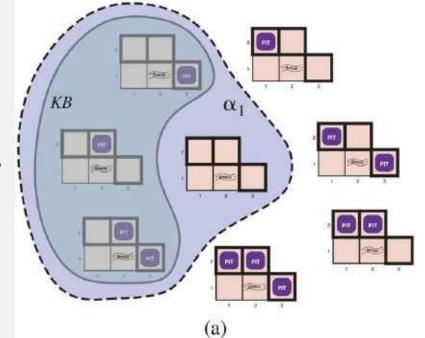
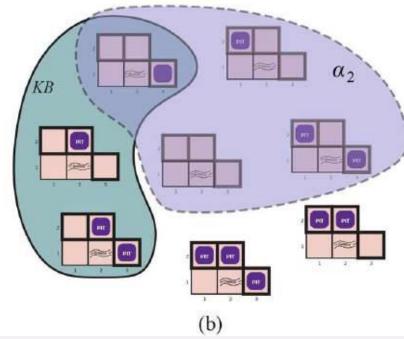


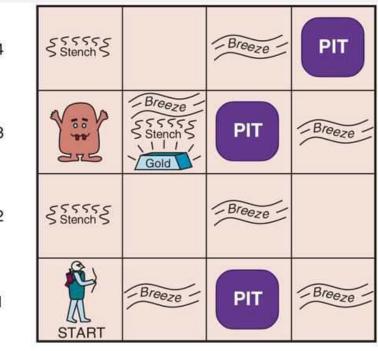
Logical Inference

- a_1 = "There is no pit in [1,2]."
- α_2 = "There is no pit in [2,2]."





- By inspection:
- In every model in which KB is true, lpha 1 is also true. Hence $\mathit{KB} \models lpha_1$
- Conclusion: There is no pit in [1,2].
- In some models in which KB is true, $\alpha 2$ is false. Hence, KB does not entail $\alpha 2$
- Agent cannot conclude that there is no pit in [2,2].



Propositional Logic

```
Sentence → AtomicSentence | ComplexSentence
           AtomicSentence \rightarrow True \mid False \mid P \mid Q \mid R \mid \dots
          ComplexSentence \rightarrow (Sentence)
                                     ¬ Sentence
                                     Sentence ∧ Sentence
                                     Sentence ∨ Sentence
                                     Sentence \Rightarrow Sentence
                                     Sentence ⇔ Sentence
OPERATOR PRECEDENCE : \neg, \land, \lor, \Rightarrow, \Leftrightarrow
```

Semantics

• The semantics defines the rules for determining the truth of a sentence with respect to a particular model.

P	Q	$\neg P$	$P \wedge Q$	$P \lor Q$	$P \Rightarrow Q$	$P \Leftrightarrow Q$
false	false	true	false	false	true	true
false	true	true	false	true	true	false
true	false	false	false	true	false	false
true	true	false	true	true	true	true

- $\neg P$ is true iff P is false in m.
- $P \wedge Q$ is true iff both P and Q are true in m.
- $P \lor Q$ is true iff either P or Q is true in m.
- $P \Rightarrow Q$ is true unless P is true and Q is false in m.
- $P \Leftrightarrow Q$ is true iff P and Q are both true or both false in m.

Propositional Theorem Proving

- Applying rules of inference directly to the sentences in our knowledge base to construct a proof of the desired sentence without consulting models.
- If the number of models is large but the length of the proof is short, then theorem proving can be more efficient than model checking.

