Vorlesung Grundlagen der Künstlichen Intelligenz

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Grundlagen der Künstlichen Intelligenz – Techniques in Artificial Intelligence

Chapter 8/9 (3rd ed.)

Frist-Order Logic and Inference

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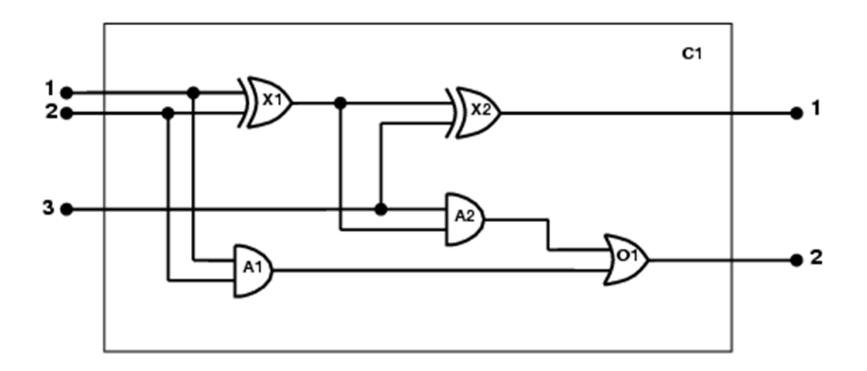


Knowledge engineering in FOL

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



One-bit full adder





- 1. Identify the task
 - Does the circuit actually add properly? (circuit verification)
- 2. Assemble the relevant knowledge
 - Composed of wires and gates; Types of gates (AND, OR, XOR, NOT)
 - Irrelevant: size, shape, color, cost of gates
- 3. Decide on a vocabulary
 - Type(X1) = XOR (or Type(X1, XOR) or XOR(X1))



- 4. Encode general knowledge of the domain Assume t, t_1, t_2 are terminals, i.e. Terminal (t_1) ...
 - $\forall t_1, t_2 \text{ Connected}(t_1, t_2) \Rightarrow \text{Signal}(t_1) = \text{Signal}(t_2)$
 - $\forall t \text{ Signal}(t) = 1 \lor \text{Signal}(t) = 0$

- 1 ≠ 0

- $\forall t_1, t_2 \text{ Connected}(t_1, t_2) \Rightarrow \text{Connected}(t_2, t_1)$

- \forall g Type(g) = OR ⇒ Signal(Out(1,g)) = 1 ⇔ ∃n Signal(In(n,g)) = 1

- \forall g Type(g) = AND ⇒ Signal(Out(1,g)) = 0 ⇔ ∃n Signal(In(n,g)) = 0

-
$$\forall$$
g Type(g) = XOR \Rightarrow Signal(Out(1,g)) = 1 \Leftrightarrow
Signal(In(1,g)) ≠ Signal(In(2,g))

- \forall g Type(g) = NOT ⇒ Signal(Out(1,g)) ≠ Signal(In(1,g))



5. Encode the specific problem instance

Type(X_1) = XORType(X_2) = XORType(A_1) = ANDType(A_2) = ANDType(O_1) = OR

Connected(Out(1,X₁),In(1,X₂)) Connected(Out(1,X₁),In(2,A₂)) Connected(Out(1,A₂),In(1,O₁)) Connected(Out(1,A₁),In(2,O₁)) Connected(Out(1,X₂),Out(1,C₁)) Connected(Out(1,O₁),Out(2,C₁)) Connected($In(1,C_1),In(1,X_1)$) Connected($In(1,C_1),In(1,A_1)$) Connected($In(2,C_1),In(2,X_1)$) Connected($In(2,C_1),In(2,A_1)$) Connected($In(3,C_1),In(2,X_2)$) Connected($In(3,C_1),In(1,A_2)$)



6. Pose queries to the inference procedure Which input values lead to "sum bit of $C_1 = 0$ and carry bit of $C_1 = 1$ "? $\exists i_1, i_2, i_3 \text{ Signal}(\ln(1, C_1)) = i_1 \land \text{ Signal}(\ln(2, C_1)) = i_2$ $\land \text{ Signal}(\ln(3, C_1)) = i_3$ $\land \text{ Signal}(\text{Out}(1, C_1)) = 0 \land \text{ Signal}(\text{Out}(2, C_1)) = 1$

What are the possible sets of values of all the terminals for the adder circuit?

