

IA008: Computational Logic

1. Propositional Logic

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Basic Concepts

Propositional Logic

Syntax

- ▶ Variables $A, B, C, \dots, X, Y, Z, \dots$
- ▶ Operators $\wedge, \vee, \neg, \rightarrow, \leftrightarrow$

Examples

$$\varphi := A \wedge (A \rightarrow B) \rightarrow B,$$

$$\psi := \neg(A \wedge B) \leftrightarrow (\neg A \vee \neg B).$$

Terminology

- ▶ **entailment** $\varphi \models \psi$
- ▶ **equivalence** $\varphi \equiv \psi$
- ▶ $\varphi \equiv \psi$ iff $\varphi \models \psi$ and $\psi \models \varphi$

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- ▶ **satisfiability** $\varphi \neq \text{false}$
- ▶ **validity** $\varphi \equiv \text{true}$
- ▶ Every valid formula is satisfiable.
- ▶ φ is valid iff $\neg\varphi$ is not satisfiable.
- ▶ $\varphi \models \psi$ iff $\varphi \rightarrow \psi$ is valid.

Examples

- ▶ $A \wedge (A \rightarrow B) \rightarrow B$ is

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Examples

- ▶ $A \wedge (A \rightarrow B) \rightarrow B$ is **valid**.
- ▶ $A \vee B$ is

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Examples

- ▶ $A \wedge (A \rightarrow B) \rightarrow B$ is **valid**.
- ▶ $A \vee B$ is **satisfiable** but not **valid**.
- ▶ $\neg A \wedge A$ is

Terminology

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Examples

- ▶ $A \wedge (A \rightarrow B) \rightarrow B$ is **valid**.
- ▶ $A \vee B$ is **satisfiable** but not **valid**.
- ▶ $\neg A \wedge A$ is **not satisfiable**.

Normal Forms

Conjunctive Normal Form (CNF)

$$(A \vee \neg B) \wedge (\neg A \vee C) \wedge (A \vee \neg B \vee \neg C)$$

Disjunctive Normal Form (DNF)

$$(A \wedge C) \vee (\neg A \wedge \neg B) \vee (A \wedge \neg B \wedge \neg C)$$

Clauses

Definitions

- ▶ **literal** A or $\neg A$
- ▶ **clause** set of literals $\{A, B, \neg C\}$
short-hand for disjunction $A \vee B \vee \neg C$

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Example

CNF $\varphi := (A \vee \neg B \vee C) \wedge (\neg A \vee C) \wedge B$

clauses $\{A, \neg B, C\}, \{\neg A, C\}, \{B\}$

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short-hand for disjunction $A \vee B \vee \neg C$

Example

CNF $\varphi := (A \vee \neg B \vee C) \wedge (\neg A \vee C) \wedge B$

clauses $\{A, \neg B, C\}, \{\neg A, C\}, \{B\}$

Notation

$\Phi[L := \text{true}] := \{ C \setminus \{\neg L\} \mid C \in \Phi, L \notin C \}.$

The Satisfiability Problem

Davis-Putnam-Logemann-Loveland (DPLL) Algorithm

Input: a set of clauses Φ

Output: **true** if Φ is satisfiable, **false** otherwise.

DPLL(Φ)

```
for every singleton  $\{L\}$  in  $\Phi$            (* simplify  $\Phi$  *)  
     $\Phi := \Phi[L := \text{true}]$   
for every literal  $L$  whose negation does not occur in  $\Phi$   
     $\Phi := \Phi[L := \text{true}]$   
if  $\Phi$  contains the empty clause then    (* are we done? *)  
    return false  
if  $\Phi$  is empty then  
    return true  
choose some literal  $L$  in  $\Phi$            (* try  $L := \text{true}$  and  $L := \text{false}$  *)  
if DPLL( $\Phi[L := \text{true}]$ ) then  
    return true  
else  
    return DPLL( $\Phi[L := \text{false}]$ )
```

