

FIRST-ORDER LOGIC

Pragmatics



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Pragmatics

We will now investigate the **pragmatics** (practical use) of first-order logic in two contexts.

■ Defining Models

- Introducing new domains and operations.
- Unique characterizations of their meaning.

■ Specifying Problems

- Describing expectations for computations.
- Assumptions on the inputs and guarantees for the outputs.

Highly relevant for computer science and mathematics.

Standard Models

We assume the following “standard models” as given.

Natural Numbers $\mathbb{N} = \{0, 1, 2, \dots\}$, $\mathbb{N}_n = \{0, \dots, n-1\}$, $\mathbb{N}_{>0} = \{1, 2, \dots\}$, etc.

Integer Numbers $\mathbb{Z} = \{\dots, -2, -1, 0, 1, 2, \dots\}$.

Real Numbers \mathbb{R} , $\mathbb{R}_{\geq 0}$, $\mathbb{R}_{>0}$.

- Usual arithmetic operations for all number domains.

Sets $\mathcal{P}(T)$: all sets with elements of set T .

- Element predicate $e \in S$, set builder term $\{t \mid x \in S \wedge \dots \wedge F\}$.

Products $T_1 \times \dots \times T_n$: all tuples (c_1, \dots, c_n) with components from T_1, \dots, T_n .

- For $t = (c_1, \dots, c_n)$ we have $t.1 = c_1, \dots, t.n = c_n$.

Sequences T^* : all finite sequences with values from T ; T^ω all infinite sequences.

- $s \in T^* : s = [s(0), s(1), s(2), \dots, s(n-1)]$, $\text{length}(s) = n$.

The “builtin data types” of our models.

Domain Definitions

From the standard domains, we may build new domains.

- A domain definition

$$T := t$$

defines a new domain T from a term t that denotes a set (constructed from previous sets by the application of set builders and/or domain constructors).

$$\text{Nat} := \mathbb{N}_{2^{32}}$$

$$\text{Int} := \{i \mid i \in \mathbb{Z} \wedge -2^{31} \leq i \wedge i < 2^{31}\}$$

$$\text{IntArray} := \text{Int}^*$$

$$\text{IntStream} := \text{Int}^\omega$$

$$\text{Primes} := \{x \mid x \in \mathbb{N} \wedge x \geq 2 \wedge (\forall y \in \mathbb{N} : 1 < y \wedge y < x \rightarrow \neg(y|x))\}$$

Explicit Function Definitions

A new function may be introduced by describing its value.

■ An **explicit function definition**

$$f: T_1 \times \dots \times T_n \rightarrow T$$

$$f(x_1, \dots, x_n) := t_x$$

- introduces a new n -ary **function symbol** f with
- a **type signature** $T_1 \times \dots \times T_n \rightarrow T$ with sets T_1, \dots, T_n, T ,
- a list of variables x_1, \dots, x_n (the **parameters**), and
- a term t_x (the **body**) whose free variables occur in x_1, \dots, x_n ;
- case $n = 0$: the definition of a constant $f: T, f := t$.

■ We have to show $(\forall x_1 \in T_1, \dots, x_n \in T_n: t_x \in T)$ and then know

$$\forall x_1 \in T_1, \dots, x_n \in T_n: f(x_1, \dots, x_n) = t_x$$

The body t_x may only refer to previously defined functions (no recursion).

Examples

- **Definition:** Let x and y be natural numbers. Then the *square sum* of x and y is the sum of the squares of x and y .

$$\text{squaresum} : \mathbb{N} \times \mathbb{N} \rightarrow \mathbb{N}$$

$$\text{squaresum}(x, y) := x^2 + y^2$$

- **Definition:** Let x and y be natural numbers. Then the *squared sum* of x and y is the square of z where z is the sum of x and y .

$$\text{sumsquared} : \mathbb{N} \times \mathbb{N} \rightarrow \mathbb{N}$$

$$\text{sumsquared}(x, y) := \mathbf{let} \ z = x + y \ \mathbf{in} \ z^2$$

- **Definition:** Let n be a natural number. Then the *square sum set* of n is the set of the square sums of all numbers x and y from 1 to n .

$$\text{squaresumset} : \mathbb{N} \rightarrow \mathcal{P}(\mathbb{N})$$

$$\text{squaresumset}(n) := \{\text{squaresum}(x, y) \mid x, y \in \mathbb{N} \wedge 1 \leq x \leq n \wedge 1 \leq y \leq n\}$$

Predicate Definitions

A new predicate may be introduced by describing its truth value.

