

# Inference in First-Order Logic

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## Outline

I. Knowledge engineering

II. Propositionalization

III. Unification

# I. Knowledge Engineering Process

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## ♣ Identification of questions and facts.

What will the KB support and what facts are available?

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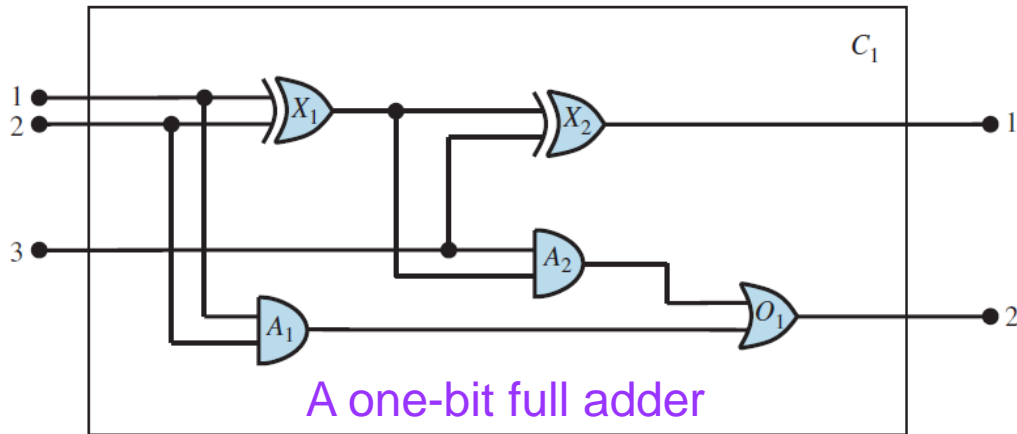
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## ♣ Debugging and evaluation of the KB.

