#### Free Choice With Arbitrary Objects

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- 'Free choice' any
  - (1) Any owl hunts mice.  $\rightsquigarrow$  For all x, if x is an owl, then x hunts mice. (Kadmon & Landman 1993)
  - (2) I can catch any raven.  $\rightsquigarrow$  For all x, if x is a raven, then I can catch x. (Horn 2000)

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- 'Free choice' or
  - (3) I would dance with Mary or Sue.
     → I would dance with Mary and I would dance with Sue. (Kadmon & Landman 1993)
  - (4) Alfonso or Claribel {is/would be} a good choice for chair.
     → Alfonso {is/would be} a good choice and Claribel {is/would be} a good choice.

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- Free choice effects with deontic modals (Kamp 1974):
  - (6) You may borrow any of my toys.
     *→* For all x, if x is one of my toys, you may borrow x.
  - (7) You may drink the whiskey or the gin.
     → You may have the whiskey and you may have the gin.
  - (8) You can't eat soup or salad.
     → You can't have soup and you can't have salad.

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- Cherchia's (2013) **Identity Thesis**: "free choice (FC) effects constitute a unitary phenomenon empirically, and call for a uniform explanation conceptually" (p. 50).
- A methodological implication of the **Identity Thesis** is that we should be suspicious of accounts of FC that seem tailor-made for a particular item or fail to generalize across different environments.

'Any a' denotes only one a, but it is wholly irrelevant which it denotes, and what is said will be equally true whichever it may be. Moreover, 'any a' denotes a variable a, that is, whatever particular a we may fasten upon, it is certain that 'any a' does not denote that one; and yet of that one any proposition is true which is true of any a.

(Russell in Principles of Mathematics, §60)

• FC uses of *any* and *or*, as well as *wh*-ever free relatives, denote *arbitrary objects* (entities, actions, times, etc.) that range over individual objects (entities, actions, times, etc.) and instantiate a property only when it is common to these *values* in their range.

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- Any owl in (1) denotes the arbitrary owl, owl\*, which has a property only when it is instantiated by all the owls. So we may predicate of owl\* the property of having binocular vision, of being zygodactyl, and, of course, the property of being an owl. However, owl\* is not nocturnal since not all owl species hunt at night.

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- By deploying an arbitrary object, a speaker deemphasizes the individual identities of the values in its range and brings the common properties of these values to the foreground. We may think of owl\* as functioning, so to speak, as a peg on which to hang properties common to all owls.

• When a speaker predicates a new property of an arbitrary object, such as predicating of owl\* the property of hunting mice in (1), this has the effect of adding the new property to the peg. Since arbitrary objects have properties common to their values, this implies that for all x, if x is an owl, then x hunts mice.

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- This 'property-based' verification not only accounts for their universal or conjunctive force, but also explains other distinctive features of free choice items, such as why sentences like (1) have a non-accidental 'law-like' flavor (cf. Hale 2020 on "instantial" versus "generic" truthmakers, and Linnebo 2022 on "instance-based" versus "generic" explanations of universal generalizations).

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• While exactly analogous statements sound awkward in colloquial speech, similar instructions are common in general conditional proof (Barwise & Etchemendy 1999):

?Let Hedwig be an arbitrary owl.

Let's use the name 'Hedwig' to stand for {any/\*every} owl.

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  - (11) a. I can catch any raven. (FC any)
    b. I didn't see any pigs. (PS any) (Horn 2000)
    (12) I wonder if Susan married anybody. (Fauconnier 1979)
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- The universality of FC *any* has a distinctive character of "arbitrariness", conveying that the referent can be freely chosen.
  - (13) Any match {at all/whatsoever} that I strike lights. It doesn't matter which.
- Furthermore, FC *any* statements are 'law-like', supporting counterfactual inferences (Ryle 1949; Vendler 1962):
  - (14) Any owl hunts mice. So, if Tweety were an owl, Tweety would hunt mice.

