Logical Inference

willie

Representation in FOL

Raj has only two brothers, Jose and German:

No region in South America borders any region in Europe

No two adjacent countries have the same map color

Representation in FOL

Raj has only two brothers, Jose and German:

Brother(Jose, Raj) \land Brother(German, Raj) $\land \neg$ (Jose = German) \land

$$\forall$$
 x Brother (x, Raj) \Rightarrow (x = Jose \forall x = German)

No region in South America borders any region in Europe

$$\forall$$
 c,d In(c, SouthAmerica) \land In(d, Europe) $\Rightarrow \neg$ Border(c,d)

No two adjacent countries have the same map color

$$\forall$$
 x,y Country(x) \land Country(y) \land Border(x,y) $\Rightarrow \neg$ (Color(x) = Color(y)) $\land \neg$ (x=y)

THE SIMPSONS

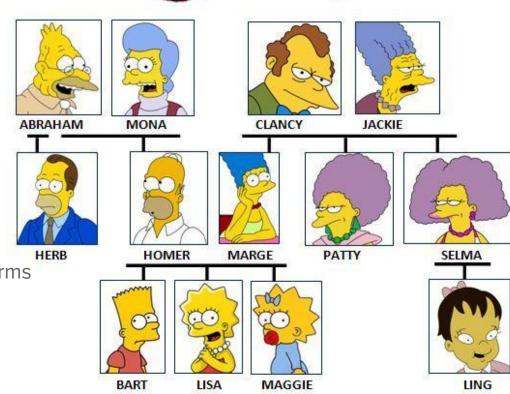
Kinship

Using properties, relations, and functions; express

- Homer likes donuts
- Lisa is smart
- Marge has 3 children
- Bart is male

Using quantifiers, define the following in terms of parent(x,y), male(x), and female(x)

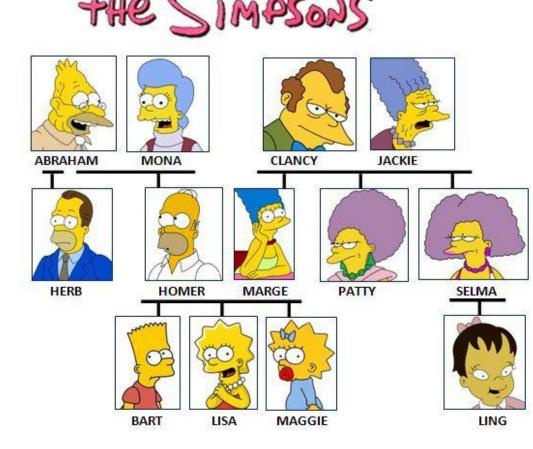
- grandparent(x,y)
- sibling(x,y)
- aunt(x,y)
- cousin(x,y)



Simpsons logic

Using properties, relations, and functions; express

- Homer likes donuts likes(Homer, Donuts)
- Lisa is smart smart(Lisa)
- Marge has 3 children numChildren(Marge) = 3
- Bart is male male(Bart)



Kinship

Using quantifiers, define the following in terms of parent(x,y), male(x), and female(x)

grandparent(x,y)

 $\forall x,y \exists p grandparent(x,y) \Leftrightarrow parent(x,p) \land parent(p,y)$

sibling(x,y)

 $\forall x,y \exists p \text{ sibling}(x,y) \Leftrightarrow parent(p,x) \land parent(p,y) \land \neg(x = y)$

aunt(x,y)

 $\forall x,y \exists p \text{ aunt}(x,y) \Leftrightarrow parent(p,y) \land sibling(x,p) \land female(x)$

cousin(x,y)

 $\forall x,y \exists p,q cousin(x,y) \Leftrightarrow parent(p,x) \land parent(q,y) \land sibling(p,q)$

Sherlock Robison & Dr. Wilson

The Sign of the #2

Inference in Propositional Logic

Resolution

Complete and sound inference algorithm

Only works on disjunction of literals

Convert to conjunctive normal form (CNF)

$$(L_{11} \ \lor \ L_{12} \ \lor \ .. \ \lor \ L_{1i}) \ \land \ (L_{21} \ \lor \ L_{22} \ \lor \ .. \ \lor \ L_{2j}) \ \land \ .. \ \land \ (L_{n1} \ \lor \ L_{n2} \ \lor \ .. \ \lor \ L_{nk})$$

