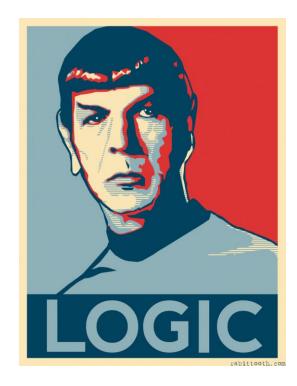
Propositional Logic

Entailment and Inference



Computational Inference

- computers cannot reason informally ("common sense")
 - they don't know the interpretation of the sentences
 - they usually don't have access to the state of the real world to check the correspondence between sentences and facts
- computers can be used to check the validity of sentences
 - "if the sentences in a knowledge base are true, then the sentence under consideration must be true, regardless of its possible interpretations"
 - can be applied to rather complex sentences

Computational Approaches to Inference

- model checking based on truth tables
 - generate all possible models and check them for validity or satisfiability
 - exponential complexity,
 - all combinations of truth values need to be considered

search

- use inference rules as successor functions for a search algorithm
- also exponential, but only worst-case
 - in practice, many problems have shorter proofs
 - only relevant propositions need to be considered

Propositional Logic

- a relatively simple framework for reasoning
- can be extended for more expressiveness at the cost of computational overhead
- important aspects
 - syntax
 - semantics
 - validity and inference
 - models
 - inference rules
 - complexity

Propositional Logic

```
Propositional logic is the simplest logic—illustrates basic ideas
           The proposition symbols P_1, P_2 etc are sentences
          If S is a sentence, \neg S is a sentence (negation)
          If S_1 and S_2 are sentences, S_1 \wedge S_2 is a sentence (conjunction)
          If S_1 and S_2 are sentences, S_1 \vee S_2 is a sentence (disjunction)
          If S_1 and S_2 are sentences, S_1 \Rightarrow S_2 is a sentence (implication)
          If S_1 and S_2 are sentences, S_1 \Leftrightarrow S_2 is a sentence (biconditional)
Order of Precedence
                                                                If S1 then S2
                                            If and Only If
```

P	Q	$P \wedge Q$	$P \lor Q$	$\neg P$	P o Q	$P \leftrightarrow Q$
\overline{T}	T	T	T	F	T	T
T	F	F	T	F	F	F
F	T	F	T	T	T	F
F	F	F	F	T	T	T

Propositional Logic: Semantics

Each model specifies true/false for each proposition symbol

E.g.
$$P_{1,2}$$
 $P_{2,2}$ $P_{3,1}$ $true$ $true$ $false$

(With these symbols, 8 possible models, can be enumerated automatically.)

Rules for evaluating truth with respect to a model m:

```
\neg S
 is true iff S is false S_1 \wedge S_2 is true iff S_1 is true S_1 \vee S_2 is true iff S_1 is true S_1 \vee S_2 is true iff S_1 is true S_1 \Rightarrow S_2 is true iff S_1 is false S_1 \Rightarrow S_2 is true iff S_1 \Rightarrow S_2 \Rightarrow S_2 is true iff S_1 \Rightarrow S_2 \Rightarrow S_1 is false S_1 \Rightarrow S_2 \Rightarrow S_2 \Rightarrow S_1 is true S_1 \Rightarrow S_2 \Rightarrow S_2 \Rightarrow S_2 \Rightarrow S_1 is true
```

Simple recursive process evaluates an arbitrary sentence, e.g.,

$$\neg P_{1,2} \land (P_{2,2} \lor P_{3,1}) = true \land (false \lor true) = true \land true = true$$

Models

- To make things precise, we use the term model in place of "possible world."
- Logicians typically think in terms of models, which are formally structured worlds
 - With respect to which truth can be evaluated
- We say m is a model of a sentence α if α is true in m
 - or sometimes m satisfies α .
- $M(\alpha)$: Set of all models of α

