

Automata Theory Approach to Predicate Intuitionistic Logic

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1. Arcadian Automata

\mathbb{A} is defined as a tuple $\langle A, Q, q^0, \varphi^0, \mathcal{I}, i, \text{fv} \rangle$, where

- $A = \langle A, \leq \rangle$ is a finite tree;
- Q is a set of states;
- $q^0 \in Q$ is an *initial* state of the automaton;
- $\varphi^0 \in A$ is an *initial* tree node of the automaton;
- \mathcal{I} is a set of all instructions;
- $i: Q \rightarrow \mathcal{P}(\mathcal{I})$ is a function which gives the set of instructions *available* in a given state;
- $\text{fv}: A \rightarrow \mathcal{P}(A)$ is a *binding* function.

Each state may be either existential or universal and belongs to an element $a \in A$, so $Q = Q^\exists \cup Q^\forall$, and $Q^\forall = \bigcup_{a \in A} Q_a^\forall$ and $Q^\exists = \bigcup_{a \in A} Q_a^\exists$.

2. Instantaneous description

An ID of \mathbb{A} is a tuple $\langle q, \kappa, w, w', S, V \rangle$ where

- $q \in Q$ is the current state,
- κ is the current node in A ,
- $w: A \rightarrow V$ is the interpretation of bindings associated with κ by $\text{fv}(\kappa)$, in particular we require here that $\text{fv}(\kappa) \subseteq \text{dom}(w)$,
- $w': A \rightarrow V$ is the auxiliary interpretation of bindings
- S is the *store* of the automaton, which is a set of pairs $\langle \rho, v \rangle$ where $\rho \in A$ and $v: A \rightarrow V$ and we require that $\text{fv}(\rho) \subseteq \text{dom}(v)$,
- V is the working domain of the automaton, i.e. a set of eigenvariables,

3. Instructions

1. $q: \text{store } \rho, \rho', q'$ adds a new fact $\langle \rho, (w \ll w')|_{\text{fv}(\rho)} \rangle$ to the store;
2. $q: \text{jmp } \rho, q'$
3. $q: \text{new } \rho, q'$ extends the discourse domain V with a new element X ;
4. $q: \text{check } \rho, \rho', q'$ checks if appropriate fact is stored in S
5. $q: \text{instL } \rho, \rho', q'$ checks if the current node is an appropriate successor of ρ ;
6. $q: \text{load } \rho, q'$ loads an appropriately constructed interpretation to the additional register.

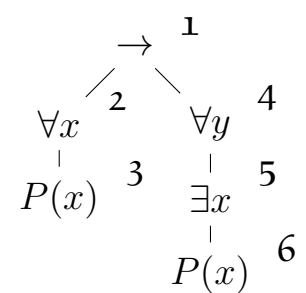
4. Structural decomposition instructions

