

Laws of Propositional Logic

1) Commutativity

$$P \vee Q = Q \vee P$$

$$P \wedge Q = Q \wedge P$$

2) Associativity

$$(P \vee Q) \vee R = P \vee (Q \vee R)$$

$$(P \wedge Q) \wedge R = P \wedge (Q \wedge R)$$

3) Distributing

$$(P \vee Q) \wedge R = (P \wedge R) \vee (Q \wedge R)$$

$$(P \wedge Q) \vee R = (P \vee R) \wedge (Q \vee R)$$

6) Identity

$$P \vee \text{false} = P$$

$$P \wedge \text{True} = P$$

$$P \wedge \text{False} = \text{False}$$

$$P \vee \text{True} = \text{True}$$

5) Negation

$$P \vee \neg P = \text{True}$$

$$P \wedge \neg P = \text{False}$$

6) Idempotence

$$P \vee P = P$$

$$P \wedge P = P$$

7) Absorption

$$P \wedge (P \vee Q) = P$$

$$P \vee (P \wedge Q) = P$$

8) De Morgan's Law

$$\neg (P \vee Q) = \neg P \wedge \neg Q$$

$$\neg (P \wedge Q) = \neg P \vee \neg Q$$

9) Involution

$$\neg(\neg P) = P$$

	L.H.S.				R.H.S.	
P	Q	$P \vee Q$	$\neg(P \vee Q)$	$\neg P$	$\neg Q$	$\neg(P \wedge Q)$
T	T	T	F	F	F	F
T	F	T	F	F	T	F
F	T	T	F	T	F	F
F	F	F	T	T	T	T

Inference in

→ Inference is a technique by which given set of facts or postulates or axioms or premises f_1, f_2, \dots, f_n a goal G can be derived

→ For example the statement "where there is smoke there is fire"
 "There is smoke on the hill"
 Hence it can be deduced that hill

→ In propositional logic three rules are widely used for inferring facts.

1) modus ponens : Given $P \Rightarrow Q$, and P to be true, then Q is true.

$$\begin{array}{l} P \Rightarrow Q \\ \underline{P} \\ Q \end{array} \left. \vphantom{\begin{array}{l} P \Rightarrow Q \\ \underline{P} \\ Q \end{array}} \right\} \begin{array}{l} \text{Premises} \\ \\ \text{Goal} \end{array}$$

2) modus tollens : Given $P \Rightarrow Q$ and $\neg Q$ to be true then $\neg P$ is true

$P \Rightarrow Q$	T	T	T	T	T
$\neg Q$	T	T	F	T	F
$\neg P$	F	T	F	T	F

3) chain Rule : Given $P \Rightarrow Q$, $Q \Rightarrow R$ then
 $P \Rightarrow R$

$$\begin{array}{l} P \Rightarrow Q \\ Q \Rightarrow R \end{array} \left. \vphantom{\begin{array}{l} P \Rightarrow Q \\ Q \Rightarrow R \end{array}} \right\} \text{premises}$$

$$P \Rightarrow R \text{ } \{ \text{Goal} \}$$

The chain rule is also referred as
 rule of transitivity

Given

- 1) $C \vee D$
- 2) $\neg H \Rightarrow (A \wedge \neg B)$
- 3) $(C \vee D) \Rightarrow \neg H$
- 4) $(A \wedge \neg B) \Rightarrow (R \vee S)$

can $R \vee S$ be inferred

$P(C \vee D)$

$$C \vee D = \neg H \text{ } Q$$

$$\begin{array}{l} P \quad Q \\ C \vee D \Rightarrow \neg H \end{array}$$

$C \vee D$ by modus ponens

$$\neg H \Rightarrow \textcircled{5}$$

$$(2) \quad \neg H \Rightarrow (A \wedge \neg B)$$

$$(A \wedge \neg B) \Rightarrow R \vee S$$

$$\neg H \Rightarrow R \vee S \quad - (6)$$

$$\neg H \Rightarrow R \vee S$$

$$\frac{\neg H}{R \vee S}$$

} modus ponens

Hence $R \vee S$ is equally inferred

* Predicate Logic

At we propositional logic & other things,
 constants quantifier { For some
 variable function For all
 predicate

→ In propositional logic events are symbolized as proposition which acquire true or false value. However there are real world situation where propositional logic fails short

→ hence, it need to be augmented with more tools to enhance logic capability hence, predicate logic comprises of the following apart from connective and proposition recognized by

Propositional Logic

1) constant

→ constant represent objects that do not change value.

→ ex. pencil, 100 degree centigrade

2) variable

→ Variables are symbol which represent values acquired by the object as qualified by the quantifier

→ eg. x, y, z

3) Predicate

→ Predicate are representative of association between objects that are constant or variables, and acquire truth value, true or false

→ The predicate also carries a name that represent association between objects

eg. Equilibrium, tea.

