

# Logic and Computation, & their interactions

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## Logic is . . .

- From the Greek word LOGOS, translated as “sentence”, “discourse”, “reason”, “rule”, and “ratio”.
- The study of arguments (Wikipedia) “in the disciplines of philosophy, mathematics, and computer science”.
- Logic is for constructing proofs which give us reliable confirmation of the truth of the proven proposition.

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## Mathematical Logic is . . .

- Application of mathematical techniques to logic.
- Mathematical logic (also known as symbolic logic) is a subfield of mathematics with close connections to computer science and philosophical logic. (Wikipedia)
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## Hilbert's Entscheidungsproblem = Decision Problem

Finding an ALGORITHM (or AL-KHWARIZMI):

Input: A (Mathematical) Statement.

Output: YES (if universally valid) NO (if not always valid).

Computationally Decidable set  $A$ : an algorithm  $\mathcal{P}$  decides on any input  $x$  whether  $x \in A$  (outputs **YES**) or  $x \notin A$  (outputs **NO**).



Algorithm: single-input, Boolean-output (1, 0)

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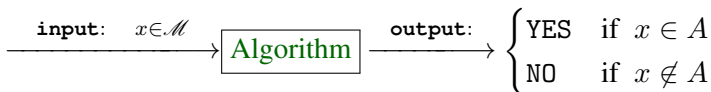
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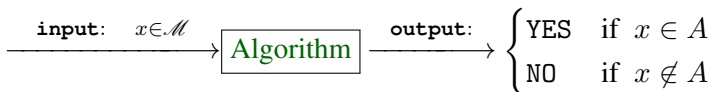
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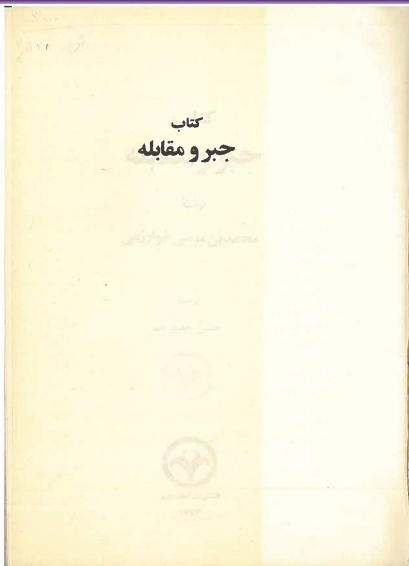

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**خوارزمی و میراث علمی وی**

کتاب جبر و مقابله نخستین اثر علمی بر جای مانده است از محمد بن موسی خوارزمی، ریاضیدان بزرگ ایرانی، در علم حساب و جبر و مقابله. کتابی که در آغاز قرن سوم هجری-حدود یک هزار و دویست سال پیش از این - به همت و ابتکار این ریاضیدان ایرانی تبار به زبان عربی تصنیف شد و به فرهنگ رو به گسترش اسلامی رونق تازه بخشید. استقبال گرم و کم سابقه‌ای که در محافل علمی روزگار خوارزمی، و مآخذ فرهنگ‌های پس از وی، از این کتاب ریاضی به عمل آمده مهر تأییدی شد که بر نفاست کتاب و کفایت نویسنده‌اش نقش بست و زمینهٔ نیکامی و جاودانگی نویسنده و نوشتهٔ او را در سراسر گیتی فراهم ساخت.

خوارزمی کار نگارش این اثر ماندنی خویش را در سال ۲۸۵ هجری به پایان رسانیده است. اثری که پس از انتشار در قلمرو جهان اسلام پیوسته استادان را مقید بوده و دانشجویان را کلید.

کتاب جبر خوارزمی در سال ۵۴۰ هجری (۱۱۳۵ میلادی) به همت هاروت چستری به لاتین ترجمه شد، و این ترجمه را می توان آغاز رواج علم جبر در اروپا دانست و از آنجا به سراسر گیتی.

# کتاب جبر و مقابله

نوشته

محمد بن موسیٰ خوارزمی

ترجمه

حسین خدیو جم



انتشارات اطلاعات

۱۳۶۴

کتابخانه  
مطالعات

می‌کنی، می‌شود: شش درهم، و حاصل آن یک مال و یک جنر است که برابر است با شش درهم. آنگاه جذر را پس از نصف کردن، درمانند خودش ضرب کن، می‌شود: یک چهارم، آن را برش بیفزای، و جذر حاصل جمع را بگیر، و نصف جذری را که در مانده خودش ضرب کرده بودی - و عبارت است از نصف - از آن کم کن، باقیمانده عبارت است از مقدار مردان نوبت اول که در این مسئله دومر است.

۲۹- اگر کسی بگوید: مالی است که چون آن را در دوسومش ضرب کنی پنج می‌شود.

راه حل آن چنین است: اگر آنرا در مانده خودش ضرب کنی هفت و نیم می‌شود. پس می‌گویی: آن مال جذرهفت و نیم است که باید در دوسوم جذر هفت و نیم ضرب شود، آنگاه دوسوم را در دوسوم ضرب می‌کنی می‌شود چهار نهم، و چهار نهم ضرب در هفت و نیم می‌شود سه و یک سوم، پس جذر سه و یک سوم عبارت است از دوسوم جذر هفت و نیم، آنگاه سه و یک سوم را در هفت و نیم ضرب می‌کنی می‌شود بیست و پنج، جذر آن را می‌گیری پنج می‌شود.

۳۰- اگر کسی بگوید: مالی است که چون درسه جذر خودش ضرب شود پنج برابر مال اول می‌شود.

راه حل آن چنین است: چنان است که گفته باشد مالی را در جذرش ضرب کردم به اندازهٔ یک مال و دوسوم مال اول شد، پس مقدار جذر این مال یک درهم و دوسوم درهم است، و اصل مال دودرهم و هفت نهم درهم خواهد بود.

۳۱- اگر کسی بگوید: مالی است که چون یک سوم آن را کم (۱) خواندنی این مسئله را با اندکی تفصیل تکرار کرده است. یعنی شکل دیگری از مسئلهٔ شمارهٔ ۱۴ است.

کنی و باقیمانده را درسه جذر آن مال ضرب کنی مقدار مال اول بدست می‌آید.

راه حل آن چنین است: اگر تمام مال اول را، پیش از کسر یک سوم، درسه عدد جذر خودش ضرب کنی می‌شود یک مال و نیم؛ زیرا دو سوم آن ضرب در سه جذر خودش می‌شود یک مال، پس تمام آن ضرب در سه جذرش می‌شود یک مال و نیم، و چون تمام آنرا در یک جذر ضرب کنی می‌شود نصف مال، بنابراین جذر این مال نصف است و اصل آن یک چهارم است، پس دو سوم مال برابر است با یک ششم؛ و سه جذر مال یک درهم و نیم است، بنابراین هنگامی که یک ششم را در یک و نیم ضرب کنی یک چهارم بدست می‌آید و آن مقدار مال است.

۳۲- اگر کسی بگوید: مالی است که چون چهار جذر آن را کنار بگذاری و سپس یک سوم باقیمانده را برداری، این یک سوم برابر است با چهار جذر مال.

راه حل آن چنین است: می‌دانی که یک سوم باقیمانده برابر است با چهار جذر مال، پس تمام باقیمانده برابر است با دوازده جذر آن. و چون چهار جذری را که کنار گذاشتی بر آن بیفزایی می‌شود: شانزده جذر، و این تعداد جذر های مال است، و مقدار این مال دو بیست و پنجاه و هوش است.

۳۳- اگر کسی بگوید: مالی است که چون یک جذر آنرا کنار بگذاری و جذر باقیمانده را بر جذر آن بیفزایی دو درهم می‌شود.

