CPSC 121: Models of Computation

Unit 1: Propositional Logic

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Based on slides by Patrice Belleville and Steve Wolfman

Pre-Lecture Learning Goals

- By the start of the class, you should be able to:
 - Translate back and forth between simple natural language statements and propositional logic.
 - Evaluate the truth of propositional logic statements using truth tables.
 - Translate back and forth between propositional logic statements and circuits that assess the truth of those statements.

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Quiz 1 Feedback

■ We will discuss the open-ended question a bit later.

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In-Class Learning Goals

- By the end of this unit, you should be able to:
 - Build computational systems to solve real problems, using both propositional logic expressions and equivalent digital logic circuits.
 - o The light switches problem from the 1st online quiz.
 - o The 7- or 4-segment LED displays we will discuss in class.
- Building ground work for the Course Big Goals:
 - > How do we model computational systems?
 - ➤ How do we build devices to compute?

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Making a Truth Table

- Note: when you write a truth table, always list the combinations in the same order.
 - For instance, with 3 variables
 - o the first column contains 4 false followed by 4 true.
 - o the second column contains 2 false, 2 true, 2 false, 2 true.
 - o and the third column alternates false with true.
 - ➤ With k variables, the first column has 2^{k-1} false and then 2^{k-1} true, the second column has 2^{k-2} false and then 2^{k-2} true (twice), etc.
- Another way is to
 - > start with the last column and one variable which will be assigned F and T
 - add one variable at a time duplicating what you have so far and setting the new variable to F for the first copy and T for the second

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Circuits to Logic Expressions

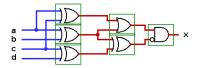
- How do we find the logical expression that corresponds to a circuit's output?
 - > First we write the operator for the gate that produces the circuit's output.
 - The operator's left argument is the expression that corresponds to the circuit for the first input of that gate.
 - The operator's right argument is the expression that corresponds to the circuit for the second input of that gate.
 - Build the logical expression for the left and right argument the same way.

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Example 1

■ What does this circuit compute?

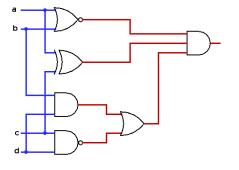


((a \oplus c) v (a \oplus b)) ^ ~((a \oplus b) \oplus (; \oplus d))

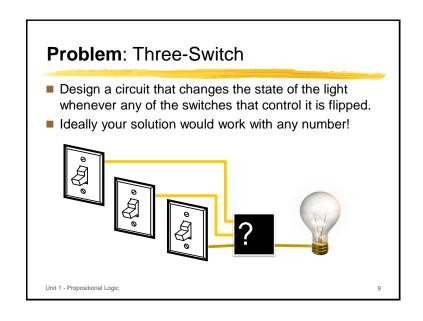
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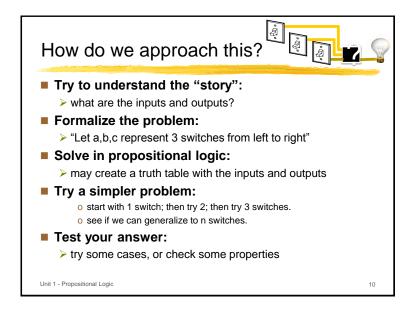
Example 2

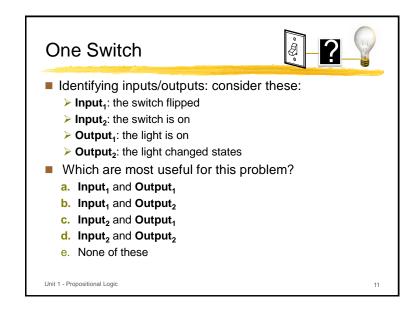
What logical expression corresponds to the following circuit?

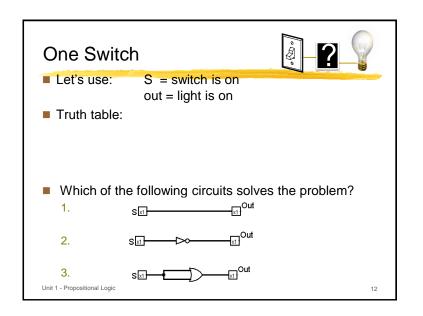


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Two Switches



- Make sure we understand the problem first.
- Is the light on or off when both switches are "on"?
 - A. On in every correct solution.
 - B. Off in every correct solution.
 - C. Depends, but a correct solution should always do the same thing with the same settings for the switches..
 - D. Depends, and a correct solution might do different things at different times with the same settings for the switches.
 - E. Neither on nor off.

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Two Switches

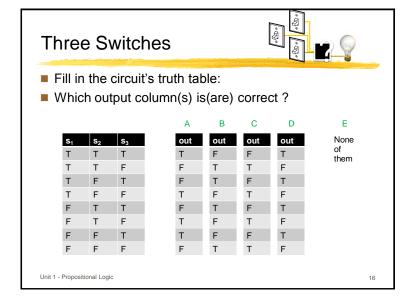


- Circuit design tip: if you are not sure where to start while designing a circuit,
 - > First build the truth table.
 - > Then turn it into a circuit.
- For the two switches problem:
 - We can decide arbitrarily what the output is when all switches are OFF.
 - > This determines the output for all other cases!
 - Let's see how...
- Truth table (suppose light OFF when all switches are OFF):

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Two Switches: which circuit(s) work(s)? a) b) c) d)



Three Switches



- Suppose we decided to have the light OFF when all switches are OFF. What pattern do we observe?
 - > The light is ON if
- What is the formula for it?

 \triangleright

- Now to generalize to n switches...
 - ➤ What do you think the answer is?