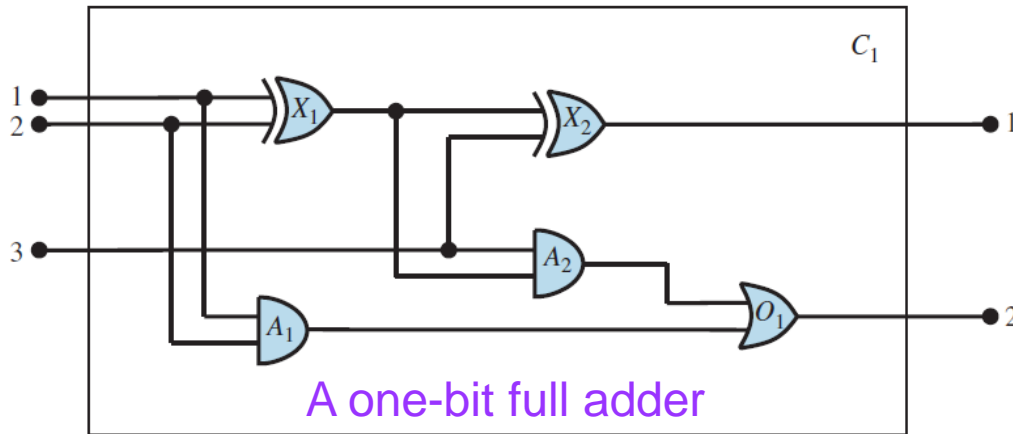


# The Electronic Circuits Domain



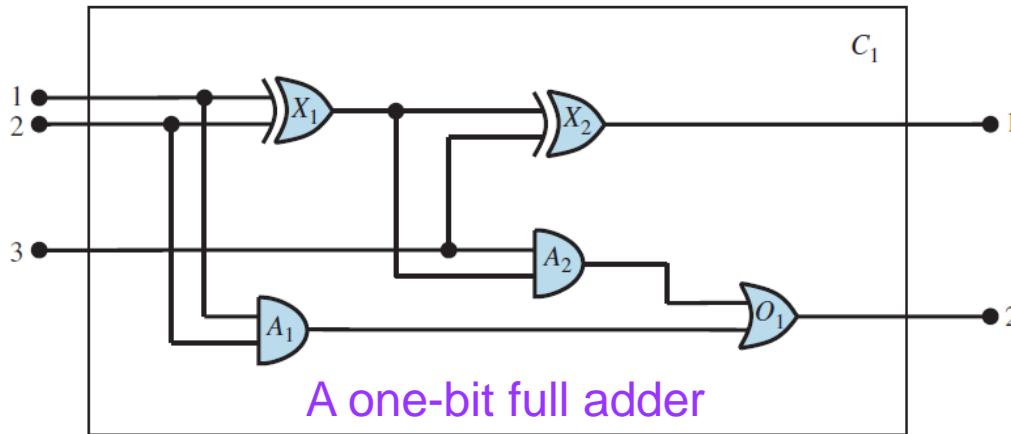
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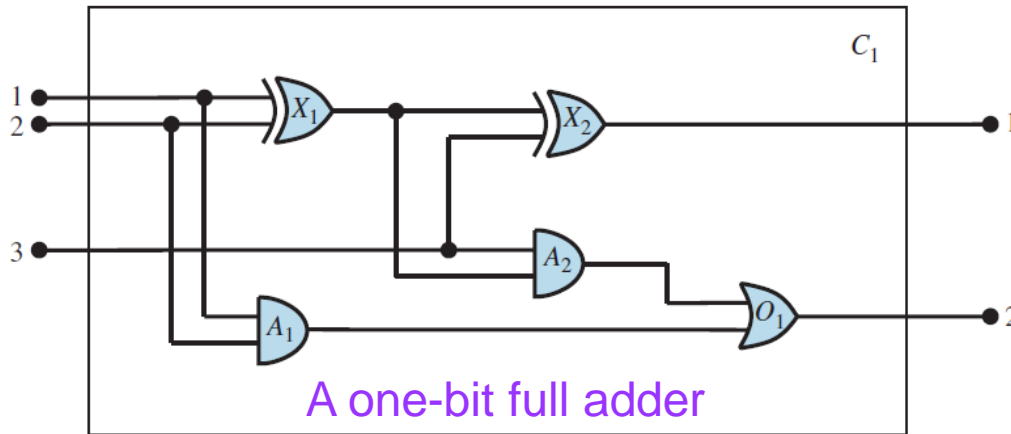
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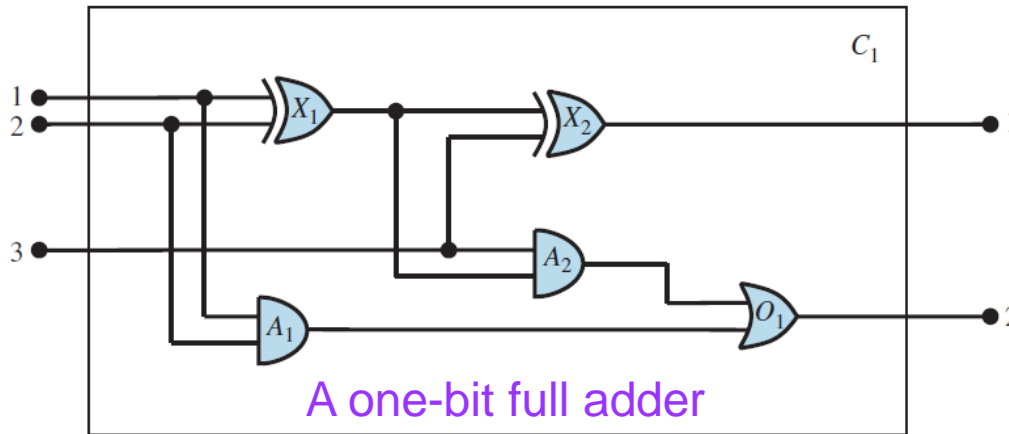
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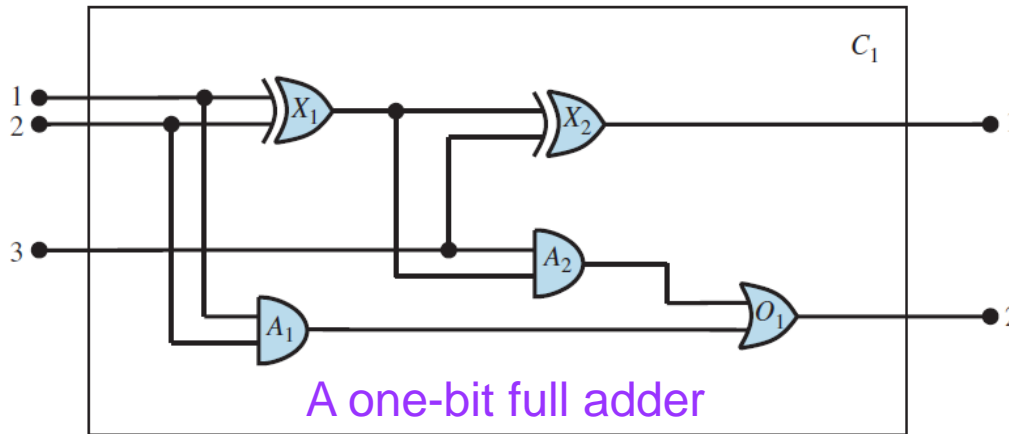
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  - ♣ *Type* ( $X_1$ ): type of gate  $X_1$  (which is *XOR*)
  - ♣ *In*(1,  $X_2$ ): 1<sup>st</sup> input terminal for gate  $X_2$
  - ♣ *Out*(2,  $C_1$ ): 2<sup>nd</sup> output terminal for circuit  $C_1$
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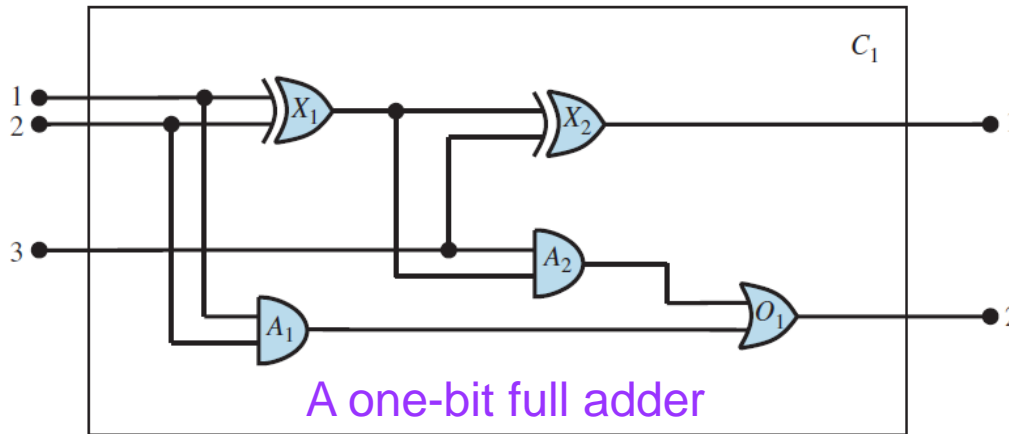
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- ◆ Connectivity predicate: *Connected*(*Out*(1,  $X_1$ ), *In*(1,  $X_2$ ))
- ◆ Signal function: *Signal*( $t$ ) has value 1 or 0 at time  $t$ .