■ An **explicit predicate definition**

$$p \subseteq T_1 \times \dots \times T_n$$

$$p(x_1, \dots, x_n) :\Leftrightarrow F_x$$

- introduces a new n -ary **predicate symbol** p with
- a **type signature** $T_1 \times \dots \times T_n$ with sets T_1, \dots, T_n ,
- a list of variables x_1, \dots, x_n (the **parameters**), and
- a formula F (the **body**) whose free variables occur in x_1, \dots, x_n ;
- case $n = 0$: the definition of a truth value constant $p :\Leftrightarrow F_x$.

■ We then know

$$\forall x_1 \in T_1, \dots, x_n \in T_n : p(x_1, \dots, x_n) \leftrightarrow F_x$$

The body F_x may only refer to previously defined predicates (no recursion).

Examples

- **Definition:** Let x, y be natural numbers. Then x *divides* y (written as $x|y$) if $x \cdot z = y$ for some natural number z .

$$| \subseteq \mathbb{N} \times \mathbb{N}$$

$$x|y : \Leftrightarrow \exists z \in \mathbb{N} : x \cdot z = y$$

- **Definition:** Let x be a natural number. Then x *is prime* if x is at least two and the only divisors of x are one and x itself.

$$\text{isprime} \subseteq \mathbb{N}$$

$$\text{isprime}(x) : \Leftrightarrow x \geq 2 \wedge \forall y \in \mathbb{N} : y|x \rightarrow y = 1 \vee y = x$$

- **Definition:** Let p, n be a natural numbers. Then p is a *prime factor* of n , if p is prime and divides n .

$$\text{isprimefactor} \subseteq \mathbb{N} \times \mathbb{N}$$

$$\text{isprimefactor}(p, n) : \Leftrightarrow \text{isprime}(p) \wedge p|n$$

Implicit Function Definitions

A new function may be introduced by a condition on its result value.

■ An implicit function definition

$$f: T_1 \times \dots \times T_n \rightarrow T$$

$$f(x_1, \dots, x_n) := \mathbf{such} \ y: F_{x,y} \text{ (or: } \mathbf{the} \ y: F_{x,y})$$

- introduces a new n -ary function constant f with
- a type signature $T_1 \times \dots \times T_n \rightarrow T$ with sets T_1, \dots, T_n, T ,
- a list of variables x_1, \dots, x_n (the parameters),
- a variable y (the result variable),
- a formula $F_{x,y}$ (the result condition) whose free variables occur in x_1, \dots, x_n, y .

■ We then know

$$\forall x_1 \in T_1, \dots, x_n \in T_n : (\exists y \in T : F_{x,y}) \rightarrow (\exists y \in T : F_{x,y} \wedge y = f(x_1, \dots, x_n))$$

- If some value satisfies the condition, the function result is such a value.
- With **the** we claim that the value of f always exists and is unique.

The definition of a function by a formula (rather than a term).

Examples

- **Definition:** A *root* of real number x is a real number y such that the square of y is x .

$$\text{aRoot}: \mathbb{R} \rightarrow \mathbb{R}$$

$$\text{aRoot}(x) := \mathbf{such} \ y: y^2 = x$$

- **Definition:** The *root* of non-negative real x is that real y such that the square of y and $y \geq 0$.

$$\text{theRoot}: \mathbb{R}_{\geq 0} \rightarrow \mathbb{R}$$

$$\text{theRoot}(x) := \mathbf{the} \ y: y^2 = x \wedge y \geq 0$$

- **Definition:** Let $m, n \in \mathbb{N}$ with n positive. Then the (*truncated*) *quotient* $q \in \mathbb{N}$ of m and n is such that $m = n \cdot q + r$ for some $r \in \mathbb{N}$ with $r < n$.

$$\text{quotient}: \mathbb{N} \times \mathbb{N}_{>0} \rightarrow \mathbb{N}$$

$$\text{quotient}(m, n) := \mathbf{the} \ q: \exists r \in \mathbb{N}: m = n \cdot q + r \wedge r < n$$

- **Definition:** Let x, y be positive natural numbers. The *greatest common divisor* of x and y is the greatest such number that divides both x and y .

$$\text{gcd}: \mathbb{N}_{>0} \times \mathbb{N}_{>0} \rightarrow \mathbb{N}_{>0}$$

$$\text{gcd}(x, y) := \mathbf{the} \ z: z|x \wedge z|y \wedge \forall z' \in \mathbb{N}_{>0}: z'|x \wedge z'|y \rightarrow z' \leq z$$

Predicates versus Functions

A predicate can give rise to functions in two ways.

