

# IAoo8: Computational Logic

## 1. Propositional Logic

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# Basic Concepts

# Propositional Logic

## Syntax

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

## Semantics

$$\mathfrak{J} \models \varphi \qquad \mathfrak{J} : \text{Variables} \rightarrow \{\text{true}, \text{false}\}$$

## Examples

$$\begin{aligned}\varphi &:= A \wedge (A \rightarrow B) \rightarrow B, \\ \psi &:= \neg(A \wedge B) \leftrightarrow (\neg A \vee \neg B).\end{aligned}$$

# Terminology

- ▶ **entailment**  $\varphi \models \psi$  (do not confuse with  $\mathfrak{J} \models \varphi!$ )
- ▶ **equivalence**  $\varphi \equiv \psi$  (do not confuse with  $\varphi = \psi!$ )
- ▶  $\varphi \equiv \psi$  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.
- ▶  $\varphi$  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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- ▶  $A \vee B$  is

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## Examples

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

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



# Equivalence Transformations

## De Morgan's laws

$$\neg(\varphi \wedge \psi) \equiv \neg\varphi \vee \neg\psi$$

$$\neg(\varphi \vee \psi) \equiv \neg\varphi \wedge \neg\psi$$

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## Distributive laws

$$\varphi \wedge (\psi \vee \vartheta) \equiv (\varphi \wedge \psi) \vee (\varphi \wedge \vartheta)$$

$$\varphi \vee (\psi \wedge \vartheta) \equiv (\varphi \vee \psi) \wedge (\varphi \vee \vartheta)$$

# 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

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

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

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## 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  $\Phi$

**Output:** **true** if  $\Phi$  is satisfiable, **false** otherwise.

DPLL( $\Phi$ )

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

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

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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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$\emptyset$      **failure**

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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

$\Sigma$  tape alphabet

$\Delta$  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  $t$

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

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

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## 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  $t$

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

INIT :=  $S_{0,q_0}$

initial state

$\wedge H_{0,0}$

initial head position

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

initial tape content

**Acceptance formula**

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

accepting state

# Proof

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

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

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## 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

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equivalently:

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

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



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

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

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# Proof

## Properties of $\varphi_w$

- ▶ 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

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

( $X$  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  $\Phi$ . Then

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

# The Resolution Method

## Observation

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

## Resolution Method

**Input:** a set of clauses  $\Phi$

**Output:** **true** if  $\Phi$  is satisfiable, **false** otherwise.

RM( $\Phi$ )

add to  $\Phi$  all possible resolvents

repeat until no new clauses are generated

if  $\emptyset \in \Phi$  then

**return false**

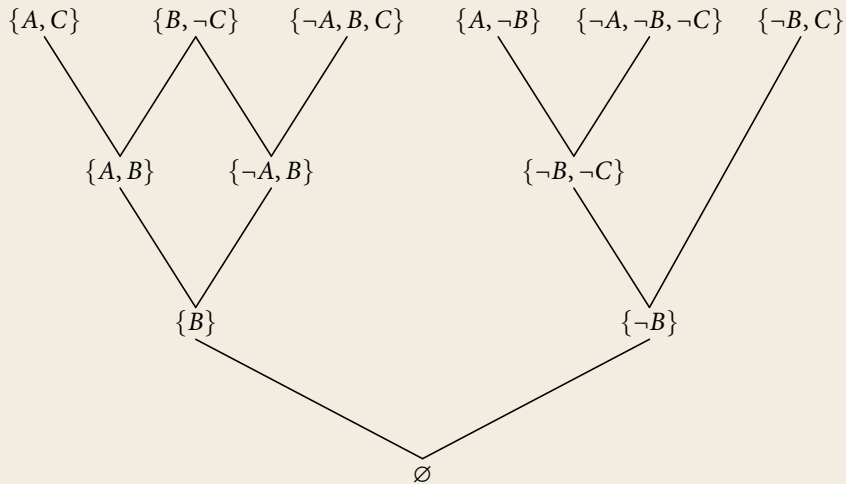
else

**return true**

## Theorem

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

## Example





# Davis-Putnam Algorithm

**Input:** a set of clauses  $\Phi$

**Output:** **true** if  $\Phi$  is satisfiable, **false** otherwise.

DP( $\Phi$ )

remove all tautological clauses from  $\Phi$

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

**return true**

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

**return false**

select a variable  $X$

add to  $\Phi$  all resolvents over  $X$

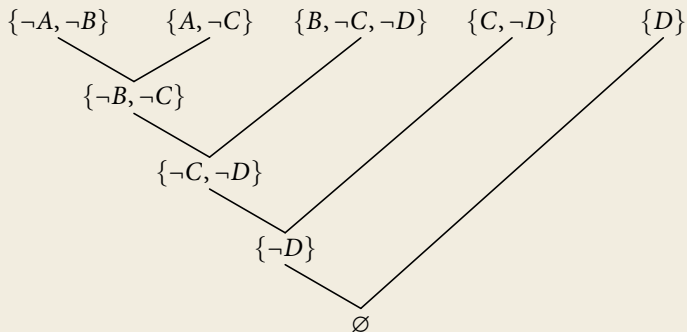
remove all clauses containing  $X$  or  $\neg X$  from  $\Phi$

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

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

## Example

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

## 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:**  $\Phi$  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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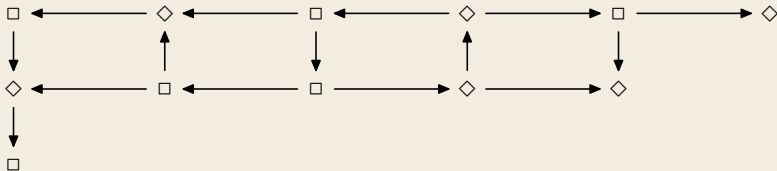
## Theorem

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



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

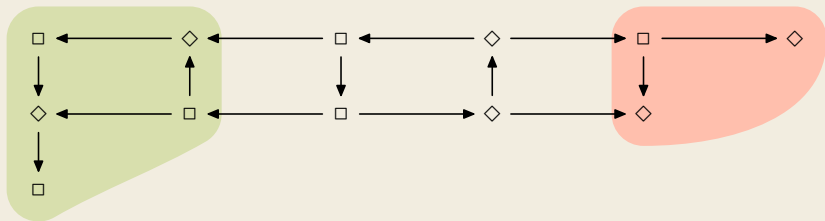
Players  $\diamond$  and  $\square$



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

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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

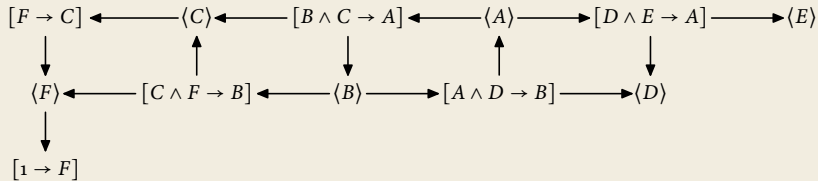
$$\begin{array}{l} \langle B \rangle \rightarrow [A_0 \wedge \cdots \wedge A_{n-1} \rightarrow B] \\ [A_0 \wedge \cdots \wedge A_{n-1} \rightarrow B] \rightarrow \langle A_i \rangle \end{array}$$

## 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
```