



# Introduction to KRR

## Different Kinds of Reasoning Problems

# Objectives

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## Objective

Explain several different kinds of reasoning problems studied in KRR

# Role of Formal Logic

| **Formal logic** is the field of study of entailment relations, formal languages, truth conditions, semantics, and inference.

| **All propositions are represented as formulas which have a semantics according to the logic in question.**

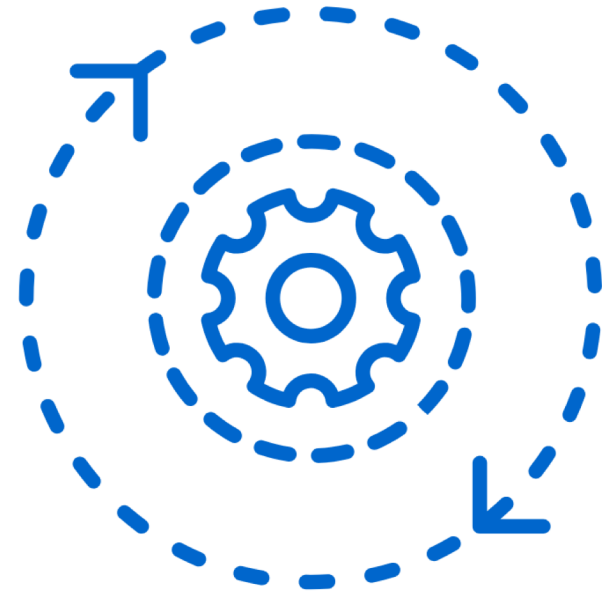
| **Formal logic gives us a framework to discuss different kinds of reasoning.**

- deductive reasoning
- model finding
- abductive reasoning
- default reasoning
- epistemic reasoning
- ...

# Deductive Reasoning

Usually, we are interested in deriving implicit, entailed facts from a given collection of explicitly represented facts that are logically

- **sound** (the derived proposition must be true, given that the premises are true), and
- **complete** (all true consequences can be derived).



# Deductive Reasoning, cont'd

| Sometimes, however, we want  
logically unsound derivations

- e.g., reasoning based on assumptions;  
reasoning under uncertainty

| Sometimes we want to give up  
completeness

- e.g., for efficiency reasons;  
computability/complexity



# Deductive Reasoning, cont'd

A is green, C is blue, and the color of B is unstated.

Is there a green block next to a block that is not green?



A



B



C

Case 1 B is green  
yes

Case 2 B is not green  
yes

A. Yes,

B. No

C. Not enough information

# Model Finding and Satisfiability

| In planning and configuration tasks, we often get a set of constraints and a goal specification.

- We then have to find a solution satisfying all the constraints.

| **Example:**

- Either round or square
- Either red or blue
- If red and round or if blue and square then wood
- If blue then metallic
- If square then not metallic
- If red then square

| **Which object is it?**

- Square/round,
- metallic/wood,
- red/blue

# Abductive Reasoning

| Given a **background theory**, a **set of explanations** and an **observation**, find the *most likely explanation*

- Earthquake implies alarm
- Burglar implies alarm
- {earthquake, burglar} is the set of abducibles
- Alarm is observed
- One explanation is earthquake...

| There can be many possible explanations.

| Not a sound inference.



# Default Reasoning

| Jumping to conclusions

| Often we do not have enough information, but nevertheless want to reach a conclusion (that is likely to be true)



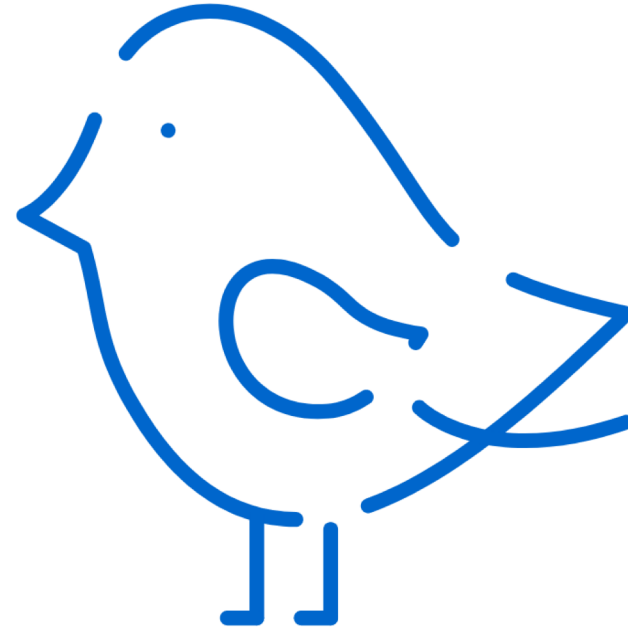
| In the absence of evidence to the contrary, we jump to a conclusion

- Birds are usually able to fly.
- Tweety is a bird.
- So, you would expect that Tweety is able to fly.

# Default Reasoning, cont'd

- | Unsound conclusion

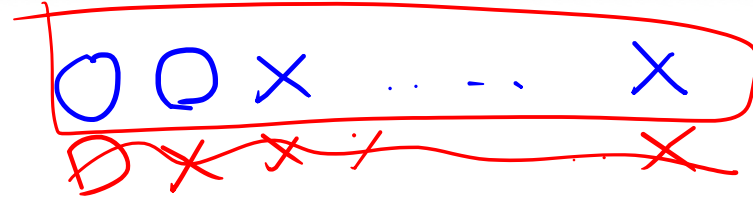
- | It might be necessary to withdraw conclusions when evidence to the contrary becomes available



# Epistemic Reasoning

## Reasoning about knowledge

### **Example:** Muddy Children Puzzle



- 10 children are playing together outside. After playing they come inside and their father says to them, “at least one of you has mud on your forehead.”
- Each child can see the mud on others but cannot see his or her own forehead.
- The father then asks the following question: “Do you know if you have mud on your forehead?”
- The children responded “No.”
- Then he asks the same question again, then some children answered they could tell.
- How many children answered?

# Many KRR Formalisms



## | General methods

- SAT, description logics, constraint programming, conceptual graphs, nonmonotonic logics, answer set programming, belief revision, ...

## | Specialized methods: time, space, causation, action

- Temporal reasoning, knowledge and belief, action formalisms

## | Applications

- Query answering, semantic web, planning, cognitive robotics, multiagent systems

# Wrap-Up

