

## Entailment and Algorithms

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# Computational Complexity Theory (in a Quick Ride)

# Turing Machine (A. Turing, 1937)

- A more precise definition

A non-empty and finite set of *states*  $S$

At each instant the machine is in a state  $s \in S$

A non-empty and finite alphabet of *symbols*  $Q$

The alphabet  $Q$  includes a *blank*, default symbol  $b$

Each cell in the tape contains a symbol  $q \in Q$

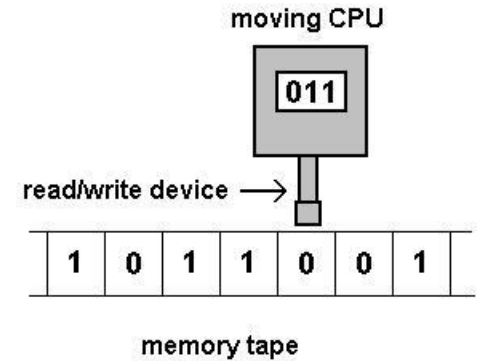
A partial *transition* function

$$\tau : \underbrace{S}_{\text{current state}} \times \underbrace{Q}_{\text{input symbol}} \rightarrow \underbrace{S}_{\text{next state}} \times \underbrace{Q}_{\text{output symbol}} \times \underbrace{\{\text{Left, None, Right}\}}_{\text{head move}}$$

*It is partial in the sense it needs not be defined on any input tuple*

A subset of *terminal* states  $T \subseteq S$

An initial state  $s_0 \in S$



# Turing Machine (A. Turing, 1937)

## ■ A *busy beaver* example (3 states)

$$S = \{A, B, C, \text{HALT}\}$$

$$s_0 = A \quad T = \{\text{HALT}\}$$

$$Q = \{0, 1\} \quad b = 0$$

$\tau =$

$$\langle A, 0 \rangle \rightarrow \langle B, 1, \text{Right} \rangle$$

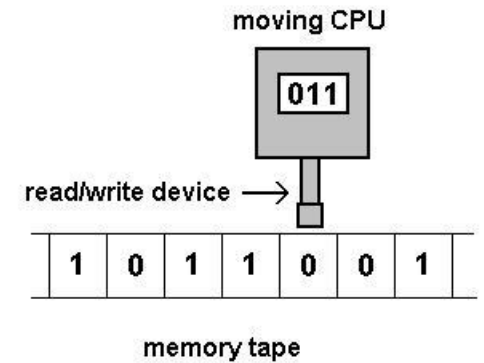
$$\langle A, 1 \rangle \rightarrow \langle C, 1, \text{Left} \rangle$$

$$\langle B, 0 \rangle \rightarrow \langle A, 1, \text{Left} \rangle$$

$$\langle B, 1 \rangle \rightarrow \langle B, 1, \text{Right} \rangle$$

$$\langle C, 0 \rangle \rightarrow \langle B, 1, \text{Left} \rangle$$

$$\langle C, 1 \rangle \rightarrow \langle \text{HALT}, 1, \text{Right} \rangle$$



Assume that the tape is infinite and plenty of blank symbols 0

*What does this machine do?*

# Decisions and decidability (automation)

- What is a problem?

A *problem* is an association, i.e. a **relation** between *inputs* and *outputs* (i.e. *solutions*)

$$K = I \times S$$

- *Search* problem

Typically,  $K$  associates *one* input to *many* solutions

*Optimization* problems

A *search problem* plus an *objective* or *cost* function

$$c : S \rightarrow \mathbb{R} \quad (\text{i.e. from } S \text{ to the set of real numbers})$$

In general, the task in a search problem is finding the solution(s) having maximal or minimal cost

- **Decision** problem

The solution space  $S$  is  $\{0, 1\}$

and  $K$  associates each input to a unique solution:  $K : I \rightarrow \{0, 1\}$

Example of decision problem:  $\Gamma \models \varphi ?$

The input space  $I$  contains all possible combinations of set  $\Gamma$  of wffs with individual wffs  $\varphi$

The solution is uniquely defined for any instance of such problems in  $I$

# Decisions and decidability (automation)

## ■ **Decidable** problem

A decision problem  $K$  for which there exists an algorithm, i.e a *Turing machine*,  
(there are other ways of defining an algorithm or an *effective procedure*: they are all equivalent)  
that **always terminates** and produces the right answer in **finite time**.

## Example of an *undecidable* problem: The *Halting Problem*

Given the formal description of a particular Turing machine and a specific input,  
is it possible to tell if whether it will either halt eventually or run forever?

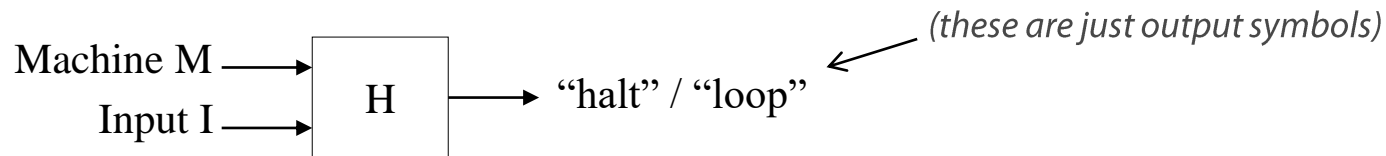
In other words, does it exist a Turing machine that, given in input the description of *another*  
Turing machine, will always produce the answer desired?

