

# Mathematical Logic

Part Two

Recap from Last Time

# Recap So Far

- A ***propositional variable*** is a variable that is either true or false.
- The ***propositional connectives*** are as follows:
  - Negation:  $\neg p$
  - Conjunction:  $p \wedge q$
  - Disjunction:  $p \vee q$
  - Implication:  $p \rightarrow q$
  - Biconditional:  $p \leftrightarrow q$
  - True:  $\top$
  - False:  $\perp$

Take out a sheet of paper!

What's the truth table for the  $\rightarrow$  connective?

What's the negation of  $p \rightarrow q$ ?

New Stuff!

# First-Order Logic



# What is First-Order Logic?

- ***First-order logic*** is a logical system for reasoning about properties of objects.
- Augments the logical connectives from propositional logic with
  - ***predicates*** that describe properties of objects,
  - ***functions*** that map objects to one another, and
  - ***quantifiers*** that allow us to reason about multiple objects.

Some Examples

*Likes(You, ComicBooks) v Likes(You, GoodMovies)  
v Likes(You, AwesomeWomenInTech) →  
Likes(You, BlackPanther)*



*Likes(You, Eggs)  $\wedge$  Likes(You, Tomato)  $\rightarrow$  Likes(You, Shakshuka)*

*Learns(You, History)  $\vee$  ForeverRepeats(You, History)*

*In(MyHeart, Havana)  $\wedge$  TookBackTo(Him, Me, EastAtlanta)*

*Likes(You, Eggs)  $\wedge$  Likes(You, Tomato)  $\rightarrow$  Likes(You, Shakshuka)*

*Learns(You, History)  $\vee$  ForeverRepeats(You, History)*

*In(MyHeart, Havana)  $\wedge$  TookBackTo(Him, Me, EastAtlanta)*

$\text{Likes}(\text{You}, \text{Eggs}) \wedge \text{Likes}(\text{You}, \text{Tomato}) \rightarrow \text{Likes}(\text{You}, \text{Shakshuka})$

$\text{Learns}(\text{You}, \text{History}) \vee \text{ForeverRepeats}(\text{You}, \text{History})$

$\text{In}(\text{MyHeart}, \text{Havana}) \wedge \text{TookBackTo}(\text{Him}, \text{Me}, \text{EastAtlanta})$

These blue terms are called **constant symbols**. Unlike propositional variables, they refer to *objects*, not *propositions*.

*Likes(You, Eggs)  $\wedge$  Likes(You, Tomato)  $\rightarrow$  Likes(You, Shakshuka)*

*Learns(You, History)  $\vee$  ForeverRepeats(You, History)*

*In(MyHeart, Havana)  $\wedge$  TookBackTo(Him, Me, EastAtlanta)*

*Likes(You, Eggs)  $\wedge$  Likes(You, Tomato)  $\rightarrow$  Likes(You, Shakshuka)*

*Learns(You, History)  $\vee$  ForeverRepeats(You, History)*

*In(MyHeart, Havana)  $\wedge$  TookBackTo(Him, Me, EastAtlanta)*

The red things that look like function calls are called ***predicates***. Predicates take objects as arguments and evaluate to true or false.



*Likes(You, Eggs)  $\wedge$  Likes(You, Tomato)  $\rightarrow$  Likes(You, Shakshuka)*

*Learns(You, History)  $\vee$  ForeverRepeats(You, History)*

*In(MyHeart, Havana)  $\wedge$  TookBackTo(Him, Me, EastAtlanta)*

*Likes(You, Eggs)  $\wedge$  Likes(You, Tomato)  $\rightarrow$  Likes(You, Shakshuka)*

*Learns(You, History)  $\vee$  ForeverRepeats(You, History)*

*In(MyHeart, Havana)  $\wedge$  TookBackTo(Him, Me, EastAtlanta)*

What remains are traditional propositional connectives. Because each predicate evaluates to true or false, we can connect the truth values of predicates using normal propositional connectives.

# Reasoning about Objects

- To reason about objects, first-order logic uses *predicates*.
- Examples:

*Cute(Quokka)*

*Likes(DrLee, CS103)*

*Likes(DrLee, Quokka)*

$\neg$ *Cute(Mosquito)*

$\neg$ *Likes(DrLee, Mosquito)*

- Applying a predicate to arguments produces a proposition, which is either true or false.
- Typically, when you're working in FOL, you'll have a list of predicates, what they stand for, and how many arguments they take. It'll be given separately than the formulas you write.

# First-Order Sentences

- Sentences in first-order logic can be constructed from predicates applied to objects:

$Cute(a) \rightarrow Dikdik(a) \vee Kitty(a) \vee Puppy(a)$

$Succeeds(You) \leftrightarrow Practices(You)$

$x < 8 \rightarrow x < 137$

The less-than sign is just another predicate. Binary predicates are sometimes written in **infix notation** this way.

Numbers are not “built in” to first-order logic. They’re constant symbols just like “You” and “a” above.

# Equality

- First-order logic is equipped with a special predicate **=** that says whether two objects are equal to one another.
- Equality is a part of first-order logic, just as  $\rightarrow$  and  $\neg$  are.
- Examples:

*TomMarvoloRiddle = LordVoldemort*

*MorningStar = EveningStar*

- Equality can only be applied to **objects**; to state that two **propositions** are equal, use  $\leftrightarrow$ .

Let's see some more examples.

*FavoriteMovieOf(You)  $\neq$  FavoriteMovieOf(Date)  $\wedge$   
StarOf(FavoriteMovieOf(You)) = StarOf(FavoriteMovieOf(Date))*

*FavoriteMovieOf(You)  $\neq$  FavoriteMovieOf(Date)  $\wedge$   
StarOf(FavoriteMovieOf(You)) = StarOf(FavoriteMovieOf(Date))*



*FavoriteMovieOf(You)  $\neq$  FavoriteMovieOf(Date)  $\wedge$   
StarOf(FavoriteMovieOf(You)) = StarOf(FavoriteMovieOf(Date))*

$$\text{FavoriteMovieOf}(\text{You}) \neq \text{FavoriteMovieOf}(\text{Date}) \wedge$$
$$\text{StarOf}(\text{FavoriteMovieOf}(\text{You})) = \text{StarOf}(\text{FavoriteMovieOf}(\text{Date}))$$

*FavoriteMovieOf(You) ≠ FavoriteMovieOf(Date) ∧*  
*StarOf(FavoriteMovieOf(You)) = StarOf(FavoriteMovieOf(Date))*

These purple terms are **functions**. Functions take objects as input and produce objects as output.

$$\text{FavoriteMovieOf}(\text{You}) \neq \text{FavoriteMovieOf}(\text{Date}) \wedge$$
$$\text{StarOf}(\text{FavoriteMovieOf}(\text{You})) = \text{StarOf}(\text{FavoriteMovieOf}(\text{Date}))$$

*FavoriteMovieOf(You)  $\neq$  FavoriteMovieOf(Date)  $\wedge$   
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*FavoriteMovieOf(You)  $\neq$  FavoriteMovieOf(Date)  $\wedge$   
StarOf(FavoriteMovieOf(You)) = StarOf(FavoriteMovieOf(Date))*

# Functions

- First-order logic allows **functions** that return objects associated with other objects.
- Examples:

*ColorOf(Sky)*

*MedianOf(x, y, z)*

$x + y$

- As with predicates, functions can take in any number of arguments, but always return a single value.
- Functions evaluate to **objects**, not **propositions**.

# Objects and Predicates

- When working in first-order logic, be careful to keep objects (actual things) and predicates (true or false) separate.

- You cannot apply connectives to objects:



*Venus*  $\rightarrow$  *TheSun*



- You cannot apply functions to propositions:



*StarOf(IsRed(Sun)  $\wedge$  IsGreen(Mars))*



- Ever get confused? *Just ask!*



# The Type-Checking Table

	... operate on ...	... and produce
Connectives ( $\leftrightarrow$ , $\wedge$ , etc.) ...	propositions	a proposition
Predicates ( $=$ , etc.) ...	objects	a proposition
Functions ...	objects	an object

# Type Inference

Consider the following formula in first-order logic:

$$R(y) \rightarrow (S(x, y) = T(x))$$

Assuming that this formula is syntactically correct, which of  $R$ ,  $S$ , and  $T$  are **predicates** and which are **functions**?

- A.  $R$  is a **predicate**,  $S$  is a **predicate**, and  $T$  is a **predicate**.
- B.  $R$  is a **predicate**,  $S$  is a **predicate**, and  $T$  is a **function**.
- C.  $R$  is a **predicate**,  $S$  is a **function**, and  $T$  is a **predicate**.
- D.  $R$  is a **predicate**,  $S$  is a **function**, and  $T$  is a **function**.
- E.  $R$  is a **function**,  $S$  is a **predicate**, and  $T$  is a **predicate**.
- F.  $R$  is a **function**,  $S$  is a **predicate**, and  $T$  is a **function**.
- G.  $R$  is a **function**,  $S$  is a **function**, and  $T$  is a **predicate**.
- H.  $R$  is a **function**,  $S$  is a **function**, and  $T$  is a **function**.

Answer at **PollEv.com/cs103** or  
text **CS103** to **22333** once to join, then **A, B, C, ..., or H.**

One last (and major) change

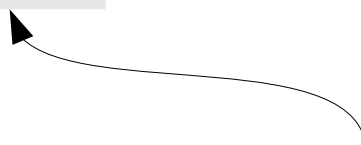
Some muggle is intelligent.

Some muggle is intelligent.

$\exists m. (Muggle(m) \wedge Intelligent(m))$

Some muggle is intelligent.

$\exists m. (Muggle(m) \wedge Intelligent(m))$



$\exists$  is the **existential quantifier**  
and says “for some choice of  $m$ ,  
the following is true.”

# The Existential Quantifier

- A statement of the form

**$\exists x.$  *some-formula***

is true if, for *some* choice of  $x$ , the statement ***some-formula*** is true when that  $x$  is plugged into it.

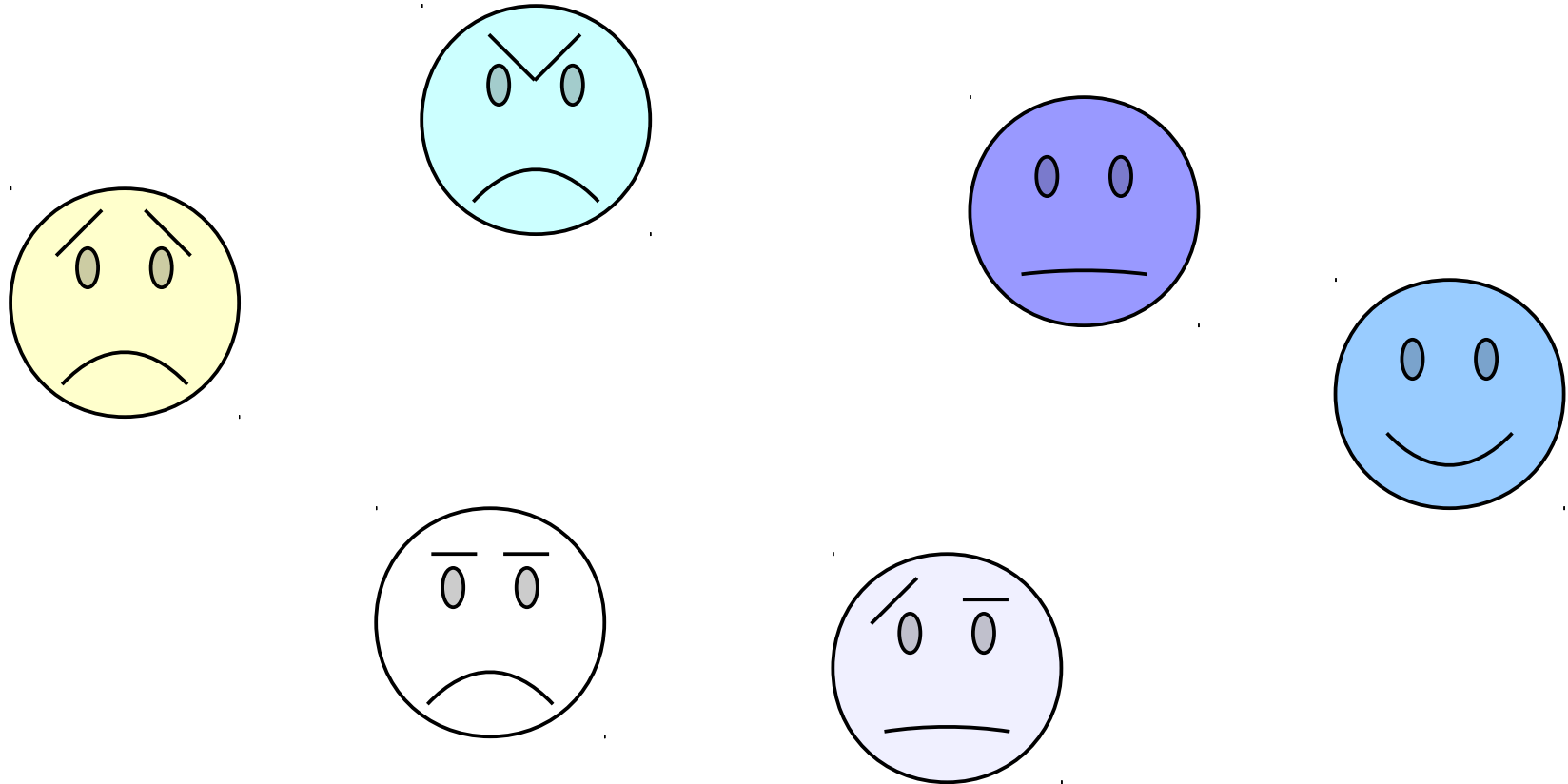
- Examples:

$\exists x. (Even(x) \wedge Prime(x))$

$\exists x. (TallerThan(x, me) \wedge LighterThan(x, me))$

$(\exists w. Will(w)) \rightarrow (\exists x. Way(x))$

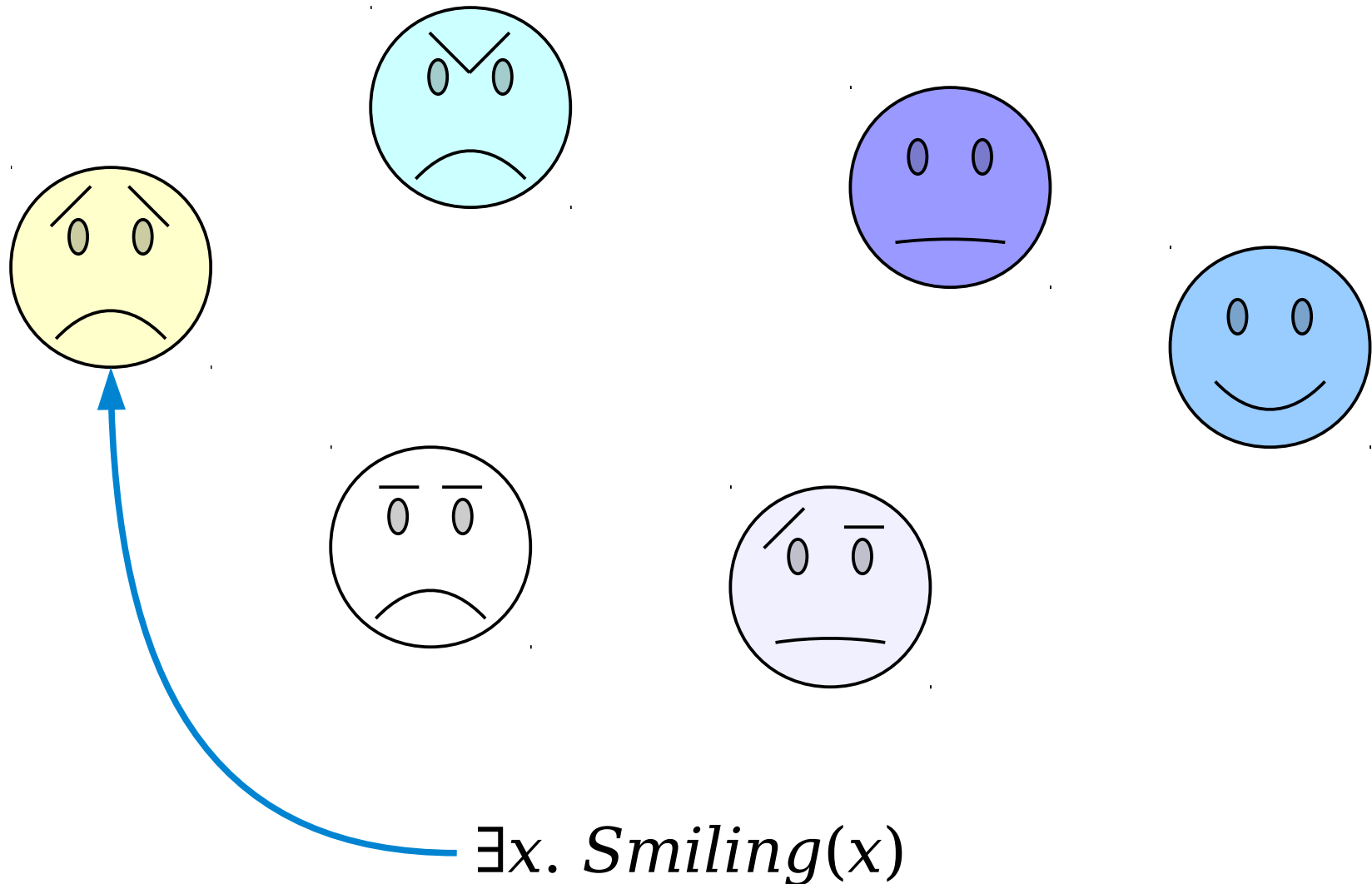
# The Existential Quantifier



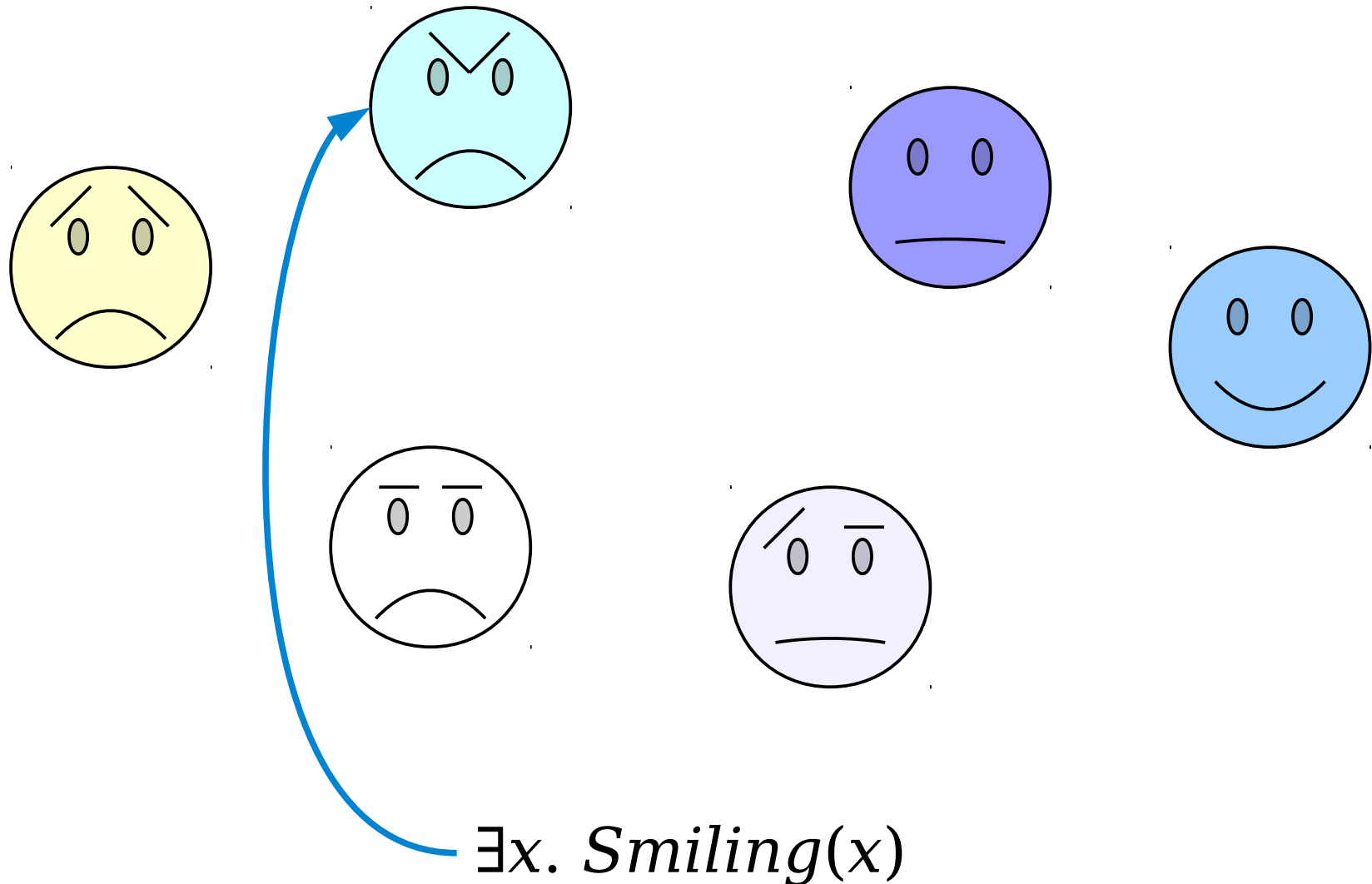
$\exists x. \textit{Smiling}(x)$



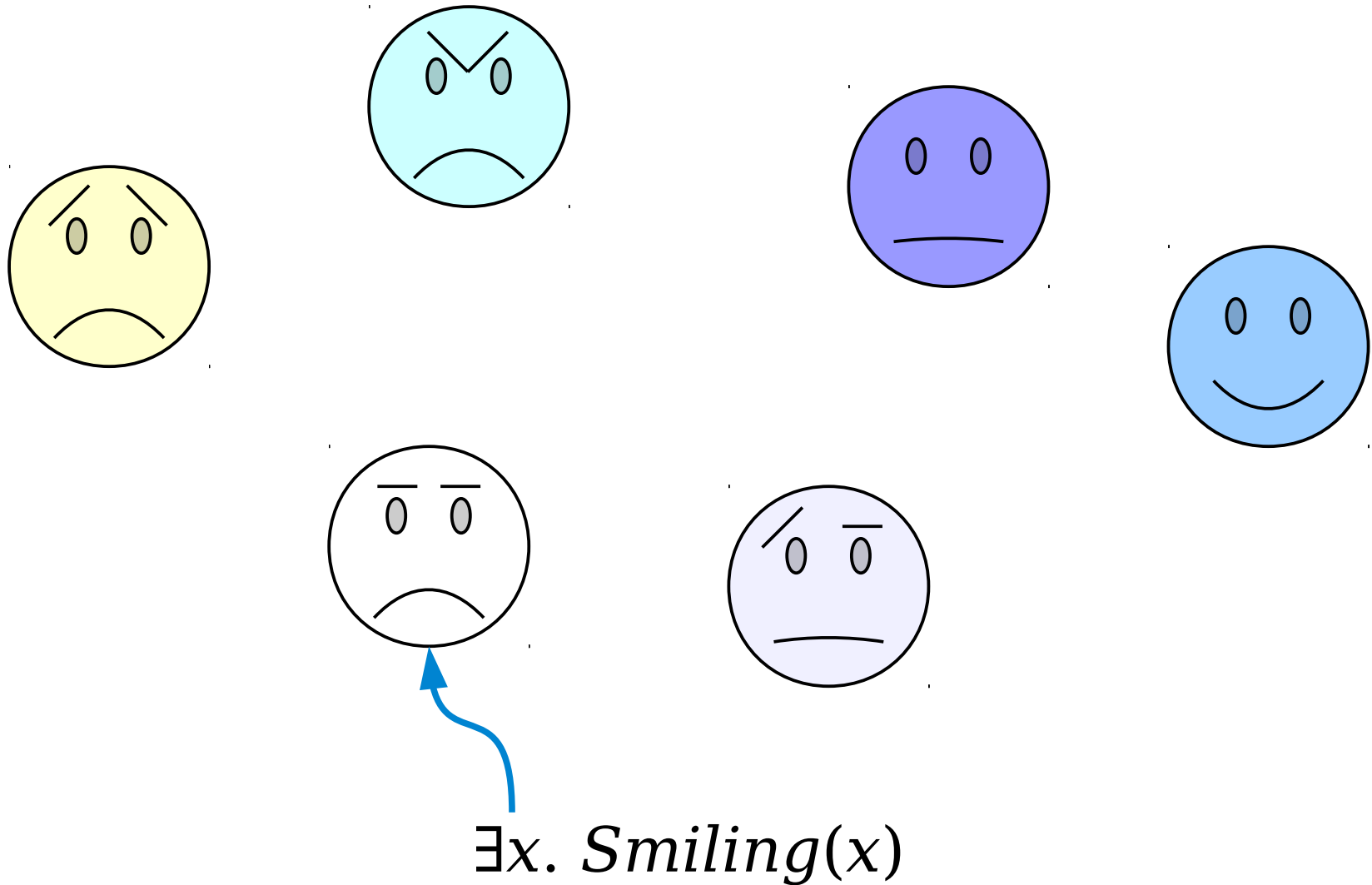
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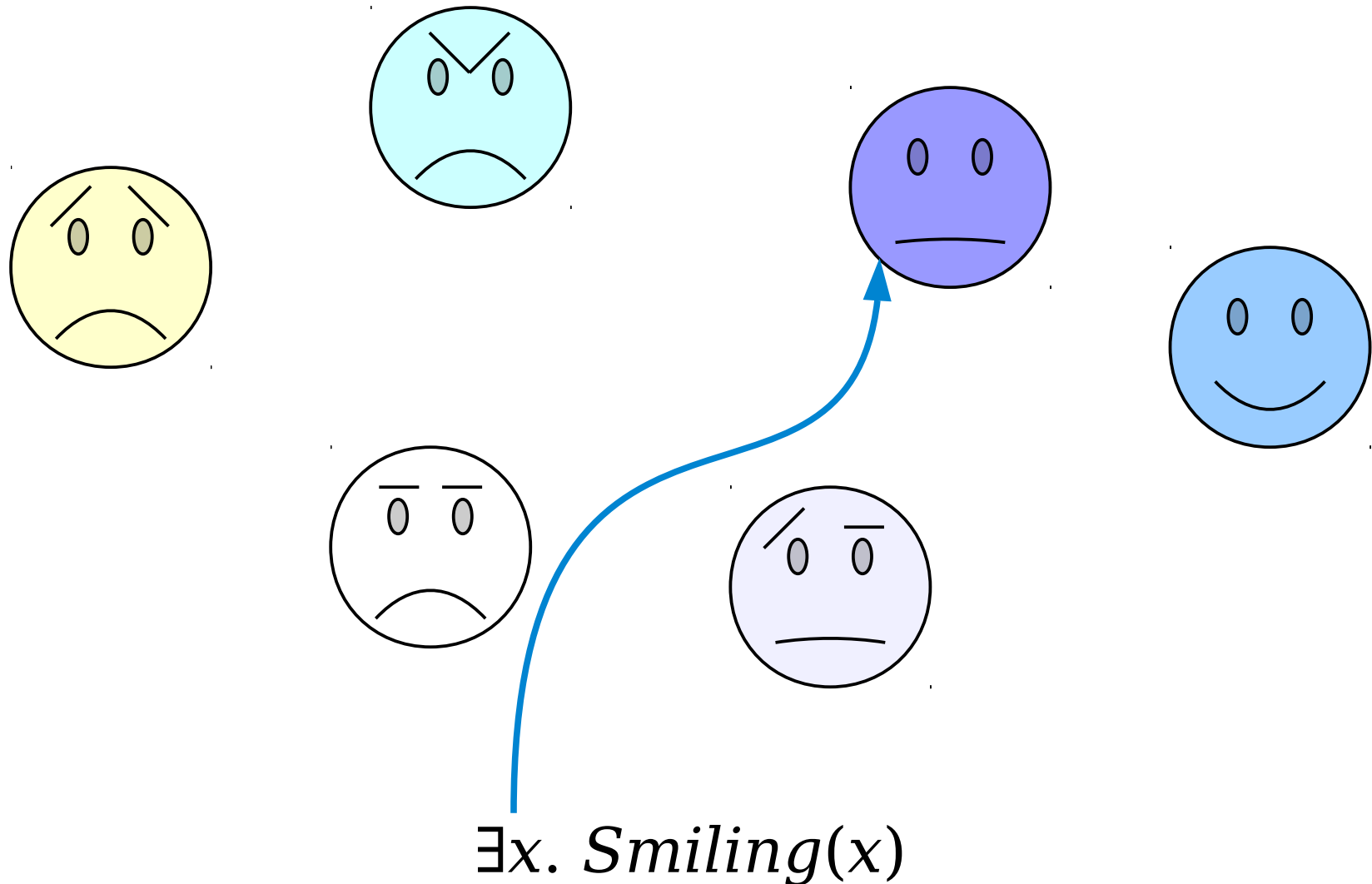
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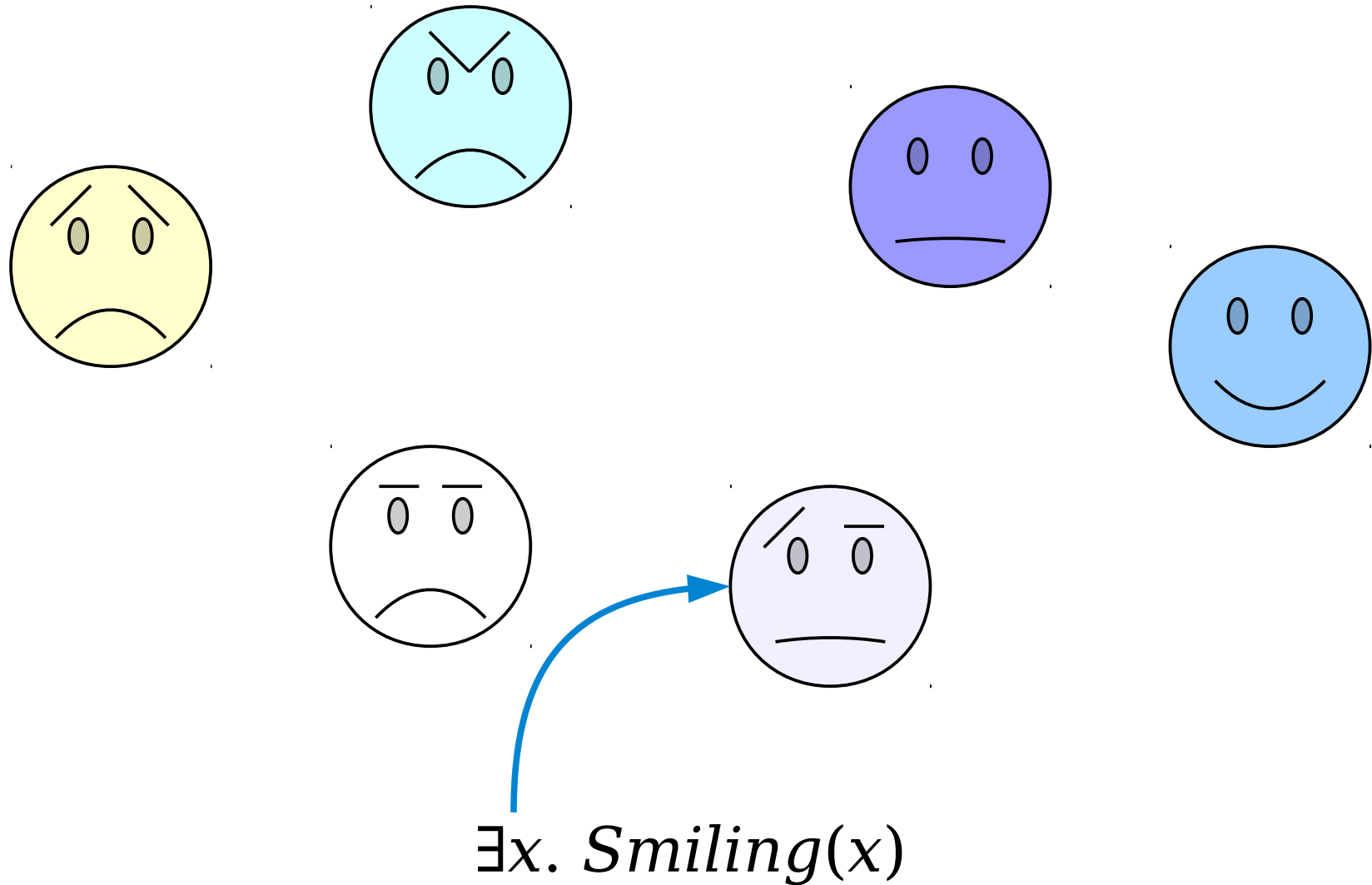
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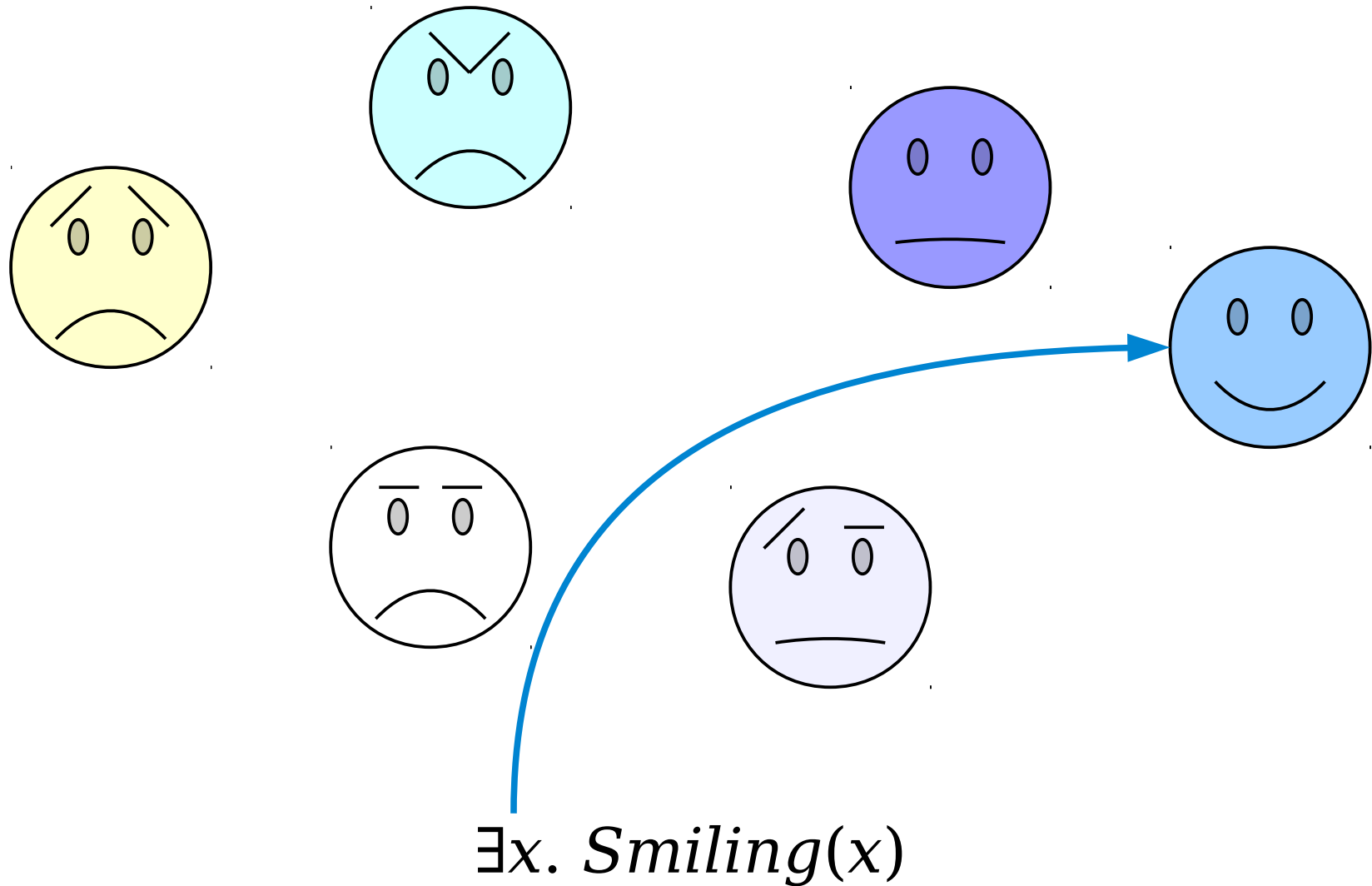
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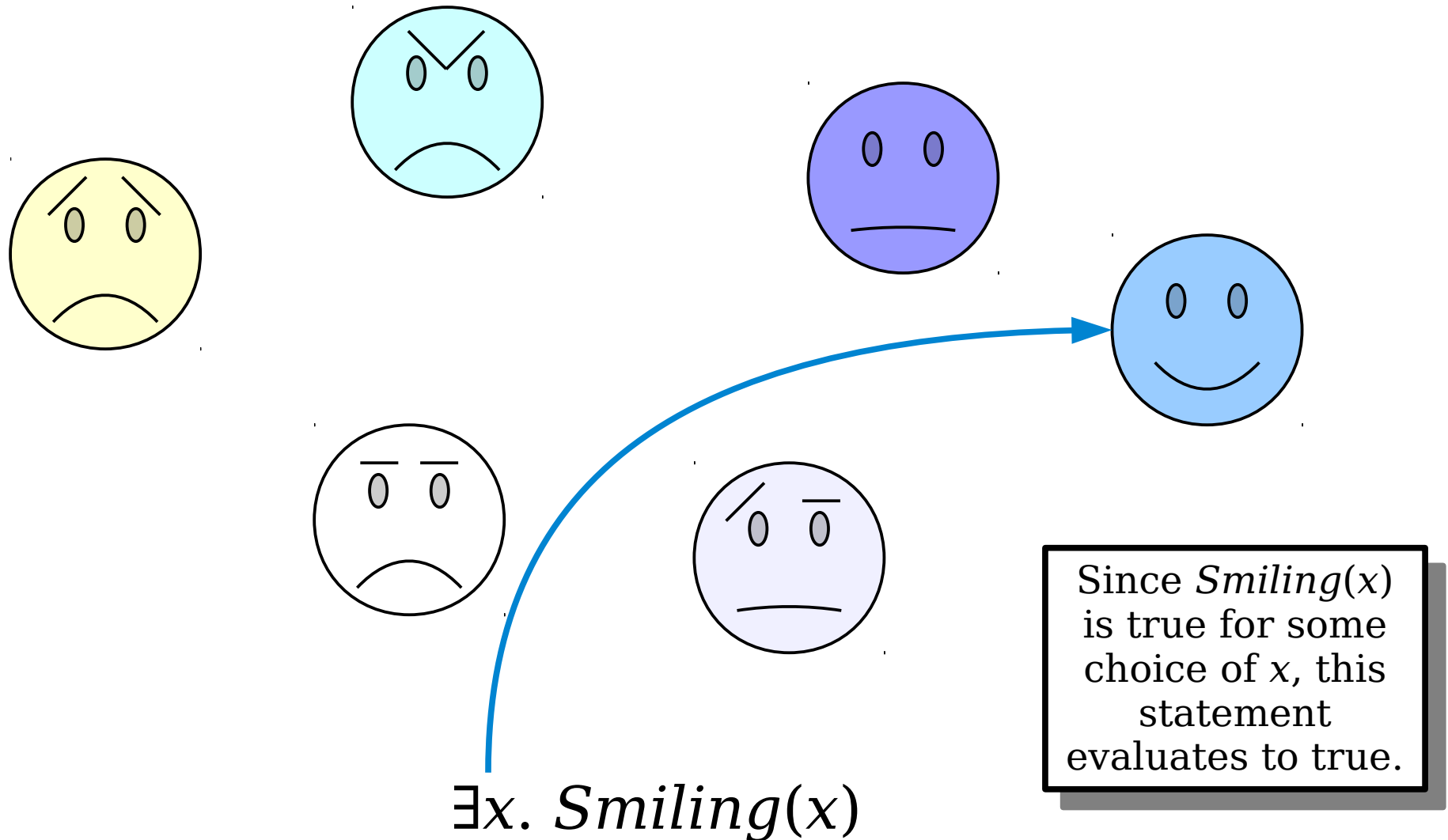
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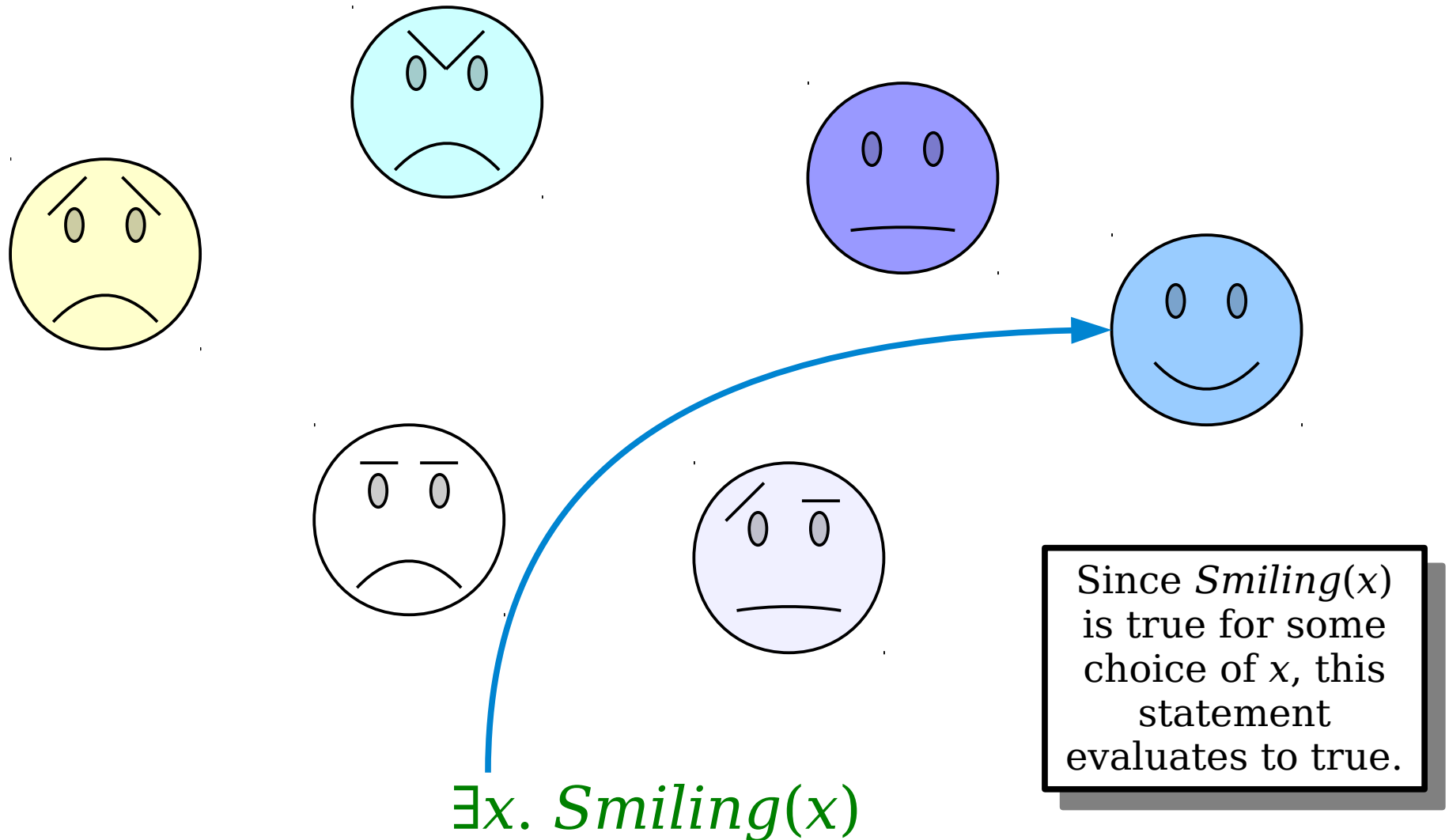
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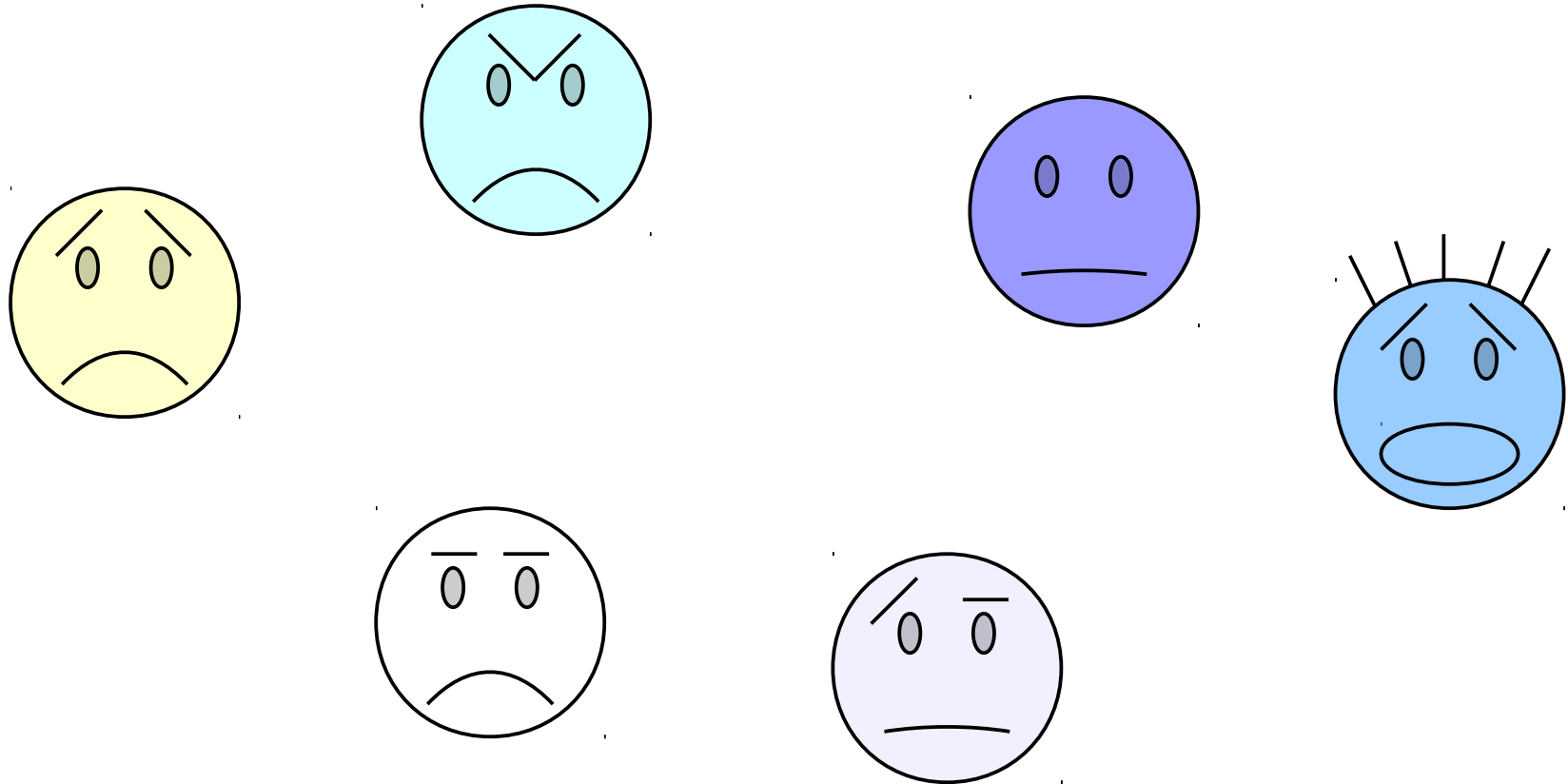


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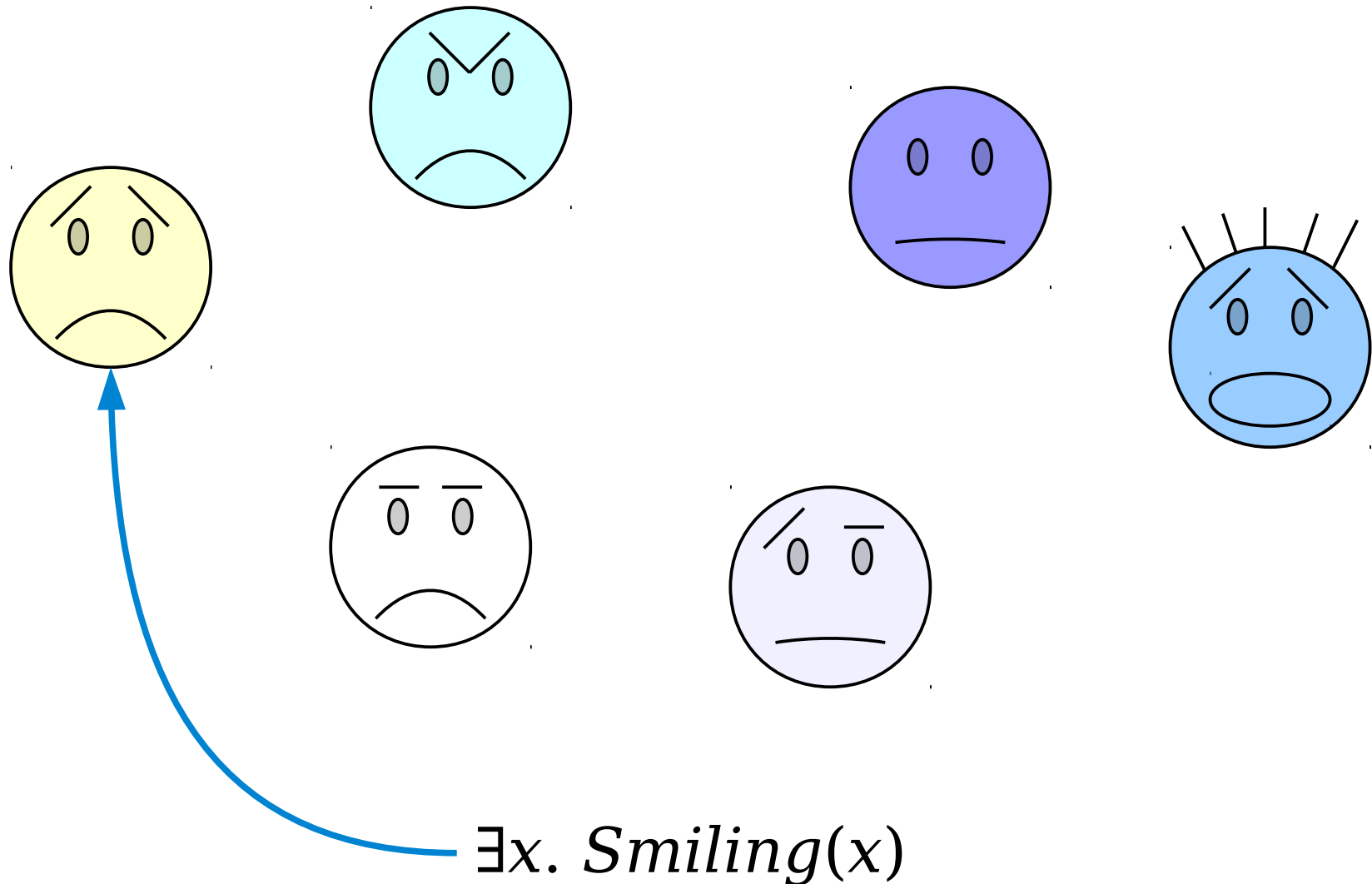


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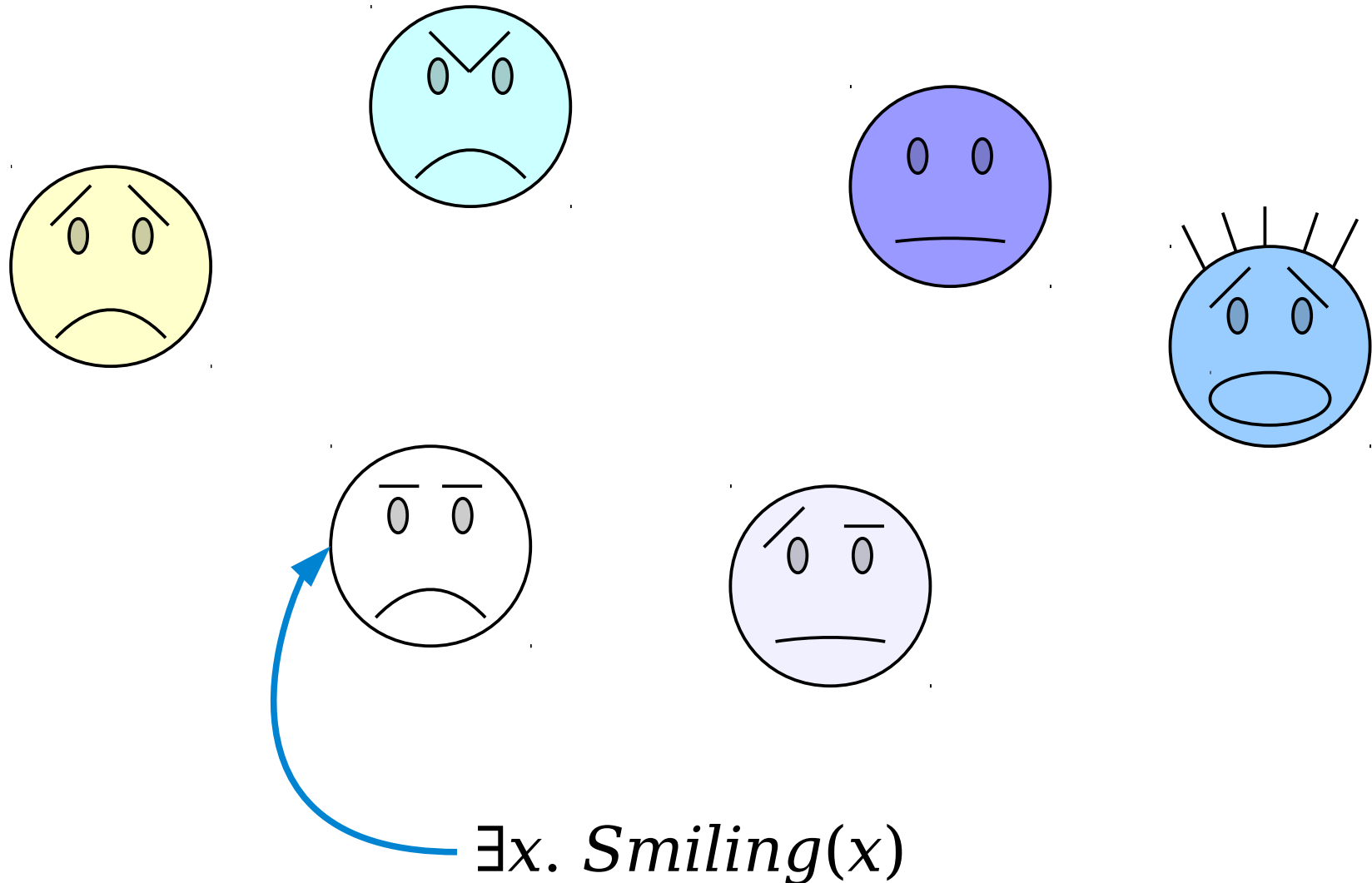


