

# Artificial Intelligence & Machine Learning and Pattern Recognition — — Logic



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# Logic (逻辑)

- Logic is a great knowledge representation language for many AI problems
- **Propositional logic** (命题逻辑) is the foundation and fine for some AI problems
- **First order Predicate logic** (一阶谓词逻辑) is much more expressive and more commonly used in AI
- Many variations: higher order predicate logic, three-valued logic, probabilistic logics, etc.

# PL (命题逻辑)

- **Logical constants:** true, false
- **Propositional symbols:**  $P, Q, \dots$  (**atomic sentences**)
- **Wrapping parentheses:**  $( \dots )$
- Sentences are combined by **connectives**:

$\wedge$	and	[conjunction]
$\vee$	or	[disjunction]
$\Rightarrow$	implies (蕴含)	[implication / conditional]
$\Leftrightarrow$	is equivalent (等价)	[equivalence]
$\neg$	not	[negation]
- $P \wedge Q, \neg P \wedge Q, \neg P \vee Q, ((P) \vee Q), \text{ etc.}$

# PL (命题逻辑)

- Simple language for showing key ideas and definitions
- User defines **semantics** of each propositional symbol:
  - P means “It is hot”, Q means “It is humid”, etc.
- A sentence (well formed formula) is defined as follows:
  - A symbol is a sentence
  - If S is a sentence, then  $\neg S$  is a sentence
  - If S is a sentence, then (S) is a sentence
  - If S and T are sentences, then  $(S \vee T)$ ,  $(S \wedge T)$ ,  $(S \Rightarrow T)$ , and  $(S \Leftrightarrow T)$  are sentences
  - If expressions are parenthesized, the term in the parentheses is evaluated first. Otherwise, the priorities are:  $\neg$ ,  $\wedge$ ,  $\vee$ ,  $\Rightarrow$ ,  $\Leftrightarrow$

# Examples of PL Sentences

- $Q$   
“It is humid.”
- $Q \Rightarrow P$   
“If it is humid, then it is hot”
- $(P \wedge Q) \Rightarrow R$   
“If it is hot and humid, then it is raining”
- We’re free to choose better symbols, e.g.,  
 $H_o =$  “It is hot”  
 $H_u =$  “It is humid”  
 $R =$  “It is raining”

# Truth Tables

- Truth tables are used to define logical connectives and to determine when a complex sentence is true given the values of the symbols in it
- Note that  $\Rightarrow$  is a logical connective, so  $P \Rightarrow Q$  is a logical sentence and has a truth value, i.e., is either true or false

*Truth tables for the five logical connectives*

<b>P</b>	<b>Q</b>	<b><math>\neg P</math></b>	<b><math>P \wedge Q</math></b>	<b><math>P \vee Q</math></b>	<b><math>P \Rightarrow Q</math></b>	<b><math>P \Leftrightarrow Q</math></b>
False	False					
False	True					
True	False					
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False	False	True	False	False	True	True
False	True	True	False	True	True	False
True	False	False	False	True	False	False
True	True	False	True	True	True	True

# Truth Tables

*Example of a truth table used for a complex sentence*

<b>P</b>	<b>Q</b>	<b><math>(P \vee Q) \wedge (\neg Q)</math></b>	<b><math>((P \vee Q) \wedge (\neg Q)) \Rightarrow P</math></b>
False	False		
False	True		
True	False		
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# Truth Tables

*Example of a truth table used for a complex sentence*

<b>P</b>	<b>Q</b>	<b><math>(P \vee Q) \wedge (\neg Q)</math></b>	<b><math>((P \vee Q) \wedge (\neg Q)) \Rightarrow P</math></b>
False	False	False	True
False	True	False	True
True	False	True	True
True	True	False	True

# Knowledge Base (KB)

- The meaning or **semantics** of a sentence determines its **interpretation**
- Given the truth values of all symbols in a sentence, it can be “evaluated” to determine its **truth value** (True or False)
- A **model** for a knowledge base (**KB**) is a *possible world* – an assignment of truth values to propositional symbols that makes each sentence in the KB True

# Model for a KB

- Let the KB be  $[P \wedge Q \Rightarrow R, Q \Rightarrow P]$
- What are the possible models? Consider all possible assignments of T|F to P, Q and R and check truth tables
  - **FFF:**
  - **FFT:**
  - **FTF:**
  - **FTT:**
  - **TFF:**
  - **TFT:**
  - **TTF:**
  - **TTT:**

P: it's hot

Q: it's humid

R: it's raining

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  - FTF: NO
  - FTT: NO
  - **TFF: OK**
  - **TFT: OK**
  - TTF: NO
  - **TTT: OK**
- If KB is  $[P \wedge Q \Rightarrow R, Q \Rightarrow P, Q]$ , then the answer is ?

P: it's hot  
Q: it's humid  
R: it's raining

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- If KB is  $[P \wedge Q \Rightarrow R, Q \Rightarrow P, Q]$ , then the answer is **TTT**

P: it's hot  
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R: it's raining

# Pros and Cons of PL

- + Meaning of propositional logic is context independent: (unlike natural language, where the meaning depends on the context)
- - Propositional logic has limited expressive power: (unlike natural language)
  - “ Robot A is to the right of robot B”
  - Robot\_3\_is\_to\_the\_right\_of\_robot\_9  $\Leftrightarrow$   
Robot\_3\_is\_situated\_at\_xy\_postition\_(35, 79)  
 $\wedge$  Robot\_9\_is\_situated\_at\_xy\_postition\_(10, 93)  
 $\vee$  ...

