

# Lecture 12: First-Order Logic

## Chapter 8

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# Outline

- Why FOL?
- Syntax and semantics of FOL
- Using FOL
- Wumpus world in FOL
- Knowledge engineering in FOL
- Summary

# Lecture 13: Knowledge engineering

Chap 8.4, 12, 16

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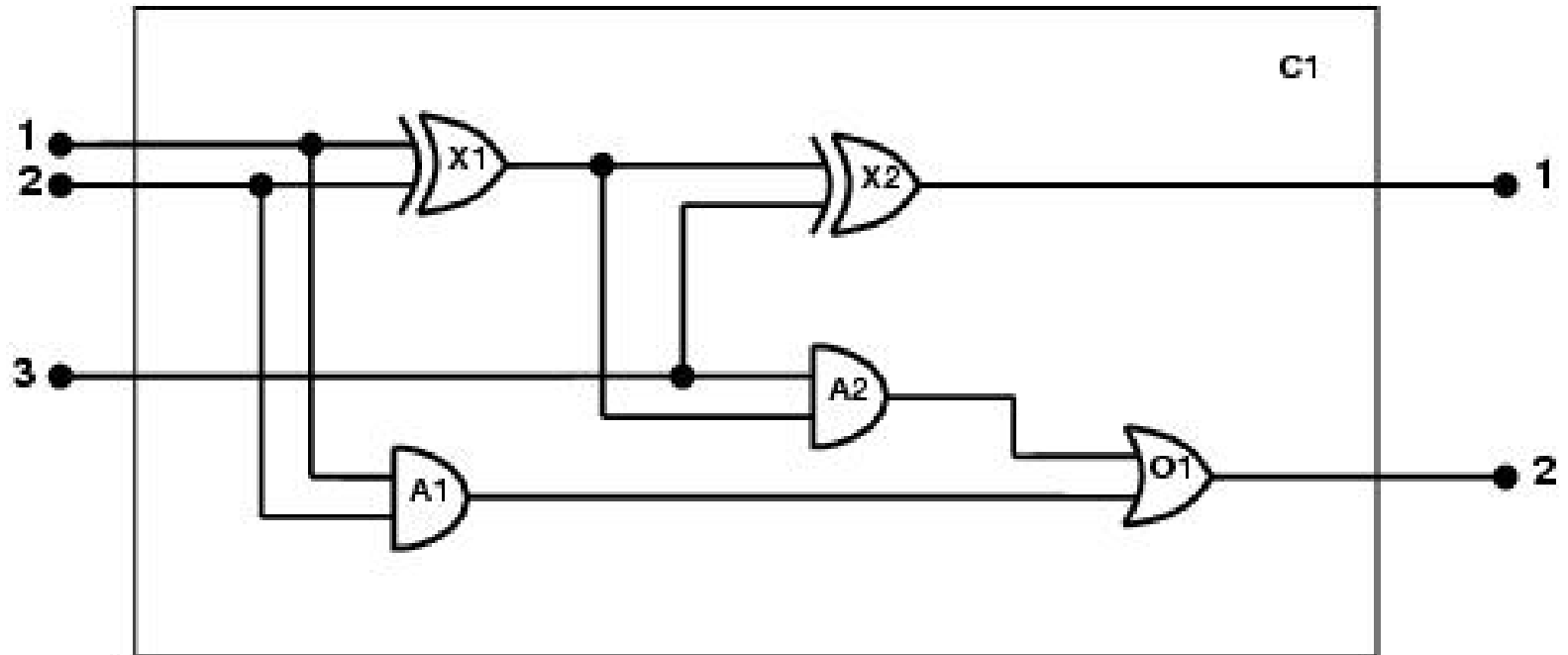
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# Knowledge engineering in FOL

1. Identify the task
2. Assemble the relevant knowledge
3. Decide on a vocabulary of predicates, functions, and constants
4. Encode general knowledge about the domain
5. Encode a description of the specific problem instance
6. Pose queries to the inference procedure and get answers
7. Debug the knowledge base