راه حل آن چنین است: این معادله بدین صورت در می‌آید: جذر مال، به اضافهٔ جذر مال، منهای یک جذر برابر است با دو درهم، آنگاه یک جذر مال از آن و یک جذر مال از دو درهم کم می‌کنی، معادله

$$\text{تا آخر } x^2 = (x-2) = x^2 - 2x \quad \text{بنابراین } x^2 - 2x = 2 \quad 1) \quad x + \sqrt{x^2 - 2x} = 2$$

ROBERT OF CHESTER'S  
LATIN TRANSLATION  
OF THE  
ALGEBRA OF AL-KHOWARIZMI

WITH AN INTRODUCTION, CRITICAL NOTES  
AND AN ENGLISH VERSION

BY  
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UNIVERSITY OF MICHIGAN

Muhammad ibn Musa, al-Khowarizmi

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THE BOOK OF ALGEBRA AND ALMUCABOLA

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equal to 6 units. I take one-half of the roots and I multiply the half by itself. I add the product to 6, and of this sum I take the root. The remainder obtained after subtracting one-half of the roots will designate the first number of girls, and this is two.

*Fifteenth Problem*

If from a square I subtract four of its roots and then take one-third of the remainder, finding this equal to four of the roots, the square will be 25.<sup>3</sup>

Explanation. Since one-third of the remainder is equal to four roots, you know that the remainder itself will equal 12 roots. Therefore add this to the four, giving 16 roots. This (16) is the root of the square.

*Sixteenth Problem*

From a square I subtract three of its roots and multiply the remainder by itself; the sum total of this multiplication equals the square.<sup>4</sup>

Explanation. It is evident that the remainder is equal to the root, which amounts to four. The square is 16.

These now are the sixteen problems which are seen to arise from the former ones, as we have explained. Hence by means of those things which have been set forth you will easily carry through any multiplication that you may wish to attempt in accordance with the art of restoration and opposition.

CHAPTER ON MERCANTILE TRANSACTIONS<sup>5</sup>

Mercantile transactions and all things pertaining thereto involve two ideas and four numbers.<sup>6</sup> Of these numbers the first is called by the Arabs *Almuzahar* and is the first one proposed. The second is called *Almazin*, and recognized as second by means of the first. The third, *Almahen*, is unknown. The fourth, *Alchemon*, is obtained by means of the first and second. Further, these four numbers are so related that the first of them, the measure, is inversely proportional to the last, which is cost. Moreover, three of these numbers are always given or known and the fourth is unknown, and this

<sup>3</sup> Rosen, p. 66; Libel, p. 226.  $\frac{1}{3}(x^2 - 4x) = 4x$ .

In the Arabic text these two problems precede:  $x^2 - 3x = 1$  and  $(x^2 - \frac{1}{3}x) = 3x - x^2$ .

<sup>4</sup> Rosen, p. 67; Libel, p. 226.  $(x^2 - 3x)^2 = x^2$ , whence  $x^2 - 3x = x$ .

The problem,  $x + \sqrt{x^2 - x} = a$ , precedes. This is one of two problems given in the German excerpt of 1465 from the algebra of Al-Khowarizmi (Gerhardt, *Monatshrift f. d. Math. Abh. d. Wissensch. in Berlin*, 1850, pp. 141-142).

<sup>5</sup> The famous 'rule of three' is the subject of discussion in this chapter.

<sup>6</sup> The two ideas appear to be the notions of quantity and cost; the four numbers represent unit of measure and price per unit, quantity desired and one of the same. These four technical terms are *al-masur*, *al-sa'ir*, *al-chemon*, and *al-muzahhar*; see p. 44.

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## Coding Mathematics

How to write (code) mathematical statements (as input strings)?

**Example from Al-Khwarizmi:** If from a square, I subtract four of its roots and then take one-third of the remainder, finding this equal to four of the roots, the square will be 256.

**Modern Notation:** If I have  $\frac{1}{3}(x^2 - 4x) = 4x$ , then  $x^2 = 256$ .

**More Modern:**  $\forall x[\frac{1}{3}(x^2 - 4x) = 4x \longrightarrow x^2 = 256]$ .

This holds in the domain  $\mathbb{N} - \{0\} = \{1, 2, 3, \dots\}$  (but not in  $\mathbb{N}$ ).

Indeed,  $\mathbb{N} \models \forall x[\frac{1}{3}(x^2 - 4x) = 4x \longrightarrow x = 16 \vee x = 0]$ .

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## Computing the Solution

### Khwarizmi's Explanation:

Since one-third of the remainder is equal to four roots, you know that the remainder itself will equal 12 roots. Therefore, add this to the four, giving 16 roots. This (16) is the root of the square.

Modern Notation: Since  $\frac{1}{3}(x^2 - 4x) = 4x$ , then  $x^2 - 4x = 12x$ .

Therefore,  $x^2 = 16x$ . Thus,  $x = 16$ .

In fact,  $\text{Arithmetic} \vdash \forall x \left[ \frac{1}{3}(x^2 - 4x) = 4x \ (\&x \neq 0) \longrightarrow x = 16 \right]$ .

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In fact,  $\text{Arithmetic} \vdash \forall x \left[ \frac{1}{3}(x^2 - 4x) = 4x \ (\&x \neq 0) \longrightarrow x = 16 \right]$ .



## Computing the Solution

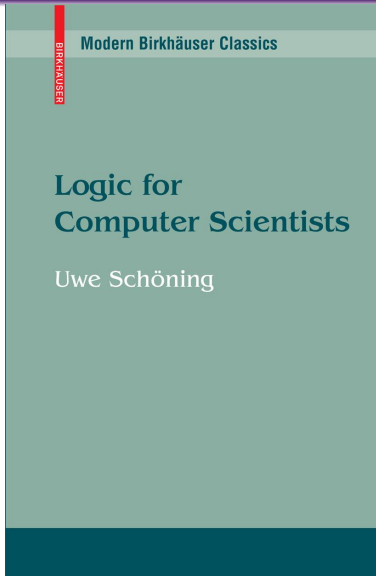
### Khwarizmi's Explanation:

Since one-third of the remainder is equal to four roots, you know that the remainder itself will equal 12 roots. Therefore, add this to the four, giving 16 roots. This (16) is the root of the square.

Modern Notation: Since  $\frac{1}{3}(x^2 - 4x) = 4x$ , then  $x^2 - 4x = 12x$ .

Therefore,  $x^2 = 16x$ . Thus,  $x = 16$ .

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# Logic for Computer Scientists

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Germany

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Germany

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## Preface

By the development of new fields and applications, such as Automated Theorem Proving and Logic Programming, Logic has obtained a new and important role in Computer Science. The traditional mathematical way of dealing with Logic is in some respect not tailored for Computer Science applications. This book emphasizes such Computer Science aspects in Logic. It arose from a series of lectures in 1986 and 1987 on Computer Science Logic at the EWH University in Koblenz, Germany. The goal of this lecture series was to give the undergraduate student an early and theoretically well-founded access to modern applications of Logic in Computer Science.

A minimal mathematical basis is required, such as an understanding of the set theoretic notation and knowledge about the basic mathematical proof techniques (like induction). More sophisticated mathematical knowledge is not a precondition to read this book. Acquaintance with some conventional programming language, like PASCAL, is assumed.

Several people helped in various ways in the preparation process of the original German version of this book: Johannes Köbler, Eveline and Rainer Schuler, and Hermann Engesser from B.I. Wissenschaftsverlag.

Regarding the English version, I want to express my deep gratitude to Prof. Ronald Book. Without him, this translated version of the book would not have been possible.

Koblenz, June 1989

U. Schöningh

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## Introduction

Formal Logic investigates how assertions are combined and connected, how theorems formally can be deduced from certain axioms, and what kind of object a proof is. In Logic there is a consequent separation of syntactical notions (formulas, proofs) – these are essentially strings of symbols built up according to certain rules – and semantical notions (truth values, models) – these are “interpretations”, assignments of “meanings” to the syntactical objects.

