

Dependence Logic

November 21 (Thursday), 2019

- $\text{FO}(= (\dots))$:

$$\phi(\vec{v}) \vdash \forall \vec{x} \exists \vec{y} \left(\bigwedge_{i \in I} =(\rho_{\vec{x}\vec{v}}^i, y_i) \wedge \alpha(\vec{x}, \vec{y}, \vec{v}) \right)$$

- $\text{FO}(\subseteq)$:

$$\phi(\vec{v}) \vdash \exists \vec{x} \forall y \left(\bigwedge_{i \in I} \rho_{\vec{x}\vec{v}y}^i \subseteq \sigma_{\vec{x}\vec{v}}^i \wedge \alpha(\vec{x}, y, \vec{v}) \right)$$

- $\text{FO}(\perp)$:

$$\phi(\vec{v}) \vdash \forall \vec{x} \exists \vec{y} \left(\bigwedge_{i \in I} \rho_{\vec{y}}^i \perp_{\pi_{\vec{y}}^i} \sigma_{\vec{y}}^i \wedge \alpha(\vec{x}, \vec{y}, \vec{v}) \right)$$

- FO(=(...)):

$$\phi(\vec{v}) \equiv \forall \vec{x} \exists \vec{y} \left(\bigwedge_{i \in I} =(\rho_{\vec{x}\vec{v}}^i, y_i) \wedge \alpha(\vec{x}, \vec{y}, \vec{v}) \right)$$

- FO(\subseteq):

$$\phi(\vec{v}) \equiv \exists \vec{x} \forall y \left(\bigwedge_{i \in I} \rho_{\vec{x}\vec{v}y}^i \subseteq \sigma_{\vec{x}\vec{v}}^i \wedge \alpha(\vec{x}, y, \vec{v}) \right)$$

- FO(\perp):

$$\phi(\vec{v}) \equiv \forall \vec{x} \exists \vec{y} \left(\bigwedge_{i \in I} \rho_{\vec{y}}^i \perp_{\pi_{\vec{y}}^i} \sigma_{\vec{y}}^i \wedge \alpha(\vec{x}, \vec{y}, \vec{v}) \right)$$

- $\text{FO}(= (\dots))$:

$$\phi(\vec{v}) \vdash \forall \vec{x} \exists \vec{y} \left(\bigwedge_{i \in I} =(\rho_{\vec{x}\vec{v}}^i, y_i) \wedge \alpha(\vec{x}, \vec{y}, \vec{v}) \right)$$

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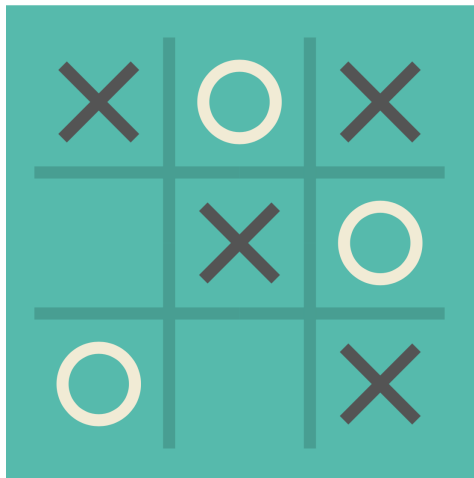
- $\text{FO}(\subseteq)$:

$$\phi \vdash \exists \vec{x} \forall y \left(\bigwedge_{i \in I} \rho_{\vec{x}y}^i \subseteq \sigma_{\vec{x}}^i \wedge \alpha(\vec{x}) \right)$$

- $\text{FO}(\perp)$:

$$\phi \vdash \forall \vec{x} \exists \vec{y} \left(\bigwedge_{i \in I} \rho_{\vec{y}}^i \perp_{\pi_{\vec{y}}^i} \sigma_{\vec{y}}^i \wedge \alpha(\vec{x}, \vec{y}) \right)$$