# The electronic circuits domain

## One-bit full adder



# The electronic circuits domain

1. Identify the task
  - Does the circuit actually add properly? (circuit verification)
2. Assemble the relevant knowledge
  - Composed of wires and gates; Types of gates (AND, OR, XOR, NOT)
  - Irrelevant: size, shape, color, cost of gates
3. Decide on a vocabulary
  - Alternatives:  
Type( $X_1$ ) = XOR  
Type( $X_1$ , XOR)  
XOR( $X_1$ )

# The electronic circuits domain

## 4. Encode general knowledge of the domain

### *axioms*

- $\forall t_1, t_2 \text{ Connected}(t_1, t_2) \Rightarrow \text{Signal}(t_1) = \text{Signal}(t_2)$
- $\forall t \text{ Signal}(t) = 1 \vee \text{Signal}(t) = 0$
- $1 \neq 0$
- $\forall t_1, t_2 \text{ Connected}(t_1, t_2) \Rightarrow \text{Connected}(t_2, t_1)$
- $\forall g \text{ Type}(g) = \text{OR} \Rightarrow \text{Signal}(\text{Out}(1, g)) = 1 \Leftrightarrow \exists n \text{ Signal}(\text{In}(n, g)) = 1$
- $\forall g \text{ Type}(g) = \text{AND} \Rightarrow \text{Signal}(\text{Out}(1, g)) = 0 \Leftrightarrow \exists n \text{ Signal}(\text{In}(n, g)) = 0$
- $\forall g \text{ Type}(g) = \text{XOR} \Rightarrow \text{Signal}(\text{Out}(1, g)) = 1 \Leftrightarrow \text{Signal}(\text{In}(1, g)) \neq \text{Signal}(\text{In}(2, g))$
- $\forall g \text{ Type}(g) = \text{NOT} \Rightarrow \text{Signal}(\text{Out}(1, g)) \neq \text{Signal}(\text{In}(1, g))$

# The electronic circuits domain

## 5. Encode the specific problem instance

Type( $X_1$ ) = XOR

Type( $X_2$ ) = XOR

Type( $A_1$ ) = AND

Type( $A_2$ ) = AND

Type( $O_1$ ) = OR

Connected(Out(1, $X_1$ ),In(1, $X_2$ ))

Connected(In(1, $C_1$ ),In(1, $X_1$ ))

Connected(Out(1, $X_1$ ),In(2, $A_2$ ))

Connected(In(1, $C_1$ ),In(1, $A_1$ ))

Connected(Out(1, $A_2$ ),In(1, $O_1$ ))

Connected(In(2, $C_1$ ),In(2, $X_1$ ))

Connected(Out(1, $A_1$ ),In(2, $O_1$ ))

Connected(In(2, $C_1$ ),In(2, $A_1$ ))

Connected(Out(1, $X_2$ ),Out(1, $C_1$ ))

Connected(In(3, $C_1$ ),In(2, $X_2$ ))

Connected(Out(1, $O_1$ ),Out(2, $C_1$ ))

Connected(In(3, $C_1$ ),In(1, $A_2$ ))



# The electronic circuits domain

## 6. Pose queries to the inference procedure

*What are the possible sets of values of all the terminals for the adder circuit?*

$$\exists i_1, i_2, i_3, o_1, o_2 \text{ Signal(In}(1, C_1)) = i_1 \wedge \text{Signal(In}(2, C_1)) = i_2 \wedge \text{Signal(In}(3, C_1)) = i_3 \wedge \text{Signal(Out}(1, C_1)) = o_1 \wedge \text{Signal(Out}(2, C_1)) = o_2$$

## 7. Debug the knowledge base

May have omitted assertions like  $1 \neq 0$ , so the system will be unable to prove any outputs for circuit. *Try to find the bugs!*

# Knowledge engineering

- Conception
  - *The process of building intelligent knowledge-based system*
- The six basic phases
  - 1 Problem assessment
  - 2 Data and knowledge acquisition
  - 3 Development of a prototype system
  - 4 Development of a complete system
  - 5 Evaluation and revision of the system
  - 6 Integration and maintenance of the system

