

# **Automated Reasoning I**

**Uwe Waldmann**

**Winter Term 2019/2020**

# What is Automated Reasoning?

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Automated reasoning:

Logical reasoning using a computer program,  
with little or no user interaction,  
using general methods, rather than approaches that work only  
for one specific problem.

Two examples:

Solving a sudoku.

Reasoning with equations.

# Introductory Example 1: Sudoku

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	1	2	3	4	5	6	7	8	9
1								1	
2	4								
3		2							
4					5		4		7
5			8				3		
6			1		9				
7	3			4			2		
8		5		1					
9				8		6			

Goal:

Fill the empty fields with digits 1, ..., 9 so that each digit occurs exactly once in each row, column, and  $3 \times 3$  box

# Introductory Example 1: Sudoku

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	1	2	3	4	5	6	7	8	9
1								1	
2	4								
3		2							
4					5		4		7
5			8				3		
6			1		9				
7	3			4			2		
8		5		1					
9				8		6			

Idea:

Use boolean variables  $P_{i,j}^d$  with  $d, i, j \in \{1, \dots, 9\}$  to encode the problem:

$P_{i,j}^d = \text{true}$  iff the value of square  $i, j$  is  $d$

# Introductory Example 1: Sudoku

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	1	2	3	4	5	6	7	8	9
1								1	
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3		2							
4					5		4		7
5			8				3		
6			1		9				
7	3			4			2		
8		5		1					
9				8		6			

Idea:

Use boolean variables  $P_{i,j}^d$  with  $d, i, j \in \{1, \dots, 9\}$  to encode the problem:

$P_{i,j}^d = \text{true}$  iff the value of square  $i, j$  is  $d$

For example:

$$P_{5,3}^8 = \text{true}$$

# Coding Sudoku in Boolean Logic

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- Concrete values result in formulas  $P_{i,j}^d$
- For every square  $(i, j)$  we generate  $P_{i,j}^1 \vee \dots \vee P_{i,j}^9$
- For every square  $(i, j)$  and pair of values  $d < d'$  we generate  $\neg P_{i,j}^d \vee \neg P_{i,j}^{d'}$
- For every value  $d$  and row  $i$  we generate  $P_{i,1}^d \vee \dots \vee P_{i,9}^d$   
(Analogously for columns and  $3 \times 3$  boxes)
- For every value  $d$ , row  $i$ , and pair of columns  $j < j'$   
we generate  $\neg P_{i,j}^d \vee \neg P_{i,j'}^d$   
(Analogously for columns and  $3 \times 3$  boxes)

# Coding Sudoku in Boolean Logic

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Every assignment of boolean values to the variables  $P_{i,j}^d$  so that all formulas become true corresponds to a Sudoku solution (and vice versa).

# Coding Sudoku in Boolean Logic

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Now use a SAT solver to check whether there is an assignment to the variables  $P_{i,j}^d$  so that all formulas become true:

Niklas Eén, Niklas Sörensson:

MiniSat (<http://minisat.se/>),

Beware:

The satisfiability problem is NP-complete.

Every known algorithm to solve it has an exponential time worst-case behaviour (or worse).



# Coding Sudoku in Boolean Logic

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MiniSat solves the problem in a few milliseconds.

How? See part 2 of this lecture.

Does that contradict NP-completeness? No!

NP-completeness implies that there are really hard problem instances,

it does not imply that all practically interesting problem instances are hard (for a well-written SAT solver).

# SAT Solvers in Practice

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Some real-life applications of modern SAT solvers:

hardware verification (model checking)

with extensions:

software verification, hybrid system verification, . . .

checking software package dependencies

solving combinatorial problems

“The Largest Math Proof Ever” (Marijn Heule)

. . .

# Introductory Example 2: Equations

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Task:

Prove:  $\frac{a}{a+1} = 1 + \frac{-1}{a+1}$ .

## Introductory Example 2: Equations

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$$\frac{a}{a+1}$$

$$1 + \frac{-1}{a+1}$$

# Introductory Example 2: Equations

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$$\frac{a}{a+1} = \frac{a+0}{a+1}$$

$$x + 0 = x \quad (1)$$

$$1 + \frac{-1}{a+1}$$

## Introductory Example 2: Equations

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$$\frac{a}{a+1} = \frac{a+0}{a+1}$$
$$= \frac{a+(1+(-1))}{a+1}$$

$$1 + \frac{-1}{a+1}$$

$$x + 0 = x \quad (1)$$

$$x + (-x) = 0 \quad (2)$$

## Introductory Example 2: Equations

---

$$\begin{aligned}\frac{a}{a+1} &= \frac{a+0}{a+1} \\ &= \frac{a+(1+(-1))}{a+1} \\ &= \frac{(a+1)+(-1)}{a+1}\end{aligned}$$

$$1 + \frac{-1}{a+1}$$

$$x + 0 = x \quad (1)$$

$$x + (-x) = 0 \quad (2)$$

$$x + (y + z) = (x + y) + z \quad (3)$$

# Introductory Example 2: Equations

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$$\begin{aligned}\frac{a}{a+1} &= \frac{a+0}{a+1} \\ &= \frac{a+(1+(-1))}{a+1} \\ &= \frac{(a+1)+(-1)}{a+1} \\ &= \frac{a+1}{a+1} + \frac{-1}{a+1} \\ &= 1 + \frac{-1}{a+1}\end{aligned}$$

$$x + 0 = x \quad (1)$$

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$$\frac{x}{z} + \frac{y}{z} = \frac{x+y}{z} \quad (4)$$



# Introductory Example 2: Equations

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$$\frac{x}{x} = 1 \quad (5)$$

## Introductory Example 2: Equations

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How could we write a program that takes a set of equations and two terms and tests whether the terms can be connected via a chain of equalities?

