

„Classic“ AI: Logic

# The Idea

goal: draw conclusions from a set of data  
(observations, beliefs, etc)

logic is

- a powerful and well developed approach
- also a strong formal system suited for algorithms

challenges

- formalizing all real world facts (especially on a true/false basis)
- computational complexity

# Logic in general

## **Logics**

- formal languages
- for representing information
- such that conclusions can be drawn

**Syntax** defines the sentences in the language

**Semantics** define the "meaning" of sentences, i.e., define **truth** of a sentence in a world

# Entailment

## Entailment

one thing follows from another:

$$KB \models \alpha$$

- Knowledge base  $KB$
- entails sentence  $\alpha$
- if and only if  $\alpha$  is true
- in all worlds where  $KB$  is true

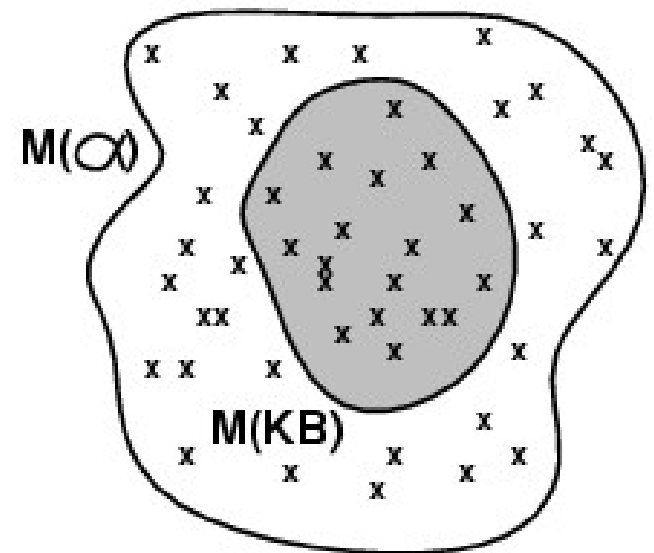
# Models

models

- formally structured worlds
- with respect to which truth can be evaluated

$m$  is a **model** of a sentence  $\alpha$  if  $\alpha$  is true in  $m$

$M(\alpha)$  is the set of all models of  $\alpha$   
then  $KB \models \alpha$  iff  $M(KB) \subseteq M(\alpha)$



# Inference, Soundness, Completeness

**Inference**  $KB \vdash_i \alpha$

sentence  $\alpha$  can be derived from  $KB$  by procedure  $i$

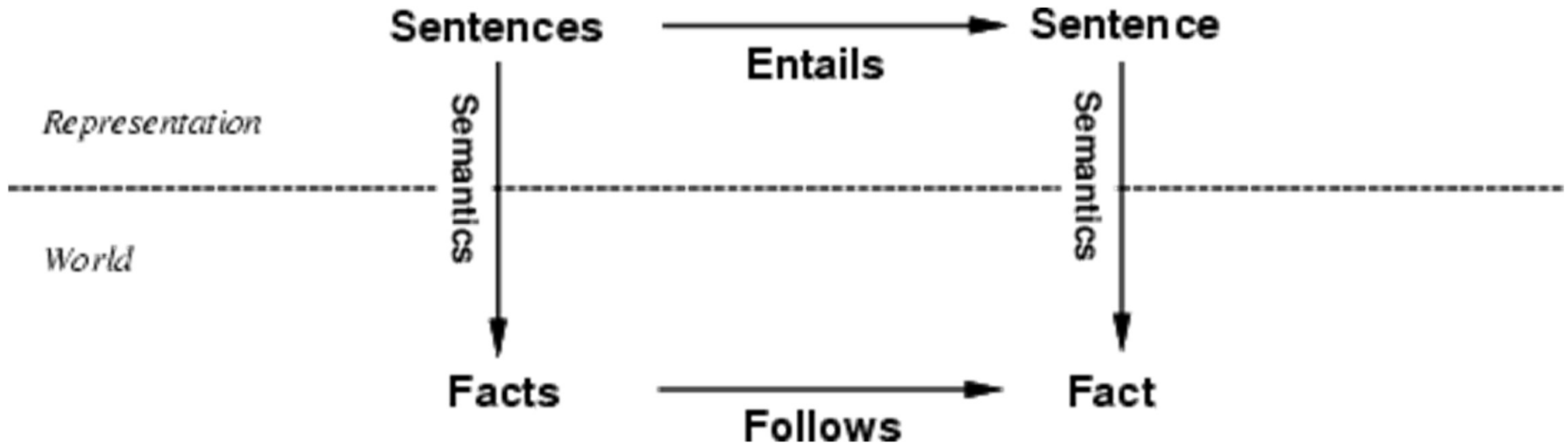
## Soundness

- $i$  is sound if  $KB \vdash_i \alpha$  implies  $KB \models \alpha$
- $i$  derives only entailed sentences

