

# Homework 6

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We have a conjunctive fragment  $e(\varphi)$  of the theory  $T$  and we want to describe  $DP_T$  procedure which performs an exhaustive theory propagation.

This means we want to find all unassigned atoms  $(x, y)$  such that there exists a path in  $E_= \cup E_{\neq}$  from  $x$  to  $y$  with at most one edge in  $E_{\neq}$  and we want to distinguish the two cases of whether an edge from  $E_{\neq}$  is present on the path:  $e(x = y)$  or  $\neg e(x = y)$ .

First, we describe a simple binary operation  $\odot$  for “path lengthening”, which takes two connected sub-paths and combines them into larger one distinguishing the cases  $EQ$  if a path is a member of  $E_=$ ,  $NEQ$  if it is a member of  $(E_{\neq}^* \cdot E_{\neq} \cdot E_{\neq}^*)$ , and  $NUL$ .  $NUL$  being a combined class for all other cases.

```

1: function  $\odot(a, b)$ 
2:   if  $a == NEQ$  then
3:     if  $b == EQ$  then return  $NEQ$ 
4:     else return  $NUL$                                  $\triangleright b == NUL$  or  $b == NEQ$ 
5:   end if
6:   else if  $a == EQ$  then return  $b$ 
7:   else return  $NUL$                                  $\triangleright a == NUL$ 
8:   end if
9: end function

```

Then, we describe another binary operation  $\oplus$  for “path choosing”, which takes two alternative paths from the same source to the same destination and it decides what is the relation of the source and the destination:  $EQ$ ,  $NEQ$ , or  $NUL$ , just like in the case of  $\odot$ .

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1: function  $\oplus(a, b)$  throws  $UNSAT$ 
2:   if  $a == NEQ$  then
3:     if  $b == EQ$  then
4:       throw  $UNSAT$                                  $\triangleright$  Cannot be equal and nonequal at the same time
5:     else return  $NEQ$                                  $\triangleright b == NUL$  or  $b == NEQ$ 
6:     end if
7:   else if  $a == EQ$  then
8:     if  $b == NEQ$  then
9:       throw  $UNSAT$                                  $\triangleright$  Cannot be equal and nonequal at the same time
10:    else return  $EQ$                                  $\triangleright b == NUL$  or  $b == EQ$ 
11:    end if
12:   else return  $b$ 
13:   end if
14: end function

```

Then we create an adjacency matrix  $A$  with values  $A_{ij}$  being equal to  $EQ$ ,  $NEQ$ , or  $NUL$ , similarly to before, but according to path of length  $\leq 1$  from  $x_i$  to  $x_j$  in  $E_= \cup E_{\neq}$ . And then we compute  $B = A^i$  (using  $\odot$  for multiplication and  $\oplus$  for addition) for minimal  $i$  s.t  $\forall i' > i : A^i = A^{i'}$ , note that this computation can “**throw**” and thus end prematurely, then we return  $UNSAT$ . Otherwise, we return the conjunction of all unassigned  $e(x_i = x_j)$  s.t  $B_{ij} = EQ$ , and all unassigned  $\neg e(x_i = x_j)$  s.t  $B_{ij} = NEQ$ . (As a side note, we can optimize this by considering only a triangular matrix; and always ends ( $3^n$  value space))