#### Lecture 5 - Propositions and Inference

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Readings: Poole & Mackworth 2nd ed. chapter 5.1-5.3, and 13.1-13.2

## Problem Solving

#### Two methods for solving problems:

- Procedural
  - devise an algorithm
  - program the algorithm
  - execute the program
- Declarative
  - identify the knowledge needed
  - encode the knowledge in a representation (knowledge base -KB)
  - use logical consequences of KB to solve the problem

## Problem Solving

#### Two methods for solving problems:

- Procedural
  - "how to" knowledge
  - programs
  - meaning of symbols is meaning of computation
  - ▶ languages: C,C++,Java ...
- Declarative
  - descriptive knowledge
  - databases
  - meaning of symbols is meaning in world
  - ▶ languages: propositional logic, Prolog, relational databases, ...

#### **Proof Procedures**

#### A logic consists of

- syntax: what is an acceptable sentence?
- semantics: what do the sentences and symbols mean?
- proof procedure: how do we construct valid proofs?

A proof: a sequence of sentences derivable using an inference rule

## **Logical Connectives**

```
and (conjunction) \bigwedge or (disjunction) \bigvee not (negation) \neg if ... then ... (implication) \rightarrow ... if and only if ... \leftrightarrow
```

# Implication Truth Table

Α	В	$A \rightarrow B$
F	F	Т
F	Т	Т
Т	F	F
Т	Т	Т



# Implication Truth Table

Α	В	$A \rightarrow B$
F	F	Т
F	Т	T
Т	F	F
Т	Т	Т

(A) (B)
If it rains, then I will carry an umbrella
If you don't study, then you will fail

## Implication Truth Table

Α	В	$A \rightarrow B$	$A \wedge \neg B$	$\neg (A \land \neg B)$	$\neg A \lor B$
F	F	Т	F	Т	Т
F	Т	Т	F	Т	Т
T	F	F	Т	F	F
Т	Т	Т	F	Т	Т

(A) (B) no rain or I will carry an umbrella study or you will fail

# If and only if Truth Table

Α	В	$A \leftrightarrow B$
F	F	Т
F	Т	F
Т	F	F
Т	Т	Т

$$A \leftrightarrow B \equiv (A \to B) \land (B \to A)$$

#### De Morgan's Laws

$$\begin{array}{l} \textbf{A} \lor \textbf{B} \equiv \neg \big( \neg \textbf{A} \land \neg \textbf{B} \big) \\ \text{it rains OR I play football} \\ \text{not true that ( it doesn't rain AND I don't play football )} \end{array}$$

$${f A} \wedge {f B} \equiv \neg (\neg {f A} \vee \neg {f B})$$
 I'm a politician AND I lie not true that ( I'm not a politician OR I tell the truth)

¹□ ▶ 7/44

#### Modus Ponens

Α	В	$\mathbf{A}  o \mathbf{B}$	$(A  o B) \wedge A$	$((\mathbf{A}  o \mathbf{B}) \wedge \mathbf{A})  o \mathbf{B}$
F	F	T	F	Т
F	Т	Т	F	T
Т	F	F	F	T
Т	Т	Т	Т	Т

Modus Ponens is a **Tautology** If it's raining then the grass is wet it's raining therefore the grass is wet

#### Modus Tolens

Α	В	A  o B	$(A  o B) \wedge \neg B$	$((\mathbf{A}  o \mathbf{B}) \wedge \neg \mathbf{B})  o \neg \mathbf{A}$
F	F	T	T	T
F	Т	T	F	Т
T	F	F	F	Т
Т	Т	Т	F	Т

Modus Tolens is a **Tautology** If it's raining then the grass is wet the grass is not wet therefore it's not raining

# Modus Bogus

Α	В	A  o B	$(A  o B) \wedge B$	$((\textbf{A} \to \textbf{B}) \land \textbf{B}) \to \textbf{A}$
F	F	T	F	Т
F	Т	T	T	F
Т	F	F	F	T
Т	Т	Т	Т	Т

Modus Bogus is not a **Tautology** If it's raining then the grass is wet the grass is wet therefore its raining

## Logical Consequence

- {X} is a set of statements
- A set of truth assignments to {X} is an interpretation
- ullet A model of  $\{X\}$  is an interpretation that makes  $\{X\}$  true.
- We say that the world in which these truth assignments hold is a model (a verifiable example) of {X}.
- ullet  $\{X\}$  is inconsistent if it has no model

#### Logical Consequence

A statement, A, is a logical consequence of a set of statements  $\{X\}$ , if A is true in every *model* of  $\{X\}$ .