Entailment

- Entailment: a sentence follows logically from another sentence
- Entailment means that one thing follows from another:

$$\alpha \models \beta$$

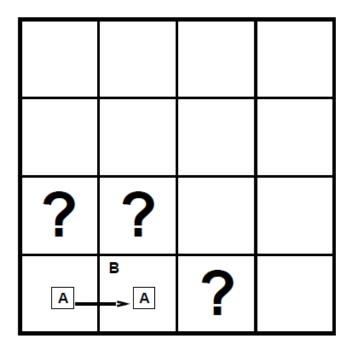
- Knowledge base KB entails sentence α if and only if α is true β is also true
 - E.g., x+y = 4 entails 4 = x+y
 - Entailment is a relationship between sentences (i.e., syntax) that is based on semantics

Entailment

- Entailment is when a sentence follows from another $\alpha \models \beta$
 - $\alpha \models \beta$ iff in every model where α is true, β is also true.
 - $\alpha \models \beta$ iff $M(\alpha) \subseteq M(\beta)$

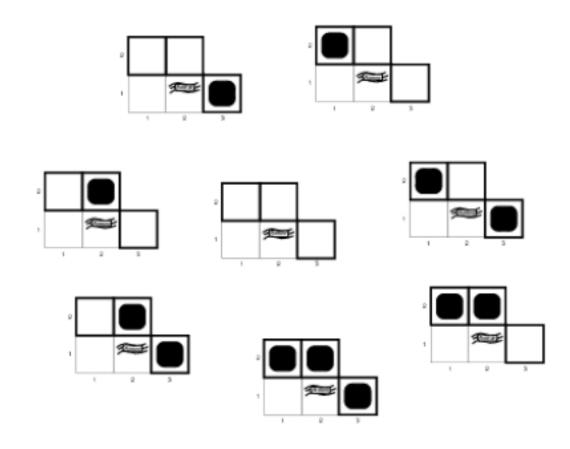
- Examples:
 - $(x = 0) \models (xy = 0)$
 - $(p = TRUE) \models (p \lor q)$
 - $(p \land q) \vDash (p \lor q)$
 - $((q \Longrightarrow p) \lor r) \vDash (q \Longrightarrow p)$

Entailment in the Wumpus World



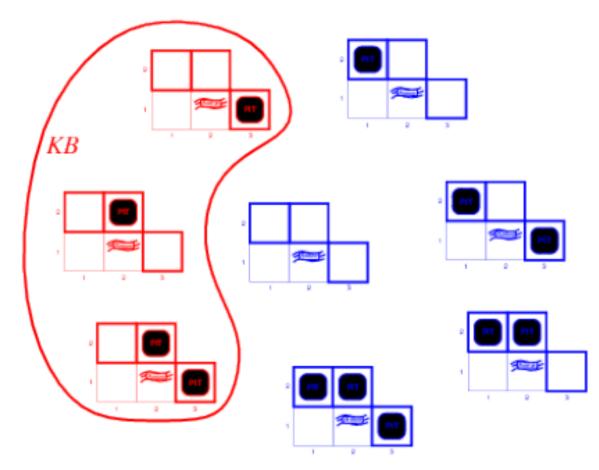
- Situation after detecting nothing in [1,1], moving right, breeze in [2,1]
- Consider possible models for ?s, assuming only pits
- 3 Boolean choices, i.e.,
 - $2^3 = 8$ possible models

