

First-Order Logic

Russell and Norvig:
Chapter 8, Sections 8.1-8.3

In which we notice that the world is blessed with many objects, some of which are related to other objects, and in which we endeavor to reason about them

Outline

- Why FOL?
- Syntax and semantics of FOL
- Using FOL
- Wumpus world in FOL

Propositional logic, pros and cons

- ☺ Propositional logic is **declarative**
- ☺ Propositional logic allows partial (disjunctive/negated) information
 - (unlike most data structures and databases)
- ☺ Propositional logic is **compositional**:
 - meaning of $B_{1,1} \wedge P_{1,2}$ is derived from meaning of $B_{1,1}$ and of $P_{1,2}$

Propositional logic, pros and cons

- ☺ Meaning in propositional logic is **context-independent**
 - (unlike natural language, where meaning depends on context)
- ☹ Propositional logic has very limited expressive power
 - (unlike natural language)
 - E.g., cannot say "pits cause breezes in adjacent squares"
except by writing one sentence for each square

Why not use Natural Language?

- It serves a different purpose:
 - Communication rather than representation
- It is not compositional
 - Context matters
- It can be ambiguous
 - Again, context matters

Create a new language

- Builds on propositional logic
- But is inspired by natural language!

Language	Ontological Commitment (What exists in the world)	Epistemological Commitment (What an agent believes about facts)
Propositional logic	facts	true/false/unknown
First-order logic	facts, objects, relations	true/false/unknown
Temporal logic	facts, objects, relations, times	true/false/unknown
Probability theory	facts	degree of belief $\in [0, 1]$
Fuzzy logic	facts with degree of truth $\in [0, 1]$	known interval value

Figure 8.1 Formal languages and their ontological and epistemological commitments.

First-order logic

- Whereas propositional logic assumes the world contains **facts**,
- first-order logic (like natural language) assumes the world contains
 - **Objects**: people, houses, numbers, colors, baseball games, wars, ...
 - **Relations**: red, round, prime, brother of, bigger than, part of, comes between, ...
 - **Functions**: father of, best friend, one more than, plus, ...

Relations do or do not hold between objects

$Sentence \rightarrow AtomicSentence \mid ComplexSentence$
 $AtomicSentence \rightarrow Predicate \mid Predicate(Term, \dots) \mid Term = Term$
 $ComplexSentence \rightarrow (Sentence)$
 $\quad \mid \neg Sentence$
 $\quad \mid Sentence \wedge Sentence$
 $\quad \mid Sentence \vee Sentence$
 $\quad \mid Sentence \Rightarrow Sentence$
 $\quad \mid Sentence \Leftrightarrow Sentence$
 $\quad \mid Quantifier Variable, \dots Sentence$

$Term \rightarrow Function(Term, \dots)$
 $\quad \mid Constant$
 $\quad \mid Variable$

$Quantifier \rightarrow \forall \mid \exists$

$Constant \rightarrow A \mid X_1 \mid John \mid \dots$

$Variable \rightarrow a \mid x \mid s \mid \dots$

$Predicate \rightarrow True \mid False \mid After \mid Loves \mid Raining \mid \dots$

$Function \rightarrow Mother \mid LeftLeg \mid \dots$

OPERATOR PRECEDENCE : $\neg, =, \wedge, \vee, \Rightarrow, \Leftrightarrow$

Syntax of FOL: Basic elements

- Constants KingJohn, 2, Richard,...
- Predicates Brother, >, Crown, ...
- Functions Sqrt, LeftLegOf,...
- Variables x, y, a, b, \dots
- Connectives $\neg, \Rightarrow, \wedge, \vee, \Leftrightarrow$
- Equality $=$
- Quantifiers \forall, \exists

Atomic sentences

Atomic sentences state facts

Term = *function* ($term_1, \dots, term_n$)
or *constant* or *variable*

Atomic sentence = *predicate* ($term_1, \dots, term_n$)
or $term_1 = term_2$

Examples:

Brother(KingJohn, RichardTheLionheart)

>(Length(LeftLegOf(Richard)), Length(LeftLegOf(KingJohn)))

Complex sentences

Complex sentences = Made from atomic sentences
using connectives

$$\neg S, \quad S_1 \wedge S_2, \quad S_1 \vee S_2, \quad S_1 \Rightarrow S_2, \quad S_1 \Leftrightarrow S_2,$$