- Logical Equivalence
- Validity
- Satisfiability

Logical Equivalence

 Two sentences α and β are logically equivalent if they are true in the same set of models.

$$\alpha \equiv \beta$$

• Any two sentences α and β are equivalent if and only if each of them entails the other:

 $\alpha \equiv \beta$ if and only if $\alpha \models \beta$ and $\beta \models \alpha$

```
(\alpha \wedge \beta) \equiv (\beta \wedge \alpha) commutativity of \wedge
          (\alpha \vee \beta) \equiv (\beta \vee \alpha) commutativity of \vee
((\alpha \wedge \beta) \wedge \gamma) \equiv (\alpha \wedge (\beta \wedge \gamma)) associativity of \wedge
((\alpha \vee \beta) \vee \gamma) \equiv (\alpha \vee (\beta \vee \gamma)) associativity of \vee
          \neg(\neg\alpha) \equiv \alpha double-negation elimination
      (\alpha \Rightarrow \beta) \equiv (\neg \beta \Rightarrow \neg \alpha) contraposition
      (\alpha \Rightarrow \beta) \equiv (\neg \alpha \lor \beta) implication elimination
     (\alpha \Leftrightarrow \beta) \equiv ((\alpha \Rightarrow \beta) \land (\beta \Rightarrow \alpha)) biconditional elimination
      \neg(\alpha \land \beta) \equiv (\neg \alpha \lor \neg \beta) De Morgan
      \neg(\alpha \lor \beta) \equiv (\neg \alpha \land \neg \beta) De Morgan
(\alpha \wedge (\beta \vee \gamma)) \equiv ((\alpha \wedge \beta) \vee (\alpha \wedge \gamma)) distributivity of \wedge over \vee
(\alpha \vee (\beta \wedge \gamma)) \equiv ((\alpha \vee \beta) \wedge (\alpha \vee \gamma)) distributivity of \vee over \wedge
```

Validity

• A sentence is valid if it is true in all models.

• Valid sentences are also known as tautologies—they are necessarily true.

Deduction theorem

For any sentences α and β , ($\alpha \models \beta$) if and only if the sentence ($\alpha \Rightarrow \beta$) is valid.

$$R_1: \neg P_{1,1}$$
.

$$R_2: \quad B_{1,1} \Leftrightarrow (P_{1,2} \vee P_{2,1})$$
 .

$$R_3: \quad B_{2,1} \Leftrightarrow (P_{1,1} \vee P_{2,2} \vee P_{3,1}).$$

Satisfiability

 $egin{array}{ll} R_4: &
eg B_{1,1} \,. \ R_5: & B_{2,1} \,. \end{array}$

• A sentence is satisfiable if it is true in, or satisfied by, some model.

• The knowledge base given earlier, $(R_1 \wedge R_2 \wedge R_3 \wedge R_4 \wedge R_5)$, is satisfiable because there are three models in which it is true.

- Validity and satisfiability are of course connected: α is valid iff $\neg \alpha$ is unsatisfiable;
- contrapositively, α is satisfiable iff $\neg \alpha$ is not valid.

 $\alpha \models \beta$ if and only if the sentence $(\alpha \land \neg \beta)$ is unsatisfiable

Inference and proofs

• Modus Ponens rule: Whenever any sentences of the form $\alpha \Rightarrow \beta$ and α are given, then the sentence can be inferred.

 If (WumpusAhead ∧WumpusAlive) ⇒ Shoot and (WumpusAhead ∧WumpusAlive) are given, then Shoot can be inferred.

• And-Elimination: from a conjunction, any of the conjuncts can be inferred

$$\frac{\alpha \wedge \beta}{\alpha}$$

(WumpusAhead \(\Delta \) WumpusAlive), WumpusAlive can be inferred.

how to prove $\neg P1,2$, that is, there is no pit in [1,2]?

$$R_1: \neg P_{1,1}$$
.

$$R_2: \quad B_{1,1} \Leftrightarrow (P_{1,2} \vee P_{2,1})$$
.

$$R_3: \quad B_{2,1} \Leftrightarrow (P_{1,1} \vee P_{2,2} \vee P_{3,1}).$$

$$R_4: \neg B_{1,1}$$
.

$$R_5: B_{2,1}$$
.

Finding a proof can be more efficient because the proof can ignore irrelevant propositions, no matter how many of them there are!

