

In a certain game, players 1 and 2 go back and forth choosing either 1 or 2. If a player brings the sum of all previously chosen numbers to 7 or greater, that player wins. You, player 1, go first. What number should you pick?

Now you can choose numbers 1-n and we play until the sum is x or greater. Do you want to go first or second?

PUZZLE ANSWER

Notice that if it is your turn and the sum so far is 5 or 6, you can win. Therefore if the other player has to choose when the sum is at 4, she will bring the sum to 5 or 6 and so you win. So if you can bring it to 4, you win. So choose 1, then at each step, choose 1 iff they previously chose 2.

If you are choosing from 1-n, you can increase the sum by n+1 each iteration. If x divides n+1 evenly, go second. If it doesn't, go first and bring the sum to exactly $z \times (n+1)$ away from x to win [for any z].



A winning strategy is one in which it doesn't matter what your opponent does, you can do something to win.

Domain = {1,2}

Player 1 can win since: ∃x∀y∃z∀w∃v(x+y+z+w+x+v=7)

If Player 2 had a winning strategy it would be true that:

→vEw∀zEv∀xEr ∀x∃y∀z∃w∀v (you

Overlapping Scope Proofs and Identity

Friday, 29 October

TESTING VALIDITY USING TARSKI'S WORLD

SameRow(a,b)

Valid or not?

SameRow(b,a)

Can't make T, F in Tarski's World. But this clearly depends on the meaning of SameRow. S(a,b) therefore S(b,a) is not FO valid.

What if "SameRow(x,y)" meant RightOf(x,y)?

TESTING VALIDITY USING TARSKI'S WORLD

 $\forall x(Cube(x) \lor x=a)$ $\exists x Small(x)$

Valid or not?

 $\forall x(x=a \rightarrow (Dodec(x) \lor Small(x)))$

 $\forall x(Cube(x) \lor x=a) \Leftrightarrow \forall x(\neg Cube(x) \rightarrow x=a)$

If like this then you are =a

a is the only non-cube (if there is one)

 $\forall x(x=a \rightarrow (Dodec(x) \lor Small(x)))$

If you are =a then you are like this

a is either a dodec or is small

Friday, October 29, 2010

 $\forall x(x=a \rightarrow P(x)) \Leftrightarrow P(a)$

 $\exists x(x=a \land P(x)) \quad \Leftrightarrow \quad P(a)$

therefore

 $\vdash \forall x(x=a \rightarrow P(x)) \leftrightarrow \exists x(x=a \land P(x))$

 $I. \forall x(x=a \rightarrow P(x))$ $2. a=a \rightarrow P(a)$ 3. a=a $4. a=a \land P(a)$ $\exists x(x=a \land P(x))$ $\exists x(x=a \land P(x))$

∀ Elim I
= Intro
Taut Con 2,3

 $\begin{vmatrix} \forall x(x=a \rightarrow P(x)) \\ \forall x(x=a \rightarrow P(x)) \leftrightarrow \exists x(x=a \land P(x)) \end{vmatrix}$ ↔ Intro

I. $\forall x(x=a \rightarrow P(x))$ 2. $a=a \rightarrow P(a)$ 3. a=a4. $a=a \land P(a)$ 5. $\exists x(x=a \land P(x))$ 6. $\exists x(x=a \land P(x))$

∀ Elim I
= Intro
Taut Con 2,3
∃ Intro 4

 $\begin{vmatrix} \forall x(x=a \rightarrow P(x)) \\ \forall x(x=a \rightarrow P(x)) \leftrightarrow \exists x(x=a \land P(x)) \end{vmatrix}$ ↔ Intro

```
6. \exists x(x=a \land P(x))
    7. b b=a \wedge P(b)
      8. C
        9. c=a
         10. b=c \wedge P(b)
                                             = Elim 7,9
         II. b=c
                                             \wedge Elim 10
         12. P(b)
                                             \wedge Elim 10
        P(c)
     c=a \rightarrow P(c)
   \forall x(x=a \rightarrow P(x))
  \forall x(x=a \rightarrow P(x))
\forall x(x=a \rightarrow P(x)) \leftrightarrow \exists x(x=a \land P(x))
```