Resolution

To show that $KB \models a$

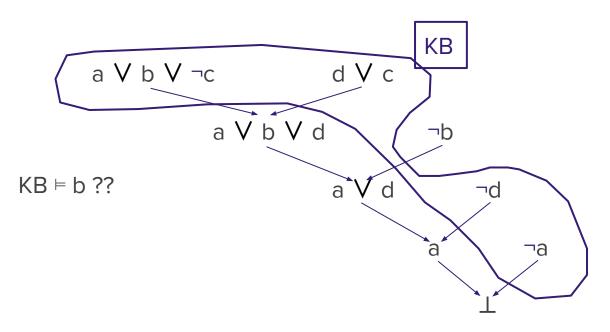
We show that {KB, ¬a} is unsatisfiable

Every pair that contains complementary literals is resolved

Continue until there are no new clauses KB ⊭ a

Or we derive a contradiction (from $\{a, \neg a\}$) KB $\models a$

Example



Horn Form

Horn Form (restricted)

KB = conjunction of Horn clause

- Horn clause =
 - proposition symbol; or
 - (conjunction of symbols) ⇒ symbol
- Examples
 - C
 - $A \Rightarrow B$
 - $(C \land D) \Rightarrow B$
 - $(C \land D \land E) \Rightarrow B$

Forward and backward chaining

Modus Ponens (for Horn Form): complete for Horn KBs

$$\alpha$$
 , $\alpha \Rightarrow \beta$ β

$$a_1, \dots, a_n,$$
 $a_1 \wedge \dots \wedge a_n \Rightarrow \beta$ β

- Can be used with forward chaining or backward chaining
- These algorithms are very natural and run in linear time

Forward chaining

Idea: fire any rule whose premises are satisfied in the KB,

add its conclusion to the KB, until query is found

$$P \Rightarrow Q$$

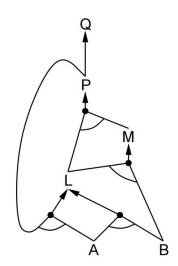
$$L \land M \Rightarrow P$$

$$B \land L \Rightarrow M$$

$$A \land P \Rightarrow L$$

$$A \land B \Rightarrow L$$

$$A$$



$$P \Rightarrow Q$$

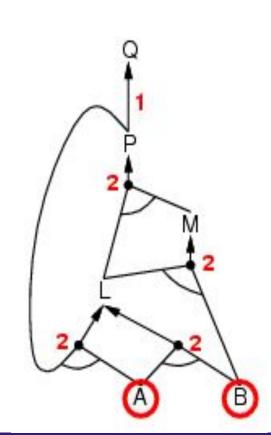
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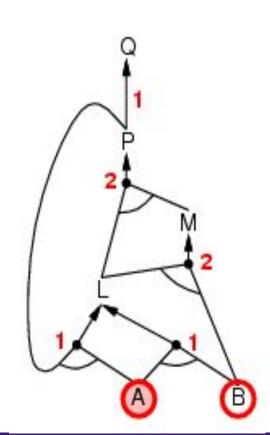
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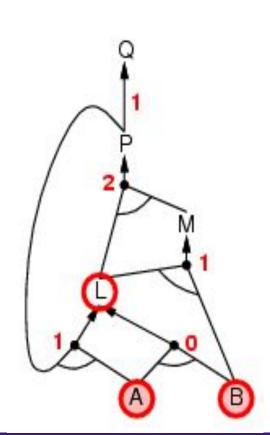
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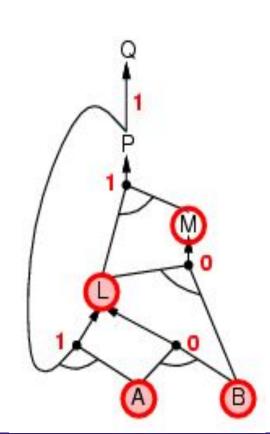
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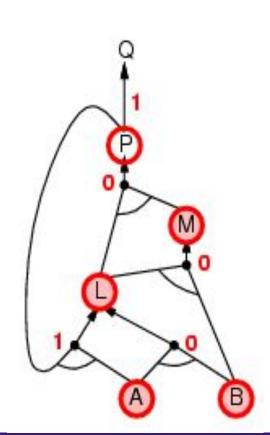
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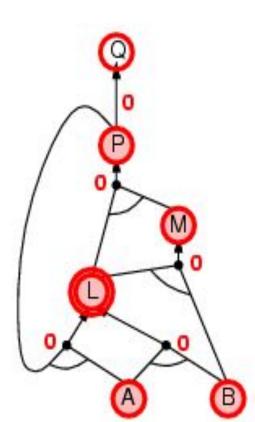
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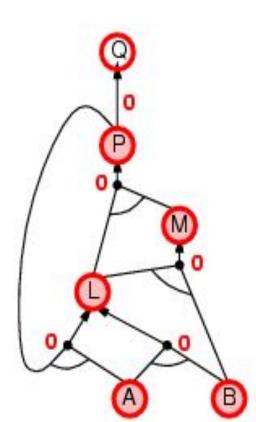
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$$P \Rightarrow Q$$

