

An Introduction to

# Existential Graphs

(a diagrammatic first-order logic)

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Brussels — November 2011

# Spoiler Alert / Warning

- take look at logics from broader perspective
  - ⇔ “philosophical touch” unavoidable
- suppose basic knowledge on first-order predicate calculus:  
 $\wedge, \vee, \rightarrow, \exists, \forall, \dots$ ; Tarski-style semantics; natural deduction
- easy to grasp formalism (proof by audience participation)
- formal logic can be “intuitive” and fun 😊

# Agenda

- ⇒ philosophical/historical background
- ⇒ Existential Graphs (EG)
  - basic notation and intuition
  - endoporeutic/game-based semantics
  - diagrammatic inference rules
- ⇒ retracing classical results of FOPC
- ⇒ conclusion & back to formal methods...

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# Epistemology / Semiotics / Logics

Perception & Mental Model



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Formalization

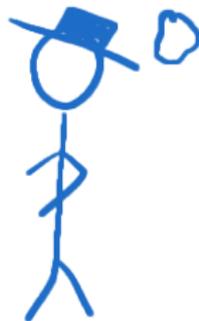


# Epistemology / Semiotics / Logics

## Reasoning

Cat on mat

mat is green



cat on  
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mat

# Point of Departure

## Question 1

How to (formally) represent [scientific<sup>1</sup>] knowledge ?

<sup>1</sup>including descriptions of domain experts like software engineers

## Question 2

How to reason “correctly”<sup>2</sup> in this formal notational system ?

<sup>2</sup>such that formal deduction is not against “intuition”

# Historical Background

1854



**Bool:** propositional reasoning can be based on algebra

**Frege:** reasoning on arithmetic demands "unalgebraic" notation



"the following holds: there isn't any  $x$  and any  $y$  such that, if  $x$  is a *cat*, then  $x$  is not *on*  $y$  when  $y$  is a *mat*"

$$\neg \forall x : \forall y : cat(x) \rightarrow (mat(y) \rightarrow \neg on(x, y))$$

**Peirce:** general algebra of relations

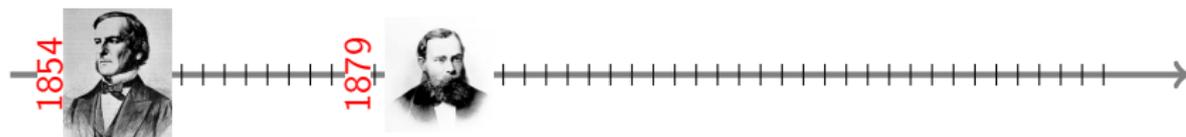
$$\sum_x \sum_y (cat_x \cdot mat_y \cdot on_{xy})$$

**Peano:** avoid arithmetic symbols

$$\exists x : \exists y : cat(x) \wedge mat(y) \wedge on(x, y)$$

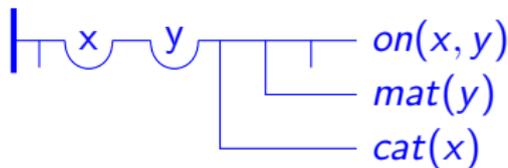
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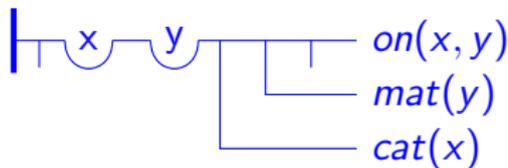
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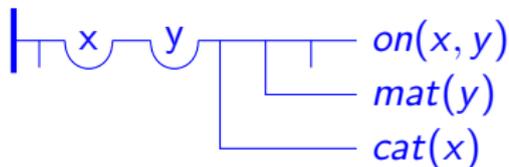
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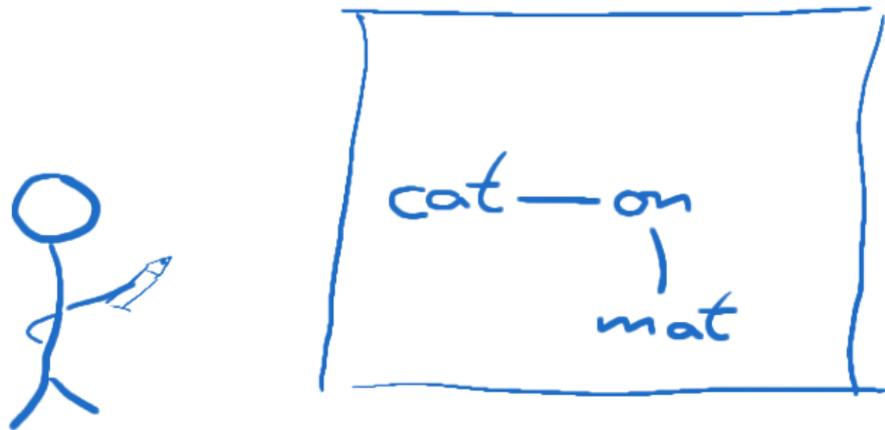


# Peirce's Existential Graphs

I do not think I ever reflect in words: I employ visual diagrams, firstly, because this way of thinking is my natural language of self-communion, and secondly, because I am convinced that it is the best system for the purpose



# Peirce's Existential Graphs



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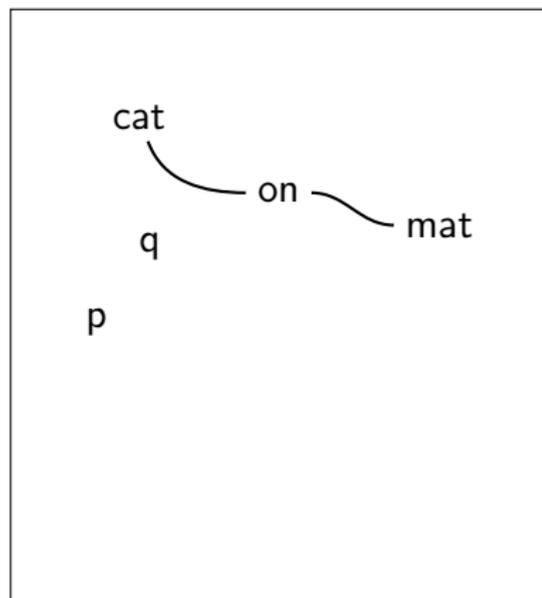
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- sheet of assertion ( $\top$ )
- atoms ("n-ary relations")
- line of identity ( $\exists$ , " $=$ ")
- juxtaposition ( $\wedge$ )
- cut ( $\neg$ )
- cuts can be nested



