

Lecture 9

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Normal Forms

- ▶ Minimizing DNF has many applications
 - ▶ this is used to analyze the reliability of safety-critical systems
- ▶ CNF is the input format of modern SAT solvers
 - ▶ this is the so-called DIMACS format
 - ▶ modern SAT solvers can solve industrial problems with 1M variables
- ▶ There are many other “normal” forms for Boolean formulae
 - ▶ decision trees: widely used in machine learning
 - ▶ BDDs: very powerful representation used in verification, AI, program analysis, ...

Set Theory Connections

- ▶ Set Theory forms the foundations of mathematics
- ▶ Set Theory provides foundations of ACL2s:
 - ▶ the universe, U , is a set
 - ▶ recognizers, predicates, etc. in ACL2s are defined in terms of sets
 - ▶ atoms in a propositional skeleton are predicates (subsets of U)
- ▶ It turns out that there are interesting connections between propositional logic and set theory
- ▶ Here is an example
 - ▶ $p \wedge (p \vee q) \equiv p$ is valid (in propositional logic) iff
 - ▶ $P \cap (P \cup Q) = P$ is valid (in set theory)
 - ▶ there are obvious similarities in the two formulas above
- ▶ Let's explore the connections a *little* bit

Set Theory Connections

- ▶ Boolean Algebra of (non-empty) X : a non-empty subset of the 2^X closed under union, intersection and complementation (with respect to X)
 - ▶ Let U be the ACL2s universe
 - ▶ Then $B = \{\emptyset, U\}$ is the smallest Boolean algebra of U
 - ▶ The largest Boolean algebra of U is 2^U
- ▶ B is isomorphic to propositional logic: \emptyset for F and U for T
- ▶ \vee, \wedge, \neg correspond, respectively, to the (set theoretic) \cup, \cap, \neg
- ▶ In a Boolean algebra, atoms correspond to unary predicates, e.g., in 2^U :
 - ▶ for clarity's sake, we use upper case vars to indicate atoms in 2^U
 - ▶ let P be $\{x \in U : (\text{integerp } x)\}$
 - ▶ let Q be $\{x \in U : (\text{neg-rationalp } x)\}$
 - ▶ so $P \wedge Q$ (in 2^U) means $P \cap Q = \{x \in U : (\text{negp } x)\}$
- ▶ A Boolean algebra formula is valid if $= U$, e.g.: $P \vee \neg P$ (in 2^U) means $P \cup \neg P = U$
- ▶ In general, a formula in 2^U corresponds to the subset of U for which it holds

Set Theory Connections

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- ▶ \vee, \wedge, \neg correspond, respectively, to the (set theoretic) \cup, \cap, \neg
- ▶ In general, a formula in 2^U corresponds to the subset of U for which it holds
- ▶ Can extend Boolean algebra with \Rightarrow, \equiv , etc, using the propositional equalities:

- ▶ $P \Rightarrow Q$ is $\neg P \vee Q : S = \{x \in U : (\text{implies } (P \ x) \ (Q \ x))\}$

- ▶ $P \equiv Q$ is $(P \Rightarrow Q) \wedge (Q \Rightarrow P) : W = \{x \in U : (\text{iff } (P \ x) \ (Q \ x))\}$

- ▶ *The equalities of propositional logic & Boolean algebra are the same!*

- ▶ Propositional logic validity: $p \vee \neg p$

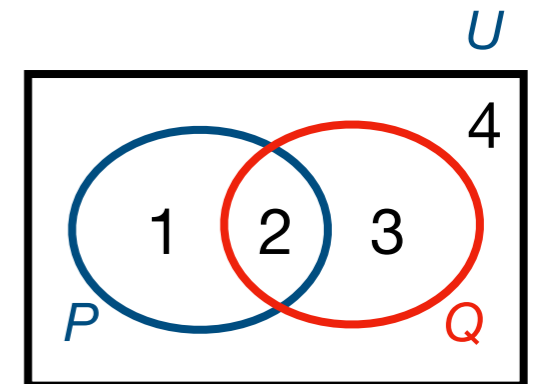
- ▶ Boolean algebra: $P \vee \neg P$ (in 2^U) is valid since $= U$

- ▶ Check the rest of the equalities in the notes

- ▶ The result is useful when analyzing propositional logic formulas, e.g.:

- ▶ $p \wedge (p \vee q) \equiv p$ is valid iff

- ▶ $P \cap (P \cup Q) = P$ is valid (because $P \equiv Q$ is valid iff $P = Q$ holds)



Which regions are in S ?

