

Semantic Theory

Week 4 – Type Theory

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Summer 2018

First-order logic

First-order logic talks about:

- Individual objects
- Properties of and relations between individual objects
- Quantification over individual objects

Limitations of first-order logic

FOL is not expressive enough to capture all meanings that can be expressed by basic natural language expressions:

Jumbo is a small elephant.

(Predicate modifiers)

Blond is a hair color.

(Second-order predicates)

Yesterday, it rained.

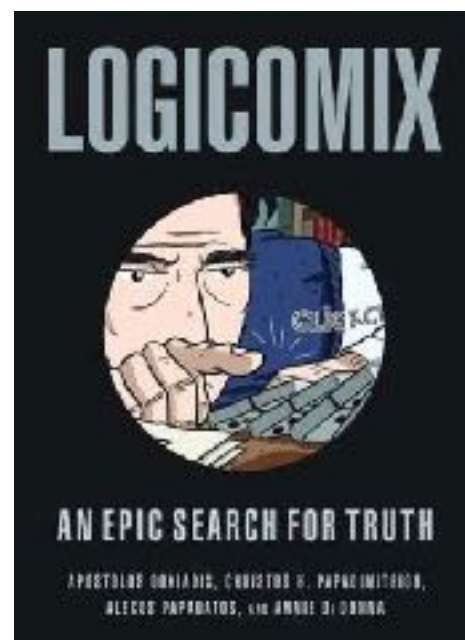
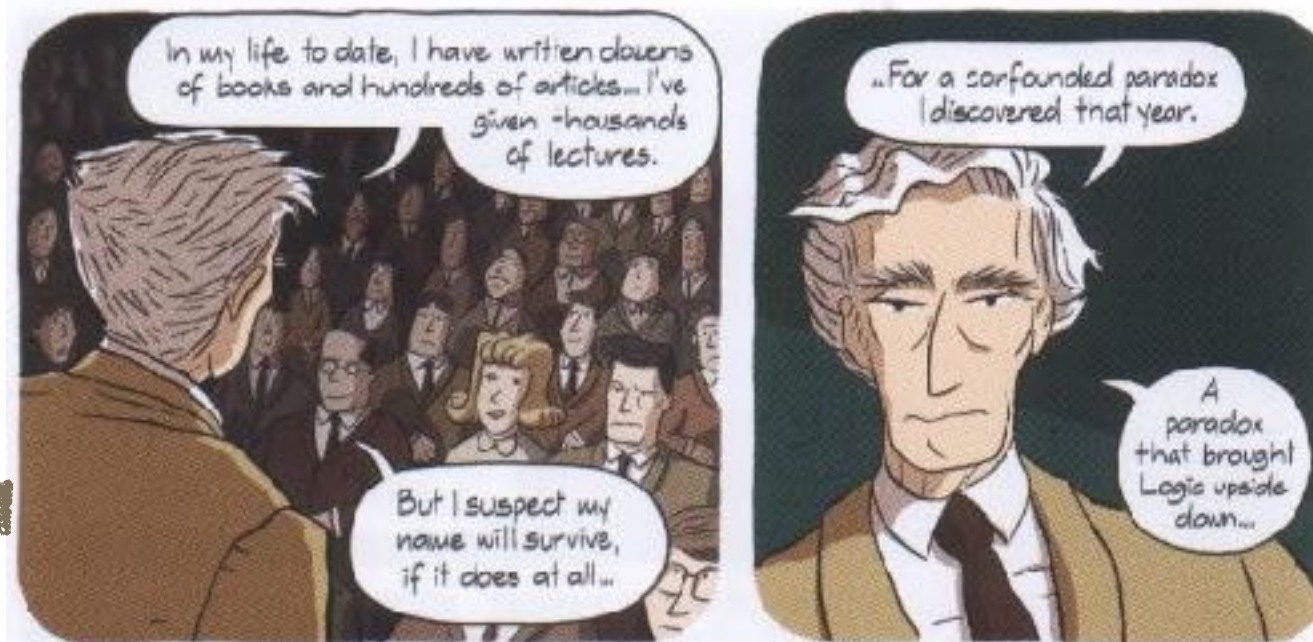
(Non-logical sentence operators)

Bill and John have the same hair color.

(Higher-order quantification)

What logical system can we use to capture this diversity?

Bertrand Russell



Q: Does the barber shave himself?

