



Methods of Artificial Intelligence: Lecture

8. Session: Vagueness and Uncertainty I

Kai-Uwe Kühnberger, Nohayr Muhammad

Winter Term 2022/2023

December 23rd, 2022

- Remaining from Last Time: Description Logics - Inferences
- Fuzzy Logic: Introduction / Motivation
- Fuzzy Logic: Fuzzy Set Theory
- Fuzzy Logic: t-norms and s-norms
- Probabilistic Logic

Description Logics: Inferences

The Tableaux Algorithm

Inference Algorithms

- Two types of algorithms
 - Structural subsumption algorithms (for weak DLs)
 - Tableau-based algorithms (general technique)
- Remarks:
 - Relation of DLs to 2-variable logic
 - Most DLs can be reduced to 2-variable logic
 - Problematic cases are role composition and number restrictions:
these operations cannot be expressed by 2-variable logic in
general (why?)

Inference Algorithms

- Structural subsumption algorithms try to test subsumption of concept descriptions
 - This works only if no disjunction is available
 - Compare Baader & Nutt: “Basic Description Logic”
- Tableau-based algorithms reduce subsumption to the unsatisfiability of concept descriptions:

$C \sqsubseteq D$ iff $C \sqcap \neg D$ is unsatisfiable
(by checking if a (finite) model exists)

- We explain Tableau-based algorithms using an example
 - Assume we want to know whether $(\exists R.A) \sqcap (\exists R.B)$ is subsumed by $\exists R.(A \sqcap B)$
 - We must check whether
$$C = (\exists R.A) \sqcap (\exists R.B) \sqcap \neg(\exists R.(A \sqcap B))$$
is unsatisfiable

Inference Algorithms

- Tableau-based algorithms: an example
 - Check for $(\exists R.A) \sqcap (\exists R.B) \sqsubseteq \exists R.(A \sqcap B)$
 - We must check whether

$$C = (\exists R.A) \sqcap (\exists R.B) \sqcap \neg(\exists R.(A \sqcap B))$$

is unsatisfiable

- Push all negations as far as possible into the description (negation normal form)
 - $C' = (\exists R.A) \sqcap (\exists R.B) \sqcap (\forall R.(\neg A \sqcup \neg B))$
 - Assume that there exists a $b^I \in (C')^I$
 - This corresponds to finding a model for an A-box: $b : C'$

Inference Algorithms

Try to construct a finite interpretation I such that $(C')^I \neq \emptyset$

1. $b^I \in (C')^I$
2. $b^I \in ((\exists R.A) \sqcap (\exists R.B) \sqcap (\forall R.(\neg A \sqcup \neg B)))^I$ (1., def)
3. $b^I \in (\exists R.A)^I$ (2., \sqcap)
4. $b^I \in (\exists R.B)^I$ (2., \sqcap)
5. $b^I \in (\forall R.(\neg A \sqcup \neg B))^I$ (2., \sqcap)
6. $\langle b^I, c^I \rangle \in R^I$ (3., skolemization)
7. $c^I \in A^I$
8. $\langle b^I, d^I \rangle \in R^I$ (4., skolemization)
9. $d^I \in B^I$
10. $c^I \in (\neg A \sqcup \neg B)^I$ (5., 6., \forall)
11. $d^I \in (\neg A \sqcup \neg B)^I$ (5., 8., \forall)
12. $c^I \in (\neg B)^I$ (10., $c^I \in (\neg A)^I$ clashes with 7.: $c^I \in A^I$)
13. $d^I \in (\neg A)^I$ (11., $d^I \in (\neg B)^I$ clashes with 9.: $d^I \in B^I$)

$\Delta^I = \{b^I, c^I, d^I\}$, $R^I = \{\langle b^I, c^I \rangle, \langle b^I, d^I \rangle\}$, $A^I = \{c^I\}$, $B^I = \{d^I\}$ is a finite model
for $b : C'$

Inference Algorithms

- We found a model for $b : C'$
- $C' = (\exists R.A) \sqcap (\exists R.B) \sqcap (\forall R.(\neg A \sqcup \neg B))$ is satisfiable
- $C = (\exists R.A) \sqcap (\exists R.B) \sqcap \neg(\exists R.(A \sqcap B))$ is not unsatisfiable
- $(\exists R.A) \sqcap (\exists R.B) \sqsubseteq \exists R.(A \sqcap B)$ does not hold!