2,3,4

Regions for $Q \Rightarrow P$?

2,1,4

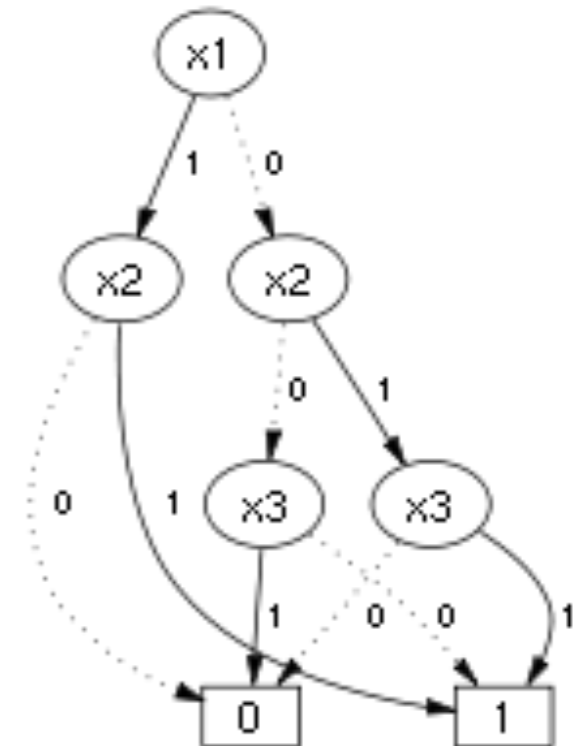
Which regions are in W ?

2,4

(intersection of above)

