

Propositional Logic

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 - Logical constants: *True, False*

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 - Logical connectives of symbols: $\wedge, \vee, \Leftrightarrow, \Rightarrow, \neg$
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 - Also have parentheses to enclose each sentence: (\dots)
- Sentences will be used for inference/problem-solving

Propositional Logic: Syntax

- If S is a sentence, $\neg S$ is a sentence
 - Not (negation)
- $S_1 \wedge S_2$ is a sentence, also $(S_1 \wedge S_2)$
 - And (conjunction)
- $S_1 \vee S_2$ is a sentence
 - Or (disjunction)
- $S_1 \Rightarrow S_2$ is a sentence
 - Implies (conditional)
- $S_1 \Leftrightarrow S_2$ is a sentence
 - Equivalence (biconditional)

Propositional Logic: Semantics

- Semantics defines the rules for determining the truth of a sentence (wrt a particular model)
- $\neg S$: is true iff S is false
- $S_1 \wedge S_2$: is true iff S_1 is true and S_2 is true
- $S_1 \vee S_2$: is true iff S_1 is true or S_2 is true
- $S_1 \Rightarrow S_2$: is true iff S_1 is false or S_2 is true
(is false iff S_1 is true and S_2 is false)
(if S_1 is true, then claiming that S_2 is true, otherwise make no claim)
- $S_1 \Leftrightarrow S_2$: is true iff $S_1 \Rightarrow S_2$ is true and
 $S_2 \Rightarrow S_1$ is true

Propositional Inference: Enumeration Method

- Truth tables can test for valid sentences
 - True under all possible interpretations in all possible worlds
- For a given sentence, make a truth table
 - Columns as the combinations of propositions in the sentence
 - Rows with all possible truth values for proposition symbols
- If sentence true in every row, then valid

Simple Wumpus Knowledge Base

- For simplicity, only deal with the pits
- Choose vocabulary
 - Let $P_{i,j}$ be True if there is a pit in $[i,j]$
 - Let $B_{i,j}$ be True if there is a breeze in $[i,j]$

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- KB sentences
 - FACT: “There is no pit in $[1,1]$ ”

$$R_1: \neg P_{1,1}$$

- RULE: “There is breeze in adjacent neighbor of pit”

$$R_2: B_{1,1} \Leftrightarrow (P_{1,2} \vee P_{2,1})$$

$$R_3: B_{2,1} \Leftrightarrow (P_{1,1} \vee P_{2,2} \vee P_{3,1})$$

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Need rule for each square!

Wumpus Environment

- Given knowledge base
- Include percepts as move through environment (online)
- Need to “deduce what to do”
- Derive chains of conclusions that lead to the desired goal
 - Use inference rules

$$\frac{\alpha}{\beta}$$

Inference rule: “ α derives β ”

Knowing α is true, then β must also be true

Inference Rules for Prop. Logic

- Modus Ponens
 - From implication and premise of implication, can infer conclusion

$$\frac{\alpha \Rightarrow \beta, \alpha}{\beta}$$

Inference Rules for Prop. Logic

- And-Elimination
 - From conjunction, can infer any of the conjuncts

$$\frac{\alpha_1 \wedge \alpha_2 \wedge \cdots \wedge \alpha_n}{\alpha_i}$$

Inference Rules for Prop. Logic

- And-Introduction
 - From list of sentences, can infer their conjunction

$$\frac{\alpha_1, \alpha_2, \dots, \alpha_n}{\alpha_1 \wedge \alpha_2 \wedge \dots \wedge \alpha_n}$$

Inference Rules for Prop. Logic

- Or-Introduction
 - From sentence, can infer its disjunction with anything else

$$\frac{\alpha_i}{\alpha_1 \vee \alpha_2 \vee \cdots \vee \alpha_n}$$

Inference Rules for Prop. Logic

- Double-Negation Elimination
 - From doubly negated sentence, can infer a positive sentence

$$\frac{\neg \neg \alpha}{\alpha}$$

Inference Rules for Prop. Logic

- Unit Resolution
 - From disjunction, if one of the disjuncts is false, can infer the other is true

$$\frac{\alpha \vee \beta, \neg \beta}{\alpha}$$

Inference Rules for Prop. Logic

- Resolution
 - β cannot be both true and false
 - One of the other disjuncts must be true in one of the premises (implication is transitive)

$$\frac{\alpha \vee \beta, \neg\beta \vee \gamma}{\alpha \vee \gamma}$$

$$\begin{array}{l} \neg\beta \text{ is true} \\ \hline \alpha \vee \beta, \neg\beta \\ \hline \alpha \end{array}$$

$$\begin{array}{l} \beta \text{ is true} \\ \hline \neg\beta \vee \gamma, \beta \\ \hline \gamma \end{array}$$