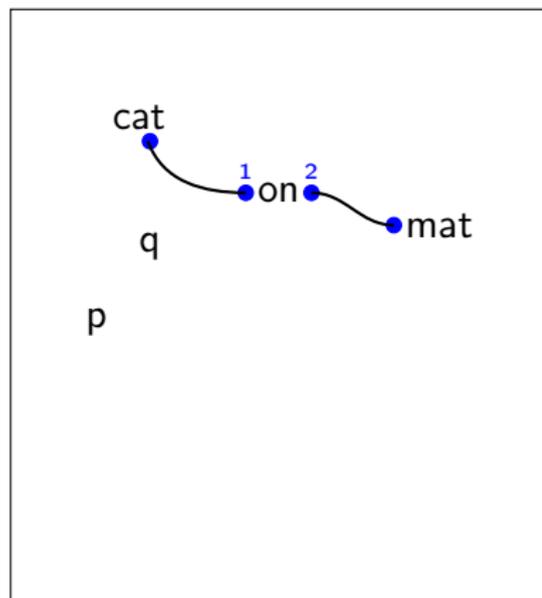
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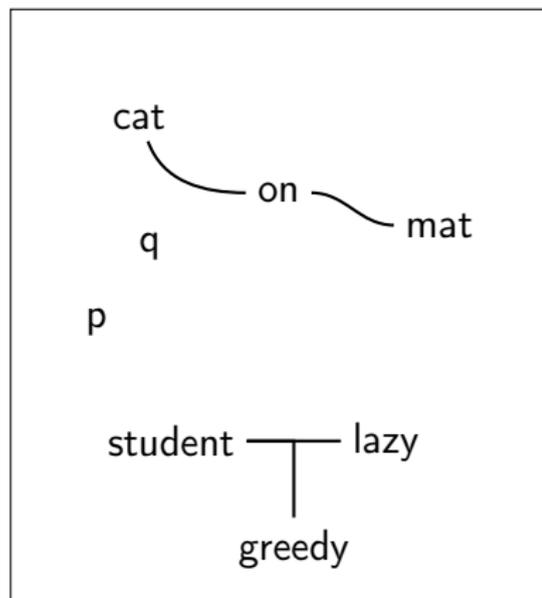
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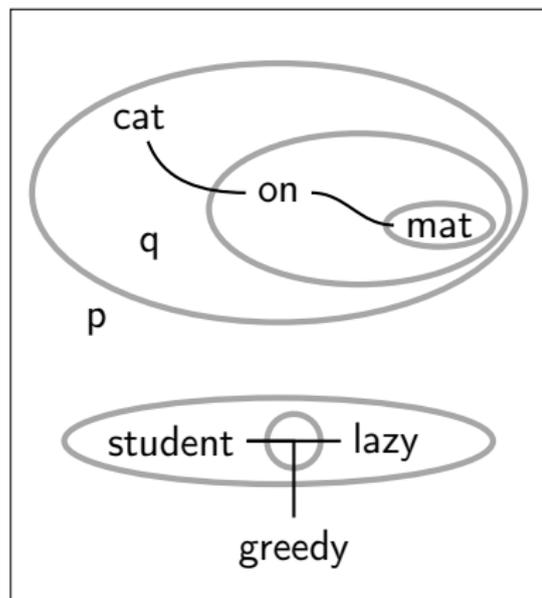
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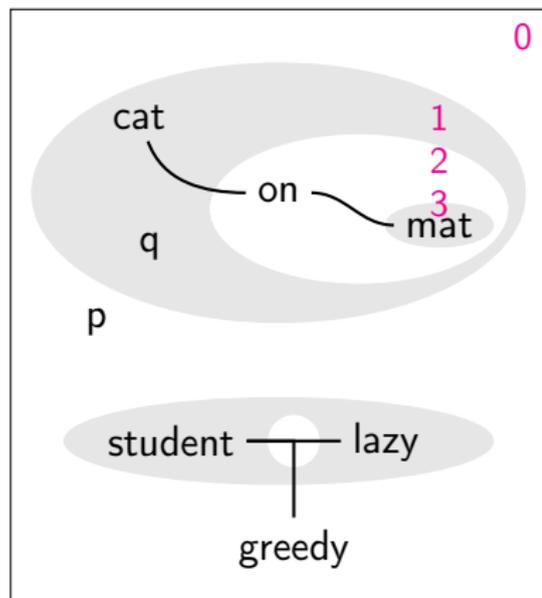
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2. — student

3. — student

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$\exists x : student(x)$

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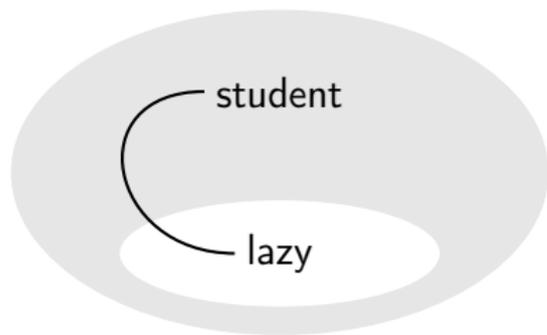
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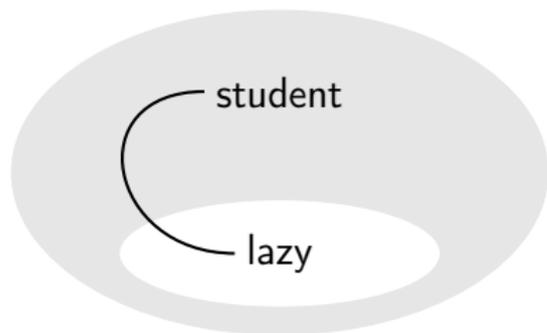
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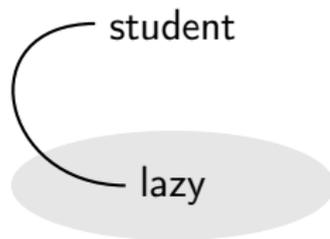
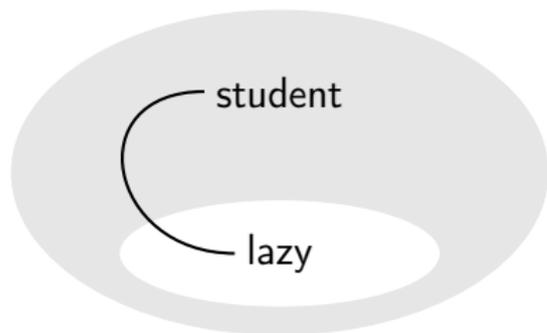