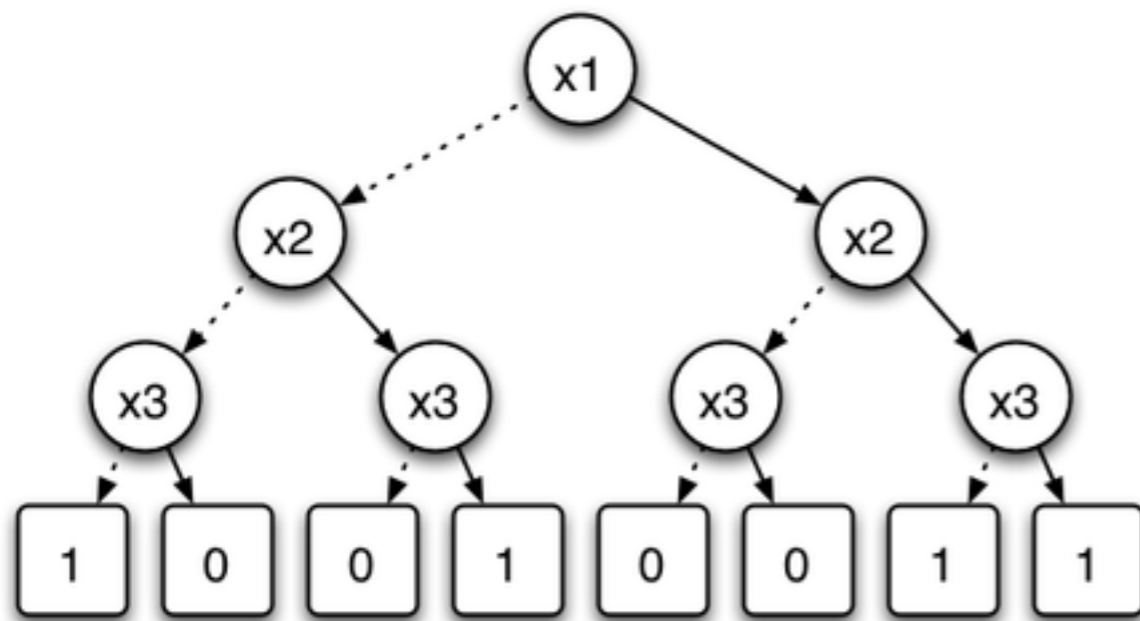
BDDs and Decision Trees

- ▶ A BDD on x_1, \dots, x_n is a DAG $G=(V, E)$ where
 - ▶ exactly 1 vertex has indegree 0 (the root)
 - ▶ all vertices have outdegree 0 (leaves) or 2 (inner nodes)
 - ▶ the inner nodes are labeled from $\{x_1, \dots, x_n\}$
 - ▶ the leaves are labeled from $\{0, 1\}$
 - ▶ one of the edges from an inner node is labeled by 0; the other by 1
- ▶ The BDD $G=(V, E)$ represents a Boolean function, say f
 - ▶ for any assignment A in B^n , $f(A)$ is computed recursively from root
 - ▶ if we reach a leaf, return the label
 - ▶ for inner nodes, say labeled with x_i , take the edge labeled by $A(x_i)$
- ▶ A decision tree is a BDD whose graph is a tree
- ▶ A BDD is an OBDD if there is a permutation on $p=\{1,2, \dots, n\}$ s.t. for all edges (u, v) in E , where u, v are labeled by x_i, x_j , we have that $p_i < p_j$
- ▶ An OBDD is an ROBDD if it has no isomorphic subgraphs and all children are distinct

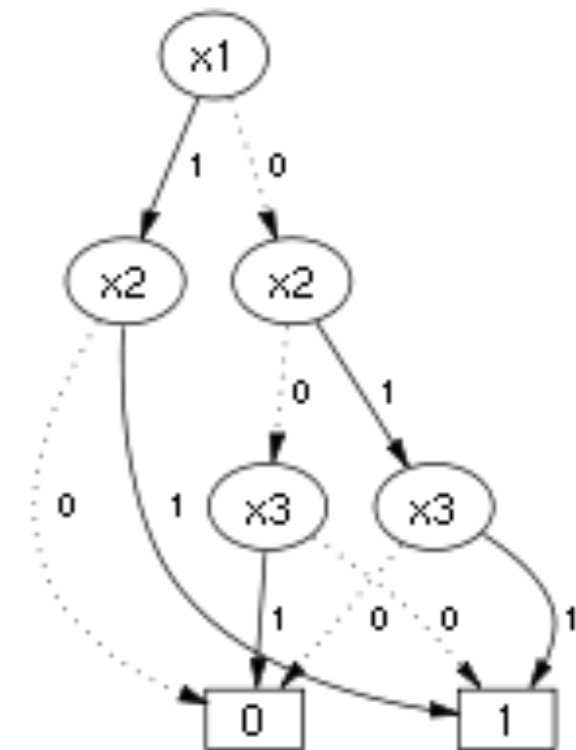


Images from Wikipedia

BDDs and Decision Trees



x_1	x_2	x_3	f
0	0	0	1
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	0
1	1	0	1
1	1	1	1



Decision Tree for f

ROBDD for f

How do we generate DNF from a decision tree? ROBDD?