- (1) $\varphi_1 \rightarrow \varphi_2$ $q_{\varphi_1 \rightarrow \varphi_2}^\forall: \text{store } \varphi_1, \varphi_2, q_{\varphi_2}^\exists$
 $\Rightarrow \langle q_{\varphi_1 \rightarrow \varphi_2}^\forall, \varphi_1 \rightarrow \varphi_2, w, \emptyset, S, V \rangle \rightarrow \langle q_{\varphi_2}^\exists, \varphi_2, w, \emptyset, S \cup \{ \langle \varphi_1, w|_{\text{fv}(\varphi_1)} \rangle \}, V \rangle$
- (2) $\varphi_1 \wedge \varphi_2$ $q_{\varphi_1 \wedge \varphi_2}^\forall: \text{jmp } \varphi_1, q_{\varphi_1}^\exists$
 $\Rightarrow \langle q_{\varphi_1 \wedge \varphi_2}^\forall, \varphi_1 \wedge \varphi_2, w, \emptyset, S, V \rangle \rightarrow \langle q_{\varphi_1}^\exists, \varphi_1, w, \emptyset, S, V \rangle$
 $q_{\varphi_1 \wedge \varphi_2}^\forall: \text{jmp } \varphi_2, q_{\varphi_2}^\exists$
 $\Rightarrow \langle q_{\varphi_1 \wedge \varphi_2}^\forall, \varphi_1 \wedge \varphi_2, w, \emptyset, S, V \rangle \rightarrow \langle q_{\varphi_2}^\exists, \varphi_2, w, \emptyset, S, V \rangle$
- (3) $\varphi_1 \vee \varphi_2$ $q_{\varphi_1 \vee \varphi_2}^\exists: \text{jmp } \varphi_1, q_{\varphi_1}^\exists$
 $\Rightarrow \langle q_{\varphi_1 \vee \varphi_2}^\exists, \varphi_1 \vee \varphi_2, w, \emptyset, S, V \rangle \rightarrow \langle q_{\varphi_1}^\exists, \varphi_1, w, \emptyset, S, V \rangle$
 $q_{\varphi_1 \vee \varphi_2}^\exists: \text{jmp } \varphi_2, q_{\varphi_2}^\exists$
 $\Rightarrow \langle q_{\varphi_1 \vee \varphi_2}^\exists, \varphi_1 \vee \varphi_2, w, \emptyset, S, V \rangle \rightarrow \langle q_{\varphi_2}^\exists, \varphi_2, w, \emptyset, S, V \rangle$
- (4) $\forall X.\varphi$ $q_{\forall X.\varphi}^\forall: \text{new } \varphi, q_\varphi^\exists$
 $\Rightarrow \langle q_{\forall X.\varphi}^\forall, \forall X.\varphi, w, \emptyset, S, V \rangle \rightarrow \langle q_\varphi^\exists, \varphi, [\forall X.\varphi := Y] \ll w, \emptyset, S, V \cup \{Y\} \rangle$
 where $Y \notin V$
- (5) $\exists X.\varphi$ $q_{\exists X.\varphi}^\forall: \text{instR } \varphi, q_\varphi^\exists$
 $\Rightarrow \langle q_{\exists X.\varphi}^\forall, \exists X.\varphi, w, \emptyset, S, V \rangle \rightarrow \langle q_\varphi^\exists, \varphi, [\exists X.\varphi := Y] \ll w|_{\text{fv}(\exists X.\varphi)}, \emptyset, S, V \rangle$
 where $Y \in V$

5. Example

We built the Arcadian automaton for $\varphi_{\text{pos}} = \forall x(P(x)) \rightarrow \forall y \exists x P(x)$ (tree shown in Fig. 1).

Figure 1: Syntax tree of ϕ_{pos} .



The set \mathcal{I} of available instructions consists of elements:

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|--|---|
| (10) $q_6^\exists: \text{jmp } 2, q_2^\exists$ | (4) $q_4^\forall: \text{new } 5, q_5^\exists$ |
| (4) $q_2^\forall: \text{new } 3, q_3^\exists$ | (19) $q_{4,\exists}^\forall: \text{jmp } 5, q_5^\exists$ |
| (19) $q_{1,\exists}^\forall: \text{jmp } 5, q_5^\exists$ | (19) $q_{5,\exists}^\forall: \text{jmp } 5, q_5^\exists$ |
| (5) $q_5^\forall: \text{instR } 6, q_6^\exists$ | (20) $q_{1,\exists}^\forall: \text{instL } 5, 1, q_1^\exists$ |
| (10) $q_3^\exists: \text{jmp } 2, q_2^\exists$ | (20) $q_{4,\exists}^\forall: \text{instL } 5, 4, q_4^\exists$ |
| (1) $q_1^\forall: \text{store } 2, 4, q_4^\exists$ | (20) $q_{5,\exists}^\forall: \text{instL } 5, 5, q_5^\exists$ |

We use some instructions available for any state. Here we spell out only the ones used in our successful run:

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|---|--|
| (6) $q_1^\exists: \text{jmp } 1, q_1^\forall$ | (6) $q_4^\exists: \text{jmp } 4, q_4^\forall$ |
| (6) $q_5^\exists: \text{jmp } 5, q_5^\forall$ | (13) $q_2^\exists: \text{check } 2, 2, q_{\text{axiom}}^\forall$ |

The red arrows show a successful run of the automaton.