

# Announcements

- Homework #1 has been posted
- Quiz tomorrow

# Arguments

Recall: An **argument** is a conjecture that says:

If you make certain assumptions, then a particular statement must follow.

- The assumptions are called **premises**
- The statement that (supposedly) follows is the **conclusion**

**Example:**

$p \vee q$

$q \rightarrow r$

$\sim p$

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$\therefore r$



Premises

Conclusion

# Validity

Recall: We say an argument is **valid** when:

Every interpretation that makes all of the premises true also makes the conclusion true.

**Not all arguments are valid!**

Is this argument valid? Let's check.

$$\begin{array}{l} p \vee q \\ q \rightarrow r \\ \sim p \\ \hline \therefore r \end{array} \quad \left. \begin{array}{l} \text{Premises} \\ \text{Conclusion} \end{array} \right\}$$

# We will need this today...

Given any statement variables  $p$ ,  $q$ , and  $r$ , a tautology  $t$  and a contradiction  $c$ , the following logical equivalences hold:

1. Commutative laws:	$p \wedge q \equiv q \wedge p$	$p \vee q \equiv q \vee p$
2. Associative laws:	$(p \wedge q) \wedge r \equiv p \wedge (q \wedge r)$	$(p \vee q) \vee r \equiv p \vee (q \vee r)$
3. Distributive laws:	$p \wedge (q \vee r) \equiv (p \wedge q) \vee (p \wedge r)$	$p \vee (q \wedge r) \equiv (p \vee q) \wedge (p \vee r)$
4. Identity laws:	$p \wedge t \equiv p$	$p \vee c \equiv p$
5. Negation laws:	$p \vee \sim p \equiv t$	$p \wedge \sim p \equiv c$
6. Double negative law:	$\sim(\sim p) \equiv p$	
7. Idempotent laws:	$p \wedge p \equiv p$	$p \vee p \equiv p$
8. DeMorgan's laws:	$\sim(p \wedge q) \equiv \sim p \vee \sim q$	$\sim(p \vee q) \equiv \sim p \wedge \sim q$
9. Universal bounds laws:	$p \vee t \equiv t$	$p \wedge c \equiv c$
10. Absorption laws:	$p \vee (p \wedge q) \equiv p$	$p \wedge (p \vee q) \equiv p$
11. Negations of $t$ and $c$ :	$\sim t \equiv c$	$\sim c \equiv t$

# Rules of Inference

**Rules of inference** are short arguments that are known to be valid. We will use them to *prove* the validity of more complex arguments.

<u>Modus Ponens</u> $\frac{p \rightarrow q \quad p}{\therefore q}$	<u>Modus Tollens</u> $\frac{p \rightarrow q \quad \sim q}{\therefore \sim p}$	<u>Conjunction</u> $\frac{p \quad q}{\therefore p \wedge q}$	<u>Transitivity</u> $\frac{p \rightarrow q \quad q \rightarrow r}{\therefore p \rightarrow r}$
<u>Elimination</u> $\frac{p \vee q \quad \sim q}{\therefore p}$		<u>Generalization</u> $\frac{p}{\therefore p \vee q} \qquad \frac{q}{\therefore p \vee q}$	
<u>Specialization</u> $\frac{p \wedge q}{\therefore p} \qquad \frac{p \wedge q}{\therefore q}$		<u>Contradiction rule</u> $\frac{\sim p \rightarrow c}{\therefore p}$	<u>Proof by division into cases</u> $\frac{p \vee q \quad p \rightarrow r \quad q \rightarrow r}{\therefore r}$

- You don't need to memorize this
- Posted on class webpage (under "resources")

# Proof

Instead of using truth tables, we can try to **prove** the validity of an argument.

For now, a **proof** is a sequence of statements, beginning with the premises. Each subsequent statement must follow from the previous statements according to a valid “rule of inference” (or using one of the known equivalencies). The last statement should be the conclusion.

# Practicing Formal Proofs

Let's prove the validity of these arguments:

$$P1: p \vee q$$

$$P2: q \rightarrow r$$

$$P3: \sim p$$

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$$\therefore r$$

$$P1: p \wedge q$$

$$P2: p \rightarrow s$$

$$P3: \sim r \rightarrow \sim q$$

---

$$\therefore s \wedge r$$

- Do these examples represent proofs in the “real world”?
- Are the proofs in the rest of this course going to be this tedious, mechanical, and dull?

# Interesting Question

Do you think there could be a **valid** argument (in propositional logic) that is **not provable** using the Equivalence Laws and Rules of Inference that we have on our charts?



# Unit 2

## Digital Circuits

# Number Base Review

What are number bases?