1. Apply biconditional elimination to R_2 to obtain

$$R_6: (B_{1,1} \Rightarrow (P_{1,2} \vee P_{2,1})) \wedge ((P_{1,2} \vee P_{2,1}) \Rightarrow B_{1,1}).$$

2. Apply And-Elimination to R_6 to obtain

$$R_7: ((P_{1,2} \vee P_{2,1}) \Rightarrow B_{1,1}).$$

3. Logical equivalence for contrapositives gives

$$R_8: (\neg B_{1,1} \Rightarrow \neg (P_{1,2} \vee P_{2,1})).$$

4. Apply Modus Ponens with R_8 and the percept R_4 (i.e., $\neg B_{1,1}$), to obtain

$$R_9: \neg (P_{1,2} \vee P_{2,1})$$
.

5. Apply De Morgan's rule, giving the conclusion

$$R_{10}: \neg P_{1,2} \wedge \neg P_{2,1}$$
.

That is, neither [1,2] nor [2,1] contains a pit.

Monotonicity

- The set of entailed sentences can only increase as information is added to the knowledge base.
- For any sentences α and β,

If KB $\models \alpha$ then KB $\land \beta \models \alpha$

- A single inference rule, **resolution**, that yields a complete inference algorithm when coupled with any complete search algorithm.
- The agent returns from [2,1] to [1,1] and then goes to [1,2], where it perceives a stench, but no breeze.

1,4	2,4	3,4	4,4	A = Agent B = Breeze G = Glitter, Gold OK = Safe square
1,3 W!	2,3	3,3	4,3	P = Pit S = Stench V = Visited W = Wumpus
1,2A S OK	2,2 OK	3,2	4,2	- Wampus
1,1 V OK	2,1 B V OK	3,1 P!	4,1	
		(a)		_

- The agent returns from [2,1] to [1,1] and then goes to [1,2], where it perceives a stench, but no breeze. We add the following facts to the knowledge base:
- $R_{11} : \neg B_{1,2}$
- $R_{12}: B_{1,2} \Leftrightarrow (P_{1,1} \vee P_{2,2} \vee P_{1,3})$

1,4	2,4	3,4	4,4	
1,3 W!	2,3	3,3	4,3	
1,2A S OK	2,2 OK	3,2	4,2	
1,1 V OK	2,1 B V OK	3,1 P!	4,1	

A = Agent

B = Breeze

G = Glitter, Gold

OK = Safe square

P = Pit

S = Stench

V = Visited

W = Wumpus

• By the same process that led to R_{10} earlier, we can now derive the absence of pits in [2,2] and [1,3].

$$R_{13}: \neg P_{2,2}$$

$$R_{14}: \neg P_{1,3}$$

• We can also apply biconditional elimination to R_3 , followed by Modus Ponens with R_5 , to obtain the fact that there is a pit in [1,1], [2,2], or [3,1]

$$R_{15}: P_{1,1} \vee P_{2,2} \vee P_{3,1}$$

1,4	2,4	3,4	4,4	A = Agent B = Breeze G = Glitter, Gol OK = Safe squar
1,3 W!	2,3	3,3	4,3	P = Pit S = Stench V = Visited W = Wumpus
1,2A S OK	2,2 OK	3,2	4,2	VV = VValinjous
1,1 V OK	2,1 B V OK	3,1 P!	4,1	
•		(a)		_

• Now comes the first application of the resolution rule: the literal $\neg P_{2,2}$ in R_{13} resolves with the literal $P_{2,2}$ in R_{15} to give the resolvent

$$R_{16}: P_{1,1} \vee P_{3,1}$$

• Similarly, the literal $\neg P_{1,1}$ in R_1 resolves with the literal $P_{1,1}$ in R_{16} to give

$$R_{17}: P_{3,1}$$

1,4	2,4	3,4	4,4	A = Agent B = Breeze G = Glitter, Gold OK = Safe square
1,3 W!	2,3	3,3	4,3	P = Pit S = Stench V = Visited W = Wumpus
1,2A S OK	2,2 OK	3,2	4,2	- Wampee
1,1 V OK	2,1 B V OK	3,1 P!	4,1	
		(a)		_