

---

# CS161 WEEK6 DISCUSSION 1C

---



# Agenda

---

## FIRST-ORDER LOGIC



# First-order Logic

## SENTENCES

Atomic Sentences:

- Objects (Constants, Variables, Complex)
- Predicates (T/F Evaluation)
- Connectives  $\Rightarrow \Leftarrow \vee \wedge = \neq$

Quantifiers (Universal & Existential)

$\forall$  (any/all)  $\exists$  (exist)

Handwritten examples with arrows:  
-  $\rightarrow$  Jack, Apple, LBJ (pointing to Objects)  
-  $\rightarrow x, y, z, \dots$  (pointing to Variables)  
-  $\rightarrow \text{Color}(\text{Apple})$  (pointing to a Predicate)  
-  $\rightarrow \text{IsBasketballPlayer}(\text{LBJ})$  (pointing to a Predicate)



# First-order Logic

## QUANTIFIERS

Practice

Guess what they mean:

$(\forall x) \text{ CaptainAmerica}(x) \Rightarrow \text{HasShield}(x)$

$\forall x \text{ CaptainAmerica}(x) \wedge \text{HasShield}(x)$

$\exists x (\text{IronMan}(x) \wedge \text{Alive}(x))$

$\exists x (\text{IronMan}(x) \Rightarrow \text{Alive}(x))$

$\neg \text{IronMan}(x) \vee \text{Alive}(x)$

$\text{love}(x, y)$   
 $x \text{ loves } y$

$\forall x \exists y \text{ love}(x, y)$

$\exists y \forall x \text{ love}(x, y)$

$\forall y \exists x \text{ love}(x, y)$

$\exists x \forall y \text{ love}(x, y)$



# First-order Logic

---

## QUANTIFIERS

$$\left( \begin{array}{lcl} \forall x \neg P & \equiv & (\neg \exists x) P \\ \neg \forall x P & \equiv & \exists x \neg P \\ \forall x P & \equiv & \neg \exists x \neg P \\ \exists x P & \equiv & \neg \forall x \neg P \end{array} \right)$$



# First-order Logic

$Sister(x, Shirley)$

Represent using FOL:

- ① Shirley has at least two sisters  $\exists x \exists y \text{ Sis}(x, Shirley) \text{ Sis}(y, Shirley) \wedge (x \neq y)$
- ② Shirley has only one sister  $\exists x \text{ Sis}(x, Shirley) \wedge (\forall y \text{ Sis}(y, Shirley) \Rightarrow x = y)$   
 $\Downarrow$   
 $(\forall y \neg \text{Sis}(y, Shirley) \vee (x = y))$
- ③ You can always fool someone  
 $(\exists x \forall t) \text{ Fool}(x, t)$
- ④ Sometimes you can fool everyone  
 $(\exists t \forall x) \text{ Fool}(x, t)$



# Midterm

---

## STILL IN PROGRESS

Depth First Search (DFS) can always be improved to become complete with \_\_\_\_?

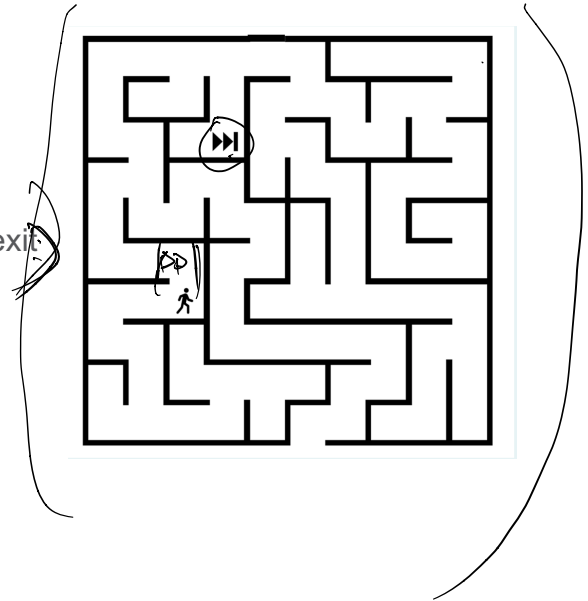


# Midterm

## STILL IN PROGRESS

Admissible heuristics

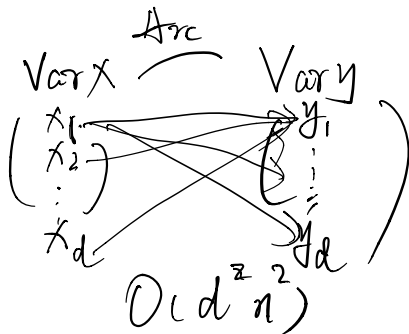
- ① Manhattan distance between the player and the exit
- ② Half of Manhattan distance between the player and the exit





# Midterm

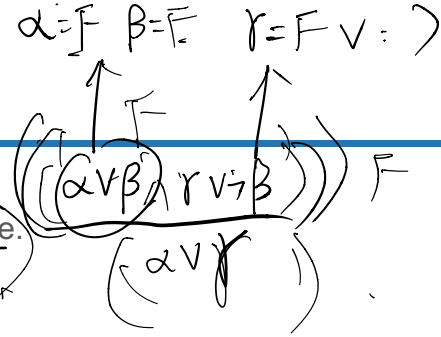
- In the minimax algorithm for 2-player games, the optimal action may change when the utility values of leaf nodes change, even if the order of those utility values is preserved. sorted nodes
- In A\* search, one should seek an admissible heuristic which values are as large as possible.  $\emptyset$
- For binary CSPs (Arc Consistency) can be applied in  $(O(n^2 d))$ , where  $n$  is the number of variables and  $d$  is the largest number of values that any variable can take.





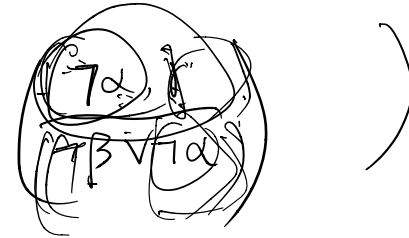
# Midterm

- The inference rule of resolution is refutation complete.



$\Delta \models \alpha$  iff  $\neg \Delta \wedge \alpha$  is unsatisfiable.

The following inference rule is sound:

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




# Q&A

---