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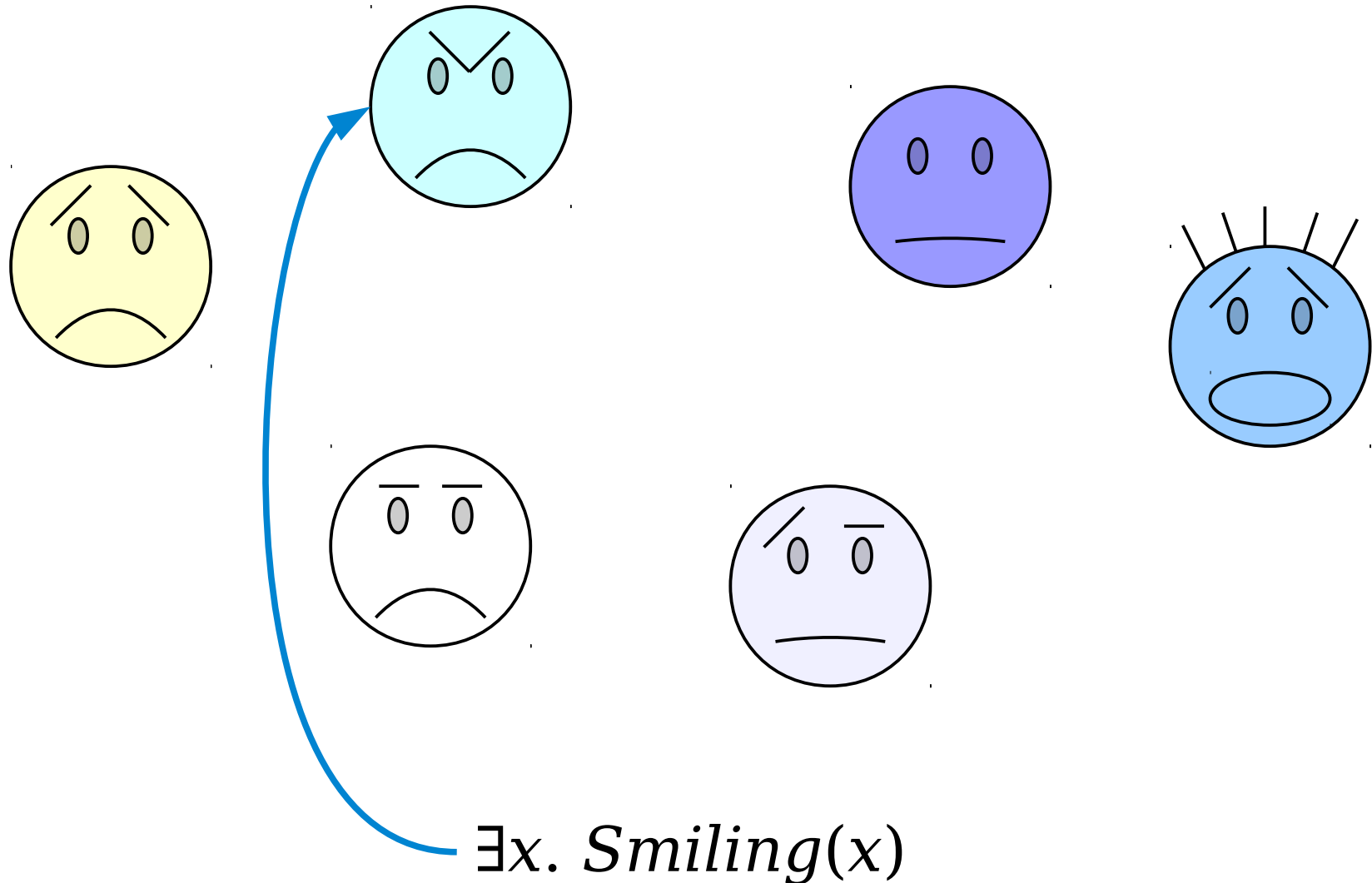
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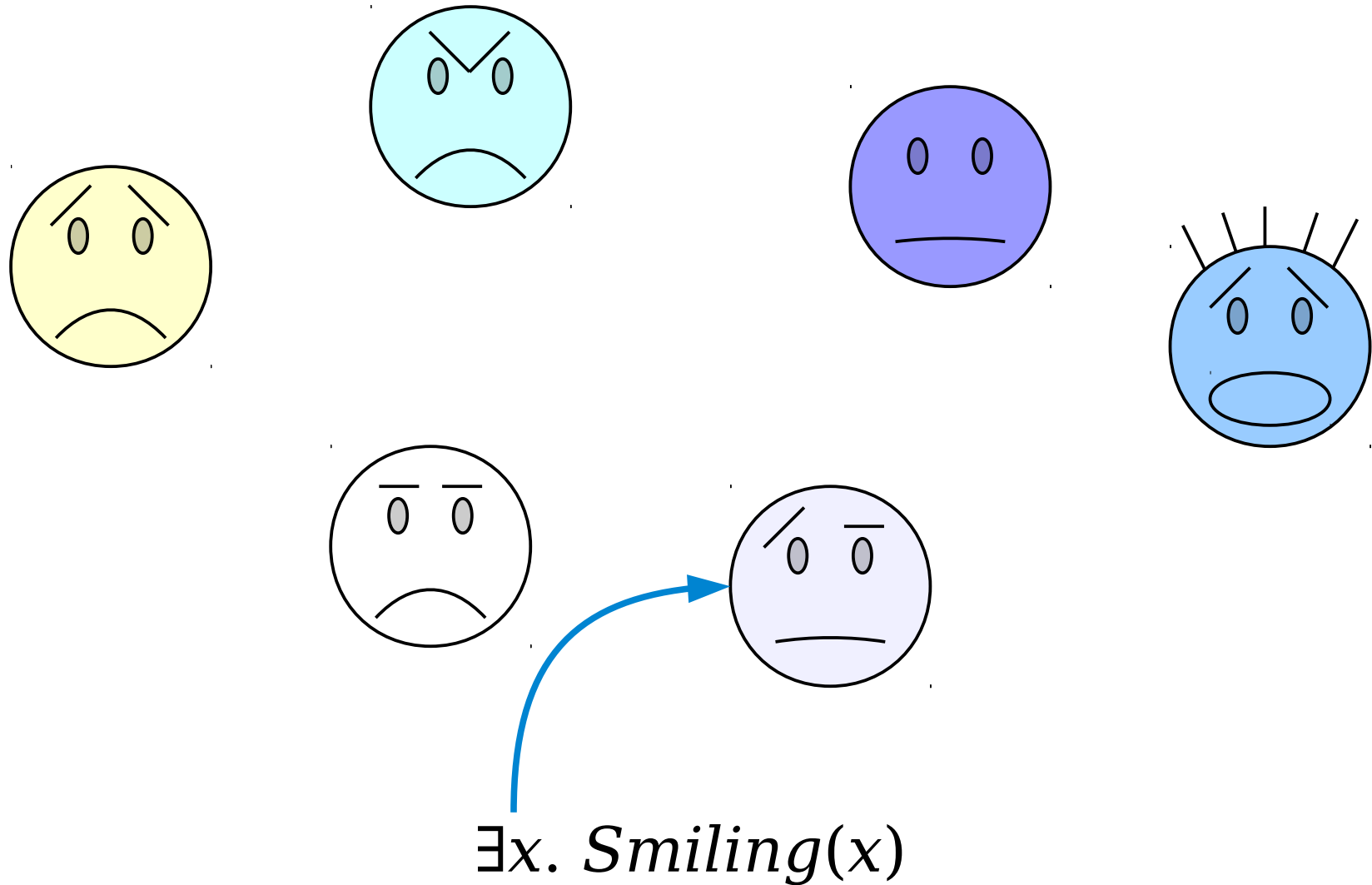
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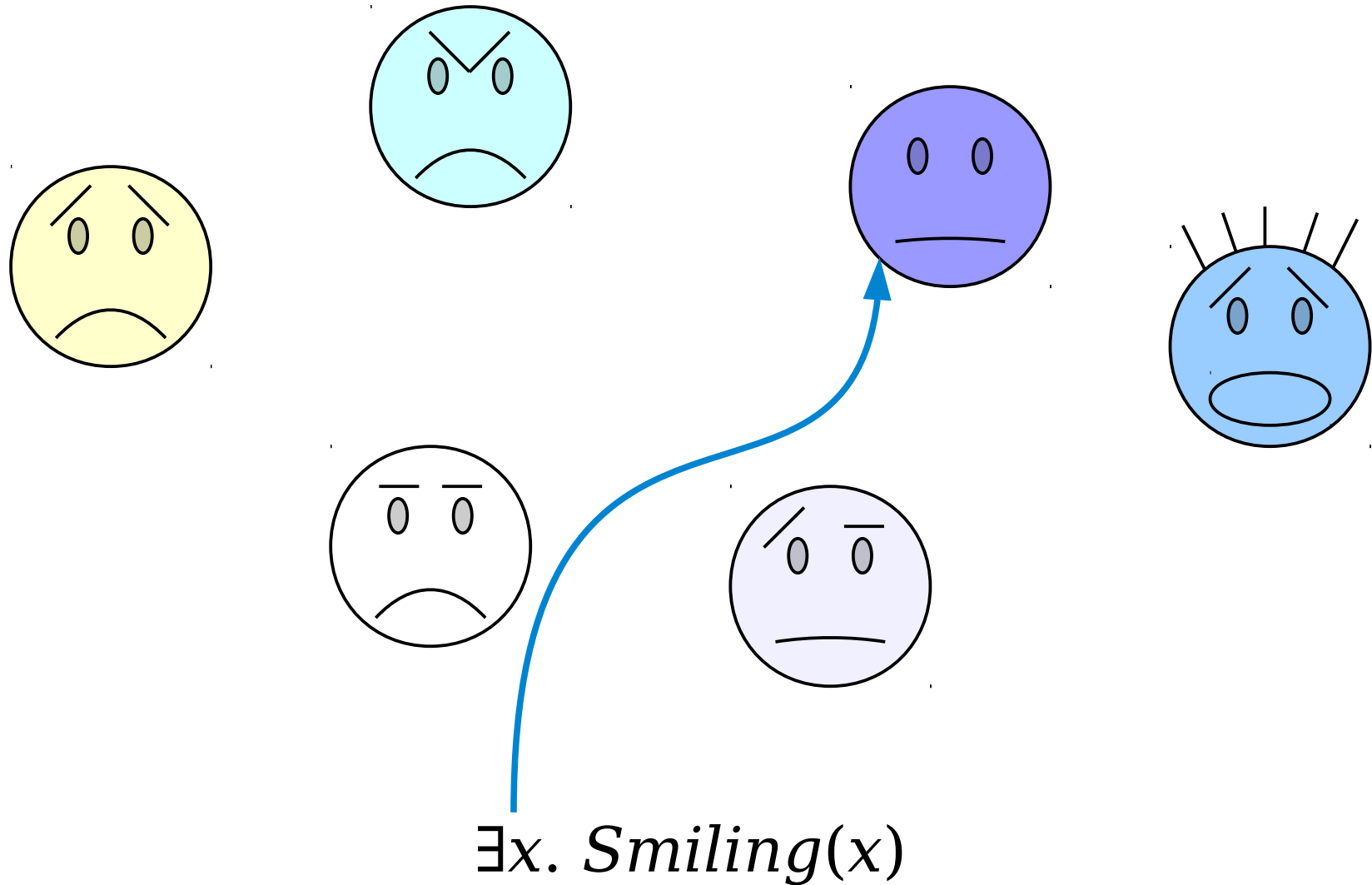
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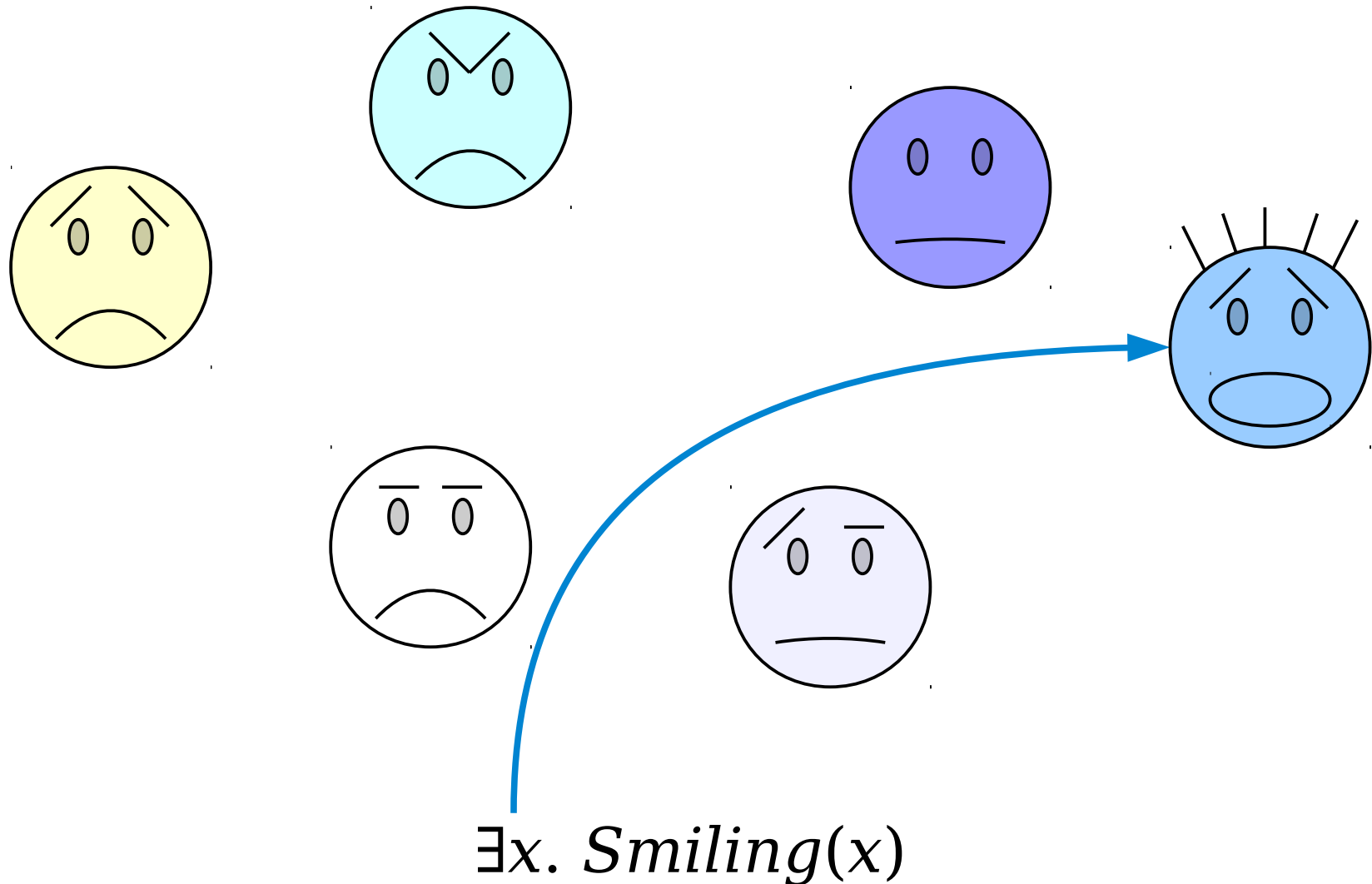
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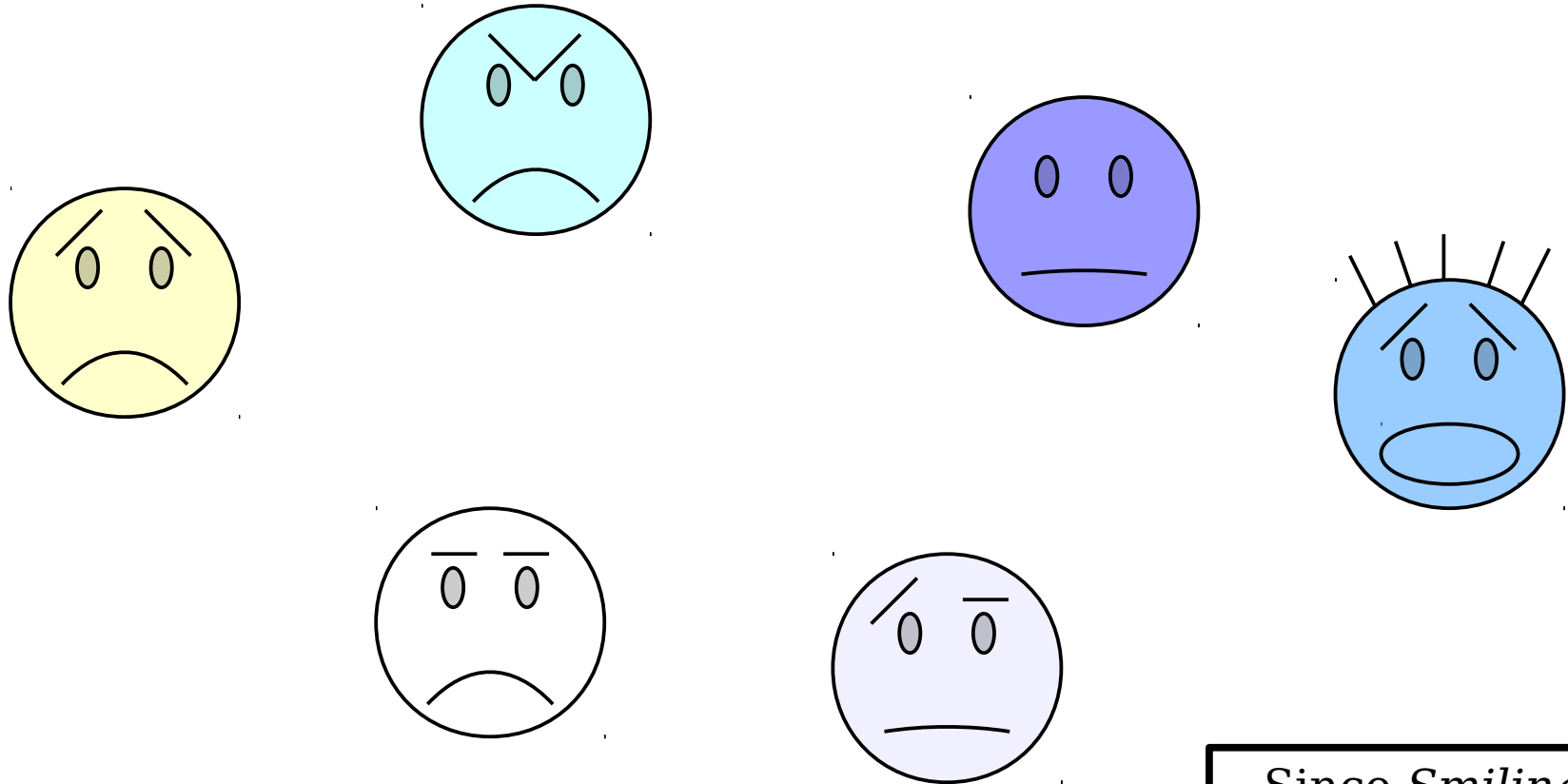
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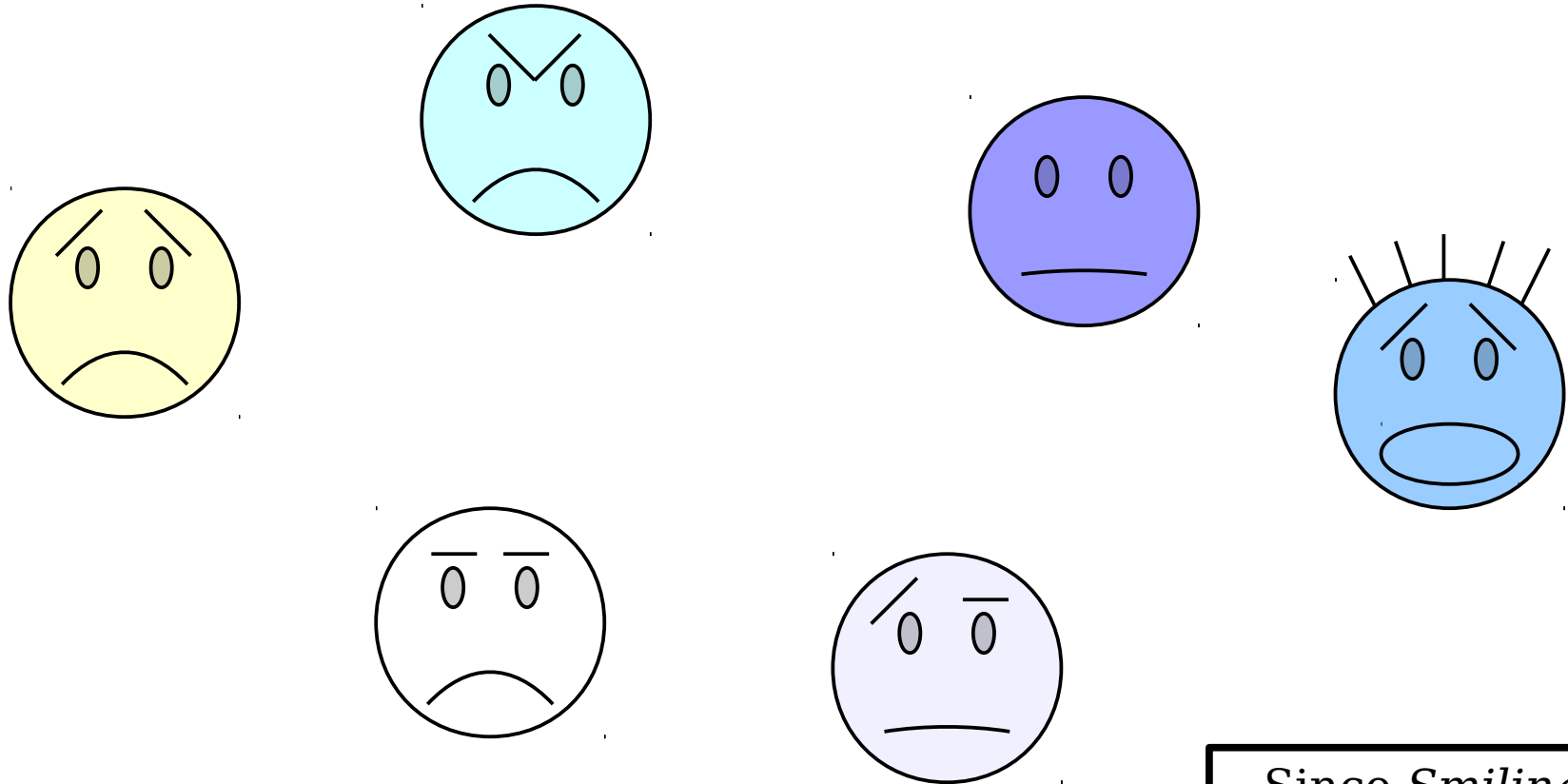


$\exists x. \textit{Smiling}(x)$

Since *Smiling*(*x*) is not true for any choice of *x*, this statement evaluates to false.



# The Existential Quantifier



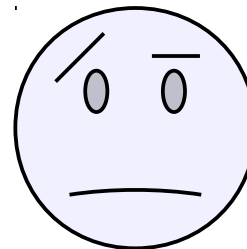
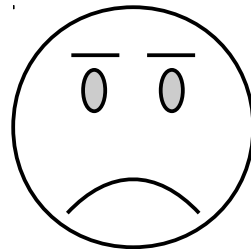
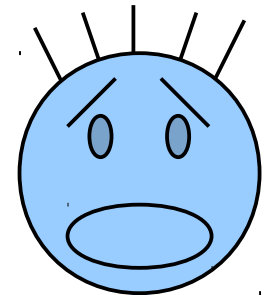
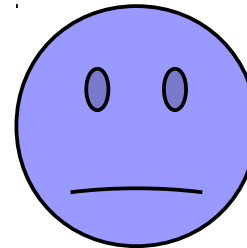
~~$\exists x. Smiling(x)$~~

Since  $Smiling(x)$  is not true for any choice of  $x$ , this statement evaluates to false.

# The Existential Q

In this world, this  
first-order logic  
statement is...

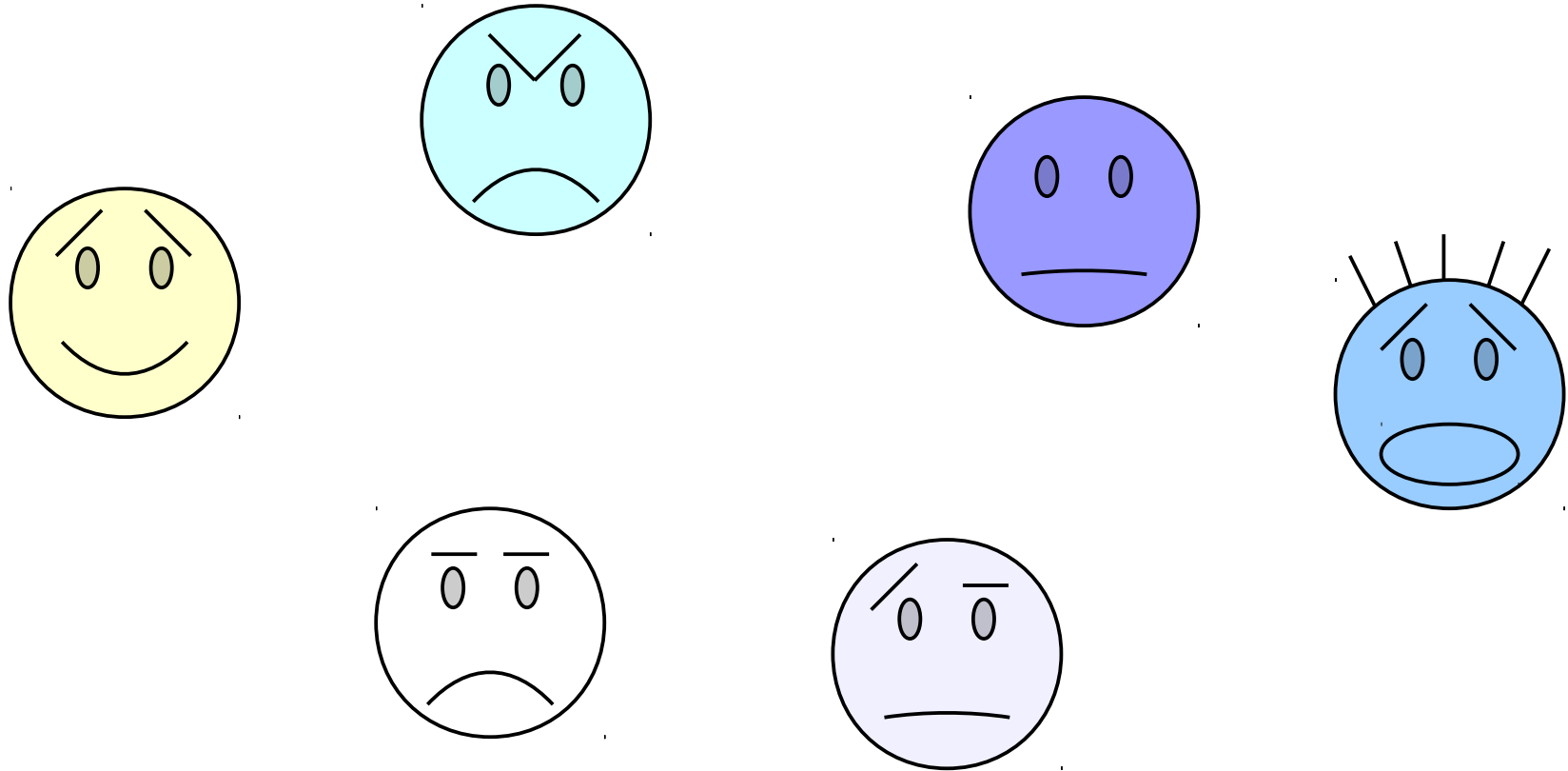
- A. ... true.
- B. ... false.
- C. ... neither true nor false.



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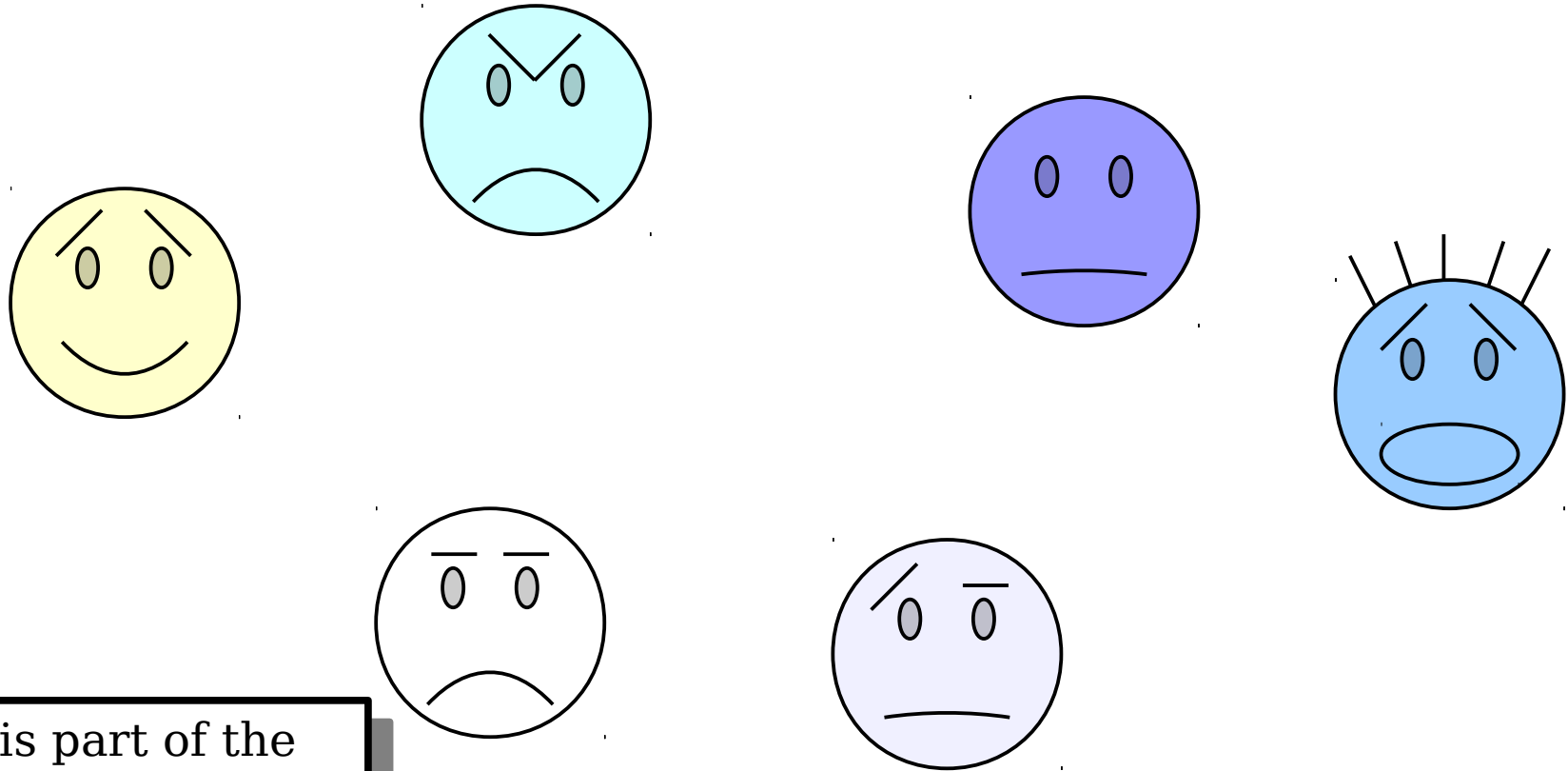
$(\exists x. \textit{Smiling}(x)) \rightarrow (\exists y. \textit{WearingHat}(y))$

# The Existential Quantifier



$$(\exists x. \textit{Smiling}(x)) \rightarrow (\exists y. \textit{WearingHat}(y))$$

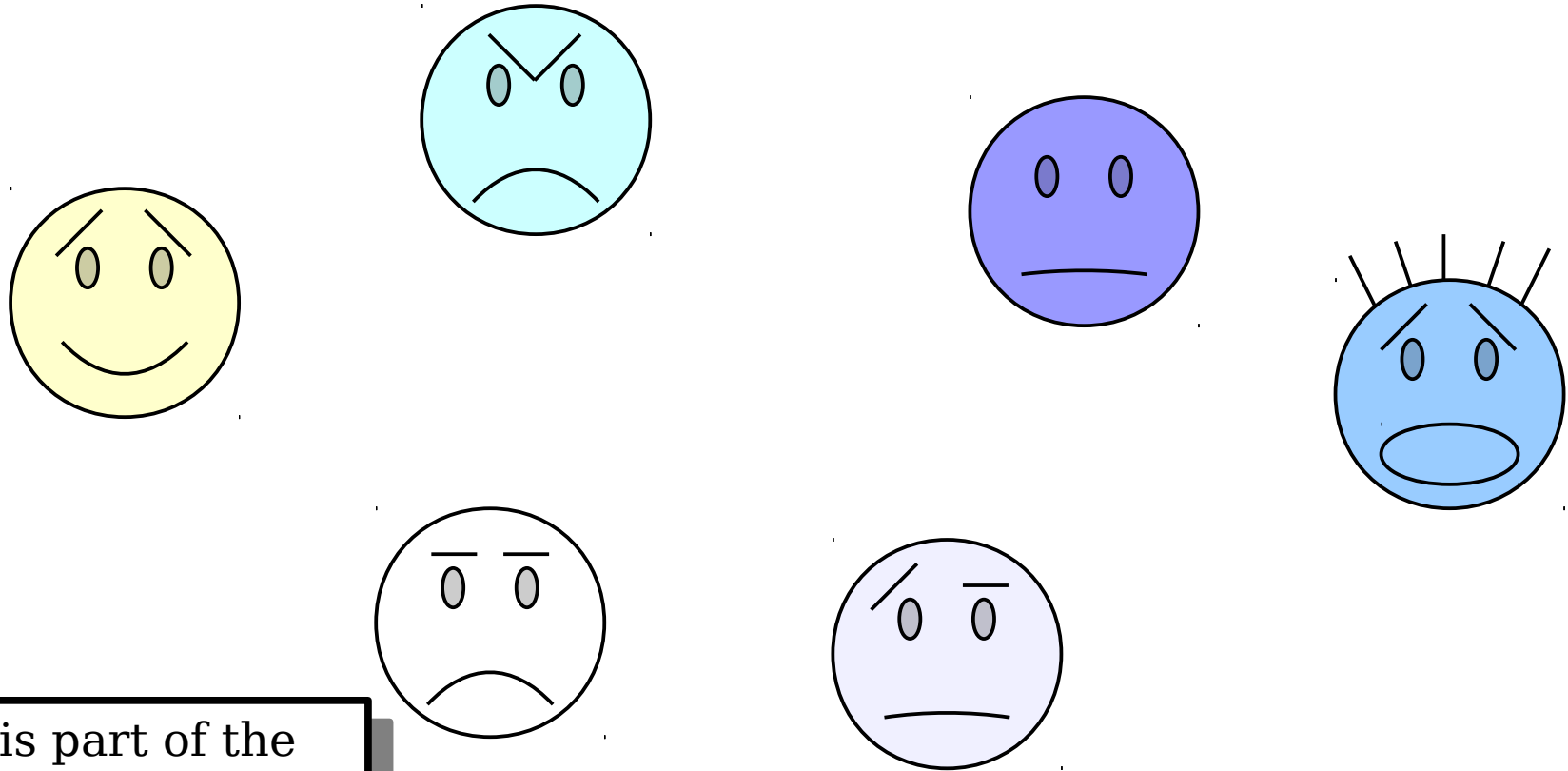
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Is this part of the  
statement true or  
false?

$$(\exists x. \textit{Smiling}(x)) \rightarrow (\exists y. \textit{WearingHat}(y))$$