Tic-tac-toe game

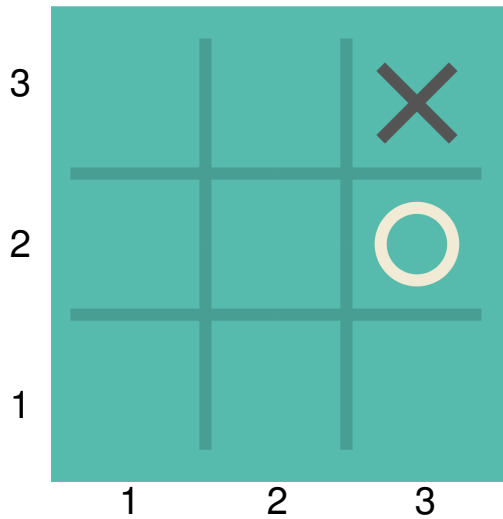


Abelard



Eloise

Tic-tac-toe game



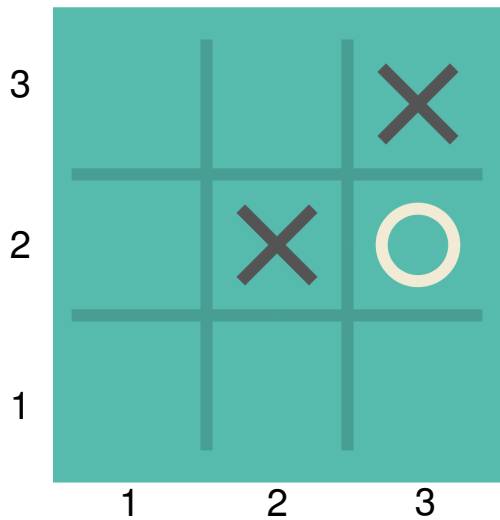
Abelard



Eloise

round 1	(3,3)	(3,2)
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Tic-tac-toe game

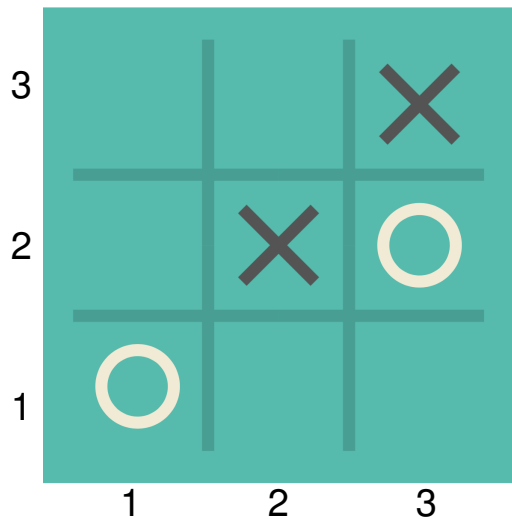


Abelard

Eloise

round 1	(3,3)	(3,2)
round 2	(2,2)	

Tic-tac-toe game

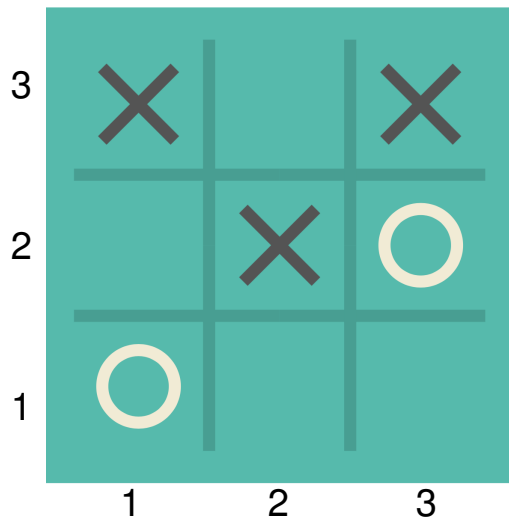


Abelard

Eloise

round 1	(3,3)	(3,2)
round 2	(2,2)	(1,1)

