

Last Name: \_\_\_\_\_

First Name: \_\_\_\_\_

**INSTRUCTIONS** This part of the exam covers units 1-6 and is weighted with a maximum of **45 points (pt) from a total of 100 pt**. Unit 7 (15 pt) is covered in a separated sheet. For the test, use the original statement sheet and avoid corrections or unclear marking (ask for a new blank sheet if needed).

— **EXAM** —

**Exercise 1 (20pt)**. Each question has at least one correct answer and its total score depends on whether you check: some incorrect answer = **-3pt**; all correct answers and nothing else = **5pt**; only correct answers, but not all = **3pt**; blank = **0pt**. A total negative score in Ex. 1 counts as 0pt in the rest of the exam.

1.1) Mark those interpretations that are *countermodels* of the formula  $p \rightarrow (q \rightarrow p)$  in classical propositional logic:

- $\{p, q\}$
- $\{p\}$
- $\emptyset$
- None of the above

1.2) The logic program  $P$   $a :- b, c. \quad c :- a. \quad b :- d.$  is obviously stratified since it contains no negation. Mark each rule below such that, if added to  $P$ , the result would not be stratified.

- |   |   |
|---|---|
| <input type="checkbox"/> <span style="border: 1px solid black; padding: 2px;"><math>d :- b</math></span>                        | <input type="checkbox"/> <span style="border: 1px solid black; padding: 2px;"><math>c :- \text{not } d</math></span>            |
| <input checked="" type="checkbox"/> <span style="border: 1px solid black; padding: 2px;"><math>b :- \text{not } a</math></span> | <input checked="" type="checkbox"/> <span style="border: 1px solid black; padding: 2px;"><math>d :- \text{not } c</math></span> |

1.3) Mark the stable models of the following logic program  $p :- \text{not } q. \quad q :- p. \quad r :- \text{not } q. \quad q :- \text{not } r.$

- |   |  |
|---|--|
| <input type="checkbox"/> $\emptyset$        | <input type="checkbox"/> $\{r\}$       |
| <input type="checkbox"/> $\{p\}$            | <input type="checkbox"/> $\{p, r\}$    |
| <input checked="" type="checkbox"/> $\{q\}$ | <input type="checkbox"/> $\{q, r\}$    |
| <input type="checkbox"/> $\{p, q\}$         | <input type="checkbox"/> $\{p, q, r\}$ |

1.4) The logic program  $P_1$   $q :- \text{not } p. \quad q :- p.$  corresponds to the formula  $(\neg p \rightarrow q) \wedge (p \rightarrow q)$ . Mark below the Here-and-There (HT) interpretations that are models of  $P_1$  in HT:

- |   |   |
|---|---|
| <input type="checkbox"/> $H = \{p\}, T = \emptyset$ | <input checked="" type="checkbox"/> $H = \emptyset, T = \{p, q\}$ |
| <input type="checkbox"/> $H = \emptyset, T = \{p\}$ | <input type="checkbox"/> $H = \emptyset, T = \{q\}$               |

**Exercise 2 (5pt)**. The previous program  $P_1$  seems to produce the same effect as program  $P_2$  with just the fact  $q.$ . However, you should have found some HT-model of  $P_1$  above that is not HT-model of  $q$ . As a consequence,  $P_1$  and  $P_2$  are *not strongly equivalent*. **Find a single rule  $R$**  using atoms  $p, q$  such that  $P_1 \cup R$  and  $P_2 \cup R$  have different behaviour (that is, they have some difference in their respective stable models). Explain the result of adding  $R$ .

Take the rule  $R$   $p :- q.$ . It is easy to see that  $P_2 \cup R =$   $q. \quad p :- q.$  **has the unique stable model**  $\{p, q\}$ . However,  $P_1 \cup R =$   $q :- \text{not } p. \quad q :- p. \quad q :- p.$  **has no stable model**: if we take any interpretation  $I$  without  $p$  then the reduct  $(P_1 \cup R)^I$  would be  $q. \quad q :- p. \quad p :- q.$  and the least model derives  $p$ . If we take  $I$  containing  $p$  then the reduct would be  $q :- p. \quad p :- q.$  and the least model  $\emptyset$  does not justify  $p$ .

