## Theorem Proving

Three important concepts for Logical Inference

## Inference Algorithms: Forward and Backward Chaining

## Forward and Backward Chaining

```
Horn Form (restricted)
KB = \begin{array}{c} \textbf{Conjunction of Horn clauses} \\ \textbf{Horn clause} = \\ & \diamondsuit \text{ proposition symbol; or} \\ & \diamondsuit \text{ (conjunction of symbols)} \Rightarrow \textbf{symbol} \\ \textbf{E.g., } C \land (B \Rightarrow A) \land (C \land D \Rightarrow B) \end{array}
```

- Restrict sentences to be written a particular way
- Only need one inference rule in your search for entailment

## Forward and Backward Chaining

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

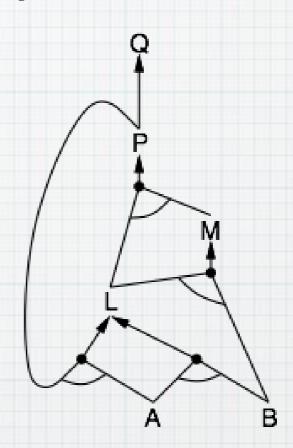
$$\alpha_1, \ldots, \alpha_n, \qquad \alpha_1 \wedge \cdots \wedge \alpha_n \Rightarrow \beta$$
 $\beta$ 

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

## Forward Chaining

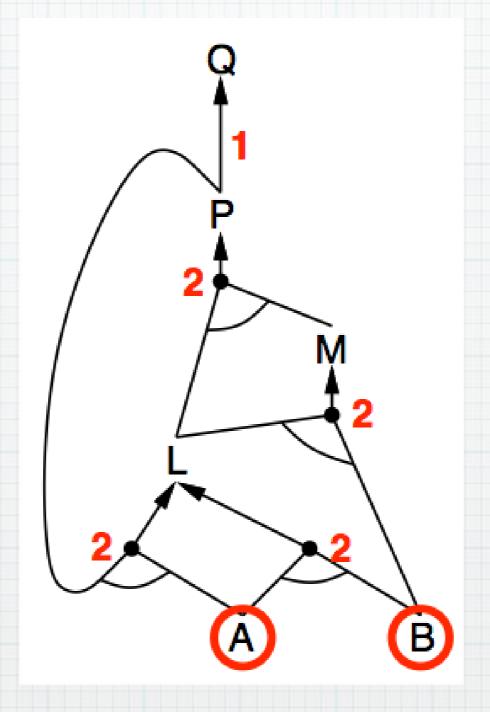
Idea: fire any rule whose premises are satisfied in the KB, add its conclusion to the KB, until query is found

$$P\Rightarrow Q$$
 $L\wedge M\Rightarrow P$ 
 $B\wedge L\Rightarrow M$ 
 $A\wedge P\Rightarrow L$ 
 $A\wedge B\Rightarrow L$ 
 $A$ 

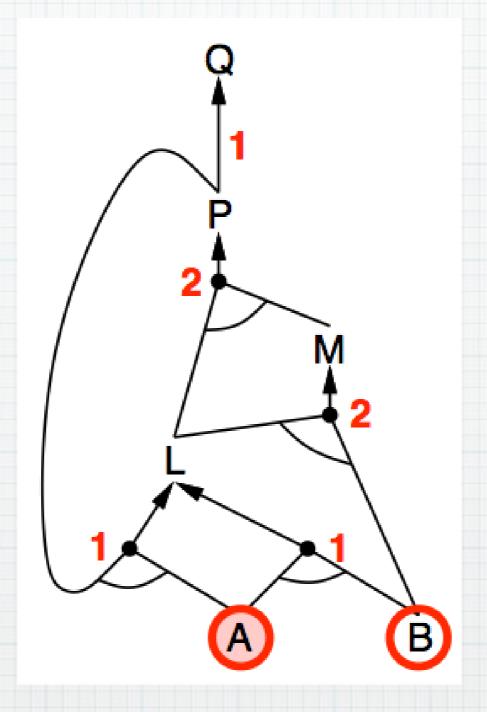


## Forward Chaining

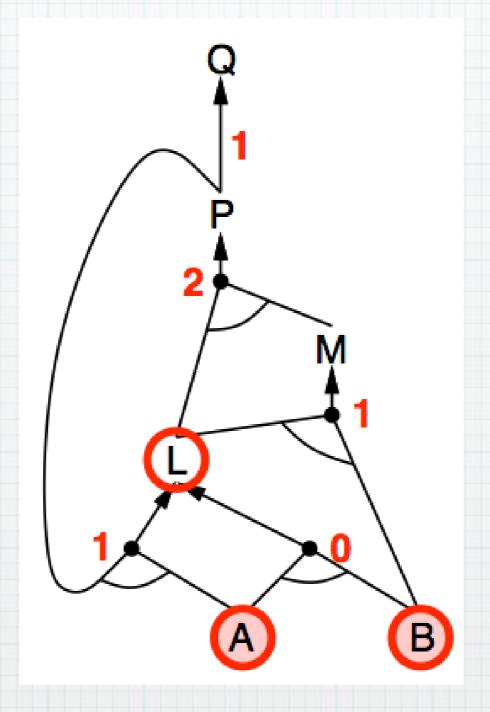
```
function PL-FC-ENTAILS?(KB, q) returns true or false
   inputs: KB, the knowledge base, a set of propositional Horn clauses
            q, the query, a proposition symbol
  local variables: count, a table, indexed by clause, initially the number of premises
                      inferred, a table, indexed by symbol, each entry initially false
                      agenda, a list of symbols, initially the symbols known in K\!B
   while agenda is not empty do
       p \leftarrow Pop(agenda)
       unless inferred[p] do
            inferred[p] \leftarrow true
            for each Horn clause c in whose premise p appears do
                 decrement count[c]
                 if count[c] = 0 then do
                     if HEAD[c] = q then return true
                     PUSH(HEAD[c], agenda)
   return false
```



