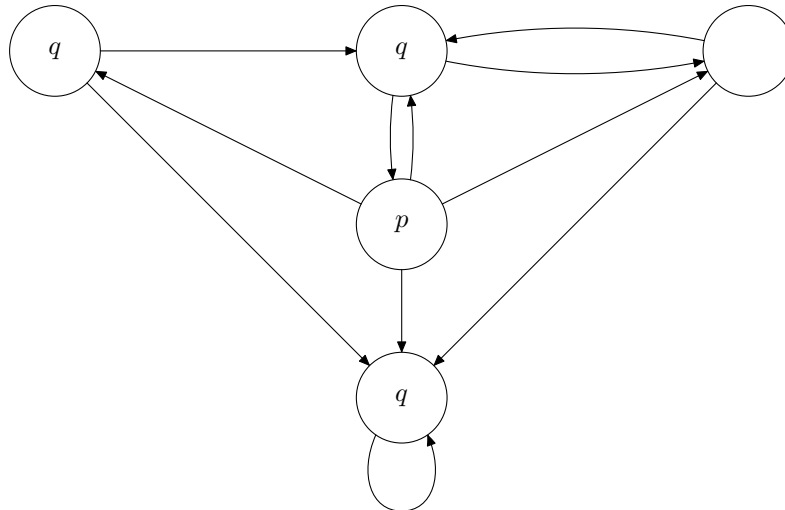


Problems and Exercises
 “Model Checking”, SS06
 Part 2

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Basic Fixpoint Theorems



1. By use of $\mathbf{EG}f_1 = \mathbf{gfp}Z(f_1 \wedge \mathbf{EX}Z)$ compute the set $\mathbf{EG}q$ for the Kripke structure shown above.

2. Consider the functions

$$H_1, H_2, H_3 : \mathcal{P}(\{1, 2, 3, 4, 5, 6, 7, 8, 9, 10\}) \rightarrow \mathcal{P}(\{1, 2, 3, 4, 5, 6, 7, 8, 9, 10\})$$

$$H_1(Y) := Y - \{1, 4, 7\}$$

$$H_2(Y) := \{2, 5, 9\} - Y$$

$$H_3(Y) := \{1, 2, 3, 4, 5\} \cap (\{2, 4, 8\} \cup Y)$$

- (a) Show which of these functions are monotone.
- (b) Compute the least and greatest fixed points of H_3 .
- (c) Does H_2 have any fixed points?

Binary Decision Diagrams

3. Consider the boolean functions $A := (a \wedge b) \rightarrow (c \vee b)$ and $B := (a \vee b) \rightarrow d$.
 - (a) Compute an OBDD for A .
 - (b) Compute the OBDD for B which has the same variable ordering as the OBDD for A .
 - (c) Compute the OBDD for the boolean function defined by $A \wedge B$.
 - (d) Same for $A \vee B$.
4. Let $f(x_1, x_2, x_3, x_4)$ be a Boolean function expressing that the number $x_1x_2x_3x_4$ (in binary notation) is *not prime*, and find a BDD for f . Can the problem be generalized to arbitrary n ?
5. * Consider the Boolean function $f(x_1, \dots, x_4, y_1, \dots, y_4)$ which expresses that the binary number $x_1x_2x_3x_4 + 1$ equals the binary number $y_1y_2y_3y_4$.
 - (a) Describe f in propositional logic.
 - (b) Find a BDD for f with a good variable order.
 - (c) Generalize the BDD from 4 bits to arbitrary n .
6. Let $f(x_1, x_2, x_3, x_4, y_1, y_2, y_3, y_4)$ be the Boolean function from above which expresses that the binary number $x_1x_2x_3x_4 + 1$ equals the binary number $y_1y_2y_3y_4$, and let A be the BDD for the function $g(x_1, x_2, x_3, x_4)$ where $g(0, 0, 0, 0) = 1$, and $g(x_1, x_2, x_3, x_4) = 0$ otherwise. Compute the BDD for

$$g' := \exists x_1, x_2, x_3, x_4 (f(x_1, x_2, x_3, x_4, y_1, y_2, y_3, y_4) \wedge g(x_1, x_2, x_3, x_4))$$

and for

$$g'' := \exists x_1, x_2, x_3, x_4 (f(x_1, x_2, x_3, x_4, y_1, y_2, y_3, y_4) \wedge g'(x_1, x_2, x_3, x_4)).$$

[Hint: there is a *simple* way to do this!]