

On the Calculus of Binary Arithmetics

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Summary. In this paper, we have binary arithmetic and its related operations. We include some theorems concerning logical operators.

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The articles [3], [4], [2], and [1] provide the notation and terminology for this paper.

Let x, y be boolean sets. The functor $x \text{'nand' } y$ is defined by:

$$(Def. 1) \quad x \text{'nand' } y = \neg(x \wedge y).$$

Let us notice that the functor $x \text{'nand' } y$ is commutative.

Let x, y be boolean sets. Note that $x \text{'nand' } y$ is boolean.

Let x, y be elements of *Boolean*. Then $x \text{'nand' } y$ is an element of *Boolean*.

Let x, y be boolean sets. The functor $x \text{'nor' } y$ is defined by:

$$(Def. 2) \quad x \text{'nor' } y = \neg(x \vee y).$$

Let us observe that the functor $x \text{'nor' } y$ is commutative.

Let x, y be boolean sets. One can check that $x \text{'nor' } y$ is boolean.

Let x, y be elements of *Boolean*. Then $x \text{'nor' } y$ is an element of *Boolean*.

Let x, y be boolean sets. The functor $x \text{'xnor' } y$ is defined by:

$$(Def. 3) \quad x \text{'xnor' } y = \neg(x \oplus y).$$

Let us observe that the functor $x \text{'xnor' } y$ is commutative.

Let x, y be boolean sets. One can verify that $x \text{'xnor' } y$ is boolean.

Let x, y be elements of *Boolean*. Then $x \text{'xnor' } y$ is an element of *Boolean*.

In the sequel x, y, z, w denote boolean sets.

The following propositions are true:

- (1) $\text{true} \text{'nand' } x = \neg x$.
- (2) $\text{false} \text{'nand' } x = \text{true}$.
- (3) $x \text{'nand' } x = \neg x$ and $\neg(x \text{'nand' } x) = x$.
- (4) $\neg(x \text{'nand' } y) = x \wedge y$.
- (5) $x \text{'nand' } \neg x = \text{true}$ and $\neg(x \text{'nand' } \neg x) = \text{false}$.
- (6) $x \text{'nand' } y \wedge z = \neg(x \wedge y \wedge z)$.
- (7) $x \text{'nand' } y \wedge z = x \wedge y \text{'nand' } z$.