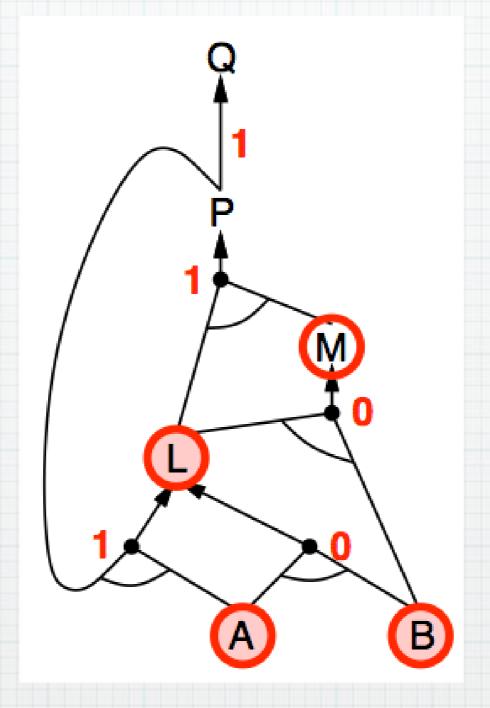
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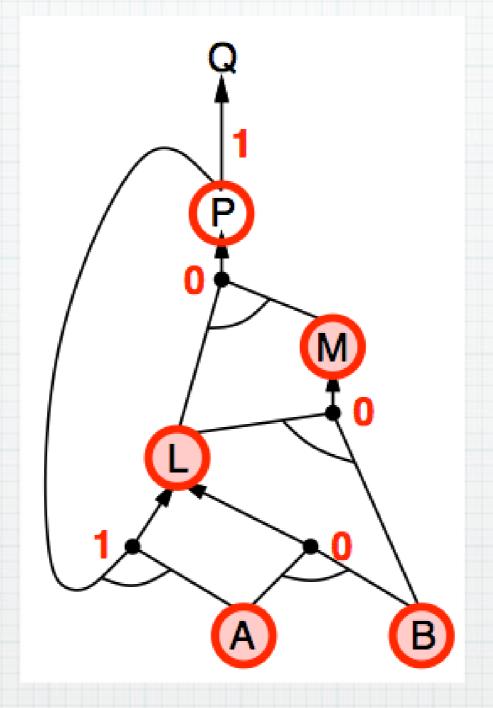
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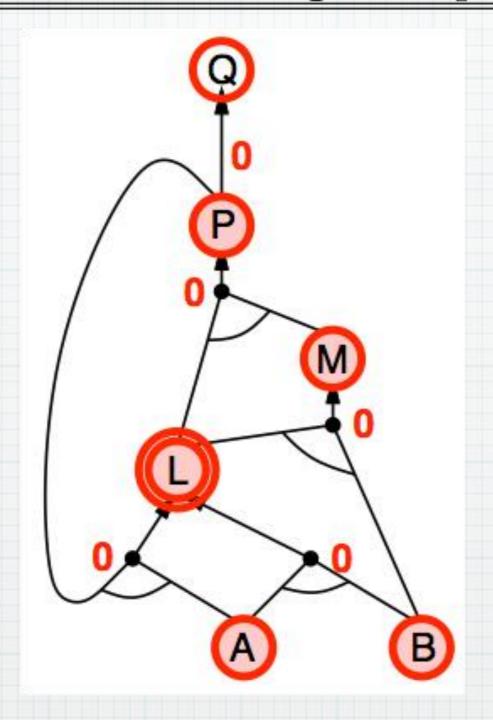


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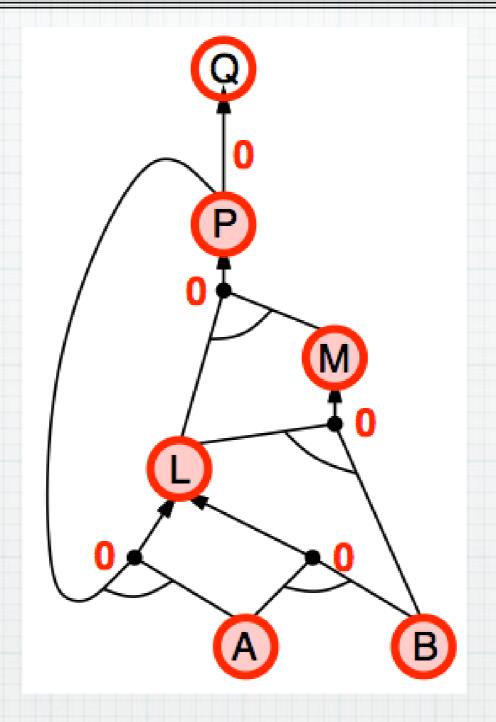
M



$$P\Rightarrow Q$$
 $L\wedge M\Rightarrow P$ 
 $B\wedge L\Rightarrow M$ 
 $A\wedge P\Rightarrow L$ 
 $A\wedge B\Rightarrow L$ 
 $A$ 