Fuzzy Logic: Introduction / Motivation

Vagueness and Its Modeling

Vagueness and Uncertainty

- In Classical Logics, statements are either true or false
- We cannot capture
 - **Partial Truth**: the ball is reddish (the ball is red to a certain degree)
 - **Uncertainty**: we probably pick a red ball (most balls are red)
- **Fuzzy Logics** address partial truth (vagueness)
- **Probabilistic Logics** address uncertainty



The Heap Paradox

- 1,000,000 grains of sand is a heap of sand (**Premise 1**)
- A heap of sand minus one grain is still a heap (**Premise 2**)

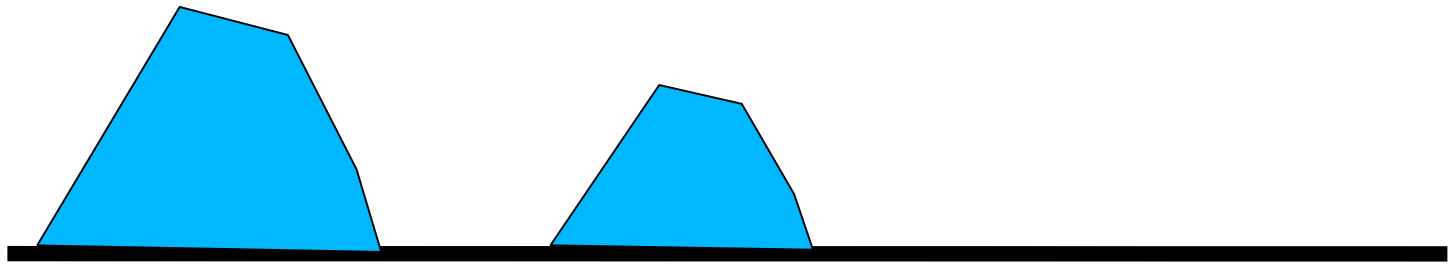
a heap



The Heap Paradox

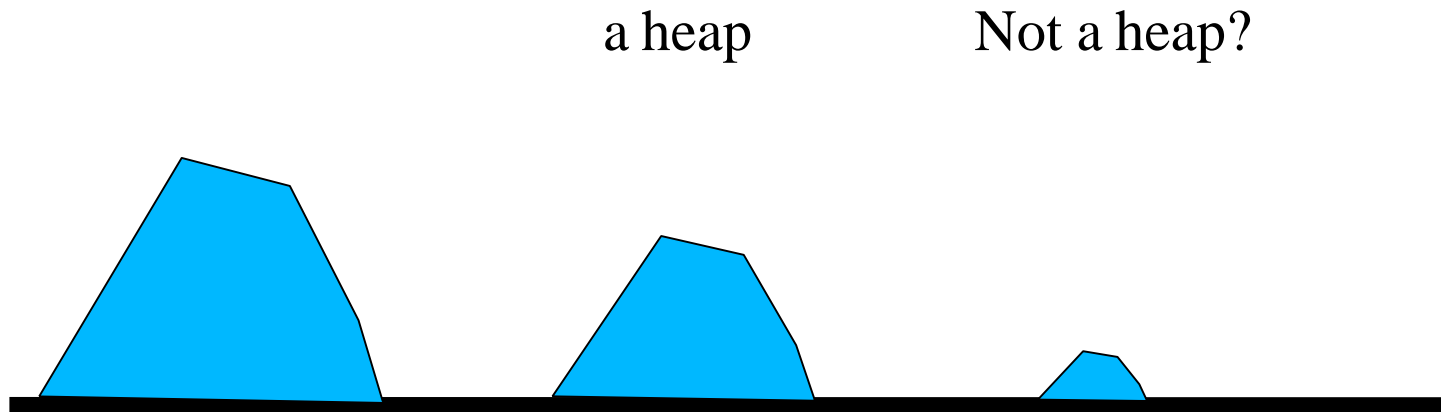
- But then 999,999 is still a heap

a heap?