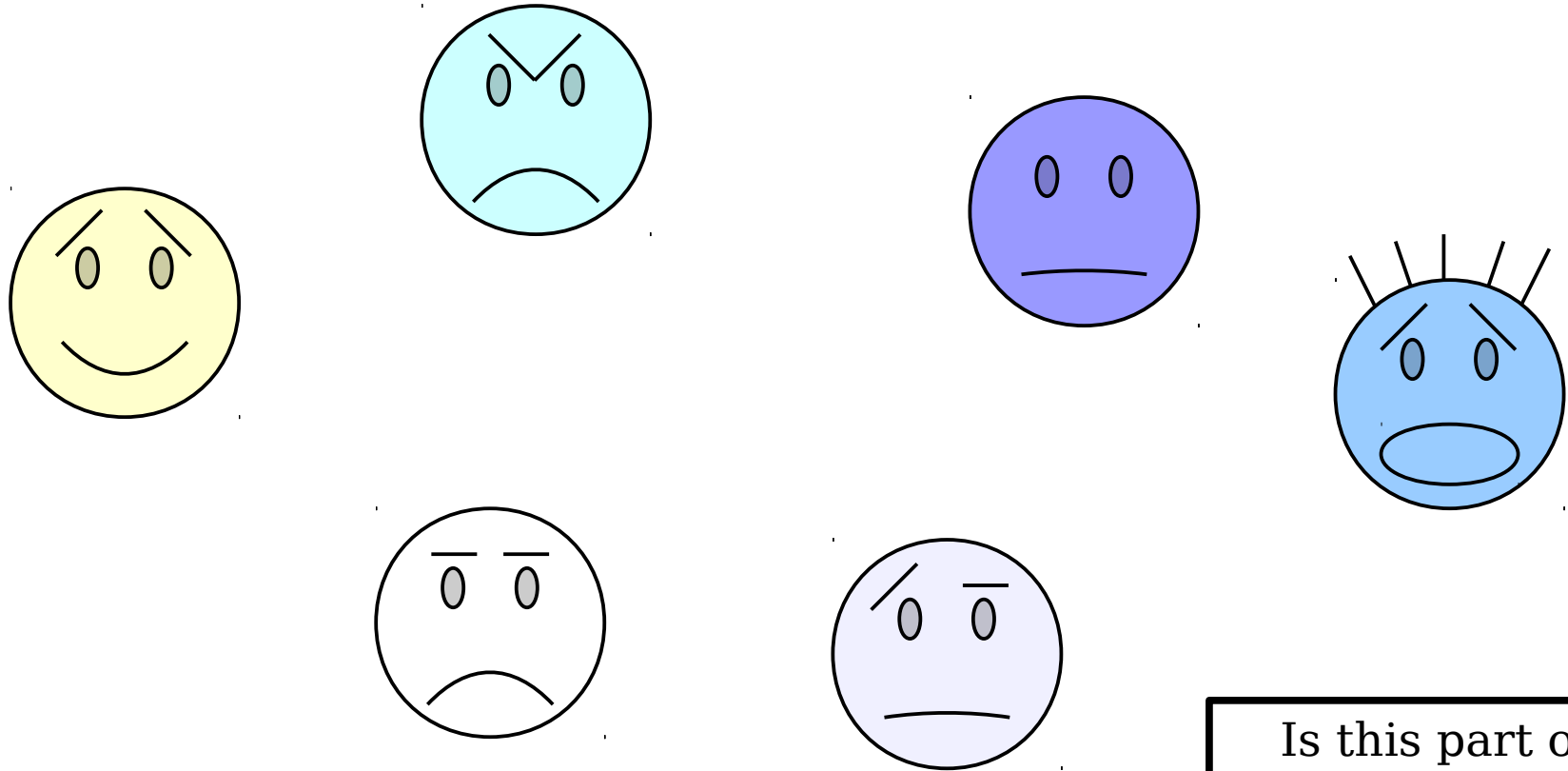
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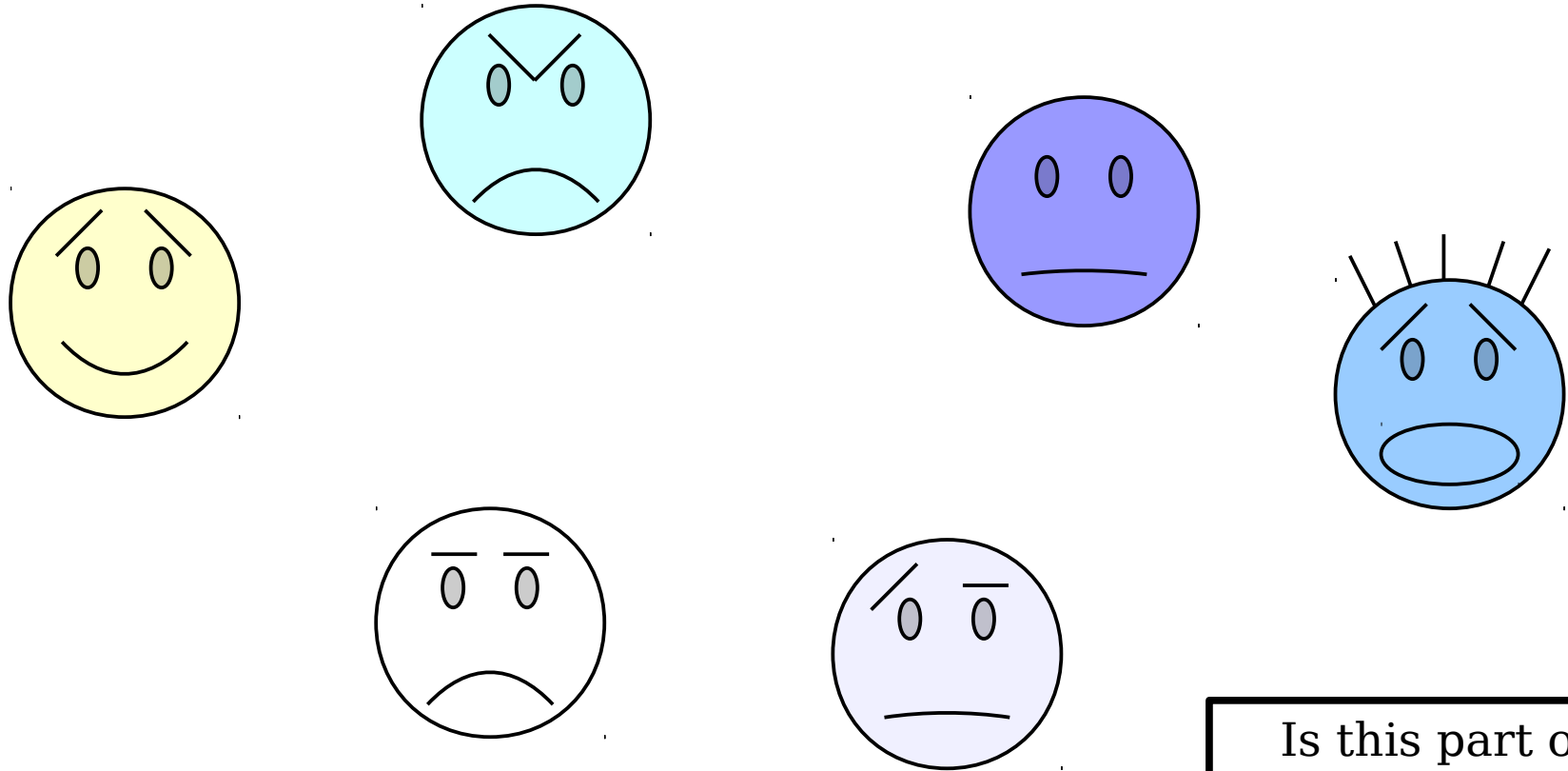
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Is this part of the statement true or false?

$(\exists x. \textit{Smiling}(x)) \rightarrow (\exists y. \textit{WearingHat}(y))$

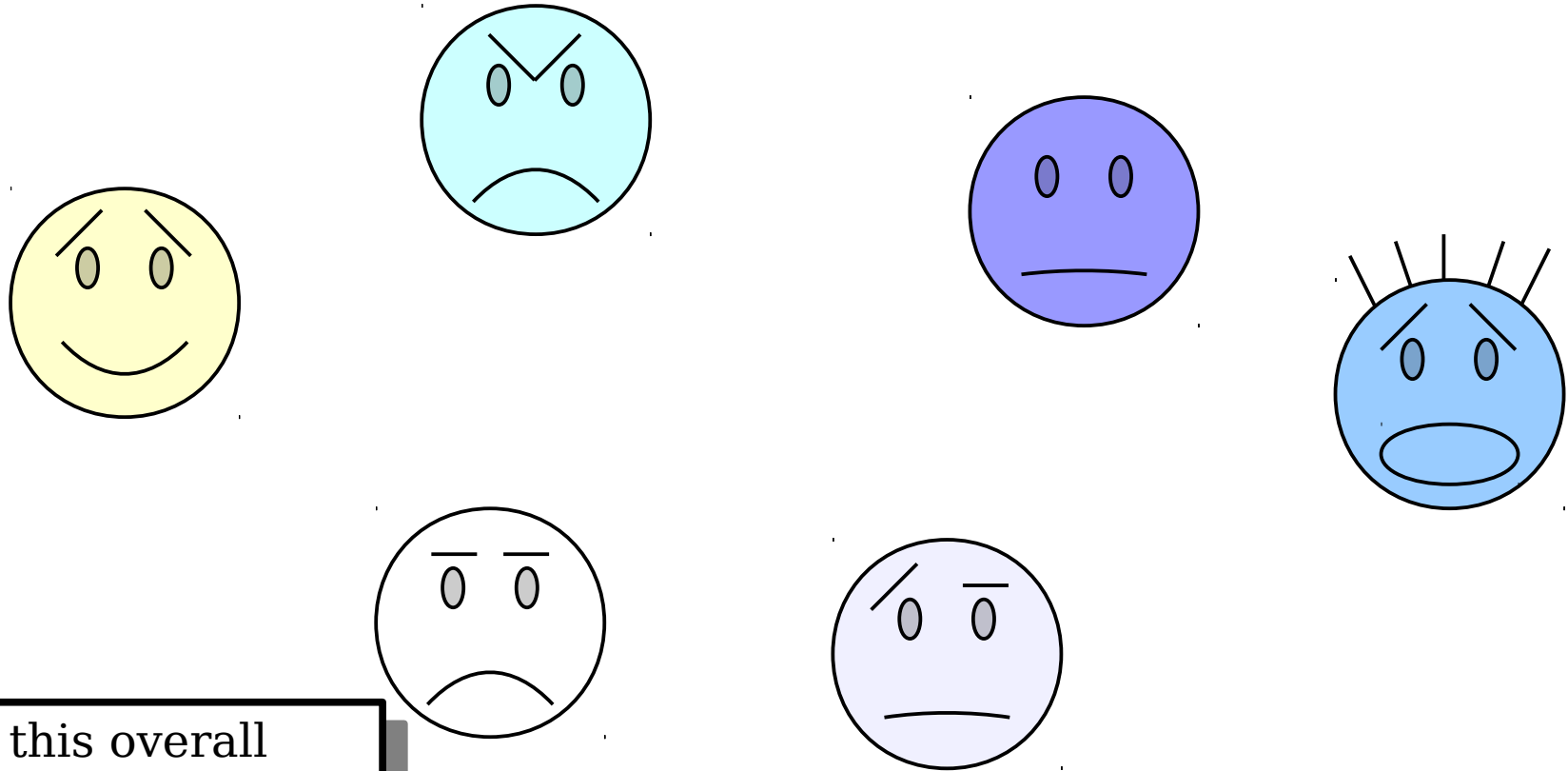
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Is this part of the statement true or false?

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# The Existential Quantifier

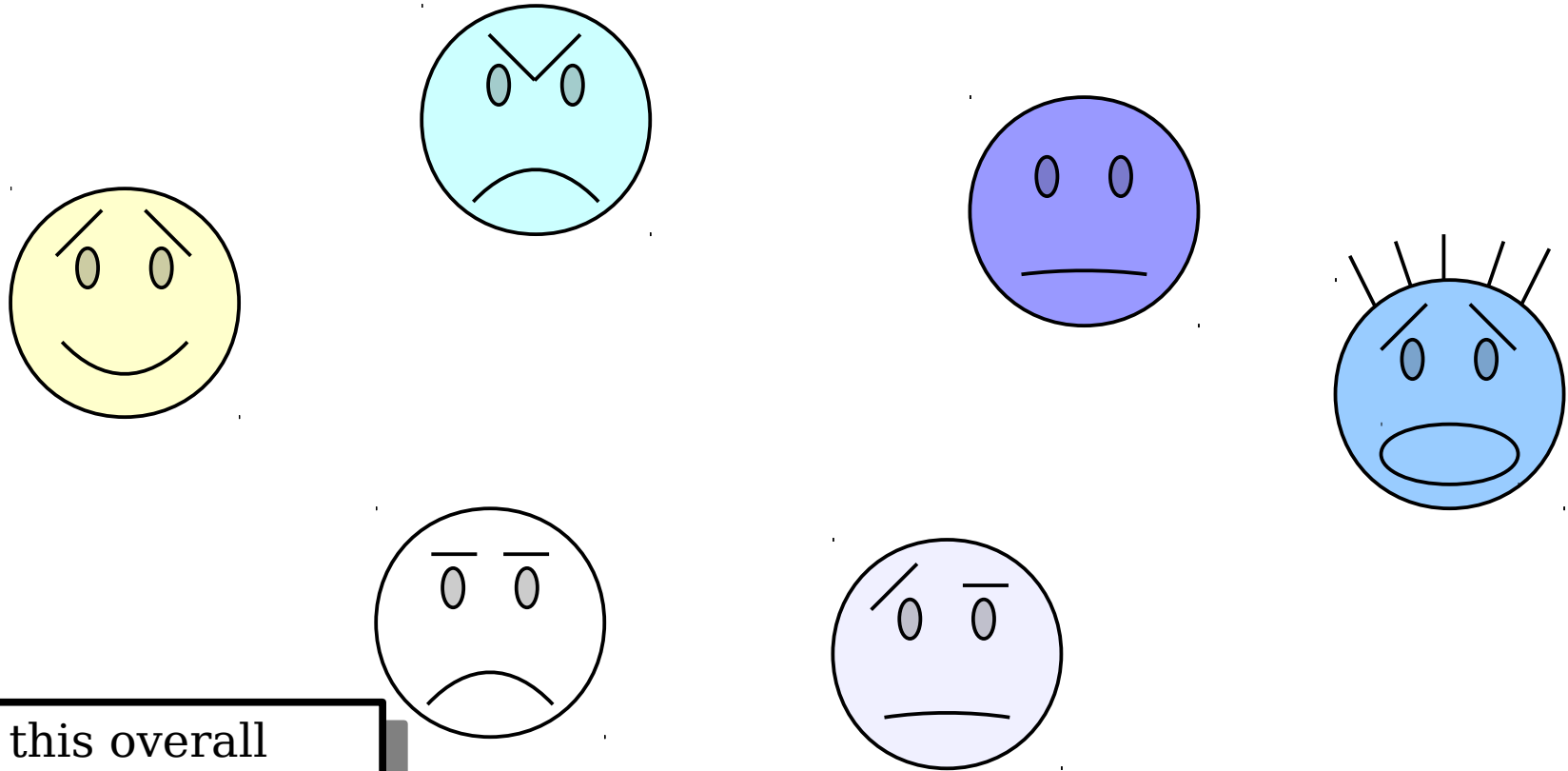


Is this overall  
statement true or  
false?

$$(\exists x. \textit{Smiling}(x)) \rightarrow (\exists y. \textit{WearingHat}(y))$$



# The Existential Quantifier



Is this overall  
statement true or  
false?

$$\cancel{(\exists x. \textit{Smiling}(x)) \rightarrow (\exists y. \textit{WearingHat}(y))}$$

# Fun with Edge Cases

$\exists x. \textit{Smiling}(x)$

# Fun with Edge Cases

Existentially-quantified statements are false in an empty world, since it's not possible to choose an object!

~~$\exists x. \textit{Smiling}(x)$~~

## Some Technical Details

# Variables and Quantifiers

- Each quantifier has two parts:
  - the variable that is introduced, and
  - the statement that's being quantified.
- The variable introduced is scoped just to the statement being quantified.

$(\exists x. \text{Loves}(\text{You}, x)) \wedge (\exists y. \text{Loves}(y, \text{You}))$

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The variable **x**  
just lives here.

The variable **y**  
just lives here.

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$(\exists x. \text{Loves}(\text{You}, x)) \wedge (\exists x. \text{Loves}(x, \text{You}))$

The variable  $x$   
just lives here.

A different variable, also  
named  $x$ , just lives here.

# Operator Precedence (Again)

- When writing out a formula in first-order logic, quantifiers have precedence just below  $\neg$ .
- The statement

$$\exists x. P(x) \wedge R(x) \wedge Q(x)$$

is parsed like this:

$$(\exists x. P(x)) \wedge (R(x) \wedge Q(x))$$

- This is syntactically invalid because the variable  $x$  is out of scope in the back half of the formula.
- To ensure that  $x$  is properly quantified, explicitly put parentheses around the region you want to quantify:

$$\exists x. (P(x) \wedge R(x) \wedge Q(x))$$

“For any natural number  $n$ ,  
 $n$  is even iff  $n^2$  is even”

“For any natural number  $n$ ,  
 $n$  is even iff  $n^2$  is even”

$$\forall n. (n \in \mathbb{N} \rightarrow (Even(n) \leftrightarrow Even(n^2)))$$

“For any natural number  $n$ ,  
 $n$  is even iff  $n^2$  is even”

$\forall n. (n \in \mathbb{N} \rightarrow (Even(n) \leftrightarrow Even(n^2)))$

$\forall$  is the **universal quantifier** and  
says “for any choice of  $n$ , the  
following is true.”

# The Universal Quantifier

- A statement of the form

**$\forall x.$  *some-formula***

is true if, for every choice of  $x$ , the statement ***some-formula*** is true when  $x$  is plugged into it.

- Examples:

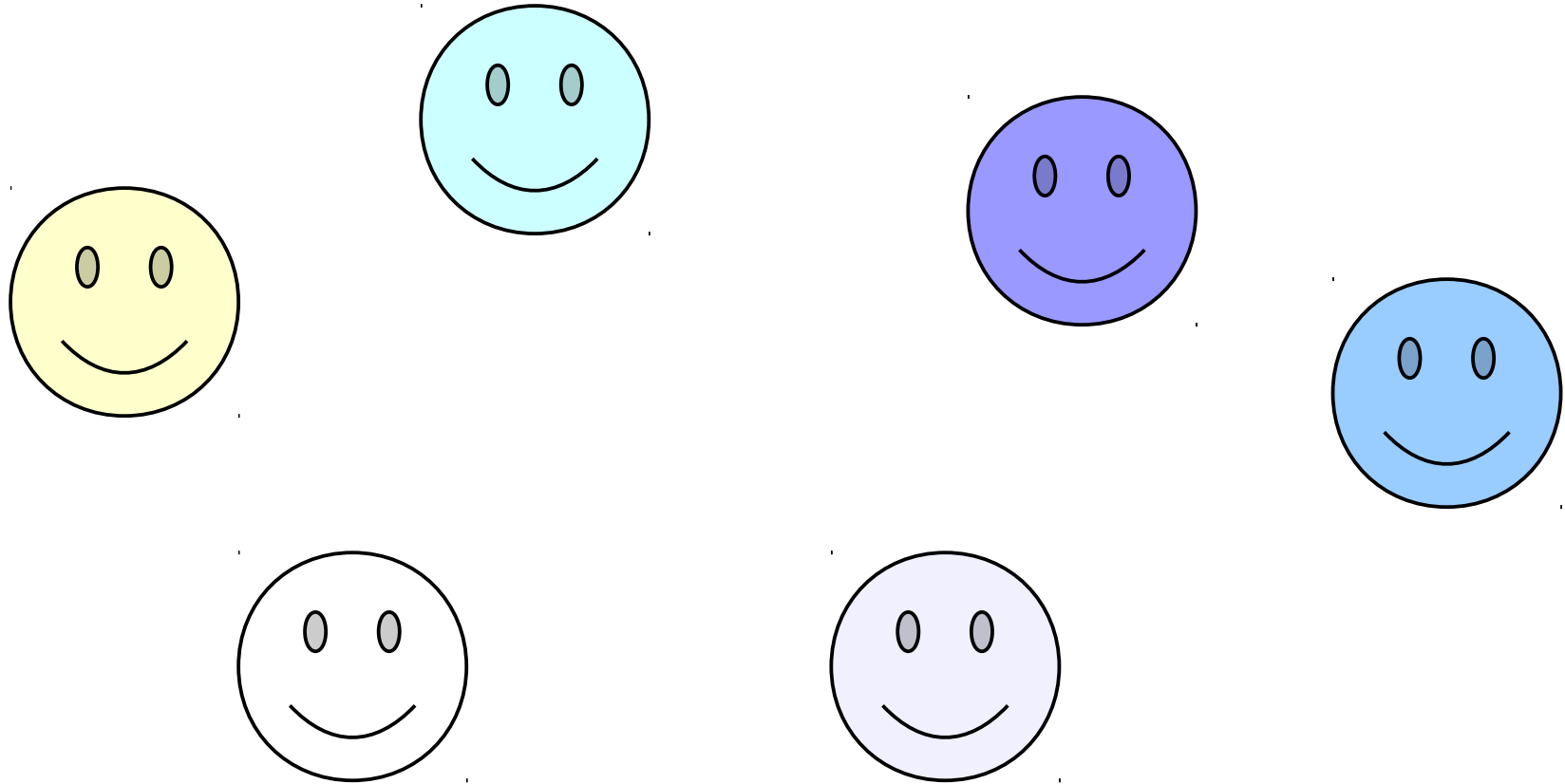
$\forall p. (Puppy(p) \rightarrow Cute(p))$

$\forall m. (IsMillennial(m) \rightarrow IsSpecial(m))$

$Tallest(SultanKösen) \rightarrow$

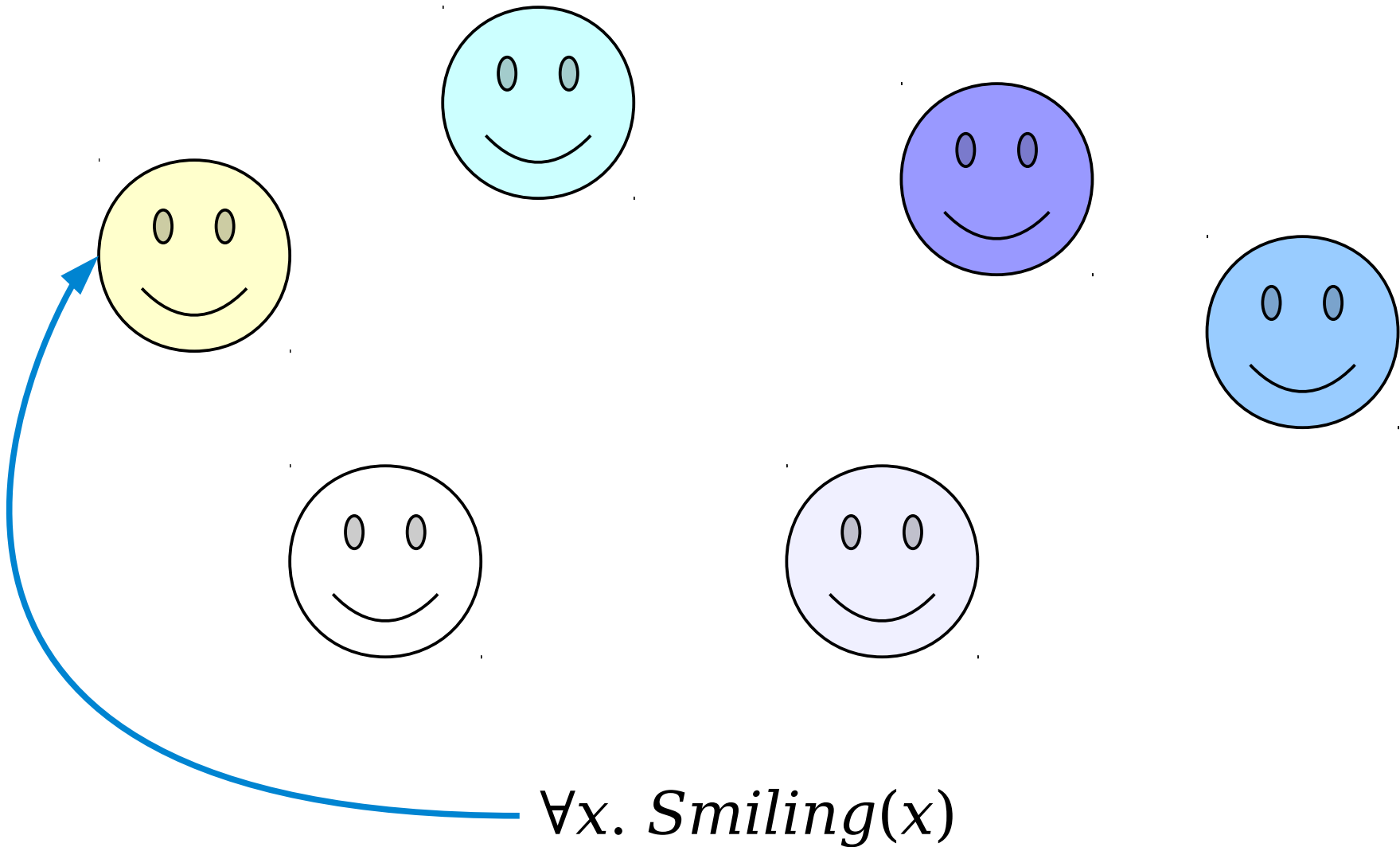
$\forall x. (SultanKösen \neq x \rightarrow ShorterThan(x, SultanKösen))$