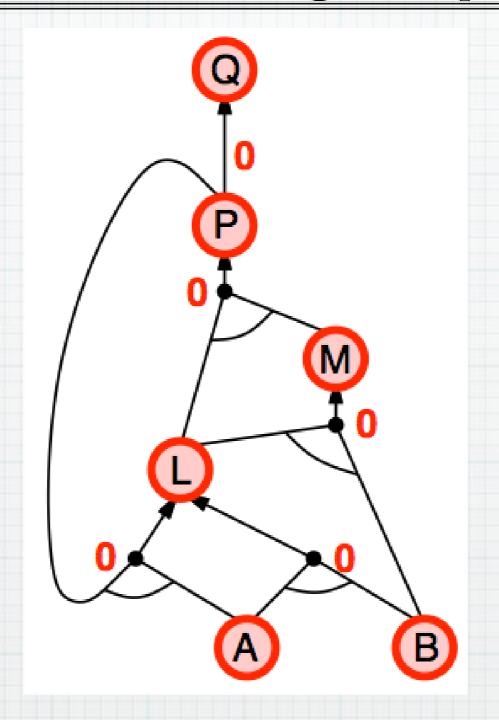
M

P



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 $A$ 

P



$$P\Rightarrow Q$$
 $L\wedge M\Rightarrow P$ 
 $B\wedge L\Rightarrow M$ 
 $A\wedge P\Rightarrow L$ 
 $A\wedge B\Rightarrow L$ 
 $A$ 
 $B$ 

### **Proof of Completeness**

FC derives every atomic sentence that is entailed by  $\overline{KB}$ 

- 1. FC reaches a fixed point where no new atomic sentences are derived
- 2. Consider the final state as a model m, assigning true/false to symbols
- 3. Every clause in the original KB is true in mProof: Suppose a clause  $a_1 \wedge \ldots \wedge a_k \Rightarrow b$  is false in mThen  $a_1 \wedge \ldots \wedge a_k$  is true in m and b is false in mTherefore the algorithm has not reached a fixed point!
- 4. Hence m is a model of KB
- 5. If  $KB \models q$ , q is true in **every** model of KB, including m

General idea: construct any model of KB by sound inference, check  $\alpha$ 

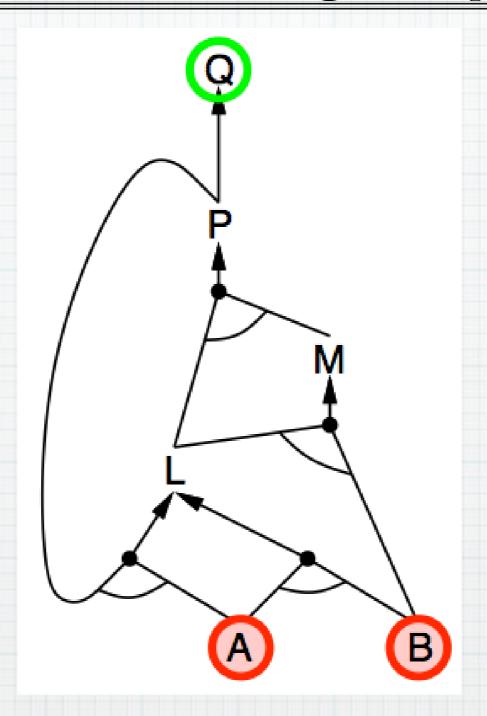
### **Backward Chaining**

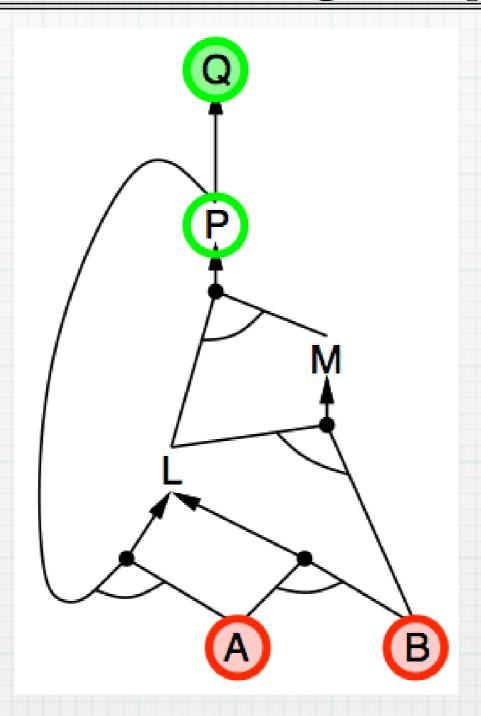
```
Idea: work backwards from the query q:
to prove q by BC,
check if q is known already, or
prove by BC all premises of some rule concluding q
```