- A **predicate**:

$$\text{isprimefactor} \subseteq \mathbb{N} \times \mathbb{N}$$

$$\text{isprimefactor}(p, n) :\Leftrightarrow \text{isprime}(p) \wedge p|n$$

- An **implicitly defined function**:

$$\text{someprimefactor} : \mathbb{N} \rightarrow \mathbb{N}$$

$$\text{someprimefactor}(n) := \mathbf{such} \ p : \text{isprime}(p) \wedge p|n$$

- An **explicitly defined function** whose result is a set:

$$\text{allprimefactors} : \mathbb{N} \rightarrow \mathcal{P}(\mathbb{N})$$

$$\text{allprimefactors}(n) := \{p \in \mathbb{N} \mid \text{isprime}(p) \wedge p|n\}$$

The preferred style of definition is a matter of taste and purpose.

Specifying Problems

An important role of logic in computer science is to specify problems.

- The specification of a (computational) problem

Input: $x_1 \in T_1, \dots, x_n \in T_n$ **where** I_x

Output: $y_1 \in U_1, \dots, y_m \in U_m$ **where** $O_{x,y}$

- consists of a list of **input variables** x_1, \dots, x_n with types T_1, \dots, T_n ,
- a formula I_x (the **input condition** or **precondition**) whose free variables occur in

$$x_1, \dots, x_n$$

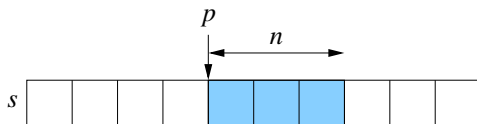
- a list of **output variables** y_1, \dots, y_m with types U_1, \dots, U_m , and
- a formula $O_{x,y}$ (the **output condition** or **postcondition**) whose free variables occur in

$$x_1, \dots, x_n, y_1, \dots, y_m$$

The specification is expressed with the help of auxiliary functions and predicates.

Example

Problem: extract from a finite sequence s of natural numbers a subsequence t of length n starting at position p .



Example: $s = [2, 3, 5, 7, 5, 11], p = 2, n = 3 \rightsquigarrow t = [5, 7, 5]$

Input: $s \in \mathbb{N}^*, n \in \mathbb{N}, p \in \mathbb{N}$ where

$$n + p \leq \text{length}(s)$$

(subsequence is in range of array)

Output: $t \in \mathbb{N}^*$ where

$$\text{length}(t) = n \wedge$$

(length of result sequence)

$$\forall i \in \mathbb{N}_n: t(i) = s(i + p)$$

(content of result sequence)

The Adequacy of Specifications

Input: x where I_x **Output:** y where $O_{x,y}$

- Is precondition satisfiable? ($\exists x: I_x$)
Otherwise no input is allowed.
- Is precondition not trivial? ($\exists x: \neg I_x$)
Otherwise every input is allowed, why then the precondition?
- Is postcondition always satisfiable? ($\forall x: I_x \rightarrow \exists y: O_{x,y}$)
Otherwise no implementation is legal.
- Is postcondition not always trivial? ($\exists x, y: I_x \wedge \neg O_{x,y}$)
Otherwise every implementation is legal.
- Is result unique? ($\forall x, y_1, y_2: (I_x \wedge O_{x,y}[y_1/y] \wedge O_{x,y}[y_2/y] \rightarrow y_1 = y_2)$)
Whether this is required, depends on our expectations.

Ask these questions to ensure that specification expresses your intentions.

Example: The Problem of Integer Division

Input: $m \in \mathbb{N}, n \in \mathbb{N}$ **Output:** $q \in \mathbb{N}, r \in \mathbb{N}$ where $m = n \cdot q + r$

- The postcondition is always satisfiable but not trivial.
 - For $m = 13, n = 5$, e.g. $q = 2, r = 3$ is legal but $q = 2, r = 4$ is not.
- But the result is not unique.
 - For $m = 13, n = 5$, both $q = 2, r = 3$ and $q = 1, r = 8$ are legal.

Input: $m \in \mathbb{N}, n \in \mathbb{N}$ **Output:** $q \in \mathbb{N}, r \in \mathbb{N}$ where $m = n \cdot q + r \wedge r < n$

- Now the postcondition is not always satisfiable.
 - For $m = 13, n = 0$, no output is legal.

