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6.0/4.0 VU Formale Methoden der Informatik (185.291)
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- 1.) An undirected graph (V, E) is called a *distance2-graph* if there exists a vertex in V such that all vertices are reached via a path of length at most 2.

For example, the graph $(\{a_1, b_1, c_1, a_2, b_2, c_2, x\}, \{[a_1, a_2], [b_1, b_2], [c_1, c_2], [a_2, x], [b_2, x], [c_2, x]\})$ is a distance2-graph (since each vertex is reached from x via a path of length at most 2), while $(\{a, b, c, d\}, \{[a, b], [b, c], [c, d]\})$ is not.

Consider the following new problem **3COLD2** and recall the NP-complete problem **3COL** defined below:

3-COLORABILITY-DISTANCE2-GRAPH (3COLD2)

INSTANCE: A distance2-graph $G = (V, E)$.

QUESTION: Does there exist a function μ from vertices in V to values in $\{0, 1, 2\}$ such that $\mu(v_1) \neq \mu(v_2)$ for any edge $[v_1, v_2] \in E$.

3-COLORABILITY (3COL)

INSTANCE: An undirected graph $G = (V, E)$.

QUESTION: Does there exist a function μ from vertices in V to values in $\{0, 1, 2\}$ such that $\mu(v_1) \neq \mu(v_2)$ for any edge $[v_1, v_2] \in E$.

- (a) The following function f provides a polynomial-time many-one reduction from **3COL** to **3COLD2**: for a directed graph $G = (\{v_1, \dots, v_n\}, E)$, let

$$f(G) = (\{v'_1, v''_1, \dots, v'_n, v''_n\} \cup \{x\}, \\ \{[v'_i, v''_i], [v''_i, x] \mid i = 1 \dots n\} \cup \\ \{[v'_i, v'_j] \mid [v_i, v_j] \in E\})$$

Show that G is a yes-instance of **3COL** \iff $f(G)$ is a yes-instance of **3COLD2**.

(9 points)

- (b) Tick the correct statements (for ticking a correct statement a certain number of points is given; ticking an incorrect statement results in a subtraction of the same amount; you cannot go below 0 points):

- Since **3COLD2** is a sub-problem of **3COL**, **3COLMG** must be NP-hard.
- Since **3COLD2** is a sub-problem of **3COL**, **3COLD2** must be contained in NP.
- Given that **3COL** is NP-hard, our reduction shows that **3COLD2** is also NP-hard.
- Given that **3COL** is NP-hard, our reduction shows that **3COLD2** is in NP.
- Given that **3COL** is in NP, our reduction shows that **3COLD2** is also in NP.
- Given that **3COL** is in NP, our reduction shows that **3COLD2** is NP-hard.

(6 points)

- 2.) (a) First define the concept of a theory and of a \mathcal{T} -interpretation. Then use them to define:
- i. the \mathcal{T} -satisfiability of a formula;
 - ii. the \mathcal{T} -validity of a formula.

Additionally define the completeness of a theory \mathcal{T} .

(3 points)

- (b) Consider the function P, defined as follows.

Algorithm 1: The function P

Input: x, y , two non-negative integers

Output: The computed non-negative integer value for x, y

```

1 if  $x == 0$  then
2   return  $y + 1$ ;
3 else if  $y == 0$  then
4   return  $P(x - 1, 1)$ ;
5 else return  $P(x - 1, P(x, y - 1))$ ;

```

Show, using well-founded induction, that

$$\forall x \forall y ((x \in \mathbb{N}_0 \wedge y \in \mathbb{N}_0) \rightarrow P(x, y) > y)$$

(10 points)

- (c) Suppose P_c is a correct implementation of P in the C programming language with x and y of type unsigned integers of size 64 bit (i.e., of type `uint64_t`). Is

$$P(x', y') = P_c(x', y')$$

true for all integers x', y' satisfying $0 \leq x', y' \leq \text{UINT64_MAX}$, where `UINT64_MAX` is the largest value for a variable of type `uint64_t`?

If so, then prove this fact. Otherwise provide a counterexample with an exact explanation of what is computed and what is happening.

(2 points)

3.) (a) Let p be the following program:

```
y := n;
while y > 0 do
  x := x - 8 * y + 4;
  y := y - 1
od
```

Give a loop invariant for the **while** loop in p and prove the validity of the partial correctness triple $\{n > 0 \wedge x = 4 * n^2 + 2\} p \{x = 2\}$.

