## **Artificial Intelligence**

CSE 4205/3201

**First-Order Logic** 

# First-Order Logic (Predicate Logic)

- Much more powerful than propositional (Boolean) logic
  - Greater expressive power than propositional logic
    - We no longer need a separate rule for each similar sentence
      - Peter is a man → P
      - Paul is a man → Q
      - John is a man  $\rightarrow$  R
    - In PL, can not draw any conclusions about similarities between P, Q, R.
- Sentences like "All men are mortal" can not be represented in PL.
- In Predicate Logic (logical extension of PL) such sentences can be easily represented.
  - MAN(Peter)
  - MAN(Paul)
  - MAN(John)
  - The limitations of propositional logic are removed to some extent.
  - Similarity between these facts that they are all man can be easily derived.

## First-Order Logic (Predicate Logic)

### Representing simple facts

It is raining

**RAINING** 

It is sunny

**SUNNY** 

It is windy

**WINDY** 

If it is raining, then it is not sunny

RAINING → ¬SUNNY

## First-Order Logic (Predicate Logic)

First-Order Logic assumes that the world contains:

#### Objects

• E.g. people, houses, numbers, theories, colors, football games, ...

#### Relations

• E.g. red, round, prime, part of, has color, owns, comes between, ...

#### Functions

• E.g. father of, best friend, third quarter of, one more than, beginning of, ...

## Syntax of First-Order Logic

- Constants
- Predicates
- Functions
- Variables
- Connectives
- Equality
- Quantifiers

KingJohn, 2, ...

Brother, >, ...

Sqrt, LeftArmOf, ...

x, y, a, b, ...

$$\land \lor \lnot \Longrightarrow \Longleftrightarrow$$

=

 $\exists \forall$ 

## Components of First-Order Logic

- Term
  - Constant, e.g. Red
  - Function of constant, e.g. Color(Block1)
- Atomic Sentence
  - Predicate relating objects (no variable)
    - Brother (John, Richard)
    - Married (Mother(John), Father(John))
- Complex Sentences
  - Atomic sentences + logical connectives
    - Brother (John, Richard) ∧ ¬ Brother (John, Father(John))

## Components of First-Order Logic

#### Quantifiers

- Each quantifier defines a variable for the duration of the following expression, and indicates the truth of the expression...
- Universal quantifier "for all" ∀
  - The expression is true for every possible value of the variable
- Existential quantifier "there exists" ∃
  - The expression is true for at least one value of the variable

## Truth in First-Order Logic

- Sentences are true with respect to a model and an interpretation
- "x loves y" is represented as LOVE(x, y) which maps it to true or false when x and y get instantiated to actual values.
- "john's father loves john" is represented as LOVE(father(john), john).
  - Here father is a function that maps john to his father.
- x is greater than y is represented in predicate calculus as GT(x, y).
- It is defined as follows:

$$GT(x, y) = True, if x > y$$
  
= False, otherwise

- Symbols like GT and LOVE are called predicates
  - Predicates two terms and map to T or F depending upon the values of their terms.

### Truth in First-Order Logic

- Translate the sentence "Every man is mortal" into Predicate formula.
  - Representation of statement in predicate form
    - "x is a man" and "MAN(x),
    - x is mortal" by MORTAL(x)
  - Every man is mortal:

 $(\forall x) (MAN(x) \rightarrow MORTAL(x))$ 

### Universal Quantification

- ∀ <variables> <sentence>
- ∀x P is true in a model m iff P with x being each possible object in the model
  - Every man is mortal :(∀x) (MAN(x) → MORTAL(x))
- Equivalent to the conjunction of instantiations of P
  - At(Mike, KSU) ⇒ Smart(Mike) ∧
  - At(Laurie, KSU) ⇒ Smart(Laurie) ∧
  - At(Sarah, KSU) ⇒ Smart(Sarah) ∧
  - **–** ...
- Every gardener likes the sun.
  - --  $\forall x \text{ gardener}(x) \rightarrow \text{likes}(x,\text{Sun})$
- All purple mushrooms are poisonous.
  - --  $\forall x \text{ (mushroom(x)} \land \text{purple(x))} \rightarrow \text{poisonous(x)}$

#### A Common Mistake to Avoid

- Typically ⇒ is the main connective with ∀
- Common mistake: using  $\wedge$  as the main connective with  $\forall$
- ∀x At(x, KSU) ∧ Smart(x)

### **Existential Quantification**

- ∃ <variables> <sentence>
- ∃ x P is true in a model m iff P with x being at least one possible object in the model
  - Someone likes McDonalds∃x, likes(x, McDonalds)
- Equivalent to the disjunction of instantiations of P
  - At(Mike, KSU) ∧ Smart(Mike) ∨
  - At(Laurie, KSU) ∧ Smart(Laurie) ∨
  - At(Sarah, KSU) ∧ Smart(Sarah) ∨

**—** ...

## **Existential Quantification**

#### Note on 'any' (ex: anyone):

- In ordinary english, 'any' can sometimes mean "some" and sometimes mean "all". Sometimes anyone corresponds to ∃ and sometimes to ∀; you have to think about the meaning of the whole sentence. Many papers have been written exploring the issue of how best to account for the distribution of meanings of any.
- 'Any' in different cases can be viewed either as a wide-scope universal (with scope over the *if*-clause) or as a narrow-scope existential (with scope inside the *if*-clause). The fact that these are equivalent, is part of the source of debates about *any*.

