



# CS 540 Introduction to Artificial Intelligence **Logic**

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# Announcements

- **Homeworks:**
  - HW2 due Tuesday before class
- **Roadmap**

Date	Topic	Reading materials	Assignments
Thursday, Sept 9	Welcome and Course Overview	<a href="#">Slides</a>	
Tuesday, Sept 14	Probability	<a href="#">Slides</a>	HW 1 Released
Thursday, Sept 16	Linear Algebra and PCA	<a href="#">Slides</a>	
Tuesday, Sept 21	Statistics and Math Review	<a href="#">Slides</a>	HW 1 Due, HW 2 Released
Thursday, Sept 23	Introduction to Logic	<a href="#">Slides</a>	
Tuesday, Sept 28	Natural Language Processing		HW 2 Due, HW 3 Released
Thursday, Sept 30	Machine Learning: Introduction		

# Homework Review: Classification

- Expression

$$P(H|E_1, E_2, \dots, E_n) = \frac{P(E_1|H)P(E_2|H) \cdots P(E_n|H)P(H)}{P(E_1, E_2, \dots, E_n)}$$

- $H$ : some class we'd like to infer from evidence
  - Estimate prior  $P(H)$
  - Estimate  $P(E_i|H)$  from data!
  - Empirical count-based estimates

# Logic & AI

Why are we studying logic?

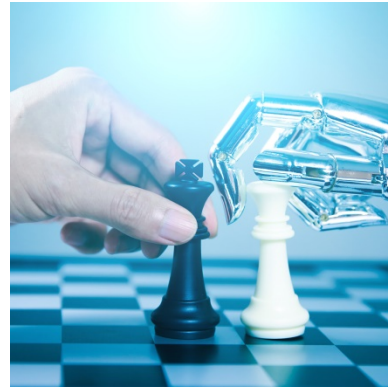
- **Traditional** approach to AI ('50s-'80s)
  - “Symbolic AI”
  - The Logic Theorist – 1956
    - Proved a bunch of theorems!
- Logic also the language of:
  - Knowledge rep., databases, etc.



# Symbolic Techniques in AI

Lots of systems based on symbolic approach:

- Ex: expert systems, planning, more
- Playing great chess
- **Less popular recently!**
- “Good old fashioned AI”

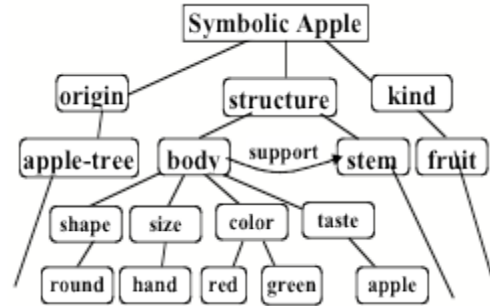
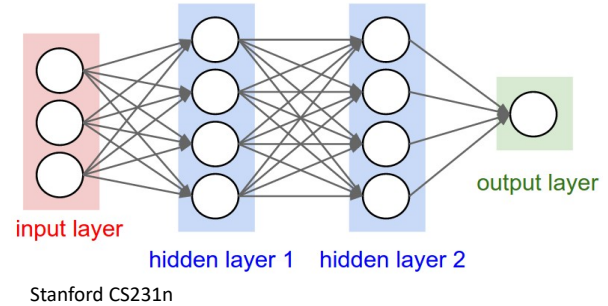


