Class 6: Quantifiers and More

Schedule

Problem Set 2 is due Friday at 6:29pm.

Programs and Proofs

What does it mean to *test* a computing system? What does it mean for a computing system to *always* behave correctly?

Can a mathematical proof guarantee a real computing system will behave correctly?

Minima

The *minimum* of a set with respect to some comparator operator is the element which is "less than" (according to that comparator) every other element: $m \in S$ is the *minimum* of S if and only if $\forall x \in S - \{m\}.m \prec x$.

$$\forall S \in pow(\mathbb{N}) - \{\varnothing\}. \exists m \in S. \forall x \in S - \{m\}. m < x$$

Formulas, Propositions, and Inference Rules

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P \Longrightarrow Q is a formula.

\forall P \in \{T, F\}. \forall Q \in \{T, F\}. P \Longrightarrow Q is a proposition.

\frac{P}{Q} is an inference rule.
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A *formula* is *satisfiable* if there is some way to make it true.

 $P \implies Q$ is satisfiable:

$$\exists P \in \{T, F\}. \exists Q \in \{T, F\}. P \implies Q$$

We can show a formula is satisfiable by giving *one* choice for the variable assignments that makes it true. For example, P = T, Q = T.

A formula is valid if there is no way to make it false.

 $P \implies Q \text{ is } not \text{ valid:}$

$$\forall P \in \{T, F\}. \forall Q \in \{T, F\}. P \implies Q$$

This proposition is false, we can chose P = T, Q = F.

An *inference rule* is sound if it never leads to a false conclusion.

Negating Quantifiers

What is the negation of $\forall x \in S.P(x)$?

What is the negation of $\exists x \in S.P(x)$?

Satisfiability

Definition. A formula is in *SAT* if it is in CNF form and it is satisfiable.

Definition. A formula is in 3SAT if it is in 3CNF form and it is satisfiable.

$$(x_1 \lor x_2 \lor x_3) \land (x_1 \lor \overline{x_2} \lor x_3) \land (\overline{x_1} \lor x_2 \lor \overline{x_3})$$

 $(x_{48} \lor x_4 \lor x_{59}) \land (x_{44} \lor x_{50} \lor x_{37}) \land (x_8 \lor x_1 \lor x_{28}) \land (x_{21} \lor x_{27} \lor x_{32}) \land (x_{17} \lor x_{29} \lor x_{30}) \land (x_{30} \lor x_{24} \lor x_{37}) \land (x_{22} \lor x_{27} \lor x_{44}) \land (x_{8} \lor x_{25} \lor x_{24}) \land (x_{44} \lor x_{50} \lor x_{14}) \land (x_{45} \lor x_{15} \lor x_{37}) \land (x_{16} \lor x_{14} \lor x_{36}) \land (x_{33} \lor x_{5} \lor x_{26}) \land (x_{18} \lor x_{77} \lor x_{24}) \land (x_{31} \lor x_{38} \lor x_{28}) \land (x_{31} \lor x_{33} \lor x_{5}) \land (x_{49} \lor x_{77} \lor x_{66}) \land (x_{34} \lor x_{55}) \land (x_{44} \lor x_{55}) \land (x_{44} \lor x_{55}) \land (x_{49} \lor x_{77} \lor x_{66}) \land (x_{34} \lor x_{55}) \land (x_{44} \lor x_{55}) \land (x_{49} \lor x_{77} \lor x_{56}) \land (x_{34} \lor x_{55}) \land (x_{49} \lor x_{75}) \land (x_{49} \lor x_{15}) \land (x_{37} \lor x_{39} \lor x_{23}) \land (x_{37} \lor x_{49} \lor x_{32}) \land (x_{47} \lor x_{25} \lor x_{77}) \land (x_{20} \lor x_{36} \lor x_{37}) \land (x_{40} \lor x_{35} \lor x_{39}) \land (x_{49} \lor x_{49}) \land (x_{49} \lor$

Converting Truth Tables to CNF

P	Q	$P \Longrightarrow Q$	$P \oplus Q$
T	T	T	F
T	F	F	T
F	T	T	T
F	F	T	F

The output of the operator is **T** if and only if the inputs do not match *any row* where the output is **F**. We can ensure the inputs do not match a row, but OR-ing the negation of each input: in the disjunction, at least one must be **T** to satisfy the clause.

Problems

Definition. A *problem* is a precise description of set of possible inputs and desired property of an output corresponding to each input.

Define the *ADDITION* problem (adding two integers):

Definition. A *decision problem* is a problem where the output is either T or F. Equivalently, we can view a decision problem as testing set membership: $x \in S$.

The SUM problem:

Input. Three integers, x, y, and z. **Output.** T iff z = x + y.

How could we solve ADDITION using SUM?

Definition. A *procedure* is a precise description of an information process.

Definition. An *algorithm* for a particular problem is a procedure that *solves* that problem. To *solve* a problem, an algorithm must always (eventually) produce the correct output for any problem input.

Definition. A *program* is adescription of a procedure that can be executed by a computer.

Definition. The 3SAT decision problem takes as input a logical formula written in CNF, and outputs T if the input formula is satisfiable and outputs F otherwise.

How many uses of a solver for the *3SAT* decision problem are sufficient to always find a satisfying assignment for a satisfiable formula?