Example

$$\Phi := \left\{ \{A, B, \neg C\}, \{\neg B, C, D\}, \{\neg A, \neg B, \neg D\}, \{B, C, D\}, \right. \\ \left. \{\neg A, \neg B, \neg C\}, \{\neg A, \neg C, \neg D\} \right\}$$

Step 1: $A := \text{true}$

Example

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$$\{\neg B, C, D\}, \{\neg B, \neg D\}, \{B, C, D\}, \{\neg B, \neg C\}, \{\neg C, \neg D\}$$

Step 2: $B := \text{true}$

Example

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Step 2: $B := \text{true}$

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Step 3: $C := \text{false}$ and $D := \text{false}$

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$$\{D\}, \{\neg D\}$$

\emptyset **failure**

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Backtrack to step 2: $B := \text{false}$

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Step 3: $C := \text{true}$

$$\{\neg D\} \quad \text{**satisfiable**}$$

Solution: $A = \text{true}$, $B = \text{false}$, $C = \text{true}$, $D = \text{false}$

The Satisfiability Problem

Theorem

3-SAT (satisfiability for formulae in 3-CNF) is **NP-complete**.

Proof

Turing machine $\mathcal{M} = \langle Q, \Sigma, \Delta, q_0, F_+, F_- \rangle$

Q set of states

Σ tape alphabet

Δ set of transitions $\langle p, a, b, m, q \rangle \in Q \times \Sigma \times \Sigma \times \{-1, 0, 1\} \times Q$

q_0 initial state

F_+ accepting states

F_- rejecting states

nondeterministic, runtime bounded by the polynomial $r(n)$

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Encoding in PL

$S_{t,q}$ **state** q at time t

$H_{t,k}$ **head** in field k at time t

$W_{t,k,a}$ **letter** a in field k at time t

$$\varphi_w := \bigwedge_{t < r(n)} [\text{ADM}_t \wedge \text{INIT} \wedge \text{TRANS}_t \wedge \text{ACC}]$$

Proof

$S_{t,q}$ state q at time t

$H_{t,k}$ head in field k at time t

$W_{t,k,a}$ letter a in field k at time t

Admissibility formula

$$\text{ADM}_t := \bigwedge_{p \neq q} [\neg S_{t,p} \vee \neg S_{t,q}]$$

unique state

$$\wedge \bigwedge_{k \neq l} [\neg H_{t,k} \vee \neg H_{t,l}]$$

unique head position

$$\wedge \bigwedge_k \bigwedge_{a \neq b} [\neg W_{t,k,a} \vee \neg W_{t,k,b}]$$

unique letter

Proof

$S_{t,q}$ state q at time t

$H_{t,k}$ head in field k at time t

$W_{t,k,a}$ letter a in field k at time t

Initialisation formula for input: $a_0 \dots a_{n-1}$

$$\text{INIT} := S_{0,q_0}$$

$$\wedge H_{0,0}$$

$$\wedge \bigwedge_{k < n} W_{0,k,a_k} \wedge \bigwedge_{n \leq k \leq r(n)} W_{0,k,\square}$$

initial state

initial head position

initial tape content

Acceptance formula

$$\text{ACC} := \bigvee_{q \in F_+} \bigvee_{t \leq r(n)} S_{t,q} \quad \text{accepting state}$$

Proof

$S_{t,q}$ state q at time t

$H_{t,k}$ head in field k at time t

$W_{t,k,a}$ letter a in field k at time t

Transition formula

$$\text{TRANS}_t := \bigvee_{\langle p,a,b,m,q \rangle \in \Delta} \bigvee_{k \leq r(n)} [S_{t,p} \wedge H_{t,k} \wedge W_{t,k,a} \wedge S_{t+1,q} \wedge H_{t+1,k-m} \wedge W_{t+1,k,b}]$$

effect of transition

$$\wedge \bigwedge_{k \leq r(n)} \bigwedge_{a \in \Sigma} [\neg H_{t,k} \wedge W_{t,k,a} \rightarrow W_{t+1,k,a}]$$

rest of tape remains unchanged

Proof

$$\text{TRANS}_t := \bigvee_{\langle p,a,b,m,q \rangle \in \Delta} \bigvee_{k \leq r(n)} [S_{t,p} \wedge H_{t,k} \wedge W_{t,k,a} \wedge \\ S_{t+1,q} \wedge H_{t+1,k+m} \wedge W_{t+1,k,b}] \wedge \dots$$