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- As emphasized by Kadmon & Landman (1990, 1993), *any* generally ranges over a broader domain than ordinary universal determiners:
  - (16) Context: We have just sat down at a family-style restaurant where everybody shares, but haven't looked over the menu.
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- In this talk, I focus on the meaning rather than distribution facts.
  - Romeo danced with {?any woman./any woman who was receptive to his advances.}
     ('subtrigging'; LeGrand 1975; Dayal 1998)

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- (19) A mosquito carries West Nile virus.

- - (20) A: A large dog gives live birth.
    - B: What? ANY dog gives live birth.

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• An does not have generic readings in subtrigged cases (Dayal 1998): (24)  $\{Any/A\}$  person who saw the fly in the food went hungry.

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- Within English itself, the existential-universal flip-flop with *any* also finds a parallel in a disjunctive-conjunctive flip-flop with *or* (Horn 1972; Kadmon & Landman 1993), however we presumably do not want to claim that *or* is lexically ambiguous.

#### Indefinites: variable reference to a thing

• The formal treatment of FC will be implemented by grafting a version of arbitrary object theory (Fine 1983, 1985a,b; Horsten 2019) onto a compositional version of truthmaker semantics (Bledin 2024, drawing on Fine 2017a,b,c, Champollion & Bernard 2022, a.o.).

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  - (25) Types: e and s are the basic types of entities and states, a → b is the type of a function mapping values in type a to values in type b, Sa is the type of a set of values in type a.

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- When  $x \leq y$ , I say that x is a part of y, or that y contains x.
- A state space contains a set W ⊆ S of world states, where no world state is part of any other. A state is a possible state just when it is part of some world state.

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(30)

$$\begin{bmatrix} \left[\left[\left[\mathsf{Ag}\right]\mathsf{Hedwig} \text{ or Archimedes hooted}\right]\right] \\ = \left(\left[\left[\mathsf{Hedwig} \text{ or Archimedes}\right]\right] \gg = \left[\left[\mathsf{Ag}\right]\right]\right) \cap \left[\mathsf{hoot}\right] \\ = \left(\bigcup_{e \in \{\mathsf{Hedwig},\mathsf{Archimedes}\}}\left[\left[\mathsf{Ag}\right]\right](e)\right) \cap \left[\mathsf{hoot}\right] \\ = \left\{s : \mathsf{Agent}(s) = \mathsf{Hedwig} \land \mathsf{hoot}(s)\right\} \cup \\ \left\{s : \mathsf{Agent}(s) = \mathsf{Archimedes} \land \mathsf{hoot}(s)\right\} \\ = \left\{s : s \in \left[\!\left[\mathsf{Hedwig} \text{ hoot}\right]\right] \lor s \in \left[\!\left[\mathsf{Archimedes} \text{ hoot}\right]\right]\right\} :: \mathsf{Ms} \end{cases}$$

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## Indefinite DPs: PS any

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- Nor will I try to explain the NPI licensing behavior of PS any.

#### Free choice: reference to a variable thing

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- (35) An entity space  $\langle E_O, E_A, \leqslant, V \rangle$  consists of:
  - a.  $E_O$  is a nonempty set of **ordinary entities**.
  - b.  $E_A$  is a set of **arbitrary entities**. The set of all entities is  $E = E_O \cup E_A$ .
  - c.  $\leq$  is a **parthood** relation over *E* such that  $\langle E, \leq \rangle$  is an atomistic complete lattice.

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- (36) Any apple or any pear costs a dollar.

#### Conditions on the entity space

- To ensure that we have all the arbitrary objects we need, I impose two *existence* conditions (first is based on Fine 1985a, Chapter 3):
- (37) For any function f from each  $s \in S$  to a set  $X \subseteq E_O$  of ordinary entities, there is an arbitrary entity  $a \in E_A$  with V(a) = f.
- (38) For any function f from each  $s \in S$  to a *finite* set  $X \subseteq E$  of entities, there is an arbitrary entity  $a \in E_A$  with V(a) = f.

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  - This ensures that the valuation V is invertible.