# First-order Predicate Logic

- **Objects (个体词)**: represent a specific object by  $a, b, \dots$
- **Predicate (谓词)**: represent the attribute of objects by  $A(\dots), B(\dots), \dots Z(\dots)$ 
  - **Relations (关系)**, e.g., bigger than, inside, part of, ...
  - **Functions (性质)**, e.g., red, round, ...
- **Quantifier (量词)**
  - **universal quantifier**:  $\forall$
  - **existential quantifier**:  $\exists$

$\forall x \text{ Frog}(x) \Rightarrow \text{Green}(x)$ :

$\neg \forall x \text{ Likes}(x, \text{cat})$ :

$\neg \exists x \text{ Likes}(x, \text{cat})$ :

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$\forall x \text{ Frog}(x) \Rightarrow \text{Green}(x)$ : All frogs are green

$\neg \forall x \text{ Likes}(x, \text{cat})$ : Not everyone likes cat

$\neg \exists x \text{ Likes}(x, \text{cat})$ : No one likes cat



# First-order Predicate Logic

- ✓ “ Robot A is to the right of robot B”
- ✓  $\forall u \forall v \text{ is\_further\_right}(u, v) \Leftrightarrow$   
 $\exists x_u \exists y_u \exists x_v \exists y_v \text{ Position}(u, x_u, y_u) \wedge \text{Position}(v, x_v, y_v)$   
 $\wedge \text{Larger}(x_u, x_v)$
- Typically,  $\Rightarrow$  is the main connective with  $\forall$ ;  
 $\wedge$  is the main connective with  $\exists$ 
  - $\forall x \text{ At}(x, \text{SMIE}) \Rightarrow \text{Smart}(x)$
  - $\exists x \text{ At}(x, \text{SMIE}) \wedge \text{Smart}(x)$
- **Morgan's law**
  - $\forall x L \equiv \neg \exists x \neg L$
  - $\neg(\forall x L) \equiv \exists x \neg L$

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  - **Morgan’s law**
    - $\forall x L \equiv \neg \exists x \neg L$
    - $\neg(\forall x L) \equiv \exists x \neg L$
- “Not everyone likes cat”  
 $\neg(\forall x, \text{ Likes}(x, \text{cat}))$   
 $\exists x, \neg \text{ Likes}(x, \text{cat})$

# Quantifier Scope

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  - $\forall x (F(x) \Leftrightarrow F(h))$

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  - $\forall x \exists y R(x, y)$
- $F$ : ... can fly
- $h$ : human being

$$\forall x (F(x) \Leftrightarrow F(h)) \quad \overset{?}{\Leftrightarrow} \quad \forall x F(x) \Leftrightarrow F(h)$$

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  - $\forall x \exists y R(x, y)$
- $F$ : ... can fly
- $h$ : human being

**False**  $\forall x (F(x) \Leftrightarrow F(h))$   $\nLeftrightarrow$  **True**  $\forall x F(x) \Leftrightarrow F(h)$

# Interacting with KBs

- Tell the system assertions
  - Facts :
    - Tell (KB, Bird(eagle))
    - Tell (KB, Penguin企鵝(Tweety))
  - Rules:
    - Tell (KB,  $\forall x \text{ Penguin}(x) \Rightarrow \text{Bird}(x)$ )
    - Tell (KB,  $\forall x \text{ Penguin}(x) \Rightarrow \neg \text{Fly}(x)$ )
    - Tell (KB,  $\forall x \text{ Bird}(x) \Rightarrow \text{Fly}(x)$ )
- Ask questions
  - Ask (KB, Bird(eagle))
  - Ask (KB, Fly(eagle))
  - Ask (KB, Fly(Tweety))





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    - Tell (KB,  $\forall x \text{ Bird}(x) \wedge \neg \text{Penguin}(x) \Rightarrow \text{Fly}(x)$ )
    - Tell (KB,  $\forall x \text{ Raven}(x) \Rightarrow \text{Bird}(x)$ )
- Ask questions
  - Ask (KB, Bird(eagle))
  - Ask (KB, Fly(eagle))
  - Ask (KB, Fly(Tweety))
  - Ask (KB, Fly(abraxas))?

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- Tell the system assertions

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    - Tell (KB,  $\forall x \text{ Raven}(x) \Rightarrow \text{Bird}(x)$ )



- Ask questions

- Ask (KB, Bird(eagle))
  - Ask (KB, Fly(eagle))
  - Ask (KB, Fly(Tweety))
  - Ask (KB, Fly(abraxas))?

**Tell (KB,  $\forall x \text{ Raven}(x) \Rightarrow \neg \text{Penguin}(x)$ )**

For the construction of a knowledge base with all 9,800 or so types of birds worldwide, it must therefore be specified for every type of bird (except for penguins) that it is not a member of penguins!