

morebasicexercises

Quantifiers, Connectives, and Prepositions

```
constants of type e : a-o s-w
variables of type t : p-r
constants of type <e,t> : P Q
constants of type <e*e,t> : R
variables of type e : x-z
variables of type <et> : X Y

define Sam: s
define Frodo: f
define Gimli: g
define Gandalf: d
define Sauron: n
define Mordor: m
define Gondor: o

define hobbit,a-hobbit: Lx.hobbit(x)
define elf,an-elf: Lx.elf(x)
define dwarf,a-dwarf: Lx.dwarf(x)
define brave: Lx.brave(x)
define short: Lx.short(x)
define runs,run: Lx.runs(x)
define laughs,laugh: Lx.laugh(x)
define trusts,trust: LxLy.trusts(y,x)
define chases,chase: LxLy.chases(y,x)

define in: LyLx.in(x,y)
define near: LyLx.near(x,y)
define behind:LyLx.behind(x,y)

define is,are: LX[X]
define does: LX[X]

define not: LX.Lx.~X(x)
define it-is-not-the-case-that: Lp[~p]

define and: Lp.[Lq.[p & q]]
define or: Lp.[Lq.[p V q]]
define andP: LX.[LY.[Lx.[X(x) & Y(x)]]]
define orP: LX.[LY.[Lx.[X(x) V Y(x)]]]

define every,Every: LX[LY[Ax[X(x) -> Y(x)]]]
define some,Some: LX[LY[Ex[X(x) & Y(x)]]]
define no,No: LX[LY[~Ex[X(x) & Y(x)]]]

use rule function application

exercise tree
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