J. Gardner

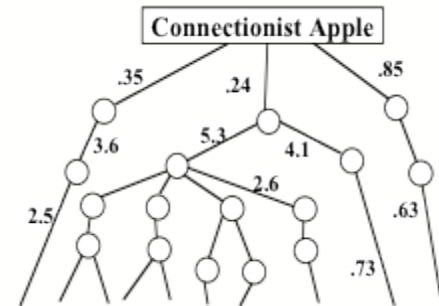
# Symbolic vs Subsymbolic

Rival approach: **subsymbolic**

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



M. Minsky



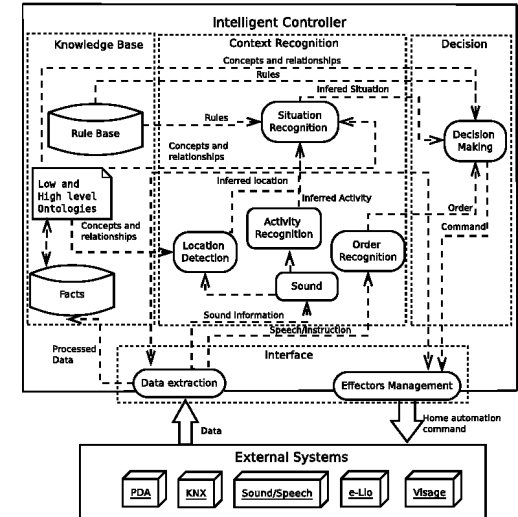
# Symbolic vs Subsymbolic

- Easier to debug
- Easier to explain
- No need for big data
- Better for abstract problems
  - Symbol grounding problem
- Robust to noise
- Less built-in knowledge
- Easier to scale
- Better for perceptual problems