(9 points)

(b) Provide a non-trivial pre-condition A and a non-trivial post-condition B , such that the total correctness triple $\{A\} p \{B\}$ is valid. Trivial means equivalent to **true** or **false**, so your precondition A and postcondition B should not be equivalent to **true** or **false**. The program p is given below.

Program p :

```
x := y + x;
while x ≠ y do
  y := y + 1;
  x := x - 1;
od
```

(2 points)

(c) Explain why $wp(\text{abort}, B) = \text{false}$, whereas $wlp(\text{abort}, B) = \text{true}$ for any B .

Give a concise answer!

(2 points)

(d) Explain the role of t in the following verification condition which ensures the total correctness **while** loop:

$$\begin{aligned} \text{VC}(\text{while } b \text{ do } p \text{ od}, B) = & (I \wedge \neg b) \implies B \\ & \wedge \\ & (I \wedge b) \implies t \geq 0 \\ & \wedge \\ & (I \wedge b \wedge t = t_0) \implies wp(p, I \wedge t < t_0) \\ & \wedge \\ & \text{VC}(p, I \wedge t < t_0) \end{aligned}$$

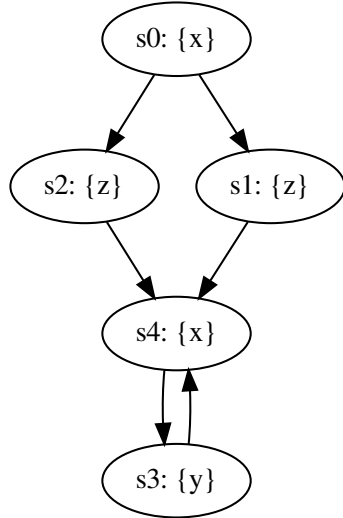
Why do we need t_0 ?

Give a concise answer!

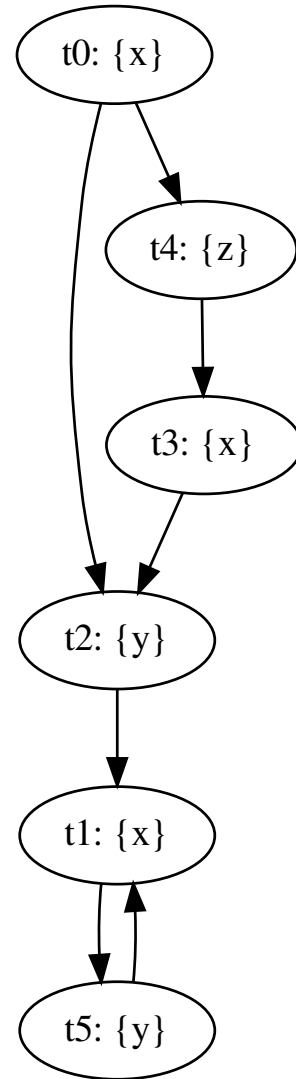
(2 points)

- 4.) (a) Provide a non-empty simulation relation H that witnesses $M_1 \leq M_2$, where M_1 and M_2 are shown below. The initial state of M_1 is s_0 , the initial state of M_2 is t_0 :

Kripke structure M_1 :

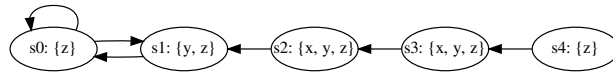


Kripke structure M_2 :



(4 points)

(b) Consider the following Kripke structure M :



For each of the following formulae φ ,

- i. check the respective box if the formula is in CTL, LTL, and/or CTL*, and
- ii. list the states s_i on which the formula φ holds; i.e. for which states s_i do we have $M, s_i \models \varphi$?

φ	CTL	LTL	CTL*	States s_i
AX (y)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
EG (z)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
F (y)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
G ($x \wedge z$)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
E [(z) U (x)]	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

(5 points)

(c) **LTL tautologies**

Prove that the following formulas are tautologies, i.e., they hold for every Kripke structure M and every path π in M , or find a Kripke structure M and path π in M , for which the formula does not hold and justify your answer.

- i. $((p \mathbf{U} \neg q) \mathbf{U} \neg r) \Leftrightarrow (p \mathbf{U} (\neg q \mathbf{U} \neg r))$
- ii. $\mathbf{F}(p \wedge \mathbf{XG}p) \Rightarrow \mathbf{GF}p$

(6 points)