### Another Common Mistake to Avoid

- Typically, ∧ is the main connective with ∃
- Common mistake: using ⇒ as the main connective with ∃
- $\exists x \ At(x, KSU) \Rightarrow Smart(x)$

## Examples

- Everyone likes McDonalds
  - − ∀x, likes(x, McDonalds)
- Someone likes McDonalds
  - ∃x, likes(x, McDonalds)
- All children like McDonalds
  - $\forall x$ , child(x)  $\Rightarrow$  likes(x, McDonalds)
- Everyone likes McDonalds unless they are allergic to it
  - $\forall$ x, ¬allergic (x, McDonalds) ⇒ likes(x, McDonalds)

## Properties of Quantifier

- $\forall x \ \forall y \ \text{is the same as} \ \forall y \ \forall x$
- $\exists x \exists y \text{ is the same as } \exists y \exists x$
- $\exists x \forall y \text{ is not the same as } \forall y \exists x$ 
  - $-\exists x \forall y Loves(x, y)$ 
    - "There is a person who loves everyone in the world"
  - $\forall$ y  $\exists$ x Loves(x, y)
    - "Everyone in the world is loved by at least one person"

### Nesting Quantifier

- Someone likes all kinds of food
   ∃y ∀x, food(x) ∧ likes(y, x)
- Every food has someone who likes it
   ∀x ∃y, food(x) ∧ likes(y, x)

## Examples

- Quantifier Duality
  - Not everyone like McDonalds
     ¬(∀x, likes(x, McDonalds))
     ∃x, ¬likes(x, McDonalds)
  - No one likes McDonalds
     ¬(∃x, likes(x, McDonalds))
     ∀x, ¬likes(x, McDonalds)

#### Fun with Sentence

Brothers are siblings
 ∀x,y Brother(x,y) ⇒ Sibling(x, y)

- Sibling is "symmetric"
   ∀x,y Sibling(x,y) ⇔ Sibling(y, x)
- One's mother is one's female parent
   ∀x,y Mother(x,y) ⇔ (Female(x) ∧ Parent(x,y))

### Other Comments About Quantification

- To say "everyone likes McDonalds", the following is too broad!
  - − ∀x, likes(x, McDonalds)
- We mean: Every one (who is a human) likes McDonalds
  - $\forall x, person(x) \Rightarrow likes(x, McDonalds)$
- Essentially, the left side of the rule declares the class of the variable x
- Constraints like this are often called "domain constraints"

- Marcus was a man.
- 2. Marcus was a Pompeian.
- 3. All Pompeians were Romans.
- 4. Caesar was a ruler.
- 5. All Pompeians were either loyal to Caesar or hated him.
- 6. Every one is loyal to someone.
- People only try to assassinate rulers they are not loyal to.
- 8. Marcus tried to assassinate Caesar.

1. Marcus was a man.

man(Marcus)

2. Marcus was a Pompeian.

Pompeian(Marcus)

3. All Pompeians were Romans.

 $\forall x: Pompeian(x) \rightarrow Roman(x)$ 

4. Caesar was a ruler.

ruler(Caesar)

5. All Pompeians were either loyal to Caesar or hated him.

#### inclusive-or

```
\forall x: Pompeian (x) \rightarrow loyalto(x, Caesar) \vee hate(x, Caesar)
```

#### exclusive-or

```
\forall x: Pompeian (x) \rightarrow (loyalto(x, Caesar) \land \neghate(x, Caesar)) \lor (\negloyalto(x, Caesar) \land hate(x, Caesar))
```

6. Every one is loyal to someone.

```
\forall x: \exists y: loyalto(x, y) \exists y: \forall x: loyalto(x, y)
```

7. People only try to assassinate rulers they are not loyal to.

```
\forall x: \forall y: person(x) \land ruler(y) \land tryassassinate(x, y)
\rightarrow \neg loyalto(x, y)
```

8. Marcus tried to assassinate Caesar.

tryassassinate(Marcus, Caesar)

```
Was Marcus loyal to Caesar?

man(Marcus)

ruler(Caesar)

tryassassinate(Marcus, Caesar)

↓ ∀x: man(x) → person(x)

¬loyalto(Marcus, Caesar)
```

- Many English sentences are ambiguous.
- There is often a choice of how to represent knowledge.
- Obvious information may be necessary for reasoning
- We may not know in advance which statements to deduce (P or ¬P).