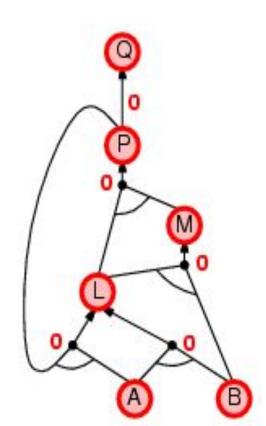
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$$A \land B \Rightarrow L$$

$$A$$



Backward chaining

```
Idea: work backwards from the query q:
to prove q by BC,
check if q is known already, or
prove by BC all premises of some rule concluding q
```

Avoid loops: check if new a subgoal is already on the goal stack

Avoid repeated work: check if new subgoal

- 1. has already been proven true, or
- 2. has already failed

$$P \Rightarrow Q$$

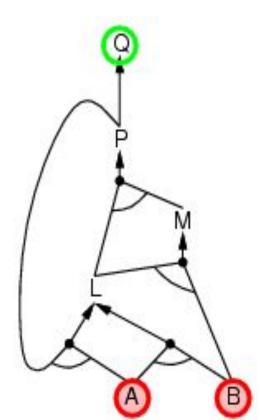
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$$A$$



$$P \Rightarrow Q$$

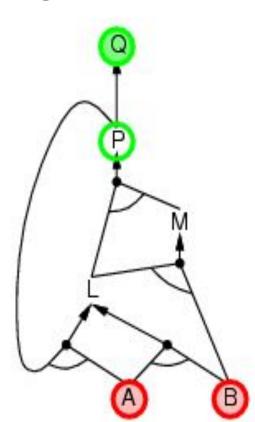
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$$P \Rightarrow Q$$

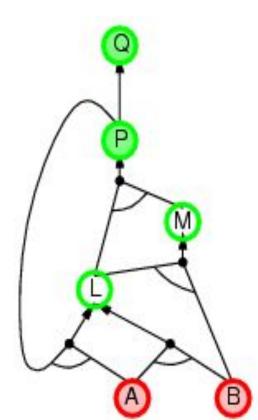
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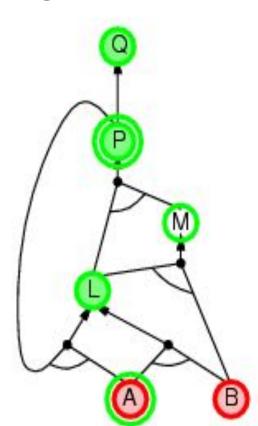
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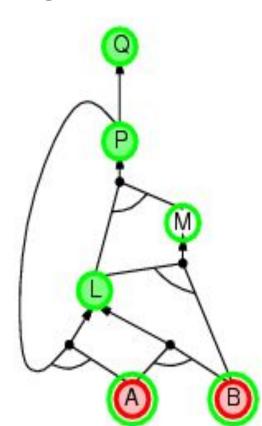
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$$P \Rightarrow Q$$

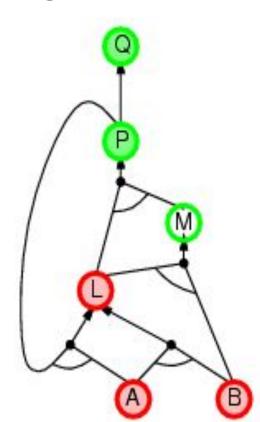
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$$P \Rightarrow Q$$