Examples:

$$\textit{Sibling}(\textit{KingJohn}, \textit{Richard}) \Rightarrow \textit{Sibling}(\textit{Richard}, \textit{KingJohn})$$

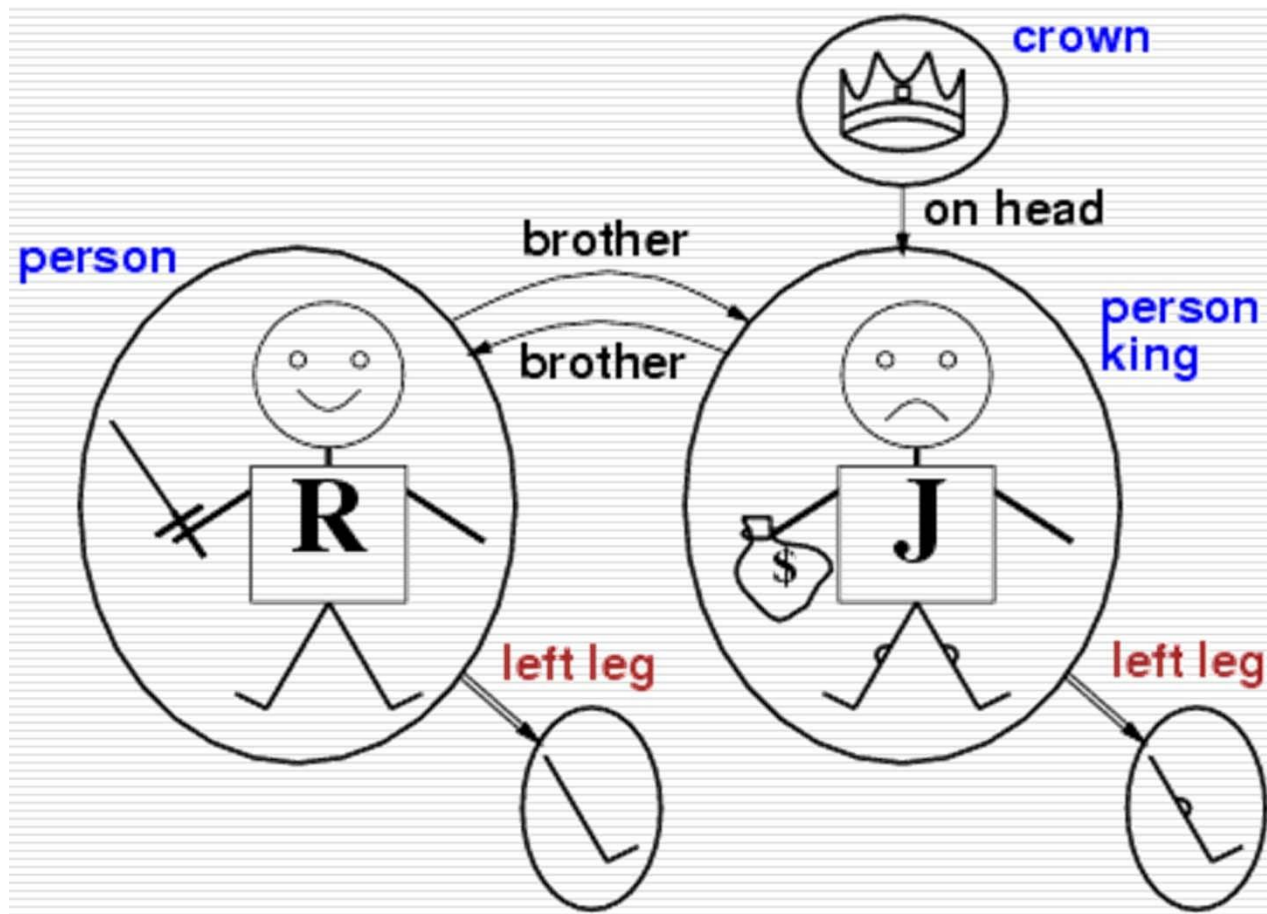
$$>(1,2) \vee \leq (1,2)$$

$$<(1,2) \wedge \neg >(1,2)$$

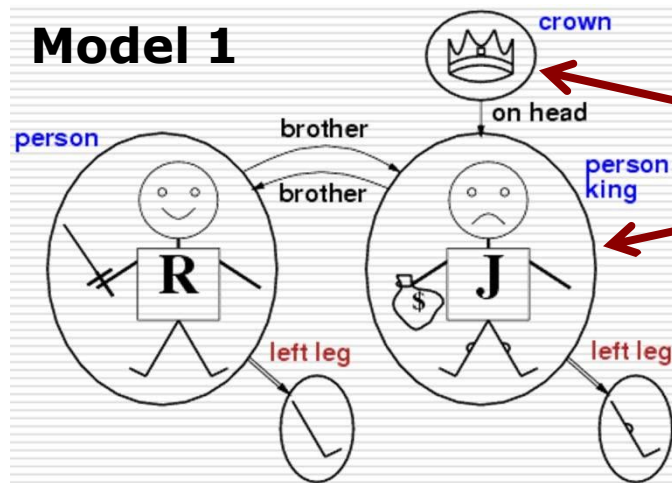
Truth in first-order logic

- Sentences are true with respect to a **model**
- A model contains objects (**domain elements**) and relations among them
- A model specifies an **interpretation** (referents) for
 - constant symbols** → **objects**
 - predicate symbols** → **relations**
 - function symbols** → **functional relations**
