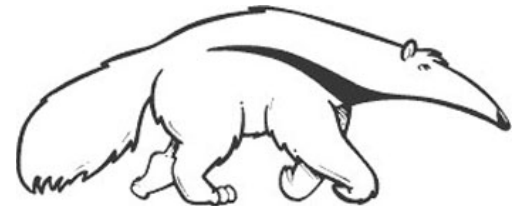


Propositional Logic A: Syntax & Semantics

CS171, Winter Quarter, 2019
Introduction to Artificial Intelligence
Prof. Richard Lathrop



Read Beforehand: R&N 7.1-7.5
Optional: R&N 7.6-7.8)

You will be expected to know:

- Basic definitions (section 7.1, 7.3)
- Models and entailment (7.3)
- Syntax, logical connectives (7.4.1)
- Semantics (7.4.2)
- Simple inference (7.4.4)

Complete architectures for intelligence?

- Search?
 - Solve the problem of what to do.
- Logic and inference?
 - Reason about what to do.
 - Encoded knowledge/“expert” systems?
 - Know what to do.
- Learning?
 - Learn what to do.
- Modern view: It's complex & multi-faceted.

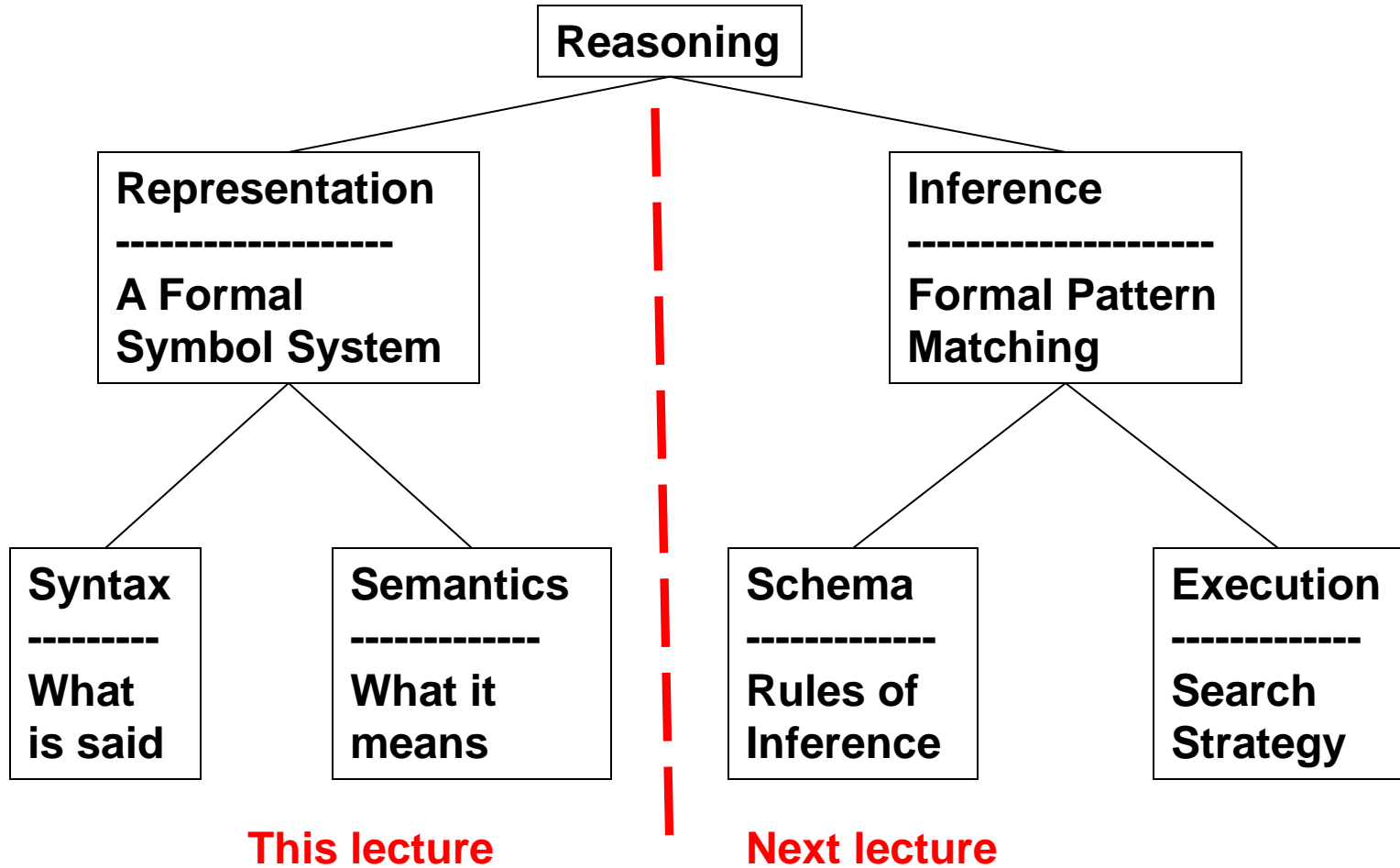
Inference in Formal Symbol Systems: Ontology, Representation, Inference

