Inference Rules & Resolution

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Inference Rules

- Like PL, a key inference rule in FOPL is modus ponens.
- ► From the assertion "Leo is a lion" and the implication "all lions are ferocious".
- ▶ We can conclude that **Leo** is ferocious.
- Written in symbolic form we have :
 - Assertion: LION (leo)
 - Implication : $\forall x \text{ LION } (x) \rightarrow \text{FEROCIOUS } (x)$
 - Conclusion: FEROCIOUS (leo)

Resolution

- ► Its an inference rule used in both propositional as well as First-Order Predicate Logic (FOPL/FOL) in different ways.
- ▶ It is also called **proof by Refutation**.
- ▶ It is basically used for proving the satisfiability of a sentence.
- ▶ Proof by call refutation technique is used to prove the given statement. It's a **iterative process**:
- ▶ **Step 1**: Select two clauses that contain conflicting terms.
- ▶ **Step 2:** Combine those two clauses and cancel out the conflicting terms, yielding a new clause that has been inferred from them.

Resolution

- The key idea is to use the knowledge base and negated goal to obtain null clause (which indicates contradiction).
- Since the knowledge base itself is consistent, the contradiction must be introduced by a negated goal.
- As a result we have to conclude that the original goal is to true.

Steps in Resolution (Algorithm)

- ▶ 1. Convert facts into First Order Predicate Logic (FOPL/FOL).
- ▶ 2. Convert into FOL to CNF (Conjunctive Normal Form).
- ▶ 3. Negate the statement to be proved and add the result to the knowledge base.
- ▶ 4. Draw Resolution graph.
- ▶ 5. If empty clause (Nil) is produced, stop and report that original theorem is true.

Example #1

- ▶ 1. If it is sunny and warm day you will enjoy.
- ▶ 2. If it is raining then you will get wet.
- ▶ 3. It is warm day.
- ▶ 4. It is raining.
- ▶ 5. It is sunny.
- Goal: You will enjoy.
- Prove: enjoy.

Step1: Convert facts into FOL.

- ▶ 1. If it is sunny and warm day you will enjoy.
- ► Sunny Λ warm \rightarrow enjoy
- ▶ 2. If it is raining then you will get wet.
- ▶ raining → wet
- ▶ 3. It is warm day.
- warm
- ▶ 4. It is raining.
- raining
- ▶ 5. It is sunny.
- sunny

Step 2. Convert into FOL to CNF

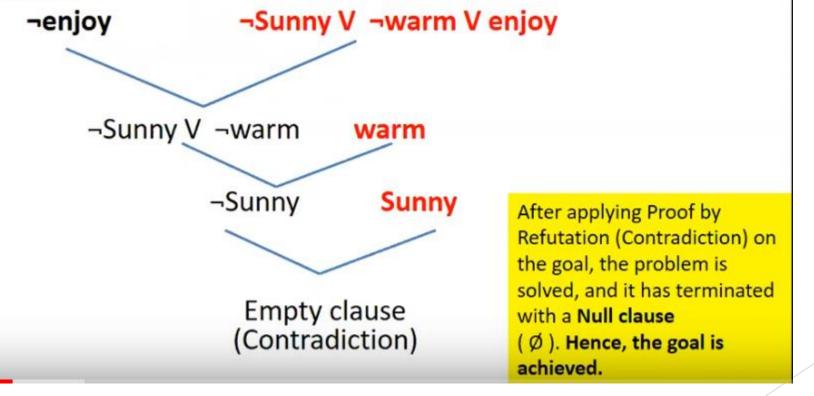
- ► Sunny Λ warm \rightarrow enjoy
- Eliminate implication:
- ¬(Sunny Λ warm) ∨ enjoy
- Moving negation inside:
- ▶ ¬Sunny ∨ ¬warm) ∨ enjoy
- ► raining \rightarrow wet
- Eliminate implication:
- ▶ ¬ raining V wet
- warm
- raining
- Sunny

Step 3: Negate the goal statement

- ▶ Negate the statement to be proved; enjoy.
- ¬enjoy

Step 4. Draw Resolution Graph

 Now take the statements one by one and create resolution graph.



Example #2

- Consider the following Knowledge Base:
- 1. The humidity is high or the sky is cloudy.
- 2. If the sky is cloudy, then it will rain.
- 3. If the humidity is high, then it is hot.
- 4. It is not hot.

Goal: It will rain.

- The humidity is high or the sky is cloudy.
- If the sky is cloudy, then it will rain.
- 3. If the humidity is high, then it is hot.
- 4. It is not hot.

- Let P: The humidity is high
- Let Q: sky is cloudy

The humidity is high or the sky is cloudy

PVQ

- The humidity is high or the sky is cloudy.
- 2. If the sky is cloudy, then it will rain.
- If the humidity is high, then it is hot.
- 4. It is not hot.

Goal: It will rain.

- Let Q: sky is cloudy
- Let R: it will rain

If the sky is cloudy, then it will rain

 $Q \rightarrow R$

- The humidity is high or the sky is cloudy.
- If the sky is cloudy, then it will rain.
- 3. If the humidity is high, then it is hot.
- 4. It is not hot.

