Assignment Project Exam Help Foundations of Computer Science UNSWITTER: //tutores.com

Topic 3: Logic

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Week 8	Boolean Logic	Ch. 3	Ch. 2, 10	Ch. 12
Week 8	Propositional Logic	Ch. 3	Ch. 2	Ch. 1

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Logic is about formalizing reasoning and defining truth

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- Mechanizing the process of reasoning

Loose history of logic

Assignment Egitophe Gidns of Mathematics Help (Boole, Jevons, Schröder, etc)

- 1910: Russell and Whitehead's Principia Mathematica
- · Intiner protest arce surgerin
- 1931: Gödel's Incompleteness Theorem
- 1935: Church's Lambda calculus
- 188: Ching shathine Baset Introde CS
- 1930s: Shannon develops Circuit logic
- 1960s: Formal verification; Relational databases

Logic in Computer Science

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Logic in Computer Science

Assignment Project Examination Project Examination (Boolean logic):

- Circuit design
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- Boolean algebra
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- Formal verification
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- Knowledge Representation and Reasoning
- Automated reasoning
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Outline

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Conjunctive and Disjunctive Normal Form https://tutorcs.com

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Conjunctive and Disjunctive Normal Form https://tutorcs.com

A secilem their is about the forming calculation in a simple "Help

- can help identify simplifications that improve performance at the circuit level
- charge den painplif casofy the programming level

The Boolean Algebra B

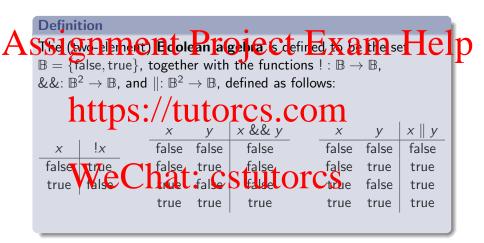
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The (two-element) **Boolean algebra** is defined to be the set $\mathbb{B}=\{0,1\}$, together with the functions $!:\mathbb{B}\to\mathbb{B}$, &&: $\mathbb{B}^2\to\mathbb{B}$, and $\mathbb{B}^2\to\mathbb{B}$, where $\mathbb{B}^2\to\mathbb{B}$ is defined to be the set $\mathbb{B}^2\to\mathbb{B}$, and $\mathbb{B}^2\to\mathbb{B}$, where $\mathbb{B}^2\to\mathbb{B}$ is defined to be the set $\mathbb{B}^2\to\mathbb{B}$.

|x = (1-x) $x & y = min\{x, y\}$ $x || y = max\{x, y\}$ $x || x = max\{x, y\}$ $x || y = max\{x, y\}$

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The Boolean Algebra \mathbb{B} – Alternative definition



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For \mathbb{B}: \{F, T\}
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Properties

We observe that !, &&, and \parallel satisfy the following:

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 $\begin{array}{c} \text{Associativity} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttores.com} & \text{$z = x \parallel (y \parallel z)$} \\ \text{NTUPS:} // \text{tuttor$

Distribution

$$x \parallel (y \&\& z) = (x \parallel y) \&\& (x \parallel z)$$

Where $\overset{\times \&\& (y \parallel z) = (x \&\& y) \parallel (x \&\& z)}{\text{cstutors}}$

$$x \&\& 1 = x$$

Complementation

$$x \parallel (!x) = 1$$

$$x \&\& (!x) = 0$$

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Examples

- https://tutores.com Calculate ((1 && 0) || ((!1) && (!0))

Outline

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Conjunctive and Disjunctive Normal Form https://tutorcs.com

Boolean Functions

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An *n*-ary Boolean function is a map $f : \mathbb{B}^n \to \mathbb{B}$.

Questittps://tutorcs.com How many unary Boolean functions are there?

How many binary functions?

n-ary WeChat: cstutorcs

Examples

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- ! is a unary Boolean function
- &&, ∥ are binary Boolean functions
- AND $(x_0, x_1, ...) = (\cdots ((x_0 \&\& x_1) \&\& x_2) \cdots)$ is a (family)
- of Boolean functions
- Wechat: ((estutores (family) of Boolean functions

Application: Adding two one-bit numbers

How can we implement:

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NB

Digital circuits are just sequences of Boolean functions.

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Conjunctive and Disjunctive normal form

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- A minterm is a Boolean function of the form
- AND $(l_1(x_1), l_2(x_2), \dots, l_n(x_n))$ where the l_i are literals OR $(l_1(x_1), l_2(x_2), \dots, l_n(x_n))$ where the l_i are literals
- A CNF Boolean function is a function of the form A DNF Boolean function is a function of the form
- $OR(m_1, m_2, ...)$, where the m_i are minterms.

Examples

Examples

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- $g(x, y, z) = (x \parallel (!y) \parallel z) \&\& (x \parallel (!y) \parallel (!z)) =$ $g(x, y, z) = (x \parallel (!y) \parallel z) \&\& (x \parallel (!y) \parallel (!z)) =$ $g(x, y, z) = (x \parallel (!y) \parallel z) \&\& (x \parallel (!y) \parallel (!z)) =$ $g(x, y, z) = (x \parallel (!y) \parallel z) \&\& (x \parallel (!y) \parallel (!z)) =$ $g(x, y, z) = (x \parallel (!y) \parallel z) \&\& (x \parallel (!y) \parallel (!z)) =$ $g(x, y, z) = (x \parallel (!y) \parallel z) \&\& (x \parallel (!y) \parallel (!z)) =$
- $h(x, y, \overline{z}) = (x \&\& (!y) \&\& z) = x \overline{y} z$: both CNF and DNF
- j(x, y, z) = x + y(z + x): Neither CNF nor DNF

NB

CNF: product of sums; DNF: sum of products

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Theorem

Every Boolean function can be written as a function in DNF/CNF Proof...