# The Universal Quantifier



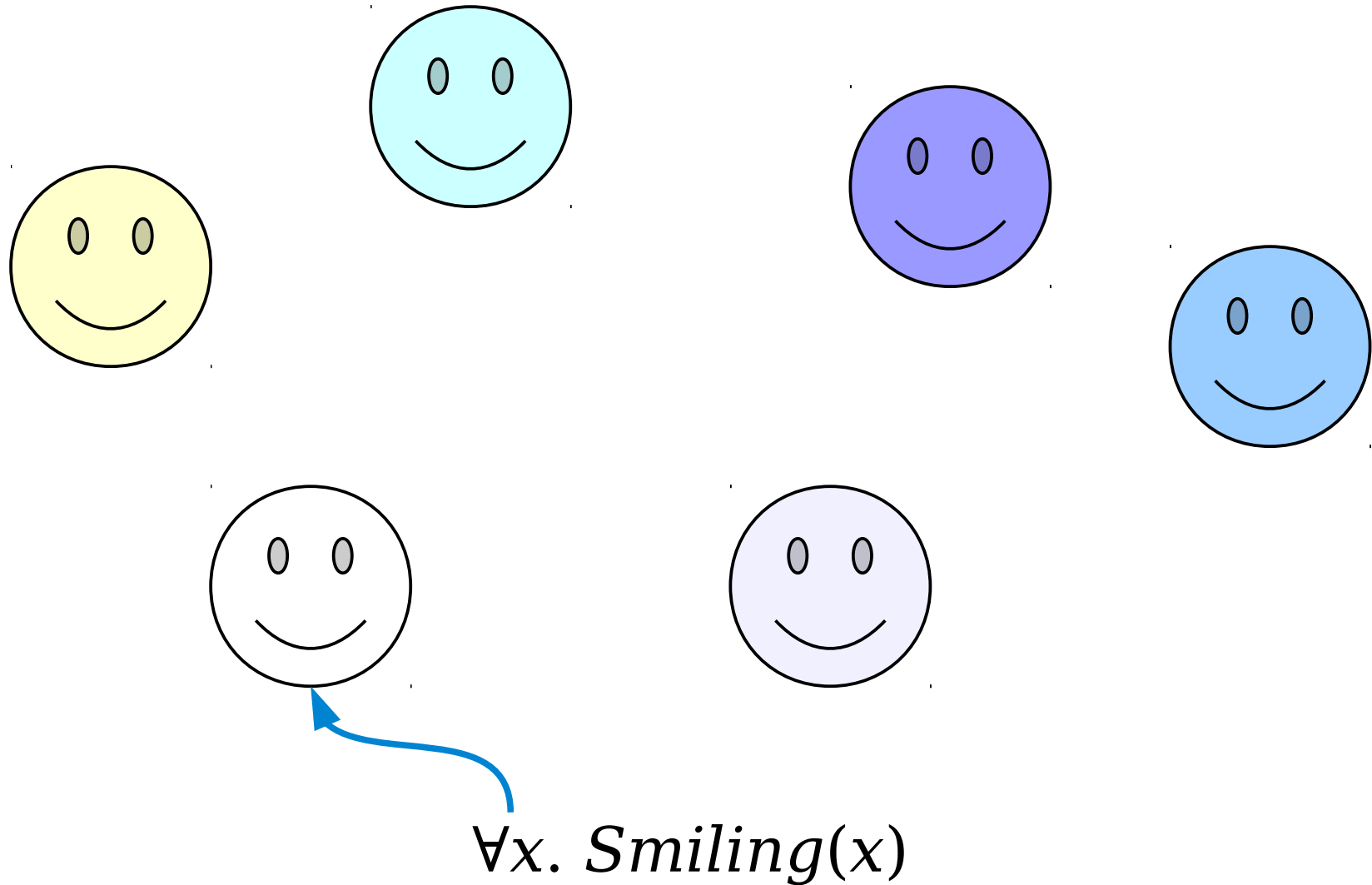
$\forall x. \textit{Smiling}(x)$

# The Universal Quantifier

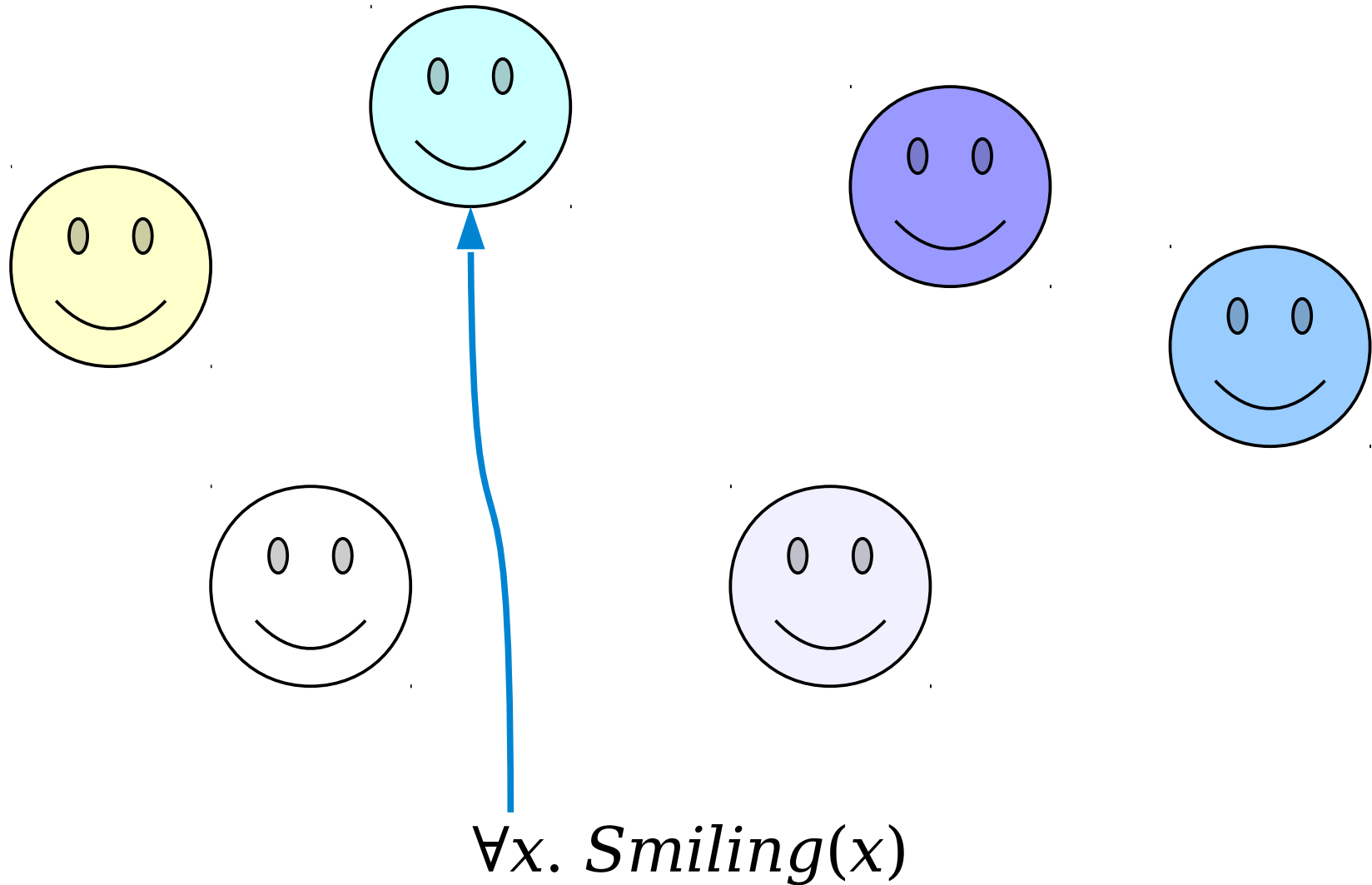




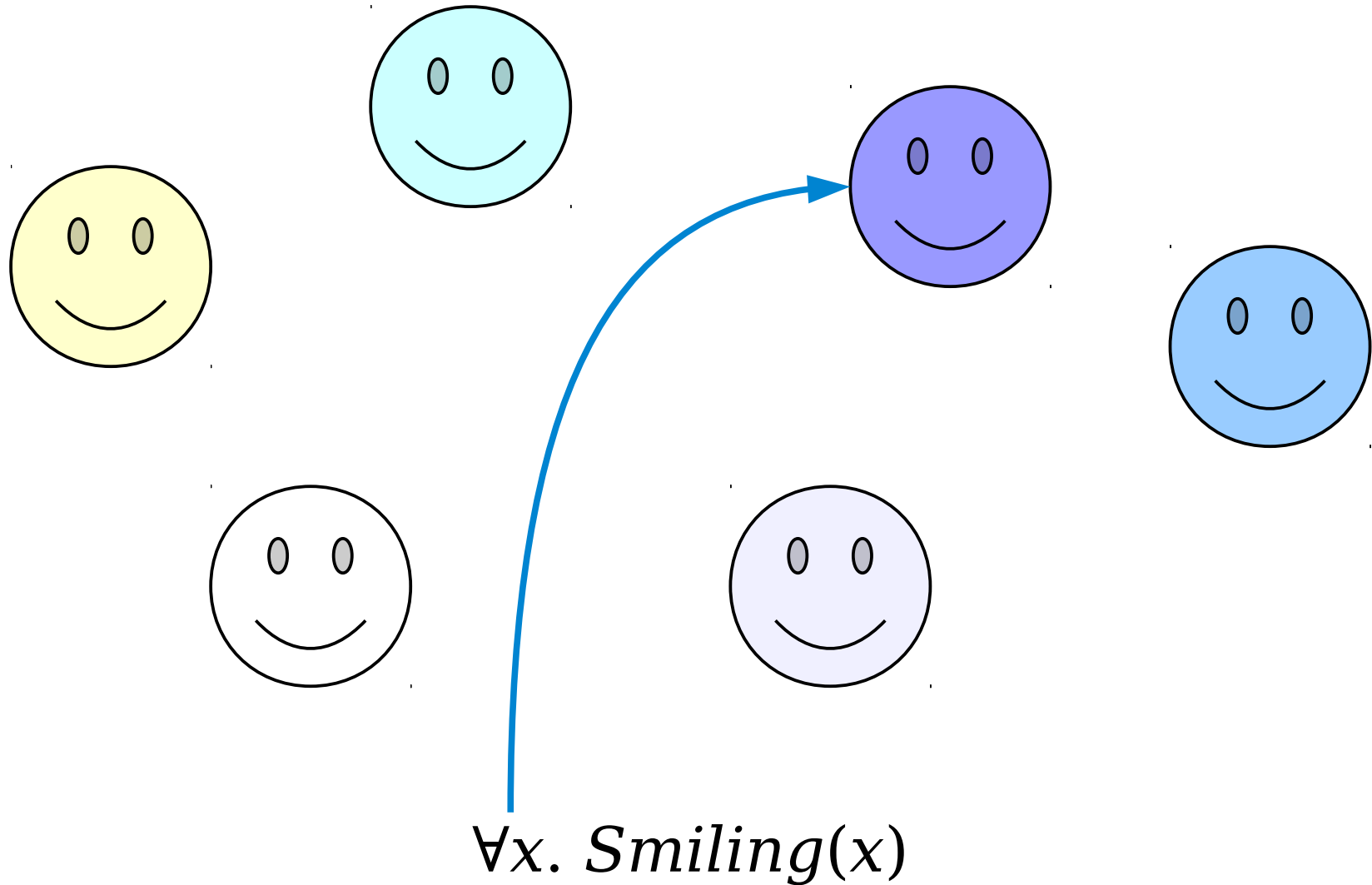
# The Universal Quantifier



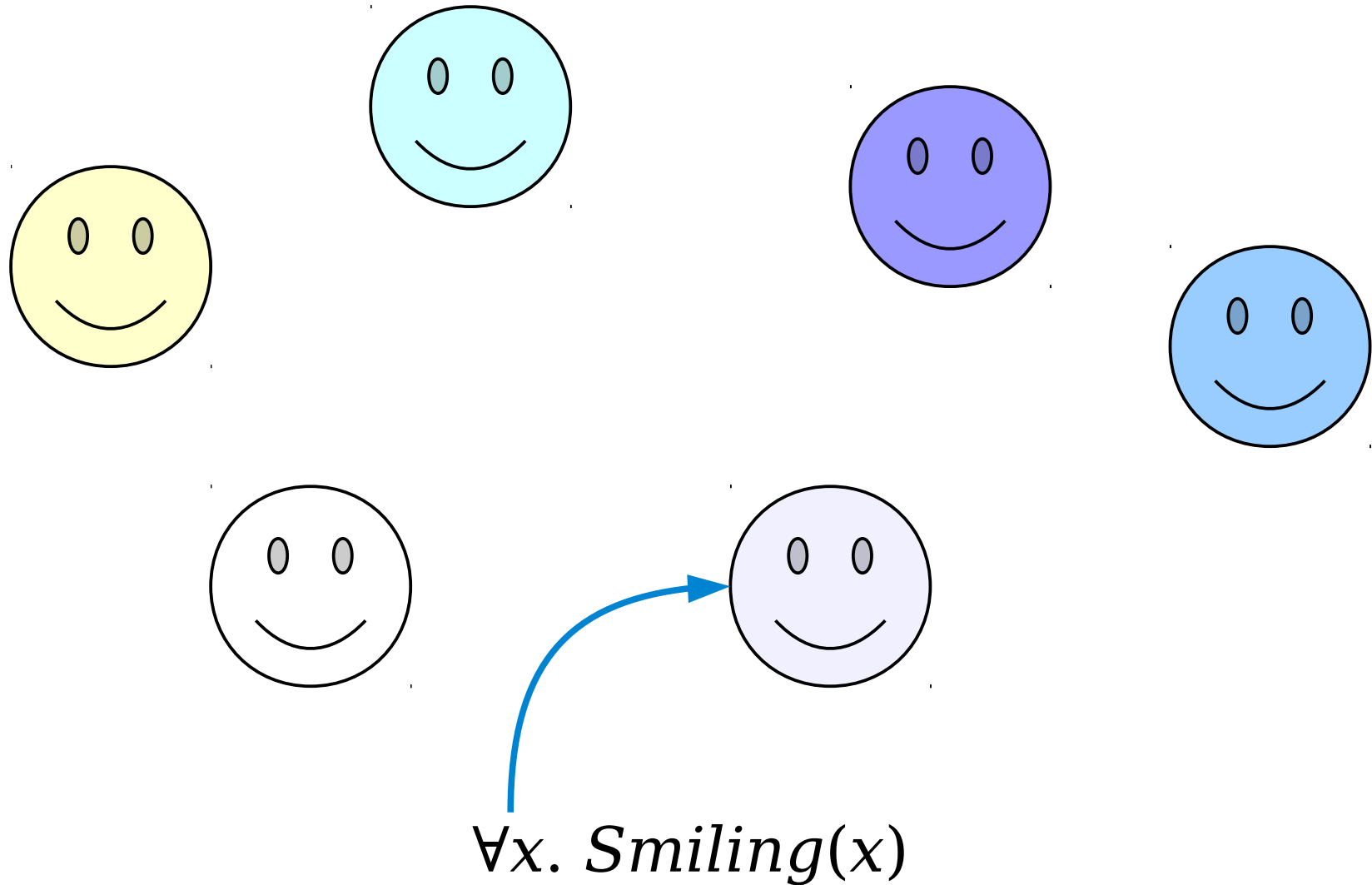
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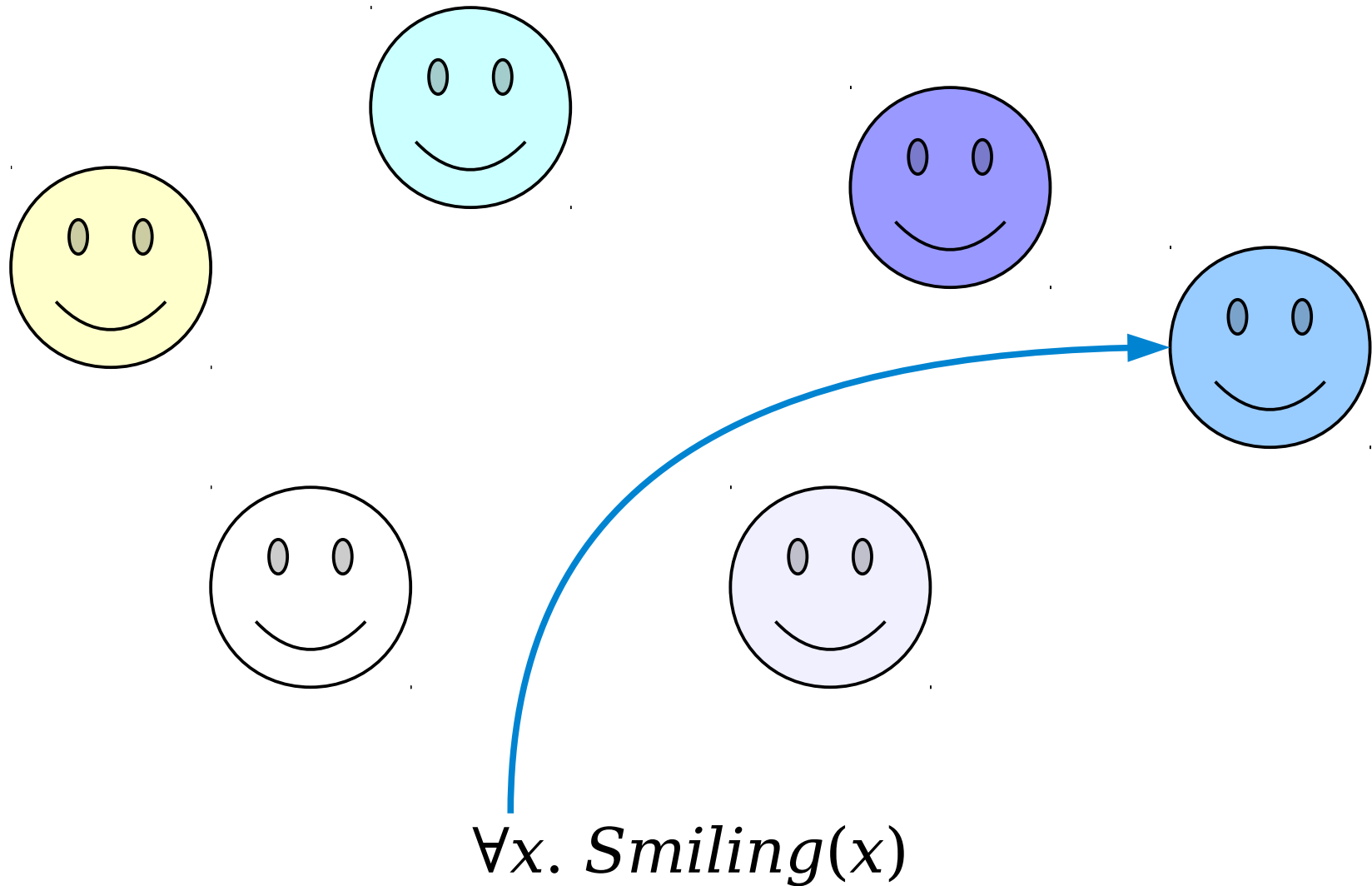
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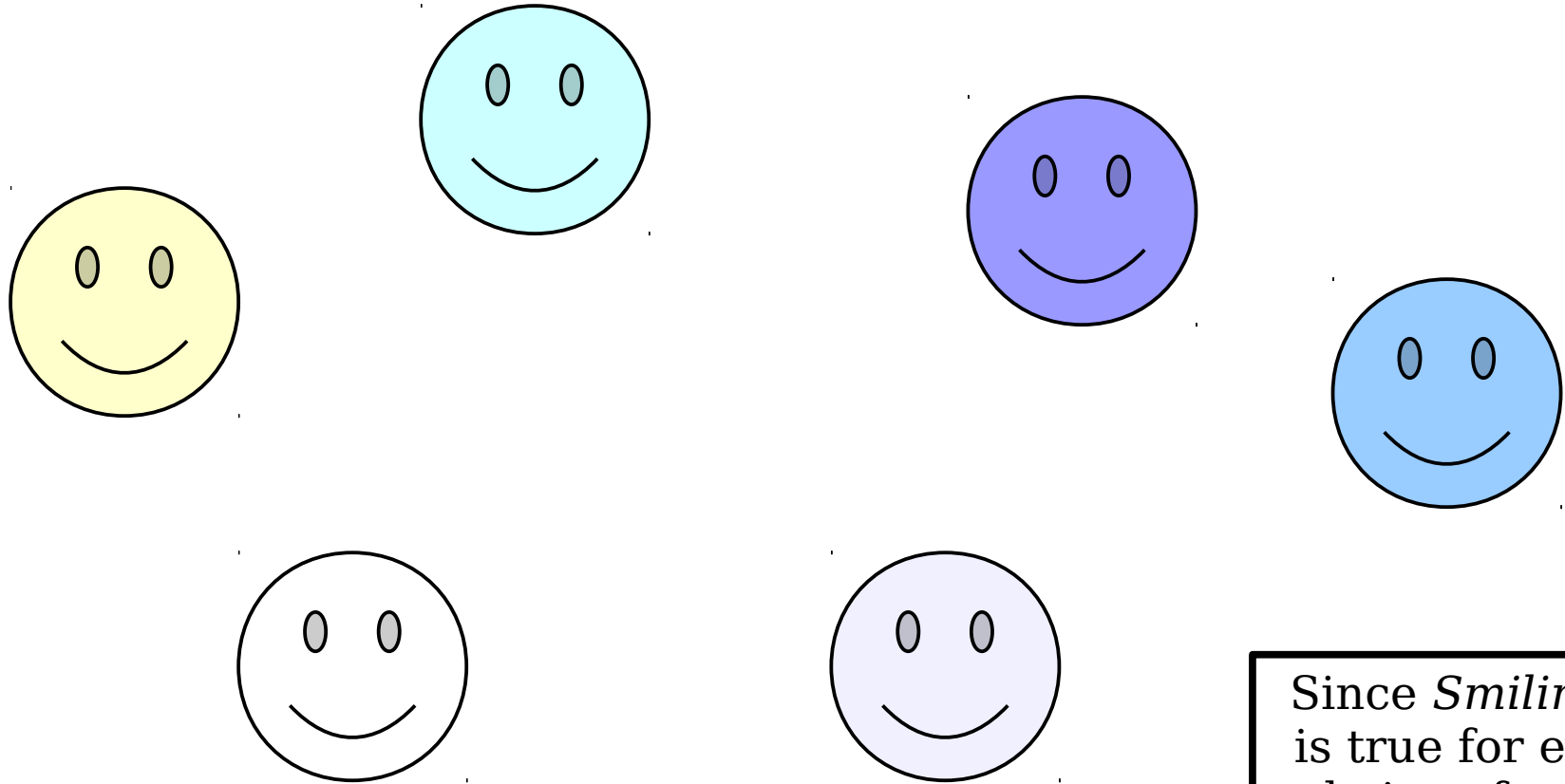
# The Universal Quantifier



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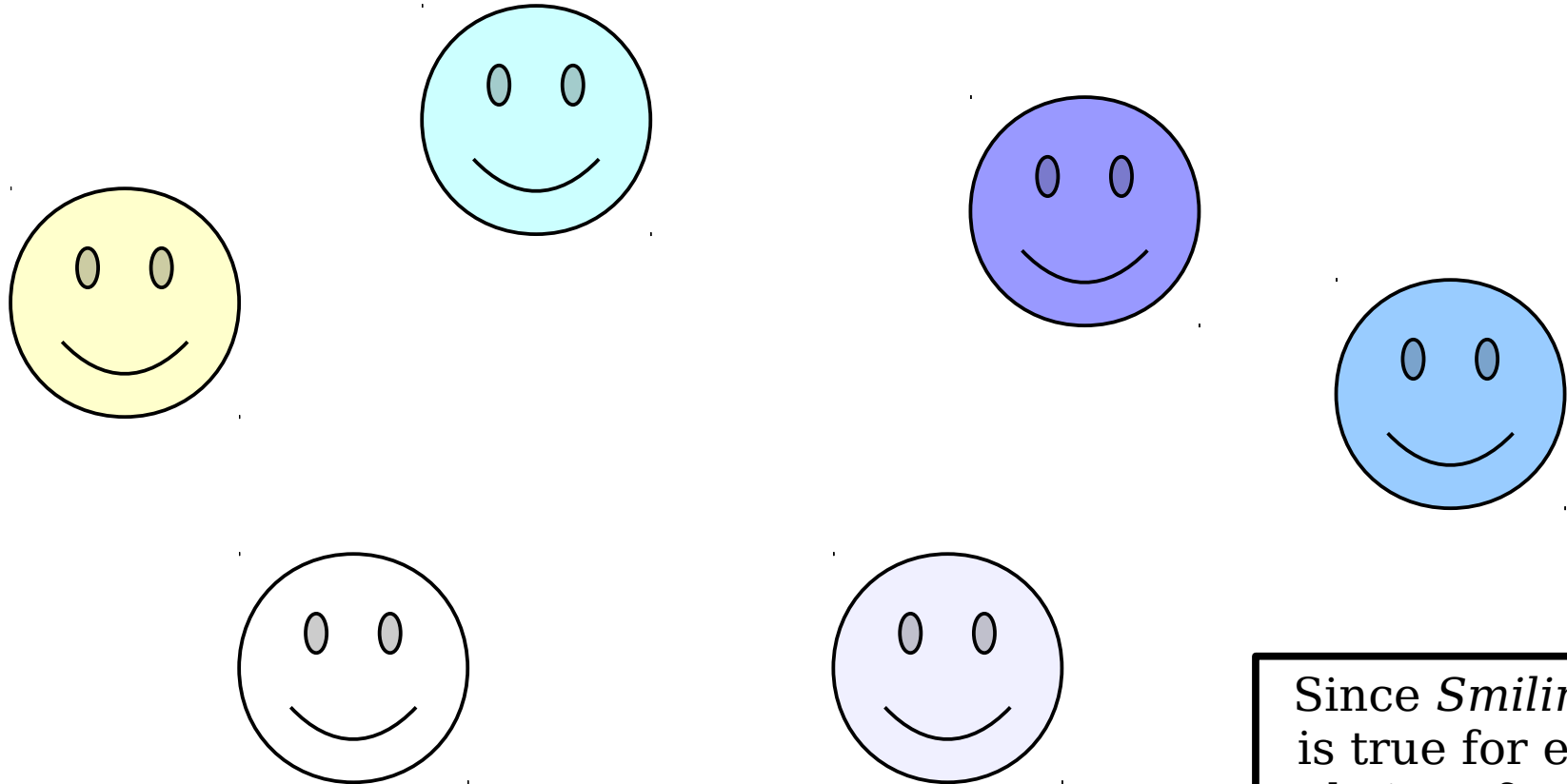
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$\forall x. \textit{Smiling}(x)$

