PURDUE CS47100

INTRODUCTION TO AI

ANNOUNCEMENTS

- Midterm exam in a week!
 - October 20 (Thursday): 8-10pm, PHYS 112
 - Please contact DRC and reserve a testing room with them NOW if you have accessibility needs!
- Assignment 2: due by the end of Sunday (Oct 16)
 - We may turn some written questions into bonus questions depending on how much we can cover in today's class; watch out for a post on the Ed discussion forum tonight!
 - But you should make sure you understand how to solve all written questions in assignment
 2, regardless of whether they are bonus questions...

RECAP: PROPOSITIONAL LOGIC & FIRST-ORDER LOGIC

- Propositional logic: Model checking
 - DPLL
 - WalkSAT
- First-order logic
 - Constants, predicates, functions, variables, connectives, equality, quantifiers

UNIVERSAL QUANTIFICATION

- V<variables> <sentence>
- ► Everyone in CS471 is smart: $\forall x \text{ in}(x, CS471) \Rightarrow Smart(x)$
- \triangleright $\forall x P is true in a model m iff P is true with x interpreted as each possible object in the model$
- Roughly speaking, equivalent to the conjunction of instantiations of P

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In(John, CS471) \Rightarrow Smart(John)

\land In(Jane, CS471) \Rightarrow Smart(Jane)

\land In(CS471, CS471) \Rightarrow Smart(CS471)

\land ...
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A COMMON MISTAKE TO AVOID

- ▶ Typically, \Rightarrow is the main connective with \forall
- \blacktriangleright Common mistake: using \land as the main connective with \forall
 - \rightarrow \forall x In(x, CS471) \land Smart(x)
 - means "Everyone is in CS471 and everyone is smart"

EXISTENTIAL QUANTIFICATION

- ► ∃<variables> <sentence>
- ► Someone in CS471 is smart: $\exists x \ln(x, CS471) \land Smart(x)$
- ► ∃x P is true in a model m iff P is true with x interpreted as some possible object in the model
- Roughly speaking, equivalent to the disjunction of instantiations of P

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In(John, CS471) ∧ Smart(John)

∨ In(Jane, CS471) ∧ Smart(Jane)

∨ In(CS471, CS471) ∧ Smart(CS471)

∨ ...
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ANOTHER COMMON MISTAKE TO AVOID

- ▶ Typically, \land is the main connective with \exists
- ▶ Common mistake: using \Rightarrow as the main connective with \exists
 - ► $\exists x \ln(x,CS471) \Rightarrow Smart(x)$
 - is true if there is any object that is not in CS471

PROPERTIES OF QUANTIFIERS

- \rightarrow $\forall x \forall y \text{ is the same as } \forall y \forall x$
- \rightarrow $\exists x \exists y \text{ is the same as } \exists y \exists x$
- $ightharpoonup \exists x \ \forall y \ is \ not \ the same \ as \ \forall y \ \exists x$
 - $ightharpoonup \exists x \ \forall y \ Loves(x,y)$ "There is a person who loves everyone in the world"
 - $ightharpoonup \forall y \exists x \ Loves(x,y)$ "Everyone in the world is loved by at least one person"
- Quantifier duality: each can be expressed using the other
 - $\rightarrow \forall x \text{ Likes}(x, \text{IceCream}) \quad \neg \exists x \neg \text{Likes}(x, \text{IceCream})$
 - ► $\exists x \text{ Likes}(x, \text{Broccoli})$ $\neg \forall x \neg \text{Likes}(x, \text{Broccoli})$

EQUALITY

- term₁ = term₂ is true under a given interpretation if and only if term₁ and term₂ refer to the same object
- E.g., definition of Sibling in terms of Parent

 $\forall x,y \ Sibling(x,y) \Leftrightarrow [\neg(x=y) \land \exists m,f \neg(m=f) \land Parent(m,x) \land Parent(f,x) \land Parent(m,y) \land Parent(f,y)]$