Russell's paradox

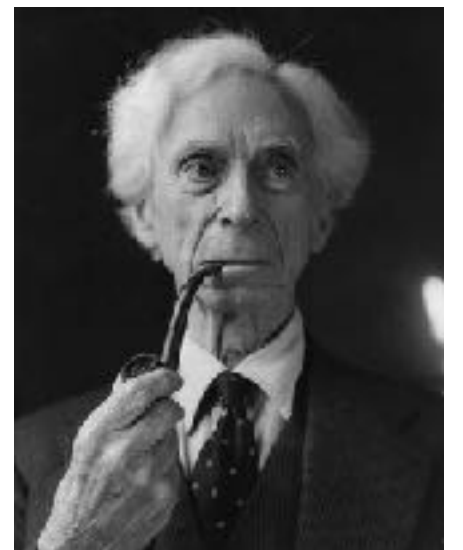
What if we extend the FOL interpretation of predicates, and interpret higher-order predicates as sets of sets of properties?

For every predicate P , we can define a set $\{x \mid P(x)\}$ containing all and only those entities for which P holds.

Then we can define a set $S = \{X \mid X \notin X\}$ representing the set of all sets that are not members of itself.

Q: does S belong to itself?

... we need a more restricted way of talking about *properties* and *relations between properties*!



Type Theory

Basic types:

- **e** – the type of individual terms (“entities”)
- **t** – the type of formulas (“truth-values”)



Complex types:

- If **σ**, **τ** are types, then $\langle \mathbf{\sigma}, \mathbf{\tau} \rangle$ is a type
(representing a functor expression that takes a **σ** type expression as argument and returns a type **τ** expression; sometimes written as: $(\mathbf{\sigma} \rightarrow \mathbf{\tau})$).

Types & Function Application

Types of first-order expressions:

- Individual constants (Luke, Death Star) : **e**
- One-place predicates (walk, jedi): $\langle \mathbf{e}, \mathbf{t} \rangle$
- Two-place predicates (fight, admire): $\langle \mathbf{e}, \langle \mathbf{e}, \mathbf{t} \rangle \rangle$
- Three-place predicates (give, introduce): $\langle \mathbf{e}, \langle \mathbf{e}, \langle \mathbf{e}, \mathbf{t} \rangle \rangle \rangle$

Function application: Combining a functor of complex type with an appropriate argument, resulting in an expression of a less complex type: $\langle \mathbf{a}, \mathbf{\beta} \rangle(\mathbf{a}) \mapsto \mathbf{\beta}$

- $\text{jedi}'(\text{luke}') :: \langle \mathbf{e}, \mathbf{t} \rangle(\mathbf{e}) \implies \mathbf{t}$
- $\text{fight}'(\text{luke}') :: \langle \mathbf{e}, \langle \mathbf{e}, \mathbf{t} \rangle \rangle(\mathbf{e}) \implies \langle \mathbf{e}, \mathbf{t} \rangle$

More examples of types

Types of higher-order expressions:

- Predicate modifiers (expensive, poor): $\langle\langle\mathbf{e}, \mathbf{t}\rangle, \langle\mathbf{e}, \mathbf{t}\rangle\rangle$
- Second-order predicates (hair colour): $\langle\langle\mathbf{e}, \mathbf{t}\rangle, \mathbf{t}\rangle$
- Sentence operators (yesterday, possibly, unfortunately): $\langle\mathbf{t}, \mathbf{t}\rangle$
- Degree particles (very, too): $\langle\langle\langle\mathbf{e}, \mathbf{t}\rangle, \langle\mathbf{e}, \mathbf{t}\rangle\rangle, \langle\langle\mathbf{e}, \mathbf{t}\rangle, \langle\mathbf{e}, \mathbf{t}\rangle\rangle\rangle$

Tip: If σ, τ are basic types, $\langle\sigma, \tau\rangle$ can be abbreviated as $\sigma\tau$. Thus, the type of predicate modifiers and second-order predicates can be more conveniently written as $\langle\mathbf{et}, \mathbf{et}\rangle$ and $\langle\mathbf{et}, \mathbf{t}\rangle$, respectively.