Monotonicity

- A logic is monotonic if when add new sentences to KB,
 - All sentences entailed by original KB are still entailed by the new larger KB

TASK: Find the Wumpus

**CAN WE INFER THAT THE WUMPUS IS IN CELL (1,3),
GIVEN OUR PERCEPTS AND ENVIRONMENT RULES?**

A = agent

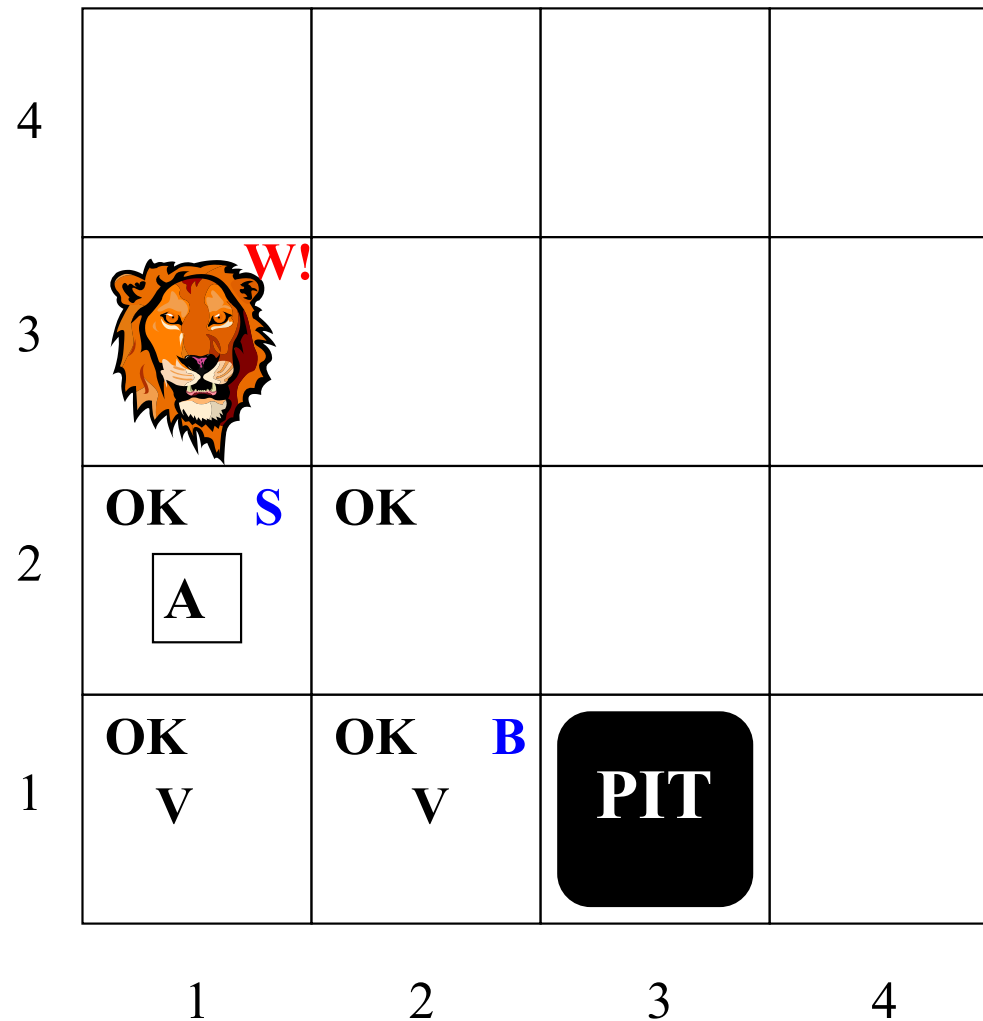
B = breeze

OK = safe square

S = stench

V = visited

W = wumpus



Wumpus Knowledge Base

- Percept sentences (facts) “at this point”

$\neg S_{1,1}$ $\neg B_{1,1}$

$\neg S_{2,1}$ $B_{2,1}$


$S_{1,2}$ $\neg B_{1,2}$

2	OK S A	
1	OK V	OK B V
	1	2

A = agent
B = breeze
OK = safe square
S = stench
V = visited
W = wumpus


Environment Rules

$$R_1: \neg S_{1,1} \Rightarrow \neg W_{1,1} \wedge \neg W_{1,2} \wedge \neg W_{2,1}$$

3	 ^{W?}		
2	OK ^S <div>A</div>	OK	
1	OK	OK	
	1	2	3


Environment Rules

$$R_2: \neg S_{2,1} \Rightarrow \neg W_{1,1} \wedge \neg W_{2,1} \wedge \neg W_{2,2} \wedge \neg W_{3,1}$$

3	 W?		
2	OK S <div style="border: 1px solid black; padding: 2px; display: inline-block;">A</div>	OK	
1	OK	OK	
	1	2	3


Environment Rules

$$R_3: \neg S_{1,2} \Rightarrow \neg W_{1,1} \wedge \neg W_{1,2} \wedge \neg W_{2,2} \wedge \neg W_{1,3}$$

3	 W?		
2	OK S <div>A</div>	OK	
1	OK	OK	
	1	2	3

Environment Rules

$$R_4: S_{1,2} \Rightarrow W_{1,3} \vee W_{1,2} \vee W_{2,2} \vee W_{1,1}$$

3	 W?		
2	OK S <div style="border: 1px solid black; padding: 2px; display: inline-block;">A</div>	OK	
1	OK	OK	
	1	2	3

Conclude $w_{1,3}$?

