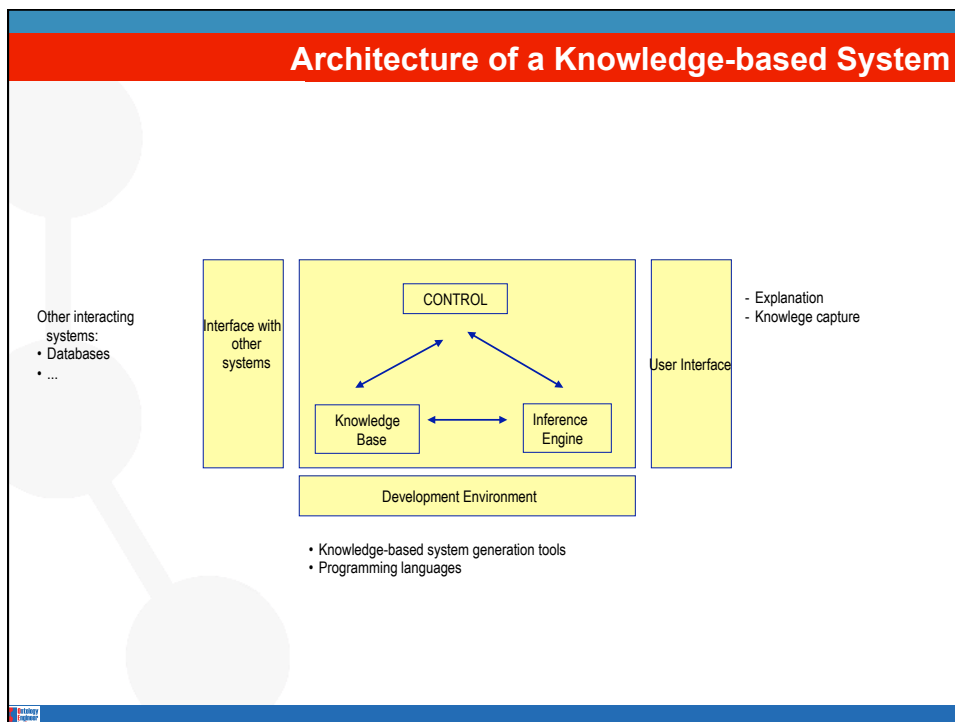


# Knowledge Representation Formalisms

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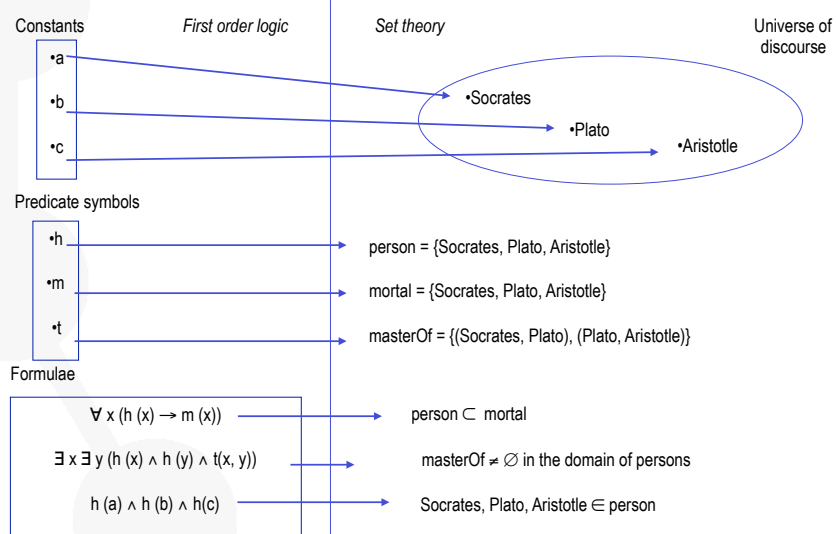
## Knowledge Representation Formalisms. A Summary

- Knowledge representation
  - To store knowledge so that programs can process it and achieve the verisimilitude of human intelligence
- Knowledge representation formalisms/techniques
  - Originated from theories of human information processing.
  - Since knowledge is used to achieve intelligent behavior, the fundamental goal of knowledge representation is to represent knowledge in a manner as to facilitate inferencing i.e. drawing conclusions from knowledge.
  - Some examples are:
    - First order logic
    - Semantic networks and conceptual maps
    - Frames
    - Description logic
    - Production rules
    - Fuzzy logic
    - Bayesian networks
    - Etc.