It is easy to write a program that applies formulas *correctly*.

But: correct  $\neq$  useful.

## Introductory Example 2: Equations

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$$\frac{a}{a+1}$$

$$x + 0 = x \quad (1)$$

$$x + (-x) = 0 \quad (2)$$

$$x + (y + z) = (x + y) + z \quad (3)$$

$$\frac{x}{z} + \frac{y}{z} = \frac{x + y}{z} \quad (4)$$

$$\frac{x}{x} = 1 \quad (5)$$

# Introductory Example 2: Equations

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$$\frac{a}{a+1} \longrightarrow \frac{a+0}{a+1}$$

$$x + 0 = x \quad (1)$$

$$x + (-x) = 0 \quad (2)$$

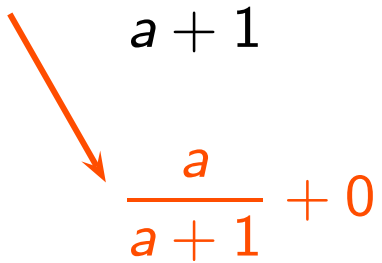
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# Introductory Example 2: Equations

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$$\frac{a}{a+1} \xrightarrow{\quad} \frac{a+0}{a+1}$$

$$\frac{a}{a+1} + 0$$

$$x + 0 = x \quad (1)$$

$$x + (-x) = 0 \quad (2)$$

$$x + (y + z) = (x + y) + z \quad (3)$$

$$\frac{x}{z} + \frac{y}{z} = \frac{x+y}{z} \quad (4)$$

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# Introductory Example 2: Equations

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$$\frac{a}{a+1} \begin{array}{l} \xrightarrow{\quad} \frac{a+0}{a+1} \\ \searrow \quad \frac{a}{a+1} + 0 \\ \searrow \quad \frac{a}{a+(1+0)} \end{array}$$

$$x + 0 = x \quad (1)$$

$$x + (-x) = 0 \quad (2)$$

$$x + (y + z) = (x + y) + z \quad (3)$$

$$\frac{x}{z} + \frac{y}{z} = \frac{x+y}{z} \quad (4)$$

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# Introductory Example 2: Equations

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$$\frac{a}{a+1} \longrightarrow \frac{a+0}{a+1}$$
$$\frac{a}{a+1} + 0$$
$$\frac{a}{a+(1+0)}$$
$$\frac{a}{a + \frac{a+2}{a+2}}$$

$$x + 0 = x \quad (1)$$

$$x + (-x) = 0 \quad (2)$$

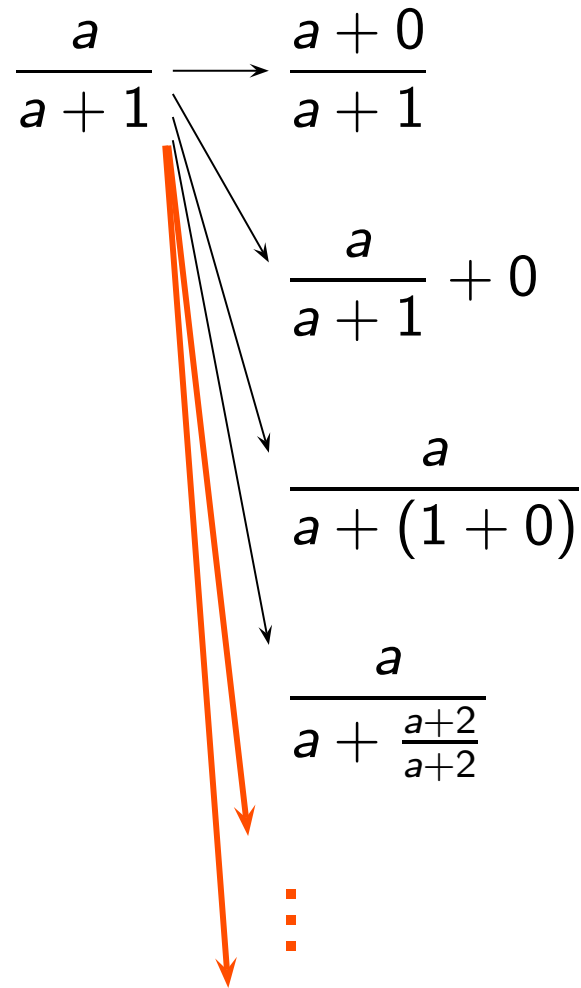
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# Introductory Example 2: Equations