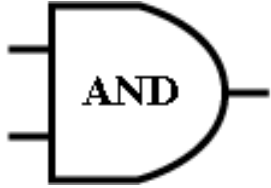
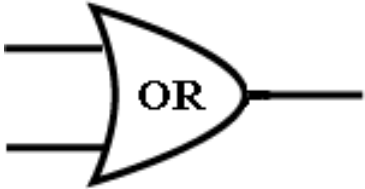
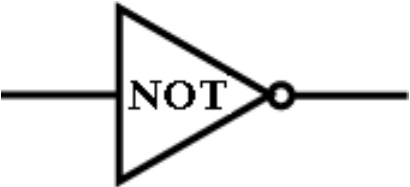
How do we convert a number from an arbitrary base into base 10?

How do we convert a number from base 10 into an arbitrary base?

We are mostly concerned with base 10 (decimal) and base 2 (binary).

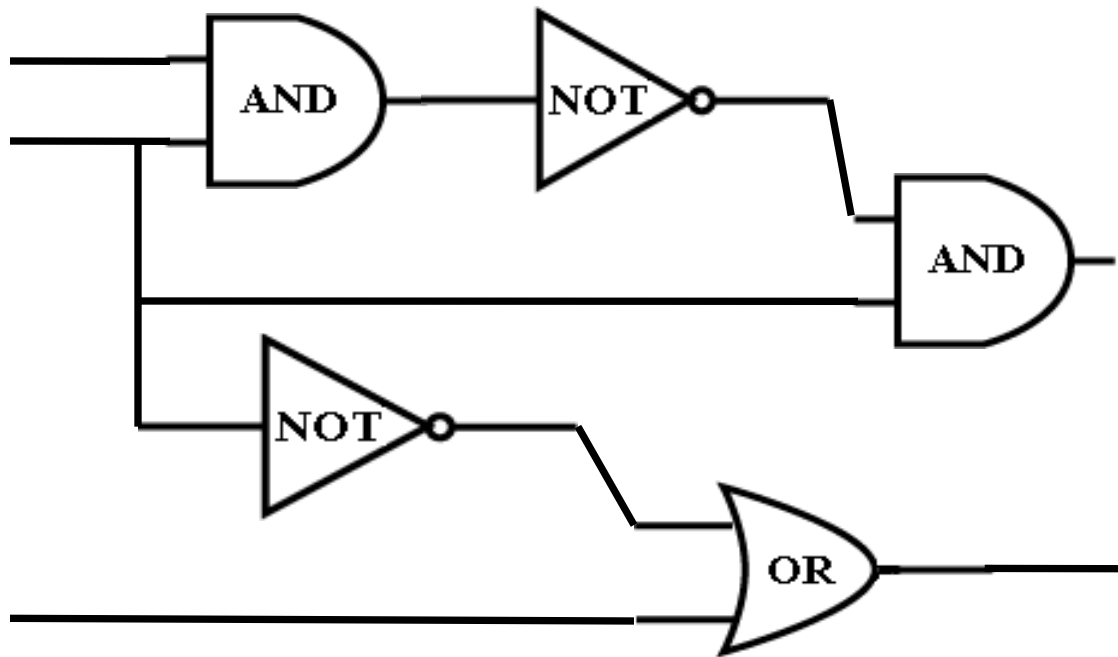
# Basic logic gates

Computer circuits are comprised of “logic gates”. These are physical devices which we will consider in abstract. The “inputs” and “outputs” are bits (0’s or 1’s)

- An **and** gate: The AND gate symbol is a D-shaped symbol with two input lines on the left and one output line on the right. The word "AND" is written inside the symbol.
- An **or** gate: The OR gate symbol is a symbol with a curved left side and a pointed right side, with two input lines on the left and one output line on the right. The word "OR" is written inside the symbol.
- A **not** gate: The NOT gate symbol is a triangle pointing to the right with one input line on the left and one output line on the right. A small circle (bubble) is located at the output tip. The word "NOT" is written inside the triangle.

# Digital Circuits

Circuits are formed by combining logic gates.



- How many input bits?
- How many output bits?
- What is the output when the input is 110?

# Propositional Logic and Circuits

Each statement of propositional logic can be represented by a circuit with one input for each variable, and a single output bit.

Practice making circuits for these:

- $p \vee \sim(q \wedge r)$
- $p \leftrightarrow q$

# Hardware representing Truth Tables

- Any column in a truth table can be represented with a statement of propositional logic. How?
- Now any truth table can be built from an actual circuit.

Example:

p	q	r	output
1	1	1	1
1	1	0	1
1	0	1	0
1	0	0	1
0	1	1	0
0	1	0	0
0	0	1	0
0	0	0	0

# Circuits that Calculate

Circuits can perform math!

