

# Propositional Logic

Logic and Programming Languages

Lecture #1

# Logical Formula

- Domain specific elements
  - propositions
- Connectives (make new from old)
  - And, Or, Not, Implies, etc.
- Judgments about logical formula
  - $\Downarrow$ ,  $=|$ ,  $\cong$  etc
- Proofs
  - A special kind of judgement

# Structure

- Syntax
  - Marks on paper
  - Meta-language vs Object-language
  - Meta-language conventions
    - Parentheses, operator precedence, etc.
- Inductive structure
  - Tree like
- Semantics
  - Meaning: usually a function

# Inductive Sets

- See the notes [02InductiveSets.pdf](#)
- Pay attention to
  - Trees as inductive sets
  - Languages as inductive sets
  - Recursive definitions
  - Proofs over inductive sets

# Comments on Smullyan Chapter 1

- Long discourse on Trees
  - Attempt to formalizing languages as inductive structures
- Lots of discussion about parentheses and other meta language issues
  - “We remark that with this plan, we can (and will) still use parentheses to describe formulas, but the parentheses are *not* parts of the formula.”
- Key result uniqueness of decomposition in order to support and formalize the notion of a proof
- Sub formulas
- Induction principle by induction over the degree (number of connectives) a form of natural number induction.

# Propositional Logic

1. A propositional variable is a formula
  2. If  $X$  is a formula, then  $\sim X$  is a formula
  3. If  $X$  and  $Y$  are formula, then
    1.  $X \wedge Y$  is a formula
    2.  $X \vee Y$  is a formula
    3.  $X \supset Y$  is a formula (sometimes written as  $\Rightarrow$  or  $\rightarrow$ )
1. *Some presentations add*  $T$  and  $F$  are formula
- Note inductive structure, unique decomposition, induction principle.

# As a Haskell datatype

```
data Prop a =  
  LetterP a  
  | AndP (Prop a) (Prop a)  
  | OrP (Prop a) (Prop a)  
  | ImpliesP (Prop a) (Prop a)  
  | NotP (Prop a)  
  | AbsurdP  
  | TruthP
```

# Boolean Valuations

- Introduce two unique elements of the Booleans, True and False (not to be confused with T and F) , sometimes called truth values.
- Function mapping each propositional variable to one of the Boolean elements True or False.

If  $v$  is a variable valuation, we often write, for example,  $v(X) = \text{True}$ ,  $v(Y) = \text{False}$ , etc



# Valuation function

- We can lift a valuation function over propositional variables to one over propositional formula.

```
value :: (t -> Bool) -> Prop t -> Bool
value vf TruthP = True
value vf AbsurdP = False
value vf (NotP x) = not (value vf x)
value vf (AndP x y) = (value vf x) && (value vf y)
value vf (OrP x y) = (value vf x) || (value vf y)
value vf (ImpliesP x y) =
    if (value vf x) then (value vf y) else True
value vf (LetterP x) = vf x
```

# Interpretations

- An interpretation of a propositional formula is induced by every boolean valuation of its propositional variables.
- Can a formula have more than one interpretation?

# Semantics

- We often call the valuation of a formula its semantics.
- Thus we see that the “meaning” of a formula is a function from the valuation of its variables to a Boolean.

# Truth tables

- A visual representation of the semantics, usually for formula with two variables.

<i>A</i>	<i>B</i>	$\neg A$	$A \wedge B$	$A \vee B$	$A \rightarrow B$	$A \leftrightarrow B$
<b>t</b>	<b>t</b>	<b>f</b>	<b>t</b>	<b>t</b>	<b>t</b>	<b>t</b>
<b>t</b>	<b>f</b>	<b>f</b>	<b>f</b>	<b>t</b>	<b>f</b>	<b>f</b>
<b>f</b>	<b>t</b>	<b>t</b>	<b>f</b>	<b>t</b>	<b>t</b>	<b>f</b>
<b>f</b>	<b>f</b>	<b>t</b>	<b>f</b>	<b>f</b>	<b>t</b>	<b>t</b>

# Tautology

- A propositional formula is a tautology if its valuation is true for all boolean valuations
- How might we prove if a formula is a tautology?
- How might we write a program to do this?

# Satisfiability

- A formula is *satisfiable* if there exists at least one boolean valuation that makes its value True. Sometimes called consistency
- A formula is *unsatisfiable* if no boolean valuation that makes its value True. I.e. it is false under all valuations. Sometimes called inconsistency.

# Relations over propositional formula

- Note that tautology, sat, and unsat unary are relations over propositional formula.

```
tautology : Prop n -> Bool
```

```
sat : Prop n -> Bool
```

```
unsat : Prop n -> Bool
```

# Binary relations over formula

- Truth functional equivalence
  - Two formula are true under the exact same set of boolean evaluations (written many ways  $\cong$ ,  $\approx$  )
- Truth functional implication
  - Every boolean evaluation that makes S true also makes T true.
- Question? Suppose S and T are functionally equivalent. What can we say about the propositional formula  $S \supset T$



# Don't confuse relations with formula

- $A \wedge A \cong A$
- Cannot be  $A \wedge (A \cong A)$

# Alternate ways to define propositional formula

- There are many ways to define propositional formula because some of the introduction forms ( $\sim, \wedge, \vee, \supset$ ) have functionally equivalent forms using other primitives.

# Equivalences as Programs

- Once we know that two formula are equivalent we are justified in replacing one with another if we are only interested in the semantics of the formula.
- We can write programs that transform one formula into an equivalent formula.
- We can often “simplify” formula using equivalences.

# Some equivalences

- $x \wedge T \cong x$
- $x \wedge F \cong F$
- ...

*idempotency laws*

$$A \wedge A \simeq A$$

$$A \vee A \simeq A$$

*commutative laws*

$$A \wedge B \simeq B \wedge A$$

$$A \vee B \simeq B \vee A$$

*associative laws*

$$(A \wedge B) \wedge C \simeq A \wedge (B \wedge C)$$

$$(A \vee B) \vee C \simeq A \vee (B \vee C)$$

*distributive laws*

$$A \vee (B \wedge C) \simeq (A \vee B) \wedge (A \vee C)$$

$$A \wedge (B \vee C) \simeq (A \wedge B) \vee (A \wedge C)$$

*de Morgan laws*

$$\neg(A \wedge B) \simeq \neg A \vee \neg B$$

$$\neg(A \vee B) \simeq \neg A \wedge \neg B$$

*other negation laws*

$$\neg(A \rightarrow B) \simeq A \wedge \neg B$$

$$\neg(A \leftrightarrow B) \simeq (\neg A) \leftrightarrow B \simeq A \leftrightarrow (\neg B)$$