- Does the Wumpus reside in square (1,3) ?
- In other words, can we infer $w_{1,3}$ from our knowledge base?

$$KB \vdash_i w_{1,3}$$

Conclude $w_{1,3}$ (Step #1)

- *Modus Ponens* $\frac{\alpha \Rightarrow \beta, \alpha}{\beta}$

$$R_1: \neg S_{1,1} \Rightarrow \neg W_{1,1} \wedge \neg W_{1,2} \wedge \neg W_{2,1}$$

$$\text{Percept: } \neg S_{1,1}$$

Infer

$$\neg W_{1,1} \wedge \neg W_{1,2} \wedge \neg W_{2,1}$$

Conclude $w_{1,3}$ (Step #2)

- *And-Elimination*
$$\frac{\alpha_1 \wedge \alpha_2 \wedge \dots \wedge \alpha_n}{\alpha_i}$$

$$\neg W_{1,1} \wedge \neg W_{1,2} \wedge \neg W_{2,1}$$

Infer

$$\neg W_{1,1} \quad \neg W_{1,2} \quad \neg W_{2,1}$$

Conclude $w_{1,3}$ (Step #3)

- *Modus Ponens*
$$\frac{\alpha \Rightarrow \beta, \alpha}{\beta}$$

$$R_2: \neg S_{2,1} \Rightarrow \neg W_{1,1} \wedge \neg W_{2,1} \wedge \neg W_{2,2} \wedge \neg W_{3,1}$$

$$\text{Percept: } \neg S_{2,1}$$

Infer

$$\neg W_{1,1} \wedge \neg W_{2,1} \wedge \neg W_{2,2} \wedge \neg W_{3,1}$$

$$\text{And-Elimination} \quad \frac{\alpha_1 \wedge \alpha_2 \wedge \dots \wedge \alpha_n}{\alpha_i}$$

$$\neg W_{1,1} \quad \neg W_{2,1} \quad \neg W_{2,2} \quad \neg W_{3,1}$$

Conclude $W_{1,3}$ (Step #4)

- *Modus Ponens*
$$\frac{\alpha \Rightarrow \beta, \alpha}{\beta}$$

$$R_4: S_{1,2} \Rightarrow W_{1,3} \vee W_{1,2} \vee W_{2,2} \vee W_{1,1}$$

$$\text{Percept: } S_{1,2}$$

Infer

$$W_{1,3} \vee W_{1,2} \vee W_{2,2} \vee W_{1,1}$$

Conclude $w_{1,3}$ (Step #5)

- *Unit Resolution* $\frac{\alpha \vee \beta, \neg\beta}{\alpha}$

$W_{1,3} \vee W_{1,2} \vee W_{2,2} \vee W_{1,1}$ from Step #4

$\neg W_{1,1}$ from Step #2

Infer

$W_{1,3} \vee W_{1,2} \vee W_{2,2}$

Conclude $W_{1,3}$ (Step #6)

- *Unit Resolution* $\frac{\alpha \vee \beta, \neg\beta}{\alpha}$

$W_{1,3} \vee W_{1,2} \vee W_{2,2}$ from Step #5

$\neg W_{2,2}$ from Step #3

Infer

$W_{1,3} \vee W_{1,2}$

Conclude $w_{1,3}$ (Step #7)

- *Unit Resolution*
$$\frac{\alpha \vee \beta, \neg\beta}{\alpha}$$


$W_{1,3} \vee W_{1,2}$ from Step #6

$\neg W_{1,2}$ from Step #2

Infer

$W_{1,3} \rightarrow$ *The wumpus is in cell 1,3!!!*

Wumpus in $W_{1,3}$

3	 W!		
2	OK S <div>A</div>	OK	
1	OK	OK	
	1	2	3

Summary

- Propositional logic commits to existence of facts about the world being represented
 - Simple syntax and semantics
- Proof methods
 - Truth table
 - Inference rules
 - Modus Ponens
 - And-Elimination
 - And/Or-Introduction
 - Double-Negation Elimination
 - Unit Resolution
 - Resolution
- Propositional logic quickly becomes impractical