



Coursework 1

Propositional Model Checking and Satisfiability

Informatics 2D
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Aim

- Understand inference and satisfiability problems in Propositional Logic
- Familiarize yourself with some algorithms for solving inference/SAT problems
- Implement satisfiability algorithms using Haskell

Getting started

- Download coursework file :
<http://www.inf.ed.ac.uk/teaching/courses/inf2d/coursework/Inf2dAssignment1.tar.gz>
- Extract content using
tar -xvf Inf2dAssignment1.tar.gz
- Your algorithm implementations and auxiliary functions go into the file:
Inf2d.hs
- Remember to type in your matriculation number at the top of file.

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Coursework Overview

- You will implement two main algorithms for solving satisfiability problems in Propositional Logic:
 - Model Checking (Truth-Table Enumeration and Entailment)
 - DPLL
- Your algorithms and several of their key functions will be implemented and tested in a Haskell.
- Inf2d.hs file has the type declarations for each algorithm that has to be implemented. These declarations will inform you about the arguments of the function and the expected output. Do not change the type declarations.

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Objectives & Grading

- This assignment has 5 core tasks, which will be graded as follows
 - Task 1: Convert to CNF (Representation) [2 marks]
 - Task 2: General Helper Functions [10 marks]
 - Task 3: Truth-Table Enumeration and Entailment [40 marks]
 - Task 4: DPLL [43 marks]
 - Task 5: Evaluation [5 marks]

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Representation

- Logical sentences in this coursework will be represented in Conjunctive Normal Form (CNF).
- A sentence is expressed as a conjunction of clauses.
- A clause is expressed as a disjunction of literals.
- A symbol is represented as a String in Haskell.
- Clauses are represented by a list of symbols.
- Conjunctions are represented as a list of clauses.
- A model (assignments to symbols) is represented as a list of tuples of Strings and Booleans.

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Testing Your Implementation

- Launch GHCi (or WinGHCi) and run the following commands (where > is the prompt in GHCi):

```
> :cd <path to your project dir>
> :load "Main.hs"
```

- This compiles all dependent modules of the program.
- Run the application by using the command

```
> main
```

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Representation (Examples)

- Symbol **P** is expressed as "P" in Haskell.
- $\neg P$ is expressed as "-P"
- The clause $P \vee Q$ is represented by ["P", "Q"]
- $A \vee \neg B \vee C$ is represented in Haskell as ["A", "-B", "C"]
- $(P \vee Q) \wedge (\neg P \vee R)$ becomes [["P", "Q"], ["-P", "R"]]
- Consider a domain with symbols A, B and C, and model of the world where A is True, B is False and C is True. This model is expressed as: [("A", True), ("B", False), ("C", True)]

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Task 1 : Convert to CNF

- In this task, you will convert the propositional fact (sentence) below from the Wumpus world into CNF and express this in Haskell.

$$B_{1,1} \Leftrightarrow (P_{1,1} \vee P_{2,2} \vee B_{3,1})$$

- The sentence in CNF should be assigned to the variable:
wumpusFact :: Sentence
- The symbol $B_{1,1}$ should be expressed as “*B11*” in Haskell.

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Task 2: General Helper Functions

- Functions defined in this task will be useful in the remaining tasks.
 - lookupAssignment :: Symbol -> Model -> Maybe Bool
 - negateSymbol :: Symbol -> Symbol
 - isNegated :: Symbol -> Bool
 - getUnsignedSymbol :: Symbol -> Symbol
 - getSymbols :: [Sentence] -> [Symbol]

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Task 3: Truth-Table Enumeration & Entailment

- Implementation of the truth-table enumeration algorithm for deciding propositional entailment.

```

function TT-ENTAILS?(KB, α) returns true or false
inputs: KB, the knowledge base, a sentence in propositional logic
       α, the query, a sentence in propositional logic
symbols ← a list of the proposition symbols in KB and α
return TT-CHECK-ALL(KB, α, symbols, { })

function TT-CHECK-ALL(KB, α, symbols, model) returns true or false
if EMPTY?(symbols) then
  if PL-TRUE?(KB, model) then return PL-TRUE?(α, model)
  else return true // when KB is false, always return true
else do
  P ← FIRST(symbols)
  rest ← REST(symbols)
  return (TT-CHECK-ALL(KB, α, rest, model ∪ {P = true})
         and
         TT-CHECK-ALL(KB, α, rest, model ∪ {P = false}))

```

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Task 3 (continued)

Functions to be implemented:

- generateModels :: [Symbol] -> [Model]
- pLogicEvaluate :: Sentence -> Model -> Bool
- pITrue :: [Sentence] -> Model -> Bool
- ttCheckAll :: [Sentence] -> Sentence -> [Symbols] -> [Model]
- ttEntails :: [Sentence] -> Sentence -> Bool
- ttEntailsModels :: [Sentence] -> Sentence -> [Model]