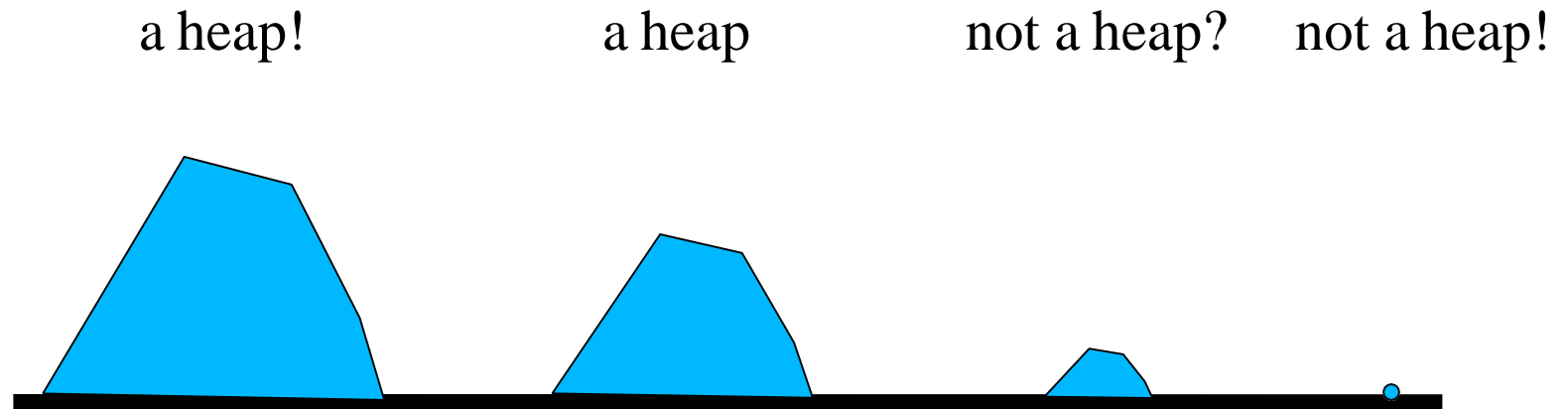
The Heap Paradox

- If we iterate the argument...



