Logic 2: Modal Logic

Lecture 17

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Modal predicate logic

Modal predicate logic

We have added modal operators ($\Box$, $\Diamond$, O, P, O$(\cdot/\cdot)$, K$_i$, F, G, $\dashv\!\exists$, $\Box\!\!\rightarrow$, . . .) to the language of propositional logic.

Now we will expand the base language to that of first-order predicate logic.

- $\Box Fa$
- $\Diamond\forall x(Fx \rightarrow \Box Gx)$
- $\forall x(Fx \mathrel{\Box\!\!\rightarrow} \mathrm{K}\,\mathrm{F}\,Gx)$

Predicate logic: language

Predicate logic: language

Atomic sentences of $\mathfrak{L}_P$ consist of a predicate followed by a suitable number of terms (names or variables):

- Fa
- Gx
- Hxy
- $Jaxy$

Predicate logic: language

- Bob is sitting.
- Sb (b: Bob, S: — is sitting)

- Bob is talking to Carol.
- Tbc (b: Bob, c: Carol, T: — is talking to —)

- Bob is in Rome.
- Ibr (b: Bob, r: Rome, I: — is in —)

- Bob is Carol's father.
- Fbc (b: Bob, c: Carol, F: — is the father of —)

Predicate logic: language

From atomic sentences, we can construct complex sentences with the help of the truth-functional connectives.

- $\neg Sb$
- $(Sb \wedge Tbc)$
- $(Sb \vee Tbc)$
- $((Sb \rightarrow Tbc) \leftrightarrow Fbc)$

Predicate logic: language

We can also construct complex sentences by adding a quantifier in front of a simpler sentence.

A **quantifier** consists of the symbol $\forall$ or $\exists$ followed by a variable.

- $\forall x$, $\forall y$, $\forall z$, ...
- $\exists x$, $\exists y$, $\exists z$, ...

So we can say $\forall xSb$, $\forall xSx$, $\exists xSx$, $\exists x(Sx \wedge Ixr)$, etc.

Roughly,

$\forall x$ means 'everything/everyone is such that';
$\exists x$ means 'something/someone is such that'.

Predicate logic: language

- Everyone is sitting.
- Everyone is such that they are sitting.
- $\forall x Sx$ (S: — is sitting)

- Bob is talking to someone.
- Someone is such that Bob is talking to them.
- $\exists x Tbx$ (T: — is talking to —)

Predicate logic: language

- Everyone is talking to someone.
- Everyone is such that someone is such that they are talking to them.
- Everyone$_x$ is such that someone$_y$ is such that they$_x$ are talking to them$_y$.
- $\forall x \exists y Txy$ (T: — is talking to —)

- Everyone is talking to everyone.
- Everyone$_x$ is such that everyone$_y$ is such that they$_x$ are talking to them$_y$.
- $\forall x \forall y Txy$ (T: — is talking to —)

Predicate logic: language

Variables $x, y, z \dots$ function like pronouns (‘it’, ‘they’).

Variables are logical expressions.

When translating from English, you cannot give a meaning to a variable.

Wrong:

- Every tiger is sleeping.
- $\forall x S x$ (x: tiger, S: — is sleeping)

Predicate logic: language

- Every tiger is sleeping.
- Everything is such that if it is a tiger then it is sleeping.
- $\forall x(Tx \to Sx)$ (T: — is a tiger, S: — is sleeping)

- Some tiger is sleeping.
- Something is such that it is a tiger and it is sleeping.
- $\exists x(Tx \wedge Sx)$

- A car drove by.
- Something is such that it is a car and it drove by.
- $\exists x(Cx \wedge Dx)$ (C: — is a car, D: — drove by)

Predicate logic: language

Jargon:

In $\forall x(Fx \wedge Gy) \rightarrow Gx$,

- $\forall x$ **binds** x,
- the first two occurrences of x are **bound**,
- the third is **free**,
- y only has a **free** occurrence.

Identity

Identity

It is often useful to have a special predicate for identity.

We write $a = b$ instead of $= ab$, and $a \neq b$ instead of $\neg a = b$.