Images from Wikipedia

BDDs

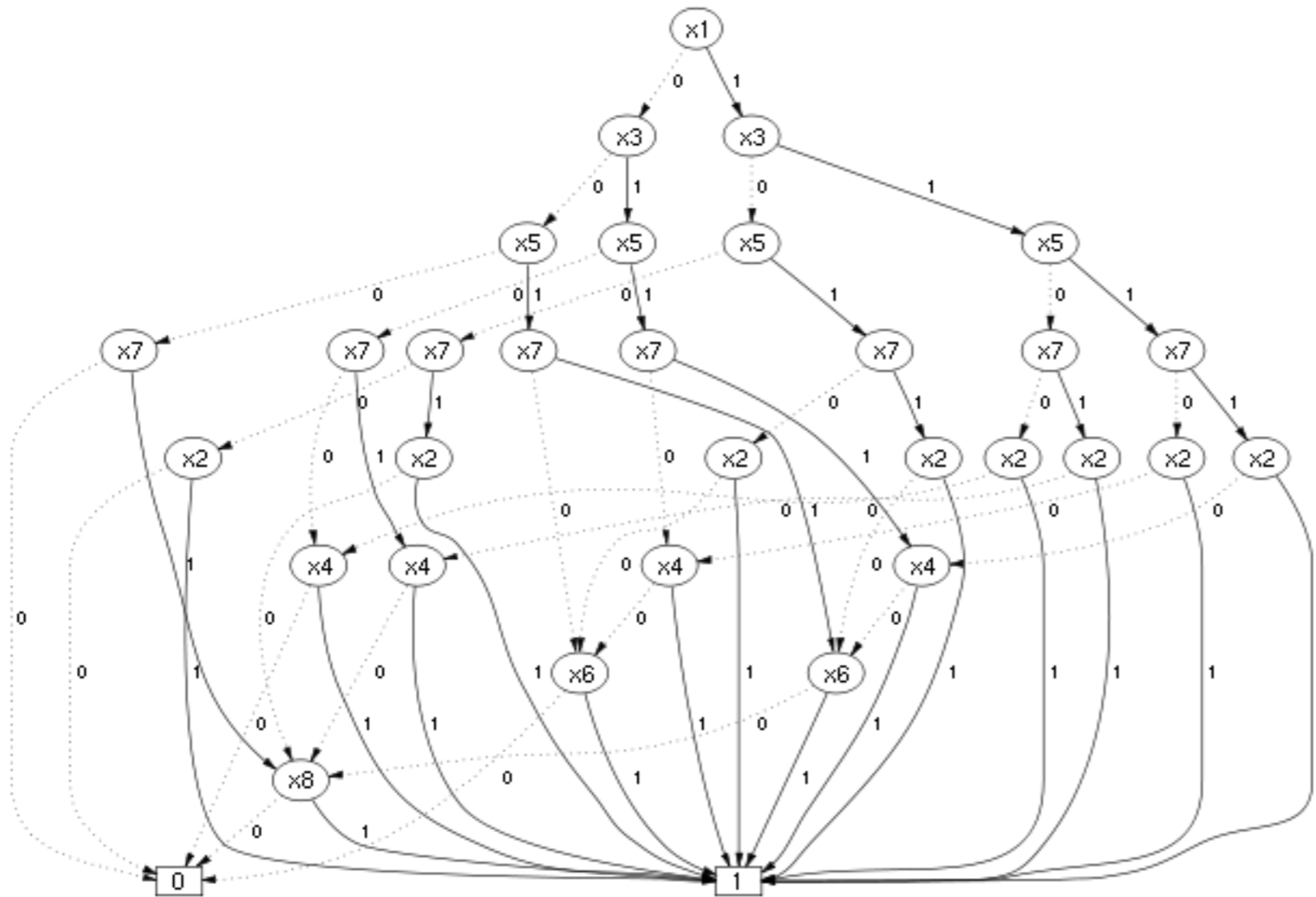
- ▶ Decision trees are widely used, e.g., in machine learning (ID3, C4.5, ...)
- ▶ BDDs are widely used (BDD usually means ROBDD)
 - ▶ Popularized by Bryant
 - ▶ Very efficient algorithms for constructing, manipulating BDDs
 - ▶ Used in verification, synthesis, fault trees, security, AI, model checking, static analysis, ...
 - ▶ Bryant's paper was the most cited research paper (at some point)
 - ▶ Many BDD packages available
- ▶ Once a variable ordering is selected, BDDs are canonical!
 - ▶ Construct decision tree using Shannon expansion and merge isomorphic nodes, remove nodes whose children are equal until you reach a fixpoint
 - ▶ To see, this note that BDDs are essentially DFA that recognize strings in $\{0,1\}^n$ and such automata can be minimized (note nodes with equal children remain)
 - ▶ So, checking equality is just pointer equality (with appropriate data structures)
 - ▶ Can be used for model checking: represent set of reachable states & transition system with BDDs
 - ▶ Bryant, Clarke, Emerson & McMillan got 1998 Paris Kanellakis Award for symbolic model checking

