## 12

## Inference in First-Order Logic

#### Claudia Chirita

School of Informatics, University of Edinburgh



## 12.a

**Generalized Modus Ponens** 

## **GENERALIZED MODUS PONENS (GMP)**

For the atomic sentences  $p_1,\ldots,p_n,p_1',\ldots,p_n',q$ , and a unifier  $\theta$  s.t.  $p_i'\theta=p_i\theta$  for all i, we have the inference rule:

$$\frac{\mathfrak{p}_1',\mathfrak{p}_2',\ldots,\mathfrak{p}_n'}{q\theta} \qquad \frac{(\mathfrak{p}_1 \wedge \mathfrak{p}_2 \wedge \ldots \wedge \mathfrak{p}_n \to \mathfrak{q})}{q\theta}$$

GMP is used with KB of definite clauses (one positive literal).

All variables are assumed universally quantified.

### **EXAMPLE**

$$\begin{array}{ll} p_1' \text{ is King}(\mathsf{John}) & p_2' \text{ is Greedy}(y) \\ p_1 \text{ is King}(x) & p_2 \text{ is Greedy}(x) & q \text{ is Evil}(x) \\ \theta \text{ is } (x/\mathsf{John}, y/\mathsf{John}) & \\ q\theta \text{ is Evil}(\mathsf{John}) & \end{array}$$

#### **GMP** · **SOUNDNESS**

We need to show that  $p_1', \dots, p_n', (p_1 \land \dots \land p_n \to q) \models q\theta$ , provided that  $p_i'\theta = p_i\theta$ , for all i and  $\theta$  a unifier.

#### PROOF.

For any sentence p, we have that  $p \models p\theta$  by the Universal Instantiation rule. Using this, we have:

- 1.  $(p_1 \wedge ... \wedge p_n \rightarrow q) \models (p_1 \wedge ... \wedge p_n \rightarrow q)\theta = (p_1 \theta \wedge ... \wedge p_n \theta \rightarrow q\theta)$
- 2.  $p_1', \dots, p_n' \models p_1' \wedge \dots \wedge p_n' \models (p_1' \wedge \dots \wedge p_n')\theta = p_1'\theta \wedge \dots \wedge p_n'\theta$   $= p_1\theta \wedge \dots \wedge p_n\theta$ because by the definition of generalized modus ponens we have that  $p_1'\theta = p_1\theta$ , for all i.
- 3. From the previous two steps, and by applying modus ponens,  $q\theta$  follows.

It is known in The Hundred-Acre Wood that if someone who is very fond of food gives a treat to one of their friends, they must be really generous.

Eeyore, the sad donkey, has some hunny that he has received for his birthday from Winnie-the-Pooh, who, as we know, is very fond of food.

Prove that Winnie-the-Pooh is generous.





It is an act of generosity for someone very fond of food to share treats with his friends.

 $\mathsf{VeryFondOfFood}(x) \land \mathsf{Treat}(y) \land \mathsf{Friend}(z) \land \mathsf{Gives}(x,y,z) \to \mathsf{Generous}(x)$ 

## Eeyore has some hunny.

 $\exists x. \mathsf{Owns}(\mathsf{Eeyore}, x) \land \mathsf{Hunny}(x)$ 

He must have received the hunny from Winnie-the-Pooh.

 $\mathsf{Hunny}(x) \land \mathsf{Owns}(\mathsf{Eeyore}, x) \rightarrow \mathsf{Gives}(\mathsf{Pooh}, x, \mathsf{Eeyore})$ 





### Hunny is a treat.

 $\mathsf{Hunny}(\mathsf{x}) \to \mathsf{Treat}(\mathsf{x})$ 

Residents of The Hundred-Acre Wood are friends.

 $Resident(x, HundredAcreWood) \rightarrow Friend(x)$ 

Eeyore is a resident of The Hundred-Acre Wood.

Resident(Eeyore, HundredAcreWood)

Pooh is very fond of food.