If, for every set of truth assignments that hold for  $\{X\}$  (for every model of  $\{X\}$ ), some other statement (A) is always true, then this other statement is a logical consequence of  $\{X\}$ 

#### Argument Validity

An argument is **valid** if any of the following is true:

- the conclusions are a logical consequence of the premises.
- the conclusions are true in every model of the premises
- there is **no** situation in which the premises are all true, but the conclusions are false.
- argument → conclusions is a tautology (always true)

(these four statements are identical)

#### Arguments and Models

P1: If I play hockey, then I'll score a goal if the goalie is not good

P2: If I play hockey, the goalie is not good
D: Therefore, if I play hockey, I'll score a goal

P: I play hockey

C: I'll score a goal H: the goalie is good

$$P1: P \to (\neg H \to C)$$
  $P2: P \to \neg H$   
 $D: P \to C$ 

P	С	Н	$\neg H \rightarrow C$	<i>P</i> 1	P2	D
F	F	F	F	Т	Т	Т
F	F	Т	Т	Т	Т	Т
F	Т	F	Т	Т	Т	Т
F	Т	Т	Т	Т	Т	Т
T	F	F	F	F	T	F
T	F	Т	Т	Т	F	F
T	Т	F	Т	Т	Т	Т
T	Т	Т	T	Т	F	Т



#### Arguments and Models

P1: If I play hockey, then I'll score a goal if the goalie is not good

P2: If I play hockey, the goalie is not good
D: Therefore, if I play hockey, I'll score a goal

P: I play hockey C: I'll score a goal

H: the goalie is good

$$P1: P \to (\neg H \to C)$$
  $P2: P \to \neg H$   
 $D: P \to C$ 

P	С	Н	$\neg H \rightarrow C$	<i>P</i> 1	<i>P</i> 2	D
F	F	F	F	Т	Т	Т
F	F	Т	Т	Т	Т	Т
F	Т	F	Т	Т	Т	Т
F	Т	Т	Т	Т	Т	Т
Т	F	F	F	F	Т	F
T	F	Т	Т	Т	F	F
Т	Т	F	Т	Т	Т	Т
Т	Т	Т	Т	Т	F	Т



#### Arguments and Models

Р	С	Н	$\neg H \rightarrow C$	<i>P</i> 1	<i>P</i> 2	D
F	F	F	F	Т	Т	Т
F	F	Т	Т	Т	Т	Т
F	Т	F	Т	Т	Т	Т
F	Т	Т	Т	Т	Т	Т
Т	F	F	F	F	Т	F
Т	F	Т	Т	Т	F	F
Т	Т	F	Т	Т	Т	Т
Т	Т	T	T	Т	F	Т

Each row is an *interpretation*: an assignment of  $\mathsf{T}/\mathsf{F}$  to each proposition

In all the green lines, the premises are true:

these interpretations are *models* of P1 and P2.

Every model of P1 and P2 is a model of D.

Therefore, D is a *logical consequence* of P1 and P2:

$$P1, P2 \models D.$$

# Logical Consequence

P1: Elvis is Dead

P2: Elvis is Not Dead

D: Therefore, Gerry is Alive

Is this argument valid?

## Logical Consequence

P1: Elvis is Dead

P2: Elvis is Not Dead

D: Therefore, Gerry is Alive

Is this argument valid?

Yes!

E: Elvis is Alive

G: Gerry is Alive

Ε	¬ E	G
F	Т	F
F	T	T
Т	F	F
Τ	F	T

An argument is **valid** if there is **no** situation in which the premises are all true, but the conclusions are false.

But here, there is **no** model of the premises, so the argument is valid.

#### **Deduction and Proof**

Given a knowledge base, we want to prove things that are true. We can use

- Truth Table
- Natural Deduction
- Semantic Tableaux
- Axiomatic Logic (Modus Ponens)  $((\mathbf{A} \to \mathbf{B}) \land \mathbf{A}) \to \mathbf{B}$
- Resolution Refutation (Reductio Ad Absurdum)  $(\neg \mathbf{A}) \land ... \land ... \rightarrow \bot) \rightarrow \mathbf{A}$

#### **Proofs**

- A KB is a set of axioms
- A proof procedure is a way of Proving Theorems
- KB ⊢g means g can be derived from KB using the proof procedure
- If KB ⊢g, then g is a Theorem
- A proof procedure is sound:
   if KB ⊢g then KB ⊨g.
- A proof procedure is complete:
   if KB |=g then KB |-g.
- Two types of proof procedures:bottom up and top down