# Encoding General Domain Knowledge

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// Two connected terminals have the same signal.

$\forall t_1, t_2 \text{ } Terminal(t_1) \wedge Terminal(t_2) \wedge Connected(t_1, t_2) \Rightarrow Signal(t_1) = Signal(t_2)$



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// An AND gate outputs 0 if and only if its input is 0.

$\forall g \text{ Gate}(g) \wedge \text{Type}(g) = \text{AND} \Rightarrow (\text{Signal}(\text{Out}(1, g)) = 0 \Leftrightarrow \exists n \text{ Signal}(\text{In}(n, g)) = 0)$

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// An OR gate outputs 1 if and only if any of its input is 1.

$$\forall g \text{ Gate}(g) \wedge \text{Type}(g) = \text{OR} \Rightarrow (\text{Signal}(\text{Out}(1, g)) = 1 \Leftrightarrow \exists n \text{ Signal}(\text{In}(n, g)) = 1)$$

# cont'd

// An XOR gate outputs 1 if and only if its inputs are different.

$\forall g \text{ Gate}(g) \wedge \text{Type}(g) = \text{XOR} \Rightarrow (\text{Signal}(\text{Out}(1, g)) = 1 \Leftrightarrow \text{Signal}(\text{In}(1, g)) \neq \text{Signal}(\text{In}(2, g)))$

// An NOT gate's output is different from its input.

$\forall g \text{ Gate}(g) \wedge \text{Type}(g) = \text{NOT} \Rightarrow (\text{Signal}(\text{Out}(1, g)) = 1 \Leftrightarrow \text{Signal}(\text{In}(1, g)) \neq \text{Signal}(\text{In}(1, g)))$

// All the gates (except for NOT) have two inputs and one output.

$\forall g \text{ Gate}(g) \wedge \text{Type}(g) = \text{NOT} \Rightarrow \text{Arity}(g, 1, 1)$

$\forall g, k \text{ Gate}(g) \wedge k = \text{Type}(g) \wedge (k = \text{AND} \vee k = \text{OR} \vee k = \text{XOR}) \Rightarrow \text{Arity}(g, 2, 1)$

// A circuit has terminals **exactly** up to its input and output arity.

$\forall c, i, j \text{ Circuit}(c) \wedge \text{Arity}(c, i, j) \Rightarrow$   
 $\forall n (n \leq i \Rightarrow \text{Terminal}(\text{In}(n, c)) \wedge (n > i \Rightarrow \text{In}(n, c) = \text{Nothing})) \wedge$   
 $\forall n (n \leq j \Rightarrow \text{Terminal}(\text{Out}(n, c)) \wedge (n > j \Rightarrow \text{Out}(n, c) = \text{Nothing}))$

// Gates and terminals are all distinct.

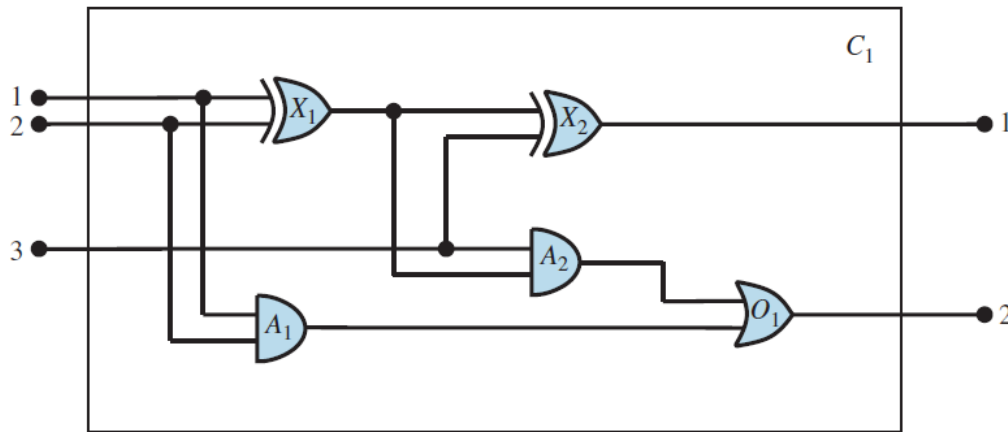
$\forall g, t, s \text{ Gate}(g) \wedge \text{Terminal}(t) \wedge \text{Signal}(s) \Rightarrow g \neq t \wedge g \neq s \wedge t \neq s$

// Gates are circuits.

