cse541 LOGIC FOR COMPUTER SCIENCE

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LECTURE 0

GENERAL INFORMATION

Course Text Book

Anita Wasilewska

Logics for Computer Science: Classical and

Non-Classical

Springer 2018

ISBN 978-3-319-92590-5 ISBN 978-3-319-92591-2 (e-book)

You can get the book in Hard cover, or in Electronic form Springer also has an option of providing you with chapters of your choice

https://www.springer.com/us/book/9783319925905



The BOOK Goal

I wrote the **Book** with students on my mind so that they can read and learn by themselves, even **before** coming to class

For sure, it is also essential to study after the class.

The **Book** and hence the **course** progresses slowly, making sure that the pace is appropriate for somebody without previous knowledge of formal logic

The **Book** contains hundreds of examples and problems with detailed solutions to facilitate **understanding** of material



Course Goal

The main goal of the course is to teach **intuitive** and **formal** understanding of the classical logic and some non-classical logics

Moreover, the goal of course is also to teach the modern formal logic as a scientific subject

You will learn **Formal Logic** basic notions and definitions, Main Theorems, similarities, differences and problems characteristic to different logics; classical and non-classical

Course Web Page www3.cs.stonybrook.edu/~ cse541

The course Webpage contains:

Lecture SLIDES for each chapter of the BOOK

Collection of previous Quizzes and Tests

We will not cover all of the chapters of the BOOK in detail I made Lectures for all of them accessible for students' reading and future use



Course Webpage www3.cs.stonybrook.edu/~ cse541

The course **Webpage** contains two kind of Lectures: Class Lectures and VIDEO Lectures

The Class Lectures are very detailed lectures slides
They were developed for each Chapter of the Textbook

Usually there are 2 - 5 Class Lectures for one Chapter

Course Webpage www3.cs.stonybrook.edu/~ cse541

The Video Lectures are created especially for the Logic Youtube Channel

The VIDEO Lectures correspond, chapter by chapter to the slides used in the Texbook Chapters VIDEOS

You can use the VIDEO Lectures slides to follow the Chapters VIDEOS as they are exactly the same as slides used in the VIDEOS



Logic Youtube Channel

LOGIC, Theory of Computation CHANNEL
https://www.youtube.com/channel/UCLZp06JC9yit6M_YW3Xuvlw
First 4 VIDEOS are for the Theory of Computation, the
LOGIC VIDEOS follow



TESTING

All QUIZZES and TESTS, including the FINAL Examination will be given as a IN CLASS TESTS

I will design them is a way the **most profitable** for your new way of learning

There will be two Quizzes, one Midterm, a Practice Final, and a Final

The consistency of your efforts and work is the most important for this course.

None of the grades will be curved.

Records of students points are kept on BLACKBOARD

Contact TAs. for information about grading, grades changes, etc....



TESTS and **Quizzes** cover Lectures and Book Chapters only for the portion of material that was **covered** before the dates of respective tests

Consult Weekly STUDY PLAN

Quizzes (total 50 pts)

There will be 2 quizzes, 25 points each Each quiz will consist of 3 - 4 questions

Midterm (75pts)

Midterm will covers material from Q1 and material covered after Q1 in class before Midterm

Practice Final (15 extra pts) - it is a take home test Final (75pts)

Final will cover mainly material covered after Midterm including material from Q2 and covered after Q2, and on Practice Final

But there will be 2-4 questions from Q1 and the material covered before Midterm

Extra Credit I may give some extra credit problems on Tests.



TESTS SCHEDULE

This is a PRELIMINARY schedule

Changes, if any, will be posted on Blackboard and Webpage

Q1 - Tuesday September 28

MIDTERM - Thursday, October 28

Q2 - Thursday, November 18

Practice Final - posted December 2 - due December 6
FINAL - given during the FINALS period December 9 -16

- exact date posted on SOLAR

Quizzes and Tests problems will be very similar to exercises and problems solved in the Book
They can be very similar to some Homework Assignments located at the end of the chapters of the BOOK
They also can be similar to problems included in the Lectures, previous Quizzes, and Tests as published on the Webpage

There also will be some **challenge** problems given as extra credit



The past **Quizzes** and **Tests** are posted to help you to learn what we covered in class and what you still may not yet fully understand

Our actual Quizzes and Tests may have a different form and cover different material depending on what we actually cover in class