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equivalently:

$$\bigwedge_{k \leq r(n)} \bigwedge_{p \in Q} \bigwedge_{a \in \Sigma} \left[S_{t,p} \wedge H_{t,k} \wedge W_{t,k,a} \rightarrow \bigvee_{q \in \text{TS}(p,a)} S_{t+1,q} \right]$$

$$\text{TS}(p, a) := \{ q \in Q \mid \langle p, a, b, m, q \rangle \in \Delta \}$$

Proof

$$\text{TRANS}_t := \bigvee_{\langle p,a,b,m,q \rangle \in \Delta} \bigvee_{k \leq r(n)} [S_{t,p} \wedge H_{t,k} \wedge W_{t,k,a} \wedge S_{t+1,q} \wedge H_{t+1,k+m} \wedge W_{t+1,k,b}] \wedge \dots$$

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$$\text{TH}(p, a, q) := \{ m \mid \langle p, a, b, m, q \rangle \in \Delta \}$$

Proof

$$\text{TRANS}_t := \bigvee_{\langle p,a,b,m,q \rangle \in \Delta} \bigvee_{k \leq r(n)} [S_{t,p} \wedge H_{t,k} \wedge W_{t,k,a} \wedge S_{t+1,q} \wedge H_{t+1,k+m} \wedge W_{t+1,k,b}] \wedge \dots$$

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Proof

Properties of φ_w

- ▶ It is in CNF.
- ▶ It has length $\sim r(n)^3$.
- ▶ It is satisfiable if, and only if, the Turing machine accepts w .

Consequently, the satisfiability problem for PL-formulae in CNF is NP-complete.

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Reduction to 3-CNF

$$\{L_0, L_1, L_2, \dots, L_n\} \quad \mapsto \quad \{L_0, L_1, X\}, \{\neg X, L_2, \dots, L_n\}$$

(X new variable)

Resolution

Resolution

Resolution Step

The **resolvent** of two clauses

$$C = \{L, A_0, \dots, A_m\} \quad \text{and} \quad C' = \{\neg L, B_0, \dots, B_n\}$$

is the clause

$$\{A_0, \dots, A_m, B_0, \dots, B_n\}.$$

Lemma

Let C be the resolvent of two clauses in Φ . Then

$$\Phi \models \Phi \cup \{C\}.$$

The Resolution Method

Observation

If Φ contains the empty clause \emptyset , then Φ is not satisfiable.

Resolution Method

Input: a set of clauses Φ

Output: **true** if Φ is satisfiable, **false** otherwise.