Since *Smiling*(*x*)  
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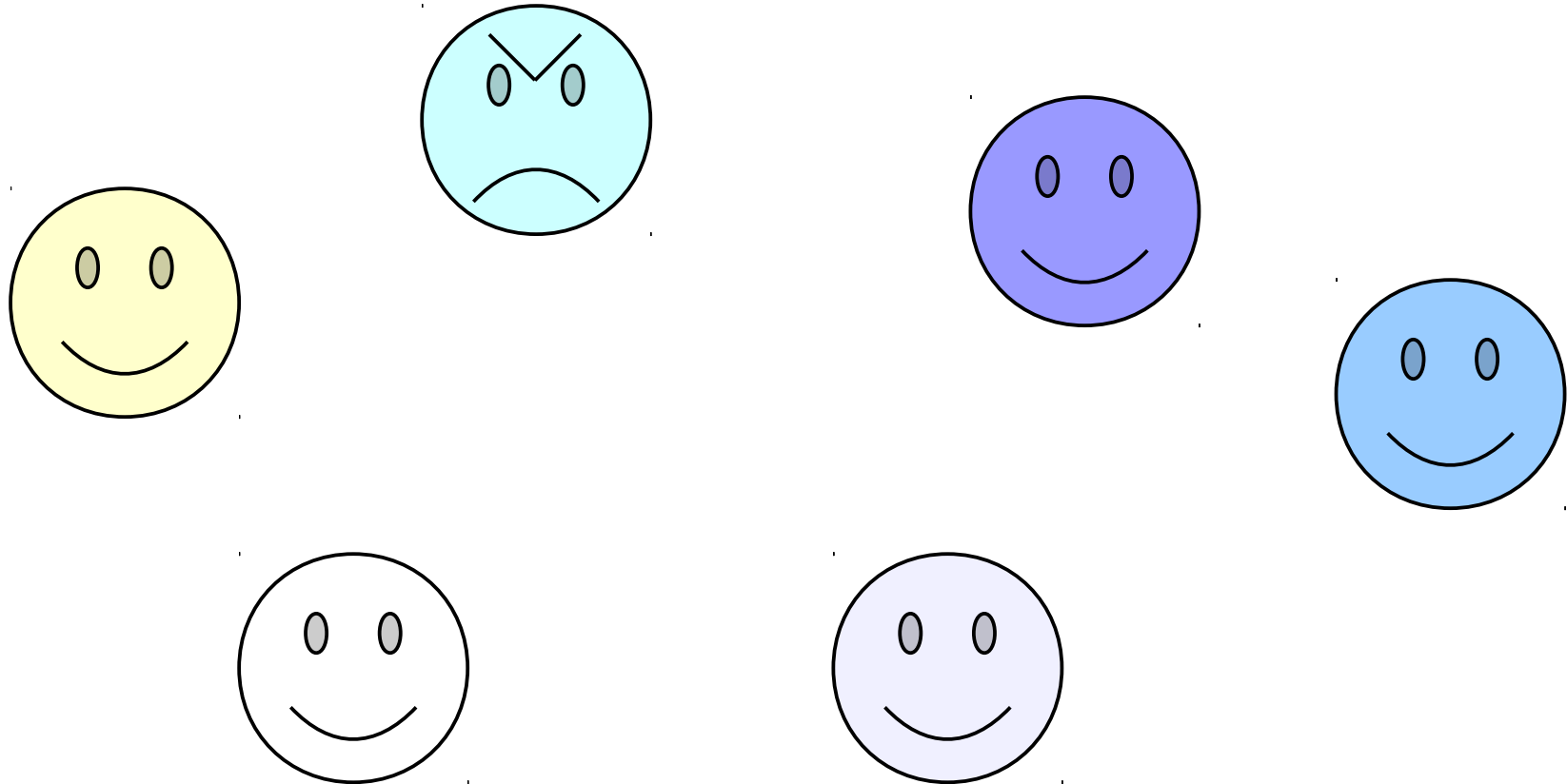
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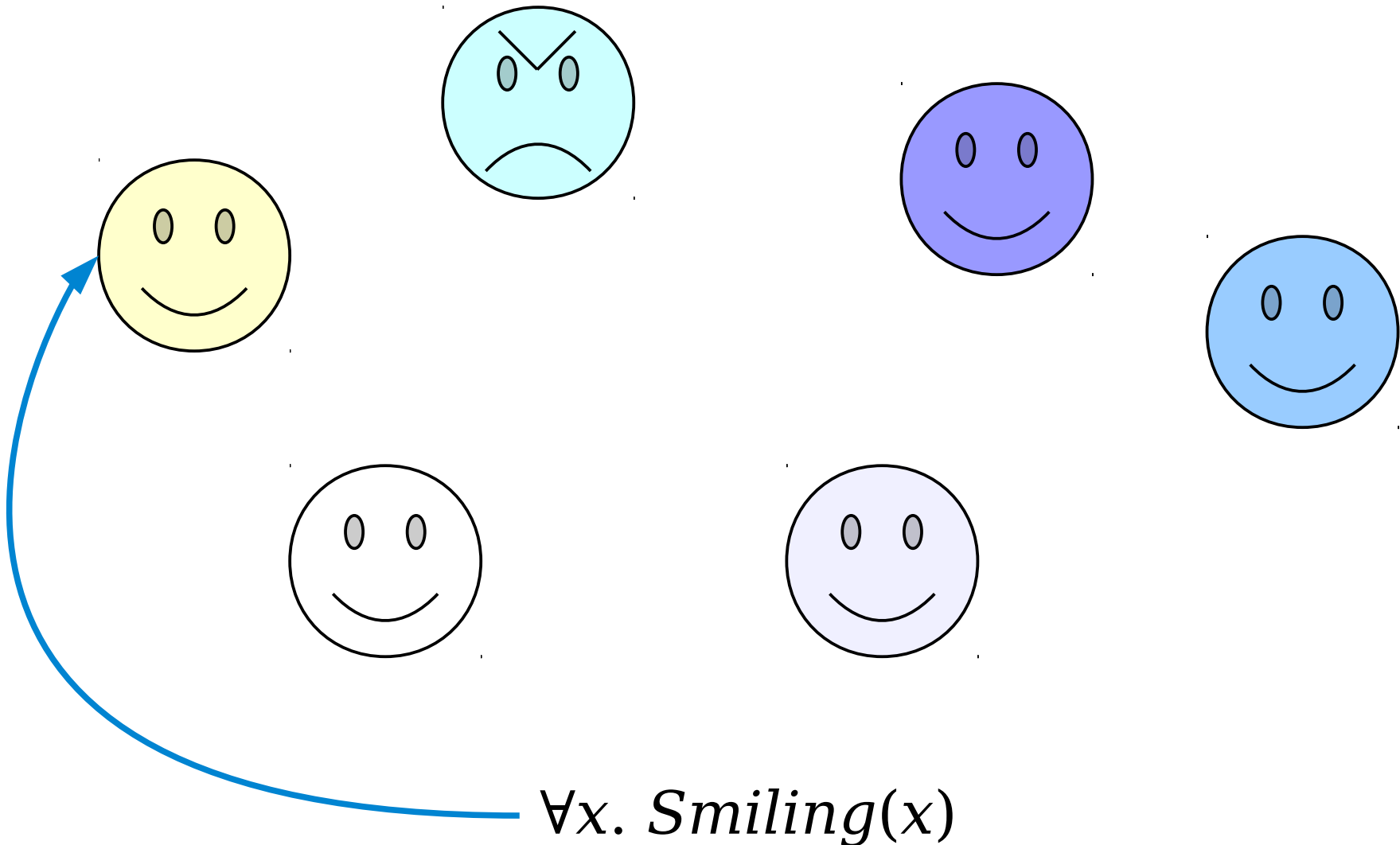
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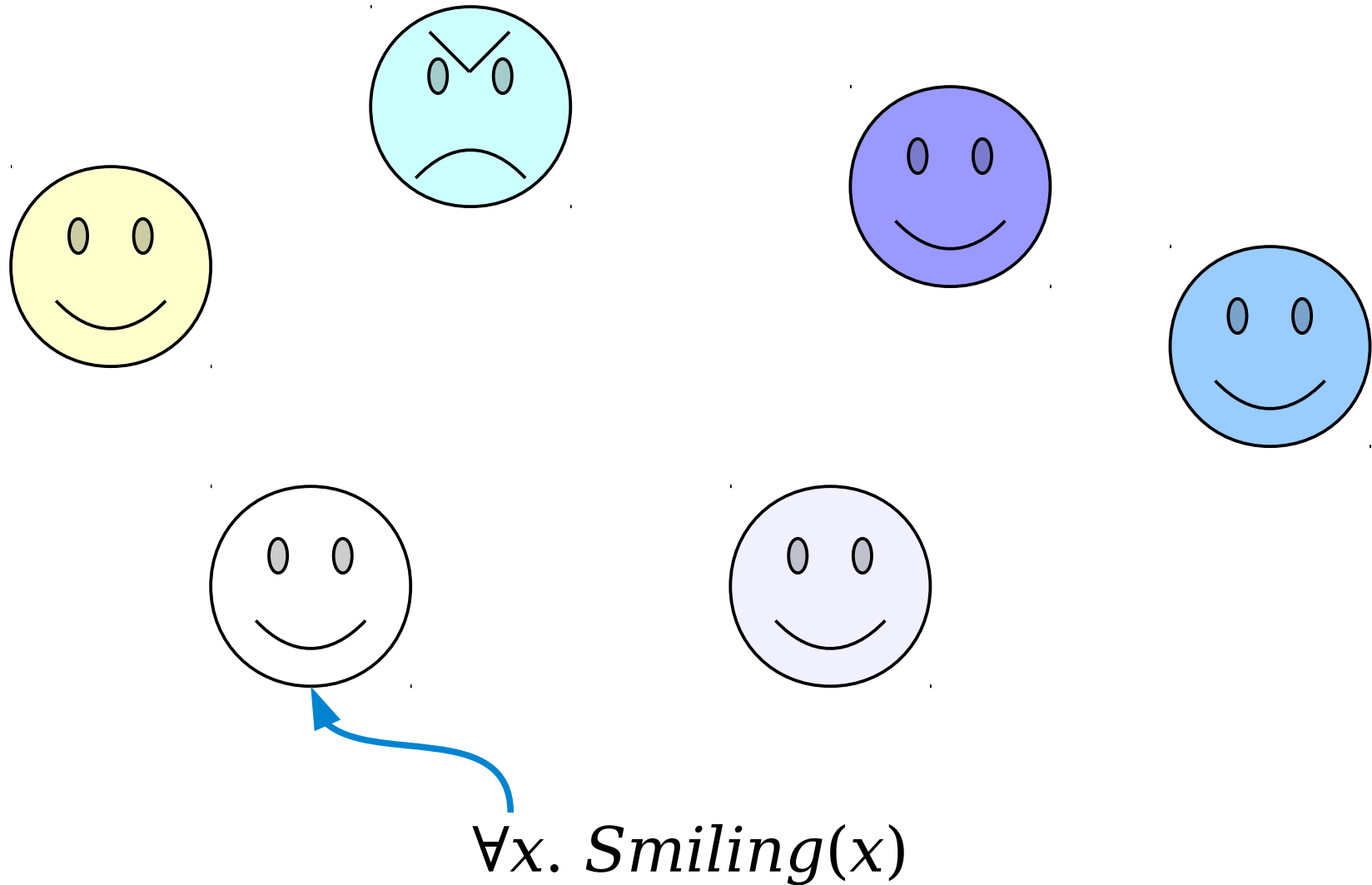
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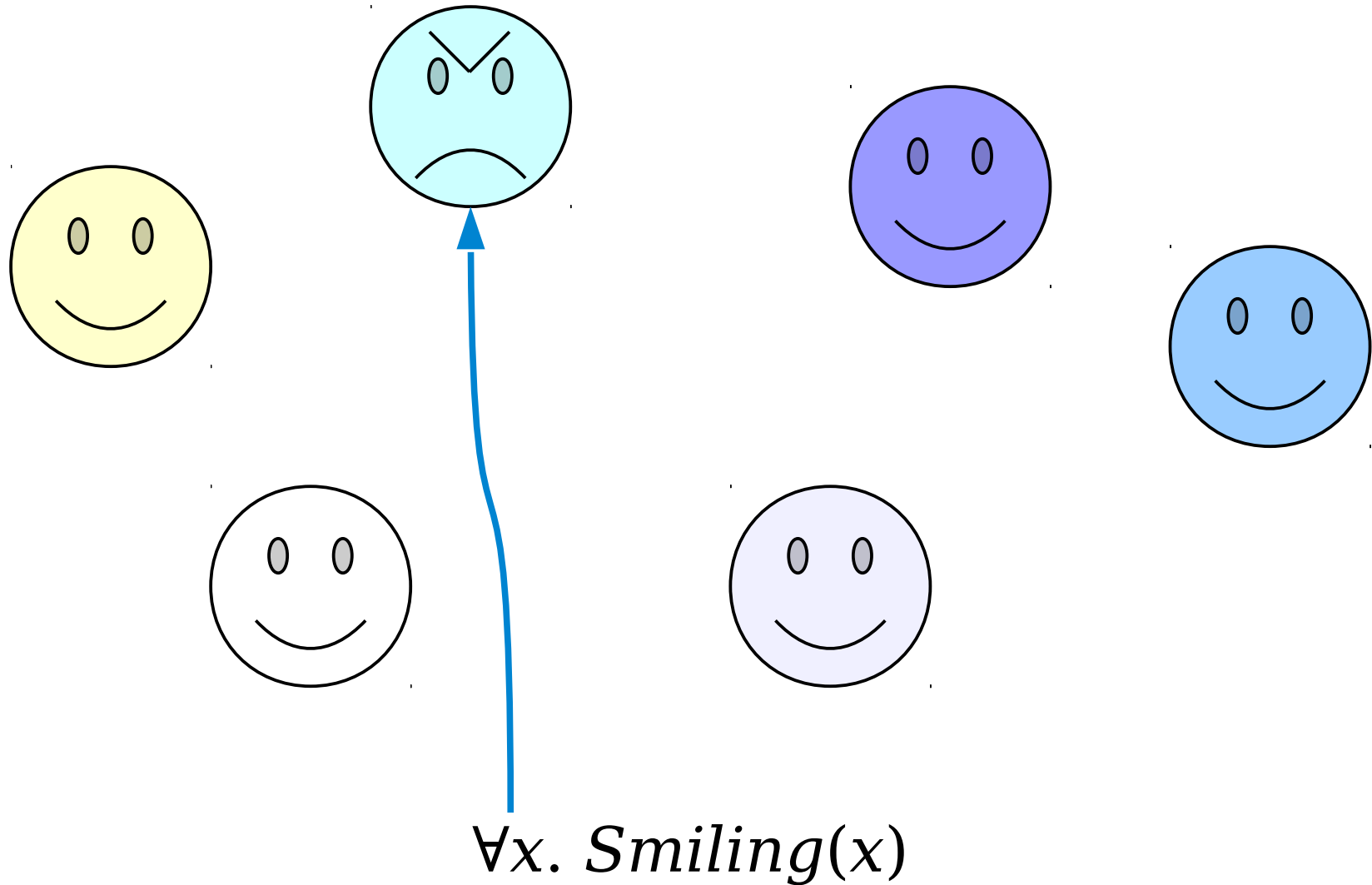
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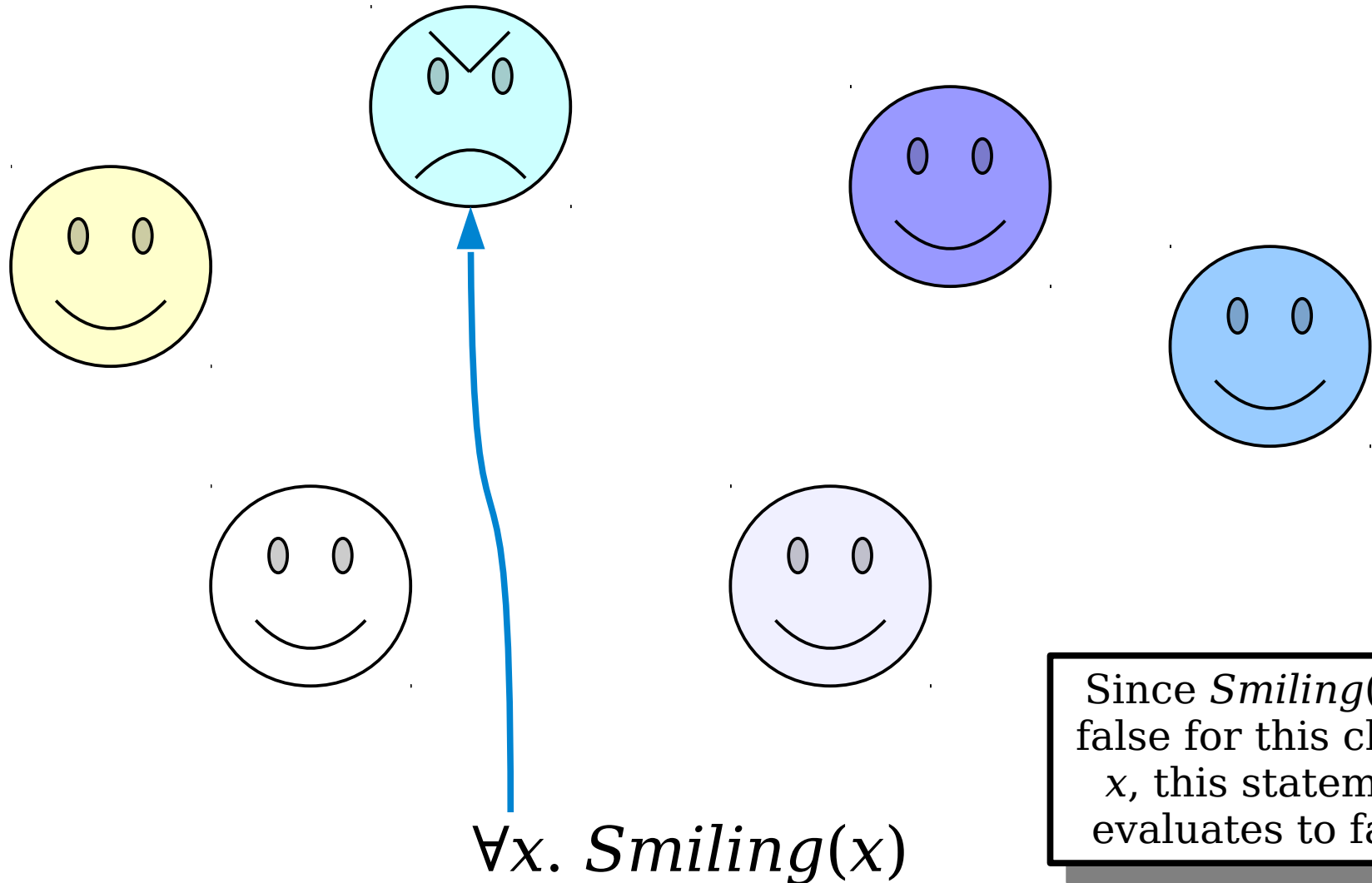
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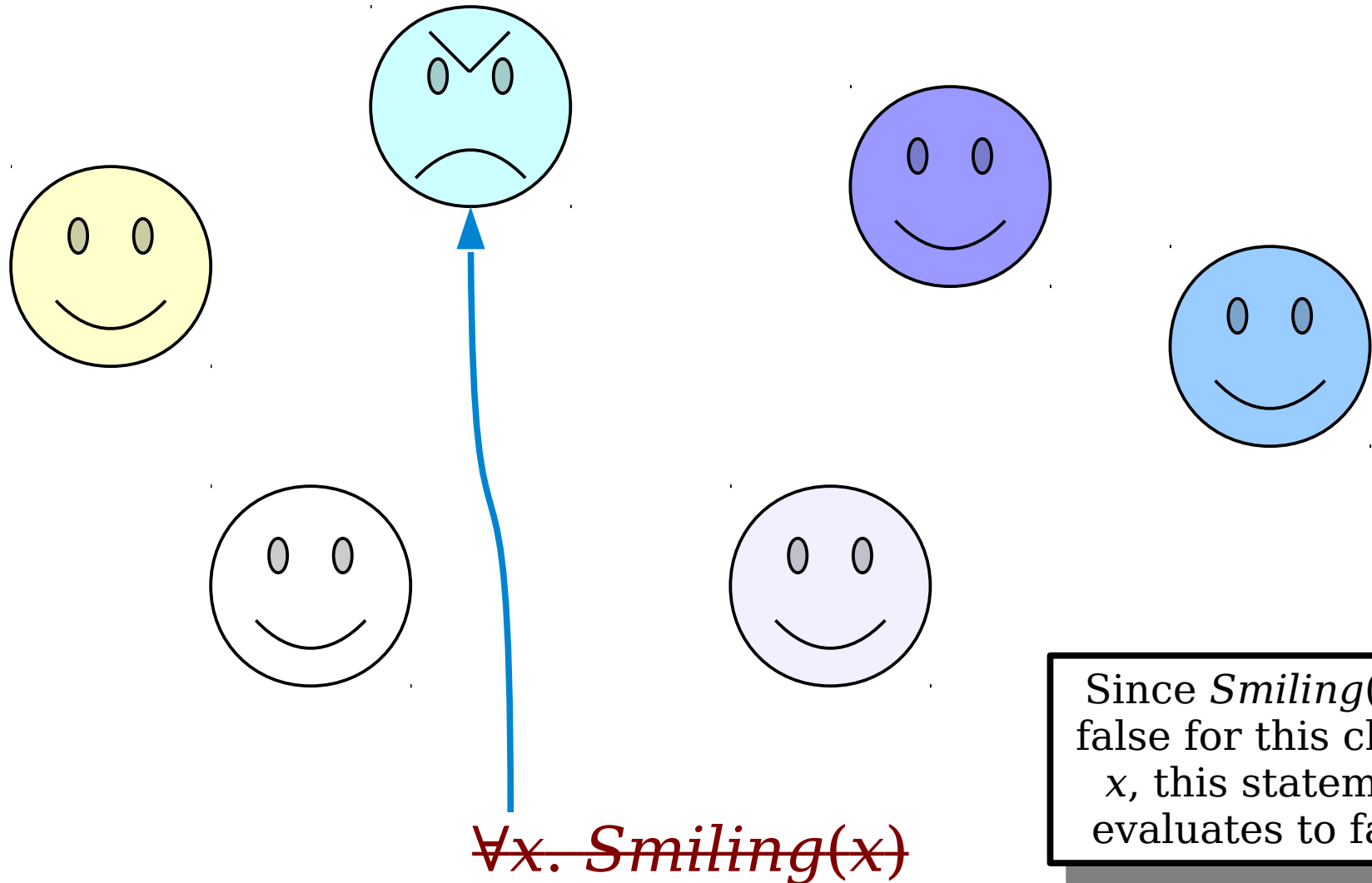
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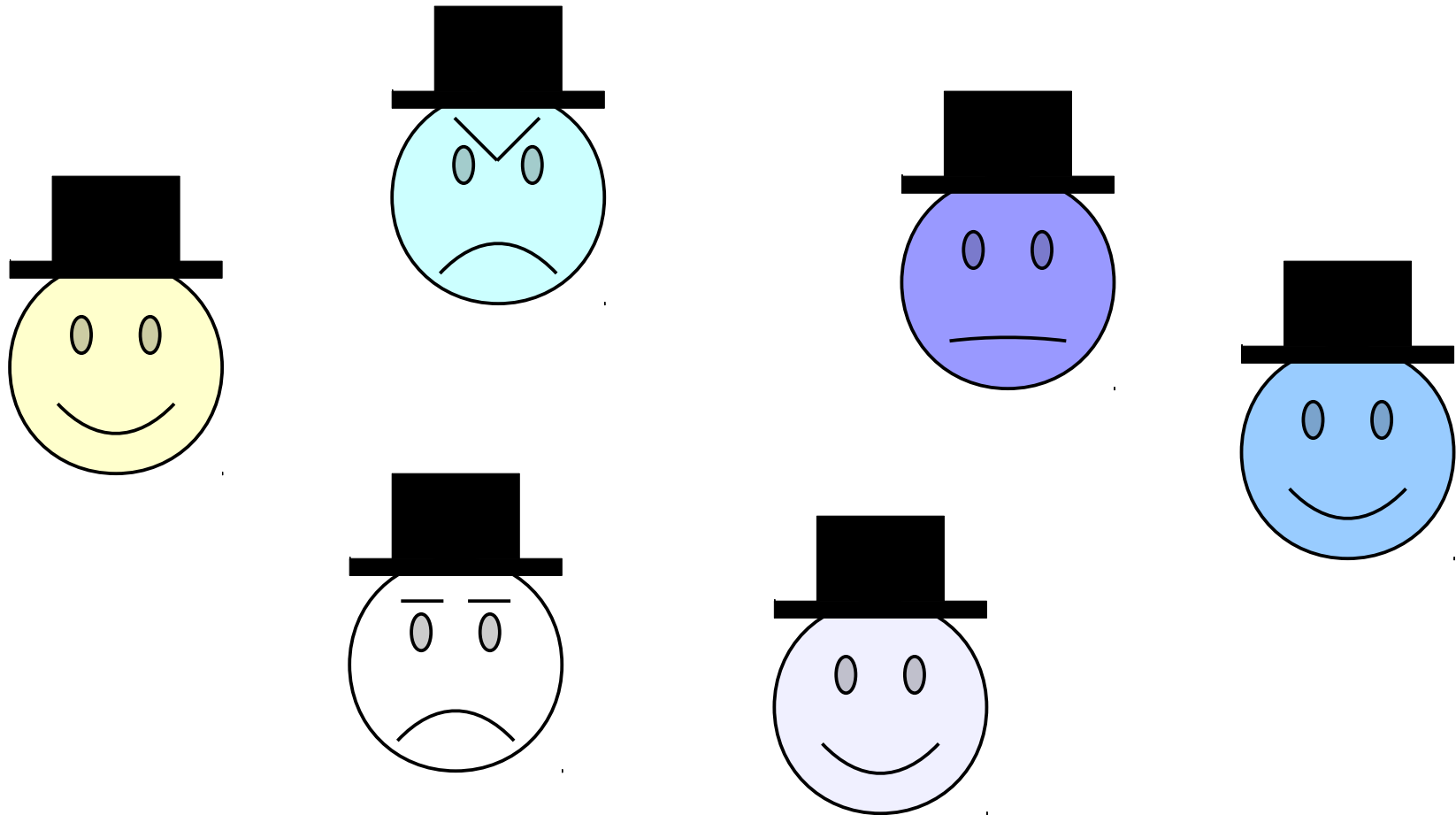
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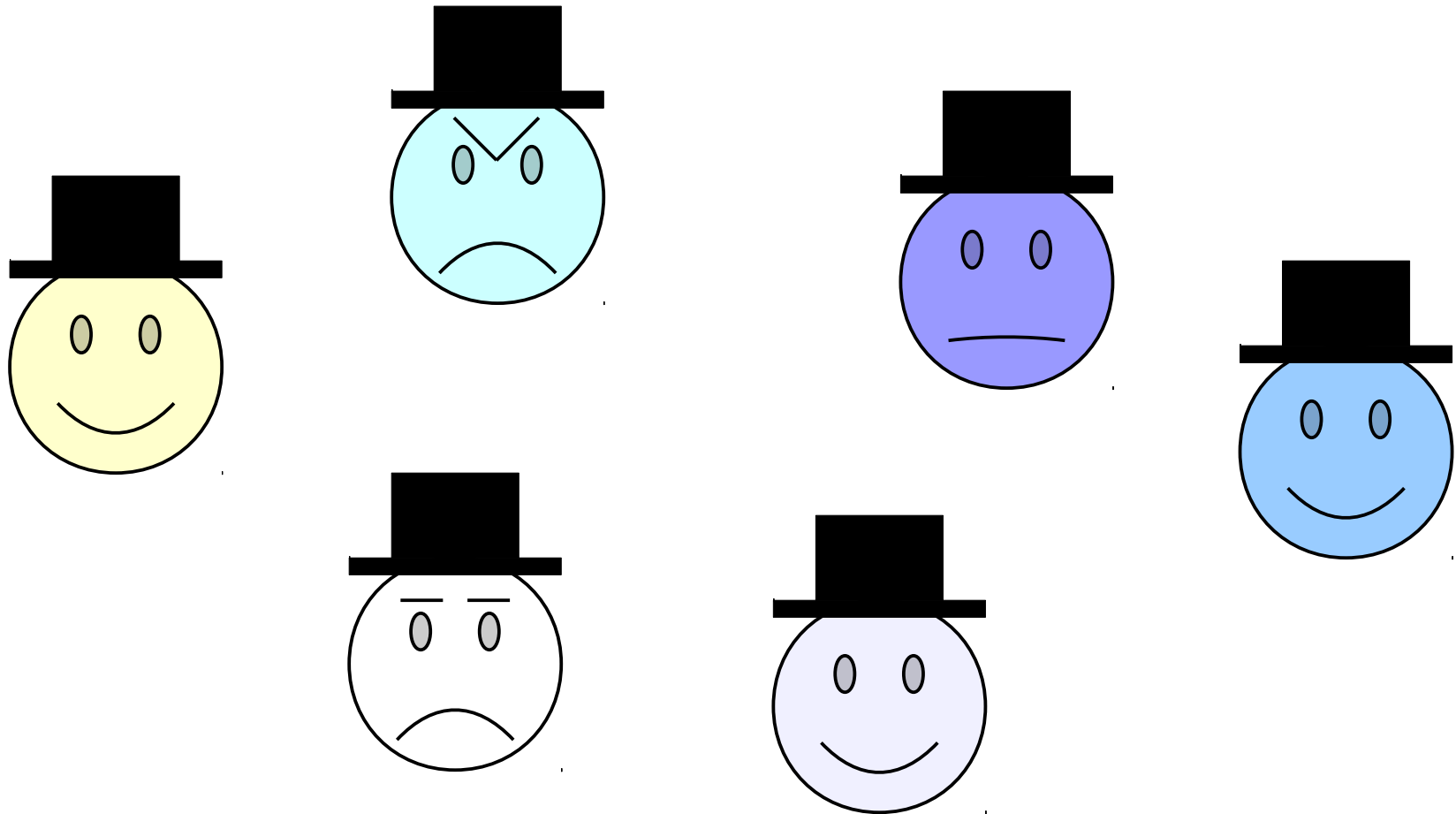


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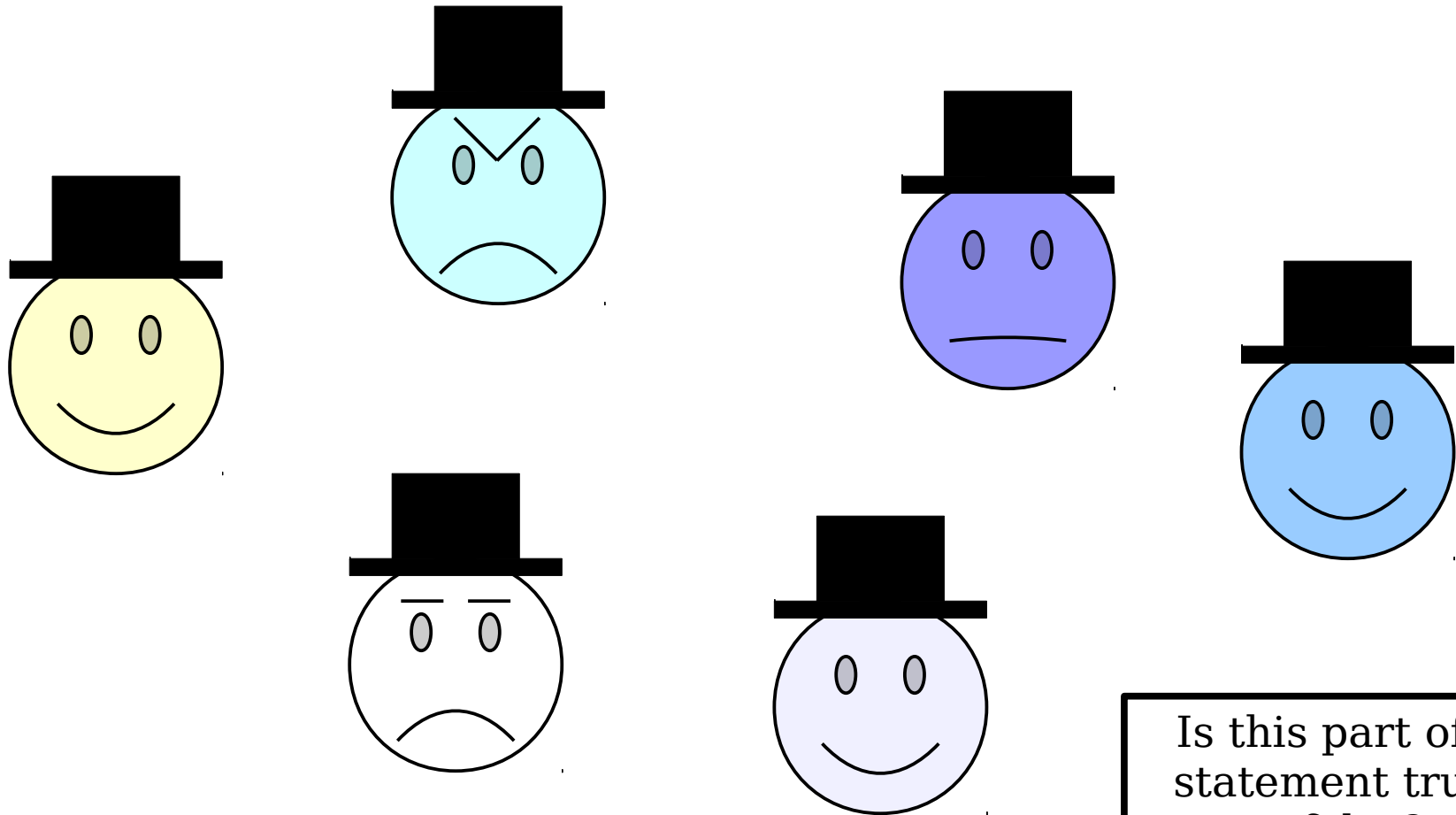
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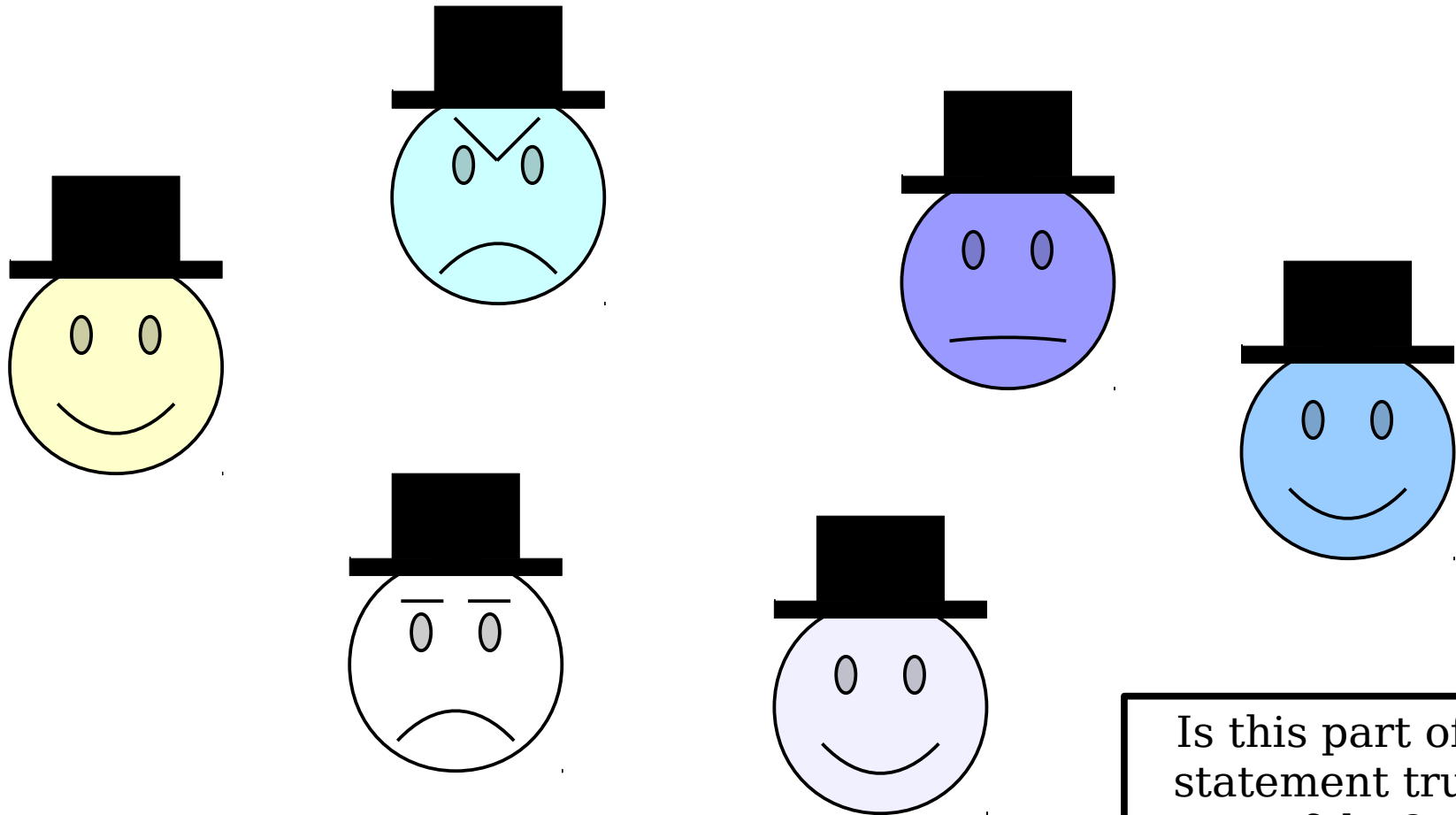


Is this part of the statement true or false?