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# Introductory Example 2: Equations

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$$1 + \frac{-1}{a+1}$$

$$x + 0 = x \quad (1)$$

$$x + (-x) = 0 \quad (2)$$

$$x + (y + z) = (x + y) + z \quad (3)$$

$$\frac{x}{z} + \frac{y}{z} = \frac{x + y}{z} \quad (4)$$

$$\frac{x}{x} = 1 \quad (5)$$

## Introductory Example 2: Equations

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$$1 + \frac{-1}{a+1} \longrightarrow \frac{a+1}{a+1} + \frac{-1}{a+1}$$

$$x + 0 = x \quad (1)$$

$$x + (-x) = 0 \quad (2)$$


$$x + (y + z) = (x + y) + z \quad (3)$$

$$\frac{x}{z} + \frac{y}{z} = \frac{x+y}{z} \quad (4)$$

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## Introductory Example 2: Equations

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$$1 + \frac{-1}{a+1} \longrightarrow \frac{a+1}{a+1} + \frac{-1}{a+1}$$

$$\frac{a}{a} + \frac{-1}{a+1}$$

$$x + 0 = x \quad (1)$$

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# Introductory Example 2: Equations

---

$$1 + \frac{-1}{a+1} \rightarrow \frac{a+1}{a+1} + \frac{-1}{a+1}$$
$$\frac{a}{a} + \frac{-1}{a+1}$$
$$1 + \frac{-1}{a + \frac{a}{a}}$$

$$x + 0 = x \quad (1)$$

$$x + (-x) = 0 \quad (2)$$

$$x + (y + z) = (x + y) + z \quad (3)$$

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# Introductory Example 2: Equations

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$$1 + \frac{-1}{a+1} \rightarrow \frac{a+1}{a+1} + \frac{-1}{a+1}$$
$$\frac{a}{a} + \frac{-1}{a+1}$$
$$1 + \frac{-1}{a + \frac{a}{a}}$$
$$1 + \frac{-1 + 0}{a+1}$$

$$x + 0 = x \quad (1)$$

$$x + (-x) = 0 \quad (2)$$

$$x + (y + z) = (x + y) + z \quad (3)$$

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# Introductory Example 2: Equations

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$$\frac{a}{a} + \frac{-1}{a+1}$$
$$1 + \frac{-1}{a + \frac{a}{a}}$$
$$1 + \frac{-1+0}{a+1}$$

⋮

$$x + 0 = x \quad (1)$$

$$x + (-x) = 0 \quad (2)$$

$$x + (y + z) = (x + y) + z \quad (3)$$

$$\frac{x}{z} + \frac{y}{z} = \frac{x+y}{z} \quad (4)$$

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## Introductory Example 2: Equations

---

Unrestricted application of equations leads to

- infinitely many equality chains,
- infinitely long equality chains.

⇒ The chance to reach the desired goal is very small.

In fact, the general problem is only recursively enumerable, but not decidable.

# Introductory Example 2: Equations

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A better approach:

Apply equations in such a way that terms become “simpler”.

Start from both sides:





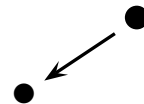
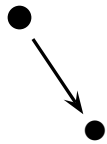
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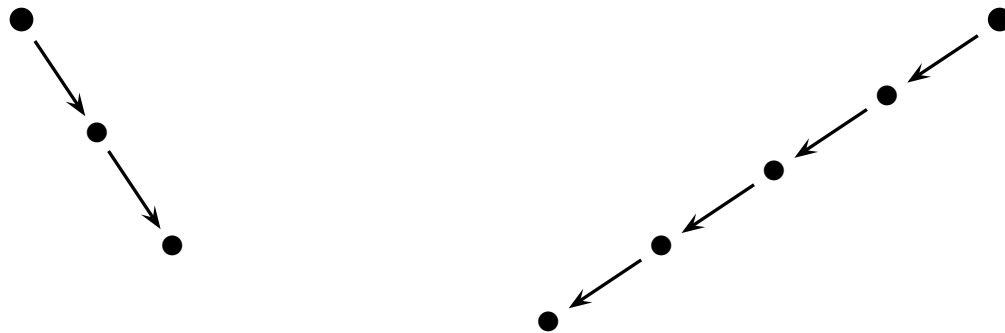
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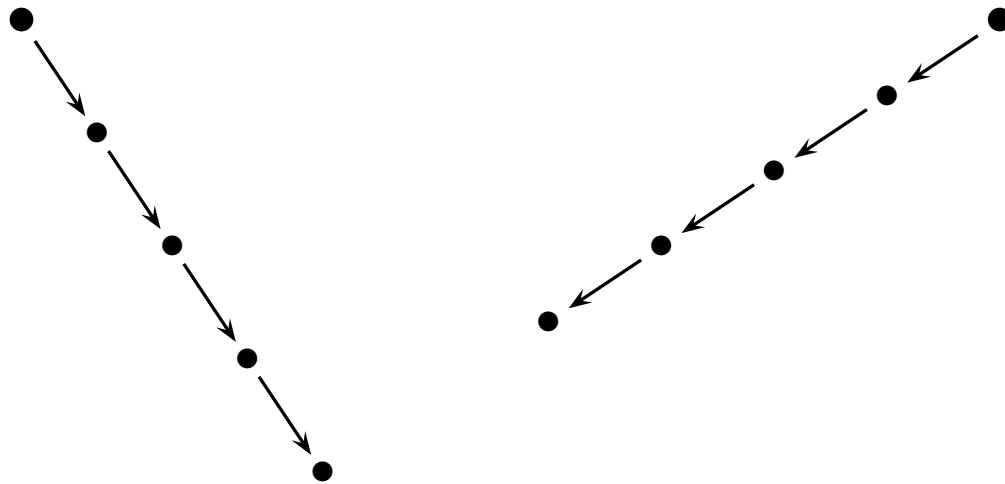
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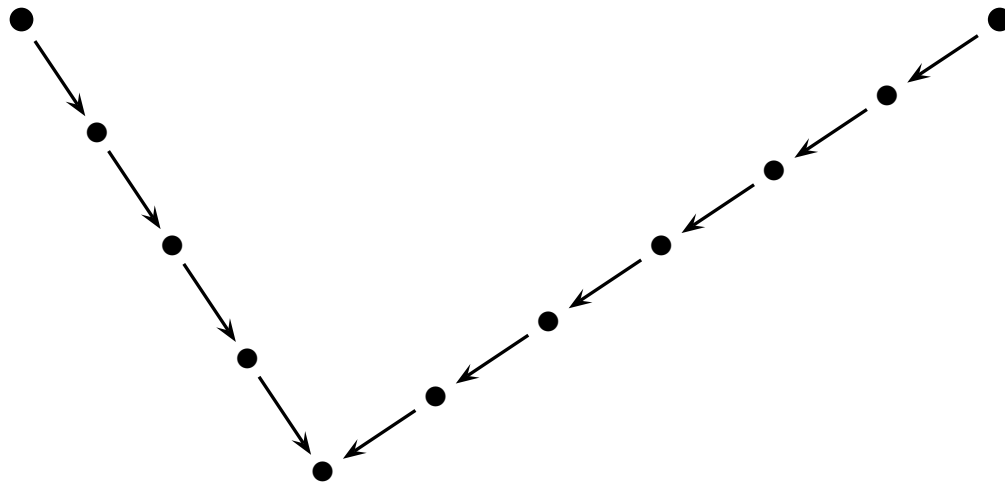
# Introductory Example 2: Equations

---

A better approach:

Apply equations in such a way that terms become “simpler”.

Start from both sides:



The terms are equal, if both derivations meet.

## Introductory Example 2: Equations

---

$$x + 0 = x \quad (1)$$

$$x + (-x) = 0 \quad (2)$$

$$x + (y + z) = (x + y) + z \quad (3)$$

$$\frac{x}{z} + \frac{y}{z} = \frac{x + y}{z} \quad (4)$$

$$\frac{x}{x} = 1 \quad (5)$$

## Introductory Example 2: Equations

---

Orient equations.

$$x + 0 \rightarrow x \quad (1)$$

$$x + (-x) \rightarrow 0 \quad (2)$$

$$x + (y + z) \rightarrow (x + y) + z \quad (3)$$

$$\frac{x}{z} + \frac{y}{z} \rightarrow \frac{x + y}{z} \quad (4)$$

$$\frac{x}{x} \rightarrow 1 \quad (5)$$

## Introductory Example 2: Equations

---

Orient equations.

Advantage:

Now there are only finitely many and finitely long derivations.

$$x + 0 \rightarrow x \quad (1)$$

$$x + (-x) \rightarrow 0 \quad (2)$$

$$x + (y + z) \rightarrow (x + y) + z \quad (3)$$

$$\frac{x}{z} + \frac{y}{z} \rightarrow \frac{x + y}{z} \quad (4)$$

$$\frac{x}{x} \rightarrow 1 \quad (5)$$

# Introductory Example 2: Equations

---

Orient equations.

But:

Now none of the equations is applicable to one of the terms

$$\frac{a}{a+1}, \quad 1 + \frac{-1}{a+1}$$

$$x + 0 \rightarrow x \quad (1)$$

$$x + (-x) \rightarrow 0 \quad (2)$$

$$x + (y + z) \rightarrow (x + y) + z \quad (3)$$

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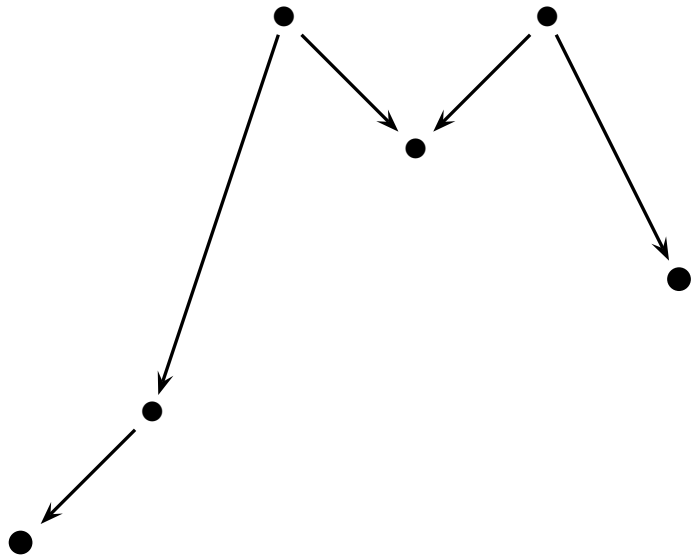
$$\frac{x}{x} \rightarrow 1 \quad (5)$$