# Symbolic vs Subsymbolic

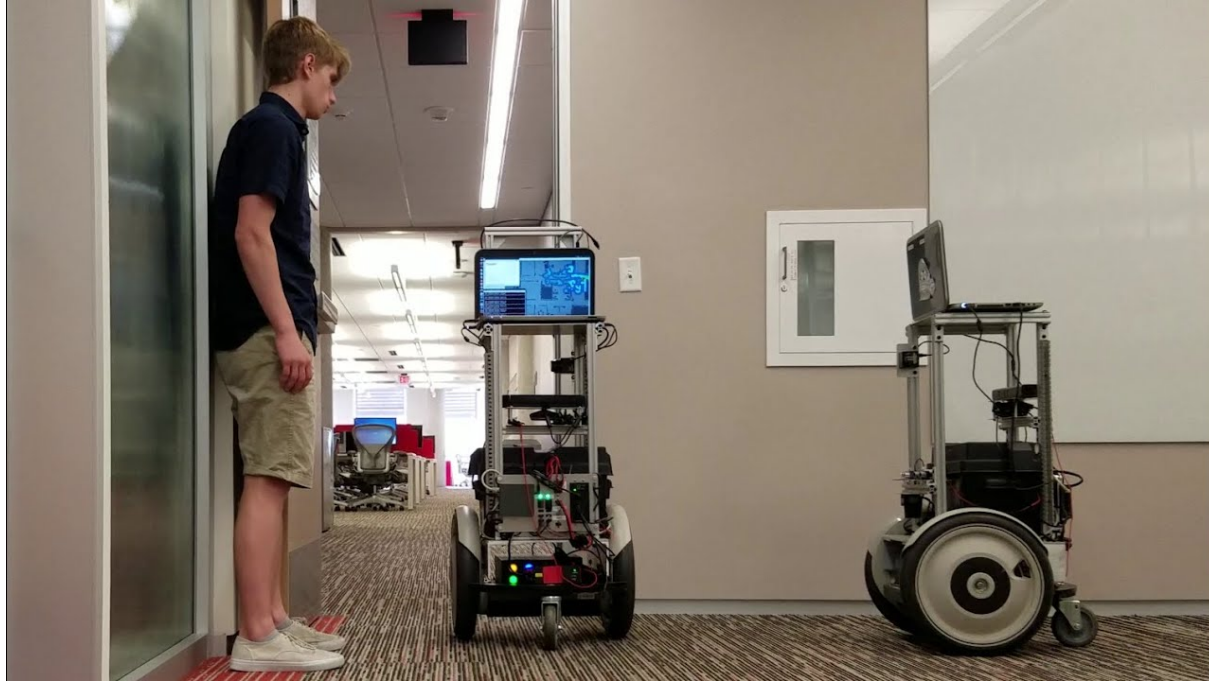
Analogy: Logic versus probability

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





# Symbolic and Connectionist



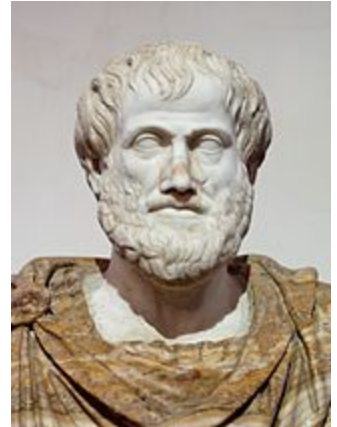
# Outline

- 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”

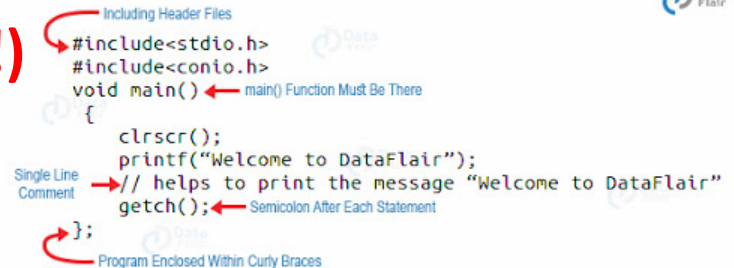


# Propositional Logic Basics

Several rules in place

- Precedence:  $\neg$ ,  $\wedge$ ,  $\vee$ ,  $\implies$ ,  $\iff$
- Use parentheses when needed
- Sentences: **well-formed** or not well-formed:

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



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

Annotations:

- Including Header Files (points to `#include` lines)
- main() Function Must Be There (points to `void main()`)
- Program Enclosed Within Curly Braces (points to the `{}` block)
- Single Line Comment (points to `// helps to print the message "Welcome to DataFlair"`)
- Semicolon After Each Statement (points to `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

# Break & Quiz

**Q 1.1:** Suppose P is false, Q is true, and R is true. Does this assignment satisfy

(i)  $\neg(\neg p \rightarrow \neg q) \wedge r$

(ii)  $(\neg p \vee \neg q) \rightarrow (p \vee \neg r)$

- A. Both
- B. Neither
- C. Just (i)
- D. Just (ii)

# Break & Quiz

**Q 1.1:** Suppose P is false, Q is true, and R is true. Does this assignment satisfy

(i)  $\neg(\neg p \rightarrow \neg q) \wedge r$

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- A. Both
- B. Neither
- **C. Just (i)**
- D. Just (ii)

# Break & Quiz

**Q 1.2:** Let  $A$  = “Aldo is Italian” and  $B$  = “Bob is English”. Formalize “Aldo is Italian or if Aldo isn’t Italian then Bob is English”.

- a.  $A \vee (\neg A \rightarrow B)$
- b.  $A \vee B$
- c.  $A \vee (A \rightarrow B)$
- d.  $A \rightarrow B$

# Break & Quiz

**Q 1.2:** Let  $A$  = “Aldo is Italian” and  $B$  = “Bob is English”. Formalize “Aldo is Italian or if Aldo isn’t Italian then Bob is English”.

- **a.  $A \vee (\neg A \rightarrow B)$**
- **b.  $A \vee B$  (equivalent!)**
- c.  $A \vee (A \rightarrow B)$
- d.  $A \rightarrow B$