Type Theory — Vocabulary

Non-logical constants:

- For every type τ a (possibly empty) set of non-logical constants CON_τ (pairwise disjoint)

Variables:

- For every type τ an infinite set of variables VAR_τ (pairwise disjoint)

Logical symbols: $\forall, \exists, \neg, \wedge, \vee, \rightarrow, \leftrightarrow, =$

Brackets: $(,)$

Type Theory — Syntax

For every type τ , the set of well-formed expressions WE_τ is defined as follows:

- (i) $CON_\tau \subseteq WE_\tau$ and $VAR_\tau \subseteq WE_\tau$;
- (ii) If $\alpha \in WE_{\langle \sigma, \tau \rangle}$, and $\beta \in WE_\sigma$, then $\alpha(\beta) \in WE_\tau$; (function application)
- (iii) If A, B are in WE_t , then $\neg A$, $(A \wedge B)$, $(A \vee B)$, $(A \rightarrow B)$, $(A \leftrightarrow B)$ are in WE_t ;
- (iv) If A is in WE_t and x is a variable of arbitrary type, then $\forall xA$ and $\exists xA$ are in WE_t ;
- (v) If α, β are well-formed expressions of the same type, then $\alpha = \beta \in WE_t$;
- (vi) Nothing else is a well-formed expression.

Function application

(ii) If $\alpha \in WE_{\langle\sigma, \tau\rangle}$, and $\beta \in WE_{\sigma}$, then $\alpha(\beta) \in WE_{\tau}$

“Luke is a talented jedi”

jedi' :: $\langle e, t \rangle$

talented' :: $\langle \langle e, t \rangle, \langle e, t \rangle \rangle$

luke' :: e

talented'(jedi') :: $\langle e, t \rangle$

talented'(jedi')(luke') :: t

Higher-order predicates

Higher-order quantification:

- *Leia has the same hair colour as Padmé*

$$\exists C (\text{hair_colour}(C) \wedge C(l') \wedge C(p'))$$

$\langle\langle e, t \rangle, t\rangle$ $\langle e, t \rangle$ e

Higher-order equality:

- For $p, q \in \text{CON}_t$, “ $p=q$ ” expresses material equivalence: “ $p \leftrightarrow q$ ”.
- For $F, G \in \text{CON}_{\langle e, t \rangle}$, “ $F=G$ ” expresses co-extensionality: “ $\forall x(Fx \leftrightarrow Gx)$ ”.
- For any formula ϕ of type t , $\phi=(x=x)$ is a representation of “ ϕ is true”.

Type inferencing: examples

1. Yoda_e [is faster than Palpatine_e].
2. Yoda_e [is much [faster than]] Palpatine_e.
3. [[Han Solo]_e fights] [because [[the Dark Side]_e is rising]].
4. Obi-Wan_e [[told [Qui-Gon Jinn]_e] he will take [the Jedi-exam]_e].
5. Yoda_e [[encouraged [Obi-Wan_e]] to take the exam].
6. Wookiee_{<e,t>} [[is a hairier [species] than] Ewok_{<e,t>}].

Type Theory — Semantics [1]

Let **U** be a non-empty set of entities.

The domain of possible denotations **D_τ** for every type **τ** is given by:

- $D_e = U$
- $D_t = \{0, 1\}$
- $D_{\langle \sigma, \tau \rangle}$ is the set of all functions from D_σ to D_τ

*Expressions of type **σ** denote elements of **D_σ***

Characteristic functions

Many natural language expressions have a type $\langle \sigma, t \rangle$

Expressions with type $\langle \sigma, t \rangle$ are functions mapping elements of type σ to truth values: $\{0, 1\}$

Such functions with a range of $\{0, 1\}$ are called *characteristic functions*, because they uniquely specify a subset of their domain D_σ

The characteristic function of set M in a domain U is the function $F_M: U \rightarrow \{0, 1\}$ such that for all $a \in U$, $F_M(a) = 1$ iff $a \in M$.

NB: For first-order predicates, the FOL representation (using sets) and the type-theoretic representation (using characteristic functions) are equivalent.