 $\begin{aligned} \exists i_1, i_2, i_3, o_1, o_2 \text{ Signal}(\text{In}(1, C_1)) &= i_1 \land \text{Signal}(\text{In}(2, C_1)) = i_2 \land \\ \text{Signal}(\text{In}(3, C_1)) &= i_3 \land \text{Signal}(\text{Out}(1, C_1)) = o_1 \land \\ \text{Signal}(\text{Out}(2, C_1)) &= o_2 \end{aligned}$



7. Debug the knowledge base, example XOR

$$\exists i_1, i_2, o \quad Signal(In(1,C_1)) = i_1 \land Signal(In(2,C_1)) = i_2 \land Signal(Out(1,C_1)) = X_1$$

Consider definition of XOR Signal(Out(1, X_1) = 1 \Leftrightarrow Signal(Out(1, X_1) \neq Signal(Out(2, X_1)

Example Input is 0 and 1:

Signal(Out(1, X_1) = 1 \Leftrightarrow 1 \neq 0

May have omitted assertions like $1 \neq 0$, then the statement Signal(Out(1, X₁) = 1 cannot be inferred



Inference in First-Order Logic (chap. 9)

- Reducing first-order inference to propositional inference
- Unification
- Generalized Modus Ponens
- Forward chaining
- Backward chaining
- Resolution



Universal instantiation (UI)

 Every instantiation of a universally quantified sentence is entailed by it:

 $\frac{\forall v \alpha}{\text{Subst}(\{v/g\}, \alpha)}$

for any variable v and ground term g

• E.g., $\forall x \text{ King}(x) \land \text{Greedy}(x) \Rightarrow \text{Evil}(x)$ yields:

 $King(John) \land Greedy(John) \Rightarrow Evil(John)$ $King(Richard) \land Greedy(Richard) \Rightarrow Evil(Richard)$ $King(Father(John)) \land Greedy(Father(John)) \Rightarrow Evil(Father(John))$



Existential instantiation (EI)

 For any sentence α, variable v, and constant symbol k that does not appear elsewhere in the knowledge base:

 $\frac{\exists v \, \alpha}{\text{Subst}(\{v/k\}, \alpha)}$

• E.g., $\exists x Crown(x) \land OnHead(x, John)$ yields:

 $Crown(C_1) \land OnHead(C_1, John)$

provided C_1 is a new constant symbol, called a Skolem constant



Reduction to propositional inference

Suppose the KB contains just the following:

```
\forall x \text{ King}(x) \land \text{Greedy}(x) \Rightarrow \text{Evil}(x)
King(John)
Greedy(John)
Brother(Richard,John)
```

- Instantiating the universal sentence in all possible ways, we have:

 King(John) ∧ Greedy(John) ⇒ Evil(John)
 King(Richard) ∧ Greedy(Richard) ⇒ Evil(Richard)
 King(John)
 Greedy(John)
 Brother(Richard,John)
- The new KB is propositionalized: proposition symbols are

King(John), Greedy(John), Evil(John), King(Richard), etc.



Reduction contd.

- Every FOL KB can be propositionalized so as to preserve entailment
- (A ground sentence is entailed by new KB iff entailed by original KB)
- Idea: propositionalize KB and query, apply resolution, return result
- Problem: with function symbols, there are infinitely many ground terms,

- e.g., Father(Father(Father(John)))



Reduction contd.

Theorem: Herbrand (1930). If a sentence α is entailed by an FOL KB, it is entailed by a finite subset of the propositionalized KB

Idea: For n = 0 to ∞ do

create a propositional KB by instantiating with depth-*n* terms

see if α is entailed by this KB

Problem: works if α is entailed, loops if α is not entailed

Theorem: Turing (1936), Church (1936) Entailment for FOL is semidecidable (algorithms exist that say yes to every entailed sentence, but no algorithm exists that also says no to every nonentailed sentence.)



