

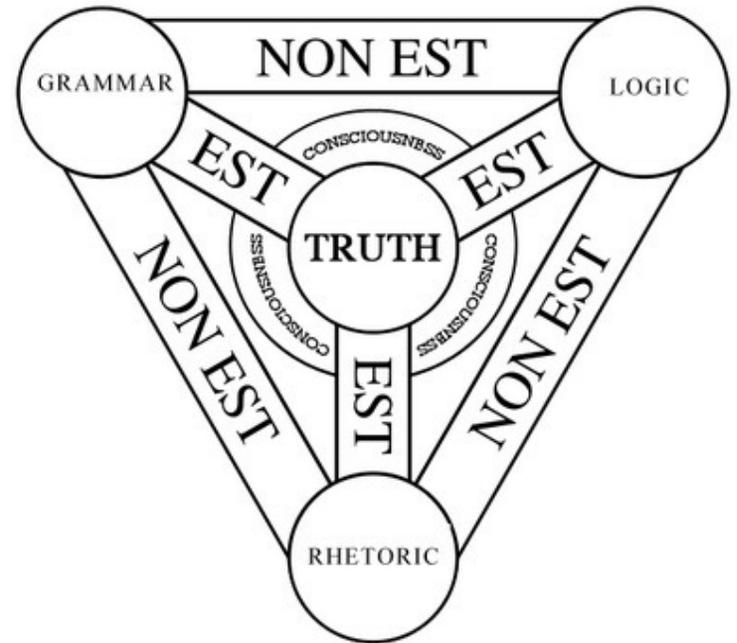
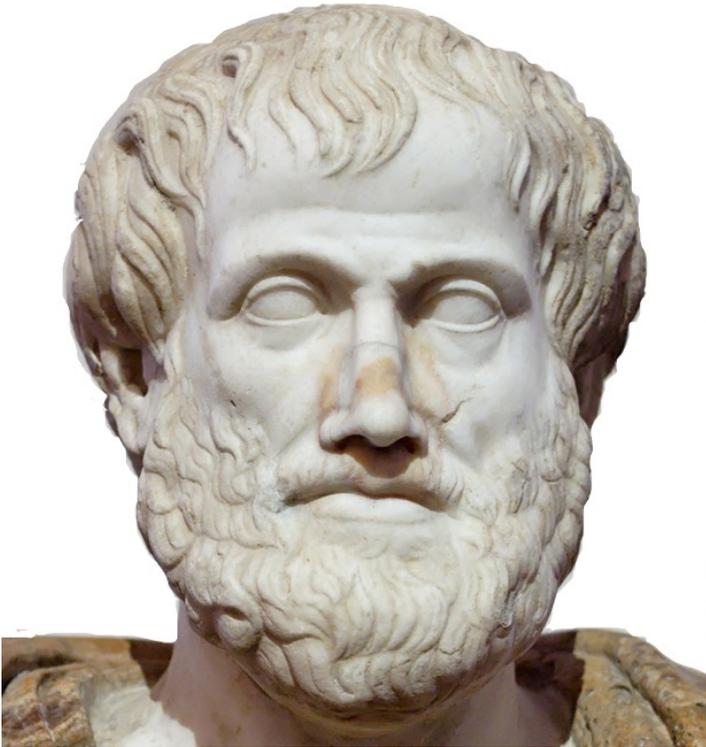
# Introduction to Logic

## *Introduction*

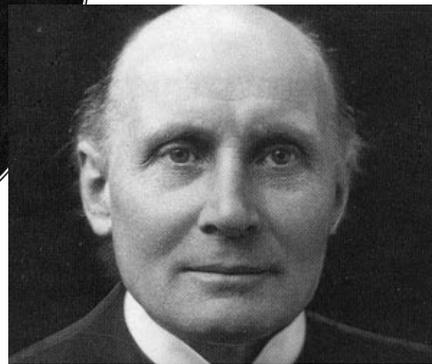
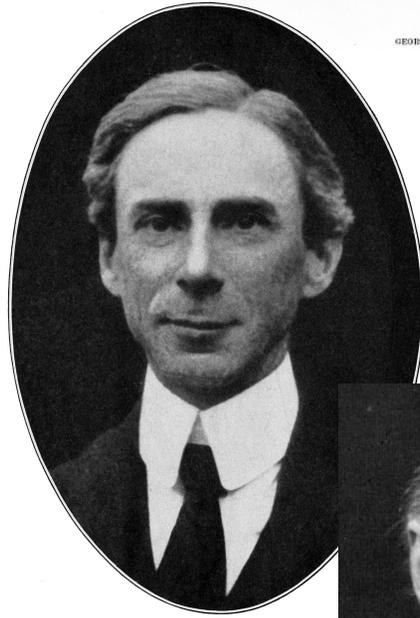
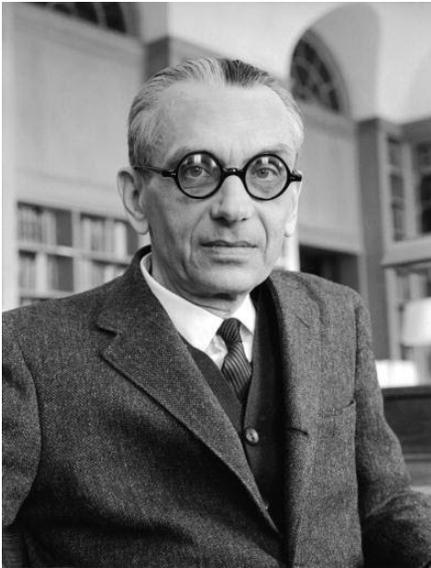
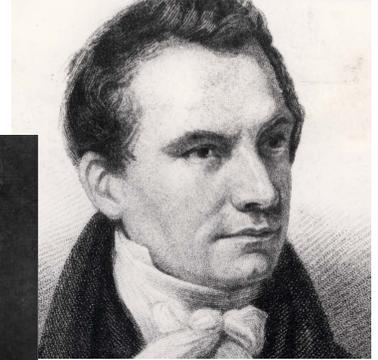
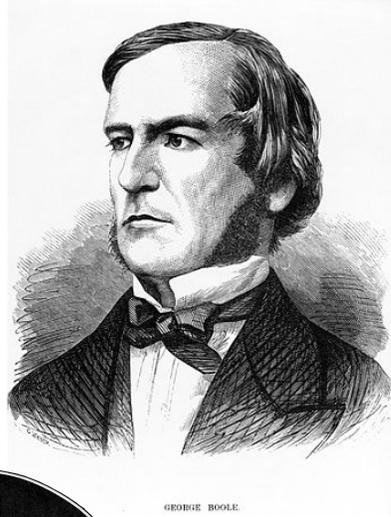
Michael Genesereth  
Computer Science Department  
Stanford University

