Contents

Pr	eface	e vii			
1	Inti	roduction 1			
_	1.1	The special role of logic in rational inquiry 1			
		Why learn an artificial language? 2			
	1.3	About this book 4			
Pa	art I	Propositional Logic 7			
2	Ato	omic Sentences 9			
	2.1	Individual constants 9			
	2.2	Predicate symbols 10			
	2.3	Atomic sentences 12			
	2.4	The first-order language of set theory 15			
	2.5	Function symbols 17			
	2.6	The first-order language of arithmetic 19			
	2.7	General first-order languages 20			
	2.8	Methods of proof 24			
	2.9	Formal proofs 30			
	2.10	Alternative notation 33			
3	Cor	ijunctions, Disjunctions, and Negations 35			
	3.1	Negation symbol (¬) 36			
	3.2	Conjunction symbol (\land) 37			
	3.3	Disjunction symbol (V) 39			
	3.4	Ambiguity and parentheses 42			
	3.5	Logical equivalence 44			
	3.6	Translation 47			
	3.7	Satisfiability and logical truth 51			
	3.8	Methods of proof involving \neg , \wedge , and \vee 58			
	3.9	Formal proofs 66			
	3.10	Conjunctive and disjunctive normal forms 82			

xii	/ Contents		
		Truth-functional completeness 85 Alternative notation 88	
4	4.1 4.2 4.3 4.4 4.5 4.6	Conversational implicature 97 Methods of proof involving \rightarrow and \leftrightarrow 99 Formal proofs 104 \mathcal{F}' : Speeding up system \mathcal{F} 108	
_		Alternative notation 112	
Pa	art I	I Quantifiers 113	
5	Inti	roduction to Quantification 115	
	5.1	Variables 115	
	5.2	Atomic wffs 115	
	5.3	Quantifiers 116	
		Wffs and sentences 117	
	5.5	•	
		Game rules for the quantifiers 121	
		The four Aristotelian forms 123	
	5.8	~ ·	
	5.9		
	F 10	quantifiers 132	
		Methods of proof involving ∀ and ∃ 135 Formal proofs 144	
		Function symbols, revisited 150	
		Alternative notation 152	
_			
6		tences with More than One Quantifier 154	
	$6.1 \\ 6.2$	Multiple uses of a single quantifier symbol 154 Mixed quantifiers 157	
	6.3	1	
		Paraphrasing English 162	
		Ambiguity and context sensitivity 167	
		Translations using function symbols 170	
		Methods of proof involving mixed quantifiers 172	
	6.8	Formal proofs 177	
		Prenex form 181	
7		ne Specific Uses of Quantifiers 185	
•	7.1	Making numerical claims 185	
	7.1	Definite descriptions 189	
		Total accordance and	

7.3 Methods of proof involving numerical claims

205

	7.5	Expressive limitations of first-order logic 201
P	art l	III Applications of First-order Logic
8		st-order Set Theory 207
		Cantor's set theory 208
	8.2	O
	8.3	
	8.4	
		Sets of sets 216
	8.6	F
	8.7	
	8.8	Modern set theory 222
9		uction 227
		Some examples of induction 228
		Inductive definitions in set theory 234
	9.3	Induction on the natural numbers 235
D,	.r+ T	V Advanced Topics 241
1 6	u l	V Advanced Topics 241
10	Adv	vanced Topics in Propositional Logic 243
		Horn sentences 243
	10.2	Satisfiable sentences and
		logically true sentences, revisited 247
		Resolution 250
	10.4	The conditional form of Horn sentences 255
11	Adv	vanced Topics in FOL 258
	11.1	First-order structures 258
		Spurious structures 262
	11.3	Truth and satisfaction, revisited 263
		Skolemization 269
		Unification of terms 270
		Resolution, revisited 273
	11.7	Completeness and incompleteness 278
Reference Material		
Α	Hov	v to Use Tarski's World 283
	A .1	The basics 283
		Starting Tarski's World 283
		The four main windows 285

Opening saved files 285

7.4 Some review problems 194

xiv	/	CONTENTS
-----	---	----------

В \mathbf{C}

Exercise Files Index

		Starting new files 287
		Closing files and windows 287
		Saving a file 287
		Naming files 288
		Saving a file on another disk 288
		Exiting 289
	A.2	Using the world window 289
		Adding blocks 289
		Naming blocks 289
		Moving blocks 290
		Sizing and shaping blocks 290
		Deleting blocks 290
		Hiding labels 290
		2-D view 291
		Rotating worlds 291
	A.3	Using the keyboard and sentence windows 291
		Writing formulas 291
		Commenting your sentences 292
		Creating a list of sentences 292
		Moving from sentence to sentence 293
		Deleting sentences 293
		Editing sentences 294
		Cutting, copying, and pasting 295
		Moving and sizing windows 295
		Printing 296
	A.4	Using the sentence inspector 296
		Checking syntax 296
		Verifying truth 297
	A.5	Playing the game 298
		Picking blocks and sentences 298
		Backing up and giving up 299
		When to play the game 299
	A .6	Summary of Keyboard Equivalents 300
В	Wi	ndows Terminology 302
\mathbf{C}	Sur	nmary of Proof Rules 305
		System \mathcal{F} 305
		System \mathcal{F}' 307
Ge	enera	al Index 310
Ta	rski'	s World Index 317

318