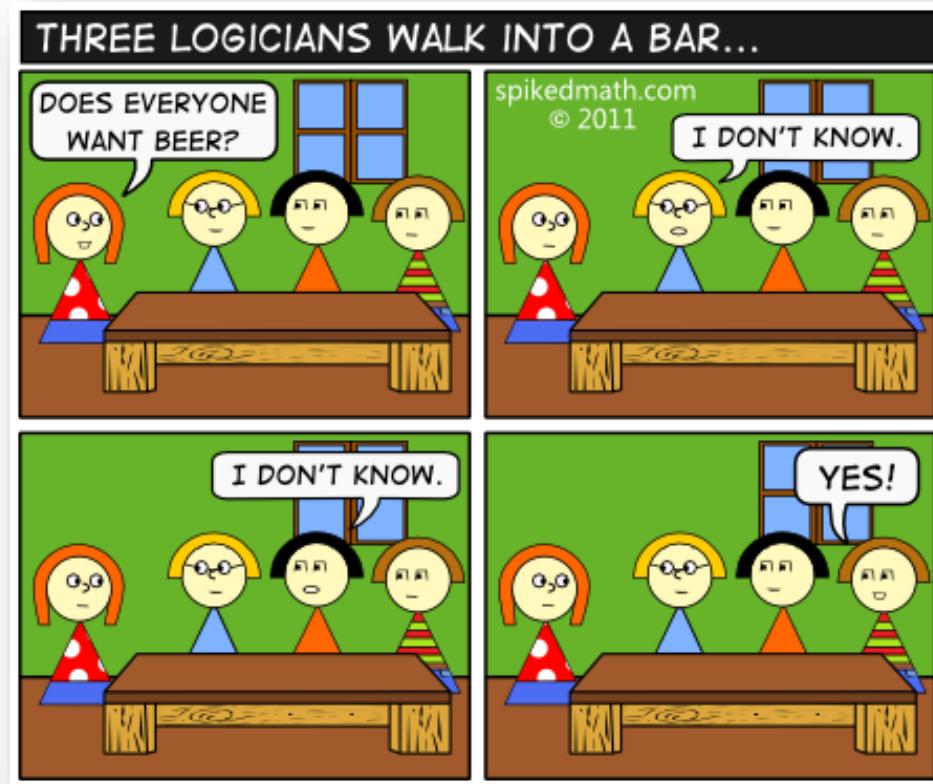


Spring 2015

## Lecture 3: Logic and Boolean algebra



Homework #1 is up (and has been since Friday).

It is due Friday, October 9<sup>th</sup> at 11:59pm.

You should have received

(i) An invitation from Gradescope

[if not, email cse311-staff ASAP]

(ii) An email from me about (i)

[if not, go to the course web page and sign up for the class email list]

Note: Homework and extra credit are separate assignments.

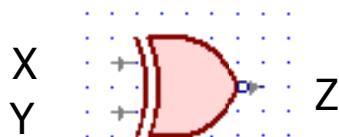
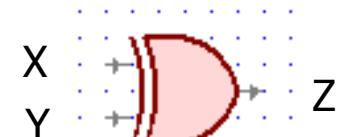
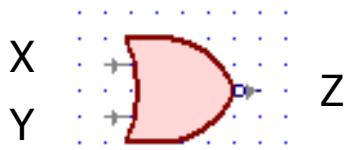
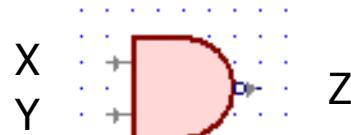
# more gates

