

# Assignment 5

April 20, 2018

## 1 Interpolants

This question concerns the logical notion of *Craig interpolants*. You do not require prior knowledge about interpolation to answer this question.

Given two formulas  $A$  and  $B$  in first-order logic, such that  $A \wedge B$  is unsatisfiable, there exists a formula  $I$ , called an interpolant, such that

1.  $A \Rightarrow I$  is valid (recall that a formula  $\phi$  is valid iff all models satisfy it)
2.  $I \wedge B$  is unsatisfiable;
3.  $\text{vars}(I) \subseteq \text{vars}(A) \cap \text{vars}(B)$ , where  $\text{vars}(\phi)$  is the set of all variables that appear in  $\phi$ .

As an example, consider the following formulas in propositional logic (i.e., all variables are Boolean):

$$A \triangleq a \wedge b$$

$$B \triangleq \neg b \wedge c$$

We know that  $A \wedge B$  is unsatisfiable. An interpolant  $I$  here is  $b$ . Observe that  $A \Rightarrow I$  is valid,  $I \wedge B$  is unsatisfiable, and  $I$  only contains variables that appear in  $A$  and  $B$ .

### 1.1

An alternative definition of an interpolant is as follows:

Suppose we have two formulas  $A$  and  $C$  such that  $A \Rightarrow C$  is valid, then there exists a formula  $I$  such that

1.  $A \Rightarrow I$  is valid;
2.  $I \Rightarrow C$  is valid;
3.  $\text{vars}(I) \subseteq \text{vars}(A) \cap \text{vars}(C)$ .

Prove that the two definitions of an interpolant are equivalent.

## 1.2

Give two formulas  $A$  and  $B$  such that  $A \wedge B$  is unsatisfiable, does there always exist a unique interpolant (up to logical equivalence)? If not, provide an example of two formulas  $A$  and  $B$  and two interpolants  $I_1$  and  $I_2$ , such that  $I_1 \neq I_2$ .

## 1.3

Suppose you are working with formulas in quantifier-free linear integer arithmetic: meaning, formulas that are Boolean combinations (conjunctions, disjunctions, negations) of linear inequalities over integers of the form:  $a_1x_1 + \dots + a_nx_n \leq c$ , where  $a_i, c$  are integer constants, and  $x_i$  are integer variables.

Consider the following two formulas in quantifier-free linear integer arithmetic:

$$\begin{aligned} A &\triangleq x = 2y \\ B &\triangleq x = 2z - 1 \end{aligned}$$

Is  $A \wedge B$  satisfiable? If not, does there exist an interpolant for  $A$  and  $B$  that is also in quantifier-free linear integer arithmetic? If no such interpolant exists, explain why that is the case.

## 2 Extending Static Analysis to a Probabilistic Setting

Let  $\mathcal{L}$  be a very simple programming language where a program  $P \in \mathcal{L}$  is comprised of assignment, conditional, and while-loop statements. Assume also that all variables are either Boolean or real-valued, and that all programs of interest are well-typed and exhibit no runtime errors (e.g., divisions by zero).

For a program  $P$ , we assume it has a set of input variables  $V_i$  and a set of output variables  $V_o$ . For the rest of this question, imagine that we have at our disposal an almighty static analyzer  $\mathcal{A}$  that, given  $P \in \mathcal{L}$ , returns a set  $S$  of all states reachable by executing  $P$  from any possible input. A state  $s \in S$  is considered to be a map from every variable in  $P$  to a value. Given variable  $x$ , we use  $s[x]$  to denote the value of  $x$  in  $s$ .

**Example 1** For illustration, consider the following example:

```
def p(x)
  y = x + 1
  return y
```

Given the above program, the static analyzer returns the set

$$\{s \mid s[x] = c, s[y] = c + 1, c \in R\}$$

In other words, it returns the set of all states  $s$  where  $y = x + 1$ .

