

# Computational Logic Lab III

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**Propositional Logic - The Russian Spy Puzzle.** Consider the following puzzle:

Three diplomats, Steinberger, Blumenthal and Cohn, are attending a diplomatic meeting. We know that exactly one of them is Russian, and the other two German. We also know that every Russian is a spy. During the toast, Cohn says “you know, Steinberger, you are as German as I’m Russian”. It is known that Cohn always speaks the truth when drinking. Is Blumenthal therefore a Russian spy?

We want to show, by means of **SAT** solving, that from this information it follows that Blumenthal *is not* a Russian spy.

**SAT Solving.** In general, *problems*  $\mathbf{P}$  are sets of *instances* or *inputs*  $x$  satisfying a property/question. If  $x \in \mathbf{P}$ , we say that  $x$  is a *positive instance* of  $\mathbf{P}$ , *negative* otherwise. Thereupon *problem solving* for a problem  $\mathbf{P}$  consists in designing an algorithm  $\text{ALG}(\cdot)$ , called *solver*, s.t., for all instances  $x$ ,  $\text{ALG}(x) = \mathbf{true}$  iff  $x \in \mathbf{P}$ , i.e., that *solves*  $\mathbf{P}$ .

Perhaps the most important class of problems is the class of (CO)NP problems viz., those that can be solved by non-deterministic algorithms running in polynomial time. The class of (CO)NP-complete problems constitutes the (equivalence) class of all the mutually polynomially encodable problems in (CO)NP, of which **SAT** is the representative. Hence, **SAT** solvers can be used to solve a wide spectrum of problems.

1. **3-colorability:** We consider the (undirected) graph  $G_s$  defined by

- Vertexes: South American countries.
- Edges: Any two bordering countries.

We recall that a graph  $(V, E)$  is *k-colorable* if there exists a function  $c: V \rightarrow \{1, \dots, k\}$  s.t. if  $(v, v') \in E$ ,  $c(v) \neq c(v')$ .

The aim of this exercise is to check whether  $G_s$  is 3-colorable using **SAT** solving techniques.

2. **(Marked Assignment) Sudoku:** Implement (in the language of your choice, possibly OCaml, a **SAT** solving procedure for Sudoku.