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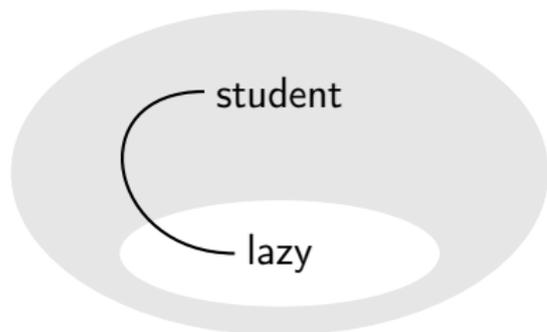
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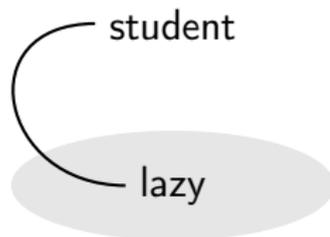


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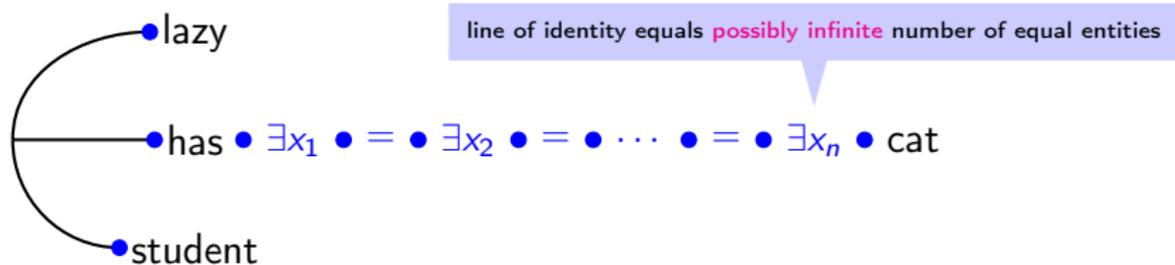


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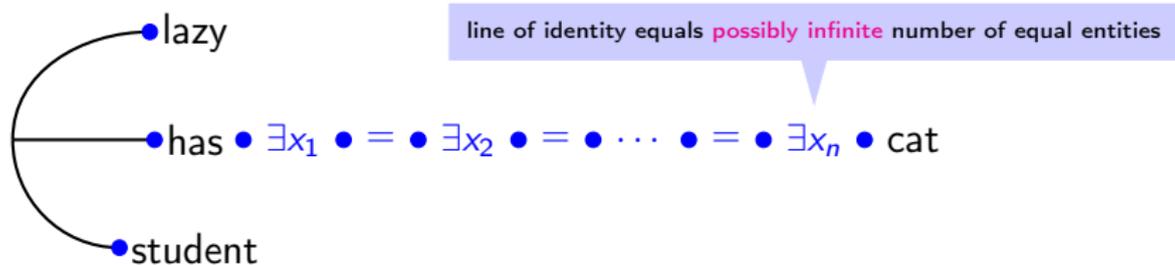
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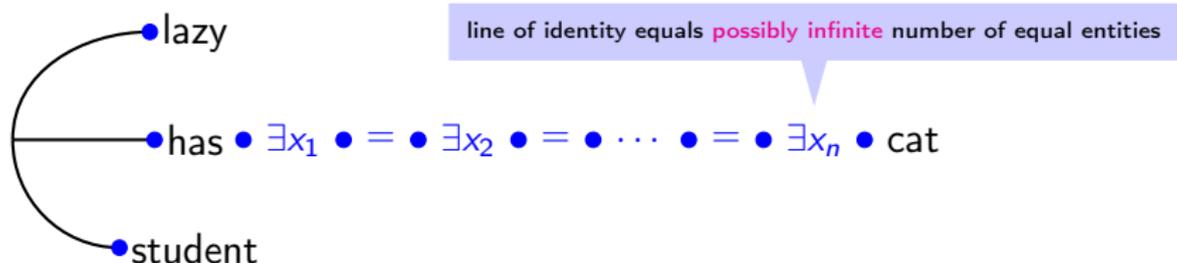
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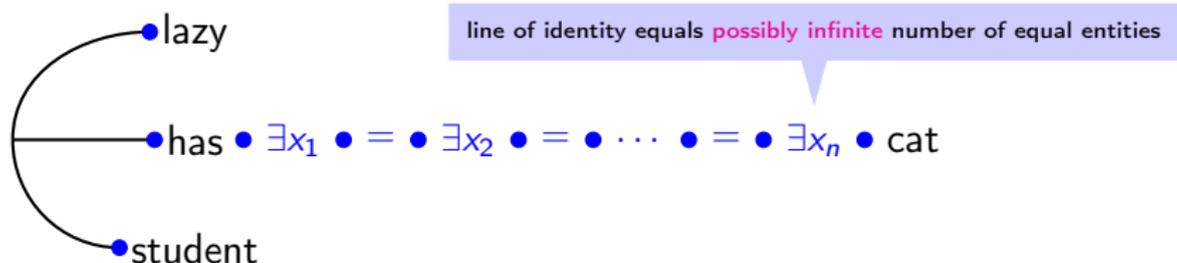