$\forall g \text{ Gate}(g) \Rightarrow \text{Circuit}(g)$

function not predicate

# Encoding a Problem Instance



◆ Circuit and component gates:

$Circuit(C_1) \wedge Arity(C_1, 3, 2)$

$Gate(X_1) \wedge Type(X_1) = XOR$

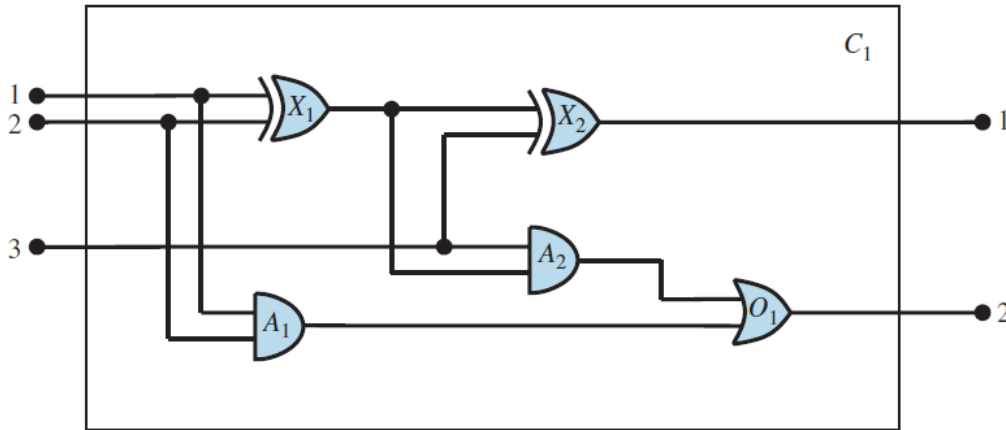
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$Gate(O_1) \wedge Type(O_1) = OR$

## ◆ Connections between the circuit and component gates:

$Connected(Out(1, X_1), In(1, X_2))$

$Connected(Out(1, X_1), In(2, A_2))$

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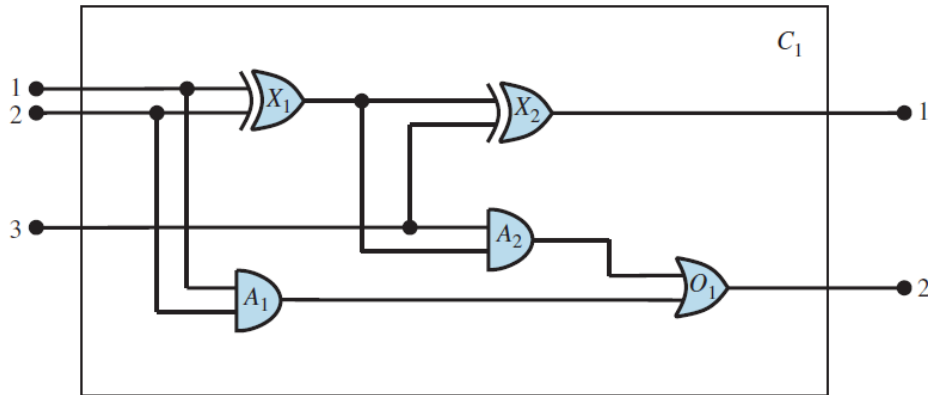
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$Connected(In(3, C_1), In(2, X_2))$

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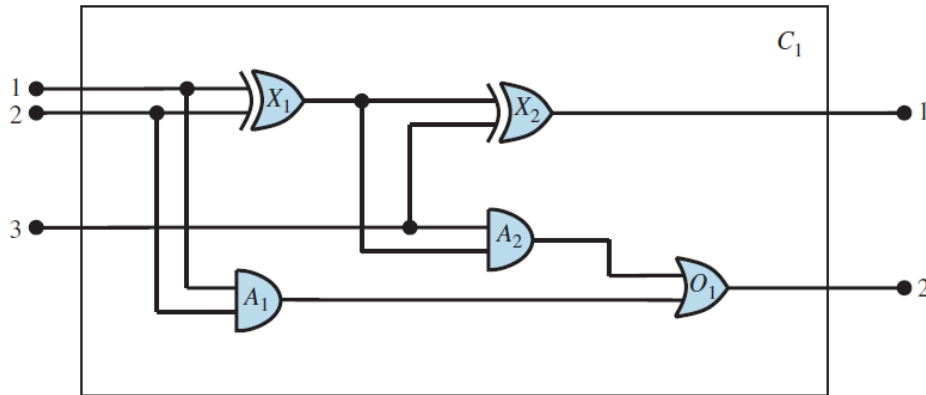


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**Q.** What combinations of inputs would cause the first output of  $C_1$  to be 0 and its second output to be 1?

