# LogicS

Lecture #8: Putting Tiles in an Infinite Bathroom

Carlos Areces and Patrick Blackburn {carlos.areces,patrick.blackburn}@loria.fr

INRIA Nancy Grand Est Nancy, France

NASSLLI 2010 - Bloomington - USA

#### The Story so Far

- ▶ We put together various bits-and pieces we have played with (names, :, diamonds) added the ⟨⟨x⟩⟩ and [[x]] operators, and reached the most expressive language we have seen so far.
- We reached "first-order logic", the logic often considered to be "classical logic", and one of the most distinctive and important spots on the logical landscape. For our ⟨⟨x⟩⟩ and [[x]] are really just the familiar ∃ and ∀ quantifiers.
- We've come a long way. Think that on Monday we were in propositional logic!

▶ We'll talk about the satisfiability problem of first-order logic.

- ▶ We'll talk about the satisfiability problem of first-order logic.
- ▶ We will argue that the problem is undecidable

- ▶ We'll talk about the satisfiability problem of first-order logic.
- ▶ We will argue that the problem is undecidable
  - That is, there is no algorithm that can answer for an arbitrary formula of first order logic, whether the formula has a model or not.

- ▶ We'll talk about the satisfiability problem of first-order logic.
- ▶ We will argue that the problem is undecidable
  - ► That is, there is no algorithm that can answer for an arbitrary formula of first order logic, whether the formula has a model or not.
- Actually, we are going to show how to tile an infinite bathroom.

How can we prove that problem X is undecidable?

How can we prove that problem X is undecidable? One way is

Ask somebody (more intelligent than us) to prove that some problem Y is undecidable

How can we prove that problem X is undecidable? One way is

- ► Ask somebody (more intelligent than us) to prove that some problem Y is undecidable
- Prove that if X would be decidable then Y would be decidable, giving a codification of Y into X.

How can we prove that problem X is undecidable? One way is

- Ask somebody (more intelligent than us) to prove that some problem Y is undecidable
- Prove that if X would be decidable then Y would be decidable, giving a codification of Y into X.

The halting problem of Turing machines is the standard example of an undecidable problem. The behaviour of a Turing machine, and the predicate that says that a given turing machine stops on all inputs can be expressed in FO.

▶ A tiling problem is a kind of jigsaw puzzle

- ▶ A tiling problem is a kind of jigsaw puzzle
- ▶ a tile T is a  $1 \times 1$  square, fixed in orientation, with a fixed color in each side

- A tiling problem is a kind of jigsaw puzzle
- ightharpoonup a tile T is a  $1 \times 1$  square, fixed in orientation, with a fixed color in each side
- for example, here we have six different kinds of tiles:





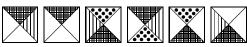






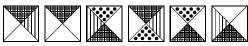


- A tiling problem is a kind of jigsaw puzzle
- ▶ a tile T is a  $1 \times 1$  square, fixed in orientation, with a fixed color in each side
- for example, here we have six different kinds of tiles:



a simple tiling problem, could be:

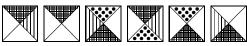
- A tiling problem is a kind of jigsaw puzzle
- ▶ a tile T is a  $1 \times 1$  square, fixed in orientation, with a fixed color in each side
- for example, here we have six different kinds of tiles:



a simple tiling problem, could be:



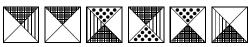
- A tiling problem is a kind of jigsaw puzzle
- ▶ a tile T is a  $1 \times 1$  square, fixed in orientation, with a fixed color in each side
- for example, here we have six different kinds of tiles:



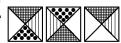
▶ a simple tiling problem, could be:



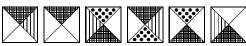
- A tiling problem is a kind of jigsaw puzzle
- ▶ a tile T is a  $1 \times 1$  square, fixed in orientation, with a fixed color in each side
- for example, here we have six different kinds of tiles:



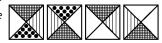
▶ a simple tiling problem, could be:



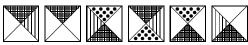
- A tiling problem is a kind of jigsaw puzzle
- ▶ a tile T is a  $1 \times 1$  square, fixed in orientation, with a fixed color in each side
- for example, here we have six different kinds of tiles:



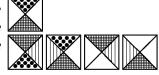
▶ a simple tiling problem, could be:



