## My Report

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#### Abstract

## Contents

1	Introduction	2
2	Inquisitive Semantics	2
3	InqB in Haskell  3.1 Models  3.2 Syntax  3.3 Semantics  3.4 Model Checker  3.5 Helper functions	2 2 3 4 5 6
<b>4</b> <b>5</b>	Simple Tests Conclusion	6 7
Bi	ibliography	7

#### 1 Introduction

### 2 Inquisitive Semantics

## 3 InqB in Haskell

#### 3.1 Models

In this subsection we discuss the implementation of the InqB models as defined in Definition ??. We make possible worlds of the type Int and individuals of the type String.

```
module InqBModels where
import Data.Functor.Contravariant (defaultEquivalence)

type World = Int
type Universe = [World]
type Individual = String
type Domain = [Individual]
```

Inquisitive semantics is designed so that relations can be n-ary for any  $n \in \mathbb{N}$ . However, in natural language we rarely encountered relations of an arity higher than three. We have therefore chosen to only implement unary, binary and tertiary relations. For example, the unary relation is represented as the characteristic set of a function from worlds to sets of individuals. <sup>1</sup>

```
type UnRelation = [(World, [Individual])]
type BiRelation = [(World, [(Individual, Individual)])]
type TertRelation = [(World, [(Individual, Individual, Individual)])]
```

Our models then consists of a universe, a domain, and lists of unary, binary and tertiary relations. Note that we diverge from Definition  $\ref{eq:total_start}$  in this respect. We omit the interpretation function I and replace this in two ways.

First, as the domain should be constant in all worlds, we work with the domain of the model rather than with a domain relative to a world.

Second, we do not work with relation symbols that are interpreted in a model. Instead we add the relations directly to the model. As we shall see shortly, this allows for a very straightforward way of defining models. The downside is that we do not have a fixed language with relation symbols that are interpreted differently in different models. This means that a formula is always defined relative to a model, as we will see in Section 3.2. We have chosen to put this restriction on our models so that the implementation of arbitrary models can be simpler. And although this might be mathematically less complete, it allows for an intuitive way of defining one's one models.

<sup>&</sup>lt;sup>1</sup>Note that we have chosen to represent sets as lists in Haskell.

An example of an *IngB* model in this framework would then be as follows.

Lastly, we define information states and propositions as sets of worlds and sets of sets of worlds respectively.

```
type Prop = [[World]]
type InfState = [World]
```

Given these implementations of an InqB model we can now implement the syntax of inquisitive semantics.

#### 3.2 Syntax

In this subsection we discuss the implementation of the syntax of InqB in Haskell.

```
module InqBSyntax where
import HelperFunctions
import InqBModels
import Test.QuickCheck
-- Type declarations for variables
type Var
            = String
                 = [Var]
type Vars
-- Call this terms
data Term = Indv Individual | Var Var
       deriving (Eq, Ord, Show)
- Type declarations for formulas
data Form = UnR UnRelation Term
         | BinR BiRelation Term Term
         | TertR TertRelation Term Term
         | Neg Form | Con Form Form | Dis Form Form
          | Impl Form Form
          | Forall Var Form | Exists Var Form
         deriving (Eq, Ord, Show)
nonInq :: Form -> Form
nonInq = Neg . Neg
nonInf :: Form -> Form
nonInf f = Dis f $ Neg f
```

```
newtype ModelWithForm = MWF (Model, Form) deriving Show
instance Arbitrary ModelWithForm where
   arbitrary = do
     u <- suchThat (sublistOf myWorlds) (not . null)
     d <- suchThat (sublistOf myIndividuals) (not . null)</pre>
     ur <- replicate 1 <> (zip u <> (sublistOf ((concat . replicate (length
          u) . powerset) d) >>= shuffle ))
     br <- replicate 1 <> (zip u <> sublistOf ((concat . replicate (length
         u) . powerset)
                 [(x,y)| x<-d,y<-d])
     tr <- replicate 1 <> (zip u <> sublistOf ((concat . replicate (length
         u) . powerset)
             [(x,y,z)| x<-d, y<-d, z<-d]))
     let model = Mo u d ur br tr
     form <- sized (randomForm model)</pre>
     return (MWF (model, form)) where
       randomForm :: Model -> Int -> Gen Form
       randomForm m 0 = UnR <$> elements (unRel m)
                      <*> elements (map Indv (dom m))
       randomForm m n = oneof
                   <$> elements (unRel m)
           [ UnR
                    <*> elements (map Indv (dom m))
            , BinR <$> elements (biRel m)
                    <*> elements (map Indv (dom m))
                   <*> elements (map Indv (dom m))
            , TertR <$> elements (tertRel m)
                    <*> elements (map Indv (dom m))
                   <*> elements (map Indv (dom m))
                   <*> elements (map Indv (dom m))
            , Neg
                   <$> randomForm m (n 'div' 4)
                   <$> randomForm m (n 'div' 4)
            , Con
                   <*> randomForm m (n 'div' 4)
                   <$> randomForm m (n 'div' 4)
            , Dis
                   <*> randomForm m (n 'div' 4)
            <*> randomForm m (n 'div' 4)
           ]
```