- How can we convince ourselves that it is correct?
 - Mathematical induction

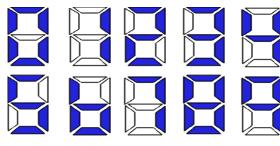
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7-Segment LED Display



Problem: design a circuit that displays the numbers 0 through 9 using seven LEDs (lights) in the shape illustrated below.



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7-Segment LED Display



- Understanding the story: How many inputs to our circuit are there?
- a. One
- b. Seven
- c. Ten
- d. Four
- e. None of these

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7-LED Display



- **Problem:** Design a circuit that displays the numbers 0 through 9 using seven LEDs (lights) in the shape illustrated above.
- First: what's the circuit's job?

7-LED Display-Input Values



How many different values (messages) must the circuit understand?

(This is different than "how many inputs are there".)

- a. One
- b. Seven
- c. Ten
- d. Four
- e. None of these

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7-LED Display-Input Lines



(Not *quite* parameter like in CPSC 110... more like an input wire).

- a. One
- b. Seven
- c. Ten
- d. Four
- e. None of these

messages?

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7-LED Display-Inputs



- How do we represent the inputs?
- Use ? logical (true/false) values.
 - > Each integer represented by 1 specific combination.
 - ➤ Could we do this randomly?
 - o Yes!
 - > But we won't
 - o How many of you know about binary representation?
- How many values we can represent with
 - > 1 propositional variable :
 - > 2 propositional variables :
 - > 3 " "
 - ≻ n " "
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7-LED Display-Representing Inputs

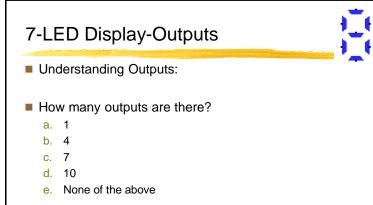


■ Here's how we will represent the inputs:

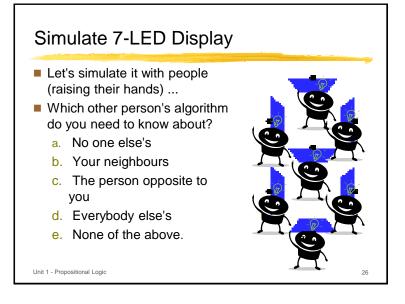
| # | а | b | С | d |
|---|---|---|---|---|
| 0 | F | F | F | F |
| 1 | F | F | F | Т |
| 2 | F | F | Т | F |
| 3 | F | F | Т | Т |
| 4 | F | Т | F | F |
| 5 | F | Т | F | Т |
| 6 | F | Т | Т | F |
| 7 | F | Т | Т | Т |
| 8 | Т | F | F | F |
| 9 | Т | F | F | Т |
| | | | | |
| | | | | |

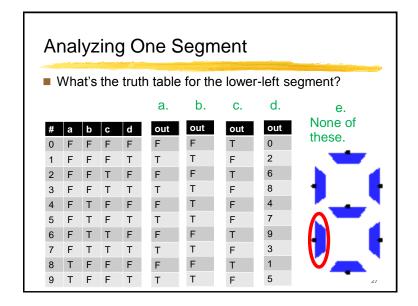
Notice the order: F's first.

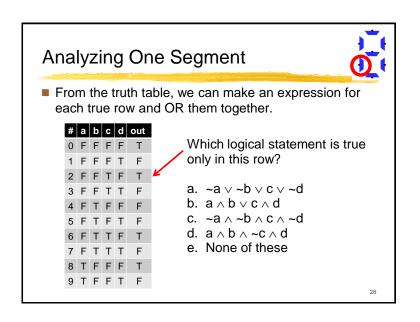
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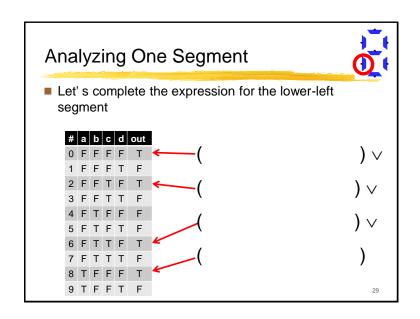


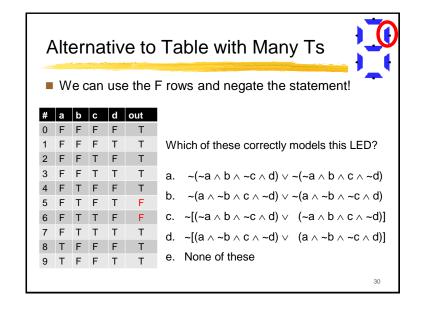
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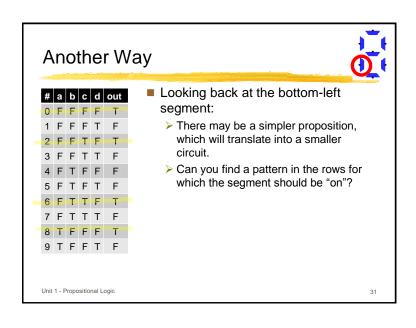


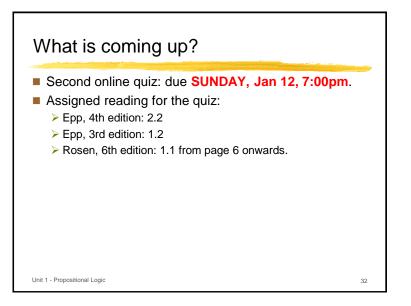












Exercises:

- Prove that our two solutions for the lower-left segment are not logically equivalent.
 - You should do this by providing values for the variables, so the two propositions have different truth values.
 - > Why are they both correct solutions, despite that?
- Finish the problem by building circuits for the other 5 segments.
- Design a circuit that takes three bits as input, and outputs the binary representation for their sum.

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