# Break & Quiz

**Q 1.3:** How many different assignments can there be to

$$(x_1 \wedge y_1) \vee (x_2 \wedge y_2) \vee \dots \vee (x_n \wedge y_n)$$

- A. 2
- B.  $2^n$
- C.  $2^{2n}$
- D.  $2n$

# Break & Quiz

**Q 1.3:** How many different assignments can there be to

$$(x_1 \wedge y_1) \vee (x_2 \wedge y_2) \vee \dots \vee (x_n \wedge y_n)$$

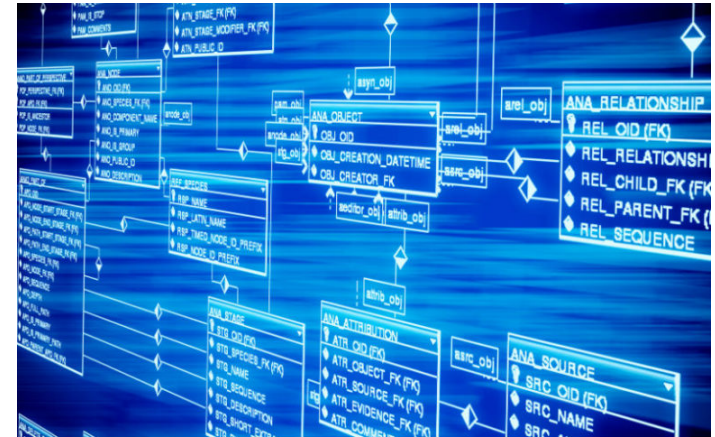
- A. 2
- B.  $2^n$
- **C.  $2^{2n}$**
- D.  $2n$