## Completeness

- $i$  is complete if  $KB \models \alpha$  implies  $KB \vdash_i \alpha$
- $i$  can derive any sentence that is entailed

# Sentences and Facts



## Semantics

- maps sentences in logic to facts in the world
- fact following from another ~ sentence is entailed by another

# Propositional Logic (aka Boolean Logic)



# Propositional logic

- **Logical constants:** true, false
- **Propositional symbols:** P, Q, S, ...
- **Wrapping parentheses:** ( ... )
- **Connectives:**

$\neg$ ...not	[negation]
$\wedge$ ...and	[conjunction]
$\vee$ ...or	[disjunction]
$\Rightarrow$ ...implies	[implication / conditional]
$\Leftrightarrow$ ..is equivalent	[biconditional]

# Propositional logic

- **Atomic sentences:** propositional symbols
- **Literal:** atomic sentence or negated atomic sentence ( $P$ ,  $\neg P$ )
- Sentences are combined by **connectives**

e.g.:

$$(P \wedge Q) \rightarrow R$$

“If it is hot and humid, then it is raining”

$$Q \rightarrow P$$

“If it is humid, then it is hot”

$$Q$$

“It is humid.”

# Propositional logic

- User defines a set of propositional symbols, like P and Q.
- User defines the **semantics** of each propositional symbol:
  - P means “It is hot”
  - Q means “It is humid”
  - R means “It is raining”
- A sentence (well formed formula) is defined as follows:
  - A symbol is a sentence
  - If S is a sentence, then  $\neg S$  is a sentence
  - If S is a sentence, then (S) is a sentence
  - If S and T are sentences, then  $(S \vee T)$ ,  $(S \wedge T)$ ,  $(S \rightarrow T)$ , and  $(S \leftrightarrow T)$  are sentences
  - A sentence is formed by a finite number of the above rules

# Backus Naur Form (BNF)

## Grammar of PL Sentences

```
S := <Sentence> ;  
<Sentence> := <AtomicSentence> | <ComplexSentence> ;  
<AtomicSentence> := "TRUE" | "FALSE" |  
                    "P" | "Q" | "S" ;  
<ComplexSentence> := "(" <Sentence> ")" |  
                    <Sentence> <Connective> <Sentence> |  
                    "NOT" <Sentence> ;  
<Connective> := "AND" | "OR" | "IMPLIES" |  
                "EQUIVALENT" ;
```

# Precedences (Saving Parentheses)

- proper use of parentheses can be tedious
- hence precedences to ease writing (much like in arithmetic)

Operator	Precedence
$\neg$	1
$\wedge$	2
$\vee$	3
$\rightarrow$	4
$\leftrightarrow$	5

e.g.,

- $(U \vee (\neg S \wedge T)) = U \vee \neg S \wedge T$
- $((S \wedge T) \rightarrow (U \vee V)) = S \wedge T \rightarrow U \vee V$

# Terminology

- **valid sentence (aka tautology)**
  - sentence that is True under all interpretations
  - e.g., “It’s raining or it’s not raining.”
- **inconsistent sentence (aka contradiction)**
  - is a sentence that is False under all interpretations
  - e.g., “It’s raining and it’s not raining.”
- **P entails Q**, written  $P \models Q$ 
  - whenever P is True, so is Q
  - i.e., all models of P are also models of Q

# Truth tables

*And*

$p$	$q$	$p \cdot q$
$T$	$T$	$T$
$T$	$F$	$F$
$F$	$T$	$F$
$F$	$F$	$F$

*Or*

$p$	$q$	$p \vee q$
$T$	$T$	$T$
$T$	$F$	$T$
$F$	$T$	$T$
$F$	$F$	$F$

*If ... then*

$p$	$q$	$p \supset q$
$T$	$T$	$T$
$T$	$F$	$F$
$F$	$T$	$T$
$F$	$F$	$T$

*Not*

$p$	$\sim p$
$T$	$F$
$F$	$T$

# Truth tables

The five logical connectives:

$P$	$Q$	$\neg P$	$P \wedge Q$	$P \vee Q$	$P \Rightarrow Q$	$P \Leftrightarrow Q$
<i>False</i>	<i>False</i>	<i>True</i>	<i>False</i>	<i>False</i>	<i>True</i>	<i>True</i>
<i>False</i>	<i>True</i>	<i>True</i>	<i>False</i>	<i>True</i>	<i>True</i>	<i>False</i>
<i>True</i>	<i>False</i>	<i>False</i>	<i>False</i>	<i>True</i>	<i>False</i>	<i>False</i>
<i>True</i>	<i>True</i>	<i>False</i>	<i>True</i>	<i>True</i>	<i>True</i>	<i>True</i>