**Lecture will begin at ~13:35 PDT.**

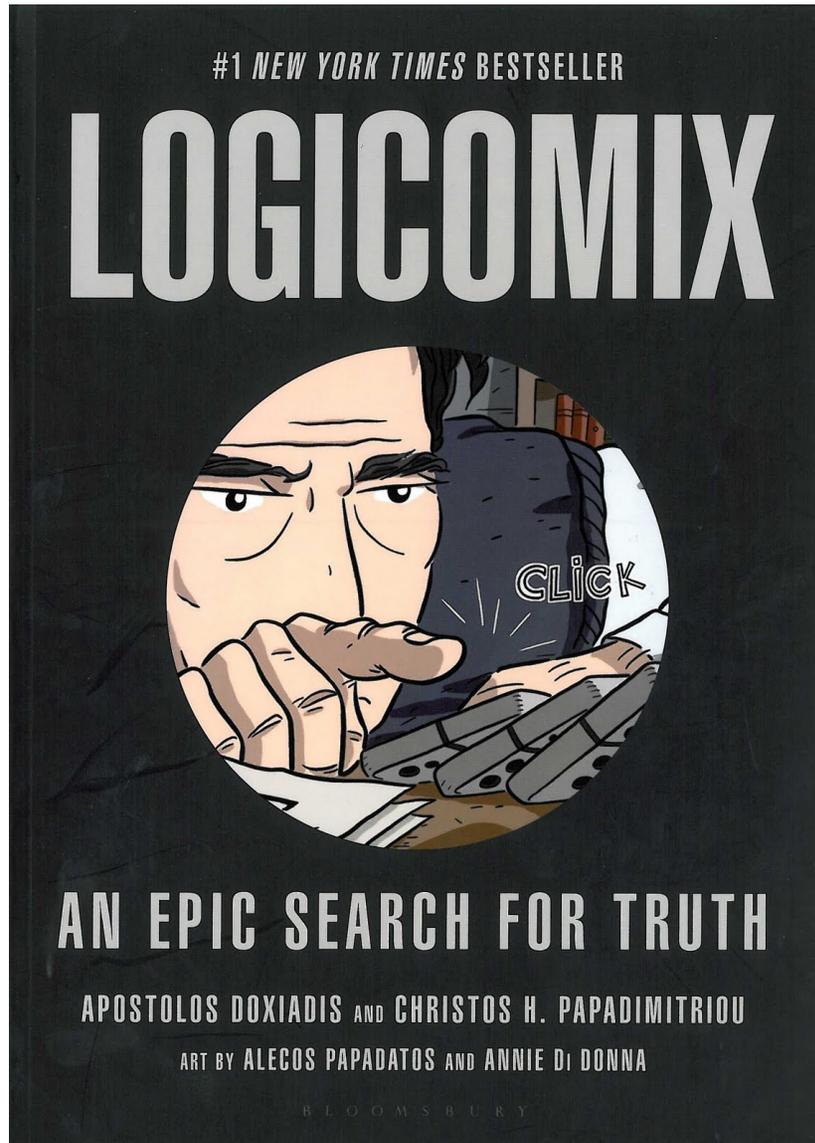
# Greek Trivium



# History

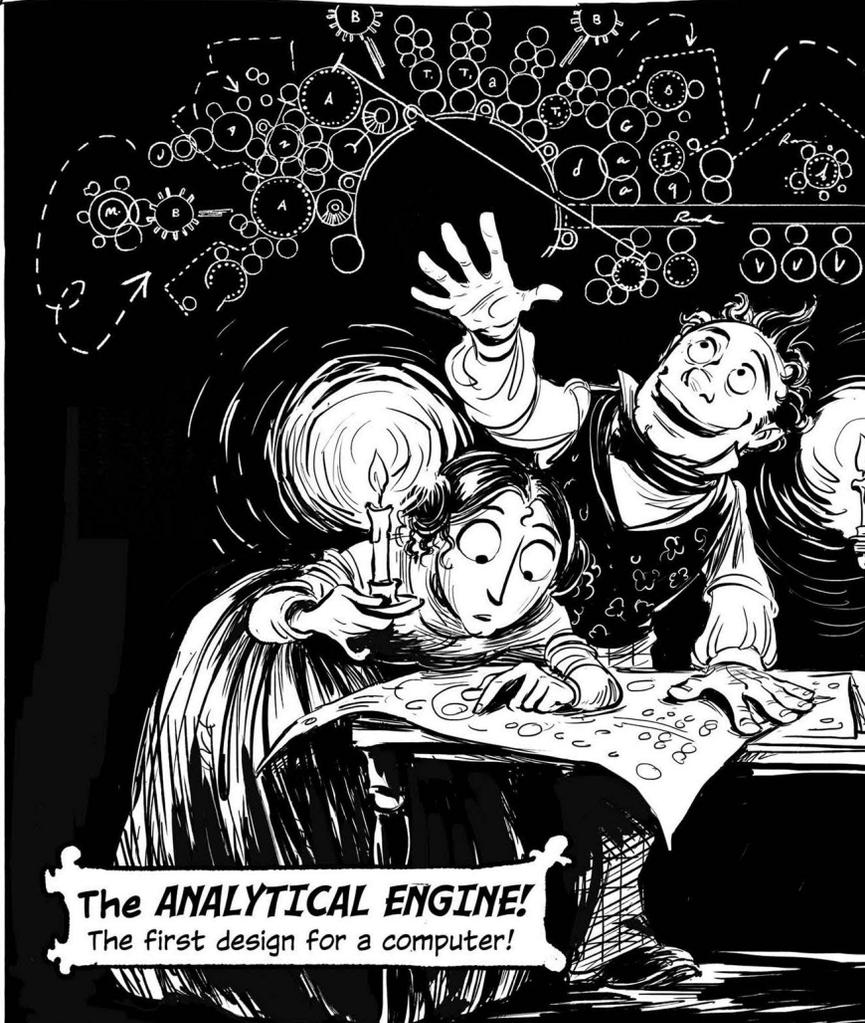


# History of Logic



# History of Logic

Around the same time Babbage met Lovelace, he was developing a remarkable extension of his mechanical calculator: a way to control it automatically with punched cards. A machine he called...



!!!!!!!!!!!!!!!!!!!!!!!!THE!!!!!!!!!!!!!!!!!!!!!!!!  
**THRILLING**  
*ADVENTURES OF*  
**LOVELACE**

*and*



**BABBAGE\***  
*\*The (Mostly) True Story of the First Computer*  
**SYDNEY PADUA**

# History of Logic



# Uses of Logic

# Mathematics

Euler's theorem:

The distance  $d$  between the circumcenter and the incenter in any triangle is given by  $d^2 = R(R - 2r)$ , where  $R$  is the circumradius, and  $r$  is the inradius.

Proof:

Let  $O$  be the circumcentre of  $\triangle ABC$ , and  $I$  be its incentre, the extension of  $AI$  intersects the circumcircle at  $L$ , then  $L$  is the mid-point of arc  $BC$  (because  $AI$  intersects angle  $BAC$ ).

Join  $LO$  and extend it so that it intersects the circumcircle at  $M$ .

From  $I$  construct a perpendicular to  $AB$ , and let  $D$  be its foot, then  $ID = r$ . It is not difficult to prove that  $\triangle ADI \sim \triangle MBL$ , so  $ID / BL = AI / ML$ , i.e.  $ID \times ML = AI \times BL$ .