Input: $m \in \mathbb{N}, n \in \mathbb{N}$ where $n \neq 0$ **Output:** $q \in \mathbb{N}, r \in \mathbb{N}$ where $m = n \cdot q + r \wedge r < n$

- The precondition is not trivial but satisfiable.
 - $m = 13, n = 0$ is not legal but $m = 13, n = 5$ is.
- The postcondition is always satisfiable and result is unique.
 - For $m = 13, n = 5$, only $q = 2, r = 3$ is legal.

Example: The Problem of Linear Search

Problem: given a finite integer sequence a and an integer x , determine the smallest position p at which x occurs in a ($p = -1$, if x does not occur in a).

Example: $a = [2, 3, 5, 7, 5, 11], x = 5 \rightsquigarrow p = 2$

Input: $a \in \mathbb{Z}^*, x \in \mathbb{Z}$

Output: $p \in \mathbb{N} \cup \{-1\}$ where

let $n = \text{length}(a)$ **in**

if $\exists p \in \mathbb{N}_n : a(p) = x$

(x occurs in a)

then $p \in \mathbb{N}_n \wedge a(p) = x \wedge$

(p is the index of some occurrence of x)

$(\forall q \in \mathbb{N}_n : a(q) = x \rightarrow p \leq q)$

(p is the smallest such index)

else $p = -1$

All inputs are legal; the result always exists and is uniquely determined.

Example: The Problem of Binary Search

Problem: given a finite integer sequence a that is sorted in ascending order and an integer x , determine some position p at which x occurs in a ($p = -1$, if x does not occur in a).

Example: $a = [2, 3, 5, 5, 5, 7, 11], x = 5 \rightsquigarrow p \in \{2, 3, 4\}$

Input: $a \in \mathbb{Z}^*, x \in \mathbb{Z}$ where

let $n = \text{length}(a)$ in

$\forall k \in \mathbb{N}_{n-1}: a(k) \leq a(k+1)$ *(a is sorted)*

Output: $p \in \mathbb{N} \cup \{-1\}$ where

let $n = \text{length}(a)$ in

if $\exists p \in \mathbb{N}_n: a(p) = x$ *(x occurs in a)*

then $p \in \mathbb{N}_n \wedge a(p) = x$ *(p is the index of some occurrence of x)*

else $p = -1$

Not all inputs are legal; for every legal input, the result exists but is not unique.

Example: The Problem of Sorting

Problem: given a finite integer sequence a , determine that permutation b of a that is sorted in ascending order.

Example: $a = [5, 3, 7, 2, 3] \rightsquigarrow b = [2, 3, 3, 5, 7]$

Input: $a \in \mathbb{Z}^*$

Output: $b \in \mathbb{N}^*$ where

let $n = \text{length}(a)$ in

$\text{length}(b) = n \wedge$

$(\forall k \in \mathbb{N}_{n-1}: b(k) \leq b(k+1)) \wedge$

(b is sorted)

$\exists p \in \mathbb{N}_n^* :$

(b is a permutation of a)

$(\forall k_1 \in \mathbb{N}_n, k_2 \in \mathbb{N}_n: k_1 \neq k_2 \rightarrow p(k_1) \neq p(k_2)) \wedge$

$(\forall k \in \mathbb{N}_n: a(k) = b(p(k)))$

All inputs are legal; the result always exists and is uniquely determined.

Implementing Problem Specifications

Input: $x_1 \in T_1, \dots, x_n \in T_n$ **where** I_x

Output: $y_1 \in U_1, \dots, y_m \in U_m$ **where** $O_{x,y}$

- Specification demands definition of function $f: T_1 \times \dots \times T_n \rightarrow U_1 \times \dots \times U_m$ with property

$\forall x_1 \in T_1, \dots, x_n \in T_n : I_x \rightarrow$ **let** $(y_1, \dots, y_m) = f(x_1, \dots, x_n)$ **in** $O_{x,y}$

- For all arguments x_1, \dots, x_n that satisfy the input condition,
- the result (y_1, \dots, y_m) of f satisfies the output condition.

- The specification itself already implicitly defines such a function:

$f(x_1, \dots, x_n) :=$ **such** $y_1, \dots, y_m : I_x \rightarrow O_{x,y}$

- However, actually we want an explicitly defined function (computer program):

$f(x_1, \dots, x_n) := t_x$

A core goal of computer science is to specify problems, to implement the specifications, and to verify the correctness of the implementation (e.g., by formal methods).