- **Formal Symbol Systems**
 - **Symbols** correspond to **things/ideas** in the world
 - **Pattern matching & rewrite** corresponds to **inference**
- **Ontology**: What exists in the world?
 - What must be represented?
- **Representation**: Syntax vs. Semantics
 - What's Said vs. What's Meant
- **Inference**: Schema vs. Mechanism
 - Proof Steps vs. Search Strategy

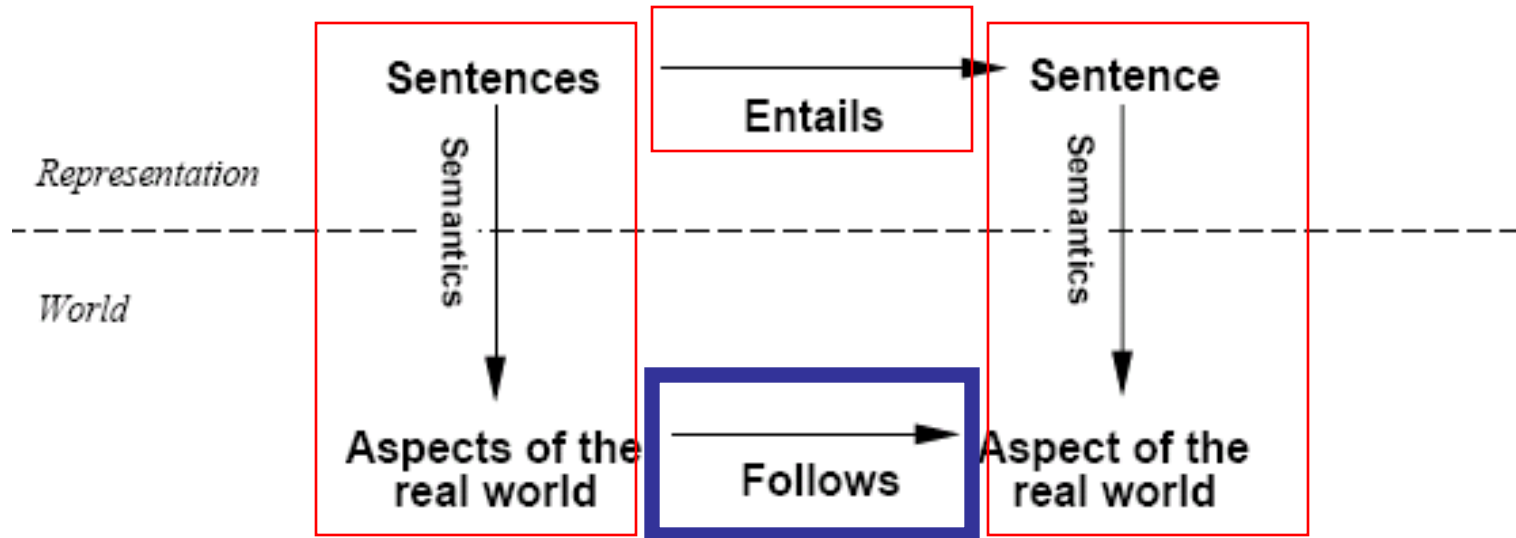
Ontology:

What kind of things exist in the world?

What do we need to describe and reason about?



Schematic perspective



*If KB is true in the real world,
then any sentence α entailed by KB
is also true in the real world.*

For example: If I tell you (1) Sue is Mary's sister, and (2) Sue is Amy's mother, then it **necessarily follows in the world** that Mary is Amy's aunt, even though I told you nothing at all about aunts. This sort of reasoning pattern is what we hope to capture.

Why Do We Need Logic?

- Problem-solving agents were very inflexible: hard code every possible state.
- Search is almost always exponential in the number of states.
- Problem solving agents cannot infer unobserved information.
- We want an algorithm that reasons in a way that resembles reasoning in humans.

Knowledge-Based Agents

- **KB = knowledge base**
 - A set of sentences or facts
 - e.g., a set of statements in a logic language
- **Inference**
 - Deriving new sentences from old
 - e.g., using a set of logical statements to infer new ones
- **A simple model for reasoning**
 - Agent is told or perceives new evidence
 - E.g., agent is told or perceives that A is true
 - Agent then infers new facts to add to the KB
 - E.g., $KB = \{ (A \rightarrow (B \text{ OR } C)); (\text{not } C) \}$
then given A and not C the agent can infer that B is true
 - B is now added to the KB even though it was not explicitly asserted, i.e., the agent inferred B

Types of Logics

- **Propositional logic:** concrete statements that are either true or false
 - E.g., John is married to Sue.
- **Predicate logic (also called first order logic, first order predicate calculus):** allows statements to contain variables, functions, and quantifiers
 - For all X, Y: If X is married to Y then Y is married to X.
- **Probability:** statements that are possibly true; the chance I win the lottery?
- **Fuzzy logic:** vague statements; paint is slightly grey; sky is very cloudy.
- **Modal logic** is a class of various logics that introduce modalities:
 - **Temporal logic:** statements about time; John was a student at UCI for four years, and before that he spent six years in the US Marine Corps.
 - **Belief and knowledge:** Mary knows that John is married to Sue; a poker player believes that another player will fold upon a large bluff.
 - **Possibility and Necessity:** What might happen (possibility) and must happen (necessity); I might go to the movies; I must die and pay taxes.
 - **Obligation and Permission:** It is obligatory that students study for their tests; it is permissible that I go fishing when I am on vacation.

