# Nonmonotonic Reasoning, Weak Slot-and-Filler Structure

Semantic Net, Frames

### Nonmonotonic Reasoning





- Axioms/rules are extended to make it possible to reason with incomplete information.
- These systems preserve, however, the property that at any given moment, a statement is either or not believed to be either.

### Monotonic Reasoning





- It is complete to the domain of interest. All the facts that are necessary to solve a problem are present in the system or can be derived from these.
- It is consistent.
- The only way it can change is that new facts can be added as they become available.
- If these new facts that have already been asserted, then nothing will ever be retracted from the set of facts that are known to be true. This property is called monotonicity.

### Nonmonotonic Reasoning





- If any of these properties not satisfied, conventional logic based reasoning systems become inadequate.
- Nonmonotonic reasoning system is designed to solve the problem in which all of these properties may be missing.
- Monotonicity is fundamental to the definition of first order predicate logic, some alternative to support nonmonotonic reasoning.

### Weak Slot-and-Filler Structure



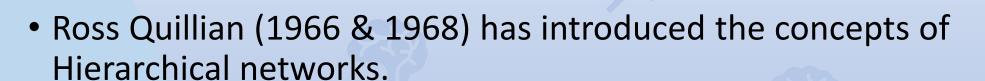


- Static representation of the things can be represented using this structures.
- Structural relationships can be represented using this structures.
- No hard and fast rule are introduced.
- Weak means poor knowledge relationship.
- Semantic Net and Frames

#### Semantic Net







 This model was amended with some additional psychological assumption to characterize the structure of semantic network.

#### Semantic Net





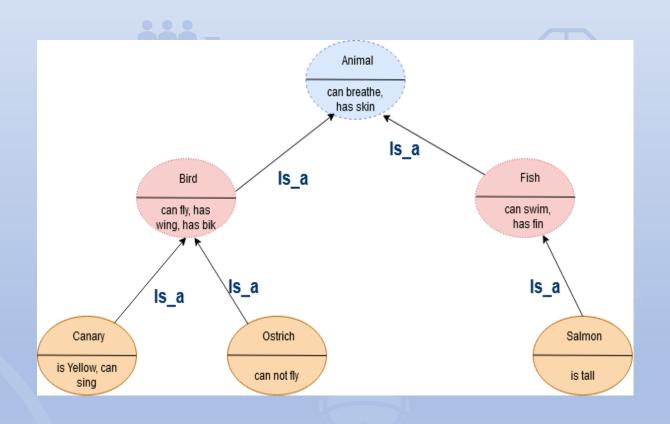
- Concepts can be represented as hierarchies of interconnected concepts nodes(animal, bird, canary).
- Any concepts has a number of associated attributes at a given level (animal-> has skin, eats etc).
- Some concepts nodes are super-ordinates of other nodes(animal>bird)







- Three properties have been used here
- Inheritance
- Specific can be more detailed
- Can be overridden



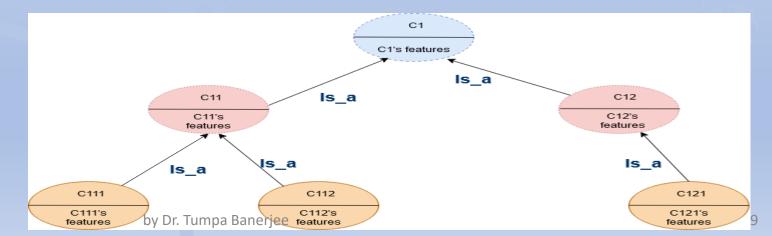




- A semantic network is a structure for representing knowledge as a pattern of interconnected nodes and arcs.
- Nodes in the network represent concepts of entities, attributes, events, and values.

Arcs in the network represent relationship that hold between

concepts.

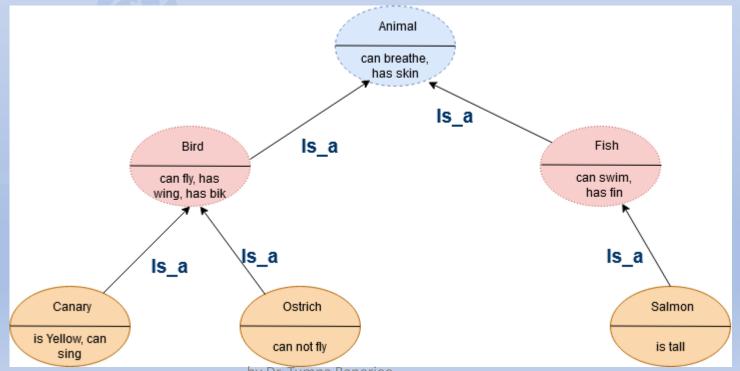






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• The semantics lies not in structure alone, but also requires the relations.