Therefore

$$(1) 2Rr = AI \times BL.$$

Join  $BI$ , because

$$\text{angle } BIL = \alpha/2 + \beta/2,$$

$$\text{angle } IBL = \beta/2 + \alpha/2,$$

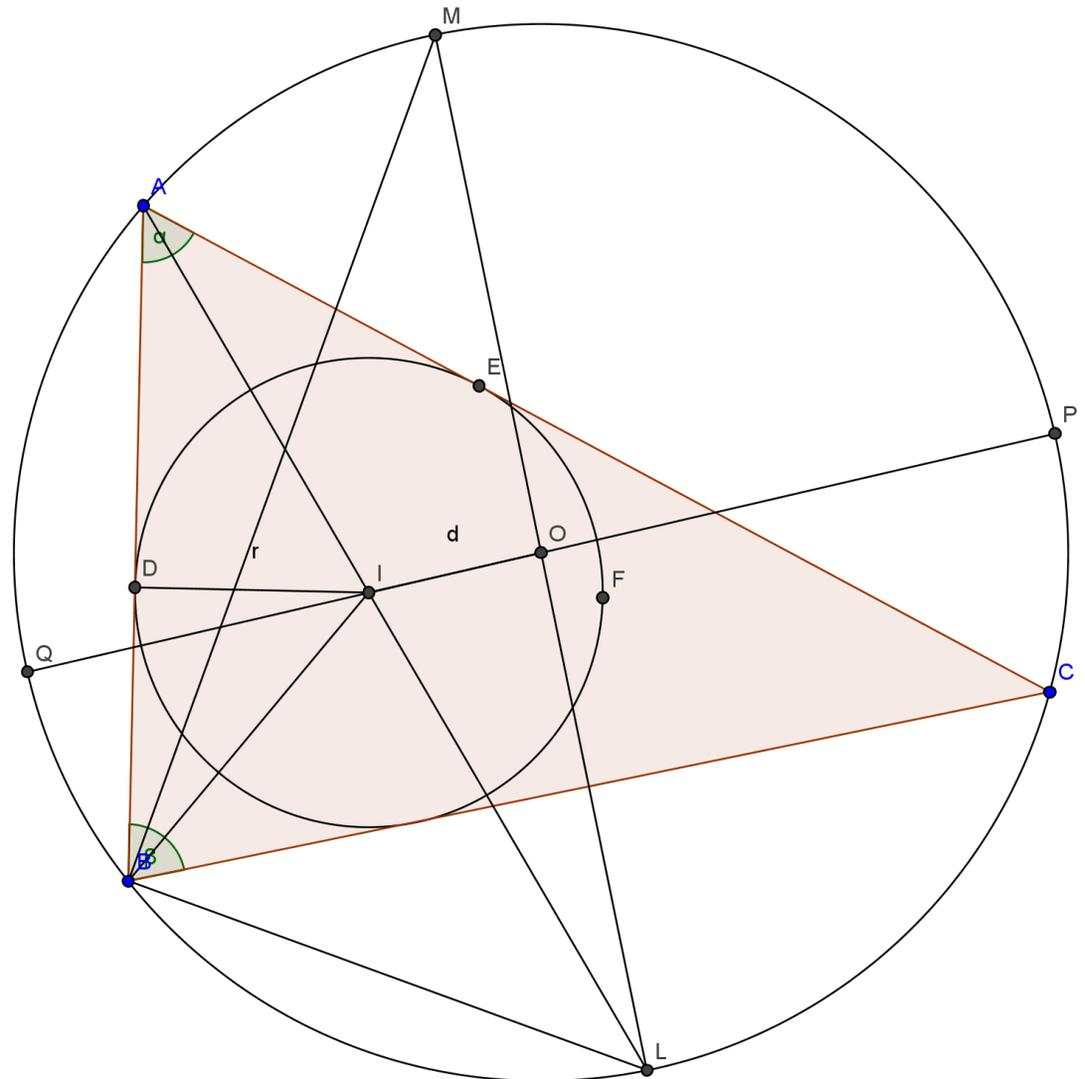
therefore angle  $BIL = \text{angle } IBL$ , so  $BL = IL$ , and

$AI \times IL = 2Rr$  (from (1)). Extend  $OI$  so that it intersects the circumcircle at  $P$  and  $Q$ ,

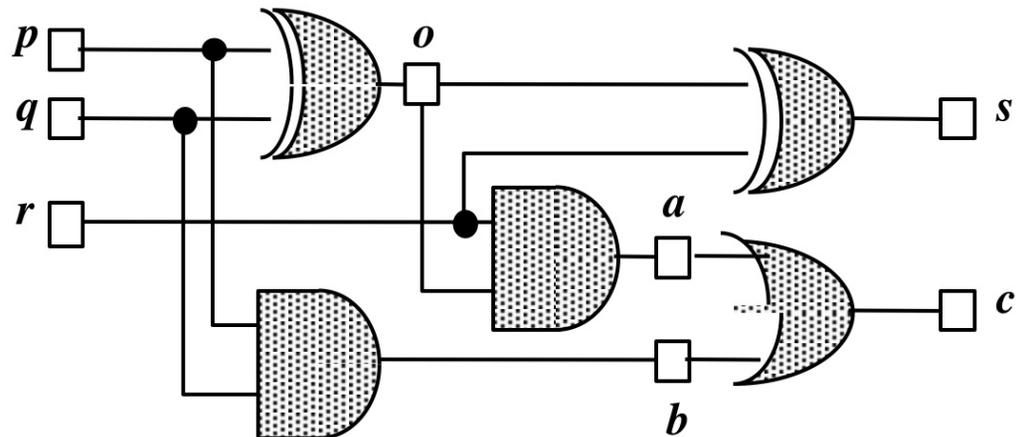
then  $PI \times QI = AI \times IL = 2Rr$ ,

so  $(R + d)(R - d) = 2Rr$ , i.e.  $d^2 = R(R - 2r)$ .

Q.E.D



# Hardware Engineering



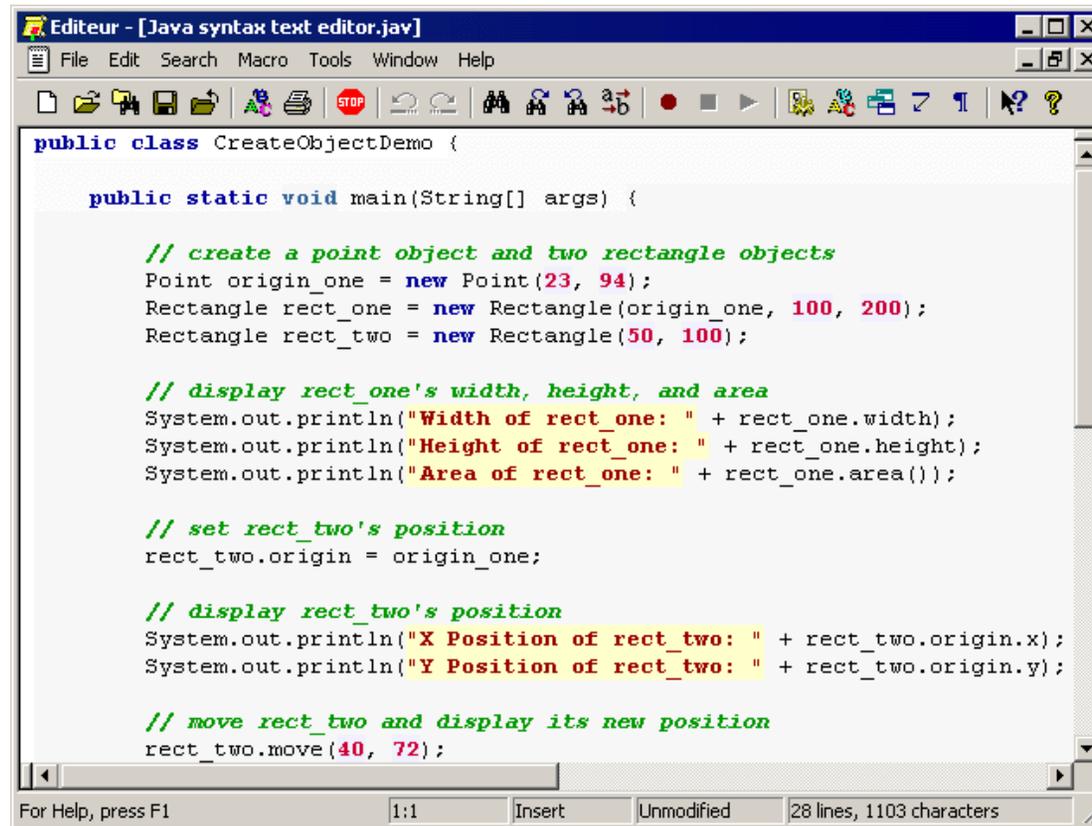
*What are the outputs for given inputs?*

*What inputs produce given outputs?*

*If its behavior is incorrect, which component is broken?*

*How many inputs do we need to confirm correct operation?*

# Software Engineering



```
public class CreateObjectDemo {  
  
    public static void main(String[] args) {  
  
        // create a point object and two rectangle objects  
        Point origin_one = new Point(23, 94);  
        Rectangle rect_one = new Rectangle(origin_one, 100, 200);  
        Rectangle rect_two = new Rectangle(50, 100);  
  
        // display rect_one's width, height, and area  
        System.out.println("Width of rect_one: " + rect_one.width);  
        System.out.println("Height of rect_one: " + rect_one.height);  
        System.out.println("Area of rect_one: " + rect_one.area());  
  
        // set rect_two's position  
        rect_two.origin = origin_one;  
  
        // display rect_two's position  
        System.out.println("X Position of rect_two: " + rect_two.origin.x);  
        System.out.println("Y Position of rect_two: " + rect_two.origin.y);  
  
        // move rect_two and display its new position  
        rect_two.move(40, 72);  
    }  
}
```

