

Logic for Systems - Lab 3 Research Survey

Opt-in research questions for lab 3. Please submit the survey even if you don't plan on providing all responses.

1. After running ``playerOneStrategyBuggyAllowsSquareStart`` and looking at the UNSAT core highlighting, why do you think the first board cannot be square?

2. Describe how you would edit your definitions to fix 'PlayerOneStrategyBuggy' so that square boards are not impossible.

3. Please order the following facts highlighted in the UNSAT core you saw earlier from most relevant to least relevant to the problem. ****You can omit facts you are unsure about.****

Example: A, E, G, H, C, B (where A is most relevant and B is least relevant)

Label	Highlighted Fact
A	In sig PlayableBoard: this != last
B	In sig UnplayableBoard: rows = 0 or cols = 0
C	In sig Move: choiced = Row implies {...
D	In sig Move: choiced = Col implies {...
E	Entire fact StartingBoard { first.player = ...
F	Entire fact Progress { all board : Board - last some m : Move ...
G	Entire pred PlayerOneStrategyBuggy { all move : {...
H	In pred playerOneStrategyBuggyAllowsSquareStart: first.rows = first.cols

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