Example: Representing Facts in First-Order Logic

- 1. Lucy* is a professor
- 2. All professors are people.
- 3. John is the dean.
- 4. Deans are professors.
- 5. All professors consider the dean a friend or don't know him.
- 6. Everyone is a friend of someone.
- 7. People only criticize people that are not their friends.
- 8. Lucy criticized John.

^{*} Name changed for privacy reasons.

Same example, more formally

Knowledge base:

- is-prof(lucy)
- \forall x (is-prof(x) \rightarrow is-person(x))
- is-dean(John)
- \forall x (is-dean(x) \rightarrow is-prof(x))
- \forall x (\forall y (is-prof(x) \land is-dean(y) \rightarrow is-friend-of(y,x) \lor \neg knows(x, y)))
- ∀ x (∃ y (is-friend-of (y, x)))
- $\forall x (\forall y (is-person(x) \land is-person(y) \land criticize (x,y) \rightarrow \neg is-friend-of (y,x)))$
- criticize(lucy, John)

Question: Is John no friend of Lucy? —is-friend-of(John ,lucy)

How the machine "sees" it:

Knowledge base:

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P1(A)
∀ x (P1(x) → P3(x))
P4(B)
∀ x (P4(x) → P1(x))
∀ x (∀ y (P1(x) ∧ P4(y) → P2(y,x) ∨ ¬P5(x, y)))
∀ x (∃ y (P2(y, x)))
∀ x (∀ y (P3 (x) ∧ P3(y) ∧ P6(x,y) → ¬P2(y,x)))
P6(A, B)
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Question: $\neg P2(B,A)$?

Knowledge Engineering

- 1. Identify the task.
- 2. Assemble the relevant knowledge.
- Decide on a vocabulary of predicates, functions, and constants.
- 4. Encode general knowledge about the domain.
- Encode a description of the specific problem instance.
- 6. Pose queries to the inference procedure and get answers.
- 7. Debug the knowledge base.

Knowledge Engineering

- 1. All professors are people.
- 2. Deans are professors.
- 3. All professors consider the dean a friend or don't know him.
- 4. Everyone is a friend of someone.
- 5. People only criticize people that are not their friends.
- 6. Lucy* is a professor
- 7. John is the dean.
- 8. Lucy criticized John.
- 9. Is John a friend of Lucy's?

General Knowledge

Specific problem

Query