- (8) $x' \text{nand}' (y \vee z) = \neg(x \wedge y) \wedge \neg(x \wedge z).$
- (9) $x' \text{nand}' (y \oplus z) = x \wedge y \Leftrightarrow x \wedge z.$
- (10) $\text{true}' \text{nor}' x = \text{false}.$
- (11) $\text{false}' \text{nor}' x = \neg x.$
- (12) $x' \text{nor}' x = \neg x \text{ and } \neg(x' \text{nor}' x) = x.$
- (13) $\neg(x' \text{nor}' y) = x \vee y.$
- (14) $x' \text{nor}' \neg x = \text{false} \text{ and } \neg(x' \text{nor}' \neg x) = \text{true}.$
- (15) $x' \text{nor}' y \wedge z = \neg(x \vee y) \vee \neg(x \vee z).$
- (16) $x' \text{nor}' (y \vee z) = \neg(x \vee y \vee z).$
- (17) $\text{true}' \text{xnor}' x = x.$
- (18) $\text{false}' \text{xnor}' x = \neg x.$
- (19) $x' \text{xnor}' x = \text{true} \text{ and } \neg(x' \text{xnor}' x) = \text{false}.$
- (20) $\neg(x' \text{xnor}' y) = x \oplus y.$
- (21) $x' \text{xnor}' \neg x = \text{false} \text{ and } \neg(x' \text{xnor}' \neg x) = \text{true}.$
- (22) $x \in y \Rightarrow z \text{ iff } x \wedge y \in z.$
- (23) $x \Leftrightarrow y = (x \Rightarrow y) \wedge (y \Rightarrow x).$
- (24) $x \Leftrightarrow y = \text{true} \text{ iff } x \Rightarrow y = \text{true} \text{ and } y \Rightarrow x = \text{true}.$
- (25) If $x \Rightarrow y = \text{true}$ and $y \Rightarrow x = \text{true}$, then $x = y$.
- (26) If $x \Rightarrow y = \text{true}$ and $y \Rightarrow z = \text{true}$, then $x \Rightarrow z = \text{true}$.
- (27) If $x \Leftrightarrow y = \text{true}$ and $y \Leftrightarrow z = \text{true}$, then $x \Leftrightarrow z = \text{true}$.
- (28) $x \Rightarrow y = \neg y \Rightarrow \neg x.$
- (29) $x \Leftrightarrow y = \neg x \Leftrightarrow \neg y.$
- (30) If $x \Leftrightarrow y = \text{true}$ and $z \Leftrightarrow w = \text{true}$, then $x \wedge z \Leftrightarrow y \wedge w = \text{true}.$
- (31) If $x \Leftrightarrow y = \text{true}$ and $z \Leftrightarrow w = \text{true}$, then $x \Rightarrow z \Leftrightarrow y \Rightarrow w = \text{true}.$
- (32) If $x \Leftrightarrow y = \text{true}$ and $z \Leftrightarrow w = \text{true}$, then $x \vee z \Leftrightarrow y \vee w = \text{true}.$
- (33) If $x \Leftrightarrow y = \text{true}$ and $z \Leftrightarrow w = \text{true}$, then $x \Leftrightarrow z \Leftrightarrow y \Leftrightarrow w = \text{true}.$
- (34) If $x = \text{true}$ and $x \Rightarrow y = \text{true}$, then $y = \text{true}.$
- (35) If $y = \text{true}$, then $x \Rightarrow y = \text{true}.$
- (36) If $\neg x = \text{true}$, then $x \Rightarrow y = \text{true}.$
- (37) $x \Rightarrow x = \text{true}.$
- (38) If $x \Rightarrow y = \text{true}$ and $x \Rightarrow \neg y = \text{true}$, then $\neg x = \text{true}.$
- (39) $\neg x \Rightarrow x \Rightarrow x = \text{true}.$
- (40) $x \Rightarrow y \Rightarrow \neg(y \wedge z) \Rightarrow \neg(x \wedge z) = \text{true}.$
- (41) $x \Rightarrow y \Rightarrow y \Rightarrow z \Rightarrow x \Rightarrow z = \text{true}.$

- (42) If $x \Rightarrow y = \text{true}$, then $y \Rightarrow z \Rightarrow x \Rightarrow z = \text{true}$.
- (43) $y \Rightarrow x \Rightarrow y = \text{true}$.
- (44) $x \Rightarrow y \Rightarrow z \Rightarrow y \Rightarrow z = \text{true}$.
- (45) $y \Rightarrow y \Rightarrow x \Rightarrow x = \text{true}$.
- (46) $z \Rightarrow y \Rightarrow x \Rightarrow y \Rightarrow z \Rightarrow x = \text{true}$.
- (47) $y \Rightarrow z \Rightarrow x \Rightarrow y \Rightarrow x \Rightarrow z = \text{true}$.
- (48) $y \Rightarrow y \Rightarrow z \Rightarrow y \Rightarrow z = \text{true}$.
- (49) $x \Rightarrow y \Rightarrow z \Rightarrow x \Rightarrow y \Rightarrow x \Rightarrow z = \text{true}$.
- (50) If $x = \text{true}$, then $x \Rightarrow y \Rightarrow y = \text{true}$.
- (51) If $z \Rightarrow y \Rightarrow x = \text{true}$, then $y \Rightarrow z \Rightarrow x = \text{true}$.
- (52) If $z \Rightarrow y \Rightarrow x = \text{true}$ and $y = \text{true}$, then $z \Rightarrow x = \text{true}$.
- (53) If $z \Rightarrow y \Rightarrow x = \text{true}$ and $y = \text{true}$ and $z = \text{true}$, then $x = \text{true}$.
- (54) If $y \Rightarrow y \Rightarrow z = \text{true}$, then $y \Rightarrow z = \text{true}$.
- (55) If $x \Rightarrow y \Rightarrow z = \text{true}$, then $x \Rightarrow y \Rightarrow x \Rightarrow z = \text{true}$.

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