

Artificial Intelligence Foundation – JC3001

Lecture 17: Logic Agents II

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Material adapted from:
Russell and Norvig (AIMA Book): Chapters 7 and 9

- Part 1: Introduction
 - ① Introduction to AI ✓
 - ② Agents ✓
- Part 2: Problem-solving
 - ① Search 1: Uninformed Search ✓
 - ② Search 2: Heuristic Search ✓
 - ③ Search 3: Local Search
 - ④ Search 4: Adversarial Search ✓
- Part 3: Reasoning and Uncertainty
 - ① Reasoning 1: Constraint Satisfaction ✓
 - ② **Reasoning 2: Logic and Inference**
 - ③ Probabilistic Reasoning 1: BNs
 - ④ Probabilistic Reasoning 2: HMMs
- Part 4: Planning
 - ① Planning 1: Intro and Formalism
 - ② Planning 2: Algos and Heuristics
 - ③ Planning 3: Hierarchical Planning
 - ④ Planning 4: Stochastic Planning
- Part 5: Learning
 - ① Learning 1: Intro to ML
 - ② Learning 2: Regression
 - ③ Learning 3: Neural Networks
 - ④ Learning 4: Reinforcement Learning
- Part 6: Conclusion
 - ① Ethical Issues in AI
 - ② Conclusions and Discussion

- Knowledge-based agents ✓
- Logic - models and entailment
- Propositional and Lifted Inference
 - Resolution
 - Forward and Backward Chaining



Outline

1 Logic

► Logic

Forward Chaining

Backward Chaining

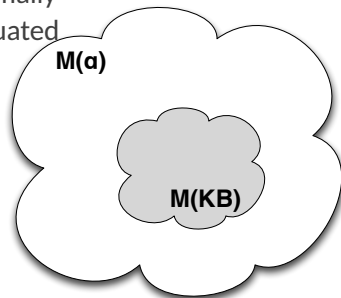
- **Logics** are formal languages for representing information such that conclusions can be drawn
- Syntax defines the sentences in the language
- Semantics define the “meaning” of sentences;
i.e., define truth of a sentence in a world
- E.g., the language of arithmetic
 $x + 2 \geq y$ is a sentence;
 $x^2 + y >$ is not a sentence
 $x + 2 \geq y$ is true iff the number $x + 2$ is no less than the number y
 $x + 2 \geq y$ is true in a world where $x = 7$

- **Entailment** means that one thing follows from another:

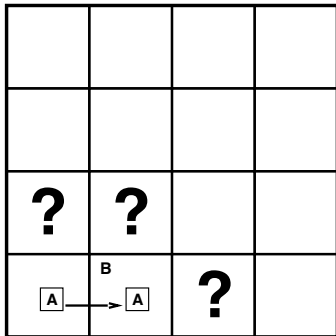
$$KB \models \alpha$$

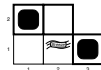
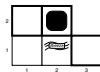
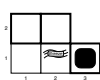
- Knowledge base KB entails sentence α
if and only if
 α is true in all worlds where KB is true
- E.g. the KB containing “Arsenal won” and “Chelsea won”
entails “Either Arsenal won or Chelsea won”
E.g., $x + y = 4$ entails $4 = x + y$
- Entailment is a relationship between sentences (i.e. **syntax**) that is based on **semantics**

- Logicians typically think in terms of **models**, which are formally structured worlds with respect to which truth can be evaluated
- We say m is a model of a sentence α if α is true in m
- $M(\alpha)$ is the set of all models of α
- Then $KB \models \alpha$ if and only if $M(KB) \subseteq M(\alpha)$

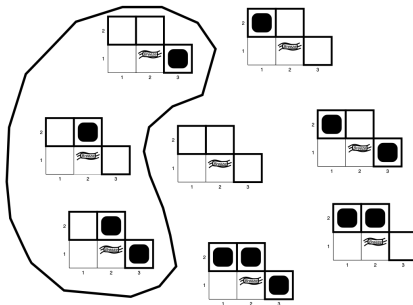


- Situation after detecting nothing in $[1, 1]$, moving right, breeze in $[2, 1]$
- Consider possible models for ?s assuming only pits $P_{1,2}$, $P_{2,2}$ and $P_{3,1}$
- 3 boolean choices \Rightarrow 8 possible models