## Complete Knowledge

- we assume a closed world
  - the agent knows everything (or can prove everything)
  - if it can't prove something: must be false
  - negation as failure
- other option is an open world:
  - the agent doesn't know everything
  - can't conclude anything from a lack of knowledge

```
\begin{array}{lll} \text{rain} \leftarrow \text{clouds} \; \wedge \; \text{wind.} \\ \text{clouds} \leftarrow \text{humid} \; \wedge \; \text{cyclone.} \\ \text{clouds} \leftarrow \text{near\_sea} \; \wedge \; \text{cyclone.} \\ \text{wind} \leftarrow \text{cyclone.} \\ \text{near\_sea.} \\ \text{cyclone.} \end{array}
```

```
rain \leftarrow clouds \land wind.
clouds \leftarrow humid \land cyclone.
clouds \leftarrow near_sea \land cyclone.
wind \leftarrow cyclone.
near_sea.
cyclone.
{near_sea,cyclone }
```

```
rain \( \) clouds \( \) wind.
clouds \( \) humid \( \) cyclone.
clouds \( \) near_sea \( \) cyclone.
wind \( \) cyclone.
near_sea.
cyclone.
{near_sea,cyclone }
{near_sea,cyclone ,wind }
```

```
rain \( \) clouds \( \) wind.
clouds \( \) humid \( \) cyclone.
clouds \( \) near_sea \( \) cyclone.
wind \( \) cyclone.
near_sea.
cyclone.
{near_sea,cyclone }
{near_sea,cyclone ,wind }
{near_sea ,cyclone ,wind ,clouds }
```

```
rain \( \) clouds \( \) wind.
clouds \( \) humid \( \) cyclone.
clouds \( \) near_sea \( \) cyclone.
wind \( \) cyclone.
near_sea.
cyclone.
{near_sea,cyclone }
{near_sea,cyclone ,wind }
{near_sea ,cyclone ,wind ,clouds }
{near_sea ,cyclone ,wind ,clouds ,rain }
```

Sound and Complete

```
rain ← clouds ∧ wind.
clouds ← humid ∧ cyclone.
clouds ← near_sea ∧ cyclone.
wind ← cyclone.
near_sea.
cyclone.
```

start from query and work backwards

```
start from query and work backwards  \begin{array}{lll} \text{rain} & \leftarrow \text{clouds} \; \wedge \; \text{wind.} \\ \text{clouds} & \leftarrow \; \text{humid} \; \wedge \; \text{cyclone.} \\ \text{clouds} & \leftarrow \; \text{near\_sea} \; \wedge \; \text{cyclone.} \\ \text{wind} & \leftarrow \; \text{cyclone.} \\ \text{near\_sea.} \\ \text{cyclone.} \\ \\ \text{yes} & \leftarrow \; \text{rain.} \\ \end{array}
```

```
start from query and work backwards
rain \leftarrow clouds \land wind.
clouds \leftarrow humid \land cyclone.
clouds \leftarrow near_sea \land cyclone.
wind \leftarrow cyclone.
near_sea.
cyclone.
yes \leftarrow rain.
yes \leftarrow clouds \land wind
```

```
start from query and work backwards
rain \leftarrow clouds \land wind.
clouds \leftarrow humid \land cyclone.
clouds \leftarrow near_sea \land cyclone.
wind \leftarrow cyclone.
near_sea.
cyclone.
yes \leftarrow rain.
yes \leftarrow clouds \land wind
yes \leftarrow near\_sea \land cyclone \land wind
```

```
start from query and work backwards
rain \leftarrow clouds \land wind.
clouds \leftarrow humid \land cyclone.
clouds \leftarrow near_sea \land cyclone.
wind \leftarrow cyclone.
near_sea.
cyclone.
yes \leftarrow rain.
yes \leftarrow clouds \land wind
yes \leftarrow near\_sea \land cyclone \land wind
yes \leftarrow near\_sea \land cyclone \land cyclone
```

```
start from guery and work backwards
rain \leftarrow clouds \land wind.
clouds \leftarrow humid \land cyclone.
clouds \leftarrow near_sea \land cyclone.
wind \leftarrow cyclone.
near_sea.
cyclone.
yes \leftarrow rain.
yes \leftarrow clouds \land wind
yes \leftarrow near\_sea \land cyclone \land wind
yes \leftarrow near\_sea \land cyclone \land cyclone
yes ← near_sea ∧ cyclone
```

```
start from guery and work backwards
rain \leftarrow clouds \land wind.
clouds \leftarrow humid \land cyclone.
clouds \leftarrow near_sea \land cyclone.
wind \leftarrow cyclone.
near_sea.
cyclone.
yes \leftarrow rain.
yes \leftarrow clouds \land wind
yes \leftarrow near\_sea \land cyclone \land wind
yes \leftarrow near\_sea \land cyclone \land cyclone
yes \leftarrow near\_sea \land cyclone
yes \leftarrow cyclone
```

```
start from guery and work backwards
rain \leftarrow clouds \land wind.
clouds \leftarrow humid \land cyclone.
clouds \leftarrow near_sea \land cyclone.
wind \leftarrow cyclone.
near_sea.
cyclone.
yes \leftarrow rain.
yes \leftarrow clouds \land wind
yes \leftarrow near\_sea \land cyclone \land wind
yes \leftarrow near\_sea \land cyclone \land cyclone
yes \leftarrow near\_sea \land cyclone
yes \leftarrow cyclone
yes ←
```