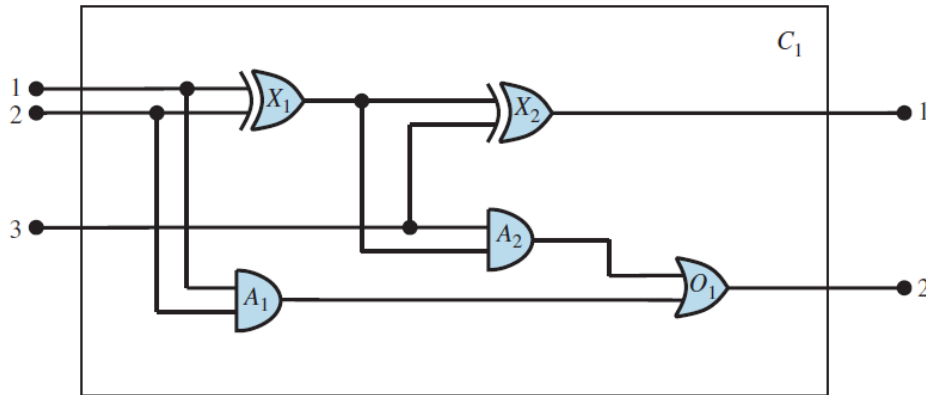
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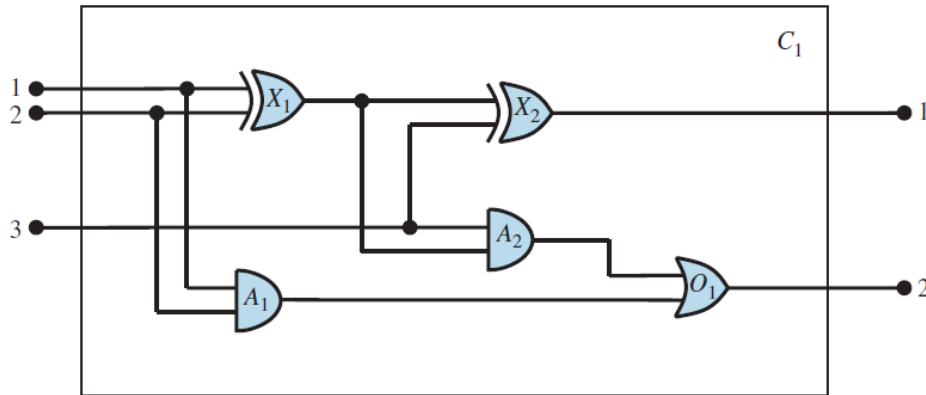
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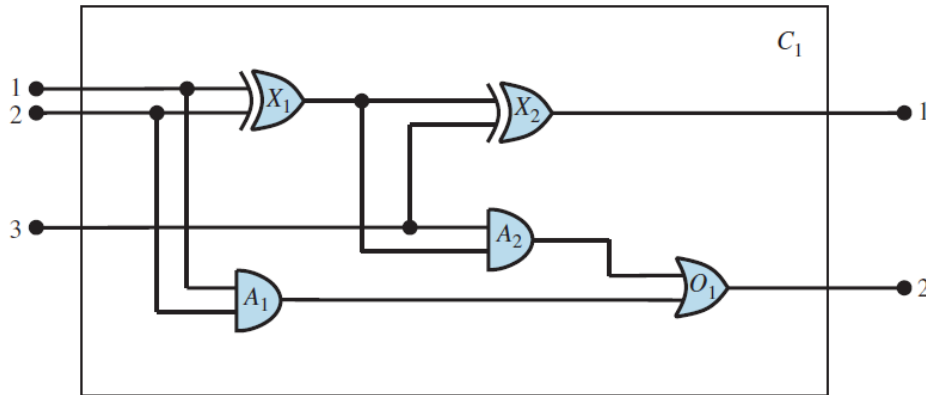
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$\text{Human}(\text{Socrates}) \Rightarrow \text{Fallible}(\text{Socrates})$

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We can infer (if  $\text{Bird}(\text{Ostrich})$  and  $\text{Bird}(\text{Peacock})$  are in the KB):