EXAMPLES

- ► Every gardener likes the sun: $\forall x \text{ Gardener}(x) \Rightarrow \text{Likes}(x,\text{Sun})$
- ▶ You can fool some of the people all of the time: $\exists x \text{ (Person(x)} \land \forall t \text{ (Time(t)} \Rightarrow \text{CanFool(x,t))})$
- ▶ You can fool all of the people some of the time: $\forall x \text{ (Person(x)} \Rightarrow \exists t \text{ (Time(t)} \land CanFool(x,t)))$
- ► All purple mushrooms are poisonous: $\forall x \text{ (Mushroom(x)} \land Purple(x)) \Rightarrow Poisonous(x)$
- No purple mushroom is poisonous:
 ¬∃x Purple(x) ∧ Mushroom(x) ∧ Poisonous(x)
 ∀x (Mushroom(x) ∧ Purple(x)) ⇒ ¬Poisonous(x)
- ► There are exactly two mushrooms: $\exists x \exists y \; Mushroom(x) \land Mushroom(y) \land \neg(x=y) \land (\forall z \; Mushroom(z) \Rightarrow ((x=z) \lor (y=z)))$

INFERENCE IN FIRST ORDER LOGIC

- How can we use our knowledge of Propositional Logic to solve problems in First Order Logic?
- We can simply convert a problem from FOL to PL, and run resolution on it.

WHAT SYMBOLS ARE PRESENT IN SENTENCES IN FIRST ORDER LOGIC BUT NOT IN PROPOSITIONAL LOGIC?



- Alice
- Bob
- Eve
- John

- Al
- LinearAlgebra
- Probability

 $\forall x \ Studies(x, AI) \Rightarrow Awesome(x)$

∃y InClass(y,AI) ∧ WillAttend(y,GradSchool)

 $\forall x \exists y InClass(x,y) \land Studies(x,y)$

- Alice
- Bob
- Eve
- John

- Al
- LinearAlgebra
- Probability

$\forall x \ Studies(x, Al) \Rightarrow Awesome(x)$

- Studies(Alice,Al) ⇒ Awesome(Alice)
- Studies(Bob,AI) ⇒ Awesome(Bob)
- Studies(Eve,AI) ⇒ Awesome(Eve)
- Studies(John,AI) ⇒ Awesome(John)
- Studies(AI,AI) ⇒ Awesome(AI)
- Studies(LinearAlgebra,AI) ⇒ Awesome(LinearAlgebra)
- Studies(Probability,AI) ⇒ Awesome(Probability)

UNIVERSAL INSTANTIATION (UI)

Every instantiation of a universally quantified sentence is entailed by it:

$$\frac{\forall \, v \, \alpha}{\text{SUBST}(\{v,g\},\alpha)}$$

for any variable v and ground term g (term without variables)

- Example, given the sentence: $\forall x \text{ King}(x) \land \text{Greedy}(x) \Rightarrow \text{Evil}(x)$
- Then entailed sentences include:

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\begin{aligned} & \text{King}(\text{John}) \wedge \text{Greedy}(\text{John}) \Rightarrow \text{Evil}(\text{John}) \\ & \text{King}(\text{Richard}) \wedge \text{Greedy}(\text{Richard}) \Rightarrow \text{Evil}(\text{Richard}) \\ & \text{King}(\text{Father}(\text{John})) \wedge \text{Greedy}(\text{Father}(\text{John})) \Rightarrow \text{Evil}(\text{Father}(\text{John})) \end{aligned}
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- Alice
- Bob
- Eve
- John

- Al
- LinearAlgebra
- Probability

∃y InClass(y,AI) ∧ WillAttend(y,GradSchool)

- ► (InClass(Alice,AI) ∧ WillAttend(Alice,GradSchool))
 - ∨ (InClass(Bob,AI) ∧ WillAttend(Bob,GradSchool))
 - ∨ (InClass(Eve,AI) ∧ WillAttend(Eve,GradSchool))
 - ∨ (InClass(John,AI) ∧ WillAttend(John,GradSchool))
 - ∨ (InClass(AI,AI) ∧ WillAttend(AI,GradSchool))
 - ∨ (InClass(LinearAlgebra,AI) ∧ WillAttend(LinearAlgebra,GradSchool))
 - ∨ (InClass(Probability,AI) ∧ WillAttend(Probability,GradSchool))
- InClass(C,AI) ∧ WillAttend(C,GradSchool)