Possible Wumpus Models



Valid Wumpus Models

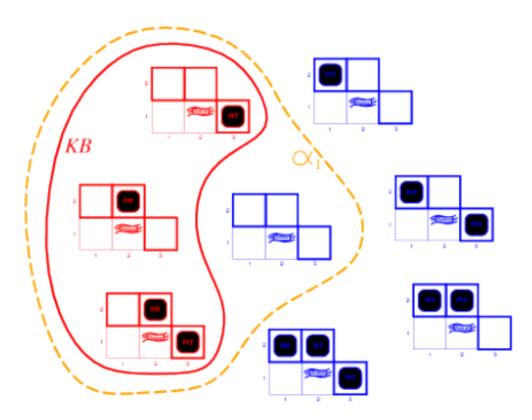
KB = wumpus-world rules + observations



Entailment

KB = wumpus-world rules + observations

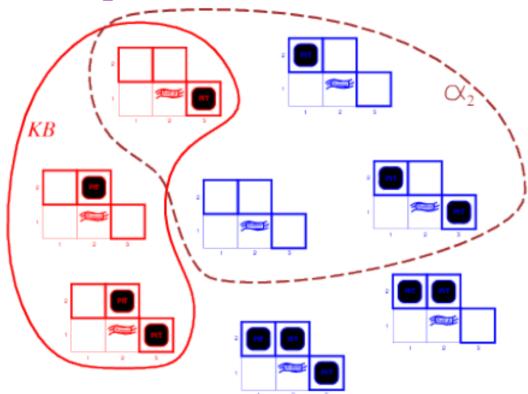
 α_1 = "[1,2] is safe", $KB \vdash \alpha_1$, proved by model checking



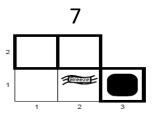
Entailment

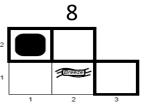
KB = wumpus-world rules + observations

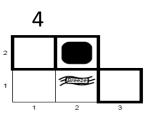
 α_2 = "[2,2] is safe", $KB \not\equiv \alpha_2$, proved by model checking

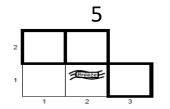


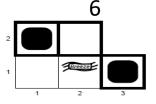
Wumpus Models

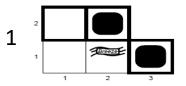


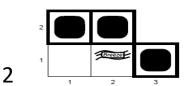


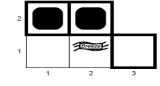












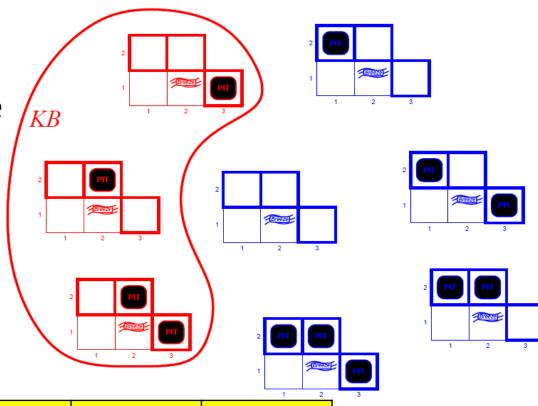
Columns, Rows

	1,1	2,1	3,1	1,2	2,2
1	Empty	Breeze	Pit	Empty	Pit
2	Empty	Breeze	Pit	Pit	Pit
3	Empty	Breeze	Empty	Pit	Pit
4	Empty	Breeze	Empty	Empty	Pit
5	Empty	Breeze	Empty	Empty	Empty
6	Empty	Breeze	Pit	Pit	Empty
7	Empty	Breeze	Pit	Empty	Empty
8	Empty	Breeze	Empty	Pit	Empty

.

A simple entailment procedure

KB = Wumpus World Rules
+
Observations



					. 1 2	3
	[1,1]	[2,1]	[3,1]	[1,2]	[2,2]	_
1	Empty	Breeze	Pit	Empty	Pit	k
2	Empty	Breeze	Pit	Pit	Pit	
3	Empty	Breeze	Empty	Pit	Pit	
4	Empty	Breeze	Empty	Empty	Pit	├
5	Empty	Breeze	Empty	Empty	Empty	
6	Empty	Breeze	Pit	Pit	Empty	
7	Empty	Breeze	Pit	Empty	Empty	
8	Empty	Breeze	Empty	Pit	Empty	_