Other Reasoning Systems

- How to produce new facts from old facts?
- Induction
 - Reason from facts to the general law
 - Scientific reasoning, machine learning
- Abduction
 - Reason from facts to the best explanation
 - Medical diagnosis, hardware debugging
- Analogy (and metaphor, simile)
 - Reason that a new situation is like an old one

Wumpus World PEAS description

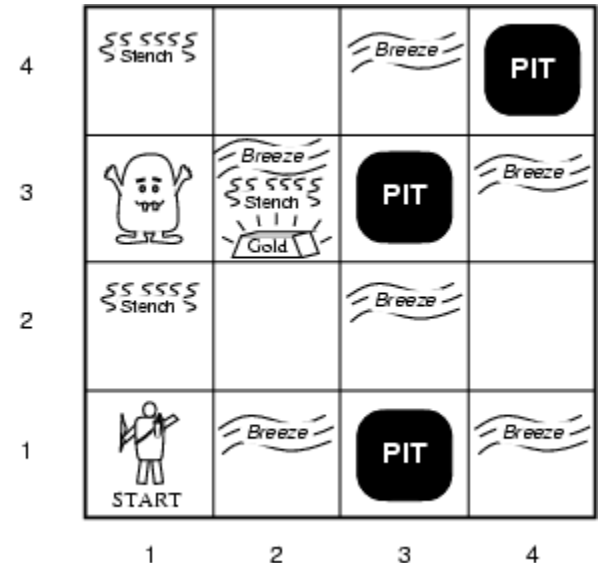
- Performance measure

- gold: +1000, death: -1000
- -1 per step, -10 for using the arrow

- Environment

- Squares adjacent to wumpus are smelly
- Squares adjacent to pit are breezy
- Glitter iff gold is in the same square
- Shooting kills wumpus if you are facing it
- Shooting uses up the only arrow
- Grabbing picks up gold if in same square
- Releasing drops the gold in same square

Would DFS work well? A*?



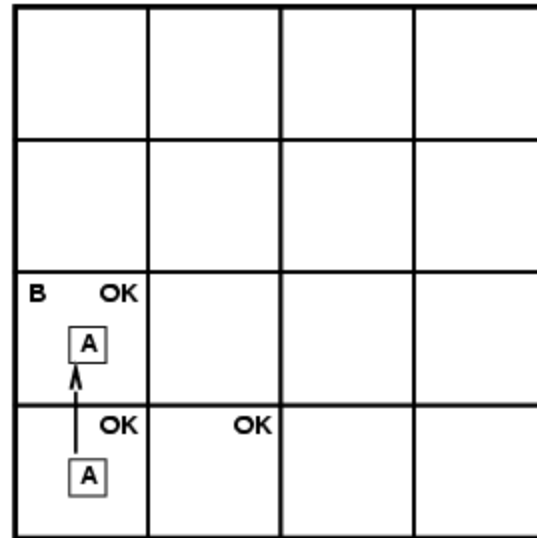
- Sensors: Stench, Breeze, Glitter, Bump, Scream