'$=$' is a logical symbol. It always means '— is (numerically) identical to —'.

Identity

Two classical laws of identity

1. Everything is identical to itself: $a = a$.
2. “Leibniz’ Law”: If $a = b$ then whatever is true of a is also true of b.

Identity

Leibniz's Law as an inference rule:

$$\frac{\begin{array}{l} a = b \\ C \end{array}}{C[b//a]}$$

$$\frac{\begin{array}{l} a = b \\ Fa \end{array}}{Fb}$$

Identity

Leibniz's Law as an inference rule:

$$\frac{\begin{array}{l} a = b \\ C \end{array}}{C[b//a]}$$

$$\frac{\begin{array}{l} a = b \\ Fa \wedge Rac \end{array}}{Fa \wedge Rbc}$$

Identity

Leibniz's Law as an inference rule:

$$\frac{\begin{array}{l} a = b \\ C \end{array}}{C[b//a]}$$

$$\frac{\begin{array}{l} a = b \\ \Box(a = a) \end{array}}{\Box(a = b)}$$

Identity

Identity is useful not just to express claims about identity.

We can also use it to translate statements involving definite descriptions.

- The Russian president is trustworthy.
- There is a trustworthy Russian president and there is no more than one Russian president.
- $\exists x(Px \land Tx \land \forall y(Py \to y = x))$

Identity

- The Russian president might have been trustworthy.
- $\Diamond\exists x(Px \wedge \forall y(Py \rightarrow y{=}x) \wedge Tx)$
- $\exists x(Px \wedge \forall y(Py \rightarrow y{=}x) \wedge \Diamond Tx)$

Identity

Another thing we can (arguably) express with the identity predicate is existence.

- Bob exists.
- Something is such that it is identical to Bob.
- $\exists x(x = b)$.

A problematic proof:

1. $b = b$ (Self-Identity)
2. $\exists x(x = b)$ (Existential Generalisation)
3. $\Box\exists x(x = b)$ (Necessitation)

Trees for first-order predicate logic

Trees for first-order predicate logic

Target: $\forall x \neg Fx \rightarrow \neg \exists x (Fx \wedge Gx)$

1. $\neg(\forall x \neg Fx \rightarrow \neg \exists x (Fx \wedge Gx))$ (Ass.)

Trees for first-order predicate logic

Target: $\forall x \neg Fx \rightarrow \neg \exists x(Fx \wedge Gx)$

1.	$\neg(\forall x \neg Fx \rightarrow \neg \exists x(Fx \wedge Gx))$	(Ass.)
2.	$\forall x \neg Fx$	(1)
3.	$\neg\neg \exists x(Fx \wedge Gx)$	(1)

Trees for first-order predicate logic

Target: $\forall x \neg Fx \rightarrow \neg \exists x(Fx \wedge Gx)$

1.	$\neg(\forall x \neg Fx \rightarrow \neg \exists x(Fx \wedge Gx))$	(Ass.)
2.	$\forall x \neg Fx$	(1)
3.	$\neg\neg \exists x(Fx \wedge Gx)$	(1)
4.	$\exists x(Fx \wedge Gx)$	(3)

Trees for first-order predicate logic

Target: $\forall x \neg Fx \rightarrow \neg\exists x(Fx \wedge Gx)$

1.	$\neg(\forall x \neg Fx \rightarrow \neg\exists x(Fx \wedge Gx))$	(Ass.)
2.	$\forall x \neg Fx$	(1)
3.	$\neg\neg\exists x(Fx \wedge Gx)$	(1)
4.	$\exists x(Fx \wedge Gx)$	(3)
5.	$Fa \wedge Ga$	(4)

Trees for first-order predicate logic

Target: $\forall x \neg Fx \rightarrow \neg \exists x(Fx \wedge Gx)$

1.	$\neg(\forall x \neg Fx \rightarrow \neg \exists x(Fx \wedge Gx))$	(Ass.)
2.	$\forall x \neg Fx$	(1)
3.	$\neg\neg \exists x(Fx \wedge Gx)$	(1)
4.	$\exists x(Fx \wedge Gx)$	(3)
5.	$Fa \wedge Ga$	(4)
6.	Fa	(5)
7.	Ga	(5)