VeryFondOfFood(Pooh)



 $\mathsf{VeryFondOfFood}(x) \land \mathsf{Treat}(y) \land \mathsf{Friend}(z) \land \mathsf{Gives}(x,y,z) \to \mathsf{Generous}(x)$ 

 $\exists x. \mathsf{Owns}(\mathsf{Eeyore}, x) \land \mathsf{Hunny}(x)$   $\mathsf{Owns}(\mathsf{Eeyore}, \mathsf{J}) \land \mathsf{Hunny}(\mathsf{J})$ 

 $\mathsf{Hunny}(x) \land \mathsf{Owns}(\mathsf{Eeyore}, x) \rightarrow \mathsf{Gives}(\mathsf{Pooh}, x, \mathsf{Eeyore})$ 

 $\mathsf{Hunny}(\mathsf{x}) \to \mathsf{Treat}(\mathsf{x})$ 

 $Resident(x, HundredAcreWood) \rightarrow Friend(x)$ 

Resident(Eeyore, HundredAcreWood)

VeryFondOfFood(Pooh)





# 12.b

Forward chaining

#### FORWARD CHAINING · ALGORITHM

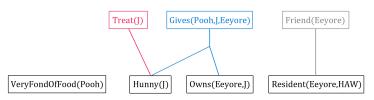
```
function FOL-FC-ASK(KB, \alpha) returns a substitution or false
   inputs: KB, the knowledge base, a set of first-order definite clauses
            \alpha, the query, an atomic sentence
   local variables: new, the new sentences inferred on each iteration
   repeat until new is empty
                                             Replaces all variables in its arguments with new ones
       new \leftarrow \{ \}
       for each rule in KB do
           (p_1 \land \ldots \land p_n \Rightarrow q) \leftarrow \text{STANDARDIZE-VARIABLES}(rule)
           for each \theta such that SUBST(\theta, p_1 \land \ldots \land p_n) = \text{SUBST}(\theta, p'_1 \land \ldots \land p'_n)
                        for some p'_1, \ldots, p'_n in KB
                                                                        > Pattern-matching
                q' \leftarrow \text{SUBST}(\theta, q)
               if q' does not unify with some sentence already in KB or new then
                    add q' to new Facts irrelevant to the goal can be generated
                    \phi \leftarrow \text{UNIFY}(q', \alpha)
                    if \phi is not fail then return \phi
       add new to KB
   return false
```

#### FORWARD CHAINING · EXAMPLE

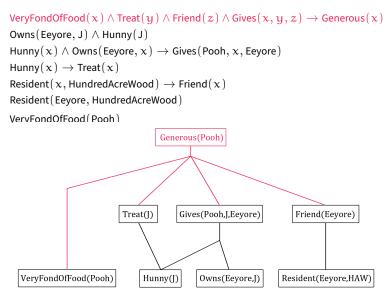
```
\label{eq:control_control_control} \begin{split} & \mathsf{VeryFondOfFood}(x) \wedge \mathsf{Treat}(y) \wedge \mathsf{Friend}(z) \wedge \mathsf{Gives}(x,y,z) \to \mathsf{Generous}(x) \\ & \mathsf{Owns}(\mathsf{Eeyore},\mathsf{J}) \wedge \mathsf{Hunny}(\mathsf{J}) \\ & \mathsf{Hunny}(x) \wedge \mathsf{Owns}(\mathsf{Eeyore},x) \to \mathsf{Gives}(\mathsf{Pooh},x,\mathsf{Eeyore}) \\ & \mathsf{Hunny}(x) \to \mathsf{Treat}(x) \\ & \mathsf{Resident}(x,\mathsf{HundredAcreWood}) \to \mathsf{Friend}(x) \\ & \mathsf{Resident}(\mathsf{Eeyore},\mathsf{HundredAcreWood}) \\ & \mathsf{VeryFondOfFood}(\mathsf{Pooh}) \end{split}
```