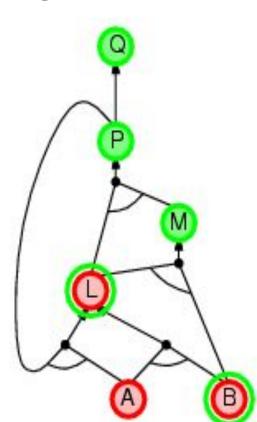
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$$P \Rightarrow Q$$

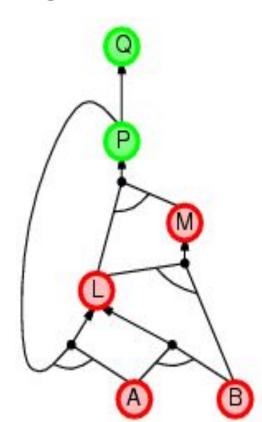
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$$P \Rightarrow Q$$

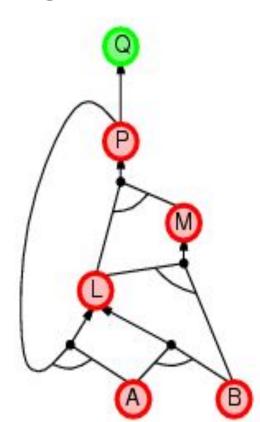
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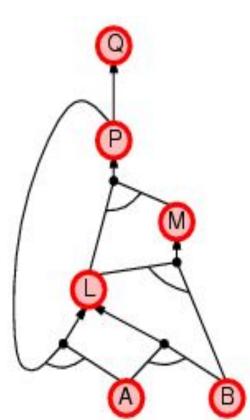
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Forward vs. backward chaining

FC is data-driven, automatic, unconscious processing,

- e.g., object recognition, routine decisions
- May do lots of work that is irrelevant to the goal

BC is goal-driven, appropriate for problem-solving,

e.g., Where are my keys? How do I get into a PhD program?

Inference in First-order Logic

Inference in FOL

```
Given
      \forall x King(x) \land Greedy(x) \Rightarrow Evil(x)
     King(John)
     Greedy(John)
One can infer...
     King(John) \land Greedy(John) \Rightarrow Evil(John)
     King(Richard) \land Greedy(Richard) \Rightarrow Evil(Richard)
     Evil(John)
     Evil(Richard)
```

Inference in FOL

Existential Instantiation (in a \exists rule, substitute one symbol, use the rule and discard)

Skolem Constant is a new variable that represents a new inference

Universal Instantiation (in a \forall rule, substitute all symbols)

Existential Instantiation

Variable is replaced by a single new constant symbol

Suppose we have

 \exists x Crown(x) \land OnHead(x, John)

Replacing the variable x with the constant C_1 , we get

 $Crown(C_1) \land OnHead(C_1, John)$

C, is a **Skolem constant**

Universal Instantiation

```
Suppose KB:
\forall x \ King(x) \ \land \ Greedy(x) \Rightarrow Evil(x)
King(John)
Greedy(John)
Brother(Richard, John)
Apply \ UI \ using \{x/John\} \ and \{x/Richard\} \ (substitute \ x \ for \ John \ or \ Richard)
King(John) \ \land \ Greedy(John) \Rightarrow Evil(John)
King(Richard) \ \land \ Greedy(Richard) \Rightarrow Evil(Richard)
```

And discard the Universally quantified sentence. We can get the KB to be propositions.

Universal Instantiation

Suppose KB:

 $\forall x \text{ King}(x) \land \text{Greedy}(x) \Rightarrow \text{Evil}(x)$

King(John)

∀y Greedy(y)

Apply UI using {x/John} and {y/John}

Inference using Modus Ponens

```
KB is: King(John), \forall x \text{ King}(x) \Rightarrow \text{Evil}(x)
```

For atomic sentences p , p' and q, where there is a substitution θ such that SUBST(θ , p') = SUBST(θ , p)

```
p' = King(John) p = King(x)

\theta = \{x/John\} q = Evil(x)

SUBST(\theta, q)

Evil(John)
```

Inference using Modus Ponens

For atomic sentences p_i , p_i and q_i , where there is a substitution θ such that $SUBST(\theta, p_i) = SUBST(\theta, p_i)$, for all i

$$p_1', p_2', \dots, p_n', (p_1 \land p_2 \land \dots \land p_n \Rightarrow q)$$

$$SUBST(\theta, q)$$

$$p_1' = King(John)$$
 $p_1 = King(x)$
 $p_2' = Greedy(y)$ $p_2 = Greedy(x)$
 $\theta = \{x/John, y/John\}$ $q = Evil(x)$
SUBST(θ , q)