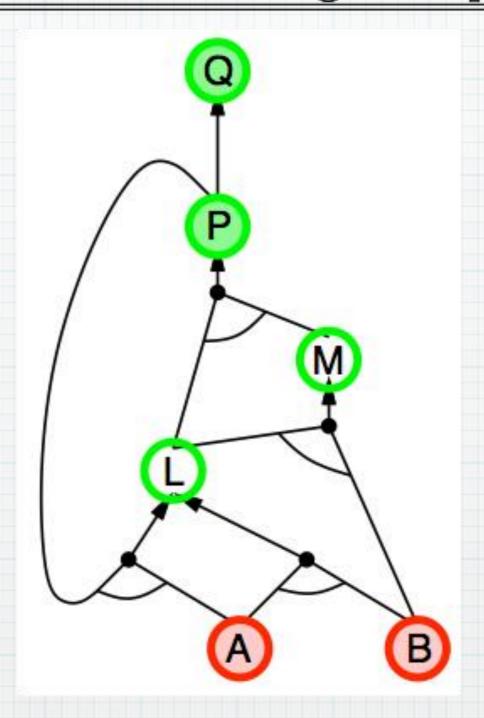
Avoid loops: check if new subgoal is already on the goal stack

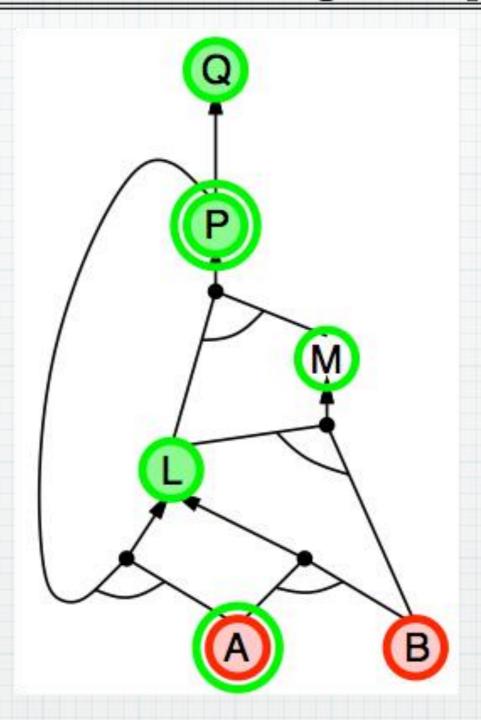
Avoid repeated work: check if new subgoal

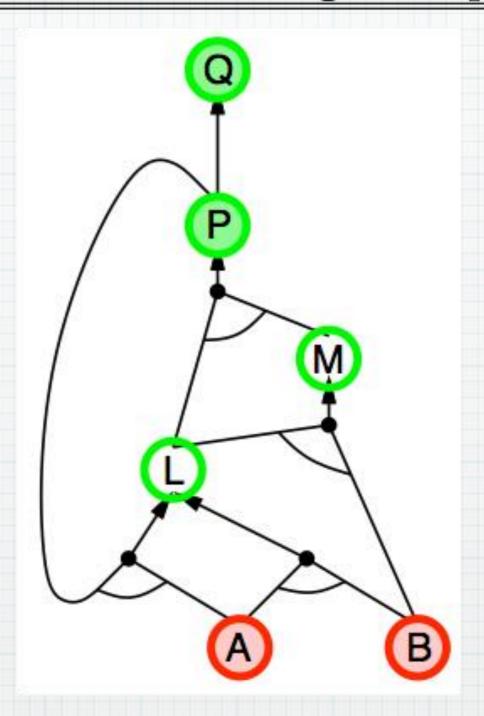
- 1) has already been proved true, or
- 2) has already failed

