Mathematical and Logical Foundations of Computer Science

Lecture 1 - Introduction

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(some slides were adapted from Rajesh Chitnis' slides)

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Today

- ▶ What is logic?
- ▶ Why study logic?
- ▶ This module
- Basic concepts

An old science developed in many cultures, most notably in Greece by **Aristotle** in 350 B.C.



In his *Organon*, Aristotle provided rules to conduct logical reasoning, and derive correct statements.

As such, logic provides reasoning techniques that enable deriving knowledge in a systematic way.

In the 19th century, mathematicians such as **Boole** and **Frege** further revolutionized the field of logic, and their contributions led to modern mathematical logic, which we will study in this module.

What sort of reasoning can logic help us with?

A puzzle:

- There are 4 cards, each with a letter on one side and a number on the other
- <u>Rule</u>: "every card with a vowel has an even number on the other side"



- Which card(s) must you turn over in order to check this rule?
- ightharpoonup E and 3
- ▶ Why do we not need to turn over Q and 6?

Another puzzle:

- There are 4 cards, each with name of a drink on one side and an age on the other
- <u>Rule</u>: "if the age is under 18, then the drink on the other side of the card is non-alcoholic"



- Which card(s) must you turn over in order to check this rule?
- ▶ Beer and 16
- ▶ Why do we not need to turn over Juice and 35?

Reasoning techniques for deriving knowledge

An informal argument:

- ▶ All men are mortal
- Socrates is a man
- ► Therefore, Socrates is mortal

In what is called Predicate Logic:

- $\blacktriangleright \forall x.\mathsf{Man}(x) \to \mathsf{Mortal}(x)$
- ► Socrates is a man, i.e., Man(Socrates)
- Hence, Mortal(Socrates)

Logic is about formalising knowledge and reasoning in a precise, unambiguous, rigorous way

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Why study logic?

- Logic is fundamental in computer science
 - also in philosophy, mathematics, psychology, ...
- Logic in computer science:
 - understanding/modelling, formalisation/rigour, correctness/proof, computation/automation, ...
- Logic plays a key role in many areas of computer science:
 - correctness and formal verification
 - self-driving cars
 - theory of computation
 - what can be computed? how fast?
 - SAT solvers
 - solving "every hard" problem
 - ▶ Al, databases, etc ...

Today plan

- ▶ What is logic?
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Syllabus of the logic part of this module

- Propositional logic
 - syntax
 - proofs (natural deduction & sequent calculus)
 - semantics, truth tables
 - satisfiability
- First order logic (predicate calculus)
 - syntax
 - proofs (natural deduction & sequent calculus)
 - semantics
- Theorem proving
 - propositional & predicate logic
 - ▶ datatypes, induction & recursion
 - numbers
- Constructive logic
 - classical vs. constructive logic
 - lambda-calculus
 - realizability
 - simply-typed lambda calculus

Learning outcomes

- Understand and apply algorithms for key problems in logic such as satisfiability.
- Write formal proofs for propositional and predicate logic
- Apply mathematical and logical techniques to solve a problem within a computer science setting

Organization

- lectures: 2 pre-recorded lectures per week
- resources:
 - Canvas page: https://canvas.bham.ac.uk/courses/46057
 - Textbook: http:

```
//leanprover.github.io/logic_and_proof/index.html
```

Further reading:

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https://www.paultaylor.eu/stable/prot.pdf
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- Further reading: https://research.tue.nl/en/ publications/logical-reasoning-a-first-course
- ► Canvas page https://canvas.bham.ac.uk/courses/46057
 - tutorials
 - assessments
 - office hours

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Basic concepts: Propositions

A **proposition** is a sentence which states a fact i.e. a statement that can (in principle) be true or false

Example sentences:

- Birmingham is north of London proposition, and true
- ▶ $8 \times 7 = 42$ proposition, and false
- Please mind the gap not a proposition!
- - Goldbach Conjecture: unknown whether it is true or false!
- Is black the opposite of white? not a proposition!

Basic concepts: Arguments

An argument is a list of propositions

- the last of which is called the conclusion
- and the others are called premises

Example: 2 premises and 1 conclusion

- 1. Premise 1: If there is smoke, then there is a fire
- 2. Premise 2: There is no fire
- 3. Conclusion: **Therefore**, there is no smoke

Basic concepts: Validity of Arguments

An argument is **valid** if (and only if), whenever the premises are true, then so is the conclusion

Is the argument from the previous slide valid?

- 1. Premise 1: If there is smoke, then there is a fire
- 2. Premise 2: There is no fire
- 3. Conclusion: Therefore, there is no smoke

Yes, it is valid!

If an argument is not valid, then it is invalid

Basic concepts: Example Arguments

Is this valid?

- 1. If John is at home, then his television is on.
- 2. His television is not on.
- 3. Therefore, John is not at home.

Valid

Is this valid?

- 1. You can eat a burger or pasta.
- 2. You ate a burger.
- 3. Therefore, you did not eat pasta.

Invalid

Why not both?

OR in English is usually exclusive

Basic concepts: More Example Arguments

Is this valid? Invalid

- 1. If the control software crashes, then the car's brakes will fail.
- 2. The car's brakes failed.
- 3. Therefore, the control software crashed.

Is this valid? Invalid (for the same reason as above)

- 1. If (2+2=5) then (3+3=6).
- 2. 3+3=6.
- 3. Therefore, 2+2=5.

More generally (with **symbols**) this argument is not valid (we saw 2 counterexamples):

- 1. If P then Q.
- 2. Q.
- 3. Therefore, P.

Basic concepts: More Example Arguments

Is this valid? Invalid

- 1. If the control software crashes, then the car's brakes will fail.
- 2. The control software did not crash.
- 3. Therefore, the car's brakes did not fail.

Is this valid? Invalid (for the same reason as above)

- 1. If (2+2=5) then (3+3=6).
- 2. 2+2 is not 5.
- 3. Therefore, 3+3 is not 6.

More generally (with **symbols**) this argument is not valid (we saw 2 counterexamples):

- 1. If *P* then *Q*.
- $2. \neg P.$
- 3. Therefore, $\neg Q$.

Conclusion

What did we cover today?

- what and why logic
- organization of the logic part of the module
- basic logic concepts

Next time?

Symbolic logic