## Explanations for the test

- 1.1) The formula is a *tautology* so it has no countermodels. We can build the truth table to check it, but it is perhaps easier to see:

$$\begin{aligned}
 p \rightarrow (q \rightarrow p) &\equiv \neg p \vee (\neg q \vee p) \\
 &\equiv \neg p \vee \neg q \vee p \\
 &\equiv (\neg p \vee p) \vee \neg q \\
 &\equiv \top \vee \neg q \equiv \top
 \end{aligned}$$

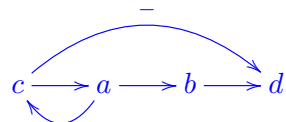
- 1.2) The dependence graph of program  $P$  is shown below:



Since  $P$  is a positive program, there are no negative arcs. For the first answer, adding a positive rule like  $d \text{ :- } b$  will not introduce negative arcs, so the program remains positive and stratified, with the new dependence graph:



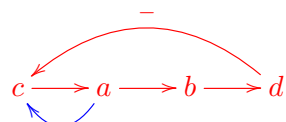
If the rule added is  $c \text{ :- not } d$  instead, then the dependence graph looks like:



but the new negative arc is not involved in any loop. For the third answer, the rule  $b \text{ :- not } a$  forms a negative loop (in red) between  $a$  and  $b$  drawn in red below:



Finally, for the fourth answer, if we add the rule  $d \text{ :- not } c$  then we form a loop with negation involving all the atoms as follows:



- 1.3) There are multiple ways to deduce the stable models of this program. The simplest one is observing that the program can be splitted into a bottom program with the loop:

$$\boxed{r \text{ :- not } q. \quad q \text{ :- not } r.}$$

that generates two stable models  $\{q\}$  and  $\{r\}$  and a top program with the other two rules

$$\boxed{p \text{ :- not } q. \quad q \text{ :- } p.}$$

that remove the stable model  $\{r\}$  because assuming *not*  $q$  would lead to  $p$  and then to  $q$ . So the only surviving stable model is  $\{q\}$ .

For a more rigorous explanation, we may start observing that the classical models of the program correspond to the models of the formula  $(\neg q \rightarrow p) \wedge (p \rightarrow q) \wedge (\neg q \rightarrow r) \wedge (\neg r \rightarrow q)$  in classical logic. The first two implications  $(q \vee p) \wedge (\neg p \vee q) \equiv q \vee (p \wedge \neg p) \equiv q$  whereas the second two implications are equivalent to  $q \vee r$  and so, subsumed by  $q$ . Thus, the formula amounts to  $q$  and the classical models are  $\{q\}$ ,  $\{p, q\}$ ,  $\{q, r\}$  and  $\{p, q, r\}$ .

Since all stable models must be classical, we may only check these four combinations.

- The reduct  $P^{\{q\}}$  corresponds to the program  $\boxed{q \text{ :- } p. \quad q.}$  whose least model is  $\{q\}$  again, so  $\{q\}$  is stable.

- The reduct  $P^{\{p,q\}}$  also corresponds to the program  $\boxed{q :- p. \quad q.}$  with least model  $\{q\}$  but the initial assumption was  $\{p, q\}$  and  $p$  is not justified, so  $\{p, q\}$  is not stable,
- The reduct  $P^{\{q,r\}}$  only contains the rule  $\boxed{q :- p.}$  and its least model is  $\emptyset$  so none of the assumptions  $\{q, r\}$  is justified and the model is not stable.
- Finally, the reduct  $P^{\{p,q,r\}}$  is again  $\boxed{q :- p.}$  with least model  $\emptyset$ , and again none of the assumptions  $\{p, q, r\}$  is justified.

1.4) The first answer  $H = \{p\}, T = \emptyset$  is not a well-formed HT interpretation since  $H$  is not a subset of  $T$ .

The second answer  $H = \emptyset, T = \{p, q\}$  is a model of  $\neg p \rightarrow q$  because  $T \models p$  and so  $T \not\models \neg p$  and then, the implication  $\neg p \rightarrow q$  holds both here and there (remember that negation is only checked there). It is also a model of  $p \rightarrow q$  because  $T \models p \rightarrow q$  (both atoms hold there) whereas  $\langle H, T \rangle \not\models p$  and so, the implication  $p \rightarrow q$  also holds here.

The third answer  $H = \emptyset, T = \{p\}$  is not a model of  $p \rightarrow q$  because  $T \not\models p \rightarrow q$ .

