



- [3] **1** Apply the Branch & Bound algorithm to the formula
- $$\varphi = \neg y \wedge (x \vee y) \wedge (\neg x \vee z) \wedge (\neg x \vee y) \wedge (\neg x \vee \neg y) \wedge (x \vee z) \wedge (\neg x \vee \neg y \vee z) \wedge (y \vee \neg z) \wedge z$$
- to determine $\text{minUNSAT}(\varphi)$.
- [2] **2** Implement a maxSAT solver based on binary search, e.g. in Python while using the `z3` library for satisfiability checks.
- [3] (a) Write a function `maxSAT` which takes a list of list of `z3` variables representing a CNF formula φ , and returns $\text{maxSAT}(\varphi)$. Test it on the examples of Exercise 1 and the slides of Week 3.
- [1] (b) Also return a valuation which maximizes the number of satisfied clauses.
- [3] **3** The Binary Puzzle (also known as Sudoku for Computer Scientists) is a puzzle where the player need to put a 0 or 1 bit in a partially filled square such that
- (a) Every row and column has the same number of 1 bits.
- (b) No three consecutive 1 bits are allowed in columns or rows.

	0		
			1
		0	
	1		

Write a program to solve the given Binary Puzzle using a SAT encoding.

- [3] ★ **4** Prove by induction on the number of variables in a formula φ that the Branch and Bound algorithm run on a formula φ returns $\text{minUNSAT}(\varphi)$.