Logik für Informatiker Formal proofs for propositional logic

Till Mossakowski

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Till Mossakowski Logic

1 Understand what the sentences are saying.

- 2 Decide whether you think the conclusion follows from the premises.
- If you think it does not follow, or are not sure, try to find a counterexample.
- If you think it does follow, try to give an *informal proof*.
- If a formal proof is called for, use the informal proof to guide you in finding one.
- In giving consequence proofs, both formal and informal, don't forget the tactic of *working backwards*.
- In working backwards, though, always check that your intermediate goals are consequences of the available information.

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- Always try to *match* the situation in your proof with the *rules* in the book (see book appendix for a complete list)
- Look at the *main connective* in a *premise*, apply the corresponding *elimination rule* (forwards)
- Or: look at the *main connective* in the *conclusion*, apply the corresponding *introduction rule* (backwards)

Ρ	Q	$P\toQ$
Т	Т	Т
Т	F	\mathbf{F}
\mathbf{F}	Т	Т
\mathbf{F}	F	Т

Game rule: $P \rightarrow Q$ is replaced by $\neg P \lor Q$.

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- The following English constructions are all translated P → Q: If P then Q; Q if P; P only if Q; and Provided P, Q.
- Unless P, Q and Q unless P are translated: $\neg P \rightarrow Q$.
- Q is a logical consequence of P_1, \ldots, P_n if and only if the sentence $(P1 \land \cdots \land P_n) \rightarrow Q$ is a logical truth.

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Conditional Elimination $(\rightarrow \text{ Elim})$ $\left| \begin{array}{c} P \rightarrow Q \\ \vdots \\ P \\ \vdots \\ Q \end{array} \right|$

Conditional Introduction $(\rightarrow \text{ Intro})$ $\begin{vmatrix} P \\ P \\ \vdots \\ Q \\ P \rightarrow Q \end{vmatrix}$

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Ρ	Q	$P \leftrightarrow Q$
Т	Т	Т
Т	F	\mathbf{F}
\mathbf{F}	Т	\mathbf{F}
\mathbf{F}	F	Т

Game rule: $P \leftrightarrow Q$ is replaced by $(P \rightarrow Q) \land (Q \rightarrow P)$.

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Biconditional Introduction $(\leftrightarrow \text{ Intro})$

Reiteration (Reit) P ∶ ⊳ P

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