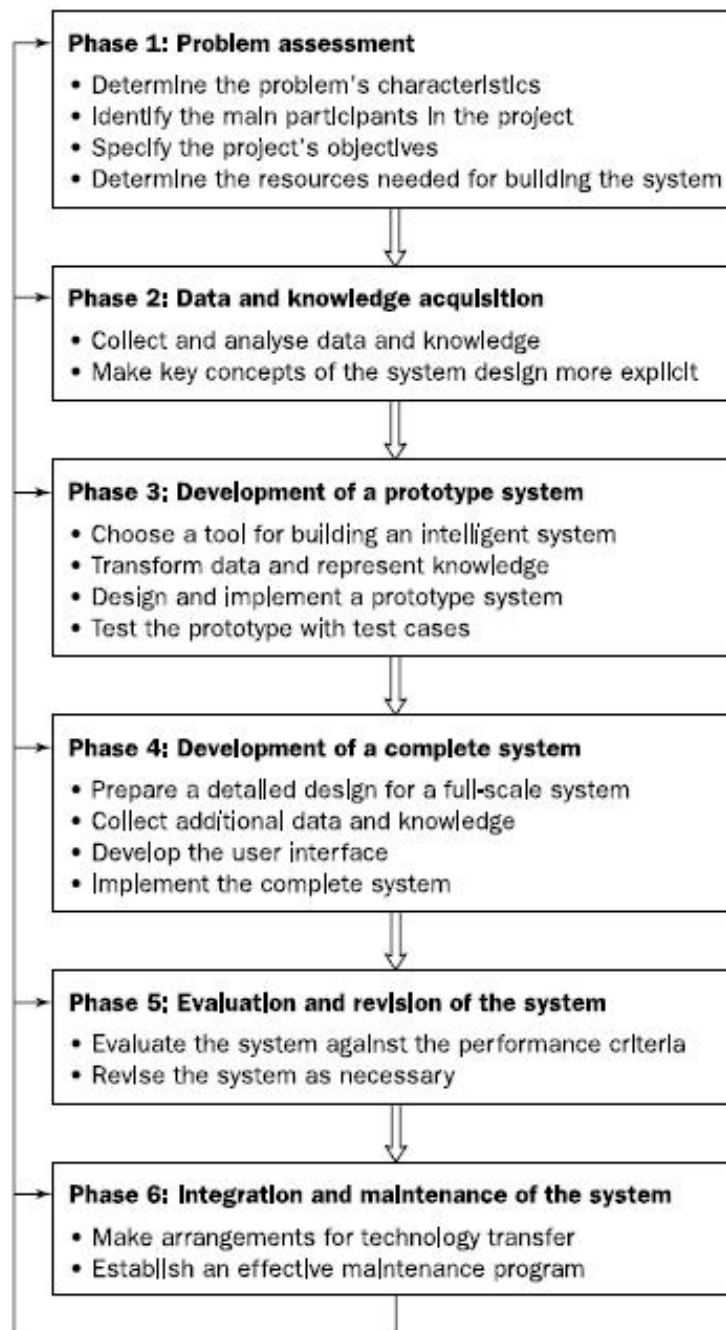