Skolem Constant

EXISTENTIAL INSTANTIATION (EI)

For any sentence α with variable v:

$$\frac{\exists \, v \, \alpha}{\text{SUBST}(\{v, k\}, \alpha)}$$

for constant term k that does not appear elsewhere in the knowledge base

- E.g., ∃x Crown(x) ∧ OnHead(x,John) yields: Crown(C₁) ∧ OnHead(C₁,John) provided C₁ is a new constant symbol (a Skolem constant)
- Like saying "We know that there is some x for which this is true, so let's just call it C_1 "

- Alice
- Bob
- Eve
- John

- Al
- LinearAlgebra
- Probability

$\forall x \exists y InClass(x,y) \land Studies(x,y)$

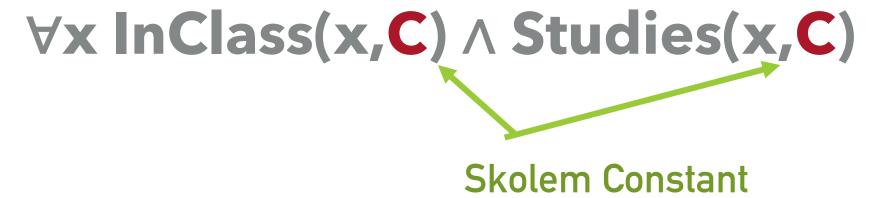
- ► [(InClass(Alice, Alice) ∧ Studies(Alice, Alice))
 - ∨ (InClass(Alice,Bob) ∧ Studies(Alice,Bob)
 - ∨ (InClass(Alice, Eve) ∧ Studies(Alice, Eve)
 - ∨ (InClass(Alice, John) ∧ Studies(Alice, John)
 - ∨ (InClass(Alice,AI) ∧ Studies(Alice,AI)
 - ∨ (InClass(Alice,LinearAlgebra) ∧ Studies(Alice,LinearAlgebra)
 - ∨ (InClass(Alice, Probability) ∧ Studies(Alice, Probability)]
 - ∧ [(InClass(Bob,Alice) ∧ Studies(Bob,Alice)) ∨ ...

- Alice
- Bob
- Eve
- John

- Al
- LinearAlgebra
- Probability

∀x ∃y InClass(x,y) ∧ Studies(x,y)

- ► [(InClass(Alice, Alice) ∧ Studies(Alice, Alice))
 - ∨ (InClass(Alice,Bob) ∧ Studies(Alice,Bob)
 - ∨ (InClass(Alice, Eve) ∧ Studies(Alice, Eve)
 - ∨ (InClass(Alice, John) ∧ Studies(Alice, John)
 - ∨ (InClass(Alice,AI) ∧ Studies(Alice,AI)
 - ∨ (InClass(Alice,LinearAlgebra) ∧ Studies(Alice,LinearAlgebra)
 - ∨ (InClass(Alice, Probability) ∧ Studies(Alice, Probability)]
 - ∧ [(InClass(Bob,Alice) ∧ Studies(Bob,Alice)) ∨ ...



- Alice
- Bob
- Eve
- John

- Al
- LinearAlgebra
- Probability

$\forall x \exists y InClass(x,y) \land Studies(x,y)$

► [(InClass(Alice, Alice) ∧ Studies(Alice, Alice))

∨ (InClass(Alice,Bob) ∧ Studies(Alice,Bob)

∨ (InClass(Alice, Eve) ∧ Studies(Alice, Eve)

∨ (InClass(Alice, John) ∧ Studies(Alice, John)

∨ (InClass(Alice,AI) ∧ Studies(Alice,AI)

∨ (InClass(Alice,LinearAlgebra) ∧ Studies(Alice,LinearAlgebra)

∨ (InClass(Alice, Probability) ∧ Studies(Alice, Probability)]

∧ [(InClass(Bob,Alice) ∧ Studies(Bob,Alice)) ∨ ...