- Actuators: Left turn, Right turn, Forward, Grab, Release, Shoot

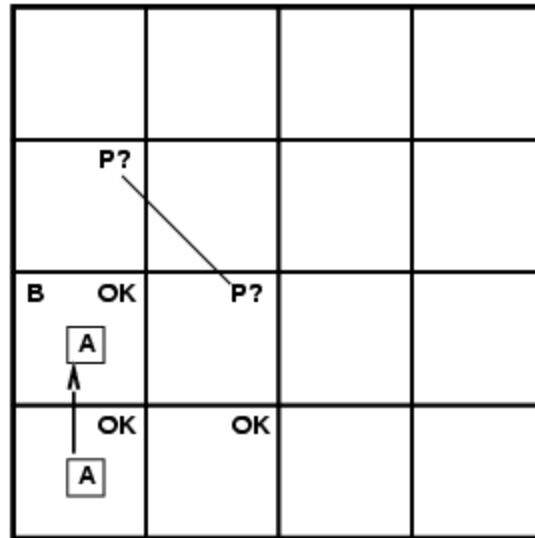
Exploring a wumpus world

OK			
OK A	OK		

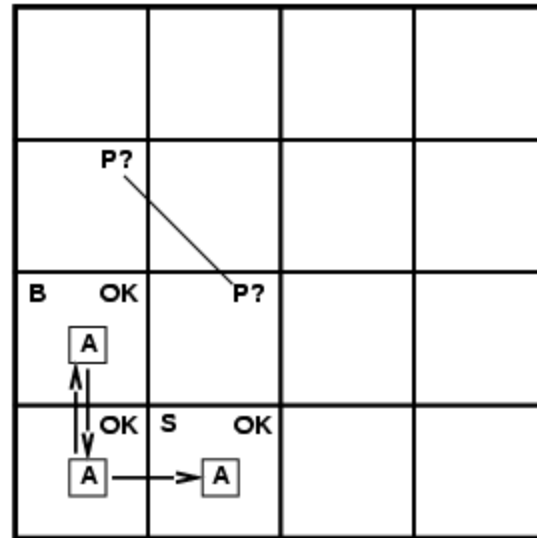
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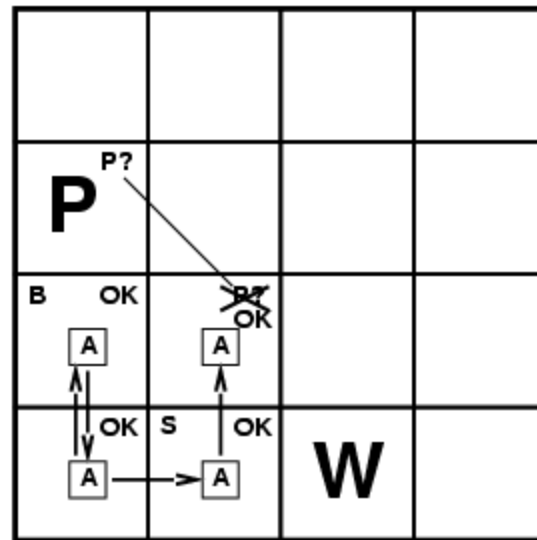
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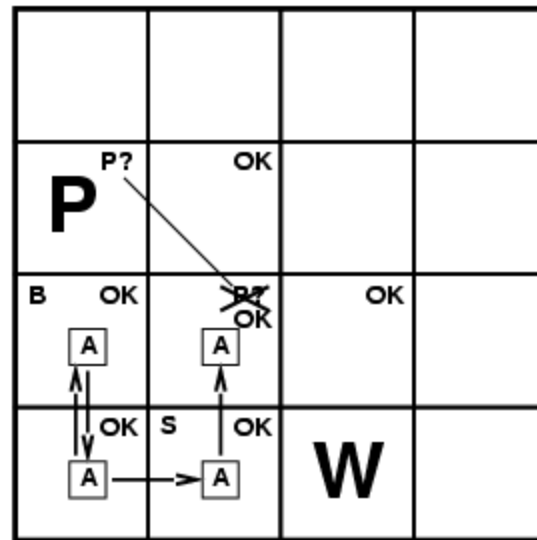
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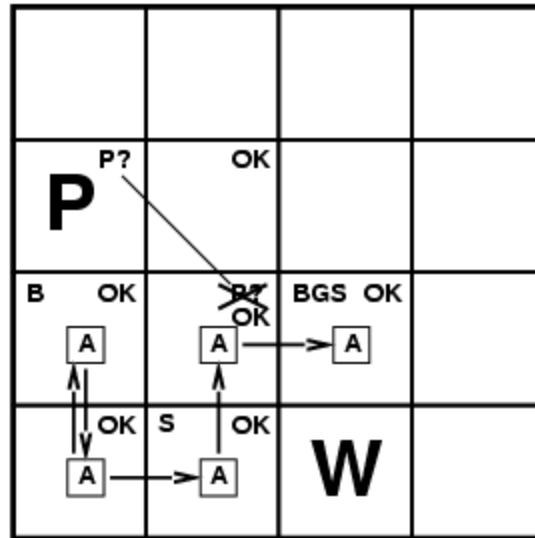
Exploring a wumpus world