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$$\exists x : \exists y : p(x) \wedge p(y) \wedge \neg(x = y)$$

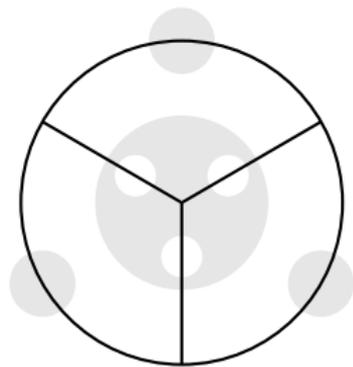
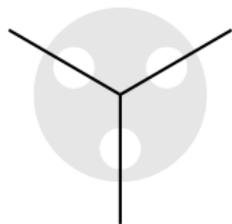
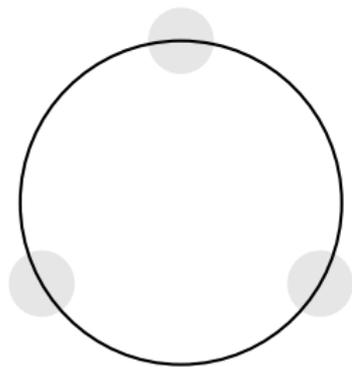
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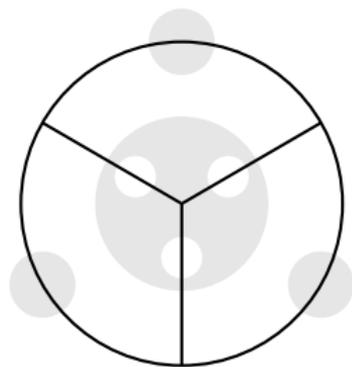
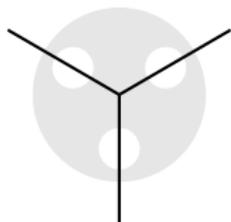
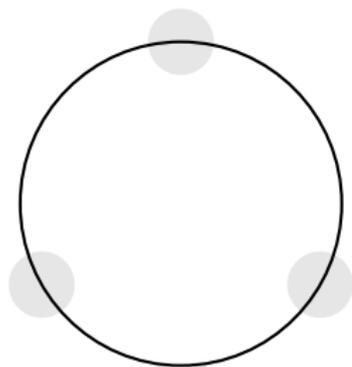
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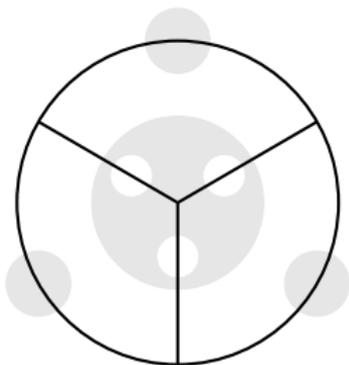
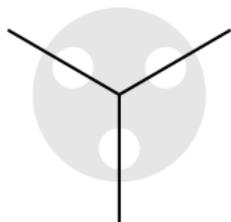
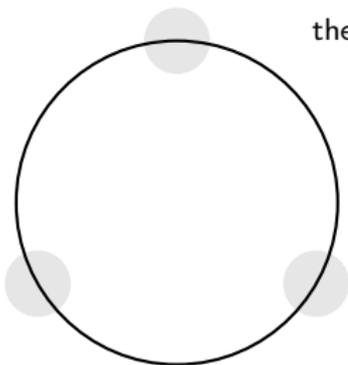
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there are at least three different things

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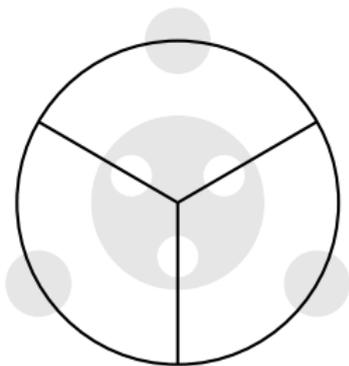
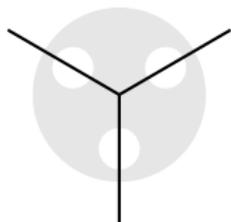
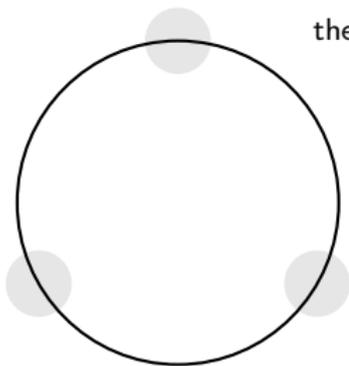
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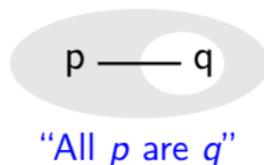
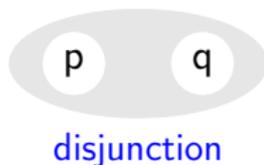
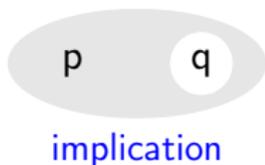
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there exist exactly three things

# Intermediary Remarks

- reoccurring patterns



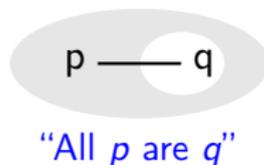
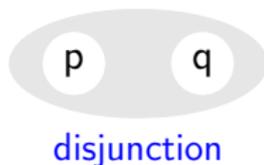
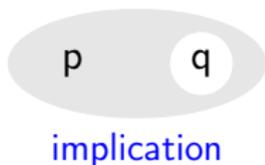
- juxtaposition is commutative & associative (free ride!)
- canonical representation for FOPC with equality



$$\begin{aligned} p \rightarrow (q \vee r \vee s) \\ \equiv (p \wedge \neg q) \rightarrow (r \vee s) \\ \equiv (p \wedge \neg q \wedge \neg r) \rightarrow s \end{aligned}$$

