Dave Dubin

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- States of affairs are the parts of reality responsible for making propositions true or false.

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- $\bullet \ \{pqr,pq\overline{r},p\overline{q}r,p\overline{q}r,\overline{p}qr,\overline{p}q\overline{r},\overline{p}q\overline{r},\overline{p}q\overline{r},\overline{p}q\overline{r}\}$

Logical Operators

Table 1: 2.15 from van Benthem, et al.

Symbol	In natural language	Technical name
7	not	negation
\wedge	and	conjunction
\vee	or	disjunction
\rightarrow	if then	implication
\leftrightarrow	if and only if	equivalence

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- The sentence is mapped to a truth value via the following tables

Semantics of the operators

$\overline{\phi}$	$\neg \phi$
0	1
1	0

Table 3: 2.18 from van Benthem, et al.

$\overline{\phi}$	ψ	$\phi \wedge \psi$	$\phi \vee \psi$	$\phi \to \psi$	$\phi \leftrightarrow \psi$
0	0	0	0	1	1
0	1	0	1	1	0
1	0	0	1	0	0
1	1	1	1	1	1

Exercise 2.3

You are given the information that p-or-q and (not-p)-or-r. What can you conclude about q and r? What is the strongest valid conclusion you can draw? (A statement is stronger than another statement if it rules out more possibilities.)

p	q	r	((~	р	V	q) ightarrow	r)
1	1	1	0	1	1	1	1	1	
1	1	0	0	1	1	1	0	0	
1	0	1	0	1	0	0	1	1	
1	0	0	0	1	0	0	1	0	
0	1	1	1	0	1	1	1	1	
0	1	0	1	0	1	1	0	0	
0	0	1	1	0	1	0	1	1	
0	0	0	1	0	1	0	0	0	

p	q	r	((~	p	V	q	$) \rightarrow$	r)
1	1	1	0	1	1	1	1	1	
1	1	0	0	1	1	1	0	0	
1	0	1	0	1	0	0	1	1	
1	0	0	0	1	0	0	1	0	
0	1	1	1	0	1	1	1	1	
0	1	0	1	0	1	1	0	0	
0	0	1	1	0	1	0	1	1	
0	0	0	1	0	1	0	0	0	

p	q	r	((^	J	p	\vee	q) ightarrow	r)
1	1	1	C)	1	1	1	1	1	
1	1	0	C)	1	1	1	0	0	
1	0	1	C)	1	0	0	1	1	
1	0	0	C)	1	0	0	1	0	
0	1	1	1		0	1	1	1	1	
0	1	0	1		0	1	1	0	0	
0	0	1	1		0	1	0	1	1	
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1	0	0	0	1	0	0	1	0	
0	1	1	1	0	1	1	1	1	
0	1	0	1	0	1	1	0	0	
0	0	1	1	0	1		1	1	
0	0	0	1	0	1	0	0	0	

(~p	V	q)	->	r	
	0		0		0	
	0		0		1	
	0		1		0	
	0		1		1	
	1		0		0	
	1		0		1	
	1		1		0	
	1		1		1	

(~p	V	q)	->	r	
 					_
10		0		0	
10		0		1	
10		1		0	
10		1		1	
01		0		0	
01		0		1	
01		1		0	
01		1		1	

V	q)	->	r
1	0		0
1	0		1
1	1		0
1	1		1
0	0		0
0	0		1
1	1		0
1	1		1
	1 1 1 1 0 0	v q) 1 0 1 0 1 1 1 1 0 0 0 0 1 1 1 1	1 0 1 1 1 1 0 0 0 0 1 1

Grammar of propositional logic

Let P be a set of proposition letters and let $p \in P$.

The following expression defines the recursive grammar for a logical expression ϕ in Backus–Naur Form:

$$\phi ::= \rho |\neg \phi| (\phi \land \phi) |(\phi \lor \phi)| (\phi \to \phi) |(\phi \leftrightarrow \phi)|$$

Let
$$P = \{o, q, r, s\}$$

Examples of grammatically conforming expressions include:

r

Grammatically *incorrect* expressions would include:

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- ∨)p¬
- $\neg p \lor q \rightarrow r$

$$\bullet \ ((\neg p \lor q) \to r)$$

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- $(\neg p \lor (q \rightarrow r))$

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- For " $V(\phi) = 1$ " we also write " $V \models \phi$ " read as "V is a model of ϕ " or "V satisfies ϕ ."
- If V doesn't satisfy ϕ we write " $V \not\models \phi$ ". In other words $V(\phi) = 0$.



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 - **1** $(q \lor \neg q)$ is logically true.
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Consistency

 A set of propositional logic statements is consistent if at least one state of affairs satisfies every statement in the set.

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- A set of propositional logic statements is consistent if at least one state of affairs satisfies every statement in the set.
- A set of propositional logic statements is inconsistent if no state of affairs satisfies every statement in the set.

Inference and validity

 A conclusion is valid with respect to a set of premises if the conclusion is true in every sitation where the premises are true (van Benthem, et al, page 2-4).

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- A conclusion is valid with respect to a set of premises if the conclusion is true in every sitation where the premises are true (van Benthem, et al, page 2-4).
- One can validly infer a conclusion ϕ from a set of premises P if the negation of ϕ is inconsistent with the set of statements P.

Computation and expressive power

(From van Bentham, et al., chapter 2)

Computing a truth value for a formula takes linear time.

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- Computing a truth value for a formula takes linear time.
- Computing a truth table for validity takes exponential time.
- The problem of testing for validity in propositional logic is decidable: there exists a mechanical method that computes the answer, at least in principle.