



**MUST**  

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**Wisdom & Virtue**

**MIRPUR UNIVERSITY OF SCIENCE AND TECHNOLOGY**  
**DEPARTMENT OF SOFTWARE ENGINEERING**

# Propositional Logic

*(Lecture # 04)*



MUST

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# LECTURE CONTENTS

1. Dijkstra's Game Mathematical Model and Solution
2. Propositional Logic



# Mathematical Model

$$f(b,w) = \begin{cases} (2 \text{ black out, 1 black in}) & b-2+1, w \equiv b-1, w \\ (2 \text{ white out, 1 black in}) & b+1, w-2 \\ (1 \text{ of each out, 1 white in}) & b-1, w-1+1 \equiv b-1, w \end{cases}$$



- Total number of balls is reduced by exactly one in each move.
- Parity of the white ball does not change

## Solution:

- As Parity of the white ball does not change so if white balls are even these shall stay even till the end and least even number is 0 while in case of Odd 1 is the least number.


# Implication

P	Q	$P \Rightarrow Q$
T	T	T
<b>T</b>	<b>F</b>	<b>F</b>
F	T	T
F	F	T

- This means “If P is true, then Q must also be true.”
- Here: P is called the premise or antecedent.
- Q is called the conclusion or consequent.

- If it rains (P), then the ground gets wet (Q).

So:

- If it rains  $\rightarrow$  ground gets wet 
- If it doesn't rain  $\rightarrow$  we don't care whether the ground is wet or not (the implication is still considered true)

# Implication

- **Implication** is used to describe conditions, properties, or requirements in software and system specifications
  - ensuring that whenever certain conditions hold, certain results must also hold.

P	Q	$P \Rightarrow Q$
T	T	T
T	F	F
F	T	T
F	F	T

**Example 1:** If a user is authenticated, then access is granted. Formal notation:

*Authenticated(user)  $\Rightarrow$  AccessGranted(user)*

# Implication

## Example 2:

If the input value is negative, then the system should display an error message.

Formal notation:

$$\text{Input} < 0 \Rightarrow \text{DisplayError} = \text{true}$$



## Example 3:

If the temperature exceeds 100°C, then the alarm must turn on.

Formal notation:

$$\text{Temperature} > 100 \Rightarrow \text{Alarm} = \text{ON}$$

Implication in formal methods expresses cause-and-effect or conditional relationships between system properties, helping define how a system should behave under specific conditions.

P	Q	$P \Rightarrow Q$
T	T	T
T	F	F
F	T	T
F	F	T

## Bi-conditional – if and only if

- A **bi-conditional** means both statements are **true together** or **false together**.
- It is true when both P and Q have the same truth value.

P	Q	$P \Leftrightarrow Q$
T	T	T
T	F	F
F	F	T
F	T	F



## Bi-conditional – if and only if

### Example 1

- You will pass the test if and only if you study hard.
- Meaning: You pass when you study, and you don't pass when you don't study.

P	Q	$P \Leftrightarrow Q$
T	T	T
T	F	F
F	F	T
F	T	F

## Bi-conditional – if and only if

### Example 2

- A figure is a square if and only if it has four equal sides and four right angles
- **Meaning:** Being a square and having four equal sides with right angles always go together.

P	Q	$P \Leftrightarrow Q$
T	T	T
T	F	F
F	F	T
F	T	F

## Bi-conditional – if and only if

### Example 3

- You can drive a car if and only if you have a valid driving license.
- Meaning: You are allowed to drive exactly when you have a license — no other case.

P	Q	$P \Leftrightarrow Q$
T	T	T
T	F	F
F	F	T
F	T	F

# Logic problem for the day

**Someone asks person A, “Are you a knight?” He replies, “If I am a knight then I’ll eat my hat”. Prove that A has to eat his hat.**



Thanks