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$$\llbracket FC \rrbracket = \lambda f. V^{-1}(f) :: (s \to Me) \to e$$
(41) FC any  

$$\llbracket FC any_{s^*}(\alpha) \rrbracket$$

$$= \llbracket FC \rrbracket (\llbracket \lambda s^*.any_{s^*}(\alpha) \rrbracket)$$

$$= V^{-1} (\lambda s^*. \{e : \exists s \leqslant s^* (\text{Possessor}(s) = e \land s \in \llbracket \alpha \rrbracket) \}) :: e$$

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(42) 
$$\begin{bmatrix} FC any_{s^*}(owl) \rrbracket$$

$$= V^{-1}(\lambda s^*.\{e : \exists s \leqslant s^*(Possessor(s) = e \land s \in \llbracket owl \rrbracket)\})$$
(the arbitrary owl^\*) :: e

Arbitrary attribution, operationalized version

(43) **Principle of Arbitrary Attribution:** If an arbitrary object instantiates a property, then this property is common to all the values in its range.

Arbitrary attribution, operationalized version

- (43) **Principle of Arbitrary Attribution:** If an arbitrary object instantiates a property, then this property is common to all the values in its range.
  - One approach is to operationalize this principle:
- (44) Where  $X_1, X_2, ...$  are Ma-type sets,  $\bigcup \{X_1, X_2, ...\} := \{x_1 \sqcup x_2 \sqcup ... : x_1 \in X_1, x_2 \in X_2, ...\}$
- (45) Individuation operator

 $\mathsf{I} \quad := \quad \lambda f \lambda e. \bigsqcup_{e' \in V(e)(w^*)} f(e') \quad :: \quad (\mathsf{e} \to \mathsf{Ms}) \to (\mathsf{e} \to \mathsf{Ms})$ 

(46) Arbitrary Attribution (operationalized version)

To compose an expression denoting an arbitrary object with a verbal or other predicative projection, the arbitrary object-denoting expression must first be raised to a position above the projection, allowing this projection to combine with the individuation operator I before application.

• My own preference, however, is to let the truthmakers for FC *any* statements openly display their arbitrariness by allowing truthmakers involving arbitrary items:

(47) 
$$[[[Pos]FC any_{s^*}(owl)] hunts mice]]$$
$$= \{s : Possessor(s) = owl^* \land hunts - mice(s)\} :: Ms$$

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#### (48) Individuated states

Given state s involving arbitrary object  $e_A$ , an individuation of s is a state  $s_{e_A \rightarrow e'}$  obtained by substituting the value e' for  $e_A$ .

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# (49) Arbitrary Attribution (modal version)

Given state s involving arbitrary object  $e_A$  and world  $w \in W$ , if  $s \leq W$  then there is some  $s_{e_A \rightarrow e'} \leq W$  for each  $e' \in V(e_A)(w)$ .

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• A state of the arbitrary owl possessing the property of hunting mice should bring with it, as it were, states of each of the ordinary owls (in the world of evaluation) possessing this property.

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- The account validates counterfactual entailments:
  - (50) Any match that I strike lights. So if I had struck this match instead of you, it would have lit.

Relative to an alternative circumstance s where the speaker struck the relevant match m, the arbitrary speaker-struck match would range over a set that includes m, so in combination with a state of this arbitrary match possessing the property of lighting, the Principle of Arbitrary Attribution would ensure a state of m lighting.

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• The value range of an arbitrary object may be empty relative to the actual world state, so FC *any* statements remain import-free.

(51) You may borrow any of my toys.

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Let s<sub>◊{t:Agent(t)=X∧φ(t)}</sub> be a truthmaker for ¬X may/can/might φ¬.
 I assume this involves the proposition {t : Agent(t) = X ∧ φ(t)} in some way, but I would like to remain noncommittal about this.