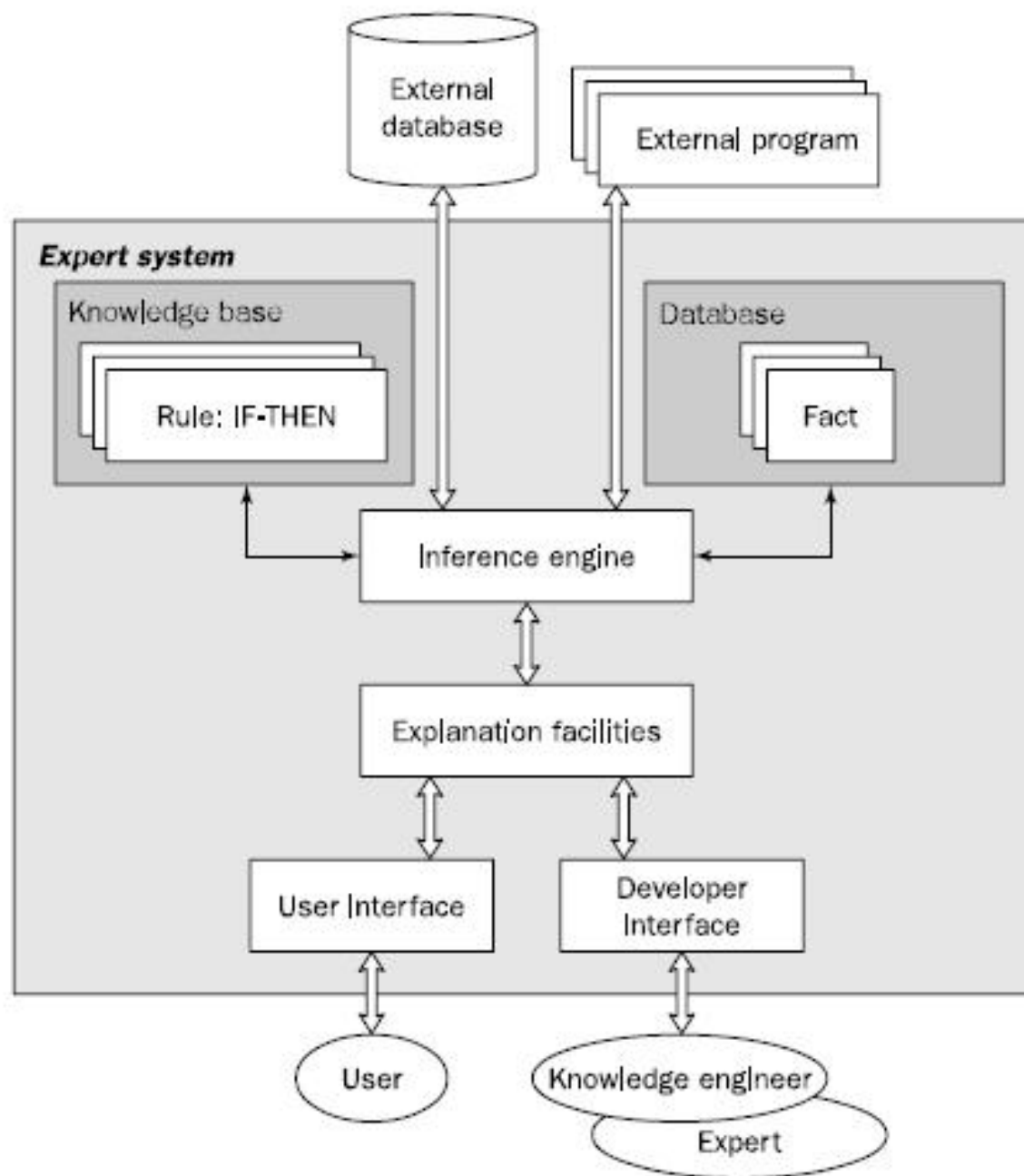


