

This exam consists of **6** exercises. The available points for each item are written in the margin. In total there are 90 points. You need 45 points to pass.

**1 Algorithms for Linear Arithmetic**

Consider the following formula:

$$\varphi := \exists x. \exists y. 2x + 3y < 1 \wedge x + y \geq 5$$

- [10] (a) Remove the quantifier of  $y$  within  $\varphi$  using the algorithm of Ferrante and Rackoff. You *do not* have to simplify the formula after the removal of the quantifier.
- [10] (b) Start to solve  $\varphi$  using the simplex method: apply all initial steps and *one* iteration of the main loop. Use Bland's selection rule with the variable order  $y < x < t < s$  where  $s$  and  $t$  are the introduced slack variables.  
Is a second iteration of the main loop required? Just answer this question with a yes or no.

**2 Algorithms for Difference Logic**

- [11] (a) The theory solver for difference logic is using a shortest path algorithm. Specify whether this algorithm is the one of Bellman and Ford, the one of Dijkstra, or the one of Floyd and Warshall.
- (b) In the shortest path algorithm for difference logic, the array with the computed distances is updated in  $|V| - 1$  many iterations, where  $V$  is the set of vertices of the graph. Now consider the situation where the algorithm is modified in such a way that it only performs  $|V| - 2$  many iterations.
- For each of the following problematic situations, argue that it cannot happen, or provide an example graph where such a situation can arise.
- [3] i. The modified algorithm reports a negative cycle, although the graph has no negative cycle.
- [3] ii. The modified algorithm returns a distance array, the graph has no negative cycle, but the distances are incorrect.
- [3] iii. The modified algorithm returns a distance array, but the graph has a negative cycle.

**3 Algorithms for Equation Handling**

- [10] Apply Griggio's algorithm to convert  $E$  into an equi-satisfiable set of equations  $S$  that is in solved form. Here,  $E$  consists of the following two equations.

$$3x + 12y - 6z = 15$$

$$\frac{1}{2}x + 3y + \frac{3}{2}z = 2$$

Provide intermediate results and explain your calculation.

#### 4 Algorithms for Combinations of Theories

- [10] (a) Consider the EUF+LIA formula  $\psi$  over variables  $\{x, y, z\}$  defined as:

$$f(x+1) = g(y) \wedge x < z \leq x+2 \longrightarrow f(z) = g(y)$$

Investigate *validity* of  $\psi$  with the help of the Nelson–Oppen algorithm.

- Briefly mention the applied steps and write down intermediate results
- Mention each invocation of an SMT-solver for LIA or of an SMT-solver for EUF. Just mention the (obvious) results of these invocations, and do *not* provide a detailed trace of the execution of the SMT-solvers.

- [10] (b) SMT solving via the non-deterministic Nelson–Oppen algorithm was introduced for arbitrary quantifier-free formulas  $\varphi$  over two stably infinite theories that only share the equality predicate. With these assumption, the Nelson–Oppen algorithm is a decision procedure for satisfiability.

Investigate what happens if one drops the assumption of stably infinite theories. Is the following statement still true?

- If the Nelson–Oppen algorithm on formula  $\varphi$  returns “unsat”, then  $\varphi$  is indeed not satisfiable.

Provide a counter-example or briefly argue why the statement is still satisfied.

#### 5 Encoding Problems

Consider the following Kakuro puzzle.

			13	8
	12			
	14			
17				
6				

- [10] Encode this puzzle in LRA. To remind you, here are the rules:

- Every white cell is filled with a digit between 1 and 9.
- Every row and every line must be filled with distinct digits.
- The numbers indicate the required sum of the digits in that line or row.

Please indicate which parts of the encoding take care of which aspects of the rules; moreover, describe the meaning of the variables.

#### 6 Multiple Choice

- [20] There are ten questions on the answer sheet.

Mark your answers by crossing the correct box, e.g., like this: ☒.

- Each correct answer is worth 2 points.
- Each wrong answer is worth -1 point.
- Giving no answer to a question is worth 0 points.
- If the total number of points is negative, then this exercise will be evaluated with 0 points.