Problems with propositionalization

- Propositionalization seems to generate lots of irrelevant sentences.
- Example:

```
 \forall x \text{ King}(x) \land \text{Greedy}(x) \Rightarrow \text{Evil}(x) 
King(John)
 \forall y \text{ Greedy}(y) 
Brother(Richard,John)
```

- it seems obvious that Evil(John), but propositionalization produces lots of facts such as Greedy(Richard) that are irrelevant
- With *p k*-ary predicates and *n* constants, there are *p* ⋅ *n^k* instantiations.



Unification

- We can get the inference immediately if we can find a substitution θ such that King(x) and Greedy(x) match King(John) and Greedy(y)
 - $\begin{aligned} \theta = \{x/John, y/John\} \text{ works: Subst}(\theta, \text{King}(x) \land \text{Greedy}(x) \Rightarrow \text{Evil}(x), \\ \text{Greedy}(y)) \end{aligned}$
- Unify $(\alpha,\beta) = \theta$ if Subst $(\theta, \alpha) =$ Subst (θ, β)

р	q	θ
Knows(John,x)	Knows(John,Jane)	{x/Jane}}
Knows(John,x)	Knows(y, Bill)	{x/Bill,y/John}}
Knows(John,x)	Knows(y,Mother(y))	{y/John,x/Mother(John)}}
Knows(John,x)	Knows(x,Elisabeth)	{fail}

 Standardizing apart eliminates overlap of variables, e.g., Knows(z₁₇,Elisabeth)



Unification

To unify Knows(John,x) and Knows(y,z),

 $\theta = \{y/John, x/z\}$ or $\theta = \{y/John, x/John, z/John\}$

- The first unifier is more general than the second, because there are fewer constraints on the variables.
- There is a single most general unifier (MGU) that is unique up to renaming of variables.

 $MGU = \{ y/John, x/z \}$



The unification algorithm

```
function UNIFY(x, y, \theta) returns a substitution to make x and y identical
   inputs: x, a variable, constant, list, or compound
            y, a variable, constant, list, or compound
            \theta, the substitution built up so far
   if \theta = failure then return failure
   else if x = y then return \theta
   else if VARIABLE?(x) then return UNIFY-VAR(x, y, \theta)
   else if VARIABLE?(y) then return UNIFY-VAR(y, x, \theta)
   else if COMPOUND?(x) and COMPOUND?(y) then
       return UNIFY(ARGS[x], ARGS[y], UNIFY(OP[x], OP[y], \theta))
   else if LIST?(x) and LIST?(y) then
       return UNIFY(REST[x], REST[y], UNIFY(FIRST[x], FIRST[y], \theta))
   else return failure
```



The unification algorithm

```
function UNIFY-VAR(var, x, \theta) returns a substitution
inputs: var, a variable
x, any expression
\theta, the substitution built up so far
if {var/val} \in \theta then return UNIFY(val, x, \theta)
else if {x/val} \in \theta then return UNIFY(var, val, \theta)
else if OCCUR-CHECK?(var, x) then return failure
else return add {var/x} to \theta
```



Generalized Modus Ponens (GMP)

$$p_1', p_2', \dots, p_n'$$
, ($p_1 \land p_2 \land \dots \land p_n \Rightarrow q$)

qθ

where Subst(θ , p_i) = Subst(θ , p_i) for all *i*

- p_1' is King(John) p_1 is King(x) p_2' is Greedy(y) p_2 is Greedy(x) θ is {x/John,y/John} q is Evil(x)q θ is Evil(John)
- GMP used with KB of definite clauses (exactly one positive literal)
- All variables assumed universally quantified



Soundness of GMP

Need to show that

$$p_1', \ldots, p_n', (p_1 \land \ldots \land p_n \Rightarrow q) \models q\theta$$

provided that $Subst(\theta, p_i) = Subst(\theta, p_i)$ for all *i*

• Lemma: For any sentence p, we have $p \models$ Subst(θ , p) by UI

1.
$$(p_1 \land ... \land p_n \Rightarrow q) \models Subst(\theta, p_1 \land ... \land p_n \Rightarrow q)$$

= Subst(θ, p_1) $\land ... \land Subst(\theta, p_n) \Rightarrow Subst(\theta, q)$

- 2. $p_1', \ldots, p_n' \models p_1' \land \ldots \land p_n' \models Subst(\theta, p_1') \land \ldots \land Subst(\theta, p_n')$
- 3. From 1 and 2, $q\theta$ follows by ordinary Modus Ponens



Example knowledge base

 The law says that it is a crime for an American to sell weapons to hostile nations. The country Nono, an enemy of America, has some missiles, and all of its missiles were sold to it by Colonel West, who is American.

