

CS325 Artificial Intelligence

Ch. 7, 8, 9 – Logic, Knowledge, and Inference

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Is Logic Overrated?

We did so far:

- Intelligent agents
- Problem Solving
- Probability
- Machine Learning

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Did we forget “thinking rationally?”

An agent needs logic for:

- To represent a model of the world
- And to reason about it

Exit survey: Unsupervised Learning

- What changed in your understanding?
- Any new suggestions on where would *you* use it?

Entry survey: Logic (0.25 points of final grade)

- What language would you use to represent logic?
- How would you make an agent reason?

It's been a while since Aristotle, do we still need formal logic?

**i Think
Therefore I am.**



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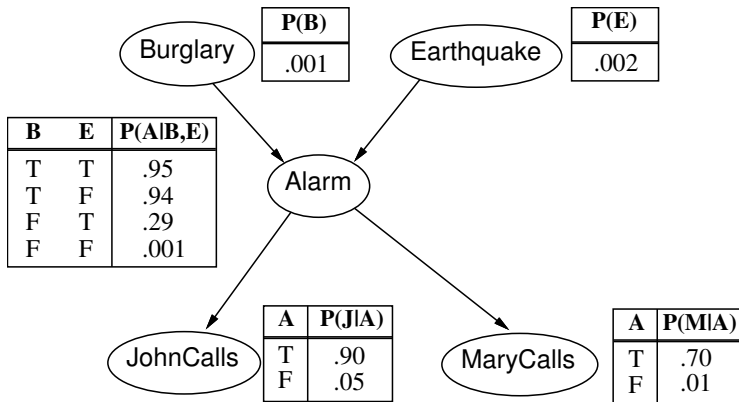
- Our society is based on logic: we take it for granted.

In this class, we'll learn the tools of logic for **representation** and **inference**:

- Propositional logic
- First-order logic

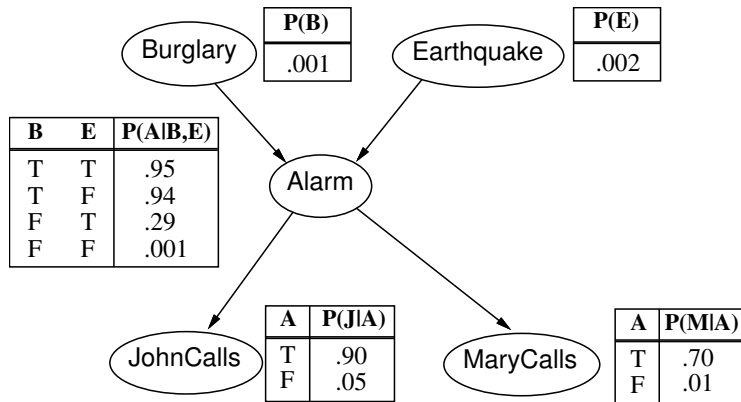
The Simplest: Propositional Logic

Remember?



The Simplest: Propositional Logic

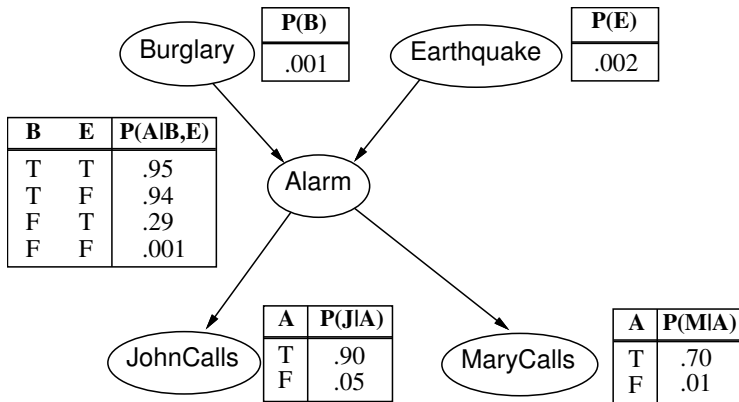
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- $(E \vee B) \Rightarrow A$, Correct?