These are the ones  
that we will analyse

## First order logic. Basic elements

We can establish mappings between logical symbols and domain objects (universe of discourse)



## First order logic. Formalisation

- We have a robot that delivers boxes to offices. We know:
  - Boxes in room 27 are smaller than those in room 28.
  - All boxes in the same room are of the same size.
- In a given moment in time, we know:
  - i) Box A is inside room 27 or 28 (we do not know which one).
  - ii) Box B is inside room 27.
  - iii) Box B is not smaller than box A.
- We want to test whether box A is in room 27.

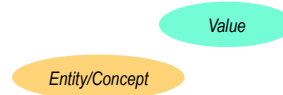
## First order logic. Formalisation. Solution

- We have a robot that delivers boxes to offices. We know:
  - Boxes in room 27 are smaller than those in room 28.  
 $\forall x \forall y (\text{box}(x) \wedge \text{inside}(x, \text{h27}) \wedge \text{box}(y) \wedge \text{inside}(y, \text{h28}) \rightarrow \text{smallerThan}(x, y))$
  - All boxes in the same room are of the same size.  
 $\forall x \forall y \forall h (\text{box}(x) \wedge \text{box}(y) \wedge \text{room}(h) \wedge \text{room}(x, h) \wedge \text{inside}(y, h) \rightarrow \text{sameSizeAs}(x, y))$
  - In a given moment in time, we know :
    - i) Box A is inside room 27 or 28 (we do not know which one).  
 $\text{box}(a) \wedge \text{room}(\text{h27}) \wedge \text{room}(\text{h28}) \wedge (\text{inside}(a, \text{h27}) \vee \text{inside}(a, \text{h28}))$
    - ii) Box B is inside room 27.  
 $\text{box}(b) \wedge \text{inside}(b, \text{h27})$
    - iii) Box B is not smaller than box A.  
 $\neg \text{smallerThan}(b, a)$
  - We want to test whether box A is in room 27.  
 $\text{inside}(a, \text{h27})?$

## Semantic Network. Basic elements

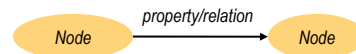
- Nodes

- They represent entities or concepts, or values



- Edges

- They represent properties or relations



- The semantics (mapping to the real world) depends on the tags used for nodes and edges
- There is no predefined KR vocabulary
  - Although sometimes there are *structural* edges