#### FORWARD CHAINING · EXAMPLE

```
\label{eq:condoffood} \begin{split} & \mathsf{VeryFondOfFood}(x) \land \mathsf{Treat}(y) \land \mathsf{Friend}(z) \land \mathsf{Gives}(x,y,z) \to \mathsf{Generous}(x) \\ & \mathsf{Owns}(\mathsf{Eeyore},\mathsf{J}) \land \mathsf{Hunny}(\mathsf{J}) \\ & \mathsf{Hunny}(x) \land \mathsf{Owns}(\mathsf{Eeyore},x) \to \mathsf{Gives}(\mathsf{Pooh},x,\mathsf{Eeyore}) \\ & \mathsf{Hunny}(x) \to \mathsf{Treat}(x) \\ & \mathsf{Resident}(x,\mathsf{HundredAcreWood}) \to \mathsf{Friend}(x) \\ & \mathsf{Resident}(\mathsf{Eeyore},\mathsf{HundredAcreWood}) \\ & \mathsf{VeryFondOfFood}(\mathsf{Pooh}) \\ \end{split}
```



#### FORWARD CHAINING · EXAMPLE



#### FORWARD CHAINING · PROPERTIES

Sound and complete for first-order **definite clauses** (clauses with exactly one positive literal).

**Datalog** = first-order definite clauses + no functions.

FC terminates for Datalog in a finite number of iterations.

May not terminate in general if the query q is **not** entailed.

Entailment with definite clauses is semi-decidable.

#### FORWARD CHAINING · EFFICIENCY

## Incremental forward chaining

no need to match a rule on iteration k if a premise wasn't added on iteration  $k-1 \Rightarrow \mathsf{match}$  each rule whose premise contains a newly added positive literal.

Matching itself can be expensive:

**Database indexing** allows O(1) retrieval of known facts.

e.g. query Hunny(x) retrieves Hunny(J)

Forward chaining is widely used in **deductive databases**.

#### PATTERN MATCHING

For each  $\theta$  s.t.  $\mathrm{SUBST}(\theta, \mathfrak{p}_1 \wedge ... \wedge \mathfrak{p}_n) = \mathrm{SUBST}(\theta, \mathfrak{p}'_1 \wedge ... \wedge \mathfrak{p}'_n)$  for some  $\mathfrak{p}'_1, ..., \mathfrak{p}'_n$  in KB

Finding all possible unifiers can be very expensive.

#### **EFFICIENCY OF FORWARD CHAINING**

### **EXAMPLE**

 $\mathsf{Hunny}(x) \land \mathsf{Owns}(\mathsf{Eeyore}, x) \rightarrow \mathsf{Gives}(\mathsf{Pooh}, x, \mathsf{Eeyore})$ 

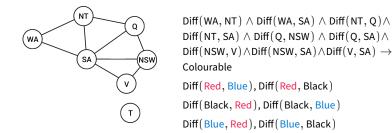
Can find each object owned by Eeyore in constant time and then check if it is a jar of hunny.

But what if Eeyore owns many objects but very few jars?

**Conjunct Ordering** Better (cost-wise) to find all jars of hunny first and then check whether they are owned by Eeyore.

Optimal ordering is NP-hard. Heuristics available: MRV from CSP if each conjunct is viewed as a constraint on its variables.

#### HARD MATCHING EXAMPLE



Every finite domain CSP can be expressed as a single definite clause + ground facts.

Colourable is inferred iff the CSP has a solution.

CSPs include 3SAT as a special case, hence matching is NP-hard.