The answer is **no** (such a Turing machine *cannot* exist)

# An aside: The *Halting Problem*

- Intuitive ideas behind the proof (i.e. of the *undecidability* of this problem)

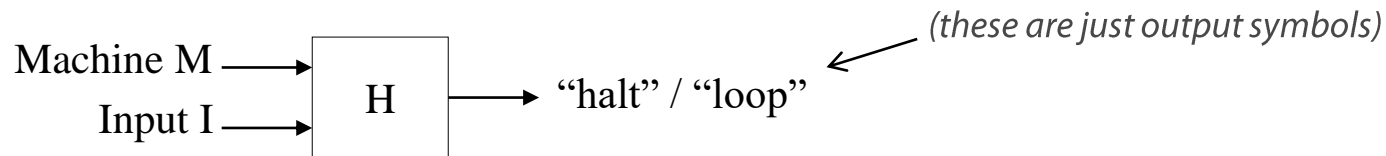
Let's assume there exists a Turing machine H that, given the description of a Turing machine M with input I always terminates producing an output “halt” or “loop” depending on whether M with input I will terminate or not



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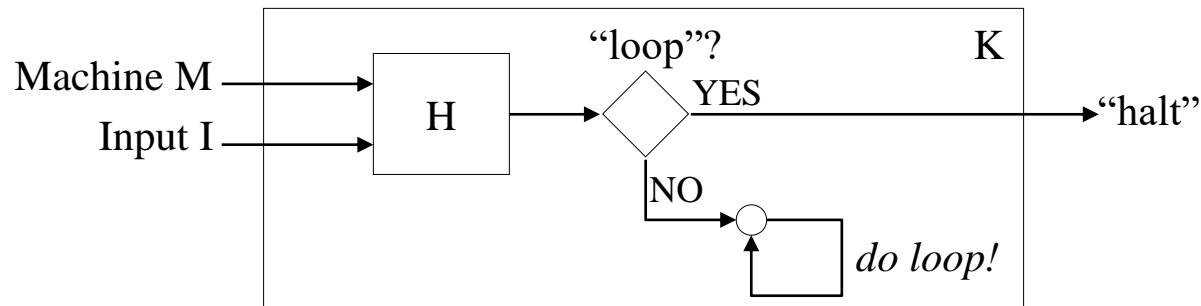
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Assume H existed

We could build another Turing machine K that enters an infinite loop whenever the output of H is “halt” and that terminates, with output “halt”, when H outputs “loop”

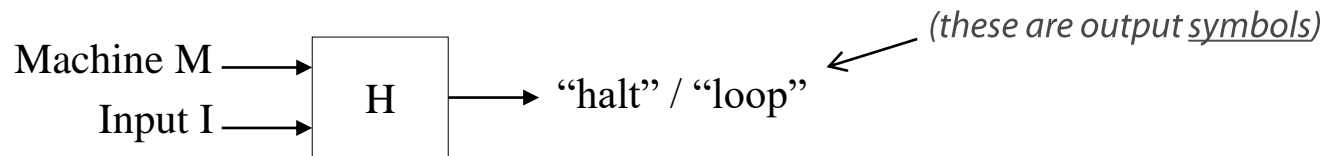




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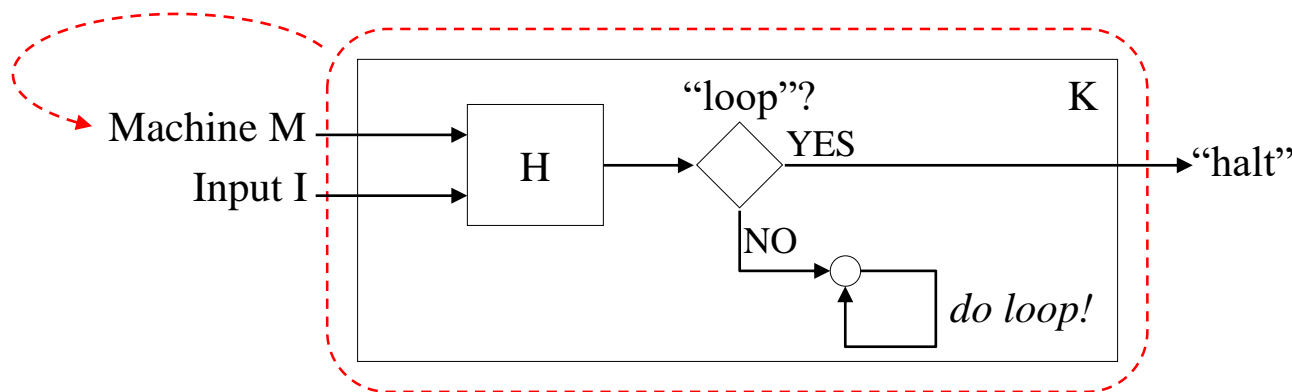
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What will be the output of K when given K *itself* as the input?

K should *diverge* when K *terminates* and vice-versa: i.e. we have an absurdity

# Computational complexity

These notions apply to decidable problems only

It is based on the performances of a (known) Turing machine that gives the answer with respect to the *worst case* (i.e. the less favorable input)

- *Time complexity*

The number of steps that the Turing machine requires for computing the answer, as a function of some numerical dimension of the input (e.g. the number of atoms in a wff)

- *Memory complexity*

The number of tape cells that the Turing machine requires for computing the answer, as a function of some numerical dimension of the input

- *Big-O notation*

$$f(x) = O(g(x))$$

means that

$$\exists M > 0, \exists x_0 > 0 \quad \text{such that} \quad |f(x)| \leq M|g(x)|, \quad \forall x > x_0$$

# Classes P, NP and NP-complete – The SAT problem

- Class P

The class of problems for which there is a Turing machine that requires  $O(P(n))$  time where  $P(\cdot)$  is a polynomial of finite degree and  $n$  is the dimension of the (*worst-case*) input

- Class NP

The class of all problems:

a) A method for enumerating all possible answers (i.e. *recursive enumerability*)

b) An algorithm in class P that verifies if a possible answer is also a *solution*

It includes all problems in class P (that is,  $P \subseteq NP$ )

# Classes P, NP and NP-complete – The SAT problem

- Class NP-complete

It is a subclass of NP (NP-complete  $\subseteq$  NP)