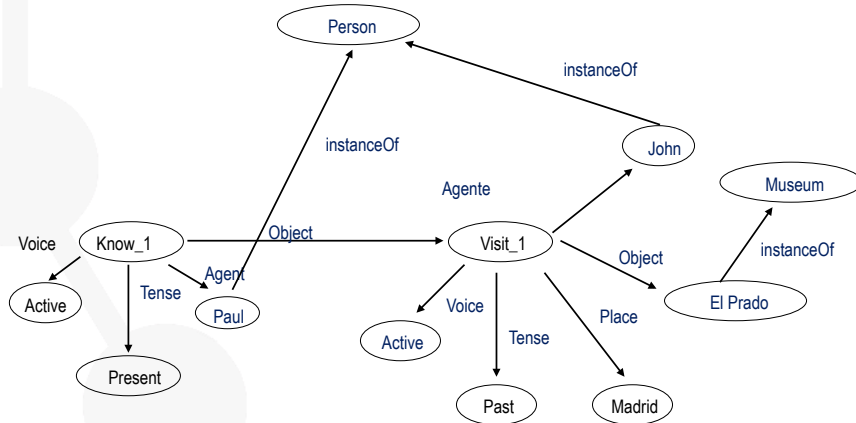


## Semantic networks. Example

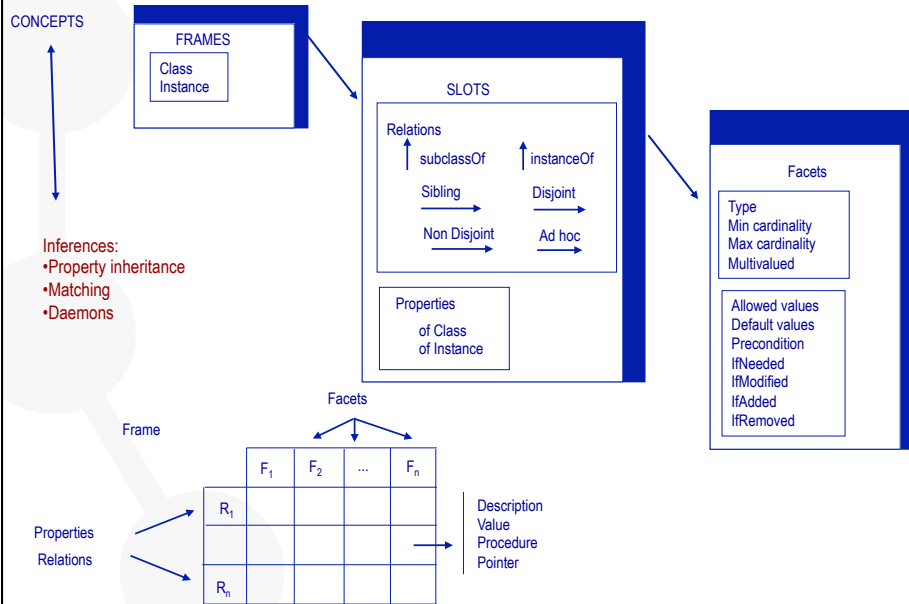
- Paul and John are persons
- El Prado is a museum
- Paul knows that John visited El Prado in Madrid

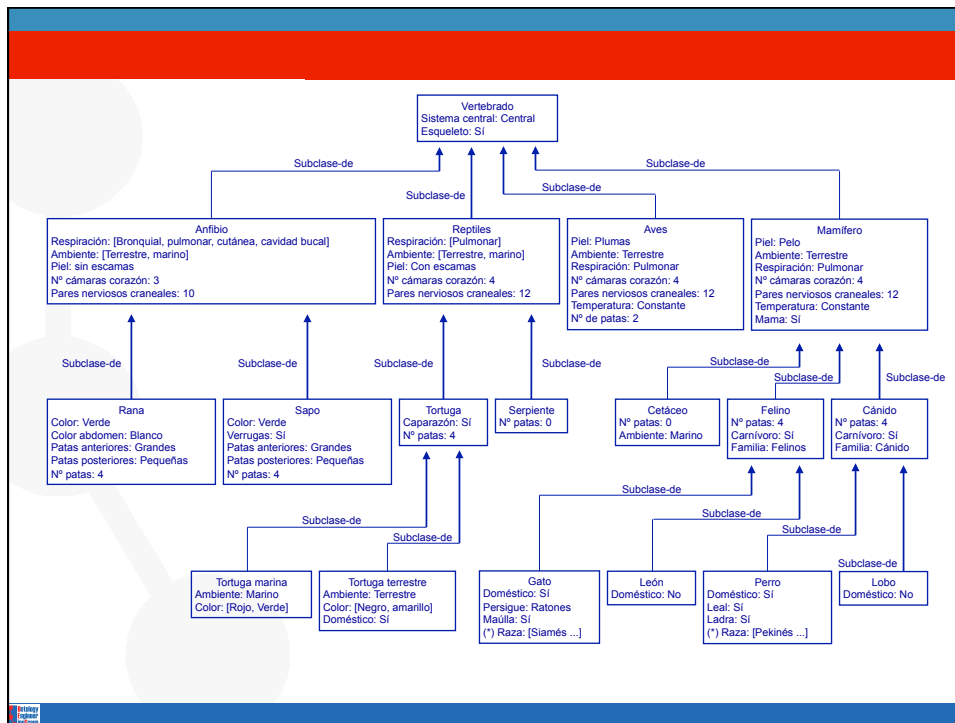
## Semantic networks. Example. Solution

- Paul and John are persons
- El Prado is a museum
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## Frames. Basic elements



