

# Answered Modal Logic in Cubical Binary Codes

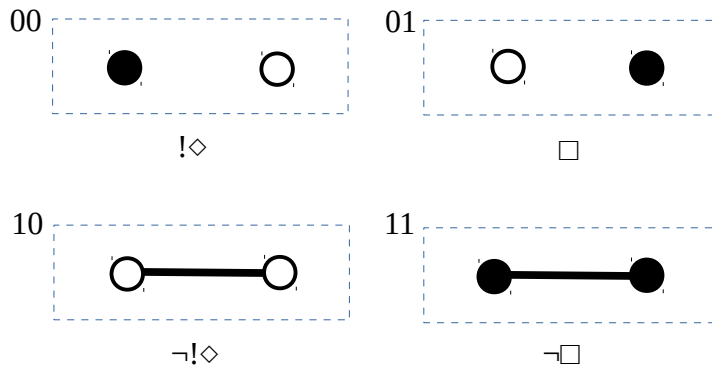
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*In this paper I describe the simplest case of encoding Answered Modal Logic in Cubical Binary Codes.*

Answered Modal Logic has a modal set consisting of 3 elements:

$$\neg\Box = \{!\Diamond, \neg!\Diamond, \Box\}$$

The smallest Cubical Binary Code that fits this set is the following:



The reason for this assignment is because  $\Box$  and  $!\Diamond$  are natural opposites:

00	$\Box$	For all cases, the predicate returns `true`
01	$!\Diamond$	There exists no case for which the predicate returns `true`

To clarify, the cases here refers to context, not inputs of the predicate.

The logic is for reasoning about the predicate across possible worlds, hence the modality.

The natural way of assigning  $\neg!\Diamond$  is 10:

10	$\neg!\Diamond$	There exists two cases, where the predicate returns `true` and `false`
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If one models  $\Diamond = \{\neg!\Diamond, \Box\}$  as an interval, then one can say it includes  $\Box$  at one end:

$$\Diamond = (!\Diamond, \Box] \quad \text{One can think about } \Diamond \text{ as an arrow}$$

The semantics of the code `11` ( $\neg\Box$ ) is naturally referring to the whole modal set:

$$\neg\Box = \{!\Diamond, \neg!\Diamond, \Box\}$$

This encoding satisfies the requirement that the building block of the logic can not fully model sets.

There is no way to model the empty modal set  $\{\}$ , hence a full model of a set is impossible to express.