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Task 4: DPLL

- DPLL is expected to be more efficient than truth-table enumeration for checking satisfiability. The DPLL algorithm is shown below.

```

function DPLL-SATISFIABLE?(s) returns true or false
  inputs: s, a sentence in propositional logic

  clauses ← the set of clauses in the CNF representation of s
  symbols ← a list of the proposition symbols in s
  return DPLL(clauses, symbols, {})

function DPLL(clauses, symbols, model) returns true or false
  if every clause in clauses is true in model then return true
  if some clause in clauses is false in model then return false
  P, value ← FIND-PURE-SYMBOL(symbols, clauses, model)
  if P is non-null then return DPLL(clauses, symbols - P, model ∪ {P=value})
  P, value ← FIND-UNIT-CLAUSE(clauses, model)
  if P is non-null then return DPLL(clauses, symbols - P, model ∪ {P=value})
  P ← FIRST(symbols); rest ← REST(symbols)
  return DPLL(clauses, rest, model ∪ {P=true}) or
         DPLL(clauses, rest, model ∪ {P=false})

```

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Task 4: DPLL (continued)

- The efficiency of the DPLL is as a result of three key heuristics: early termination, pure symbol and unit clause heuristics. (See R&N Ch.7).
- This task implements the DPLL algorithm with the heuristic functions. These are:
 - earlyTerminate :: Sentence -> Model -> Bool
 - findPureSymbol :: [Symbol] -> [Clause] -> Model -> Maybe (Symbol, Bool)
 - findUnitClause :: [Clause] -> Model -> Maybe (Symbol, Bool)
 - dpll :: [Clause] -> [Symbol] -> Bool
 - dpllSatisfiable :: [Clause] -> Bool

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Task 5: Evaluation

- This task focuses on checking the efficiency of DPLL over Truth-Table enumeration for checking satisfiability of propositional sentences.
- To do this, you must create your own set of facts (propositional sentences) and assign to the variable


```
evalKB :: [Sentence]
```
- You will also define a query to be checked for entailment based on your facts. This sentence should be assigned to the variable


```
evalQuery :: Sentence
```
- All sentences are expected to be in CNF.

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Task 5: Evaluation (continued)

- To evaluate your algorithms, run both TT-Entails and DPLL algorithms using the facts in `evalKB` and the query in `evalQuery`.
- Do this a number of times and find the average run time in milliseconds for each algorithm.
- Assign the average run time values to


```
runtimeTtentails :: Double
```

```
runtimeDpll :: Double
```

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Notes:

- Read the assignment sheet carefully before starting.
- Code clarity is important. Comment your code adequately.
- Reuse functions as much as possible.
- You can add your own helper functions, but you should explain why they are necessary in your comments.
- Test code and make sure they run before submitting.
- Deadline:

3rd March 2016
@ 4pm

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Haskell Refresher

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Haskell

- Purely functional! : “Everything is a function”
- Main topics:
 - Recursion
 - Currying
 - Higher-order functions
 - List processing functions such as map, filter, foldl, sortBy, etc
 - The Maybe monad
- More on Haskell:
<http://www.haskell.org/haskellwiki/Haskell>

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Types

- Unlike other programming languages like Java, Haskell has type inference.
- However, type declarations ensures that you are specific about the input arguments of your function and the output values.
- Example:
`pLogicEvaluate :: Sentence -> Model -> Bool`
- The `pLogicEvaluate` function takes arguments of type `Sentence` and `Model` and returns a `Bool` type.

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Type Synonyms

```
type Symbol = String
```

```
type Model = [(Symbol, Bool)]
```

- The type Symbol is a synonym for a String, and type Model is a synonym for a list of (Symbol, Bool) tuples.
- Types synonyms are good for code clarity.

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Recursion

- Important role in Haskell.
- A function is recursive when one part of its definition includes the function itself again.
- It is important to have a termination condition to avoid infinite loop.

```
length :: [a] -> Int
length []      = 0
length (x:xs) = 1 + length xs
```

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Currying

- The process of creating intermediate functions when feeding arguments into a complex function.
- Note: all functions in Haskell really only take one argument
- Example:
 - 2 * 3 in Haskell:
 - (*) function takes first argument 2, and returns an intermediate function (2*)
 - The new function (2*) takes one argument,3, and completes the multiplication
- Applying only one parameter to a function that takes two parameters returns a function that takes one parameter

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Higher-Order Functions

- Functions are just like any other value in Haskell.
- Functions can take functions as parameters and also return functions.

```
map :: (a -> b) -> [a] -> [b]
map _ [] = []
map f ( x: xs ) = f x : map f xs
```

- Map takes a function and list and applies that function to every element in the list.

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List Processing Functions (map, filter, foldl, etc.)

- **map**: takes a function and list and applies that function to every element in the list.

```
map :: (a -> b) -> [a] -> [b]
```

- **filter**: takes a predicate (function that returns true or false) and a list and then returns the list of all elements that satisfy the predicate.

```
filter :: (a -> Bool) -> [a] -> [a]
```

- **foldl**: takes a binary function, an accumulator and a list. It 'folds' up the items in the list and return a single value.

```
foldl :: (a -> b -> a) -> a -> [b] -> a
```

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List Comprehension

- Build more specific sets out of general sets.
- Example: to create a list of integers that are multiples of 2 and greater than 20:

```
[x*2 | x <- [1..25], x*2 >= 20]
```

Output function Elements bound to x Condition Or Predicate

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Maybe Monad

- The Maybe monad represents computations which might "go wrong" by not returning a value.
- If a value is returned, it uses **Just a**, where **a** is the type of the value.
- If no value is available, it returns **Nothing**.
- **Example:**

```
safeDiv :: Double -> Double -> Maybe Double
safeDiv x y
  | y == 0 = Nothing
  | otherwise = Just (x/y)
```

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Deadline

3rd March 2016

@ 4pm

Good Luck!!!

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