F$  is satisfiable and  $F \rightarrow G$  is also satisfiable. Is it true that  $G$  is satisfiable? Prove it using only the definitions of propositional logic.

**Answer:** This is false. Counter example: let  $F$  be  $p$  and let  $G$  be  $p \wedge \neg p$ . Then  $F$  is satisfiable with the model  $I$  such that  $I(p) = 1$ . And  $F \rightarrow G$  is also satisfiable, with the model  $I$  such that  $I(p) = 0$ . But  $p \wedge \neg p$  is unsatisfiable.

**2)** Let us remember the well-known graph coloring problem. **Input:** a natural number  $k$ , and an (undirected) graph with  $n$  vertices and  $m$  edges of the form  $(u_1, v_1) \dots (u_m, v_m)$ , with all  $u_i$  and  $v_i$  in  $\{1 \dots n\}$ , and **Question:** is there a way to “color” each vertex with a color (a number) in  $1 \dots k$  such that adjacent vertices get different colors?

We know that graph coloring is NP-complete in general. But what is its complexity if  $k = 2$ ? Explain why using sat-based arguments.

**Answer:** One can express a graph coloring problem (for any  $k$ ) as a SAT problem with variables  $x_{i,j}$  meaning “vertex  $i$  gets color  $j$ ”. We need one clause  $x_{i,1} \vee \dots \vee x_{i,k}$  for each vertex  $i$  (it gets at least one color). We also need a two-literal clause  $\neg x_{i,k} \vee \neg x_{j,k}$  for each edge  $(i, j)$  and color  $k$  ( $i$  and  $j$  do not both get color  $k$ ).

If  $k = 2$  this is a 2-SAT problem, which can in fact be solved in linear time.

**3)** Let  $S$  be a satisfiable set of propositional Horn clauses.

**3a)** What is the complexity of finding the *minimal* model of  $S$ , that is, the model  $I$  with the minimal number of symbols  $p$  such that  $I(p) = 1$ ?

**3b)** What is the complexity of deciding whether  $S$  has only one model or more than one?

For both questions, explain very, very, briefly why.

**Answer:**

**3a)** Horn SAT can be decided by unit propagation of positive unit literals (see problem 3 of the April 2016 exam for details and examples). Once the unit propagation finishes, a model  $I$  is obtained, in linear time, by setting the propagated positive units to 1 and all other variables to 0 ( $I(p) = 1$  iff  $p$  is a propagated positive unit). This model  $I$  is minimal, since each positive unit  $p$  that gets propagated is a logical consequence of  $S$  and hence *must* be true in *all* models of  $S$ .

**3b)** Any other model must *extend* the unique minimal model  $I$  with at least one more true symbol. It suffices to do the following after the propagation of case 3a: pick one  $q$  such that  $I(q) = 0$ , and propagate  $q$ . Another (non-minimal) model exists iff for some such a picked  $q$  this does not generate the empty clause. Therefore this problem is polynomial as well, since at most  $|\mathcal{P}|$  more unit propagations have to be tried.

4) We want to write a computer program that takes as input two arbitrary first-order formulas  $F$  and  $G$  and always terminates writing “yes” if  $F \equiv G$ , and “no” otherwise. Explain very shortly the steps you would follow to do this, or to get something as similar as possible.

**Answer:** No such program can exist, since this question is undecidable. It is only semi-decidable: the best one can get is a program that terminates with “yes” if  $F \equiv G$ , and otherwise terminates with “no” or does not terminate. Steps for this:

1. Convert  $(F \wedge \neg G) \vee (\neg F \wedge G)$  into its clausal form  $S_0$ . We have  $F \equiv G$  iff  $S_0$  unsat.
2. Compute the closure under resolution+factoring of  $S_0$  by levels, in successive steps for  $i = 0, 1, 2 \dots$ :
  - 2a: If the empty clause is in  $S_i$ , terminate with “yes:  $F \equiv G$ ”.
  - 2b: Otherwise, obtain  $S_{i+1}$  by adding to  $S_i$  all new clauses one can get by one step of resolution or factoring on clauses in  $S_i$ .
  - 2c: If no new clause was obtained from  $S_i$ , terminate with “no”; else, go to 2a with the next  $i$ .

5) Formalize and prove by resolution that sentence  $E$  is a logical consequence of the other four.

$A$ : If a person likes logic, he does not like football.

$B$ : Brothers of football players like football.

$C$ : Messi is a football player and Ney is his brother.

$D$ : Ney likes logic.

$E$ : Our teacher is a nice guy who knows a lot about football and logic.

**Answer:** We prove that  $A \wedge B \wedge C \wedge D$  is unsatisfiable and therefore  $A \wedge B \wedge C \wedge D \models E$ . Formalizing with unary predicates  $ll, lf, fp$ , binary predicate  $br$ , the constants  $messi$  and  $ney$ , and expressing the sentences in clausal form, we get the clauses:

- A)  $\neg ll(X) \vee \neg lf(X)$
- B)  $\neg fp(X) \vee \neg br(X, Y) \vee lf(Y)$
- C1)  $fp(messi)$
- C2)  $br(messi, ney)$
- D)  $ll(ney)$

By resolution we obtain the empty clause as follows:

<i>num</i> :	<i>by</i> :	<i>mgu</i> :	<i>get</i> :
1)	$res(A, D)$	$X = ney$	$\neg lf(ney)$
2)	$res(B, C1)$	$X = messi$	$\neg br(messi, Y) \vee lf(Y)$
3)	$res(2, C2)$	$Y = ney$	$lf(ney)$
4)	$res(3, C2)$	$Y = ney$	$\square$

6) Complete the following graph coloring program (see problem 2). Do `makeConstraints` recursively, using `#\=` and the built-in predicate `nth1(I,L,X)` (“the  $I$ th element of the list  $L$  is  $X$ ”).

```
:- use_module(library(clpfd)).
numVertices(5).
edges([ 1-2, 1-3, 2-3, 2-4, 2-5, 3-5 ]).
numColors(3).

main:- numVertices(N),edges(Edges), listOfNPrologVars(N,Vars), ...
      Vars ins ...
      makeConstraints(Edges,Vars),
      ...
      write(Vars), nl.

makeConstraints(...

listOfNPrologVars(...
```

Answer:

```
main:- numVertices(N),edges(Edges), listOfNPrologVars(N,Vars), numColors(K),
      Vars ins 1..K,
      makeConstraints(Edges,Vars),
      label(Vars), write(Vars), nl.
```

```
makeConstraints([],_).
```

```
makeConstraints( [ U-V | Edges ], Vars ):-
  nth1( U, Vars, VarU ),
  nth1( V, Vars, VarV ),
  VarU #\= VarV,
  makeConstraints(Edges,Vars).
```

```
listOfNPrologVars(0,[]):-!.
```

```
listOfNPrologVars(N,[_|Vars]):- N1 is N-1, listOfNPrologVars(N1,Vars).
```