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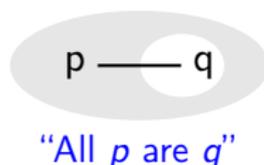
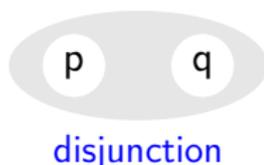
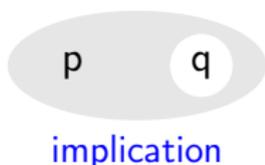
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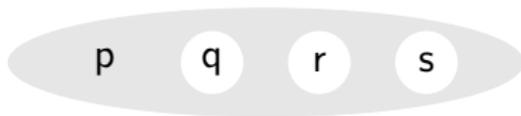
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# Endoporeutic Semantics

- ⇒ map to standard FOPC syntax and its semantics and back ? 😞
- ⇒ “outside-in” evaluation method deriving truth value of a EG
- ⇒ lazy evaluation (can ignore certain subgraphs)
- ⇒ equivalent to two-person zero-sum perfect-information game
- ⇒ player **graphist** (proposer) vs. **grapheus** (sceptic)
- ⇒ start with one EG and a Tarski style model  $M = (D, R)$
- ⇒ EG evaluates to true in  $M$  iff graphist has a **winning strategy**

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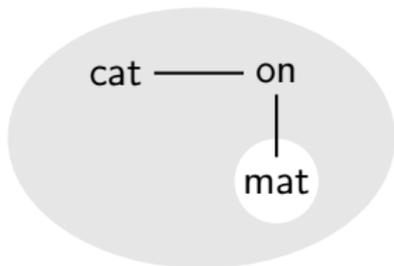
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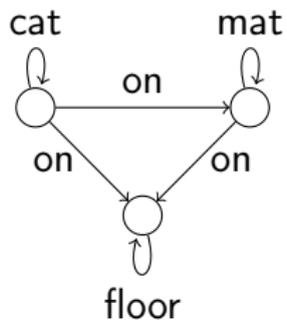
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# Example

Does



hold in



?

# Endoporeutic Semantics

## Game

repeat until one player wins:

- if EG is **empty** sheet of assertion, then **graphist wins**
- if EG consists of **one negative** area,  
then **remove** outermost cut and **reverse roles** of players
- if EG consists of **more than one negative** areas,  
sceptic **chooses one** and erases all others  laziness!
- if EG consists of subgraph  $G$  without negations and one or more negated graphs, then the graphist **proposes a graph homomorphism** of  $G$  into  $M$  (not neccess. isomorphism!)

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  - if not possible, then **grapeus wins**
  - else this mapping leads to a partial homomorphism for future moves by assigning the same entity in  $D$  to the same line of identity, and we repeat the game on the EG where  $G$  is erased

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# Endoporeutic Semantics

## Game

repeat until one player wins:

- if EG is **empty** sheet of assertion, then **graphist wins**
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# Endoporeutic Semantics

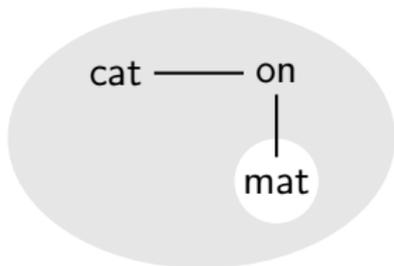
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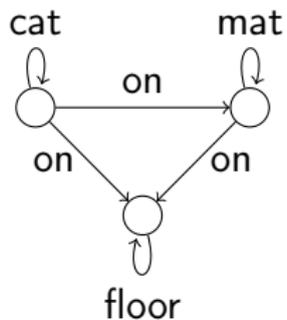
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# Example

Does



hold in



?

# Inference Rules

basic axiom : empty sheet of assertion

- ①i any graph instance can be inserted in a **negative** area
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  - diagrammatic inference rules
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- ⇒ conclusion & back to formal methods...

# Re-inventing the Logical Wheel



⇒ sequence of rule applications:  
axiom

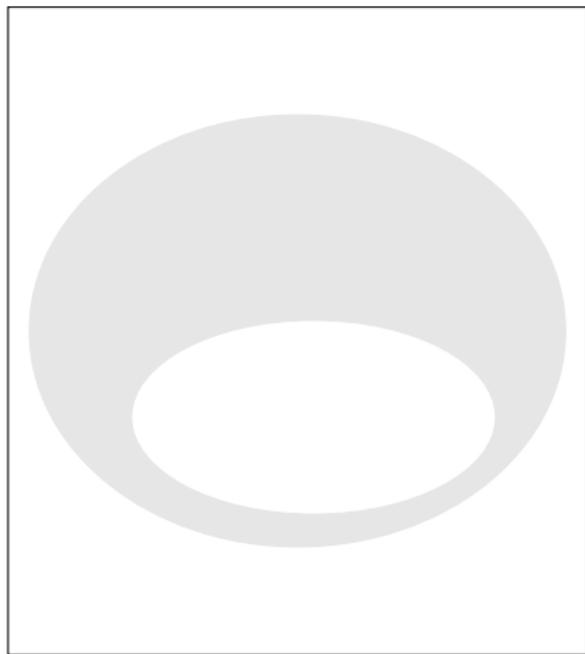
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# Re-inventing the Logical Wheel