For Help, press F1 | 1:1 | Insert | Unmodified | 28 lines, 1103 characters

*Partial Evaluation*  
*Program verification*  
*Debugging*  
*Automatic Coding*

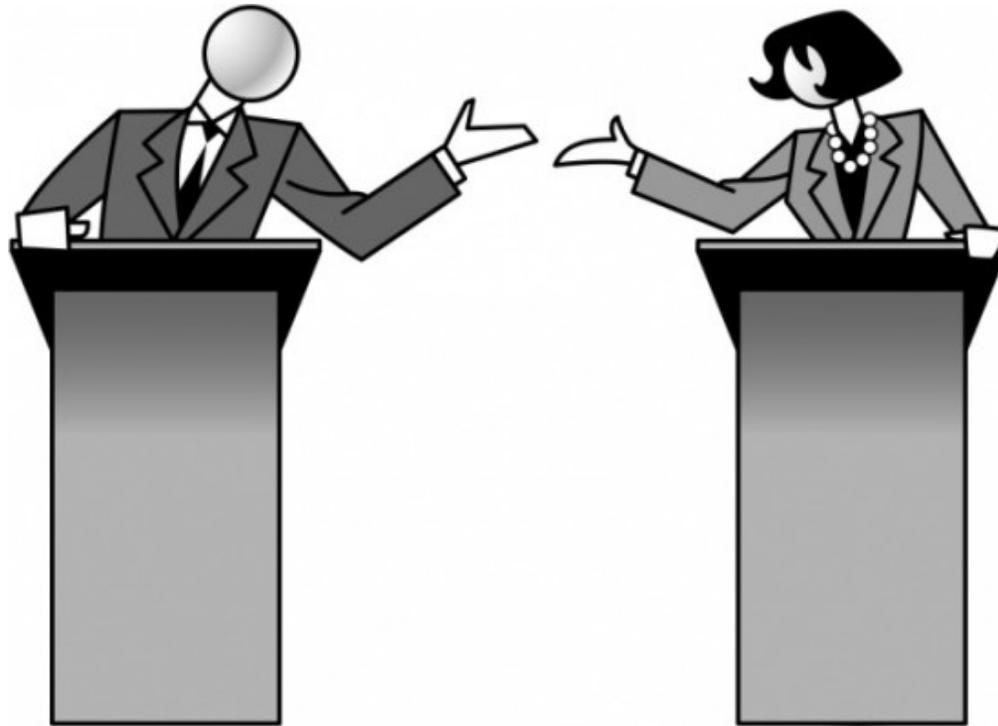
# Rules and Regulations



# Games



# Debate



# Communication



---

# Space-indexed Dynamic Programming: Learning to Follow Trajectories

---

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Adam Coates

Andrew Y. Ng

Yi Gu

Charles DuHadway

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DUHADWAY@STANFORD.EDU

**Theorem 3.1** [following (Bagnell et al., 2004)] *Suppose  $\pi = (\pi_1, \dots, \pi_D)$  is a policy returned by an  $\epsilon$ -approximate version of state-indexed PSDP where on each step the algorithm obtains  $\pi_d$  such that*

$$E_{s \sim \mu_d} [V_{\pi_d, \pi_{d+1}, \dots, \pi_D}(s)] \geq \arg \max_{\pi \in \Pi} E_{s \sim \mu_d} [V_{\pi, \pi_{d+1}, \dots, \pi_D}(s)] - \epsilon$$

*Then for all  $\pi_{\text{ref}} \in \Pi^D$ ,*

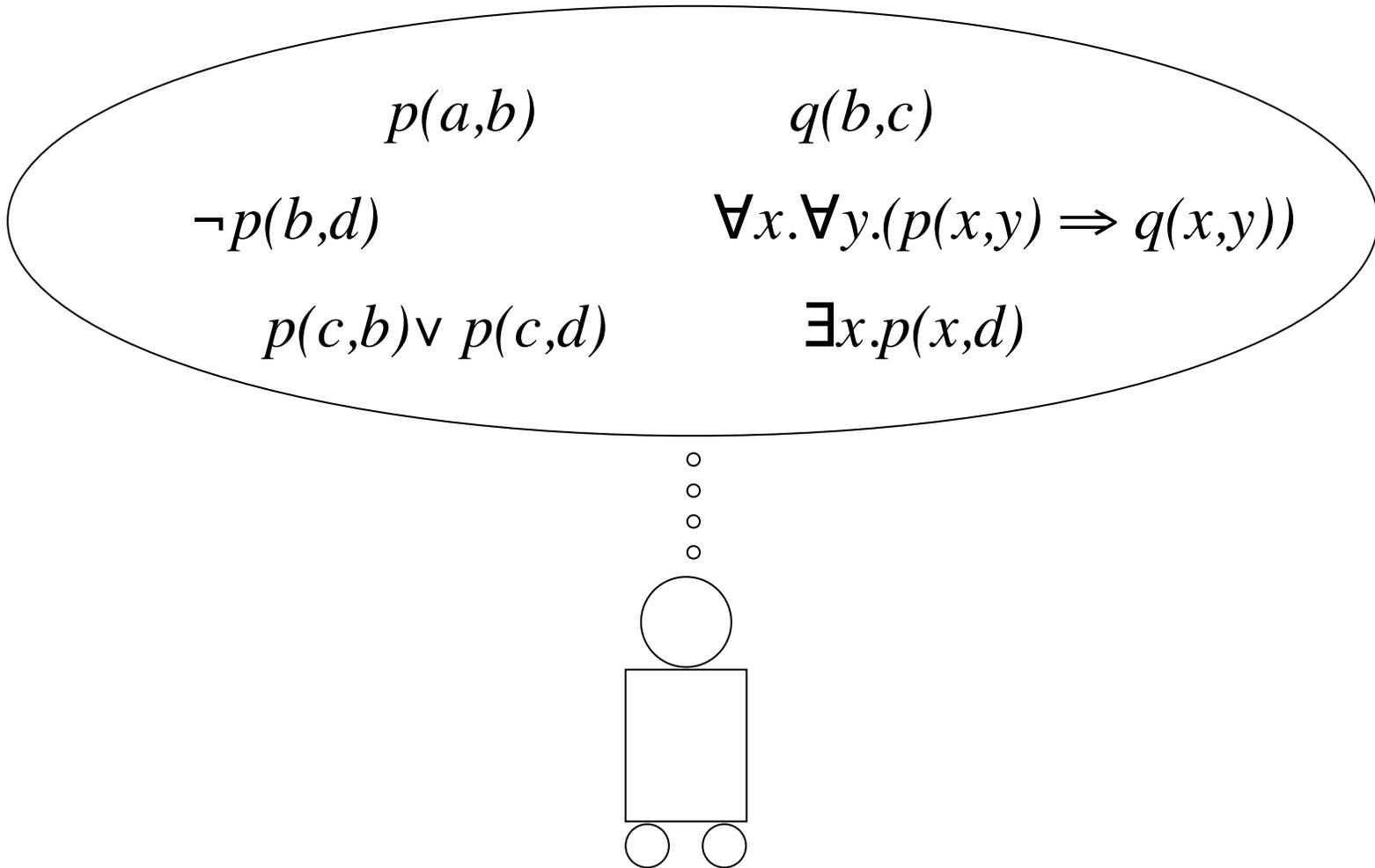
$$V_{\pi}(s_0) \geq V_{\pi_{\text{ref}}}(s_0) - D\epsilon - Dd_{\text{var}}(\mu, \mu_{\pi_{\text{ref}}})$$

*where  $\mu$  is the baseline distribution over space-index states (without the time component) provided to SI-PSDP,  $d_{\text{var}}$  denotes the average variational distance, and  $\mu_{\pi_{\text{ref}}}$  is the state distribution induced by  $\pi_{\text{ref}}$ .*

# Logic and Computer Science

*Logic is the mathematics of Computer Science  
as  
Calculus is the mathematics of Physics.*

# Computational Logic



# Applications

Euler's theorem:  
The distance  $d$  between the circumcenter and the incenter in any triangle is given by  $d^2 = R(R - 2r)$ , where  $R$  is the circumradius, and  $r$  is the inradius.

Proof:  
Let  $O$  be the circumcentre of  $\triangle ABC$ , and  $I$  be its incentre, the extension of  $AI$  intersects the circumcircle at  $L$ , then  $L$  is the mid-point of arc  $BC$  (because  $AI$  intersects angle  $BAC$ ).