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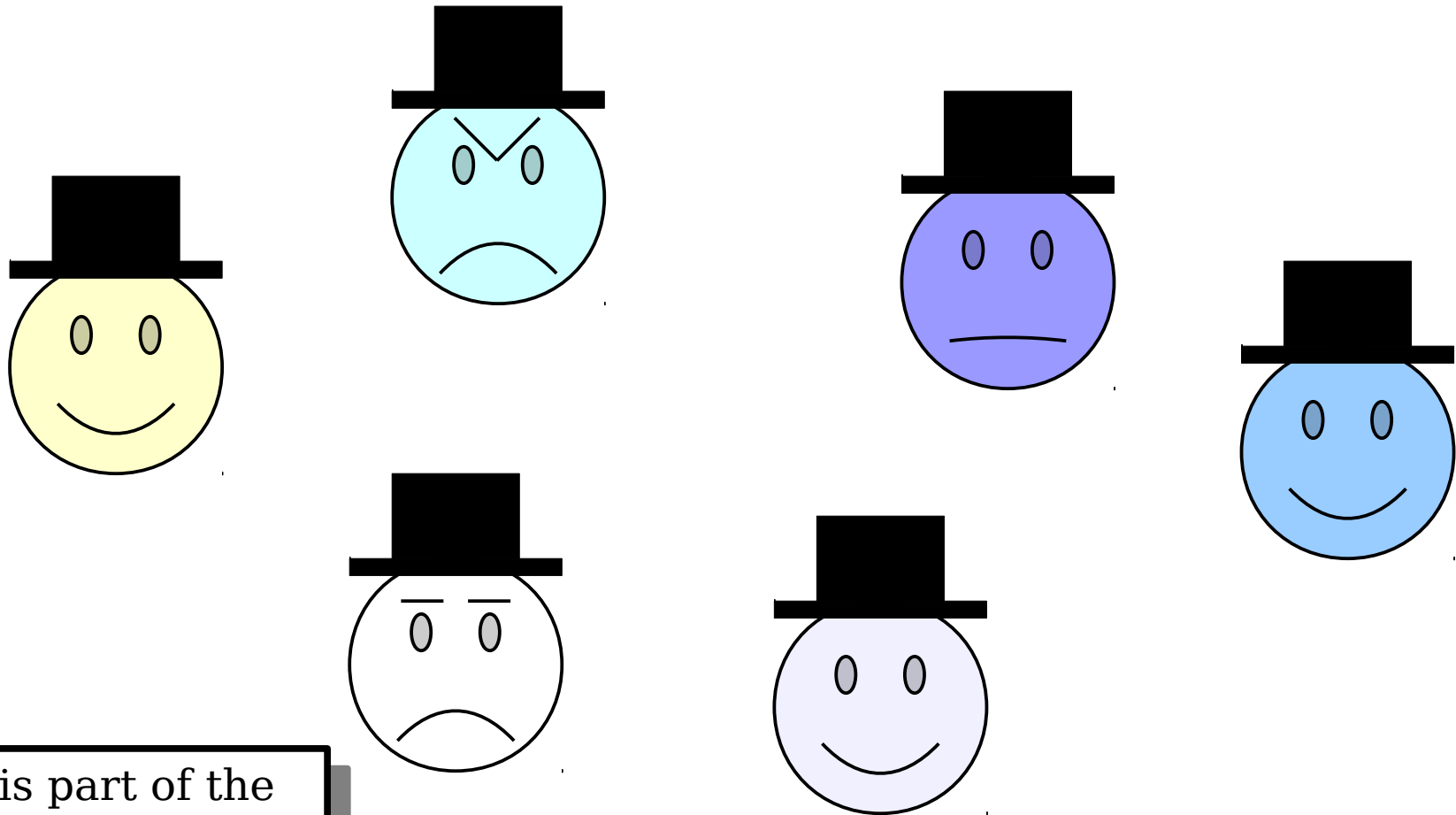
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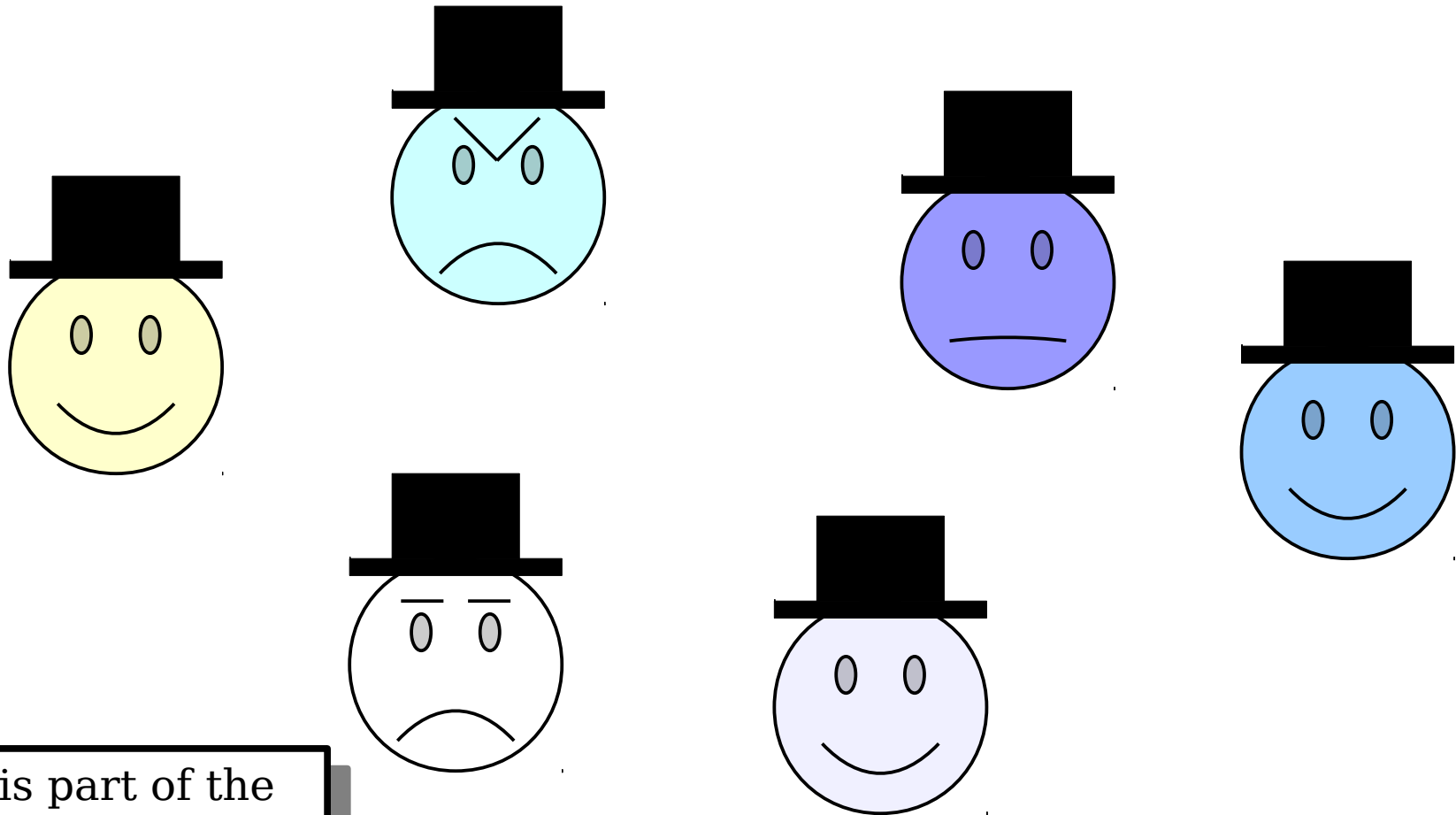
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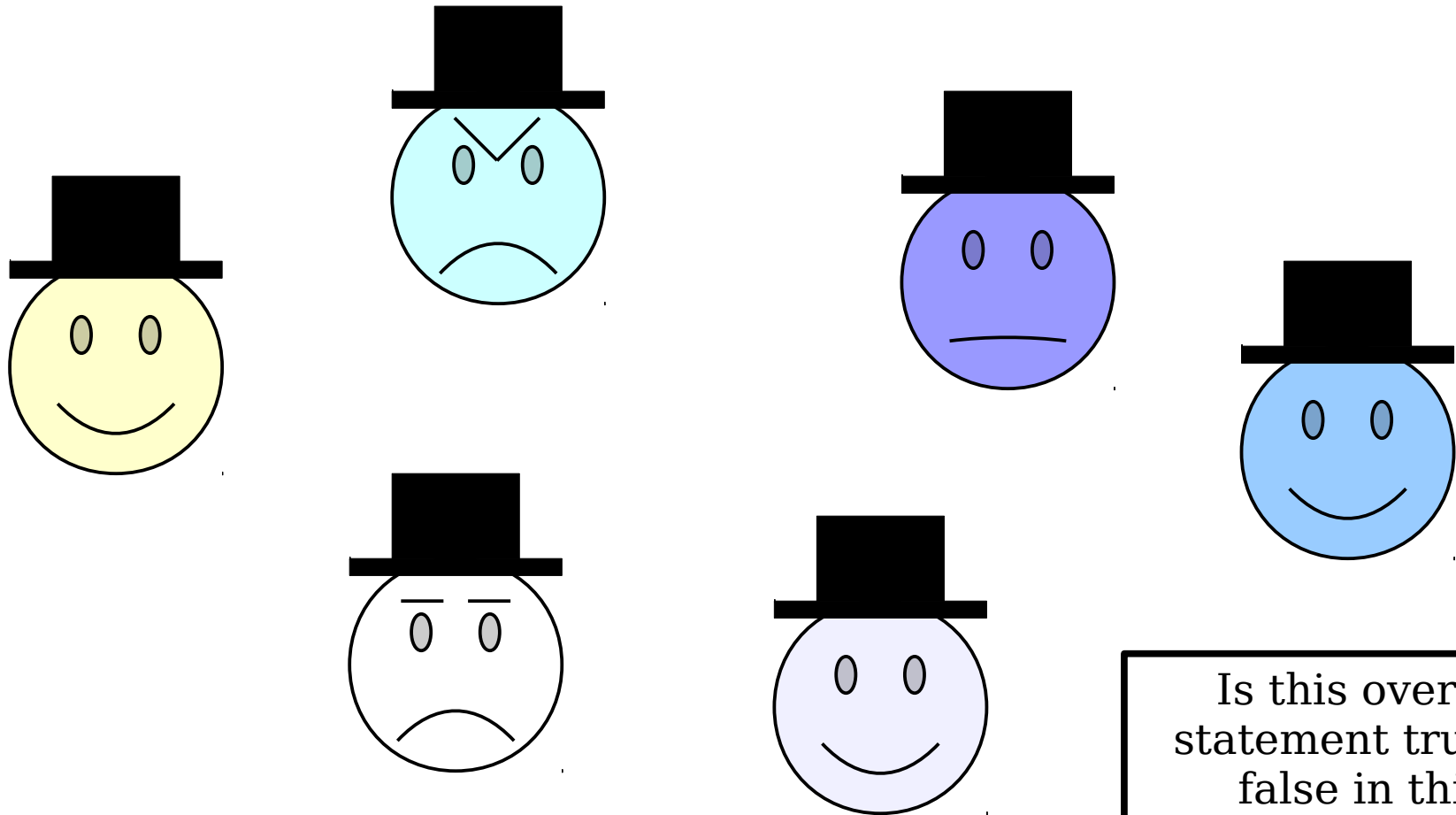
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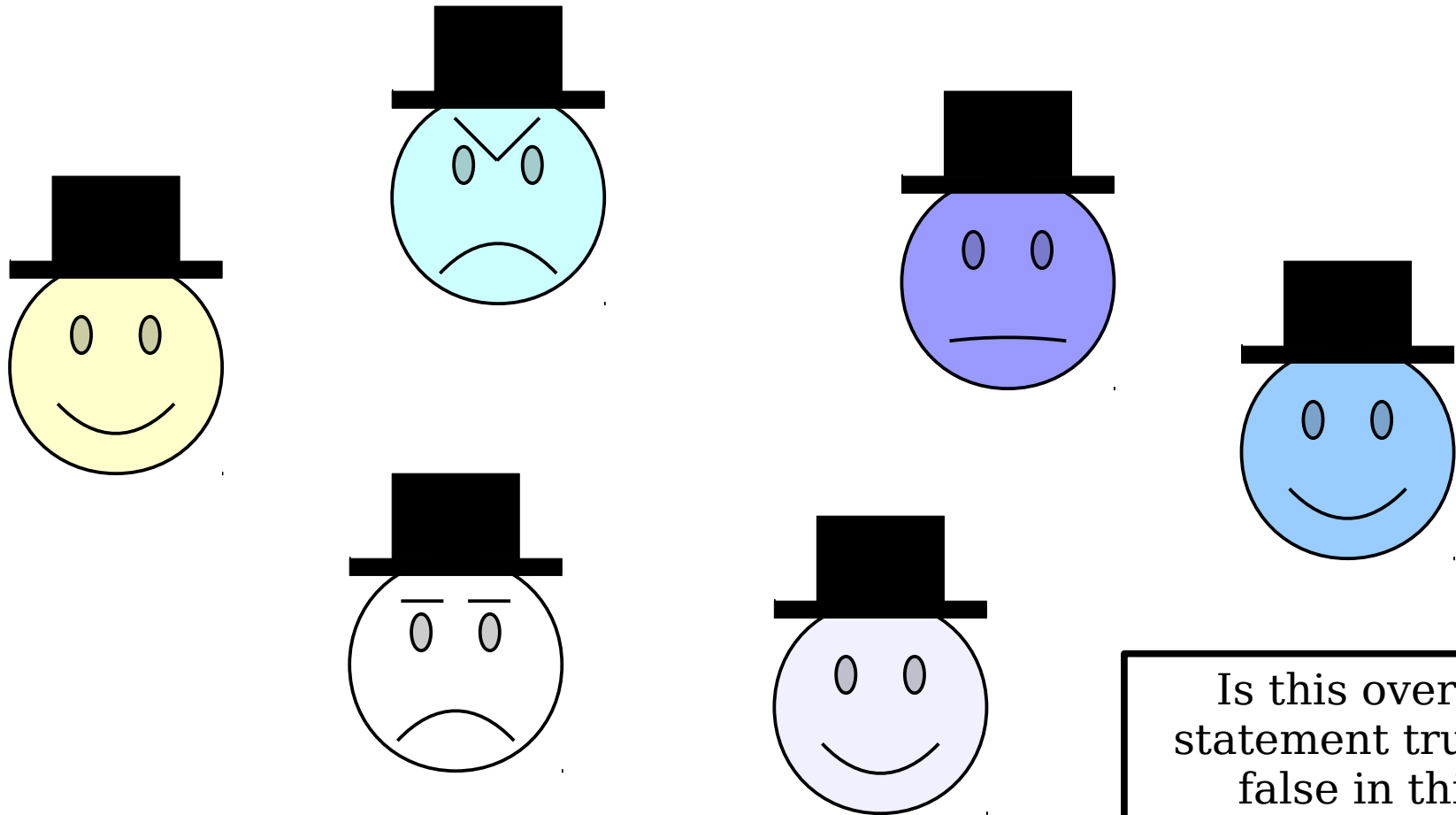
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# Fun with Edge Cases

$\forall x. \textit{Smiling}(x)$

# Fun with Edge Cases

Universally-quantified  
statements are ***vacuously true***  
in empty worlds.

*$\forall x. \text{Smiling}(x)$*

Time-Out for Announcements!



# Problem Set One

- Problem Set One is due Friday at 2:30PM.
  - Want to use your late days? You can submit up to 2:30PM on **Sunday**.
  - Remember that late days are 24-hour extensions, so submitting on Sunday would use two late days.
- Problem Set Two goes out Friday.
  - Checkpoint assignment is due next **Monday** at 2:30PM.
  - Remaining problems are due next **Friday** at 2:30PM.
  - Play around with propositional and first-order logic and sharpen your proof-writing skills!

Back to CS103!

Translating into First-Order Logic

# Translating Into Logic

- First-order logic is an excellent tool for manipulating definitions and theorems to learn more about them.
- Need to take a negation? Translate your statement into FOL, negate it, then translate it back.
- Want to prove something by contrapositive? Translate your implication into FOL, take the contrapositive, then translate it back.

# Translating Into Logic

- *Translating statements into first-order logic is a lot more difficult than it looks.*
- There are a lot of nuances that come up when translating into first-order logic.
- We'll cover examples of both good and bad translations into logic so that you can learn what to watch for.
- We'll also show lots of examples of translations so that you can see the process that goes into it.

Using the predicates

- $Puppy(p)$ , which states that  $p$  is a puppy, and
- $Cute(x)$ , which states that  $x$  is cute,

write a sentence in first-order logic that means “all puppies are cute.”

Which of these first-order logic statements is a proper translation?

- A.  $\exists p. (Puppy(p) \wedge Cute(p))$
- B.  $\exists p. (Puppy(p) \rightarrow Cute(p))$
- C.  $\forall p. (Puppy(p) \wedge Cute(p))$
- D.  $\forall p. (Puppy(p) \rightarrow Cute(p))$
- E. More than one of these.
- F. None of these.

Answer at **PollEv.com/cs103** or  
text **CS103** to **22333** once to join, then **A, B, C, D, E, or F.**

# An Incorrect Translation

All puppies are cute!

$\forall x. (Puppy(x) \wedge Cute(x))$

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This should work for any choice of  $x$ , including things that aren't puppies.



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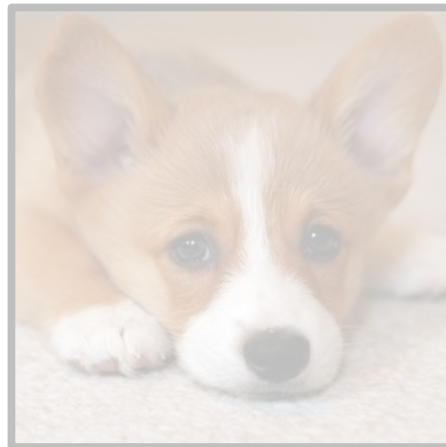
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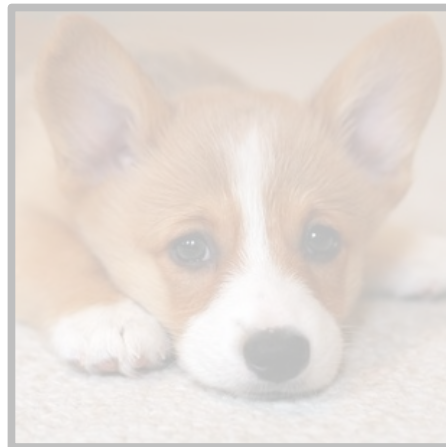
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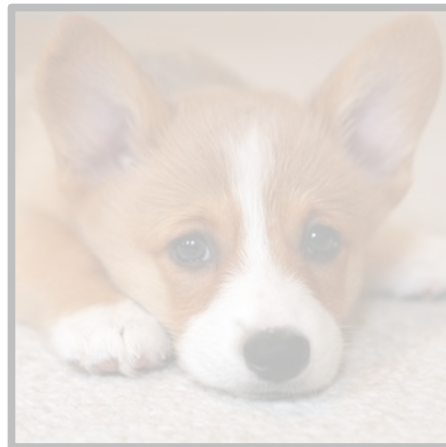
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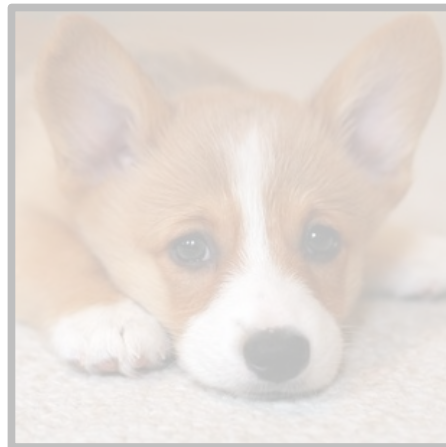
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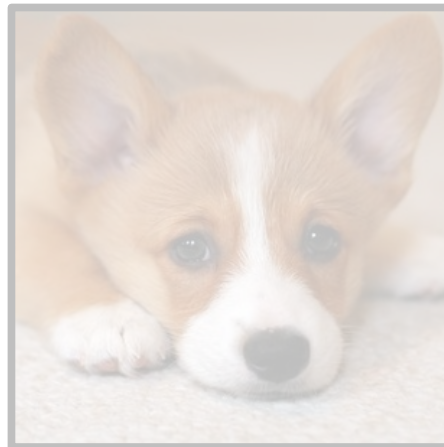
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$\forall x. (\text{Puppy}(x) \wedge \text{Cute}(x))$



A statement of the form

$\forall x. \text{something}$

is true only when **something** is true for every choice of  $x$ .

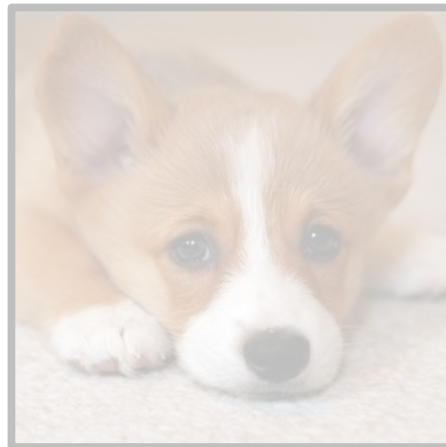
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This first-order statement is false even though the English statement is true. Therefore, it can't be a correct translation.

# An Incorrect Translation



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$\forall x. (\textit{Puppy}(x) \wedge \textit{Cute}(x))$



The issue here is that this statement asserts that everything is a puppy. That's too strong of a claim to make.

# A Better Translation

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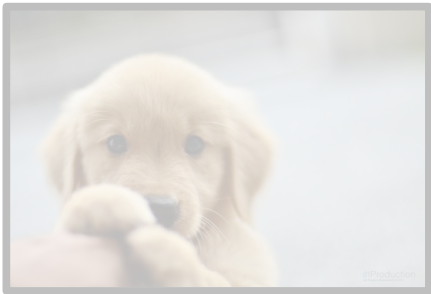


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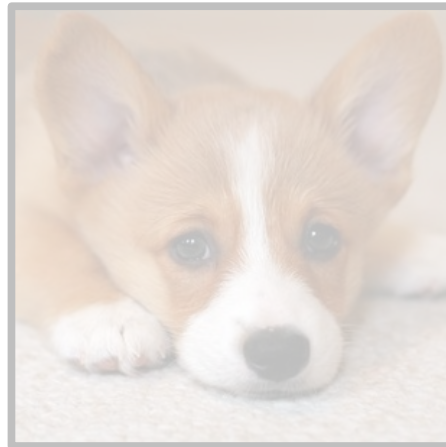
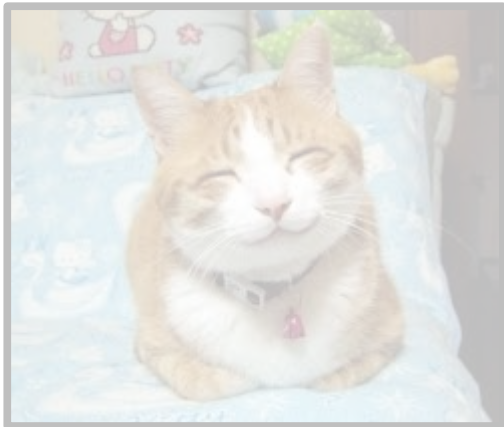
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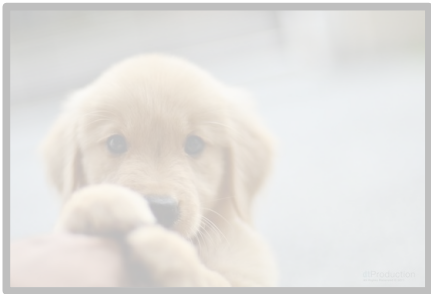
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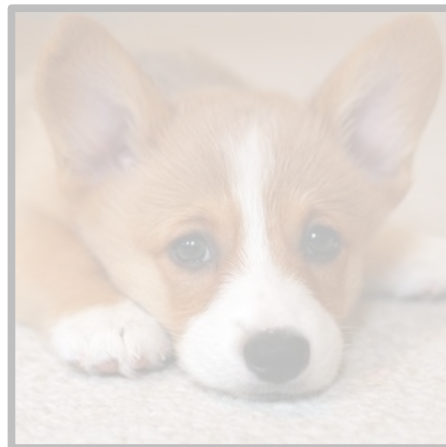
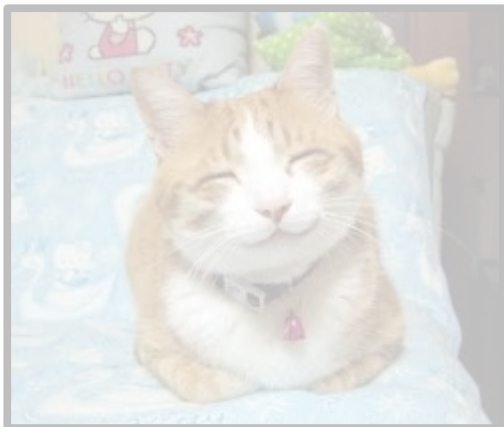
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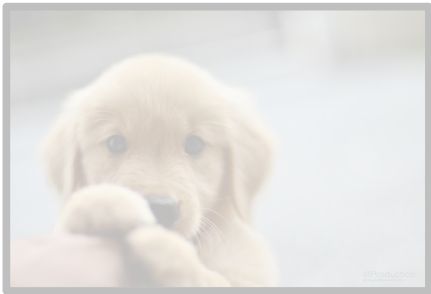


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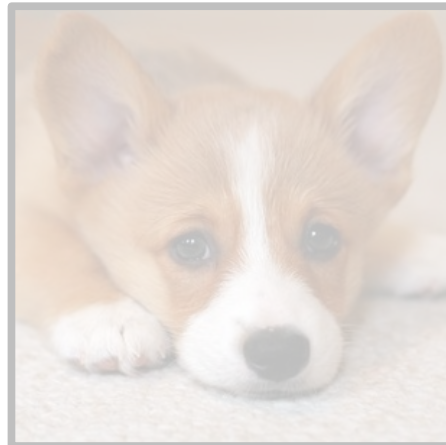
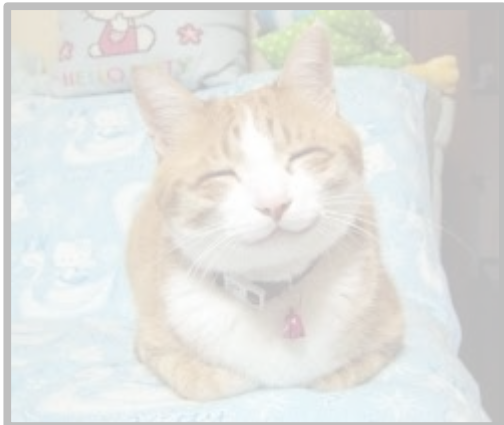
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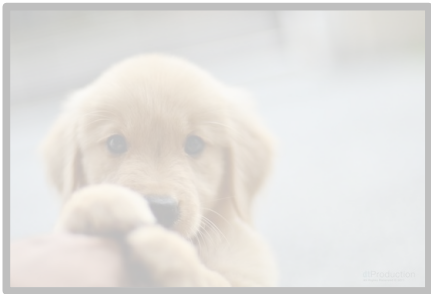
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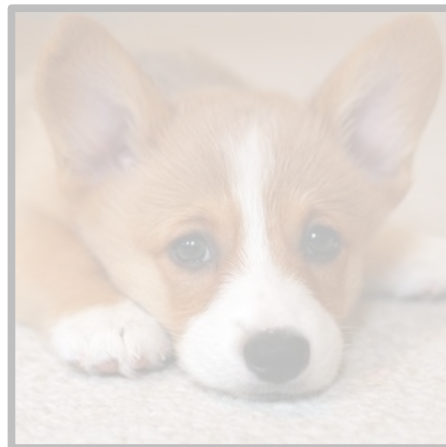
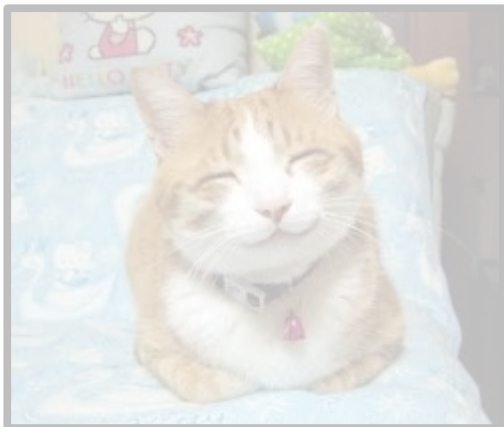
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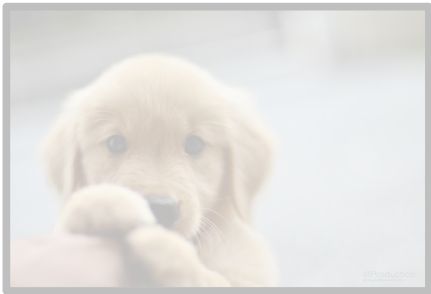


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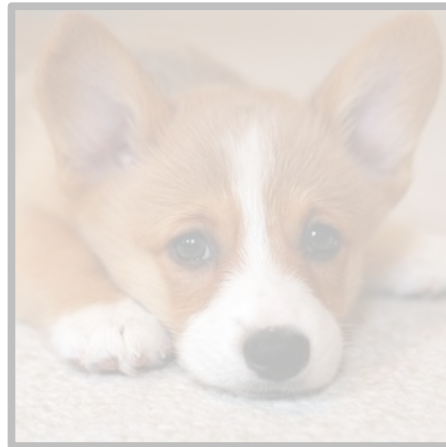
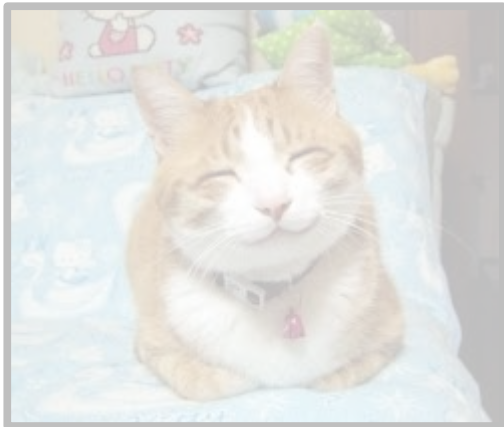
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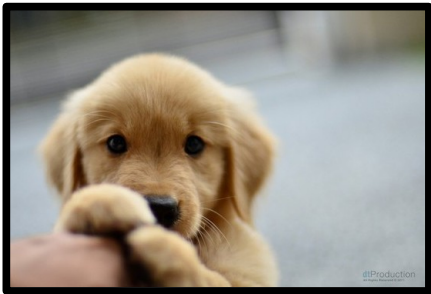


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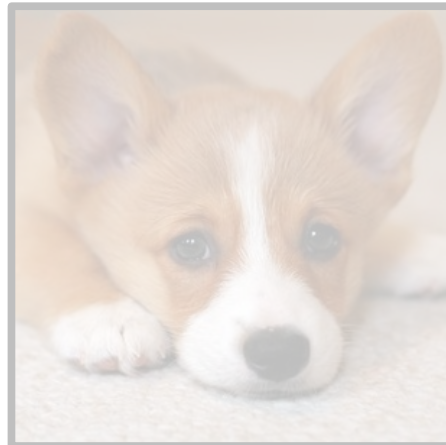
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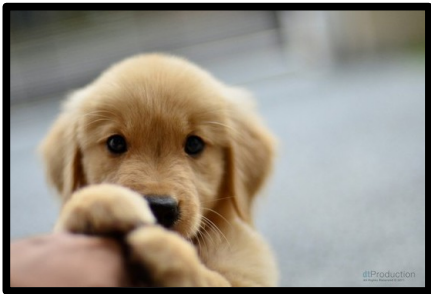


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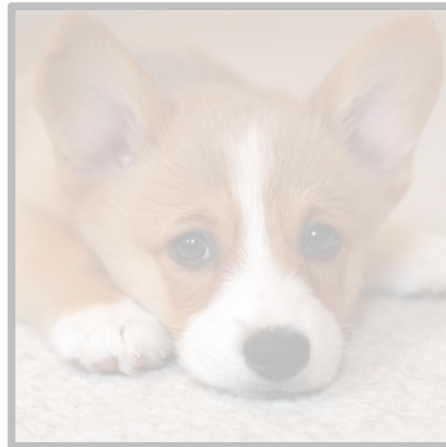
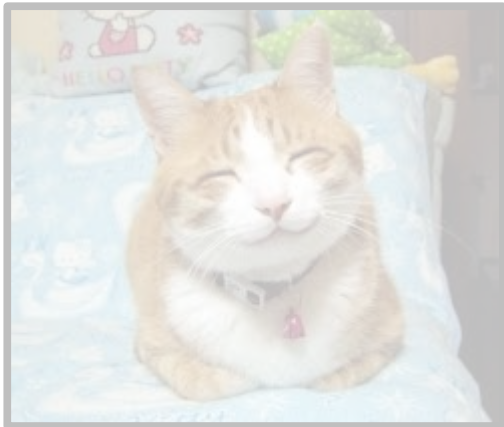
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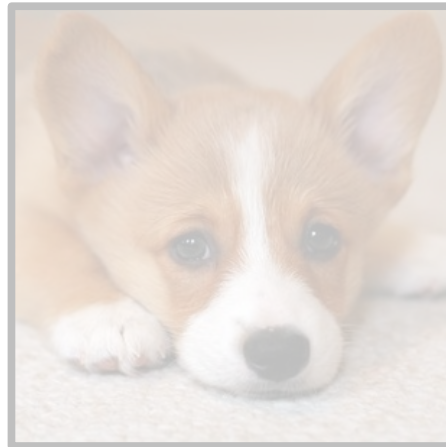
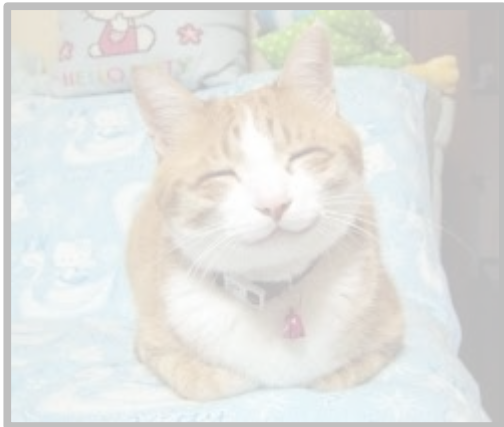
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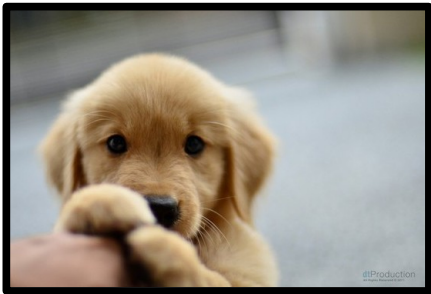


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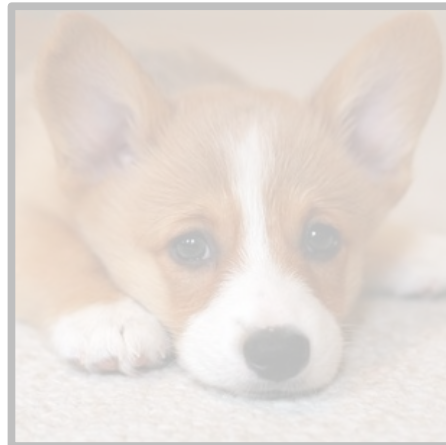
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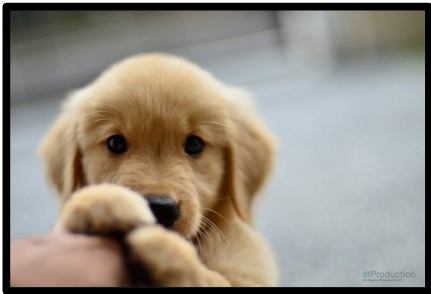
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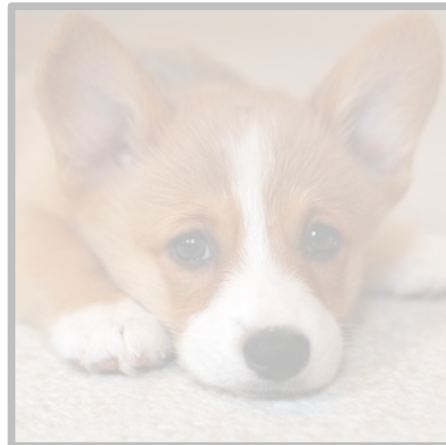
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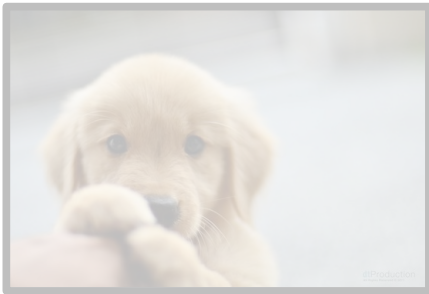