Because of its development from philosophy, the questions investigated in Logic were originally of a more fundamental character, like: What is truth? What theories are axiomatizable? What is a model of a certain axiom system?, and so on. In general, it can be said that traditional Logic is oriented to fundamental questions, whereas Computer Science is interested in what is programmable. This book provides some unification of both aspects.

Computer Science has utilized many subfields of Logic in areas such as program verification, semantics of programming languages, automated theorem proving, and logic programming. This book concentrates on those aspects of Logic which have applications in Computer Science, especially theorem proving and logic programming. From the very beginning, education in Computer Science supports the idea of strict separation between syntax and semantics (of programming languages). Also, recursive definitions, equations and programs are a familiar thing to a first year Computer Science student. This book is oriented in its style of presentation to this style.

In the first Chapter, propositional logic is introduced with emphasis on the resolution calculus and Horn formulas (which have their particular Computer Science applications in later sections). The second Chapter introduces the predicate logic. Again, Computer Science aspects are emphasized, like undecidability and semi-decidability of predicate logic, Herbrand’s the-

ory, and building upon this, the resolution calculus (and its refinements) for predicate logic is discussed. Most modern theorem proving programs are based on resolution refinements as discussed in Section 2.6.

The third Chapter leads to the special version of resolution (SLD-resolution) used in logic programming systems, as realized in the logic programming language PROLOG (= *Programming in Logic*). The idea of this book, though, is not to be a programmer’s manual for PROLOG. Rather, the aim is to give the theoretical foundations for an understanding of logic programming in general.

**Exercise 1:** “What is the secret of your long life?” a centenarian was asked. “I strictly follow my diet: If I don’t drink beer for dinner, then I always have fish. Any time I have both beer and fish for dinner, then I do without ice cream. If I have ice cream or don’t have beer, then I never eat fish.” The questioner found this answer rather confusing. Can you simplify it?

Find out which formal methods (diagrams, graphs, tables, etc.) you used to solve this Exercise. You have done your own first steps to develop a Formal Logic!

## Proving or Computing?

**Exercise 1:** “What is the secret of your long life?”  
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## Proving or Computing?

$B$  = beer       $F$  = fish       $I$  = ice cream

If I don't drink beer for dinner, then I always have fish.

$$\neg B \rightarrow F$$

Any time I have both beer and fish for dinner, then I do without ice cream.

$$B \wedge F \rightarrow \neg I$$

If I have ice cream or don't have beer, then I never eat fish.

$$I \vee \neg B \rightarrow \neg F$$

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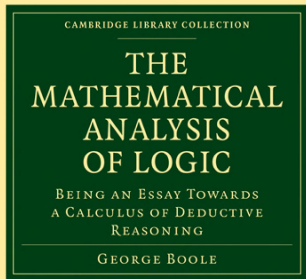
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$$I \vee \neg B \rightarrow \neg F$$



*All Ys are Xs,*       $y = vx$   
*No Zs are Ys,*       $0 = zy$   


---

 $0 = vzx$   
*∴ Some Ys are not Zs*

CAMBRIDGE

## The Mathematical Analysis of Logic

*Being an Essay Towards a Calculus of  
Deductive Reasoning*

GEORGE BOOLE





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THE MATHEMATICAL ANALYSIS

OF LOGIC,

BEING AN ESSAY TOWARDS A CALCULUS  
OF DEDUCTIVE REASONING.

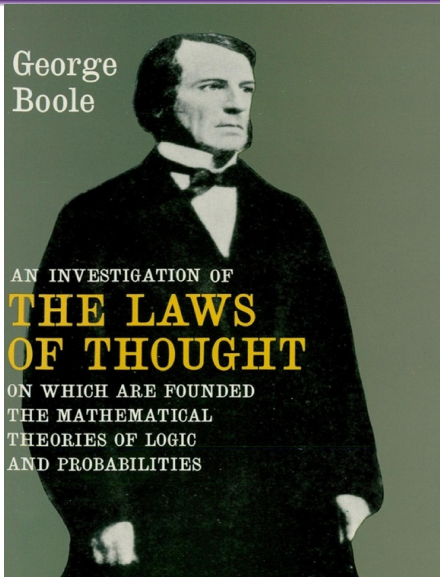
BY GEORGE BOOLE.

Ἐπισκευασθεὶς δὲ πᾶσαι αἱ ἐπισημαὶ ἀλλήλαις κατὰ τὰ κοινά. Καὶ ἐκ  
λίγω, οἷς χρῆσται οἱ ἐκ τούτων ἀποδεικνύσαντες ἄλλ' ὅτι περὶ τῆς ἀκρίβειας,  
οὐκ ἔστι διανοεῖσθαι.

ARISTOTLE, *Anal. Post.*, lib. I. cap. XI.

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MACMILLAN, BARCLAY, & MACMILLAN;  
LONDON: GEORGE BELL.

1847



AN INVESTIGATION  
OF  
THE LAWS OF THOUGHT  
ON WHICH ARE FOUNDED  
THE MATHEMATICAL THEORIES OF LOGIC  
AND PROBABILITIES  
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GEORGE BOOLE, L. L. D.

DOVER PUBLICATIONS, INC., NEW YORK

## Propositional Logic

- Connectives  $\wedge$ ,  $\vee$ ,  $\neg$ ,  $\rightarrow$ ,  $\leftrightarrow$
- Atomic Propositions (without a truth value)  $P, Q, R, \dots$
- More Complex Propositions and Truth Tables

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## Proving or Computing?

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<https://web.stanford.edu/class/cs103/tools/truth-table-tool/>



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$$\varphi = (\neg B \rightarrow F) \wedge (B \wedge F \rightarrow \neg I) \wedge (I \vee \neg B \rightarrow \neg F)$$

$B$	$F$	$I$	$\neg B \rightarrow F$	$B \wedge F \rightarrow \neg I$	$I \vee \neg B \rightarrow \neg F$	$\varphi$
0	0	0	0	1	1	0
0	0	1	0	1	1	0
0	1	0	1	1	0	0
0	1	1	1	1	0	0
1	0	0	1	1	1	1
1	0	1	1	1	1	1
1	1	0	1	1	1	1
1	1	1	1	0	0	0

<https://web.stanford.edu/class/cs103/tools/truth-table-tool/>

## Proving or Computing?

$B$	$F$	$I$	$\neg B \rightarrow F$	$B \wedge F \rightarrow \neg I$	$I \vee \neg B \rightarrow \neg F$	$\varphi$
1	0	0	1	1	1	1
1	0	1	1	1	1	1
1	1	0	1	1	1	1

 $\varphi \equiv$ 

$$(B \wedge \neg F \wedge \neg I) \vee$$

$$(B \wedge \neg F \wedge I) \vee$$

$$(B \wedge F \wedge \neg I)$$

$$\equiv (B \wedge \neg F) \vee (B \wedge F \wedge \neg I) \equiv B \wedge (\neg F \vee [F \wedge \neg I]) \equiv B \wedge (\neg F \vee \neg I)$$

$$\varphi \equiv B \wedge \neg(F \wedge I)$$

## Proving or Computing?

$B$	$F$	$I$	$\neg B \rightarrow F$	$B \wedge F \rightarrow \neg I$	$I \vee \neg B \rightarrow \neg F$	$\varphi$
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1	0	1	1	1	1	1
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## Axiom / Axiomatic / Axiomatize

Merriam-Webster:

[www.merriam-webster.com](http://www.merriam-webster.com)

AXIOM:

a statement accepted as true as the basis for argument or inference

*Postulate*

AXIOMATIC:

based on or involving an axiom or system of axioms

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the act or process of reducing to a system of axioms

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AXIOM:

a statement or proposition which is regarded as being established, accepted, or self-evidently true *the axiom that sport builds character*

Math: a statement or proposition on which an abstractly defined structure is based