Prove that Col. West is a criminal



Example knowledge base contd.

- ... it is a crime for an American to sell weapons to hostile nations: $American(x) \land Weapon(y) \land Sells(x,y,z) \land Hostile(z) \Rightarrow Criminal(x)$
- Nono ... has some missiles, i.e., $\exists x \text{ Owns}(\text{Nono},x) \land \text{Missile}(x)$: $Owns(Nono,M_1)$ and $Missile(M_1)$
- ... all of its missiles were sold to it by Colonel West $Missile(x) \land Owns(Nono,x) \Rightarrow Sells(West,x,Nono)$

Missiles are weapons: $Missile(x) \Rightarrow Weapon(x)$

An enemy of America counts as "hostile": $Enemy(x, America) \Rightarrow Hostile(x)$

West, who is American ... *American(West)*

The country Nono, an enemy of America ...

24 Enemy(Nono,America)



Forward chaining algorithm

```
function FOL-FC-ASK(KB, \alpha) returns a substitution or false
    repeat until new is empty
         new \leftarrow \{\}
         for each sentence r in KB do
               (p_1 \land \ldots \land p_n \Rightarrow q) \leftarrow \text{STANDARDIZE-APART}(r)
               for each \theta such that (p_1 \land \ldots \land p_n)\theta = (p'_1 \land \ldots \land p'_n)\theta
                                 for some p'_1, \ldots, p'_n in KB
                     q' \leftarrow \text{SUBST}(\theta, q)
                    if q' is not a renaming of a sentence already in KB or new then do
                           add q' to new
                           \phi \leftarrow \text{UNIFY}(q', \alpha)
                           if \phi is not fail then return \phi
         add new to KB
    {\bf return} \ false
```



Forward chaining proof

American(West)

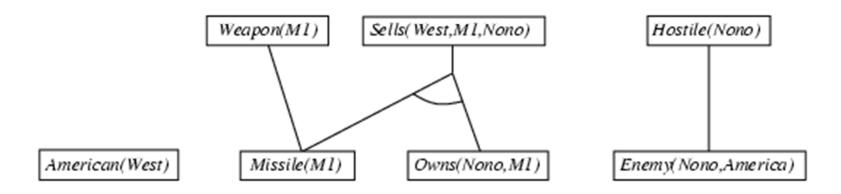
Missile(M1)

Owns(Nono, M1)

Enemy(Nono,America)

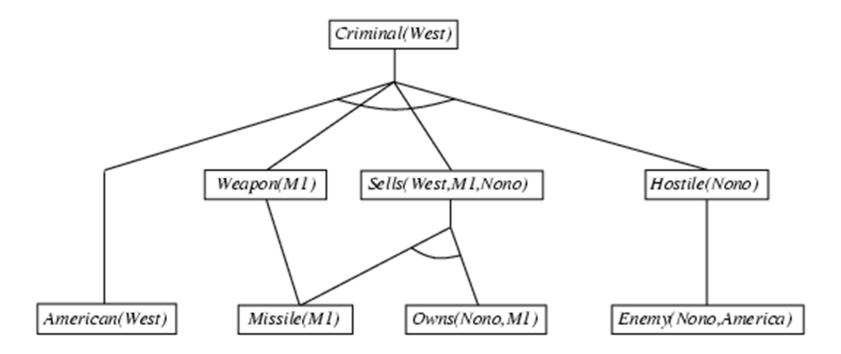


Forward chaining proof





Forward chaining proof





Properties of forward chaining

- Sound and complete for first-order definite clauses
- Datalog = first-order definite clauses + no functions
- FC terminates for Datalog in finite number of iterations
- May not terminate in general if α is not entailed



Efficiency of forward chaining

Incremental forward chaining: no need to match a rule on iteration k if a premise wasn't added on iteration k-1 \Rightarrow match each rule whose premise contains a newly added positive literal

