

6.0/4.0 VU Formale Methoden der Informatik (WS2010)
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- 1.) We provide next a reduction from **2-COLORABILITY** to **2-SAT**. Let $G = (V, E)$ be an arbitrary undirected graph (i.e. an arbitrary instance of **2-COLORABILITY**), where $V = \{v_1, \dots, v_n\}$. For the reduction we use propositional variables x_1, \dots, x_n . Then the instance φ_G of **2-SAT** resulting from G is defined as follows:

$$\varphi_G = \bigwedge_{[v_i, v_j] \in E} (x_i \vee x_j) \wedge (\neg x_i \vee \neg x_j).$$

Task: Prove the “ \Rightarrow ” direction in the proof of correctness of the reduction, i.e. prove the following statement: if G is a positive instance of **2-COLORABILITY**, then φ_G is a positive instance of **2-SAT**.

Note: For any property that you use in your proof, make it perfectly clear why this property holds (e.g., “by the problem reduction”, “by the assumption X ”, “by the definition X ”, etc.)

(15 points)

- 2.) (a) Prove the formula $\varphi: ((x \rightarrow y) \rightarrow z) \rightarrow (x \rightarrow (y \rightarrow z))$ in the following steps:
- (i) Compute $\hat{\delta}(\varphi)$. (Hint: It is allowed to avoid the labels for atoms; use the atoms instead.)
 - ii) Show the validity of

$$\bigwedge_{D \in \hat{\delta}(\varphi)} D \rightarrow \ell_\varphi$$

by resolution. If the formula is not valid, then provide a counter-example. **(4 points)**

- (b) Given the following clauses, draw an implication graph starting with $\neg x_6@1$ followed by $x_2@2$ (if necessary).

$$\begin{array}{llll} C_1: & \neg x_1 \vee x_2 & C_2: & \neg x_1 \vee x_3 \vee x_5 \\ C_3: & \neg x_2 \vee x_4 & C_4: & \neg x_3 \vee \neg x_4 \\ C_5: & x_1 \vee x_5 \vee \neg x_2 & C_6: & x_2 \vee x_3 \\ C_7: & x_2 \vee \neg x_3 & C_8: & x_6 \vee \neg x_5 \end{array}$$

Is the clause set unsatisfiable? If yes, then give a proof; if not, then provide a model. **(4 points)**

- (c) Let $\varphi: \forall x \exists y [(s(x) = y) \wedge (y = s(x))]$, where $=/2$ is the equality predicate written in infix notation. Let T be a theory which contains the first-order equality axioms reflexivity, symmetry and transitivity. Show by purely semantical means that $T \models \varphi$ holds. (Hint: Show that $Mod(T) \subseteq Mod(\varphi)$.) **(7 points)**

- 3.) (a) We use $[x]$ to denote the function associated with the syntactic entity x , where x may be a program, an expression, or one of the pre-defined operators. Investigate for each of the three cases, whether $[x] = [y]$ implies $x = y$ for arbitrary programs/expressions/operators x and y . If yes, give an argument for it, if not, give a counterexample. Note that this are three separate questions. What about the converse: Does $x = y$ necessarily imply $[x] = [y]$? **(4 points)**

- (b) Prove the total correctness of the assertion below. Describe the function computed by the program when considering n as the input and i as the output.

```

{ 1:  $n \geq 0$  }
i ← 0;
j ← 1;
k ← 1;
{ Inv:  $n \geq i^3 \wedge j = (i + 1)^2 \wedge k = (i + 1)^3$  }
while  $n \geq k$  do
  i ← i + 1;
  k ← k + 3j + 3i + 1;
  j ← j + 2i + 1
od
{ 2:  $i^3 \leq n < (i + 1)^3$  }

```

(11 points)

- 4.) (a) Find a Kripke structure K with initial state s_0 that has the properties $\mathbf{AGEF}p$ and $\mathbf{A}(\mathbf{GF}p \Rightarrow \mathbf{GF}q)$ at state s_0 , but not $\mathbf{AG}(p \Rightarrow \mathbf{AF}q)$. Justify your choice. (5 points)
- (b) Consider the following program, where the semantics of the statement $(x, y) := (a, b)$ is that the values a and b are simultaneously assigned to the variables x and y .

```

int x, y;

void foo() {
  (x, y) := (50, 49);

  while (x > y) {
    if (y == 0) {
      (x, y) := (x - 1, y);
    }
    else {
      (x, y) := (x - 1, y - 1);
    }
  }

  assert(y == 0);
}

```

- Provide a labeled transition system for the given program.
 - Provide an abstraction for the labeled transition system that uses the predicate $x > y$.
 - Give an error trace in the abstraction.
 - Introduce a new predicate to refine the abstraction to get rid of the error state. Give the new abstraction.
- (4 points)
- (c) Given a graph, write a C program such that CBMC can determine whether the given graph is 3-colorable. Augment the following given code corresponding to the following subtasks.

```
#define TRUE 1
#define FALSE 0

#define RED 0
#define GREEN 1
#define BLUE 2

#define N 4 // Number of nodes in the graph

int graph[N][N] = { { 0, 1, 0, 1 }, { 1, 0, 0, 0 }, ... };
int coloring[N];

int nondet_int();
```

- i. Write a loop that nondeterministically guesses a coloring for the graph. A coloring assigns to every node of the given graph either the color red, green, or blue.
- ii. Write a loop that checks whether the coloring assigns to every node in the graph a color that is different to the colors of its neighbors. Furthermore, ensure that CBMC reports a 3-coloring of the graph in case there exists one.

(6 points)