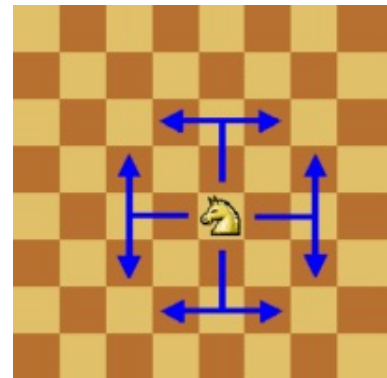
Finally, in the fourth answer  $H = \emptyset, T = \{q\}$  we can check that  $\langle H, T \rangle \not\models \neg p \rightarrow q$  since  $\langle H, T \rangle \models \neg p$  because  $p \notin T$  whereas  $\langle H, T \rangle \not\models q$  because  $q \notin H$ .

**Exercise 3 (10pt).** Given a chessboard of  $n \times n$  with  $n \geq 1$  we want to place  $m > 0$  knights so they do not attack each other, using predicate `horse(X,Y)` to mean that cell  $X, Y$  contains a horse. NOTE: a chess knight attacks as shown in the figure below: attacked positions correspond to the cells with arrow heads. Complete the following ASP code to solve the problem (try to write as few rules as possible).

```
#const n=3.
#const m=5.
row(1..n). col(1..n).

% Generate all possible placements of m Knights
m { horse(X,Y) : row(X), col(Y) } m.

% Forbid mutual attacks
:- horse(X,Y), horse(X+1,Y+2).          % (*)
:- horse(X,Y), horse(X-1,Y+2).
:- horse(X,Y), horse(X+2,Y+1).
:- horse(X,Y), horse(X-2,Y+1).
```



NOTE: adding these additional constraints:

```
:- horse(X,Y), horse(X+1,Y-2).
:- horse(X,Y), horse(X-1,Y-2).
:- horse(X,Y), horse(X+2,Y-1).
:- horse(X,Y), horse(X-2,Y-1).
```

is correct, but unneeded. Take, for instance, the second one of these four additional rules:

```
:- horse(X,Y), horse(X-1,Y-2).
```

This is the same as:

```
:- horse(X,Y), horse(X',Y'), X'=X-1, Y'=Y-2.
```

that, in its turn, is the same as:

```
:- horse(X,Y), horse(X',Y'), X=X'+1, Y=Y'+2.
```

that is:

```
:- horse(X'+1,Y'+2), horse(X',Y').
```

that is just another way to write the rule we marked with (\*). Something similar happens with the other 3 additional rules.

**Exercise 4 (5pt).** Explain why constraint (\*) does not need to check the conditions  $X+1 < n$  and  $Y+2 < n$ . How many ground rules does rule (\*) generate when  $n = 3$ ?  (explain the answer below too)

Predicate `horse(X,Y)` is already being generated for valid positions inside the chessboard: in our proposed solution above, this is achieved by the choice rule `m {horse(X, Y) : row(X), col(Y)} m`. Therefore, if  $X+1$  or  $Y+2$  lay outside the chessboard, the fact `horse(X+1,Y+2)` will always be false and the constraint is never applied.

As for the number of ground rules, in the general case, we would get  $n^2 = 9$  possible pairs for  $X, Y$ , that are all the possible cells. Note that the values for  $X+1$  and  $Y+2$  uniquely depend on  $X, Y$  so they do not generate more combinations. However, as explained before, cells  $X+1, Y+2$  must lay inside the chessboard, so  $X \leq n - 1$  and  $Y \leq n - 2$ . This means we only have  $(n - 1) \times (n - 2) = 2 \times 1 = 2$  possible combinations that, in our example, would amount to:

```
:- horse(1,1), horse(2,3).
:- horse(2,1), horse(3,3).
```

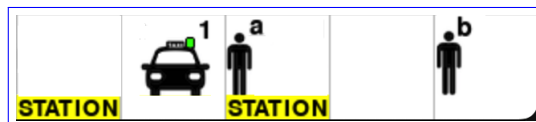
**Exercise 5 (5pt).** In the taxi routing problem of the second lab assignment, write talingo code to forbid that a taxi picks somebody that was already in a station (you may use your own predicates).

A possible formalisation could look like:

```
#program dynamic.  
  
:- occurs(pick(T)), 'holds(taxi_location(T),L), _station(L).
```

In general, this constraint removes valid plans that are not too useful (because of moving some passenger already located at a station). But suppose we allowed a passenger to be initially at a station: could there be scenarios in which all the possible plans are ruled out by the constraint above? If so, draw a possible initial configuration where this may happen.

One possible initial situation could be



where the taxi must mandatorily pick *a* who is blocking *b* to access any station. The constraint would remove any valid plan.