$RM(\Phi)$

add to Φ all possible resolvents

repeat until no new clauses are generated

if $\emptyset \in \Phi$ then

 return **false**

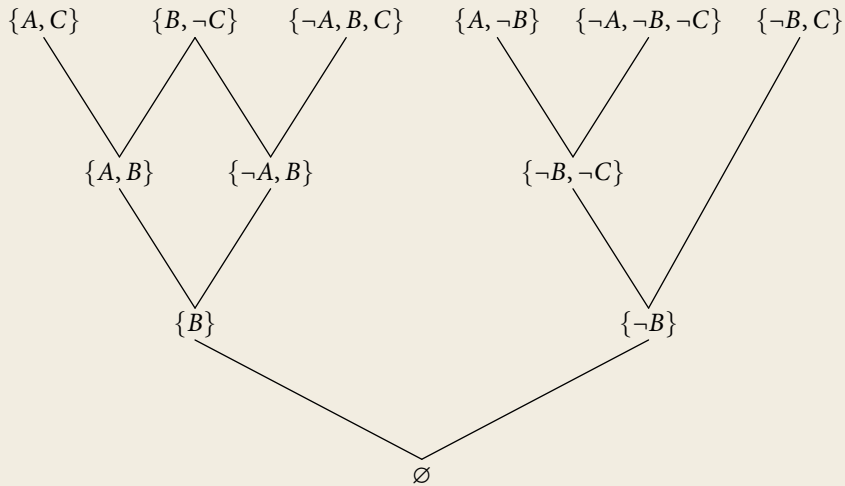
else

 return **true**

Theorem

The resolution method for propositional logic is **sound** and **complete**.

Example



Davis-Putnam Algorithm

Input: a set of clauses Φ

Output: **true** if Φ is satisfiable, **false** otherwise.

DP(Φ)

remove all tautological clauses from Φ

if $\Phi = \emptyset$ **then**

return true

if $\Phi = \{\emptyset\}$ **then**

return false

select a variable X

add to Φ all resolvents over X

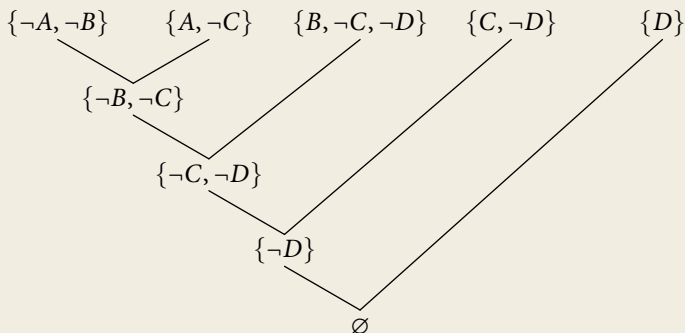
remove all clauses containing X or $\neg X$ from Φ

repeat

Horn formulae

Linear Resolution

A **linear resolution** is a sequence of resolution steps where in each step the resolvent of the previous step is used.



Horn formulae and linear resolution

Horn formulae

A **Horn clause** is a clause C that contains at most one positive literal.

Example

$$A_0 \wedge \cdots \wedge A_n \rightarrow B \quad \equiv \quad \{\neg A_0, \dots, \neg A_n, B\}$$

Horn formulae and linear resolution

Horn formulae

A **Horn clause** is a clause C that contains at most one positive literal.

Example

$$A_0 \wedge \dots \wedge A_n \rightarrow B \quad \equiv \quad \{\neg A_0, \dots, \neg A_n, B\}$$

Theorem

A set of Horn clauses is unsatisfiable if, and only if, one can use linear resolution to derive the empty clause from it.

SLD Resolution

Linear resolution where the clauses are **sequences** instead of sets and we always resolve the **leftmost literal** of the current clause.

Minimal models

Lemma

Every satisfiable set of Horn-formulae has a minimal model.

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Every satisfiable set of Horn-formulae has a minimal model.

Algorithm to compute it:

Input: Φ set of Horn-formulae

$T := \emptyset$

repeat

for all $A_0 \wedge \dots \wedge A_{n-1} \rightarrow B \in \Phi$ **do**

if $A_0, \dots, A_{n-1} \in T$ **then**

$T := T \cup \{B\}$

until T does not change anymore

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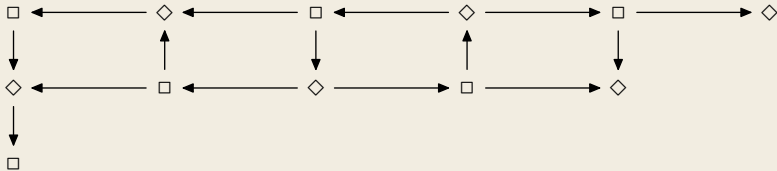
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Theorem

Satisfiability for sets of Horn-formulae can be checked in linear time.

