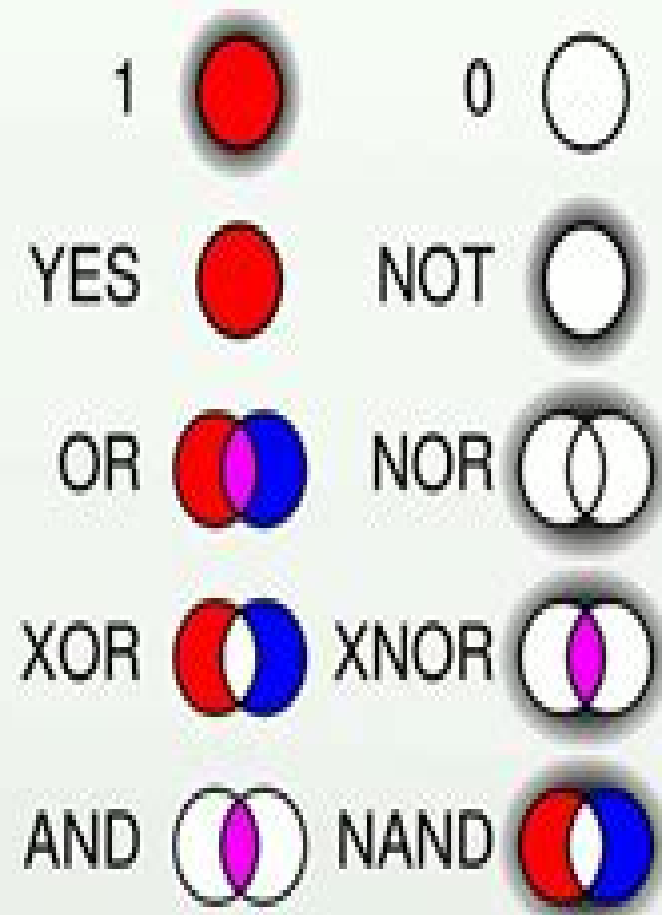


Logic in computer science



Logic In Computer Science Logic In Computer Science

Michal Rosen-Zvi



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Logic for Computer Scientists Uwe Schöning,2008-01-11 This book introduces the notions and methods of formal logic from a computer science standpoint covering propositional logic predicate logic and foundations of logic programming The classic text is replete with illustrative examples and exercises It presents applications and themes of computer science research such as resolution automated deduction and logic programming in a rigorous but readable way The style and scope of the work rounded out by the inclusion of exercises make this an excellent textbook for an advanced undergraduate course in logic for computer scientists

Logic in Computer Science Hantao Zhang,Jian Zhang,2025-01-11 Mathematical logic is an important basis for mathematics computer science and artificial intelligence alike This book provides a comprehensive introduction to various logics including classical propositional logic and first order predicate logic as well as equational logic temporal logic and Hoare logic In addition it presents proof procedures for classical logics and decision procedures for checking the satisfiability of logical formulas The book assumes no background in logic It presents logics as practical tools for solving various problems in artificial intelligence and formal verification Accordingly it is well suited for junior and senior undergraduate and graduate students majoring in computer science or mathematics Each chapter includes roughly a dozen exercise problems so as to help the reader understand the concepts and techniques discussed

Computer Science Logic Leszek Pacholski,Jerzy Tiuryn,1995-07-18 This volume contains revised refereed versions of the best papers presented during the CSL 94 conference held in Kazimierz Poland in September 1994 CSL 94 is the eighth event in the series of workshops held for the third time as the Annual Conference of the European Association for Computer Science Logic The 38 papers presented were selected from a total of 151 submissions All important aspects of the methods of mathematical logic in computer science are addressed lambda calculus proof theory finite model theory logic programming semantics category theory and other logical systems Together these papers give a representative snapshot of the area of logical foundations of computer science

Mathematical Logic For Computer Science (2nd Edition) Zhongwan Lu,1998-08-22 Mathematical logic is essentially related to computer science This book describes the aspects of mathematical logic that are closely related to each other including classical logic constructive logic and modal logic This book is intended to attend to both the peculiarities of logical systems and the requirements of computer science In this edition the revisions essentially involve rewriting the proofs increasing the explanations and adopting new terms and notations

Mathematical Logic for Computer Science Mordechai Ben-Ari,2012-06-16 Mathematical Logic for Computer Science is a mathematics textbook with theorems and proofs but the choice of topics has been guided by the needs of students of computer science The method of semantic tableaux provides an elegant way to teach logic that is both theoretically sound and easy to understand The uniform use of tableaux based techniques facilitates learning advanced logical systems based on what the student has learned from elementary systems The logical systems presented are propositional logic first order logic resolution and its

application to logic programming Hoare logic for the verification of sequential programs and linear temporal logic for the verification of concurrent programs The third edition has been entirely rewritten and includes new chapters on central topics of modern computer science SAT solvers and model checking