NAND  
 $\neg(X \wedge Y)$

NOR  
 $\neg(X \vee Y)$

XOR  
 $X \oplus Y$

XNOR  
 $X \leftrightarrow Y, X = Y$



X	Y	Z
0	0	1
0	1	1
1	0	1
1	1	0

X	Y	Z
0	0	1
0	1	0
1	0	0
1	1	0

X	Y	Z
0	0	0
0	1	1
1	0	1
1	1	0

X	Y	Z
0	0	1
0	1	0
1	0	0
1	1	1

# review: logical equivalence

---

**Terminology:** A compound proposition is a...

- *Tautology* if it is always true
- *Contradiction* if it is always false
- *Contingency* if it can be either true or false

$$p \vee \neg p$$

Tautology!

$$p \oplus p$$

Contradiction!

$$p \oplus q = \neg(p \leftrightarrow q)$$

$$(p \rightarrow q) \wedge p$$

Contingency!

$$(p \wedge q) \vee (p \wedge \neg q) \vee (\neg p \wedge q) \vee (\neg p \wedge \neg q)$$

Tautology!

# logical equivalence

---

$A$  and  $B$  are *logically equivalent* if and only if

$A \leftrightarrow B$  is a tautology

i.e.  $A$  and  $B$  have the same truth table

The notation  $A \equiv B$  denotes  $A$  and  $B$  are logically equivalent.

Example:  $p \equiv \neg \neg p$

$p$	$\neg p$	$\neg \neg p$	$p \leftrightarrow \neg \neg p$
T	F	T	T
F	T	F	T

# review: de Morgan's laws

---

$$\begin{aligned}\neg(p \vee q) &\equiv \neg p \wedge \neg q \\ \neg(p \wedge q) &\equiv \neg p \vee \neg q\end{aligned}$$

```
if !(front != null && value > front.data)
    front = new ListNode(value, front);
else {
    ListNode current = front;
    while !(current.next == null || current.next.data >= value)
        current = current.next;
    current.next = new ListNode(value, current.next);
}
```

This code inserts *value* into a sorted linked list.

The first if runs when: front is null or value is smaller than the first item.

The while loop stops when: we've reached the end of the list or the next value is bigger.

# review: law of implication

---

L · I .

$$(p \rightarrow q) \equiv (\neg p \vee q)$$

$p$	$q$	$p \rightarrow q$	$\neg p$	$\neg p \vee q$	$(p \rightarrow q) \leftrightarrow (\neg p \vee q)$
T	T	T	F	T	T
T	F	F	F	F	T
F	T	T	T	T	T
F	F	T	T	T	T

# computing equivalence

---

Describe an algorithm for computing if two logical expressions/circuits are equivalent.

What is the run time of the algorithm?

Compute the entire truth table for both of them!

There are  $2^n$  entries in the column for  $n$  variables.

$$\begin{aligned} & (P_1 \vee \neg P_2 \vee P_3) \wedge \\ & (P_7 \vee \neg P_5 \vee P_1) \wedge \\ & \quad \quad \quad \cdots \end{aligned}$$

# some familiar properties of arithmetic

---

○ — bullet points

- $x + y = y + x$  (commutativity)

⊖  $p \vee q \equiv q \vee p$

⊖  $p \wedge q \equiv q \wedge p$

- $x \cdot (y + z) = x \cdot y + x \cdot z$  (distributivity)

⊖  $p \wedge (q \vee r) \equiv (p \wedge q) \vee (p \wedge r)$

⊖  $p \vee (q \wedge r) \equiv (p \vee q) \wedge (p \vee r)$



- $(x + y) + z = x + (y + z)$  (associativity)

⊖  $(p \vee q) \vee r \equiv p \vee (q \vee r)$   $((P \vee Q) \vee R) \vee (S \vee T)$

⊖  $(p \wedge q) \wedge r \equiv p \wedge (q \wedge r)$

# properties of logical connectives

---

- **Identity**

- $p \wedge T \equiv p$
- $p \vee F \equiv p$

- **Domination**

- $p \vee T \equiv T$
- $p \wedge F \equiv F$

- **Idempotent**

- $p \vee p \equiv p$
- $p \wedge p \equiv p$

- **Commutative**

- $p \vee q \equiv q \vee p$
- $p \wedge q \equiv q \wedge p$

You will always get this list.