Join  $LO$  and extend it so that it intersects the circumcircle at  $M$ .

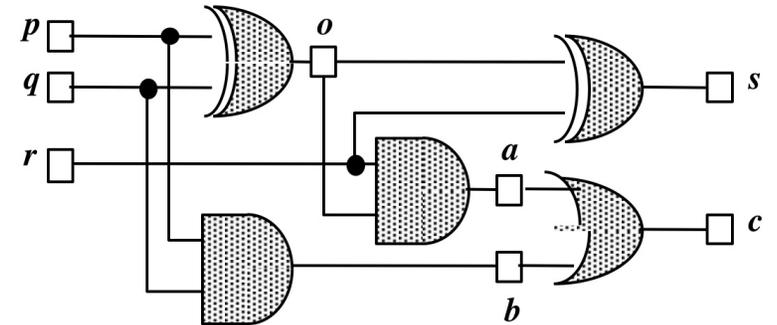
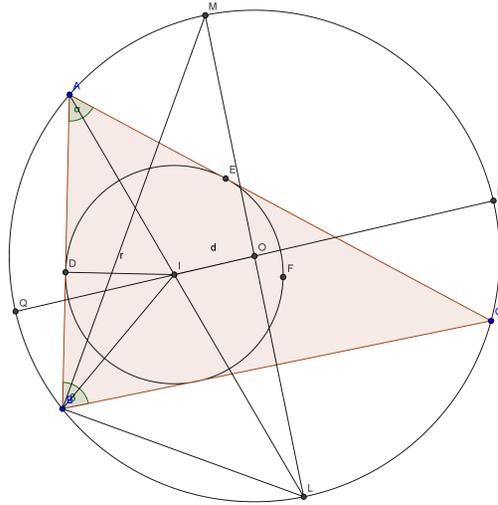
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Therefore  
(1)  $2Rr = AI \times BL$ .

Join  $BI$ , because

angle  $BIL = \alpha/2 + \beta/2$ ,  
angle  $IBL = \beta/2 + \alpha/2$ ,

therefore angle  $BIL =$  angle  $IBL$ , so  $BL = IL$ , and  $AI \times IL = 2Rr$  (from (1)). Extend  $OI$  so that it intersects the circumcircle at  $P$  and  $Q$ , then  $PI \times QI = AI \times IL = 2Rr$ , so  $(R + d)(R - d) = 2Rr$ , i.e.  $d^2 = R(R - 2r)$ .  
Q.E.D



# Elements of Logic

# Elements of Logic

## **Logical Language**

Definitions: *A triangle is a polygon with three sides.*

Constraints: *Parents are older than their children.*

Partial Information: *Abby likes one of Cody or Dana.*

## **Logical Reasoning**

Model Checking - truth tables, logic grids

Symbolic Manipulation - formula transformations, proofs

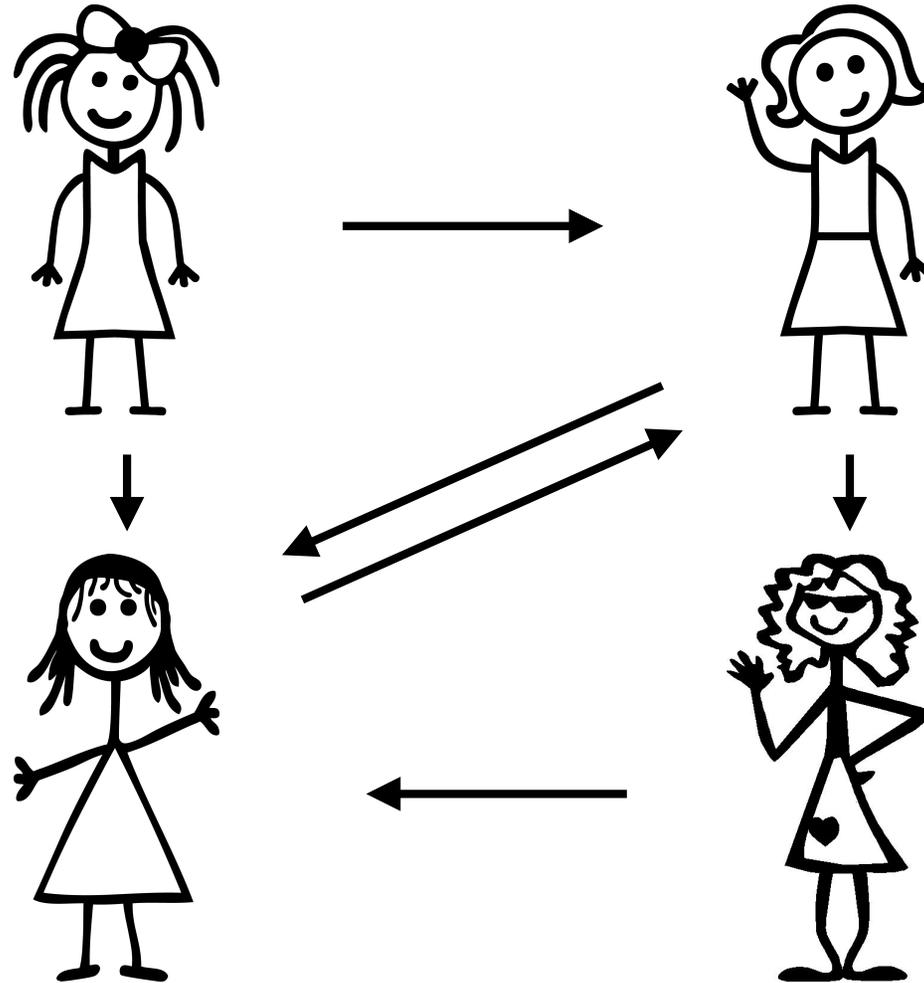
## **"Metalevel" Concepts and Analysis**