Interpretation with characteristic functions: example

For $M = \langle U, V \rangle$, let U consist of five entities. For selected types, we have the following sets of possible denotations:

- $D_t = \{0, 1\}$
- $D_e = U = \{e_1, e_2, e_3, e_4, e_5\}$
- $D_{\langle e, t \rangle} = \left\{ \begin{bmatrix} e_1 \rightarrow 1 \\ e_2 \rightarrow 0 \\ e_3 \rightarrow 1 \\ e_4 \rightarrow 0 \\ e_5 \rightarrow 1 \end{bmatrix}, \begin{bmatrix} e_1 \rightarrow 1 \\ e_2 \rightarrow 1 \\ e_3 \rightarrow 0 \\ e_4 \rightarrow 1 \\ e_5 \rightarrow 1 \end{bmatrix}, \begin{bmatrix} e_1 \rightarrow 0 \\ e_2 \rightarrow 1 \\ e_3 \rightarrow 1 \\ e_4 \rightarrow 0 \\ e_5 \rightarrow 0 \end{bmatrix}, \dots \right\}$

Alternative set notation: $D_{\langle e, t \rangle} = \{\{e_1, e_3, e_5\}, \{e_1, e_2, e_4, e_5\}, \{e_2, e_3\}, \dots\}$

Type Theory — Semantics [2]

A model structure for a type theoretic language is a tuple $\mathbf{M} = \langle \mathbf{U}, \mathbf{V} \rangle$ such that:

- \mathbf{U} is a non-empty domain of individuals
- \mathbf{V} is an interpretation function, which assigns to every $\mathbf{a} \in \mathbf{CON}_{\tau}$ an element of \mathbf{D}_{τ} (where τ is an arbitrary type)

The variable assignment function g assigns to every typed variable $\mathbf{v} \in \mathbf{VAR}_{\tau}$ an element of \mathbf{D}_{τ}

Type Theory — Interpretation

Given a model structure $M = \langle U, V \rangle$ and a variable assignment g :

$$\begin{aligned} \llbracket \alpha \rrbracket^{M,g} &= V(\alpha) && \text{if } \alpha \text{ is a constant} \\ &= g(\alpha) && \text{if } \alpha \text{ is a variable} \end{aligned}$$

$$\llbracket \alpha(\beta) \rrbracket^{M,g} = \llbracket \alpha \rrbracket^{M,g}(\llbracket \beta \rrbracket^{M,g})$$

$$\llbracket \alpha = \beta \rrbracket^{M,g} = 1 \text{ iff } \llbracket \alpha \rrbracket^{M,g} = \llbracket \beta \rrbracket^{M,g}$$

$$\llbracket \neg \phi \rrbracket^{M,g} = 1 \text{ iff } \llbracket \phi \rrbracket^{M,g} = 0$$

$$\llbracket \phi \wedge \psi \rrbracket^{M,g} = 1 \text{ iff } \llbracket \phi \rrbracket^{M,g} = 1 \text{ and } \llbracket \psi \rrbracket^{M,g} = 1$$

$$\llbracket \phi \vee \psi \rrbracket^{M,g} = 1 \text{ iff } \llbracket \phi \rrbracket^{M,g} = 1 \text{ or } \llbracket \psi \rrbracket^{M,g} = 1$$

...

For any variable v of type σ :

$$\llbracket \exists v \phi \rrbracket^{M,g} = 1 \text{ iff there is a } d \in D_\sigma \text{ such that } \llbracket \phi \rrbracket^{M,g[v/d]} = 1$$

$$\llbracket \forall v \phi \rrbracket^{M,g} = 1 \text{ iff for all } d \in D_\sigma : \llbracket \phi \rrbracket^{M,g[v/d]} = 1$$

Interpretation: Example

Luke is a talented jedi

$$\begin{array}{c} \text{jedi}' :: \langle e, t \rangle \qquad \text{talented}' :: \langle \langle e, t \rangle, \langle e, t \rangle \rangle \\ \hline \text{luke}' :: e \qquad \text{talented}'(\text{jedi}') :: \langle e, t \rangle \\ \hline \text{talented}'(\text{jedi}')(\text{luke}') :: t \end{array}$$

$$\begin{aligned} & \llbracket \text{talented}'(\text{jedi}')(\text{luke}') \rrbracket^{M,g} \\ &= \llbracket \text{talented}'(\text{jedi}') \rrbracket^{M,g} (\llbracket \text{luke}' \rrbracket^{M,g}) \\ &= \llbracket \text{talented}' \rrbracket^{M,g} (\llbracket \text{jedi}' \rrbracket^{M,g}) (\llbracket \text{luke}' \rrbracket^{M,g}) \\ &= V_M(\text{talented}')(V_M(\text{jedi}'))(V_M(\text{luke}')) \end{aligned}$$

