$$P \Rightarrow Q$$

$$L \wedge M \Rightarrow P$$

$$B \wedge L \Rightarrow M$$

$$A \wedge P \Rightarrow L$$

$$A \wedge B \Rightarrow L$$

A

B

$$P \Rightarrow Q$$

$$L \land M \Rightarrow P$$

$$B \land L \Rightarrow M$$

$$A \land P \Rightarrow L$$

$$A \land B \Rightarrow L$$

В

$$C \wedge D \Rightarrow R$$

$$B \Rightarrow S$$

$$\nearrow$$
 $R \land S \Rightarrow T$ 

C

D

$$\begin{array}{c} P \Rightarrow Q \\ L \wedge M \Rightarrow P \\ B \wedge L \Rightarrow M \\ A \wedge P \Rightarrow L \\ A \wedge B \Rightarrow L \\ A \\ B \\ C \wedge D \Rightarrow R \\ B \Rightarrow S \\ R \wedge S \Rightarrow T \\ C \\ D \end{array}$$

Checking whether  $KB \Rightarrow Q$  is valid.

$$P \Rightarrow Q$$

$$L \land M \Rightarrow P$$

$$B \land L \Rightarrow M$$

$$A \land P \Rightarrow L$$

$$A \land B \Rightarrow L$$

$$A$$

$$B \Rightarrow S$$
$$R \land S \Rightarrow T$$

 $C \wedge D \Rightarrow R$ 

C

D

> A

っ遇

大AB

- Checking whether  $KB \Rightarrow Q$  is valid.
- ▶ What would happen if B was not known?



$$P \Rightarrow Q$$

$$L \land M \Rightarrow P$$

$$B \land L \Rightarrow M$$

$$A \land P \Rightarrow L$$

$$A \land B \Rightarrow L$$

$$A$$

$$B$$

$$C \land D \Rightarrow R$$

$$B \Rightarrow S$$

$$R \land S \Rightarrow T$$

$$C$$

D

- Checking whether  $KB \Rightarrow Q$  is valid.
- ► What would happen if *B* was not known?
- Goal-driven inferencing

## Effective Propositional Model Checking

Input: A sentence in CNF

Output: Is the sentence satisfiable?

Input: A sentence in CNF

Output: Is the sentence satisfiable?

Early termination

Input: A sentence in CNF

Output: Is the sentence satisfiable?

- Early termination
- Pure symbol heuristic

Input : A sentence in CNF
Output : Is the sentence satisfiable?

- ► Early termination
- ► Pure symbol heuristic
- Unit clause heuristic

(avbvc) v (ravert)

b=f e=f

- **function** DPLL-SATISFIABLE?(s) **returns** true or false **inputs**: s, a sentence in propositional logic
- $clauses \leftarrow$  the set of clauses in the CNF representation of s  $symbols \leftarrow$  a list of the proposition symbols in s**return** DPLL( $clauses, symbols, \{ \} \}$
- function DPLL(clauses, symbols, model) returns true or false
  - if every clause in *clauses* is true in *model* then return true
  - if some clause in *clauses* is false in model then return false <
  - $\rightarrow$  P, value  $\leftarrow$  FIND-PURE-SYMBOL(symbols, clauses, model)
    - if P is non-null then return DPLL (clauses, symbols P, model  $\cup$  {P=value})
  - $\nearrow$  P,  $value \leftarrow$  FIND-UNIT-CLAUSE(clauses, model)  $\land$ 
    - if P is non-null, then return DPLL(clauses, symbols P,  $model \cup \{P=value\}$ )
    - $P \leftarrow \mathsf{FIRST}(symbols); \ rest \leftarrow \mathsf{REST}(symbols)$
  - return DPLL(clauses, rest, model  $\cup \{P=true\}\}$ ) or DPLL(clauses, rest, model  $\cup \{P=false\}\}$ )

#### Further enhancements:

► Component Analysis

$$\frac{1}{2} = \frac{1}{2} + \frac{1}{2}$$

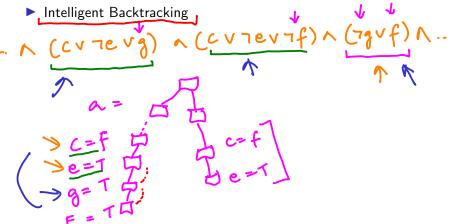
$$\frac{1}{2} = \frac{1}{2} + \frac{1}{2}$$

$$\frac{1}{2} = \frac{1}{2} + \frac{1}{2}$$

- ► Component Analysis
- Variable and value ordering

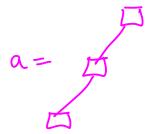
C=f e=T

- Component Analysis
- Variable and value ordering



- Component Analysis
- Variable and value ordering
- Intelligent Backtracking
- Conflict clause learning

- Component Analysis
- Variable and value ordering
- ► Intelligent Backtracking
- Conflict clause learning
- Random restarts



#### Further enhancements:

- Component Analysis
- Variable and value ordering
- ► Intelligent Backtracking
- Conflict clause learning
- Random restarts
- Clever indexing



70



$$\alpha = T$$

