

## Week 08: Computer Science 2

### Part 1: Intro to Logic

- **Under the bonnet**
  - Representation of information
  - Number systems
- **Logic and Mathematics**
  - Boolean Algebra
  - Binary Arithmetic
- **Storage and processing of information**
  - Computation
  - Memory
  - Coding

## You must learn to:

- Write logical expressions
- Understand when two logical expressions mean the same thing

## In order to:

- Translate between your **reasoning** and the computer's **reasoning**.
- Find the best way to write code and make chips!

- Also called **Boolean Logic**
- Outlined in 1854, by an English mathematician, George Boole
- A system that contains only 2 values, conventionally labeled TRUE and FALSE

# We all know about logic

- (This is a lecture) OR (This year is 1942)
- (This is a lecture) AND (This year is 1942)
- (This year is 1942 )
- NOT(This year is 1942)

# We all know about logic

- (This is a lecture) OR (This year is 1942) ✓ **True**
- (This is a lecture) AND (This year is 1942)
- (This year is 1942 )
- NOT(This year is 1942)

# We all know about logic

- (This is a lecture) OR (This year is 1942) ✓ **True**
- (This is a lecture) AND (This year is 1942) ✗ **False**
- (This year is 1942 )
- NOT(This year is 1942)

# We all know about logic

- (This is a lecture) OR (This year is 1942) ✓ **True**
- (This is a lecture) AND (This year is 1942) ✗ **False**
- (This year is 1942 ) ✗ **False**
- NOT(This year is 1942)



# We all know about logic

- (This is a lecture) OR (This year is 1942) ✓ **True**
- (This is a lecture) AND (This year is 1942) ✗ **False**
- (This year is 1942 ) ✗ **False**
- NOT(This year is 1942) ✓ **True**

# We all know about logic

- (This is a lecture) OR (This year is 1942) ✓ **True**
- (This is a lecture) AND (This year is 1942) ✗ **False**
- (This year is 1942 ) ✗ **False**
- NOT(This year is 1942) ✓ **True**

<http://handbook.uts.edu.au/subjects/31272.html>

# Basic Operations

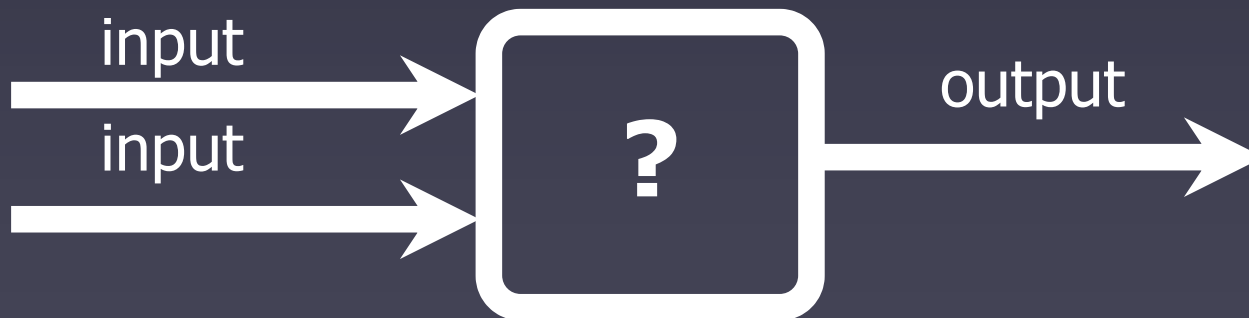
- Three Basic Operations:

**AND, OR and NOT**

- Boolean operations also called Boolean Functions
- We will also look at the Boolean **XOR** operation
  - it's relevant to Binary Addition

# Boolean Operations

- Every Boolean operation has inputs and outputs
- NOT operation has 1 input and 1 output
- AND and OR operations have 2 or more inputs and 1 output