Origin: late 15th century: from French *axiome* or Latin *axioma*, from Greek *axio-ma* 'what is thought fitting', from *axios* 'worthy'

AXIOMATIC: self-evident or unquestionable

*it is axiomatic that good athletes have a strong mental attitude*

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AXIOMATIZE: express (a theory) as a set of axioms

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## Algebraic Axiomatizing “The Laws of Thought”

Language:  $\perp, \top$   $\neg$   $\wedge, \vee$   $\equiv$

Idempotence:  $p \wedge p \equiv p$

Commutativity:  $p \wedge q \equiv q \wedge p$

Associativity:  $p \wedge (q \wedge r) \equiv (p \wedge q) \wedge r$

Distributivity:  $p \wedge (q \vee r) \equiv (p \wedge q) \vee (p \wedge r)$

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Tautology:  $p \wedge \top \equiv p$

Contradiction:  $p \wedge \perp \equiv \perp$

Negation:  $p \wedge (\neg p) \equiv \perp$

Negation:

DeMorgan:  $\neg(p \wedge q) \equiv (\neg p) \vee (\neg q)$

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Commutativity:  $p \wedge q \equiv q \wedge p$

Associativity:  $p \wedge (q \wedge r) \equiv (p \wedge q) \wedge r$

Distributivity:  $p \wedge (q \vee r) \equiv (p \wedge q) \vee (p \wedge r)$

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Tautology:  $p \wedge \top \equiv p$

Contradiction:  $p \wedge \perp \equiv \perp$

Negation:  $p \wedge (\neg p) \equiv \perp$

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DeMorgan:  $\neg(p \wedge q) \equiv (\neg p) \vee (\neg q)$

$p \vee p \equiv p$

$p \vee q \equiv q \vee p$

$p \vee (q \vee r) \equiv (p \vee q) \vee r$

$p \vee \top \equiv \top$

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$p \vee (\neg p) \equiv \top$

$\neg(\neg p) \equiv p$

$\neg(p \vee q) \equiv (\neg p) \wedge (\neg q)$

## Computing the PROOF!

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$$AX_1 \quad \alpha \rightarrow (\beta \rightarrow \alpha)$$

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$$AX_3 \quad (\neg\beta \rightarrow \neg\alpha) \rightarrow (\alpha \rightarrow \beta)$$

$$RUL \quad \frac{\alpha, \quad \alpha \rightarrow \beta}{\beta}$$

Some Theorems (EXERCISES):

$$\alpha \rightarrow \alpha$$

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- Quantifiers  $\forall, \exists$
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- More Complex Propositions and Models  
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### Gödel's Completeness Theorem (1929)

From An Axiomatization of (Logically) Valid Formulas:

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- $\forall x\varphi(x) \rightarrow \varphi(t)$
- $\varphi \rightarrow \forall x\varphi$  [ $x$  is not free in  $\varphi$ ]
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Computationally Decidable set  $A$ : an algorithm  $\mathcal{P}$  decides on any input  $x$  whether  $x \in A$  (outputs **YES**) or  $x \notin A$  (outputs **NO**).



Algorithm: single-input, Boolean-output (1, 0)

Propositional Logic is DECIDABLE.

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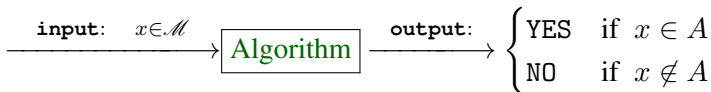
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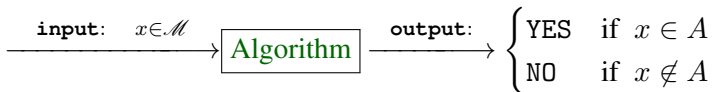
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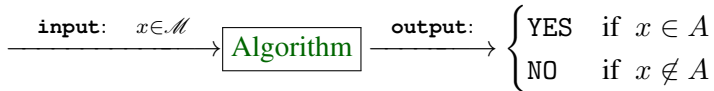
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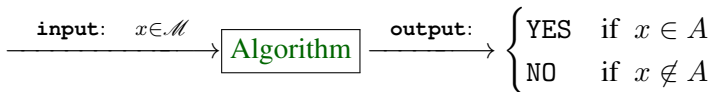
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$$\boxed{\text{Algorithm}} \xrightarrow{\text{output:}} \{a_0, a_1, a_2, \dots\} = A$$

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## Decision Problem, again

Decision Problem for the Structure  $(\mathfrak{M}, \mathcal{L})$ :

Input: A First-Order Sentence  $\varphi$  in the Language  $\mathcal{L}$ .

Output: YES (if  $\mathfrak{M} \models \varphi$ ) NO (if  $\mathfrak{M} \not\models \varphi$ ).

Examples:

- ▶  $\mathbb{N} \not\models \forall x \exists y (x + y = 0)$  but  $\mathbb{Z} \models \forall x \exists y (x + y = 0)$ .
- ▶  $\mathbb{Z} \not\models \forall x \exists y (x \neq 0 \rightarrow [x \cdot y = 1])$  but  $\mathbb{Q} \models \forall x \exists y (x \neq 0 \rightarrow [x \cdot y = 1])$ .
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- ▶  $\mathbb{Z} \not\models \forall x \exists y (x \neq 0 \rightarrow [x \cdot y = 1])$  but  $\mathbb{Q} \models \forall x \exists y (x \neq 0 \rightarrow [x \cdot y = 1])$ .
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- ▶  $\mathbb{R} \not\models \forall x \exists y (y \cdot y + x = 0)$  but  $\mathbb{C} \models \forall x \exists y (y \cdot y + x = 0)$ .

## Decision Problem, again

Decision Problem for the Structure  $(\mathfrak{M}, \mathcal{L})$ :

Input: A First-Order Sentence  $\varphi$  in the Language  $\mathcal{L}$ .

Output: YES (if  $\mathfrak{M} \models \varphi$ ) NO (if  $\mathfrak{M} \not\models \varphi$ ).

Examples:

- ▶  $\mathbb{N} \not\models \forall x \exists y (x + y = 0)$       but  $\mathbb{Z} \models \forall x \exists y (x + y = 0)$ .
- ▶  $\mathbb{Z} \not\models \forall x \exists y (x \neq 0 \rightarrow [x \cdot y = 1])$       but  $\mathbb{Q} \models \forall x \exists y (x \neq 0 \rightarrow [x \cdot y = 1])$ .
- ▶  $\mathbb{Q} \not\models \forall x \exists y (0 \leq x \rightarrow [y \cdot y = x])$       but  $\mathbb{R} \models \forall x \exists y (0 \leq x \rightarrow [y \cdot y = x])$ .
- ▶  $\mathbb{R} \not\models \forall x \exists y (y \cdot y + x = 0)$       but  $\mathbb{C} \models \forall x \exists y (y \cdot y + x = 0)$ .



## Decision Problem, again

Decision Problem for the Structure  $(\mathfrak{M}, \mathcal{L})$ :Input: A First-Order Sentence  $\varphi$  in the Language  $\mathcal{L}$ .Output: YES (if  $\mathfrak{M} \models \varphi$ ) NO (if  $\mathfrak{M} \not\models \varphi$ ).

Examples:

- ▶  $\mathbb{N} \not\models \forall x \exists y (x + y = 0)$  but  $\mathbb{Z} \models \forall x \exists y (x + y = 0)$ .
- ▶  $\mathbb{Z} \not\models \forall x \exists y (x \neq 0 \rightarrow [x \cdot y = 1])$  but  $\mathbb{Q} \models \forall x \exists y (x \neq 0 \rightarrow [x \cdot y = 1])$ .
- ▶  $\mathbb{Q} \not\models \forall x \exists y (0 \leq x \rightarrow [y \cdot y = x])$  but  $\mathbb{R} \models \forall x \exists y (0 \leq x \rightarrow [y \cdot y = x])$ .
- ▶  $\mathbb{R} \not\models \forall x \exists y (y \cdot y + x = 0)$  but  $\mathbb{C} \models \forall x \exists y (y \cdot y + x = 0)$ .