# Top-Down Interpreter

```
solve(q_1 \land \ldots \land q_k):
ac := "yes \leftarrow q_1 \land \ldots \land q_k"
repeat
select \ a \ conjunct \ q_i \ from \ body \ of \ ac
choose \ a \ clause \ C \ from \ KB \ with \ q_i \ as \ head
replace \ q_i \ in \ body \ of \ ac \ by \ body \ of \ C
until \ ac \ is \ an \ answer
```

```
\label{eq:health} \begin{array}{ll} \text{health} \leftarrow \text{sustenance} \ \land \ \text{shelter.} \\ \text{sustenance} \leftarrow \text{macdonalds} \ \land \ \text{cocacola.} \\ \text{sustenance} \leftarrow \text{bread} \ \land \ \text{water.} \\ \text{shelter} \leftarrow \text{house.} \\ \text{house.} \\ \text{water.} \\ \text{bread.} \end{array}
```

```
start from query and work backwards  \begin{array}{l} \text{health} \leftarrow \text{sustenance} \, \wedge \, \text{shelter.} \\ \text{sustenance} \leftarrow \text{macdonalds} \, \wedge \, \text{cocacola.} \\ \text{sustenance} \leftarrow \text{bread} \, \wedge \, \text{water.} \\ \text{shelter} \leftarrow \text{house.} \\ \text{house.} \\ \text{water.} \\ \text{bread.} \\ \\ \text{yes} \leftarrow \text{health.} \\ \end{array}
```

```
\begin{array}{l} \text{health} \leftarrow \text{sustenance} \, \wedge \, \text{shelter}. \\ \text{sustenance} \leftarrow \text{macdonalds} \, \wedge \, \text{cocacola}. \\ \text{sustenance} \leftarrow \text{bread} \, \wedge \, \text{water}. \\ \text{shelter} \leftarrow \text{house}. \\ \text{house}. \\ \text{water}. \\ \text{bread}. \\ \\ \text{yes} \leftarrow \text{health}. \\ \text{yes} \leftarrow \text{sustenance} \, \wedge \, \text{shelter} \\ \end{array}
```

```
start from query and work backwards
health \leftarrow sustenance \land shelter.
sustenance \leftarrow macdonalds \land cocacola.
sustenance \leftarrow bread \land water.
shelter \leftarrow house.
house.
water.
bread.
yes \leftarrow health.
\texttt{yes} \, \leftarrow \, \texttt{sustenance} \, \wedge \, \texttt{shelter}
yes \leftarrow bread \land water \land shelter
```

```
start from query and work backwards
health \leftarrow sustenance \land shelter.
sustenance \leftarrow macdonalds \land cocacola.
sustenance \leftarrow bread \land water.
shelter \leftarrow house.
house.
water.
bread.
yes \leftarrow health.
yes \leftarrow sustenance \land shelter
yes \leftarrow bread \land water \land shelter
\texttt{yes} \leftarrow \texttt{bread} \ \land \ \texttt{water} \ \land \ \texttt{house}
```

```
start from query and work backwards
health \leftarrow sustenance \land shelter.
sustenance \leftarrow macdonalds \land cocacola.
sustenance \leftarrow bread \land water.
shelter \leftarrow house.
house.
water.
bread.
yes \leftarrow health.
yes \leftarrow sustenance \land shelter
yes \leftarrow bread \land water \land shelter
yes \leftarrow bread \land water \land house
yes \leftarrow bread \land water
```

```
start from query and work backwards
health \leftarrow sustenance \land shelter.
sustenance \leftarrow macdonalds \land cocacola.
sustenance \leftarrow bread \land water.
shelter \leftarrow house.
house.
water.
bread.
yes \leftarrow health.
yes \leftarrow sustenance \land shelter
yes \leftarrow bread \land water \land shelter
yes \leftarrow bread \land water \land house
yes \leftarrow bread \land water
yes \leftarrow bread
```

```
start from query and work backwards
health \leftarrow sustenance \land shelter.
sustenance \leftarrow macdonalds \land cocacola.
sustenance \leftarrow bread \land water.
shelter \leftarrow house.
house.
water.
bread.
yes \leftarrow health.
yes \leftarrow sustenance \land shelter
yes \leftarrow bread \land water \land shelter
yes \leftarrow bread \land water \land house
yes \leftarrow bread \land water
yes \leftarrow bread
yes \leftarrow
```