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Propositional Logic Operators Cheat Sheet

\wedge And

\vee Or

\neg Negation

$()$ Grouping

\Rightarrow Implies

\Leftrightarrow Equivalence

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Model of the world represented as: $\{B : \text{True}, E : \text{False}, \dots\}$

Can You Handle the Truth Tables?

P	Q	$\neg P$	$P \wedge Q$	$P \vee Q$	$P \Rightarrow Q$	$P \Leftrightarrow Q$
false	false	true	false	false	true	true
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Question: E : 5 is even, S : the earth goes around the sun

- $E \Rightarrow S$: True or False?

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Question: E : 5 is even, S : the earth goes around the sun

- $E \Rightarrow S$: True or False?
- $\neg E \Rightarrow \neg S$: True or False?

Let's Put Truth Tables to Use

P	Q	$P \wedge (P \Rightarrow Q)$	$\neg(\neg P \vee \neg Q)$	$P \wedge (P \Rightarrow Q) \Leftrightarrow \neg(\neg P \vee \neg Q)$
False	False			
False	True			
True	False			
True	True			

Let's Put Truth Tables to Use

P	Q	$P \wedge (P \Rightarrow Q)$	$\neg(\neg P \vee \neg Q)$	$P \wedge (P \Rightarrow Q) \Leftrightarrow \neg(\neg P \vee \neg Q)$
False	False			Yes
False	True			Yes
True	False			Yes
True	True	Yes	Yes	Yes

Trick:

$$\neg(\neg P \vee \neg Q) \Rightarrow P \wedge Q$$

What we know to be True:

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- $A \Rightarrow (J \wedge M)$
- B

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Can we infer?			
T	F	?	
			<i>E</i>
			<i>B</i>
			<i>A</i>
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What we know to be True:

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Validity and Satisfiability

Valid: Always true.

Satisfiable: Possible to be true.

Unsatisfiable: Impossible to be true.

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			P
			$P \vee \neg P$
			$P \wedge \neg P$
			$P \vee Q \vee (P \Leftrightarrow Q)$
			$(Q \Rightarrow P) \vee (P \Rightarrow Q)$
			$(\text{Food} \Rightarrow \text{Party}) \vee (\text{Drinks} \Rightarrow \text{Party}) \Rightarrow$ $(\text{Food} \wedge \text{Drinks} \Rightarrow \text{Party})$

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Propositional Logic: Limitations?

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- 1 Only true and false propositions, no objects. Therefore no relations between objects
- 2 No uncertainty (except totally unknown entities)
- 3 No general statements like ALL or ANY
Cumbersome for large domains.

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Next: **First Order Logic (FOL)**, fixes 1 & 3

First Order Logic

FIRST-ORDER LOGIC
PROPOSITIONAL LOGIC
PROBABILITY THEORY

WORLD

Rel, Objects, Func
Facts
Facts

BELIEFS

T/F/?
T/F/?
[0, 1]

	<u>WORLD</u>	<u>BELIEFS</u>
FIRST-ORDER LOGIC	Rel, Objects, Func	T/F/?
PROPOSITIONAL LOGIC	Facts	T/F/?
PROBABILITY THEORY	Facts	[0, 1]

Can also compare in terms of representation type:

- 1 Atomic: facts

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What was the model in propositional logic?

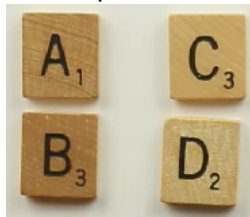
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Let's represent these objects in First Order Logic:



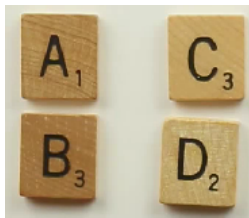
Constants: $\{A, B, C, D, 1, 2, 3\}$

Relations: above: $\{[A, B], [C, D], \dots\}$,

vowel: $\{[A]\}$

rainy: $\{\}$

Functions: numberof: $\{A \rightarrow 1, B \rightarrow 3, \dots\}$

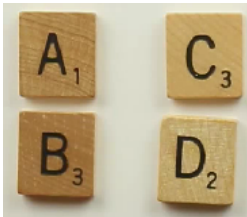


Sentences

vowel(A)
above(A, B)
 $2 = 2$

Terms

constants: $A, B, 2$
variables: x, y
func: numberof(A)