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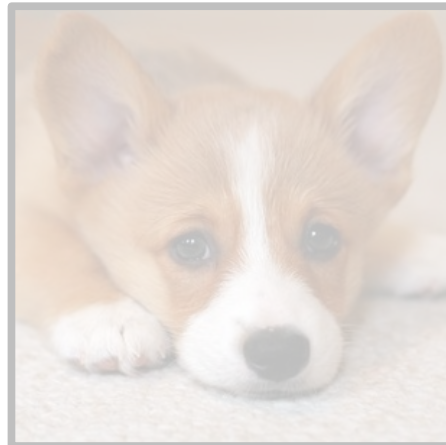
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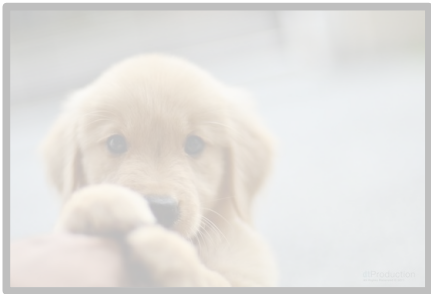
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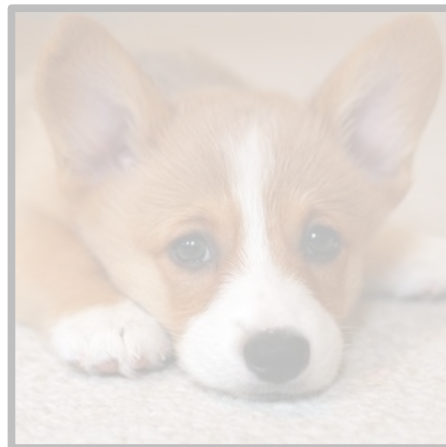
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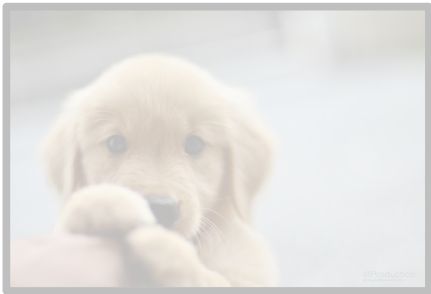


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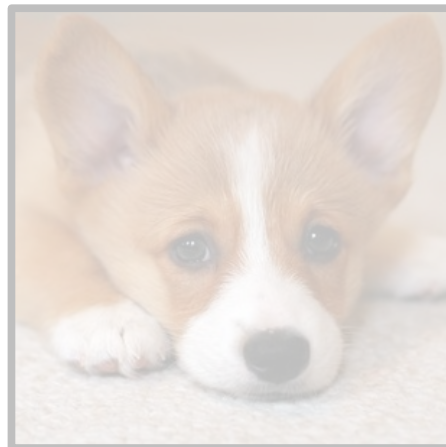
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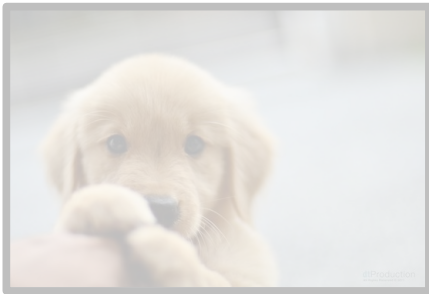


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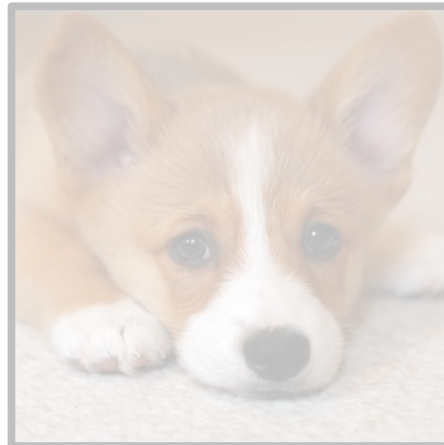
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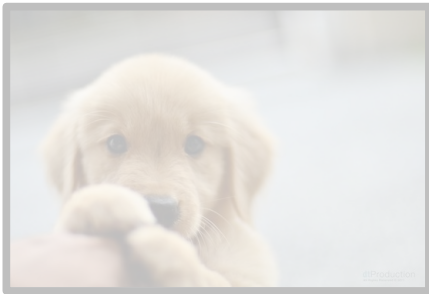


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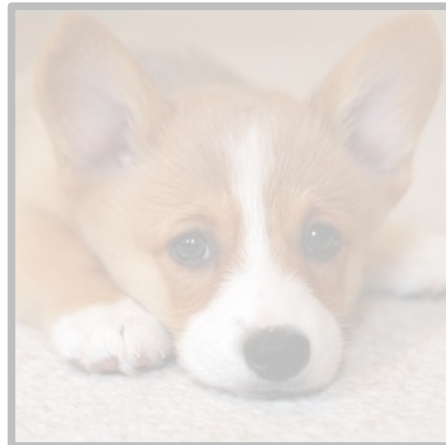
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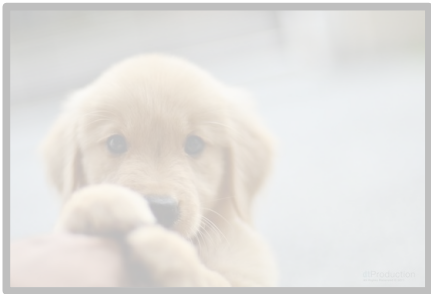


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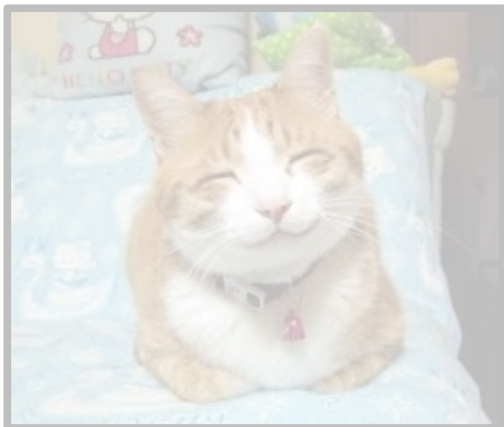
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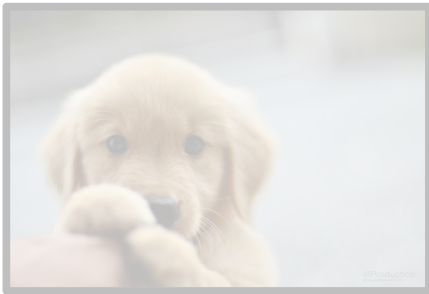
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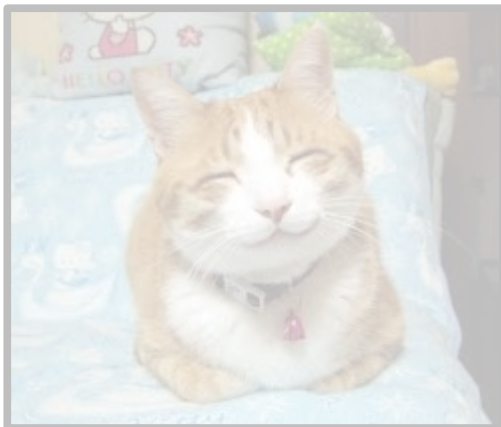
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All puppies are cute!



$\forall x. (\textit{Puppy}(x) \rightarrow \textit{Cute}(x))$

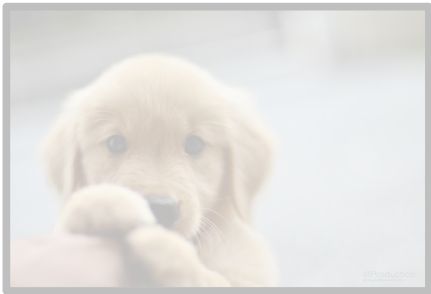


This should work for any choice of  $x$ , including things that aren't puppies.

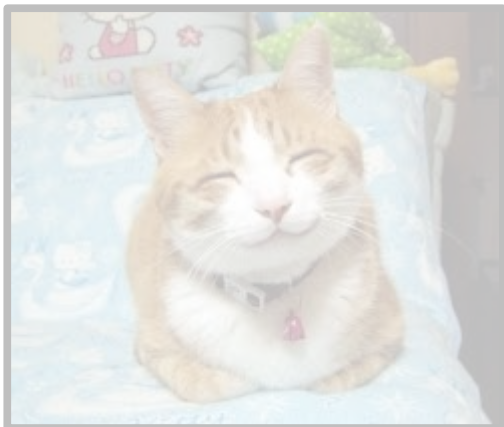
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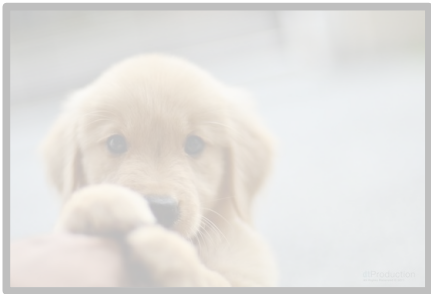


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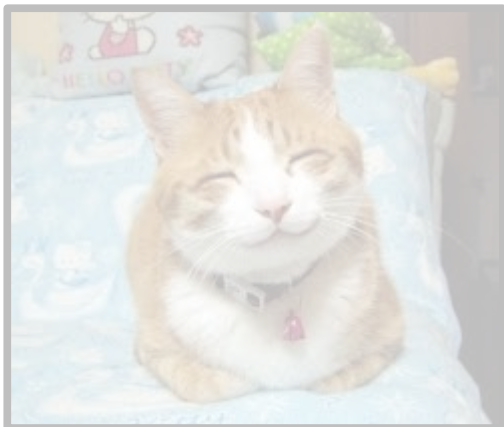
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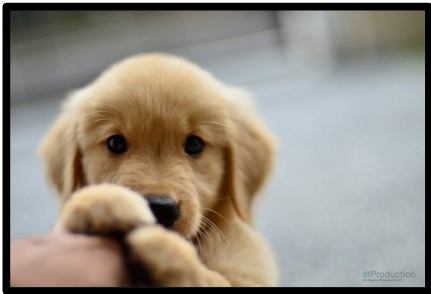
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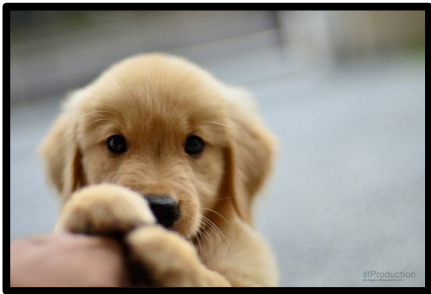


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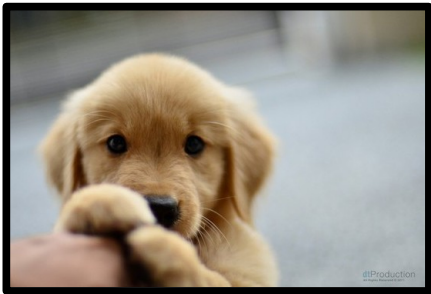
$\forall x. (Puppy(x) \rightarrow Cute(x))$



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All puppies are cute!



$\forall x. (Puppy(x) \rightarrow Cute(x))$



A statement of the form

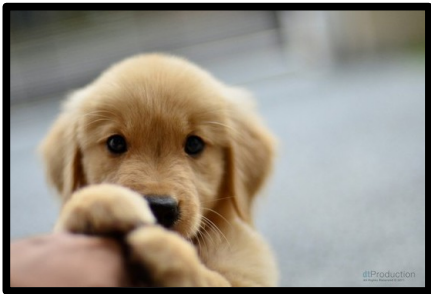
$\forall x. \textit{something}$

is true only when ***something*** is true for every choice of  $x$ .

# A Better Translation



All puppies are cute!



$\forall x. (Puppy(x) \rightarrow Cute(x))$



A statement of the form

$\forall x. \textit{something}$

is true only when ***something*** is true for every choice of  $x$ .

**“All  $P$ 's are  $Q$ 's”**

translates as

**$\forall x. (P(x) \rightarrow Q(x))$**

## ***Useful Intuition:***

Universally-quantified statements are true unless there's a counterexample.

$$\forall x. (P(x) \rightarrow Q(x))$$

If  $x$  is a counterexample, it *must* have property  $P$  but not have property  $Q$ .



Using the predicates

- *Blobfish*(*b*), which states that *b* is a blobfish, and
- *Cute*(*x*), which states that *x* is cute,

write a sentence in first-order logic that means “some blobfish is cute.”



Using the predicates

- *Blobfish*(*b*), which states that *b* is a blobfish, and
- *Cute*(*x*), which states that *x* is cute,

write a sentence in first-order logic that means “some blobfish is cute.”

Which of these first-order logic statements is a proper translation?

- A.  $\exists b. (Blobfish(b) \wedge Cute(b))$
- B.  $\exists b. (Blobfish(b) \rightarrow Cute(b))$
- C.  $\forall b. (Blobfish(b) \wedge Cute(b))$
- D.  $\forall b. (Blobfish(b) \rightarrow Cute(b))$
- E. More than one of these.
- F. None of these.

Answer at **PollEv.com/cs103** or  
text **CS103** to **22333** once to join, then **A, B, C, D, E, or F.**



# An Incorrect Translation

Some blobfish is cute.

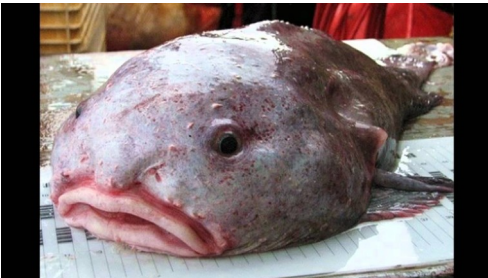
$$\exists x. (Blobfish(x) \rightarrow Cute(x))$$

# An Incorrect Translation



Some blobfish is cute.

$\exists x. (Blobfish(x) \rightarrow Cute(x))$



# An Incorrect Translation



Some blobfish is cute.

$\exists x. (Blobfish(x) \rightarrow Cute(x))$



# An Incorrect Translation



Some blobfish is cute.

$\exists x. (\text{~~Blobfish}(x)~~ \rightarrow \text{Cute}(x))$



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# An Incorrect Translation



Some blobfish is cute.

$\exists x. (\textit{Blobfish}(x) \rightarrow \textit{Cute}(x))$





# An Incorrect Translation



Some blobfish is cute.

$\exists x. (\textit{Blobfish}(x) \rightarrow \textit{Cute}(x))$



A statement of the form

$\exists x. \textit{something}$

is true only when ***something*** is  
true for  
*at least one* choice of  $x$ .

# An Incorrect Translation



Some blobfish is cute.

$\exists x. (Blobfish(x) \rightarrow Cute(x))$



A statement of the form

$\exists x. \textit{something}$

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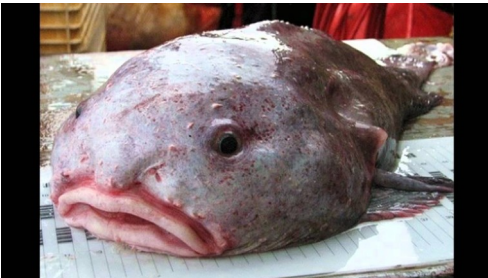


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Some blobfish is cute.

$\exists x. (Blobfish(x) \rightarrow Cute(x))$

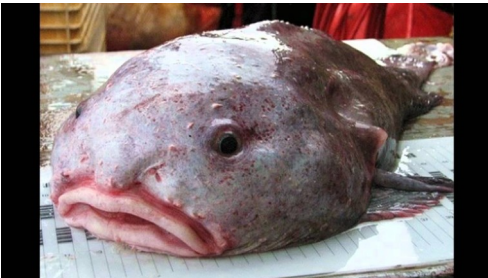


# An Incorrect Translation



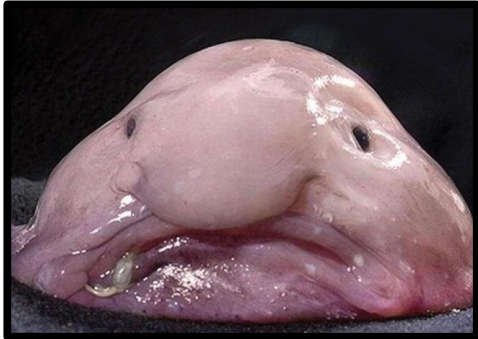
Some blobfish is cute.

$\exists x. (Blobfish(x) \rightarrow Cute(x))$



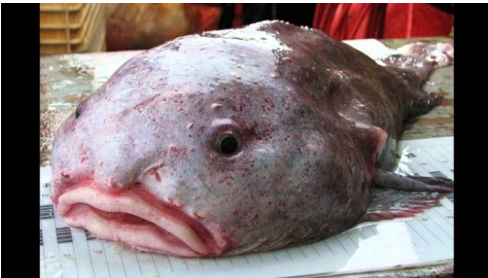
This first-order statement is true even though the English statement is false. Therefore, it can't be a correct translation.

# An Incorrect Translation



Some blobfish is cute.

$\exists x. (\textit{Blobfish}(x) \rightarrow \textit{Cute}(x))$



The issue here is that implications are true whenever the antecedent is false. This statement “accidentally” is true because of what happens when  $x$  isn't a blobfish.

# A Correct Translation

Some blobfish is cute.

$$\exists x. (\textit{Blobfish}(x) \wedge \textit{Cute}(x))$$

# A Correct Translation



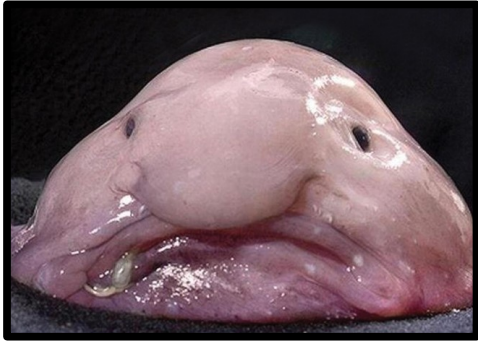
Some blobfish is cute.

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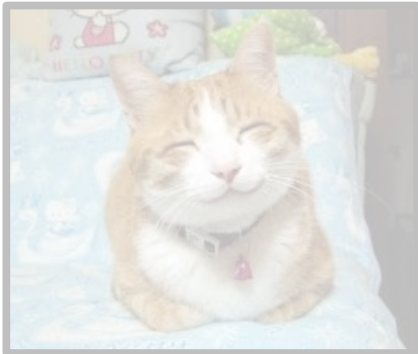


# A Correct Translation

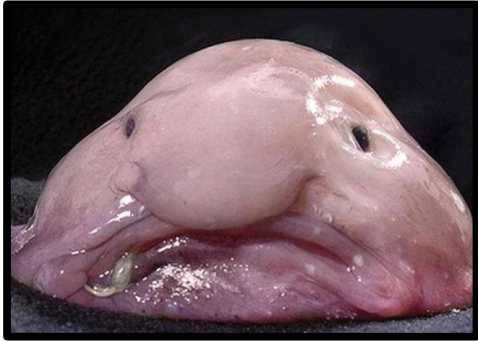


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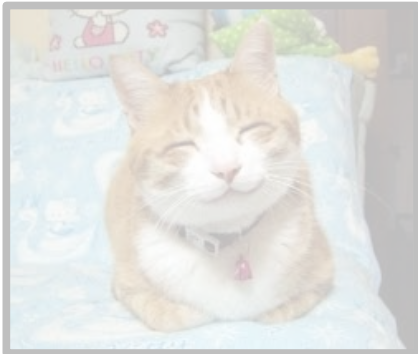


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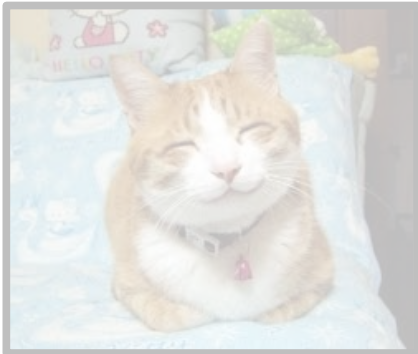


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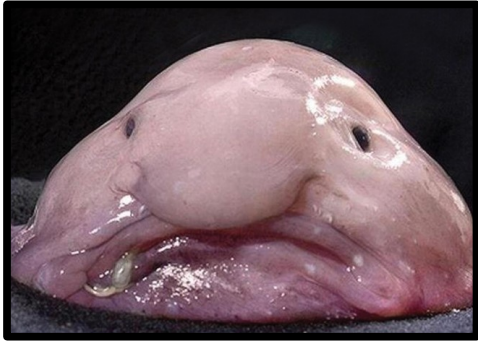
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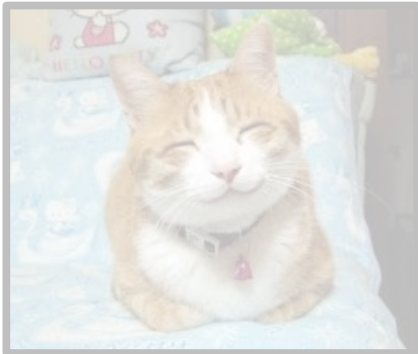


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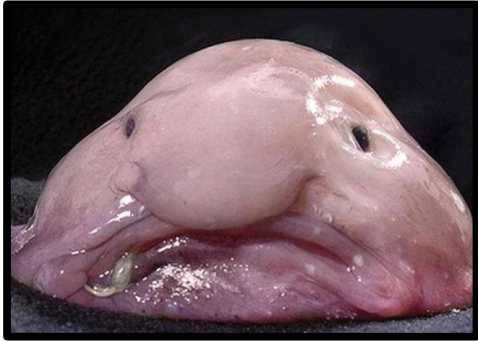


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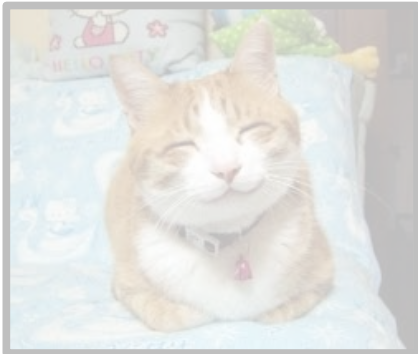


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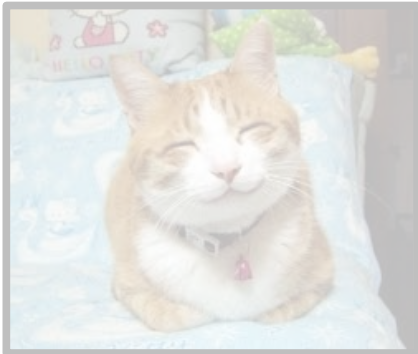
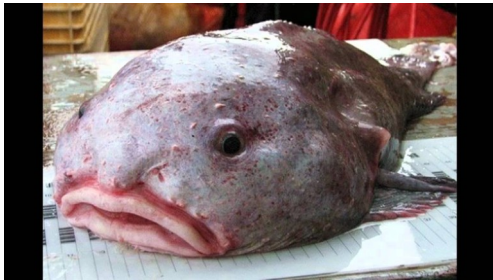


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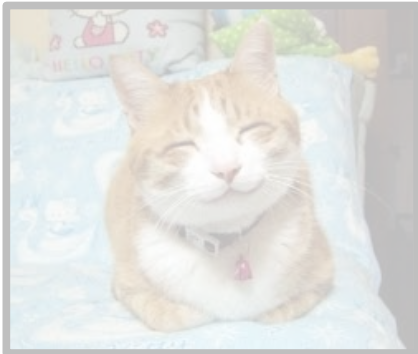
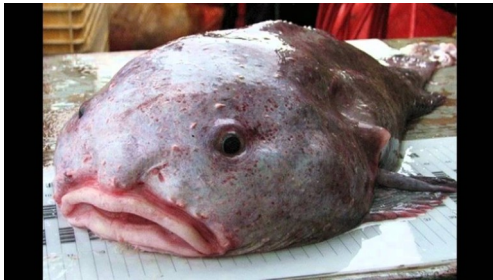


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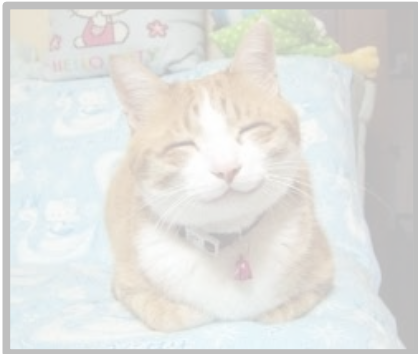
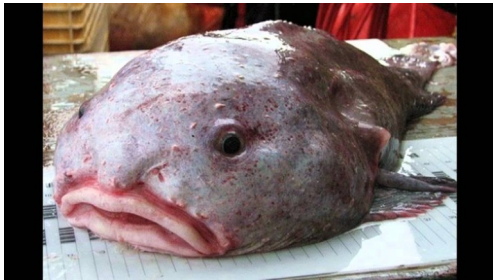


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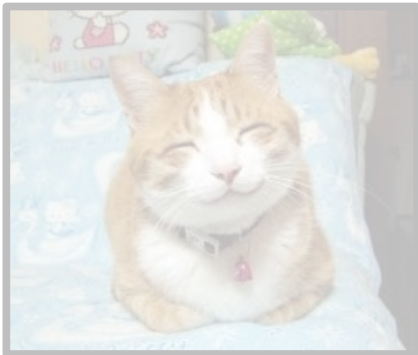


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Some blobfish is cute.

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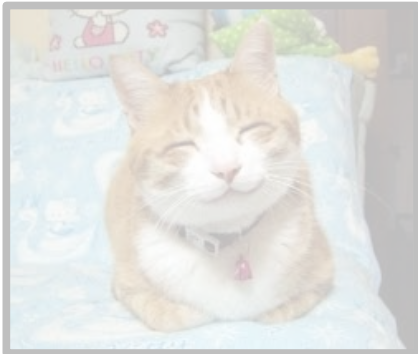
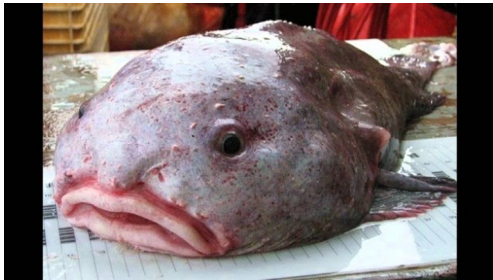


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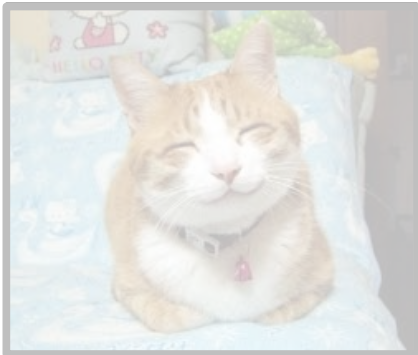


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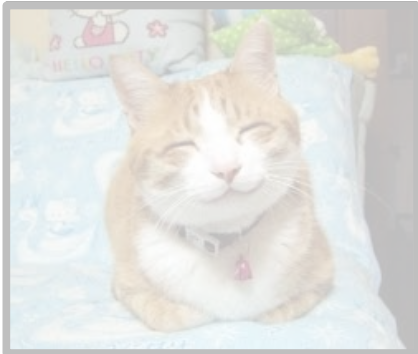


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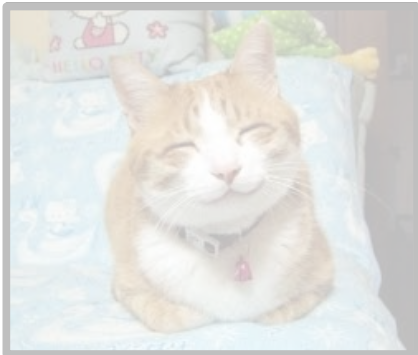


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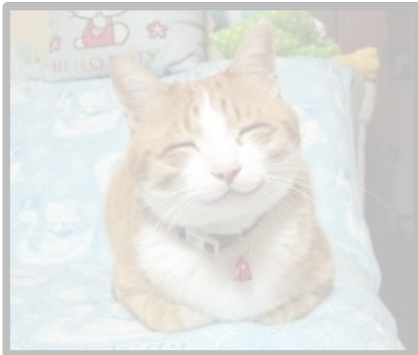


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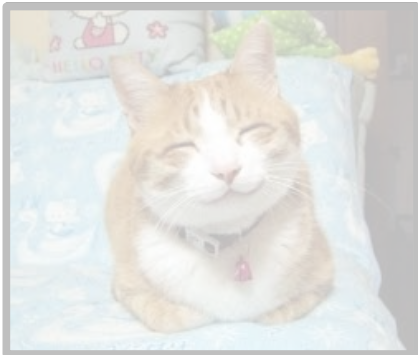


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# A Correct Translation



Some blobfish is cute.

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A statement of the form

$\exists x.$  ***something***

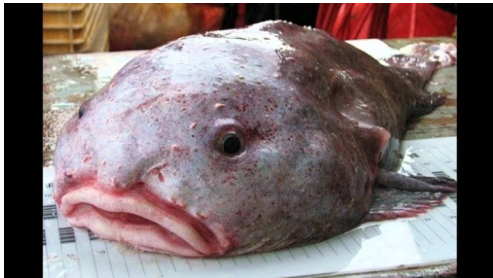
is true only when ***something*** is  
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# A Correct Translation



Some blobfish is cute.

~~$\exists x. (Blobfish(x) \wedge Cute(x))$~~



A statement of the form

$\exists x.$  ***something***

is true only when ***something*** is  
true for  
at least one choice of  $x$ .

**“Some  $P$  is a  $Q$ ”**

translates as

**$\exists x. (P(x) \wedge Q(x))$**

## ***Useful Intuition:***

Existentially-quantified statements are false unless there's a positive example.

$$\exists x. (P(x) \wedge Q(x))$$

If  $x$  is an example, it *must* have property  $P$  on top of property  $Q$ .

# Good Pairings

- The  $\forall$  quantifier *usually* is paired with  $\rightarrow$ .

$$\forall x. (P(x) \rightarrow Q(x))$$

- The  $\exists$  quantifier *usually* is paired with  $\wedge$ .

$$\exists x. (P(x) \wedge Q(x))$$

- In the case of  $\forall$ , the  $\rightarrow$  connective prevents the statement from being *false* when speaking about some object you don't care about.
- In the case of  $\exists$ , the  $\wedge$  connective prevents the statement from being *true* when speaking about some object you don't care about.

# Next Time

- ***First-Order Translations***
  - How do we translate from English into first-order logic?
- ***Quantifier Orderings***
  - How do you select the order of quantifiers in first-order logic formulas?
- ***Negating Formulas***
  - How do you mechanically determine the negation of a first-order formula?
- ***Expressing Uniqueness***
  - How do we say there's just one object of a certain type?