

CS161 WEEK6 DISCUSSION 1C

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Contributed by Shirley and Yewen's course materials

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)

Jack, Apple, LBJ

x, y, z...

Color(Apple)

IsBasketballPlayer(LBJ)



First-order Logic

QUANTIFIERS

Practice

Guess what they mean:

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

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



$$\begin{array}{l} \text{Love}(x, y) \\ \forall x \text{Love}(x, y) \end{array}$$

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

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

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

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

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

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

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



First-order Logic

QUANTIFIERS

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

First-order Logic

$\text{Sister}(x, \text{Shirley})$

Represent using FOL:

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

Midterm

STILL IN PROGRESS

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

Midterm

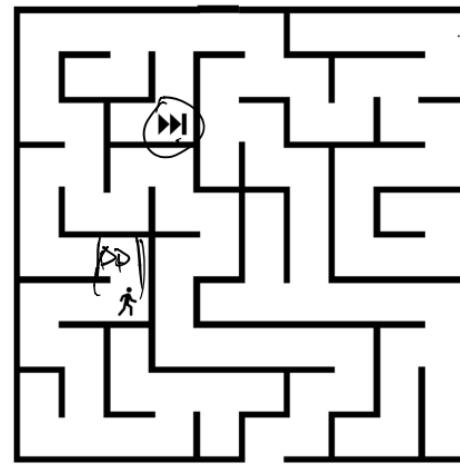
STILL IN PROGRESS

Admissible heuristics

0

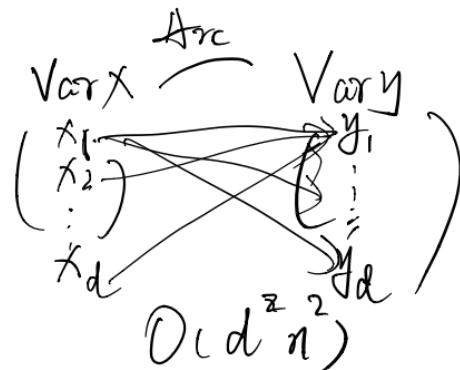
Manhattan distance between the player and the exit

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.
- In A* search, one should seek an admissible heuristic which values are as large as possible.
- 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 $[\neg \Delta \wedge \alpha \text{ is unsatisfiable}]$

The following inference rule is sound:

$$\alpha = F \quad \beta = F \quad \gamma = F \vee \vdash \rightarrow$$

$$\frac{\alpha \vee \beta \quad \neg \beta \vee \gamma}{\alpha \vee \gamma} F$$

$$\frac{\neg \alpha \quad \neg \beta \vee \neg \alpha}{\neg \beta} F$$

Q&A