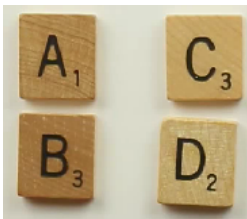
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Operators: $\forall \wedge \neg \Rightarrow \Leftrightarrow ()$



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vowel(A)
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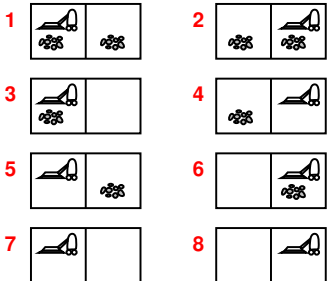
Quantifiers: $\forall x \exists y$

$\forall x \text{vowel}(A) \Rightarrow \text{numberof}(x) = 1$

$\exists x \text{numberof}(x) = 2$

Note: Default is \forall .

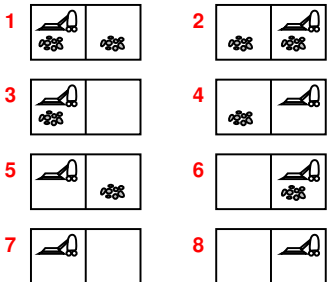
Remember the 2-location vacuum world?



Constants: $A, B, V, D1, D2$

Relations: $Loc, Vacuum, Dirt, At(o, l)$

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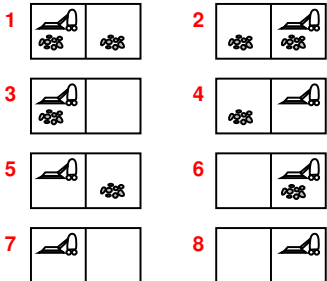
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Say:

- 1 Vacuum is at location A:

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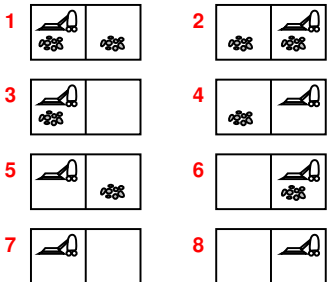
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① Vacuum is at location A: $At(V, A)$

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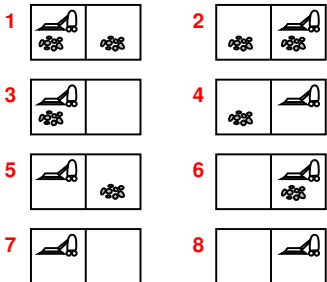
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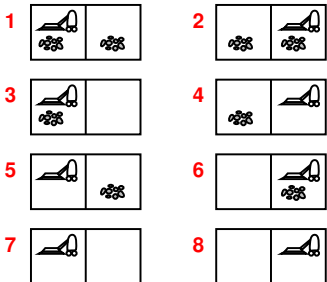
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Relations: $Loc, Vacuum, Dirt,$
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Say:

- 1 Vacuum is at location A: $At(V, A)$
- 2 World is clean:
 $\forall d \forall l Dirt(d) \wedge Loc(l) \Rightarrow \neg At(d, l)$
- 3 Vacuum is at dirty location

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- 2 World is clean:
 $\forall d \forall l Dirt(d) \wedge Loc(l) \Rightarrow \neg At(d, l)$
- 3 Vacuum is at dirty location
 $\exists d \exists l Dirt(d) \wedge Loc(l) \wedge At(d, l) \wedge At(V, l)$

FOL Example

\forall	\exists	\cup
		$\exists x, y \quad x = y$
		$(\exists x \quad x = x) \Leftrightarrow (\forall y \exists z \quad y = z)$
		$\forall x \quad P(x) \vee \neg P(x)$
		$\exists x \quad P(x)$

FOL Example

V	S	U	
<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	$\exists x, y \quad x = y$
<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	$(\exists x \quad x = x) \Rightarrow (\forall y \exists z \quad y = z)$
<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	$\forall x \quad P(x) \vee \neg P(x)$
<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	$\exists x \quad P(x)$

Exit survey: Logic

- Where would you use propositional vs. FOL?
- What is the importance of logic representation over what we saw earlier?