



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

Yudong Chen  
University of Wisconsin-Madison

Sep 23, 2021

# Announcements

- **Homeworks:**
  - HW2 due Tuesday.
- **Class roadmap:**

|                         |                              |
|-------------------------|------------------------------|
| Tuesday, Sep 14         | Probability                  |
| Thursday, Sep 16        | Linear Algebra and PCA       |
| Tuesday, Sep 21         | Statistics and Math Review   |
| <b>Thursday, Sep 23</b> | <b>Introduction to Logic</b> |
| Tuesday, Sep 28         | Natural Language Processing  |

Fundamentals

# 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, theory of computing, etc.



# Symbolic Techniques in AI

Lots of systems based on symbolic approach:

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

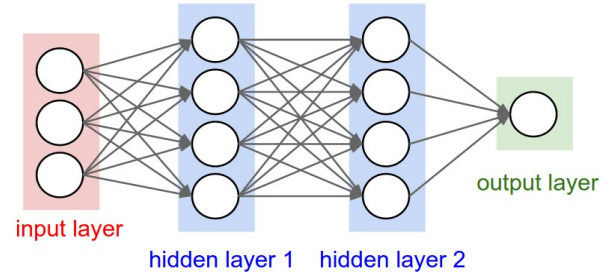


J. Gardner

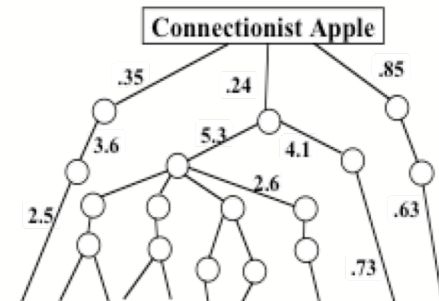
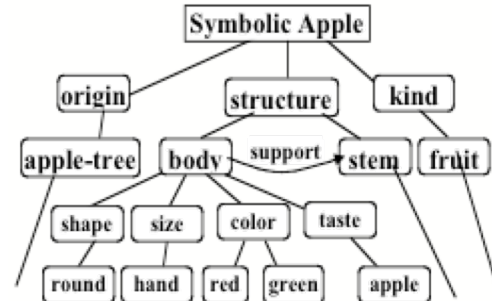
# Symbolic vs Connectionist

## Rival approach: **connectionist**

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



Stanford CS231n

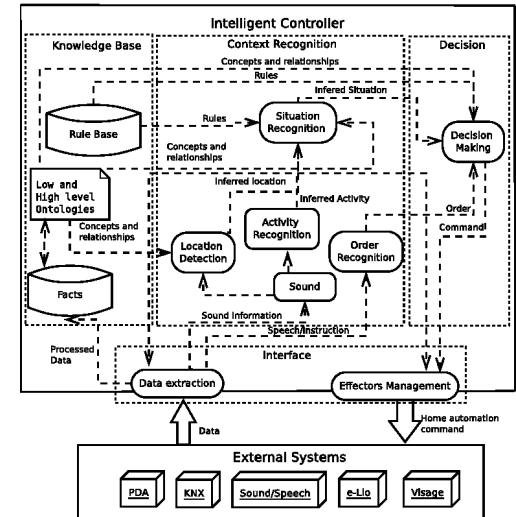


M. Minsky

# Symbolic vs Connectionist

Analogy: Logic versus probability

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



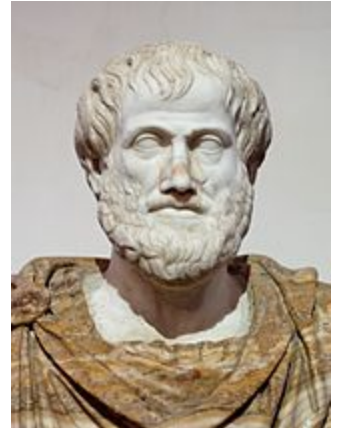
# Outline

- 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”