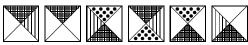
- A tiling problem is a kind of jigsaw puzzle
- ▶ a tile T is a  $1 \times 1$  square, fixed in orientation, with a fixed color in each side
- for example, here we have six different kinds of tiles:



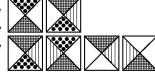
▶ a simple tiling problem, could be:



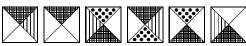
- A tiling problem is a kind of jigsaw puzzle
- ▶ a tile T is a  $1 \times 1$  square, fixed in orientation, with a fixed color in each side
- for example, here we have six different kinds of tiles:



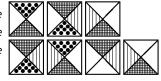
▶ a simple tiling problem, could be:



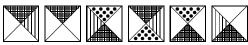
- A tiling problem is a kind of jigsaw puzzle
- ▶ a tile T is a  $1 \times 1$  square, fixed in orientation, with a fixed color in each side
- for example, here we have six different kinds of tiles:



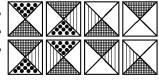
▶ a simple tiling problem, could be:



- A tiling problem is a kind of jigsaw puzzle
- ▶ a tile T is a  $1 \times 1$  square, fixed in orientation, with a fixed color in each side
- for example, here we have six different kinds of tiles:



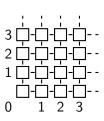
▶ a simple tiling problem, could be:



▶ The general form of a tiling problem Given a finite number of kind of tiles  $\mathcal{T}$ , can we cover a given part of  $\mathbb{Z} \times \mathbb{Z}$  in such a way that adjacent tiles have the same color on the neighboring sides?

- ▶ The general form of a tiling problem Given a finite number of kind of tiles  $\mathcal{T}$ , can we cover a given part of  $\mathbb{Z} \times \mathbb{Z}$  in such a way that adjacent tiles have the same color on the neighboring sides?
- In some cases, it is also possible to impose certain conditions on what is considered a correct tiling.

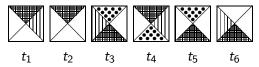
- ▶ The general form of a tiling problem Given a finite number of kind of tiles  $\mathcal{T}$ , can we cover a given part of  $\mathbb{Z} \times \mathbb{Z}$  in such a way that adjacent tiles have the same color on the neighboring sides?
- In some cases, it is also possible to impose certain conditions on what is considered a correct tiling.
- ▶ Covering  $\mathbb{N} \times \mathbb{N}$ 
  - tiling N × N: Given a finite set of tiles T, can T cover N × N?
  - this problem is undecidable (It is equivalent to the halting problem of Turing machines)



Notice that every finite set of tiles  $\mathcal{T} = \{t_1, \dots, t_k\}$  can be represented as two binary relations H, and V.

Notice that every finite set of tiles T = {t₁, ..., tk} can be represented as two binary relations H, and V.
We put H(ti, ti) when the right side of ti coincide with the left side of ti, and similarly for V.

- Notice that every finite set of tiles \( T = \{t\_1, ..., t\_k\} \) can be represented as two binary relations \( H, \) and \( V. \).
  We put \( H(t\_i, t\_j) \) when the right side of \( t\_i \) coincide with the left side of \( t\_i, \) and similarly for \( V. \).
- For example, for



we will have

$$H = \{(t_1, t_3), (t_1, t_6), (t_2, t_4), (t_2, t_5), (t_2, t_1), \ldots\}$$

$$V = \{(t_1, t_3), (t_1, t_5), (t_1, t_6), (t_2, t_3), (t_2, t_5), \ldots\}$$

Coding a Tiling of the Grid in FO

#### Coding a Tiling of the Grid in FO

► Theorem: The problem of deciding whether a given FO formula is satisfiable is undecidable.

#### Coding a Tiling of the Grid in FO

▶ Theorem: The problem of deciding whether a given FO formula is satisfiable is undecidable.

Let  $\rightarrow$  and  $\uparrow$  be relations, and  $t_1, \ldots, t_n$  be propositinal symbols.

Let  $\varphi$  be the conjunction of the formulas:

▶ Theorem: The problem of deciding whether a given FO formula is satisfiable is undecidable.

$$[x](y)(x:\langle R\rangle y)$$
 for  $R\in\{\to,\uparrow\}$ 

Theorem: The problem of deciding whether a given FO formula is satisfiable is undecidable.