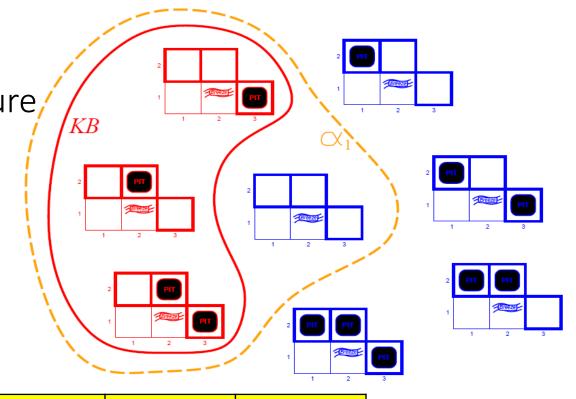
A simple entailment procedure/

KB = Wumpus World Rules

Observations

 α_1 = "No pit in (1,2)"

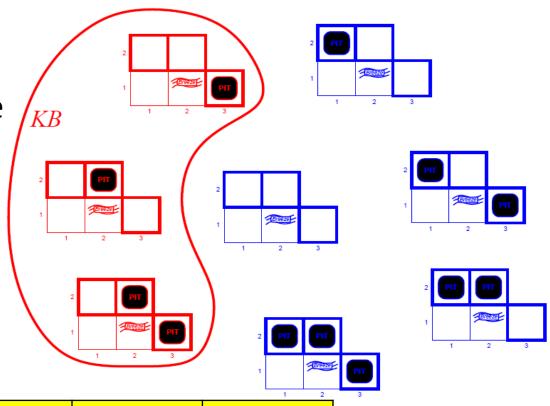
$$KB \models \alpha_1$$



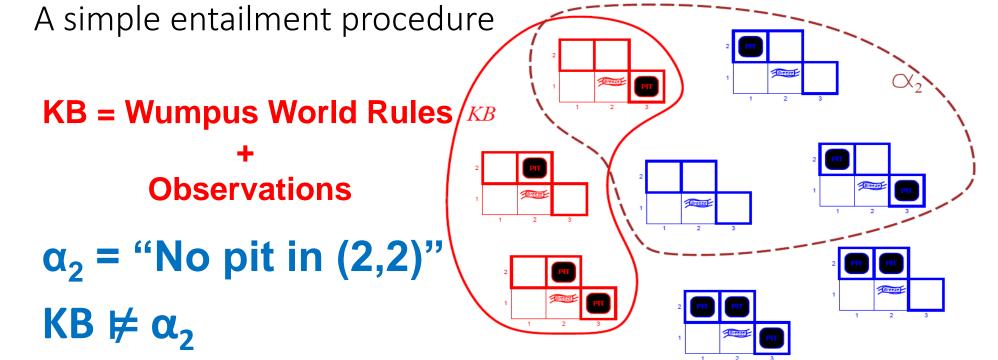
	[1,1]	[2,1]	[3,1]	[1,2]	[2,2]	
1	Empty	Breeze	Pit	Empty	Pit	α
2	Empty	Breeze	Pit	Pit	Pit	
3	Empty	Breeze	Empty	Pit	Pit	
4	Empty	Breeze	Empty	Empty	Pit	My KI
5	Empty	Breeze	Empty	Empty	Empty	
6	Empty	Breeze	Pit	Pit	Empty	
7	Empty	Breeze	Pit	Empty	Empty	
8	Empty	Breeze	Empty	Pit	Empty	

A simple entailment procedure

KB = Wumpus World Rules
+
Observations



	-				1 2	3
	[1,1]	[2,1]	[3,1]	[1,2]	[2,2]	
1	Empty	Breeze	Pit	Empty	Pit	
2	Empty	Breeze	Pit	Pit	Pit	
3	Empty	Breeze	Empty	Pit	Pit	
4	Empty	Breeze	Empty	Empty	Pit	→ KB
5	Empty	Breeze	Empty	Empty	Empty	
6	Empty	Breeze	Pit	Pit	Empty	
7	Empty	Breeze	Pit	Empty	Empty	
8	Empty	Breeze	Empty	Pit	Empty	_