Exploring a wumpus world



Exploring a wumpus world

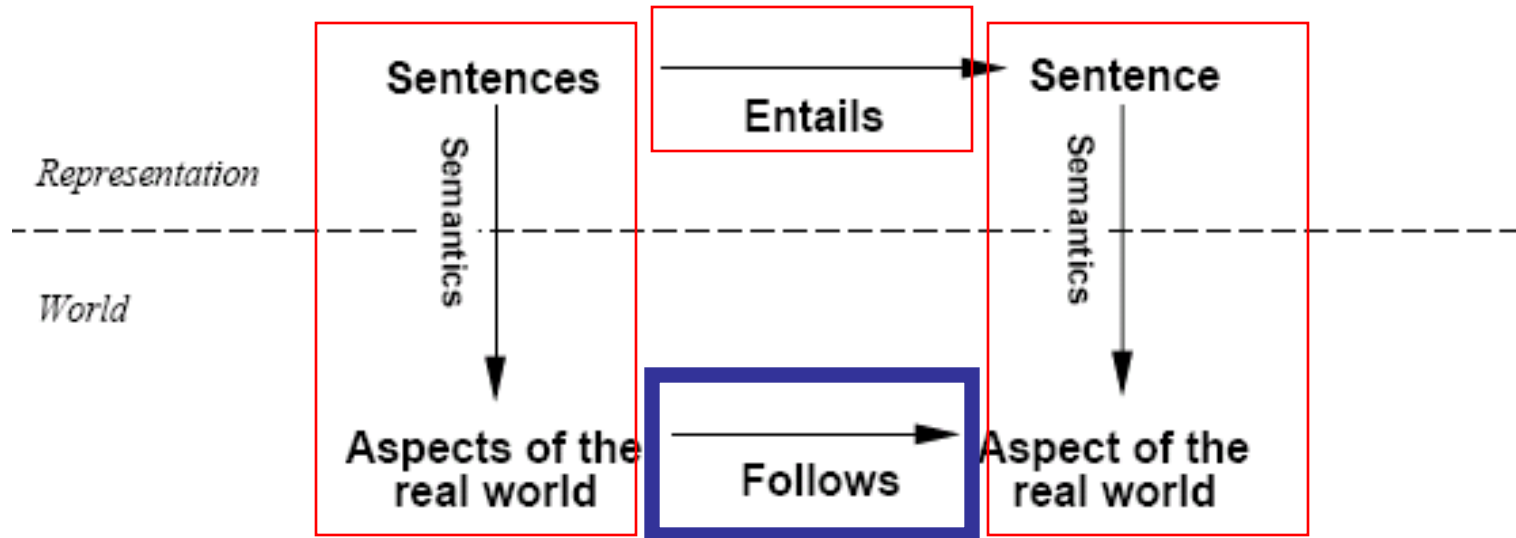


Logic

- We used logical reasoning to find the gold.
 - **Logics** are formal languages for representing information such that conclusions can be drawn from formal inference patterns
 - **Syntax** defines the well-formed sentences in the language
 - **Semantics** define the "meaning" or interpretation of sentences:
 - connect symbols to real events in the world
 - i.e., define **truth** of a sentence in a world
 - E.g., the language of arithmetic:
 - $x+2 \geq y$ is a sentence
 - $x^2+y > \{ \}$ is not a sentence } \longrightarrow syntax

 - $x+2 \geq y$ is true in a world where $x = 7, y = 1$
 - $x+2 \geq y$ is false in a world where $x = 0, y = 6$
- }
- \longrightarrow
- semantics

Schematic perspective



*If KB is true in the real world,
then any sentence α entailed by KB
is also true in the real world.*

For example: If I tell you (1) Sue is Mary's sister, and (2) Sue is Amy's mother, then it **necessarily follows in the world** that Mary is Amy's aunt, even though I told you nothing at all about aunts. This sort of reasoning pattern is what we hope to capture.

Entailment

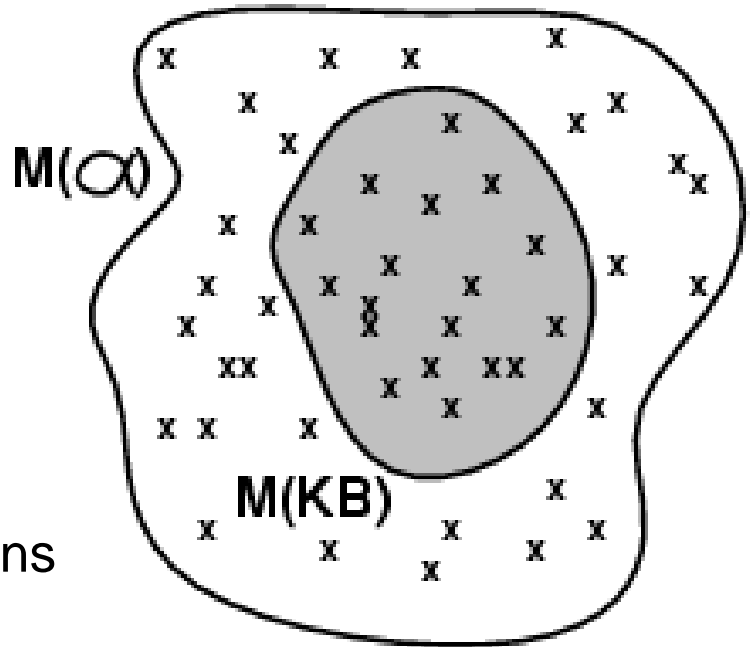
- **Entailment** means that one thing **follows from** another set of things:

$$KB \models \alpha$$

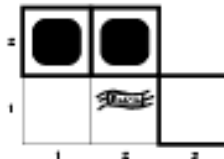
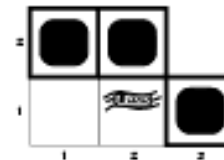
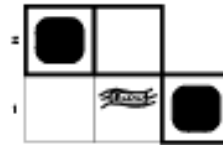
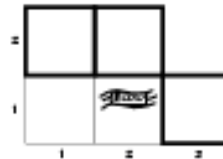
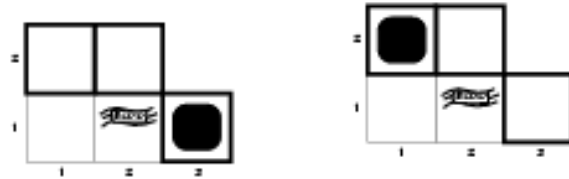
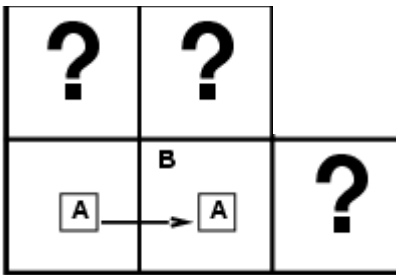
- Knowledge base *KB* entails sentence α if and only if α is true in **all worlds** wherein *KB* is true
 - E.g., the *KB* = “the Giants won and the Reds won” entails α = “The Giants won”.
 - E.g., *KB* = “ $x+y = 4$ ” entails α = “ $4 = x+y$ ”
 - E.g., *KB* = “Mary is Sue’s sister and Amy is Sue’s daughter” entails α = “Mary is Amy’s aunt.”
- The entailed α MUST BE TRUE in ANY world in which KB IS TRUE.