$\text{WarmBlooded}(\text{Ostrich}) \wedge \text{HaveWings}(\text{Ostrich})$

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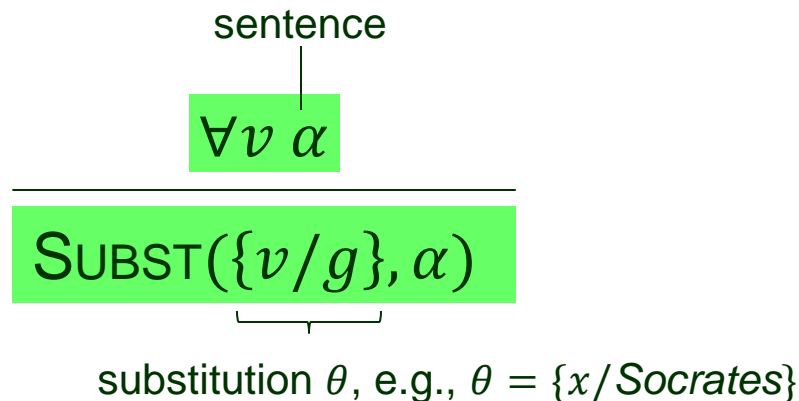
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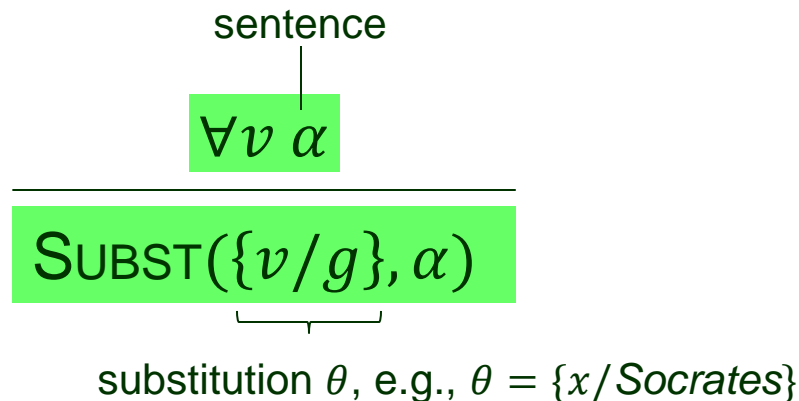
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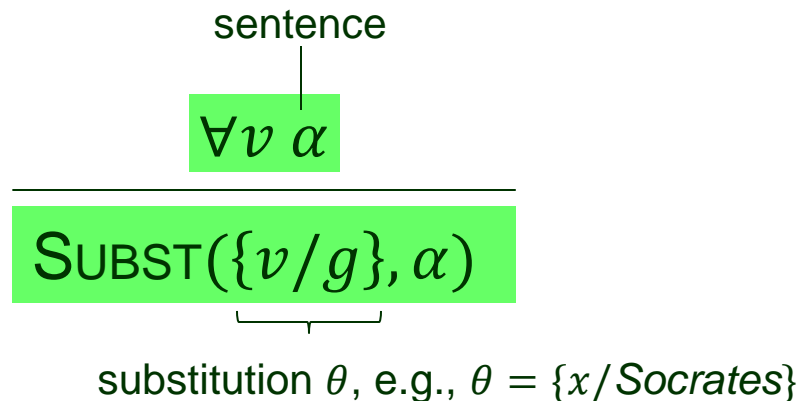
E.g.,  $\theta = \{x/\text{Ostrich}\}$

$\forall x \text{ Bird}(x) \Rightarrow \text{WarmBlooded}(x) \wedge \text{HaveWings}(x)$

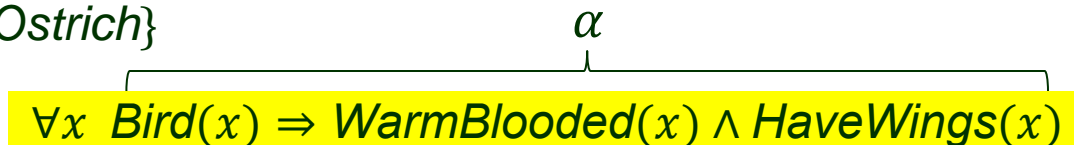
# Universal and Existential Instantiations

A *ground term* in FOL is a term without variables.

Substitute a ground term for a universally quantified variable.



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$$\frac{\text{sentence} \quad \forall v \alpha}{\text{SUBST}(\underbrace{\{v/g\}}_{\text{substitution } \theta, \text{ e.g., } \theta = \{x/\text{Socrates}\}}, \alpha)}$$

E.g.,  $\theta = \{x/\text{Ostrich}\}$

$$\text{SUBST}(\theta, \alpha) \equiv \text{SUBST}(\underbrace{\{x/\text{Ostrich}\}}_{\theta}, \underbrace{\forall x \text{ Bird}(x) \Rightarrow \text{WarmBlooded}(x) \wedge \text{HaveWings}(x)}_{\alpha})$$
$$\equiv \text{Bird}(\text{Ostrich}) \Rightarrow \text{WarmBlooded}(\text{Ostrich}) \wedge \text{HaveWings}(\text{Ostrich})$$

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Substitute a single **new constant symbol** for an existentially quantified variable.

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|  
*Skolem constant*

# Propositionalization

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$\forall x \forall y \text{ Ancestor}(x, y) \rightarrow \text{Parent}(x, y) \vee \exists z (\text{Ancestor}(x, z) \wedge \text{Ancestor}(z, y))$

*KB:*

*Ancestor(John, David)*

*Parent(John, David)*

*Parent(David, Lisa)*

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$\vdots$



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A more standard way to eliminate an existential quantifier is to introduce a **new function symbol**, which is, however, not applicable in generating a PL sentence.

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$$\exists y \, \text{Mother}(y, \text{Liam})$$

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|  |   |   |
|--|---|---|
| $\exists y \, \text{Mother}(y, \text{Liam})$   | new unary<br>function <i>mom()</i><br>$\longrightarrow$ | $\text{Mother}(\text{mom}(\text{Liam}), \text{Liam})$     |
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- ◆ **Advantage:** one function instead of two new constants to denote the moms of Liam and Sophia.