⇒ sequence of rule applications:  
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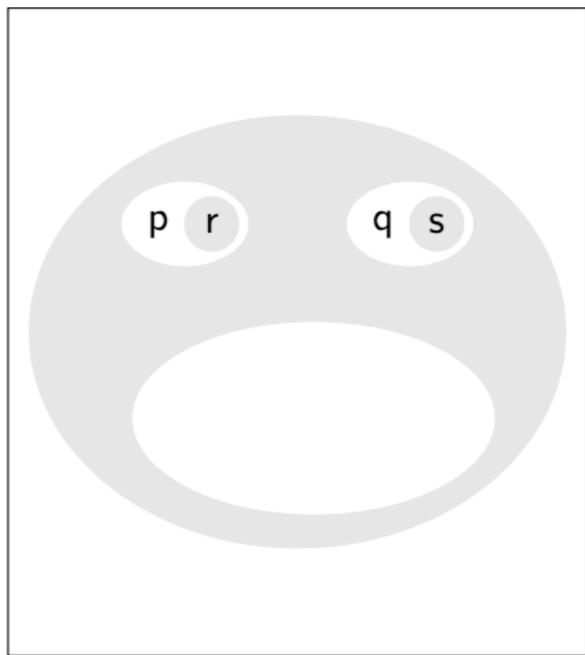
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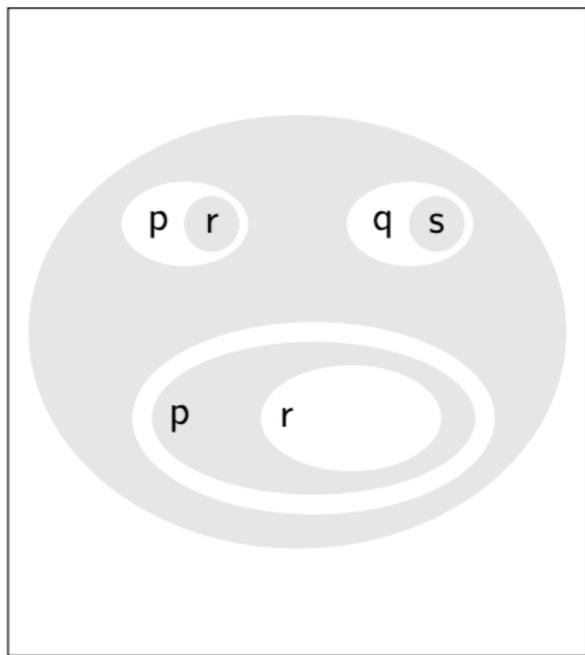
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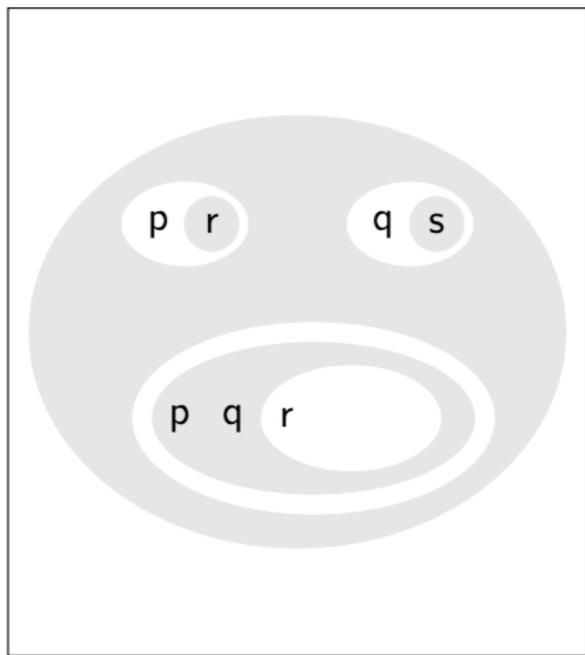
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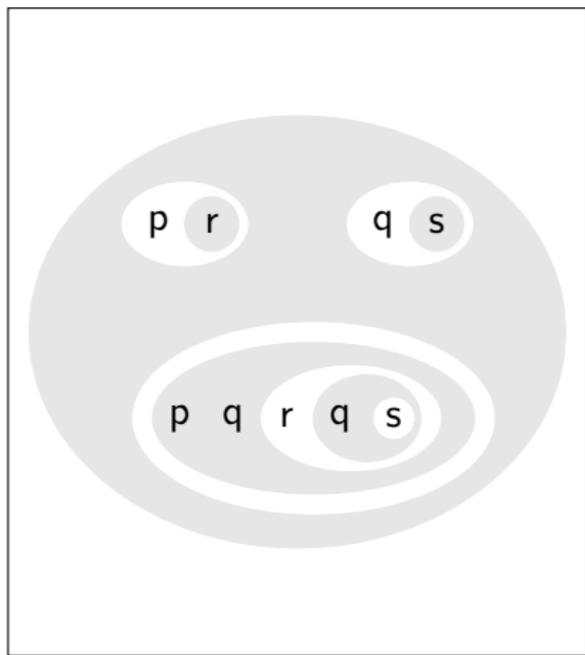
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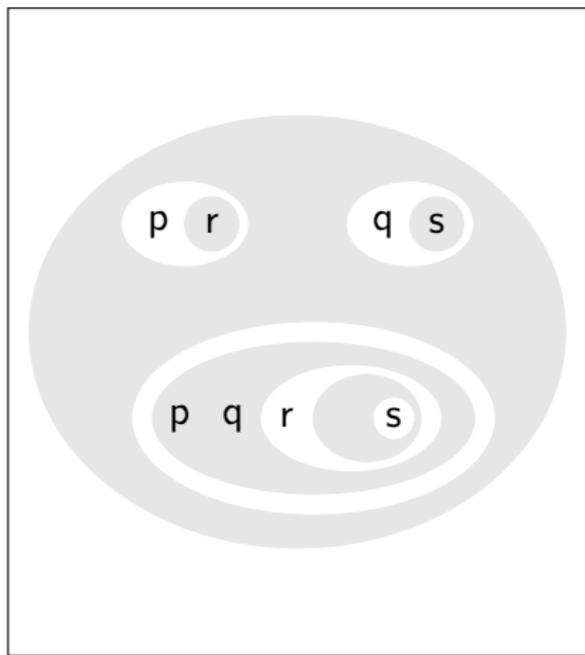
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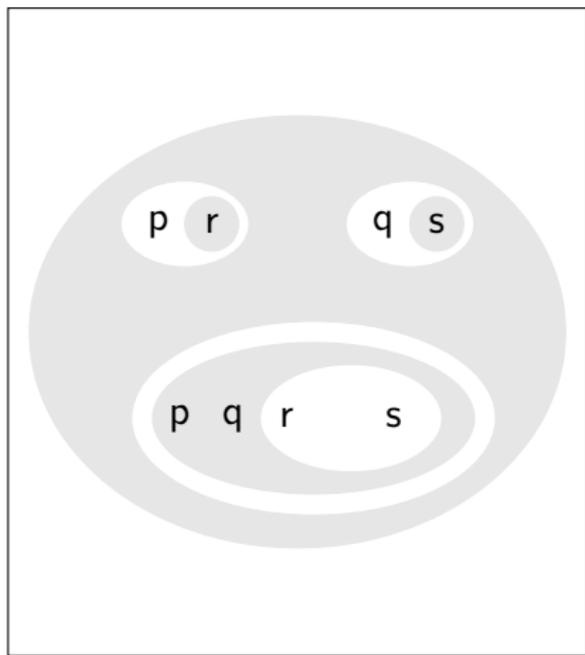
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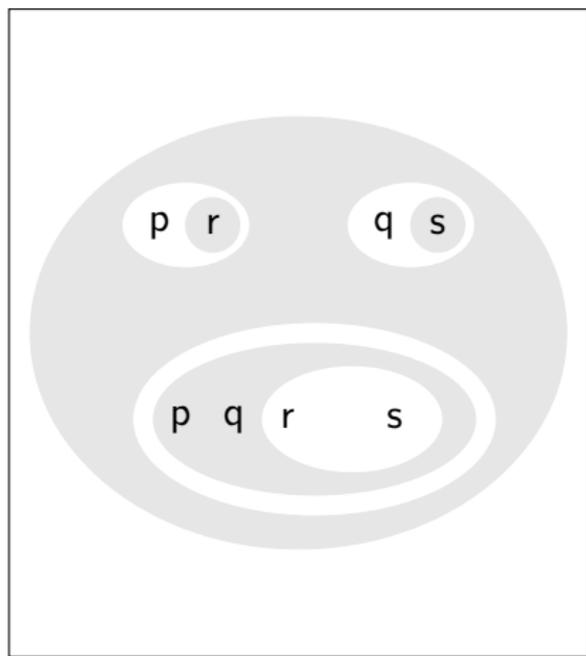
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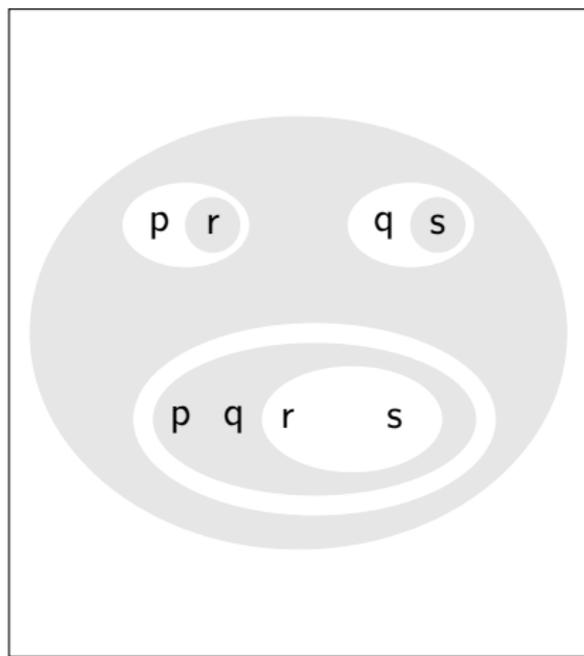
⇒ sequence of rule applications:  
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⇒ derive **valid** formula:  
 $[(p \rightarrow r) \wedge (q \rightarrow s)] \rightarrow [(p \wedge q) \rightarrow (r \wedge s)]$