Matching itself can be expensive:

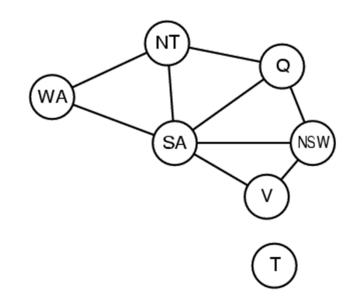
Database indexing allows O(1) retrieval of known facts

- e.g., query Missile(x) retrieves $Missile(M_1)$

Forward chaining is widely used in deductive databases



Hard matching example



 $Diff(wa,nt) \land Diff(wa,sa) \land Diff(nt,q) \land$ $Diff(nt,sa) \land Diff(q,nsw) \land Diff(q,sa) \land$ $Diff(nsw,v) \land Diff(nsw,sa) \land Diff(v,sa) \Rightarrow$ Colorable()

Diff(Red,Blue)Diff (Red,Green)Diff(Green,Red)Diff(Green,Blue)Diff(Blue,Red)Diff(Blue,Green)

- Colorable() is inferred iff the CSP has a solution
- CSPs include 3SAT as a special case, hence matching is NP-hard



Backward chaining algorithm

```
function FOL-BC-ASK(KB, goals, \theta) returns a set of substitutions

inputs: KB, a knowledge base

goals, a list of conjuncts forming a query

\theta, the current substitution, initially the empty substitution {}

local variables: ans, a set of substitutions, initially empty

if goals is empty then return {\theta}

q' \leftarrow \text{SUBST}(\theta, \text{FIRST}(goals))

for each r in KB where STANDARDIZE-APART(r) = (p_1 \land \ldots \land p_n \Rightarrow q)

and \theta' \leftarrow \text{UNIFY}(q, q') succeeds

ans \leftarrow \text{FOL-BC-ASK}(KB, [p_1, \ldots, p_n | \text{REST}(goals)], \text{COMPOSE}(\theta, \theta')) \cup ans

return ans
```

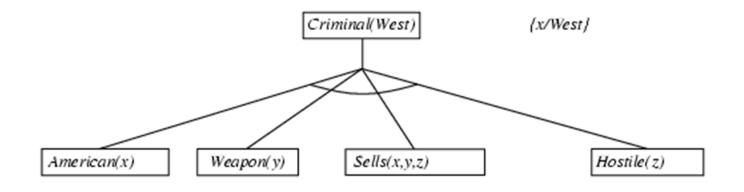
```
SUBST(COMPOSE(\theta_1, \theta_2), p) = SUBST(\theta_2, SUBST(\theta_1, p))
```



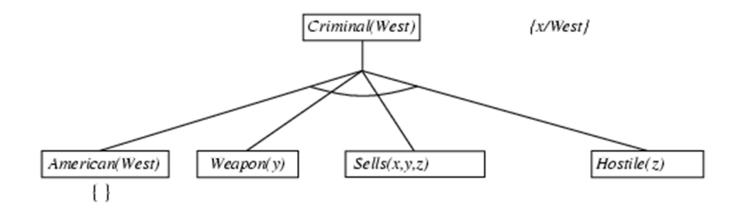
American(x) \land Weapon(y) \land Sells(x,y,z) \land Hostile(z) \Rightarrow Criminal(x)

Criminal(West)