Tic-tac-toe game

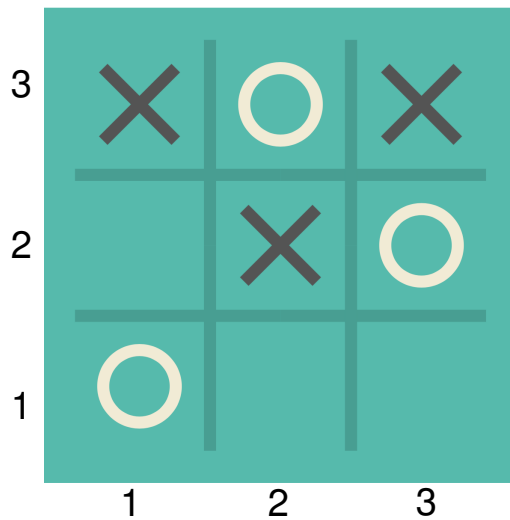


Abelard

Eloise

round 1	(3,3)	(3,2)
round 2	(2,2)	(1,1)
round 3	(1,3)	

Tic-tac-toe game

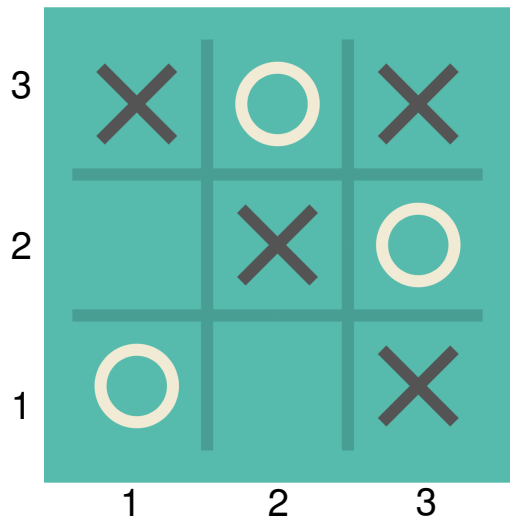


Abelard

Eloise

round 1	(3,3)	(3,2)
round 2	(2,2)	(1,1)
round 3	(1,3)	(2,3)

Tic-tac-toe game



Abelard

Eloise

round 1	(3,3)	(3,2)
round 2	(2,2)	(1,1)
round 3	(1,3)	(2,3)
round 4	(3,1)	—

Consider the following first-order sentence:

$$\begin{aligned}\Phi = & \forall x_0 v_0 \exists y_0 \left(y_0 \leq x_0 + v_0 \right. \\ & \wedge \forall x_1 v_1 \exists y_1 \left(y_1 \leq x_1 + v_1 \wedge (x_0 = x_1 \rightarrow y_0 = y_1) \right. \\ & \left. \left. \wedge \forall x_2 v_2 \exists y_2 \left(y_2 \leq x_2 + v_2 \wedge (x_0 = x_2 \rightarrow y_0 = y_2) \wedge (x_1 = x_2 \rightarrow y_1 = y_2) \right) \right) \right)\end{aligned}$$

Game-theoretic semantics (simplified version)

Consider the following first-order sentence:

$$\Phi = \forall x_0 v_0 \exists y_0 \left(y_0 \leq x_0 + v_0 \right. \\ \left. \wedge \forall x_1 v_1 \exists y_1 \left(y_1 \leq x_1 + v_1 \wedge (x_0 = x_1 \rightarrow y_0 = y_1) \right) \right. \\ \left. \wedge \forall x_2 v_2 \exists y_2 \left(y_2 \leq x_2 + v_2 \wedge (x_0 = x_2 \rightarrow y_0 = y_2) \wedge (x_1 = x_2 \rightarrow y_1 = y_2) \right) \right)$$

x_0	v_0	y_0
2	3	

Game-theoretic semantics (simplified version)

Consider the following first-order sentence:

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x_0	v_0	y_0
2	3	
		1

Game-theoretic semantics (simplified version)