## 12.c

**Backward chaining** 

#### **BACKWARD CHAINING · ALGORITHM**

A function that

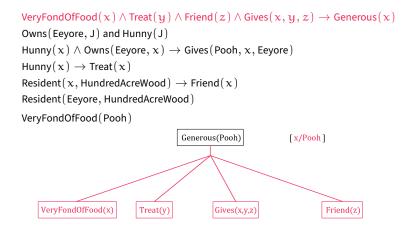
possible result

aivina one

returns multiple times, each time

```
function FOL-BC-ASK(KB, query) returns a generator of substitutions
  return FOL-BC-OR(KB, query, \{\})
                                                                      Fetch rules that
                                                                      might unify
generator FOL-BC-OR(KB, goal, \theta) yields a substitution
  for each rule (lhs \Rightarrow rhs) in FETCH-RULES-FOR-GOAL(KB, goal) do
     (lhs, rhs) \leftarrow STANDARDIZE-VARIABLES((lhs, rhs))
     for each \theta' in FOLABC-AND(KB, lhs, UNIFY(rhs, goal, \theta)) do
       vield \theta'
                             Renaming of variables to avoid name clashes
generator FOL-BC-AND(KB, goals, \theta) yields a substitution
  if \theta = failure then return
  else if LENGTH(aoals) = 0 then yield \theta
  else do
     first, rest \leftarrow First(qoals), Rest(qoals)
     for each \theta' in FOL-BC-OR(KB, SUBST(\theta, first), \theta) do
       for each \theta'' in FOL-BC-AND(KB, rest, \theta') do
          vield \theta''
```

```
\begin{split} & \mathsf{VeryFondOfFood}(x) \land \mathsf{Treat}(y) \land \mathsf{Friend}(z) \land \mathsf{Gives}(x,y,z) \to \mathsf{Generous}(x) \\ & \mathsf{Owns}(\mathsf{Eeyore},\mathsf{J}) \ \mathsf{and} \ \mathsf{Hunny}(\mathsf{J}) \\ & \mathsf{Hunny}(x) \land \mathsf{Owns}(\mathsf{Eeyore},x) \to \mathsf{Gives}(\mathsf{Pooh},x,\mathsf{Eeyore}) \\ & \mathsf{Hunny}(x) \to \mathsf{Treat}(x) \\ & \mathsf{Resident}(x,\mathsf{HundredAcreWood}) \to \mathsf{Friend}(x) \\ & \mathsf{Resident}(\mathsf{Eeyore},\mathsf{HundredAcreWood}) \\ & \mathsf{VeryFondOfFood}(\mathsf{Pooh}) \\ & & & & & & & & & & & & & & & & \\ & & & & & & & & & & & & & \\ & & & & & & & & & & & & \\ & & & & & & & & & & & & \\ & & & & & & & & & & & & \\ & & & & & & & & & & & \\ & & & & & & & & & & & & \\ & & & & & & & & & & & \\ & & & & & & & & & & & \\ & & & & & & & & & & \\ & & & & & & & & & & \\ & & & & & & & & & & \\ & & & & & & & & & \\ & & & & & & & & & \\ & & & & & & & & & \\ & & & & & & & & \\ & & & & & & & & \\ & & & & & & & & \\ & & & & & & & & \\ & & & & & & & & \\ & & & & & & & & \\ & & & & & & & & \\ & & & & & & & \\ & & & & & & & \\ & & & & & & & \\ & & & & & & & \\ & & & & & & & \\ & & & & & & & \\ & & & & & & & \\ & & & & & & & \\ & & & & & & & \\ & & & & & & & \\ & & & & & & & \\ & & & & & & & \\ & & & & & & & \\ & & & & & & & \\ & & & & & & & \\ & & & & & & & \\ & & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & \\ & & & & & & \\ & & & & & \\ & & & & & & \\ & & & & & \\ & & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & \\ & & & & & \\ & & & & \\ & & & & & \\ & & & & \\ & & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & &
```



```
\mathsf{VeryFondOfFood}(x) \land \mathsf{Treat}(y) \land \mathsf{Friend}(z) \land \mathsf{Gives}(x,y,z) \rightarrow \mathsf{Generous}(x)
Owns(Eeyore, J) and Hunny(J)
Hunny(x) \land Owns(Eeyore, x) \rightarrow Gives(Pooh, x, Eeyore)
Hunny(x) \rightarrow Treat(x)
Resident(x, HundredAcreWood) \rightarrow Friend(x)
Resident (Eeyore, HundredAcreWood)
VeryFondOfFood(Pooh)
                                         Generous(Pooh)
                                                                     [x/Pooh]
  VeryFondOfFood(Pooh)
                              Treat(y)
                                                  Gives(x,y,z)
                                                                              Friend(z)
            \Pi
```

```
\mathsf{VeryFondOfFood}(x) \land \mathsf{Treat}(y) \land \mathsf{Friend}(z) \land \mathsf{Gives}(x,y,z) \rightarrow \mathsf{Generous}(x)
Owns(Eeyore, J) and Hunny(J)
Hunny(x) \land Owns(Eeyore, x) \rightarrow Gives(Pooh, x, Eeyore)
Hunny(x) \rightarrow Treat(x)
Resident(x, HundredAcreWood) \rightarrow Friend(x)