# Top-Down Interpreter

```
solve(q_1 \land \ldots \land q_k):
ac := "yes \leftarrow q_1 \land \ldots \land q_k"
repeat
select a conjunct q_i from body of ac
choose a clause C from KB with q_i as head
replace q_i in body of ac by body of C
until ac is an answer
```

```
select: "don't care nondeterminism"
  (If one doesn't give a solution, no point trying others!)
choose: "don't know nondeterminism"
  (if one doesn't give a solution, others may)
```

```
\begin{array}{lll} \text{health} \leftarrow \text{sustenance} & \land \text{ shelter.} \\ \text{sustenance} \leftarrow \text{macdonalds} \land \text{cocacola.} \\ \text{sustenance} \leftarrow \text{bread} \land \text{water.} \\ \text{shelter} \leftarrow \text{house.} \\ \text{house.} \\ \text{cocacola.} \\ \text{bread.} \end{array}
```

```
\begin{array}{lll} \text{health} \leftarrow \text{sustenance} & \land \text{ shelter.} \\ \text{sustenance} \leftarrow \text{ macdonalds} \land \text{ cocacola.} \\ \text{sustenance} \leftarrow \text{ bread} \land \text{ water.} \\ \text{shelter} \leftarrow \text{ house.} \\ \text{house.} \\ \text{cocacola.} \\ \text{bread.} \\ \\ \text{yes} \leftarrow \text{ health.} \end{array}
```

```
health ← sustenance ∧ shelter.
sustenance ← macdonalds ∧ cocacola.
sustenance ← bread ∧ water.
shelter ← house.
house.
cocacola.
bread.

yes ← health.
yes ← sustenance ∧ shelter
```

start from query and work backwards

health ← sustenance ∧ shelter.
sustenance ← macdonalds ∧ cocacola.
sustenance ← bread ∧ water.
shelter ← house.
house.
cocacola.
bread.

yes ← health.

 $yes \leftarrow sustenance \land shelter$   $yes \leftarrow bread \land water \land shelter$ 

start from query and work backwards  $health \leftarrow sustenance \land shelter.$ sustenance  $\leftarrow$  macdonalds  $\land$  cocacola. sustenance  $\leftarrow$  bread  $\land$  water.  $shelter \leftarrow house.$ house. cocacola. bread. yes  $\leftarrow$  health.  $yes \leftarrow sustenance \land shelter$  $yes \leftarrow bread \land water \land shelter$  $yes \leftarrow bread \land water \land house$ 

start from query and work backwards  $health \leftarrow sustenance \land shelter.$ sustenance  $\leftarrow$  macdonalds  $\land$  cocacola. sustenance  $\leftarrow$  bread  $\land$  water.  $shelter \leftarrow house.$ house. cocacola. bread. yes  $\leftarrow$  health. yes  $\leftarrow$  sustenance  $\land$  shelter  $yes \leftarrow bread \land water \land shelter$  $yes \leftarrow bread \land water \land house$  $yes \leftarrow bread \land water$ 

start from query and work backwards  $health \leftarrow sustenance \land shelter.$  $\texttt{sustenance} \leftarrow \texttt{macdonalds} \ \land \ \texttt{cocacola.}$ sustenance  $\leftarrow$  bread  $\land$  water.  $shelter \leftarrow house.$ house. cocacola. bread. yes  $\leftarrow$  health. yes  $\leftarrow$  sustenance  $\land$  shelter  $yes \leftarrow bread \land water \land shelter$  $yes \leftarrow bread \land water \land house$  $yes \leftarrow bread \land water$  $yes \leftarrow water$ 

```
start from guery and work backwards
health \leftarrow sustenance \land shelter.
sustenance \leftarrow macdonalds \land cocacola.
sustenance \leftarrow bread \land water.
shelter \leftarrow house.
house.
cocacola.
bread.
yes \leftarrow health.
yes \leftarrow sustenance \land shelter
yes \leftarrow bread \land water \land shelter
yes \leftarrow bread \land water \land house
yes \leftarrow bread \land water
yes ← water
Failure with this choice, try the other
(have to try them all)
```

start again part way through

```
\begin{array}{lll} \text{health} \leftarrow \text{sustenance} & \land \text{ shelter.} \\ \text{sustenance} \leftarrow \text{macdonalds} \land \text{cocacola.} \\ \text{sustenance} \leftarrow \text{bread} \land \text{water.} \\ \text{shelter} \leftarrow \text{house.} \\ \text{house.} \\ \text{cocacola.} \\ \text{bread.} \\ \text{yes} \leftarrow \text{health.} \\ \text{yes} \leftarrow \text{sustenance} \land \text{shelter} \\ \text{yes} \leftarrow \text{macdonalds} \land \text{cocacola} \land \text{shelter.} \end{array}
```