⇒ Leibniz's Preclarum Theorem

⚠ [Principia Mathematica] needed proof in 43 steps (based on 5 axiom schemata, i.e., inf. number of axioms)

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# Re-inventing the Logical Wheel

 Can you prove that  $a \rightarrow (b \rightarrow a)$  is valid ?

recall:

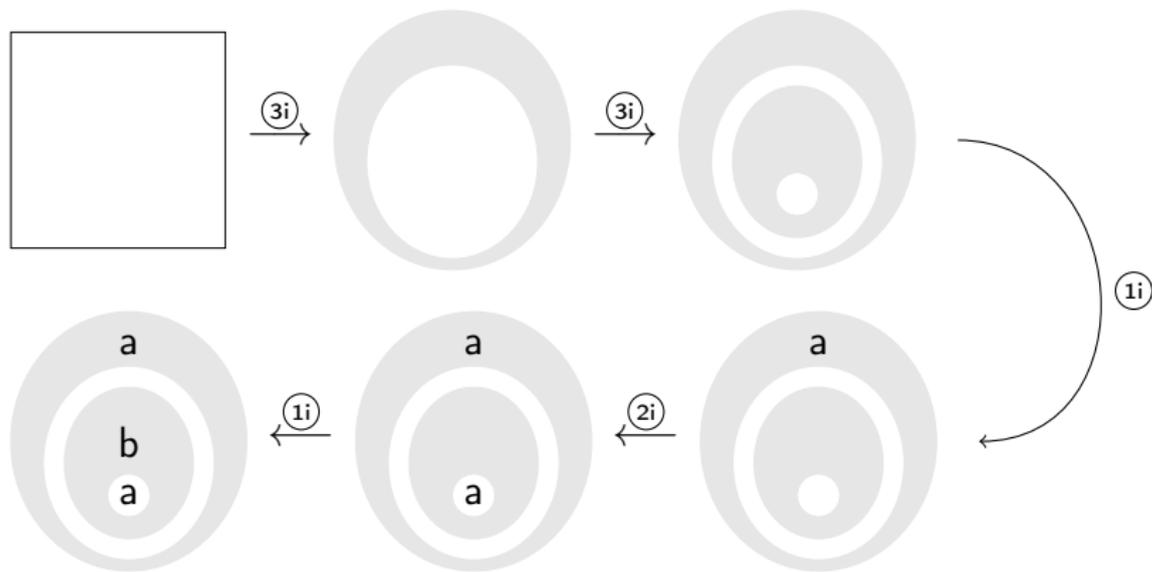
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 Can you prove that  $a \rightarrow (b \rightarrow a)$  is valid ?



# Re-inventing the Logical Wheel

 Can you derive Frege's rule of *modus ponens* ?