# Generalized Modus Ponens

---

$$(p_1 \wedge p_2 \wedge \cdots \wedge p_n \Rightarrow q), \quad p'_1, p'_2, \dots, p'_n$$

Suppose there exists a substitution  $\theta$  such that

$$\text{SUBST}(\theta, p_i) = \text{SUBST}(\theta, p'_i) \quad \text{for } 1 \leq i \leq n$$



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KB:

$\text{Gate}(X_1), \text{Terminal}(\text{In}(1, C_1))$

$\text{Gate}(g) \wedge \text{Terminal}(t) \Rightarrow g \neq t$

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$\theta = \{g/X_1, t/(\text{In}(1, C_1))\}$   
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$$X_1 \neq \text{In}(1, C_1)$$

# III. Unification

---

- ♦ The process of finding substitutions that make different logical expressions look identical.
- ♦ Carried out by the algorithm UNIFY.

$$\text{UNIFY}(p, q) = \theta \quad \text{where } \text{SUBST}(\theta, p) = \text{SUBST}(\theta, q)$$

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

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

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

# Unification (cont'd)

---

## ♠ Conflicting substitutions

$\text{UNIFY}(\text{Knows}(\text{John}, x), \text{Knows}(x, \text{Elizabeth})) = \text{failure}$

# Unification (cont'd)

---

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UNIFY(*Knows*(*John*, *x*), *Knows*(*x*, *Elizabeth*)) = *failure*

$\{x/John\}$



# Unification (cont'd)

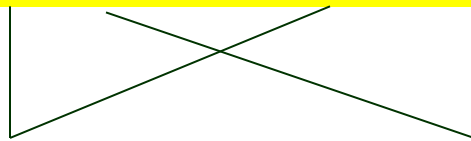
---

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# Unification (cont'd)

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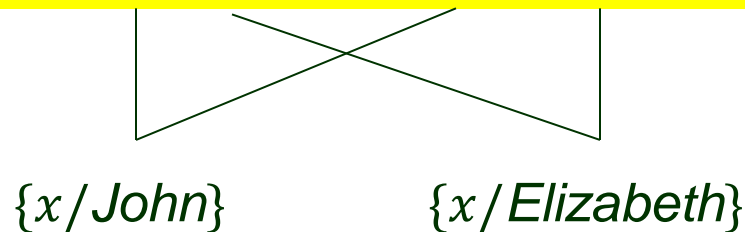
$\{x/Elizabeth\}$

*x* cannot take on the values *John* and *Elizabeth* at the same time!

# Unification (cont'd)

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$\text{UNIFY}(\text{Knows}(\text{John}, x), \text{Knows}(x, \text{Elizabeth})) = \text{failure}$



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## ♠ Multiple unifiers

$\text{UNIFY}(\text{Knows}(\text{John}, x), \text{Knows}(y, z))$

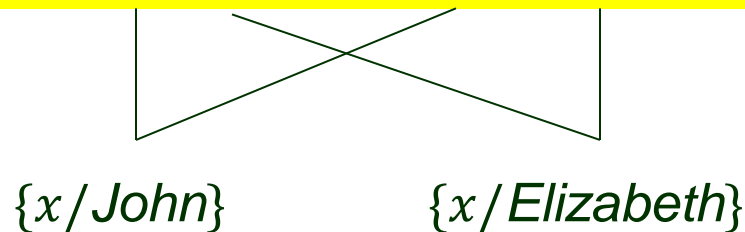
could return  $\{y/\text{John}, x/z\}$

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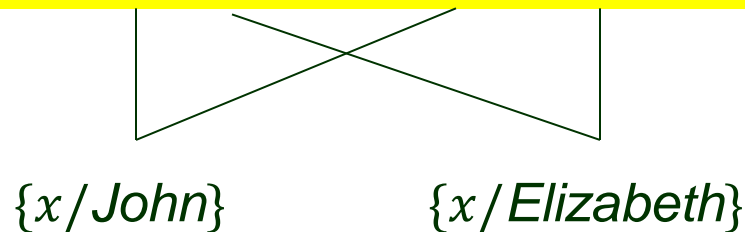
could return  $\{y/\text{John}, x/z\}$   $\Longrightarrow$   $\text{Knows}(\text{John}, z)$

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$\text{UNIFY}(\text{Knows}(\text{John}, x), \text{Knows}(y, z))$

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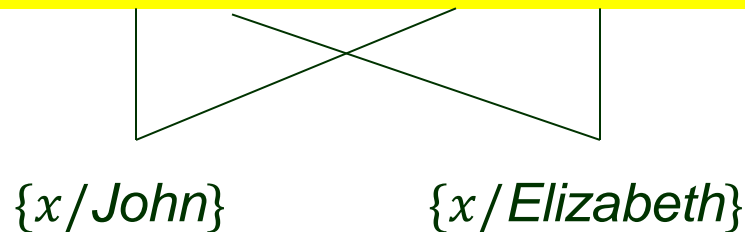
or  $\{y/\text{John}, x/\text{John}, z/\text{John}\} \implies \text{Knows}(\text{John}, \text{John})$