Models

- Logicians typically think in terms of **models**, which are formally structured worlds with respect to which truth can be evaluated
- We say m is a **model of** a sentence α if α is true in m
- $M(\alpha)$ is the set of all models of α
- Then $KB \models \alpha$ iff $M(KB) \subseteq M(\alpha)$
 - E.g. $KB = \text{Giants won and Reds won}$ entails $\alpha = \text{Giants won}$
- Think of KB and α as collections of constraints and of models m as possible states. $M(KB)$ are the solutions to KB and $M(\alpha)$ the solutions to α . Then, $KB \models \alpha$ when all solutions to KB are also solutions to α .

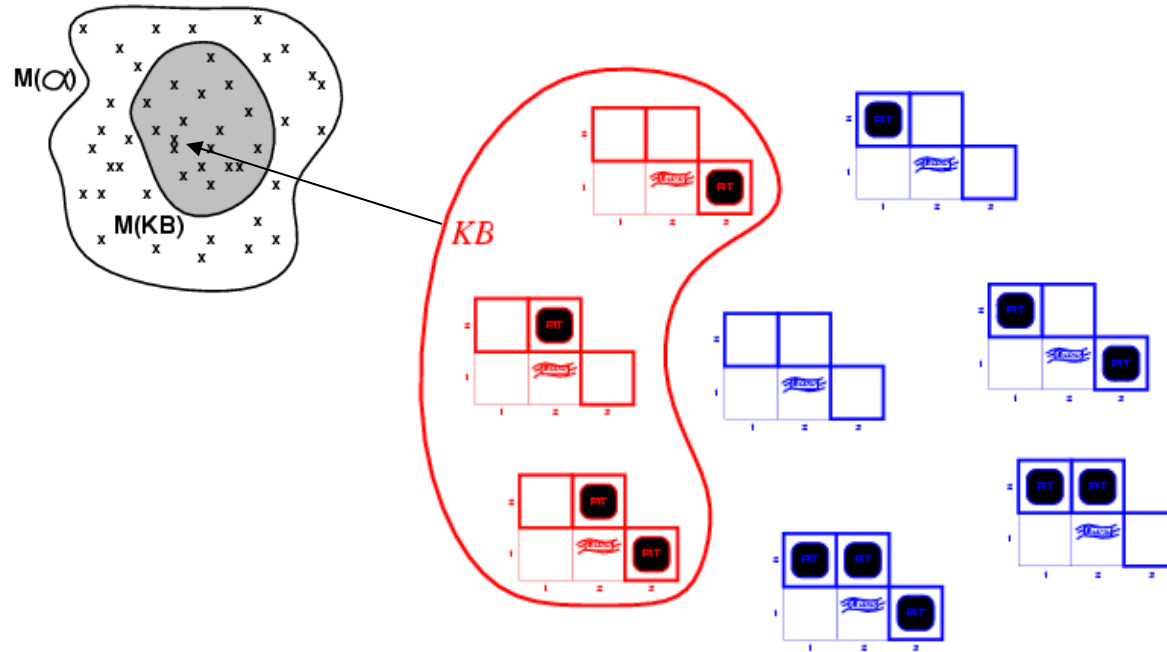


Wumpus models



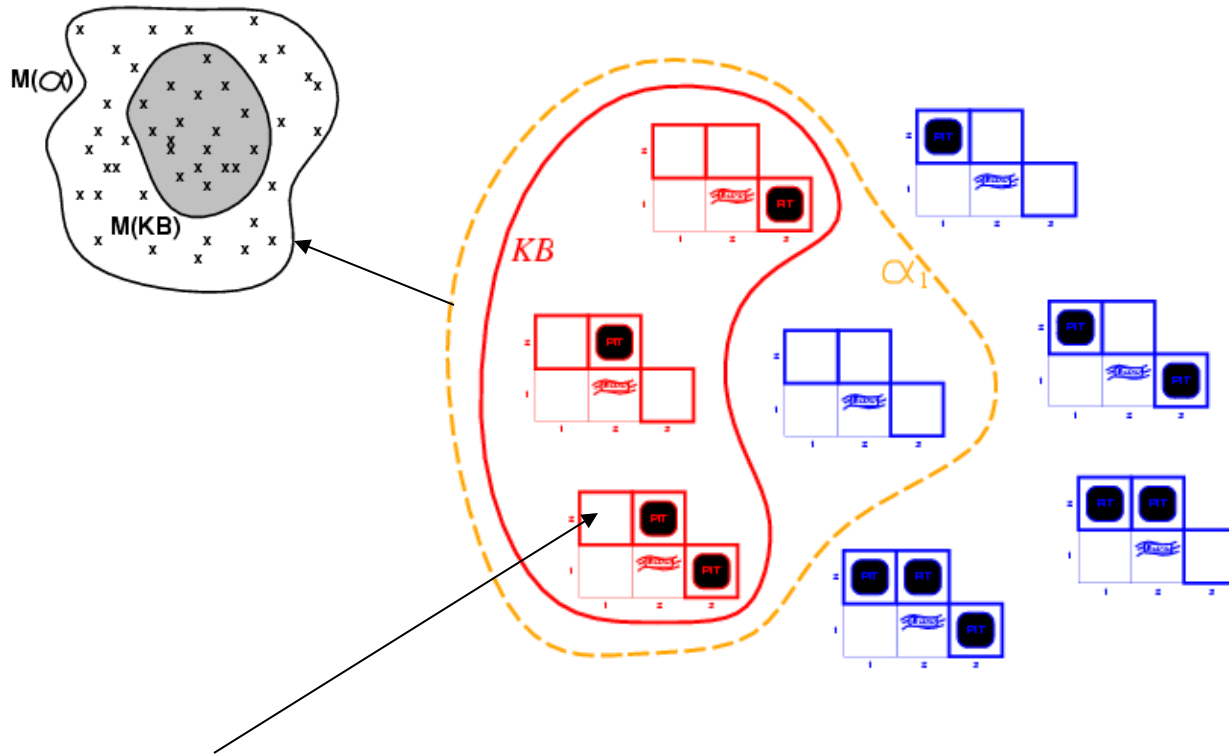
All possible models in this reduced Wumpus world. What can we infer?

Wumpus models



- $M(KB)$ = all possible wumpus-worlds consistent with the observations and the “physics” of the Wumpus world.

Wumpus models



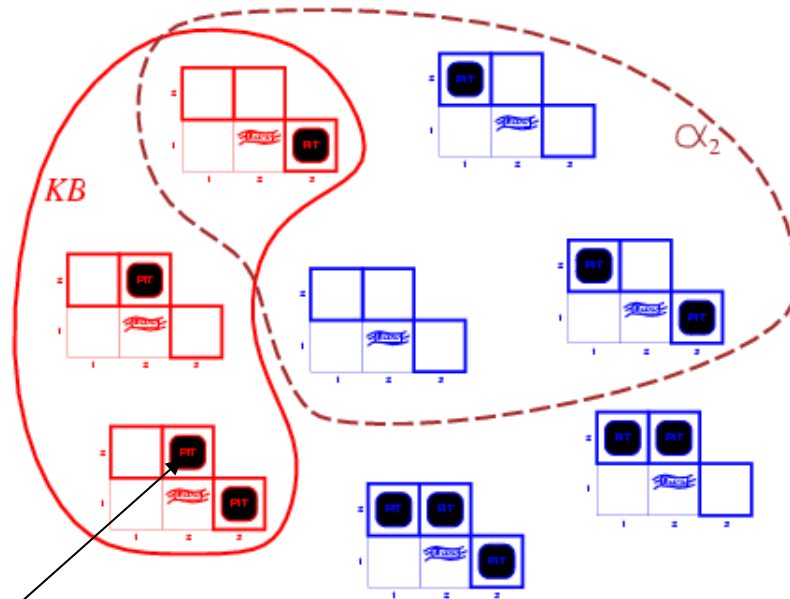
Now we have a query sentence, $\alpha_1 = "[1,2] \text{ is safe}"$

$KB \models \alpha_1$, proved by **model checking**

$M(KB)$ (red outline) is a subset of $M(\alpha_1)$ (orange dashed outline)