Consider the following first-order sentence:

$$\Phi = \forall x_0 v_0 \exists y_0 \left(y_0 \leq x_0 + v_0 \right. \\ \left. \wedge \forall x_1 v_1 \exists y_1 \left(y_1 \leq x_1 + v_1 \wedge (x_0 = x_1 \rightarrow y_0 = y_1) \right) \right. \\ \left. \wedge \forall x_2 v_2 \exists y_2 \left(y_2 \leq x_2 + v_2 \wedge (x_0 = x_2 \rightarrow y_0 = y_2) \wedge (x_1 = x_2 \rightarrow y_1 = y_2) \right) \right)$$

S

x_0	v_0	y_0
2	3	
		1

Game-theoretic semantics (simplified version)

Consider the following first-order sentence:

$$\begin{aligned} \Phi = & \forall x_0 v_0 \exists y_0 \left(y_0 \leq x_0 + v_0 \right. \\ & \wedge \forall x_1 v_1 \exists y_1 \left(y_1 \leq x_1 + v_1 \wedge (x_0 = x_1 \rightarrow y_0 = y_1) \right) \\ & \left. \wedge \forall x_2 v_2 \exists y_2 \left(y_2 \leq x_2 + v_2 \wedge (x_0 = x_2 \rightarrow y_0 = y_2) \wedge (x_1 = x_2 \rightarrow y_1 = y_2) \right) \right) \end{aligned}$$

S

x_0	v_0	y_0	x_1	v_1	y_1
2	3		4	2	
		1			

Game-theoretic semantics (simplified version)

Consider the following first-order sentence:

$$\begin{aligned} \Phi = & \forall x_0 v_0 \exists y_0 (y_0 \leq x_0 + v_0 \\ & \wedge \forall x_1 v_1 \exists y_1 (y_1 \leq x_1 + v_1 \wedge (x_0 = x_1 \rightarrow y_0 = y_1) \\ & \wedge \forall x_2 v_2 \exists y_2 (y_2 \leq x_2 + v_2 \wedge (x_0 = x_2 \rightarrow y_0 = y_2) \wedge (x_1 = x_2 \rightarrow y_1 = y_2))) \end{aligned}$$

S

x_0	v_0	y_0	x_1	v_1	y_1
2	3		4	2	
		1			3

Game-theoretic semantics (simplified version)

Consider the following first-order sentence:

$$\Phi = \forall x_0 v_0 \exists y_0 \left(y_0 \leq x_0 + v_0 \right. \\ \left. \wedge \forall x_1 v_1 \exists y_1 \left(y_1 \leq x_1 + v_1 \wedge (x_0 = x_1 \rightarrow y_0 = y_1) \right) \right. \\ \left. \wedge \forall x_2 v_2 \exists y_2 \left(y_2 \leq x_2 + v_2 \wedge (x_0 = x_2 \rightarrow y_0 = y_2) \wedge (x_1 = x_2 \rightarrow y_1 = y_2) \right) \right)$$

S



x_0	v_0	y_0	x_1	v_1	y_1	x_2	v_2	y_2
2	3		4	2		2	8	
		1			3			1

Game-theoretic semantics (simplified version)

Consider the following first-order sentence:

$$\begin{aligned}\Phi = & \forall x_0 v_0 \exists y_0 (y_0 \leq x_0 + v_0 \\ & \wedge \forall x_1 v_1 \exists y_1 (y_1 \leq x_1 + v_1 \wedge (x_0 = x_1 \rightarrow y_0 = y_1) \\ & \wedge \forall x_2 v_2 \exists y_2 (y_2 \leq x_2 + v_2 \wedge (x_0 = x_2 \rightarrow y_0 = y_2) \wedge (x_1 = x_2 \rightarrow y_1 = y_2))))\end{aligned}$$

$\mathcal{G}(\mathcal{M}, \Phi)$


		x_0	v_0	y_0	x_1	v_1	y_1	x_2	v_2	y_2
 	\forall S belard	2	3		4	2		2	8	
	\exists loise			1			3			1

Game-theoretic semantics (simplified version)