# Formalising the AND Operation

- A **TRUTH TABLE** shows all combinations of inputs and resulting output.
- Boolean TRUTH TABLE usually uses **TRUE** and **FALSE**
  - 0 corresponds to FALSE, 1 corresponds to TRUE
- Difference between the two is only the notation used

# Truth table for AND Operation

<u>Inputs:</u> <b>A</b>	<b>B</b>	<u>Output:</u> <b>A and B</b>
False	False	False
True	False	False
False	True	False
True	True	True

The output only becomes “TRUE” when **BOTH** inputs are “TRUE”

# Substituting 0 and 1

<u>Inputs:</u> <b>A</b>	<b>B</b>	<u>Output:</u> <b>A and B</b>
0	0	0
1	0	0
0	1	0
1	1	1

- You can substitute 0 for “FALSE” and 1 for “TRUE”



# TRUTH TABLE for OR Operation

<u>Inputs:</u> <b>A</b>	<b>B</b>	<u>Output:</u> <b>A or B</b>
False	False	False
True	False	True
False	True	True
True	True	True

The OR Operation outputs TRUE when **Either** or **both** of its Inputs is TRUE

# Truth table for NOT Operation

<u>Inputs:</u> <b>A</b>	<u>Output:</u> <b>not A</b>
False	True
True	False

- The NOT Operation outputs the **opposite** of its Input

# Truth table for XOR Operation

<u>Inputs:</u> A	B	<u>Output:</u> A <b>xor</b> B
False	False	False
True	False	True
False	True	True
True	True	False

- e**X**clusive **OR**
- More like the “English OR statement”
  - e.g. “Either red **or** black”
- Equal to the operation
  - $(A \text{ OR } B) \text{ AND NOT}(A \text{ AND } B)$

- Programs are full of Boolean Operations!
- In the programming language Java there are Boolean Variables
- Boolean Variables in Java can only be TRUE or FALSE

# Boolean Operators in Java

- The **&&** operator is an AND Operator in Java
  - In Java the statement ( **a && b** ) has value **true** only when a and b are both **true**
- The **||** operator is an OR Operator in Java
  - In Java the statement ( **a || b** ) has value **true** when either a or b (or both) are **true**
- The **!** Operator is a NOT Operator in Java
  - The statement ( **!a** ) has the value **true** only when a is **false**

# Example:

- Below is a fragment of Java Code. `a` and `y` are integer variables. `p` and `q` are boolean variables. The symbols `>` and `<` stand for “Greater than” and “Less than” respectively.

```
int x = 1;  
int y = 2;  
p = ( x > 1 ) || ( y > 1 );  
q = ( x > 4 ) && ( y < 5 );
```

**What are the values of `p` and `q` ?**

(Hint: They can only be true or false)

# Take a break: sloppy writing

Algebraists write nothing for *product* and just +  
for *plus*, **logicians** can be lazy too...

- Algebra: x times y plus z =  $xy + z$
- Logic: (not(x) and y) or z =  $Xy + z$

# What sloppy writing is:

- **CAPITALS** denote **not**:  $X = \text{not}(x)$
- $+$  denotes **or**:  $X + y = \text{not}(x) \text{ or } y$
- Nothing is **and** and **and** is nothing·:  
 $Xy = \text{not}(x) \text{ and } y$
- **and** has greater priority than **or**:  
 $Xy + z = (\text{not}(x) \text{ and } y) \text{ or } z$



## ... and what it isn't

Note: This is **not arithmetic**, so when we're writing using logic

**1111 + 0001 = 1 + 0 = TRUE OR FALSE = 1**

not 10000 as in arithmetic.

# Other representations

- AND (formally called a **conjunction**)
  - $x \wedge y$
  - $x \cdot Y$
- OR (formally called a **disjunction**)
  - $x \vee y$
  - $x + y$
- NOT (formally called a **negation** or **complement**)
  - $\neg x$
  - $!x$

# Questions?