

Predicate Logic (1st-order logic)

- Prop. logic limited in scope (two constants, Boolean-valued variables)
Useful for digital hardware but software deal with real variables
- Predicate logic allows arbitrary variables and constants
Predicate \equiv Relation
- Language of Logic: $L = C \cup F \cup R$ (sets of constg fns, relations)

Interpretation of L on set U is a map I over L s.t.

$\forall c \in C, I(c) \in U$ is an element of U

$\forall f \in F, I(f)$ is n-ary fn. over U for n-ary fn. symbol f

$\forall r \in R, I(r)$ is n-ary relation over U for n-ary rel. symbol r
(interpretation assigns meaning to symbols in L)

L -structure or L -algebra: $(U, I(L))$

Examples: Boolean-algebra: $C = \{T, F\}, F = \{\neg, \wedge, \vee\}, S = \mathbb{B}$

Number system algebra: $(N, 0, 1, +, \cdot)$

Integer system algebra: $(Z, 0, 1, +, \cdot, -)$

Linear algebra (of matrices): $(M(G), 0, I, +, \cdot, -)$

matrices with complex entries zero matrix

- Terms of L -algebra over variables set X

Each constant $c \in C$ is a term

Each variable $x \in X$ is a term

t_1, \dots, t_n terms, $f \in F$ n-ary fn. $\Rightarrow f(t_1, \dots, t_n)$ term

Example (terms of Boolean logic):

constants: T, F

Prop. variables: p, q, r

f, f_1, f_2 terms $\Rightarrow \neg f, f_1 \wedge f_2, f_1 \vee f_2$ terms