Validity, Contingency, Unsatisfiability

Equivalence, Entailment, Consistency

Soundness, Completeness, Decidability

# Friends



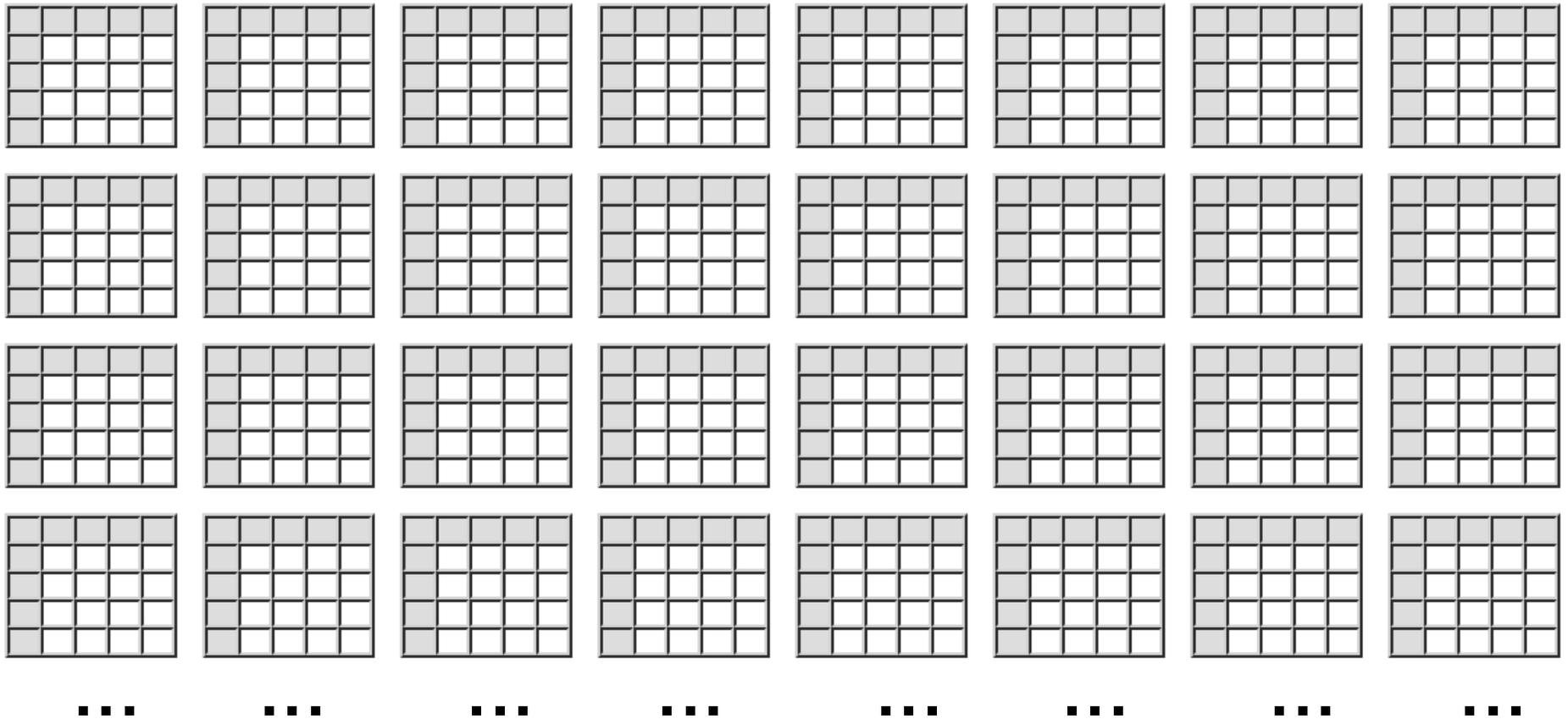
# Friends

	Abby	Bess	Cody	Dana
Abby			✓	
Bess			✓	
Cody	✓	✓		✓
Dana			✓	

# Friends

	Abby	Bess	Cody	Dana
Abby	✓		✓	
Bess		✓		✓
Cody	✓		✓	
Dana		✓		✓

# Possible Worlds



# Logical Language

*Dana likes Cody.*

*Abby does **not** like Dana.*

*Dana does **not** like Abby.*

*Bess likes Cody **or** Dana.*

*Abby likes **everyone** that Bess likes.*

*Cody likes **everyone** who likes her.*

***No one** likes herself.*

# Logical Conclusions

## Premises:

*Dana likes Cody.*

*Abby does not like Dana.*

*Dana does not like Abby.*

*Bess likes Cody or Dana.*

*Abby likes everyone that Bess likes.*

*Cody likes everyone who likes her.*

*No one likes herself.*

## Questions:

*Does Bess like Cody? Yes*

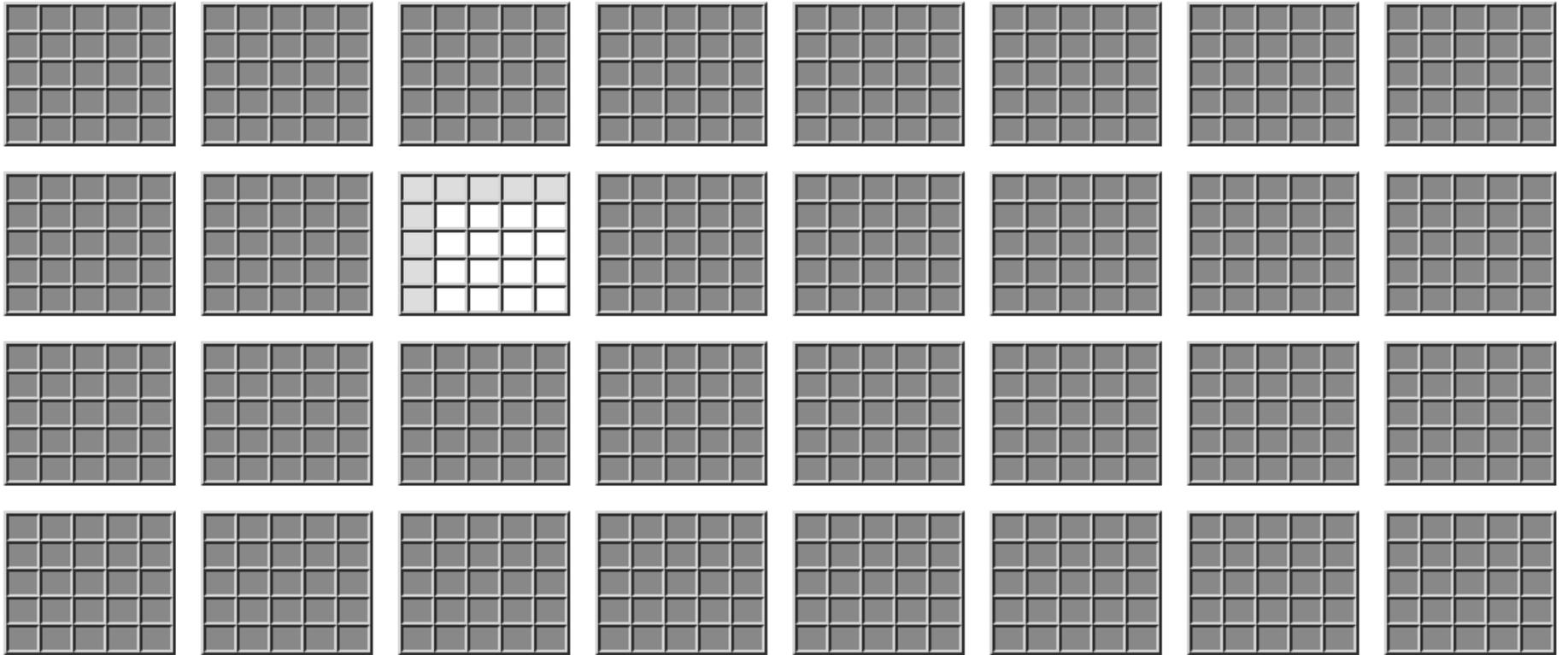
*Does Bess like Dana? No*

*Does Dana like Bess? Maybe*

*Does everybody like someone? Yes*

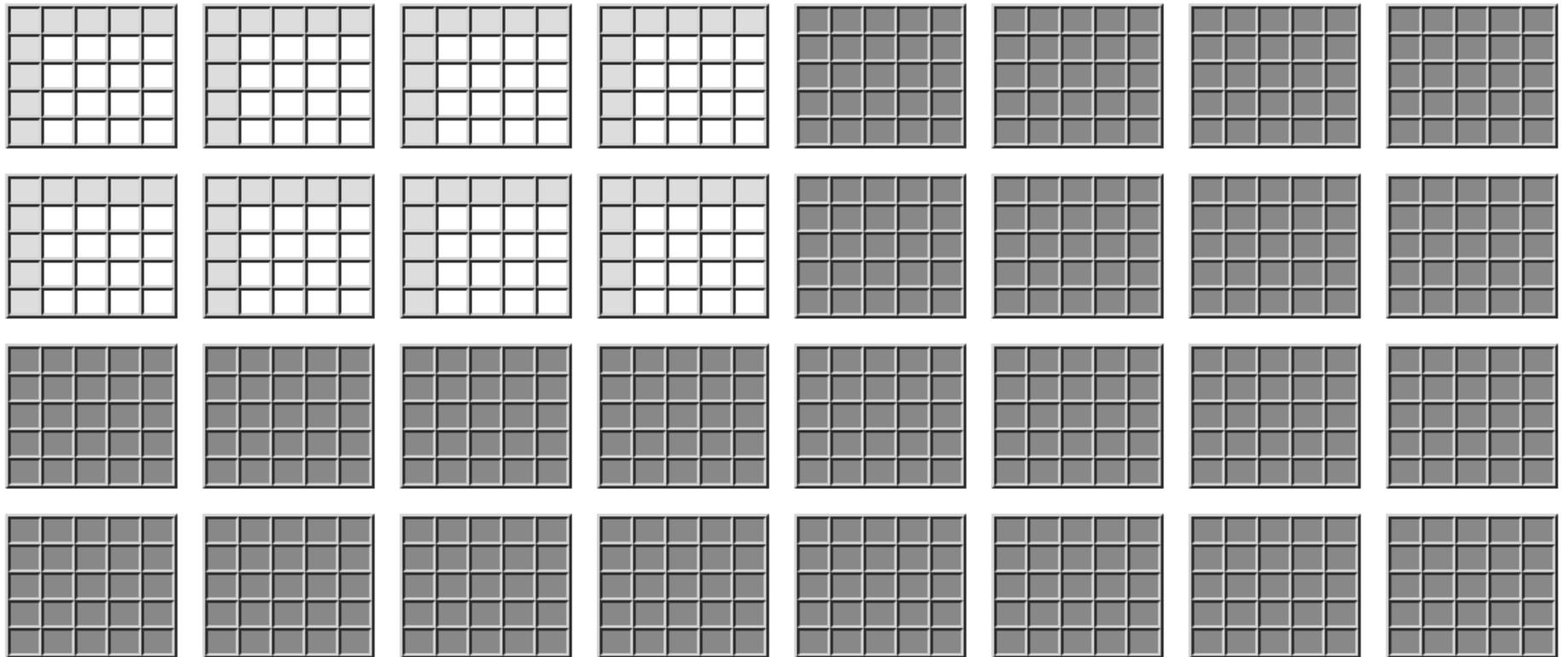
*Does someone like everyone? No*

# One Specific World



*Special case with complete information.*

# Multiple Possible Worlds



*In Logic, we typically need to deal with **incomplete information**.*

# Logical Entailment

A set of premises *logically entails* a conclusion if and only if *every* world that satisfies the premises satisfies the conclusion.

# Logical Conclusions

## Givens:

*Dana likes Cody.*

*Abby does not like Dana.*

*Dana does not like Abby.*

*Bess likes Cody or Dana.*

*Abby likes everyone that Bess likes.*

*Cody likes everyone who likes her.*

*No one likes herself.*

## Questions:

*Does Bess like Cody? Yes*

*Does Bess like Dana? No*

*Does Dana like Bess? Maybe*

*Does everybody like someone? Yes*

*Does someone like everyone? No*

	Abby	Bess	Cody	Dana
Abby			✓	
Bess			✓	
Cody	✓	✓		✓
Dana			✓	

	Abby	Bess	Cody	Dana
Abby		✓	✓	
Bess			✓	
Cody	✓	✓		✓
Dana			✓	

	Abby	Bess	Cody	Dana
Abby			✓	
Bess			✓	
Cody	✓	✓		✓
Dana		✓	✓	

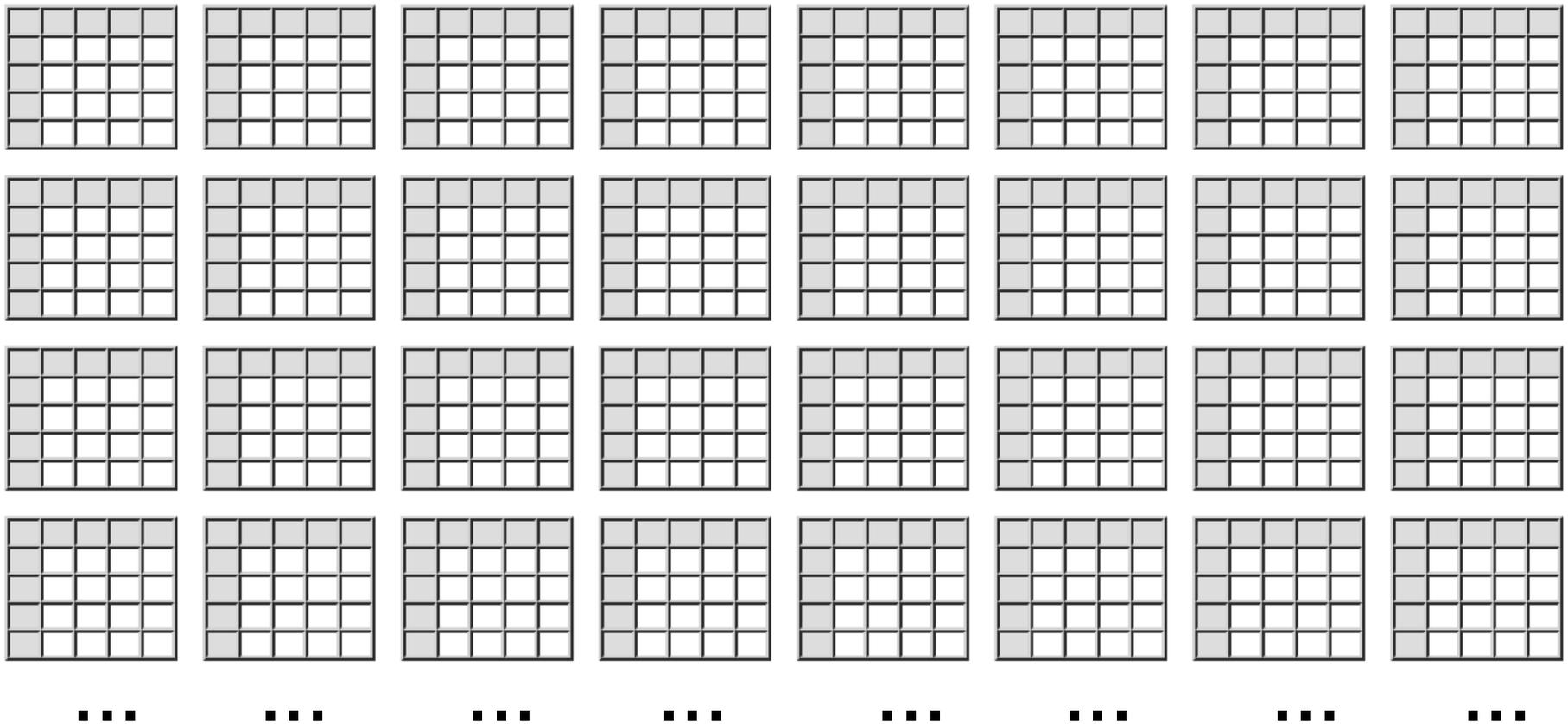
	Abby	Bess	Cody	Dana
Abby		✓	✓	
Bess			✓	
Cody	✓	✓		✓
Dana		✓	✓	