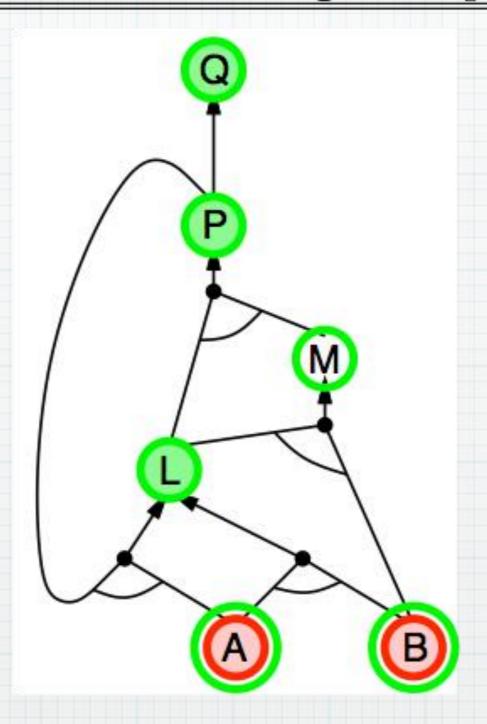


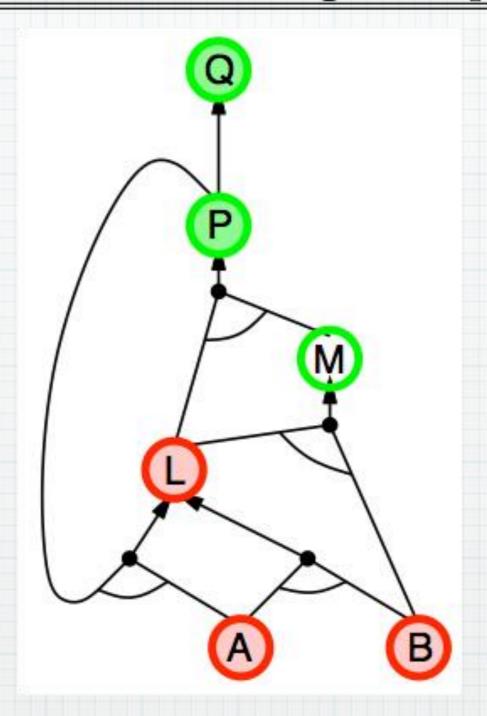


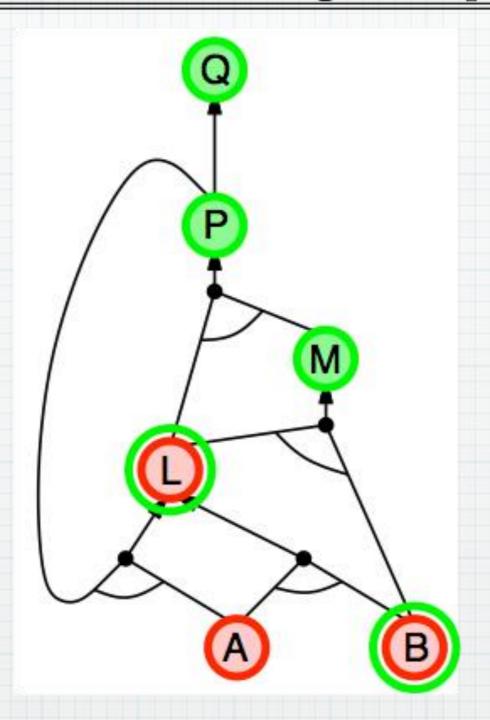


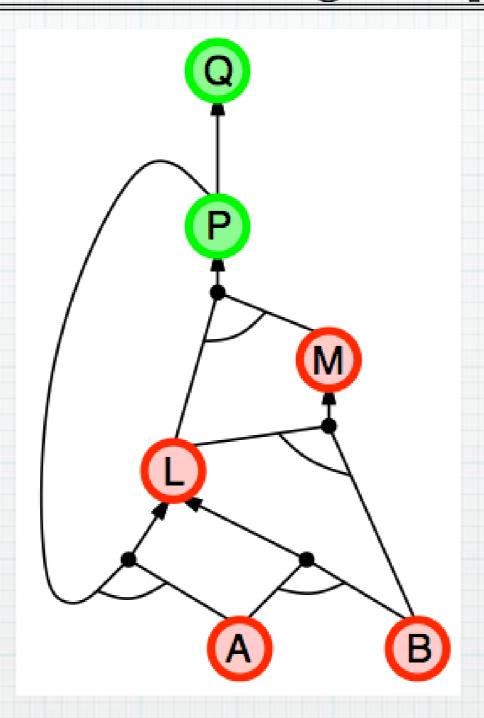


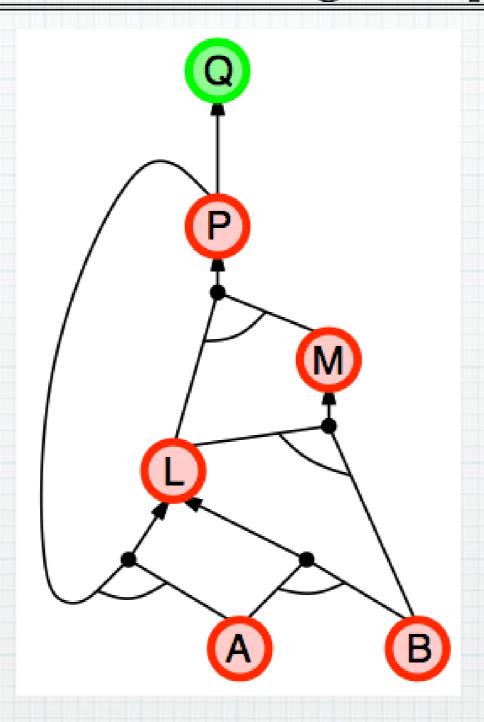


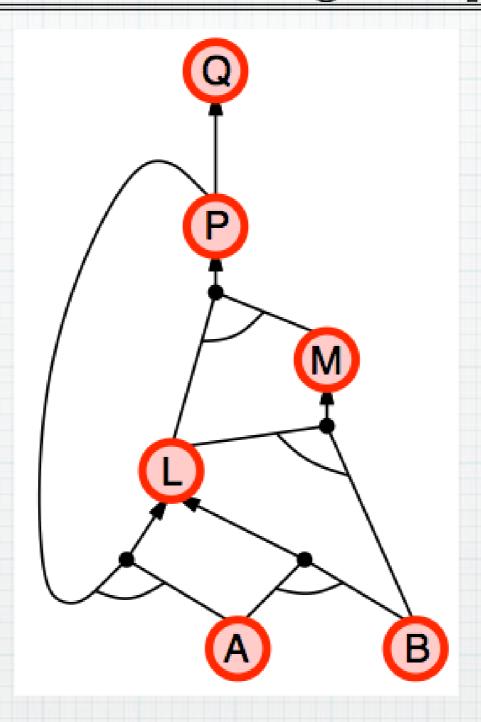












## Forward vs. Backward Chaining

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 size of KB

## Inference Algorithms: Resolution

### Resolution

Conjunctive Normal Form (CNF—universal)