A problem  $K$  is NP-complete if every problem in class NP is reducible to  $K$

- Reducibility

For class NP-complete

Consider a problem  $K$  for which a decision algorithm  $M(K)$  is known

A problem  $J$  is reducible to  $K$  if there exist a decision algorithm  $M(J)$  such that:

- a) algorithm  $M(K)$  is called just once, as a “subroutine”, at the end of  $M(J)$
- b) apart from  $M(K)$ ,  $M(J)$  has polynomial complexity

- The problem SAT

Is NP-complete (*historically, it is the first one to be known*)

Moral: if we had a polynomial decision algorithm for SAT, we would also have that

$$P = NP$$

This fact is not known, it is believed that:  $P \neq NP$

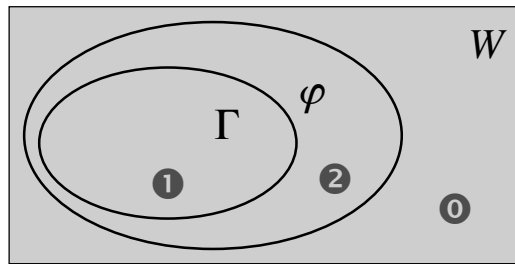
(*and a lot will change in the digital world, if this proves to be false*)

# Entailment as a Decision Problem

# Transforming problems: entailment as satisfiability

- Step 1: the decision problem “ $\Gamma \models \varphi$  ? ” can be transformed into a *satisfiability* problem

In fact,  $\Gamma \models \varphi$  iff  $\Gamma \cup \{ \neg \varphi \}$  is *not* satisfiable



( $w(\Gamma)$  is the set of possible worlds that satisfy  $\Gamma$ )

$$\Gamma \models \varphi \Rightarrow w(\Gamma) \subseteq w(\{\varphi\})$$

$$\mathbf{1} \subseteq \{\mathbf{1}, \mathbf{2}\}$$

$$w(\{\neg\varphi\}) = \mathbf{0}$$

$$w(\Gamma \cup \{\neg\varphi\}) = w(\Gamma) \cap w(\{\neg\varphi\})$$

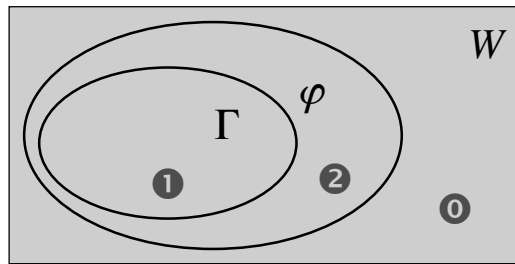
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$$\mathbf{1} \cap \mathbf{0} = \emptyset$$

# Transforming problems: entailment as satisfiability

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$$w(\Gamma \cup \{\neg\varphi\}) = w(\Gamma) \cap w(\{\neg\varphi\})$$

$$w(\Gamma \cup \{\neg\varphi\}) = \emptyset$$

$$\mathbf{1} \cap \mathbf{0} = \emptyset$$

- Step 2: the decision problem “is  $\Gamma \cup \{\neg\varphi\}$  satisfiable?” can be transformed into a wff *satisfiability* problem

Taking this one step further, we can transform  $\Gamma \cup \{\neg\varphi\}$  into *just one formula*:

$$\bigwedge (\Gamma \cup \{\neg\varphi\})$$

← This is the wff obtained by combining all the wffs in  $\Gamma \cup \{\neg\varphi\}$  with  $\wedge$ , it is called the *conjunctive closure* of the set  $\Gamma \cup \{\neg\varphi\}$

# Satisfiability and decidability (in $L_P$ )

- Is the decision problem “is the wff  $\varphi$  satisfiable?” decidable?

It can be transformed into a *search* problem

i.e. finding a possible world (in the set of all possible worlds) that satisfies  $\varphi$

In the scientific literature, this problem is called “SAT”

*Intuition:* we can try every possible value assignment for the atoms in  $\varphi$