Interpretation: Example (cont.)

$$\llbracket \text{Luke is a talented Jedi} \rrbracket^{M,g} = V_M(\text{talented}')(V_M(\text{jedi}'))(V_M(\text{luke}'))$$

$$V_M(\text{luke}') = e_1 \ (\in \mathbf{D_e})$$

$$V_M(\text{jedi}') = \begin{bmatrix} e_1 \rightarrow 1 \\ e_2 \rightarrow 0 \\ e_3 \rightarrow 1 \\ e_4 \rightarrow 0 \\ e_5 \rightarrow 1 \end{bmatrix} \ (\in \mathbf{D_{\langle e,t \rangle}}) \iff \{e_1, e_3, e_5\}$$

$$V_M(\text{talented}') = \begin{bmatrix} \begin{bmatrix} e_1 \rightarrow 1 \\ e_2 \rightarrow 0 \\ e_3 \rightarrow 1 \\ e_4 \rightarrow 0 \\ e_5 \rightarrow 1 \end{bmatrix} \rightarrow \begin{bmatrix} e_1 \rightarrow 1 \\ e_2 \rightarrow 0 \\ e_3 \rightarrow 0 \\ e_4 \rightarrow 0 \\ e_5 \rightarrow 1 \end{bmatrix} \\ \begin{bmatrix} e_1 \rightarrow 0 \\ e_2 \rightarrow 0 \\ e_3 \rightarrow 1 \\ e_4 \rightarrow 1 \\ e_5 \rightarrow 1 \end{bmatrix} \rightarrow \begin{bmatrix} e_1 \rightarrow 0 \\ e_2 \rightarrow 0 \\ e_3 \rightarrow 0 \\ e_4 \rightarrow 0 \\ e_5 \rightarrow 1 \end{bmatrix} \\ \dots \end{bmatrix} \ (\in \mathbf{D_{\langle \langle e,t \rangle \langle e,t \rangle \rangle}}) \iff \begin{bmatrix} \{e_1, e_3, e_5\} \rightarrow \{e_1, e_5\} \\ \{e_3, e_4, e_5\} \rightarrow \{e_5\} \\ \dots \end{bmatrix}$$

$V_M(\text{talented}') (V_M(\text{jedi}'))$
 $V_M(\text{talented}') (V_M(\text{jedi}')) (V_M(\text{luke}'))$

Defining the right model

Consider the following Model M:

$$D_e = U_M = \{e_1, e_2, e_3, e_4, e_5\}$$

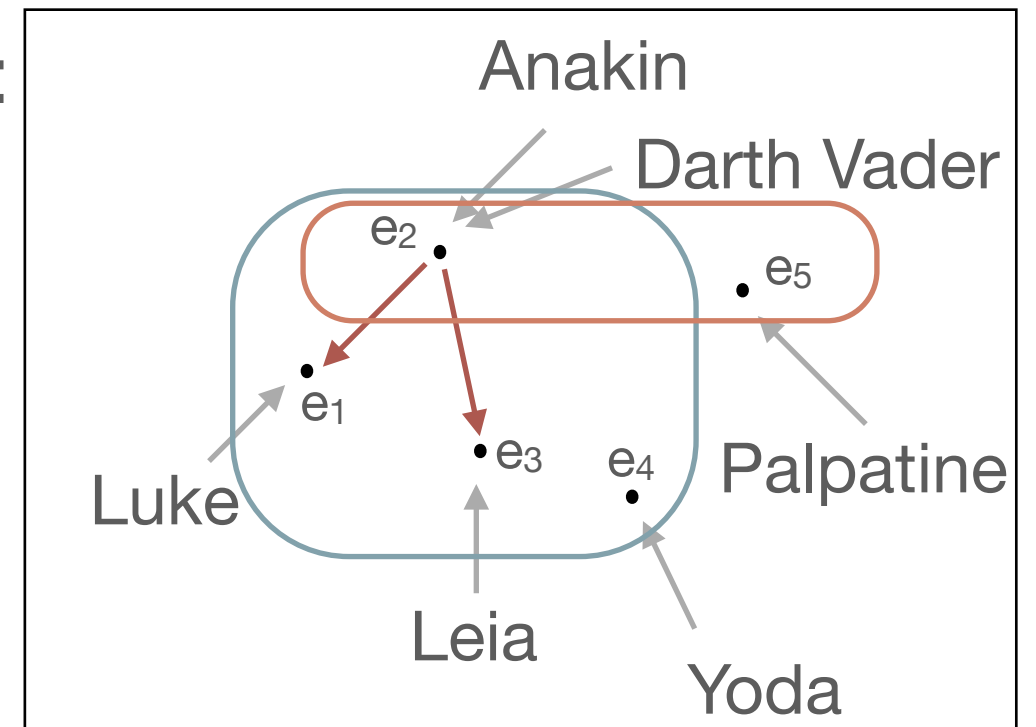
$$V_M(\text{anakin}'_e) = V_M(\text{darth_vader}'_e) = e_2$$