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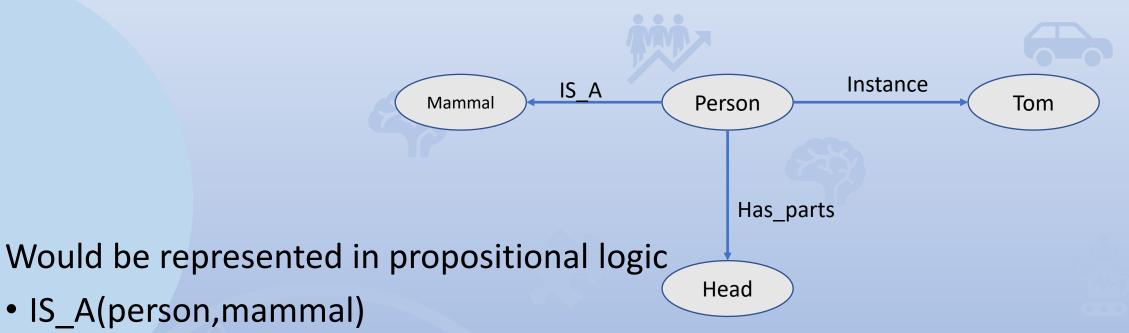




- We have represented the concept and meaning of knowledge in the form of semantic network.
- Whatever we stated using logic, am I able to represent through semantic network?
- Whatever we stated using semantic network, am I able to represent through logic?



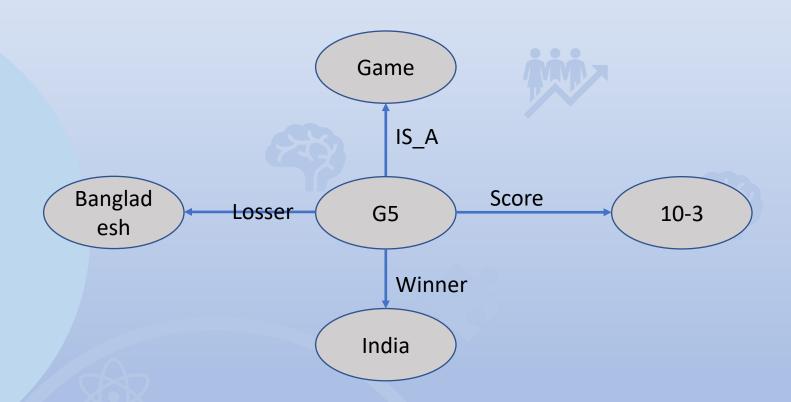




- Instance(Tom, Person)
- Has\_parts(person, Head)





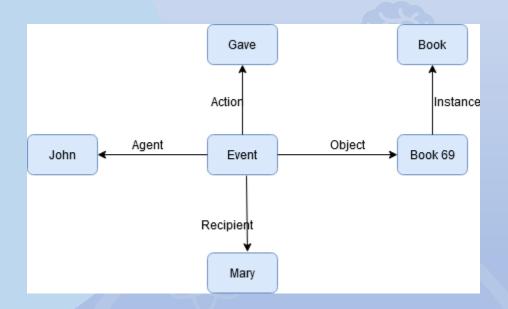


India defeated Bangladesh by 7 wicket.





John gave Mary the book.

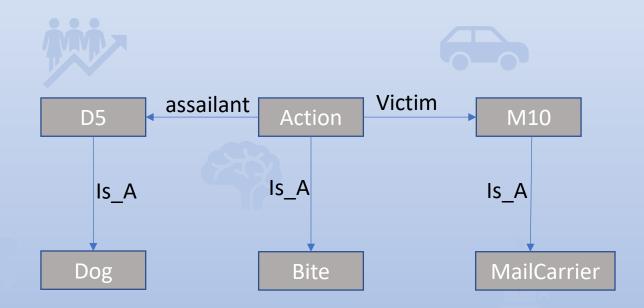


- Man(Anuraag)
- Married(Neha)
- GaveTo(Neha, Anuraag, Covid)