- **Associative**

$$(p \vee q) \vee r \equiv p \vee (q \vee r)$$
$$(p \wedge q) \wedge r \equiv p \wedge (q \wedge r)$$

- **Distributive**

$$p \wedge (q \vee r) \equiv (p \wedge q) \vee (p \wedge r)$$
$$p \vee (q \wedge r) \equiv (p \vee q) \wedge (p \vee r)$$

- **Absorption**

$$p \vee (p \wedge q) \equiv p$$
$$p \wedge (p \vee q) \equiv p$$

- **Negation**

$$p \vee \neg p \equiv T$$
$$p \wedge \neg p \equiv F$$

# understanding connectives

---

- Reflect basic rules of reasoning and logic
- Allow manipulation of logical formulas
  - Simplification
  - Testing for equivalence
- Applications
  - Query optimization
  - Search optimization and caching
  - Artificial intelligence / machine learning
  - Program verification

$$\frac{P}{P \rightarrow q} \therefore ?$$

## equivalences related to implication

$$(P \rightarrow q) \wedge (q \rightarrow r) \rightarrow (P \rightarrow r) \stackrel{?}{\equiv} \top$$

$$p \rightarrow q \equiv \neg p \vee q$$

$$p \rightarrow q \equiv \neg q \rightarrow \neg p$$

$$p \leftrightarrow q \equiv (p \rightarrow q) \wedge (q \rightarrow p)$$

$$p \leftrightarrow q \equiv \neg p \leftrightarrow \neg q$$

$$\begin{aligned}\neg q \rightarrow \neg p &\equiv \neg \neg q \vee \neg p && \text{LI} \\ &\equiv q \vee \neg p && \text{Neg.} \\ &\equiv \neg p \vee q && \text{commutative} \\ &\equiv p \rightarrow q && \text{LI}\end{aligned}$$

To show P is equivalent to Q

- Apply a series of logical equivalences to sub-expressions to convert P to Q

To show P is a tautology

- Apply a series of logical equivalences to sub-expressions to convert P to T

$(\neg p) \vee (q \wedge r)$  / prove this is a tautology

$\neg 3 + 4 \cdot 5$

$$(p \wedge q) \rightarrow (p \vee q)$$

$$\equiv \neg(p \wedge q) \vee (p \vee q) \quad L. I.$$

$$\equiv (\neg p \vee \neg q) \vee (p \vee q) \quad \text{De Morgan}$$

$$\equiv \neg p \vee (\neg q \vee (p \vee q)) \quad \text{assoc.}$$

$$\equiv \neg p \vee (\neg q \vee (q \vee p)) \quad \text{comm.}$$

$$\equiv \neg p \vee ((\neg q \vee q) \vee p) \quad \text{assoc.}$$

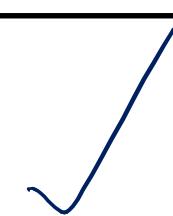
$$\equiv \neg p \vee (\top \vee p) \quad \text{Neg.}$$

$$\equiv \neg p \vee \top \equiv \top \quad \text{dumx 2.}$$

prove this is a tautology

---

$$(p \wedge (p \rightarrow q)) \rightarrow q$$



$$\equiv (p \wedge (\neg p \vee q)) \rightarrow q \quad (\text{I})$$

$$\equiv \neg(p \wedge (\neg p \vee q)) \vee q \quad (\text{I})$$

$$\equiv \neg((p \wedge \neg p) \vee (p \wedge q)) \vee q \quad \text{distr}$$

$$\equiv \neg(F \vee (p \wedge q)) \vee q \quad \text{neg}$$

$$\equiv \neg(p \wedge q) \vee q \quad \text{idem.}$$

$$\equiv (\neg p \vee \neg q) \vee q \quad \begin{matrix} T \\ \text{III (dom)} \end{matrix} \quad \text{DM}$$

