

General Logical Rules:

|                                    |               |  | $\frac{}{\Gamma, A \vdash A} \text{ (id}_A\text{)}$   |
|------------------------------------|---------------|--|---|
|                                    |               |  | $\frac{\Gamma \vdash A \quad \Gamma, A \vdash C}{\Gamma \vdash C} \text{ (cut)}$  |
| Name                               | Connective    | Left Rule  | Right Rule  |
| and<br>conjunction                 | $\wedge$      | $\frac{\Gamma, A, B \vdash C}{\Gamma, A \wedge B \vdash C} \text{ (}\wedge_L\text{)}$                                | $\frac{\Gamma \vdash A \quad \Gamma \vdash B}{\Gamma \vdash A \wedge B} \text{ (}\wedge_R\text{)}$  |
| or<br>disjunction                  | $\vee$        | $\frac{\Gamma, A \vdash C \quad \Gamma, B \vdash C}{\Gamma, A \vee B \vdash C} \text{ (}\vee_L\text{)}$              | $\frac{\Gamma \vdash A}{\Gamma \vdash A \vee B} \text{ (}\vee_{R_1}\text{)} \quad \frac{\Gamma \vdash B}{\Gamma \vdash A \vee B} \text{ (}\vee_{R_2}\text{)}$ |
| “top”<br>truth<br>triviality       | $\top$        | $\frac{\Gamma \vdash C}{\Gamma, \top \vdash C} \text{ (}\top_L\text{)}$  | $\frac{}{\Gamma \vdash \top} \text{ (}\top_R\text{)}$   |
| “bottom”<br>falsehood<br>absurdity | $\perp$       | $\frac{}{\Gamma, \perp \vdash C} \text{ (}\perp_L\text{)}$   | N/A   |
| implication                        | $\rightarrow$ | $\frac{\Gamma \vdash A \quad \Gamma, B \vdash C}{\Gamma, (A \rightarrow B) \vdash C} \text{ (}\rightarrow_L\text{)}$ | $\frac{\Gamma, A \vdash B}{\Gamma \vdash (A \rightarrow B)} \text{ (}\rightarrow_R\text{)}$   |

General Linear Rules:

$$\frac{}{\bullet, A \vdash A} \text{ (id}_A\text{)}$$

$$\frac{\Delta \vdash A \quad \Delta', A \vdash C}{\Delta, \Delta' \vdash C} \text{ (cut)}$$

$$\frac{\Gamma, A; \Delta, A \vdash C}{\Gamma, A; \Delta \vdash C} \text{ (logical context)}$$

| Name                  | Connective  | Left Rule   | Right Rule   | Polarity            |
|-----------------------|-------------|---|--|---------------------|
| Tensor                | $\otimes$   | $\frac{\Delta, A, B \vdash C}{\Delta, A \otimes B \vdash C} \text{ } (\otimes_L)$   | $\frac{\Delta \vdash A \quad \Delta' \vdash B}{\Delta, \Delta' \vdash A \otimes B} \text{ } (\otimes_R)$ | +, L always applies |
| “with”                | $\&$        | $\frac{\Delta, A \vdash C}{\Delta, A \& B \vdash C} \text{ } (\&_{L_1}) \quad \frac{\Delta, B \vdash C}{\Delta, A \& B \vdash C} \text{ } (\&_{L_2})$ | $\frac{\Delta \vdash A \quad \Delta \vdash B}{\Delta \vdash A \& B} \text{ } (\&_R)$                     | −, R always applies |
|                       | 1           | $\frac{\Delta \vdash C}{\Delta, 1 \vdash C} \text{ } (1_L)$   | $\frac{}{\bullet \vdash 1} \text{ } (1_R)$   | +, L always applies |
|                       | 0           | $\frac{}{\Delta, 0 \vdash C} \text{ } (0_L)$  | N/A  | +, L always applies |
| Implication           | $\multimap$ | $\frac{\Delta \vdash A \quad \Delta', B \vdash C}{\Delta, \Delta', (A \multimap B) \vdash C} \text{ } (\multimap_L)$                                  | $\frac{\Delta, A \vdash B}{\Delta \vdash (A \multimap B)} \text{ } (\multimap_R)$                        | −, R always applies |
| “bang”<br>“of course” | !           | $\frac{\Gamma, A; \Delta \vdash C}{\Gamma; \Delta, !A \vdash C} \text{ } (!_L)$   | $\frac{\Gamma; \bullet \vdash A}{\Gamma; \bullet \vdash !A} \text{ } (!_R)$                              | −, R always applies |

Further Reading:

