



Representation

& Logic

# Representation

- ✿ We need a way to enter “world facts” into the computer in such a manner that the computer can *reason* (“make inferences”) with and about them
- ✿ normal English is insufficient
  - too hard currently
    - ambiguity
    - how do we draw inferences in natural languages?

# Physical Symbol Hypothesis (again)

- ❧ Intelligence can be achieved by
  - **symbols** that *represent* the significant aspects of the given problem domain
  - *operations* on these basic & compound symbols that generate potential solutions
  - *search* to find the **a solution** among solutions
- ❧ We've looked at #3; now we examine #1 & #2

# Requirements for an AI language

- Handle *qualitative* knowledge
- Allow inference
  - inference rules save us from *explicitly* writing down every fact (“deductive database”)
- Allow representation of general principles (*rules*) and specific situations (*facts*)
- capture complex situations (*time*, *change*, etc.)
- support *meta-level* reasoning
  - analyzing one’s knowledge, reasoning, learning, etc.
  - stepping outside the system

# First-order predicate calculus (FOPC)

- The **core representation language**
- In terms of representation, it is **well-defined** (mathematical logic)
- In terms of reasoning, it is
  - **sound**: inferences are correct
  - **complete**: all possible inferences can be *mechanically* (syntactically) produced
- **Note**: one can & often does use FOPC as a *representation language* while using a more efficient (but less sound & complete) **reasoning system**

# Russell & logical atomism

- ✿ The belief that “*the world can be analyzed into a number of separate things with relations and so forth*” (1918)
  - in opposition to a sort of **holism** which holds that not everything can be analyzed into parts & put back together to form the original whole
- ✿ **Methodology:** take complex entities & dissolve them into simple atoms
  - we take a seemingly complex thing & enumerate all of its properties & relationships

# Language

✿ **Problem:** what are the atoms?

✿ **Solution:** a logically perfect (ideal) language

- one-to-one mapping between *facts* in the world & “words” (*symbols*)
  - thus there is no ambiguity & no inter-dependence regarding facts
- relations between facts

✿ **Two categories**

- atoms, relationships
- logical connectives: and, or, if-then, not, etc.

# Propositional calculus

- ✿ Rather than jumping right into FOPC, we begin with propositional calculus
- ✿ FOPC's little brother
  - No quantification
  - No equality

# “Data types”

## ✿ Propositions

- Boolean-valued
- P, Q, R, ...
  - statements about the world
  - R : it's-raining-now
  - needn't be a single letter

## ✿ Truth symbols

- true, false
- same meaning as in English

# Connectives

☞ and ( $\wedge$ )

☞ or ( $\vee$ )

☞ implies ( $\Rightarrow$ )

☞ equivalent ( $\Leftrightarrow$ )

☞ not ( $\neg$ )

☞ used to combine simple statements into more complex ones

# Truth tables

$P$	$Q$	$\neg P$	$P \wedge Q$	$P \vee Q$	$P \Rightarrow Q$	$P \Leftrightarrow Q$
<i>False</i>	<i>False</i>	<i>True</i>	<i>False</i>	<i>False</i>	<i>True</i>	<i>True</i>
<i>False</i>	<i>True</i>	<i>True</i>	<i>False</i>	<i>True</i>	<i>True</i>	<i>False</i>
<i>True</i>	<i>False</i>	<i>False</i>	<i>False</i>	<i>True</i>	<i>False</i>	<i>False</i>
<i>True</i>	<i>True</i>	<i>False</i>	<i>True</i>	<i>True</i>	<i>True</i>	<i>True</i>

# Well-formed formulae (wffs)

## ✿ Sentences

- just like in a programming language, there are rules (*syntax*) for legally creating compound statements
- **remember:** we're always stating a truth about the world,
  - hence every **wff** is something that has a Boolean value (it is either a true or a false statement about the world)

# Syntax rules

- ✚ Propositions (P, Q, R, ...) are wffs
- ✚ Truth symbols (true, false) are wffs
- ✚ If A is a wff, so are  $\neg A$  and (A)
- ✚ If A and B are wffs, so are
  - $A \wedge B$
  - $A \vee B$
  - $A \Rightarrow B$
  - $A \Leftrightarrow B$

# Interpretation example

✿  $[(P \vee Q) \wedge R] \Rightarrow (S \Leftrightarrow V)$

✿ First, we need an *interpretation*

- truth values for our “atomic” sentences
- $P : T; Q : F; R : T; S : F; V : T$

✿ Then evaluate

- $P \vee Q : T$
- $(P \vee Q) \wedge R : T$
- $S \Leftrightarrow V : F$
- whole thing : F