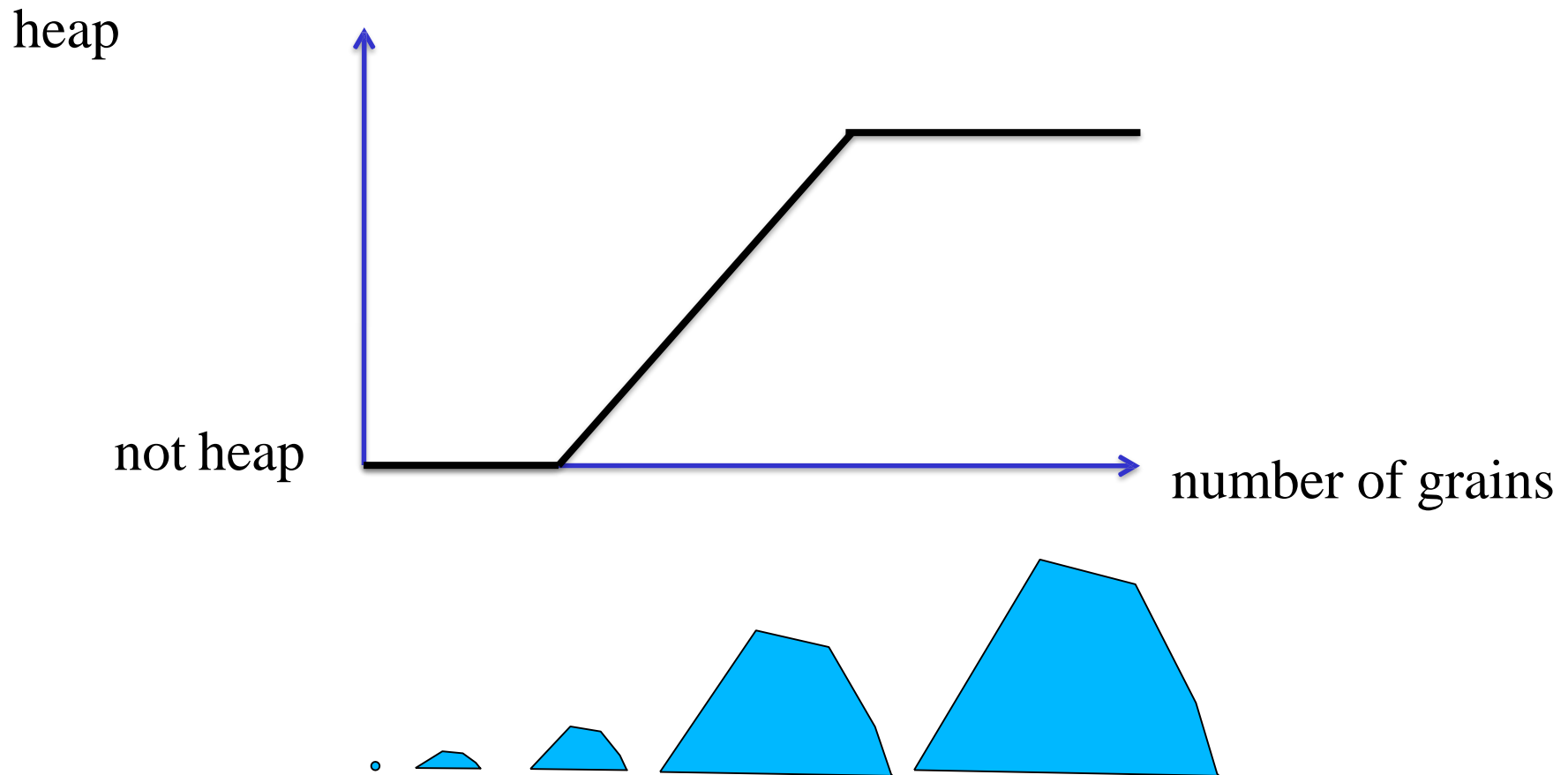
The Heap Paradox

- ... we can conclude that 1 grain of heap is still a heap



Fuzzy Approach to the Heap Paradox

- Instead of classical Boolean truth values, quantify degree of truth by an arbitrary value between 0 and 1



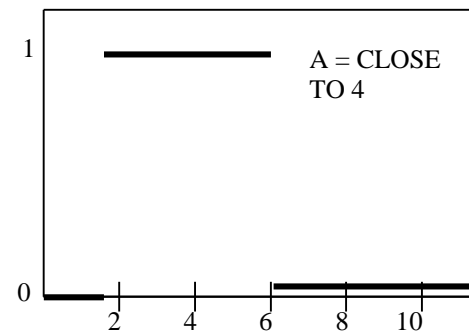
Fuzzy Logic: Fuzzy Set Theory

Modified Membership Relation

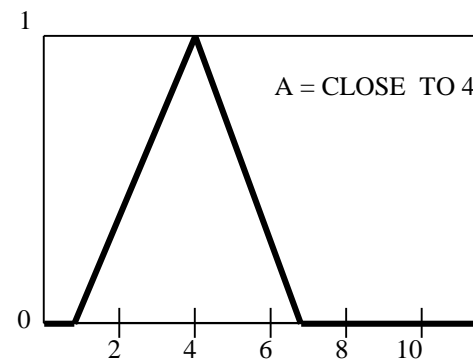
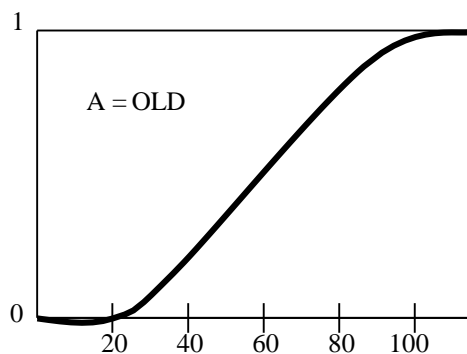
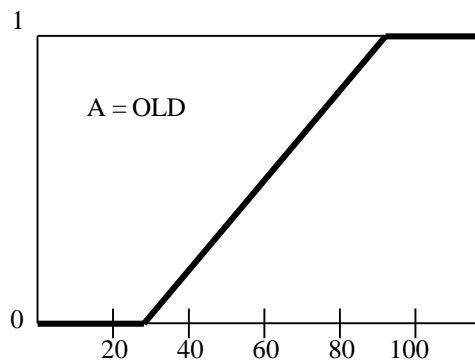
Membership Functions