*Hint:* the problem is NP-complete

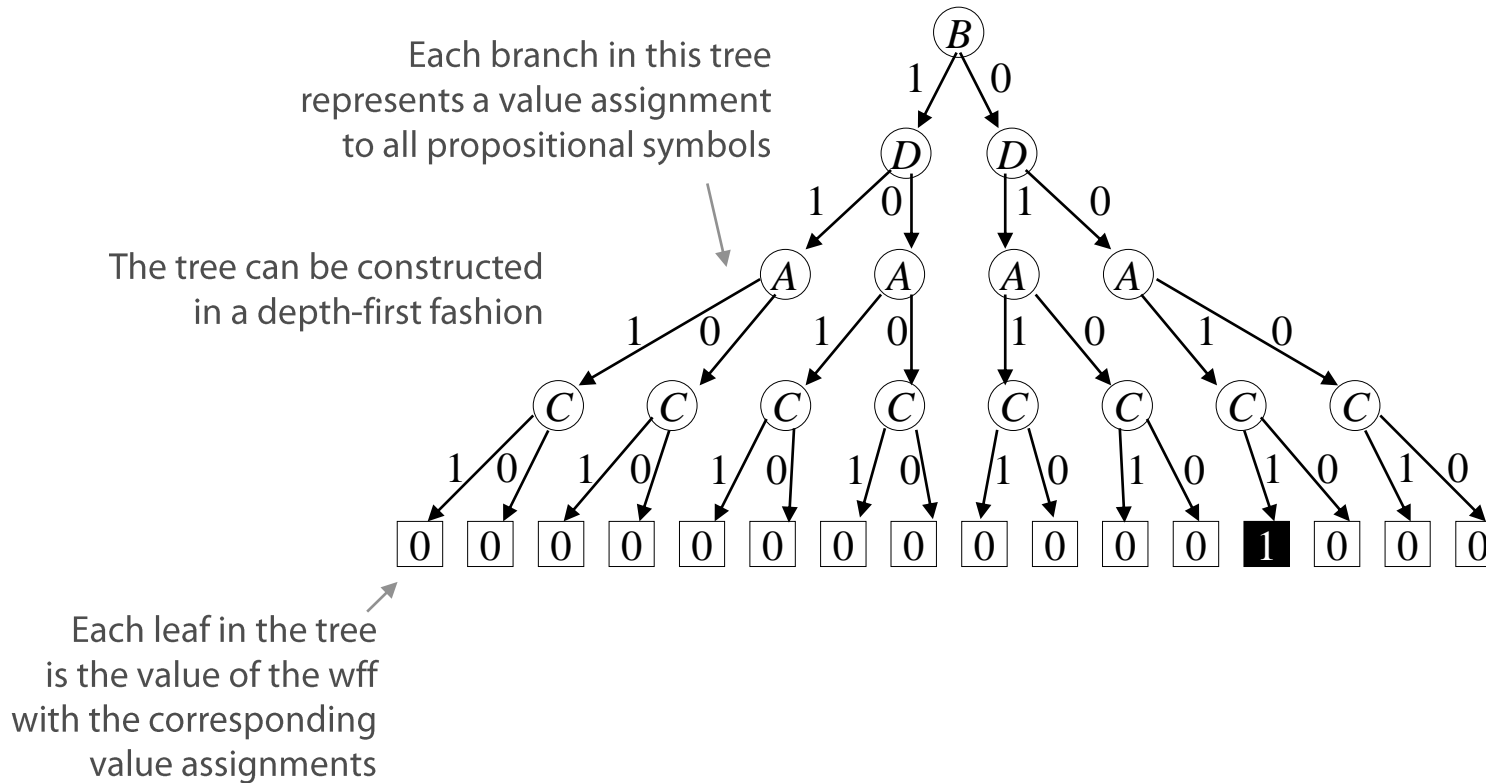


# Exhaustive (Tree) Search

# Satisfiability and decidability (in $L_P$ )

Example: is this wff satisfiable?

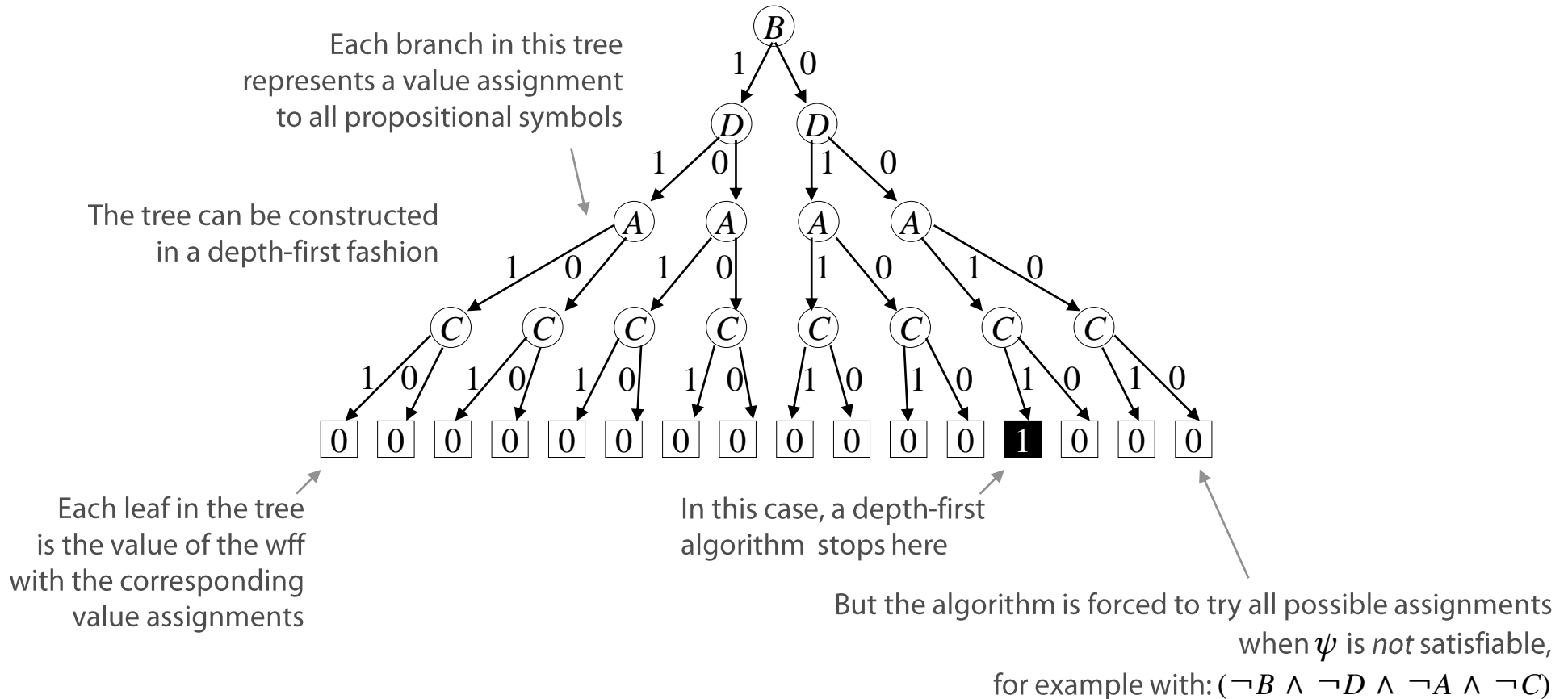
$$\neg(B \wedge D \wedge \neg(A \wedge C))$$



# Satisfiability and decidability (in $L_P$ )

Example: is this wff satisfiable?