$$V_M(\text{jedi}'_{\langle e, t \rangle}) = \begin{bmatrix} e_1 \rightarrow 1 \\ e_2 \rightarrow 1 \\ e_3 \rightarrow 1 \\ e_4 \rightarrow 1 \\ e_5 \rightarrow 0 \end{bmatrix}$$

$$V_M(\text{dark_sider}'_{\langle e, t \rangle}) = \begin{bmatrix} e_1 \rightarrow 0 \\ e_2 \rightarrow 1 \\ e_3 \rightarrow 0 \\ e_4 \rightarrow 0 \\ e_5 \rightarrow 1 \end{bmatrix}$$

$$V_M(\text{powerful}'_{\langle \langle e, t \rangle \langle e, t \rangle \rangle}) = \begin{bmatrix} \begin{bmatrix} e_1 \rightarrow 1 \\ e_2 \rightarrow 1 \\ e_3 \rightarrow 1 \\ e_4 \rightarrow 1 \\ e_5 \rightarrow 0 \end{bmatrix} \rightarrow \begin{bmatrix} e_1 \rightarrow 0 \\ e_2 \rightarrow 1 \\ e_3 \rightarrow 0 \\ e_4 \rightarrow 1 \\ e_5 \rightarrow 0 \end{bmatrix} \\ \begin{bmatrix} e_1 \rightarrow 0 \\ e_2 \rightarrow 1 \\ e_3 \rightarrow 0 \\ e_4 \rightarrow 0 \\ e_5 \rightarrow 1 \end{bmatrix} \rightarrow \begin{bmatrix} e_1 \rightarrow 0 \\ e_2 \rightarrow 1 \\ e_3 \rightarrow 0 \\ e_4 \rightarrow 0 \\ e_5 \rightarrow 1 \end{bmatrix} \\ \dots \end{bmatrix}$$

M:



--> Powerful $X_{\langle e, t \rangle} \models X_{\langle e, t \rangle}$

Adjective classes & Meaning postulates

Some valid inferences in natural language:

- Bill is a poor piano player \models Bill is a piano player
- Bill is a blond piano player \models Bill is blond
- Bill is a former professor \models Bill isn't a professor

→ These entailments do not hold in type theory. Why?

Meaning postulates: restrictions on models which constrain the possible meaning of certain words

Adjective classes & Meaning postulates (cont.)

Restrictive or Subsective adjectives (“poor”)

- $\llbracket \text{poor } N \rrbracket \subseteq \llbracket N \rrbracket$
- Meaning postulate: $\forall G \forall x (\text{poor}(G)(x) \rightarrow G(x))$

Intersective adjectives (“blond”)

- $\llbracket \text{blond } N \rrbracket = \llbracket \text{blond} \rrbracket \cap \llbracket N \rrbracket$
- Meaning postulate: $\forall G \forall x (\text{blond}(G)(x) \rightarrow (\text{blond}^*(x) \wedge G(x)))$
- NB: $\text{blond} \in \text{WE}\langle\langle e, t \rangle, \langle e, t \rangle\rangle \neq \text{blond}^* \in \text{WE}\langle e, t \rangle$

Privative adjectives (“former”)

- $\llbracket \text{former } N \rrbracket \cap \llbracket N \rrbracket = \emptyset$
- Meaning postulate: $\forall G \forall x (\text{former}(G)(x) \rightarrow \neg G(x))$

Background reading material

- Gamut: Logic, Language, and Meaning Vol II (Chapter 4)
- Winter: Elements of Formal Semantics (Chapter 3)
<http://www.phil.uu.nl/~yoad/efs/main.html>