# Connectives

- ✿ Think of connectives as functions that take truth values as their arguments and return a truth value
- ✿ The output of these functions is determined by the previous truth tables
- ✿ Just like a normal function that maps inputs to outputs;
  - *in this case, since the possible values are relatively few, **we can enumerate all of them***

# Are these WFFs?

✿ P Q R

✿  $(P \wedge Q) \vee (R \vee S)$

✿  $P \Rightarrow \vee (Q \wedge R)$

# Example of k-rep in prop calc

✿ R : “It is raining”

✿ B : “Take the bus to class”

✿ W : “Walk to class”

✿ Some things to tell our agent

- $R \Rightarrow B$  (“If it is raining, (then) take the bus to class”)

- $\neg R \Rightarrow W$  (“If it is not raining, (then) walk to class”)

✿ Ideally, we would like our agent to sense that it is raining & then decide to take the bus

# Validity

✂ A wff is *valid* if it is true under all possible interpretations (i.e., **all possible “variable settings”**) [use truth table to show this]

- **$P \vee \neg P$  is valid**

- if P is true, then the whole sentence is true
- if P is false, then  $\sim P$  is true and the whole sentence is true

- **$(P \wedge \neg Q) \vee (\neg P \wedge Q)$  isn't valid**

- when P is true & Q is true, the sentence isn't true
- in order to not be valid, there only need exist one counter-example

- **valid** is also called a *tautology*

# Satisfiable

- ✂ A wff is *satisfiable* if some interpretation makes it true
- ✂ Examples:
  - P is satisfiable
    - simply let P be true
  - $P \wedge \neg P$  is not satisfiable
    - if P is true,  $\neg P$  is false, the whole sentence is false
    - if P is false, the whole sentence is false
  - $P \Rightarrow Q$  is satisfiable
    - several ways: P is true, Q is true; etc.
  - A wff that cannot be satisfied is called a *contradiction*

**Soundness**



# What is soundness?

- An inference procedure is **sound** if it only generates entailed wffs
  - a wff is *entailed* if it is necessarily true given the previously true wffs
  - “necessarily true” means it is true given the previously true wffs *on any interpretation* (on any truth assignment to the symbols)
  - this is written as **KB  $\models$  A**
    - for example,  $\{A \Rightarrow B, A\} \models B$
  - examples of **sound inference procedures** are: **modus ponens**, **resolution**, **and-introduction**, etc.
    - the wffs they generate are **true under any interpretation**

# Why do we care about soundness?

- ❖ Sound inference procedures are *truth-preserving*
  - none of the wffs produced by the inference procedure contradict any of the given wffs or any of the other derived wffs
  - all the wffs produced are *consistent* with all the wffs given or generated
  - thus, any *model* for the original set of wffs is also a model for the derived set of wffs
  - we **can write this as**: “For every  $\mathbf{KB} \vdash A$ ,  $\mathbf{KB} \models A$ ”

**Model**



# What is a model?

- ✿ A **model** is an *interpretation* that makes all the wffs in a set **true**
  - for example, a model for  $\{A \wedge B, \neg B \vee C\}$  is
    - A : true, B : true, C : true
    - note: there may be more than one model
  - thus,  $KB \models A$  means every model of KB is also a model of A
    - every assignment of truth values to the wffs in KB that make all of the wffs in KB true, also make A true

# What is an interpretation?

✿ An **interpretation** is the assignment of *facts* to symbols (or: proposition letters)

- a fact is taken to be either true or false about the world
- thus, by providing an interpretation, we also provide the *truth value* of each of symbol
- **example**
  - P : it-is-raining-here-now
  - since this is either a true statement about the world or a false statement, the *value* of P is either true or false

# Completeness

# Completeness

- ✿ We have shown what it means to be a sound inference procedure: we only generate entailed wffs
- ✿ One other question we can ask is whether using our inference procedure we can generate *all* of the entailed wffs
- ✿ If we are able to do so, we say that our inference procedure is *complete*

# What is completeness?

- ❧ An inference procedure is complete if it can find a proof for any sentence that is *entailed*
  - that is, that it can generate all the wffs consistent with the “givens” using it’s “operations”
- ❧ What is complete?
  - Are truth tables complete?
  - When are the inference rules in some set of rules complete?

