Elimination Rules

Negation rules

Validity and satisfiability

Propositional Proofs and Validity

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Elimination Rules

Negation rules

Validity and satisfiability

Overview

1 Proof Rules

- 2 Elimination Rules
- 3 Negation rules
- 4 Validity and satisfiability
 - Validity (3.3.2)
 - Satisfiability (3.3.2)

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The proof game, revisited

Remember our setup from last class:

At any point in a proof, we have some goals and their corresponding contexts.

- A goal is a proposition that we want to prove.
- A context is a list of *hypotheses*, propositions that we know.

We complete a proof by repeatedly transforming these goals and hypotheses by applying *proof rules*, which are individual reasoning steps.

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Introduction rules, revisited

Introduction rules were valid based on the shape of the goal.

- **To prove** $A \wedge B$, it suffices to prove A, then to prove B.
- To prove $A \lor B$, it suffices to prove A.
- To prove $A \lor B$, it suffices to prove B.

...

These proof rules update the *goal* without changing the *context*. Contrast:

• To prove $A \rightarrow B$, it suffices to prove B, using the extra hypothesis A.

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"And" Elimination

If you know $P \land Q$, you know two things:

■ P ■ Q

Yes, this sounds silly to say out loud. We usually don't think about this.

In terms of proof state: turns one hypothesis into two smaller hypotheses.

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"Or" Elimination

This one's more interesting!

If you know $P \lor Q$, and your goal is *G*, you can *reason by cases*. That is: if you show $P \to G$, and you show $Q \to G$, then you have shown *G*.

In terms of proof state: creates two goals, each with a new hypothesis.

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Implication Elimination: modus ponens

If x is prime, then $x \ge 2$. x is prime. Therefore, $x \ge 2$.

General pattern: if you know $P \rightarrow Q$ and you know P, then you know Q. Adds a hypothesis.

Alternate phrasing: if your goal is to show Q, and you know $P \rightarrow Q$, it suffices to show P. Changes the goal.

(Iff elimination is easy: if you know $P \leftrightarrow Q$, then you know $P \rightarrow Q$ and $Q \rightarrow P$.)

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In Lean

Introduction rules in Lean:

- \blacksquare and elim: eliminate h with h1 h2
- orelim:eliminate h with h1 h2
- implication elim: have hb := hab ha
- iffelim:eliminate h with h1 h2

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Getting comfortable with contradiction

We live in a world where things make sense. (...)

In our sensible world, some statements are true and some are false. But none are true *and* false.

So if we can prove both a proposition and its negation, we're living in nonsense land. Anything follows. Elimination Rules

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Negation elimination and introduction

Negation elimination: if you know P and you know $\neg P$, you can prove anything (i.e. close any goal).

Negation introduction: if your goal is to prove $\neg P$, you can assume P, and show "false". "Proof by contradiction!"

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Example proof by contradiction

Proposition: $\sqrt{2}$ is not rational.

We prove that $\sqrt{2}$ is not rational by contradiction. Suppose $\sqrt{2}$ is rational. By the definition of "rational", that means $\sqrt{2} = p/q$ where p and q are integers. Furthermore, we can choose p and q to be in lowest terms so they have no factors in common. Squaring both sides, we get $2 = p^2/q^2$ or $2q^2 = p^2$. Since q^2 is an integer, and p^2 is an integer times 2, p^2 is even. By a similar argument to the one for odd squares (from a few lectures ago), that means p must be even. If p is even, p^2 must be divisible by 4. Since $2q^2$ is divisible by 4, q^2 must be divisible by 2 (the other factor of two must be there). That means both p and q are even. But, then p/q is not in lowest terms. Since we already asserted that p/q is in lowest terms when p and q were chosen, we've reached a contradiction. Therefore, $\sqrt{2}$ must be irrational.

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A subtlely different proof by contradiction

From the last slide: if your goal is to prove $\neg P$, you can assume *P*, and show "false".

Compare to:

Proof by contradiction: if your goal is to prove *P*, you can assume $\neg P$, and show "false".

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Validity (3.3.2)

Back to truth for a moment!

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Validity (3.3.2)

DeMorgan's Law

These two statements are equivalent:

$$\blacksquare \neg (P \land Q)$$

$$\blacksquare \neg P \lor \neg Q$$

They are equivalent because they have exactly the same truth table. (Or, because we can *prove* $\neg (P \land Q) \leftrightarrow (\neg P \lor \neg Q)$.) You can think of this as negation "distributing" over AND, negating the inputs and switching the AND to OR.

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Validity (3.3.2)

Equivalence and validity: Definitions

A formula can be thought of as a function mapping variable assignments to truth values. Each row of the truth table shows one input and its corresponding output.

Definition: Two formulas over the same set of variables are *equivalent* if they evaluate to the same truth value under every variable assignment.

Definition: A formula is *valid* if it is always true regardless of variable assignment.

Example: $P \lor \neg P$

| Ρ | $\neg P$ | $P \lor \neg P$ |
|----------|----------|-----------------|
| F | Т | Т |
| T | F | Т |

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Equivalence and validity

A formula is valid iff it is equivalent to **T**.

Two formulas α and β are equivalent iff $\alpha \leftrightarrow \beta$ is valid.

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Equivalence and validity

A formula is valid iff it is equivalent to **T**.

Two formulas α and β are equivalent iff $\alpha \leftrightarrow \beta$ is valid.

| Ρ | $\neg P$ | $\neg \neg P$ | $P \leftrightarrow \neg \neg P$ |
|---|----------|---------------|---------------------------------|
| F | Т | F | |
| Т | F | т | |

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Equivalence and validity

A formula is *valid* iff it is equivalent to **T**.

Two formulas α and β are equivalent iff $\alpha \leftrightarrow \beta$ is valid.

| Ρ | $\neg P$ | $\neg \neg P$ | $P\leftrightarrow \neg \neg P$ |
|---|----------|---------------|--------------------------------|
| F | Т | F | Т |
| T | F | Т | Т |

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Satisfiability (3.3.2)

Satisfiability

Definition: A formula is *satisfiable* if at least one assignment evaluates to true.

A formula is satisfiable iff its negation is not valid. (DeMorgan's law in another form.) Validity is kind of like "∀".

Satisfiability is kind of like " \exists ".

Determining whether a formula is satisfiable, efficiently, is a core problem in computer science. Examples: Solving puzzles, finding successful plans, arranging items in space, factoring, finding paths in graphs...

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Checking satisfiability and validity

Easy if few variables. Just write out the truth table!

| Ρ | Q | $\neg Q$ | $\neg P$ | $Q \lor \neg P$ | $ eg Q \land (Q \lor \neg P)$ |
|---|---|----------|----------|-----------------|-------------------------------|
| F | F | Т | Т | Т | Т |
| F | Т | F | Т | Т | F |
| т | F | Т | F | F | F |
| т | Т | F | F | Т | F |

If all rows are *T*: *valid*. If at least one row is *T*: *satisfiable*.

Blows up as the number of variables gets large. Need another way.

Theorem: A propositional formula is valid if and only if it can be proved using only the proof rules we have introduced here (including proof by contradiction).