 $\forall x InClass(x,C(x)) \land Studies(x,C(x))$

Skolem Function

REDUCTION TO PROPOSITIONAL INFERENCE

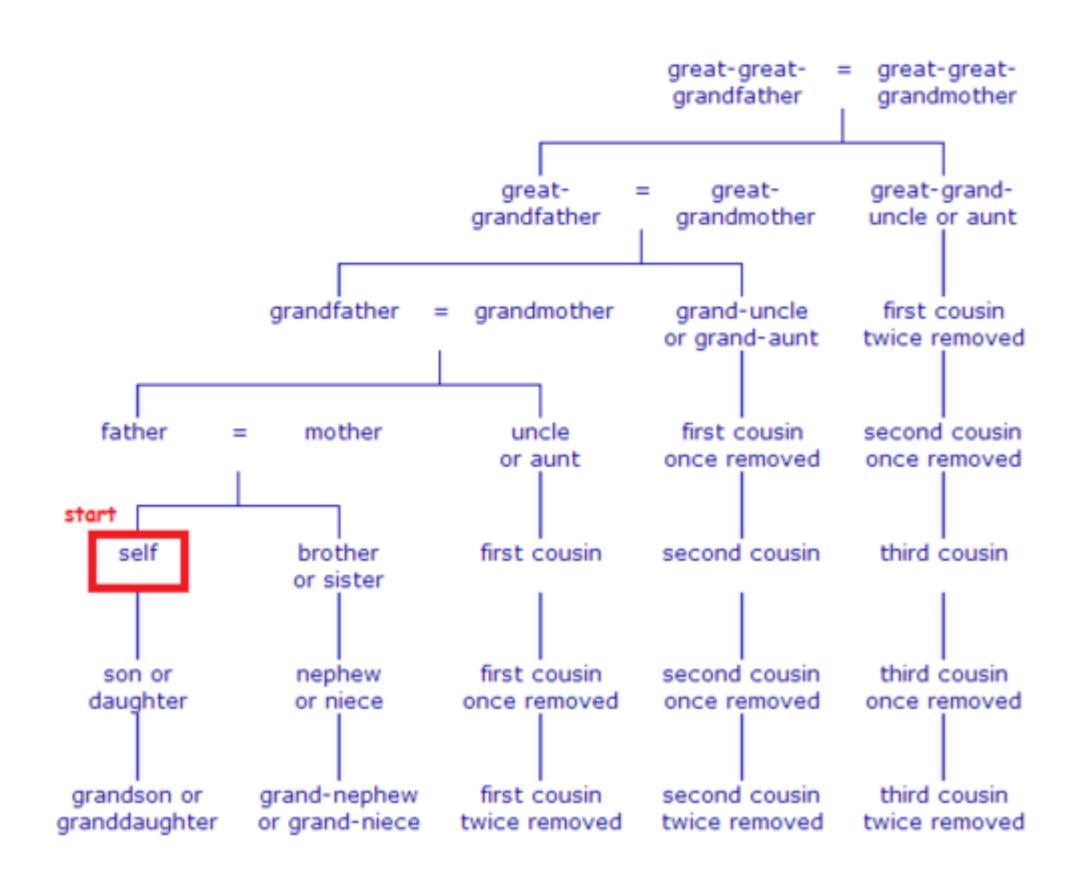
- Given a KB containing:
 ∀x King(x) ∧ Greedy(x) ⇒ Evil(x)
 King(John)
 Greedy(John)
 Brother(Richard, John)
- Instantiate the universal sentence in all possible ways: King(John) ∧ Greedy(John) ⇒ Evil(John) King(Richard) ∧ Greedy(Richard) ⇒ Evil(Richard) King(John) Greedy(John) Brother(Richard,John)
- ► The new KB is **propositionalized** with proposition symbols:
 - King(John), Greedy(John), Evil(John), King(Richard), etc.