# Model Checking

Iterate through *all* possible worlds. For every world that satisfies the premises, check if it satisfies the conclusion.

# Problem with Model Checking

*Lots of Worlds (sometimes infinitely many)*



*Model Checking is like solving polynomial equations by enumerating all possible values for the variables.*

# Symbolic Manipulation

A *proof* is a sequence of sentences in which every sentence is either a premise or the result of applying a *rule of inference* to earlier elements of the sequence.

# Rules of Inference

*A rule of inference* is a reasoning pattern consisting of some premises and some conclusions.

In other words, if we believe the premises, a rule of inference tells us that we should also believe the conclusions.

*Symbolic manipulation rather than model checking.*

# Sample Rule of Inference

*All of Abby's friends are Bess's friends.*

*All of Bess's friends are Cody's friends.*

*Therefore, all of Abby's friends are Cody's friends.*

# Sample Rule of Inference

*All Accords are Hondas.*

*All Hondas are Japanese.*

*Therefore, all Accords are Japanese.*

# Sample Rule of Inference

*All borogoves are slithy toves.*

*All slithy toves are mimsy.*

*Therefore, all borogoves are mimsy.*

# General Rule of Inference

*All x are y.*

*All y are z.*

*Therefore, all x are z.*

# Bertrand Russell

*Logic "may be defined as the subject in which we never know what we are talking about nor whether what we are saying is true."*

*- Bertrand Russell*

# Unsound Rule of Inference

*All x are y.*

*Some y are z.*

***Therefore, some x are z.***

*No! No!! No!!!*

# Using Unsound Rule of Inference

*All Toyotas are Japanese cars.*

*Some Japanese cars are made in America.*

*Therefore, some Toyotas are made in America.*

Sometimes produces a result that *happens* to be true.

# Using Unsound Rule of Inference

*All Toyotas are cars.*

*Some cars are Porsches.*

*Therefore, some Toyotas are Porsches.*

Sometimes produces a result that *happens* to be false.

# Provability

A set of premises *logically entails* a conclusion if and only if every world that satisfies the premises satisfies the conclusion.