**Example 2** We also assume that our language allows non-deterministic choice, which is denoted by `if (*) ... else ...`, where the program can non-deterministically execute either branch of the conditional statement. Consider, for example, the following simple program:

```
def p()
  if (*)
    y = 1
  else
    y = 2
  return y
```

Given the above program, the static analyzer returns the set

$$\{s \mid s[y] \in \{1, 2\}\}$$

## 2.1 Using $\mathcal{A}$ for probabilistic reasoning

Suppose that we decide to extend our language  $\mathcal{L}$  into a new language  $\mathcal{L}^\sim$  with random assignments of the form

```
x ~ bern(c)
```

where Boolean variable  $x$  is assigned true with probability  $c$  and false with probability  $1-c$ , where  $c$  is a constant in  $[0, 1]$ . (`bern` stands for a Bernoulli distribution.)

Given a program  $P \in \mathcal{L}^\sim$ , we are typically interested in the probability of the program returning a specific set of values. For example, consider the following probabilistic program:

```
def p()
  x ~ bern(0.5)
  y ~ bern(0.5)
  z = x && y
  return z
```

The probability that `p` returns true is 0.25, as both  $x$  and  $y$  have to be true.

Your task in this question is as follows: Given a program  $P \in \mathcal{L}^\sim$  and the static analyzer  $\mathcal{A}$ , you are to use  $\mathcal{A}$  to compute the probability that  $P$  returns a value in some set  $X$ . Note that  $\mathcal{A}$  only accepts programs in  $\mathcal{L}$ , so you have to somehow transform  $P \in \mathcal{L}^\sim$  into a new program in  $\mathcal{L}$  in order to be able to use  $\mathcal{A}$ . Once you have the output set  $S$  of  $\mathcal{A}$ , you may apply any mathematical operation on  $S$  to extract your desired result.

You should assume that  $P$  is always terminating, has no non-deterministic conditionals, has no input variables (like the above example), and only manipulates Boolean variables. **Hint:** your transformation of  $P$  may introduce non-determinism, real-valued variables, and lists.

## 2.2 Discovering maximizing inputs

In the first part of the question, we assumed that  $P$  has no input variables. In this part, we will assume that  $P$  has input variables. Our goal is to find a value for the input variables that maximizes the probability of returning some output value. Consider the following example:

```
def p(x)
  if (x)
    y ~ bern(0.5)
  else
    y ~ bern(0.9)
  return y
```

Suppose we want to maximize the probability that  $p$  returns the value true. To do so, we have to set the input variable  $x$  to false in order to force the program down the else branch of  $p$ , which has a higher probability of setting  $y$  to true.

Describe how you would extend your technique from Part 2.1 to this setting.

## 3 Galois connections

Consider these two definitions of Galois connections:

**Definition 1:**  $(L, \alpha, \gamma, M)$  is a Galois connection between the complete lattices  $(L, \sqsubseteq)$  and  $(M, \sqsubseteq)$  if and only if  $\alpha : L \rightarrow M$  and  $\gamma : M \rightarrow L$  are monotone functions that satisfy the following conditions:

$$\begin{aligned} \text{forall } l \in L. \gamma(\alpha(l)) \sqsupseteq l \\ \text{forall } m \in M. \alpha(\gamma(m)) \sqsubseteq m \end{aligned}$$

where  $\circ$  is function composition—that is,  $\alpha \circ \gamma$  is the function that applies  $\alpha$  to the result of  $\gamma$ .

**Definition 2:**  $(L, \alpha, \gamma, M)$  is a Galois connection between the complete lattices  $(L, \sqsubseteq)$  and  $(M, \sqsubseteq)$  if and only if  $\alpha : L \rightarrow M$  and  $\gamma : M \rightarrow L$  are total functions such that for all  $l \in L, m \in M$ ,

$$\alpha(l) \sqsubseteq m \Leftrightarrow l \sqsubseteq \gamma(m)$$

Prove that the two definitions are equivalent.