Figure 1 The process of knowledge engineering



**Figure 2.3** Complete structure of a rule-based expert system

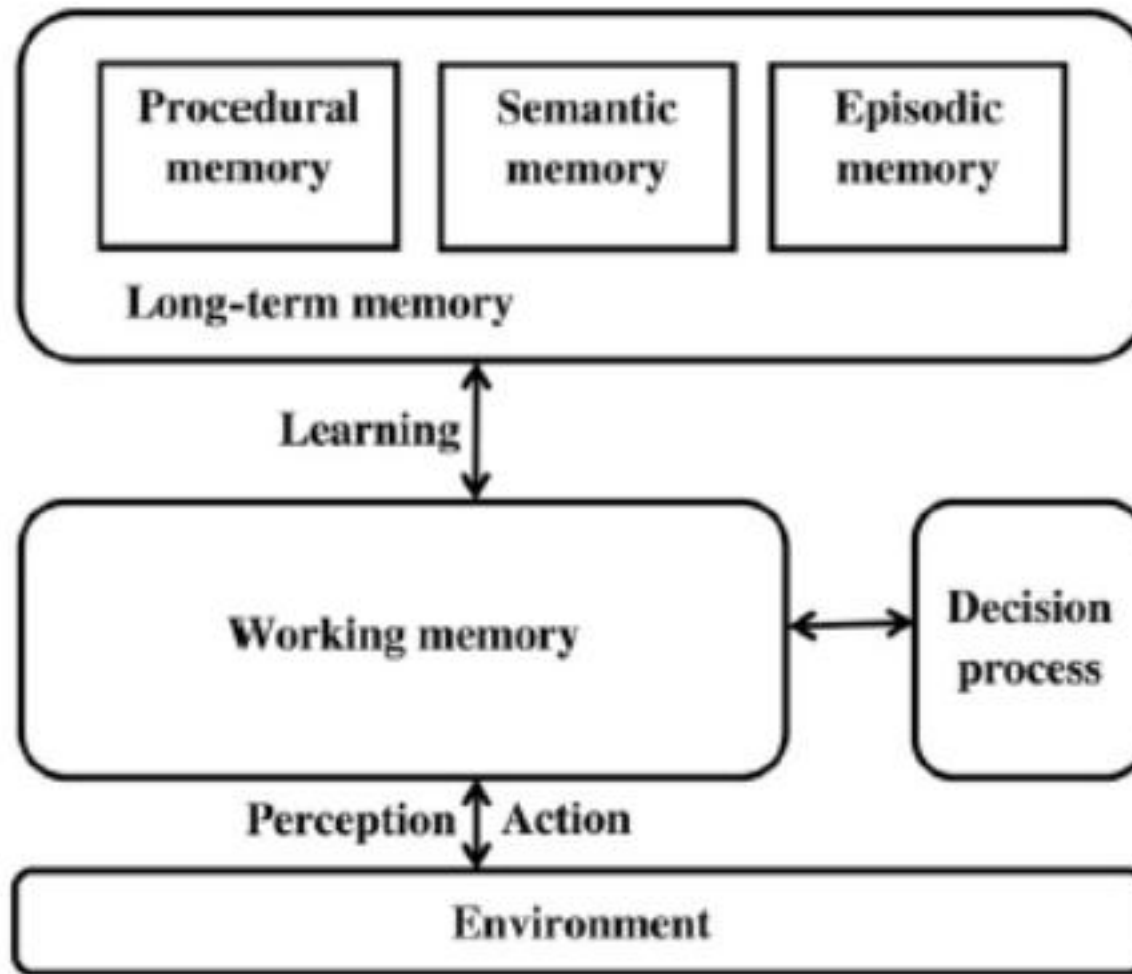
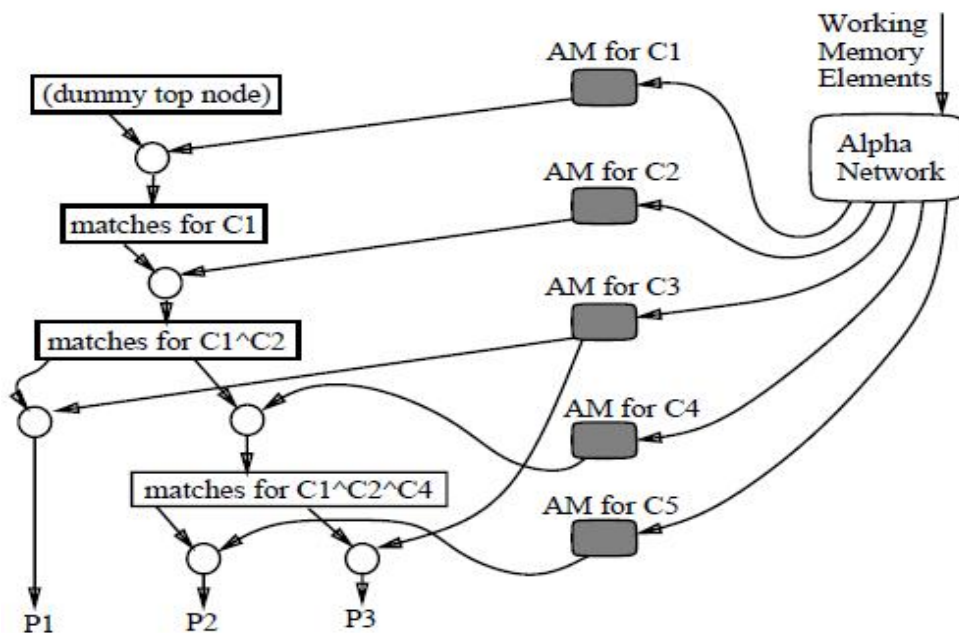
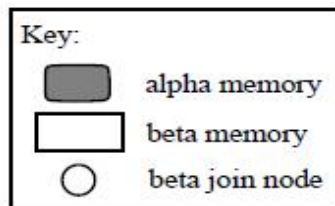