# Introductory Example 2: Equations

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The chain of equalities that we considered at the beginning looks roughly like this:

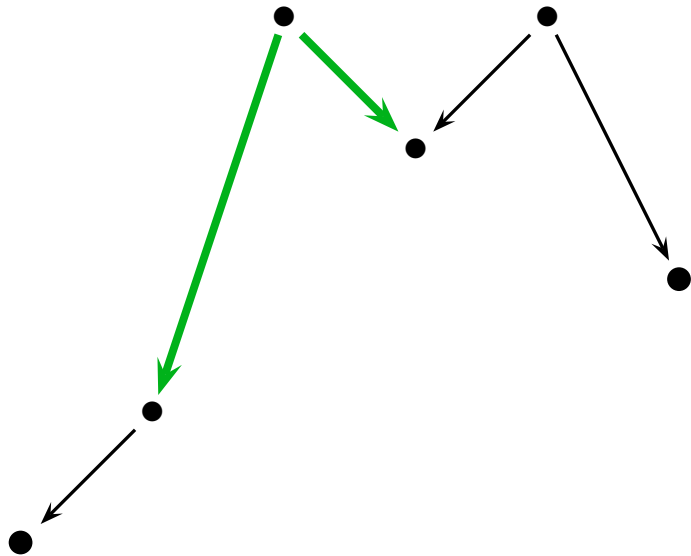


# Introductory Example 2: Equations

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Idea:

Derive new equations that enable “shortcuts”.

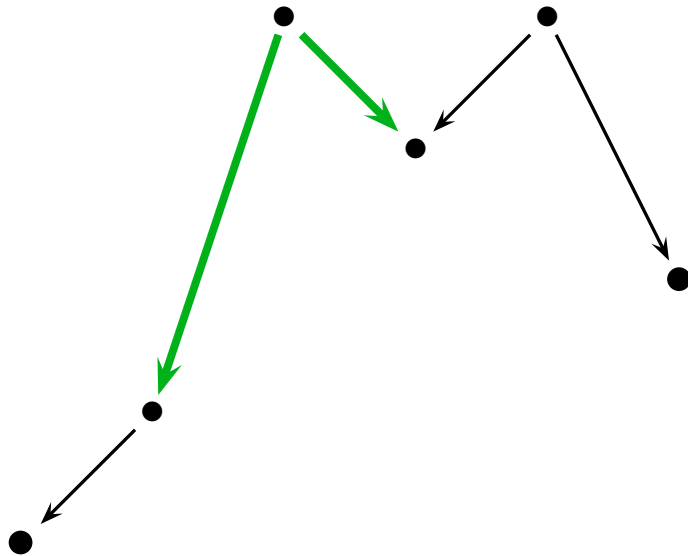


# Introductory Example 2: Equations

---

Idea:

Derive new equations that enable “shortcuts”.



From

$$x + (-x) \rightarrow 0 \quad (2)$$

$$x + (y + z) \rightarrow (x + y) + z \quad (3)$$

we derive

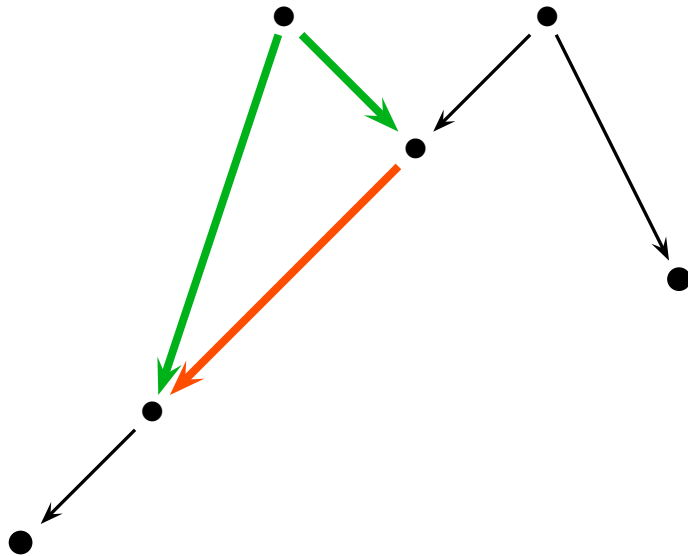
$$(x + y) + (-y) \rightarrow x + 0 \quad (6)$$

# Introductory Example 2: Equations

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Idea:

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From

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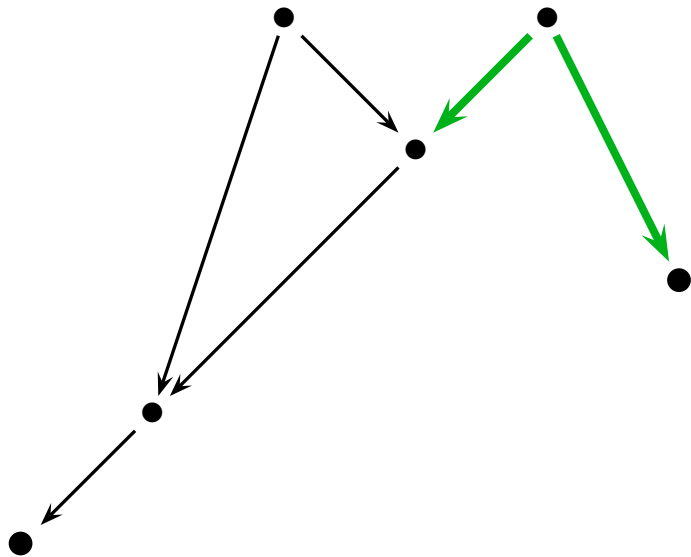
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# Introductory Example 2: Equations

---

Idea:

Derive new equations that enable “shortcuts”.



From

$$\frac{x}{z} + \frac{y}{z} \rightarrow \frac{x+y}{z} \quad (4)$$

$$\frac{x}{x} \rightarrow 1 \quad (5)$$

we derive

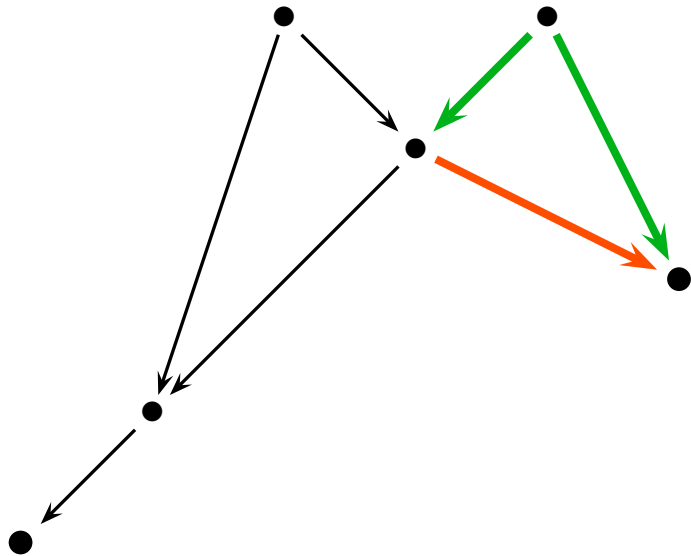
$$\frac{x+y}{x} \rightarrow 1 + \frac{y}{x} \quad (7)$$

# Introductory Example 2: Equations

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Idea:

Derive new equations that enable “shortcuts”.



From

$$\frac{x}{z} + \frac{y}{z} \rightarrow \frac{x+y}{z} \quad (4)$$

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we derive

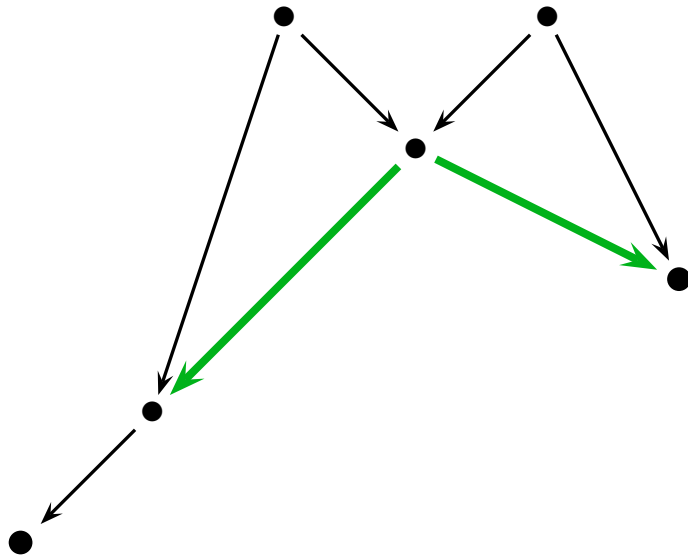
$$\frac{x+y}{x} \rightarrow 1 + \frac{y}{x} \quad (7)$$

# Introductory Example 2: Equations

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Idea:

Derive new equations that enable “shortcuts”.