Consider the following first-order sentence:

$$\begin{aligned}\Phi = & \forall x_0 v_0 \exists y_0 (y_0 \leq x_0 + v_0 \\ & \wedge \forall x_1 v_1 \exists y_1 (y_1 \leq x_1 + v_1 \wedge (x_0 = x_1 \rightarrow y_0 = y_1) \\ & \wedge \forall x_2 v_2 \exists y_2 (y_2 \leq x_2 + v_2 \wedge (x_0 = x_2 \rightarrow y_0 = y_2) \wedge (x_1 = x_2 \rightarrow y_1 = y_2))))\end{aligned}$$

$\mathcal{G}(\mathcal{M}, \Phi)$


		round 0	round 1	round 2
		x_0 v_0 y_0	x_1 v_1 y_1	x_2 v_2 y_2
	\forall belard	2 3	4 2	2 8
	\exists loise		1	3

Game-theoretic semantics (simplified version)

Consider the following first-order sentence:

$$\Phi = \forall x_0 v_0 \exists y_0 \left(y_0 \leq x_0 + v_0 \right. \\ \left. \wedge \forall x_1 v_1 \exists y_1 \left(y_1 \leq x_1 + v_1 \wedge (x_0 = x_1 \rightarrow y_0 = y_1) \right) \right. \\ \left. \wedge \forall x_2 v_2 \exists y_2 \left(y_2 \leq x_2 + v_2 \wedge (x_0 = x_2 \rightarrow y_0 = y_2) \wedge (x_1 = x_2 \rightarrow y_1 = y_2) \right) \right)$$

$\mathcal{G}(\mathcal{M}, \Phi)$



		round 0			round 1			round 2		
		x_0	v_0	y_0	x_1	v_1	y_1	x_2	v_2	y_2
 \forall belard	\exists	2	3		4	2		2	8	
	\exists loise			1			3			1

Game-theoretic semantics (simplified version)

Consider the following first-order sentence:

$$\Phi = \forall x_0 v_0 \exists y_0 \left(y_0 \leq x_0 + v_0 \right. \\
\wedge \forall x_1 v_1 \exists y_1 \left(y_1 \leq x_1 + v_1 \wedge (x_0 = x_1 \rightarrow y_0 = y_1) \right) \\
\left. \wedge \forall x_2 v_2 \exists y_2 \left(y_2 \leq x_2 + v_2 \wedge (x_0 = x_2 \rightarrow y_0 = y_2) \wedge (x_1 = x_2 \rightarrow y_1 = y_2) \right) \right)$$

$\mathcal{G}(\mathcal{M}, \Phi)$


		round 0			round 1			round 2		
		x_0	v_0	y_0	x_1	v_1	y_1	x_2	v_2	y_2
 	\forall S belard	2	3		4	2		2	8	
	\exists loise			1			3			1

Game-theoretic semantics (simplified version)

Consider the following first-order sentence:

$$\Phi = \forall x_0 v_0 \exists y_0 \left(y_0 \leq x_0 + v_0 \right. \\ \wedge \forall x_1 v_1 \exists y_1 \left(y_1 \leq x_1 + v_1 \wedge (x_0 = x_1 \rightarrow y_0 = y_1) \right) \\ \left. \wedge \forall x_2 v_2 \exists y_2 \left(y_2 \leq x_2 + v_2 \wedge (x_0 = x_2 \rightarrow y_0 = y_2) \wedge (x_1 = x_2 \rightarrow y_1 = y_2) \right) \right)$$

$\mathcal{G}(\mathcal{M}, \Phi)$

		round 0	round 1	round 2
		x_0 v_0 y_0	x_1 v_1 y_1	x_2 v_2 y_2
	\forall S belard	2 3	4 2	2 8
	\exists loise	1	3	1

Game-theoretic semantics (simplified version)

Consider the following first-order sentence:

$$\Phi = \forall x_0 v_0 \exists y_0 \left(y_0 \leq x_0 + v_0 \right. \\ \left. \wedge \forall x_1 v_1 \exists y_1 \left(y_1 \leq x_1 + v_1 \wedge (x_0 = x_1 \rightarrow y_0 = y_1) \right) \right. \\ \left. \wedge \forall x_2 v_2 \exists y_2 \left(y_2 \leq x_2 + v_2 \wedge (x_0 = x_2 \rightarrow y_0 = y_2) \wedge (x_1 = x_2 \rightarrow y_1 = y_2) \right) \right)$$

