



CS 540 Introduction to Artificial Intelligence

Logic

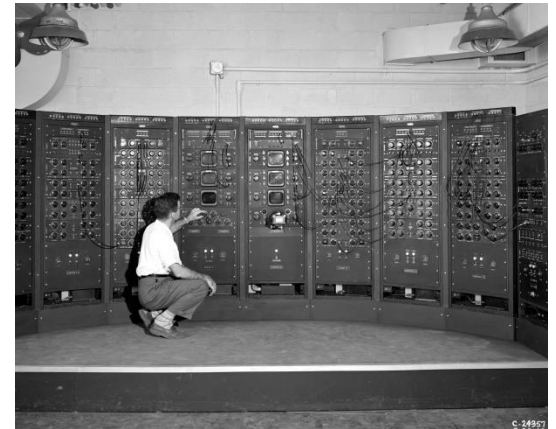
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Based on slides by Fred Sala

Logic & AI

Why are we studying logic?

- **Traditional** approach to AI ('50s-'80s)
 - “Symbolic AI”
 - The Logic Theorist – 1956
 - Proved a bunch of theorems!
- Logic also the language of:
 - Knowledge rep., databases, etc.



Symbolic Techniques in AI

Lots of systems based on symbolic approach:

- Ex: expert systems, planning, more
- Playing great chess
- **Less popular recently!**

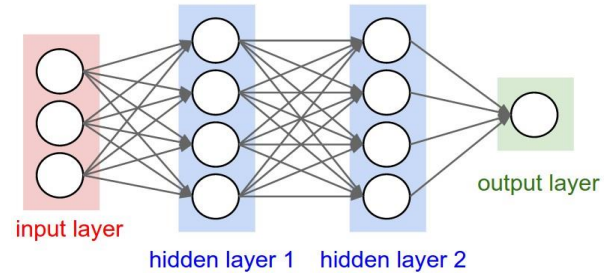


J. Gardner

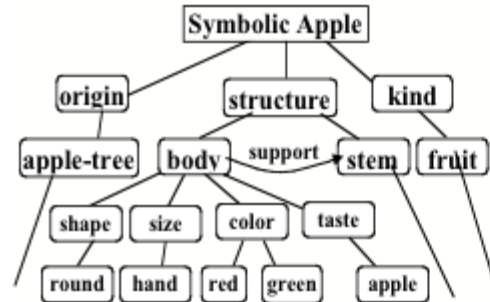
Symbolic vs Connectionist

Rival approach: **connectionist**

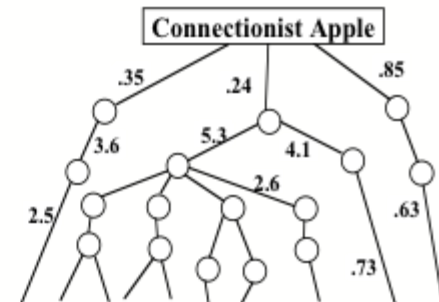
- Probabilistic models
- Neural networks
- **Extremely popular last 20 years**



Stanford CS231n



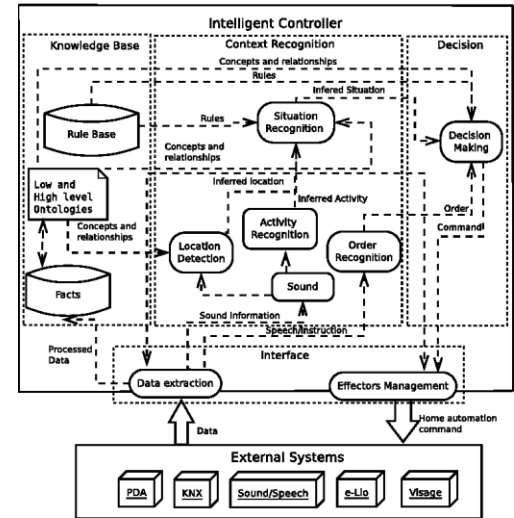
M. Minsky



Symbolic vs Connectionist

Analogy: Logic versus probability

- Which is better?
- Future: combination; best-of-both-worlds
 - Actually been worked on:
 - **Example:** Markov Logic Networks