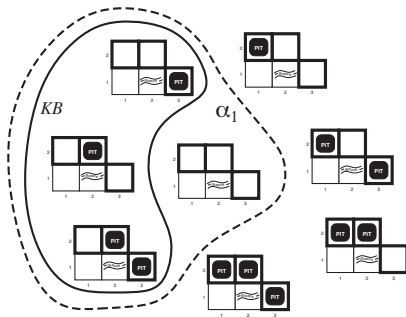




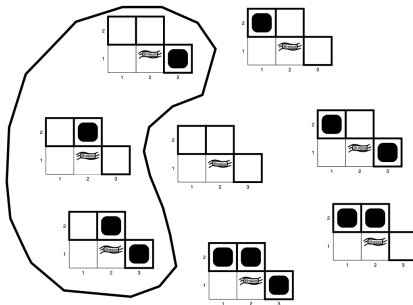
- $\alpha_1 = "[1, 2] \text{ is safe}"$
- $\alpha_2 = "[2, 2] \text{ is safe}"$



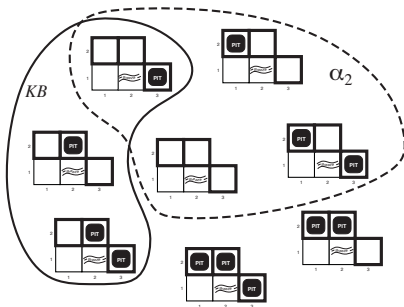
- $KB = \text{wumpus-world rules} + \text{observations}$



- KB = wumpus-world rules + observations
- $\alpha_1 = "[1, 2] \text{ is safe}"$, $KB \models \alpha_1$, proved by **model checking**



- $KB = \text{wumpus-world rules} + \text{observations}$



- KB = wumpus-world rules + observations
- $\alpha_2 = "[2, 2] \text{ is safe}"$, $KB \not\models \alpha_2$

- 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 $[i, j]$.
 $\neg P_{1,1}$
 $\neg B_{1,1}$
 $B_{2,1}$
- “Pits cause breezes in adjacent squares”

?	?		
<div style="border: 1px solid black; padding: 2px; display: inline-block;">A</div> → <div style="border: 1px solid black; padding: 2px; display: inline-block;">A</div>	B	?	

- 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 $[i, j]$.
 $R_1: \neg P_{1,1}$
 $R_2: \neg B_{1,1}$
 $R_3: B_{2,1}$
- “Pits cause breezes in adjacent squares”
 $R_4: B_{1,1} \Leftrightarrow (P_{1,2} \vee P_{2,1})$
 $R_5: B_{2,1} \Leftrightarrow (P_{1,1} \vee P_{2,2} \vee P_{3,1})$
- “A square is breezy if and only if there is an adjacent pit”

?	?		
<div style="border: 1px solid black; padding: 2px; display: inline-block;">A</div> → <div style="border: 1px solid black; padding: 2px; display: inline-block;">A</div>	B	?	

Truth tables for inference

1 Logic

$B_{1,1}$	$B_{2,1}$	$P_{1,1}$	$P_{1,2}$	$P_{2,1}$	$P_{2,2}$	$P_{3,1}$	R_1	R_2	R_3	R_4	R_5	KB
false	false	false	false	false	false	false	true	true	true	true	false	false
false	false	false	false	false	false	true	true	true	false	true	false	false
\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots
false	true	false	false	false	false	false	true	true	false	true	true	false
false	true	false	false	false	false	true	true	true	true	true	true	<u>true</u>
false	true	false	false	false	true	false	true	true	true	true	true	<u>true</u>
false	true	false	false	false	true	true	true	true	true	true	true	<u>true</u>
false	true	false	false	true	false	false	true	false	false	true	true	false
\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots
true	true	true	true	true	true	true	false	true	true	false	true	false

- Enumerate rows (different assignments to symbols)
- if KB is true in row, check that α is too