Examples:

- Addition of integers
- Multiplication of integers
- Compute  $3x^4 + 2x^2 + 7$ , where  $x$  is an integer
- Approximations of real-valued functions

Our goal today will be to build a circuit that can add numbers together:

**Inputs: 77 and 49** (in binary)

**Output: 126** (in binary)

# Brute force: Addition by Truth Table

Adding 2-bit numbers:

	X	+	Y	=	Answer			
3 + 3	1	1	1	1	1	1	0	6
3 + 2	1	1	1	0	1	0	1	5
3 + 1	1	1	0	1	1	0	0	4
3 + 0	1	1	0	0	0	1	1	3
2 + 3	1	0	1	1	1	0	1	5
2 + 2	1	0	1	0	1	0	0	4
2 + 1	1	0	0	1	0	1	1	3
2 + 0	1	0	0	0	0	1	0	2
1 + 3	0	1	1	1	1	0	0	4
1 + 2	0	1	1	0	0	1	1	3
1 + 1	0	1	0	1	0	1	0	2
1 + 0	0	1	0	0	0	0	1	1
0 + 3	0	0	1	1	0	1	1	3
0 + 2	0	0	1	0	0	1	0	2
0 + 1	0	0	0	1	0	0	1	1
0 + 0	0	0	0	0	0	0	0	0

- Now we can build a circuit with 4 input bits and three output bits.
- How big would this table be with 64-bit operands?
- Is there a more elegant approach?



# Addition of binary numbers

Practice:

$$\begin{array}{r} 1001 \\ + 0010 \\ \hline \end{array}$$

$$\begin{array}{r} 1001 \\ + 0011 \\ \hline \end{array}$$

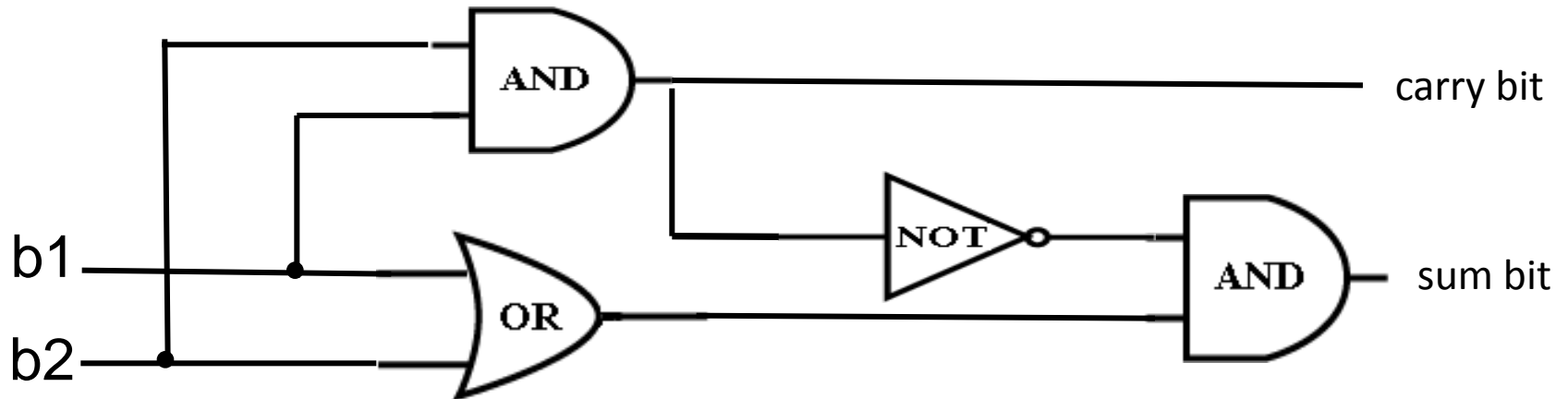
$$\begin{array}{r} 1011 \\ + 0010 \\ \hline \end{array}$$

$$\begin{array}{r} 1101 \\ + 0111 \\ \hline \end{array}$$

Can we create a circuit that models this process?

