

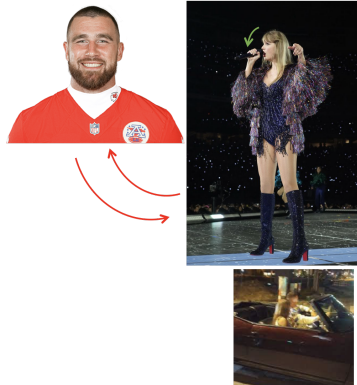
Logic V

1. First Order Logic

- a. Propositional logic has some nice properties
 - i. Declarative
 - 1. Knowledge and inference are separate things
 - 2. Knowledge (i.e. sentences) declare things to be true/false (no ifs)
 - 3. Inference is domain independent!
 - a. How to create propositional logics
 - ii. Compositionality
 - 1. Sentence meaning is a function of its parts (so that we can divide and conquer)
- b. Propositional logic is not concise (problem)
 - i. Lots
 - ii. And lots
 - iii. And lots of sentences

2. FOL Models

- a. Logical languages have models:
 - i. Hypothetical worlds
 - ii. Links the vocabulary to elements
 - iii. Determine the truth of sentence(s)
- b. Models in FOL:
 - i. Have objects in them
 - ii. Domain of a model = set of objects (domain elements) it contains
 - iii. Objects can be related:
 - 1. Relation is the set of tuples of objects that are related
- c. Dating = {(Taylor, Travis), (Travis, Taylor)} Holding = {(Microphone, Taylor)},
Driving = {(Traivs, Getaway Car)}

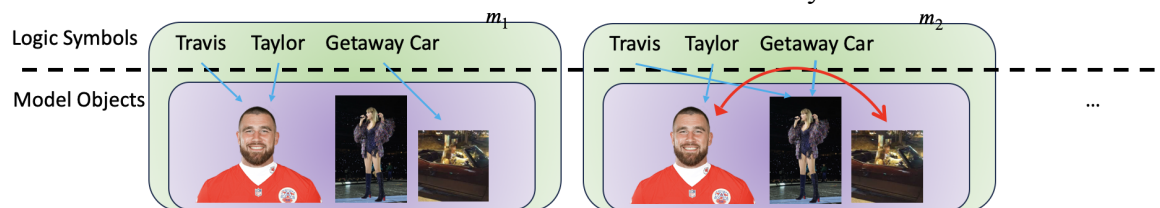


d.

- e. Some Relations are Functions
 - i. An object is related to exactly one other object
 - f. Driving is a function!
 - i. Only drive one thing (at a time)
 - g. Functions in FOL must be total (functions must be returning something always)
 - i. Must be a value for every input tuple
 - ii. Taylor must be driving something!
 - iii. The thing that Taylor is driving must be driving something!
 - h. Add an “invisible” object for base case
 - i. Stands for “nothing”
 - ii. Taylor is driving nothing
 - iii. Nothing is driving nothing
3. FOL Syntax
- a. Types of symbols in the language:
 - i. Constants (objects)
 - ii. Predicates (relations)
 - iii. Functions
 - b. Convention in FOL is to start symbols with capital letters (Driving, Taylor, etc.)
 - c. Predicate/Function symbols have arity
 - i. Number of arguments

4. FOL Syntax & Models

- a. Every model must map symbols to objects (in the model)
 - i. Called an “interpretation” of the symbols (can be good or bad)
 - ii. Don’t need to name all objects in the model
 - iii. Can assign multiple symbols to the same object (many to one)
- b. Remember, it’s the KBs job to rule out inconsistent models!
 - i. Lots of models are garbage
 - ii. Models can have relations in them but it is not necessary



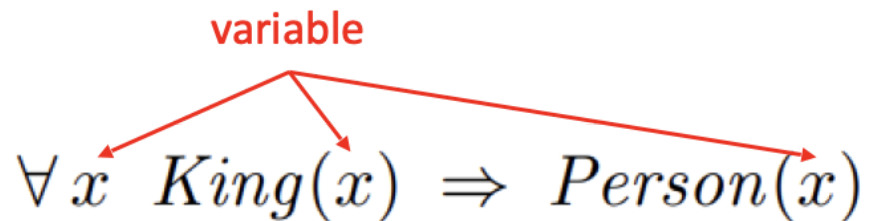
5. Good News

- a. Can bring lots over from propositional logic
 - i. Machinery in propositional logic was great
 - ii. Entailment
 - iii. Validity
 - iv. Etc.