conjunction of disjunctions of literals

clauses

E.g.,  $(A \lor \neg B) \land (B \lor \neg C \lor \neg D)$ 

#### Resolution

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E.g.,  $(A \lor \neg B) \land (B \lor \neg C \lor \neg D)$ 

Resolution inference rule (for CNF): complete for propositional logic

$$\frac{\ell_1 \vee \dots \vee \ell_k, \quad m_1 \vee \dots \vee m_n}{\ell_1 \vee \dots \vee \ell_{i-1} \vee \ell_{i+1} \vee \dots \vee \ell_k \vee m_1 \vee \dots \vee m_{j-1} \vee m_{j+1} \vee \dots \vee m_n}$$

where  $\ell_i$  and  $m_i$  are complementary literals. E.g.,

#### Resolution

Conjunctive Normal Form (CNF—universal)

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E.g., 
$$(A \lor \neg B) \land (B \lor \neg C \lor \neg D)$$

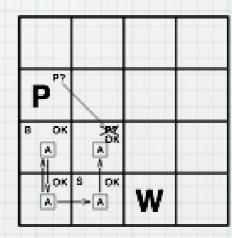
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$$\frac{\ell_1 \vee \dots \vee \ell_k, \quad m_1 \vee \dots \vee m_n}{\ell_1 \vee \dots \vee \ell_{i-1} \vee \ell_{i+1} \vee \dots \vee \ell_k \vee m_1 \vee \dots \vee m_{j-1} \vee m_{j+1} \vee \dots \vee m_n}$$

where  $\ell_i$  and  $m_j$  are complementary literals. E.g.,

$$\frac{P_{1,3} \vee P_{2,2}, \qquad \neg P_{2,2}}{P_{1,3}}$$

Resolution is sound and complete for propositional logic



# Example CNF Convert

- \* Great! Can we make everything CNF?
- Convert sentences to Conjunctive Normal Form with our rules of logical equivalence

```
(\alpha \wedge \beta) \equiv (\beta \wedge \alpha) \quad \text{commutativity of } \wedge \\ (\alpha \vee \beta) \equiv (\beta \vee \alpha) \quad \text{commutativity of } \vee \\ ((\alpha \wedge \beta) \wedge \gamma) \equiv (\alpha \wedge (\beta \wedge \gamma)) \quad \text{associativity of } \wedge \\ ((\alpha \vee \beta) \vee \gamma) \equiv (\alpha \vee (\beta \vee \gamma)) \quad \text{associativity of } \vee \\ \neg(\neg \alpha) \equiv \alpha \quad \text{double-negation elimination} \\ (\alpha \Rightarrow \beta) \equiv (\neg \beta \Rightarrow \neg \alpha) \quad \text{contraposition} \\ (\alpha \Rightarrow \beta) \equiv (\neg \alpha \vee \beta) \quad \text{implication elimination} \\ (\alpha \Leftrightarrow \beta) \equiv ((\alpha \Rightarrow \beta) \wedge (\beta \Rightarrow \alpha)) \quad \text{biconditional elimination} \\ \neg(\alpha \wedge \beta) \equiv (\neg \alpha \vee \neg \beta) \quad \text{De Morgan} \\ \neg(\alpha \vee \beta) \equiv (\neg \alpha \wedge \neg \beta) \quad \text{De Morgan} \\ (\alpha \wedge (\beta \vee \gamma)) \equiv ((\alpha \wedge \beta) \vee (\alpha \wedge \gamma)) \quad \text{distributivity of } \wedge \text{ over } \vee \\ (\alpha \vee (\beta \wedge \gamma)) \equiv ((\alpha \vee \beta) \wedge (\alpha \vee \gamma)) \quad \text{distributivity of } \vee \text{ over } \wedge \\ \end{pmatrix}
```

## Example CNF Convert

 $B_{11} \Leftrightarrow (P_{12} \vee P_{21})$ 

**Biconditional** 

Elimination  $B_{11} \Rightarrow (P_{12} \vee P_{21}) \wedge (P_{12} \vee P_{21}) \Rightarrow B_{11}$ 

**Implication** Elimination

$$(\neg B_{11} \lor P_{12} \lor P_{21}) \land (\neg (P_{12} \lor P_{21}) \lor B_{11})$$

Move neg.