From

$$(x + y) + (-y) \rightarrow x + 0 \quad (6)$$

$$\frac{x + y}{x} \rightarrow 1 + \frac{y}{x} \quad (7)$$

we derive

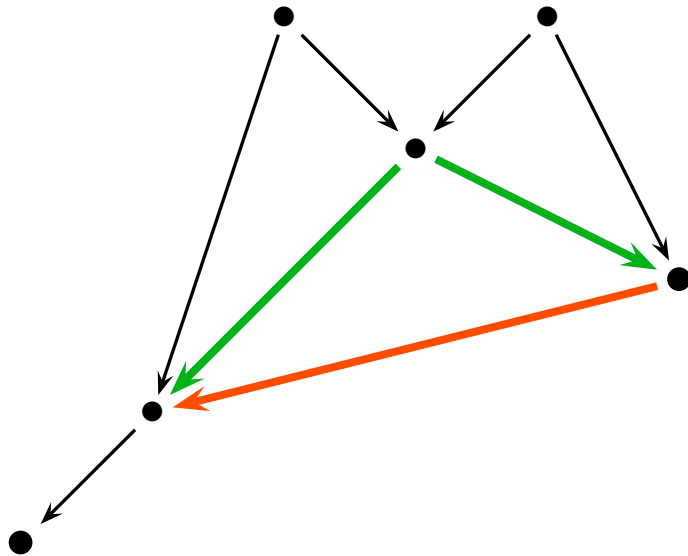
$$1 + \frac{-y}{x + y} \rightarrow \frac{x + 0}{x + y} \quad (8)$$

# Introductory Example 2: Equations

---

Idea:

Derive new equations that enable “shortcuts”.



From

$$(x + y) + (-y) \rightarrow x + 0 \quad (6)$$

$$\frac{x + y}{x} \rightarrow 1 + \frac{y}{x} \quad (7)$$

we derive

$$1 + \frac{-y}{x + y} \rightarrow \frac{x + 0}{x + y} \quad (8)$$

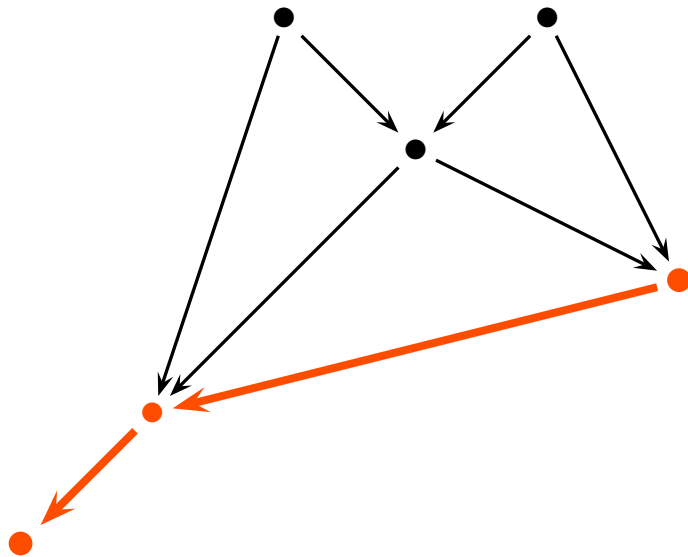


# Introductory Example 2: Equations

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Idea:

Derive new equations that enable “shortcuts”.



Using these equations we can get a **chain of equalities of the desired form.**

## Introductory Example 2: Equations

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In fact, it is not necessary to know some equational proof for the problem in advance.

We can derive these shortcut equations just by looking at the existing equation set.

How? See part 4 of this lecture.

# Result

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Waldmeister

(Thomas Hilenbrand,

`https://www.mpi-inf.mpg.de/departments/  
automation-of-logic/software/waldmeister/`)

solves the problem in a few milliseconds.

# Result

---

But it's not the solution that we wanted to get!

We have to be more careful in formulating our axioms:

⇒ Exclude division by zero.

Then we get in fact a “real” proof.

## Result

---

So it works, but it looks like a lot of effort for a problem that one can solve with a little bit of highschool mathematics.

Reason: Pupils learn not only axioms, but also recipes to work efficiently with these axioms.

# Result

---

It makes a huge difference whether we work with well-known axioms

$$x + 0 = x$$

$$x + (-x) = 0$$

or with “new” unknown ones

$$\forall Agent \ \forall Message \ \forall Key.$$

$$knows(Agent, crypt(Message, Key))$$

$$\wedge knows(Agent, Key)$$

$$\rightarrow knows(Agent, Message).$$

# Result

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This difference is also important for automated reasoning:

- For axioms that are well-known and frequently used, we can develop optimal specialized methods.
  - ⇒ Computer Algebra
  - ⇒ Automated Reasoning II (next semester)
- For new axioms, we have to develop methods that do “something reasonable” for arbitrary formulas.
  - ⇒ this lecture
- Combining the two approaches
  - ⇒ Automated Reasoning II

# First-order Provers in Practice

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Real-life application:

Isabelle tactic “Sledgehammer”:

use general-purpose provers to make interactive proof assistants more automatic.