Unification

UNIFY(p, q) = θ Where SUBST(θ , p) = SUBST(θ , q)

For example:

UNIFY(Knows(John, x), Knows(John, Jane)) = {x/Jane}

UNIFY(Knows(John, x), Knows(y, Bill)) = {y/John, x/Bill}

UNIFY(Knows(John, x), Knows(y, Mother(y))) = {y/John, x/Mother(John)}

We ask ASK(Knows(John, x)) (Whom does John know?)

assignment 1:

when you go to do an ask, there might be a variable in what you're asking you need to see what the variable can be, what it substitutes for, and then find something in the KB that matches what you asked.

matched algorithm is a simpler form of Unification

Inference example

"The Law says that it is a crime for an American to sell weapons to hostile nations. The country Nono, and enemy of America, has some missiles, and all of its missiles were sold to it by Colonel West, who is American"

Prove that Colonel West is a Criminal

Is Colonel West a criminal?

"The Law says that it is a crime for an American to sell weapons to hostile nations. The country Nono, and enemy of America, has some missiles, and all of its missiles were sold to it by Colonel West, who is American"

- 1: $\forall x,y,z \text{ American}(x) \land \text{ Weapon}(y) \land \text{ Sells}(x,y,z) \land \text{ Hostile}(z) \Rightarrow \text{Criminal}(x)$
- 2: $\exists x \text{ Owns}(\text{Nono}, x)$
- 3: $\exists x \text{ Missile}(x)$
- 4: $\forall x \text{ Missile}(x) \Rightarrow \text{Weapon}(x)$
- 5: $\forall x \text{ Missile}(x) \land \text{Owns}(\text{Nono}, x) \Rightarrow \text{Sells}(\text{West}, x, \text{Nono})$
- 6: $\forall x \text{ Enemy}(x, \text{America}) \Rightarrow \text{Hostile}(x)$
- 7: American(West)
- 8: Enemy(Nono, America)

"The Law says that it is a crime for an American to sell weapons to hostile nations. The country Nono, an enemy of America, has some missiles, and all of its missiles were sold to it by Colonel West, who is American"

R1: American(x) \land Weapon(y) \land Sells(x, y, z)

 \land Hostile(z) \Rightarrow Criminal(x)

R2: Owns(Nono, M1)

- Nono has some missiles
- R3: Missile(M1)
- R4: $Missile(x) \Rightarrow Weapon(x)$
- A missile is a weapon

R5: Missile(x) \land Owns(Nono, x) \Rightarrow Sells(West, x, Nono)

- All missiles sold by west
- R6: Enemy(x, America) \Rightarrow Hostile(x)
- Enemies of America are hostile
- R7: American(West)
- West is american

R8: Enemy(Nono, America)

Forward Chaining Iterations

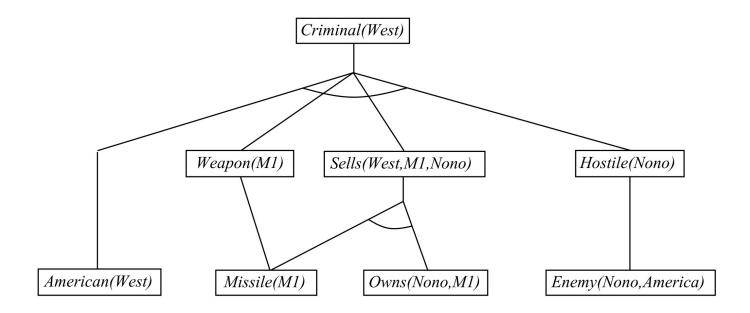
Iteration 1:

- R5 satisfied with {x/M1} so we add
 - R9: Sells(West, M1, Nono)
- R4 satisfied with {x/M1} so we add
 - R10: Weapon(M1)
- R6 satisfied with {x/Nono} so we add
 - R11: Hostile(Nono)

