

# LOGICAL AND THEORETICAL FOUNDATIONS OF COMPUTER SCIENCE

LATFoCS

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PREDICATE LOGIC -  
THE NEED FOR A RICHER LANGUAGE

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# Back to the syllogisms

- Some bags are pockets.

No pocket is a pouch.

**Conclusion:** all bags are not pouches.

- Some pigs are predators.

No predator is a pet.

**Conclusion:** some pigs are not pets

- Some maggots are flies.

No fly is welcome.

**Conclusion:** no maggots are welcome.

- Some doctors are fools.

All fools are rich.

**Conclusion:** some doctors are rich.



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- Can we express these sentences with propositional logic to determine the truth value of the conclusion mathematically?
- How to express *Some, being something, All?*



# Informal Introduction of Predicates

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- it is about objects being bags, pockets, or pouches
- let's take an arbitrary object  $x$
- we define predicates Bag, Pocket, Pouch with
  - Bag( $x$ ) is true iff  $x$  is a bag
  - Pocket( $x$ ) is true iff  $x$  is a pocket
  - Pouch( $x$ ) is true iff  $x$  is a pouch



# Informal Introduction of Quantifiers

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- *no* and *all* are opposed: no pocket is a pouch  $\leadsto$  all pockets are not pouches



# Informal Introduction of Quantifiers

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- how to describe *some*, *no*, *all*?
- *no* and *all* are opposed: no pocket is a pouch  $\leadsto$  all pockets are not pouches
- we need to model *some* and *all*
  - $\exists x$ : for some  $x$ , there exist  $x$  (notice the plural! - at least one)
  - $\forall x$ : for all  $x$ , every  $x$



# Back to the syllogism

Some bags are pockets.

$$\exists x(\text{Bag}(x) \rightarrow \text{Pocket}(x))$$

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$$\forall x(\text{Pocket}(x) \rightarrow \neg \text{Pouch}(x))$$

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And now? How can we decide whether the conclusion is true?



As in propositional logic we define

1. the syntax





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1. the syntax
2. the semantics



# Roadmap

As in propositional logic we define

1. the syntax
2. the semantics

And then we have a look what we can deduce.



# Functions for more Elegance (Informal)

- predicates can have a higher arity  $\text{Brother}(x, y)$ ,  
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- functions without arguments are called **constants**