- An atomic sentence $predicate(term_1, \dots, term_n)$ is true iff the **objects** referred to by $term_1, \dots, term_n$ are in the **relation** referred to by $predicate$

Models and Interpretations



Models and Interpretations



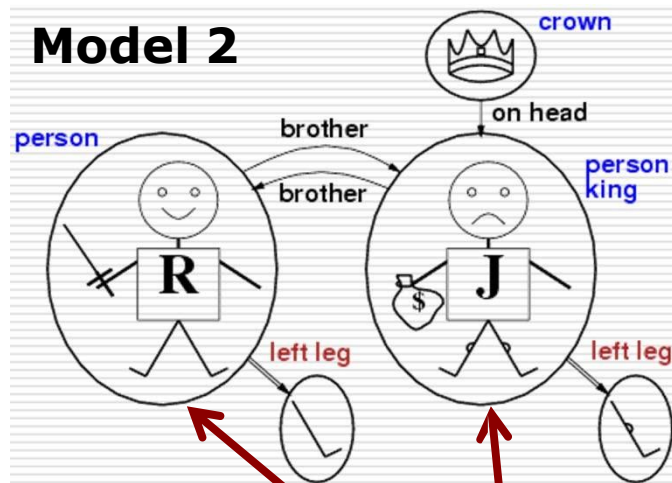
Interpretation I.

Constant: A

Constant: B

Atomic sentence: $\text{Brother}(A, B)? \rightarrow \text{False}$

Models and Interpretations



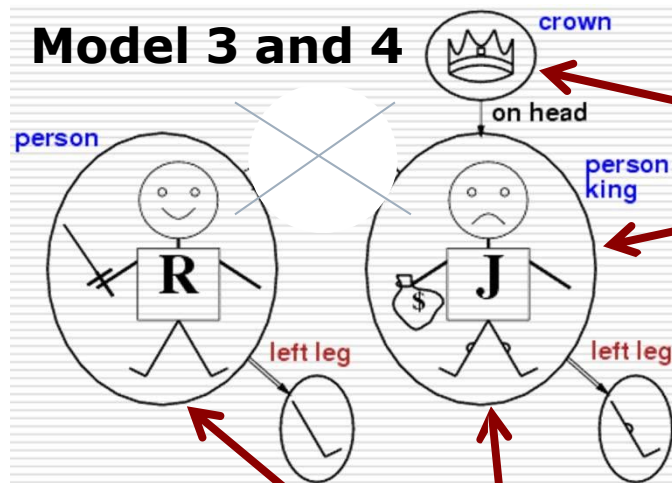
Atomic sentence: $\text{Brother}(A, B)? \rightarrow \text{True}$

Interpretation II.

Constant: A

Constant: B

Models and Interpretations



Interpretation I.

Constant: A

Constant: B

Atomic sentence: $\text{Brother}(A, B)? \rightarrow \text{False}$

Interpretation II.