# First-order Provers in Practice

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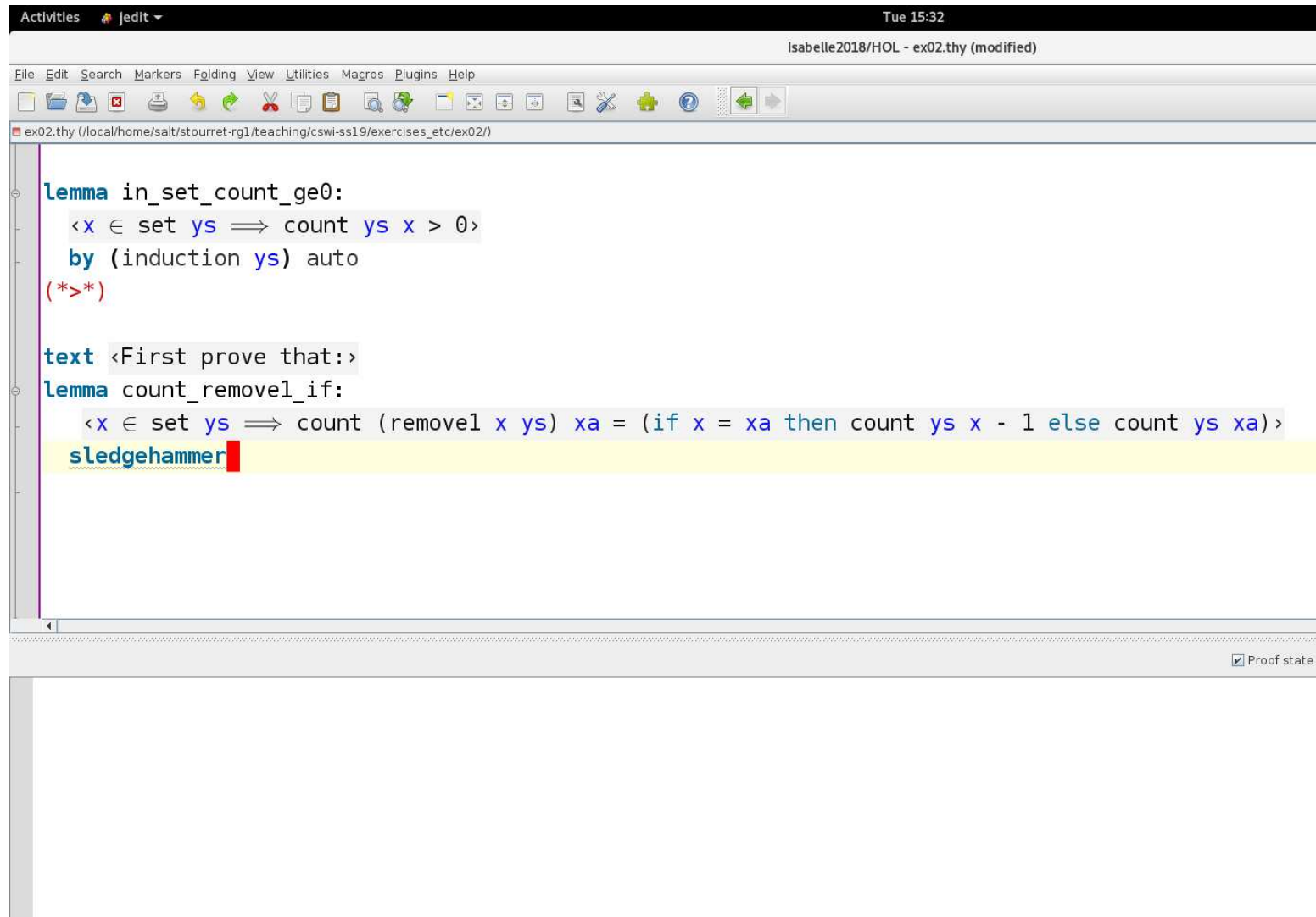
```
Activities jedit Tue 15:32
Isabelle2018/HOL - ex02.thy (modified)
File Edit Search Markers Folding View Utilities Macros Plugins Help
ex02.thy (/local/home/salt/stouret-rg1/teaching/cswi-ss19/exercises_etc/ex02/)

lemma in_set_count_ge0:
  <x ∈ set ys ⇒ count ys x > 0>
  by (induction ys) auto
  (*>*)

text <First prove that:>
lemma count_remove1_if:
  <x ∈ set ys ⇒ count (remove1 x ys) xa = (if x = xa then count ys x - 1 else count ys xa)>

Proof state
```

# First-order Provers in Practice



```
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  sledgehammer
```

Proof state

# First-order Provers in Practice

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Isabelle2018/HOL - ex02.thy (modified)
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ex02.thy (/local/home/salt/stouret-rg1/teaching/cswi-ss19/exercises_etc/ex02/)

lemma in_set_count_ge0:
  <x ∈ set ys ⇒ count ys x > 0>
  by (induction ys) auto
  (*>*)

text <First prove that:>
lemma count_remove1_if:
  <x ∈ set ys ⇒ count (remove1 x ys) xa = (if x = xa then count ys x - 1 else count ys xa)>
  sledgehammer
```

Proof state

```
Sledgehammering...
Proof found...
"vampire": Try this: using count_remove1 count_remove1_itself by fastforce (24 ms)
"e": Try this: using count_remove1 count_remove1_itself by fastforce (66 ms)
"cvc4": Try this: using count_remove1 count_remove1_itself by fastforce (79 ms)
"z3": Try this: using count_remove1 count_remove1_itself by fastforce (67 ms)
```

# First-order Provers in Practice

```
Activities jedit Tue 15:32
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  using count_remove1 count_remove1_itself by fastforce

Sledgehammering...
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