Fig.3 The general architecture of SOAR

.The main components of 'traditional' Soar are the Long-Term Memory and the Working Memory. Additional details are from Soar 9.

Rete network for three productions:

P1 has conditions  $C1 \wedge C2 \wedge C3$   
P2 has conditions  $C1 \wedge C2 \wedge C4 \wedge C5$   
P3 has conditions  $C1 \wedge C2 \wedge C4 \wedge C3$



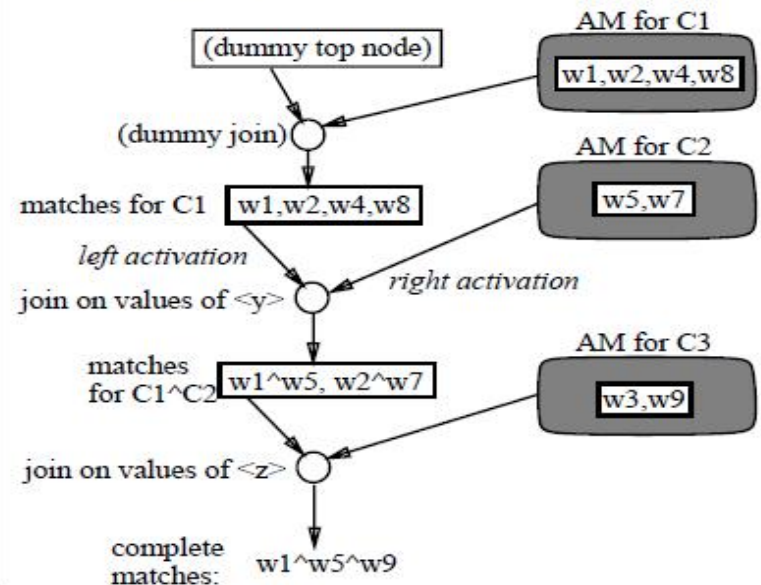
(a)

Rete network for one production with conditions:

C1: ( $\langle x \rangle$  ^on  $\langle y \rangle$ )  
C2: ( $\langle y \rangle$  ^left-of  $\langle z \rangle$ )  
C3: ( $\langle z \rangle$  ^color red)

Working memory contains:

w1: (B1 ^on B2)      w6: (B2 ^color blue)  
w2: (B1 ^on B3)      w7: (B3 ^left-of B4)  
w3: (B1 ^color red)    w8: (B3 ^on table)  
w4: (B2 ^on table)    w9: (B3 ^color red)  
w5: (B2 ^left-of B3)



(b)