- Depth-first enumeration of all models is sound and complete
- Procedure is also linear on the number of models

function TT-Entails(KB, α) **returns** *true* or *false*

inputs: KB , the knowledge base, a sentence in propositional logic

α , the query, a sentence in propositional logic

symbols \leftarrow a list of proposition symbols in KB and α

return TT-Check-All($KB, \alpha, symbols, \{\}$)

function TT-Check-All($KB, \alpha, symbols, model$) **returns** *true* or *false*

if Empty?(*symbols*) **then**

if PL-True?($KB, model$) **then return** PL-True?(KB, α)

else return *true* \triangleright when KB is false, always return *true*

else

$P \leftarrow$ First(*symbols*)

$rest \leftarrow$ Rest(*symbols*)

return TT-Check-All($KB, \alpha, rest, model \cup \{P = true\}$)

and

TT-Check-All($KB, \alpha, rest, model \cup \{P = false\}$)

$B_{1,1}$	$B_{2,1}$	$P_{1,1}$	$P_{1,2}$	$P_{2,1}$	$P_{2,2}$	$P_{3,1}$	R_1	R_2	R_3	R_4	R_5	KB
false	false	false	false	false	false	false	true	true	true	true	false	false
false	false	false	false	false	false	true	true	true	false	true	false	false
\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots
false	true	false	false	false	false	false	true	true	false	true	true	false
false	true	false	false	false	false	true	true	true	true	true	true	true
false	true	false	false	false	true	false	true	true	true	true	true	true
false	true	false	false	false	true	true	true	true	true	true	true	true
false	true	false	false	true	false	false	true	false	false	true	true	false
\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots
true	true	true	true	true	true	true	false	true	true	false	true	false

- How large will this table be?

$B_{1,1}$	$B_{2,1}$	$P_{1,1}$	$P_{1,2}$	$P_{2,1}$	$P_{2,2}$	$P_{3,1}$	R_1	R_2	R_3	R_4	R_5	KB
false	false	false	false	false	false	false	true	true	true	true	false	false
false	false	false	false	false	false	true	true	true	false	true	false	false
\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots
false	true	false	false	false	false	false	true	true	false	true	true	false
false	true	false	false	false	false	true	true	true	true	true	true	true
false	true	false	false	false	true	false	true	true	true	true	true	true
false	true	false	false	false	true	true	true	true	true	true	true	true
false	true	false	false	true	false	false	true	false	false	true	true	false
\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots
true	true	true	true	true	true	true	false	true	true	false	true	false

- How large will this table be?
 $2^7 = 128$ lines

- Unfortunately $O(2^n)$ for n symbols;
- Problem is co-NP-complete

- Horn Form (restricted)
 $KB = \text{conjunction of Horn clauses}$
- Horn clause =
 - proposition symbol; or
 - (conjunction of symbols) \Rightarrow symbolE.g., $C \wedge (B \Rightarrow A) \wedge (C \wedge D \Rightarrow B)$

- **Modus Ponens** (for Horn Form): complete for Horn KBs

$$\frac{\alpha_1, \dots, \alpha_n, \quad \alpha_1 \wedge \dots \wedge \alpha_n \Rightarrow \beta}{\beta}$$

- Can be used with **forward chaining** or **backward chaining**. These algorithms are very natural and run in **linear** time

Idea: fire any rule whose premises are satisfied in the KB , add its conclusion to the KB , until query is found

$$P \Rightarrow Q$$

$$L \wedge M \Rightarrow P$$

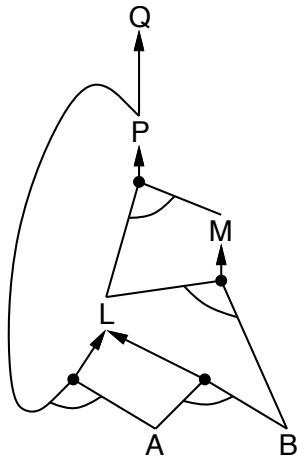
$$B \wedge L \Rightarrow M$$

$$A \wedge P \Rightarrow L$$

$$A \wedge B \Rightarrow L$$

A

B



function PL-FC-Entails(KB, α) **returns** *true* or *false*

inputs: KB , the knowledge base, a sentence in propositional logic

α , the query, a proposition symbol

$count \leftarrow$ a table, where $count[c]$ is the number of symbols in c 's premise