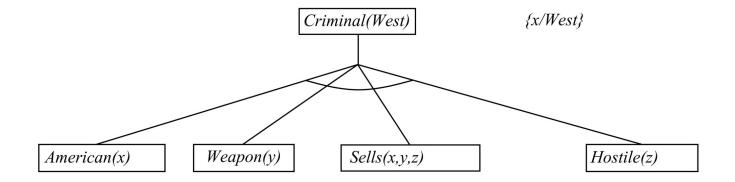
Iteration 2:

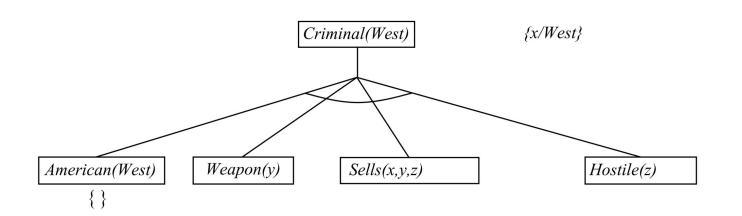
- R1 is satisfied with {x/West, y/M1, z/Nono}
 - Criminal(West) is added.

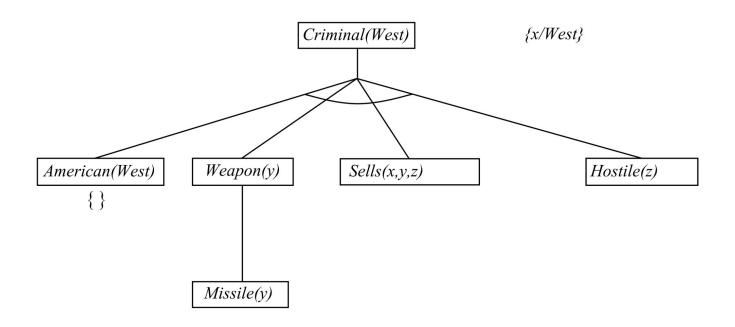
Forward chaining

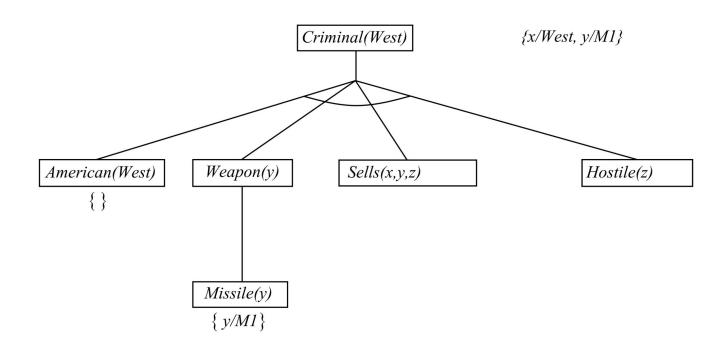


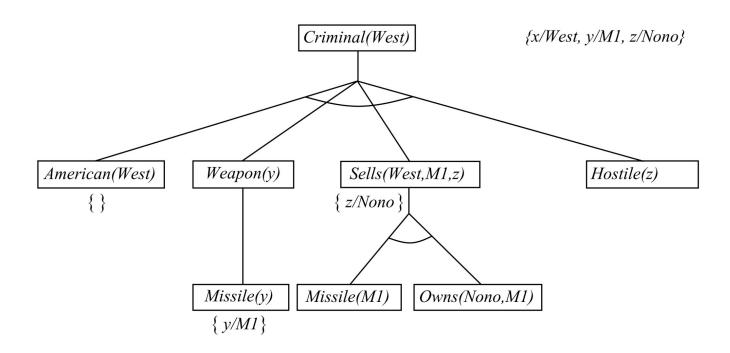
Criminal(West)