$$\equiv \neg p \vee (\neg q \vee q) \equiv \neg p \vee T \quad \begin{matrix} \text{Assoc.} \\ \text{neg.} \end{matrix}$$

prove these are equivalent

---

$$(p \rightarrow q) \rightarrow r$$

$$p \rightarrow (q \rightarrow r)$$



- - -

# prove these are **not** equivalent

---

$$(p \rightarrow q) \rightarrow r$$

$$(\top \rightarrow F) \rightarrow F$$

$$F \rightarrow F$$

$$\top$$

$$p = \top$$

$$q = F$$

$$r = F$$

$$p \rightarrow (q \rightarrow r)$$

$$\top \rightarrow (F \rightarrow F)$$

$$\top \rightarrow \top$$

$$\top$$

---

$$(F \rightarrow \top) \rightarrow F$$

$$\top \rightarrow F$$

$$F$$

$$p = F$$

$$q = \top$$

$$r = F$$

$$F \rightarrow (\top \rightarrow F)$$

$$F \rightarrow F$$

$$\top$$

  
 $\neq$  not equivalent

## Combinational Logic

- output =  $F(\text{input})$

## Sequential Logic

- $\text{output}_t = F(\text{output}_{t-1}, \text{input}_t)$ 
  - output dependent on history
  - concept of a time step (clock, t)

## Boolean Algebra consisting of...

- a set of elements  $B = \{0, 1\}$
- binary operations  $\{ +, \cdot \}$  (OR, AND)
- and a unary operation  $\{ '\}$  (NOT)



George "homeopathy" Boole

# a combinatorial logic example

---

## Sessions of class:

We would like to compute the number of lectures or quiz sections remaining *at the start* of a given day of the week.

- **Inputs:** Day of the Week, Lecture/Section flag
- **Output:** Number of sessions left

**Examples:** Input: (Wednesday, Lecture) Output: 2  
Input: (Monday, Section) Output: 1

# implementation in software

---

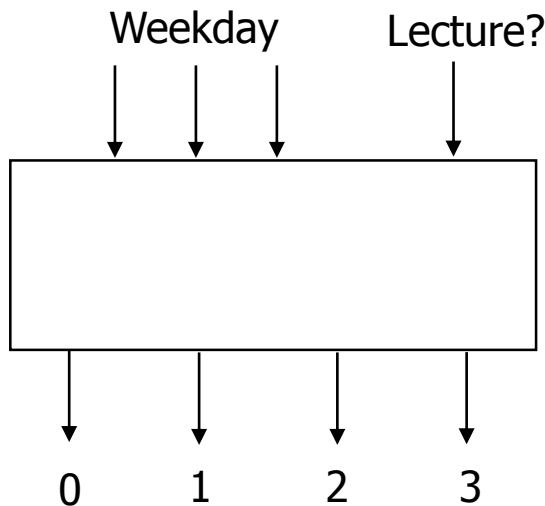
```
public int classesLeft (weekday, lecture_flag) {  
    switch (day) {  
        case SUNDAY:  
        case MONDAY:  
            return lecture_flag ? 3 : 1;  
        case TUESDAY:  
        case WEDNESDAY:  
            return lecture_flag ? 2 : 1;  
        case THURSDAY:  
            return lecture_flag ? 1 : 1;  
        case FRIDAY:  
            return lecture_flag ? 1 : 0;  
        case SATURDAY:  
            return lecture_flag ? 0 : 0;  
    }  
}
```

# implementation with combinational logic

---

## Encoding:

- How many bits for each input/output?
- Binary number for weekday
- One bit for each possible output



# defining our inputs

---

```
public int classesLeft (weekday, lecture_flag) {  
    switch (day) {  
        case SUNDAY:  
        case MONDAY:  
            return lecture_flag ? 3 : 1;  
        case TUESDAY:  
        case WEDNESDAY:  
            return lecture_flag ? 2 : 1;  
        case THURSDAY:  
            return lecture_flag ? 1 : 1;  
        case FRIDAY:  
            return lecture_flag ? 1 : 0;  
        case SATURDAY:  
            return lecture_flag ? 0 : 0;  
    }  
}
```