REDUCTION TO PROPOSITIONAL INFERENCE

- Every FOL KB can be propositionalized so as to preserve entailment
- That is, a ground sentence is entailed by new KB iff entailed by original KB
- Thus, we can propositionalize KB and query, apply resolution, and return result
- However, what other aspect of first-order logic differentiates it from propositional logic?
 - Functions!
 - E.g., Father(John), LeftLeg(Richard), Successor(4)

FOL KB CAN BE INFINITE IN PL

- Father(John) = Bob
- But what about? Father(Father(Father(John))))
- Can go arbitrarily deep



PROBLEMS WITH PROPOSITIONALIZATION (1)

- With function symbols, there are infinitely many ground terms
- ► Theorem If a sentence α is entailed by an FOL KB, it is entailed by a **finite** subset of the propositionalized KB (Herbrand 1930)
- ► Idea For n = 0 to ∞ do
 - Create a propositional KB by instantiating with depth n terms
 - ightharpoonup See if α is entailed by this KB
- Works if α is entailed, loops if α is not entailed!
- ► Theorem Entailment for FOL is **semidecidable** (algorithms exist that say yes to every entailed sentence, but no algorithm exists that also says no to every nonentailed sentence) (Turing 1936, Church 1936)

PROBLEMS WITH PROPOSITIONALIZATION (2)

- Propositionalization seems to generate lots of irrelevant sentences.
- For example, from the KB
 ∀x King(x) ∧ Greedy(x) ⇒ Evil(x)
 King(John)
 ∀y Greedy(y)
 Brother(Richard, John)
- It seems obvious that Evil(John), but propositionalization produces lots of facts such as Greedy(Richard) that are irrelevant
- With p k-ary predicates and n constants, there are pnk instantiations.
- With function symbols, it gets much worse

SOLUTION

- More efficient inference methods that work directly with variables
 - Unification
 - Resolution
 - Generalized Modus Ponens
 - Forward chaining and backward chaining

LIFTED INFERENCE

- Find substitutions that make different logical expressions look identical
- Example:
 - ► $\forall x \, \text{King}(x) \land \text{Greedy}(x) \Rightarrow \text{Evil}(x)$
 - King(John)
 - ▶ ∀y Greedy(y)
- Find some x such that the premise of a rule is identical to sentence already in the KB, then we can assert the conclusion
 - {x/John, y/John} then we can conclude Evil(John)

α	eta	θ
Knows(John,x)	Knows(John,Jane)	
Knows(John,x)	Knows(y,Steve)	
Knows(John,x)	Knows(y,Mother(y))	
Knows(John,x)	Knows(x,Steve)	

α	eta	heta
Knows(John,x)	Knows(John,Jane)	{x/Jane}
Knows(John,x)	Knows(y,Steve)	
Knows(John,x)	Knows(y,Mother(y))	
Knows(John,x)	Knows(x,Steve)	

α	eta	heta
Knows(John,x)	Knows(John,Jane)	{x/Jane}
Knows(John,x)	Knows(y,Steve)	{x/Steve,y/John}
Knows(John,x)	Knows(y,Mother(y))	
Knows(John,x)	Knows(x,Steve)	

α	eta	heta
Knows(John,x)	Knows(John,Jane)	{x/Jane}
Knows(John,x)	Knows(y,Steve)	{x/Steve,y/John}
Knows(John,x)	Knows(y,Mother(y))	{y/John,x/Mother(John)}
Knows(John,x)	Knows(x,Steve)	

Two sentences α, β can be unified with substitution θ if SUBST(θ, α)=SUBST(θ, β)

α	eta	heta
Knows(John,x)	Knows(John,Jane)	{x/Jane}
Knows(John,x)	Knows(y,Steve)	{x/Steve,y/John}
Knows(John,x)	Knows(y,Mother(y))	{y/John,x/Mother(John)}
Knows(John,x)	Knows(x,Steve)	{fail}

Standardizing apart eliminates overlap of variables, e.g., Knows(z,Steve)

- To unify Knows(John,x) and Knows(y,z), $\theta = \{y/John, x/z\}$ or $\theta = \{y/John, x/John, z/John\}$
- The first unifier is more general than the second.
- For every unifiable pair of expressions, there exists a single most general unifier (MGU) that is unique up to renaming of variables.
 - ► MGU = { y/John, x/z }