$\Rightarrow \alpha_1$ is true in any world in which KB is true

Wumpus models



Now we have another query sentence, $\alpha_2 = "[2,2] \text{ is safe}"$

$KB \not\models \alpha_2$, proved by **model checking**

$M(KB)$ (red outline) is a not a subset of $M(\alpha_2)$ (dashed outline)

$\Rightarrow \alpha_2$ is false in some world(s) in which KB is true

Recap propositional logic:

Syntax

- Propositional logic is the simplest logic – illustrates basic ideas
- The proposition symbols P_1, P_2 etc are sentences
 - If S is a sentence, $\neg S$ is a sentence (negation)
 - If S_1 and S_2 are sentences, $S_1 \wedge S_2$ is a sentence (conjunction)
 - If S_1 and S_2 are sentences, $S_1 \vee S_2$ is a sentence (disjunction)
 - If S_1 and S_2 are sentences, $S_1 \Rightarrow S_2$ is a sentence (implication)
 - If S_1 and S_2 are sentences, $S_1 \Leftrightarrow S_2$ is a sentence (biconditional)

Recap propositional logic:

Semantics

Each model/world specifies true or false for each proposition symbol

E.g. $P_{1,2}$ $P_{2,2}$ $P_{3,1}$
false true false

With these symbols, 8 possible models, can be enumerated automatically.