E.g., a complex sentence:

$P$	$H$	$P \vee H$	$(P \vee H) \wedge \neg H$	$((P \vee H) \wedge \neg H) \Rightarrow P$
<i>False</i>	<i>False</i>	<i>False</i>	<i>False</i>	<i>True</i>
<i>False</i>	<i>True</i>	<i>True</i>	<i>False</i>	<i>True</i>
<i>True</i>	<i>False</i>	<i>True</i>	<i>True</i>	<i>True</i>
<i>True</i>	<i>True</i>	<i>True</i>	<i>False</i>	<i>True</i>



# Notations

note that there are quite many notations

e.g.,

- AND as “\*”, “&&”
- OR as “+”, “||”
- NOT as “-”, “^”, “¬”

# De Morgan's Laws

The complement of ANDs is the OR of complements  
The complement of ORs is the AND of complements

$$(X + Y)' = X' Y'$$

$$(X Y)' = X' + Y'$$

- **proof** easy via **truth table**
- can also be generalized to **n** variables

# Inference rules

## **Logical inference**

- is used to create new sentences
- that logically follow from a given set of sentences (KB)

## **Deductive inference aka Deduction**

- alternative to (enumerative) proofs with truth tables
- use of initial true sentence in KB and “re-write” rules
- i.e., logical equivalences (sound inference rules)

# Inference rules

- an inference rule is **sound**
  - if every sentence  $X$  produced by an inference rule operating on a KB logically follows from the KB
  - i.e., the inference rule does not create any contradictions
- an inference rule is **complete**
  - if it is able to produce every expression that logically follows from (i.e., is entailed by) the KB
  - note the analogy to complete search algorithms

# Sound Rules of Inference

Important Examples:

<u>RULE</u>	<u>PREMISE</u>	<u>CONCLUSION</u>
Modus Ponens	$A, A \rightarrow B$	$B$
And Introduction	$A, B$	$A \wedge B$
And Elimination	$A \wedge B$	$A$
Double Negation	$\neg\neg A$	$A$
Unit Resolution	$A \vee B, \neg B$	$A$
<b>Resolution</b>	<b><math>A \vee B, \neg B \vee C</math></b>	<b><math>A \vee C</math></b>

# Sound Rules of Inference

- a rule is sound if its conclusion is true whenever the premise is true
- this can be shown using a truth table
- example modus ponens: premise  $A$ ,  $A \rightarrow B$ , conclusion  $B$

<b>A</b>	<b>B</b>	<b><math>A \rightarrow B</math></b>	<b>OK?</b>
True	True	True	✓
True	False	False	✓
False	True	True	✓
False	False	True	✓

# Soundness Resolution

$\alpha$	$\beta$	$\gamma$	$\alpha \vee \beta$	$\neg \beta \vee \gamma$	$\alpha \vee \gamma$
<i>False</i>	<i>False</i>	<i>False</i>	<i>False</i>	<i>True</i>	<i>False</i>
<i>False</i>	<i>False</i>	<i>True</i>	<i>False</i>	<i>True</i>	<i>True</i>
<i>False</i>	<i>True</i>	<i>False</i>	<i>True</i>	<i>False</i>	<i>False</i>
<u><i>False</i></u>	<u><i>True</i></u>	<u><i>True</i></u>	<u><i>True</i></u>	<u><i>True</i></u>	<u><i>True</i></u>
<u><i>True</i></u>	<u><i>False</i></u>	<u><i>False</i></u>	<u><i>True</i></u>	<u><i>True</i></u>	<u><i>True</i></u>
<u><i>True</i></u>	<u><i>False</i></u>	<u><i>True</i></u>	<u><i>True</i></u>	<u><i>True</i></u>	<u><i>True</i></u>
<i>True</i>	<i>True</i>	<i>False</i>	<i>True</i>	<i>False</i>	<i>True</i>
<u><i>True</i></u>	<u><i>True</i></u>	<u><i>True</i></u>	<u><i>True</i></u>	<u><i>True</i></u>	<u><i>True</i></u>

# Proving with Inference

## **(deductive) proof**

- a sequence of sentences
- where each sentence is either a premise
- or a sentence derived
  - from earlier sentences in the proof
  - by one of the rules of inference

last sentence = **theorem** (aka goal or query)  
that is to be proven



# Proving with Inference

deduction relies on **monotonicity** of PL

- i.e.,
  - deriving a new sentence and adding it to the KB
  - does not affect what can be entailed from original KB
- can freely add true sentences
  - that can be derived in any order
- once something is proved true, it remains true