Resident (Eeyore, HundredAcreWood)
VeryFondOfFood(Pooh)
                                         Generous(Pooh)
                                                                     [x/Pooh]
  VeryFondOfFood(Pooh)
                              Treat(y)
                                                 Gives(x,y,z)
                                                                              Friend(z)
            []
                             Hunny(y)
```

```
\mathsf{VeryFondOfFood}(x) \land \mathsf{Treat}(y) \land \mathsf{Friend}(z) \land \mathsf{Gives}(x,y,z) \rightarrow \mathsf{Generous}(x)
Owns (Eeyore, J) and Hunny (J)
Hunny(x) \land Owns(Eeyore, x) \rightarrow Gives(Pooh, x, Eeyore)
Hunny(x) \rightarrow Treat(x)
Resident(x, HundredAcreWood) \rightarrow Friend(x)
Resident (Eeyore, HundredAcreWood)
VeryFondOfFood(Pooh)
                                         Generous(Pooh)
                                                                     [x/Pooh, y/]
  VeryFondOfFood(Pooh)
                              Treat(y)
                                                  Gives(x,y,z)
                                                                               Friend(z)
             []
                             Hunny(y)
                                [y/J]
```

```
\mathsf{VeryFondOfFood}(x) \land \mathsf{Treat}(y) \land \mathsf{Friend}(z) \land \mathsf{Gives}(x,y,z) \rightarrow \mathsf{Generous}(x)
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Resident(x, HundredAcreWood) \rightarrow Friend(x)
Resident (Eeyore, HundredAcreWood)
VeryFondOfFood(Pooh)
                                         Generous(Pooh)
                                                                     [x/Pooh, y/], z/Eeyore]
  VeryFondOfFood(Pooh)
                              Treat(y)
                                                Gives(Pooh,J,z)
                                                                              Friend(z)
            []
                                           [z/Eeyore]
                             Hunny(y)
                                         Hunny(])
                                                     Owns(Eeyore,J)
                                [y/J]
```

```
\mathsf{VeryFondOfFood}(x) \land \mathsf{Treat}(y) \land \mathsf{Friend}(z) \land \mathsf{Gives}(x,y,z) \rightarrow \mathsf{Generous}(x)
Owns(Eeyore, J) and Hunny(J)
Hunny(x) \land Owns(Eeyore, x) \rightarrow Gives(Pooh, x, Eeyore)
Hunny(x) \rightarrow Treat(x)
Resident(x, HundredAcreWood) \rightarrow Friend(x)
Resident (Eeyore, HundredAcreWood)
VeryFondOfFood(Pooh)
                                         Generous(Pooh)
                                                                     [x/Pooh, y/], z/Eeyore]
  VeryFondOfFood(Pooh)
                              Treat(y)
                                                Gives(Pooh,J,z)
                                                                           Friend(Eeyore)
            []
                                           [z/Eeyore]
                             Hunny(y)
                                         Hunny(])
                                                     Owns(Eeyore,J)
                                                                        Resident(Eeyore, HAW)
                                [y/J]
                                                                                  \Pi
```

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### **BACKWARD CHAINING · PROPERTIES**

Depth-first recursive proof search: space is linear in size of proof.

**Incomplete** due to infinite loops.

partial fix by checking current goal against every goal on stack

**Inefficient** due to repeated subgoals (both success and failure).

fix using caching of previous results (extra space)

Widely used in **logic programming** languages.

## **LOGIC PROGRAMMING**

"What's past is Prolog."

The Tempest, Act II, scene i