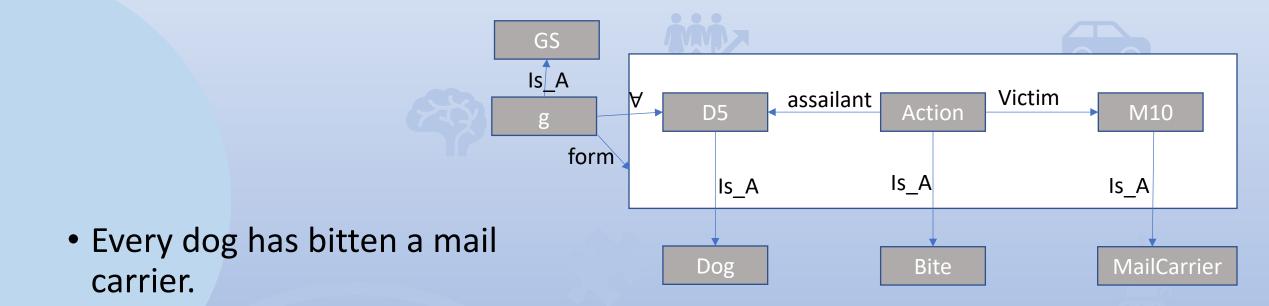


The dog bit the mail carrier.



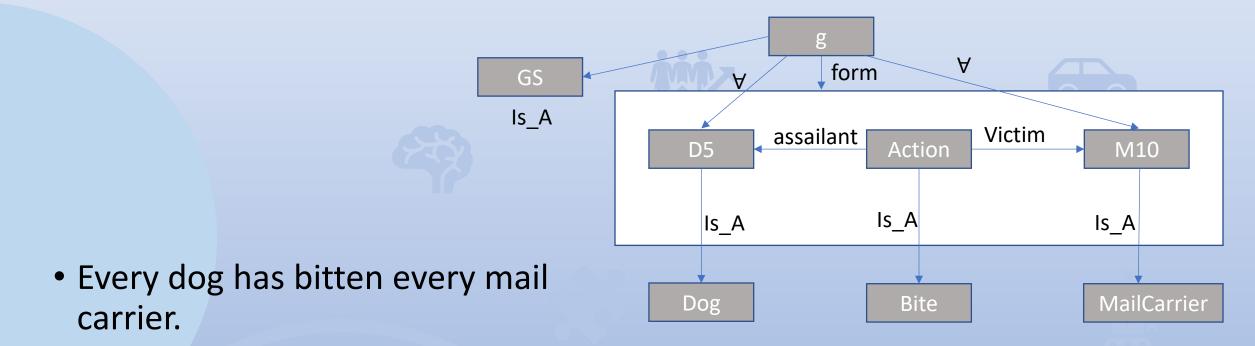








## Propositional logic to Semantic Network



### Frame









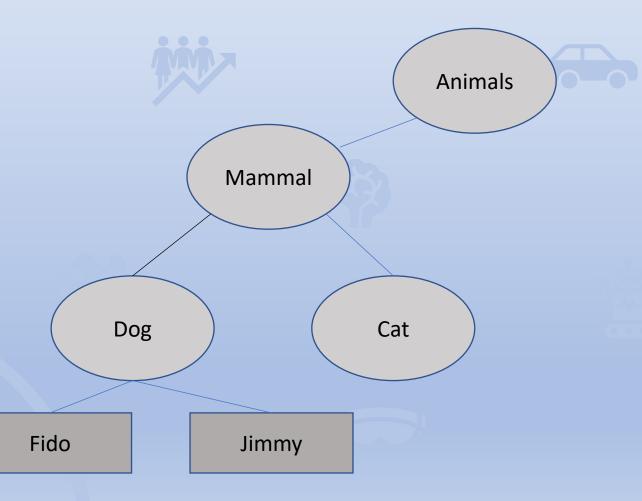
#### A frame is a prototype of a concept

- Denoting the attributes of the concept
- The class of object concepts to which the concepts in question belongs.





- Fido is a dog
- Dog is a concept.
- Mammal is a concepts.
- Dog is a mammal.
- Fido is an instance of Dog.







```
Dog{
    is_a: mammal
    no_of_legs:4
    type of teeth: sharp
    has_tail:Yes
}
```

#### Slots





- Slots denote attributes
- Attributes are typed
- Some values are defined in the frame definition.
- Some values are defined in the instances only.
- Instantiated slots define facts-may be used to answer queries.

#### What are there in a slot?





- Values
- Types
- Constraints over possible values
- Predicate-function
- Compare with object oriented system
- Slots can be structured













