

Introduction to Logic in Computer Science: Autumn 2007

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University of Amsterdam

Organisational Matters

- Lecturer: Ulle Endriss (ulle@illc.uva.nl), Room P.316
- TA: Joel Uckelman (juckelma@science.uva.nl), Room P.328
- Timetable: Mondays 4-6pm in Room P.017
- Duration: (up to) 14 lectures à 2 hours each (6 ECs)
[no classes in weeks 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
- Time permitting, some additional material towards the end ...

Examination

Examination is by regular coursework. After roughly every other lecture, you will find a problem sheet on Blackboard. Solutions are (usually) due the following Monday at 4pm.

Give your solutions to me at the beginning of class. Alternatively, submit your solutions to Joel 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).