- 1) Total:  $[\![x]\!]\langle y\rangle(x:\langle R\rangle y)$  for  $R\in\{\to,\uparrow\}$
- 2) Functional:  $[x][y][z](x:\langle R\rangle y \wedge x:\langle R\rangle z \rightarrow y:z)$  for  $R \in \{\rightarrow,\uparrow\}$

▶ Theorem: The problem of deciding whether a given FO formula is satisfiable is undecidable.

- 1) Total:  $[x](y)(x:\langle R \rangle y)$  for  $R \in \{\rightarrow,\uparrow\}$
- 2) Functional:  $[\![x]\!][\![y]\!][\![z]\!](x:\langle R\rangle y \wedge x:\langle R\rangle z \rightarrow y:z)$  for  $R\in\{\to,\uparrow\}$
- 3) Commuting:  $[x][y](x:\langle \rightarrow \rangle \langle \uparrow \rangle y \leftrightarrow x:\langle \uparrow \rangle \langle \rightarrow \rangle y)$

▶ Theorem: The problem of deciding whether a given FO formula is satisfiable is undecidable.

- 1) Total:  $[x](y)(x:\langle R \rangle y)$  for  $R \in \{\rightarrow, \uparrow\}$
- 2) Functional:  $[x][y][x](x:\langle R \rangle y \wedge x:\langle R \rangle z \rightarrow y:z)$  for  $R \in \{\rightarrow,\uparrow\}$
- 3) Commuting:  $[x][y](x:\langle \rightarrow \rangle \langle \uparrow \rangle y \leftrightarrow x:\langle \uparrow \rangle \langle \rightarrow \rangle y)$
- 4) Tiled:  $[x](x:t_1 \vee ... \vee x:t_n),$

▶ Theorem: The problem of deciding whether a given FO formula is satisfiable is undecidable.

- 1) Total:  $[x](y)(x:\langle R \rangle y)$  for  $R \in \{\rightarrow, \uparrow\}$
- 2) Functional:  $[x][y][z](x:\langle R \rangle y \wedge x:\langle R \rangle z \rightarrow y:z)$  for  $R \in \{\rightarrow,\uparrow\}$
- 3) Commuting:  $[x][y](x:\langle \to \rangle \langle \uparrow \rangle y \leftrightarrow x:\langle \uparrow \rangle \langle \to \rangle y)$
- 4) Tiled:  $[x](x:t_1 \vee \ldots \vee x:t_n),$
- 5) But not Twice:  $[x](x:t_i \to x:\neg t_j)$  for  $i \neq j$ ,

▶ Theorem: The problem of deciding whether a given FO formula is satisfiable is undecidable.

```
1) Total: [x](y)(x:\langle R \rangle y) for R \in \{\to, \uparrow\}
```

2) Functional: 
$$[x][y][x](x:\langle R \rangle y \wedge x:\langle R \rangle z \rightarrow y:z)$$
 for  $R \in \{\rightarrow,\uparrow\}$ 

3) Commuting: 
$$[x][y](x:\langle \rightarrow \rangle \langle \uparrow \rangle y \leftrightarrow x:\langle \uparrow \rangle \langle \rightarrow \rangle y)$$

4) Tiled: 
$$[x](x:t_1 \vee \ldots \vee x:t_n),$$

5) But not Twice: 
$$[x](x:t_i \to x:\neg t_j)$$
 for  $i \neq j$ ,

6) Horizontal Match: 
$$\llbracket x \rrbracket \llbracket y \rrbracket ((x:t_i \land x:\langle \rightarrow \rangle y) \rightarrow (\bigvee_{H(t_i,t_i)} y:t_j)),$$

▶ Theorem: The problem of deciding whether a given FO formula is satisfiable is undecidable.

```
1) Total: [x]/(y)(x:\langle R \rangle y) for R \in \{\to, \uparrow\}
```

2) Functional: 
$$[x][y][z](x:\langle R \rangle y \wedge x:\langle R \rangle z \rightarrow y:z)$$
 for  $R \in \{\to,\uparrow\}$ 

3) Commuting: 
$$[x][y](x:\langle \to \rangle \langle \uparrow \rangle y \leftrightarrow x:\langle \uparrow \rangle \langle \to \rangle y)$$

4) Tiled: 
$$[x](x:t_1 \vee ... \vee x:t_n),$$

5) But not Twice: 
$$[x](x:t_i \to x:\neg t_j)$$
 for  $i \neq j$ ,

6) Horizontal Match: 
$$\llbracket x \rrbracket \llbracket y \rrbracket ((x:t_i \land x:\langle \rightarrow \rangle y) \rightarrow (\bigvee_{H(t_i,t_i)} y:t_j)),$$

7) Vertical Match: 
$$[x][y]((x:t_i \land x:\langle \uparrow \rangle y) \rightarrow (\bigvee_{V(t_i,t_i)} y:t_j))$$

▶ Theorem: The problem of deciding whether a given FO formula is satisfiable is undecidable.

