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**DWARKADAS J. SANGHVI COLLEGE OF ENGINEERING**

(Autonomous College Affiliated to the University of Mumbai)

NAAC Accredited with "A" Grade (CGPA : 3.18)



**Department of Computer Science and Engineering (Data Science)**

**Subject: Artificial Intelligence (DJ19DSC502)**

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**Experiment 4**

**(Solution Space)**

**Aim:** Find the solution of a SAT (Satisfiability) problem using Variable Neighborhood Descent.

**Theory:**

### The SAT problem

Given a Boolean formula made up of a set of propositional variables  $V = \{a, b, c, d, e, \dots\}$  each of which can be *true* or *false*, or 1 or 0, to find an assignment for the variables such that the given formula evaluates to *true* or 1.

For example,  $F = ((a \vee \neg e) \wedge (e \vee \neg c)) \supset (\neg c \vee \neg d)$  can be made *true* by the assignment  $\{a=\text{true}, c=\text{true}, d=\text{false}, e=\text{false}\}$  amongst others.

Very often SAT problems are studied in the *Conjunctive Normal Form (CNF)*. For example, the following formula has five variables (a,b,c,d,e) and six clauses.

$$(b \vee \neg c) \wedge (c \vee \neg d) \wedge (\neg b) \wedge (\neg a \vee \neg e) \wedge (e \vee \neg c) \wedge (\neg c \vee \neg d)$$

**Department of Computer Science and Engineering (Data Science)****Solution Space Search and Perturbative methods**

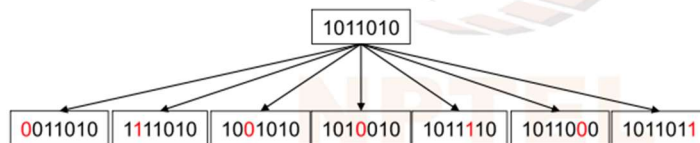
The Solution Space is the space of candidate solutions.

A local search method generates the neighbours of a candidate by applying some perturbation to the given candidate

MoveGen function = neighbourhood function

A SAT problem with  $N$  variables has  $2^N$  candidates  
- where each candidate is a  $N$  bit string

When  $N = 7$ , a *neighbourhood function* may change **one** bit.

**Variable Neighbourhood Descent**

```
VariableNeighbourhoodDescent()
```

```
1      node ← start
```

```
2      for i ← 1 to n
```

```
3          do moveGen ← MoveGen(i)
```

```
4              node ← HillClimbing(node, moveGen)
```

```
5      return node
```

The algorithm assumes that the function *moveGen* can be passed as a parameter. It assumes that there are  $N$  *moveGen* functions sorted according to the density of the neighbourhoods produced.

**Lab Assignment to do:**

Solve the following SAT problems using VND

1.  $F = (A \vee \sim B) \wedge (B \vee \sim C) \wedge (\sim B) \wedge (\sim C \vee E) \wedge (A \vee C) \wedge (\sim C \vee \sim D)$
2.  $F = (A \vee B) \wedge (A \wedge \sim C) \wedge (B \wedge D) \wedge (A \vee \sim E)$



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1]

```
[1] import random
```

```
def satf1(A, B, C, D, E):  
    clause1 = (A or not B)  
    clause2 = (B or not C)  
    clause3 = (not B)  
    clause4 = (not C or E)  
    clause5 = (A or C)  
    clause6 = (not C or not D)  
  
    return clause1 and clause2 and clause3 and clause4 and clause5 and clause6
```

```
[3] def objective_function(A, B, C, D, E):  
    return sum([not satf1(A, B, C, D, E)])  
  
def random_initial_state():  
    return {var: random.choice([True, False]) for var in ['A', 'B', 'C', 'D', 'E']}
```

```
def local_search(state):  
    while True:  
        neighbors = neighborhood_structure(state)  
        best_neighbor = min(neighbors, key=lambda s: objective_function(**s))  
        if objective_function(**best_neighbor) >= objective_function(**state):  
            break  
        state = best_neighbor  
    return state
```

```
4] def neighborhood_structure(state):  
    neighbors = []  
    for var, value in state.items():  
        neighbor = state.copy()  
        neighbor[var] = not value  
        neighbors.append(neighbor)  
    return neighbors
```



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```
▶ num_iterations = 80
  best_state = None
  best_cost = float('inf')
  for _ in range(num_iterations):
      current_state = random_initial_state()
      current_state = local_search(current_state)
      current_cost = objective_function(**current_state)
      if current_cost < best_cost:
          best_state = current_state
          best_cost = current_cost

  print("Final Assignment after", num_iterations, "Iterations:")
  print(best_state)
  print("Number of Unsatisfied Clauses:", objective_function(**best_state))
```

```
➞ Final Assignment after 80 Iterations:
{'A': True, 'B': False, 'C': False, 'D': True, 'E': True}
Number of Unsatisfied Clauses: 0
```



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2]

```
[6] def satf2(A, B, C, D, E):  
    clause1 = (A or B)  
    clause2 = (A or not C)  
    clause3 = (B or D)  
    clause4 = (A or not E)  
  
    return clause1 and clause2 and clause3 and clause4
```

```
[▶] num_iterations = 80  
best_state = None  
best_cost = float('inf')  
for _ in range(num_iterations):  
    current_state = random_initial_state()  
    current_state = local_search(current_state)  
    current_cost = objective_function(**current_state)  
    if current_cost < best_cost:  
        best_state = current_state  
        best_cost = current_cost  
  
print("Final Assignment after", num_iterations, "Iterations:")  
print(best_state)  
print("Number of Unsatisfied Clauses:", objective_function(**best_state))
```

```
⇒ Final Assignment after 80 Iterations:  
{'A': False, 'B': True, 'C': False, 'D': True, 'E': False}  
Number of Unsatisfied Clauses: 0
```