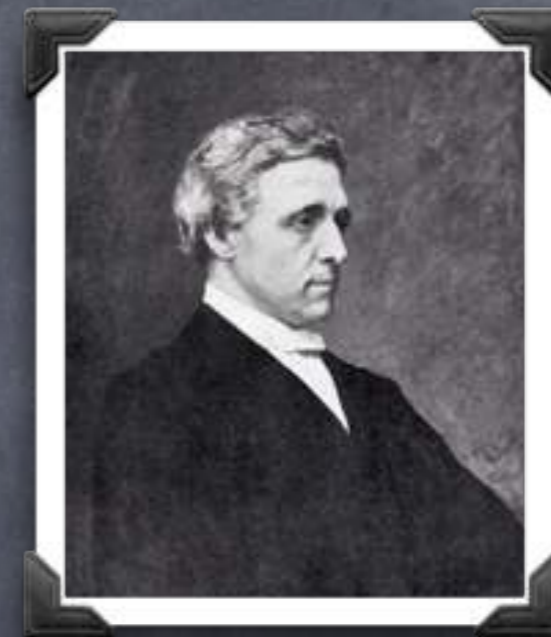


Logic

It's so easy even
computers can do
it!



Charles L Dodgson
1832 - 1898

Propositions,
Predicates,
Operators,
Formulas

Expert Systems

- From a repository consisting of "facts" derive answers to questions posed on the fly
- To automate decision making
- e.g., Prolog: a programming language that can be used to implement such a system

```
mother_child(trude, sally).
```

```
father_child(tom, sally).
```

```
father_child(tom, erica).
```

```
father_child(mike, tom).
```

```
sibling(X, Y) ← parent_child(Z, X)  
                ^ parent_child(Z, Y).
```

```
parent_child(X, Y) ← father_child(X, Y).
```

```
parent_child(X, Y) ← mother_child(X, Y).
```

```
?- sibling(sally, erica).
```

```
Yes
```


The Pointless Game

- Alice and Bob sit down to play a new board game, where they take turns to make “moves” that they can choose (no dice/randomness)
- The rules of the game guarantee that
 - The game can't go on for ever
 - There are no ties – Alice or Bob will win when the game terminates
- Alice and Bob (smart as they are) decide that there is no point in playing the game, because they already know who is going to win it!



But how?

Propositions

- Goal: reasoning about whether statements are true or false
 - These statements are called propositions
- Propositions refer to things in a “domain of discourse” (e.g., characters in Alice in Wonderland)
- A proposition could simply refer to a property of an element in the domain (e.g., Alice doesn't have wings)
 - These properties are formalised as predicates

Alice
Jabberwock
Flamingo



Predicates

- **Predicate** is a function that assigns a value of TRUE or FALSE to each element in the domain of discourse
- If you apply a predicate to an element you get a proposition
 - A proposition will have truth value True or False
- More complex propositions can be built from such simple propositions

e.g.: $\text{Pink}(\text{Flamingo})$

	Winged?	Flies?	Pink?
Alice	FALSE	FALSE	FALSE
Jabberwock	TRUE	TRUE	FALSE
Flamingo	TRUE	TRUE	TRUE

Propositional Calculus

cal·cu·lus /ˈkalkyələs/

1. The branch of mathematics that deals with the finding and properties of derivatives and integrals of functions, by methods originally developed by Isaac Newton and Gottfried Wilhelm Leibniz.
2. A particular method or system of calculation or reasoning.

Synonyms: stone - calculation - reckoning - computation

Unary operator

Binary operators

not p

Symbol: $\neg p$

Negates the truth value.