$inferred \leftarrow$ a table, where $inferred[s]$ is initially *false* for all symbols

$agenda \leftarrow$ a queue of symbols, initially symbols known to be true in KB

while $agenda$ is not empty **do**

$p \leftarrow \text{Pop}(agenda)$

if $p = \alpha$ **then return** *true*

if $inferred[p] = \text{false}$ **then**

$inferred[p] \leftarrow \text{true}$

for each clause c in KB where p is in c .Premise **do**

 decrement $count[c]$

if $count[c] = 0$ **then** add c .Conclusion to $agenda$

return *false*

Forward Chaining Example

1 Logic

$$P \Rightarrow Q$$

$$L \wedge M \Rightarrow P$$

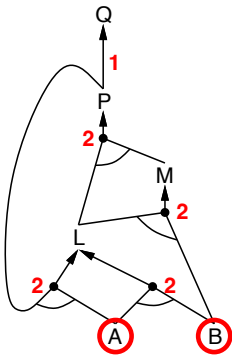
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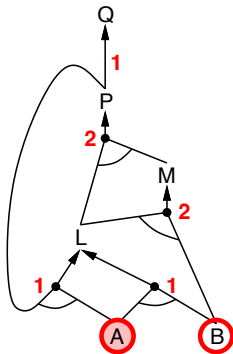
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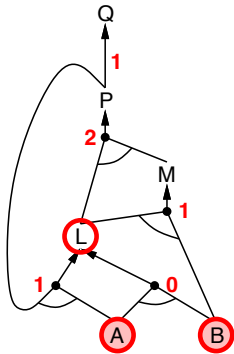
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Forward Chaining Example

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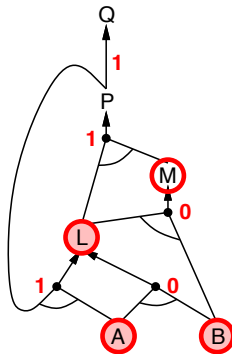
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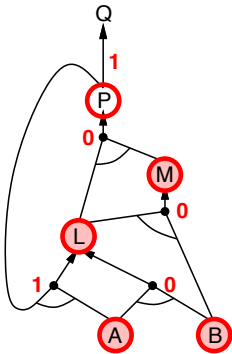
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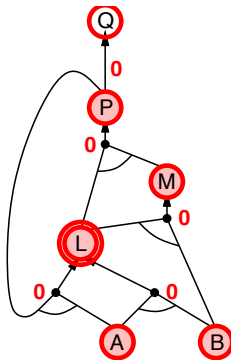
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Forward Chaining Example

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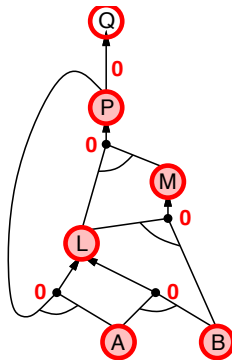
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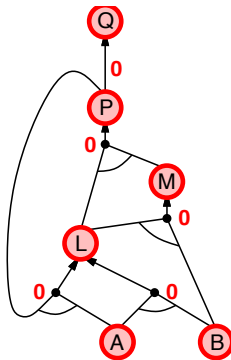
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A

B



- Idea: work backwards from the query q
- To prove q by BC:
 - check if q is known already, or
 - prove by BC all premises of some rule concluding q
- Avoid loops: check if new subgoal is already on the goal stack
- Avoid repeated work: check if new subgoal
 - 1 has already been proved true, or
 - 2 has already failed

