

## Logic

### ▼ Boolean Satisfiability

Given a Boolean formula  $\varphi(x_1, \dots, x_n)$ , the **Boolean satisfiability problem** asks whether there exists some choice of *true* and *false* values for  $x_1, \dots, x_n$  such that  $\varphi(x_1, \dots, x_n) = \text{true}$ . This choice of variables is called a **satisfying assignment**, and the formula is said to be **satisfiable**. The satisfiability problem is known to be computationally difficult and was one of the first problems shown to be NP-complete.

Maple 2016 introduces new efficient heuristics for determining satisfiability and testing equivalence of Boolean expressions.

*with(Logic)* :

*Satisfiable(x and y xor not z)*

*true*

*Satisfy(x and y xor not z)*

*{x=false, y=false, z=false}*

*Satisfiable(x and y and not x)*

*false*

*formula := Random([s, t, u, v, w, x, y, z], clauses=20, literals=3, form=CNF)*

*(s ∨ t ∨ y) ∧ (s ∨ u ∨ w) ∧ (s ∨ w ∨ ¬x) ∧ (s ∨ y ∨ z) ∧ (t ∨ w ∨ y) ∧ (t ∨ ¬u ∨ ¬w) ∧ (t ∨ ¬v ∨ ¬w) ∧ (u ∨ w ∨ z) ∧ (u ∨ y ∨ ¬z) ∧ (v ∨ y ∨ ¬u) ∧ (w ∨ ¬t ∨ ¬z) ∧ (x ∨ ¬t ∨ ¬w) ∧ (x ∨ ¬t ∨ ¬z) ∧ (z ∨ ¬t ∨ ¬v) ∧ (¬s ∨ ¬t ∨ ¬w) ∧ (¬s ∨ ¬u ∨ ¬w) ∧ (¬s ∨ ¬v ∨ ¬y) ∧ (¬t ∨ ¬u ∨ ¬z) ∧ (¬t ∨ ¬x ∨ ¬z) ∧ (¬u ∨ ¬w ∨ ¬y)*

*Satisfy(formula)*

*{s=false, t=false, u=true, v=false, w=false, x=false, y=true, z=false}*

### ▼ Truth Tables

The [Logic:-TruthTable](#) command now returns a [DataFrame](#) with the truth assignments for a given formula.

*TruthTable(x and y xor not z)*

	<i>x</i>	<i>y</i>	<i>z</i>	<i>value</i>
1	<i>false</i>	<i>false</i>	<i>false</i>	<i>true</i>
2	<i>false</i>	<i>false</i>	<i>true</i>	<i>false</i>
3	<i>false</i>	<i>true</i>	<i>false</i>	<i>true</i>
4	<i>false</i>	<i>true</i>	<i>true</i>	<i>false</i>
5	<i>true</i>	<i>false</i>	<i>false</i>	<i>true</i>
6	<i>true</i>	<i>false</i>	<i>true</i>	<i>false</i>
7	<i>true</i>	<i>true</i>	<i>false</i>	<i>false</i>
8	<i>true</i>	<i>true</i>	<i>true</i>	<i>true</i>