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Logic In Design

Logic plays a role in design as one formalism of reasoning.

DRAFT

What

- TODO Brief summary of what the concept represents.

Why

- TODO Motivation for use.
- TODO Purpose of concept/method.

When/Where

- TODO Domain of problems that succumb.
- TODO Describe unbalanced forces that can be addressed.
- TODO Inputs: what's needed to generate concept / execute method.
- TODO Examples of typical situations.

How

There are four types of *inference* that can be useful in design: deduction, induction, abduction, and innoduction.

- TODO Generative description of how to instance the concept or perform the method.
- TODO Describe resolution /deliverables.

However

TODO Describe consequences and counter-indications.

See Also

TODO I should digest some of the Ars articles into the body of this page.

Ars Technica has a nice four-part introduction to *informal logic*, which is the natural language version of the *formal logic* used in mathematics, AI, and other very rigorous disciplines. Informal logic is about making good arguments for claims (e.g., *This is a good design because....*) and recognizing bad arguments.

- Part 1: Introduction to informal logic
- Part 2: Deduction and arguments
- Part 3: Analogies in argument
- Part 4: Making analogies precise

logic