$\mathcal{G}(\mathcal{M}, \Phi)$

		round 0			round 1			round 2		
		x_0	v_0	y_0	x_1	v_1	y_1	x_2	v_2	y_2
 \forall belard \exists loise	s	2	3		4	2		2	8	
				1			3			1

Def. \exists loise **wins** a play s of the game $\mathcal{G}(\mathcal{M}, \Phi)$

iff

$$\mathcal{M} \models_s \alpha(x_i, y_i) \wedge \gamma_i \text{ for all } i \leq 2.$$

Game-theoretic semantics (simplified version)

Consider the following first-order sentence:

$$\Phi = \forall x_0 v_0 \exists y_0 \left(y_0 \leq x_0 + v_0 \right. \\ \left. \wedge \forall x_1 v_1 \exists y_1 \left(y_1 \leq x_1 + v_1 \wedge (x_0 = x_1 \rightarrow y_0 = y_1) \right) \right. \\ \left. \wedge \forall x_2 v_2 \exists y_2 \left(y_2 \leq x_2 + v_2 \wedge (x_0 = x_2 \rightarrow y_0 = y_2) \wedge (x_1 = x_2 \rightarrow y_1 = y_2) \right) \right)$$

$\mathcal{G}(\mathcal{M}, \Phi)$

		round 0			round 1			round 2		
		x_0	v_0	y_0	x_1	v_1	y_1	x_2	v_2	y_2
	\forall belard	2	3		4	2		2	8	
	\exists loise			1			3			1

Def. \exists loise **wins** a play s of the game $\mathcal{G}(\mathcal{M}, \Phi)$

iff

$$\mathcal{M} \models_s \alpha(x_i, y_i) \wedge \gamma_i \text{ for all } i \leq 2.$$


Thm. $\mathcal{M} \models \Phi$ iff \exists loise has a **winning strategy** in the game $\mathcal{G}(\mathcal{M}, \Phi)$.

Game-theoretic semantics (simplified version)

Consider the following first-order sentence:

$$\Phi^n = \forall \vec{x}_0 \exists \vec{y}_0 \left(\alpha(\vec{x}_0, \vec{y}_0) \right. \\ \wedge \forall \vec{x}_1 \exists \vec{y}_1 \left(\alpha(\vec{x}_1, \vec{y}_1) \wedge \gamma_1 \right. \\ \dots \\ \left. \left. \wedge \forall \vec{x}_n \exists \vec{y}_n \left(\alpha(\vec{x}_n, \vec{y}_n) \wedge \gamma_n \right) \right) \right)$$

$\mathcal{G}(\mathcal{M}, \Phi^n)$

		round 0		round 1		...	round n	
 s ∀belard ∃loise		\vec{x}_0	\vec{y}_0	\vec{x}_1	\vec{y}_1	...	\vec{x}_n	\vec{y}_n
		\vec{a}_0		\vec{a}_1			\vec{a}_n	
			\vec{b}_0		\vec{b}_1			\vec{b}_n

Def. \exists loise **wins** a play s of the game $\mathcal{G}(\mathcal{M}, \Phi^n)$
iff

$$\mathcal{M} \models_s \alpha(x_i, y_i) \wedge \gamma_i \text{ for all } i \leq n.$$

Thm. $\mathcal{M} \models \Phi^n$ iff \exists loise has a **winning strategy** in the game $\mathcal{G}(\mathcal{M}, \Phi^n)$.