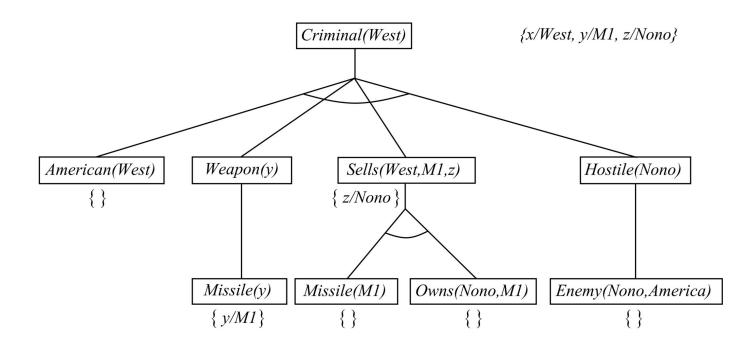




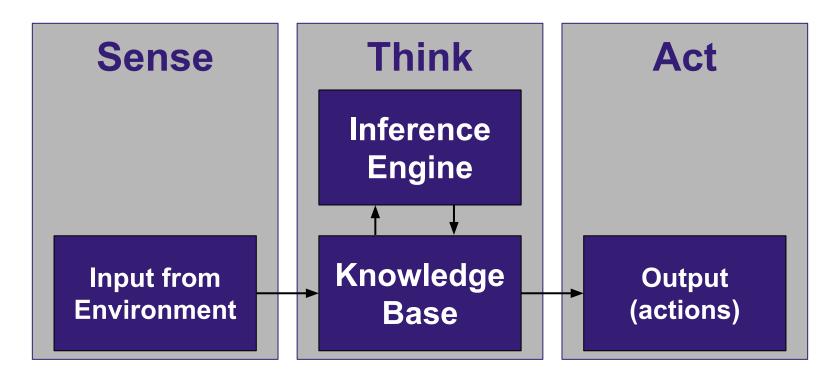








Knowledge-based agent



KB Interface

Assert

Add a new fact or rule to the KB

Retract

Remove an asserted fact from the KB

Ask

- Is a fact in the KB
- Ask with variables, get bindings

CLOSED-WORLD ASSUMPTION

- Things that are true, are known to be true
 - In the KB
- Anything not known to be true, assumed to be false
 - Not in the KB
- Only reason about truths
 - In the KB

Inference Engine

When a fact or rule is added to the KB

Use forward-chaining to infer new facts

Incremental approach allows us simplify how we match facts to rule

Infer new rules

Infer New Facts

```
Start KB with a couple of facts
(barks Hershey)
(isa Dog Mammal)
(isa Mammal Animal)
```

```
Then add a rule ((barks ?d)) -> (inst ?d Dog)
```

Forward-chain to infer new facts

- Unify (barks ?d) with (barks Hershey) {?d/Hershey}
- Make substitutions
 ((barks Hershey)) -> (inst Hershey Dog)
- Add new fact to KB

More Complex Rules

If rules has multiple conditions, need to satisfy all before inferring new fact

Start KB with a couple of facts

(isa Dog Mammal)

(isa Mammal Animal)

Then add a rule

((isa?x ?y) (isa ?y ?z)) -> (isa ?x ?z)

Forward-chain to infer new rule

Infer New Rules

Start with first sentence in left-hand side (lhs) of rule (isa ?x ?y)

Try to unify it with each fact in KB (isa Dog Mammal)

When a substitution is found

- Make substitutions
 ((isa Dog Mammal) (isa Mammal ?z)) -> (isa Dog ?z)
- Create new rule with rest of rule ((isa Mammal ?z)) -> (isa Dog ?z)
- Add new rule to KB

Repeat

```
Added new rule
    ((isa Mammal ?z)) -> (isa Dog ?z)
Unify first sentence of LHS with facts in the KB
    (isa Mammal Animal)
    {?z/Animal}
Make substitutions
    ((isa Mammal Animal)) -> (isa Dog Animal)
Add new fact to KB
    (isa Dog Animal)
```

FC Algorithm For New Fact

```
Forward chain(fact):
 For each rule in KB
  Get first statement in lhs of rule
  Unify fact with first statement
   If substitution found
    If lhs is only one statement
      Create new fact using the substitution on rhs
      Add new fact to kb
    Else
      Create new rule with rest of lhs and rhs
      Add new rule to kb
```

FC Algorithm For New Rule

```
Forward chain(rule):
 For each fact in KB
  Get first statement in lhs of rule
  Unify fact with first statement
   If substitution found
    If lhs is only one statement
      Create new fact using the substitution on rhs
      Add new fact to kb
    Else
      Create new rule with rest of lhs and rhs
      Add new rule to kb
```

Truth Maintenance

Bookkeeping to track how facts came to be believed

Track which facts and rules support other facts and rules

Asserted facts and rules are assumed to be true

No internal support for them

Everything else must have support

If some fact is inferred, then it is supported by the rule and fact used to infer the fact
Similarly, if some rule is inferred, then it is supported by the rule and fact used to infer the rule