- The section titled “Linear Logic and Session-based Concurrency — Frank Pfenning” at <https://www.cs.uoregon.edu/research/summerschool/summer13/curriculum.html>
- <http://logitext.mit.edu/Intuitionistic/main>, and/or the tutorial at <http://logitext.mit.edu/tutorial>
- <https://click-and-collect.linear-logic.org/>
- The Stanford Encyclopedia of Philosophy’s entry on Linear Logic:  
<https://plato.stanford.edu/entries/logic-linear/>
- The Wikipedia page on Linear Logic:  
[https://en.wikipedia.org/wiki/Linear\\_logic](https://en.wikipedia.org/wiki/Linear_logic)

## Linear Examples:

- Tensor ( $\otimes$ )

$A \otimes B$  is like having both  $A$  and  $B$

$$- \frac{\Delta, A, B \vdash C}{\Delta, A \otimes B \vdash C} (\otimes_L)$$

To show that bread ( $A$ ) tensor cheese ( $B$ ) makes a meal ( $C$ ), you must show that bread together with cheese makes a meal

$$- \frac{\Delta \vdash A \quad \Delta' \vdash B}{\Delta, \Delta' \vdash A \otimes B} (\otimes_R)$$

To show that from a dollar  $\Delta$  and another dollar ( $\Delta'$ ) you can get bread ( $A$ ) tensor cheese ( $B$ ), you must show that a dollar ( $\Delta$ ) gives bread and also that a dollar ( $\Delta'$ ) gives cheese.

- “with” ( $\&$ )

$A \& B$  says that you can have either of  $A$  or  $B$  (and the resource consumer gets to pick)

$$- \frac{\Delta, A \vdash C}{\Delta, A \& B \vdash C} (\&_{L1})$$

To show that a meal ( $A$ ) with dreams ( $B$ ) gives satisfaction, it suffices to show that a meal gives satisfaction (it does not matter whether or not dreams do).

$$- \frac{\Delta, B \vdash C}{\Delta, A \& B \vdash C} (\&_{L2})$$

Alternatively, to show that a meal ( $A$ ) with dreams ( $B$ ) gives satisfaction, it suffices to show that dreams give satisfaction (it does not matter whether or not a meal does).

$$- \frac{\Delta \vdash A \quad \Delta \vdash B}{\Delta \vdash A \& B} (\&_R)$$

If bread ( $A$ ) and cheese ( $B$ ) each cost a dollar ( $\Delta$ ), you can get bread with cheese for a single dollar.

- Triviality, Truth (1)

$$- \frac{\Delta \vdash C}{\Delta, 1 \vdash C} (1_L)$$

You can throw away trivialities without losing anything of value.

$$- \frac{}{\bullet \vdash 1} (1_R)$$

Even if you have nothing of value, you can conclude trivialities (such as zero dollars).

- Absurdity, Falsehood (0)

$$- \frac{}{\Delta, 0 \vdash C} (0_L)$$

From absurdity (e.g., a proof that  $1 = 0$ ), you can get any resource you like (such as infinite money).

- Implication, “lolli” ( $\multimap$ )

$$- \frac{\Delta \vdash A \quad \Delta', B \vdash C}{\Delta, \Delta', (A \multimap B) \vdash C} (\multimap_L)$$

Suppose you have two cups flour and one cup of water (collectively  $\Delta$ ), hunger for bread ( $\Delta'$ ), and a magical item ( $A \multimap B$ ) that turns bread dough ( $A$ ) into bread ( $B$ ). To derive satiation ( $C$ ), it suffices to prove that you can make bread dough from two cups flour and one cup water (this is  $\Delta \vdash A$ ), and also that you can derive satiation from having hunger for bread combined with bread (this is  $\Delta', B \vdash C$ ).

$$- \frac{\Delta, A \vdash B}{\Delta \vdash (A \multimap B)} (\multimap_R)$$

To derive that flour lolli bread in the context  $\Delta$ , you need to show that adding flour to the resources in  $\Delta$  allows you to derive bread.

- “bang”, “of course” (!)

$$- \frac{\Gamma, A; \Delta \vdash C}{\Gamma; \Delta, !A \vdash C} (!_L)$$

If you have an infinite resource (e.g., “of course we’ll always have air” or “of course we have a stove”) ( $A$ ), you can assume this resource as part of the logical context, as an axiom or pervasive assumption. (The logical context rule about  $;$  will then let you get as many copies of this resource as you want.)

$$- \frac{\Gamma; \bullet \vdash A}{\Gamma; \bullet \vdash !A} (!_R)$$

To prove that something is of course present/true, you must prove it without using up any resources.