A conclusion is *provable* from a set of premises if and only if there is a finite sequence of sentences in which every element is either a premise or the result of applying a *sound* rule of inference to earlier members in the sequence.

# Soundness and Completeness

As we shall see, for well-behaved logics, logical entailment and provability are identical - a set of premises **logically entails** a conclusion *if and only if* the conclusion is **provable** from the premises.

*This is a very big deal.*

# Deduction

A rule of inference is *sound* if and only if the conclusion is true whenever the premises are true.

The application of sound rules of inference is called *deduction*.

# Induction

*Induction* is reasoning from the specific to the general.

*I have seen 1000 black ravens.*

*I have never seen a raven that is not black.*

*Therefore, every raven is black.*

*Induction* is not necessarily sound (but it can be useful).

# Induction versus Deduction

*Induction* is the basis for **Science** (and machine learning)

*Deduction* is the subject matter of **Logic**.

Science aspires to discover / propose **new** knowledge.

Logic aspires to apply and/or analyze **existing** knowledge.

# Niels Bohr to Albert Einstein

*“You are not thinking; you are just being logical.”*

# Symbolic Logic

# Logical Sentences

*Dana likes Cody.*

*Abby does **not** like Dana.*

*Dana does **not** like Abby.*

*Bess likes Cody **or** Dana.*

*Abby likes **everyone** that Bess likes.*

*Cody likes **everyone** who likes her.*

***Everyone** likes herself.*

# Complexity of Natural Language

One grammatically correct sentence:

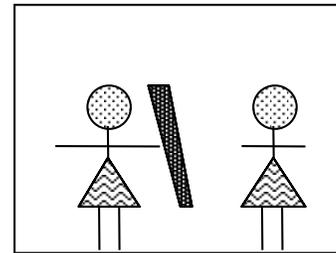
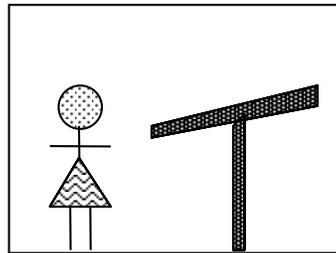
*The cherry blossoms in the spring.*

Another grammatically correct sentence:

*The cherry blossoms in the spring sank.*

# Grammatical Ambiguity

*There's a girl in the room with a telescope.*



# Newseum Headlines

*Crowds Rushing to See Pope Trample 6 to Death*

# Newseum Headlines

*Crowds Rushing to See Pope Trample 6 to Death*

*Scientists Grow Frog Eyes and Ears*

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*Scientists Grow Frog Eyes and Ears*

*Fried Chicken Cooked in Microwave Wins Trip*

*British Left Waffles on Falkland Islands*

*Indian Ocean Talks*

# Newseum Headlines

*Crowds Rushing to See Pope Trample 6 to Death*

*Scientists Grow Frog Eyes and Ears*

*Fried Chicken Cooked in Microwave Wins Trip*

*British Left Waffles on Falkland Islands*

*Indian Ocean Talks*

# Mistake in Print

*Residents report that a hole was cut in the fence surrounding a nudist colony. Police are **looking into** it.*

# Doug Lenat's Logic

*Champagne is better than beer.*

*Beer is better than soda.*

***Therefore, champagne is better than soda.***

*X is better than Y.*

*Y is better than Z.*

***Therefore, X is better than Z.***

*Bad sex is better than nothing.*

*Nothing is better than good sex.*

***Therefore, bad sex is better than good sex.***

Really?

# Logistics

# Logical Extensions

## Language

Probabilities

Metaknowledge - knowledge about knowledge

Paradoxes, e.g. *This sentence is false.*

## Reasoning

Negation as Failure - *knowing not* versus *not knowing*

Induction, Abduction, Analogical Reasoning

Paraconsistent Reasoning - reasoning with inconsistency

# Elements of Logic

## **Logical Language**

Definitions: *A triangle is a polygon with three sides.*

Constraints: *Parents are older than their children.*

Partial Information: *Abby likes one of Cody or Dana.*

## **Logical Reasoning**

Model Checking - truth tables, logic grids

Symbolic Manipulation - formula transformations, proofs

## **"Metalevel" Concepts and Analysis**

Validity, Contingency, Unsatisfiability

Equivalence, Entailment, Consistency

Soundness, Completeness, Decidability

# Multiple Logics

Propositional Logic (logical operators)

*If it is raining **and** it is cold, **then** the ground is wet.*

Relational Logic (variables and quantifiers)

*If **x** is a parent of **y**, then **x** is older than **y**.*

Functional Logic (compound terms)

*$\{a, b\}$  is a subset of  $\{a, b, c\}$ .*

# Schedule

<b>Week</b>	<b>Tuesday</b>	<b>Thursday</b>
1	September 26 Introduction	September 28 Propositional Logic
2	October 3 Propositional Analysis	October 5 Direct Proofs
3	October 10 Natural Deduction	October 12 Refutation Proofs
4	October 17 Review	October 19 Quiz 1
5	October 24 Relational Logic	October 26 Relational Analysis
6	October 31 Fitch Proofs	November 2 Review
7	November 7 No Class	November 9 Quiz 2
8	November 14 Functional Logic	November 16 Induction
	Thanksgiving Week	
9	November 28 Equality	November 30 Review
10	December 6 No Class	December 8 Quiz 3
11	December 12 3:30-6:30 Optional Final	

# Grades

## **Numerical Grade**

40% - quiz on Propositional Logic (Week 4)

30% - quiz on Relational Logic (Week 7)

30% - quiz on Functional Logic (Week 10)

*NB: We will **LIKELY** offer an optional final exam for those wishing to improve their quiz grades.*

## **Letter Grade**

Based on numerical grade (see above)

\*No\* curve - i.e. independent of number of students

A, B, C distributed uniformly over 70% - 100%

## **\*Discretionary\* Extra Credit**

class attendance, Ed forum, puzzles, ...

# Course Website

<http://cs157.stanford.edu>

<http://intrologic.stanford.edu/stanford>

# Hints on How to Take the Course

## Materials of the Course

Lectures

Textbook / Lessons

Exercises

Puzzles

Tools

*Read the notes.*

***Do the exercises.***

***Do the exercises!***

***Do the exercises!!***

*Learn actively.*

## Ed Discussion

Read discussion

Post questions

Answer questions

*Working in groups*

*is okay /*

*recommended!!*

# Biggest Mistake



# 2022 Quiz 1 Mean Score

**80.8**

# Secret Word

"Fallacy"

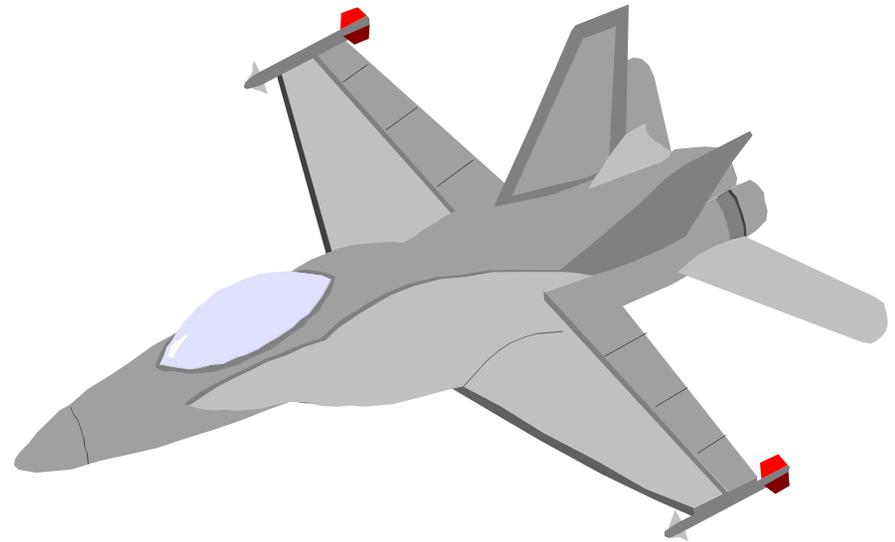
# Secret Word

*spoken, not written*

# Value of Practice



# Value of Theory



Mike took it twice!