Mathematical Logic for Computer Science Zhongwan Lu, 1998 Mathematical logic is essentially related to computer science This book describes the aspects of mathematical logic that are closely related to each other including classical logic constructive logic and modal logic This book is intended to attend to both the peculiarities of logical systems and the requirements of computer science In this edition the revisions essentially involve rewriting the proofs increasing the explanations and adopting new terms and notations

Logic in Computer Science Michael Huth, Mark Ryan, 2004-08-26 Recent years have seen the development of powerful tools for verifying hardware and software systems as companies worldwide realise the need for improved means of validating their products There is increasing demand for training in basic methods in formal reasoning so that students can gain proficiency in logic based verification methods The second edition of this successful textbook addresses both those requirements by continuing to provide a clear introduction to formal reasoning which is both relevant to the needs of modern computer science and rigorous enough for practical application Improvements to the first edition have been made throughout with extra and expanded sections on SAT solvers existential universal second order logic micro models programming by contract and total correctness The coverage of model checking has been substantially updated Further exercises have been added Internet support for the book includes worked solutions for all exercises for teachers and model solutions to some exercises for students

Computer Science Logic Laurent Fribourg, 2003-06-30 This book constitutes the refereed proceedings of the 15th International Workshop on Computer Science Logic CSL 2001 held as the 10th Annual Conference of the EACSL in Paris France in September 2001 The 39 revised full papers presented together with two invited papers were carefully reviewed and selected from 91 submissions The papers are organized in topical sections on linear logic descriptive complexity semantics higher order programs model logics verification automata lambda calculus induction equational calculus and constructive theory of types

Computer Science Logic European Association for Computer Science Logic. Conference, 2001-08-29 This book constitutes the refereed proceedings of the 15th International Workshop on Computer Science Logic CSL 2001 held as the 10th Annual Conference of the EACSL in Paris France in September 2001 The 39 revised full papers presented together with two invited papers were carefully reviewed and selected from 91 submissions The papers are organized in topical sections on linear logic descriptive complexity semantics higher order programs model logics verification automata lambda calculus induction equational calculus and constructive theory of types

Logic for Computer Science and Artificial Intelligence Ricardo Caferra, 2013-02-04 Logic and its components propositional first order non classical play a key role in Computer Science and Artificial Intelligence While a large amount of information exists scattered throughout various media books journal articles webpages etc the diffuse nature of these sources is problematic and logic as

a topic benefits from a unified approach Logic for Computer Science and Artificial Intelligence utilizes this format surveying the tableaux resolution Davis and Putnam methods logic programming as well as for example unification and subsumption For non classical logics the translation method is detailed Logic for Computer Science and Artificial Intelligence is the classroom tested result of several years of teaching at Grenoble INP Ensimag It is conceived to allow self instruction for a beginner with basic knowledge in Mathematics and Computer Science but is also highly suitable for use in traditional courses The reader is guided by clearly motivated concepts introductions historical remarks side notes concerning connections with other disciplines and numerous exercises complete with detailed solutions The title provides the reader with the tools needed to arrive naturally at practical implementations of the concepts and techniques discussed allowing for the design of algorithms to solve problems

Computer Science Logic Julian Bradfield,2003-08-02 The Annual Conference of the European Association for Computer Science Logic CSL 2002 was held in the Old College of the University of Edinburgh on 22 25 September 2002 The conference series started as a programme of International Workshops on Computer Science Logic and then in its sixth meeting became the Annual Conference of the EACSL This conference was the sixteenth meeting and eleventh EACSL conference it was organized by the Laboratory for Foundations of Computer Science at the University of Edinburgh The CSL 2002 Programme Committee considered 111 submissions from 28 countries during a two week electronic discussion each paper was refereed by at least three reviewers The Committee selected 37 papers for presentation at the conference and publication in these proceedings The Programme Committee invited lectures from Susumu Hayashi Frank Neven and Damian Niwinski the papers provided by the invited speakers appear at the front of this volume In addition to the main conference two tutorials Introduction to Mu Calculi Julian Bradfield and Parametrized Complexity Martin Grohe were given on the previous day

Computer Science Logic Luke Ong,2005-09-07 The Annual Conference of the European Association for Computer Science Logic EACSL CSL 2005 was held at the University of Oxford on 22 25 August 2005