Infinite formulas and infinite games (simplified version)

Consider the following **infinitary** first-order sentence:

$$\Phi = \forall \vec{x}_0 \exists \vec{y}_0 \left(\alpha(\vec{x}_0, \vec{y}_0) \right. \\ \wedge \forall \vec{x}_1 \exists \vec{y}_1 \left(\alpha(\vec{x}_1, \vec{y}_1) \wedge \gamma_1 \right. \\ \dots \\ \left. \left. \wedge \forall \vec{x}_n \exists \vec{y}_n \left(\alpha(\vec{x}_n, \vec{y}_n) \wedge \gamma_n \wedge \dots \right. \right. \right. \\ \left. \left. \left. \dots \dots \dots \right) \dots \right) \right)$$

$\mathcal{G}(\mathcal{M}, \Phi)$



s
 ∀belard
 ∃loise

	round 0		round 1		...	round n		
	\vec{x}_0	\vec{y}_0	\vec{x}_1	\vec{y}_1	...	\vec{x}_n	\vec{y}_n	...
	\vec{a}_0		\vec{a}_1			\vec{a}_n		...
		\vec{b}_0		\vec{b}_1			\vec{b}_n	

Def. ∃loise **wins** a play s of the (**infinite**) game $\mathcal{G}(\mathcal{M}, \Phi)$

iff



$$\mathcal{M} \models_s \alpha(\vec{x}_n, \vec{y}_n) \wedge \gamma_n \text{ for all } n \in \mathbb{N}.$$

Thm. $\mathcal{M} \models \Phi$ iff ∃loise has a **winning strategy** in the game $\mathcal{G}(\mathcal{M}, \Phi)$.

Games and teams

$$\begin{aligned}\Phi = & \forall x_0 v_0 \exists y_0 (y_0 \leq x_0 + v_0 \\ & \wedge \forall x_1 v_1 \exists y_1 (y_1 \leq x_1 + v_1 \wedge (x_0 = x_1 \rightarrow y_0 = y_1) \\ & \wedge \forall x_2 v_2 \exists y_2 (y_2 \leq x_2 + v_2 \wedge (x_0 = x_2 \rightarrow y_0 = y_2) \wedge (x_1 = x_2 \rightarrow y_1 = y_2))))\end{aligned}$$

$\mathcal{G}(\mathcal{M}, \Phi)$


		round 0			round 1			round 2		
		x_0	v_0	y_0	x_1	v_1	y_1	x_2	v_2	y_2
 	\forall belard	2	3		4	2		2	8	
	\exists loise			1			3			1

Games and teams

$$\Phi = \forall x_0 v_0 \exists y_0 \left(y_0 \leq x_0 + v_0 \right. \\ \left. \wedge \forall x_1 v_1 \exists y_1 \left(y_1 \leq x_1 + v_1 \wedge (x_0 = x_1 \rightarrow y_0 = y_1) \right) \right. \\ \left. \wedge \forall x_2 v_2 \exists y_2 \left(y_2 \leq x_2 + v_2 \wedge (x_0 = x_2 \rightarrow y_0 = y_2) \wedge (x_1 = x_2 \rightarrow y_1 = y_2) \right) \right)$$

$\mathcal{G}(\mathcal{M}, \Phi)$

S



\forall belard \exists loise

	round 0			round 1			round 2		
	x_0	v_0	y_0	x_1	v_1	y_1	x_2	v_2	y_2
	2	3		4	2		2	8	
			1			3			1

\forall belard \exists loise


	x	v	y
round 0	2	3	1
round 1	4	2	3
round 2	2	8	1

Games and teams

$$\Phi = \forall x_0 v_0 \exists y_0 \left(y_0 \leq x_0 + v_0 \right. \\ \left. \wedge \forall x_1 v_1 \exists y_1 \left(y_1 \leq x_1 + v_1 \wedge (x_0 = x_1 \rightarrow y_0 = y_1) \right) \right. \\ \left. \wedge \forall x_2 v_2 \exists y_2 \left(y_2 \leq x_2 + v_2 \wedge (x_0 = x_2 \rightarrow y_0 = y_2) \wedge (x_1 = x_2 \rightarrow y_1 = y_2) \right) \right)$$

$\mathcal{G}(\mathcal{M}, \Phi)$

S



\forall belard \exists loise

	round 0			round 1			round 2		
	x_0	v_0	y_0	x_1	v_1	y_1	x_2	v_2	y_2
	2	3		4	2		2	8	
			1			3			1

