

Logik für Informatiker Logic for computer scientists

Tarski's world and AnaCon

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- How can we understand Fitch's AnaCon procedure?
- Can we reconstruct it (on a computer)?

TW consequence \neq FO consequence

We have encountered arguments that are valid in Tarski's World but not FO valid.

$$\begin{array}{l} \vdash \forall x(\text{Cube}(x) \leftrightarrow \text{SameShape}(x, c)) \\ \vdash \text{Cube}(c) \end{array}$$

The replacement method yields an invalid argument:

$$\begin{array}{l} \vdash \forall x(P(x) \leftrightarrow Q(x, c)) \\ \vdash P(c) \end{array}$$

The axiomatic method

Axiomatic method: bridge the gap between Tarski's World validity and FO validity by systematically expressing facts about the meanings of the predicates, and introduce them as *axioms*. Axioms restrict the possible interpretation of predicates.

Axioms may be used as premises within arguments/proofs.

The argument revisited

|- $\forall x(\text{Cube}(x) \leftrightarrow \text{SameShape}(x, c))$
|- $\forall x \text{SameShape}(x, x)$
|- $\text{Cube}(c)$

The replacement method yields a valid argument:

|- $\forall x(P(x) \leftrightarrow Q(x, c))$
|- $\forall x Q(x, x)$
|- $P(c)$

The basic shape axioms

- ① $\neg \exists x(Cube(x) \wedge Tet(x))$
- ② $\neg \exists x(Tet(x) \wedge Dodec(x))$
- ③ $\neg \exists x(Dodec(x) \wedge Cube(x))$
- ④ $\forall x(Tet(x) \vee Dodec(x) \vee Cube(x))$

An argument using the shape axioms

- $\neg \exists x (\text{Dodec}(x) \wedge \text{Cube}(x))$
- $\forall x (\text{Tet}(x) \vee \text{Dodec}(x) \vee \text{Cube}(x))$
- $\neg \exists x \text{ Tet}(x)$
- $\vdash \forall x (\text{Cube}(x) \leftrightarrow \neg \text{Dodec}(x))$

- $\neg \exists x (P(x) \wedge Q(x))$
- $\forall x (R(x) \vee P(x) \vee Q(x))$
- $\neg \exists x R(x)$
- $\vdash \forall x (Q(x) \leftrightarrow \neg P(x))$

SameShape introduction and elimination axioms

- ① $\forall x \forall y ((Cube(x) \wedge Cube(y)) \rightarrow SameShape(x, y))$
- ② $\forall x \forall y ((Dodec(x) \wedge Dodec(y)) \rightarrow SameShape(x, y))$
- ③ $\forall x \forall y ((Tet(x) \wedge Tet(y)) \rightarrow SameShape(x, y))$
- ④ $\forall x \forall y ((SameShape(x, y) \wedge Cube(x)) \rightarrow Cube(y))$
- ⑤ $\forall x \forall y ((SameShape(x, y) \wedge Dodec(x)) \rightarrow Dodec(y))$
- ⑥ $\forall x \forall y ((SameShape(x, y) \wedge Tet(x)) \rightarrow Tet(y))$

- How can we understand Fitch's AnaCon procedure?
- Can we reconstruct it (on a computer)?

Answer: use an axiomatization of Tarski's world plus a first-order theorem prover (e.g. resolution-based)

This method also works for other domains