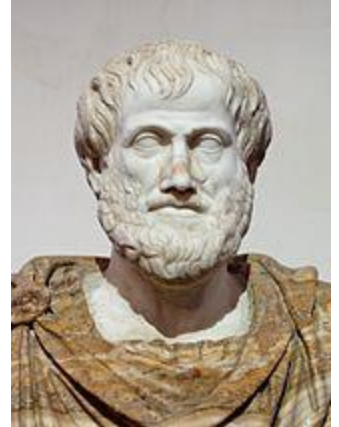
Outline

- Introduction to logic
 - Arguments, validity, soundness
- Propositional logic
 - Sentences, semantics, inference
- First order logic (FOL)
 - Predicates, objects, formulas, quantifiers



Basic Logic

- Arguments, premises, conclusions
 - Argument: a set of sentences (premises) + a sentence (a conclusion)
 - **Validity:** argument is valid iff it's necessary that if all premises are true, the conclusion is true
 - **Soundness:** argument is sound iff valid & premises true
 - **Entailment:** when valid arg., premises entail conclusion



Propositional Logic Basics

Logic Vocabulary:

- Sentences, symbols, connectives, parentheses
 - Symbols: P, Q, R, ... (**atomic** sentences)
 - Connectives:

\wedge	and	[conjunction]
\vee	or	[disjunction]
\Rightarrow	implies	[implication]
\Leftrightarrow	is equivalent	[biconditional]
\neg	not	[negation]
 - Literal: P or negation $\neg P$

Propositional Logic Basics

Examples:

- $(P \vee Q) \Rightarrow S$
 - “If it is cold or it is raining, then I need a jacket”
- $Q \Rightarrow P$
 - “If it is raining, then it is cold”
- $\neg R$
 - “It is not hot”



Propositional Logic Basics

Several rules in place

- Precedence: \neg , \wedge , \vee , \Rightarrow , \Leftrightarrow
- Use parentheses when needed
- Sentences: **well-formed** or not well-formed:

– $P \Rightarrow Q \Rightarrow S$ **X (not
associative!)**



The image shows a C code snippet with several annotations. At the top right is the 'Data Flair' logo. The code is as follows: `#include<stdio.h>`, `#include<conio.h>`, `void main()`, `{`, `clrscr();`, `printf("Welcome to DataFlair");`, `getch();`, `};`. Annotations include: 'Including Header Files' pointing to the include lines; 'main() Function Must Be There' pointing to the `void main()` line; 'Single Line Comment' pointing to the `// helps to print the message "Welcome to DataFlair"` line; 'Semicolon After Each Statement' pointing to the semicolons after `clrscr();` and `getch();`; and 'Program Enclosed Within Curly Braces' pointing to the opening and closing curly braces.

```
#include<stdio.h>
#include<conio.h>
void main()
{
    clrscr();
    printf("Welcome to DataFlair");
    // helps to print the message "Welcome to DataFlair"
    getch();
};
```

Sentences & Semantics

- Think of symbols as defined by user
- Sentences: built up from symbols with connectives
 - **Interpretation:** assigning True / False to symbols
 - **Semantics:** interpretations for which sentence evaluates to True
 - **Model:** (of a set of sentences) interpretation for which all sentences are True



Evaluating a Sentence

- Example:

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>

- Note:
 - If P is false, $P \Rightarrow Q$ is true regardless of Q (“5 is even implies 6 is odd” is True!)
 - Causality unneeded: “5 is odd implies the Sun is a star” is True!)

Evaluating a Sentence: Truth Table

- **Ex:**

P	Q	R	$\neg P$	$Q \wedge R$	$\neg P \vee Q \wedge R$	$\neg P \vee Q \wedge R \Rightarrow Q$
0	0	0	1	0	1	0
0	0	1	1	0	1	0
0	1	0	1	0	1	1
0	1	1	1	1	1	1
1	0	0	0	0	0	1
1	0	1	0	0	0	1
1	1	0	0	0	0	1
1	1	1	0	1	1	1

