

Introduction to Logic in Computer Science: Autumn 2006

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University of Amsterdam

Organisational Matters

- Lecturer: Ulle Endriss (ulle@illc.uva.nl), Room P-3.16
- TA: Andreas Witzel (awitzel@science.uva.nl), Room P-1.21
- Timetable: Mondays 4-6pm in Room P-0.15/B
- Duration: (probably) 12 lectures à 2 hours each (4 ECs)
[no classes in weeks 4 (I'll be away), 8 and 16 (exam weeks)]
- Website: <http://www.illc.uva.nl/~ulle/teaching/ilcs/>
- UvA Blackboard: <http://blackboard.uva.nl>

Purpose and Programme

To give an overview of some of the basic techniques and concepts of logic in computer science. To prepare students for advanced courses in logic and computation.

Compulsory for students in the L&C and L&M specialisations of the MoL programme (but open to all).

- Part I: Automated Reasoning with Analytic Tableaux
- Part II: Crash Course in Logic Programming with Prolog
- Part III: Complexity Theory
- Part IV: Advanced Topics (details TBD)

Examination

Examination is by regular coursework. After most lectures, you will find a problem sheet on Blackboard. Solutions are (usually) due the following Monday at 4:15pm (no extensions).

Give your solutions to me at the beginning of class. Alternatively, submit your solutions to Andi any time before that: either in person or by leaving them in his pigeon hole (ground floor Euclides). Be nice, write clearly!

In some cases (programming exercises), submission will be electronic via Blackboard (instructions to follow).