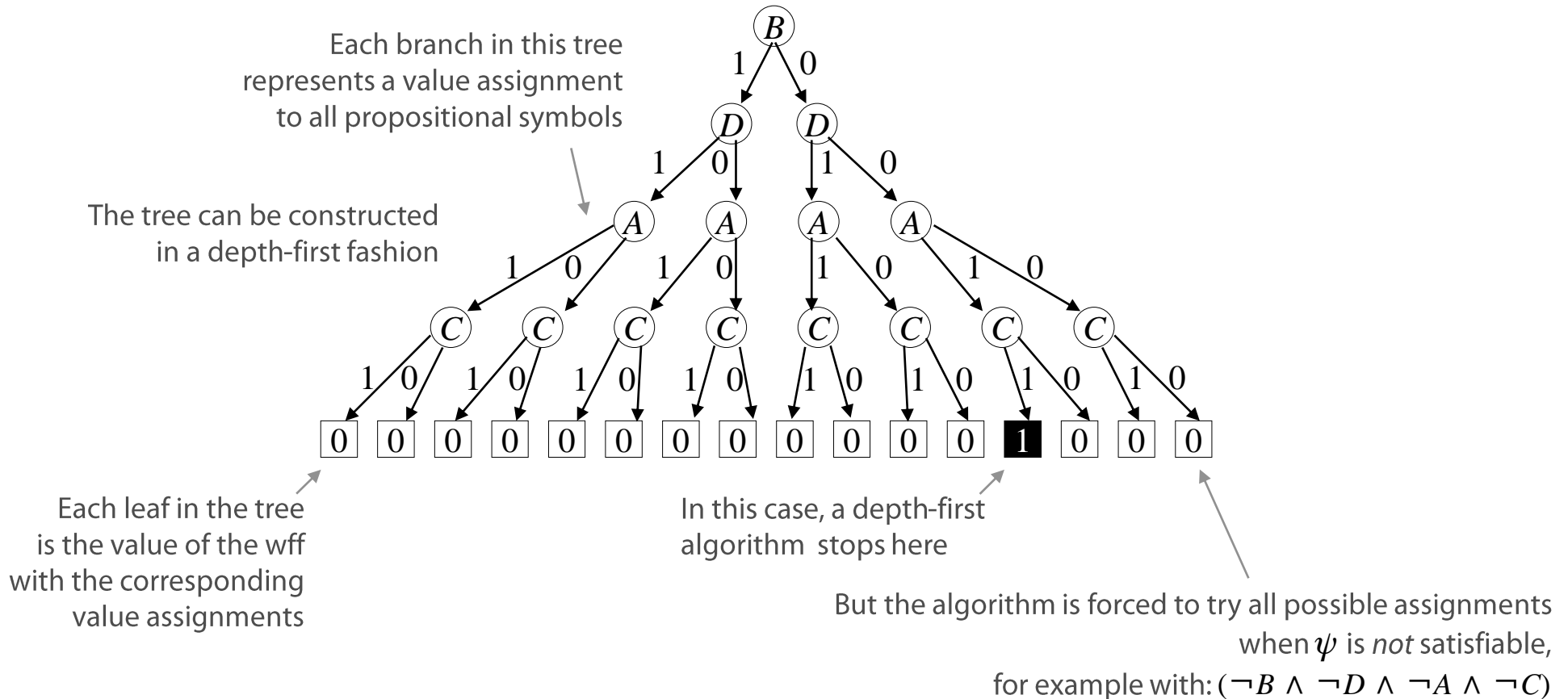
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# Satisfiability and decidability (in $L_P$ )

Example: is this wff satisfiable?

$$\neg(B \wedge D \wedge \neg(A \wedge C))$$



This method has  $O(2^n)$  time complexity, where  $n$  is the number of propositional symbols

# Semantic Tableaux

# *Semantic Tableau*, alpha and beta rules

- *Semantic tableau* is a method
  - which can be implemented as a Turing machine
- It is a decision algorithm for the problem “is  $\Sigma$  satisfiable?”
  - where  $\Sigma$  is a set of wffs in  $L_P$

In spite of its name, it is a *symbolic* method: it works on the structure of wffs only  
No explicit assignments of (semantic) values are involved

# Semantic Tableau, alpha and beta rules

- A tableau is a set of wffs in  $L_P$

The method starts from an *initial* tableau

(i.e. the set  $\Sigma$  whose satisfiability is to be determined)

It is based on rules that transform each one wff into two wffs

- Alpha rules (i.e. expansion)

(a1)

$$\begin{array}{c} \neg(\neg\varphi) \\ | \\ \varphi \end{array}$$

(a2)

$$\begin{array}{c} \varphi \wedge \psi \\ | \\ \varphi, \psi \end{array}$$

(a3)

$$\begin{array}{c} \neg(\varphi \vee \psi) \\ | \\ \neg\varphi, \neg\psi \end{array}$$

(a4)

$$\begin{array}{c} \neg(\varphi \rightarrow \psi) \\ | \\ \varphi, \neg\psi \end{array}$$

- Beta rules (i.e. bifurcation)

(b1)

$$\begin{array}{c} \varphi \vee \psi \\ / \quad \backslash \\ \varphi \quad \psi \end{array}$$

(b2)

$$\begin{array}{c} \neg(\varphi \wedge \psi) \\ / \quad \backslash \\ \neg\varphi \quad \neg\psi \end{array}$$

(b3)

$$\begin{array}{c} \varphi \rightarrow \psi \\ / \quad \backslash \\ \neg\varphi \quad \psi \end{array}$$

(b4)

$$\begin{array}{c} \varphi \leftrightarrow \psi \\ / \quad \backslash \\ \neg\varphi, \neg\psi \quad \varphi, \psi \end{array}$$

(b5)

$$\begin{array}{c} \neg(\varphi \leftrightarrow \psi) \\ / \quad \backslash \\ \neg\varphi, \psi \quad \varphi, \neg\psi \end{array}$$