#### 3.3 Semantics

In this subsection we discuss the implementation of the semantics in Haskell.

```
module InqBSemantics where
import Data.List
import InqBModels
import InqBSyntax
import HelperFunctions
absPseudComp :: Model -> Prop -> Prop
absPseudComp m p = powerset $ universe m \\ (nub . concat) p
relPseudComp :: Model -> Prop -> Prop -> Prop
relPseudComp m p q = filter (all (\t -> t 'notElem' p || t 'elem' q) .
   powerset )
                                  $ powerset $ universe m
substitute :: Individual -> Var -> Form -> Form
substitute d x (UnR r i)
                      | Var x == i = UnR r (Indv d)
                      otherwise
                                    = UnR r i
substitute d x (BinR r i1 i2)
                                   = BinR r (head terms) (terms !! 1)
```

```
where terms = map (\in -> if Var x == i then Indv d else
                          i) [i1, i2]
substitute d x (TertR r i1 i2 i3) = TertR r (head terms) (terms !! 1) (terms
    !! 2)
                      where terms = map (\in -> if Var x == i then Indv d else
                          i) [i1, i2, i3]
substitute d x (Neg f)
                                     = Neg $ substitute d x f
substitute d x (Con f1 f2)
                                     = Con (substitute d x f1) (substitute d x
   f2)
substitute d x (Dis f1 f2)
                                     = Dis (substitute d x f1) (substitute d x
   f2)
substitute d x (Impl f1 f2)
                                     = Impl (substitute d x f1) (substitute d x
    f2)
substitute d x (Forall y f)
                    | x == y
                                     = Forall y f
                     | otherwise
                                     = Forall y $ substitute d x f
substitute d x (Exists y f)
                    | x == y
                                     = Exists y f
                    | otherwise
                                     = Exists y $ substitute d x f
getString :: Term -> String
getString (Indv i) = i
getString (Var v) = v
toProp :: Model -> Form -> Prop
                            = closeDownward [[x | (x, y) <- r, getString i '
toProp _ (UnR r i )
   elem'y]]
    cop (BinR r i1 i2) = closeDownward [[x |(x, y) <- r, (getString i1, getString i2) 'elem' y]]</pre>
toProp _ (BinR r i1 i2)
toProp _ (TertR r i1 i2 i3) = closeDownward [[x |(x, y) < -r, (getString i1,
    getString i2, getString i3) 'elem' y]]
toProp m (Neg f)
                            = absPseudComp m (toProp m f)
                            = toProp m f1 'intersect' toProp m f2
toProp m (Con f1 f2)
                           = toProp m f1 'union' toProp m f2
toProp m (Dis f1 f2)
                            = relPseudComp m (toProp m f1) (toProp m f2)
toProp m (Impl f1 f2)
                       = foldl1 intersect [ p | d <- dom m, let p =
toProp m (Forall x f)
   toProp m $ substitute d x f ]
toProp m (Exists x f)
                             = (nub . concat) [ p | d <- dom m, let p = toProp</pre>
   m $ substitute d x f ]
alt :: Model -> Form -> [InfState]
alt m f = sort [x \mid x \leftarrow p, not (any (strictSubset x) p)]
      where p = toProp m f
info :: Model -> Form -> InfState
info m f = sort . nub . concat $ toProp m f
```

#### 3.4 Model Checker

In this subsection we discuss the implementation of the syntax of model checker in Haskell.

```
module ModelChecker where
import InqBModels
import InqBSyntax
import InqBSemantics
-- Model checker
supportsProp :: InfState -> Prop -> Bool
supportsProp s p = s 'elem' p

supportsForm :: Model -> InfState -> Form -> Bool
supportsForm m s f = supportsProp s $ toProp m f
```

```
makesTrue m w f = [w] 'elem' toProp m f
```

#### 3.5 Helper functions

In this subsection we discuss some helper functions that we implemented

## 4 Simple Tests

In this section we use QuickCheck to test some theorems from los bookos.

```
module Main where
import InqBModels
{\tt import\ InqBSyntax}
import InqBSemantics
import HelperFunctions ( powerset )
import Data.List
import Test.QuickCheck
import Test.Hspec
main :: IO()
main = hspec $ do
   describe "Fact 4.12" $ do
        it "!phi equiv neg neg phi" $
            property (\(MWF (m, f))-> isEquivalent m (nonInq f) (Neg (Neg f))
        it "?phi equiv phi or (neg phi)" $
            property (\((MWF (m, f)))-> isEquivalent m (nonInf f) (Dis f $ Neg f
               ) )
    describe "Fact 4.13" $ do
        it "phi equiv (!phi and ?phi)" $
            property (\(MWF (m, f)) \rightarrow isEquivalent m f (Con (nonInq f) (nonInf)
                f)))
    describe "Fact 4" $ do
        it "2. (neg phi) is always non-inquisitive" $
            property (\((MWF (m, f)) -> (not . isInquisitive m) (Neg f) )
        it "3. !phi is always non-inquisitive" $
            property (\((MWF (m, f))-> (not . isInquisitive m) (nonInq f) )
    describe "Fact 4.18" $ do
        it "1. ?phi is always non-informative" $
            property (\((MWF (m, f)) -> (not . isInformative m) (nonInf f) )
isInquisitive :: Model -> Form -> Bool
isInquisitive m f = sort (toProp m f) /= (sort . powerset) (info m f)
```

#### 5 Conclusion

[Knu11]

#### References

[Knu11] Donald E. Knuth. The Art of Computer Programming. Combinatorial Algorithms, Part 1, volume 4A. Addison-Wesley Professional, 2011.