- Classical sets can be represented by a characteristic function (also called indicator function)
- A characteristic function yields 1 for all elements that belong to the set

$$I_A(x) = 1 \quad \text{iff } x \in A \quad (\text{and } 0 \text{ otherwise})$$



- Some fuzzy membership functions (y-value = degree of membership)



Fuzzy Set Theory

- A **fuzzy set** $A = (U, \mu_A)$ is defined by
 - some **universe** U and
 - a **membership function** $\mu_A: U \rightarrow [0, 1]$
- Intuitively, $\mu_A(x) = d$ means that x belongs to degree d to A
- For example, we could have $\mu_{red}(ball) = 0.6$
- **Classical (crisp) sets** are special membership functions $\mu_A: U \rightarrow \{0,1\}$
 - $\mu_A(x) = 1$ iff $x \in A$.
 - $\mu_A(x) = 0$ iff $x \notin A$.



(characteristic function)

Standard Fuzzy Set Theory

- We can generalize classical **set relations**
 - $A = B$ iff $\forall x. \mu_A(x) = \mu_B(x)$ (equality)
 - $A \subseteq B$ iff $\forall x. \mu_A(x) \leq \mu_B(x)$ (subthood)
- One way to generalize **set operations** is as follows
 - $A \cap B: \mu_{A \cap B}(x) = \min(\mu_A(x), \mu_B(x))$ (intersection)
 - $A \cup B: \mu_{A \cup B}(x) = \max(\mu_A(x), \mu_B(x))$ (union)
 - $A^C: \mu_{A^C}(x) = 1 - \mu_A(x)$ (complement)

Example

- Suppose, we have fuzzy sets *red*, *round* s.t.
 - $\mu_{red}(\text{ball}) = 0.6$
 - $\mu_{round}(\text{ball}) = 1.0$
- Then, we have
 - For $S = red \cap round$: $\mu_S(\text{ball}) = \min(0.6, 1.0) = 0.6$
 - *Ball is both red and round to degree 0.6*
 - For $S = red \cup round$: $\mu_S(\text{ball}) = \max(0.6, 1.0) = 1.0$
 - *Ball is red or round (to degree 1.0; ~ classical truth)*
 - For $S = red^c$: $\mu_S(\text{ball}) = 1.0 - 0.6 = 0.4$
 - *Ball is not red to the degree 0.4*



Some Other Properties

- Using the previous definitions, we maintain many classical properties of sets
 - Neutral elements:
 - $\forall x. \min(1, \mu_A(x)) = \mu_A(x)$ $(U \cap A = A)$
 - $\forall x. \max(0, \mu_A(x)) = \mu_A(x)$ $(\emptyset \cup A = A)$
 - Commutativity:
 - $\forall x. \min(\mu_A(x), \mu_B(x)) = \min(\mu_B(x), \mu_A(x))$ $(A \cap B = B \cap A)$
 - $\forall x. \max(\mu_A(x), \mu_B(x)) = \max(\mu_B(x), \mu_A(x))$ $(A \cup B = B \cup A)$
- Similarly, other properties remain true like
 - Associativity, distributivity, deMorgan's Laws, ...

Fuzzy vs. Classical Sets

- The intersection of non-crisp fuzzy sets and their complement can be 'non-empty'

- For classical sets, we have

$$A \cap A^c = \emptyset$$

- For fuzzy sets, we have

$$\mu_{A \cap A^c}(x) = \min(\mu_A(x), 1 - \mu_A(x))$$

- Example: let $S = \text{red} \cap \text{red}^c$

Then $\mu_S(x) = \min(0.6, 1.0 - 0.6) = 0.4$



- Of course, this makes only sense for 'vague predicates'

Fuzzy vs. Classical Sets

- The union of fuzzy sets and their complement can be different from the universe U

- For classical sets, we have

$$A \cup A^c = U$$

- For fuzzy sets, we have

$$\mu_{A \cup A^c}(x) = \max(\mu_A(x), 1 - \mu_A(x))$$

- Example: let $S = \text{red} \cup \text{red}^c$

Then $\mu_S(x) = \max(0.6, 1.0 - 0.6) = 0.6$



- Of course, this makes only sense for ‘vague predicates’