# Unification (cont'd)

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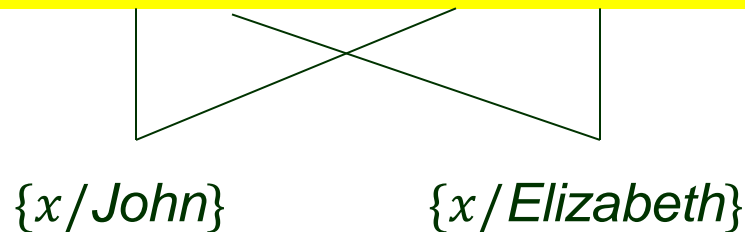
could return  $\{y/\text{John}, x/z\}$   $\Longrightarrow$   $\text{Knows}(\text{John}, z)$   
**more general unifier** for fewer restriction on variable values

or  $\{y/\text{John}, x/\text{John}, z/\text{John}\}$   $\Longrightarrow$   $\text{Knows}(\text{John}, \text{John})$

# Unification (cont'd)

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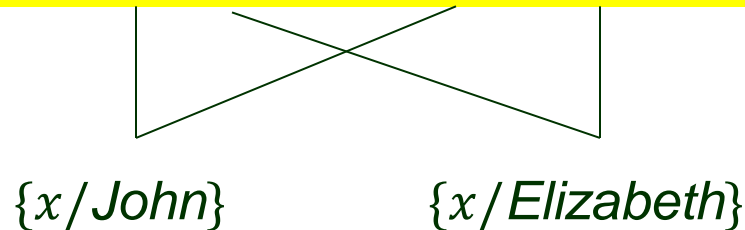
could return  $\{y/\text{John}, x/z\}$   $\Longrightarrow \text{Knows}(\text{John}, z)$   
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or  $\{y/\text{John}, x/\text{John}, z/\text{John}\}$   $\Longrightarrow \text{Knows}(\text{John}, \text{John})$   
less general unifier

# Unification (cont'd)

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# Unification Algorithm

**function** UNIFY( $x, y, \theta = \text{empty}$ ) **returns** a substitution to make  $x$  and  $y$  identical, or *failure*  
  **if**  $\theta = \text{failure}$  **then return** *failure*  
  **else if**  $x = y$  **then return**  $\theta$   
  **else if** VARIABLE?( $x$ ) **then return** UNIFY-VAR( $x, y, \theta$ )  
  **else if** VARIABLE?( $y$ ) **then return** UNIFY-VAR( $y, x, \theta$ )  
  **else if** COMPOUND?( $x$ ) **and** COMPOUND?( $y$ ) **then** \_\_\_\_\_ **function**  
    **return** UNIFY(ARGS( $x$ ), ARGS( $y$ ), UNIFY(OP( $x$ ), OP( $y$ ),  $\theta$ )) **symbol of**  $x$   
  **else if** LIST?( $x$ ) **and** LIST?( $y$ ) **then** \_\_\_\_\_ **argument**  
    **return** UNIFY(REST( $x$ ), REST( $y$ ), UNIFY(FIRST( $x$ ), FIRST( $y$ ),  $\theta$ )) **list of**  $y$   
  **else return** *failure*

**function** UNIFY-VAR( $var, x, \theta$ ) **returns** a substitution  
  **if**  $\{var/val\} \in \theta$  for some  $val$  **then return** UNIFY( $val, x, \theta$ )  
  **else if**  $\{x/val\} \in \theta$  for some  $val$  **then return** UNIFY( $var, val, \theta$ )  
  **else if** OCCUR-CHECK?( $var, x$ ) **then return** *failure*  
  **else return** add  $\{var/x\}$  to  $\theta$

Recursively explore two expressions  $x$  and  $y$  “side by side” to build up a unifier.

# Unification Algorithm

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  else if VARIABLE?( $x$ ) then return UNIFY-VAR( $x, y, \theta$ )  
  else if VARIABLE?( $y$ ) then return UNIFY-VAR( $y, x, \theta$ )  
  else if COMPOUND?( $x$ ) and COMPOUND?( $y$ ) then _____ function  
    return UNIFY(ARGS( $x$ ), ARGS( $y$ ), UNIFY(OP( $x$ ), OP( $y$ ),  $\theta$ )) symbol of  $x$   
  else if LIST?( $x$ ) and LIST?( $y$ ) then _____ argument  
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  else if OCCUR-CHECK?( $var, x$ ) then return failure // check whether the variable  $var$  appears  
  else return add  $\{var/x\}$  to  $\theta$  // inside the complex term  $x$ . match fails if so  
                                     // because no unifier can be constructed.
```

Recursively explore two expressions  $x$  and  $y$  “side by side” to build up a unifier.

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  if  $\{var/val\} \in \theta$  for some  $val$  then return UNIFY( $val, x, \theta$ )  
  else if  $\{x/val\} \in \theta$  for some  $val$  then return UNIFY( $var, val, \theta$ )  
  else if OCCUR-CHECK?( $var, x$ ) then return failure // check whether the variable  $var$  appears  
  else return add  $\{var/x\}$  to  $\theta$  // inside the complex term  $x$ . match fails if so  
                                     // because no unifier can be constructed.
```

Recursively explore two expressions  $x$  and  $y$  “side by side” to build up a unifier.