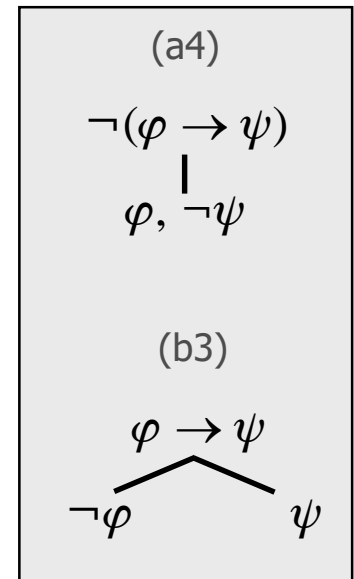
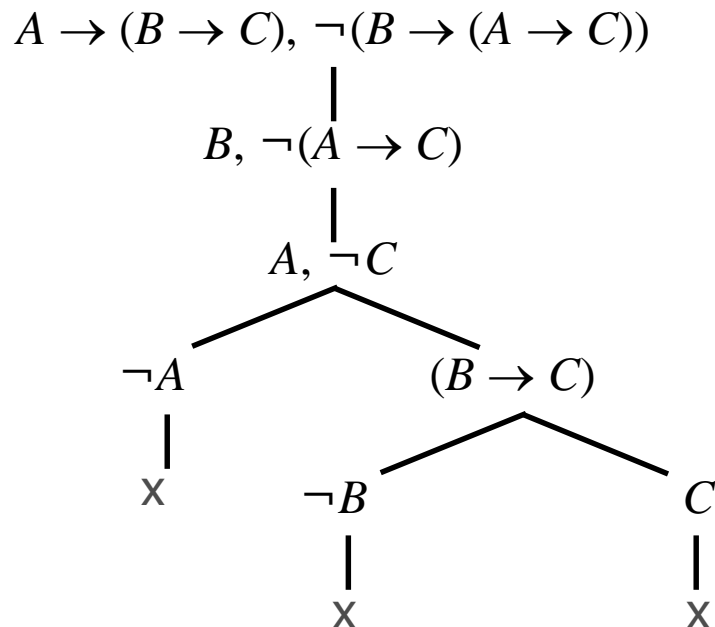
# Semantic Tableau – a working example

- Original problem: “ $\Gamma \models \varphi$  ?”

Example input:  $A \rightarrow (B \rightarrow C) \models B \rightarrow (A \rightarrow C)$  ?

- Transformed problem: “is  $\Gamma \cup \{\neg\varphi\}$  satisfiable?”

Hence the initial tableau is  $\Gamma \cup \{\neg\varphi\}$



The usual notation in textbooks is even more concise:

only those wffs that are *added* to the initial tableau in each branch are shown in the tree

# Semantic Tableau – algorithm recap

## ■ Algorithm:

The input problem “ $\Gamma \models \varphi ?$ ” is transformed into “is  $\Gamma \cup \{ \neg \varphi \}$  satisfiable?”

Methods of this type are also called ‘*by refutation*’

Set  $\Gamma \cup \{ \neg \varphi \}$  as the first *active* tableau

For each *active* tableau, there will be two cases:

1) The tableau contains only *literals*

**If** the tableau contains a *complementary pair of literals*

**then** declare it *closed*

**else** declare it *open*

2) The tableau contains one or more *composite* wff

First try to apply an *alpha* rule, generating a new tableau

otherwise, if this is not possible, try to apply a *beta* rule generating two new tableaux

Mark the tableau as *inactive*, mark the new tableau(x) as *active*

Continue until there are no more *active* tableaux

Output: the tree structure of tableaux

Result: either all the leaves in the tree are closed (*success*)

or any of them are open (*failure*)

# Semantic Tableau – (required) algorithm properties

## ■ Termination

The algorithm never *diverges* (i.e. it never enters an infinite loop)

Each application of either alpha or beta rule *simplifies* a wff (i.e. it makes it *less* composite):  
so the application of rules cannot continue forever

## ■ Symbolic derivation

As already stated, in spite of its name, this is a *symbolic* method

We write

$$\Gamma \vdash_{ST} \varphi$$

iff the *Semantic Tableau* method is successful (i.e. all leaves are *closed*) for  $\Gamma \cup \{\neg\varphi\}$

How do we know that  $\Gamma \vdash_{ST} \varphi \Rightarrow \Gamma \models \varphi$  ?

(*Soundness* - also *correctness* - of the method)

Exercise: prove it

(*hint*: consider the condition on  $\Gamma \cup \{\neg\varphi\}$  and think about how it relates to each *rule*)

How do we know that  $\Gamma \models \varphi \Rightarrow \Gamma \vdash_{ST} \varphi$  ?

(*Completeness* of the method)

Proving it is a bit more difficult: see textbook (i.e. Ben-Ari's book)

# *Semantic Tableau – (required) algorithm properties*

- **Termination**

The algorithm never *diverges* (i.e. it never enters an infinite loop)

Each application of either alpha or beta rule *simplifies* a wff (i.e. it makes it *less* composite):  
so the application of rules cannot continue forever

- **Soundness**

$$\Gamma \vdash_{ST} \varphi \Rightarrow \Gamma \models \varphi$$

- **Completeness**

$$\Gamma \models \varphi \Rightarrow \Gamma \vdash_{ST} \varphi$$

- **Termination + Soundness + Completeness = *Decision Algorithm***

(for propositional logic)

# Which method is faster?

- Time complexity (remember: consider the *worst case*)  
The 'brute-force search' and *Semantic Tableau* have the same complexity :  $O(2^n)$
- *How well do these method perform in practice?*

*It depends*

## **Example 1** (try it):

$$A \wedge B \wedge C \wedge \neg A$$

The 'brute-force search' requires  $2^3=8$  attempts

The Semantic Tableau method requires applying the same alpha rule 3 times

## **Example 2** (try it):

$$(A \vee B) \wedge (A \vee \neg B) \wedge (\neg A \vee B) \wedge (\neg A \vee \neg B)$$

The 'brute-force search' requires  $2^2=4$  attempts

The Semantic Tableau method requires applying the same alpha rule 3 times; then the same beta rule is applied exhaustively producing a tree with 4 levels, with each node in a tree with a branching factor 2