Fuzzy Logic

t-norms and s-norms

Fuzzy Logic

- We can define a **propositional Fuzzy Logic** as follows:
 - **Interpretations** I assign a membership value from $[0,1]$ to all atoms
 - we interpret **conjunctions** using *min*:
 - $I(F \wedge G) = \min(I(F), I(G))$
 - we interpret **disjunction** using *max*:
 - $I(F \vee G) = \max(I(F), I(G))$
 - we interpret **negation** similarly to the fuzzy set calculation of complement
 - $I(\neg F) = 1 - I(F)$

Exercise

- Suppose, we have atoms {red, round} and
 - $I(\text{red}) = 0.6$
 - $I(\text{round}) = 1$
- We get
 - $I(\text{red} \wedge \text{round}) = \min(I(\text{red}), I(\text{round})) = \min(0.6, 1) = 0.6$
 - $I(\neg \text{red}) = 1.0 - I(\text{red}) = 1.0 - 0.6 = 0.4$
 - $I(\text{red} \vee \neg \text{red}) = \max(I(\text{red}), I(\neg \text{red})) = \max(0.6, 1.0 - 0.6) = 0.6$
 - $I(\text{red} \wedge \neg \text{red}) = \min(I(\text{red}), I(\neg \text{red})) = \min(0.6, 1.0 - 0.6) = 0.4$
 - $I(\text{red} \vee \neg \text{round}) = \max(0.6, 1.0 - 1.0) = 0.6$

Fuzzy Set Theory and Fuzzy Logic

- The semantics for Fuzzy Logic operators can be defined in many different ways
- **t-norms and s-norms** generalize **conjunction and disjunction**
- A two-place operation t , resp. s on $[0,1]$ is called t -norm, resp. s -norm if it holds:
 - 1 (for t) and 0 (for s) are neutral elements.
 - t and s are commutative.
 - t and s are associative.
 - t and s are monotone increasing:
 - Meaning: $x \leq x' \wedge y \leq y' \rightarrow t(x,y) \leq t(x',y')$
- Example: Multiplication of natural numbers has a neutral element, is commutative, associative, and is monotonic increasing.

Fuzzy Set Theory and Fuzzy Logic

- Examples of t -norms and s -norms are
 - \min is a t -norm and \max is a s -norm
 - $alg_t(x,y) = x \cdot y$ is a t -norm and $alg_s(x,y) = x + y - (x \cdot y)$ is an s -norm.
 - $quo_t(x,y) = (xy) / (x + y - xy)$ is a t -norm and $quo_s(x,y) = (x + y - 2xy) / (1.0 - xy)$ is a s -norm.
- There are infinitely many possible t -norms and s -norms.
- Nevertheless, there is, for example, a smallest (non-trivial) t -norm and a largest (non-trivial) t -norm:
 - Smallest t -norm: $t(x,y) = 1.0$ iff $x = 1.0$ and $y = 1.0$, else $t(x,y) = 0$
 - Largest t -norm: $t(x,y) = \min(x,y)$

Applications of Fuzzy Logic

- Fuzzy logic is widely used for controlling dynamical systems.
 - Temperature control in air-conditioning systems (Mitsubishi, Sharp).
 - Stable control of car engines (Nissan).
 - Recognition of handwritten symbols (Sony).
 - Motor control of vacuum cleaners with recognition of surface conditions and degree of soiling (Matsushita).
 - Efficiency of elevator control (Fujitec, Hitachi, Toshiba).
- A recent book on applications is
 - Carter et al. (2021): *Fuzzy Logic: Recent Applications and Developments*, Springer Nature.

Summary

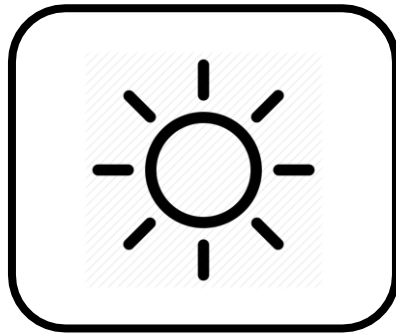
- Fuzzy Theory allows us to express vagueness
- Vague statements can be true to a certain degree
- This is accomplished by means of membership functions
- Fuzzy logics can be defined in many different ways
- However, usually we try to extend classical logics
 - For membership 0 and 1, behaviour like classical logic
 - In between, novel things can happen (e.g. $I(F \vee \neg F)$)

