Problem Sheet 4

S. Krishna

- 1. If DPLL always chooses to assign 0 to a decision variable before assigning 1 (if needed) to a variable, then show that DPLL will never need to backtrack when given a Horn formula encoded in CNF as input.
- 2. Let's try to solve the HornSAT problem using DPLL. We can convert each Horn clause into a CNF clause by simply rewriting $(a \to b)$ as $(\neg a \lor b)$, which preserves the semantics of the formula. The resultant formula is in CNF.

Suppose our version of DPLL always assigns 1 to a decision variable before assigning 0 (if needed). How many backtrackings are needed if we run this version of DPLL on the (CNF-ised version of) the following Horn formulae, assuming DPLL always chooses the unassigned variable with the smallest subscript when choosing a decision variable?

(a)
$$\left(\left(\bigwedge_{i=0}^{n-1} x_i\right) \to x_n\right) \wedge \bigwedge_{i=0}^{n-1} (x_n \to x_i) \wedge \left(\left(\bigwedge_{i=0}^n x_i\right) \to \bot\right)$$
(b)
$$\bigwedge_{i=0}^{n-1} \left((x_i \to x_{n+i}) \wedge (x_{n+i} \to x_i) \wedge (x_i \wedge x_{n+i} \to \bot)\right)$$

3. Let P, Q, R be propositional variables. Convert the formula

$$\neg (P \lor (\neg Q \land R)) \to (\neg P \land (Q \lor \neg R))$$

to an equisatisfiable Conjunctive Normal Form (CNF) formula using Tseitin encoding.

4. Consider the following CNF formula:

$$(\neg p_1 \lor p_2 \lor p_3) \land (\neg p_1 \lor p_3 \lor p_9)$$

$$\land (\neg p_2 \lor \neg p_3 \lor p_4)$$

$$\land (\neg p_4 \lor p_5)$$

$$\land (\neg p_4 \lor p_6 \lor \neg p_8)$$

$$\land (\neg p_5 \lor \neg p_6)$$

$$\land (p_7 \lor p_1 \lor \neg p_{10})$$

$$\land (p_1 \lor p_8)$$

$$\land (\neg p_7 \lor \neg p_8)$$

(a) Check if this CNF formula is satisfiable using the DPLL method.

- (b) Assume $p_9 = \bot$ and $p_{10} = \top$. Now, check if we can find a solution for the above formula using the DPLL method.
- 5. Discuss the best-case and worst-case time complexities of the DPLL algorithm. Provide a representative example for each scenario.