Weekday	Number	Binary
Sunday	0	(000) <sub>2</sub>
Monday	1	(001) <sub>2</sub>
Tuesday	2	(010) <sub>2</sub>
Wednesday	3	(011) <sub>2</sub>
Thursday	4	(100) <sub>2</sub>
Friday	5	(101) <sub>2</sub>
Saturday	6	(110) <sub>2</sub>

# converting to a truth table

---

Weekday	Number	Binary	Weekday	Lecture?	c0	c1	c2	c3
Sunday	0	(000) <sub>2</sub>	000	0	0	1	0	0
Monday	1	(001) <sub>2</sub>	000	1	0	0	0	1
Tuesday	2	(010) <sub>2</sub>	001	0	0	1	0	0
Wednesday	3	(011) <sub>2</sub>	001	1	0	0	0	1
Thursday	4	(100) <sub>2</sub>	010	0	0	1	0	0
Friday	5	(101) <sub>2</sub>	010	1	0	0	1	0
Saturday	6	(110) <sub>2</sub>	011	0	0	1	0	0
			011	1	0	0	1	0
			100	-	0	1	0	0
			101	0	1	0	0	0
			101	1	0	1	0	0
			110	-	1	0	0	0
			111	-	-	-	-	-

# truth table $\Rightarrow$ logic (part one)

---

$c3 = (\text{DAY} == \text{SUN} \text{ and } \text{LEC}) \text{ or } (\text{DAY} == \text{MON} \text{ and } \text{LEC})$

$c3 = (d2 == 0 \text{ \&& } d1 == 0 \text{ \&& } d0 == 0 \text{ \&& } L == 1) \text{ ||}$   
 $(d2 == 0 \text{ \&& } d1 == 0 \text{ \&& } d0 == 1 \text{ \&& } L == 1)$

$c3 = d2' \cdot d1' \cdot d0' \cdot L + d2' \cdot d1' \cdot d0 \cdot L$

DAY	d2d1d0	L	c0	c1	c2	c3
SunS	000	0	0	1	0	0
SunL	000	1	0	0	0	1
MonS	001	0	0	1	0	0
MonL	001	1	0	0	0	1
TueS	010	0	0	1	0	0
TueL	010	1	0	0	1	0
WedS	011	0	0	1	0	0
WedL	011	1	0	0	1	0
Thu	100	-	0	1	0	0
FriS	101	0	1	0	0	0
FriL	101	1	0	1	0	0
Sat	110	-	1	0	0	0
-	111	-	-	-	-	-

# truth table ⇒ logic (part two)

---

$$c_3 = d_2' \cdot d_1' \cdot d_0' \cdot L + d_2' \cdot d_1' \cdot d_0 \cdot L$$

$$c_2 = (\text{DAY} == \text{TUE} \text{ and } \text{LEC}) \text{ or } (\text{DAY} == \text{WED} \text{ and } \text{LEC})$$

$$c_2 = d_2' \cdot d_1 \cdot d_0' \cdot L + d_2' \cdot d_1 \cdot d_0 \cdot L$$

DAY	d2d1d0	L	c0	c1	c2	c3
SunS	000	0	0	1	0	0
SunL	000	1	0	0	0	1
MonS	001	0	0	1	0	0
MonL	001	1	0	0	0	1
TueS	010	0	0	1	0	0
TueL	010	1	0	0	1	0
WedS	011	0	0	1	0	0
WedL	011	1	0	0	1	0
Thu	100	-	0	1	0	0
FriS	101	0	1	0	0	0
FriL	101	1	0	1	0	0
Sat	110	-	1	0	0	0
-	111	-	-	-	-	-