\forall belard \exists loise

	x	v	y
s_0	2	3	1
s_1	4	2	3
s_2	2	8	1

Games and teams ... and dependence

$$\begin{aligned} \Phi = & \forall x_0 v_0 \exists y_0 (y_0 \leq x_0 + v_0 \\ & \wedge \forall x_1 v_1 \exists y_1 (y_1 \leq x_1 + v_1 \wedge (x_0 = x_1 \rightarrow y_0 = y_1) \\ & \wedge \forall x_2 v_2 \exists y_2 (y_2 \leq x_2 + v_2 \wedge (x_0 = x_2 \rightarrow y_0 = y_2) \wedge (x_1 = x_2 \rightarrow y_1 = y_2)))) \end{aligned}$$

	\forall	\exists
	$x v$	y
s_0	2 3	1
s_1	4 2	3
s_2	2 8	1

$$\phi = \forall x v \exists y (y \leq x + v \wedge = (x, y))$$

Games and teams ... and dependence

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Idea: The infinitary FO-sentence Φ simulates the FO($=(\dots)$)-sentence ϕ .

The game expression

Let $\phi = \forall \vec{x} \exists \vec{y} \left(\alpha(\vec{x}, \vec{y}) \wedge \bigwedge_{k \in K} =(\rho_{\vec{x}}^k, y_k) \right)$ be a sentence of $\text{FO}(=(\dots))$.

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Thm. If \mathcal{M} is countable, then $\mathcal{M} \models \phi \iff \mathcal{M} \models \Phi$.

Finite approximations of the game expressions

For each $n \in \mathbb{N}$, define the n -approximation Φ^n of Φ as the (finite) first-order sentence

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Thm. If \mathcal{M} is a recursively saturated (or finite) model, then

$$\mathcal{M} \models \Phi \iff \mathcal{M} \models \Phi^n \text{ for all } n \in \mathbb{N}.$$

In particular, if \mathcal{M} is a countable recursively saturated (or finite) model, then

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A model \mathcal{M} is called *recursively saturated*, if for any recursive set $\{\psi_n(x, y) \mid n < \omega\}$ of formulas,

$$\mathcal{M} \models \forall x \left(\bigwedge_{n < \omega} \exists y \bigwedge_{m \leq n} \psi_m(x, y) \rightarrow \exists y \bigwedge_{n < \omega} \psi_n(x, y) \right).$$

For every infinite model \mathcal{M} , there is a recursively saturated countable model \mathcal{M}' s.t. $\mathcal{M} \equiv \mathcal{M}'$

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- Trivially, $\phi \vdash \Psi^0$ holds, as Ψ^0 is ϕ (modulo renaming of variables).
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Then $\Psi^n \vdash \Psi^{n+1}$ follows from monotonicity. □

$$\frac{\forall \vec{x} \exists \vec{y} \left(\bigwedge_{i \in I} =(\rho_{\vec{x}\vec{y}\vec{v}}^i, y_i) \wedge \phi(\vec{x}, \vec{y}, \vec{v}) \right)}{\forall \vec{x} \exists \vec{y} \left(\phi(\vec{x}, \vec{y}, \vec{v}) \wedge \forall \vec{x}' \exists \vec{y}' \left(\phi(\vec{x}', \vec{y}', \vec{v}) \wedge \bigwedge_{i \in I} (\rho_{\vec{x}\vec{y}\vec{v}}^i = \rho_{\vec{x}'\vec{y}'\vec{v}}^i \rightarrow y_i = y'_i) \right) \right)} =()E$$

$$\frac{\forall \vec{x} \exists \vec{y} (=(\rho_{\vec{x}}, y_k) \wedge \phi(\vec{x}, \vec{y}))}{\forall \vec{x} \exists \vec{y} (\phi(\vec{x}, \vec{y}) \wedge \forall \vec{x}' \exists \vec{y}' (\phi(\vec{x}', \vec{y}') \wedge (\rho_{\vec{x}} = \rho_{\vec{x}'} \rightarrow y_k = y'_k))} =()E$$