# Truth tables

## ❧ **Truth tables are sound and complete**

- they enumerate every combination of truth values
  - as the number of literals increases, the size of the truth table grows exponentially ( $2^{(\# \text{ of literals})}$ )
- thus, they will be able to “prove” every entailed wff (using the definitions of the connectives)
  - for a truth table, a proof is simply the truth table itself
- they are **sound** because they simply enumerate all of the truth possibilities

# Inference rules

- The inference rules are rather *ad hoc*
- They are sound (they only derive entailed wffs), but they **aren't complete**
  - for example, they cannot prove that de Morgan's law is valid
    - $\neg(A \vee B) \Rightarrow (\neg A \wedge \neg B)$
    - $\neg(A \wedge B) \Rightarrow (\neg A \vee \neg B)$
  - **solution:**
    - add more inference rules (how many are enough?),
    - use truth tables (too tedious),
    - use a different inference procedure

# Direction

- ✿ We want to devise methods for **deducing new facts** that logically follow from old facts **regardless** of the interpretation
  - i.e., things that are ***necessarily*** true, rather than **possibly** true
  - we will use valid propositions (tautologies) to produce new wffs;
    - since tautologies don't change the truth “mapping” of the original wff, the new wff will have the same “mapping”

# Review

- ✿ Propositional calculus is a precise way to tell our computer facts about the world
- ✿ Syntax says what is a “grammatical” sentence
- ✿ Semantics says whether or not a wff is true, given the truth values of our “primitive”/atomic propositions (compositional semantics)
  - truth tables define the semantics of our five connectives ( $\wedge$ ,  $\vee$ ,  $\Rightarrow$ ,  $\Leftrightarrow$ ,  $\neg$ )
- ✿ Interpretations are how we (users) tell the computer the truth value of the primitive propositions

**Deduction in**

**Propositional**

**calculus**

# Deduction in Propositional calculus

✎ Inference rules allow us to deduce new wffs from known ones

✎ Notation

<given wffs that match these patterns>

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<we can deduce this>

# And-elimination

- ✚ Given:  $A_1 \wedge A_2 \wedge \dots \wedge A_n$
- ✚ We can deduce:  $A_i$
- ✚ If a conjunct is true, so is each individual wff that it is composed of

# And-introduction

- ✿ Given:  $A_1, A_2, \dots, A_n$
- ✿ We can deduce:  $A_1 \wedge A_2 \wedge \dots \wedge A_n$
- ✿ if we know a bunch of wffs are true, their conjunctive combination is true

# Double-negation elimination

- ✂ Given:  $\neg\neg A$
- ✂ We can deduce:  $A$
- ✂ Two negations cancel out
  - think of  $-(-9) = 9$

# Double-negation introduction

✿ Given:  $A$

✿ We can deduce:  $\neg\neg A$

# Or-introduction

✿ Given: A

✿ We can deduce:  $A \vee B$

✿ If A is true, then  $A \vee B$  is also, for any B

# Modus Ponens

- ✚ Given:  $A \Rightarrow B$ , and also given  $A$
- ✚ We can deduce:  $B$
- ✚ Alternatively:
  - Given:  $\neg A \vee B$ , and also given  $A$
  - $B$
- ✚ If we “believe” a rule, and we know the the antecedent is true, we can deduce that the conclusion is true

# Unit resolution

- ✂ Given:  $A \vee B$ , and also given  $\neg B$
- ✂ We can deduce:  $A$
- ✂ Alternate form
  - $\neg A \Rightarrow B, \neg B$
  - $A$
- ✂ Really, just a variant of modus ponens
- ✂ If at least one of two wffs is true ( $A$  or  $B$ ) & we know one is false, then the other must be true

# Resolution [hard one]

✂ **Given:**  $A \vee B$ , and also  $\neg B \vee C$

✂ **We can deduce:**  $A \vee C$

✂ **Alternatively:**

- **Given:**  $\neg A \Rightarrow B$ , and also  $B \Rightarrow C$

- $\neg A \Rightarrow C$

✂ **Case analysis** on the possible values of B

# Proof as a search task

- ✂ *State representation*: a list of wffs that are true
- ✂ *Operators*: our inference rules
- ✂ *Start state*: our “givens” (what is true initially)
- ✂ *Goal state*: the wff to prove is in our state’s list of known wffs

# Proof form

- ✿ Write down and **number** (for reference) all the “givens”
- ✿ Generate new sentences using **inference rules**
  - **justify** by listing the rule used & the numbers of the wffs used
  - can use previously deduced wffs, not limited to the givens
  - give a number to each newly deduced wff
- ✿ When the desired wff (that which is to be shown) is generated, we’re done
  - **question:** what is our search strategy?

# Sources

- ❧ Computer Science, University of Wisconsin, Madison.