

Science of Computational Logic – Introduction

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Overview

Content

Literature •



"Logic is everywhere ..."

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Overview

non-monotonic logics

		fuzzy logics		
		intuitionistic logics	systems design	
		temporal logics	cognitive robotics	
		modal logics	general game playing	
theory of programming		multi valued logics	logic and agents	
functional programming		higher order logic	actions and causality	
answer set programming		equational logic	logic data bases	
	constraint programming	first order logic	knowledge based systems	
	logic programming	propositional logic	knowledge representation and re	asoning
program analysi:	program development	algorithm = logic + contr	rol inductive logic programming	machine learning
program synthesis	calculus	complexity theory	deduction	neural-symbolic integration
program transformation	representation	tractability	abduction	human reasoning
software engineering	abstract machines	decidability	induction coanitive scient	
	search strategies	automata theory	reasoning by analogy	
heuristics		model theory	case based reasoning	
automated theorem provers		algebra	evidential reasoning	
interactive proof systems			legal reasoning	
SAT-solvers			decision making	
specification and verification			natural language understanding	

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Content of Lecture

- Description Logics
- Equational Logic
- Actions and Causality
- Deduction, Abduction, and Induction
- Non-Monotonic Reasoning
- Machine Learning





Literature

- A manuscript is available
- In each chapter relevant secondary literature is specified.
- I expect you to study secondary literature.
- A web page for the literature will be generated.