- **Satisfiable**

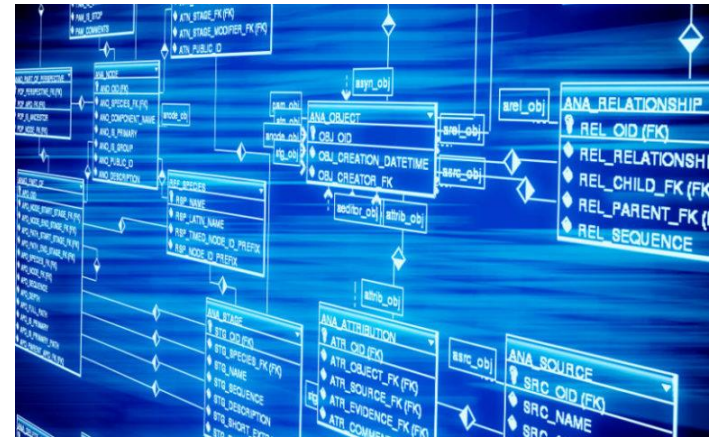
- There exists some interpretation where sentence true

Knowledge Bases

- **Knowledge Base (KB):** A set of sentences
 - Like a long sentence, connect with conjunction

Model of a KB: interpretations where all sentences are True

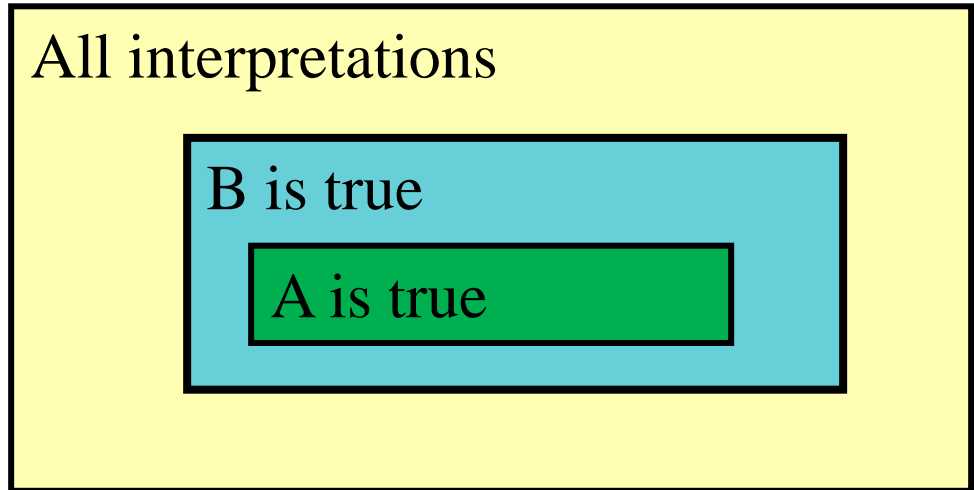
Goal: inference to discover new sentences



Entailment

Entailment: a sentence logically follows from others

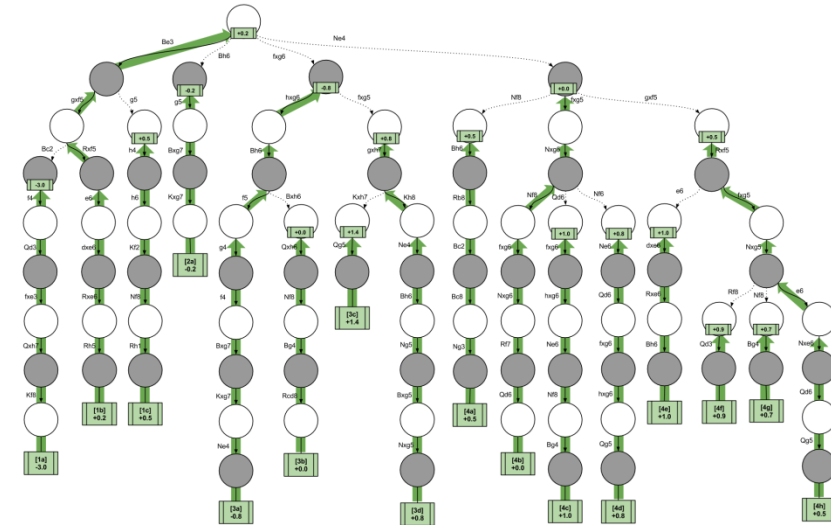
- Like from a KB. Write $A \models B$
- $A \models B$ iff in every interpretation where A is true, B is also true