BDD Break

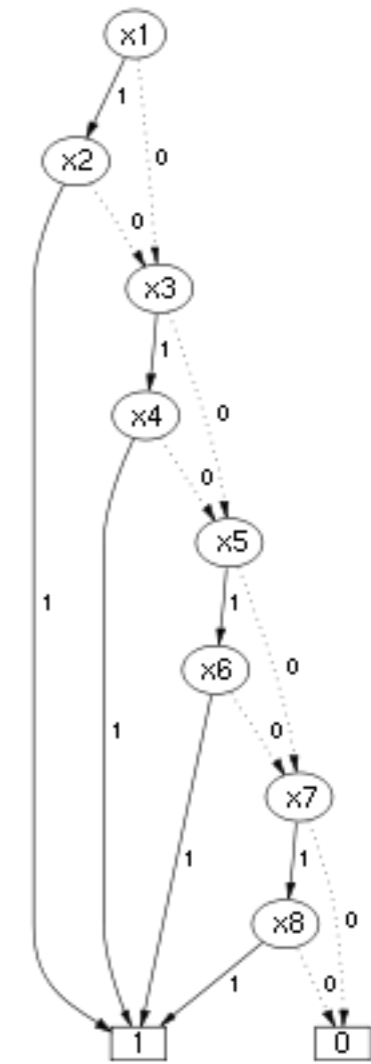
- ▶ Made the safety-analysis repo public; see link from slides
- ▶ Find someone you haven't spoken to yet
- ▶ Come up with an example formula over 4 variables where variable order matters wrt BDD size

Variable Ordering for BDDs

Variable ordering matters: find the best ordering is hard.



Bad Ordering



Good Ordering

What function is this?

Images from Wikipedia

Projects & Presentations

- ▶ Talk with me regarding projects
 - ▶ Set up 1/2 - 1 hour slots to go over project ideas
- ▶ Some ideas (groups 1-2)
 - ▶ Better induction proofs
 - ▶ Refinement: verification
 - ▶ Distributed system verification: perimeter monitoring example, etc
 - ▶ CyC: ontology engineering (Doug Lenat)
 - ▶ AI & FM: Reasoning about programs
 - ▶ Reproduce interesting result
 - ▶ Survey paper on some FM topic
 - ▶ Harrison's book in ACL2s

Algorithms for SAT

- ▶ Modern SAT solvers accept input in CNF
 - ▶ Dimacs format:
 - ▶ 1 -3 4 5 0
 - ▶ 2 -4 7 0
 - ▶ ...
- ▶ Davis & Putnam Procedure (DP)
 - ▶ Dates back to the 50's
 - ▶ Based on resolution
 - ▶ Helps to explain learning

DP SAT Algorithm

- ▶ Davis Putnam (1960)
- ▶ Input: CNF formula
- ▶ Output: SAT/UNSAT
- ▶ Idea: apply three rules until
 - ▶ Derive the empty clause: UNSAT (identity of \vee is false)
 - ▶ No clauses remain: SAT (identity of \wedge is true)
- ▶ Three “rules”
 - ▶ Pure literal rule (affirmative-negative rule)
 - ▶ Unit resolution rule (unit propagation, BCP, 1-literal rule)
 - ▶ Resolution (Called consensus, also used for logic minimization)