Probabilistic Logic: Introduction / Motivation

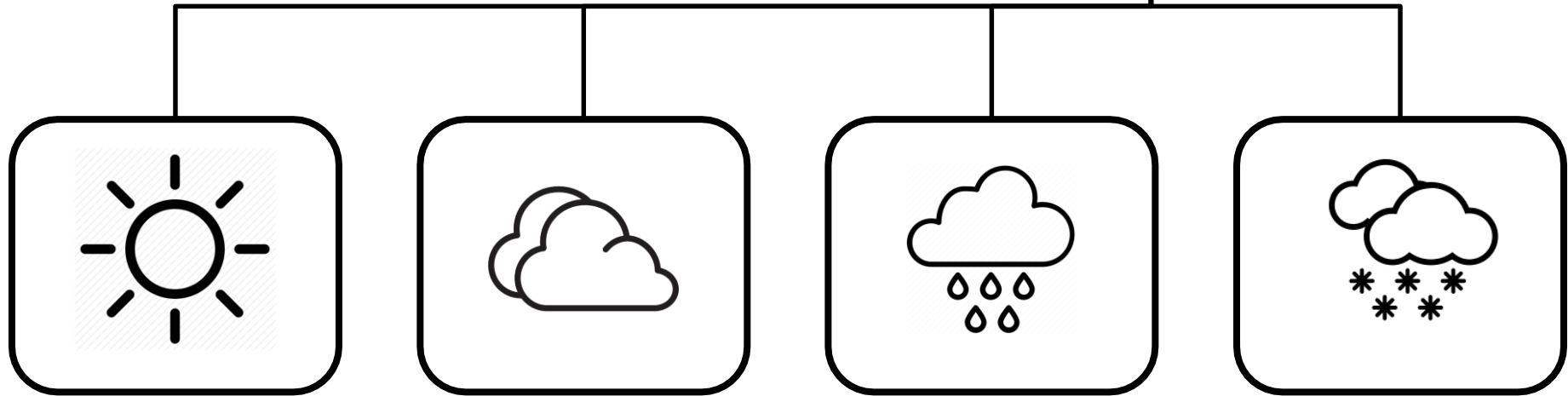
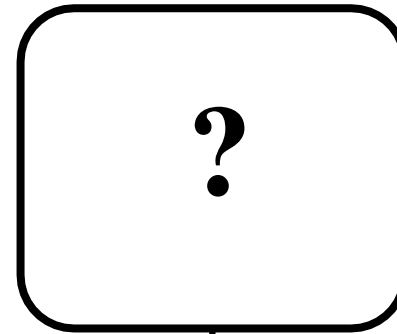
Modeling Uncertainty

Weather Example

Weather Today



Weather Tomorrow



0.5

0.28

0.21

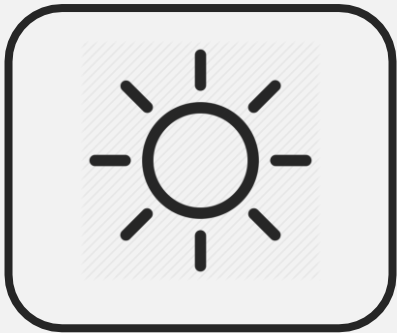
0.01

Probability Space

- A (simple finite) **probability space** is a triple $\langle \Omega, \Sigma, P \rangle$
 - Ω is a finite non-empty set
 - Σ is the set of all subsets of Ω
 - $P: \Sigma \rightarrow \mathbf{R}$ is a '*probability measure*'
- Ω is the set of **elementary events**
(in other fields also called «possible worlds" or "states")
- Σ is the set of **events**
 - Each event E in Σ is a subset of Ω
 - Intuitively, each event E corresponds to a set of possible worlds that satisfy some statement