	[1,1]	[2,1]	[3,1]	[1,2]	[2,2]	
1	Empty	Breeze	Pit	Empty	Pit	α_2
2	Empty	Breeze	Pit	Pit	Pit	
3	Empty	Breeze	Empty	Pit	Pit	
4	Empty	Breeze	Empty	Empty	Pit	├ KB
5	Empty	Breeze	Empty	Empty	Empty	
6	Empty	Breeze	Pit	Pit	Empty	
7	Empty	Breeze	Pit	Empty	Empty	
8	Empty	Breeze	Empty	Pit	Empty	_/

Logical inference problem

- Logical inference problem:
 - Given: a knowledge base KB (a set of sentences) and
 - a sentence α (called a theorem),
- Does a KB semantically entail α ? $KB = \alpha$
 - In other words: In all interpretations in which sentences in the KB are true, is also α true?
- Question: Is there a procedure (program) that can decide this problem in a finite number of steps?
- Answer: Yes. Logical inference problem for the propositional logic is decidable.

Solving logical inference problem

• In the following: How to design the procedure that answers: $KB \models \alpha$

- Three approaches:
 - Truth-table approach
 - Inference rules

Modus Ponens:

- Modus ponens is a straightforward inference rule. It states that if you have a conditional statement (an implication) and you know the antecedent (the "if" part) is true, then you can conclude that the consequent (the "then" part) must also be true.
- Symbolically, if $P \rightarrow Q$ is true and P is true, then you can infer that Q is true.
- Example: If it is raining $(P \rightarrow Q)$, and it is indeed raining (P), then you can conclude that the ground is wet (Q).

Unit Resolution:

- Unit resolution is a rule used in resolution-based theorem proving. In propositional logic, it involves resolving a clause containing a unit (a single literal) with the negation of another literal. The result is a new clause.
- For example, if you have the clauses (PVQ) and $\neg Q$, you can resolve them to get the new clause (P).
- Symbolically, if $(A \lor B)$ and $\neg B$ are both clauses, then you can resolve them to obtain the new clause (A).

Conjunction Elimination Rule:

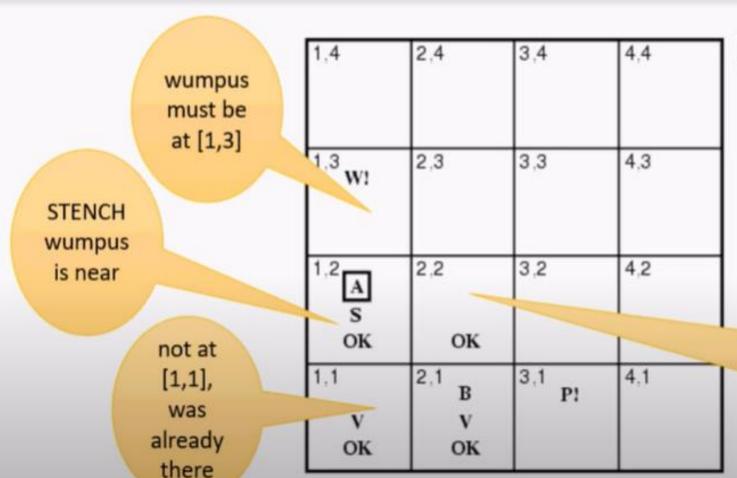
Given a conjunction $P \wedge Q$, you can conclude either P or Q individually.

Symbolically:

$$\frac{P \wedge Q}{P}$$
 or $\frac{P \wedge Q}{Q}$

This rule is based on the idea that if both P and Q are true in a conjunction, you can assert the truth of either P or Q separately.