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- A truthmaker for (51) involves the arbitrary toy of the speaker, toy\*:

 $S = \{t: Agent(t) = Hearer \land borrow(t) \land Theme(s) = toy^* \}$ 

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• According to the Principle of Arbitrary Attribution, such a state obtains in a world only if its individuated states also obtain:

$$\begin{split} & S & \{t: \text{Agent}(t) = \text{Hearer} \land \text{borrow}(t) \land \text{Theme}(s) = \text{Barbie} \} \\ & S & \{t: \text{Agent}(t) = \text{Hearer} \land \text{borrow}(t) \land \text{Theme}(s) = \text{Power Ranger} \} \dots \end{split}$$

(52) You may drink the whiskey or the gin.

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(53) **FC** or: 
$$\llbracket \mathsf{FC} \alpha \text{ or } \beta \rrbracket$$
  
=  $\llbracket \mathsf{FC} \rrbracket (\llbracket \lambda s^* . \alpha \text{ or } \beta \rrbracket)$   
=  $V^{-1} (\lambda s^* . \llbracket \alpha \rrbracket \cup \llbracket \beta \rrbracket)$  :: e

(52) You may drink the whiskey or the gin.

(53) **FC or:** [[FC 
$$\alpha$$
 or  $\beta$ ]]  
= [[FC]]([[ $\lambda s^*.\alpha$  or  $\beta$ ]])  
=  $V^{-1}(\lambda s^*.[[\alpha]] \cup [[\beta]])$  :: e

(54) [FC the whiskey or the gin]

$$= V^{-1}(\lambda s^*.\{\text{the whiskey, the gin}\})$$
 :: e

(52) You may drink the whiskey or the gin.

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$$\alpha$$
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= [[FC]]([[ $\lambda s^*.\alpha$  or  $\beta$ ]])  
=  $V^{-1}(\lambda s^*.[\alpha]] \cup [[\beta]])$  :: e  
(54) [[FC the whiskey or the gin]]  
=  $V^{-1}(\lambda s^*.{\text{the whiskey, the gin}})$  :: e

• A truthmaker for (52) involves the arbitrary liquor from among the whiskey and the gin, liquor\*:

 $S_{\{t:Agent(t)=Hearer \land drink(t) \land Theme(s)=liquor^*\}}$ 

(52) You may drink the whiskey or the gin.

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$$[FC \alpha \text{ or } \beta]]$$
  

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$$= V^{-1}(\lambda s^*.[[\alpha]] \cup [[\beta]]) :: e$$
(54)  $[FC \text{ the whiskey or the gin}]$ 

$$= V^{-1}(\lambda s^*.\{\text{the whiskey, the gin}\}) :: e$$

• A truthmaker for (52) involves the arbitrary liquor from among the whiskey and the gin, liquor\*:

 $S_{\{t:Agent(t)=Hearer \land drink(t) \land Theme(s)=liquor^*\}}$ 

• This state brings with it the following individuated states:

$$\begin{split} & S \\ $ t: Agent(t) = Hearer \land drink(t) \land Theme(s) = the whiskey } \\ & S \\ $ t: Agent(t) = Hearer \land drink(t) \land Theme(s) = the gin } \end{split}$$

### **Dual Prohibition**

(55) You can't eat soup or salad.

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• Applying the theory of negative states in Bledin (2024):

 $\neg S$  {t:Agent(t)=Hearer $\land$ eat(t) $\land$ Theme(s)=soup-or-salad\*}

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• Applying the theory of negative states in Bledin (2024):

 $\neg S \\ \{t: Agent(t) = Hearer \land eat(t) \land Theme(s) = soup-or-salad^* \}$ 

• Applying the Principle of Arbitrary Attribution:

 $\neg S \\ \{t: Agent(t) = Hearer \land eat(t) \land Theme(s) = soup \\ \neg S \\ \{t: Agent(t) = Hearer \land eat(t) \land Theme(s) = salad \\ \}$ 

## Wide Scope FC

(56) Mrs. X might live in Victoria or she might live in Brixton.

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• It is less clear to me at the moment that arbitrary objects help with wide-scope free choice. We might try appealing to arbitrary modal states, but it might also be that the full range of free choice phenomena must be explained by an array of different mechanisms.

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