## Decision Problem, again

Decision Problem for the Structure  $(\mathfrak{M}, \mathcal{L})$ :Input: A First-Order Sentence  $\varphi$  in the Language  $\mathcal{L}$ .Output: YES (if  $\mathfrak{M} \models \varphi$ ) NO (if  $\mathfrak{M} \not\models \varphi$ ).

Examples:

- ▶  $\mathbb{N} \not\models \forall x \exists y (x + y = 0)$  but  $\mathbb{Z} \models \forall x \exists y (x + y = 0)$ .
- ▶  $\mathbb{Z} \not\models \forall x \exists y (x \neq 0 \rightarrow [x \cdot y = 1])$  but  $\mathbb{Q} \models \forall x \exists y (x \neq 0 \rightarrow [x \cdot y = 1])$ .
- ▶  $\mathbb{Q} \not\models \forall x \exists y (0 \leq x \rightarrow [y \cdot y = x])$  but  $\mathbb{R} \models \forall x \exists y (0 \leq x \rightarrow [y \cdot y = x])$ .
- ▶  $\mathbb{R} \not\models \forall x \exists y (y \cdot y + x = 0)$  but  $\mathbb{C} \models \forall x \exists y (y \cdot y + x = 0)$ .

## Decision Problem, again

Decision Problem for the Structure  $(\mathfrak{M}, \mathcal{L})$ :Input: A First-Order Sentence  $\varphi$  in the Language  $\mathcal{L}$ .Output: YES (if  $\mathfrak{M} \models \varphi$ ) NO (if  $\mathfrak{M} \not\models \varphi$ ).

Examples:

- ▶  $\mathbb{N} \not\models \forall x \exists y (x + y = 0)$       but  $\mathbb{Z} \models \forall x \exists y (x + y = 0)$ .
- ▶  $\mathbb{Z} \not\models \forall x \exists y (x \neq 0 \rightarrow [x \cdot y = 1])$       but  $\mathbb{Q} \models \forall x \exists y (x \neq 0 \rightarrow [x \cdot y = 1])$ .
- ▶  $\mathbb{Q} \not\models \forall x \exists y (0 \leq x \rightarrow [y \cdot y = x])$       but  $\mathbb{R} \models \forall x \exists y (0 \leq x \rightarrow [y \cdot y = x])$ .
- ▶  $\mathbb{R} \not\models \forall x \exists y (y \cdot y + x = 0)$       but  $\mathbb{C} \models \forall x \exists y (y \cdot y + x = 0)$ .

## Decidability of Mathematical Structures

The **Decidability Problem** for the Structures:

	$\mathbb{N}$	$\mathbb{Z}$	$\mathbb{Q}$	$\mathbb{R}$	$\mathbb{C}$
$\{<\}$	$\langle \mathbb{N}; < \rangle$	$\langle \mathbb{Z}; < \rangle$	$\langle \mathbb{Q}; < \rangle$	$\langle \mathbb{R}; < \rangle$	-
$\{+\}$	$\langle \mathbb{N}; + \rangle$	$\langle \mathbb{Z}; + \rangle$	$\langle \mathbb{Q}; + \rangle$	$\langle \mathbb{R}; + \rangle$	$\langle \mathbb{C}; + \rangle$
$\{\cdot\}$	$\langle \mathbb{N}; \cdot \rangle$	$\langle \mathbb{Z}; \cdot \rangle$	$\langle \mathbb{Q}; \cdot \rangle$	$\langle \mathbb{R}; \cdot \rangle$	$\langle \mathbb{C}; \cdot \rangle$
$\{+, <\}$	$\langle \mathbb{N}; +, < \rangle$	$\langle \mathbb{Z}; +, < \rangle$	$\langle \mathbb{Q}; +, < \rangle$	$\langle \mathbb{R}; +, < \rangle$	-
$\{+, \cdot\}$	$\langle \mathbb{N}; +, \cdot \rangle$	$\langle \mathbb{Z}; +, \cdot \rangle$	$\langle \mathbb{Q}; +, \cdot \rangle$	$\langle \mathbb{R}; +, \cdot \rangle$	$\langle \mathbb{C}; +, \cdot \rangle$
$\{\cdot, <\}$	$\langle \mathbb{N}; \cdot, < \rangle$	$\langle \mathbb{Z}; \cdot, < \rangle$	$\langle \mathbb{Q}; \cdot, < \rangle$	$\langle \mathbb{R}; \cdot, < \rangle$	-
$\{+, \cdot, <\}$	$\langle \mathbb{N}; +, \cdot, < \rangle$	$\langle \mathbb{Z}; +, \cdot, < \rangle$	$\langle \mathbb{Q}; +, \cdot, < \rangle$	$\langle \mathbb{R}; +, \cdot, < \rangle$	-
<b>E</b>	$\langle \mathbb{N}; \text{exp} \rangle$	-	-	$\langle \mathbb{R}; +, \cdot, e^x \rangle$	$\langle \mathbb{C}; +, \cdot, e^x \rangle$

## Decidability of Mathematical Structures

The **Decidability Problem** for the Structures:

	<b>N</b>	<b>Z</b>	<b>Q</b>	<b>R</b>	<b>C</b>
$\{<\}$	$\langle \mathbb{N}; < \rangle$	$\langle \mathbb{Z}; < \rangle$	$\langle \mathbb{Q}; < \rangle$	$\langle \mathbb{R}; < \rangle$	-
$\{+\}$	$\langle \mathbb{N}; + \rangle$	$\langle \mathbb{Z}; + \rangle$	$\langle \mathbb{Q}; + \rangle$	$\langle \mathbb{R}; + \rangle$	$\langle \mathbb{C}; + \rangle$
$\{\cdot\}$	$\langle \mathbb{N}; \cdot \rangle$	$\langle \mathbb{Z}; \cdot \rangle$	$\langle \mathbb{Q}; \cdot \rangle$	$\langle \mathbb{R}; \cdot \rangle$	$\langle \mathbb{C}; \cdot \rangle$
$\{+, <\}$	$\langle \mathbb{N}; +, < \rangle$	$\langle \mathbb{Z}; +, < \rangle$	$\langle \mathbb{Q}; +, < \rangle$	$\langle \mathbb{R}; +, < \rangle$	-
$\{+, \cdot\}$	$\langle \mathbb{N}; +, \cdot \rangle$	$\langle \mathbb{Z}; +, \cdot \rangle$	$\langle \mathbb{Q}; +, \cdot \rangle$	$\langle \mathbb{R}; +, \cdot \rangle$	$\langle \mathbb{C}; +, \cdot \rangle$
$\{\cdot, <\}$	$\langle \mathbb{N}; \cdot, < \rangle$	$\langle \mathbb{Z}; \cdot, < \rangle$	$\langle \mathbb{Q}; \cdot, < \rangle$	$\langle \mathbb{R}; \cdot, < \rangle$	-
$\{+, \cdot, <\}$	$\langle \mathbb{N}; +, \cdot, < \rangle$	$\langle \mathbb{Z}; +, \cdot, < \rangle$	$\langle \mathbb{Q}; +, \cdot, < \rangle$	$\langle \mathbb{R}; +, \cdot, < \rangle$	-
<b>E</b>	$\langle \mathbb{N}; \text{exp} \rangle$	-	-	$\langle \mathbb{R}; +, \cdot, e^x \rangle$	$\langle \mathbb{C}; +, \cdot, e^x \rangle$

## Decidability of Mathematical Structures

The Decidability Problem for the Structures:

	$\mathbb{N}$	$\mathbb{Z}$	$\mathbb{Q}$	$\mathbb{R}$	$\mathbb{C}$
$\{<\}$	$\langle \mathbb{N}; < \rangle$	$\langle \mathbb{Z}; < \rangle$	$\langle \mathbb{Q}; < \rangle$	$\langle \mathbb{R}; < \rangle$	–
$\{+\}$	$\langle \mathbb{N}; + \rangle$	$\langle \mathbb{Z}; + \rangle$	$\langle \mathbb{Q}; + \rangle$	$\langle \mathbb{R}; + \rangle$	$\langle \mathbb{C}; + \rangle$
$\{\cdot\}$	$\langle \mathbb{N}; \cdot \rangle$	$\langle \mathbb{Z}; \cdot \rangle$	$\langle \mathbb{Q}; \cdot \rangle$	$\langle \mathbb{R}; \cdot \rangle$	$\langle \mathbb{C}; \cdot \rangle$
$\{+, <\}$	$\langle \mathbb{N}; +, < \rangle$	$\langle \mathbb{Z}; +, < \rangle$	$\langle \mathbb{Q}; +, < \rangle$	$\langle \mathbb{R}; +, < \rangle$	–
$\{+, \cdot\}$	$\langle \mathbb{N}; +, \cdot \rangle$	$\langle \mathbb{Z}; +, \cdot \rangle$	$\langle \mathbb{Q}; +, \cdot \rangle$	$\langle \mathbb{R}; +, \cdot \rangle$	$\langle \mathbb{C}; +, \cdot \rangle$
$\{\cdot, <\}$	$\langle \mathbb{N}; \cdot, < \rangle$	$\langle \mathbb{Z}; \cdot, < \rangle$	$\langle \mathbb{Q}; \cdot, < \rangle$	$\langle \mathbb{R}; \cdot, < \rangle$	–
$\{+, \cdot, <\}$	$\langle \mathbb{N}; +, \cdot, < \rangle$	$\langle \mathbb{Z}; +, \cdot, < \rangle$	$\langle \mathbb{Q}; +, \cdot, < \rangle$	$\langle \mathbb{R}; +, \cdot, < \rangle$	–
$\mathbf{E}$	$\langle \mathbb{N}; \exp \rangle$	–	–	$\langle \mathbb{R}; +, \cdot, e^x \rangle$	$\langle \mathbb{C}; +, \cdot, e^x \rangle$

## Decidability of Mathematical Structures

The **Decidability Problem** for the Structures:

	$\mathbb{N}$	$\mathbb{Z}$	$\mathbb{Q}$	$\mathbb{R}$	$\mathbb{C}$
$\{<\}$	$\langle \mathbb{N}; < \rangle$	$\langle \mathbb{Z}; < \rangle$	$\langle \mathbb{Q}; < \rangle$	$\langle \mathbb{R}; < \rangle$	-
$\{+\}$	$\langle \mathbb{N}; + \rangle$	$\langle \mathbb{Z}; + \rangle$	$\langle \mathbb{Q}; + \rangle$	$\langle \mathbb{R}; + \rangle$	$\langle \mathbb{C}; + \rangle$
$\{.\}$	$\langle \mathbb{N}; . \rangle$	$\langle \mathbb{Z}; . \rangle$	$\langle \mathbb{Q}; . \rangle$	$\langle \mathbb{R}; . \rangle$	$\langle \mathbb{C}; . \rangle$
$\{+, <\}$	$\langle \mathbb{N}; +, < \rangle$	$\langle \mathbb{Z}; +, < \rangle$	$\langle \mathbb{Q}; +, < \rangle$	$\langle \mathbb{R}; +, < \rangle$	-
$\{+, .\}$	$\langle \mathbb{N}; +, . \rangle$	$\langle \mathbb{Z}; +, . \rangle$	$\langle \mathbb{Q}; +, . \rangle$	$\langle \mathbb{R}; +, . \rangle$	$\langle \mathbb{C}; +, . \rangle$
$\{., <\}$	$\langle \mathbb{N}; ., < \rangle$	$\langle \mathbb{Z}; ., < \rangle$	$\langle \mathbb{Q}; ., < \rangle$	$\langle \mathbb{R}; ., < \rangle$	-
$\{+, ., <\}$	$\langle \mathbb{N}; +, ., < \rangle$	$\langle \mathbb{Z}; +, ., < \rangle$	$\langle \mathbb{Q}; +, ., < \rangle$	$\langle \mathbb{R}; +, ., < \rangle$	-
$\mathbf{E}$	$\langle \mathbb{N}; \exp \rangle$	-	-	$\langle \mathbb{R}; +, ., e^x \rangle$	$\langle \mathbb{C}; +, ., e^x \rangle$

## Decidability of Mathematical Structures

The **Decidability Problem** for the Structures:

	$\mathbb{N}$	$\mathbb{Z}$	$\mathbb{Q}$	$\mathbb{R}$	$\mathbb{C}$
$\{<\}$	$\langle \mathbb{N}; < \rangle$	$\langle \mathbb{Z}; < \rangle$	$\langle \mathbb{Q}; < \rangle$	$\langle \mathbb{R}; < \rangle$	–
$\{+\}$	$\langle \mathbb{N}; + \rangle$	$\langle \mathbb{Z}; + \rangle$	$\langle \mathbb{Q}; + \rangle$	$\langle \mathbb{R}; + \rangle$	$\langle \mathbb{C}; + \rangle$
$\{\cdot\}$	$\langle \mathbb{N}; \cdot \rangle$	$\langle \mathbb{Z}; \cdot \rangle$	$\langle \mathbb{Q}; \cdot \rangle$	$\langle \mathbb{R}; \cdot \rangle$	$\langle \mathbb{C}; \cdot \rangle$
$\{+, <\}$	$\langle \mathbb{N}; +, < \rangle$	$\langle \mathbb{Z}; +, < \rangle$	$\langle \mathbb{Q}; +, < \rangle$	$\langle \mathbb{R}; +, < \rangle$	–
$\{+, \cdot\}$	$\langle \mathbb{N}; +, \cdot \rangle$	$\langle \mathbb{Z}; +, \cdot \rangle$	$\langle \mathbb{Q}; +, \cdot \rangle$	$\langle \mathbb{R}; +, \cdot \rangle$	$\langle \mathbb{C}; +, \cdot \rangle$
$\{\cdot, <\}$	$\langle \mathbb{N}; \cdot, < \rangle$	$\langle \mathbb{Z}; \cdot, < \rangle$	$\langle \mathbb{Q}; \cdot, < \rangle$	$\langle \mathbb{R}; \cdot, < \rangle$	–
$\{+, \cdot, <\}$	$\langle \mathbb{N}; +, \cdot, < \rangle$	$\langle \mathbb{Z}; +, \cdot, < \rangle$	$\langle \mathbb{Q}; +, \cdot, < \rangle$	$\langle \mathbb{R}; +, \cdot, < \rangle$	–
$\mathbf{E}$	$\langle \mathbb{N}; \exp \rangle$	–	–	$\langle \mathbb{R}; +, \cdot, e^x \rangle$	$\langle \mathbb{C}; +, \cdot, e^x \rangle$



## Decidability of Mathematical Structures

The **Decidability Problem** for the Structures:

	$\mathbb{N}$	$\mathbb{Z}$	$\mathbb{Q}$	$\mathbb{R}$	$\mathbb{C}$
$\{<\}$	$\langle \mathbb{N}; < \rangle$	$\langle \mathbb{Z}; < \rangle$	$\langle \mathbb{Q}; < \rangle$	$\langle \mathbb{R}; < \rangle$	-
$\{+\}$	$\langle \mathbb{N}; + \rangle$	$\langle \mathbb{Z}; + \rangle$	$\langle \mathbb{Q}; + \rangle$	$\langle \mathbb{R}; + \rangle$	$\langle \mathbb{C}; + \rangle$
$\{\cdot\}$	$\langle \mathbb{N}; \cdot \rangle$	$\langle \mathbb{Z}; \cdot \rangle$	$\langle \mathbb{Q}; \cdot \rangle$	$\langle \mathbb{R}; \cdot \rangle$	$\langle \mathbb{C}; \cdot \rangle$
$\{+, <\}$	$\langle \mathbb{N}; +, < \rangle$	$\langle \mathbb{Z}; +, < \rangle$	$\langle \mathbb{Q}; +, < \rangle$	$\langle \mathbb{R}; +, < \rangle$	-
$\{+, \cdot\}$	$\langle \mathbb{N}; +, \cdot \rangle$	$\langle \mathbb{Z}; +, \cdot \rangle$	$\langle \mathbb{Q}; +, \cdot \rangle$	$\langle \mathbb{R}; +, \cdot \rangle$	$\langle \mathbb{C}; +, \cdot \rangle$
$\{\cdot, <\}$	$\langle \mathbb{N}; \cdot, < \rangle$	$\langle \mathbb{Z}; \cdot, < \rangle$	$\langle \mathbb{Q}; \cdot, < \rangle$	$\langle \mathbb{R}; \cdot, < \rangle$	-
$\{+, \cdot, <\}$	$\langle \mathbb{N}; +, \cdot, < \rangle$	$\langle \mathbb{Z}; +, \cdot, < \rangle$	$\langle \mathbb{Q}; +, \cdot, < \rangle$	$\langle \mathbb{R}; +, \cdot, < \rangle$	-
$\mathbb{E}$	$\langle \mathbb{N}; \text{exp} \rangle$	-	-	$\langle \mathbb{R}; +, \cdot, e^x \rangle$	$\langle \mathbb{C}; +, \cdot, e^x \rangle$

## Decidability of Mathematical Structures

The **Decidability Problem** for the Structures:

	$\mathbb{N}$	$\mathbb{Z}$	$\mathbb{Q}$	$\mathbb{R}$	$\mathbb{C}$
$\{<\}$	$\langle \mathbb{N}; < \rangle$	$\langle \mathbb{Z}; < \rangle$	$\langle \mathbb{Q}; < \rangle$	$\langle \mathbb{R}; < \rangle$	-
$\{+\}$	$\langle \mathbb{N}; + \rangle$	$\langle \mathbb{Z}; + \rangle$	$\langle \mathbb{Q}; + \rangle$	$\langle \mathbb{R}; + \rangle$	$\langle \mathbb{C}; + \rangle$
$\{\cdot\}$	$\langle \mathbb{N}; \cdot \rangle$	$\langle \mathbb{Z}; \cdot \rangle$	$\langle \mathbb{Q}; \cdot \rangle$	$\langle \mathbb{R}; \cdot \rangle$	$\langle \mathbb{C}; \cdot \rangle$
$\{+, <\}$	$\langle \mathbb{N}; +, < \rangle$	$\langle \mathbb{Z}; +, < \rangle$	$\langle \mathbb{Q}; +, < \rangle$	$\langle \mathbb{R}; +, < \rangle$	-
$\{+, \cdot\}$	$\langle \mathbb{N}; +, \cdot \rangle$	$\langle \mathbb{Z}; +, \cdot \rangle$	$\langle \mathbb{Q}; +, \cdot \rangle$	$\langle \mathbb{R}; +, \cdot \rangle$	$\langle \mathbb{C}; +, \cdot \rangle$
$\{, <\}$	$\langle \mathbb{N}; , < \rangle$	$\langle \mathbb{Z}; , < \rangle$	$\langle \mathbb{Q}; , < \rangle$	$\langle \mathbb{R}; , < \rangle$	-
$\{+, , <\}$	$\langle \mathbb{N}; +, , < \rangle$	$\langle \mathbb{Z}; +, , < \rangle$	$\langle \mathbb{Q}; +, , < \rangle$	$\langle \mathbb{R}; +, , < \rangle$	-
$\mathbf{E}$	$\langle \mathbb{N}; \exp \rangle$	-	-	$\langle \mathbb{R}; +, , e^x \rangle$	$\langle \mathbb{C}; +, , e^x \rangle$

## Decidability of Mathematical Structures

The **Decidability Problem** for the Structures:

	$\mathbb{N}$	$\mathbb{Z}$	$\mathbb{Q}$	$\mathbb{R}$	$\mathbb{C}$
$\{<\}$	$\langle \mathbb{N}; < \rangle$	$\langle \mathbb{Z}; < \rangle$	$\langle \mathbb{Q}; < \rangle$	$\langle \mathbb{R}; < \rangle$	-
$\{+\}$	$\langle \mathbb{N}; + \rangle$	$\langle \mathbb{Z}; + \rangle$	$\langle \mathbb{Q}; + \rangle$	$\langle \mathbb{R}; + \rangle$	$\langle \mathbb{C}; + \rangle$
$\{\cdot\}$	$\langle \mathbb{N}; \cdot \rangle$	$\langle \mathbb{Z}; \cdot \rangle$	$\langle \mathbb{Q}; \cdot \rangle$	$\langle \mathbb{R}; \cdot \rangle$	$\langle \mathbb{C}; \cdot \rangle$
$\{+, <\}$	$\langle \mathbb{N}; +, < \rangle$	$\langle \mathbb{Z}; +, < \rangle$	$\langle \mathbb{Q}; +, < \rangle$	$\langle \mathbb{R}; +, < \rangle$	-
$\{+, \cdot\}$	$\langle \mathbb{N}; +, \cdot \rangle$	$\langle \mathbb{Z}; +, \cdot \rangle$	$\langle \mathbb{Q}; +, \cdot \rangle$	$\langle \mathbb{R}; +, \cdot \rangle$	$\langle \mathbb{C}; +, \cdot \rangle$
$\{;, <\}$	$\langle \mathbb{N}; ;, < \rangle$	$\langle \mathbb{Z}; ;, < \rangle$	$\langle \mathbb{Q}; ;, < \rangle$	$\langle \mathbb{R}; ;, < \rangle$	-
$\{+, ;, <\}$	$\langle \mathbb{N}; +, ;, < \rangle$	$\langle \mathbb{Z}; +, ;, < \rangle$	$\langle \mathbb{Q}; +, ;, < \rangle$	$\langle \mathbb{R}; +, ;, < \rangle$	-
$\mathbf{E}$	$\langle \mathbb{N}; \exp \rangle$	-	-	$\langle \mathbb{R}; +, ;, e^x \rangle$	$\langle \mathbb{C}; +, ;, e^x \rangle$

## Decidability of Mathematical Structures

The Decidability Problem for the Structures:

	$\mathbb{N}$	$\mathbb{Z}$	$\mathbb{Q}$	$\mathbb{R}$	$\mathbb{C}$
$\{<\}$	$\langle \mathbb{N}; < \rangle$	$\langle \mathbb{Z}; < \rangle$	$\langle \mathbb{Q}; < \rangle$	$\langle \mathbb{R}; < \rangle$	–
$\{+\}$	$\langle \mathbb{N}; + \rangle$	$\langle \mathbb{Z}; + \rangle$	$\langle \mathbb{Q}; + \rangle$	$\langle \mathbb{R}; + \rangle$	$\langle \mathbb{C}; + \rangle$
$\{\cdot\}$	$\langle \mathbb{N}; \cdot \rangle$	$\langle \mathbb{Z}; \cdot \rangle$	$\langle \mathbb{Q}; \cdot \rangle$	$\langle \mathbb{R}; \cdot \rangle$	$\langle \mathbb{C}; \cdot \rangle$
$\{+, <\}$	$\langle \mathbb{N}; +, < \rangle$	$\langle \mathbb{Z}; +, < \rangle$	$\langle \mathbb{Q}; +, < \rangle$	$\langle \mathbb{R}; +, < \rangle$	–
$\{+, \cdot\}$	$\langle \mathbb{N}; +, \cdot \rangle$	$\langle \mathbb{Z}; +, \cdot \rangle$	$\langle \mathbb{Q}; +, \cdot \rangle$	$\langle \mathbb{R}; +, \cdot \rangle$	$\langle \mathbb{C}; +, \cdot \rangle$
$\{, <\}$	$\langle \mathbb{N}; , < \rangle$	$\langle \mathbb{Z}; , < \rangle$	$\langle \mathbb{Q}; , < \rangle$	$\langle \mathbb{R}; , < \rangle$	–
$\{+, , <\}$	$\langle \mathbb{N}; +, , < \rangle$	$\langle \mathbb{Z}; +, , < \rangle$	$\langle \mathbb{Q}; +, , < \rangle$	$\langle \mathbb{R}; +, , < \rangle$	–
$E$	$\langle \mathbb{N}; \exp \rangle$	–	–	$\langle \mathbb{R}; +, , e^x \rangle$	$\langle \mathbb{C}; +, , e^x \rangle$