**DeMorgans** 

$$(\neg B_{11} \lor P_{12} \lor P_{21}) \land ((\neg P_{12} \land \neg P_{21}) \lor B_{11})$$

Distribute

over and/or 
$$(\neg B_{11} \lor P_{12} \lor P_{21}) \land (\neg P_{12} \lor B_{11}) \land (\neg P_{21} \lor B_{11})$$

## Resolution Algorithm

Proof by contradiction, i.e., show  $KB \wedge \neg \alpha$  unsatisfiable

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Proof by contradiction, i.e., show  $KB \wedge \neg \alpha$  unsatisfiable

```
function PL-RESOLUTION(KB, \alpha) returns true or false
inputs: KB, the knowledge base, a sentence in propositional logic
\alpha, the query, a sentence in propositional logic
clauses \leftarrow \text{ the set of clauses in the CNF representation of } KB \wedge \neg \alpha
new \leftarrow \{\}
loop do
for each <math>C_i, C_j \text{ in } clauses \text{ do}
resolvents \leftarrow \text{PL-RESOLVE}(C_i, C_j)
if resolvents \text{ contains the empty clause then return } true
new \leftarrow new \cup resolvents
if new \subseteq clauses \text{ then return } false
clauses \leftarrow clauses \cup new
```

$$(KB = (B_{1,1} \Leftrightarrow (P_{1,2} \lor P_{2,1})) \land \neg B_{1,1})\alpha = \neg P_{1,2})$$

$$\neg P_{2,1} \lor B_{1,1}$$

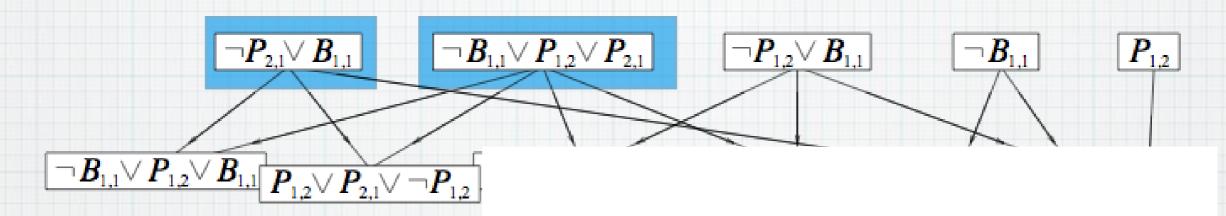
$$\neg P_{2,1} \lor B_{1,1}$$
  $\neg B_{1,1} \lor P_{1,2} \lor P_{2,1}$   $\neg P_{1,2} \lor B_{1,1}$ 

$$\neg P_{1,2} \lor B_{1,1}$$

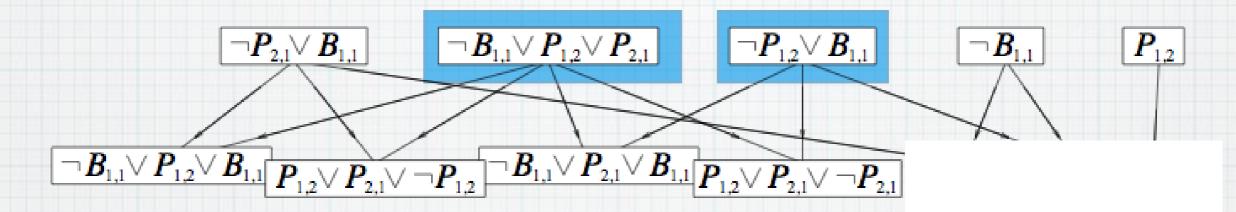
$$\neg \boldsymbol{B}_{1,1}$$

$$P_{1,2}$$

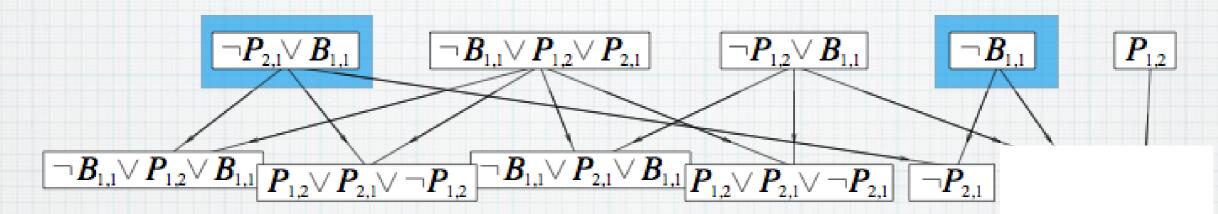
$$KB = (B_{1,1} \Leftrightarrow (P_{1,2} \vee P_{2,1})) \wedge \neg B_{1,1} \alpha = \neg P_{1,2}$$