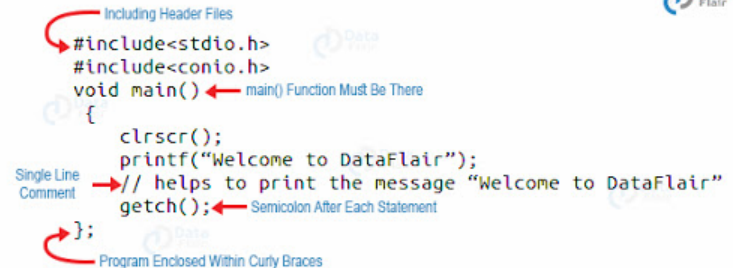


# Propositional Logic Basics

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!)**



```
#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 opening and closing braces)
- Single Line Comment (points to `// helps to print the message "Welcome to DataFlair"`)
- Semicolon After Each Statement (points to the semicolon after `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 1.2:** 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 1.3:** How many different assignments can there be to  
 $(x_1 \wedge y_1) \vee (x_2 \wedge y_2) \vee \dots \vee (x_n \wedge y_n)$

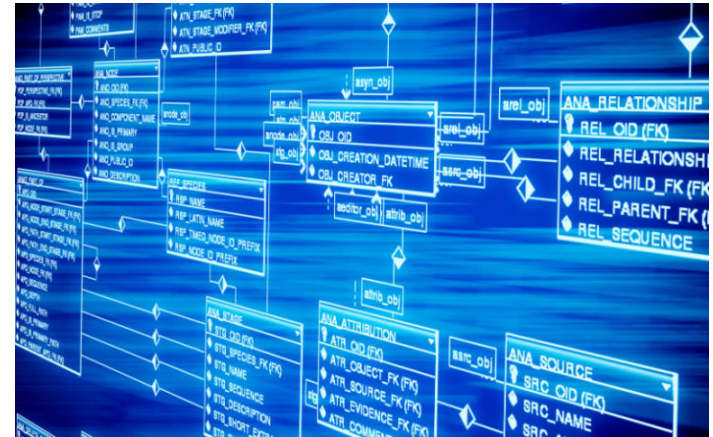
- A. 2
- B.  $2^n$
- C.  $2^{2n}$
- D.  $2n$

# 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

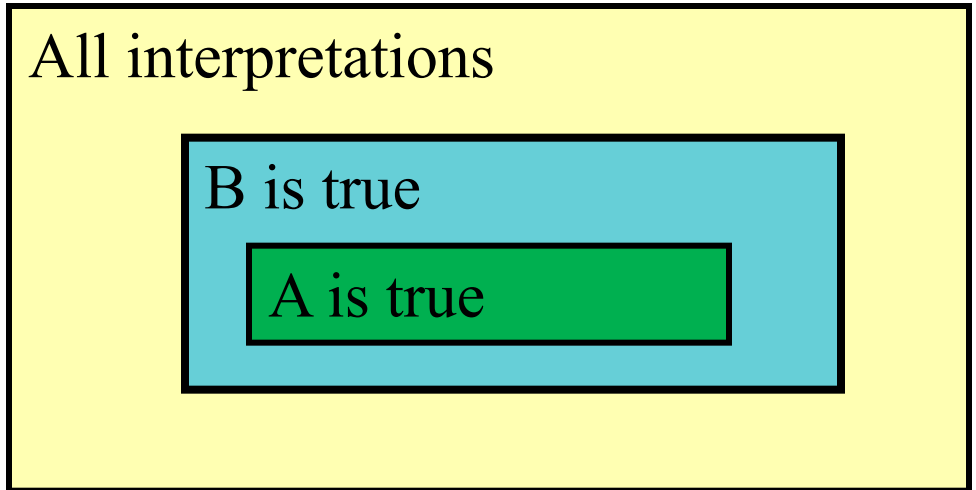
**Goal:** inference to discover new sentences



# Entailment

**Entailment:** a sentence logically follows from others

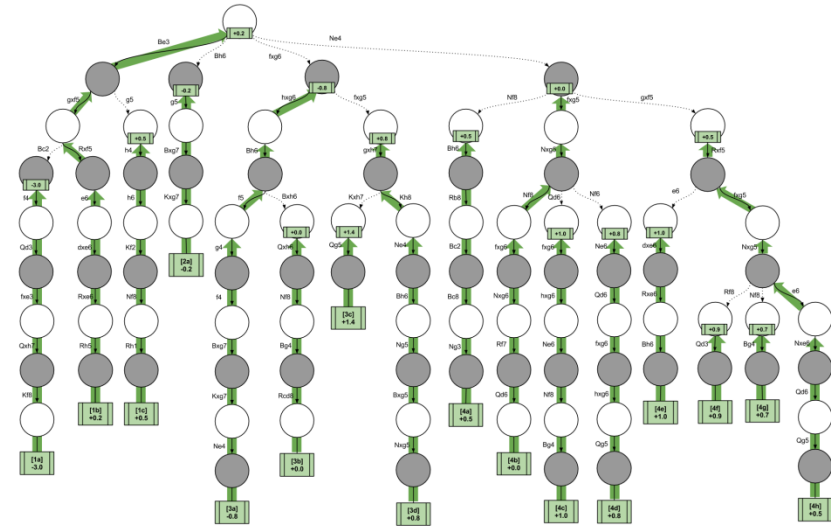
- Like from a KB. Write  $A \models B$
- $A \models B$  iff in every interpretation where A is true, B is also true



# Inference

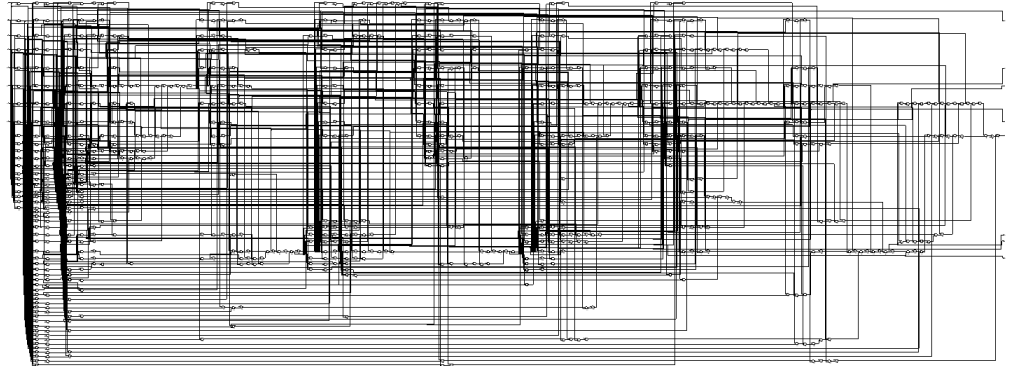
- Given a set of sentences (a KB), **logical inference** creates new sentences
  - Compare to prob. inference!

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



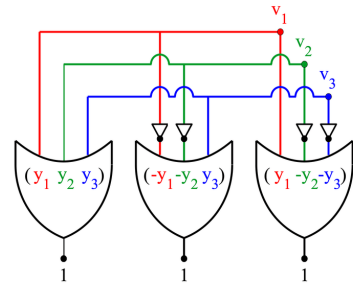
# Methods of Inference: 3. Resolution

- 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



# 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

**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

# 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