Figure 4 Rete net in Soar

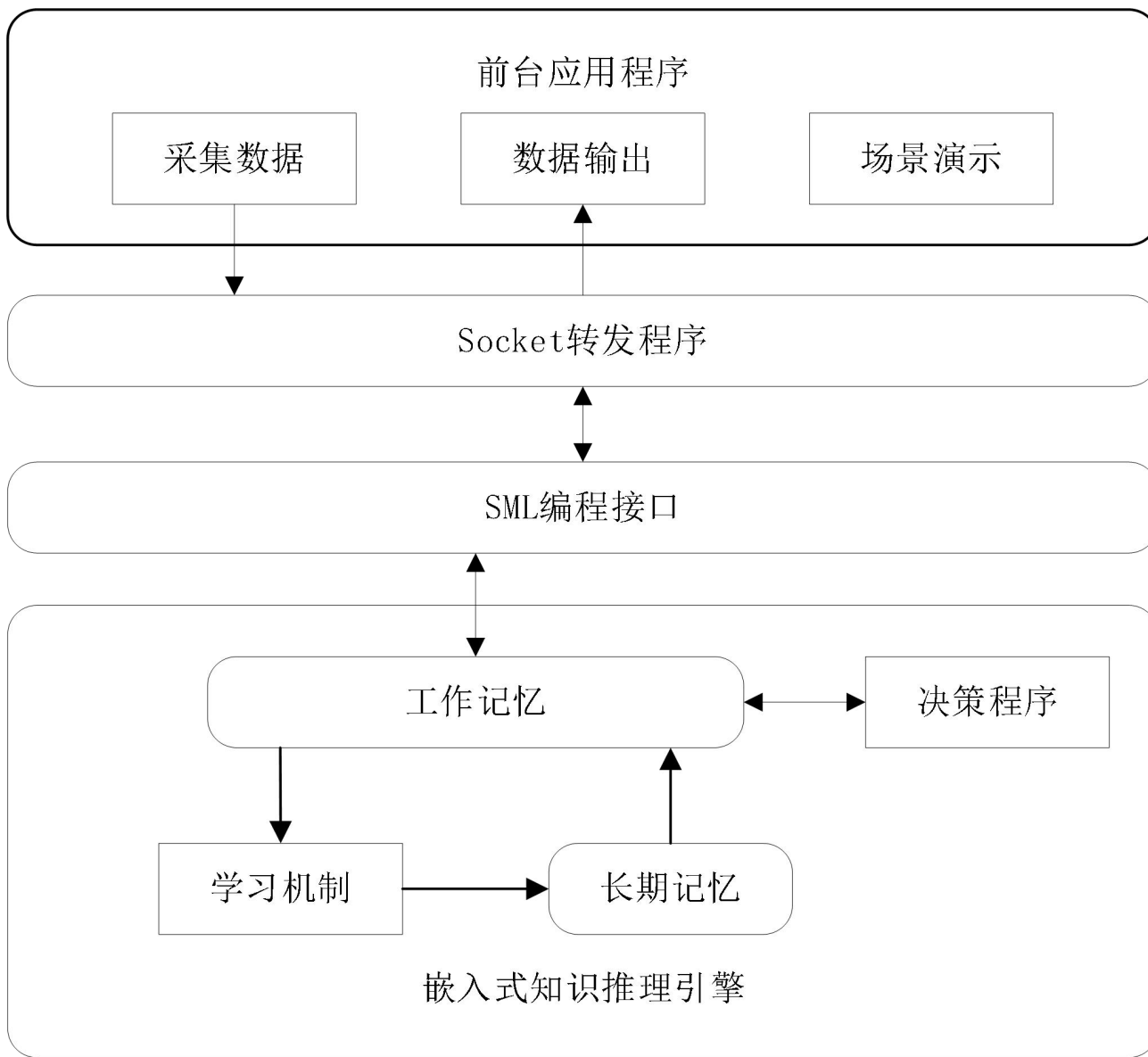


Fig.4 Embedded SOAR based KE

# Challenges for KE

- Knowledge acquisition
  - Automatic ~
  - Autonomous ~
- Limitation of KB
  - Limited Space
  - .....
- Limitation of Inference
  - Limited Time
  - .....



# Ideas and discussions

- KE for Embodied Agents
- KE for AlphaGo
- Knowledges and Skills

# Summary

- Conclusions about Knowledge-based Agent
  - P313: Summary
  - More points
- Reading
  - Chapter 8.4, 12, ES: K/I/D, 16.7
- Exercises:
  - Exercise 8.27

# Assignment

- Reading
  - Chapter 8.4, 12, ES: K/I/D, 16.7
- Exercises:
  - Exercise 8.10, 8.1
  - Exercise 8.27