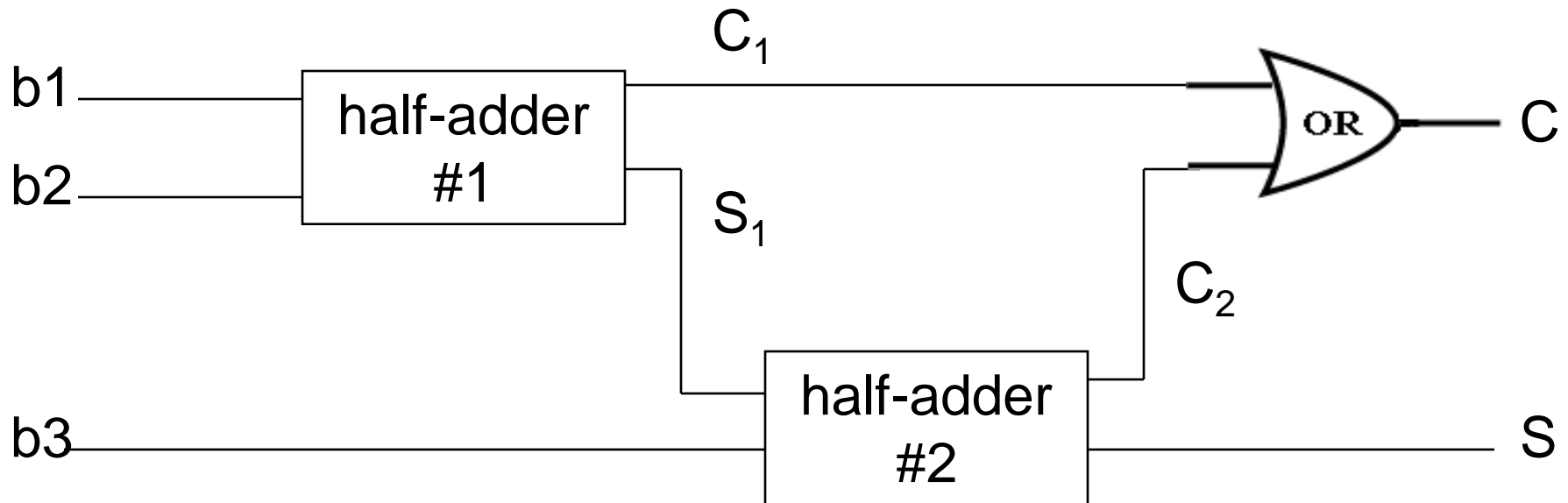
# Half-Adder

Circuit that adds two bits together:



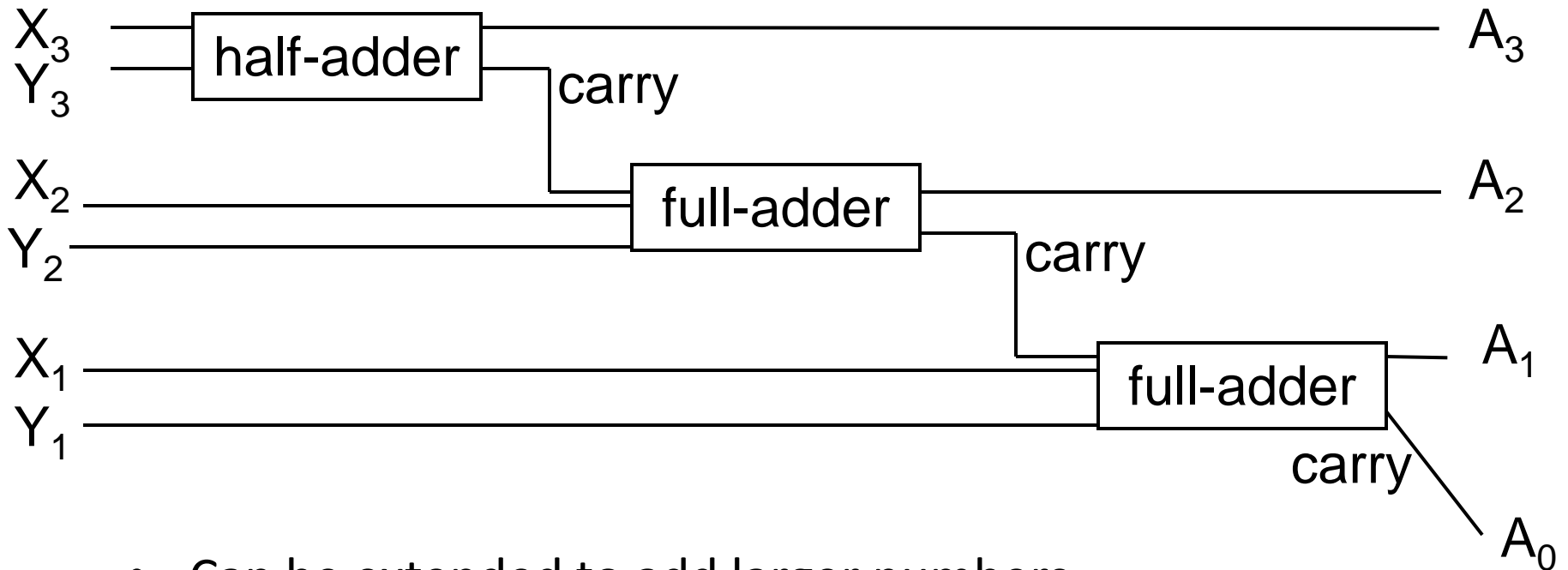
# Full adder

Circuit that adds three bits together:



# Parallel adder (for three bit operands)

$$\begin{array}{r} X_1 X_2 X_3 \\ + Y_1 Y_2 Y_3 \\ \hline A_0 A_1 A_2 A_3 \end{array}$$



- Can be extended to add larger numbers