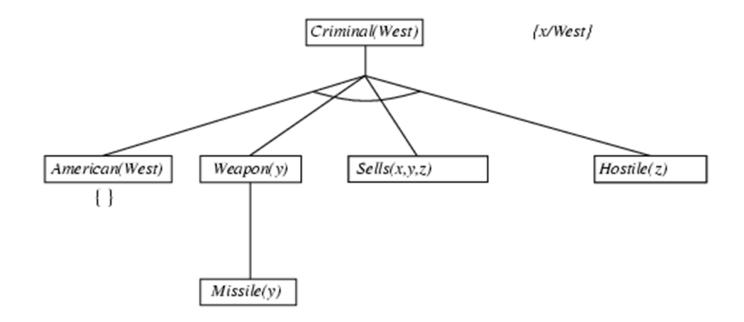






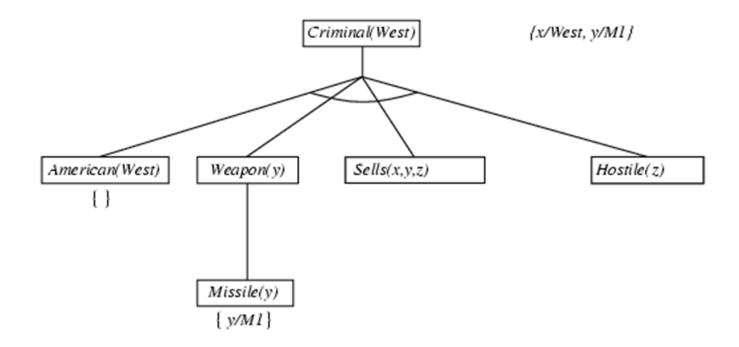


 $Missile(x) \Rightarrow Weapon(x)$

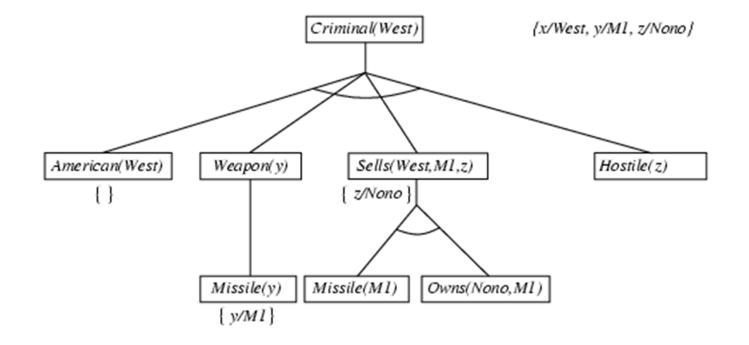




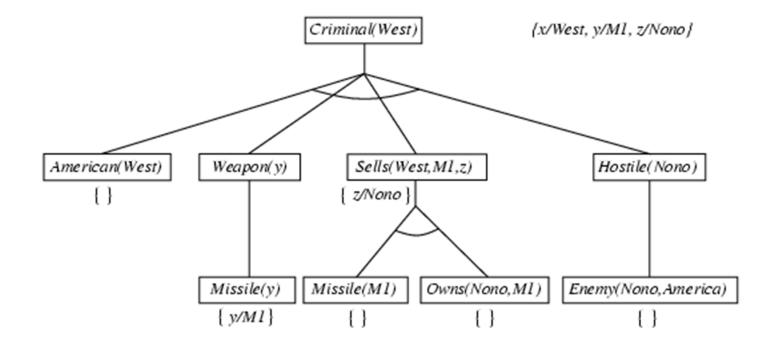
 $Owns(Nono, M_1)$ and $Missile(M_1)$



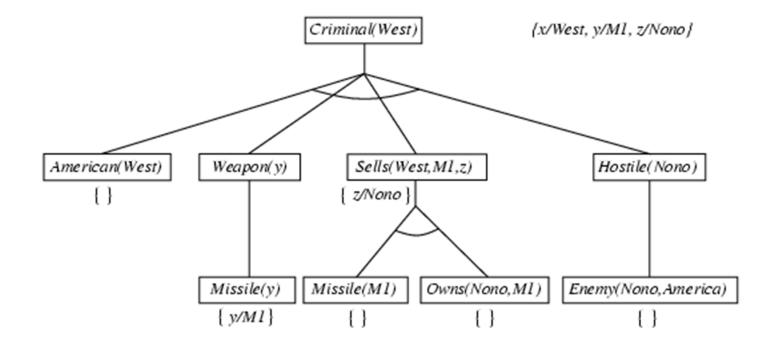














Properties of backward chaining

- Depth-first recursive proof search: space is linear in size of proof
- Incomplete due to infinite loops
 ⇒ fix by checking current goal against every goal on stack
- Inefficient due to repeated subgoals (both success and failure)

 \Rightarrow fix using caching of previous results (extra space)

Widely used for logic programming



Summary

- Inference in First-Order Logic
- Reduction to propositional inference
- Generalized Modus Ponens
- Unification
- Forward and Backward Chaining
- Prolog