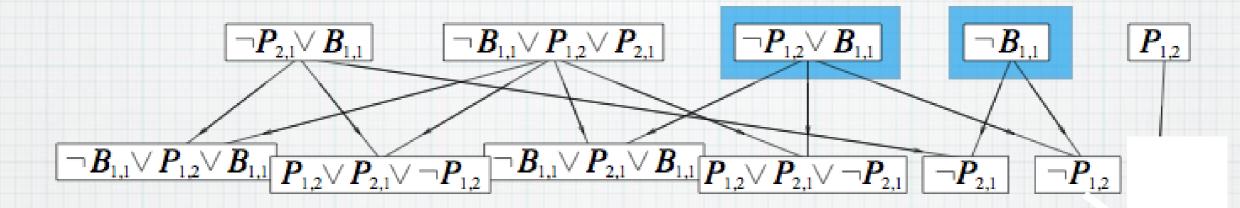
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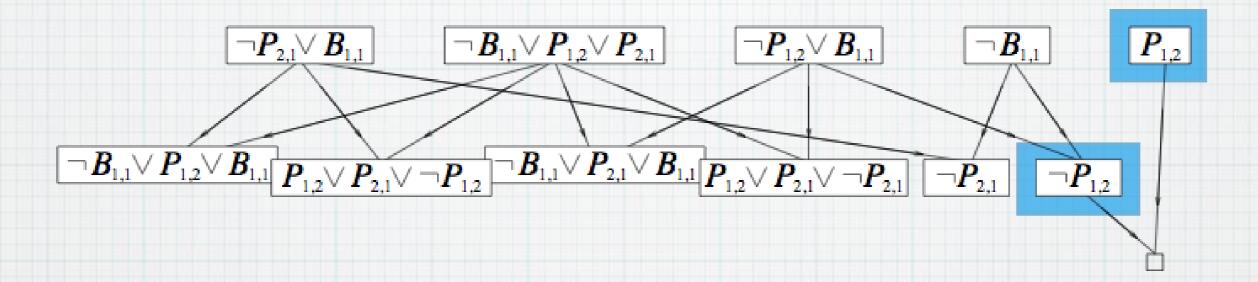
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$$KB = (B_{1,1} \Leftrightarrow (P_{1,2} \vee P_{2,1})) \wedge \neg B_{1,1} \alpha = \neg P_{1,2}$$



Contradiction, therefore our sentence is entailed.

#### Agent based on Prop. Logic

# Inference-based agents in the Wumpus World

A wumpus-world agent using propositional logic:

$$\begin{split} \leftarrow & P_{1,1} \\ \leftarrow & W_{1,1} \\ & B_{x,y} \ ^{TM} (P_{x,y+1} \ ( \ P_{x,y-1} \ ( \ P_{x+1,y} \ ( \ P_{x-1,y}) ) \\ & S_{x,y} \ ^{TM} (W_{x,y+1} \ ( \ W_{x,y-1} \ ( \ W_{x+1,y} \ ( \ W_{x-1,y}) ) \\ & W_{1,1} \ ( \ W_{1,2} \ ( \ \dots \ ( \ W_{4,4} ) ) \\ & \leftarrow & W_{1,1} \ ( \ \leftarrow & W_{1,2} ) \\ & \leftarrow & W_{1,1} \ ( \ \leftarrow & W_{1,3} ) \end{split}$$

```
function PL-Wumpus-Agent (percept) returns an action
   inputs: percept, a list, [stench, breeze, glitter]
   static: KB, initially containing the "physics" of the wumpus world
            x, y, orientation, the agent's position (init. [1,1]) and orient. (init. right)
            visited, an array indicating which squares have been visited, initially false
            action, the agent's most recent action, initially null
            plan, an action sequence, initially empty
   update x, y, orientation, visited based on action
   if stench then Tell(KB, S_{x,y}) else Tell(KB, \neg S_{x,y})
   if breeze then Tell(KB, B_{x,y}) else Tell(KB, \neg B_{x,y})
   if glitter then action \leftarrow grab
   else if plan is nonempty then action \leftarrow Pop(plan)
   else if for some fringe square [i,j], ASK(KB, (\neg P_{i,j} \land \neg W_{i,j})) is true or
            for some fringe square [i,j], ASK(KB, (P_{i,j} \vee W_{i,j})) is false then do
        plan \leftarrow A^*-Graph-Search(Route-PB([x,y], orientation, [i,j], visited))
```

else  $action \leftarrow$  a randomly chosen move return action

 $action \leftarrow Pop(plan)$ 

Clauses:

If it rains, the aquaphobes will not vote

$$R \Rightarrow \neg A$$

John will win only if the aquaphobes and vegetarians vote

$$J \Rightarrow (A \land V)$$

\* Either John or Peter will win but not both

\* Want to conclude: If it rains, Peter will win

$$\neg(R \Rightarrow P)$$

#### Clauses:

$$R \Rightarrow \neg A$$

$$J \Rightarrow (A \land V)$$

$$J \Leftrightarrow \neg P$$

#### Convert to CNF:

$$\neg(R \Rightarrow P)$$

$$R \Rightarrow \neg A = \underline{\neg R} \vee \neg A$$

(Implication Elimination)

$$J \Rightarrow (A \land V) = \neg J \lor (A \land V)$$
$$= (\neg J \lor A) \land (\neg J \lor V)$$

(Implication Elimination)

(Distribute OR over AND)

$$J \Leftrightarrow \neg P = (J \Rightarrow \neg P) \land (\neg P \Rightarrow J)$$
$$= (\neg J \lor \neg P) \land (P \lor J)$$

(Bi-cond. Elimination)

(Implication Elimination)

$$\neg(R \Rightarrow P) = \neg(\neg RVP)$$
  
=  $R \land \neg P$ 

(Implication Elimination)

(De Morgan)

Proof by Resolution:
Start with KB and ¬α, look for contradiction

