Part 2: Logic

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Logic: the Second Pillar of Semantic Modeling

- Propositional Logic
  - A ***proposition*** is a statement which can be either *true* or *false*
    i. e.g., “it is raining (here, now)”
  - A proposition is often represented by a letter, often ‘*p*’ or ‘*q*’
  - There are 5 logical operators that can generate additional propositions
    i. Conjunction: ‘^’, ‘*&*’, **‘*and*’**
       - Given *p* is *true* and *q* is *false*, what is ‘*p and q*’? (*false*)
       - Given *p* is *true* and *q* is *true*, what is ‘*p and q*’? (*true*)

    ii. Disjunction: ‘*v*’, ‘|’, **‘*or*’**
       - Given *p* is *true* and *q* is *false*, what is ‘*p or q*’? (*true*)
       - Given *p* is *true* and *q* is *true*, what is ‘*p or q*’? (*true*)

    iii. Implication: ‘⟶’, ‘implies’, ‘***if … then...***’
       - Given *p* is *true* and *if p then q*, what can you say about *q*? (*true*)
       - Given *q* is *true* and *if p then q*, what can you say about *p*? (*nothing*)

Logic (cont.)

- Propositional Logic (cont.)
  - There are 5 logical operator (cont.)
    iv. Necessary and sufficient conditions: '↔', '***if and only if***'
      - Given *p* is *true* and *p if and only if q*, what can you say about *q*? (*true*)
      - Given *q* is *true* and *p if and only if q*, what can you say about *p*? (*true*)

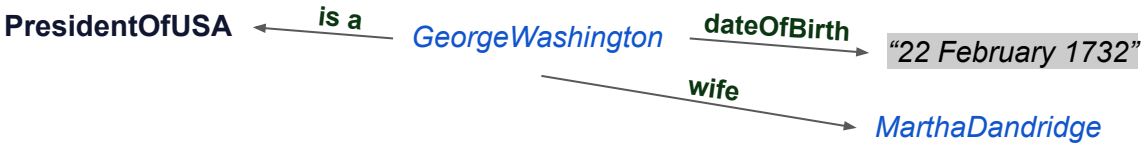
    v. Negation: '¬', '***not***'
      - Given *p* is *true*, what is *not p*? (false)
      - Given *p* is *true*, what is *not (not p)*? (true)

Logic (cont.)

- Predicate Logic, AKA First Order Logic
  - Predicate logic allows representation of the contents of a proposition
  - A ***predicate*** is a symbol which takes argument(s) and returns *true* or *false*
    - The number of arguments is called ***arity***
  - Predicates with arity 1 can represent class membership
    - *PresidentOfUSA(GeorgeWashington)* means *GeorgeWashington* $\in$ *PresidentOfUSA*
  - Predicates with arity 2 can represent binary relationships between things
    - *wife(GeorgeWashington, MarthaDandridge)*
  - Predicates with arity 2 can also represent characteristics--data about something
    - *dateOfBirth(GeorgeWashington, “22 February 1732”)*
  - Predicates with arity 1 can be transformed to arity 2
    - *PresidentOfUSA(GeorgeWashington) => is-a(GeorgeWashington, PresidentOfUSA)*

Logic (cont.)

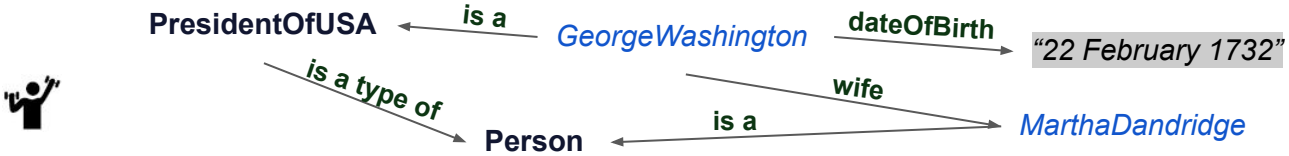
- Predicate Logic, AKA First Order Logic (cont.)
  - Models with only arity-2 predicates are directed mathematical graphs and can be so visualized



  - Each arity-2 predicate forms a ***triple*** with a ***subject***, ***predicate***, and ***object***
    - *predicate(subject, object)* ≡ *<subject> <predicate> <object>*
    - *wife(GeorgeWashington, MarthaDandridge)* ≡ *<GeorgeWashington> <wife> <MarthaDandridge>*
  - We will often refer to a predicate as a ***property***
  - A ***function*** is a symbol that takes 0 or more arguments and returns another non-logical symbol: not *true*, not *false*, not one of the 5 logical operators. More about functions later.

Logic Exercise

- Create a model equivalent to this visual graph



Solution

```
uri "http://sadl.org/Logic1.sadl" alias Logic1.

Person is a class.
PresidentOfUSA is a type of Person.

dateOfBirth is a property .
wife is a property.

GeorgeWashington is a PresidentOfUSA.
MarthaDandridge is a Person.

GeorgeWashington has dateOfBirth "22 February 1732", has wife MarthaDandridge.
```

Alternate Solution

```
uri "http://sadl.org/Logic1bb.sadl"alias logic1bb.

Person is a class.
PresidentOfUSA is a type of Person.

dateOfBirth is a property .
wife is a property.

GeorgeWashington is a PresidentOfUSA,
    with dateOfBirth "22 February 1732",
    with wife MarthaDandridge.

MarthaDandridge is a Person.
```

Things to Note

```
uri "http://sadl.org/Logic1bb.sadl"alias logic1bb.

Person is a class.
PresidentOfUSA is a type of Person.

dateOfBirth is a property .
wife is a property.

GeorgeWashington is a PresidentOfUSA,
    with dateOfBirth "22 February 1732",
    with wife MarthaDandridge.

MarthaDandridge is a Person.
```

A concept can be used before it is defined.

Quantification

- Quantifiers bind variables to non-variable symbols
  - Quantifiers allow us to make statements about multiple things declaratively
  - There are two quantifiers
- Existential quantifier
  - Symbol: ∃, read as “there exists”
  - Example: ∃x: Person(x) ^ loves(x, Logic)
    - “There exists x such that x is a Person and x loves Logic” (“Someone loves logic”)
- Universal Quantifier
  - Symbol: ∀, read “for all”
  - Example: ∀x: RichPerson(x) → loves(x, Money)
    - “For all x, if x is a RichPerson then x loves Money” (“All rich people love money”)
- Example with multiple quantifiers
  - ∃x: (Man(x) ^ ∀y: (Man(y) →(shaves(x,y) ↔ ¬shaves(y,y))))
    - “There is a man who shaves all and only men who do not shave themselves” (the barber paradox -- why is it a paradox?)[2]

Additional Information

- For a layman's overview of logic see https://en.wikipedia.org/wiki/Logic.