After the third move



A = Agent

B = Breeze

G = Glitter, Gold

OK = Safe square

P = Pit

S = Stench

V = Visited

W = Wumpus

Would smell when was in [2,1]

Rules and Atomic Propositions

Some Atomic Propositions

```
S12 = There is a stench in cell (1,2)
B34 = There is a breeze in cell (3,4)
W22 = Wumpus is in cell (2,2)
V11 = We've visited cell (1,1)
OK11 = Cell (1,1) is safe etc.
```

Some rules

```
(R1) \neg S11 \rightarrow \neg W11 \land \neg W12 \land \neg W21

(R2) \neg S21 \rightarrow \neg W11 \land \neg W21 \land \neg W22 \land \neg W31

(R3) \neg S12 \rightarrow \neg W11 \land \neg W12 \land \neg W22 \land \neg W13

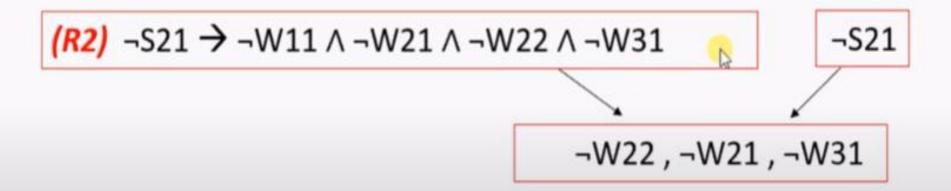
(R4) S12 \rightarrow W13 \lor W12 \lor W22 \lor W11 etc.
```

 Note that the lack of variables requires us to give similar rules for each cell.

Apply MP with \neg S11 and R1: \neg W11 $\land \neg$ W12 $\land \neg$ W21

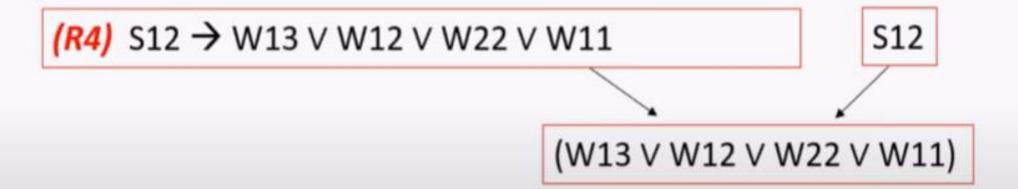
Apply And-Elimination to this we get 3 sentences: ¬W11, ¬W12, ¬W21

Apply MP to ¬S21 and R2, then apply And-elimination: ¬W22, ¬W21, ¬W31

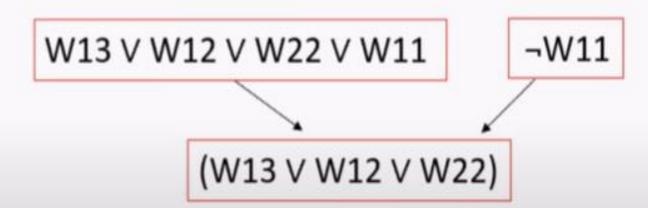


Apply MP to S12 and R4 to obtain:

W13 \(\text{W12} \(\text{W22} \(\text{W11} \)

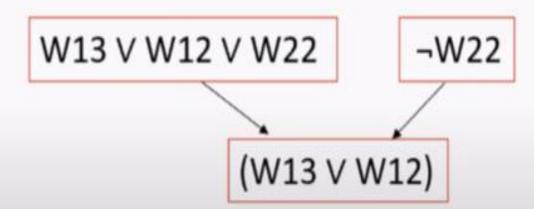


Apply Unit resolution on (W13 ∨ W12 ∨ W22 ∨ W11) and ¬W11: W13 ∨ W12 ∨ W22

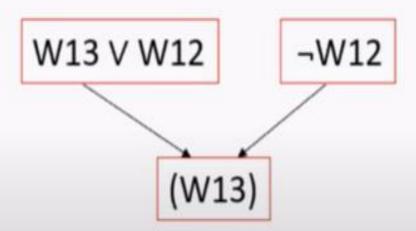


Apply Unit Resolution with (W13 ∨ W12 ∨ W22) and ¬W22:

W13 V W12



Apply Unit Resolution with (W13 ∨ W12) and ¬W12: W13



Apply Unit Resolution with (W13 \vee W12) and \neg W12: W13