## Decidability of Mathematical Structures

The **Decidability Problem** for the Structures:

	$\mathbb{N}$	$\mathbb{Z}$	$\mathbb{Q}$	$\mathbb{R}$	$\mathbb{C}$
$\{<\}$	$\langle \mathbb{N}; < \rangle$	$\langle \mathbb{Z}; < \rangle$	$\langle \mathbb{Q}; < \rangle$	$\langle \mathbb{R}; < \rangle$	–
$\{+\}$	$\langle \mathbb{N}; + \rangle$	$\langle \mathbb{Z}; + \rangle$	$\langle \mathbb{Q}; + \rangle$	$\langle \mathbb{R}; + \rangle$	$\langle \mathbb{C}; + \rangle$
$\{\cdot\}$	$\langle \mathbb{N}; \cdot \rangle$	$\langle \mathbb{Z}; \cdot \rangle$	$\langle \mathbb{Q}; \cdot \rangle$	$\langle \mathbb{R}; \cdot \rangle$	$\langle \mathbb{C}; \cdot \rangle$
$\{+, <\}$	$\langle \mathbb{N}; +, < \rangle$	$\langle \mathbb{Z}; +, < \rangle$	$\langle \mathbb{Q}; +, < \rangle$	$\langle \mathbb{R}; +, < \rangle$	–
$\{+, \cdot\}$	$\langle \mathbb{N}; +, \cdot \rangle$	$\langle \mathbb{Z}; +, \cdot \rangle$	$\langle \mathbb{Q}; +, \cdot \rangle$	$\langle \mathbb{R}; +, \cdot \rangle$	$\langle \mathbb{C}; +, \cdot \rangle$
$\{, <\}$	$\langle \mathbb{N}; , < \rangle$	$\langle \mathbb{Z}; , < \rangle$	$\langle \mathbb{Q}; , < \rangle$	$\langle \mathbb{R}; , < \rangle$	–
$\{+, , <\}$	$\langle \mathbb{N}; +, , < \rangle$	$\langle \mathbb{Z}; +, , < \rangle$	$\langle \mathbb{Q}; +, , < \rangle$	$\langle \mathbb{R}; +, , < \rangle$	–
<b>E</b>	$\langle \mathbb{N}; \text{exp} \rangle$	–	–	$\langle \mathbb{R}; +, , e^x \rangle$	$\langle \mathbb{C}; +, , e^x \rangle$

## New Results

- SALEHI, SAEED; *On Axiomatizability of the Multiplicative Theory of Numbers*, **Fundamenta Informaticæ** 159:3 (2018) 279–296.

$\langle \mathbb{Q}; \times \rangle, \langle \mathbb{R}; \times \rangle, \langle \mathbb{C}; \times \rangle.$

- ASSADI, ZIBA & SALEHI, SAEED; *On Decidability and Axiomatizability of Some Ordered Structures*, **Soft Computing** 23:11 (2019) 3615–3626.

$\langle \mathbb{Q}; \times, < \rangle, \langle \mathbb{R}; \times, < \rangle.$

- SALEHI, SAEED & ZARZA, MOHAMMADSALEH; *First-Order Continuous Induction and a Logical Study of Real Closed Fields*, **Bulletin of the Iranian Mathematical Society** online (2019)  
DOI: 10.1007/s41980-019-00252-0.

$\langle \mathbb{R}; +, \times, < \rangle.$

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$\langle \mathbb{Q}; \times \rangle, \langle \mathbb{R}; \times \rangle, \langle \mathbb{C}; \times \rangle.$

- ASSADI, ZIBA & SALEHI, SAEED; *On Decidability and Axiomatizability of Some Ordered Structures*, **Soft Computing** 23:11 (2019) 3615–3626.

$\langle \mathbb{Q}; \times, < \rangle, \langle \mathbb{R}; \times, < \rangle.$

- SALEHI, SAEED & ZARZA, MOHAMMADSALEH; *First-Order Continuous Induction and a Logical Study of Real Closed Fields*, **Bulletin of the Iranian Mathematical Society** online (2019)  
DOI: 10.1007/s41980-019-00252-0.

$\langle \mathbb{R}; +, \times, < \rangle.$



## New Results

- SALEHI, SAEED; *On Axiomatizability of the Multiplicative Theory of Numbers*, **Fundamenta Informaticæ** 159:3 (2018) 279–296.

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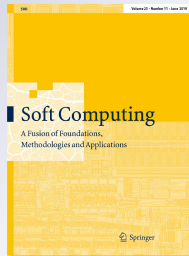
*On decidability and axiomatizability of  
some ordered structures*

**Ziba Assadi & Saeed Salehi**

**Soft Computing**  
A Fusion of Foundations,  
Methodologies and Applications

ISSN 1432-7643  
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 Springer

## Axiomatizability of Mathematical Structures

### A Rather Complete Picture

	$\mathbb{N}$	$\mathbb{Z}$	$\mathbb{Q}$	$\mathbb{R}$	$\mathbb{C}$
$\{<\}$	$\Delta_1$	$\Delta_1$	$\Delta_1$	$\Delta_1$	—
$\{+\}$	$\Delta_1$	$\Delta_1$	$\Delta_1$	$\Delta_1$	$\Delta_1$
$\{\cdot\}$	$\Delta_1$	$\Delta_1$	$\Delta_1$	$\Delta_1$	$\Delta_1$
$\{+, <\}$	$\Delta_1$	$\Delta_1$	$\Delta_1$	$\Delta_1$	—
$\{+, \cdot\}$	$\not\Delta_1$	$\not\Delta_1$	$\not\Delta_1$	$\Delta_1$	$\Delta_1$
$\{\cdot, <\}$	$\not\Delta_1$	$\not\Delta_1$	$\Delta_1$	$\Delta_1$	—
$\{+, \cdot, <\}$	$\not\Delta_1$	$\not\Delta_1$	$\not\Delta_1$	$\Delta_1$	—
<b>E</b>	$\not\Delta_1$	—	—	$\text{?}$	$\not\Delta_1$

Tarski's Exponential Function Problem

Is the structure  $\langle \mathbb{R}; +, \cdot, e^x \rangle$  decidable?

is open ...

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$\{+, <\}$	$\Delta_1$	$\Delta_1$	$\Delta_1$	$\Delta_1$	—
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$\{\cdot, <\}$	$\nexists_1$	$\nexists_1$	$\Delta_1$	$\Delta_1$	—
$\{+, \cdot, <\}$	$\nexists_1$	$\nexists_1$	$\nexists_1$	$\Delta_1$	—
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$\{+, \cdot, <\}$	$\nexists_1$	$\nexists_1$	$\nexists_1$	$\Delta_1$	—
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$\{\cdot, <\}$	$\nexists_1$	$\nexists_1$	$\Delta_1$	$\Delta_1$	—
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$\{\cdot, <\}$	$\not\Delta_1$	$\not\Delta_1$	$\Delta_1$	$\Delta_1$	—
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