Constant: A

Constant: B

Universal quantification

- $\forall <variables> <sentence>$

Everyone in HR is smart:

$\forall x \text{ At}(x, \text{HR}) \Rightarrow \text{Smart}(x)$

- $\forall x P$ is true in a model m iff P is true with x being **each possible object** in the model
- Roughly speaking, equivalent to the **conjunction** of **instantiations** of P

$\text{At}(\text{KingJohn}, \text{HR}) \Rightarrow \text{Smart}(\text{KingJohn})$
 $\wedge \text{At}(\text{Richard}, \text{HR}) \Rightarrow \text{Smart}(\text{Richard})$
 $\wedge \text{At}(\text{HR}, \text{HR}) \Rightarrow \text{Smart}(\text{HR})$
 $\wedge \dots$

A common mistake to avoid

- Typically, \Rightarrow is the main connective with \forall
- Common mistake: using \wedge as the main connective with \forall :
 $\forall x \text{ At}(x, \text{HR}) \wedge \text{Smart}(x)$
means "Everyone is at HR and everyone is smart"

Existential quantification

- $\exists \langle \text{variables} \rangle \langle \text{sentence} \rangle$

Someone at HR is smart:

$\exists x \text{ At}(x, \text{HR}) \wedge \text{Smart}(x)$

- $\exists x P$ is true in a model m iff P is true with x being **some possible object** in the model
- Roughly speaking, equivalent to the **disjunction** of **instantiations** of P

$\text{At}(\text{KingJohn}, \text{HR}) \wedge \text{Smart}(\text{KingJohn})$
 $\vee \text{ At}(\text{Richard}, \text{HR}) \wedge \text{Smart}(\text{Richard})$
 $\vee \text{ At}(\text{HR}, \text{HR}) \wedge \text{Smart}(\text{HR})$
 $\vee \dots$

Another mistake to avoid

- Typically, \wedge is the main connective with \exists
- Common mistake:
using \Rightarrow as the main connective with \exists :
$$\exists x \text{ At}(x, \text{HR}) \Rightarrow \text{Smart}(x)$$

true if there is anyone who is not at HR!

Properties of quantifiers

- $\forall x \forall y$ is the same as $\forall y \forall x$
- $\exists x \exists y$ is the same as $\exists y \exists x$
- $\exists x \forall y$ is **not** the same as $\forall y \exists x$
- $\exists x \forall y \text{ Loves}(x,y)$
 - “There is a person who loves everyone in the world”
- $\forall y \exists x \text{ Loves}(x,y)$
 - “Everyone in the world is loved by at least one person”
- **Quantifier duality**: each can be expressed using the other
 - $\forall x \text{ Likes}(x, \text{IceCream})$ $\neg \exists x \neg \text{Likes}(x, \text{IceCream})$
 - $\exists x \text{ Likes}(x, \text{Broccoli})$ $\neg \forall x \neg \text{Likes}(x, \text{Broccoli})$

Equality

- $term_1 = term_2$ is true under a given interpretation if and only if $term_1$ and $term_2$ refer to the same object

- E.g., definition of *Sibling* in terms of *Parent*:

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

$$[\neg(x = y) \wedge \exists m, f \neg(m = f) \wedge \text{Parent}(m, x) \wedge \text{Parent}(f, x) \wedge \text{Parent}(m, y) \wedge \text{Parent}(f, y)]$$

Assertions and Queries in FOL

TELL(*KB*, *King*(*John*))

TELL(*KB*, $\forall x \text{ King}(x) \rightarrow \text{Person}(x)$)

ASK(*KB*, *King*(*John*)) return **True**

ASK(*KB*, $\exists x \text{ Person}(x)$) return **True**

ASKVARS(*KB*, *Person*(*x*)) yeilds $\{x/\text{John}, x/\text{Richard}\}$, binding list

Using FOL – Kinship Domain

“The son of my father is my brother”

“One’s grandmother is the mother of one’s parent” etc.

- **Domain:** People
- **Unary predicates:** Male, Female
- **Relations (binary predicates):** Parent, Sibling, Brother, Sister, Child, Daughter, Son, Spouse, Wife, Husband, Grandparent, Grandchild, Cousin, Aunt, Uncle
- **Functions:** Mother, Father

Using FOL

The kinship domain:

- Brothers are siblings
 $\forall x, y \text{ Brother}(x, y) \Leftrightarrow \text{Sibling}(x, y)$
- One's mother is one's female parent
 $\forall m, c \text{ Mother}(c) = m \Leftrightarrow (\text{Female}(m) \wedge \text{Parent}(m, c))$
- "Sibling" is symmetric
 $\forall x, y \text{ Sibling}(x, y) \Leftrightarrow \text{Sibling}(y, x)$
- "Jen is female"
 $\text{Female}(\text{Jen})$

Some sentences are **Axioms** (i.e. definitions, facts)
while others are **Theorems** derived from those.