Final grade computation

You can earn up to 200 points + x extra points = 200+x points during the semester

The grade will be determined in the following way: # of earned points divided by 2 = % grade

The % grade is translated into a letter grade in a standard way as described in the course Syllabus



Final grade computation

The % grade is translated into a letter grade in a standard way i.e.

```
100 - 95\% is A

94 - 90 is A -

89 - 86\% is B +, 85 - 83\% is B, 82 - 80\% is B -

79 - 76\% is C +, 75 - 73\% is C, 72 - 70\% is C -

69 - 60\% is D range and
```

F is below 60%

General Goals and Tasks of the Book

The General Goal of the Book

The **General Goal** of the book is to make readers understand the need of, and existence of **Logic** as a **scientific** field

The book teaches not only **intuitive** understanding of **different** logics, but also teaches modern **symbolic logic** as a **scientific** subject

The book progresses relatively **slowly**, making sure that the pace is appropriate for a reader with only cursory knowledge of logic

Readers can learn introductory chapters by themselves, and then gradually **progress** to more **advanced** chapters and other, more **advanced** books

First Task when one builds a symbolic logic, or foundations of mathematics, or foundations of computer science, is to define formally a proper symbolic language

We distinguish and define two kind of languages: propositional and predicate

They are also called also zero and first order languages, respectively

Second Task is to define formally what does it mean that **formulas** of a **symbolic language** are considered to be **true**, and **always true** i.e. we have to define a notion of a **tautology**

It means that we **define** what is called a **semantics** for a given **language**

The same languages can have different semantics

For example, the languages for classical and intuitionistic logics can be the same, but their the semantics are different

Third Task is to define a syntactical notion of a **proof** in a **proof system** based on a given **language**

It allows us to find out what can, or cannot be **proved** if certain axioms and rules of inference are assumed

This part of syntax is also called a proof theory

Fourth Task is to investigate the relationship between a **syntactical** notion of a **proof system** based on a given language and a **semantics** for that language

It means we establish **formal** relationship between the **syntax** and a **semantics** for a given **language**

This **relationship** is established by providing answers to the following **two questions**



Fourth Task is to pose and answer the following questions

Q1: Is everything one **proves** in a given proof system tautology under a given semantics?

The positive answer to the question Q1 is called Soundness Theorem for a given proof system and a given semantics proof system

Such proof system is called a sound proof system



We write the Soundness Theorem symbolically as follows

Soundness Theorem (with respect to a semantics \mathbf{M}) Let \mathbf{S} be a proof system and \mathbf{A} any formula of its language, then the following holds

IF $\vdash_S A$ THEN $\models_M A$



Q2: Is it also possible to guarantee a **provability** in a **sound proof system** of everything we know to be a **tautology** under a given semantics?

The positive answer to the question **Q2** is called **Completeness Theorem** for a proof system under a given semantics

Such proof system is called **complete proof system** with respect to the given semantics

We write the Completeness Theorem symbolically as follows

 $\label{lem:completenessTheorem} \mbox{(with respect to a semantics M)} \\ \mbox{Let S be a proof system and A any formula of its language, then the following holds} \\$

 $\vdash_S A$ if and only if $\models_M A$



Fifth Task is to develop proof systems in which a process of finding proofs can be carried fully automatically

These are automated theorem proving systems

The book presents various Gentzen Type automated theorem proving systems

It also discusses various methods of proving the **Completeness Theorem** for them

The book also provides an introduction to the Resolution based automated theorem proving systems



Main Goals of the Book

The first set of Main Goals of the book is to formally define and develop the above FIVE TASKS in case of Classical Propositional and Predicate Logic

The second set of **Main Goals** is to develop and discuss the FIVE TASKS for some **Non-Classical** Propositional Logics, namely for some extensional Many Valued logics, for the Intuitionistic logic, and Modal S4, S5 logics

Main Goals of the Book

The third set of Main Goals of the book is to formally define and develop the notion of a formal theory based on a given proof system for a first order logic

It discusses notions of a **model** of a theory, its semantical and syntactical **consistency** and **completeness**

The book presents some **Formal Theories** based on classical predicate logic. In particular presents the **Peano Arithmetic** of Natural Numbers **PA** and discusses and proves the **Gödel Incompleteness Theorems**