Pure Literal Rule

- ▶ Given F , a set of clauses, and literal ℓ such
 - ▶ ℓ appears in F
 - ▶ $\neg\ell$ does not appear in F
 - ▶ remove all clauses containing ℓ
- ▶ Equisatisfiable because we can make ℓ true
- ▶ Notice that this always simplifies F
- ▶ Modern SAT solvers tend to not use the rule (efficiency)

Boolean Constraint Propagation

Unit resolution rule:

$$\frac{C, \neg \ell \quad \ell}{C}$$

- ▶ BCP: given a set of clauses including $\{\ell\}$
 - ▶ remove all other clauses containing ℓ (subsumption)
 - ▶ remove all occurrences of $\neg \ell$ in clauses (unit resolution)
 - ▶ repeat until a fixpoint is reached

Resolution

Resolution rule:

$$\frac{C, v \quad D, \neg v}{C, D} \quad \neg v, v \notin C, D$$

Resolution rule:

$$\frac{C_i, p \quad D_i, \neg p}{C_i, D_i} \quad \neg p \notin C_i \in P, p \notin D_i \in N$$

- ▶ Soundness of rule: above line implies below line
- ▶ If below line is SAT, so is above line (w/ side conditions)
- ▶ Given literal p , set of clauses S , let P be the clauses in S that contain p only **positively** and let N be the clauses that contain p only **negatively**. Let E be the rest of the clauses. Then S is SAT iff S' is SAT, where $S' = E \cup$ the set of all p -resolvents of P and N .
- ▶ Proof: If A is an assignment for S , then if $A(p)=\text{true}$, all clauses in N , with $\neg p$ removed are satisfied, so each p -resolvent is satisfied. Similarly if $A(p)=\text{false}$. If A is an assignment for S' , then it satisfies all C_i or all D_i : suppose it doesn't satisfy C_k , then it must satisfy all D_i . If it satisfies all C_i , let $A'(p)=\text{false}$, else $A'(p)=\text{true}$ and $A'(x)=A(x)$ otherwise.

Resolution Example

Resolution rule:

$$\frac{C, v \quad D, \neg v}{C, D} \quad C, D \text{ are clauses, } \neg v \notin C \text{ and } v \notin D$$

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$$\{ \{ \neg p, q, r, s \}, \overline{\{ p, \neg q, s \}}, \{ \neg p, \neg q, r, \neg s \}, \{ p, \neg r, \neg s \}, \{ \neg p, \neg q, \neg r \}, \overline{\{ p, q \}}, \overline{\{ \neg p, \neg q, s \}} \}$$

Resolve on q

$$\{ \{ p, \neg r, \neg s \}, \overline{\{ \neg p, r, s \}}, \overline{\{ p, s \}} \}$$

Notice that clauses that contain a literal and its negation can be thrown away. Why?

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$\{\{\neg p, q, r, s\}, \{p, \neg q, s\}, \{\neg p, \neg q, r, \neg s\}, \{p, \neg r, \neg s\}, \{\neg p, \neg q, \neg r\}, \{p, q\}, \{\neg p, \neg q, s\}\}$

Resolve on q $\{\neg p, p, r, s\}$ Notice that clauses that contain a literal and its negation can be thrown away. Why?
 $\{\{p, \neg r, \neg s\}, \{\neg p, r, s\}, \{p, s\}\}$

Resolve on r

$\{\{p, s\}\}$ Sat, resolve on p to get $\{\}$ or use pure literal rule

How do we generate a satisfying assignment? Next homework

DP SAT Algorithm

- ▶ Input: CNF formula, Output: SAT/UNSAT
- ▶ Base case: empty clause: UNSAT
- ▶ Base case: no clauses: SAT
 - ▶ Apply these two rules until fixpoint
 - ▶ Pure literal rule
 - ▶ BCP
 - ▶ Choose var, say x , perform all possible resolutions, remove trivial clauses and clauses containing x
 - ▶ Repeat
- ▶ Existentially quantify variables, one at a time
- ▶ Problem: space blow-up