Wumpus World

- Perceives STENCH adjacent to WUMPUS
- Perceives BREEZE adjacent to PIT
- Perceives GLITTER in GOLD room
- Perceives BUMP when hitting wall
- Can move forwards, turn left, turn right or shoot an arrow. Arrow flies in facing direction until hitting a wall or killing a WUMPUS
- Perceives SCREAM if WUMPUS gets killed
- Can pick up GOLD if in same room



Interacting with FOL KBs

- Suppose a wumpus-world agent is using an FOL KB and perceives STENCH and BREEZE (but no GLITTER) at $t=5$:

```
TELL(KB,Percept([STENCH,BREEZE,None],5))  
ASK(KB, $\exists a$  BestAction( $a,5$ ))
```

i.e., does the KB entail some best action at $t=5$?

- Answer: *Yes*, $\{a/Shoot\}$ \leftarrow **substitution** (binding list)
- Given a sentence S and a substitution q ,
- Sq denotes the result of plugging q into S ; e.g.,
 $S = \text{Smarter}(x,y)$
 $q = \{x/Hillary,y/Bill\}$
 $Sq = \text{Smarter}(Hillary,Bill)$
- $\text{Ask}(\text{KB},S)$ returns some/all q such that $\text{KB} \models Sq$

KB for the wumpus world

- Perception

- $\forall t, s, b \text{ Percept}([s, b, \text{GLITTER}], t) \Rightarrow \text{Glitter}(t)$

- Reflex

- $\forall t \text{ Glitter}(t) \Rightarrow \text{BestAction}(\text{Grab}, t)$

Deducing hidden properties

Instead of:

- $Adjacent(Square_{1,2}, Square_{1,1})$
- $Adjacent(Square_{3,4}, Square_{4,4})$

Do:

- $\forall x,y,a,b \text{ } Adjacent([x,y],[a,b]) \Leftrightarrow [a,b] \in \{[x+1,y], [x-1,y], [x,y+1], [x,y-1]\}$

Properties of squares:

- $\forall s,t \text{ } At(Agent,s,t) \wedge Breeze(t) \Rightarrow Breezy(s)$

Squares are breezy near a pit:

- **Diagnostic** rule---infer cause from effect
 $\forall s \text{ } Breezy(s) \Rightarrow \exists r \text{ } Adjacent(r,s) \wedge Pit(r)$
- **Causal** rule---infer effect from cause
 $\forall r \text{ } Pit(r) \Rightarrow [\forall s \text{ } Adjacent(r,s) \Rightarrow Breezy(s)]$

Inference Example

“The laws says that it’s a crime for an American to sell weapons to hostile nations. The country Nono, an enemy of American, has some missiles, and all of its missiles were sold to it by Colonel West, who is American”

Prove that Colonel West is a criminal.

Inference Example

“The laws says that it’s a crime for an American to sell weapons to hostile nations. The country Nono, an enemy of American, has some missiles, and all of its missiles were sold to it by Colonel West, who is American”

KB:

R1: $American(x) \wedge Weapon(y) \wedge Sells(x, y, z) \wedge Hostile(z) \rightarrow Criminal(x)$

R2: $Owns(Nono, M_1)$

R3: $Missile(M_1)$

R4: $Missile(x) \rightarrow Weapon(x)$ A missile is a wepon

R5: $Missile(x) \wedge Owns(Nono, x) \rightarrow Sells(West, x, Nono)$ All missiles sold by West

R6: $Enemy(x, America) \rightarrow Hostile(x)$ Enemies of America are hostile

R7: $American(West)$ West is an American

R8: $Enemy(Nono, America)$

Inference Example

Iteration 1:

R5 satisfied with $\{x/M_1\}$ and R9: *Sells(West, M_1 , Nono)* is added

R4 satisfied with $\{x/M_1\}$ and R10: *Weapon(M_1)* is added

R6 satisfied with $\{x/Nono\}$ and R11: *Hostile(Nono)* is added

Iteration 2:

R1 satisfied with $\{x/West, y/M_1, z/Nono\}$ and *Criminal(West)* is added

Summary

- First-order logic:
 - **objects** and **relations** are semantic primitives
 - syntax: constants, functions, predicates, equality, quantifiers
- Increased expressive power:
sufficient to define Wumpus world
 - We did not have to write sentence for every square!