e.g.: $\neg \text{Flies}(\text{Alice})$

has value True

p or q

Symbol: $p \vee q$

True if and only if at least one of p and q is true

e.g.: $\neg \text{Flies}(\text{Alice})$

$\vee \text{Pink}(\text{Jab'wock})$

has value True

p and q

Symbol: $p \wedge q$

True if and only if both of p and q are true

e.g.: $\neg \text{Flies}(\text{Alice}) \wedge$

$\text{Pink}(\text{Jab'wock})$

has value False

if p then q

Symbol: $p \rightarrow q$

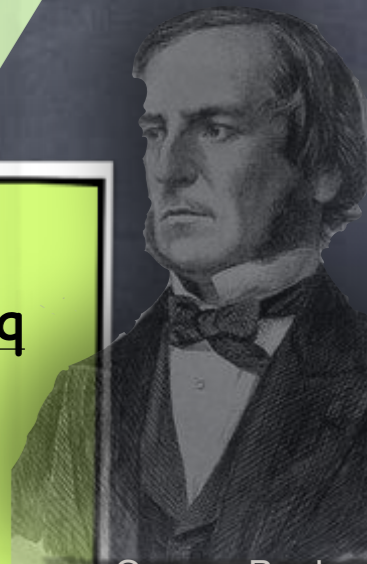
$(\neg p) \vee (p \wedge q)$

Same as $\neg p \vee q$

e.g.: $\text{Flies}(\text{Alice}) \rightarrow$

$\text{Pink}(\text{Jab'wock})$

has value True



George Boole
1815 - 1864

\vee	T	F
T	T	T
F	T	F

\wedge	T	F
T	T	F
F	F	F

\rightarrow	T	F
T	T	F
F	T	T

(T)	T	F
T	T	T
F	T	T

(F)	T	F
T	F	F
F	F	F

(1)	T	F
T	T	T
F	F	F

(2)	T	F
T	T	F
F	T	F

-(1)	T	F
T	F	F
F	T	T

-(2)	T	F
T	F	T
F	F	T

XOR \oplus
≠

\oplus	T	F
T	F	T
F	T	F

IFF \leftrightarrow
=

\leftrightarrow	T	F
T	T	F
F	F	T

OR \vee

\vee	T	F
T	T	T
F	T	F

NAND \uparrow

\uparrow	T	F
T	F	T
F	T	T

NOR \downarrow

\downarrow	T	F
T	F	F
F	F	T

AND \wedge

\wedge	T	F
T	T	F
F	F	F

IMPLIES \rightarrow

\rightarrow	T	F
T	T	F
F	T	T

IMPLIED-BY \leftarrow

\leftarrow	T	F
T	T	T
F	F	T

\nrightarrow

\nrightarrow	T	F
T	F	T
F	F	F

\nleftarrow

\nleftarrow	T	F
T	F	F
F	T	F

Operator Gallery

IMPLIES

→	T	F
T	T	F
F	T	T

p implies q .
 whenever p holds, q holds
 if p then q .
 q if p .
 either not p or (p and q).
 p only if q .
 if not q then not p .
 not p if not q .

Try an example:

p : you're in the kitchen

q : you're in the house

Important:
Not a causal
relation!

Contrapositive

IMPLIED-BY

←	T	F
T	T	T
F	F	T

p is implied by q .
 q implies p .
 p if q .

IFF

||

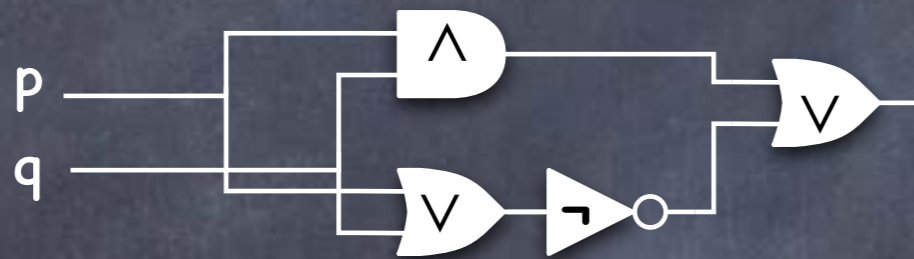
↔	T	F
T	T	F
F	F	T

p if and only if q .
 p iff q .
 p if q and not p if not q .

Formulas

- A recipe for creating a new proposition from given propositions, using operators

- e.g. $f(p,q) \triangleq (p \wedge q) \vee \neg(p \vee q)$



	p	q	f
f	F	F	T
	F	T	F
	T	F	F
	T	T	T

- Can also use "logic circuits" instead of formulas
- Different formulas can be **equivalent** to each other
 - e.g., $g(p,q) \triangleq \neg(p \oplus q)$. Then **f** \equiv **g**.
- A formula on two variables is equivalent to a binary operator

Another Example

• $g(p,q,r) \triangleq (p \wedge q \wedge \neg r) \vee (\neg p \wedge q \wedge r) \vee (p \wedge \neg q \wedge r) \vee (p \wedge q \wedge r)$

• "Majority operator"

• $h(p,q,r) \triangleq (p \wedge (q \vee r)) \vee (q \wedge r)$

• $g \equiv h$

$((\neg p) \wedge q) \wedge r$

p	q	r	g	h
F	F	F	F	F
F	F	T	F	F
F	T	F	F	F
T	F	F	F	F
F	T	T	T	T
T	F	T	T	T
T	T	F	T	T
T	T	T	T	T

More Equivalences [Exercise]

- Conjunction and disjunction with T and F

$$T \wedge q \equiv q$$

$$F \vee q \equiv q$$

$$F \wedge q \equiv F$$

$$T \vee q \equiv T$$

- Implication involving T and F

$$T \rightarrow q \equiv q$$

$$F \rightarrow q \equiv T$$

$$q \rightarrow F \equiv \neg q$$

$$q \rightarrow T \equiv T$$

- Implication involving negation

$$q \rightarrow \neg q \equiv \neg q$$

$$\neg q \rightarrow q \equiv q$$

- Contrapositive**

$$p \rightarrow q \equiv (\neg q) \rightarrow (\neg p)$$

- Distributive Property**

$$p \wedge (q \vee r) \equiv (p \wedge q) \vee (p \wedge r)$$

$$p \vee (q \wedge r) \equiv (p \vee q) \wedge (p \vee r)$$

- De Morgan's Law**

$$\neg(p \wedge q) \equiv \neg p \vee \neg q$$

$$\neg(p \vee q) \equiv \neg p \wedge \neg q$$