Logics for Computer Science Anita Wasilewska,2018-11-03 Providing an in depth introduction to fundamental classical and non classical logics this textbook offers a comprehensive survey of logics for computer scientists Logics for Computer Science contains intuitive introductory chapters explaining the need for logical investigations motivations for different types of logics and some of their history They are followed by strict formal approach chapters All chapters contain many detailed examples explaining each of the introduced notions and definitions well chosen sets of exercises with carefully written solutions and sets of homework While many logic books are available they were written by logicians for logicians not for computer scientists They usually choose one particular way of presenting the material and use a specialized language Logics for Computer Science discusses Gentzen as well as Hilbert formalizations first order theories the Hilbert Program Godel's first and second incompleteness theorems and their proofs It also introduces and discusses some many valued logics modal logics and introduces algebraic models for classical intuitionistic and modal S4 and S5 logics The

theory of computation is based on concepts defined by logicians and mathematicians Logic plays a fundamental role in computer science and this book explains the basic theorems as well as different techniques of proving them in classical and some non classical logics Important applications derived from concepts of logic for computer technology include Artificial Intelligence and Software Engineering In addition to Computer Science this book may also find an audience in mathematics and philosophy courses and some of the chapters are also useful for a course in Artificial Intelligence

Essential Logic for Computer Science Rex Page, Ruben Gamboa, 2019-01-08 An introduction to applying predicate logic to testing and verification of software and digital circuits that focuses on applications rather than theory Computer scientists use logic for testing and verification of software and digital circuits but many computer science students study logic only in the context of traditional mathematics encountering the subject in a few lectures and a handful of problem sets in a discrete math course This book offers a more substantive and rigorous approach to logic that focuses on applications in computer science Topics covered include predicate logic equation based software automated testing and theorem proving and large scale computation Formalism is emphasized and the book employs three formal notations traditional algebraic formulas of propositional and predicate logic digital circuit diagrams and the widely used partially automated theorem prover ACL2 which provides an accessible introduction to mechanized formalism For readers who want to see formalization in action the text presents examples using Proof Pad a lightweight ACL2 environment Readers will not become ACL2 experts but will learn how mechanized logic can benefit software and hardware engineers In addition 180 exercises some of them extremely challenging offer opportunities for problem solving There are no prerequisites beyond high school algebra Programming experience is not required to understand the book's equation based approach The book can be used in undergraduate courses in logic for computer science and introduction to computer science and in math courses for computer science students

Computer Science Logic Jerzy Marcinkowski, 2004-09-09 This book constitutes the refereed proceedings of the 18th International Workshop on Computer Science Logic CSL 2004 held as the 13th Annual Conference of the EACSL in Karpacz Poland in September 2004 The 33 revised full papers presented together with 5 invited contributions were carefully reviewed and selected from 88 papers submitted All current aspects of logic in computer science are addressed ranging from mathematical logic and logical foundations to methodological issues and applications of logics in various computing contexts

Computer Science Logic Matthias Baaz, Johann A. Makowsky, European Association for Computer Science Logic. Conference, 2003-08-18 This book constitutes the joint refereed proceedings of the 17th International Workshop on Computer Science Logic CSL 2003 held as the 12th Annual Conference of the EACSL and of the 8th Kurt G del Colloquium KGC 2003 in Vienna Austria in August 2003 The 30 revised full papers presented together with abstracts of 9 invited presentations were carefully reviewed and selected from a total of 112 submissions All current aspects of computer science logic are addressed ranging from mathematical logic and logical foundations to the application of logics in various computing aspects

Computer Science Logic Erich Grädel, Reinhard Kahle, 2009-09-19 The annual conference of the European Association for Computer Science Logic EACSL CSL 2009 was held in Coimbra Portugal September 7 11 2009 The conference series started as a programme of International Workshops on Computer Science Logic and then at its sixth meeting became the Annual Conference of the EACSL This conference was the 23rd meeting and 18th EACSL conference it was organized at the Department of Mathematics Faculty of Science and Technology University of Coimbra In response to the call for papers a total of 122 abstracts were submitted to CSL 2009 of which 89 were followed by a full paper The Programme Committee selected 34 papers for presentation at the conference and publication in these proceedings The Ackermann Award is the EACSL Outstanding Dissertation Award for Logic in Computer Science The award recipient for 2009 was Jakob Nordström Citation of the award abstract of the thesis and a biographical sketch of the recipient may be found at the end of the proceedings The award was sponsored for the years 2007 2009 by Logitech S A

Logic in Computer Science, 1992 **Logic for Computer Science** Steve Reeves, Michael Clarke, 1990 An understanding of logic is essential to computer science This book provides a highly accessible account of the logical basis required for reasoning about computer programs and applying logic in fields like artificial intelligence The text contains extended examples algorithms and programs written in Standard ML and Prolog No prior knowledge of either language is required The book contains a clear account of classical first order logic one of the basic tools for program verification as well as an introductory survey of modal and temporal logics and possible world semantics An introduction to intuitionistic logic as a basis for an important style of program specification is also featured in the book

Mathematical Logic for Computer Science Zhongwan Lu, 1989 This book describes the aspects of mathematical logic related to computer sciences The materials adopted in this book are intended to attend to both the peculiarities of logical systems and the requirements of computer science

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