start again part way through  $health \leftarrow sustenance \land shelter.$ sustenance  $\leftarrow$  macdonalds  $\land$  cocacola. sustenance  $\leftarrow$  bread  $\land$  water.  $shelter \leftarrow house.$ house. cocacola. bread. yes  $\leftarrow$  health.  $yes \leftarrow sustenance \land shelter$  $\texttt{yes} \leftarrow \texttt{macdonalds} \ \land \ \texttt{cocacola} \ \land \ \texttt{shelter}$  $\texttt{yes} \leftarrow \texttt{macdonalds} \ \land \ \texttt{cocacola} \ \land \ \texttt{house}$ 

start again part way through  $health \leftarrow sustenance \land shelter.$ sustenance  $\leftarrow$  macdonalds  $\land$  cocacola. sustenance  $\leftarrow$  bread  $\land$  water.  $shelter \leftarrow house.$ house. cocacola. bread. yes  $\leftarrow$  health.  $yes \leftarrow sustenance \land shelter$  $\texttt{yes} \, \leftarrow \, \texttt{macdonalds} \, \, \land \, \, \texttt{cocacola} \, \, \land \, \, \texttt{shelter}$  $\texttt{yes} \leftarrow \texttt{macdonalds} \ \land \ \texttt{cocacola} \ \land \ \texttt{house}$  $yes \leftarrow macdonalds \land cocacola$ 

#### start again part way through

```
health \leftarrow sustenance \land shelter.
sustenance \leftarrow macdonalds \land cocacola.
sustenance \leftarrow bread \land water.
shelter \leftarrow house.
house.
cocacola.
bread.
yes \leftarrow health.
yes \leftarrow sustenance \land shelter
\texttt{yes} \leftarrow \texttt{macdonalds} \ \land \ \texttt{cocacola} \ \land \ \texttt{shelter}
\texttt{yes} \leftarrow \texttt{macdonalds} \ \land \ \texttt{cocacola} \ \land \ \texttt{house}
yes \leftarrow macdonalds \land cocacola
yes \leftarrow macdonalds
```

start again part way through

```
health \leftarrow sustenance \land shelter.
sustenance \leftarrow macdonalds \land cocacola.
sustenance \leftarrow bread \land water.
shelter \leftarrow house.
house.
cocacola.
bread.
yes \leftarrow health.
yes \leftarrow sustenance \land shelter
\texttt{yes} \leftarrow \texttt{macdonalds} \ \land \ \texttt{cocacola} \ \land \ \texttt{shelter}
\texttt{yes} \leftarrow \texttt{macdonalds} \ \land \ \texttt{cocacola} \ \land \ \texttt{house}
yes \leftarrow macdonalds \land cocacola
yes \leftarrow macdonalds
Failure with this selection, so we're done
(since one conjunct is going to fail, the whole thing fails)
```

## Top-Down Interpreter

```
solve(q_1 \land \ldots \land q_k):
ac := "yes \leftarrow q_1 \land \ldots \land q_k"
repeat
select a conjunct q_i from body of ac
choose a clause C from KB with q_i as head
replace q_i in body of ac by body of C
until ac is an answer
```

**select**: "don't care nondeterminism"

any one will do, but be careful: some selections will lead more quickly to solutions!

choose: "don't know nondeterminism"

have to do them all: can determine the complexity of the problem

Read more about negation as failure in Section 5.6 (not course material)



#### Towards Automated Methods

- A proof procedure gives us a method for deriving theorems
- Therefore, given a knowledge base of assumptions, we can 'prove' things and know they are tautologies (they are logical consequences of our knowledge base)

#### but ....

The method is difficult and requires some know-how - how could we make it work more automatically?

## Conjunctive Normal Form

A well-formed formula is in *conjunctive normal form* (CNF) if it is a conjunction of disjunctions of atoms.

$$(p_1 \vee p_2) \wedge (p_3 \vee p_4 \vee p_5) \wedge (p_6 \vee p_7 \vee ...) ... \wedge (p_{n-1} \vee p_n)$$

Convert a propositional formula to CNF:

- 1. Eliminate  $\leftrightarrow$  using  $A \leftrightarrow B \equiv (A \rightarrow B) \land (B \rightarrow A)$
- 2. Eliminate  $\rightarrow$  using  $A \rightarrow B \equiv \neg A \lor B$
- 3. Use deMorgan's laws to push ¬ into atoms
- 4. Use  $\neg \neg A \equiv A$  to eliminate double negatives
- 5. use distributive law to complete  $A \lor (B \land C) \equiv (A \lor B) \land (A \lor C)$

write

$$(p_1 \lor p_2) \land (p_3 \lor p_4 \lor p_5) \land (p_6 \lor p_7 \lor ...) ... \land (p_{n-1} \lor p_n)$$
 as  $\{\{p_1, p_2\}, \{p_3, p_4, p_5\}, \{p_6, p_7, ...\} ..., \{p_{n-1}, p_n\}\}$ 

# Conjunctive Normal Form - Example 1

Refutation of Modus Ponens

$$A \wedge (A \rightarrow B) \vdash B$$

show a contradiction  $\perp$ : means "false"

If our refutation leads to a contradiction, it must be "false", so the conclusion must be true

$$A \wedge (A \rightarrow B) \wedge \neg B \vDash \bot$$

- 1.  $A \wedge (\neg A \vee B) \wedge (\neg B)$
- 2.  $\{\{A\}, \{\neg A, B\}, \{\neg B\}\}$

can already tell this is false since A must be true, so B must be true, but B must be false

We will demonstrate using resolution on slide 33



# Conjunctive Normal Form - Example 2

Transitivity of Implication

$$((A \rightarrow B) \land (B \rightarrow C)) \rightarrow (A \rightarrow C)$$

try to show a contradiction

$$(A \rightarrow B) \land (B \rightarrow C) \land \neg (A \rightarrow C) \vDash \bot$$

- 1.  $(\neg A \lor B) \land (\neg B \lor C) \land \neg (\neg A \lor C)$
- 2.  $(\neg A \lor B) \land (\neg B \lor C) \land (\neg \neg A \land \neg C)$
- 3.  $(\neg A \lor B) \land (\neg B \lor C) \land A \land \neg C$
- 4.  $\{\{\neg A, B\}, \{\neg B, C\}, \{A\}, \{\neg C\}\}$



#### Resolution

- A complementary pair of propositions is  $p_i$ ,  $\neg p_i$
- Can show that two clauses with a complementary pair :  $\{\{A,B\},\{C,\neg B\}\} \equiv \{\{A,B\},\{C,\neg B\},\{A,C\}\}$
- That is, since B and  $\neg B$  cannot both be true, one of A or C has to be true, otherwise the whole formula is false
- Therefore, we can "resolve"  $\{A, B\}, \{C, \neg B\}$  into  $\{A, C\}$
- This means that  $\{A, C\}$  is true whenever  $\{A, B\}, \{C, \neg B\}$  is true
- So we can add {A, C} to the statement without changing the truth value
- $\{\{A\}, \{\neg A\}\}$  resolves to  $\bot$



#### Resolution

- Proof by *resolution refutation*: deny the conclusions and show a resolution to  $\bot$ .
- Resolve clauses adds new clauses that are true whenever the existing clauses are true
- If you can find a contradiction, then
  - ▶ the existing clauses cannot all be true
  - If the premises are all true, the refutation of the conclusion must be false,
  - so the argument is valid
- If you cannot find a contradiction after resolving all clauses
  - the refutation of the conclusion must be true
  - so the argument is invalid

# Resolution - Example 1

#### Refutation of Modus Ponens

$$A \wedge (A \rightarrow B) \vdash B$$

#### show a contradiction

$$A \wedge (A \rightarrow B) \wedge \neg B \models \bot$$

- 1.  $A \wedge (\neg A \vee B) \wedge (\neg B)$
- 2.  $\{\{A\}, \{\neg A, B\}, \{\neg B\}\}$
- 3.  $\{\{A\}, \{\neg A, B\}, \{B\}, \{\neg B\}\}$
- 4. ⊥

# Resolution - Example 2

Transitivity of Implication (again)

$$((A \rightarrow B) \land (B \rightarrow C)) \rightarrow (A \rightarrow C)$$

try to show a contradiction

$$(A \rightarrow B) \land (B \rightarrow C) \land \neg (A \rightarrow C) \vDash \bot$$

- 1.  $(\neg A \lor B) \land (\neg B \lor C) \land \neg (\neg A \lor C)$
- 2.  $(\neg A \lor B) \land (\neg B \lor C) \land (\neg \neg A \land \neg C)$
- 3.  $(\neg A \lor B) \land (\neg B \lor C) \land A \land \neg C$
- 4.  $\{\{\neg A, B\}, \{\neg B, C\}, \{A\}, \{\neg C\}\}$
- 5.  $\{\{\neg A, B\}, \{\neg B, C\}, \{\neg A, C\}, \{A\}, \{\neg C\}\}$
- 6.  $\{\{\neg A, B\}, \{\neg B, C\}, \{\neg A, C\}, \{A\}, \{C\}, \{\neg C\}\}$
- 7. ⊥