Rules for evaluating truth with respect to a model m :

$\neg S$	is true iff*	S is false	
$S_1 \wedge S_2$	is true iff	S_1 is true and	S_2 is true
$S_1 \vee S_2$	is true iff	S_1 is true or	S_2 is true
$S_1 \Rightarrow S_2$	is true iff	S_1 is false or	S_2 is true
i.e.,	is false iff	S_1 is true and	S_2 is false
$S_1 \Leftrightarrow S_2$	is true iff	$S_1 \Rightarrow S_2$ is true and	$S_2 \Rightarrow S_1$ is true

Simple recursive process evaluates an arbitrary sentence, e.g.,

$$\neg P_{1,2} \wedge (P_{2,2} \vee P_{3,1}) = \text{true} \wedge (\text{true} \vee \text{false}) = \text{true} \wedge \text{true} = \text{true}$$

* iff = if and only if

Recap truth tables for connectives

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>

**OR: P or Q is true or both are true.
XOR: P or Q is true but not both.**

**Implication is always true
when the premises are False!**

Inference by enumeration


(generate the truth table = model checking)

- Enumeration of all models is sound and complete.
- For n symbols, time complexity is $O(2^n)$...
- We need a smarter way to do inference!
- In particular, we are going to infer new logical sentences from the data-base and see if they match a query.

Logical equivalence

- To manipulate logical sentences we need some rewrite rules.
- Two sentences are **logically equivalent** iff they are true in same models: $\alpha \equiv \beta$ iff $\alpha \models \beta$ and $\beta \models \alpha$

$$\begin{aligned}(\alpha \wedge \beta) &\equiv (\beta \wedge \alpha) && \text{commutativity of } \wedge \\(\alpha \vee \beta) &\equiv (\beta \vee \alpha) && \text{commutativity of } \vee \\((\alpha \wedge \beta) \wedge \gamma) &\equiv (\alpha \wedge (\beta \wedge \gamma)) && \text{associativity of } \wedge \\((\alpha \vee \beta) \vee \gamma) &\equiv (\alpha \vee (\beta \vee \gamma)) && \text{associativity of } \vee \\ \neg(\neg\alpha) &\equiv \alpha && \text{double-negation elimination} \\(\alpha \Rightarrow \beta) &\equiv (\neg\beta \Rightarrow \neg\alpha) && \text{contraposition} \\(\alpha \Rightarrow \beta) &\equiv (\neg\alpha \vee \beta) && \text{implication elimination} \\(\alpha \Leftrightarrow \beta) &\equiv ((\alpha \Rightarrow \beta) \wedge (\beta \Rightarrow \alpha)) && \text{biconditional elimination} \\ \neg(\alpha \wedge \beta) &\equiv (\neg\alpha \vee \neg\beta) && \text{de Morgan} \\ \neg(\alpha \vee \beta) &\equiv (\neg\alpha \wedge \neg\beta) && \text{de Morgan} \\(\alpha \wedge (\beta \vee \gamma)) &\equiv ((\alpha \wedge \beta) \vee (\alpha \wedge \gamma)) && \text{distributivity of } \wedge \text{ over } \vee \\(\alpha \vee (\beta \wedge \gamma)) &\equiv ((\alpha \vee \beta) \wedge (\alpha \vee \gamma)) && \text{distributivity of } \vee \text{ over } \wedge\end{aligned}$$



You need to know these !

Validity and satisfiability

A sentence is **valid** if it is true in **all** models,
e.g., *True*, $A \vee \neg A$, $A \Rightarrow A$, $(A \wedge (A \Rightarrow B)) \Rightarrow B$

Validity is connected to inference via the **Deduction Theorem**:
 $KB \models \alpha$ if and only if $(KB \Rightarrow \alpha)$ is valid

A sentence is **satisfiable** if it is true in **some** model
e.g., $A \vee B$, C

A sentence is **unsatisfiable** if it is false in **all** models
e.g., $A \wedge \neg A$

Satisfiability is connected to inference via the following:
 $KB \models \alpha$ if and only if $(KB \wedge \neg \alpha)$ is unsatisfiable
(there is no model for which $KB = \text{true}$ and α is false)

Summary (Part I)

- Logical agents apply inference to a knowledge base to derive new information and make decisions
- Basic concepts of logic:
 - syntax: formal structure of sentences
 - semantics: truth of sentences wrt models
 - entailment: necessary truth of one sentence given another
 - inference: deriving sentences from other sentences
 - soundness: derivations produce only entailed sentences
 - completeness: derivations can produce all entailed sentences
 - valid: sentence is true in every model (a tautology)
- Logical equivalences allow syntactic manipulations
- Propositional logic lacks expressive power
 - Can only state specific facts about the world.
 - Cannot express general rules about the world (use First Order Predicate Logic)