Goal: It will rain.

- Let P: The humidity is high
- Let S: it is hot

If the humidity is high, then it is hot

 $P \rightarrow S$

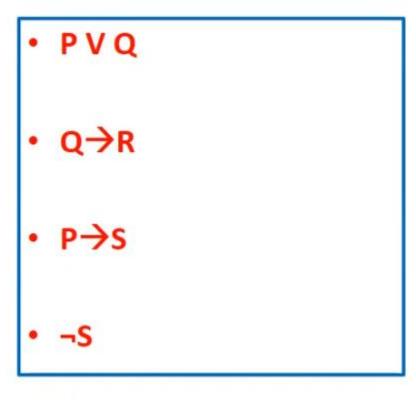
- The humidity is high or the sky is cloudy.
- If the sky is cloudy, then it will rain.
- If the humidity is high, then it is hot
- 4. It is not hot.

· Goal: It will rain.

· Let S: it is hot It is not hot

- The humidity is high or the sky is cloudy.
- If the sky is cloudy, then it will rain.
- If the humidity is high, then it is hot.
- 4. It is not hot.

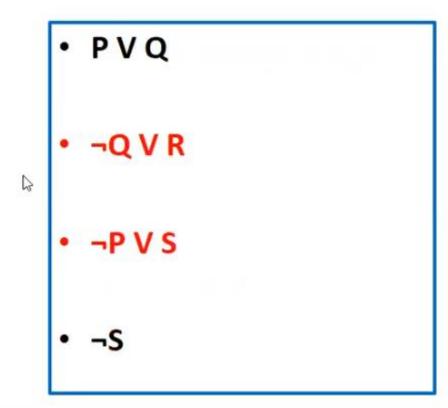
• Goal: It will rain. (R)



Step 2: Converted into CNF & Step 3: Negation the Goal

- PVQ
- Q→R
- P→S

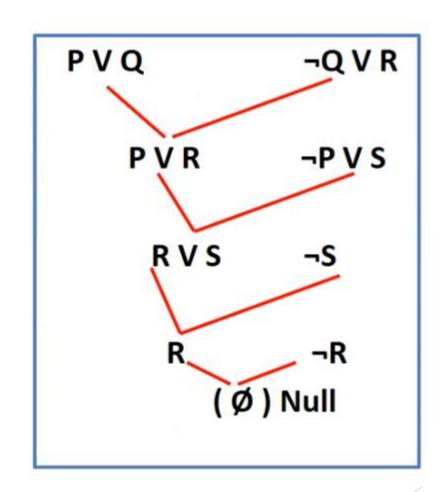
¬S



Negation of Goal (¬R): It will not rain.

Step 4: Resolution of Graph

- · PVQ
- ¬Q V R
- ¬P V S
- ¬S
- ¬R (Goal)



Assignment #5

- Consider following the knowledge based:
- 1. Marcus was a man.
- 2. Marcus was a Pompeian.
- 3. All Pompeian's were Romans.
- 4. Caesar was a ruler.
- ▶ 6. Everyone is loyal to someone.
- 7. People only try to assassinate rulers they are not loyal to.
- 8. Marcus tried to assassinate Caesar.
- GOAL:

Is Marcus hate Caesar?

Or, hate(Marcus, Caesar)

- ▶ 1. Marcus was a man.
- ► PL: man(Marcus)
- ▶ 2. Marcus was a Pompeian.
- ► PL: Pompeian(Marcus)
- ▶ 3. All Pompeian's were Romans.
- ▶ PL: $\forall x : Pompeian(x) \rightarrow Roman(x)$
- 4. Caesar was a ruler.
- ► PL: rular(Caesar)

- ▶ 6. Everyone is loyal to someone.
- ▶ PL: $\forall x : \rightarrow y : loyalto (x, y)$
- ightharpoonup PL: $\exists y: \forall x: loyalto (x, y)$
- 7. People only try to assassinate rulers they are not loyal to.
- ▶ PL: $\exists y$: $\forall x$: person(x) \land ruler(y) \land tryassassinate(x, y) $\rightarrow \neg$ loyalto (x, y)
- ▶ 8. Marcus tried to assassinate Caesar.
- PL: tryassassinate (Marcus, Caesar)

Step2: Convert FOL into CNF

- ▶ 1. man(Marcus)
- ▶ 2. Pompeian(Marcus)
- ▶ 3. ¬Pompeian(x₁) V Roman(x₁)
- ▶ 4. rular(Caesar)
- ▶ 5. ¬Roman(x₂) V loyalto(x₂, Caesar) V hate(x₂, Caesar)
- \blacktriangleright 6. loyalto(x_3 , fl(x_3))
- 7. ¬man(x₄) V ¬ruler(y₁) V ¬tryassassinate(x₄,y₁) V loyalto(x₄, y₁)
- ▶ 8. tryassassinate(Marcus, Caesar)

GOAL

You have to write the remaining steps in order to prove the goal.

END TODAY THANKS