Inference

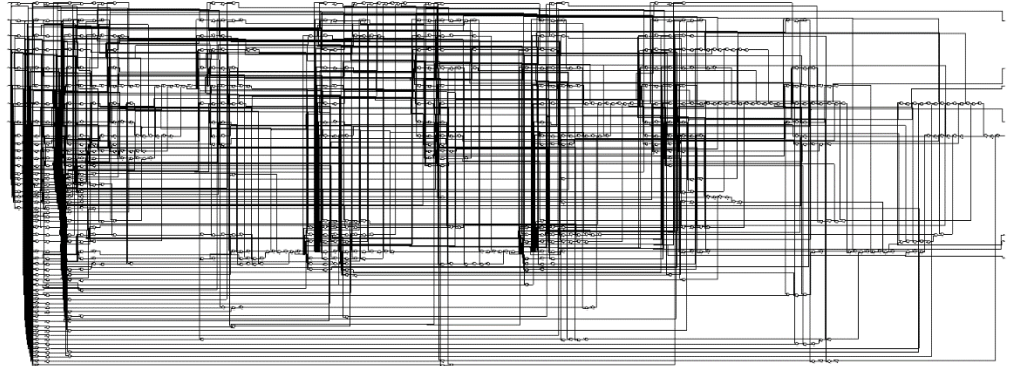
- Given a set of sentences (a KB), **logical inference** creates new sentences
 - Compare to prob. inference!

- **Challenges:**
 - Soundness
 - Completeness
 - Efficiency



Methods of Inference: **1. Enumeration**

- Enumerate all interpretations; look at the truth table
 - “Model checking”
- Downside: 2^n interpretations for n symbols



Methods of Inference: 2. Using Rules

- *Modus Ponens*: $(A \Rightarrow B, A) \vDash B$
- And-elimination
- Many other rules
 - Commutativity, associativity, de Morgan's laws, distribution for conjunction/disjunction



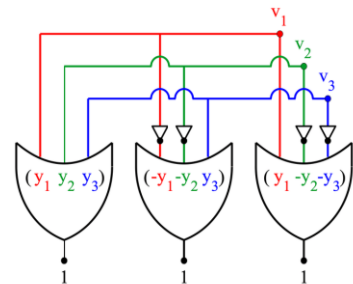
Methods of Inference: 3. Resolution

- Convert to special form and use a single rule
- **Conjunctive Normal Form (CNF)**

$$\underbrace{(\neg A \vee B \vee C)}_{\text{a clause}} \wedge (\neg B \vee A) \wedge (\neg C \vee A)$$

Conjunction of clauses; each clause disjunction of literals

- Simple rules for converting to CNF



Methods of Inference: 3. Resolution

Start with our KB and **query** B

- Add $\neg B$
- Show that this leads to a contradiction
- Take clauses with a symbol and its complement
 - Merge, throw away symbol: $P \vee Q \vee R, \neg Q \vee S \vee T: P \vee R \vee S \vee T$
 - If no symbol left, KB entails B
 - No new clauses, KB does not entail B

First Order Logic (FOL)

Propositional logic has some limitations

- Ex: how to say “all squares have four sides”
- No context, hard to generalize; express facts

FOL is a more expressive logic; works over

- Facts, Objects, Relations, Functions



First Order Logic (FOL)

Basics:

- Constants: “16”, “Green”, “Bob”
- Functions: map objects to objects
- Predicates: map objects to T/F:
 - Greater(5,3)
 - Color(grass, green)



First Order Logic (FOL)

Basics:

- Variables: x, y, z
- Connectives: Same as propositional logic
- Quantifiers:
 - \forall universal quantifier: $\forall \mathbf{x} \text{ human}(\mathbf{x}) \Rightarrow \text{mammal}(\mathbf{x})$
 - \exists existential quantifier: $\exists \mathbf{x} \text{ mammal}(\mathbf{x})$