- Essentially And-Or search:
 - initial state = query
 - goal state = KB
 - actions = clauses
 - states = models of KB
 - if a plan exists q is true
(plan contains the inference steps)

```
function And-Or-Graph-Search(problem)
  return Or-Search(problem.Initial-State, problem, [])
```

```
function Or-Search(state, problem, path)
  if problem.Goal-Test(state) then return [] ▷ the empty plan
  if state is on path then return failure
  for each action in problem.Actions(state) do
    plan ← And-Search(Results(state, action), problem, [state|path])
    if plan ≠ failure then return [action|plan]
  return failure
function And-Search(states, problem, path)
  for each  $s_i$  in states do
    plan ← Or-Search( $s_i$ , problem, path)
    if plan = failure then return failure
  return[if  $s_1$  then  $plan_1$  else if  $s_2$  then  $plan_2$  else ... if  $s_{n-1}$  then  $plan_{n-1}$  else  $plan_n$ ]
```

Backward Chaining Example

1 Logic

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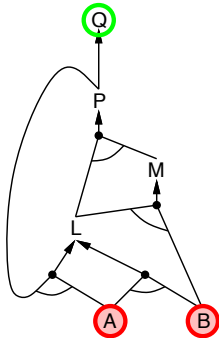
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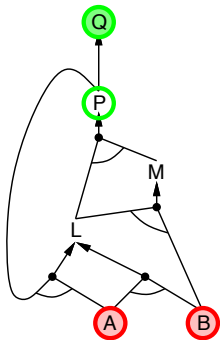
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Backward Chaining Example

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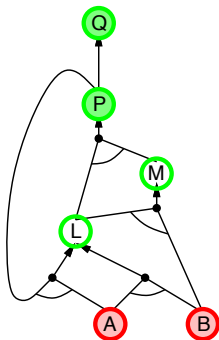
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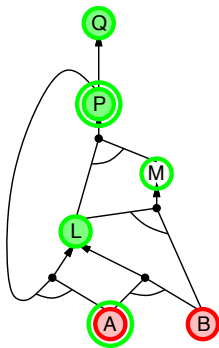
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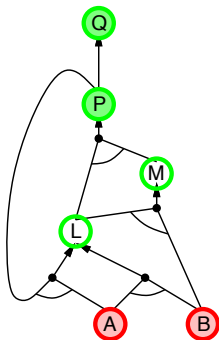
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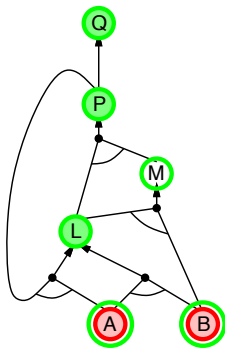
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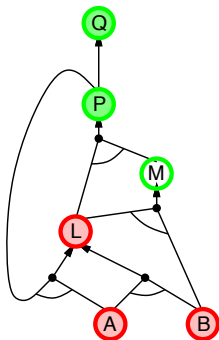
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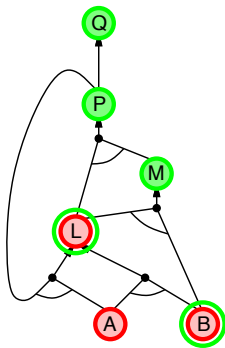
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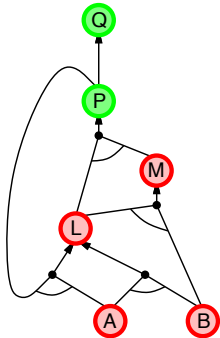
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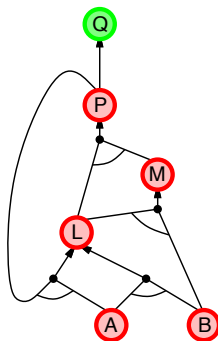
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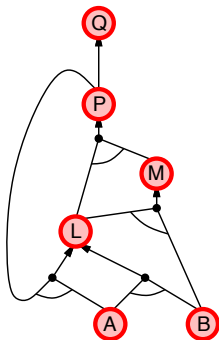
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B



- FC is data-driven, cf. automatic, unconscious processing, e.g., object recognition, routine decisions
 - May do lots of work that is irrelevant to the goal
- BC is goal-driven, appropriate for problem-solving, e.g., Where are my keys? How do I get into a PhD program?
 - Complexity of BC can be much less than linear in the size of the KB

To continue in the next session.