Proof...

Canonical DNF

Given an *n*-ary boolean function $f: \mathbb{B}^n \to \mathbb{B}$ we construct an equivalent DNF boolean function as follows:

Assignment $P_{m_b} = A_{ND}(J_1(x_1)J_2(x_2),...,J_n(x_n)) + B_n$ we define the minterm $P_{m_b} = A_{ND}(J_1(x_1)J_2(x_2),...,J_n(x_n)) + B_n$

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We the define the DANE formula: tutores

$$f_{\mathsf{DNF}} = \sum_{f(\mathbf{b})=1} m_{\mathbf{b}},$$

that is, f_{DNF} is the disjunction (or) over all minterms corresponding to elements $\mathbf{b} \in \mathbb{B}$ where $f(\mathbf{b}) = 1$.

Canonical DNF

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Exercise

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RW: 10.2.3 Find the canonical DNF form of each of the following

- expressions in variables x, y, z
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Karnaugh Maps

For up to four variables (propositional symbols) a diagrammatic method of simplification called **Karnaugh maps** works quite well propositional functional construct a rectangular array of 2^k cells. We mark the squares corresponding to the value true with eg "+" and try to cover these squares with as few rectangles with sides 1 or 2 or 4 as possible.

For optimisation, the idea is to cover the + squares with the minimum number of rectangles. One *cannot* cover any empty cells.

The rectangles can go 'around the corner'/the actual map should be seen as a torus.

Assignment average 4 Edux each Help adjacent cells are useless).

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WeChat: cstutorcs $E = (xy) \lor (\bar{x}\bar{y}) \lor z$

Canonical form would consist of writing all cells separately (6 clauses).

Exercise

Exercise RW: 10.6.6(c) Assignment Project Exam Help https://twtorcs.com WeChat: cstutorcs

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Definition: Boolean Algebra

Definition

A **Boolean algebra** is a structure $(T, \vee, \wedge, ', \mathbb{O}, \mathbb{1})$ where

$\underbrace{\textbf{Ssignment Project Exam Help}}_{\textbf{V}, \land: \ T \times T \rightarrow T \ (\text{called join and meet respectively})}$

': T → T (called complementation)

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Commutativity: $x \lor y = y \lor x, \quad x \land y = y \land x$

Ativity: Chate vostutores Associativity:

Distributivity: $x \lor (y \land z) = (x \lor y) \land (x \lor z)$

 $x \wedge (y \vee z) = (x \wedge y) \vee (x \wedge z)$

 $x \lor 0 = x$, $x \land 1 = x$ Identity:

Complementation: $x \lor x' = 1$, $x \land x' = 0$

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T: Pow(X)

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0 : ∅

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The Laws of Boolean algebra follow from the Laws of Set Operations.

Assignment Project Exam Help The two element Boolean Algebra:

```
\underset{\text{where }!,\&\&,\parallel}{\text{https://tutorcs.com}} \\ \| \underbrace{\text{true, false}}_{\text{l}}, \|,\&\&,!, \text{false, true}) \\ \| \underbrace{\text{true, false, true, true,
```

- !true = false; !false = true,
- tWe Chat: cstutorcs
- true || true = true; ...

Scrient operations, e.g. B4:

```
https://tutorcs.com/(1,0,0,1) \( (1,1,0,0) = (1,1,0,1) \\ (1,1,0,0) = (1,0,0,0) \\ (1,1,0,0) = (1,0,0,0) \)
```

complement: (1,0,0,1)' = (0,1,1,0)

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1: (1,1,1,1).

Example

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$$) \parallel g(s)$$
 $(f \land g) : S \rightarrow \mathbb{B}$ defined by $s \mapsto f(s) \&\& g(s)$

$$\mathbf{We}^{f'} \overset{\mathcal{S}}{\subset} \overset{\mathbb{B}}{\underset{\mathbb{S}}{\text{the Stutton}}} \overset{\text{defined by}}{\underset{\mathbb{S}}{\text{the Stutton}}} \overset{s \mapsto !f(s)}{\underset{\mathbb{S}}{\text{constant}}}$$

 $1: S \to \mathbb{B}$ is the function $s \mapsto 1$

Proofs in Boolean Algebras

Show an identity holds using the laws of Boolean Algebra, then that identity holds in all Boolean Algebras.

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 $x \wedge x = x$

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Proof:

Weekhat: cstutore [dentity] $= (x \wedge x) \vee (x \wedge x')$ [Distributivity]

 $=(x \wedge x) \vee 0$

 $=(x \wedge x)$

[Complement]

[Identity]

Duality

Definition

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If $(T, \lor, \land, ', 0, 1)$ is a Boolean Algebra, then $(T, \land, \lor, ', 1, 0)$ is also a Boolean algebra, known as the **dual** Boolean algebra.

Theorem (Principle of duality)

If you can show $E_1 = E_2$ using the laws of Boolean Algebra, then $dual(E_1) = dual(E_2)$.

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Example

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By duality: $x \lor x = x$.