

# Building a Tool for Teaching Mathematical Logic

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## Context

Teach a module on an introduction to classical logic. Write an **interactive textbook**.

- Program Logic (Hoare Calculus)
- Propositional Logic:
  - model, consequence relation, tautology, (un)satisfiability
  - **Truth tables**
  - Natural deduction calculus
- First-order Logic:
  - model, consequence relation, tautology, (un)satisfiability
  - Natural deduction calculus
  - Equality
- (Mathematical Induction)

## Context (Cont'd)

From “Education” to “E-ducation”.

- Current situation: **Static handouts** in form of paper copies and online PostScript/PDF files, weekly lectures and exercise classes to work on worksheets handed out in the previous lecture.  
**Prevent collecting and filing.**  $\rightsquigarrow$  see **example**: gaps.
- Plan: **Interactive revision and exercises** for all these topics.  
**Write interactive course material for a very basic introduction to logic for computer science students**
- Starting point: **Truthables.**

## Example

### Semantics of Conjunction

| A | B | $A \wedge B$ |
|---|---|--------------|
| T | T |              |
| T | F |              |
| F | T |              |
| F | F |              |

Note that the four pairs of **A** and **B** values in the first two columns exhaust **all possibilities** (TT, TF, FT, and FF). In the third column, we list the result of the interpretation of  $A \wedge B$  according to the truth values of **A** and **B**.

In the first line, where **A** and **B** have the value T, the **result is T** again. **F** else.

## Example

### Semantics of Conjunction

| A | B | $A \wedge B$ |
|---|---|--------------|
| T | T | T            |
| T | F | F            |
| F | T | F            |
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## Example (Cont'd) – Handout

### Semantics of Conjunction

| A | B | $A \wedge B$ |
|---|---|--------------|
| T | T |              |
| T | F |              |
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In the first line, where A and B have the value T, the result is T again. F else.

## Example (Cont'd) – Online Gaps

### Semantics of Conjunction

T  
F  
F  
F

# Requirements

- **User-adaptability vs Consistency**  
(above all in nomenclature)
- **User control vs system control**  
(how to balance that the user should be in control of the system but prevent that he is just clicking without any thinking and doesn't learn anything.)
- **It should be useful to beginners and advanced students**  
(needs to be easy to use, but not give too much away for beginners, and needs to be not too cumbersome to use for advanced users.)

## User-adaptability vs Consistency

How adaptable should a system be? E.g. **names**:

How to express the logical connectives?

|                     |      |                   |     |
|---------------------|------|-------------------|-----|
| <b>Conjunction:</b> | AND  | $\wedge$          | &   |
| <b>Disjunction:</b> | OR   | $\vee$            |     |
| <b>Implication:</b> | IMPL | $\rightarrow$     | ->  |
| <b>Equivalence:</b> | EQV  | $\leftrightarrow$ | <-> |

What to offer?

- Choose between those? **Yes**
- Any others? **No**
- Allow arbitrary input? **No**
- Which default? **First column**

## Other decisions about the nomenclature

- How to write placeholders for **atoms**:

A, B, C, D, E                      vs    $\phi, \psi, \rho, \sigma, \tau$

(Leave choice between uppercase Roman vs lowercase Greek)

- How to write **truthvalues**:

T, F                                      vs   1, 0

(Leave choice between the first and the second.)

- In which **order** to write truthvalues in a truth table by default:

F (or 0) at top                      vs   T (or 1) at top

(Choice too confusing?)

- **Infix**                                      vs   **prefix ...???**

## Other values

- Colour, e.g. faulty value as **red**, correct value as **green**.  
(What about red-green blind people?)
- Background colour?  
New learning material vs commenting output to user input

## What are good defaults?

- Roman vs Greek: Default **Roman**, since Greek may not be known
- Connectives: **Names**, since meaning of symbols like  $\wedge$  may not be known, browser may not be able to display it.

## User control vs system control

- **When to offer help?**  
When too many failed attempts
- **What to do against blind clicking?**  
Don't give immediate feedback, explicitly commit.
- **What kind of feedback to give?**  
General explanation, references back to lecture, fully presented examples
- ...
- Careful balance between **useful guidance** and **patronising**, e.g. should the next submission be accepted after a minimal time only?

## It should be useful to beginners and advanced students

- Don't expect too much from beginners
  - **easy examples**, e.g. build up truth tables with just two atoms. (BUT DON'T take examples which are too simple. Trivial cases can be confusing.)
  - don't give away too much, since you cannot **expect** that the student has understood a concept.  
(e.g. don't tell how many cases are needed in a truth table, how many different atoms do occur)

## It should be useful to beginners and advanced students (Cont'd)

- Don't bore people who you assume are advanced by **forcing** them to fulfil **tasks** which are **trivial** for them. Truthtables quickly get boring, e.g. three steps of advancing

| Task                                       | Level 1 | Level 2 | Level 3 |
|--|---------|---------|---------|
| knowledge on how many atoms in the formula |         |         |         |
| how many cases have to be considered       |         |         |         |
| structure of truthtable                    |         |         |         |
| which cases are to be considered           |         |         |         |
| carry over of values of atoms              |         |         |         |
| compute values for connectives             |         |         |         |

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| Task                                       | Level 1      | Level 2 | Level 3 |
|--|--------------|---------|---------|
| knowledge on how many atoms in the formula | required     |         |         |
| how many cases have to be considered       | required     |         |         |
| structure of truthtable                    | <b>given</b> |         |         |
| which cases are to be considered           | required     |         |         |
| carry over of values of atoms              | required     |         |         |
| compute values for connectives             | required     |         |         |

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| how many cases have to be considered       | required     | <b>given</b> |         |
| structure of truthtable                    | <b>given</b> | <b>given</b> |         |
| which cases are to be considered           | required     | <b>given</b> |         |
| carry over of values of atoms              | required     | required     |         |
| compute values for connectives             | required     | required     |         |

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| structure of truthtable                    | <b>given</b> | <b>given</b> | <b>given</b> |
| which cases are to be considered           | required     | <b>given</b> | <b>given</b> |
| carry over of values of atoms              | required     | required     | <b>given</b> |
| compute values for connectives             | required     | required     | required     |

**Demo**

## What's left to do?

### On an educational level

- **Randomised generation** of new examples
- **User input** of more examples
- Develop content for the full lecture
- Transform all the  $\text{L}^{\text{A}}\text{T}_{\text{E}}\text{X}$ /PDF slides to the interactive format
- Transform the whole course material to an interactive format

### On an MKM level

- Annotate knowledge and make it **searchable**
- How to make the code robust and **adaptable** (deal with different logics, e.g., 3-valued logic)
- Build a more sophisticated **user-model**