(there are non-monotonic logics)

# Proving: Example

premises:

- $(P \wedge Q) \rightarrow R$ 
  - “If it is hot and humid, then it is raining”
- $Q \rightarrow P$ 
  - “If it is humid, then it is hot”
- $Q$ 
  - “It is humid”

goal: proof for  $R$  - “it is raining”

# Proving: Example

1 $Q$	Premise - "It is humid"
2 $Q \rightarrow P$	Premise - "If it is humid, it is hot"
3 $P$	Modus Ponens (1,2) - "It is hot"
4 $(P \wedge Q) \rightarrow R$	Premise - "If it's hot & humid, it's raining"
5 $P \wedge Q$	And Introduction(1,3) - "It is hot & humid"
6 $R$	Modus Ponens(4,5) - "It is raining"

Note: inference is in general a search problem

# Proof by Contradiction aka Refutation

show  $KB \models \alpha$

- by proving that  $KB \wedge \neg \alpha$  is *unsatisfiable*,
- i.e., by deducing False from  $KB \wedge \neg \alpha$
- inference can use all the logical equivalences to derive new sentences
- or **resolution** as *single* inference rule
  - **sound**: only derives entailed sentences
  - **complete**: can derive any entailed sentence

# Proof by Contradiction aka Refutation

So, Resolution is refutation complete:

if  $KB \models \alpha$ , then  $KB \wedge \neg\alpha \vdash \text{False}$

- but the sentences need to be pre-processed into a special form
- fortunately, all sentences *can* be converted into this form

# Conjunctive Normal Form (CNF)

CNF aka clausal normal form

- a conjunction of clauses
- where a clause is a disjunction of literals

i.e., an AND of ORs of literals

e.g.,  $(A \vee \neg B \vee \neg C) \wedge (\neg A \vee D)$

Disjunctive Normal Form (DNF) is analog,

i.e., OR of ANDs of literals

# Conjunctive Normal Form (CNF)

Replace all  $\Leftrightarrow$  using iff/biconditional elimination

$$\alpha \Leftrightarrow \beta \equiv (\alpha \Rightarrow \beta) \wedge (\beta \Rightarrow \alpha)$$

Replace all  $\Rightarrow$  using implication elimination

$$\alpha \Rightarrow \beta \equiv \neg \alpha \vee \beta$$

Move all negations inward using  
double-negation elimination

$$\neg(\neg \alpha) \equiv \alpha$$

de Morgan's rule

$$\neg(\alpha \vee \beta) \equiv \neg \alpha \wedge \neg \beta$$

$$\neg(\alpha \wedge \beta) \equiv \neg \alpha \vee \neg \beta$$

Apply distributivity of  $\wedge$  over  $\vee$

$$\alpha \vee (\beta \wedge \gamma) \equiv (\alpha \vee \beta) \wedge (\alpha \vee \gamma)$$

# Resolution Refutation Algorithm

1. Convert all sentences in KB to CNF
2. Add negation of query (in CNF) to KB
3. Pick 2 sentences that have not been used before and can be used with the Resolution Rule of inference
4. If none, halt and answer that query is *NOT* entailed by KB
5. Compute resolvent and add it to KB
6. If False in KB
  - Then halt and answer that the query *IS* entailed by KB
  - Else Goto 3

use e.g. BFS for this (esp., step 3)

nice but can be computationally demanding



# Horn Sentences

**Horn sentence** or **Horn clause** has the form:

$$P1 \wedge P2 \wedge P3 \dots \wedge Pn \rightarrow Q$$

or alternatively

$$(P \rightarrow Q) = (\neg P \vee Q)$$

$$\neg P1 \vee \neg P2 \vee \neg P3 \dots \vee \neg Pn \vee Q$$

where Ps and Q are non-negated atoms

proving for Horn sentences:

$$P, Q, (P \wedge Q) \Rightarrow R \vdash R$$

- Generalized Modus Ponens sufficient
- computationally efficient (more about this later)
- but Horn clauses are only a subset of PL

# Limits Propositional Logic

Propositional Logic is a weak language

i.e., hard to

- identify “objects/individuals” (e.g., Mary, 3)
- talk about properties of individuals or relations between individuals (e.g., “Bill is tall”)
- represent generalizations, patterns, regularities (e.g., “all triangles have 3 sides”)

Example: Every person is mortal. Confucius is a person.  
Hence, Confucius is mortal. *How to express in PL?*