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⇒ now can apply modus ponens in diagrammatic proofs 😊

# Cut-and-Paste Theorem

remark:

- inference rules only depend on whether area is negative/positive
- independent of how deeply nested

## Cut-&-Paste Theorem

any proof possible on empty sheet of assertion can be “cut out” and “pasted” in any positive area of any depth

# Re-inventing the Logical Wheel

## Deduction Theorem

if  $q$  can be derived from  $p$  then  $p \rightarrow q$ .

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# Summary

We saw. . .

- system of EG “equivalent” to FOPC with equality
- purely diagrammatic rules of inference (“draw a proof”)
- most simple & symmetric formulation of FOPC’s inference rules
- “intuitive” formalization language (really ?)

But there is more !

- resolution algorithm for EG. . .
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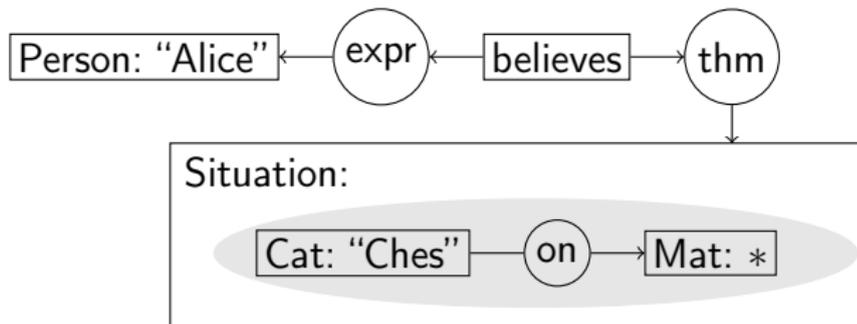
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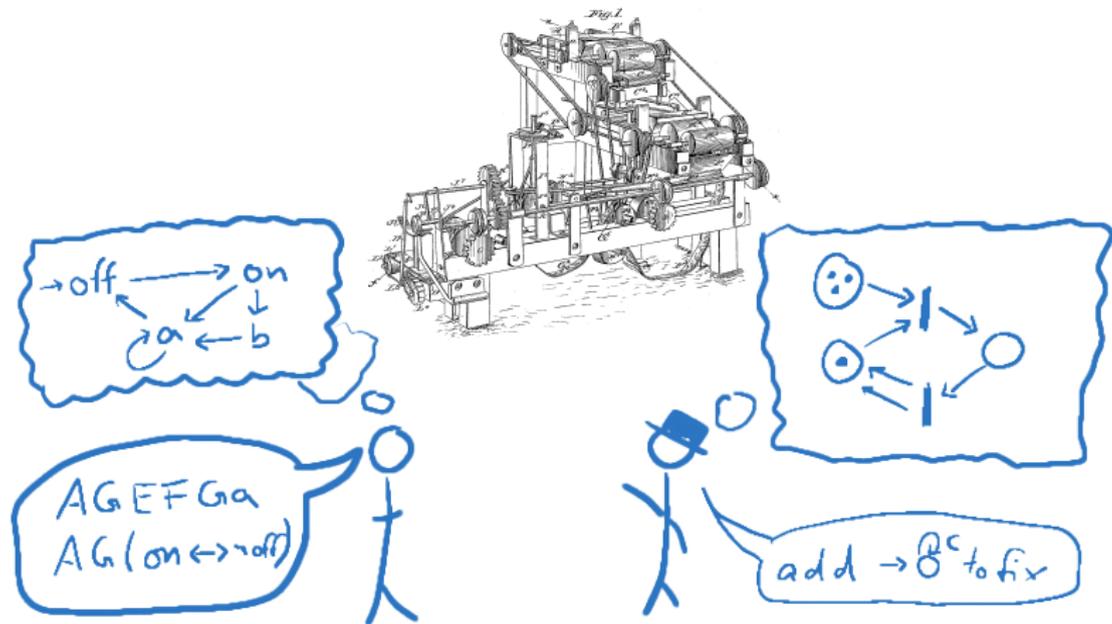
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# Derived Notions

- Peirce's  $\gamma$ -graphs (modal logic)
  - ⇒ introduce new kind of cut:  $\textcircled{p}$  for " $\Box p$ "
  - ⇒ extend inference rules. . .
- Sowa's conceptual graphs (knowledge representation)
  - ⇒ add types, type hierarchy, unique individuals, . . .
  - ⇒ distinguish concepts (boxes) & relations (circles)



# Back to Formal Methods



# Open Questions

- specification (e.g., as used in model checking or synthesis) relies on mental model of a software/hardware's behaviour
- formalization depends on (semi-)formal language
- $\mu$ -calculus et al. are expressive, ideal for algorithmic treatment, but not intuitive (= "close" to mental model)
- operational/relational model leads directly to graph-based models and graph-based reasoning
- why not focus directly logics on graphs/graph constraint systems/graph reasoning/etc. ?
- there are powerfull (wrt. to expressiveness, reasoning, etc.) formal diagrammatical languages !
- what are appropriate diagrammatical logics in our domain ?

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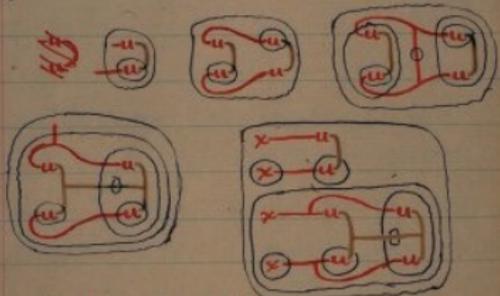
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The whole theory of numbers depends upon five premises represented in this graph.



The red ligatures refer to numbers, the brown ligatures to any universe such that there is a relation that  $u$  may be understood to express, that will make the entire graph true.

$x$  is to be understood to be replaceable by any named graph whatever without altering the truth of the entire graph.

# References / Thanks

- Peirce's MS 514 with extensive commentary by J. Sowa  
<http://www.jfsowa.com/peirce/ms514.htm>
- comprehensive bibliography for EG  
[http://existential-graphs.org/eg\\_readings.shtml](http://existential-graphs.org/eg_readings.shtml)
- MS464 from <http://www.unav.es/gep/Port/ms464/9.html>
- pictures (logicians, machine,...) from public domain