#### Resolution - Example 3

```
P1: If I play hockey, then I'll score a goal if the goalie is not good
P2: If I play hockey, the goalie is not good
D: if I play hockey, I'll score a goal
P: I play hockey, C: I'll score a goal, H: the goalie is good
 P1: P \rightarrow (\neg H \rightarrow C)
                                            P2: P \rightarrow \neg H
         D: P \to C test (refutation of D): P1 \land P2 \land \neg D
        (P \rightarrow (\neg H \rightarrow C)) \land (P \rightarrow \neg H) \land \neg (P \rightarrow C)
       (\neg P \lor (\neg H \to C)) \land (\neg P \lor \neg H) \land \neg (\neg P \lor C)
       (\neg P \lor (\neg \neg H \lor C)) \land (\neg P \lor \neg H) \land \neg (\neg P \lor C)
         (\neg P \lor \neg \neg H \lor C) \land (\neg P \lor \neg H) \land (\neg \neg P \land \neg C)
              (\neg P \lor H \lor C) \land (\neg P \lor \neg H) \land (P) \land (\neg C)
                 \{\{\neg P, H, C\}, \{\neg P, \neg H\}, \{P\}, \{\neg C\}\}
                 \{\{\neg P, H, C\}, \{\neg P, \neg H\}, \{\neg P, C\}, \{P\}, \{\neg C\}\}\}
                 \{\{\neg P, H, C\}, \{\neg P, \neg H\}, \{\neg P, C\}, \{P\}, \{C\}, \{\neg C\}\}\}
                                                                                                      37 / 44
```

#### Combinatorial Search Problems

#### Many problems can be formulated as a CNF

- Satisfiability
- Logic circuits
- Gene decoding
- Scheduling
- Air traffic control
- ...

#### Constraint Satisfaction as CNF

- A CSP variable Y with domain  $\{v_1, \ldots, v_k\}$  can be converted into k Boolean variables  $\{Y_1, \ldots, Y_k\}$  where  $Y_i$  is true when Y has value  $v_i$  and false otherwise.
- Thus, k atoms  $y_1, \ldots, y_k$  are used to represent the CSP variable
- Constraints:
  - exactly one of  $y_1, \ldots, y_k$  must be true:
    - ▶  $y_i$  and  $y_j$  cannot both be true when  $i \neq j$ :  $\neg y_i \lor \neg y_j$  for i < j
    - ▶ at least one of the  $y_i$  must be true:  $y_1 \lor ... \lor y_k$
  - ► There is a clause for each false assignment in each constraint that specifies which assignments are not allowed.
  - ▶ Thus, if there are two variables Y and Z, and a constraint  $Y \neq Z$ , then we have clauses  $\neg y_i \lor \neg z_i$  for all i (Assuming Y and Z have the same domains).

#### Constraint Satisfaction as CNF

Example Delivery robot: activities a,b, times 1,2,3,4. constraints:

$$(A \neq 2) \land (B \neq 1) \land (A < B)$$

We have two 8 variables in the CNF:

$$a_1, a_2, a_3, a_4, b_1, b_2, b_3, b_4$$

where  $a_i$  means A = i is true and  $b_i$  means B = i is true. Constraints saying that A (and B) must be exactly one value:

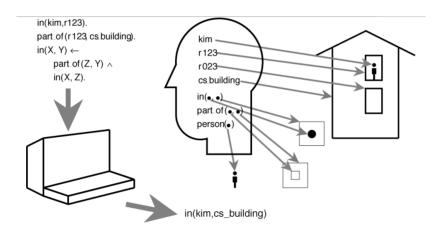
$$\neg a_i \lor \neg a_j$$
 for  $i < j$   $a_1 \lor a_2 \lor a_3 \lor a_4$   $\neg b_i \lor \neg b_i$  for  $i < j$   $b_1 \lor b_2 \lor b_3 \lor b_4$ 

Domain constraints  $\neg a_2$  and  $\neg b_1$ The binary constraint A < B has one  $\neg (a_i \land b_i)$  for all  $j \le i$ 



lou will pass

# Beyond propositions: Individuals and Relations



#### MIU Puzzle

Symbols: M,I,U

• Axiom: MI

Rules:

- if xI is a theorem, so is xIU
- $\mathbf{M}x$  is a theorem, so is  $\mathbf{M}xx$
- ▶ in any theorem, III can be replaced by U
- UU can be dropped from any string
- Starting from MI, can you generate MU? (use top-down or bottom-up)

#### Next:

- Planning under certainty (Poole & Mackworth 2nd ed. Chapter 6.1-6.4)
- Supervised Learning (Poole & Mackworth 2nd ed. Chapter 7.1-7.6)