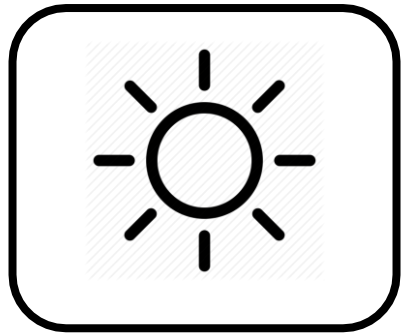
Possible Worlds

Ω



Event: Dry Weather

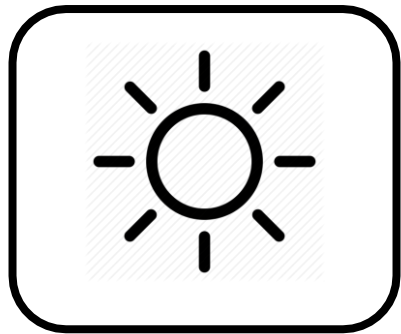




Event: Humid Weather



Event: Non-sunny Weather



Probabilistic Logic: Probability Measures

Some more Formal Stuff

Probability Measures

- **Probability measures** assign probabilities to events
- They are characterized by **Kolmogorov's axioms (finite version)**

1. $P(E) \geq 0$ (Non-negativity)

2. $P(\Omega) = 1$ (Normalization)

3. If the events E_1, E_2, \dots, E_n **are disjoint**, then (Finite Additivity)

$$P(E_1 \cup E_2 \cup \dots \cup E_n) = P(E_1) + P(E_2) + \dots + P(E_n).$$

- The infinite version of Kolmogorov's axioms replaces the last axiom with:

The countable sequence of disjoint sets E_1, E_2, \dots satisfies:

$$P\left(\bigcup_{i=1}^{\infty} E_i\right) = \sum_{i=1}^{\infty} P(E_i)$$

Probability of Events

Event: Dry Weather



0.5



0.28



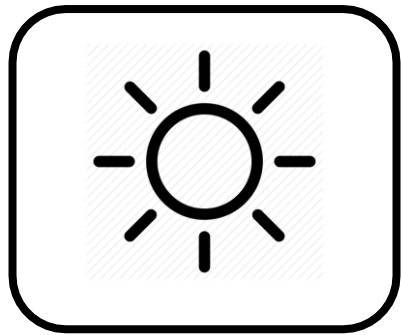
0.21



0.01

$$0.5 + 0.28 = 0.78$$

Probability of Events



0.5



0.28

Event: Humid Weather



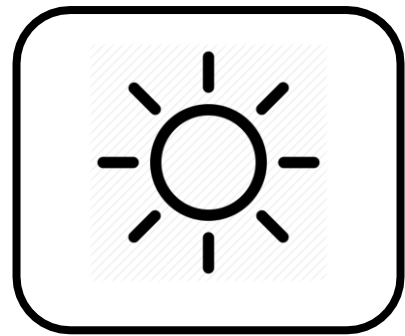
0.21



0.01

$$0.21 + 0.01 = 0.22$$

Probability of Events



0.5

Event: Non-sunny Weather



0.28



0.21

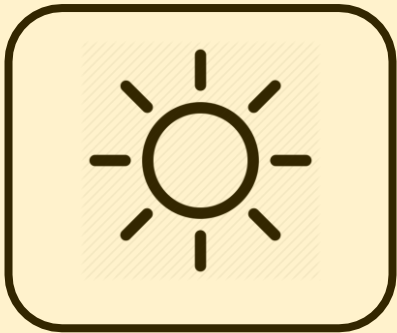


0.01

$$0.28 + 0.21 + 0.01 = 0.5$$

Additivity

Event: Dry Weather



0.5



0.28

Event: Humid Weather



0.21

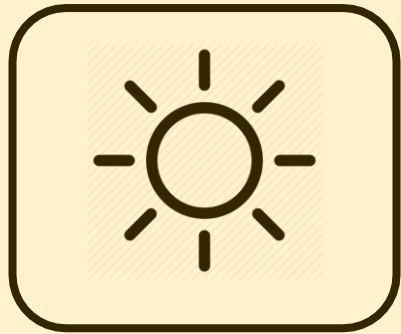


0.01

$$\mathbf{P(Dry\ or\ Humid) = P(Dry) + P(Humid)}$$

Additivity

Event: Dry Weather



0.5



0.28

Event: Non-sunny Weather



0.21



0.01

$$\mathbf{P(\text{Dry or Non-sunny})} \neq \mathbf{P(\text{Dry})} + \mathbf{P(\text{Non-sunny})}$$

**Have a Nice Break and
a Happy New Year !!!**