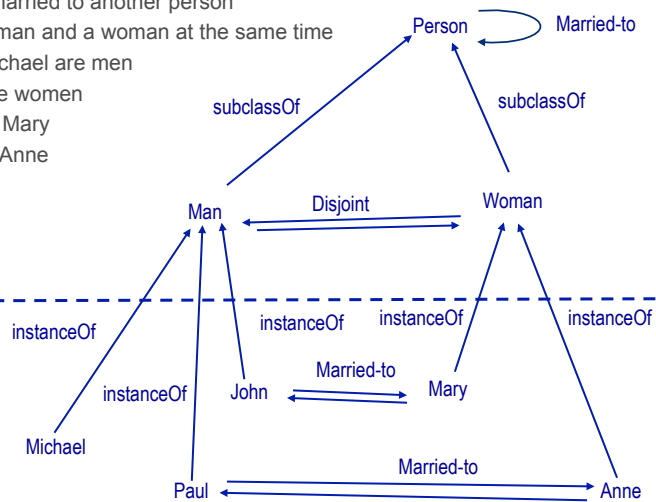


## Frames. Example

- Men and women are persons
- A person can be married to another person
- Nobody can be a man and a woman at the same time
- John, Paul and Michael are men
- Mary and Anne are women
- John is married to Mary
- Paul is married to Anne

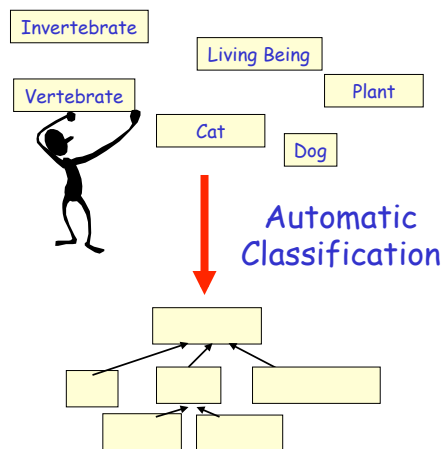
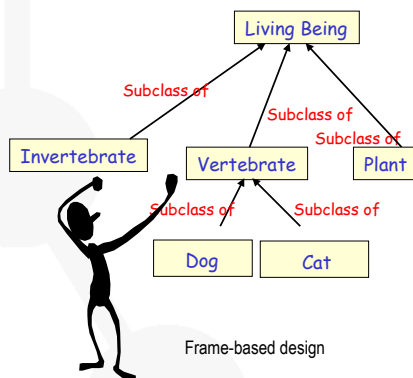
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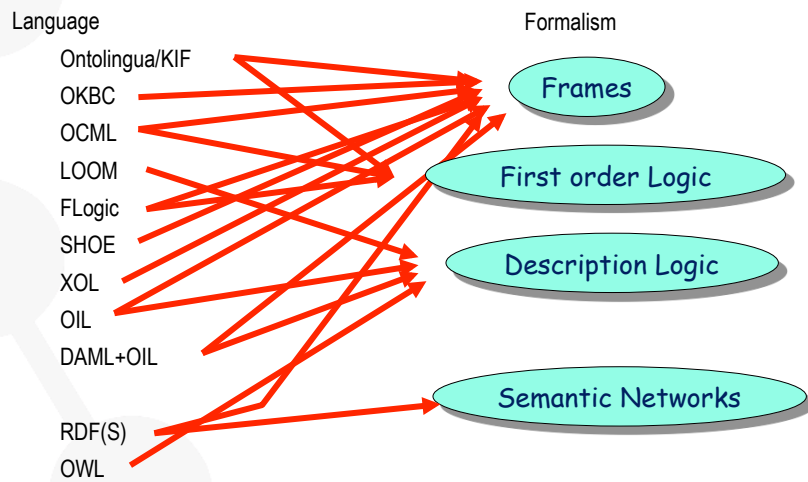


## Description Logics. Basic elements

- A subset of first order logic with good reasoning properties
- **Automatic classification**



## KR Formalisms



## Ontology language evolution