→ Intro
∀ Intro
∃ Elim
↔ Intro

```
6. \exists x(x=a \land P(x))
   7. b b=a \wedge P(b)
      8. C
       9. c=a
        10. b=c \wedge P(b)
                                            = Elim 7,9
         11. b=c
                                            \wedge Elim 10
         12. P(b)
                                            \wedge Elim 10
       13. P(c)
                                            = Elim 11,12
    | 14. c=a \rightarrow P(c)
                                                            \rightarrow Intro 9-13
    15. \forall x(x=a \rightarrow P(x))
                                                             ∀ Intro 8-14
  16. \forall x(x=a \rightarrow P(x))
                                                              3 Elim 6,7-15
17. \forall x(x=a \rightarrow P(x)) \leftrightarrow \exists x(x=a \land P(x)) \leftrightarrow Intro 1-5, 6-116
```

```
I. \forall x \exists y (P(x) \land Q(y))
2. \exists y(P(a) \land Q(y))
                                              ∀ Elim I
    3. b P(a) \wedge Q(b)
      4. c
      5. \exists y(P(c) \land Q(y))
                                              ∀ Elim I
         6. d P(c) \wedge Q(d)
       P(c) \wedge Q(b)
      P(c) \wedge Q(b)
     \forall x(P(x) \land Q(b))
     \exists y \forall x (P(x) \land Q(y))
\exists y \forall x (P(x) \land Q(y))
```

∃ Elim
∀ Intro
∃ Intro
∃ Elim

```
I. \forall x \exists y (P(x) \land Q(y))
2. \exists y(P(a) \land Q(y))
                                            ∀ Elim I
   3. b P(a) \wedge Q(b)
     4. c
     5. \exists y(P(c) \land Q(y))
                                            ∀ Elim I
        6. d P(c) \wedge Q(d)
      7. P(c) \wedge Q(b)
     8. P(c) ∧ Q(b)
    9. \forall x(P(x) \land Q(b))
   10. \exists y \forall x (P(x) \land Q(y))
II. \exists y \forall x (P(x) \land Q(y))
```

Taut Con 3,6 ∃ Elim 5,6-7 ∀ Intro 4-8 ∃ Intro 9 ∃ Elim 2,3-10

- $\exists x \exists y (P(x) \land P(y))$
 - Both x and y are painters
 - but not necessarily different!
- $\exists x \exists y (P(x) \land P(y) \land x \neq y)$

There are at least two painters

 $\exists x \exists y(x \neq y)$ There are at least two things in the domain

 $\exists x \exists y \exists z (x \neq y \land y \neq z \land x \neq z)$

There are at least three things

 $\neg \exists x \exists y \exists z(x \neq y \land y \neq z \land x \neq z)$

There are NOT at least three things

= There are at most two things (=0,1,or 2)

 $\neg \exists x \exists y (P(x) \land P(y) \land x \neq y)$

= There is at most one painter (0 or 1)

EQUIVALENT TRANSLATIONS

 $\neg \exists x \exists y (P(x) \land P(y) \land x \neq y)$ $\Leftrightarrow \forall x \neg \exists y (P(x) \land P(y) \land x \neq y)$ $\Leftrightarrow \forall x \forall y \neg (P(x) \land P(y) \land x \neq y)$ $\Leftrightarrow \forall x \forall y ([P(x) \land P(y)] \rightarrow x=y)$ = There is at most one painter (0 or 1) $\forall x \forall y \forall z([P(x) \land P(y) \land P(z)] \rightarrow (x=y \lor y=z \lor x=z))$ = There is at most two painters (0 or 1 or 2)

EQUIVALENT TRANSLATIONS

Exactly one = At least one and at most one (not two)