# truth table $\Rightarrow$ logic (part three)

---

DAY	d2d1d0	L	c0	c1	c2	c3
SunS	000	0	0	1	0	0
SunL	000	1	0	0	0	1
MonS	001	0	0	1	0	0
MonL	001	1	0	0	0	1
TueS	010	0	0	1	0	0
TueL	010	1	0	0	1	0
WedS	011	0	0	1	0	0
WedL	011	1	0	0	1	0
Thu	100	-	0	1	0	0
FriS	101	0	1	0	0	0
FriL	101	1	0	1	0	0
Sat	110	-	1	0	0	0
-	111	-	-	-	-	-

$$c_3 = d_2' \cdot d_1' \cdot d_0' \cdot L + d_2' \cdot d_1' \cdot d_0 \cdot L$$

$$c_2 = d_2' \cdot d_1 \cdot d_0' \cdot L + d_2' \cdot d_1 \cdot d_0 \cdot L$$

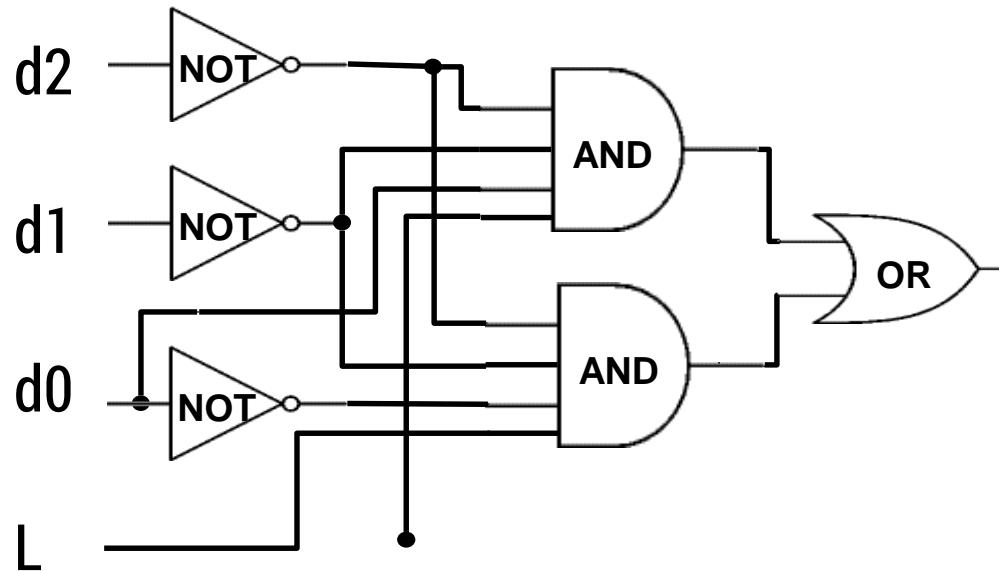
$$c_1 =$$

[you do this one]

$$c_0 = d_2 \cdot d_1' \cdot d_0 \cdot L' + d_2 \cdot d_1 \cdot d_0'$$

# logic $\Rightarrow$ gates

$$c_3 = d_2' \cdot d_1' \cdot d_0' \cdot L + d_2' \cdot d_1' \cdot d_0 \cdot L$$



(multiple input AND gates)  
[LEVEL UP]

DAY	$d_2d_1d_0$	$L$	$c_0$	$c_1$	$c_2$	$c_3$
SunS	000	0	0	1	0	0
SunL	000	1	0	0	0	1
MonS	001	0	0	1	0	0
MonL	001	1	0	0	0	1
TueS	010	0	0	1	0	0
TueL	010	1	0	0	1	0
WedS	011	0	0	1	0	0
WedL	011	1	0	0	1	0
Thu	100	-	0	1	0	0
FriS	101	0	1	0	0	0
FriL	101	1	0	1	0	0
Sat	110	-	1	0	0	0
-	111	-	-	-	-	-