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## IF A, THEN A

Probability: $\frac{1}{Entropy}$ Or when you randomly throw bricks on a surface, the probability of their forming a cube is nil.

Entropy: increase in disorder and chaos. Shuffle a new pack of cards, and you have introduced entropy to it.

Deduction: the core of logic, using very simple rules and based on inferences made from premises to conclusions, to reach non-obvious claims.

Axiomatic rules: rules so simple and atomic, as to leave no reason for doubt. Like 1+1 = 2.

A / c: if $a$ is true, then $c$ is true; or, $a$ implies $c$. This is going from one premise to one conclusion. if $a$ then $a$ is also true, or each statement is evaluates to itself.

A, ?, ?/ c: If a conclusion or claim $c$ does not only rely on $a$ to occur, or be true, then the partial inference $a$, ?, ? / $c$ is invalid, fallacious, or false.

A, b, f, j, v+1/ c: $A, b, f, j, v/c$ is better than $A, b, f, j/c$ provided the additional premise is strictly relevant to the conclusion. Under this, the more premises, the better the conclusion.

A, b, f, j, v/ c, d: An inference may lead to more than one conclusion, but the correct way to show this is: $A, b, f, j, v/c$ and $A, b, f, j, v/d$. Also, secondary or tertiary conclusion may or may not have the same probability of being as valid as the first conclusion.

C to a: Although we use the standard form if a then c to analyze and solve logical inference problems, it is possible to start with a conclusion and seek its premises.