At the end, the tree has  $2^4=16$  leaves (all *closed* tableau)

# Resolution by Refutation

# Inference rule: Resolution

$$\varphi \vee \chi, \neg\chi \vee \psi \vdash \varphi \vee \psi$$

$\varphi \vee \psi$  is also called the *resolvent* of  $\varphi \vee \chi$  e  $\neg\chi \vee \psi$

The resolution rule is *correct*

$$\text{In fact } \varphi \vee \chi, \neg\chi \vee \psi \vdash \varphi \vee \psi \Rightarrow \varphi \vee \chi, \neg\chi \vee \psi \models \varphi \vee \psi$$

$\varphi$	$\psi$	$\chi$	$\varphi \vee \chi$	$\neg\chi \vee \psi$	$\varphi \vee \psi$
0	0	0	0	1	0
0	0	1	1	0	0
0	1	0	0	1	1
0	1	1	1	1	1
1	0	0	1	1	1
1	0	1	1	0	1
1	1	0	1	1	1
1	1	1	1	1	1

# Normal forms

= translation of each wff into an equivalent wff having a specific structure

## ■ **Conjunctive Normal Form (CNF)**

A wff with a structure

$$\alpha_1 \wedge \alpha_2 \wedge \dots \wedge \alpha_n$$

where each  $\alpha_i$  has a structure

$$(\beta_1 \vee \beta_2 \vee \dots \vee \beta_n)$$

where each  $\beta_j$  is a *literal* (i.e. an atomic symbol or the negation of an atomic symbol)

Examples:

$$(B \vee D) \wedge (A \vee \neg C) \wedge C$$

$$(B \vee \neg A \vee \neg C) \wedge (\neg D \vee \neg A \vee \neg C)$$

## ■ **Disjunctive Normal Form (DNF)**

A wff with a structure

$$\beta_1 \vee \beta_2 \vee \dots \vee \beta_n$$

where each  $\beta_i$  has a structure

$$(\alpha_1 \wedge \alpha_2 \wedge \dots \wedge \alpha_n)$$

where each  $\alpha_j$  is a *literal*



# Conjunctive Normal Form

## ■ Translation into CNF (it can be automated)

Exhaustive application of the following rules:

1) Rewrite  $\rightarrow$  and  $\leftrightarrow$  using  $\wedge$ ,  $\vee$ ,  $\neg$

2) Move  $\neg$  inside composite formulae

“De Morgan laws”:

$$\neg(\varphi \wedge \psi) \equiv (\neg\varphi \vee \neg\psi)$$
$$\neg(\varphi \vee \psi) \equiv (\neg\varphi \wedge \neg\psi)$$

3) Eliminate double negations:  $\neg\neg$

4) Distribute  $\vee$

$$((\varphi \wedge \psi) \vee \chi) \equiv ((\varphi \vee \chi) \wedge (\psi \vee \chi))$$

## Examples:

$$(\neg B \rightarrow D) \vee \neg(A \wedge C)$$

$$B \vee D \vee \neg(A \wedge C)$$

$$B \vee D \vee \neg A \vee \neg C$$

(rewrite  $\rightarrow$ )

(De Morgan)

$$\neg(B \rightarrow D) \vee \neg(A \wedge C)$$

$$\neg(\neg B \vee D) \vee \neg(A \wedge C)$$

$$(B \wedge \neg D) \vee (\neg A \vee \neg C)$$

$$(B \vee \neg A \vee \neg C) \wedge (\neg D \vee \neg A \vee \neg C)$$

(rewrite  $\rightarrow$ )

(De Morgan)

(distribute  $\vee$ )

# Clausal Forms

= each wff is translated into an equivalent set of wffs having a specific structure

## ■ Clausal Form (CF)

Starting from a wff in CNF

$$\alpha_1 \wedge \alpha_2 \wedge \dots \wedge \alpha_n$$

the clausal form is simply the set of all *clauses*

$$\{\alpha_1, \alpha_2, \dots, \alpha_n\}$$

Examples:

$$(B \vee D) \wedge (A \vee \neg C) \wedge C$$
$$\{(B \vee D), (A \vee \neg C), C\}$$

## ■ Special notation

Each clause is usually written as a *set*

$$\beta_1 \vee \beta_2 \vee \dots \vee \beta_n$$
$$\{\beta_1, \beta_2, \dots, \beta_n\}$$

Example:

$$\{\{B, D\}, \{A, \neg C\}, \{C\}\}$$

**A set of *literals*:**  
ordering is irrelevant  
no multiple copies

# Resolution by refutation

- The same example as before

$$B \vee D \vee \neg A \vee \neg C, B \vee C, A \vee D, \neg B \vdash D$$

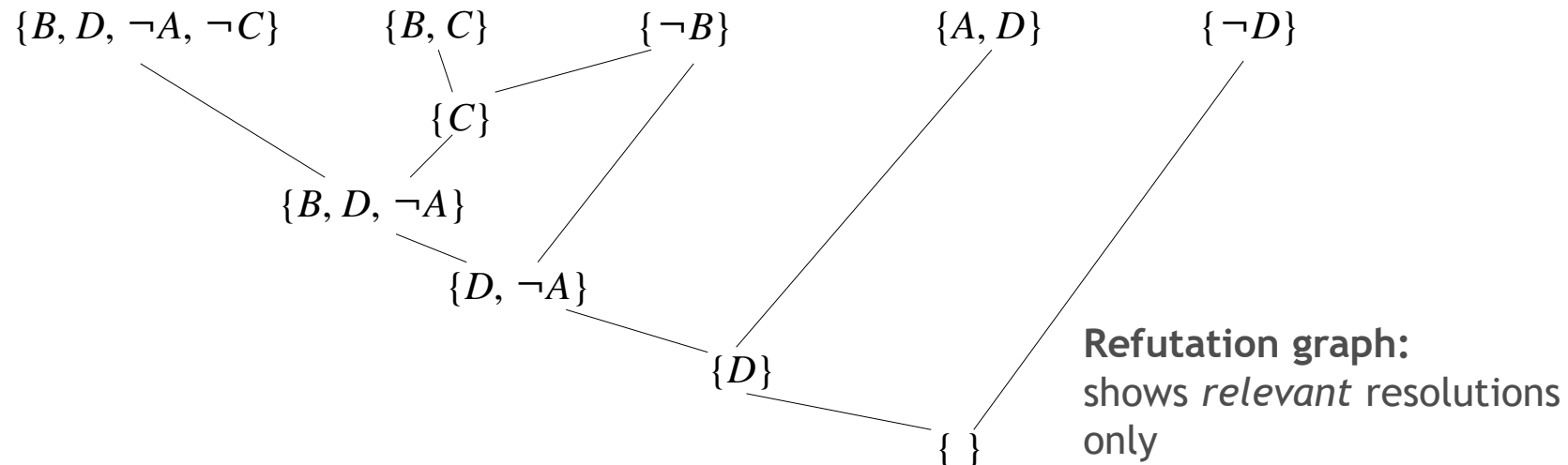
Refutation + rewrite in CNF:

$$B \vee D \vee \neg A \vee \neg C, B \vee C, A \vee D, \neg B, \neg D$$

Rewrite in CF:

$$\{B, D, \neg A, \neg C\}, \{B, C\}, \{A, D\}, \{\neg B\}, \{\neg D\}$$

Applying the resolution rule, one pair of literals at time:



# Resolution by refutation

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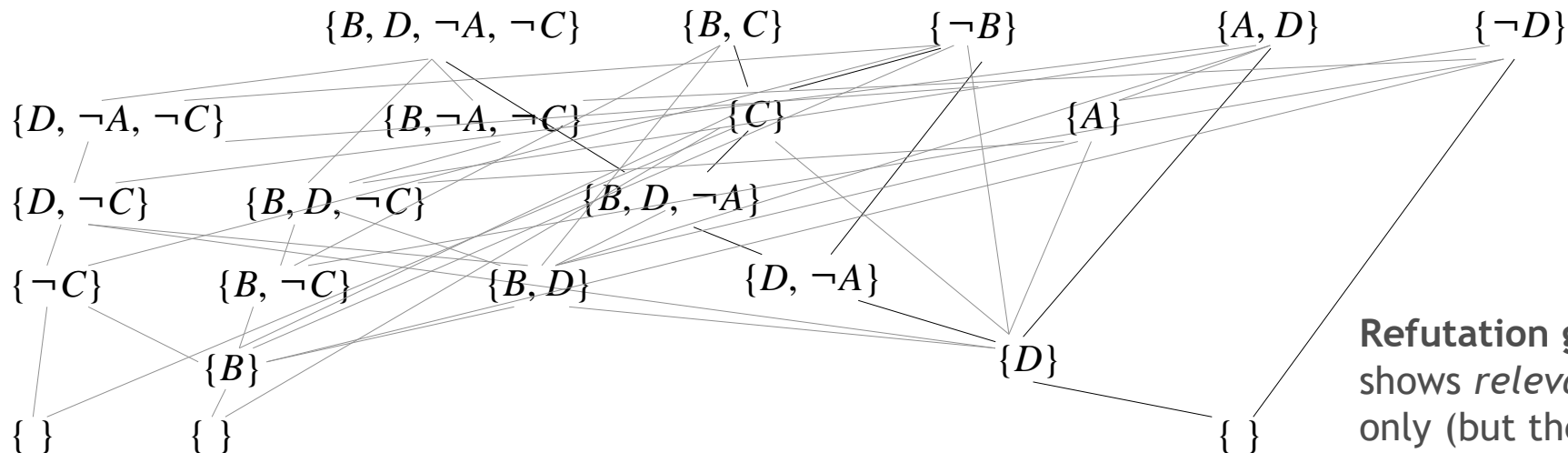
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Rewrite in CF:

$$\{B, D, \neg A, \neg C\}, \{B, C\}, \{A, D\}, \{\neg B\}, \{\neg D\}$$

Applying the resolution rule:



**Refutation graph:**  
shows *relevant* resolutions  
only (but there are more)

# Resolution by refutation

## ■ Algorithm

Problem: “ $\Gamma \vdash \varphi$ ” ?

The problem is transformed into: is “ $\Gamma \cup \{\neg\varphi\}$ ” *coherent*?

If  $\Gamma \vdash \varphi$  then  $\Gamma \cup \{\neg\varphi\}$  is incoherent and therefore a contradiction can be derived

$\Gamma \cup \{\neg\varphi\}$  is translated into CNF hence in CF

The resolution algorithm is applied to the set of *clauses*  $\Gamma \cup \{\neg\varphi\}$

At each step:

- a) Select a pair of clauses  $\{C_1, C_2\}$  containing a pair of *complementary literals* making sure that such combination has never been selected before
- b) Compute  $C_r$  as the *resolvent* of  $\{C_1, C_2\}$  according to the resolution rule.
- c) Add  $C_r$  to the set of clauses

Termination:

When  $C_r$  is the empty clause  $\{ \}$  (*success*)

or there are no more combinations to be selected in step a) (*failure*)

# Resolution by refutation

- Resolution by refutation for propositional logic

Is correct:  $\Gamma \vdash_{RES} \varphi \Rightarrow \Gamma \models \varphi$

Is complete:  $\Gamma \models \varphi \Rightarrow \Gamma \vdash_{RES} \varphi$

In this sense: iff  $\Gamma \models \varphi$  then there exists a refutation graph

- Algorithm

It is a decision procedure for the problem  $\Gamma \models \varphi$

It has time complexity  $O(2^n)$

where  $n$  is the number of propositional symbols in  $\Gamma \cup \{\neg\varphi\}$