- b. Term
 - i. Logical expression that refers to an object
 - ii. Constant symbols are terms
Taylor
Microphone(Taylor) \rightarrow not a function
 - iii. This is not a function call, it's a name!
 - 1. Can reason about microphones without defining

6. FOL Syntax

- a. Atomic sentences (atom)
 - i. State facts
 - ii. Predicate symbol (optionally w arguments)
 - iii. Can be true/false in a given model
 - 1. If relation referred by predicate holds among the objects referred by the arguments
 - a. Dating(Taylor, Travis)
 - 2. Is $(Taylor, Travis) \in Dating?$
- b. Complex sentences
 - i. Logical operators
 - 1. Same as prepositional logic!



- ii. Quantifiers
 - 1. Express properties of collections (rather than enumerating)
 - 2. \forall (forall) \rightarrow paired with implies
 - 3. \exists (exists) \rightarrow paired with forall

$$\exists x \text{ Microphone}(x) \cap \text{Holding}(x, \text{Taylor})$$

$$\forall x \forall y \text{ Brother}(x, y) \Rightarrow \text{Sibling}(x, y)$$

$$\forall x \exists y \text{ Loves}(x, y)$$

$$\exists y \forall x \text{ Loves}(x, y)$$

c.

7. FOL Equality

- a. Another kind of atomic sentence
 - i. Declare two terms refer to the same object

ii.
$$\text{WonGrammy}(\text{Taylor}, 2016) = 1989 \text{ Album}$$

iii.
$$\text{Championship}(\text{Travis}, 2023) = \text{Superbowl LVII Trophy}$$

- iv. Can rule our models (interpretations) by checking these!
- v. States facts about functions
- b. Want to say:
 - i. Andrew has two siblings:

$$\exists x, y \quad \text{Sibling}(x, \text{Andrew}) \cap \text{Sibling}(y, \text{Andrew})$$

$$\exists x, y \quad \text{Sibling}(x, \text{Andrew}) \cap \text{Sibling}(y, \text{Andrew}) \cap x \neq y$$

8. FOL Sentences can be Tricky

- a. Want to say:
 - i. “Andrew has two siblings: Nathaniel and Elizabeth”
 - ii. Does this work?

$$\text{Sibling}(\text{Nathaniel}, \text{Andrew}) \cap \text{Sibling}(\text{Elizabeth}, \text{Andrew})$$

- iii. No! Sentence is true for models where I have only one sibling
 - 1. (Nathaniel & Elizabeth can be mapped to the same object)
- iv. Doesn't rule out models where I am assigned more than two siblings
- v. Correct sentence:

$$\text{Sibling}(\text{Nathaniel}, \text{Andrew}) \cap \text{Sibling}(\text{Elizabeth}, \text{Andrew}) \cap \text{Nathaniel} \neq \text{Elizabeth} \cap \forall x \text{ Sibling}(x, \text{Andrew}) \Rightarrow (x = \text{Nathaniel} \cup x = \text{Elizabeth})$$

- b. Easy to make mistakes (these are database semantics)
 - i. Insist that every constant symbol refer to a distinct object (unique-names assumption)
 - ii. Atomic sentences not known to be true are false (closed-world assumption)
 - iii. model cannot have more objects than constant symbols (domain closure)

9. FOL Semantics

- a. There is no single correct semantics for FOL
- b. Standard FOL semantics:
 - i. Infinite many models
 - ii. Don't need to know all symbols beforehand
- c. Database Semantics:
 - i. Finite number of models
 - ii. Need definite knowledge of what the world contains

10. Using FOL in Agents

- a. Add sentences to KB with TELL routine (just like prep logic)

- i. Sentences called assertions

TELL(*KB*, *Holding*(*Microphone*, *Taylor*))

TELL(*KB*, *Dating*(*Travis*, *Taylor*))

- ii. *TELL*(*KB*, $\forall x \text{ Driving}(x, \text{Getaway Car}) \Rightarrow \text{Person}(x)$)

- b. Query the KB with ASK routine

- i. Questions asked are called queries/goals

ASK(*KB*, *Holding*(*Microphone*, *Taylor*)) **Returns true**

- ii. *ASK*(*KB*, $\exists x \text{ Driving}(x, \text{Getaway Car})$) **Returns true**

- c. Sometimes want to know variable values where query is true

- i. ASKVARs routine

ASK(*KB*, *Driving*(*x*, *Getaway Car*)) **Returns [{x/Travis}]**

ASK(*KB*, $\exists y \text{ Dating}(x, y)$)

Returns [{x/Travis}, {x/Taylor}]



- ii.