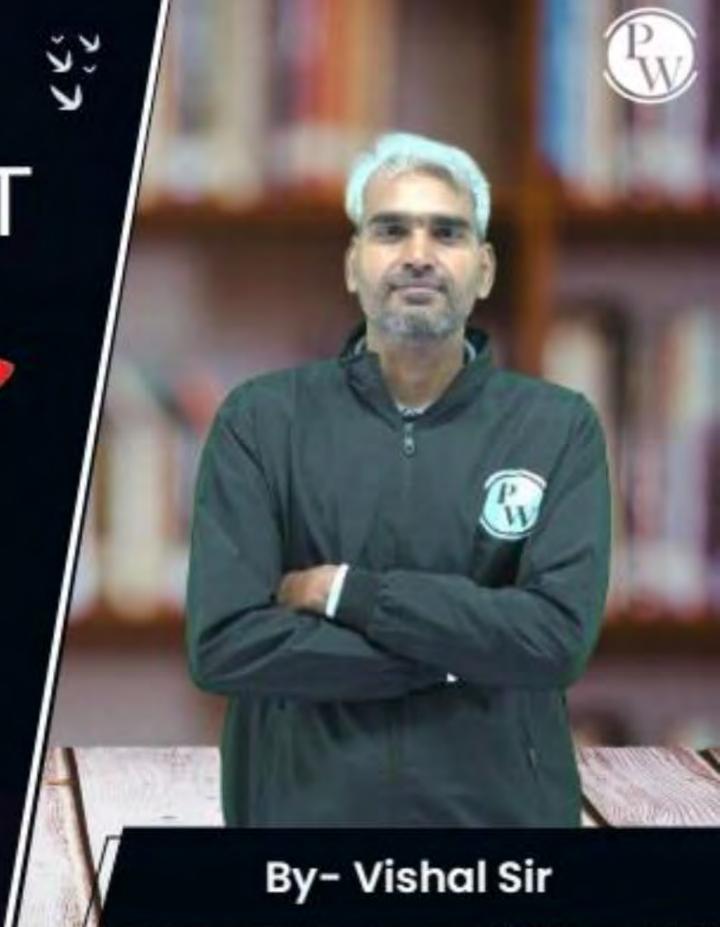
Computer Science & IT

**Discrete Mathematics** 

**Mathematical Logic** 

Lecture No. 02





# **Recap of Previous Lecture**

Topic









Propositions and their types Topic

Connectives Topic

Tautology, Contradiction Topic

Contingency and Satisfiable propositional functions

# **Topics to be Covered**







Slide



#### **Topic: Logical Implication / Implication**



Let P and Q are any two propositional functions.

Whenever P is true if Q is also true then P logically implies Q. is true. If there exist any cone for which P is true but Q is Palze, then P logically implies Q P logically implies Q if and only if P \rightarrow Q is a tautology. Is invalid

is. P does not ? logically implied



#### Topic: Logical Equivalence / Equivalence



- If P and Q are any two propositional functions, then P equivalent to Q is written as P≡Q. or P≅Q
- P and Q are said to be equivalent if and only if they have same truth table.  $P = \sim 0 \lor b$   $Q = 0 \rightarrow b$
- P≡Q if and only if P↔Q is a tautology.
- · P=Q if and only if. P logically implies Q and Q logically implies P.
- \* P > Q is a tautology if and only if P > Q is a tautology.



#### **Topic: Some important equivalences**



(Prg) 
$$r = Pr(grr)$$
 | Associative}  
(Prg)  $r = Pr(grr)$  | Associative}



# **Topic: Some important equivalences**



(4) 
$$P \wedge (g \vee R) \equiv (P \wedge g) \vee (P \wedge R)$$
 Pistributive.  
 $P \vee (g \wedge R) \equiv (P \vee g) \wedge (P \vee R)$ 

(5) 
$$\sim (P \land Q) \equiv \sim P \land \sim Q$$
 De' Morganix  $\sim (P \lor Q) \equiv \sim P \land \sim Q$ 



#### **Topic: Some important equivalences**



\*6 
$$P \wedge (P \vee Q) \equiv P$$
  $P \vee (P \wedge Q) \equiv P$ 

$$\begin{array}{c}
\hline{\text{P}} & P \wedge P = P \\
P \vee P = P
\end{array}$$

$$9 P \times F = P$$

Some important Équivalences:

- $0 \quad P \rightarrow Q = -P \vee Q$



#### **Topic: Some important statements**



1. Pimplies 
$$Q = P \rightarrow Q$$

2. If P then 
$$Q = P \rightarrow Q$$

\*3. Ponly if 
$$Q = P \rightarrow Q$$

- 4. P is sufficient condition for  $Q = P \rightarrow Q$
- 5. Q is necessary condition for  $P = P \rightarrow Q$ Continuity is necessary for differentiability = Differentiability = Continuity

\* 9 follows from P = P -> 9



#### **Topic: Some important statements**



7. P when 
$$Q = Q \rightarrow P$$

8. P follows from 
$$Q = Q \rightarrow P$$

9. Punless 
$$\sim Q = \sim (\sim Q) \rightarrow P = Q \rightarrow P$$
  
Simply deplace unless by  $V = PV \sim Q = \sim QVP = Q \rightarrow P$ 

can not crack gate unless Jou appear If you do not appear prigate then you can not crack gate Punless 9 = ~ 9 -> P

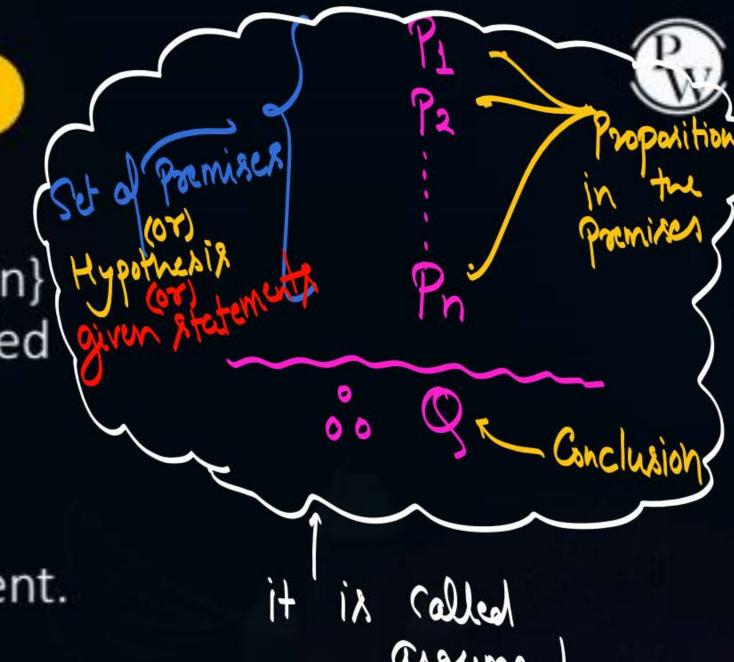
you can not crock got unless you appear for goto = ~ ? ~ ? ~ ?



#### **Topic: Argument / Inference**

The statement that,
"A set of premises { P1, P2, P3,.....,Pn}
yields another proposition Q" is called
an argument.

Q is called conclusion of the argument.



given afatements (i) If today is Sujay's B'day then today is 13th Aug. (ii) Today is 13th Aug. i. Today is Sujay's B'day Conclusion Argument { it may be a valid argument? an invalid argument



#### **Topic: Argument / Inference**



- Argument may be valid or invalid.
- The process of reasoning whether the argument is valid or invalid is called inference.

If conclusion Q can be inferred from the set of premises by applying some rules of inference and equivalences, then argument is said to be valid otherwise invalid.



#### **Topic: Argument / Inference**



#### Following statements are equivalent,

- Argument {P1, P2, P3,....,Pn}  $\vdash Q$  is valid.
- P1, P2, P3,.....,Pn} Logically implies Q is true/valid.
- $\{P1 \land P2 \land P3 \land ..... \land Pn\} \rightarrow Q$  is a tautology.





Any valid reasoning is rule of inference.





# 1. Simplification





# 2. Addition





# 3. Conjunction





4. Disjunctive Syllogism





5. Conjunctive Syllogism





6. Modus Ponens

7. Fallacy of affirming the consequent





8. Modus Tollen's

9. Fallacy of denying the antecedent





10. Transitivity





# 11. Dilemma





# 12. Constructive Dilemma





# 13. Destructive Dilemma





## 14. Resolution

 $p \vee q$ 

 $\sim p \vee r$ 





# 15. Non Sequitur



#### 2 mins Summary



Topic Logical implications and logical equivalences

Topic Important equivalences

Topic Important statements

Topic Argument / Inference

Topic Rules of inference



# THANK - YOU