# 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

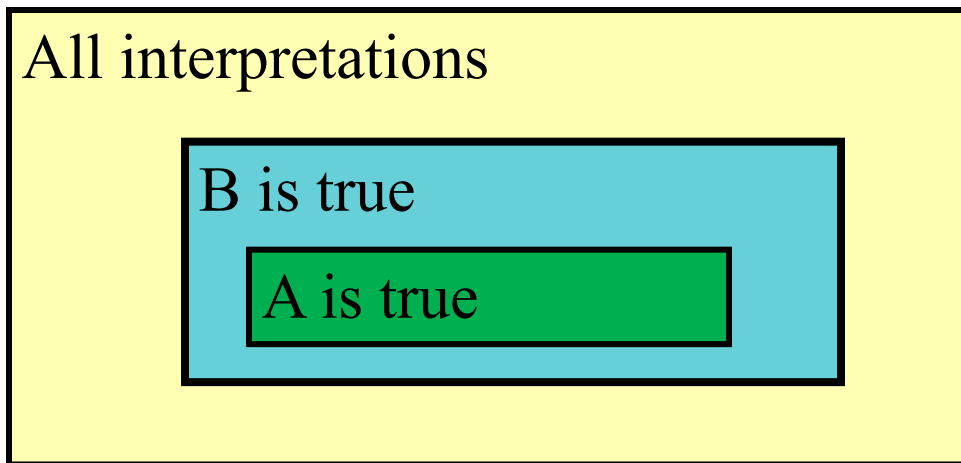




# Entailment

**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

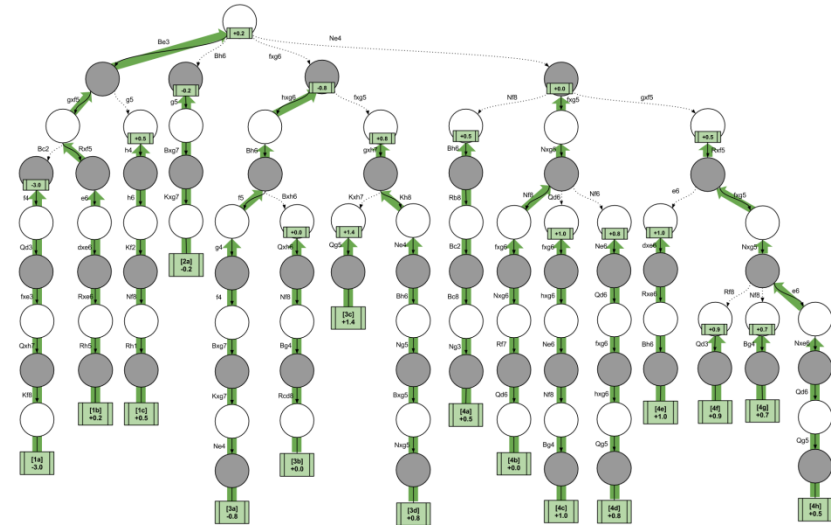


# Inference

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

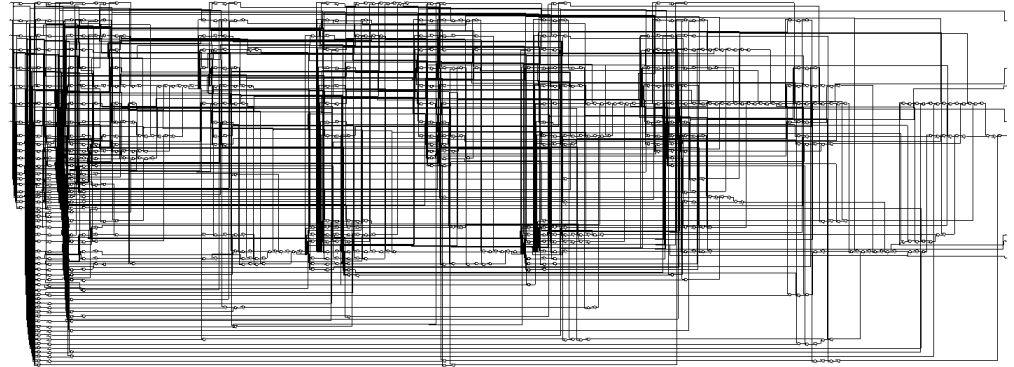
- Challenges:**

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



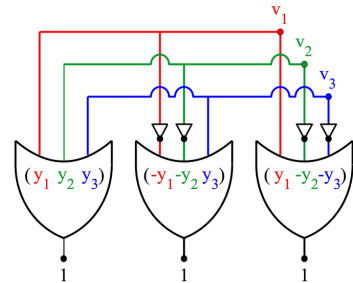
# Methods of Inference: 3. Resolution

- 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

# Break & Quiz

**Q 2.1:** What is the CNF for  $(\neg p \wedge \neg(p \Rightarrow q))$

- A.  $(\neg p \wedge \neg(p \Rightarrow q))$
- B.  $(\neg p) \wedge (\neg p \vee \neg q)$
- C.  $(\neg p \vee q) \wedge (p \vee \neg q) \wedge (p \vee q)$
- D.  $(\neg p \vee \neg q) \wedge (\neg p \vee q) \wedge (p \vee \neg q) \wedge (p \vee q)$

# Break & Quiz

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- B.  $(\neg p) \wedge (\neg p \vee \neg q)$
- C.  $(\neg p \vee q) \wedge (p \vee \neg q) \wedge (p \vee q)$
- **D.  $(\neg p \vee \neg q) \wedge (\neg p \vee q) \wedge (p \vee \neg q) \wedge (p \vee q)$**



# Break & Quiz

**Q 2.2:** Which has more rows: a truth table on  $n$  symbols, or a joint distribution table on  $n$  binary random variables?

- A. Truth table
- B. Distribution
- C. Same size
- D. It depends

# Break & Quiz

**Q 2.2:** Which has more rows: a truth table on  $n$  symbols, or a joint distribution table on  $n$  binary random variables?

- A. Truth table
- B. Distribution
- **C. Same size**
- D. It depends

# Finding CNFs

- CNF:

$$(\neg A \vee B \vee C) \wedge (\neg B \vee A) \wedge (\neg C \vee A)$$

- Automating transformation
  - Use equivalences for connectives we don't use (i.e.,  $\Rightarrow$ )
  - Move negatives inside (DeMorgan's laws)
  - Push  $\vee$  inside  $\wedge$  by distributing
- Not guaranteed to be satisfiable

# 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