Let  $\rightarrow$  and  $\uparrow$  be relations, and  $t_1, \ldots, t_n$  be propositinal symbols. Let  $\varphi$  be the conjunction of the formulas:

```
1) Total: [x](y)(x:\langle R \rangle y) for R \in \{\to,\uparrow\}
```

2) Functional: 
$$[x][y][z](x:\langle R \rangle y \wedge x:\langle R \rangle z \rightarrow y:z)$$
 for  $R \in \{\to,\uparrow\}$ 

3) Commuting: 
$$[x][y](x:\langle \rightarrow \rangle \langle \uparrow \rangle y \leftrightarrow x:\langle \uparrow \rangle \langle \rightarrow \rangle y)$$

4) Tiled: 
$$[x](x:t_1 \vee \ldots \vee x:t_n),$$

5) But not Twice: 
$$[x](x:t_i \to x:\neg t_j)$$
 for  $i \neq j$ ,

6) Horizontal Match: 
$$\llbracket x \rrbracket \llbracket y \rrbracket ((x:t_i \land x:\langle \rightarrow \rangle y) \rightarrow (\bigvee_{H(t_i,t_i)} y:t_j)),$$

7) Vertical Match: 
$$[x][y]((x:t_i \land x:\langle \uparrow \rangle y) \rightarrow (\bigvee_{V(t_i,t_i)} y:t_j))$$

Then  $\varphi$  is satisfiable iff  $\mathcal{T}$  covers  $\mathbb{N} \times \mathbb{N}$ .

Undecidable Problems

► Alonzo Church invented lambda calculus and proposed it as a model for computation.



- ► Alonzo Church invented lambda calculus and proposed it as a model for computation.
- ► He showed then that the problem of satisfiability of first-order logic could not be coded in the lambda calculus. Hence it was uncomputable.



- ► Alonzo Church invented lambda calculus and proposed it as a model for computation.
- ► He showed then that the problem of satisfiability of first-order logic could not be coded in the lambda calculus. Hence it was uncomputable.
- ▶ Here is a list of some of Church's doctoral students: A. Anderson, P. Andrews, M. Davis, L. Henkin, S. Kleene, M. Rabin, B. Rosser, D. Scott, R. Smullyan, and A. Turing.



#### Undecidable Problems

- ► Alonzo Church invented lambda calculus and proposed it as a model for computation.
- ► He showed then that the problem of satisfiability of first-order logic could not be coded in the lambda calculus. Hence it was uncomputable.
- Here is a list of some of Church's doctoral students: A. Anderson, P. Andrews, M. Davis, L. Henkin, S. Kleene, M. Rabin, B. Rosser, D. Scott, R. Smullyan, and A. Turing.



Church, Alonzo (1956). *Introduction to Mathematical Logic*. The Princeton University Press.



Undecidable Problems

► Alan Turing invented Turing Machines and Computer Science.



- ► Alan Turing invented Turing Machines and Computer Science.
- ► He showed that the halting problem could not be decided by a Turing Machine.



- Alan Turing invented Turing Machines and Computer Science.
- ► He showed that the halting problem could not be decided by a Turing Machine.
- And that the behavior of a Turing Machine can easily be described in first-order logic, providing an alternative proof that the satisfiability problem of first-order logic is undecidable.



#### Undecidable Problems

- Alan Turing invented Turing Machines and Computer Science.
- ► He showed that the halting problem could not be decided by a Turing Machine.
- And that the behavior of a Turing Machine can easily be described in first-order logic, providing an alternative proof that the satisfiability problem of first-order logic is undecidable.





Turing, Alan (1936), On Computable Numbers, with an Application to the Entscheidungsproblem. Proceedings of the London Mathematical Society, Series 2, Vol.42, pp 230-265, http://www.thocp.net/biographies/papers/turing\_oncomputablenumbers\_1936.pdf