

Formale Methoden der Softwaretechnik

Formal methods of software engineering

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Quantifiers: Motivating examples

$\forall x \text{ Cube}(x)$ ("All objects are cubes.")

$\forall x (\text{Cube}(x) \rightarrow \text{Large}(x))$ ("All cubes are large.")

$\forall x \text{ Large}(x)$ ("All objects are large.")

$\exists x \text{ Cube}(x)$

"There exists a cube."

$\exists x (\text{Cube}(x) \wedge \text{Large}(x))$

"There exists a large cube."

First-order signatures

A **first-order signature** consists of

- a set of **predicate symbols** with arities, like $\text{Smaller}^{(2)}$, $\text{Dodec}^{(1)}$, $\text{Between}^{(3)}$, $\leq^{(2)}$, including propositional symbols (nullary predicate symbols), like $A^{(0)}$, $B^{(0)}$, $C^{(0)}$, (written **uppercase**)
- its **names** or **constants** for individuals, like a , b , c , (written **lowercase**)
- its **function symbols** with arities, like $f^{(1)}$, $+$ ⁽²⁾, $\times$ ⁽²⁾.

Usually, arities are omitted.

In the book “language, proof and logic”, the terminology “language” is used. “Signature” is more precise, since it exactly describes the ingredients that are needed to generate a (first-order) language.

Terms

$t ::= a$	constant
$t ::= x$	variable
$\quad f^{(n)}(t_1, \dots, t_n)$	application of function symbols to terms

Usually, arities are omitted.

Variables are: t, u, v, w, x, y, z , possibly with subscripts.

Well-formed formulas

$F ::= P^{(n)}(t_1, \dots, t_n)$	application of predicate symbols
$t_1 = t_2$	equalities
$\perp$	contradiction
$\neg F$	negation
$(F_1 \wedge \dots \wedge F_n)$	conjunction
$(F_1 \wedge \dots \vee F_n)$	disjunction
$(F_1 \rightarrow F_2)$	implication
$(F_1 \leftrightarrow F_2)$	equivalence
$\forall \nu F$	universal quantification
$\exists \nu F$	existential quantification

The variable ν is said to be **bound** in $\forall \nu F$ and $\exists \nu F$.

Parentheses

The outermost parentheses of a well-formed formula can be omitted:

$$Cube(x) \wedge Small(x)$$

In general, parentheses are important to determine the scope of a quantifier (see next slide).

Free and bound variables

An occurrence of a variable in a formula that is not bound is said to be **free**.

$\exists y \text{ LeftOf}(x, y)$	x is free, y is bound
$(\text{Cube}(x) \wedge \text{Small}(x)) \rightarrow \exists y \text{ LeftOf}(x, y)$	x is free, y is bound
$\exists x (\text{Cube}(x) \wedge \text{Small}(x))$	Both occurrences of x are bound
$\exists x \text{ Cube}(x) \wedge \text{Small}(x)$	The first occurrence of x is bound, the second one is free

Sentences

A **sentence** is a well-formed formula without free variables.

$$\perp$$

$$A \wedge B$$

$$Cube(a) \vee Tet(b)$$

$$\forall x (Cube(x) \rightarrow Large(x))$$

$$\forall x ((Cube(x) \wedge Small(x)) \rightarrow \exists y LeftOf(x, y))$$

Semantics of quantification

- We need to fix some **domain of discourse**.
- $\forall x S(x)$ is true iff for **every** object in the domain of discourse with name n , $S(n)$ is true.
- $\exists x S(x)$ is true iff for **some** object in the domain of discourse with name n , $S(n)$ is true.
- Not all objects need to have names — hence we assume that for objects, names $n_1, n_2, \dots$ can be invented “on the fly”.

The game rules

FORM	YOUR COMMITMENT	PLAYER TO MOVE	GOAL
$P \vee Q$	TRUE	you	Choose one of P, Q that is true.
	FALSE	Tarski's World	
$P \wedge Q$	TRUE	Tarski's World	Choose one of P, Q that is false.
	FALSE	you	
$\exists x P(x)$	TRUE	you	Choose some b that satisfies the wff $P(x)$.
	FALSE	Tarski's World	
$\forall x P(x)$	TRUE	Tarski's World	Choose some b that does not satisfy $P(x)$.
	FALSE	you	

The four Aristotelian forms

All P's are Q's.	$\forall x(P(x) \rightarrow Q(x))$
Some P's are Q's.	$\exists x(P(x) \wedge Q(x))$
No P's are Q's.	$\forall x(P(x) \rightarrow \neg Q(x))$
Some P's are not Q's.	$\exists x(P(x) \wedge \neg Q(x))$

Note:

$\forall x(P(x) \rightarrow Q(x))$ does not imply that there are some P 's.

$\exists x(P(x) \wedge Q(x))$ does not imply that not all P 's are Q 's.