

advanced logic  
2019 02 07  
lecture 2

## overview

- semantics
- game semantics
- alternative semantics

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## formulas of modal logic

$p \mid \perp \mid \phi \rightarrow \psi \mid \Box\phi \mid \Diamond\phi$

we could define  $\Box$  using  $\Diamond$  or vice versa:

$$\Box\phi := \neg\Diamond\neg\phi$$

$$\Diamond\phi := \neg\Box\neg\phi$$

we will consider different (equivalent) sets of connectives

necessity : true in all accessible states or in all possible worlds

possibility : true in at least one accessible state

## truth and validity

$$((W, R), V), w \models \phi$$

$$((W, R), V) \models \phi$$

$$(W, R) \models \phi$$

$$\models \phi$$

what is omitted is implicitly universally quantified

## examples of (in)valid axioms and rules

$\models \phi$  if  $\phi$  a tautology of propositional logic

$$\models \Box(\phi \rightarrow \psi) \rightarrow (\Box\phi \rightarrow \Box\psi)$$

modus ponens: if  $\models \phi \rightarrow \psi$  and  $\models \phi$  then  $\models \psi$

necessitation: if  $\models \phi$  then  $\models \Box\phi$

$$\not\models \phi \rightarrow \Box\phi$$

$$\not\models \Box\phi \rightarrow \phi$$

## local and global truth: example

$$W = \{u, v, w, s\}$$

$$R = \{(u, v), (v, w), (w, u), (s, s)\}$$

$$V(p) = \{w, s\}$$

$$V(q) = \{u, v, w\}$$

for which worlds  $x$  do we have  $\mathcal{M}, x \models p \rightarrow \Box p$ ?

for which worlds  $x$  do we have  $\mathcal{M}, x \models \Box p \rightarrow \Diamond q$ ?

if possible give another valuation such that  $\Diamond p \rightarrow p$  is not globally true

if possible give another valuation such that  $\Diamond p \rightarrow \Box p$  is not globally true

## more examples

$$\models \Box(\phi \wedge \psi) \leftrightarrow \Box\phi \wedge \Box\psi$$

$$\models \Diamond(\phi \vee \psi) \leftrightarrow \Diamond\phi \vee \Diamond\psi$$

$$\models \Box\phi \vee \Box\psi \rightarrow \Box(\phi \vee \psi)$$

$$\not\models \Box(\phi \vee \psi) \rightarrow \Box\phi \vee \Box\psi$$

$$\models \Diamond(\phi \wedge \psi) \rightarrow \Diamond\phi \wedge \Diamond\psi$$

$$\not\models \Diamond\phi \wedge \Diamond\psi \rightarrow \Diamond(\phi \wedge \psi)$$

## local truth

### from world to formula

definition of local truth:  $\mathcal{M}, w \models \phi$

### from formula to world

characterize a world via a modal formula without variables

## semantics and syntax

we will also see various proof systems for modal logic  
and soundness and completeness theorems

## modal formulas distinguishing states

consider a frame with four states  $\{1, 2, 3, 4\}$  and accessibility relation  
 $1 \rightarrow 2 \rightarrow 3$  and  $4 \rightarrow 1, 4 \rightarrow 3$

find for every point  $i$  a distinguishing formula  $\phi_i$   
that is, a formula such that  $i \models \phi_j$  if and only if  $i = j$  for all  
 $i, j \in \{1, 2, 3, 4\}$

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## game semantics: setting

### another approach to local truth

a model  $\mathcal{M} = ((W, R), V)$ , and a world  $w \in W$ , and a formula  $\phi$

there are two players:

Verifier (V) claims that  $\phi$  is true in  $w$

Falsifier (F) claims that  $\phi$  is false in  $w$

a position is a pair  $(w, \phi)$  with  $w \in W$  a world and  $\phi$  a formula

a move from a position  $(w, \phi)$  is determined by the main operator of  $\phi$

## game tree

a complete game tree for  $\phi$  and  $(\mathcal{M}, w)$

starts with  $(w, \phi)$  and contains all possible moves

## game semantics: position determines move

$(t, \phi_1 \vee \phi_2)$ : V chooses a disjunct  $\phi_i$ ; play continues with  $(t, \phi_i)$

$(t, \phi_1 \wedge \phi_2)$ : F chooses a conjunct  $\phi_i$ ; play continues with  $(t, \phi_i)$

$(t, \Diamond\phi)$ : V chooses a successor  $u$  of  $t$ ; play continues with  $(u, \phi)$

$(t, \Box\phi)$ : F chooses a successor  $u$  of  $t$ ; play continues with  $(u, \phi)$

$(t, \neg\phi)$ : players switch roles; play continues with  $(t, \phi)$

$(t, p)$ : if  $p$  is true in  $t$  then V wins; otherwise F wins

who should but cannot choose a successor loses

## game semantics: strategy

a strategy for player  $P$  is a method to select moves

player  $P$  has a winning strategy

if there is a strategy ensuring that  $P$  wins the game

Theorem explaining the connection with the truth definition:

$\phi$  is true in  $\mathcal{M}$  in  $s$  iff V has a winning strategy for  $\mathcal{M}, s, \phi$

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## alternative semantics

intuition:

given a model  $\mathcal{M} = (W, R, V)$ ,

the interpretation  $\llbracket \phi \rrbracket_{\mathcal{M}}$  of a formula  $\phi$

is the set of worlds in which  $\phi$  is true

## alternative semantics

Let  $\mathcal{M} = (W, R, V)$  be a model.

We define  $\llbracket \phi \rrbracket_{\mathcal{M}} \subseteq W$ , the *interpretation* of a formula  $\phi$  in the model  $\mathcal{M}$ , inductively by

$$\llbracket p \rrbracket_{\mathcal{M}} = V(p) \quad (p \in \text{Var})$$

$$\llbracket \perp \rrbracket_{\mathcal{M}} = \emptyset$$

$$\llbracket \top \rrbracket_{\mathcal{M}} = W$$

$$\llbracket \neg \phi \rrbracket_{\mathcal{M}} = W \setminus \llbracket \phi \rrbracket_{\mathcal{M}}$$

$$\llbracket \phi \vee \psi \rrbracket_{\mathcal{M}} = \llbracket \phi \rrbracket_{\mathcal{M}} \cup \llbracket \psi \rrbracket_{\mathcal{M}}$$

$$\llbracket \phi \wedge \psi \rrbracket_{\mathcal{M}} = \llbracket \phi \rrbracket_{\mathcal{M}} \cap \llbracket \psi \rrbracket_{\mathcal{M}}$$

$$\llbracket \phi \rightarrow \psi \rrbracket_{\mathcal{M}} = \neg \llbracket \phi \rrbracket_{\mathcal{M}} \cup \llbracket \psi \rrbracket_{\mathcal{M}}$$

$$\llbracket \diamond \phi \rrbracket_{\mathcal{M}} = \{w \in W \mid \exists v R w v \wedge v \in \llbracket \phi \rrbracket_{\mathcal{M}}\}$$

$$\llbracket \square \phi \rrbracket_{\mathcal{M}} = \{w \in W \mid \forall v R w v \Rightarrow v \in \llbracket \phi \rrbracket_{\mathcal{M}}\}$$

(for  $X \subseteq W$  we write  $\neg X$  to denote the *complement* of  $X$ , i.e.,  $\neg X = W \setminus X$ )