Finite Games $\mathcal{G} = \langle V_{\diamond}, V_{\square}, E \rangle$

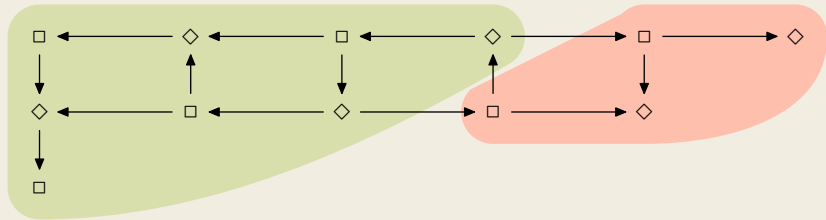
Players \diamond and \square



Winning regions: $W_{\diamond}, W_{\square}$

Finite Games $\mathcal{G} = \langle V_{\diamond}, V_{\square}, E \rangle$

Players \diamond and \square



Winning regions: W_{\diamond} , W_{\square}

Reduction

positions

$$V_{\diamond} = \text{variables } \langle A \rangle \quad \text{and} \quad V_{\square} = \text{formulae } [A_0 \wedge \cdots \wedge A_{n-1} \rightarrow B]$$

edges

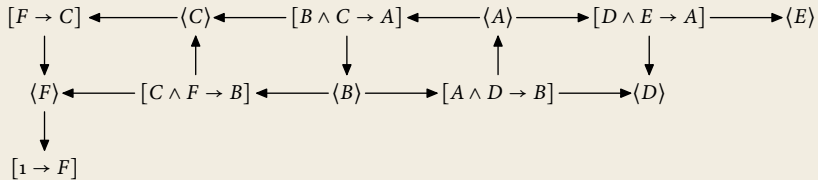
$$\begin{array}{l} \langle B \rangle \rightarrow [A_0 \wedge \cdots \wedge A_{n-1} \rightarrow B] \\ [A_0 \wedge \cdots \wedge A_{n-1} \rightarrow B] \rightarrow \langle A_i \rangle \end{array}$$

Lemma

A variable A belongs to W_{\diamond} iff it is true in the minimal model.

$$B \wedge C \rightarrow A \quad A \wedge D \rightarrow B \quad F \rightarrow C$$

$$D \wedge E \rightarrow A \quad C \wedge F \rightarrow B \quad 1 \rightarrow F$$



Simple Algorithm

$\text{Win}(v, \sigma)$

if $v \in V_\sigma$ **then**

if there is an edge $v \rightarrow u$ with $\text{Win}(u, \sigma)$ **then**

return true

else

return false

if $v \in V_{\bar{\sigma}}$ **then**

$(^* \bar{\diamond} := \square \quad \bar{\square} := \diamond ^*)$

if for every edge $v \rightarrow u$ we have $\text{Win}(u, \sigma)$ **then**

return true

else

return false

Linear Algorithm

Input: game $\langle V_{\diamond}, V_{\square}, E \rangle$

forall $v \in V$ **do**

$\text{win}[v] := \perp$ (* winner of the position *)

$P[v] := \emptyset$ (* set of predecessors of v *)

$n[v] := 0$ (* number of successors of v *)

end

forall $\langle u, v \rangle \in E$ **do**

$P[v] := P[v] \cup \{u\}$

$n[u] := n[u] + 1$

end

forall $v \in V_{\diamond}$ **do**

if $n[v] = 0$ **then** Propagate(v, \square)

forall $v \in V_{\square}$ **do**

if $n[v] = 0$ **then** Propagate(v, \diamond)

return win

```
procedure Propagate( $v, \sigma$ ) =  
  if  $\text{win}[v] \neq \perp$  then return  
   $\text{win}[v] := \sigma$   
  forall  $u \in P[v]$  do  
     $n[u] := n[u] - 1$   
    if  $u \in V_\sigma$  or  $n[u] = 0$  then Propagate( $u, \sigma$ )  
  end  
end
```