Trees for first-order predicate logic

Target: $\forall x \neg Fx \rightarrow \neg \exists x(Fx \wedge Gx)$

1.	$\neg(\forall x \neg Fx \rightarrow \neg \exists x(Fx \wedge Gx))$	(Ass.)
2.	$\forall x \neg Fx$	(1)
3.	$\neg\neg \exists x(Fx \wedge Gx)$	(1)
4.	$\exists x(Fx \wedge Gx)$	(3)
5.	$Fa \wedge Ga$	(4)
6.	Fa	(5)
7.	Ga	(5)
8.	$\neg Fa$	(2)
	x	

Trees for first-order predicate logic

$$\forall x A$$
$$\vdots$$
$$A[c/x]$$
$$\uparrow$$
old or first

$$\exists x A$$
$$\vdots$$
$$A[c/x]$$
$$\uparrow$$
new

$$\neg\forall x A$$
$$\vdots$$
$$\neg A[c/x]$$
$$\uparrow$$
new

$$\neg\exists x A$$
$$\vdots$$
$$\neg A[c/x]$$
$$\uparrow$$
old or first

Self-Identity:

$$\vdots$$
$$c = c$$
$$\uparrow$$
old

Leibniz' Law:

$$b = c$$
$$A$$
$$\vdots$$
$$A[c//b]$$

Target: $\forall x \forall y((Rxy \wedge x{=}y) \rightarrow Rxx)$

1. $\neg \forall x \forall y((Rxy \wedge x{=}y) \rightarrow Rxx)$ (Ass.)

Trees for first-order predicate logic

Target: $\forall x \forall y((Rxy \land x = y) \to Rxx)$

1.	$\neg \forall x \forall y((Rxy \land x = y) \to Rxx)$	(Ass.)
2.	$\neg \forall y((Ray \land a = y) \to Raa)$	(1)

Trees for first-order predicate logic

Target: $\forall x \forall y((Rxy \land x = y) \rightarrow Rxx)$

1.	$\neg\forall x \forall y((Rxy \land x = y) \rightarrow Rxx)$	(Ass.)
2.	$\neg\forall y((Ray \land a = y) \rightarrow Raa)$	(1)
3.	$\neg((Rab \land a = b) \rightarrow Raa)$	(2)

Target: $\forall x \forall y((Rxy \wedge x = y) \rightarrow Rxx)$

1.	$\neg\forall x \forall y((Rxy \wedge x = y) \rightarrow Rxx)$	(Ass.)
2.	$\neg\forall y((Ray \wedge a = y) \rightarrow Raa)$	(1)
3.	$\neg((Rab \wedge a = b) \rightarrow Raa)$	(2)
4.	$Rab \wedge a = b$	(3)
5.	$\neg Raa$	(3)

Trees for first-order predicate logic

Target: $\forall x \forall y((Rxy \wedge x{=}y) \rightarrow Rxx)$

1.	$\neg\forall x \forall y((Rxy \wedge x{=}y) \rightarrow Rxx)$	(Ass.)
2.	$\neg\forall y((Ray \wedge a{=}y) \rightarrow Raa)$	(1)
3.	$\neg((Rab \wedge a{=}b) \rightarrow Raa)$	(2)
4.	$Rab \wedge a{=}b$	(3)
5.	$\neg Raa$	(3)
6.	Rab	(4)
7.	$a{=}b$	(4)

Trees for first-order predicate logic

Target: $\forall x \forall y((Rxy \wedge x = y) \rightarrow Rxx)$

1.	$\neg\forall x \forall y((Rxy \wedge x = y) \rightarrow Rxx)$	(Ass.)
2.	$\neg\forall y((Ray \wedge a = y) \rightarrow Raa)$	(1)
3.	$\neg((Rab \wedge a = b) \rightarrow Raa)$	(2)
4.	$Rab \wedge a = b$	(3)
5.	$\neg Raa$	(3)
6.	Rab	(4)
7.	$a = b$	(4)
8.	Raa	(6,7,LL)
	x	