4) Quantifiers

Quantifiers are symbol which indicate two type of quantification

1) \exists for some

2) \forall for all

\forall is referred as universal quantifier
 \exists is symbol existential quantifier

e.g. for all \rightarrow $\text{man}(x) : x$ is a man
 $\text{mortal}(x) : x$ is a mortal
 $\forall x (\text{man}(x) \Rightarrow \text{mortal}(x))$

e.g. for existential \rightarrow $\text{mushroom}(x) : x$ is a mushroom
 $\text{poisonous}(x) : x$ is a poisonous
 $\exists x (\text{mushroom}(x) \wedge \text{poisonous}(x))$
 some mushroom is ~~poisonous~~ poisonous

$\exists x (\text{mushroom}(x) \wedge \text{poisonous}(x))$

5 Function

\rightarrow It is similar to predicate in form of representation but unlike predicate they can require values other than truth values

e.g. $\text{plus}(2, 3) = 5$

* Generate Predicate logic for following

1) Raim likes all kind of food

$$\rightarrow \forall x \text{ food}(x) \Rightarrow \text{likes}(\text{Raim}, x)$$

2) Sita likes everything that Raim likes

$$\rightarrow \forall x (\text{likes}(\text{Raim}, x) \Rightarrow \text{likes}(\text{Sita}, x))$$

3) Rejo likes those, which Sita and Raim both likes

$$\rightarrow \forall x (\text{likes}(\text{Sita}, x) \wedge \text{likes}(\text{Raim}, x) \Rightarrow \text{like}(\text{Rejo}, x))$$

4) Ali likes some of which Raim likes

$$\rightarrow \exists x (\text{likes}(\text{Raim}, x) \wedge \text{likes}(\text{Ali}, x))$$

* Fuzzy Propositional logic

\rightarrow A fuzzy proposition is a statement which acquire fuzzy truth value thus, \vec{p} , $T(\vec{p})$ represents truth value attach to \vec{p} .

\rightarrow The fuzzy membership value associated with fuzzy set \tilde{A} for \vec{p} is treated as fuzzy truth value $T(\vec{p}) = \mu_{\tilde{A}}(x)$ where $0 \leq \mu_{\tilde{A}}(x) \leq 1$

\rightarrow There are four fuzzy connectives indicated in table below:

Consider \tilde{P} and \tilde{Q} as fuzzy proposition with $T(\tilde{P})$ and $T(\tilde{Q})$ as their truth value where fuzzy connective table as define following.

Symbol	connective	usage	Description
\sim	$\neg \tilde{P}$ \tilde{P} Negation	$\neg \tilde{P}$ or $\overline{\tilde{P}}$	$1 - T(\tilde{P})$
\vee	Disjunction	$\tilde{P} \vee \tilde{Q}$	$\max(T(\tilde{P}), T(\tilde{Q}))$
\wedge	Conjunction	$\tilde{P} \wedge \tilde{Q}$	$\min(T(\tilde{P}), T(\tilde{Q}))$
\Rightarrow	Implication	$\tilde{P} \Rightarrow \tilde{Q}$	$\neg \tilde{P} \vee \tilde{Q}$ $\max((1 - T(\tilde{P})), T(\tilde{Q}))$

\tilde{P} : mary is efficient; $T(\tilde{P}) = 0.8$

\tilde{Q} : Ram is efficient; $T(\tilde{Q}) = 0.65$

if mary is not efficient

$\neg \tilde{P}$,

$$T(\neg \tilde{P}) = 1 - T(\tilde{P})$$

$$= 1 - 0.8 = 0.2$$

e) mary is efficient and so is Ram

$$\tilde{P} \wedge \tilde{Q} \quad T(\tilde{P} \wedge \tilde{Q}) = \min(T(\tilde{P}), T(\tilde{Q}))$$

$$= \min(0.8, 0.65)$$

$$= 0.65$$

3) Either Mary or Perm is Efficient

$$\begin{aligned}\tilde{p} \vee \tilde{a} \quad T(\tilde{p} \vee \tilde{a}) &= \max(T(\tilde{p}), T(\tilde{a})) \\ &= \max(0.8, 0.65)\end{aligned}$$

$$= 0.8$$

$$= 0.65$$

4) If Mary is efficient, then so is Perm

$$\begin{aligned}\tilde{p} \Rightarrow \tilde{a} \quad T(\tilde{p} \Rightarrow \tilde{a}) &= \max(T(\neg \tilde{p} \vee \tilde{a})) \\ &= \max((1 - T(\tilde{p})), T(\tilde{a}))\end{aligned}$$

$$= \max((1 - 0.8), 0.65)$$

$$= \max(0.2, 0.65)$$

$$= 0.65$$

Fuzzy quantifier